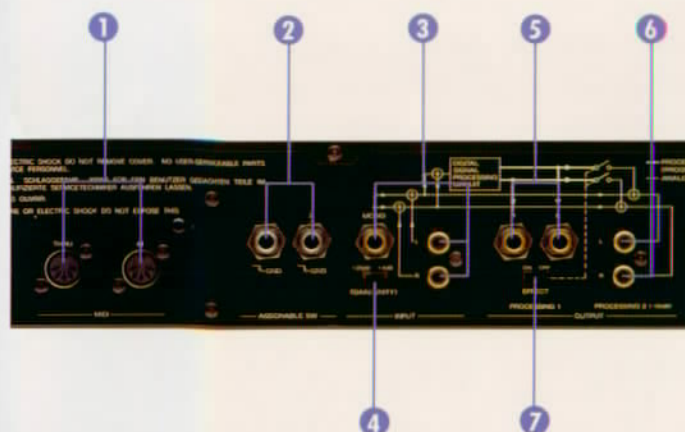


## Rear Panel



- ① **MIDI:** Input as well as THRU jack for passing MIDI signals unchanged to other equipment.
- ② **ASSIGNABLE CONTROL:** Inputs for footswitch control (using PS-1, PS-2, etc.) over program change, (up and/or down) reverb time, and effect bypass.
- ③ **INPUT:** Two kinds of jacks to accept phone (1/4) or pin (RCA phono) plugs.
- ④ **INPUT LEVEL:** Switch to select +4dB or -20dB signal levels (with unity gain output).
- ⑤ **PROCESSING OUT 1:** Phone jack outputs.
- ⑥ **PROCESSING OUT 2:** Pin jack outputs.
- ⑦ **EFFECT ON/OFF:** Switch determines whether effect sound is mixed with PROCESSING 2 output.

## SPECIFICATIONS

• **Input:** Lch +4dBm (+18dBm MAX)/-20dBm (-6dBm MAX) 20k $\Omega$ , Rch +4dBm (+18dBm MAX)/-20dBm (-6dBm MAX) 20k $\Omega$ , MONO +4dBm (+18dBm MAX)/-20dBm (-6dBm MAX) 50k $\Omega$  • **Output:** PROCESSING 1, OUT 1 Lch +4dBm (+18dBm MAX)/-20dBm (-6dBm MAX) 1k $\Omega$  GAIN UNITY, OUT 1 Rch +4dBm (+18dBm MAX)/-20dBm (-6dBm MAX) 1k $\Omega$  GAIN UNITY, PROCESSING 2, OUT 2 Lch -10dBm 1k $\Omega$  (+4dBm MAX), OUT 2 Rch -10dBm 1k $\Omega$  (+4dBm MAX) • **Frequency response:** 10Hz-100kHz +0, -3dB DIRECT, 20Hz-20kHz +0, -3dB EFFECT • **Dynamic range:** 101dB (IHF-A) DIRECT, 89dB (IHF-A) EFFECT • **Distortion (THD):** 0.004% DIRECT (AT PROCESSING 2 1kHz 0dBm), 0.006% EFFECT (AT PROCESSING 1 1kHz +14dBm) • **Quantization:** 16 bit A/D Linear conversion (1 ch), 16 bit D/A Linear conversion (2 ch) • **Sampling frequency:** 44.1kHz • **Power supply:** AC 117, 220, 240V 50/60Hz • **Dimensions (W x D x H):** 482.6 x 313.3 x 88mm (19" x 12.33" x 3.54") (EIA 2U RACK) • **Weight:** 5.1kg (11 lbs. 4 oz) • **Supplied accessories:** Remote control unit, Battery (SUM-3) x 2, Bind tapping screw (M5 x 16) x 4, Washer ( $\phi$ 5) x 4

## OPTIONS



PS-2  
PEDAL SWITCH



PS-1  
PEDAL SWITCH



HC-2U  
2U RACK CASE

- PEDAL SWITCH PS-2
- PEDAL SWITCH PS-1
- 2U RACK CASE HC-2U
- SYNC/MIDI CABLE 1.5m, 3m, 5m
- STEREO CONNECTION CORD

\*Specifications and features are subject to change without notice for further improvement.  
\*Color reproduction in printed materials may differ from actual product appearance.

## NOTICE

Korg products are manufactured under strict specifications and voltages required by each country. These products are warranted by the Korg distributor only in each country. Any Korg product not sold with a warranty card or carrying serial number disqualifies the product sold from the manufacturer's/distributor's warranty and liability. This requirement is for your own protection and safety.

People and Technology in Harmony

# KORG

KORG INC. 15-12, Shimotakaido 1-Chome, Suganami-Ku, Tokyo Japan.

# KORG

Because We Love Music  
25  
25th ANNIVERSARY

# UNPRECEDENTED



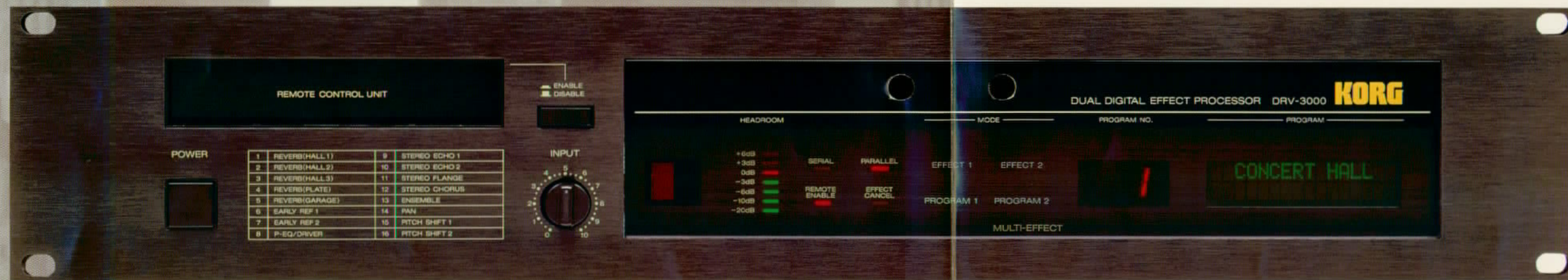
# DRV-3000

DUAL DIGITAL EFFECT PROCESSOR



# Hear the Unheard of... Korg's Dual Effects Make it Possible.

**Compact Disc Digital Signal Quality in  
16 Basic Effects that You Combine and Customize to  
Create Whole New Worlds of Sound.**



## Compact Disc Quality Comes to Digital Effects

Independent ADC/DAC digital-analog conversion using 16-bit linear 44.1kHz sampling means CD sound quality. Korg's 24-bit digital signal processor chip technology and 44.1kHz sampling stretch effects response flat out to 20,000Hz—with wide dynamic range to match.

## 16 Dynamic Basic Effects

At the heart of the DRV-3000's versatility are its basic effects. You have 16 to work with, each boasting multiple parameters and unprecedented sound quality. Five classes of reverb including HALL 1-3, PLATE and GARAGE, with reverb time adjustable from 0.3 to 99 seconds. EARLY REF 1 and 2 simulate two distinct early reflection patterns. For flexible equalization from 32Hz to 16kHz, P-EQ/DRIVER has three parametric bands, high pass and low pass filters and delay. STEREO ECHO 1 uses cross-channel feedback between the left and right stereo signals. STEREO ECHO 2 has separate feedback for each channel. PITCH SHIFT 1 includes echo and feedback parameters. On PITCH SHIFT 2 you can have independent left and right channel pitch changes. You can create intervals with the direct and effect sound, produce chorus effects, and use MIDI to control pitch changes. Complementing these are STEREO CHORUS, PAN, and ENSEMBLE effects.

## Dual Effects—More than the Sum of Their Parts

The fun really starts when you combine effects. Take two basic effects, adjust their parameter values, and route them in serial or parallel. Then sit back and try to believe your ears. Up to 32 combinations can be stored in memory for instant recall. You can give each program an easy-to-remember name.

When you combine two reverb effects, Korg's special processor automatically adjusts the first effect for optimum matching. The signal stays digital from input to output. So there's none of the quality deterioration that occurs when two separate digital reverbs are connected.

## MIDI Controllable; Phone/Pin Jack Equipped

Signals from your synth or other MIDI source can be used to change programs and shift pitch on the DRV-3000. Two assignable control jacks are also handy for footswitch control over program up/down, reverb time and effect cancel switching. Input/output jacks in both standard phone and RCA phono formats make for easy interfacing with studio and audio/video equipment.

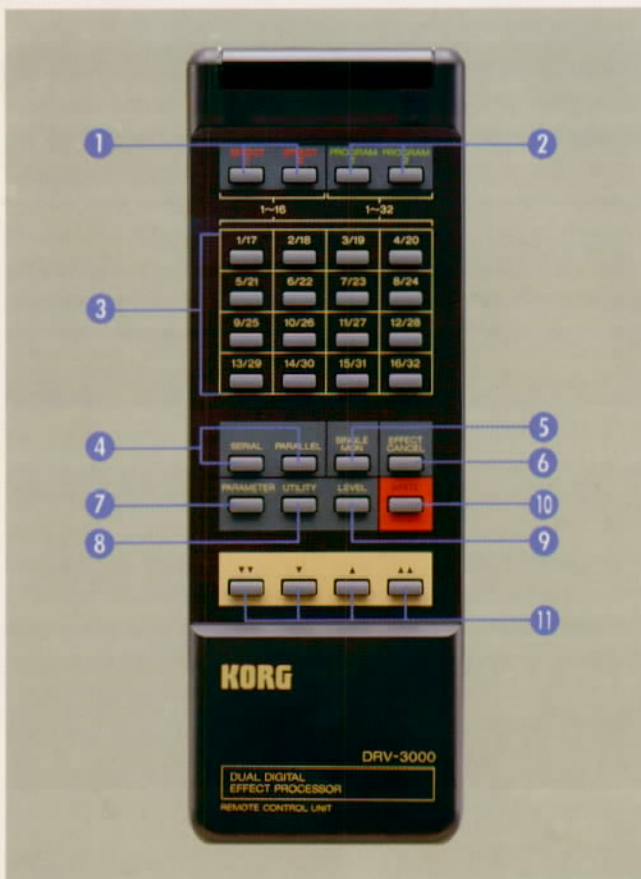
# DRV-3000

DUAL DIGITAL EFFECT PROCESSOR



# Wireless Full-Function Remote Control Supplied

Customize your effects patches without getting up from your listening position. The supplied remote covers virtually all functions while the DRV-3000 front panel alerts you to what's happening.



- 1 EFFECT 1,2 Selectors:** These select effect 1 or 2 for editing.
- 2 PROGRAM Bank Selectors:** For selection of program bank 1 or 2.
- 3 NUMBER keys:** Sixteen keys for selection of effects 1-16 and programs 1-32.
- 4 SERIAL/PARALLEL Selectors:** For selection of serial or parallel connection of effects 1 and 2.
- 5 SINGLE MONITOR:** Allows you to hear just one of the two effects as an aid while editing.
- 6 EFFECT CANCEL:** Lets you monitor just the direct sound.
- 7 PARAMETER Selector:** Parameter names and values are shown on the display. This key selects the parameter. The up/down arrow keys change the value.
- 8 UTILITY:** Puts you into the utilities mode where you can change MIDI settings, program titles, and perform other special functions.
- 9 BALANCE LEVEL:** For setting the balance and level of effects 1 and 2.
- 10 PROGRAM WRITE:** Used to save edited programs to memory.
- 11 UP/DOWN:** For adjustment of parameter values, level and balance settings, and program recall.

## BASIC EFFECT PARAMETERS

EFF. No.	TITLE	PARAMETER								
		1	2	3	4	5	6	7	8	9
1	HALL 1	REV TIME 0.3-99.0s 2.7s	H. DAMP 1-10 7	PRE DLY 0.1-500.0ms 27.0ms	HPF THRU 32Hz-1.0kHz 27.0ms	LPF 1.0kHz-16kHz, THRU 12kHz	REV TIME 2 0.3-99.9s 5.0s			
2	HALL 2	REV TIME 0.3-99.0s 1.8s	H. DAMP 1-10 2	PRE DLY 0.1-500.0ms 24.0ms	HPF THRU 32Hz-1.0kHz 50Hz	LPF 1.0kHz-16kHz, THRU 8.0kHz	REV TIME 2 0.3-99.9s 1.0s			
3	HALL 3	REV TIME 0.3-99.0s 1.4s	H. DAMP 1-10 4	PRE DLY 0.1-500.0ms 12.0ms	HPF THRU 32Hz-1.0kHz THRU	LPF 1.0kHz-16kHz, THRU THRU	REV TIME 2 0.3-99.9s 0.4s			
4	PLATE	REV TIME 0.3-99.0s 2.2s	H. DAMP 1-10 2	PRE DLY 0.1-500.0ms 10.0ms	HPF THRU 32Hz-1.0kHz 630Hz	LPF 1.0kHz-16kHz, THRU 14kHz	REV TIME 2 0.3-99.9s 4.7s			
5	GARAGE	REV TIME 0.3-99.0s 1.0s	H. DAMP 1-10 4	PRE DLY 0.1-500.0ms 14.0ms	HPF THRU 32Hz-1.0kHz 35Hz	LPF 1.0kHz-16kHz, THRU 5.0kHz	REV TIME 2 0.3-99.9s 11.0s			
6	EARLY REF 1	→HALL RANDOM REVERSE PLATE	ROOM SIZE 0.1-20.0 1.5	LIVENESS 0-10 8	PRE DLY 0.1-1300.0ms 8.0ms	LPF 1.0kHz-16kHz, THRU THRU				
7	EARLY REF 2	HALL RANDOM REVERSE →PLATE	ROOM SIZE 0.1-20.0 20.0	LIVENESS 0-10 5	PRE DLY 0.1-1300.0ms 10.0ms	LPF 1.0kHz-16kHz, THRU THRU				
8	P-EQ/DRIVER	HPF THRU 32Hz-1.0kHz 700Hz	FREQ 1 315Hz-12kHz 400Hz	GAIN 1 -18-18dB +13dB	WIDTH 1 1.0-5.0 1.0	FREQ 2 315Hz-12kHz 2.5kHz	GAIN 2 -18-18dB +12dB	WIDTH 2 1.0-5.0 1.9	LPF 1.0kHz-16kHz, THRU 7.0kHz	DELAY 0.1-1400.0ms 0.1ms
9	STEREO ECHO 1	Lch DLY 0.1-1400.0ms 666.6ms	Lch F.B -95-95% +26%	Rch DLY 0.1-1400.0ms 500.0ms	Rch F.B -95-95% -24%	H. DAMP 1-10 1				
10	STEREO ECHO 2	Lch DLY 0.1-1400.0ms 487.0ms	Lch F.B -95-95% -60%	Rch DLY 0.1-1400.0ms 513.0ms	Rch F.B -95-95% +60%	H. DAMP 1-10 1				
11	STEREO FLANGE	MOD. FREQ 0.1-40.0Hz 0.3Hz	MOD. DEPTH 0-100% 90%	MOD. DLY 0.1-500.0ms 10.8ms	F.B. GAIN 0-95% 59%					
12	STEREO CHORUS	MOD. FREQ 0.1-40.0Hz 0.2Hz	DLY MOD 0-100% 65%	AMP MOD 0-100% 62%						
13	ENSEMBLE	MOD. FREQ 0.1-40.0Hz 0.5Hz	MOD. DEPTH 0-100% 60%							
14	PAN	PAN SPEED 0.1-40.0Hz 0.4Hz	PAN MODE L→R, L←R, L→R L→R	PAN DEPTH 0-100% 100%						
15	PITCH SHIFT 1	PITCH -12-12 +3	FINE -100-100 0	DELAY 0.1-1300.0ms 180.0ms	F.B. GAIN 0-95% 75%	BASE KEY OFF, C1-C6 C3				
16	PITCH SHIFT 2	L. PITCH -12-12 -5	L. FINE -100-100 0	L. DLY 0.1-600.0ms 0.1ms	R. PITCH -12-12 +7	R. FINE -100-100 0	R. DLY 0.1-600.0ms 0.1ms	BASE KEY OFF, C1-C6 C3		

(Default value shown at bottom of each box.)



## Program Creation Sample — “CONCERT HALL”

The way you balance your two effects is critical to the result. Here is an example of how parameter values are adjusted to create the preset “Concert Hall” effect.

CONCERT HALL is made up of HALL1 and HALL2. Using slightly different reverb times adds to the naturalness of the high frequency attenuation while creating greater depth. In the pre-delay, the 20ms difference is chosen intentionally to emphasize brightness in early reflections. High damp settings alone could not achieve such intricate attenuation characteristics. HPF and LPF settings are reversed so that HALL1 cuts response below 1kHz while HALL2 cuts response above 1kHz. So the stunning high frequency characteristics of HALL1 dovetail perfectly with the smooth low frequency characteristics of HALL2. The REV 2 settings are completely different so that you can change the effect dramatically at the touch of a footswitch.

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

CONCERT HALL, parameter chart

## Preset Program Chart

From large CONCERT HALL to wild PSYCHO PAN, the supplied presets hint at the amazing power available to you in the DRV-3000.

PROG. NO.	PROGRAM TITLE	EFFECT 1	EFFECT 2	Notes
1	CONCERT HALL	HALL 1	HALL 2	Parallel operation of HALL 1 and HALL2 creates rich concert hall ambience ideal for classical piano and acoustic guitar.
2	NATURAL REVERB	HALL 1	ENSEMBLE	Natural sound decay characteristics result from a mild ensemble effect working with HALL1 in a parallel connection.
3	SPACE REVERB	PITCH SHIFT 1	HALL 1	PITCH SHIFT1 provides slight detuning before the serially connected HALL1 reverb. Good for strings, vocal chorus, and other sustained sounds.
4	SPACE ECHO	GARAGE	STEREO ECHO 1	A long reverb time on GARAGE in parallel with STEREO ECHO1 with feedback. Adds depth to electric piano and horns.
5	FAT ECHO	STEREO ECHO 2	PITCH SHIFT 2	A layered effect with parallel connection. Good for strings and other sustained sounds.
6	CHORUS & ECHO	STEREO ECHO 1	STEREO CHORUS	A short delay on STEREO ECHO1 works with STEREO CHORUS to produce a surround sound effect.
7	VOCAL PLATE	HALL 1	PLATE	A classic for vocals.
8	INST PLATE	PLATE	EARLY REF 1	A punchy attack for brass, percussion and lead synth parts.
9	GATE REVERB	HALL 3	EARLY REF 2	A gated reverb effect with complex early reflections. Good for adding ambience to a broad panorama of sounds.
10	REVERSE GATE	EARLY REF 1	EARLY REF 2	A reversed envelope produces a more aggressive gated reverb effect for drums.
11	REVERB & FLANGE	PLATE	STEREO FLANGE	A flanged reverb effect using serial connection.
12	12 STRING GUITAR	HALL 1	PITCH SHIFT 2	Reverb and pitch shifting produce a doubling of sound so a regular guitar sounds like a 12-string.
13	GUITAR ROOM	P-EQ/ DRIVER	EARLY REF 1	Emphasized midrange with early reflections in a serial connection adds presence to guitar.
14	ALPINE REVERB	HALL 1	PAN	Reverb panned for an unusual effect.
15	REVERB FX	PITCH SHIFT 1	GARAGE	Pitch bends down with sound decay. Good for drums and string ensemble effects.
16	PSYCO PAN	EARLY REF 2	PAN	A unique effect with reflections appearing from random positions.