Explore New Sound Effect Concepts—Complete Dual Delay Facilities

Independent inputs and outputs for each unit. Each of these precision delays is equipped with two kinds of input (IN, FEEDBACK IN), four kinds of output (+MIX, -MIX, EFFECT, DIRECT), and two kinds of control audio input (BYPASS, HOLD/TRIG). Parallel delay is just the beginning. Discover the possibilities of cross feedback, open feedback loops, and serial delay. Just connect the inputs and outputs together to produce the kind of delay effect that you've been looking for. Ordinary delay units simply can not deliver this kind of sophistication and complexity.

Independent modulation expands your possibilities.

Since each channel has its own modulation generator you can produce completely independent stereo chorus effects. Even with just one of the modulation generators you can easily derive flanging, phasing and chorus variations using the normal and inverted phase outputs for each channel. Imagine what unfolds when the two modulation generators interact with each other.

Dual independent sampling facilities.

Apply synchronized effects from section B to sounds sampled with section A. Or store two separate phrases, drum sounds, etc. in each delay section, reproducing them at will. With completely independent sampling facilities you don't have to compromise your music any longer.

Twin top quality specs

Both delay sections boast the same prime quality specifications: Delay times of from 0.5ms to 1024ms (up to 2048ms with serial connection). Frequency response extension out to 16kHz. Dynamic range of 92dB or more. High and low cut filters let you tailor the sound to yield everything from soft chorus to powerful flanging effects. With this kind of technology you can let your creativity run free.
### Basic Settings

1. **Parallel**
   - **Parallel 1**
     - Delay Unit A
     - Delay Unit B
   - Two delays are used independently.

2. **Serial**
   - **Serial 2**
     - Delay Unit A
     - Delay Unit B
   - Output from one delay goes to input of second delay.

3. **Cross feedback**
   - **Cross feedback 3**
     - Delay Unit A
     - Delay Unit B
   - Outputs of each go to inputs of other.

4. **Open feedback loop**
   - **Open feedback loop 4**
     - Delay Unit A
     - Delay Unit B
   - Puts one delay inside the other's feedback loop.

### SDD-1200 Typical Effect Settings

1. **Parallel**
   - Rotating Speaker
     - Effective with organ sounds. The frequency of section A determines the speed.
   - Front panel
     - A
     - B
   - Rear panel
     - Mix
     - Tone
     - Felt
     - Mute

2. **Serial**
   - Stereo Chorus
     - Section A produces a long delay while section B applies chorus. Good with plucked/percussive waveforms.
   - Front panel
     - A
     - B
   - Rear panel
     - Mix
     - Tone
     - Felt
     - Mute

3. **Cross Feedback**
   - Stereo Pingpong Delay
     - The sound bounces between right and left every 150ms while attenuating.
   - Front panel
     - A
     - B
   - Rear panel
     - Mix
     - Tone
     - Felt
     - Mute

4. **Open Feedback Loop**
   - Feedback Chorus
     - Puts chorus inside a delay feedback loop. Chorus increases with the number of successive echoes.
   - Front panel
     - A
     - B
   - Rear panel
     - Mix
     - Tone
     - Felt
     - Mute

### SDD-1200 SPECIFICATION

- INPUT A: Input level (-20dBm), Input impedance (1M), Max clip level (+16dBm)
- INPUT B: Input level (-20dBm), Input impedance (1M), Max clip level (+16dBm)
- OUTPUT (A+B): Max clip level (+4dBm)
- FREQUENCY RESPONSE: 20Hz to 20kHz, +1dB (DIRECT), 30kHz (-3dB), +1kHz (NORMAL)
- TOTAL HARMONIC DISTORTION: Below 0.05% (DIRECT), 0.05% (NORMAL)
- MODULATION FREQUENCY: 20Hz to 20kHz, +1dB
- MODULATION FORM: Triangle (DIRECT), Sine (NORMAL)
- MODULATION DEPTH: 0 to 100%
- FILTER: Effect Sound (HIGH-CUT 1kHz, LOW-CUT 1kHz, HIGH-CUT 1kHz)
- SIGNAL PROCESSING: Slew rate 1kHz, Filter (DIRECT), 1kHz (NORMAL)
- SUPPLY: 100V, 50/60Hz
- POWER CONSUMPTION: 11W
- SUPPLIED ACCESSORIES: AC cord, Rack mounting screws

### Rack-Up Series

Korg gives you advanced effects in slim rack mountable units.

**SDD-2000** SAMPLING DIGITAL DELAY

**SDD-1000** DIGITAL DELAY

**GR-1** GATED REVERB

**KMX-62** KEYBOARD MIXER

**KME-56** MULTI GRAPHIC EQUALIZER

### NOTICE

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