DRM-1
DIGITAL RHYTHM MODULE

KORG

Quality, control, flexibility, compatibility, and convenience.
What more could you want in a digital rhythm module?

The DRM-1, a New Standard of Quality for Digital Rhythm Modules—Finally, a digital rhythm module with the high sound quality that drummers, studio engineers, and other professionals have been waiting for! A compact digital rhythm module which allows MIDI programmers complete creative freedom!

DRM-1 quality starts with a 12-bit digital-to-analog conversion design which raises the signal-to-noise ratio and enhances the dynamic range to produce new realism for the bass drum, tom-toms, conga, and other sound sources. And what sound sources they are! The 23 sound sources built into the DRM-1 incorporate a myriad of evolutionary improvements which KORG has developed in the course of its long experience with the popular DDD Series. Nevertheless, the timbre libraries remain fully compatible. In fact, the DRM-1 allows you to simultaneously use any four of the more than fifty KORG Sound Library ROM cards currently available. Imagine the flexibility that this capability will add to your music!

These sources feature programmable control. The range extends from such standard parameters as tuning, decay, and output level through the assignment of input, pad, and MIDI channels through to an advanced phasing effect that produces a layered sound from a single source. You can store up to sixteen such programming combinations for instant recall at any time.

The rear of the DRM-1 provides a separate output jack for each of eight channels as well as a pair of stereo (L/R) jacks with built-in panning control. There are also jacks for trigger inputs from up to seven individual drum pads and MIDI ports.
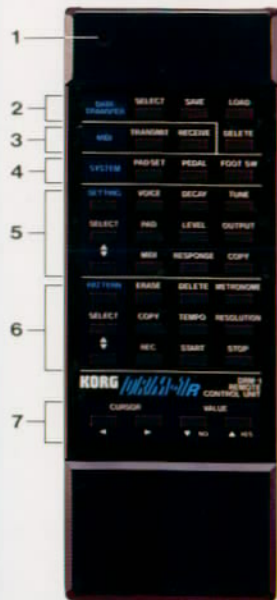
Another way to play the DRM-1 is through its MIDI interface—that is, by making it a slave in a MIDI network. Alternatively, you can make it the master and have it send other MIDI equipment such data as the velocity—the force with which you strike the pad—the pad's note number, and foot switch signals which may be used to control pitch, decay, dynamics, panning, and other variables.

Built into the DRM-1 is a sequencer that allows you to record up to sixteen patterns in real time and then edit them. Editing functions such as punch in, punch out, overdubbing, erase, and delete give you complete control over the results.

In the studio, the DRM-1 becomes an invaluable tool for multitrack tape recording. Rerecording a track is now easier than ever before: Simply feed the signal from the old track into the DRM-1, adjust the trigger level, inhibit time, and other parameters so that this triggers a DRM-1 internal sound, and store the result on another track. The tape recorder and the DRM-1 module therefore work together to raise your work to an even higher standard of perfection.
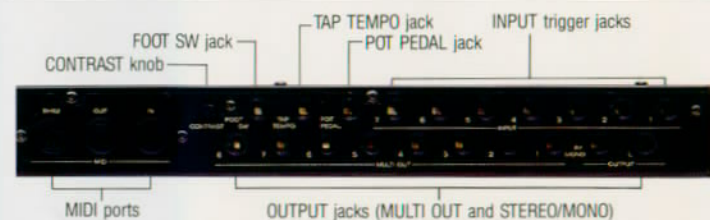
All this performance comes in a compact body that fits into an industry-standard 1U rack. A separate cordless remote control unit provides you with complete access to all controls from locations away from the rack as well.

REMOTE CONTROL UNIT (DRM-1R)

1 LED: Lights briefly each time the unit transmits a signal to the DRM-1 module.

2 DATA TRANSFER group: Transfers data between the DRM-1 and a sound source.

3 MIDI group: Controls MIDI parameters.

4 SYSTEM group: Configures the drum pads, pedals, and foot switches connected to the DRM-1.

5 SETTING group: Sets timbres and other parameters.

6 PATTERN group: Controls sequencer operation.

7 CURSOR/VALUE keys: Select and modify parameter settings in the individual groups.

REAR PANEL

FOOT SW jack
TAP TEMPO jack
POT PEDAL jack
INPUT trigger jacks
CONTRAST knob
MIDI ports
OUTPUT jacks (MULTI OUT and STEREO/MONO)

SPECIFICATIONS

•**SOUND SOURCES** (23 internal sound series): SNARE 1, SNARE 2, SNARE 3, SNARE 4, SIDE STICK, BASS DR.1, BASS DR.2, BASS DR.3, BASS DR.4, CLOSED HIHAT, OPEN HIHAT, CRASH CYMBAL, RIDE CYMBAL, HIGH TOM, MID TOM, LOW TOM, COWBELL, HANDCLAPS, HIGH CONGA, LOW CONGA, MUTED CONGA, HIGH TIMBALE, LOW TIMBALE •**CONTROLS:** MAIN BODY VOLUME, LCD CONTRAST VR, REMOTE CONTROL ON/OFF SLIDE SW, POWER SW •**REMOTE CONTROL UNIT (DRM-1R):** [DATA TRANSFER GROUP] SELECT KEY, SAVE KEY, LOAD KEY, DELETE KEY [MIDI GROUP] TRANSMIT KEY, RECEIVE KEY [SYSTEM GROUP] PAD SET KEY, PEDAL KEY, FOOT SW KEY [SETTING GROUP] SETTING KEY, SELECT KEY ▲, SELECT KEY ▼, VOICE KEY, PAD KEY, MIDI KEY, DECAY KEY, LEVEL KEY, RESPONSE KEY, TUNE KEY, OUTPUT KEY, COPY KEY [PATTERN GROUP] PATTERN KEY, SELECT KEY ▲, SELECT KEY ▼, ERASE KEY, DELETE KEY, METRONOME KEY, COPY KEY, TEMPO KEY, RESOLUTION KEY, REC KEY, START KEY, STOP KEY [SETTING KEY GROUP] CURSOR KEY ◄, CURSOR KEY ►, VALUE KEY ▲, VALUE KEY ▼ •**INDICATOR:** 2 line 16-character LCD with backlight. •**CARD SLOT 4:** CARD 1 for ROM/RAM, CARD 2 ～ 4 for ROM •**INPUT:** PAD INPUT 1 ～ 7, MIDI IN, TAP TEMPO, FOOT SW, POT PEDAL •**OUTPUT:** PHONES, OUTPUT LEFT, OUTPUT RIGHT/MONO, MULTI OUT 1 ～ 8, MIDI OUT, MIDI THRU. •**DIMENSIONS:** EIA-19 ″ 1U RACK (W482 × D315 × H44) •**WEIGHT:** 4.3kg •**POWER CONSUMPTION:** 14W •**SUPPLIED ACCESSORIES:** Remote control unit, Battery (SUM-3DG, 1.5V) × 2, AC power cord, Rack mount fittings, Tapping screws, Washeres
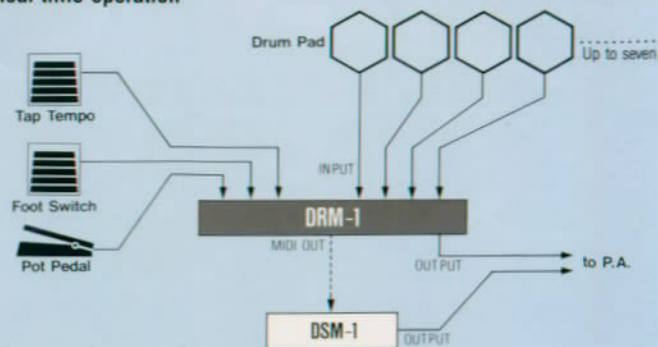
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■**KH-1000** DYNAMIC STEREO HEADPHONES
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■**EXP-2** FOOT CONTROLLER
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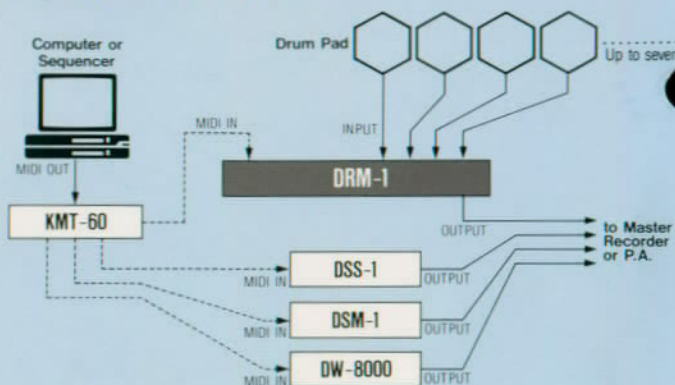
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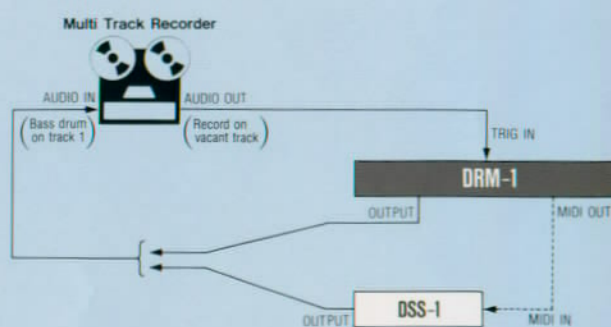
■ Real-time operation

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This type of setup makes the DRM-1 a slave operating under the control of an external MIDI device. It is still possible, however, to use drum pads to trigger the DRM-1 simultaneously with incoming MIDI DATA.

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The TRIG IN function makes it possible to use the signal recorded on one track—in the example above, the bass drum on track 1—to drive the DRM-1 and thus produce a new signal. Proper selection of the trigger level, inhibit time, and other parameters allows you to produce a new track that has the same rhythm, but a totally new sound.

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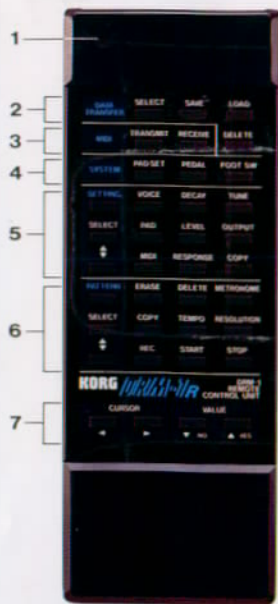
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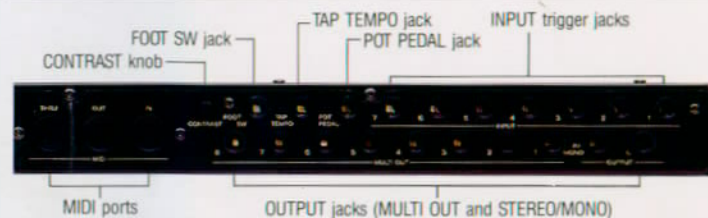
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CONTRAST knob — FOOT SW jack — TAP TEMPO jack — POT PEDAL jack — INPUT trigger jacks

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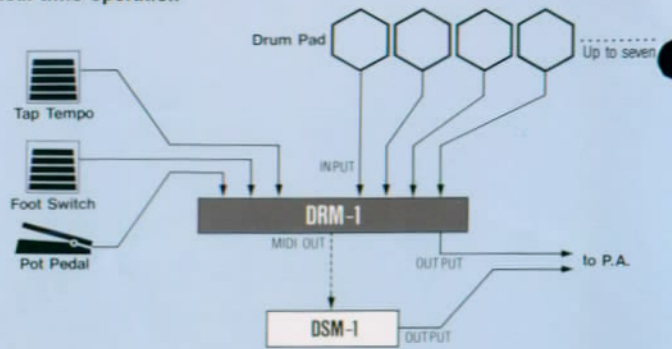
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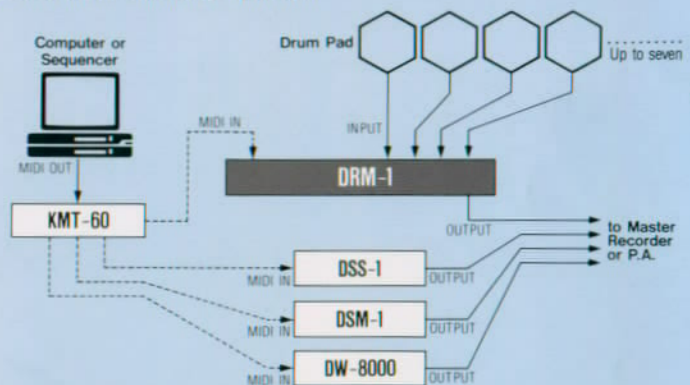
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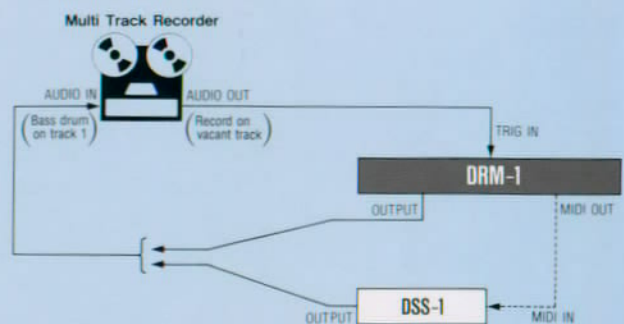
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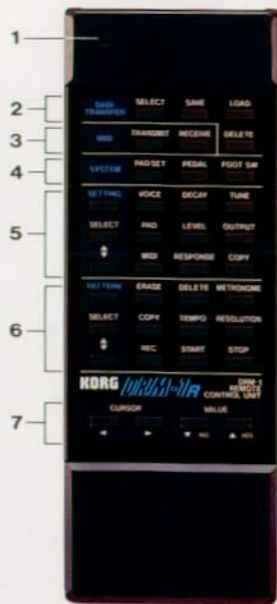
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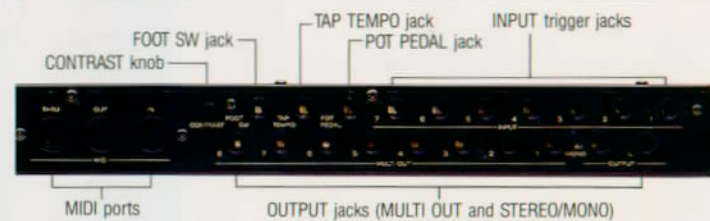
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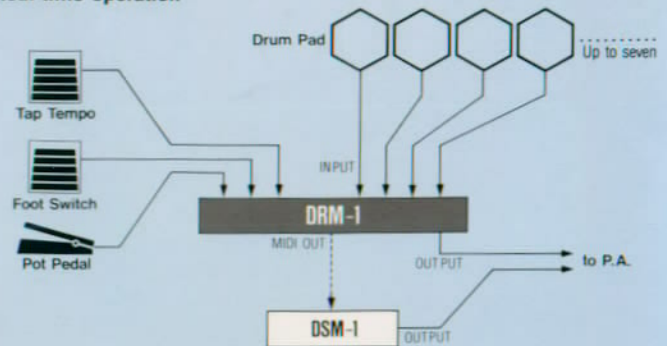■ **SYNC/MIDI CABLE** 1.5m/3m/5m
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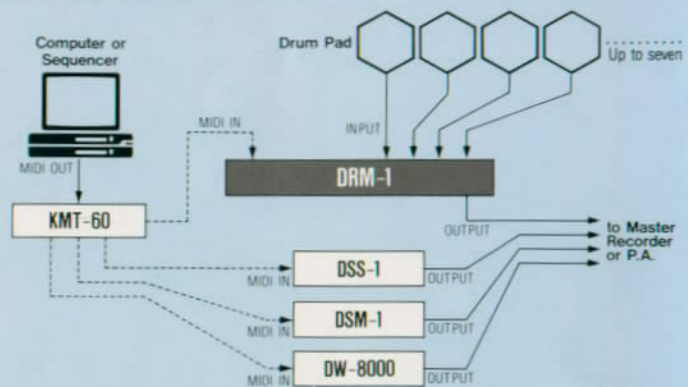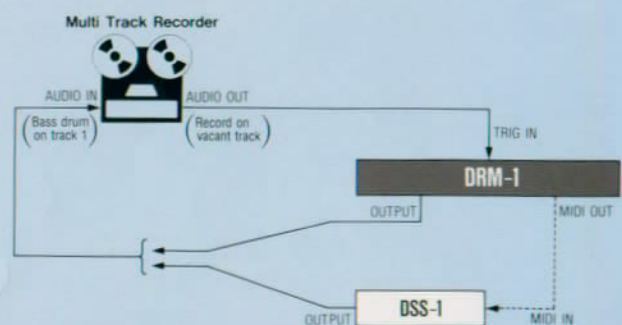
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