



## ROM CHIP LIBRARY

### Details of all the rom chips currently available

This document will be updated as new rom chips become available.

The ROM chips supplied in your set contain different sounds sampled from famous drum machines of the 70's+80's.

There are 3 different sets available which use the turned pin socket expansion card:

Set 1 includes the Rom chips **TR909 Vol 1 + Analogue percussion Vol 1**

Set 2 includes the Rom chips **TR909 Vol 1 + TR808 ROM CHIP**

Set 3 includes the Rom chips **Simmons SDSV + Mattel ROM CHIP**

ZIF set includes 3 ROM chips of your choice.

**Note: Only 1 rom can be fitted at once on the expansion card**

### ROM CHIP SOUND DETAILS

The sounds on the ROM chips are known to the DDD1/5 as "instruments", and you assign these "instruments" to the pads on the DDD1/5. The sounds on each of the ROM chips are arranged in the following order as shown in the tables on the next few pages, which show the names of the "instruments" on the ROM chips:

You can select these sounds just like an original Sound ROM card which was made by Korg or Metra sound , and adjust the tuning/decay/level etc

The **original** tuning for the sounds on the cards is **zero**, that is **T= 000 on the DDD1/5 (unless otherwise stated)**

### Selecting sounds

Go to assign instruments in settings, press a pad and select a sound for that pad. If you have the card in slot 1, for example, move the data slider until you get to **C 1 1 on the LCD display**(meaning ROM CARD 1 , INSTRUMENT 1 ) do this for the other sounds , assigning them to any pads you want .Now you can set the tune /decay/pan/level , just like the internal sounds.

The sounds are polyphonic (when set to P on the screen when you assign the sound) too, just like the internal sounds. You can also set them to Mono ( **M** ) or Exclusive ( **E** ). Please refer to your instruction manual for more info on setting up sounds. Please look in your owners manual for more details.

If you remove and re insert the card with the machine switched on , it will be necessary to Perform a ROM CARD CHECK on the DDD-1, with the DDD-5,wait a few moments after inserting card, or go to settings and change the kit number, to make sure the DDD-5 has read the card again.

The tables on the next few pages show the names of the "instruments" on each of the ROM chips currently available.

### **TR909 ROM CHIP (rm01)**

The sounds on the ROM chip are shown in the table below

TR 909	
Instrument	Name
1	TR909 kick
2	TR909 snare
3	TR909 closed hi hat
4	TR909 open hi hat
5	TR909 clap
6	TR909 rimshot

The **TR909 Vol 1 chip** contains 6 sounds.

**The Recommended setting for the TR909 sounds is P (polyphonic)**

**Analogue Percussion Vol 1 ROM CHIP (rm02)**

The sounds on the ROM chip are shown in the table below

ANALOGUE PERCUSSION Vol 1	
Instrument	Name
1	TR606 kick
2	TR606 snare
3	CR78 Maraca
4	CR78 Clave
5	CR78 guiro
6	KR55 Conga
7	Visco2000 Hi Hat

The **Analogue percussion Vol 1** contains 7 sounds

**Analogue percussion VOL1 tunings and Decay times**

Basic tuning is T= 000

You can get a lot of variation in sound “timbre” especially with sounds such as CR78

Guiro and Visco 2000 hat , try changing tunings in the pattern using “SEQ PARAMETER” on the DDD-1/5 for different lo sample quality effects. Also layering the sounds, using roll and flam can add interesting FX, set the sound to “P” (polyphonic) for Layering effects.

**TIP DECAY TIMES**

We Recommend you set CR78 CLAVES to D = 11 and VISCO 2000 HAT to D=13

To avoid sample noise at end of sample, but you can set it to max decay if you prefer It.

**TR808 ROM CHIP (rm03)**

The sounds on the ROM chip are shown in the table below

TR 808	
Instrument	Name
1	KICK
2	SNARE
3	TOM
4	COWBELL
5	CLAVE
6	HAT
7	CLAP
8	RIM

The ROM chip contains 8 sound samples taken from a TR 808 drum machine

Note that you can use the HAT sound as both a closed and open hat by using a short decay time for The closed hat and long decay (=15 max) for the open hat.

Basic tuning is T= 000 for all sounds

You can get a lot of variation in sound “timbre” especially with sounds such as the cowbell.

Try the KICK on the highest tuning (T=127)for a tighter sound.

Set CLAP to max decay (D =15) for long clap sound with a small reverb decay effect(like the real TR808)

Tune the TOM sound to different pitch and assign to 2 or more pads, the cowbell sound is good When set to different pitches, you can even play a tune with them.  
 As always, using roll and flam can add interesting FX, set the sound to “P” (polyphonic) for layering effects ,especially good with the Hat, Clap and Cowbell sounds for chorus /flanger tye effects.

**TIP**

We Recommend you set the decay time on CLAVES to D = 11 and RIM to D=11 or less if sample noise is heard at the end of the sample, but you can set it to max decay if you prefer It.

**SIMMONS SDS V ROM CHIP (rm04)**

The sounds on the ROM chip are shown in the table below

SDS V	
Instrument	Name
1	SDS KICK
2	SDS SNARE1
3	SDS SNARE 2
4	SDS TOM
5	
6	
7	
8	

This ROM chip contains 4 sound samples taken from a Simmons SDS v drum module. Featuring a powerful kick sound and 2 different snares  
 A lot of different sounds can be made by tuning samples to different pitches and Decay times.

**Mattel drum box ROM CHIP (rm05)**

The sounds on the ROM chip are shown in the table below

Mattel drum box	
Instrument	Name
1	MT KICK
2	MT SNARE
3	MT HAT
4	MT TOM
5	
6	
7	
8	

This ROM chip contains 4 sound samples taken from a Mattel drum box.  
 A lot of different sounds can be made by tuning samples to different pitches and Decay times  
 Tuning the HAT sounds and using short and long decay times you can imitate Closed and open hats , noise effects and more, set sound to P (polyphonic) for layering effects when using flam and roll functions.

### Vintage drum box ROM CHIP (rm06)

The sounds on the ROM chip are shown in the table below

Vintage drum box	
Instrument	Name
1	KICK
2	SNARE
3	HAT
4	QUIJADA
5	GUIRO
6	COWBELL
7	HI CONGA
8	

Note that you can use the HAT sound as both a closed and open hat by using a short decay time for The closed hat and long decay (=15 max) for the open hat.

Use 2 guiro sounds assigned to 2 different pads. Set one with short decay and the other with long decay setting to imitate the players short and long strokes on the Guiro instrument. This is commonly heard on patterns made on old drum machines

### Linn drum box ROM CHIP (rm07)

The sounds on the ROM chip are shown in the table below

LINN drum box	
Instrument	Name
1	KICK
2	SNARE
3	TOM
4	CLAP
5	HAT Closed
6	HAT Open
7	
8	

The ROM chip contains 6 acoustic kit sound samples taken from a LM1 drum box.

Try Tuning the TOM sound to different pitches and assign to 2 or more pads, which are good for drum fills.

### Latin Percussion 1 ROM CHIP (rm08)

The sounds on the ROM chip are shown in the table below

Latin Percussion 1	
Instrument	Name
1	Bongo high
2	Bongo Low
3	Conga High
4	Conga Medium
5	Conga Low
6	Agogo High
7	Agogo Low
8	Claves

This rom provides a basic set of Latin percussion sounds that can be used on their Own or with other drum sounds, such as a basic drum kit.

End of document.