

Korg WaveDrum Algorithm Parameters Cheat Sheet
Original Manual Lexicon

#	Single-size algorithm	Comment	tune	decay	hd1/rm1	hd2/rm2	hd3/rm3	hd4/rm4	hd5/rm5	hd6/rm6	hd7/rm7	hd8/rm8								
1	Udu	ceramic pot : clang + boom	18	76	Clang Pitch	78	Clang Decay	80	Clang Color	87	Clang Height	13	Clang Width	33	Clang Level	35	Boom Level	100	Clang Type	80
2	Temple	temple bell + metal noise	50	97	Bell Color	60	Harmonic Shift	0	Bell Type	100	Bend Range	74	Pressure Level	55	Bell Height	20	Bell Width	32	Bell Thickness	75
3	WoodDrum	conga + press. activated filter	85	70	Wood Type	48	Shell Decay	76	Shell Pitch	95	Shell Level	62	Mute Cutoff	2	Mute Resonance	9	Mute Pitch	25	Velocity Curve	0
4	Analog	2 osc synth + press. activated filter	2	97	Filter Cutoff	15	Resonance	0	Pitch EG Depth	0	Filter EG Depth	100	Pressure Resonance	-25	Filter EG Decay	22	Mute Depth	1	Effects Level	30
5	Arimbao	large double-headed drum	70	61	Tone Pitch	55	Tension Balance	0	Tone Level	87	Drum Type	26	Damping	50	Bark Level	12	Pitch Interval	74	Dry Level	35
6	Sawari-A	indian drum + press. activated tambura	50	56	Buzz Intensity	21	L-R Delay	10	Drone Pitch	0	Drone Decay	100	Drone balance	2	Brightness	37	Drone Level	76	Drum Level	100
7	WindDrum	random barophone scaled note + noise	53	93	Fine Tuning	50	Scale Select	3	Balance	30	Tone Decay	70	Interval	10	Noise Filter	10	Noise Decay	53	Noise Color	46
8	Triangle	agogo cowbell... (cross w/ a,a+b,a+2b,c)	76	98	Brightness	99	Pitch 1	90	Pitch 2	90	Pitch 3	90	Metal Type 1	8	Metal Type 2	18	Metal Type 3	24	Metal Type 4	13
9	Water	talking drum + water	58	82	Pitch Change	99	Brightness	32	Drum Type 1	42	Drum Type 2	82	Portamento	80	Pressure = Level	90	Water Pitch	28	Water Strength	63
10	BigHand	metal oil drum + osc. filter	46	86	Drum Type	66	Bass Tone Level	98	Slap Level	40	Slap Decay	80	Slap Color	37	Slap Filter	86	Slap Resonance	55	Threshold	25
11	Steel ST	berimbau (hunting bow+gourd)	40	94	Brightness	75	Pressure Pitch	21	Pressure Color	6	Pressure Range	15	Threshold	50	Balance	10	Wah Depth	59	Gauge	82
12	Mo'Daiko	taiko + vibrato	80	87	Drum Type	94	Pitch EG Depth	18	LFO Rate	12	LFO Depth	25	Damping	52	Pressure Pitch	100	Resonance Sweep	10	Mute Depth	100
13	Sawari-B	tambura + press. activated sitar	50	96	Bend Range	48	Decay Balance	0	Level Balance	0	Top Color	89	Drone Color	89	Buzz Intensity	20	Scale Select	3	Bend/Scale Select	1
14	Tabla	tabla + baya	47	89	Baya Pitch	66	Baya Level	100	Baya Decay	61	Bend Curve	58	Damping	46	Shell Pitch	37	Shell Damping	56	Shell Decay	44
15	Gong1	gongs, bells, metallic creaks & scraping	39	95	Gong Color	41	LFO Depth	-5	LFO Rate	4	Damping	4	Gong Type	7	Harmonic Shift	90	Thickness	7	Model Select	0
16	Wah Harp	Jew's harp, brummeisen, mukkuri	54	90	Damping	68	Wah Color	16	String Character	27	Wah Balance	50	LoDamp	72	Attack Level	30	Attack LoDamp	78	Bend Range	25
17	TalkDrum	talking drum	26	78	Bend Range	68	Brightness 1	15	Brightness 2	45	Decay Interval	40	Tension	80	Drum Type	90	Attack	51	Pressure Filter	20
18	Jingle	jingle bells, rattle, turkish crescent	55	20	Jingle Type	99	Jingle Size	-2	Repeat	89	Bell Decay	83	Brightness	100	Pressure Decay	32	Pressure Pitch	0	Model Select	0
19	Bonga	bongos, congas	73	43	Shell Size	16	Shell Damp	41	Sub Harmonics	2	Brightness	45	Drum Size	66	Slap Level	80	Slap Decay	1	Slap Color	21
20	Koto	random japanese scaled note	50	78	Fine Tune	0	Pluck Position	47	Damping	25	String Type 1	22	String Type 2	0	Plucked Noise	30	Bottom String	3	String Range	7
21	Bamboo	velocity/random scaled note	50	90	Fine Tune	0	Accent Level	35	Velocity Range	15	2nd Pitch	0	Pressure Pitch	0	Pressure Range	24	Scale Select	4	Sequence Type	0
22	JingDrum	drum + jingle bells	74	74	Jingle Level	42	Drum Level	100	Brightness 1	34	Drum Width	90	Pressure Decay	50	Jingle Pitch	39	Jingle Decay	47	Brightness 2	100
23	Don-Hya	4 velocity pitched successive drum notes	70	84	Seq. Note Volume	50	Motif Select	7	Delay Time	20	Portamento	69	Brightness	38	Noise-Color	40	Noise-Level	62	Pitch Interval	100
24	Mariko	tom + marimba, velocity pitched	53	78	Tone Pitch	14	Pitch Response	100	Pressure Pitch	40	Tone Level	100	Resonance Balance	70	Brightness	19	Drum Type1	86	Drum Type2	44
25	Upo	Tom + pressure pop	63	71	Pitch EG Depth	36	Harmonics	43	HiDamp	28	Filter Level	25	Filter Cutoff	9	Pop Level	100	Pop Pitch	13	Pop Random	23
26	'1812	5 snare drums + cannon on rimshots	86	32	Pressure Pitch	30	Brightness	8	Ensemble Size	58	Delay Control	50	Snappy Level	50	LoDamp	12	HiDamp	100	Resonance	50
#	Double-size algorithm	Comment	tune	decay	hd1	hd2	hd3	hd4	hd5	hd6	hd7	hd8								
27	Conga	hand percussions	50	36	Switching	30	PCM Balance	0	Alg-PCM Balance	0	Sub Harmonics	0	Brightness	54	Slap Level	50	Slap Delay	48	Slap Color	24
28	Bongo	hand percussions	57	29	Switching	50	PCM Balance	0	Alg-PCM Balance	-32	Sub Harmonics	28	Brightness	85	Slap Level	74	Slap Delay	9	Slap Color	51
29	Snare Drum 1	snare & sticks percussions	50	56	Switching	50	PCM Balance	0	Alg-PCM Balance	-16	Curve	14	Brightness	34	Snappy Decay	64	Snappy Level	66	Shell Type	2
30	Snare Drum 2	snare & sticks percussions	50	56	Switching	50	PCM Balance	0	Alg-PCM Balance	-20	Curve	0	Brightness	8	Snappy Decay	83	Snappy Level	60	Shell Type	2
31	Snare Drum 3	snare & sticks percussions	49	56	Switching	50	PCM Balance	0	Alg-PCM Balance	-20	Curve	12	Brightness	34	Snappy Decay	47	Snappy Level	62	Shell Type	3
32	Timbales	snare & sticks percussions	54	60	Switching	30	PCM Balance	0	Alg-PCM Balance	-42	Curve	35	Brightness	8	Snappy Decay	0	Snappy Level	0	Shell Type	2
33	Cajon	2 sounds percussions	50	62	Switching	55	PCM Balance	0	Alg-PCM Balance	-35	Curve	27	Brightness	6	Snappy Decay	55	Snappy Level	56	Shell Type	1
34	Djembe	2 sounds percussions	53	58	Switching	46	PCM Balance	0	Alg-PCM Balance	-40	Curve	0	Brightness	18	Snappy Decay	0	Snappy Level	0	Shell Type	2
35	1	2 sounds percussions	56	52	Switching	32	PCM Balance	0	Alg-PCM Balance	-34	Curve	27	Brightness	16	Snappy Decay	75	Snappy Level	30	Shell Type	3
36	2	2 sounds percussions	54	38	Switching	32	PCM Balance	0	Alg-PCM Balance	-36	Curve	16	Brightness	9	Snappy Decay	85	Snappy Level	32	Shell Type	2