

Korg's Wavedrum Dynamic Percussion Synthesizer has returned! With a combination of powerful synthesis and deep expressiveness, the Wavedrum is an instrument that can open new doors for your playing. Here's how to get started!

Connect and power up

- Mount the Wavedrum securely to any standard snare drum stand, or set on any level surface.
- Make sure the POWER button is turned off, and connect the included power supply.
- Connect ¼" cable(s) to the Wavedrum's outputs, or connect headphones to the headphone jack.
- Press the POWER button, and the Wavedrum will load the sounds selected for Live Mode.
- Hit it!!

Adjusting the Wavedrum

Your Wavedrum has a replaceable 10-inch drum head, whose tightness will affect its response, just like an acoustic drum.

Here's how to set up the Wavedrum for the best playing experience:

Using the included drum key (or any other standard drum key), adjust the 5 points on the rim to tighten/loosen the head to your liking.

- If replacing the head, be careful while separating the top and bottom sections of the Wavedrum, which are connected and cannot be completely separated.
- For stability, and to extend the life of your drum head, follow a star-shaped adjustment pattern, rather than just moving clockwise from point to point.
- Test the head (including the center pressure sensor) with various sounds to ensure optimal playability.
- If the head pressure needs adjustment, turn the center screw on the bottom of the Wavedrum, and/or calibrate the head and pressure sensors as described in the Owner's Manual.



- Don't store anything heavy on top of the Wavedrum, or let it rest upside-down for long periods of time. This can
 affect the Wavedrum's playability.
- Remember that Wavedrum uses internal transducers, which can be sensitive enough to cause feedback when placed near loud monitors or PA speakers.

Note: For more information on replacing and adjusting the drum head, please see the Wavedrum Owner's Manual.

Use Live Mode to explore sounds

When you turn the Wavedrum on, it will enter Live Mode and load twelve sounds at once, to allow instant switching between those sounds, without having to search for them or wait for the DSP algorithms to load. Here's how to get around in Live Mode.

- Press the BANK/MODE button to switch between the three banks, A, B, and C.
- Use the 1, 2, 3, and 4 buttons to select different sounds within each bank.
- At any time, you can turn the VALUE knob to select a new sound.

Let's explore the twelve sounds that are preset in Live Mode! For each of these sounds, make sure you try EVERYTHING... Use your hands, use sticks, mallets, brushes, or whatever other playing tools you want. The textured ridges along the rim are there to be played as well... There's a world of possibilities in each sound.

| Live Preset | Program Number | Program Name | Description | | |
|----------------|-------------------|------------------|--|--|--|
| A-1 | 98 | The Forest Drum | Try different velocities for different sounds, on both the head and the rim. | | |
| A-2 | 61 | D&B Synth | The head has both kick and snare sounds, depending on how hard you strike it. The rim has velocity-sensitive synth sounds, and putting pressure on the head adds a sweeping steam sound! | | |
| A-3 | 15 | Djembe | When played with hands, this algorithm reacts to pressure, mutes, slaps, and other nuances of a real djembe. | | |
| A-4 | 49 | Steel Drum | Use different velocities to choose notes (F, A, B flat, C, and high F). | | |
| B-1 | 35 | Tabla Drone | As you play (use your hands here), try pressure in the middle for bayan sounds. Strike the rim hard for a bell/drone, which you can modify using pressure on the head! | | |
| B-2 | 75 | Dance Hit Drone | Bend the pitch of the drone down using head pressure, and add synth chords using the rim. | | |
| B-3 | 00 | Snare 1 | Sure, it sounds amazing when played sticks, reacting just like a natural snare but try it with brushes. | | |
| B-4 | 50 | Broken Kalimba | Strike the head with different velocities, then hit the rim to find that broken tine! | | |
| C-1 | 59 | Snare/Kick 2 | Strike dead center for a kick drum, and move outwards for snares. Pressure on the head will dramatically alter the snare sound. | | |
| C-2 | 67 | Kenya Street Rap | Press the head down for some ambient, rhythmic textures. Try adding a Loop pattern to this! | | |
| C-3 | 19 | Conga | Mutes, slaps, pitch modulation via head pressure, it's all there and so much easier to carry around. | | |
| C-4 | 82 | DDL Mystic Jam | Drum along with a heavy delay, with swirling chimes adding an ethereal touch. | | |



While you're in Live mode, you can always turn the VALUE dial to select specific sounds from the 100 preset/100 user locations. The advantages of storing the sounds, however, are that you can get to them quickly and predictably, and without any loading time. Here's how to store your own sounds in Live mode:

- Go to the Live mode location where you want to save (e.g. A-1, C-2, etc.)
- Turn the VALUE dial to select the sound you want to save.
- Press the WRITE button twice.

Jam Along

Your Wavedrum comes with 100 rhythm loops for instant accompaniment, covering a wide variety of styles.

- Hold down the BANK/MODE button, and press button 4 to enter Global mode.
- Press button 3, then use the VALUE knob to select a loop, from 0 to 100.
- Press button 4 to start and stop the selected loop.

The Wavedrum also has an AUX IN connection, which allows you to connect any music player, or any other line-level audio source (such as another Wavedrum). You can adjust and save the input level.

- Hold down the BANK/MODE button, and press button 4 to enter Global mode.
- Press the BANK/MODE button several times until the display reads "Com" (Common settings).
- Press button 2. The display will briefly show "A.In" (AUX IN), and then the input level.
- Turn the VALUE knob to adjust the Wavedrum's mix level.

Note: Press the WRITE button twice to save the Global settings.

Editing Sounds

You can modify the Wavedrum's sound in very sophisticated ways. The simple controls allow you to explore, sculpt, and experiment with every aspect of the Wavedrum's synthesis engine.

There are two main editing areas, EDIT 1 and EDIT 2. Let's explore EDIT 1 first.

- Hold down the BANK/MODE button, and press button 2. The display will show "Ed1" for a second, before showing "tun."
- Now, buttons 1-4 will allow you to set which part of the program you want to tune. Follow this table for the functions you need:

| Press this button: | Display reads: | This means: | | |
|--------------------|----------------|---|--|--|
| 1 | hd.A | Tune the algorithm on the Wavedrum's head. | | |
| 2 hd.P | | Tune the PCM sample on the Wavedrum's head. | | |
| 3 | rm.A | Tune the algorithm on the Wavedrum's rim. | | |
| 4 | m.P | Tune the PCM sample on the Wavedrum's rim. | | |

 Once you've selected which part of the Wavedrum's sound you want to tune, just turn the VALUE dial to make the change.



Now that we know how to tune the Wavedrum, let's try some other editing parameters.

Press the BANK/MODE button a few more times, and you'll cycle through all these pages:

- dcy: Decay
- **LEV**: Level
- Pan: Left/right panning
- ALG: select one of the 32 available synthesis algorithms
- V.Cr: Velocity Curve- if the program uses PCM samples, you can select from 9 different velocity curves.
- **P.Cr**: Pressure Curve-Adjust how the Wavedrum reacts to pressure.
- **P.Tn:** Pressure Tune- If the program uses PCM samples, you can adjust how pressure affects the tuning of the samples, 12 semitones in either direction.
- **P.dc**: Pressure Decay- Affects how long head pressure will affect the sound.

For each of the above editing parameters, just press one of the 1-4 buttons to select which part of the Wavedrum you want to modify, and then use the VALUE knob to adjust. There are also two more options that affect all parts of the Wavedrum's sound at once:

- **rEb:** Reverb- The 1-4 buttons will allow you to respectively edit the reverb type, balance, depth, and high-frequency damping.
- **dLY:** Delay- The 1-4 buttons give you control over delay time, balance, feedback, and high-frequency damping.

Once you're comfortable editing, you'll find a treasure trove of other parameters in EDIT 2!

- ☐ Hold down the BANK/MODE button, and press the 3 button. The display will show "Ed2" for a second, and then show "tYP."
- ☐ As you press the BANK/MODE button a few more times, you'll cycle through these pages:
 - Eq- Pre EQ. This lets you specify whether you're using hands or sticks to play the head or the rim, with five different combinations.
 - H.14- Edit parameters 1-4 of the head algorithm.
 - H.58- Edit parameters 5-8 of the head algorithm.
 - R.14- Edit parameters 1-4 of the rim algorithm.
 - R.58- Edit parameters 5-8 of the rim algorithm.

Note: All of these algorithm parameters will change depending on which of the 32 algorithm(s) you selected in EDIT 1. Please see the Owner's Manual for details.



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Save your creation

Once you've customized a program, you'll want to save it! Here's how:

- While in either EDIT 1 or EDIT 2 mode, press the WRITE button.
- Turn the VALUE knob to select a program number (you can't save the preset locations, P00-P99)
- Press the WRITE button again.

The program will be saved, and you'll be returned to Live mode.

Note: To restore the Wavedrum's factory programs, hold down the WRITE button while turning the Wavedrum on. The display will blink "Pld." Press and hold the WRITE button for one more second, and the factory programs will be restored. When the display shows "End," turn the Wavedrum off and then back on again.

Calibrate the Wavedrum

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- ☐ Hold down the BANK/MODE button, and press button 4 to enter Global mode.
- ☐ Press the BANK/MODE button to cycle through these pages:
 - Com- Common settings, including panning, AUX IN mix level, and loop playback.
 - H.ca- Head calibration-
 - Button 1 (Lo) modifies low attenuation threshold.
 - Button 2 (SEn) modifies sensitivity.
 - R.ca- Rim calibration
 - Button 1 (Lo) modifies low attenuation threshold.
 - Button 2 (SEn) modifies sensitivity.
 - P.ca- Pressure calibration
 - Button 1 (VaL) shows the pressure value.
 - Button 2 (P.Lo) specifies the minimum detected pressure.
 - Button 3 (P.Hi) specifies the maximum detected pressure.
- ☐ Once you select the parameter you want to change, turn the VALUE knob to modify it.
- ☐ After you're finished making changes, press the WRITE button to save the Global settings.

