

DIGITAL WORKSTATION  
**Tyros3**

**Data List / Daten-Liste / Liste des données**

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# Voice List / Voice-Liste / Liste des voix

## Panel Voice

Category	Voice Name	Voice Number			Voice Type	
		MSB	LSB	PRG		
Piano	ConcertGrand	0	115	1	Live!	
	PopGrand	104	5	1	Live!	
	RockPiano	104	4	1	Live!	
	AmbientPiano	104	3	1	Live!	
	CocktailPiano	104	0	4	Live!	
	MIDIGrand	104	0	3	Live!	
	MIDIGrandPad	104	1	3	Live!	
	MIDIGrandSyn	104	1	1	Live!	
	PianoOrchestra	104	2	1	Live!	
	Harpichord	8	32	113	S.Articulation!	
	GrandPiano	0	113	1	Live!	
	WarmGrand	0	114	1	Live!	
	BrightPiano	0	112	2	Live!	
	OctavePiano1	0	113	4	Live!	
	OctavePiano2	0	114	4	Live!	
	HonkyTonk	0	112	4	-	
	CP80	0	113	3	-	
	GrandHarpsi	0	113	7	Live!	
	E.Piano	SparkleStack	0	121	6	Cool!
		SweetDX	104	0	6	Cool!
BalladDX		0	124	6	Cool!	
DX Dynamics		0	123	6	Cool!	
BalladBells		104	2	6	Cool!	
GalaxyEP		0	114	5	Cool!	
SuitcaseEP		0	118	5	Cool!	
ElectricPiano		0	119	5	Cool!	
MidnightDX		104	1	6	Cool!	
DreamDX		104	3	6	Cool!	
TremoloEP		0	113	5	Cool!	
VintageEP		0	116	5	-	
StageEP		0	117	5	-	
SmoothTine		0	119	6	-	
Clavi		0	112	8	-	
WahClavi		0	113	8	-	
PhaseClavi		0	115	8	-	
Organ		WhiterBars	8	32	30	S.Articulation!
		AllBarsOut	8	32	31	S.Articulation!
		JazzRotary	8	32	114	S.Articulation!
	ClassicBars	8	34	30	S.Articulation!	
	Organ-a-Gogo	104	0	17	Cool!	
	CurvedBars	0	121	17	Cool!	
	EvenBars	0	111	17	Cool!	
	VintageFast	0	127	17	Cool!	
	RotorOrgan	0	117	19	Cool!	
	JazzOrgan	0	117	17	Cool!	
	RockRotary	8	33	114	S.Articulation!	
	ProgRockOrgan	8	33	30	S.Articulation!	
	Hold It Fast	0	111	18	Cool!	
	R&B Tremolo	0	111	19	Cool!	
	Organ	0	118	19	Cool!	
	OrganAccomp1	0	108	18	-	
	OrganAccomp2	0	107	18	-	
	OrganAccomp3	0	106	18	-	
	OrganAccomp4	0	105	18	-	
	OrganAccomp5	0	104	18	-	
	FullTheatre	0	127	19	-	
	SweetTheatre	0	126	19	-	
	BallroomOrgan	0	115	4	-	
	Tibia 16&4	104	8	17	-	
	Tibia 8&4	104	9	17	-	
	Vox&Tibia	104	10	17	-	
	Tibia Full	104	5	18	-	
	Tibia 8	104	6	18	-	
	Vox 8	104	7	18	-	
	PipeOrgan	0	112	20	-	
	ChapelOrgan1	0	113	20	-	
	ChapelOrgan2	0	114	20	-	
	ChapelOrgan3	0	115	20	-	
	JazzSlow	0	126	18	Cool!	
	JazzFast	0	127	18	Cool!	
	WhiterBarsSlow	104	1	18	Cool!	
	WhiterBarsFast	104	0	18	Cool!	
	AllBarsOutSlow	104	1	19	Cool!	
	AllBarsOutFast	104	0	19	Cool!	
	AllBarsPhase	104	2	19	Cool!	
	TwoChannels	0	109	18	Cool!	
	FullRocker	0	115	19	Cool!	
	EuroOrgan	0	118	17	-	
	MellowDraw	0	115	18	-	
	Trumpet 8	0	124	17	-	
	Kinura 8	0	123	17	-	
	Tpt&Kinura	0	125	18	-	
	Trumpet 16&8	0	124	18	-	
	Strings	ConcertStrings	8	32	50	S.Articulation!
		StudioStrings	8	32	49	S.Articulation!
Spiccato		0	120	49	Live!	
Pizzicato		0	113	46	Live!	

Category	Voice Name	Voice Number			Voice Type	
		MSB	LSB	PRG		
Strings	TremoloStrings	0	113	45	Live!	
	Violin	0	113	41	Sweet!	
	DiscoStrings1	0	123	50	Live!	
	DiscoStrings2	0	124	50	Live!	
	MovieStrings	0	123	49	Live!	
	OrchestralHarp	104	1	47	-	
	Strings p	0	117	49	Live!	
	Strings mf	0	118	49	Live!	
	Strings f	0	119	49	Live!	
	DynamicStrings	0	124	49	Live!	
	TremoloBowing	8	34	49	S.Articulation!	
	Tutti	0	120	50	-	
	SymphonicUnison	104	0	50	-	
	Strings	0	117	50	Live!	
	Allegro	0	122	50	Live!	
	MellowHarp	104	0	47	-	
	Banjo	104	0	106	-	
	Hackbrett	104	2	47	-	
	Zither1	104	1	16	-	
	Zither2	104	0	16	-	
	OrchestraHit	0	112	56	-	
	Spiccato	8	33	49	S.Articulation!	
	SynthStrings1	0	112	51	-	
	SynthStrings2	0	113	51	-	
	OberStrings	0	113	52	-	
	TheatreOrchestra	104	1	50	-	
	SoloViolin	0	112	41	-	
	Viola	0	112	42	-	
	Cello	0	112	43	-	
	Contrabass	0	112	44	-	
	Fiddle	0	112	111	-	
	Koto	0	112	108	-	
	Shamisen	0	112	107	-	
	ChamberStrings	0	112	50	-	
	SmallStrings	8	0	49	MegaVoice	
	LargeStrings	8	0	50	MegaVoice	
	Choir	GospelVoices	0	116	53	Live!
		Humming	0	118	53	Live!
		HahChoir	0	114	53	-
		SweetHeaven	0	118	89	-
DreamHeaven		0	121	89	-	
Mmh		0	117	53	Live!	
GothicVox		0	113	54	-	
Sunbeam		0	123	89	-	
BellHeaven		0	119	89	-	
PanHeaven		0	120	89	-	
ProHeaven		0	122	89	-	
UuhChoir		0	115	53	-	
HahPad		0	116	95	-	
Brass		BigBandBrass	8	37	57	S.Articulation!
		SmoothBrass	8	36	57	S.Articulation!
	DynamicBrass	0	127	62	Live!	
	PowerBrass	0	121	63	Live!	
	AccentBrass	0	109	62	Live!	
	FrenchHorns	0	112	61	Live!	
	SymphonyBrass	0	119	61	Live!	
	Brass p	0	111	62	Live!	
	Brass mf	0	110	62	Live!	
	Brass f	0	108	62	Live!	
	BrassFalls f	8	34	57	S.Articulation!	
	BrassFalls mf	8	35	57	S.Articulation!	
	BrassBand	0	123	57	Live!	
	SoftHorns	0	117	61	Live!	
	SoftTrombones	0	118	61	Live!	
	BrassShake	8	32	57	S.Articulation!	
	AccentFalls	8	38	57	S.Articulation!	
	Sforzando	0	105	62	Live!	
	SforzandoFall	0	107	62	Live!	
	SymphonyHorns	0	115	61	Live!	
	BrassDynamics	0	106	62	Live!	
	PopBrass	0	117	63	Live!	
	HyperBrass	0	118	63	Live!	
	SmallBrass	0	120	61	Live!	
	BallroomBrass	0	113	60	-	
	OctaveBrass	0	116	63	Live!	
	OberBrass	0	113	64	-	
	ThinBrass	104	0	63	-	
	BrassProfit	104	1	63	-	
	SlowPwMBrass	104	2	63	-	
	FastPwMBrass	104	6	63	-	
	SoftVeloBrass	0	120	63	-	
	80'sBrass	0	113	63	-	
	AnalogBrass	0	112	64	-	
	SoftAnalog	0	114	64	-	
FunkyAnalog	0	115	63	-		
TechnoBrass	0	114	63	-		
OberHorns	0	115	64	-		

Category	Voice Name	Voice Number			Voice Type	
		MSB	LSB	PRG		
Brass	FatSynthBrass	0	116	64	-	
	Brass	8	0	57	MegaVoice	
Trumpet	JazzTrumpet	8	64	66	S.Articulation2!	
	Trumpet	8	32	65	S.Articulation!	
	SilverTrumpet	8	33	65	S.Articulation!	
	GoldenTrumpet	8	34	65	S.Articulation!	
	BigBandTrumpet	8	37	65	S.Articulation!	
	ClassicTrumpet	8	65	66	S.Articulation2!	
	Cornet	0	119	57	Sweet!	
	FlugelHorn	0	118	57	Sweet!	
	MutedTrumpet	0	114	60	Sweet!	
	TrumpetFall	8	38	65	S.Articulation!	
	GoldenTrumpet	0	122	57	Sweet!	
	SilverTrumpet	0	121	57	Sweet!	
	MellowTrumpet	0	120	57	Sweet!	
	Trumpet	0	115	57	Sweet!	
	Trombone	0	117	58	Sweet!	
	TrumpetShake	8	35	65	S.Articulation!	
	Tuba	104	0	59	-	
	BaritoneHorn	0	113	59	-	
	BaritoneHit	0	114	59	-	
	AlpBass	0	113	34	-	
	Trumpet	8	0	65	MegaVoice	
	Saxophone	JazzSax	8	65	81	S.Articulation2!
		BreathySax	8	64	81	S.Articulation2!
Saxophone		8	32	83	S.Articulation!	
BigBandSax		8	35	83	S.Articulation!	
RockSax1		8	33	83	S.Articulation!	
SopranoSax		0	113	65	Sweet!	
AltoSax		0	114	66	Sweet!	
TenorSax		0	117	67	Sweet!	
GrowlSax		0	111	67	Sweet!	
SaxSection		0	116	67	Live!	
PopTenor		0	127	67	Sweet!	
BalladTenor		0	126	67	Sweet!	
JazzTenor		0	125	67	Sweet!	
SaxSectionSoft		0	121	67	Live!	
SaxSectionHard		0	122	67	Live!	
BigBandSaxes		0	110	67	Live!	
BigBandUnison		0	109	67	Live!	
BigBandOctave		0	108	67	Live!	
SaxAppeal		0	123	67	Live!	
BaritoneSax		0	112	68	-	
Moonlight		0	115	72	-	
BalladSection		0	119	67	-	
TenorSax		8	0	83	MegaVoice	
Flute&Clarinet	Clarinet	8	65	93	S.Articulation2!	
	BalladClarinet	8	64	93	S.Articulation2!	
	RomanceClarinet	8	66	93	S.Articulation2!	
	IrishPipeAir	8	64	109	S.Articulation2!	
	IrishPipeDance	8	65	109	S.Articulation2!	
	OrchFlute	104	0	74	Sweet!	
	OrchOboe	104	0	69	Sweet!	
	OrchClarinet	104	0	72	Live!	
	OrchBassoon	104	0	71	Sweet!	
	GermanClarinet	104	2	72	-	
	Flute	0	114	74	Sweet!	
	Oboe	0	113	69	Sweet!	
	Clarinet	0	114	72	Sweet!	
	PanFlute	0	113	76	Sweet!	
	ClassicalFlute	0	115	74	Sweet!	
	Flutes&Obos	104	2	74	-	
	Clarinet&Flutes	104	1	72	-	
	Clarinet&Oboe	104	1	69	-	
	DoubleReeds	104	2	69	-	
	OrchWoodwind	104	1	71	-	
	AltoFlutes	104	1	74	-	
	Piccolo	0	112	73	-	
	Whistle	0	112	79	-	
	Recorder	0	112	75	-	
	Ocarina	0	112	80	-	
	Shakuhachi	0	112	78	-	
	Bagpipe	0	112	110	-	
	FluteEnsemble	0	116	74	-	
	Guitar	ConcertGuitar	8	32	1	S.Articulation!
		SemiAcoustic	8	33	7	S.Articulation!
		SteelGuitar	8	32	2	S.Articulation!
		FlamencoGtr	8	33	1	S.Articulation!
		PedalSteel	8	36	4	S.Articulation!
SingleCoilClean		8	39	4	S.Articulation!	
JazzClean		8	32	7	S.Articulation!	
CrunchGtr		8	33	6	S.Articulation!	
RockLegend		8	34	6	S.Articulation!	
GuitarHero		8	32	6	S.Articulation!	
WarmSolid		8	33	4	S.Articulation!	
CleanSolid		8	34	4	S.Articulation!	
70'sSolidGtr		8	38	4	S.Articulation!	

Category	Voice Name	Voice Number			Voice Type
		MSB	LSB	PRG	
Guitar	VintageAmp	8	40	4	S.Articulation!
	SmoothJazzGtr	8	35	7	S.Articulation!
	Mandolin	0	114	26	Sweet!
	NylonGuitar	8	34	1	S.Articulation!
	FolkGuitar	8	33	2	S.Articulation!
	WarmElectric	8	32	4	S.Articulation!
	CleanElectric	8	35	4	S.Articulation!
	HeavyRock	8	32	5	S.Articulation!
	HalfDrive	8	37	4	S.Articulation!
	Slapback	104	0	28	Cool!
	VintageLead	0	125	28	Cool!
	BluesGuitar	0	117	30	Cool!
	SlideNylon	0	117	25	Live!
	SlideJazz	104	0	27	Cool!
	SlideSteel	0	118	26	Live!
	SlideSolid	0	110	28	Cool!
	SlideClean	0	117	29	Cool!
	12StringGtr	0	113	26	Live!
	DynamicNylon	0	116	25	Live!
	DynamicSteel	0	116	26	Live!
	AlohaGuitar	0	118	27	-
	PedalSteel	0	115	28	-
	DynamicMute	0	118	29	Cool!
	ElectricGtr	0	114	29	Cool!
	TremoloSolid	0	111	28	Cool!
	ChorusSolid	0	107	28	Cool!
	BalladSolid	0	109	28	Cool!
	HardFlamenco	0	118	25	Live!
	JazzSoloGtr	0	116	27	Cool!
	ClassicalGtr	0	115	25	Live!
	SteelGuitar	0	117	26	Live!
	Sitar	104	0	105	-
	Feedbacker	8	33	5	S.Articulation!
	PowerLead	0	115	31	Cool!
	CleanGuitar	0	112	28	Cool!
	SlapSolid	0	108	28	Cool!
	60'sClean	0	117	28	-
	VintageOpen	0	123	28	-
	VintageStrum	0	126	28	-
	VintageAmp	0	115	30	-
	NylonMute	0	119	25	Live!
	SteelMute	0	120	26	Live!
	HeavyStack	0	114	31	-
	CrunchGuitar	0	113	31	-
	VintageMutedGt	0	115	29	-
	MutedGuitar	0	119	29	Cool!
	OctaveGuitar	0	113	27	-
	JazzGuitar	0	115	27	Cool!
	FunkGuitar	0	116	29	Cool!
	SingleCoil	8	3	4	MegaVoice
	JazzGuitar	8	0	7	MegaVoice
	NylonGuitar	8	0	1	MegaVoice
	SteelGuitar	8	0	2	MegaVoice
12StringGtr	8	1	3	MegaVoice	
HiStringGtr	8	0	3	MegaVoice	
SolidGuitar1	8	1	4	MegaVoice	
SolidGuitar2	8	2	4	MegaVoice	
CleanGuitar	8	0	4	MegaVoice	
OverdriveGtr	8	0	5	MegaVoice	
DistortionGtr	8	0	6	MegaVoice	
Bass	ElectricBass	0	114	34	Cool!
	AcousticBass	0	112	33	-
	DynoPickBass	0	113	35	Cool!
	FretlessBass	0	112	36	Cool!
	SlapBass	0	112	37	-
	VintageRound	104	1	34	Cool!
	VintageFlat	104	2	34	Cool!
	VintageMute	104	3	34	Cool!
	HalfMute	0	115	34	Cool!
	VintagePick	104	1	35	-
	LoBass	104	0	40	-
	DarkBass	104	1	40	-
	MoonBass	104	0	39	-
	KickBass	104	1	39	-
	ClubBass	104	2	39	-
	FatPulse	104	2	40	-
	WazzoSaw	104	3	81	-
	DeepPoint	104	3	39	-
	TightBass	104	3	40	-
	Competitor	104	4	39	-
	101Sub	104	5	39	-
	LittleBassSynth	104	6	39	-
	TeknoBass	104	7	39	-
	PercPunch	104	8	39	-
	SquareBass	104	4	40	-
	TranceBass	104	9	39	-
	SubCutBass	104	5	40	-

Category	Voice Name	Voice Number			Voice Type	
		MSB	LSB	PRG		
Bass	DynoAcidBass	104	10	39	-	
	MiniSub	104	6	40	-	
	FatSineRes	104	11	39	-	
	BalladBass	104	7	40	-	
	VeloMaster	104	17	82	-	
	MellowFinger	0	112	34	-	
	VintagePickMute	104	0	35	Cool!	
	VintageDyno	104	2	35	Cool!	
	RockBass	0	114	35	-	
	SuperFretless	0	113	36	-	
	PickBass	0	112	35	-	
	FusionBass	0	113	37	-	
	Bass&Cymbal	0	114	33	-	
	SubBass	0	114	40	-	
	HardBass	0	114	39	-	
	ResoBass	0	112	39	-	
	HouseBass	0	116	39	-	
	BigDrone	0	118	39	-	
	FunkBass	0	112	38	-	
	TB Bass	0	117	40	-	
	VintageRound	8	1	18	MegaVoice	
	VintageFlat	8	2	18	MegaVoice	
	VintagePick	8	1	19	MegaVoice	
	AcousticBass	8	0	17	MegaVoice	
	ElectricBass	8	0	18	MegaVoice	
	PickBass	8	0	19	MegaVoice	
	FretlessBass	8	0	20	MegaVoice	
	Perc&Drum	Vibraphone	0	112	12	-
		JazzVibes	0	113	12	-
		Suspense	0	114	12	-
		Marimba	0	112	13	-
		Xylophone	0	112	14	-
		SteelDrums	0	112	115	-
Celesta		0	112	9	-	
Glockenspiel		0	112	10	-	
MusicBox		0	112	11	-	
TubularBells		0	112	15	-	
Kalimba		0	112	109	-	
Dulcimer		0	112	16	-	
Timpani		0	112	48	-	
StackBell		104	8	89	-	
NiceBell		104	9	89	-	
AcousticKit		127	0	90	Live!Drums	
RockKit		127	0	91	Live!Drums	
PowerKit1		127	0	88	Live!Drums	
PowerKit2		127	0	89	Live!Drums	
BrushKit		127	0	41	Live!Drums	
AnalogT8Kit		127	0	59	Drums	
AnalogT9Kit		127	0	60	Drums	
BreakKit		127	0	58	Drums	
HipHopKit		127	0	57	Drums	
DanceKit		127	0	28	Drums	
StudioKit		127	0	87	Live!Drums	
JazzKit		127	0	33	Drums	
HitKit		127	0	5	Drums	
RoomKit		127	0	9	Drums	
ElectroKit		127	0	25	Drums	
AnalogKit		127	0	26	Drums	
SymphonyKit		127	0	49	Live!Drums	
TurkishKit		126	0	68	Live!SFX	
CubanKit	126	0	41	Live!SFX		
PopLatinKit	126	0	44	Live!SFX		
SFX Kit1	126	0	1	SFX Kit		
SFX Kit2	126	0	2	SFX Kit		
Accordion	Harmonica	8	64	105	S.Articulation2!	
	BluesHarp	8	65	105	S.Articulation2!	
	FrenchMusette	0	119	22	-	
	MasterAccord	0	118	22	-	
	JazzAccordion	0	120	22	-	
	TangoAccordion	0	114	24	-	
	Cassotto	104	0	22	-	
	FullRegister	104	2	22	-	
	Steirisch	0	117	22	-	
	Cajun	104	3	22	-	
	Harmonica	0	112	23	Sweet!	
	Clari'8'4'	104	1	22	-	
	Bandoneon	0	113	24	-	
	MasterBass	0	122	22	-	
	MusetteBass	0	123	22	-	
	AccordionBass	0	121	22	-	
	TangoBass	0	115	24	-	
	FullRegBass	104	5	22	-	
	CajunBass	104	6	22	-	
	Pad	CrossPhase	104	1	102	-
GalaxyPad		104	3	89	-	
NightMotion		104	4	89	-	
MorningDew		104	0	95	-	

Category	Voice Name	Voice Number			Voice Type
		MSB	LSB	PRG	
Pad	Aerosphere	104	1	95	-
	NewAtmosphere	104	4	90	-
	VPSoft	104	0	90	-
	HotSwell	104	2	96	-
	DarkFatSaw	104	2	90	-
	VaporPad	104	1	90	-
	SpaceRider	104	1	96	-
	PearlsPad	104	2	89	-
	BreathPad	104	0	92	-
	NobleMan	104	1	89	-
	DouxFlange	104	3	96	-
	LightPad	104	2	52	-
	ButterStrings	104	2	51	-
	MediumTunePad	104	0	51	-
	NylonPad	104	0	100	-
	DarkLight	104	3	90	-
	AnaDayz	104	3	52	-
	BrightPadTrance	104	4	91	-
	OctStrings	104	4	51	-
	ChillinChords	104	6	52	-
	BrightPopPad	104	3	51	-
	PremiumPad	104	0	52	-
	SoftEnsemble	104	1	51	-
	80'sPad	104	1	52	-
	BrightPadClassic	104	3	91	-
	AmbientPad	104	0	89	-
	BrightFatSaw	104	5	91	-
	TranceMW	104	0	96	-
	EarlyDigital	104	0	94	-
	Bellsphere	104	5	89	-
	SixthSense	104	2	102	-
	PercPad	104	0	102	-
	SuperDarkPad	0	119	90	-
	AnalogPad	0	120	90	-
	DarkAngelPad	0	121	90	-
	LitePad	0	122	90	-
	PopPad	0	112	91	-
	GloriousPhase	0	114	91	-
	AnalogSwell	0	119	96	-
	Skydiver	0	112	102	-
	HipaStrings	0	114	96	-
	BrightSawPad	0	113	91	-
	BigOctavePad	0	115	91	-
	GoldenAge	0	115	89	-
	Solaris	0	114	95	-
	Insomnia	0	113	95	-
	Mediterrain	0	114	100	-
	OberSweep	0	115	96	-
	TimeTravel	0	116	89	-
	Bubblespace	0	113	102	-
	MagicBell	8	32	121	S.Articulation!
	MellowPad	0	117	96	-
	NeoWarmPad	0	115	90	-
CyberPad	0	113	100	-	
BrightOber	0	113	96	-	
DarkPad	0	118	96	-	
Synth	ClubLead	104	3	63	-
	HPFDance	104	0	91	-
	DetunedSawOct	104	8	82	-
	DancyHook	104	9	82	-
	VinalogSaw	104	3	82	-
	TalkModLead	104	0	88	-
	SubLead	104	0	81	-
	SoftSaw	104	16	82	-
	FusionLead	104	15	82	-
	BleepLead	104	0	85	-
	Oxygen	0	122	82	-
	Matrix	0	123	82	-
	WireLead	0	120	82	-
	SoftR&B	0	119	81	-
	EarlyLead	0	118	82	-
	LektroCodes	104	2	85	-
	SimpleComp	104	12	82	-
	BalladComp	104	6	89	-
	HeavenBell	104	0	101	-
	BrightPadBell	104	7	89	-
	SoftSquare	104	5	81	-
	WildPWM	104	4	81	-
	DetunedVintage	104	1	85	-
	PWMLoad	104	1	82	-
	BrassyLead	104	5	63	-
	PunchLead	104	7	82	-
	FlangeFilter	104	2	82	-
MouthLead	104	0	82	-	
ResonantClavi	104	2	91	-	
ResonanceComp	104	4	63	-	
TrancePerc	104	5	82	-	

Legacy Voice

Category	Voice Name	Voice Number			Voice Type	
		MSB	LSB	PRG		
Synth	Chordmaster	104	13	82	-	
	DigitalSeq	104	2	88	-	
	AnalogueSeq	104	3	88	-	
	TranceSeq1	104	4	88	-	
	TranceSeq2	104	5	88	-	
	TranceSeq3	104	1	91	-	
	PercSeqFS	104	6	88	-	
	PercSeqFM1	104	7	88	-	
	PercSeqFM2	104	8	88	-	
	SynthSticks	104	0	107	-	
	SazFeeze	104	0	98	-	
	EasternAir	104	1	98	-	
	Xtune	104	1	88	-	
	PitchFall	104	0	104	-	
	PercSeqSaw	104	11	82	-	
	PercSeqHipa	104	9	88	-	
	Attack	104	4	82	-	
	PWMPercussion	104	6	82	-	
	Nomad	104	1	105	-	
	ChorusSawLead	104	10	82	-	
	FaatComp	104	4	52	-	
	FatSawHook	104	7	52	-	
	TechGlide	104	14	82	-	
	DanceChords	104	5	52	-	
	DanceHook	0	112	87	-	
	OctaveHook	0	113	87	-	
	HipaLead	0	118	85	-	
	PunchyHook	0	127	82	-	
	CryingLead	0	114	88	-	
	HipLead	0	113	81	-	
	HopLead	0	117	81	-	
	TechLead	0	117	85	-	
	TekKline	0	116	85	-	
	SoftMini	0	124	81	-	
	TranceLead	0	121	81	-	
	FireWire	0	116	82	-	
	Analogon	0	115	82	-	
	Skyline	0	115	85	-	
	OrganFlutes	ClassicJazz	0	126	17	OrganFlutes
		USDSmile	0	126	17	OrganFlutes
		ReggaeBars	0	126	17	OrganFlutes
		WarmTheatre	0	126	17	OrganFlutes
		OrganPops	0	126	17	OrganFlutes
		RockOrgan	0	126	17	OrganFlutes
		SoulPercussion	0	126	17	OrganFlutes
		GospelTruth	0	126	17	OrganFlutes
		PadOrgan	0	126	17	OrganFlutes
FullOrgan		0	126	17	OrganFlutes	
StringBars		0	126	17	OrganFlutes	
LatinSpin		0	126	17	OrganFlutes	
ShadyBars		0	126	17	OrganFlutes	
FunkOrgan		0	126	17	OrganFlutes	
BalladOrgan		0	126	17	OrganFlutes	
RichBars		0	126	17	OrganFlutes	
TrumpetBars		0	126	17	OrganFlutes	
SoulBars		0	126	17	OrganFlutes	
ClariBars		0	126	17	OrganFlutes	
JazzSquabble		0	126	17	OrganFlutes	

Category	Voice Name	Voice Number			Voice Type	
		MSB	LSB	PRG		
Piano	BalladStack	0	114	3	-	
	MIDIGrand	0	112	3	-	
	HarpSichord	0	112	7	Live!	
E.Piano	JazzChorus	0	118	6	-	
	HyperTimes	0	113	6	-	
	VenusEP	0	114	6	-	
	SuperDX	0	117	6	-	
	PolarisEP	0	115	5	-	
	DX Modern	0	112	6	-	
	NewTimes	0	116	6	-	
	PhaseEP	0	120	5	-	
	ModernEP	0	115	6	-	
	FunkEP	0	112	5	-	
	ChorusBell	0	120	6	-	
	StereoClavi	0	114	8	-	
	Organ	DanceOrgan	0	113	18	-
		ClickOrgan	0	112	18	-
		ReedOrgan	0	112	21	-
RotarySwitch		0	110	18	Cool!	
RotaryDrive		0	116	19	-	
FullRocker2		104	3	19	Cool!	
GospelOrgan		0	119	17	-	
PurpleOrgan		0	114	19	-	
RockOrgan1		0	112	19	-	
RockOrgan2		0	119	19	-	
RockOrgan3		0	113	19	-	
60'sOrgan		0	116	18	-	
JazzOrgan1		0	112	17	-	
JazzOrgan2		0	113	17	-	
JazzOrgan3		0	120	17	-	
DrawbarOrgan1		0	120	18	-	
DrawbarOrgan2		0	115	17	-	
BrightDraw		0	116	17	-	
PercOrgan		0	119	18	-	
ElectricOrgan		0	118	18	-	
Tibia 8&4 Acmp		0	122	17	-	
Tibia 16&4 Acmp		0	114	17	-	
Tibia Full Acmp		0	114	18	-	
Tibia 8 Acmp		0	122	18	-	
Vox 8 Acmp		0	123	18	-	
Vox&Tibia Acmp	0	125	17	-		
Strings	SlowStrings	0	113	50	-	
	StringFalls	0	121	49	Live!	
	AnalogStrings	0	112	52	-	
	TremoloBowing2	8	35	49	S.Articulation!	
	Strings	0	112	49	-	
	OrchStrings	0	113	49	-	
	Symphonic	0	114	49	-	
	ConcertoStrings	0	115	49	-	
	BowStrings	0	116	49	-	
	TremoloStrings	0	112	45	-	
	Pizzicato	0	112	46	-	
	Orchestra	0	116	50	Live!	
	Orch&Flute	0	119	50	-	
	Orch&Oboe	0	121	50	-	
	Orch&Horns	0	118	50	-	
	Marcato	0	115	50	-	
	StringQuartet	0	114	50	-	
	Harp	0	112	47	-	
	Hackbrett2	0	113	47	-	
	Banjo2	0	112	106	-	
Sitar2	0	112	105	-		
Choir	Voices	0	113	55	-	
	Choir	0	112	53	-	
	AirChoir	0	112	55	-	
	VoxHumana	0	112	54	-	
Brass	BrassShake2	8	33	57	S.Articulation!	
	SoftBrass	0	123	62	-	
	Sforzando	0	125	62	-	
	SmallBrass	0	117	62	-	
	BrassSection	0	112	62	-	
	HybridComp	0	119	63	-	
	NaturalBrass	0	124	62	-	
	BrightBrass	0	120	62	-	
	Hybrihorn	0	113	61	-	
	HighBrass	0	115	62	-	
	BigBandBrass	0	113	62	-	
	PopBrass	0	118	62	-	
	BrassCombo	0	115	67	-	
	BreathBrass	0	116	61	-	
	BigBrass	0	121	62	-	
	MellowBrass	0	116	62	-	
	Hybridpad	0	114	61	-	
	FullHorns	0	114	62	-	
SmoothTrombone	0	118	58	-		
TrumpetEns	0	122	62	-		

Category	Voice Name	Voice Number			Voice Type	
		MSB	LSB	PRG		
Brass	MellowHorns	0	119	62	-	
	BrassHit	0	126	62	-	
	SynthBrass	0	112	63	-	
	TbnSection	0	113	58	-	
Trumpet	TrumpetShake2	8	36	65	S.Articulation!	
	MutedTrumpet	0	112	60	-	
	FlugelHorn	0	113	57	-	
	SoloTrombone	0	112	58	-	
	JazzTrumpet	0	116	57	-	
	Trombone	0	116	58	-	
	SoftTrombone	0	115	58	-	
	SoloTrumpet	0	112	57	-	
	MellowTrombone	0	114	58	-	
	Tuba2	0	112	59	-	
Saxophone	RockSax2	8	34	83	S.Articulation!	
	GrowlSax	0	118	67	-	
	SopranoSax	0	112	65	-	
	AltoSax	0	112	66	-	
	TenorSax	0	112	67	-	
	SaxStack	0	124	67	-	
	WoodwindsEns	0	113	67	-	
	SaxyMood	0	120	67	-	
	EnglishHorn	0	112	70	-	
	Bassoon	0	112	71	-	
Flute&Clarinet	Flute	0	112	74	-	
	Clarinet	0	112	72	-	
	Oboe	0	112	69	-	
	PanFlute	0	113	74	-	
	EthnicFlute	0	112	76	-	
	Guitar	FolkGuitar	0	112	26	-
		MutedGuitar	0	112	29	-
FunkGuitar		0	113	29	-	
SolidChord		0	121	28	-	
SolidGuitar		0	118	28	-	
CampfireGtr		0	115	26	-	
Electric12Str		0	119	28	-	
DXJazzGuitar		0	117	27	-	
SmoothLead		0	119	27	-	
PowerChord		0	117	31	-	
RockGuitar		0	116	30	-	
VoodooLead		0	116	31	-	
TremoloGuitar		0	113	28	-	
WahGuitar		0	122	28	-	
LeadGuitar		0	114	30	-	
18String		0	119	26	-	
ChorusGuitar		0	124	28	-	
VintageTrem		0	120	28	-	
DeepChorus		0	114	28	-	
BrightClean		0	116	28	-	
DistortionGtr	0	112	31	-		
OverdriveGtr	0	112	30	-		
FeedbackGtr	0	113	30	-		
Bass	ClickBass	0	115	39	-	
	PunchyBass	0	117	39	-	
	AnalogBass	0	112	40	-	
	DX FunkBass	0	113	38	-	
	DrySynthBass	0	116	40	-	
	80'sSynthBass	0	115	40	-	
Perc&Drum	HiQBass	0	113	39	-	
	StandardKit1	127	0	1	Live!Drums	
	StandardKit2	127	0	2	Live!Drums	
	RockKit	127	0	17	Drums	
Accordion	ArabicKit	126	0	36	SFX Kit	
	Accordion	0	116	22	-	
	SmallAccordion	0	115	22	-	
	ModernHarp	0	113	23	-	
	BluesHarp	0	114	23	-	
	BallroomAcc	0	112	24	-	
	SoftAccordion	0	114	22	-	
	TuttiAccordion	0	113	22	-	
Musette	0	112	22	-		
Pad	PsychoPad	0	118	102	-	
	FarEast	0	112	98	-	
	Disclosure	0	116	90	-	
	Mystery	0	113	98	-	
	Sirius	0	114	102	-	
	S&H Groove	0	115	102	-	
	VeloAshrami	0	116	102	-	
	EveningStars	0	117	102	-	
	AngelVibes	0	114	99	-	
	GlassPad	0	114	94	-	
	DX Pad	0	112	93	-	
	Symbiont	0	113	89	-	
	DarkMoon	0	113	90	-	
	Ionosphere	0	115	95	-	
	Millennium	0	117	89	-	
	Atmosphere	0	112	100	-	

Category	Voice Name	Voice Number			Voice Type
		MSB	LSB	PRG	
Pad	Equinox	0	112	95	-
	Fantasia	0	112	89	-
	Stargate	0	114	89	-
	Area51	0	112	90	-
	DigitalPad	0	115	94	-
	Dunes	0	114	90	-
	Messenger	0	116	96	-
	Wave2001	0	112	96	-
	XenonPad	0	112	92	-
	Synth	ProLead	0	113	84
FunkyLead		0	121	82	-
Portatone		0	112	85	-
Adrenaline		0	113	85	-
Stardust		0	112	99	-
AeroLead		0	112	84	-
MiniLead		0	114	81	-
SunBell		0	113	99	-
HiBias		0	116	81	-
VinylLead		0	115	81	-
PanLead		0	122	81	-
StringBells		0	124	89	-
Padbells		0	126	89	-
BigTune		0	118	90	-
TrumpetSaw		0	125	82	-
Paraglide		0	114	85	-
RoboLead		0	124	82	-
Fargo		0	119	82	-
BigLead		0	113	82	-
Warp		0	117	82	-
Impact	0	113	88	-	
UnderHeim	0	112	88	-	
CrystalEyes	0	125	89	-	
MelodyMaker	0	117	90	-	
AttackSaw	0	126	82	-	
PercSquare	0	123	81	-	
SquareLead	0	112	81	-	
SawLead	0	112	82	-	
PopLead	0	120	81	-	
BrightMini	0	125	81	-	
OrbitSine	0	126	81	-	
Blaster	0	114	82	-	
TinyLead	0	118	81	-	

## GM &amp; XG

Category	Voice Name	Voice Number			Voice Type	
		MSB	LSB	PRG		
Piano	GrandPiano	0	0	1	-	
	GrndPianoKSP	0	1	1	-	
	MellowGrPno	0	18	1	-	
	PianoStrings	0	40	1	-	
	Dream	0	41	1	-	
	BrightPiano	0	0	2	-	
	BritePnoKSP	0	1	2	-	
	ElecGrandPno	0	0	3	-	
	ElecGrPnoKSP	0	1	3	-	
	DetunedCP80	0	32	3	-	
	LayeredCP1	0	40	3	-	
	LayeredCP2	0	41	3	-	
	Honkytonk	0	0	4	-	
	HonkytonkKSP	0	1	4	-	
	EI.Piano1	0	0	5	-	
	EI.Piano1KSP	0	1	5	-	
	MellowEP1	0	18	5	-	
	ChorusEP1	0	32	5	-	
	HardEI.Piano	0	40	5	-	
	VXfadeEI.P1	0	45	5	-	
	60sEI.Piano1	0	64	5	-	
	EI.Piano2	0	0	6	-	
	EI.Piano2KSP	0	1	6	-	
	ChorusEP2	0	32	6	-	
	DXEPHard	0	33	6	-	
	DXLegend	0	34	6	-	
	DXPhaseEP	0	40	6	-	
	DX+AnalogEP	0	41	6	-	
	DXKotoEP	0	42	6	-	
	VXfadeEI.P2	0	45	6	-	
	Harpsichord	0	0	7	-	
	Harpsi.KSP	0	1	7	-	
	Harpsichord2	0	25	7	-	
	Harpsichord3	0	35	7	-	
	Clavi.	0	0	8	-	
	Clavi.KSP	0	1	8	-	
	Clavi.Wah	0	27	8	-	
	PulseClavi.	0	64	8	-	
	PierceClavi.	0	65	8	-	
	ChromaticPerc	Celesta	0	0	9	-
		Glockenspiel	0	0	10	-
		MusicBox	0	0	11	-
		Orgel	0	64	11	-
		Vibraphone	0	0	12	-
		VibesKSP	0	1	12	-
		HardVibes	0	45	12	-
		Marimba	0	0	13	-
		MarimbaKSP	0	1	13	-
SineMarimba		0	64	13	-	
Balimba		0	97	13	-	
LogDrums		0	98	13	-	
Xylophone		0	0	14	-	
TubularBells		0	0	15	-	
ChurchBells		0	96	15	-	
Carillon		0	97	15	-	
Dulcimer		0	0	16	-	
Dulcimer2		0	35	16	-	
Cimbalom		0	96	16	-	
Santur		0	97	16	-	
Organ		DrawbarOrgan	0	0	17	-
		DetDrawOrgan	0	32	17	-
		60sDrawOrg1	0	33	17	-
		60sDrawOrg2	0	34	17	-
	70sDrawOrg1	0	35	17	-	
	DrawbarOrg2	0	36	17	-	
	60sDrawOrg3	0	37	17	-	
	EvenBarOrg	0	38	17	-	
	16+2'2_3Org	0	40	17	-	
	OrganBass	0	64	17	-	
	70sDrawOrg2	0	65	17	-	
	CheezyOrgan	0	66	17	-	
	DrawbarOrg3	0	67	17	-	
	Perc.Organ	0	0	18	-	
	70sPercOrg1	0	24	18	-	
	DetPercOrgan	0	32	18	-	
	LightOrgan	0	33	18	-	
	Perc.Organ2	0	37	18	-	
	RockOrgan	0	0	19	-	
	RotaryOrgan	0	64	19	-	
	SlowRotary	0	65	19	-	
	FastRotary	0	66	19	-	
	ChurchOrgan	0	0	20	-	
	ChurchOrgan3	0	32	20	-	
	ChurchOrgan2	0	35	20	-	
	NotreDame	0	40	20	-	
	OrganFlute	0	64	20	-	
	Trem.OrganFl	0	65	20	-	

Category	Voice Name	Voice Number			Voice Type	
		MSB	LSB	PRG		
Organ	ReedOrgan	0	0	21	-	
	PuffOrgan	0	40	21	-	
	Accordion	0	0	22	-	
	AccordIt	0	32	22	-	
	Harmonica	0	0	23	-	
	Harmonica2	0	32	23	-	
	TangoAccord	0	0	24	-	
	TangoAccord2	0	64	24	-	
	Guitar	NylonGuitar	0	0	25	-
		NylonGuitar2	0	16	25	-
		NylonGuitar3	0	25	25	-
		VelGtrHarmo	0	43	25	-
		Ukulele	0	96	25	-
		SteelGuitar	0	0	26	-
		SteelGuitar2	0	16	26	-
		12StrGuitar	0	35	26	-
		Nylon&Steel	0	40	26	-
		Steel&Body	0	41	26	-
		Mandolin	0	96	26	-
JazzGuitar		0	0	27	-	
MellowGuitar		0	18	27	-	
JazzAmp		0	32	27	-	
CleanGuitar		0	0	28	-	
ChorusGuitar		0	32	28	-	
MutedGuitar		0	0	29	-	
FunkGuitar1		0	40	29	-	
MuteSteelGtr		0	41	29	-	
FunkGuitar2		0	43	29	-	
JazzMan		0	45	29	-	
Overdriven		0	0	30	-	
GuitarPinch		0	43	30	-	
Distortion		0	0	31	-	
FeedbackGtr		0	40	31	-	
FeedbackGtr2		0	41	31	-	
GtrHarmonics		0	0	32	-	
GtrFeedback	0	65	32	-		
GtrHarmonic2	0	66	32	-		
Bass	AcousticBass	0	0	33	-	
	JazzRhythm	0	40	33	-	
	VXUprghtBass	0	45	33	-	
	FingerBass	0	0	34	-	
	FingerDark	0	18	34	-	
	FlangeBass	0	27	34	-	
	Bass&DistEG	0	40	34	-	
	FingerSlap	0	43	34	-	
	FingerBass2	0	45	34	-	
	Mod.Bass	0	65	34	-	
	PickBass	0	0	35	-	
	MutePickBass	0	28	35	-	
	FretlessBass	0	0	36	-	
	Fretless2	0	32	36	-	
	Fretless3	0	33	36	-	
	Fretless4	0	34	36	-	
	Syn.Fretless	0	96	36	-	
	SmithFretless	0	97	36	-	
	SlapBass1	0	0	37	-	
	ResonantSlap	0	27	37	-	
	PunchThumb	0	32	37	-	
	SlapBass2	0	0	38	-	
	Velo.Sw.Slap	0	43	38	-	
	SynthBass1	0	0	39	-	
	SynBass1Dark	0	18	39	-	
	FastResoBass	0	20	39	-	
	AcidBass	0	24	39	-	
	ClaviBass	0	35	39	-	
	TechnoBass	0	40	39	-	
	Orbiter	0	64	39	-	
	SquareBass	0	65	39	-	
	RubberBass	0	66	39	-	
	Hammer	0	96	39	-	
SynthBass2	0	0	40	-		
MellowSyBass	0	6	40	-		
SequenceBass	0	12	40	-		
ClickSynBass	0	18	40	-		
SynBass2Dark	0	19	40	-		
SmoothSyBass	0	32	40	-		
ModulrSyBass	0	40	40	-		
DXBass	0	41	40	-		
XWireBass	0	64	40	-		
Strings	Violin	0	0	41	-	
	SlwAtkViolin	0	8	41	-	
	Viola	0	0	42	-	
	Cello	0	0	43	-	
	Contrabass	0	0	44	-	
	Trem.Strings	0	0	45	-	
	SlwAtTremStr	0	8	45	-	
SuspenseStr	0	40	45	-		

Category	Voice Name	Voice Number			Voice Type	
		MSB	LSB	PRG		
Strings	PizzicatoStr	0	0	46	-	
	Orch.Harp	0	0	47	-	
	YangChin	0	40	47	-	
	Timpani	0	0	48	-	
Ensemble	Strings1	0	0	49	-	
	StereoStrngs	0	3	49	-	
	SlwAtkStrngs	0	8	49	-	
	ArcoStrings	0	24	49	-	
	60'sStrings	0	35	49	-	
	Orchestra	0	40	49	-	
	Orchestra2	0	41	49	-	
	TremOrchestra	0	42	49	-	
	Velo.Strngs	0	45	49	-	
	Strings2	0	0	50	-	
	S.SlowStrngs	0	3	50	-	
	LegatoStrngs	0	8	50	-	
	WarmStrings	0	40	50	-	
	Kingdom	0	41	50	-	
	70'sStrings	0	64	50	-	
	Strings3	0	65	50	-	
	SynStrings1	0	0	51	-	
	ResoStrings	0	27	51	-	
	SynStrings4	0	64	51	-	
	SynStrings5	0	65	51	-	
	SynStrings2	0	0	52	-	
	ChoirAahs	0	0	53	-	
	StereoChoir	0	3	53	-	
	ChoirAahs2	0	16	53	-	
	MellowChoir	0	32	53	-	
	ChoirStrings	0	40	53	-	
	VoiceOohs	0	0	54	-	
	SynthVoice	0	0	55	-	
	SynthVoice2	0	40	55	-	
	Choral	0	41	55	-	
	AnalogVoice	0	64	55	-	
	OrchestraHit	0	0	56	-	
	OrchestrHit2	0	35	56	-	
	Impact	0	64	56	-	
	Brass	Trumpet	0	0	57	-
		Trumpet2	0	16	57	-
		BriteTrumpet	0	17	57	-
		WarmTrumpet	0	32	57	-
		Trombone	0	0	58	-
		Trombone2	0	18	58	-
Tuba		0	0	59	-	
Tuba2		0	16	59	-	
MutedTrumpet		0	0	60	-	
FrenchHorn		0	0	61	-	
Fr.HornSolo		0	6	61	-	
FrenchHorn2		0	32	61	-	
HornOrchestr		0	37	61	-	
BrassSection		0	0	62	-	
Tp&TbSection		0	35	62	-	
BrassSect2		0	40	62	-	
HighBrass		0	41	62	-	
MellowBrass		0	42	62	-	
SynthBrass1		0	0	63	-	
QuackBrass		0	12	63	-	
ResoSynBrass		0	20	63	-	
PolyBrass		0	24	63	-	
SynthBrass3		0	27	63	-	
JumpBrass		0	32	63	-	
AnaVelBrass1		0	45	63	-	
AnalogBrass1		0	64	63	-	
SynthBrass2		0	0	64	-	
SoftBrass		0	18	64	-	
SynthBrass4		0	40	64	-	
ChoirBrass		0	41	64	-	
AnaVelBrass2		0	45	64	-	
AnalogBrass2		0	64	64	-	
Reed		SopranoSax	0	0	65	-
		AltoSax	0	0	66	-
		SaxSection	0	40	66	-
		HyperAltoSax	0	43	66	-
		TenorSax	0	0	67	-
		Breathy Tenor	0	40	67	-
		SoftTenorSax	0	41	67	-
		TenorSax2	0	64	67	-
	BaritoneSax	0	0	68	-	
	Oboe	0	0	69	-	
	EnglishHorn	0	0	70	-	
	Bassoon	0	0	71	-	
	Clarinet	0	0	72	-	
	Pipe	Piccolo	0	0	73	-
Flute		0	0	74	-	
Recorder		0	0	75	-	
PanFlute		0	0	76	-	

Category	Voice Name	Voice Number			Voice Type	
		MSB	LSB	PRG		
Pipe	BlownBottle	0	0	77	-	
	Shakuhachi	0	0	78	-	
	Whistle	0	0	79	-	
	Ocarina	0	0	80	-	
Synth.Lead	SquareLead	0	0	81	-	
	SquareLead2	0	6	81	-	
	LMSquare	0	8	81	-	
	Hollow	0	18	81	-	
	Shroud	0	19	81	-	
	Mellow	0	64	81	-	
	SoloSine	0	65	81	-	
	SineLead	0	66	81	-	
	SawtoothLead	0	0	82	-	
	SawtoothLd2	0	6	82	-	
	ThickSaw	0	8	82	-	
	DynamicSaw	0	18	82	-	
	DigitalSaw	0	19	82	-	
	BigLead	0	20	82	-	
	HeavySynth	0	24	82	-	
	WaspSynth	0	25	82	-	
	PulseSaw	0	40	82	-	
	Dr.Lead	0	41	82	-	
	VelocityLead	0	45	82	-	
	Seq.Analog	0	96	82	-	
	CalliopeLead	0	0	83	-	
	PureLead	0	65	83	-	
	ChiffLead	0	0	84	-	
	Rubby	0	64	84	-	
	CharangLead	0	0	85	-	
	DistortedLd	0	64	85	-	
	WireLead	0	65	85	-	
	VoiceLead	0	0	86	-	
	SynthAahs	0	24	86	-	
	VoxLead	0	64	86	-	
	FifthsLead	0	0	87	-	
	BigFive	0	35	87	-	
	Bass&Lead	0	0	88	-	
	Big&Low	0	16	88	-	
	Fat&Perky	0	64	88	-	
	SoftWhirl	0	65	88	-	
	Synth.Pad	NewAgePad	0	0	89	-
		Fantasy	0	64	89	-
		WarmPad	0	0	90	-
		ThickPad	0	16	90	-
SoftPad		0	17	90	-	
SinePad		0	18	90	-	
HornPad		0	64	90	-	
RotaryStrngs		0	65	90	-	
PolySynthPad		0	0	91	-	
PolyPad80		0	64	91	-	
ClickPad		0	65	91	-	
AnalogPad		0	66	91	-	
SquarePad		0	67	91	-	
ChoirPad		0	0	92	-	
Heaven		0	64	92	-	
Itopia		0	66	92	-	
CCPad		0	67	92	-	
BowedPad		0	0	93	-	
Glacier		0	64	93	-	
GlassPad		0	65	93	-	
MetallicPad		0	0	94	-	
TinePad		0	64	94	-	
PanPad		0	65	94	-	
HaloPad		0	0	95	-	
SweepPad		0	0	96	-	
Shwimmer		0	20	96	-	
Converge		0	27	96	-	
PolarPad		0	64	96	-	
Celestial		0	66	96	-	
Synth.Effect		Rain	0	0	97	-
	ClaviPad	0	45	97	-	
	HarmoRain	0	64	97	-	
	AfricanWind	0	65	97	-	
	Carib	0	66	97	-	
	SoundTrack	0	0	98	-	
	Prologue	0	27	98	-	
	Ancestral	0	64	98	-	
	Crystal	0	0	99	-	
	SynthDr.Comp	0	12	99	-	
	Popcorn	0	14	99	-	
	TinyBells	0	18	99	-	
	RoundGlocken	0	35	99	-	
	GlockenChime	0	40	99	-	
	ClearBells	0	41	99	-	
	ChorusBells	0	42	99	-	
	SynthMallet	0	64	99	-	
	SoftCrystal	0	65	99	-	



Category	Voice Name	Voice Number			Voice Type	
		MSB	LSB	PRG		
Synth.Effect	LoudGlocken	0	66	99	-	
	ChristmasBel	0	67	99	-	
	VibeBells	0	68	99	-	
	DigitalBells	0	69	99	-	
	AirBells	0	70	99	-	
	BellHarp	0	71	99	-	
	Gamelimba	0	72	99	-	
	Atmosphere	0	0	100	-	
	WarmAtmos.	0	18	100	-	
	HollwRelease	0	19	100	-	
	NylonElPiano	0	40	100	-	
	NylonHarp	0	64	100	-	
	HarpVox	0	65	100	-	
	Atmos.Pad	0	66	100	-	
	Planet	0	67	100	-	
	Brightness	0	0	101	-	
	FantasyBells	0	64	101	-	
	Smokey	0	96	101	-	
	Goblins	0	0	102	-	
	GoblinsSynth	0	64	102	-	
	Creeper	0	65	102	-	
	RingPad	0	66	102	-	
	Ritual	0	67	102	-	
	ToHeaven	0	68	102	-	
	Night	0	70	102	-	
	Glisten	0	71	102	-	
	BellChoir	0	96	102	-	
	Echoes	0	0	103	-	
	Echoes2	0	8	103	-	
	EchoPan	0	14	103	-	
	EchoBells	0	64	103	-	
	BigPan	0	65	103	-	
	SynthPiano	0	66	103	-	
	Creation	0	67	103	-	
	StarDust	0	68	103	-	
	Reso&Panning	0	69	103	-	
	Sci-Fi	0	0	104	-	
	Starz	0	64	104	-	
	Ethnic	Sitar	0	0	105	-
		DetunedSitar	0	32	105	-
		Sitar2	0	35	105	-
		Tambra	0	96	105	-
		Tamboura	0	97	105	-
		Banjo	0	0	106	-
		MutedBanjo	0	28	106	-
		Rabab	0	96	106	-
		Gopichant	0	97	106	-
Oud		0	98	106	-	
Shamisen		0	0	107	-	
Koto		0	0	108	-	
Taisho-kin		0	96	108	-	
Kanoon		0	97	108	-	
Kalimba		0	0	109	-	
Bagpipe		0	0	110	-	
Fiddle		0	0	111	-	
Shanai		0	0	112	-	
Shanai2		0	64	112	-	
Pungi		0	96	112	-	
Hichiriki	0	97	112	-		
Percussive	TinkleBell	0	0	113	-	
	Bonang	0	96	113	-	
	Altair	0	97	113	-	
	GamelanGongs	0	98	113	-	
	StereoGamlan	0	99	113	-	
	RamaCymbal	0	100	113	-	
	AsianBells	0	101	113	-	
	Agogo	0	0	114	-	
	SteelDrums	0	0	115	-	
	GlassPerc.	0	97	115	-	
	ThaiBells	0	98	115	-	
	Woodblock	0	0	116	-	
	Castanets	0	96	116	-	
	TaikoDrum	0	0	117	-	
	GranCassa	0	96	117	-	
	MelodicTom	0	0	118	-	
	MelodicTom2	0	64	118	-	
	RealTom	0	65	118	-	
	RockTom	0	66	118	-	
	SynthDrum	0	0	119	-	
AnalogTom	0	64	119	-		
ElectroPerc.	0	65	119	-		
Rev.Cymbal	0	0	120	-		
Sound Effect	GtrFretNoise	0	0	121	-	
	BreathNoise	0	0	122	-	
	Seashore	0	0	123	-	
	BirdTweet	0	0	124	-	

Category	Voice Name	Voice Number			Voice Type
		MSB	LSB	PRG	
Sound Effect	TelephonRing	0	0	125	-
	Helicopter	0	0	126	-
	Applause	0	0	127	-
	Gunshot	0	0	128	-
	CuttingNoise	64	0	1	-
	CuttingNoiz2	64	0	2	-
	StringSlap	64	0	4	-
	Fl.KeyClick	64	0	17	-
	Shower	64	0	33	-
	Thunder	64	0	34	-
	Wind	64	0	35	-
	Stream	64	0	36	-
	Bubble	64	0	37	-
	Feed	64	0	38	-
	Dog	64	0	49	-
	Horse	64	0	50	-
	BirdTweet2	64	0	51	-
	Ghost	64	0	55	-
	Maou	64	0	56	-
	PhoneCall	64	0	65	-
	DoorSqueak	64	0	66	-
	DoorSlam	64	0	67	-
	ScratchCut	64	0	68	-
	ScratchSplit	64	0	69	-
	WindChime	64	0	70	-
	TelephonRing2	64	0	71	-
	CarEngineIgn	64	0	81	-
	CarTiresSql	64	0	82	-
	CarPassing	64	0	83	-
	CarCrash	64	0	84	-
	Siren	64	0	85	-
	Train	64	0	86	-
	JetPlane	64	0	87	-
	Starship	64	0	88	-
	Burst	64	0	89	-
	RollrCoaster	64	0	90	-
	Submarine	64	0	91	-
	Laugh	64	0	97	-
	Scream	64	0	98	-
	Punch	64	0	99	-
	Heartbeat	64	0	100	-
	FootSteps	64	0	101	-
	MachineGun	64	0	113	-
	LaserGun	64	0	114	-
	Explosion	64	0	115	-
	Firework	64	0	116	-

## GM 2

Category	Voice Name	Voice Number			Voice Type
		MSB	LSB	PRG	
Piano	GrandPiano	121	0	1	-
	GrandPianoW	121	1	1	-
	GrandPianoD	121	2	1	-
	BrightPiano	121	0	2	-
	BrightPianoW	121	1	2	-
	ElecGrandPno	121	0	3	-
	ElecGrandPW	121	1	3	-
	Honkytonk	121	0	4	-
	HonkytonkW	121	1	4	-
	El.Piano1	121	0	5	-
	DetunedEP1	121	1	5	-
	EP1VeloMix	121	2	5	-
	60'sEl.Piano	121	3	5	-
	El.Piano2	121	0	6	-
	DetunedEP2	121	1	6	-
	EP2VeloMix	121	2	6	-
	EPLegend	121	3	6	-
	EPPhase	121	4	6	-
	Harpsichord	121	0	7	-
	Harpsi.OctMx	121	1	7	-
	HarpsichordW	121	2	7	-
	Harpsi.KOff	121	3	7	-
	Clavi.	121	0	8	-
	PulseClavi.	121	1	8	-
ChromaticPerc	Celesta	121	0	9	-
	Glockenspiel	121	0	10	-
	MusicBox	121	0	11	-
	Vibraphone	121	0	12	-
	VibraphoneW	121	1	12	-
	Marimba	121	0	13	-
	MarimbaW	121	1	13	-
	Xylophone	121	0	14	-
	TubularBells	121	0	15	-
	ChurchBells	121	1	15	-
	Carillon	121	2	15	-
	Dulcimer	121	0	16	-
	Organ	DrawbarOrgan	121	0	17
DetDrawOrgan		121	1	17	-
It60'sOrgan		121	2	17	-
DrawbarOrg2		121	3	17	-
Perc.Organ		121	0	18	-
DetPercOrgan		121	1	18	-
Perc.Organ2		121	2	18	-
RockOrgan		121	0	19	-
ChurchOrgan		121	0	20	-
ChrchOrgOctM		121	1	20	-
DetChurchOrg		121	2	20	-
ReedOrgan		121	0	21	-
PuffOrgan		121	1	21	-
Accordion		121	0	22	-
Accordion2		121	1	22	-
Harmonica		121	0	23	-
TangoAccord		121	0	24	-
Guitar		NylonGuitar	121	0	25
	Ukulele	121	1	25	-
	NylonGtrKOff	121	2	25	-
	NylonGuitar2	121	3	25	-
	SteelGuitar	121	0	26	-
	12StrGuitar	121	1	26	-
	Mandolin	121	2	26	-
	Steel&Body	121	3	26	-
	JazzGuitar	121	0	27	-
	PedlSteelGtr	121	1	27	-
	CleanGuitar	121	0	28	-
	DetCleanGtr	121	1	28	-
	MidToneGtr	121	2	28	-
	MutedGuitar	121	0	29	-
	FunkGuitar	121	1	29	-
	MutedV-SwGtr	121	2	29	-
	JazzMan	121	3	29	-
	Overdriven	121	0	30	-
	GuitarPinch	121	1	30	-
	Distortion	121	0	31	-
	FeedbackGtr	121	1	31	-
	DstRhythmGtr	121	2	31	-
	GtrHarmonics	121	0	32	-
	GtrFeedback	121	1	32	-
Bass	AcousticBass	121	0	33	-
	FingerBass	121	0	34	-
	FingerSlap	121	1	34	-
	PickBass	121	0	35	-
	FretlessBass	121	0	36	-
	SlapBass1	121	0	37	-
	SlapBass2	121	0	38	-
	SynthBass1	121	0	39	-
	WarmSyBass	121	1	39	-
	ResoSynhBass	121	2	39	-

Category	Voice Name	Voice Number			Voice Type	
		MSB	LSB	PRG		
Bass	ClaviBass	121	3	39	-	
	Hammer	121	4	39	-	
	SynthBass2	121	0	40	-	
	AttackBass	121	1	40	-	
	RubberBass	121	2	40	-	
	AttackPulse	121	3	40	-	
	Strings	Violin	121	0	41	-
SlwAtkViolin		121	1	41	-	
Viola		121	0	42	-	
Cello		121	0	43	-	
Contrabass		121	0	44	-	
Trem.Strings		121	0	45	-	
PizzicatoStr		121	0	46	-	
Orch.Harp		121	0	47	-	
YangChin		121	1	47	-	
Timpani		121	0	48	-	
Ensemble		Strings1	121	0	49	-
		StringsBrass	121	1	49	-
		60'sStrings	121	2	49	-
		Strings2	121	0	50	-
	SynStrings1	121	0	51	-	
	SynStrings3	121	1	51	-	
	SynStrings2	121	0	52	-	
	ChoirAahs	121	0	53	-	
	ChoirAahs2	121	1	53	-	
	VoiceOohs	121	0	54	-	
	Humming	121	1	54	-	
	SynthVoice	121	0	55	-	
	AnalogVoice	121	1	55	-	
	OrchestraHit	121	0	56	-	
BassHitPlus	121	1	56	-		
6thHit	121	2	56	-		
EuroHit	121	3	56	-		
Brass	Trumpet	121	0	57	-	
	DarkTpSoft	121	1	57	-	
	Trombone	121	0	58	-	
	Trombone2	121	1	58	-	
	BriteTrombon	121	2	58	-	
	Tuba	121	0	59	-	
	MutedTrumpet	121	0	60	-	
	MuteTrumpet2	121	1	60	-	
	FrenchHorn	121	0	61	-	
	FrenchHorn2	121	1	61	-	
	BrassSection	121	0	62	-	
	BrassSect2	121	1	62	-	
	SynthBrass1	121	0	63	-	
	SynthBrass3	121	1	63	-	
	AnaSynBrass1	121	2	63	-	
	JumpBrass	121	3	63	-	
SynthBrass2	121	0	64	-		
SynthBrass4	121	1	64	-		
AnaSynBrass2	121	2	64	-		
Reed	SopranoSax	121	0	65	-	
	AltoSax	121	0	66	-	
	TenorSax	121	0	67	-	
	BaritoneSax	121	0	68	-	
	Oboe	121	0	69	-	
	EnglishHorn	121	0	70	-	
	Bassoon	121	0	71	-	
	Clarinet	121	0	72	-	
Pipe	Piccolo	121	0	73	-	
	Flute	121	0	74	-	
	Recorder	121	0	75	-	
	PanFlute	121	0	76	-	
	BlownBottle	121	0	77	-	
	Shakuhachi	121	0	78	-	
	Whistle	121	0	79	-	
	Ocarina	121	0	80	-	
Synth.Lead	SquareLead	121	0	81	-	
	SquareLead2	121	1	81	-	
	SineLead	121	2	81	-	
	SawtoothLead	121	0	82	-	
	SawtoothLd2	121	1	82	-	
	SawPulseLead	121	2	82	-	
	DoublSawLead	121	3	82	-	
	Seq.Analog	121	4	82	-	
	CalliopeLead	121	0	83	-	
	ChiffLead	121	0	84	-	
Synth.Pad	CharangLead	121	0	85	-	
	WireLead	121	1	85	-	
	VoiceLead	121	0	86	-	
	FifthsLead	121	0	87	-	
	Bass&Lead	121	0	88	-	
	SoftWhirl	121	1	88	-	
	NewAgePad	121	0	89	-	
	WarmPad	121	0	90	-	
SinePad	121	1	90	-		

Category	Voice Name	Voice Number			Voice Type
		MSB	LSB	PRG	
Synth.Pad	PolySynthPad	121	0	91	-
	ChoirPad	121	0	92	-
	ItopiaPad	121	1	92	-
	BowedPad	121	0	93	-
	MetallicPad	121	0	94	-
	HaloPad	121	0	95	-
	SweepPad	121	0	96	-
Synth.Effect	Rain	121	0	97	-
	SoundTrack	121	0	98	-
	Crystal	121	0	99	-
	SynthMallet	121	1	99	-
	Atmosphere	121	0	100	-
	Brightness	121	0	101	-
	Goblins	121	0	102	-
	Echoes	121	0	103	-
	EchoBell	121	1	103	-
	EchoPan	121	2	103	-
	Sci-Fi	121	0	104	-
Ethnic	Sitar	121	0	105	-
	Sitar2	121	1	105	-
	Banjo	121	0	106	-
	Shamisen	121	0	107	-
	Koto	121	0	108	-
	TaishoKoto	121	1	108	-
	Kalimba	121	0	109	-
	Bagpipe	121	0	110	-
	Fiddle	121	0	111	-
Shanai	121	0	112	-	
Percussive	TinkleBell	121	0	113	-
	Agogo	121	0	114	-
	SteelDrums	121	0	115	-
	Woodblock	121	0	116	-
	Castanets	121	1	116	-
	TaikoDrum	121	0	117	-
	ConcertBD	121	1	117	-
	MelodicTom	121	0	118	-
	MelodicTom2	121	1	118	-
	SynthDrum	121	0	119	-
	RhythmBoxTom	121	1	119	-
	ElectricDrum	121	2	119	-
	Rev.Cymbal	121	0	120	-
	SoundEffect	GtrFretNoise	121	0	121
GtrCutNoise		121	1	121	-
StringSlap		121	2	121	-
BreathNoise		121	0	122	-
Fl.KeyClick		121	1	122	-
Seashore		121	0	123	-
Rain		121	1	123	-
Thunder		121	2	123	-
Wind		121	3	123	-
Stream		121	4	123	-
Bubble		121	5	123	-
BirdTweet		121	0	124	-
Dog		121	1	124	-
HorseGallop		121	2	124	-
BirdTweet2		121	3	124	-
TelephonRing		121	0	125	-
TelRing2		121	1	125	-
DoorCreaking		121	2	125	-
Door		121	3	125	-
Scratch		121	4	125	-
WindChime		121	5	125	-
Helicopter		121	0	126	-
CarEngine		121	1	126	-
CarStop		121	2	126	-
CarPass		121	3	126	-
CarCrash		121	4	126	-
Siren		121	5	126	-
Train		121	6	126	-
Jetplane		121	7	126	-
Starship		121	8	126	-
BurstNoise		121	9	126	-
Applause		121	0	127	-
Laughing		121	1	127	-
Screaming		121	2	127	-
Punch		121	3	127	-
HeartBeat		121	4	127	-
Footsteps		121	5	127	-
Gunshot		121	0	128	-
MachineGun		121	1	128	-
LaserGun		121	2	128	-
Explosion		121	3	128	-
StandardSet		120	0	1	Drums
RoomSet		120	0	9	Drums
PowerSet		120	0	17	Drums
ElectroSet	120	0	25	Drums	
AnalogSet	120	0	26	Drums	

Category	Voice Name	Voice Number			Voice Type
		MSB	LSB	PRG	
SoundEffect	JazzSet	120	0	33	Drums
	BrushSet	120	0	41	Drums
	OrchestraSet	120	0	49	Drums
	SFXSet	120	0	57	SFX Kit

# MegaVoice Map / Sound-Zuordnungen der MegaVoices / Carte des voix Mega

MSB (0-127)	8			8			8			8			
LSB (0-127)	0			0			0			1			
PRG (0-127)	0			1			2			2			
PRG (1-128)	1			2			3			3			
Voice Name	Mega NylonGuitar			Mega SteelGuitar			Mega HiStringGtr			Mega 12StringGtr			
Key Range	below B5	above C6	above C8	below B5	above C6	above C8	below B5	above C6	above C8	below B5		above C6	above C8
										Element1 (Steel)	Element2 (HiString)		
127	127	127	127	127	127	127	127	127	127	127	127	127	127
	<b>Harmonics</b>			<b>Harmonics</b>									
	121			121							<b>Hard</b>		
120	120			120							116		
	<b>Slide</b>			<b>Slide</b>							115		
110							<b>Hard</b>					<b>Hard</b>	
	106			106									
	105			105									
100	<b>Hammer</b>			<b>Hammer</b>							<b>Medium</b>		
	91			91									
90	90			90			90					90	
	<b>Mute</b>			<b>Mute</b>			89					89	
80													
	76			76									
	75			75							72		
70	<b>Dead</b>			<b>Dead</b>							71		
	61	<b>Strum Noise</b>	<b>Fret Noise</b>	61	<b>Strum Noise</b>	<b>Fret Noise</b>							<b>Strum Noise</b>
	60			60									<b>Fret Noise</b>
60													
	<b>Open Hard</b>			<b>Open Hard</b>									
50													
	41			41			<b>Soft</b>						<b>Soft</b>
40	40			40									
											<b>Soft</b>		
30	<b>Open Medium</b>			<b>Open Medium</b>									
	21			21									
20	20			20									
	<b>Open Soft</b>			<b>Open Soft</b>									
10													
1	1	1	1	1	1	1	1	1	1	1	1	1	1

 : No Sound

MSB (0-127)	8			8			8			8			8		
LSB (0-127)	0			1			2			3			0		
PRG (0-127)	3			3			3			3			4		
PRG (1-128)	4			4			4			4			5		
Voice Name	Mega CleanGuitar			Mega SolidGuitar1			Mega SolidGuitar2			Mega SingleCoil			Mega OverdriveGtr		
Key Range	below B5	above C6	above C8	below B5	above C6	above C8	below B5	above C6	above C8	below B5	above C6	above C8	below B5	above C6	above C8
127	127	127	127	127	127	127	127	127	127	127	127	127	127	127	127
	Pick Harmonics			Pick Harmonics			Pick Harmonics			Pick Harmonics			Pick Harmonics		
120	121			121			121			121			121		
	120			120			120			120			120		
110	Slide			Slide			Slide			Slide					
100	106			106			106			106					
	105			105			105			105					
90	Hammer			Hammer			Hammer			Hammer					
	91			91			91			91					
80	90			90			90			90			Mute		
	Mute			Mute			Mute			Mute					
70	76			76			76			76					
	75			75			75			75					
60	Dead			Dead			Dead			Dead					
	61	Strum Noise	Fret Noise	61	Strum Noise	Fret Noise	61	Strum Noise	Fret Noise	61	Strum Noise	Fret Noise			EFX
50	60			60			60			60			56		
	Slap			Slap			Open Hard			Open Hard			55		
40	41			41			41			41					
	40			40			40			40					
30	Open Hard			Open Hard			Open Medium			Open Medium					
20	21			21			21			21					
	20			20			20			20					
10	Open Soft			Open Soft			Open Soft			Open Soft					
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	

MSB (0-127)	8			8			8			8		
LSB (0-127)	0			0			0			0		
PRG (0-127)	5			6			16			17		
PRG (1-128)	6			7			17			18		
Voice Name	Mega DistortionGtr			Mega JazzGuitar			Mega AcousticBass			Mega ElectricBass		
Key Range	below B5	above C6	above C8	below B5	above C6	above C8	below B5	above C6	above C8	below B5	above C6	above C8
127	127 Pick Harmonics	127		127 Pick Harmonics	127	127	127 Harmonics	127		127 Slap	127	
120	121 120			121 120			121 120			121 120		
110				Slide								
100				106 105			Dead			Dead		
90	Mute			Hammer								
80				91 90								
70				Dead Hard			81 80			81 80		
60		EFX		76 75			Open Hard			Open Hard		
50				Dead Soft	Strum Noise	Fret Noise		EFX			EFX	
40				61 60			61 60			61 60		
30	Open			Open Hard								
20				41 40								
10				Open Medium			Open Soft			Open Soft		
1	56 55			21 20								
				Open Soft								
	1	1		1	1	1	1	1		1	1	

MSB (0-127)	8			8			8			8			8		
LSB (0-127)	1			2			0			1			0		
PRG (0-127)	17			17			18			18			19		
PRG (1-128)	18			18			19			19			20		
Voice Name	Mega VintageRound			Mega VintageFlat			Mega PickBass			Mega VintagePick			Mega FretlessBass		
Key Range	below B5	above C6	above C8	below B5	above C6	above C8	below B5	above C6	above C8	below B5	above C6	above C8	below B5	above C6	above C8
127	127	127		127	127		127	127		127	127		127	127	
	Harmonics			Harmonics			Harmonics			Harmonics			Harmonics		
	121			121			121			121			121		
120	120			120			120			120			120		
110															
100	Dead			Dead			Dead			Dead			Dead		
90															
80	81			81			81			81			81		
	80			80			80			80			80		
70	Open Hard			Open Hard											
60		EFX			EFX		Mute	EFX		Mute	EFX			EFX	
	61			61											
	60			60											
50															
40							41			41			Open		
							40			40					
30	Open Soft			Open Soft											
20							Open			Open					
10															
1	1	1		1	1		1	1		1	1		1	1	

MSB (0-127)	8			8			8			8			8		
LSB (0-127)	0			0			0			0			0		
PRG (0-127)	48			49			56			64			82		
PRG (1-128)	49			50			57			65			83		
Voice Name	Mega SmallStrings			Mega LargeStrings			Mega Brass			Mega Trumpet			Mega TenorSax		
Key Range	below B5	above C6	above C8	below B5	above C6	above C8	below B5	above C6	above C8	below B5	above C6	above C8	below B5	above C6	above C8
127	127			127			127			127	127	127	127	127	127
	<b>Glissando Down</b>			<b>Glissando Down</b>			<b>Glissando Up</b>			<b>Glissando Up</b>					
120	121			121			121			121					
	120			120			120			120					
	<b>Tremolo</b>			<b>Tremolo</b>			<b>Falls Fast f</b>			<b>Falls</b>			<b>Falls</b>		
110	111			111			111			111					
	110			110			110			110					
	<b>Spicato ff</b>			<b>Spicato ff</b>			<b>Falls Fast mf</b>			<b>Shake</b>					
100							101			101			101		
							100			100			100		
	96			96			<b>Shake</b>								
	95			95			91								
90							90			<b>Straight</b>					
	<b>Spicato f</b>			<b>Spicato f</b>			<b>Scoops</b>								
80	81			81			81			81			81		
	80			80			80			80			80		
	<b>Legato</b>			<b>Legato</b>			<b>Attack</b>			<b>Legato</b>			<b>Legato</b>		<b>Valve Noise (C6-B6 Key On Noise, C7-B7 Key Off Noise)</b>
70											<b>Valve Noise</b>				<b>Breath Noise</b>
	61			61			61			61			61		
60	60			60			60			60			60		
	<b>f</b>			<b>f</b>			<b>f</b>			<b>ff</b>			<b>f</b>		
50															
40	41			41			41			41			41		
	40			40			40			40			40		
	<b>mf</b>			<b>mf</b>			<b>mf</b>			<b>f</b>			<b>mf</b>		
30															
20	21			21			21			21			21		
	20			20			20			20			20		
	<b>p</b>			<b>p</b>			<b>p</b>			<b>mf</b>			<b>mp</b>		
10															
1	1			1			1			1	1	1	1	1	1



# Drum/key Assignment List / Liste der Tastenzuordnungen der Schlaginstrumente / Liste d'assignation instrument de batterie/touche du clavier

## Panel Drum Kit/XG Drum Kit

Bank Select MSB (0-127)				127	127	127	127	127	127	
Bank Select LSB (0-127)				0	0	0	0	0	0	
Program Change (0-127)				0	1	4	8	16	24	
Program Change (1-128)				1	2	5	9	17	25	
MIDI		Keyboard Note	Key Off	Alternate Group	Standard Kit 1	Standard Kit 2	Hit Kit	Room Kit	Rock Kit	Electro Kit
Note#	Note									
13	C#-1	C#0		3	Surdo Mute					
14	D-1	D0		3	Surdo Open					
15	D#-1	D#0			Hi Q					
16	E-1	E0			Whip Slap					
17	F-1	F0		4	Scratch H					
18	F#-1	F#0		4	Scratch L					
19	G-1	G0			Finger Snap					
20	G#-1	G#0			Click Noise					
21	A-1	A0			Metronome Click					
22	A#-1	A#0			Metronome Bell					
23	B-1	B0			Seq Click L					
24	C0	C1			Seq Click H					
25	C#0	C#1			Brush Tap					
26	D0	D1	●		Brush Swirl					
27	D#0	D#1			Brush Slap					
28	E0	E1	●		Brush Tap Swirl					Reverse Cymbal
29	F0	F1	●		Snare Roll					
30	F#0	F#1			Castanet					Hi Q 2
31	G0	G1			Snare Soft	Snare Soft 2	Snare Electro		Snare Noisy	Snare Snappy Electro
32	G#0	G#1			Sticks					
33	A0	A1			Kick Soft		Kick Tight L			Kick 3
34	A#0	A#1			Open Rim Shot	Open Rim Shot H Short	Snare Pitched			
35	B0	B1			Kick Tight		Kick Wet		Kick 2	Kick Gate
36	C1	C2			Kick	Kick Short	Kick Tight H		Kick Gate	Kick Gate Heavy
37	C#1	C#2			Side Stick	Side Stick Light	Stick Ambient			
38	D1	D2			Snare	Snare Short	Snare Ambient	Snare Snappy	Snare Rock	Snare Noisy 2
39	D#1	D#2			Hand Clap					
40	E1	E2			Snare Tight	Snare Tight H	Snare Tight 2	Snare Tight Snappy	Snare Rock Tight	Snare Noisy 3
41	F1	F2			Floor Tom L		Hybrid Tom 1	Tom Room 1	Tom Rock 1	Tom Electro 1
42	F#1	F#2		1	Hi-Hat Closed		Hi-Hat Closed 2			
43	G1	G2			Floor Tom H		Hybrid Tom 2	Tom Room 2	Tom Rock 2	Tom Electro 2
44	G#1	G#2		1	Hi-Hat Pedal		Hi-Hat Pedal 2			
45	A1	A2			Low Tom		Hybrid Tom 3	Tom Room 3	Tom Rock 3	Tom Electro 3
46	A#1	A#2		1	Hi-Hat Open		Hi-Hat Open 2			
47	B1	B2			Mid Tom L		Hybrid Tom 4	Tom Room 4	Tom Rock 4	Tom Electro 4
48	C2	C3			Mid Tom H		Hybrid Tom 5	Tom Room 5	Tom Rock 5	Tom Electro 5
49	C#2	C#3			Crash Cymbal 1					
50	D2	D3			High Tom		Hybrid Tom 6	Tom Room 6	Tom Rock 6	Tom Electro 6
51	D#2	D#3			Ride Cymbal 1					
52	E2	E3			Chinese Cymbal					
53	F2	F3			Ride Cymbal Cup					
54	F#2	F#3			Tambourine		Tambourine Light			
55	G2	G3			Splash Cymbal					
56	G#2	G#3			Cowbell					
57	A2	A3			Crash Cymbal 2					
58	A#2	A#3			Vibraslap					
59	B2	B3			Ride Cymbal 2					
60	C3	C4			Bongo H					
61	C#3	C#4			Bongo L					
62	D3	D4			Conga H Mute					
63	D#3	D#4			Conga H Open					
64	E3	E4			Conga L					
65	F3	F4			Timbale H					
66	F#3	F#4			Timbale L					
67	G3	G4			Agogo H					
68	G#3	G#4			Agogo L					
69	A3	A4			Cabasa					
70	A#3	A#4			Maracas					
71	B3	B4	●		Samba Whistle H					
72	C4	C5	●		Samba Whistle L					
73	C#4	C#5			Guiro Short					
74	D4	D5	●		Guiro Long					
75	D#4	D#5			Claves					
76	E4	E5			Wood Block H					
77	F4	F5			Wood Block L					
78	F#4	F#5			Cuica Mute					Scratch H 2
79	G4	G5			Cuica Open					Scratch L 2
80	G#4	G#5		2	Triangle Mute					
81	A4	A5		2	Triangle Open					
82	A#4	A#5			Shaker					
83	B4	B5			Jingle Bells					
84	C5	C6			Bell Tree					
85	C#5	(C#6)								
86	D5	(D#6)								
87	D#5	(D#6)								
88	E5	(E6)								
89	F5	(F6)								
90	F#5	(F#6)								
91	G5	(G6)								

• Key Off: Keys marked "●" stop sounding the instant they are released.

• Alternate Group: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

Same as Standard Kit 1      No Sound

Bank Select MSB (0-127)					127	127	127	127	127
Bank Select LSB (0-127)					0	0	0	0	0
Program Change (0-127)					25	27	32	40	48
Program Change (1-128)					26	28	33	41	49
MIDI		Keyboard	Key	Alternate	Analog Kit	Dance Kit	Jazz Kit	Brush Kit	Symphony Kit
Note#	Note	Note	Off	Group					
13	C#-1	C#0		3		Kick Dance 1			
14	D-1	D0		3		Kick Dance 2			
15	D#-1	D#0							
16	E-1	E0							
17	F-1	F0		4		Scratch Dance 1			
18	F#-1	F#0		4		Scratch Dance 2			
19	G-1	G0							
20	G#-1	G#0							
21	A-1	A0				Dance Perc 1			
22	A#-1	A#0				Reverse Dance 1			
23	B-1	B0				Dance Perc 2			
24	C0	C1				Hi Q Dance 1			
25	C#0	C#1				Snare Analog 3			
26	D0	D1	●			Vinyl Noise			
27	D#0	D#1				Snare Analog 4			
28	E0	E1	●		Reverse Cymbal	Reverse Cymbal			
29	F0	F1	●			Reverse Dance 2			
30	F#0	F#1			Hi Q 2	Hi Q 2			
31	G0	G1			Snare Noisy 4	Snare Techno	Snare Jazz H	Brush Slap 2	
32	G#0	G#1				Snare Dance 1			
33	A0	A1			Kick 3	Kick Techno Q			Kick Soft 2
34	A#0	A#1				Rim Gate		Open Rim Shot Light	
35	B0	B1			Kick Analog Short	Kick Techno L			Gran Cassa
36	C1	C2			Kick Analog	Kick Techno	Kick Jazz	Kick Jazz	Gran Cassa Mute
37	C#1	C#2			Side Stick Analog	Side Stick Analog	Side Stick Light	Side Stick Light	
38	D1	D2			Snare Analog	Snare Clap	Snare Jazz L	Brush Slap 3	Band Snare
39	D#1	D#2				Dance Clap			
40	E1	E2			Snare Analog 2	Snare Dry	Snare Jazz M	Brush Tap 2	Band Snare 2
41	F1	F2			Tom Analog 1	Tom Analog 1		Tom Brush 1	
42	F#1	F#2		1	Hi-Hat Closed Analog	Hi-Hat Closed 3			
43	G1	G2			Tom Analog 2	Tom Analog 2		Tom Brush 2	
44	G#1	G#2		1	Hi-Hat Closed Analog 2	Hi-Hat Closed Analog 3			
45	A1	A2			Tom Analog 3	Tom Analog 3		Tom Brush 3	
46	A#1	A#2		1	Hi-Hat Open Analog	Hi-Hat Open 3			
47	B1	B2			Tom Analog 4	Tom Analog 4		Tom Brush 4	
48	C2	C3			Tom Analog 5	Tom Analog 5		Tom Brush 5	
49	C#2	C#3			Crash Analog	Crash Analog			Hand Cymbal
50	D2	D3			Tom Analog 6	Tom Analog 6		Tom Brush 6	
51	D#2	D#3							Hand Cymbal Short
52	E2	E3							
53	F2	F3							
54	F#2	F#3				Tambourine Analog			
55	G2	G3							
56	G#2	G#3			Cowbell Analog	Cowbell Dance			
57	A2	A3							Hand Cymbal 2
58	A#2	A#3				Vbraslap Analog			
59	B2	B3				Ride Analog			Hand Cymbal 2 Short
60	C3	C4				Bongo Analog H			
61	C#3	C#4				Bongo Analog L			
62	D3	D4			Conga Analog H	Conga Analog H			
63	D#3	D#4			Conga Analog M	Conga Analog M			
64	E3	E4			Conga Analog L	Conga Analog L			
65	F3	F4							
66	F#3	F#4							
67	G3	G4							
68	G#3	G#4							
69	A3	A4							
70	A#3	A#4			Maracas 2	Maracas 2			
71	B3	B4	●						
72	C4	C5	●						
73	C#4	C#5							
74	D4	D5	●						
75	D#4	D#5			Claves 2	Claves 2			
76	E4	E5				Dance Perc 3			
77	F4	F5				Dance Perc 4			
78	F#4	F#5			Scratch H 2	Dance Breath 1			
79	G4	G5			Scratch L 2	Dance Breath 2			
80	G#4	G#5		2					
81	A4	A5		2					
82	A#4	A#5							
83	B4	B5							
84	C5	C6							
85	C#5	(C#6)							
86	D5	(D6)							
87	D#5	(D#6)							
88	E5	(E6)							
89	F5	(F6)							
90	F#5	(F#6)							
91	G5	(G6)							

- Key Off: Keys marked "●" stop sounding the instant they are released.
- Alternate Group: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

Same as Standard Kit 1      No Sound

Bank Select MSB (0-127)					127	127	127	127	127
Bank Select LSB (0-127)					0	0	0	0	0
Program Change (0-127)					56	57	58	59	86
Program Change (1-128)					57	58	59	60	87
MIDI	Keyboard	Key	Alternate		HipHop Kit	Break Kit	AnalogT8 Kit	AnalogT9 Kit	Live! Studio Kit
Note#	Note	Note	Off	Group					
13	C#-1	C#0		3					
14	D-1	D0		3					
15	D#-1	D#0							
16	E-1	E0							
17	F-1	F0		4					
18	F#-1	F#0		4					
19	G-1	G0			Hi-Hat Closed T8 2		Snare Hammer	Snare Drum&Bass 1	
20	G#-1	G#0			Tom T8 3	Snare Break 8	Kick ZapHard	Kick Break 2	
21	A-1	A0			Hi-Hat Open T8 2	Snare Break 9	Snare Garg L	Snare Distortion	
22	A#-1	A#0			Tom T8 6	Hi-Hat Closed Break 1	Kick TekPower	Kick TekPower	
23	B-1	B0			Crash T8	Hi-Hat Closed Break 2	Kick Slimy	Kick Distortion RM	
24	C0	C1			Triangle Mute	Kick Break Deep	Kick T8 1	Kick T9 2	
25	C#0	C#1			Triangle Open	Snare Hip	Snare Analog CR	Snare Analog CR	
26	D0	D1	●		Bell Tree	Snare Lo-Fi	Snare T8 4	Snare T9 5	
27	D#0	D#1			Tambourine RX5	Snare Clappy	Snare Clap Analog	Clap Analog Sm	
28	E0	E1	●		Tambourine RX5 2	Snare LdwH Mono	Snare T8 3	Snare T9 Gate	
29	F0	F1	●		Kick HipHop 9	Snare Rock Roll	Tom T8 5	Snare Rock Roll	
30	F#0	F#1			Hi-Hat Closed Tek	Snare Gate 1	Snare T8 5	Snare T9 3	
31	G0	G1			Kick Gate	Snare Mid	Kick T8 3	Snare T9 4	Snare Studio L
32	G#0	G#1			Hi-Hat Open Lo-Fi	Snare Break Rim	Snare T8 4	Snare T9 Gate	
33	A0	A1			Kick Gran Casa Open	Kick Break Heavy	Kick T8 2	Kick T9 4	Kick Amb H
34	A#0	A#1			Hi-Hat Reverse Drum&Bass	Snare Hip Rim 4	Snare T8 3	Snare T9 5	Open Rim Shot
35	B0	B1			Kick HipHop 1	Kick Break 2	T8 Kick Bass	Kick T9 1	Kick Amb L
36	C1	C2			Kick Analog CR	Kick Break 1	Kick T8 1	Kick T9 3	Kick Studio
37	C#1	C#2			Snare Analog Sm Rim	Snare Hip Rim 1	Snare T8 Rim	Snare T9 Rim	Side Stick
38	D1	D2			Snare HipHop 1	Snare Break 3	Snare T8 2	Snare T9 1	Snare Studio M
39	D#1	D#2			Snare Clappy	Snare Break 1	Clap T9	Clap T9	Hand Clap
40	E1	E2			Snare HipHop 2	Snare Break 2	Snare T8 1	Snare T9 2	Snare Studio L
41	F1	F2			Floor Tom L	Tom Break 1	Tom T8 1	Tom T9 1	
42	F#1	F#2		1	Hi-Hat Closed Hip	Hi-Hat Closed Rock Soft	Hi-Hat Closed T8 2	Hi-Hat Closed T9	
43	G1	G2			Low Tom	Tom Break 22	Tom T8 2	Tom T9 2	
44	G#1	G#2		1	Hi-Hat Pedal Hip	Hi-Hat Pedal Rock	Hi-Hat Open T8 1	Hi-Hat Pedal T9	
45	A1	A2			Mid Tom L	Tom Break 3	Tom T8 3	Tom T9 3	
46	A#1	A#2		1	Hi-Hat Open Hip	Hi-Hat Half Open Rock	Hi-Hat Open T8 1	Hi-Hat Open T9	
47	B1	B2			High Tom	Tom Break 4	Tom T8 4	Tom T9 4	
48	C2	C3			Ride Cymbal 3	Tom Break 5	Tom T8 6	Tom T9 5	
49	C#2	C#3			Crash Cymbal 3	Crash Cymbal 2	Crash T8	Crash T9	
50	D2	D3			Shaker 2	Tom Break 6	Tom T8 7	Tom T9 6	
51	D#2	D#3			Scratch Bass Drum Forward	Ride Cymbal 3	Ride T9	Ride T9	
52	E2	E3			Scratch Bass Drum Reverse	Chinese Cymbal 2	Chinese Cymbal 2	Chinese Cymbal 2	
53	F2	F3			Kick HipHop 2	Ride Cymbal Cup 2	Ride Cymbal Cup 2	Ride Cymbal Cup 2	
54	F#2	F#3			Snare HipHop Rim 2	Tambourine 1 Hit	Tambourine RX5	Tambourine RX5	
55	G2	G3			HipHop Clap 2	Crash Cymbal 3	Splash Cymbal	Crash Cymbal 3	
56	G#2	G#3			HipHop Snap 1	Cowbell 1	Cowbell T8	Cowbell 1	
57	A2	A3			Snare HipHop 3	Crash Cymbal 2	Crash Cymbal 4	Crash Cymbal 4	
58	A#2	A#3			Electric Clap 2	Cowbell RX11	Vibraslap	Cowbell T8	
59	B2	B3			Kick Hip Deep	Ride Cymbal 2	Ride Cymbal 3	Ride Cymbal 3	
60	C3	C4			Kick HipHop 3	Bongo H	Conga T8 5	Conga T8 5	
61	C#3	C#4			Snare HipHop Rim 3	Bongo L	Conga T8 4	Conga T8 4	
62	D3	D4			Snare HipHop 5	Conga H Tip	Conga T8 3	Conga T8 3	
63	D#3	D#4			Electric Clap 1	Conga H Open Slap	Conga T8 2	Conga Open Slap	
64	E3	E4			Handbell H	Conga H Open	Conga T8 1	Conga Open	
65	F3	F4			Kick HipHop 4	Bongo 2 H	Timbale H	Timbale H	
66	F#3	F#4			HipHop Clap 3	Bongo 2 L	Timbale L	Timbale L	
67	G3	G4			HipHop Snap 2	Conga Open	Glass H	Analog Click	
68	G#3	G#4			Snare HipHop Rim 5	Agogo L	Glass L	Conga T8 1	
69	A3	A4			HipHop flex 1	Cabasa	Cabasa	Cabasa	
70	A#3	A#4			HipHop flex 2	Maracas Slur	Maracas T8	Maracas Slur	
71	B3	B4	●		Shaker 2	Timbale H	FxGun 2	FxGun 2	
72	C4	C5	●		Kick HipHop 5	Timbale L	FxGun 1	FxGun 1	
73	C#4	C#5			Snare HipHop Rim 4	Scratch H 2	Analog Shaker H	Scratch H 2	
74	D4	D5	●		Snare HipHop 6	Scratch Down	Analog Shaker L	Scratch Down	
75	D#4	D#5			Snare HipHop 11	Clave	Clave T8	Hi Q 3	
76	E4	E5			Kick HipHop 10	Wood Block H	Hi Q 1	Hi Q 1	
77	F4	F5			Snare HipHop 7	Wood Block L	Hi Q 2	Hi Q 2	
78	F#4	F#5			HipHop Clap 5	Scratch L	Scratch L	Scratch L	
79	G4	G5			Conga H Tip	Scratch L 2	Scratch L 2	Scratch L 2	
80	G#4	G#5		2	Conga H Heel	Triangle Mute	Triangle Mute	Triangle Mute	
81	A4	A5		2	Conga H Open	Triangle Open	Triangle Open	Triangle Open	
82	A#4	A#5			Conga L Open 1	Kick Break 3	Analog Shaker	Analog Shaker	
83	B4	B5			Conga L Open 2	Kick Break 4	Sleigh Bell	Sleigh Bell	
84	C5	C6			Kick HipHop 8	Kick Break 5	Bell Tree	Bell Tree	Bell Tree
85	C#5	(C#6)			HipHop Clap 6	Kick Break 6	Snare Hip 1	Snare Piccolo	
86	D5	(D#6)			Snare T8 1	Kick Break 7	Snare Hip 2	Snare T8 5	
87	D#5	(D#6)			Snare T8 1 H	Hi-Hat Closed Break 3	Snare Hip Gate	Snare Rock Roll Distortion	
88	E5	(E#6)			HipHop Clap 7	Snare Break 4	Snare Break 1	Snare Brush Mute	
89	F5	(F#6)			Tom T8 1	Snare Break 5	Kick Blip	Kick Blip Hard	
90	F#5	(F#6)			Hi-Hat Closed T8 2	Snare Break 6	Snare FX 1	Snare Jungle 1	
91	G5	(G#6)			Tom T8 2	Snare Break 7	Kick FxHammer	Kick Sustain	

- Key Off: Keys marked "●" stop sounding the instant they are released.
- Alternate Group: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

Same as Standard Kit 1      No Sound

Bank Select MSB (0-127)					127	127	127	127
Bank Select LSB (0-127)					0	0	0	0
Program Change (0-127)					87	88	89	90
Program Change (1-128)					88	89	90	91
MIDI		Keyboard	Key	Alternate	Live! Power Kit 1	Live! Power Kit 2	Live! Acoustic Kit	Live! Rock Kit
Note#	Note	Note	Off	Group				
13	C#-1	C#0		3				
14	D-1	D0		3				
15	D#-1	D#0						
16	E-1	E0						
17	F-1	F0		4				
18	F#-1	F#0		4				
19	G-1	G0						
20	G#-1	G#0						
21	A-1	A0						
22	A#-1	A#0						
23	B-1	B0						
24	C0	C1						
25	C#0	C#1						
26	D0	D1	●					
27	D#0	D#1						
28	E0	E1	●					
29	F0	F1	●				Snare Roll Acoustic	Snare Roll Rock
30	F#0	F#1						
31	G0	G1			Snare Soft Power 1	Snare Soft Power 2	Snare Soft Acoustic	Snare Soft Rock
32	G#0	G#1						
33	A0	A1			Kick Amb+	Kick Amb+	Kick Soft Acoustic	Kick Soft Rock
34	A#0	A#1			Open Rim Power 1	Open Rim Power 2	Rim Acoustic	Rim Rock
35	B0	B1			Kick Power Open	Kick Power Open	Kick Close Acoustic	Kick Rock Heavy
36	C1	C2			Kick Power Closed	Kick Power Closed	Kick Open Acoustic	Kick Rock
37	C#1	C#2			Side Stick Power	Side Stick Power	Stick Acoustic	Stick Rock
38	D1	D2			Snare Power	Snare Power Snappy	Snare Acoustic	Snare Rock
39	D#1	D#2			Hand Clap Power	Hand Clap Power	Hand Clap Power	Hand Clap Power
40	E1	E2			Snare Rough	Snare Loose	Snare Rough Acoustic	Snare Dry Rock
41	F1	F2			Tom Power 1	Tom Power 1	Tom Acoustic 1	Tom Rock 1
42	F#1	F#2		1	Hi-Hat Closed Power	Hi-Hat Closed Power+Edge	Hi-Hat Closed Acoustic	Hi-Hat Closed Rock
43	G1	G2			Tom Power 2	Tom Power 2	Tom Acoustic 2	Tom Rock 2
44	G#1	G#2		1	Hi-Hat Pedal Power	Hi-Hat Pedal Power	Hi-Hat Pedal Acoustic	Hi-Hat Pedal Rock
45	A1	A2			Tom Power 3	Tom Power 3	Tom Acoustic 3	Tom Rock 3
46	A#1	A#2		1	Hi-Hat Open Power	Hi-Hat Open Power	Hi-Hat Open Acoustic	Hi-Hat Open Rock
47	B1	B2			Tom Power 4	Tom Power 4	Tom Acoustic 4	Tom Rock 4
48	C2	C3			Tom Power 5	Tom Power 5	Tom Acoustic 5	Tom Rock 5
49	C#2	C#3			Crash Cymbal Acoustic 1	Crash Cymbal Acoustic 1	Crash Cymbal Acoustic 1	Crash Cymbal Acoustic 1
50	D2	D3			Tom Power 6	Tom Power 6	Tom Acoustic 6	Tom Rock 6
51	D#2	D#3			Ride Cymbal Acoustic 1	Ride Cymbal Acoustic 1	Ride Cymbal Acoustic 1	Ride Cymbal Acoustic 1
52	E2	E3			Chinese Cymbal Acoustic	Chinese Cymbal Acoustic	Chinese Cymbal Acoustic	Chinese Cymbal Acoustic
53	F2	F3			Ride Cymbal Acoustic	Ride Cymbal Acoustic	Ride Cymbal Acoustic	Ride Cymbal Acoustic
54	F#2	F#3						
55	G2	G3			Splash Cymbal Acoustic	Splash Cymbal Acoustic	Splash Cymbal Acoustic	Splash Cymbal Acoustic
56	G#2	G#3						
57	A2	A3			Crash Cymbal Acoustic 2	Crash Cymbal Acoustic 2	Crash Cymbal Acoustic 2	Crash Cymbal Acoustic 2
58	A#2	A#3						
59	B2	B3			Ride Cymbal Acoustic 2	Ride Cymbal Acoustic 2	Ride Cymbal Acoustic 2	Ride Cymbal Acoustic 2
60	C3	C4						
61	C#3	C#4						
62	D3	D4						
63	D#3	D#4						
64	E3	E4						
65	F3	F4						
66	F#3	F#4						
67	G3	G4						
68	G#3	G#4						
69	A3	A4						
70	A#3	A#4						
71	B3	B4	●					
72	C4	C5	●					
73	C#4	C#5						
74	D4	D5	●					
75	D#4	D#5						
76	E4	E5						
77	F4	F5						
78	F#4	F#5						
79	G4	G5						
80	G#4	G#5		2				
81	A4	A5		2				
82	A#4	A#5						
83	B4	B5						
84	C5	C6						
85	C#5	(C#6)						
86	D5	(D6)						
87	D#5	(D#6)						
88	E5	(E6)						
89	F5	(F6)						
90	F#5	(F#6)						
91	G5	(G6)						

- Key Off: Keys marked "●" stop sounding the instant they are released.
- Alternate Group: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

Same as Standard Kit 1      No Sound

Bank Select MSB (0-127)			126	126	126	126	126	126
Bank Select LSB (0-127)			0	0	0	0	0	0
Program Change (0-127)			35	0	1	40	43	67
Program Change (1-128)			36	1	2	41	44	68
MIDI		Keyboard	Arabic Kit	SFX Kit 1*	SFX Kit 2*	Live! Cuban Kit	Live! PopLatin Kit	Live! Turkish Kit
Note#	Note	Note						
13	C#-1	C#0						
14	D-1	D0					Cajon Low	Asma Davul Left Side
15	D#-1	D#0					Cajon Slap	Asma Davul Right Side
16	E-1	E0					Cajon Tip	Asma Davul Side Body
17	F-1	F0					Claves High	Asma Davul Both Sides
18	F#-1	F#0					Claves Low	Koltuk Davul Open Flam
19	G-1	G0					Hand Clap	Koltuk Davul Teke Open
20	G#-1	G#0						Koltuk Davul Tek Open
21	A-1	A0					Finger Snap	Koltuk Davul Dum
22	A#-1	A#0					Castanet	Bendir Teke Open Flam
23	B-1	B0					Conga H Tip	Bendir Teke Dead
24	C0	C1	Nakarazan Dom				Conga H Heel	Bendir Tek Dead
25	C#0	C#1	Cabasa				Conga H Open	Bendir Teke
26	D0	D1	Nakarazan Edge				Conga H Mute	Bendir Tek
27	D#0	D#1	Hager Dom				Conga H Slap Open	Bendir Slap
28	E0	E1	Hager Edge				Conga H Slap	Bendir Dum
29	F0	F1	Bongo H				Conga H Slap Mute	Zil Right Close
30	F#0	F#1	Bongo L				Conga L Tip	Zil Right Open
31	G0	G1	Conga H Mute				Conga L Heel	Zil Left Close
32	G#0	G#1	Conga H Open				Conga L Open	Zil Left Open
33	A0	A1	Conga L				Conga L Mute	Tef Teke Flam
34	A#0	A#1	Zagrouda H				Conga L Slap Open	Tef Tek Mute
35	B0	B1	Zagrouda L				Conga L Slap	Tef Teke Damped
36	C1	C2	Kick Soft	Cutting Noise	Phone Call	Bongo H Open 1 Finger	Conga L Slide	Tef Tek Mute Medium
37	C#1	C#2		Cutting Noise 2	Door Squeak	Bongo H Open 3 Finger	Conga L Slap Open	Tef Dum Mute
38	D1	D2	Snare Soft		Door Slam	Bongo H Rim	Bongo H Open 3 finger	Tef Cymbal
39	D#1	D#2	Arabic Hand Clap	String Slap	Scratch Cut	Bongo H Tip	Bongo H Rim	Tef Cymbal Mute
40	E1	E2	Snare		Scratch H 3	Bongo H Tip	Bongo H Tip	Tef Tremolo
41	F1	F2			Wind Chime	Bongo H Heel	Bongo H Heel	Tef Shake 1
42	F#1	F#2			Telephone Ring 2	Bongo H Slap	Bongo H Slap	Tef Shake 2
43	G1	G2				Bongo L Open 1 Finger	Bongo L Open 1 finger	Tef Tek Flam
44	G#1	G#2				Bongo L Open 3 Finger	Bongo L Open 3 finger	Tef Full Open
45	A1	A2				Bongo L Rim	Bongo L Rim	Tef Teke Open Short
46	A#1	A#2				Bongo L Tip	Bongo L Tip	Tef Tek Open Short
47	B1	B2				Bongo L Heel	Bongo L Heel	Tef Tek Open
48	C2	C3				Bongo L Slap	Bongo L Slap	Tef Dum Open
49	C#2	C#3				Timbale L Open	Timbale L Open	Hollo Finger Dead
50	D2	D3						Hollo Slap
51	D#2	D#3						Hollo Dum
52	E2	E3	Crash Cymbal 2	Flute Key Click	Car Engine Ignition			Kasik
53	F2	F3	Duhulla Dom		Car Tires Squeal	Paila L	Paila L	Kasik Flam
54	F#2	F#3			Car Passing	Timbale H Open	Timbale H Open	Bass Darbuka Tek Dead
55	G2	G3	Duhulla Tak		Car Crash			Bass Darbuka Tek Flam
56	G#2	G#3			Siren			Bass Darbuka Teke
57	A2	A3	Duhulla Sak		Train			Bass Darbuka Teke Other Finger
58	A#2	A#3	Claves		Jet Plane			Bass Darbuka Teke Index Finger
59	B2	B3	Doff Dom		Starship	Paila H	Paila H	Bass Darbuka Tek
60	C3	C4	Katem Dom		Burst	Cowbell Top	Cowbell Top	Bass Darbuka Slap
61	C#3	C#4	Katem Tak		Roller Coaster		Cowbell 1	Bass Darbuka Slap Medium
62	D3	D4	Katem Sak		Submarine		Cowbell 2	Bass Darbuka Dum
63	D#3	D#4	Katem Tak				Cowbell 3	Darbuka Roll Close
64	E3	E4	Doff Tak					Darbuka Roll Open
65	F3	F4	Tabla Dom			Guiro Short	Guiro Short	Darbuka Teke Damped Flam
66	F#3	F#4	Tabla Tak1			Guiro Long	Guiro Long	Darbuka Tek Dead
67	G3	G4	Tabla Tik				Metal Guiro Short	Darbuka Tek Damped
68	G#3	G#4	Tabla Tak2	Shower	Laugh	Tambourine	Metal Guiro Long	Darbuka Teke Open Flam
69	A3	A4	Tabla Sak	Thunder	Scream		Tambourine	Darbuka Teke Open
70	A#3	A#4	Tabla Roll of Edge	Wind	Punch		Tambourim Open	Darbuka Teke Other Finger 1
71	B3	B4	Tabla Flam	Stream	Heart Beat		Tambourim Mute	Darbuka Teke Index Finger 1
72	C4	C5	Sagat 1	Bubble	Foot Steps	Maracas	Tambourim Tip	Darbuka Tek 1
73	C#4	C#5	Tabel Dom	Feed		Maracas	Maracas	Darbuka Teke Other Finger 2
74	D4	D5	Sagat 3			Shaker	Shaker	Darbuka Teke Index Finger 2
75	D#4	D#5	Tabel Tak			Cabasa	Cabasa	Darbuka Tek 2
76	E4	E5	Sagat 2				Cuica Mute	Darbuka Slap Medium
77	F4	F5	Rik Dom				Cuica Open	Darbuka Slap
78	F#4	F#5	Rik Tak 2				Cowbell High 1	Darbuka Dum
79	G4	G5	Rik Finger 1				Cowbell High 2	Bongo Tek Roll
80	G#4	G#5	Rik Tak 1				Shekere	Bongo Flam
81	A4	A5	Rik Finger 2				Shekere Tone	Bongo Tek Flam
82	A#4	A#5	Rik Brass Tremolo				Triangle Mute	Bongo Tek
83	B4	B5	Rik Sak				Triangle Open	Bongo Slap
84	C5	C6	Rik Tik	Dog	Machine Gun			Bongo Flam Hi
85	C#5	(C#6)		Horse	Laser Gun		Bell Tree	Bongo Dum
86	D5	(D6)		Bird Tweet 2	Explosion			
87	D#5	(D#6)			Firework			
88	E5	(E6)						
89	F5	(F6)						
90	F#5	(F#6)		Ghost				
91	G5	(G6)		Maou				

\* Actual Keyboard Notes of the SFX Kit 1 and 2 are one octave lower than the ones described in the above list.

Same as Standard Kit 1      No Sound

**GM2 Drum Kit / SFX Kit**

Bank Select MSB (0-127)		120	120	120	120	120
Bank Select LSB (0-127)		0	0	0	0	0
Program Change (0-127)		0	8	16	24	25
Program Change (1-128)		1	9	17	25	26
MIDI		Standard Set	Room Set	Power Set	Electronic Set	Analog Set
Note#	Note	Keyboard Note				
13	C#-1	C#0				
14	D-1	D0				
15	D#-1	D#0				
16	E-1	E0				
17	F-1	F0				
18	F#-1	F#0				
19	G-1	G0				
20	G#-1	G#0				
21	A-1	A0				
22	A#-1	A#0				
23	B-1	B0				
24	C0	C1				
25	C#0	C#1				
26	D0	D1				
27	D#0	D#1	High Q			
28	E0	E1	Slap			
29	F0	F1	Scratch Push			
30	F#0	F#1	Scratch Pull			
31	G0	G1	Sticks			
32	G#0	G#1	Square Click			
33	A0	A1	Metronome Click			
34	A#0	A#1	Metronome Bell			
35	B0	B1	Acoustic Bass Drum			
36	C1	C2	Bass Drum 1	Power Kick Drum	Electric Bass Drum	Analog Bass Drum
37	C#1	C#2	Side Stick			Analog Rim Shot
38	D1	D2	Acoustic Snare	Power Snare Drum	Electric Snare 1	Analog Snare 1
39	D#1	D#2	Hand Clap			
40	E1	E2	Electric Snare		Electric Snare 2	
41	F1	F2	Low Floor Tom	Room Low Tom 2	Power Low Tom 2	Electric Low Tom 2
42	F#1	F#2	Closed Hi-hat			Analog CHH 1
43	G1	G2	High Floor Tom	Room Low Tom 1	Power Low Tom 1	Electric Low Tom 1
44	G#1	G#2	Pedal Hi-hat			Analog CHH 2
45	A1	A2	Low Tom	Room Mid Tom 2	Power Mid Tom 2	Electric Mid Tom 2
46	A#1	A#2	Open Hi-hat			Analog OHH
47	B1	B2	Low-Mid Tom	Room Mid Tom 1	Power Mid Tom 1	Electric Mid Tom 1
48	C2	C3	High Mid Tom	Room Hi Tom 2	Power Hi Tom 2	Electric Hi Tom 2
49	C#2	C#3	Crash Cymbal 1			Analog Cymbal
50	D2	D3	High Tom	Room Hi Tom 1	Power Hi Tom 1	Electric Hi Tom 1
51	D#2	D#3	Ride Cymbal 1			
52	E2	E3	Chinese Cymbal		Reverse Cymbal	
53	F2	F3	Ride Bell			
54	F#2	F#3	Tambourine			
55	G2	G3	Splash Cymbal			
56	G#2	G#3	Cowbell			Analog Cowbell
57	A2	A3	Crash Cymbal 2			
58	A#2	A#3	Vibra-slap			
59	B2	B3	Ride Cymbal 2			
60	C3	C4	High Bongo			
61	C#3	C#4	Low Bongo			
62	D3	D4	Mute Hi Conga			Analog High Conga
63	D#3	D#4	Open Hi Conga			Analog Mid Conga
64	E3	E4	Low Conga			Analog Low Conga
65	F3	F4	High Timbale			
66	F#3	F#4	Low Timbale			
67	G3	G4	High Agogo			
68	G#3	G#4	Low Agogo			
69	A3	A4	Cabasa			
70	A#3	A#4	Maracas			Analog Maracas
71	B3	B4	Short Whistle			
72	C4	C5	Long Whistle			
73	C#4	C#5	Short Guiro			
74	D4	D5	Long Guiro			
75	D#4	D#5	Claves			Analog Claves
76	E4	E5	Hi Wood Block			
77	F4	F5	Low Wood Block			
78	F#4	F#5	Mute Cuica			
79	G4	G5	Open Cuica			
80	G#4	G#5	Mute Triangle			
81	A4	A5	Open Triangle			
82	A#4	A#5	Shaker			
83	B4	B5	Jingle Bell			
84	C5	C6	Bell Tree			
85	C#5	(C#6)	Castanets			
86	D5	(D#6)	Mute Surdo			
87	D#5	(D#6)	Open Surdo			
88	E5	(E6)				
89	F5	(F6)				
90	F#5	(F#6)				
91	G5	(G6)				

Same as Standard Kit 1      No Sound

Bank Select MSB (0-127)			120	120	120	120
Bank Select LSB (0-127)			0	0	0	0
Program Change (0-127)			32	40	48	56
Program Change (1-128)			33	41	49	57
MIDI			Jazz Set	Brush Set	Orchestra Set	SFX Set
Note#	Note	Keyboard Note				
13	C#-1	C#0				
14	D-1	D0				
15	D#-1	D#0				
16	E-1	E0				
17	F-1	F0				
18	F#-1	F#0				
19	G-1	G0				
20	G#-1	G#0				
21	A-1	A0				
22	A#-1	A#0				
23	B-1	B0				
24	C0	C1				
25	C#0	C#1				
26	D0	D1				
27	D#0	D#1				
28	E0	E1			Closed Hi-hat 2	
29	F0	F1			Pedal Hi-hat	
30	F#0	F#1			Open Hi-hat 2	
31	G0	G1			Ride Cymbal 1	
32	G#0	G#1				
33	A0	A1				
34	A#0	A#1				
35	B0	B1	Jazz Kick 2	Jazz Kick 2	Concert BD 2	
36	C1	C2	Jazz Kick 1	Jazz Kick 1	Concert BD 1	
37	C#1	C#2				
38	D1	D2		Brush Tap	Concert SD	
39	D#1	D#2		Brush Slap	Castanets	High Q
40	E1	E2		Brush Swirl	Concert SD	Slap
41	F1	F2			Timpani F	Scratch Push
42	F#1	F#2			Timpani F#	Scratch Pull
43	G1	G2			Timpani G	Sticks
44	G#1	G#2			Timpani G#	Square Click
45	A1	A2			Timpani A	Metronome Click
46	A#1	A#2			Timpani A#	Metronome Bell
47	B1	B2			Timpani B	Guitar Fret
48	C2	C3			Timpani c	Guitar Cutting Noise Up
49	C#2	C#3			Timpani c#	Guitar Cutting Noise Down
50	D2	D3			Timpani d	String Slap of Double Bass
51	D#2	D#3			Timpani d#	Fl.Key Click
52	E2	E3			Timpani e	Laughing
53	F2	F3			Timpani f	Scream
54	F#2	F#3				Punch
55	G2	G3				Heart Beat
56	G#2	G#3				Footsteps 1
57	A2	A3			Concert Cymbal 2	Footsteps 2
58	A#2	A#3				Applause
59	B2	B3			Concert Cymbal 1	Door Creaking
60	C3	C4				Door
61	C#3	C#4				Scratch
62	D3	D4				Wind Chimes
63	D#3	D#4				Car-Engine
64	E3	E4				Car-Stop
65	F3	F4				Car-Pass
66	F#3	F#4				Car-Crash
67	G3	G4				Siren
68	G#3	G#4				Train
69	A3	A4				Jetplane
70	A#3	A#4				Helicopter
71	B3	B4				Starship
72	C4	C5				Gun Shot
73	C#4	C#5				Machine Gun
74	D4	D5				Lasergun
75	D#4	D#5				Explosion
76	E4	E5				Dog
77	F4	F5				Horse-Gallop
78	F#4	F#5				Birds
79	G4	G5				Rain
80	G#4	G#5				Thunder
81	A4	A5				Wind
82	A#4	A#5				Seashore
83	B4	B5				Stream
84	C5	C6				Bubble
85	C#5	(C#6)				
86	D5	(D6)				
87	D#5	(D#6)				
88	E5	(E6)			Applause	
89	F5	(F6)				
90	F#5	(F#6)				
91	G5	(G6)				

Same as Standard Kit 1      No Sound

# Style List / Liste der Styles / Liste des styles

Category	Style Name	
Pop&Rock	HardRock	
	80'sPowerRock	
	80'sPopRock	
	80'sGtrPop	
	BritRockPop	
	EasyPop	
	Live8Beat	
	Classic8Beat	
	Cool8Beat	
	UKSoulPop	
	80'sSynthRock	
	80'sPop	
	60'sVintageRock	
	60'sPianoPop	
	60'sVintagePop	
	ContempPop	
	ChartPianoShfl	
	ChartRockShfl	
	90'sRockBallad	
	80's8Beat	
	StandardRock	
	ContempRock	
	AcousticRock	
	FunkPopRock	
	PowerRock	
	Uptempo8Beat	
	8BeatModern	
	VintageGtrPop	
	WestCoastPop	
	Straight8Pop	
	SoftRock	
	ContempRockBld	
	BritPop	
	BritPopSwing	
	60'sChartSwing	
	ChartGuitarPop	
	70's8Beat	
	60's8Beat	
	60'sGuitarPop	
	BubblegumPop	
	90'sGuitarPop	
	SouthernRock	
	CaribbeanRock	
	Unplugged1	
	Unplugged2	
	60'sPopRock	
	RockShuffle	
	8BeatGtrPop	
	Classic16Beat	
	JazzPop	
	KoolShuffle	
	PopShuffle	
	FusionShuffle	
	ScandPopShuffle	
	J-PopHit	
	Ballad	ModernPopBld
		SoulR&B
		70'sGlamPiano
		70'sChartBallad
		ChilloutCafe
		90'sCoolBallad
80'sSmoothBld		
R&BSoulBallad		
8BeatBallad1		
8BeatBallad2		
PopGtrBallad		
EasyBallad		
EPBallad		
PowerBallad		
EpicBallad		
16BeatBallad1		
16BeatBallad2		
80'sEPBallad		
70'sPopBallad		
80'sBoyBand		
Chillout1		
Chillout2		
PopWaltz		
ContempPopBld		
80'sMovieBallad		
6-8SlowRock1		
16BeatPop		
6-8SlowRock2		
6-8Modern		
6-8Orchestral		
12-8Ballad		
OrganBallad		
PianoBallad		
RomanticBallad		

Category	Style Name		
Ballad	AnalogBallad		
	GuitarBallad		
	LoveSong		
	NewR&BBallad	NewR&BBallad	
		ChartBallad	
		PopNewAge	
		Slow&Easy	
		PopPianoBallad	
		AcousticBallad	
		GuitarSerenade	
		Dance	Electronica
			ModernHipHop
			FunkyHouse
	Clubdance1		
	Clubdance2		
	FunkDisco		
	80'sSynDisco		
	SynthPop		
	70'sDisco1		
	70'sDisco2		
	DreamDance		
	TrancePop		
	Garage		
	Dancehall		
	Groundbeat		
	70'sDiscoFunk		
	DiscoPhilly		
	90'sDisco		
	80'sDisco		
	DiscoTeens		
	Ibiza2004		
	Ibiza2002		
	EuroTrance		
RetroPop			
CelticTrance			
FrenchHouse			
ClubHouse			
DiscoHouse			
House			
SwingHouse			
ClassicHipHop			
NewHipHop			
EuroHipHop			
USHipHop			
TripHop			
PopR&B			
NewR&B			
ChartR&B			
ChartPop1			
ChartPop2			
TechnoParty			
LatinDJ's			
USPop			
DiscoChocolate			
6-8Trance			
HipHopLight			
HipHopGroove			
Swing&Jazz	ModBigBandShfl		
	ModBigBandBld		
	ModernBigBand		
	ClassicBigBand		
	DreamyBallad		
	JazzGtrClub		
	ModernJazz		
	AcousticJazz		
	CoolJazz		
	FastJazz		
	OrchBigBand1		
	TradPianoJazz		
	CoolJazzBallad		
	ModernJazzBld		
	EasyListening		
	OrchBigBand2		
	TradPianoBallad		
	MORSwing		
	OrganCombo		
	Bebop		
	BigBandFast1		
	BigBandMed1		
	JazzClub		
	OrchestraSwing1		
	OrchestraSwing2		
	BigBandFast2		
	BigBandMed2		
	JazzWaltzSlow		
	JazzWaltzMed		
	JazzWaltzFast		
	Swingin'BigBand		
	30'sBigBand		

Category	Style Name
Swing&Jazz	40'sBigBand
	OrchJazzBallad
	MidnightSwing
	Five-Four
	AfroCuban
	LoungePiano
	OrganGroove
	JumpJive
	Dixieland1
	Ragtime1
	Charleston
	FrenchJazz
	BigBandShuffle
	Dixieland2
Ragtime2	
MoonlightBallad	
R&B	ModernShuffle
	BluesRock
	70'sChartSoul
	SoulBrothers
	FranklySoul
	JazzFunk
	LiveSoulBand
	6-8Soul
	MotorCity
	SlowBlues
	SoulSwing
	Rock&Roll1
	Rock&RollShfl
	Skiffle
	OldiesR&R
	Swingin'Boogie
	DetroitPop1
	DetroitPop2
	SoulShuffle
	Soul
	GospelSwing
	GospelSisters
	SouthernGospel
	GospelBrothers
	GospelFunk
	WorshipSlow
	WorshipMed
	WorshipFast
	WorshipIrishRk
	Worship6-8
	PianoBoogie
	ShuffleBlues
	R&BBallad
	LovelyShuffle
	KoolFunk
	BlueberryBlues
	60'sRock&Roll
	Rock&Roll2
	Twist
	CrocoTwist
	SoulBeat
	WorshpPowerBld
	ModernR&B
ComboTwist	
ComboBoogie	
Country	70'sCountryPop
	70'sChartCntry
	EasyCountry
	CountryHits
	Country8Beat
	ModBluegrass
	Bluegrass
	Hoedown
	ModCntryBld1
	ModCntryBld2
	NewCountry
	CountryShuffle
	CntrySing-along
	CountryStrum
	CountryWaltz
	CountryRockBld
	CountryBallad
	Country2-4
	CountryTwoStep
	CountryBrothers
	CountrySwing1
	CountryPop
	CountryRock
	ModernCntryPop
	FolkPop
	CountrySwing2
	SingerSongWriter
	FingerPickin



Category	Style Name	
Latin	LatinPartyPop	
	BrazilianSamba	
	BossaNova	
	FastBossa	
	PopLatinBld	
	SheriffReggae	
	HappyReggae	
	Bomba	
	Salsa	
	Guijira	
	Guaguanco	
	CubanSon	
	BoleroLento	
	Merengue	
	Bachata	
	RumbaFlamenco1	
	Cumbia	
	Danzon	
	Vallenato4-4	
	Calypso	
	PopLatin	
	LatinDisco1	
	LatinDisco2	
	RockChaCha	
	OrchestralBossa	
	SlowBossa	
	PopBossa1	
	PopBossa2	
	OrganBossa	
	Beguine	
	GuitarRumba	
	BigBandSamba	
	BigBandMambo	
	BigBandSalsa	
	RumbaFlamenco2	
	Rumbalsland	
	PopRumba	
	PopMambo	
	PopSalsa	
	Ballroom	VienneseWaltz1
		VienneseWaltz2
		EnglishWaltz
		Slowfox
		Foxtrot
		Quickstep
Tango1		
Tango2		
Swingfox		
Pasodoble		
Samba		
ChaChaCha		
Rumba		
Jive		
OrganChaCha		
OrganSwing		
OrganSamba		
OrganQuickstep		
OrganRumba		
TheatreFoxtrot		
TheatreQuickstep		
TheatreMarch		
9-8Waltz		
SwingWaltz		
Movie&Show		MovieSoundtrack
	EtherealMovie	
	Blockbuster	
	AniFantasy	
	AnimationBld	
	RomanticBallet	
	GreenFantasia	
	BaroqueConcerto	
	BaroqueAir	
	ClassicalMenuet	
	ClassicalSerenad	
	Sci-filMarch	
	SecretService	
	70'sTVTheme	
	WildWest	
	MovieSwing1	
	MovieSwing2	
	MovieBallad	
	MovieDisco	
	SaturdayNight	
	OrchestralBolero	
	OrchestralMarch	
	OrchestralPolka	

Category	Style Name
Movie&Show	PopClassics
	BroadwayBld
	Moonlight6-8
	ClassicPianoBld
	Showtune
	French50's
	TapDanceSwing
	CelticXmas
	ChristmasShuffle
	ChristmasBallad
	ChristmasSwing1
	ChristmasSwing2
	ChristmasWaltz
	MoviePanther
	Entertainer
DiscoFox	
SchlagerFox	
SchlagerWaltz	
EuroPopOrgan	
AlpBallad1	
AlpBallad2	
70'sFrenchHit	
Schlager6-8	
SchlagerPolka	
ScandShuffle	
ScandCountry1	
ScandCountry2	
ScandSlowRock	
ScandBugg	
SchlagerSamba	
SchlagerShuffle	
SchlagerItalia	
SchlagerRock	
SchlagerAlp	
SchlagerPop	
SchlagerBeat	
SchlagerRumba	
PartyPolka	
Tijuana	
AlpRock	
8BeatAdria	
PubPiano	
PolkaPop	
DiscoHands	
Carnival	
Caribbean	
World	ZitherPolka
	BohemianWaltz
	IrishHymn1
	IrishHymn2
	Sirtaki
	Flamenco
	SpanishPaso
	PopFlamenco
	FrenchMusette
	ItalianMazurka
	TurkishEuro1
	TurkishEuro2
	Saeidy
	IrishDance
	CelticDance
	HighlandWaltz
	ItalianWaltz
	FrenchWaltz
	ScandWaltz
	MariachiWaltz
	OrientalPop
	Zouk
	Casatchock
	Hawaiian
	GermanWaltz
	OberPolka1
	OberWalzer1
	MexicanDance
	ItalianPolka
	ItalianTango
	Strathspey
	Reel
	Jig
	GayGordons
	Tarantella
ScandHambo	
ScandSchottis	
USMarch	
6-8March	
BrassBand	

Category	Style Name
World	GermanMarch1
	GermanMarch2
	Norteno
	BandaPolka
	BandaVals
	OberPolka2
	OberWalzer2
	HullyGully
	FolkRock
	Enka
PopEnka	

Order	Bank Name
1	E.Gtr16BtCut1
2	E.Gtr16BtCut2
3	E.Gtr16BtCut3
4	FunkyGtr16Bt1
5	FunkyGtr16Bt2
6	FunkyGtr16Bt3
7	DiscoGuitar
8	E.Gtr16BtShfl1
9	E.Gtr16BtShfl2
10	E.Gtr16BtPick
11	SteelTriplet1
12	SteelTriplet2
13	E.Gtr8BtShfl
14	SteelGuitar6-8
15	E.Guitar6-8
16	SteelGtrPick1
17	SteelGtrPick2
18	SteelGtrPick3
19	SteelGtrPick4
20	NylonGtrPick
21	NylonAccomp
22	NylonBossa1
23	NylonBossa2
24	FlamencoGtr
25	A.GtrAccomp
26	Steel8BtStrum1
27	Steel8BtStrum2
28	SteelBsChdSlow
29	SteelBsChdFast
30	ReggaeAccomp
31	E.Gtr8BtStrm1
32	E.Gtr8BtStrm2
33	E.GtrRock1
34	E.GtrRock2
35	OrganBlues
36	BoogieLoops
37	LatinKeys
38	BaroqueStrings
39	StringsArpeggio
40	StrRun&Fall
41	TrumpetSwing
42	BrassSwing
43	BigBandSwing1
44	BigBandSwing2
45	BigBandSwing3
46	JazzGtrSwing
47	Brass8Beat
48	BrassChords1
49	BrassChords2
50	BrassChords3
51	Falls
52	SynthBrassSlide
53	OrchestraHit
54	Classical
55	Comedy
56	AttentionDuo
57	Fanfare
58	PianoGlissando
59	Gong&Chime
60	DrumEndings

Order	Bank Name
61	PianoArp16Bt
62	PianoArp8Bt
63	HeavenArpeggio
64	TwinkleArpeggio
65	TechSeq1
66	TechSeq2
67	TranceSeq1
68	TranceSeq2
69	Harpeggio1
70	Harpeggio2
71	LatinPerc1
72	LatinPerc2
73	LatinPerc3
74	LatinPerc4
75	LatinPerc5
76	Conga&Bongo1
77	CarnivalDeRio
78	LatinPop
79	Rumba&Soca
80	SambaPerc
81	Oriental1
82	Oriental2
83	Oriental3
84	Oriental4
85	Oriental5
86	Oriental6
87	Oriental7
88	Oriental8
89	TurkishPerc1
90	TurkishPerc2
91	SnarePlay1
92	SnarePlay2
93	Cajon1
94	Cajon2
95	Shaker&Tamb
96	Timbales&Tom
97	EthnicPerc
98	BigBells
99	MagicBells
100	XmasLoops
101	PowerToms
102	PowerSnares
103	CrashCymbals
104	PowerKit1
105	PowerKit2
106	DanceKit
107	LatinKit1
108	LatinKit2
109	LatinKit3
110	Conga&Bongo2
111	DanceMix1
112	DanceMix2
113	BreakBeat
114	DJ-BasicSet
115	DJ-SFX
116	HipHop1
117	HipHop2
118	HeavyShuffle
119	NewR&B
120	ScratchBank
121	Breathing
122	ArabicPerc1
123	ArabicPerc2

# Direct Access Chart / Tabelle Direktzugriff / Feuille d'accès direct

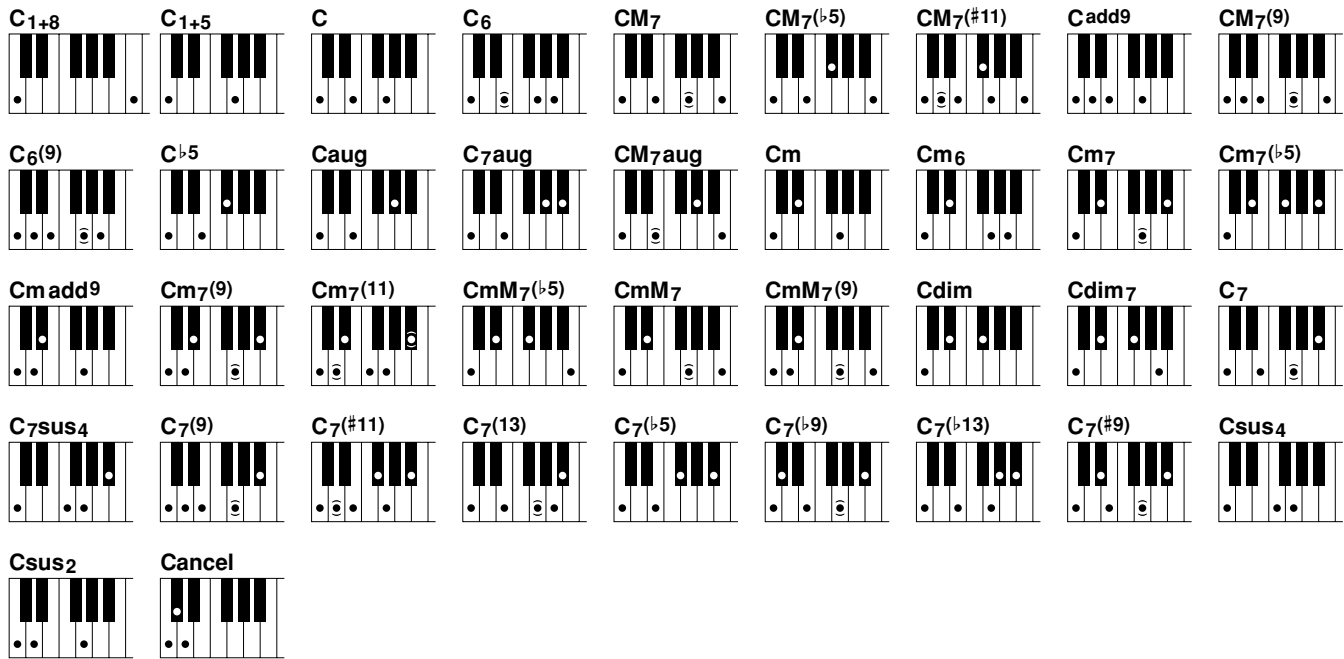
Operation: [DIRECT ACCESS] button + button/controller listed below		Function of the accessed LCD display				
STYLE CONTROL	ACMP	FUNCTION	STYLE SETTING / SPLIT POINT / CHORD FINGERING	CHORD FINGERING		
	AUTO FILL IN			STYLE SETTING		
	OTS LINK	MIXING CONSOLE			EFFECT (STYLE)	DSP
	BREAK				VOL/VOICE (STYLE)	VOICE
	INTRO I					PAN
	INTRO II					VOLUME
	INTRO III				FILTER (STYLE)	HARMONIC CONTENT
	MAIN A					BRIGHTNESS
	MAIN B				EFFECT (STYLE)	REVERB
	MAIN C					CHORUS
	MAIN D				EQ (STYLE)	EQ HIGH
	ENDING/rit. I					EQ LOW
	ENDING/rit. II	MASTER COMP				
	ENDING/rit. III					
SYNC START	FUNCTION	STYLE SETTING / SPLIT POINT / CHORD FINGERING	SPLIT POINT	SPLIT POINT (ACMP) SETTING		
SYNC STOP			STYLE SETTING	SYNCSTOP WINDOW SETTING		
START/STOP						
STYLE	POP & ROCK	MIXING CONSOLE			VOL/VOICE (STYLE)	VOICE
	BALLAD				PAN	
	DANCE				VOLUME	
	SWING & JAZZ				FILTER (STYLE)	HARMONIC CONTENT
	R&B					BRIGHTNESS
	COUNTRY				EFFECT (STYLE)	REVERB
	LATIN					CHORUS
	BALLROOM					DSP
	MOVIE & SHOW				EQ (STYLE)	EQ HIGH
	ENTERTAINER					EQ LOW
	WORLD				EQ	MASTER EQ EDIT
	FILE ACCESS				LINE OUT	LINE OUT PANEL
SONG	SCORE	FUNCTION	SONG SETTING			
	LYRICS/TEXT			LYRICS LANGUAGE SETTING		
	SP1	MIXING CONSOLE			EFFECT (SONG 1-8)	
	SP2				EQ (SONG 1-8)	
	SP3				EFFECT (SONG 9-16)	
	SP4				EQ (SONG 9-16)	
	LOOP	FUNCTION	SONG SETTING			
	FF					
	REW					
	PLAY/PAUSE					
STOP						
REC						
I	MIXING CONSOLE			VOL/VOICE (SONG 1-8)		
II				FILTER (SONG 1-8)		
III				VOL/VOICE (SONG 9-16)		
IV				FILTER (SONG 9-16)		
TIMING	TAP TEMPO	FUNCTION	UTILITY	CONFIG 1	TAP SETTING	
	TEMPO +			MIDI TEMPLATE EDIT	SYSTEM	MIDI CLOCK SETTING
	TEMPO -			STYLE SETTING / SPLIT POINT / CHORD FINGERING	STYLE SETTING	
	METRONOME			UTILITY	CONFIG 1	METRONOME SETTING
	FADE IN/OUT				FADE IN/OUT SETTING	
TRANSPOSE	+	MIXING CONSOLE		TUNE	TRANSPOSE	
	-	FUNCTION	CONTROLLER	KEYBOARD/PANEL	TRANSPOSE ASSIGNMENT	
UPPER OCTAVE	+	MIXING CONSOLE		TUNE	OCTAVE	
	-					
HARD DISK RECORDER	NEXT	FUNCTION	UTILITY	SYSTEM RESET		
	PREV			OWNER		
	PLAY/PAUSE			MEDIA		
	STOP			CONFIG 2	1 SPEAKER	
	REC			CONFIG 1	FADE IN/OUT SETTING	
	SELECT SETTING			PLAY LIST		
MULTI PAD	SELECT STOP	DIGITAL RECORDING	MULTIPAD CREATOR	RECORD		
	1	MULTIPAD SELECTION display		MULTIPAD EDIT	MULTIPAD 1	
	2				MULTIPAD 2	
	3				MULTIPAD 3	
	4				MULTIPAD 4	
DEMO	FUNCTION	UTILITY	OWNER	LANGUAGE SETTING		
MENU	FUNCTION	FUNCTION	MIDI TEMPLATE SELECT			
	VOICE CREATOR	FUNCTION	MASTER TUNE / SCALE TUNE	MASTER TUNE		
	DIGITAL RECORDING	FUNCTION	MASTER TUNE / SCALE TUNE	SCALE TUNE		
MIXING CONSOLE	MIXING CONSOLE		VOL/VOICE (PANEL)	VOICE		
BALANCE	BALANCE		PAGE 2/2			
CHANNEL ON/OFF	CHANNEL		STYLE SETTING			
INTERNET	FUNCTION	UTILITY	OWNER			
EXIT	MAIN					

Operation: [DIRECT ACCESS] button + button/controller listed below		Function of the accessed LCD display					
PART SELECT	LEFT	FUNCTION	REGIST SEQUENCE / FREEZE / VOICE SET	VOICE SET	LEFT		
	RIGHT 1				R1		
	RIGHT 2				R2		
	RIGHT 3				R3		
PART ON/OFF	LEFT	FUNCTION	STYLE SETTING / SPLIT POINT / CHORD FINGERING	SPLIT POINT	SPLIT POINT (LEFT) SETTING		
	RIGHT 1				SPLIT POINT (RIGHT3) SETTING		
	RIGHT 2						
	RIGHT 3						
	LEFT HOLD				SPLIT POINT (LEFT) SETTING		
VOICE EFFECT	INITIAL TOUCH	FUNCTION	CONTROLLER	KEYBOARD/PANEL	INITIAL TOUCH		
	SUSTAIN				AFTER TOUCH		
	DSP	MIXING CONSOLE		EFFECT	DSP DEPTH SETTING		
	VARIATION				EFFECT TYPE		
	HARMONY ECHO	FUNCTION	HARMONY/ECHO		HARMONY ECHO SETTING		
	MONO	MIXING CONSOLE		TUNE	PORTAMENTO TIME SETTING		
VOICE	PIANO	MIXING CONSOLE		VOL/VOICE (PANEL)	VOICE		
	E. PIANO				PAN		
	ORGAN				VOLUME		
	STRINGS			FILTER (PANEL)	HARMONIC CONTENT		
	CHOIR				BRIGHTNESS		
	BRASS				PORTAMENTO TIME		
	TRUMPET			TUNE	PITCHBEND RANGE		
	SAXOPHONE				OCTAVE		
	FLUTE/CLARINET				TUNING		
	GUITAR			EFFECT (PANEL)	REVERB		
	BASS				CHORUS		
	PERC./DRUM KIT				DSP		
	ACCORDION			EQ (PANEL)	EQ HIGH		
	PAD				EQ LOW		
	SYNTH			MASTER COMPRESSOR			
	ORGAN FLUTES			FUNCTION	UTILITY	CONFIG2	2 POPUP DISPLAY TIME
	EXPANSION					OWNER	2 LICENSE KEY
	USER DRIVE					SYSTEM RESET	
ART. 1	FUNCTION	CONTROLLER	FOOT PEDAL	PEDAL 1			
ART. 2	FUNCTION	CONTROLLER	FOOT PEDAL	PEDAL 2			
MUSIC FINDER	MUSIC FINDER			MUSIC FINDER SEARCH 1			
ONE TOUCH SETTING	1	OTS INFORMATION					
	2						
	3						
	4						
MIC	VOCAL HARMONY	VOCAL HARMONY	VOCAL HARMONY EDIT				
	TALK	VOCAL HARMONY	TALK SETTING	1 VOLUME			
	EFFECT	MIXING CONSOLE	EFFECT	MIC.DSP SETTING			
	VH TYPE SELECT	VOCAL HARMONY	VOCAL HARMONY EDIT				
	MIC SETTING	MIXING CONSOLE	EFFECT	MIC.EFFECT TYPE SELECT			
REGISTRATION MEMORY	REGIST BANK + REGIST BANK -	REGIST BANK SELECTION display		REGISTRATION EDIT	REGISTRATION 1		
	FREEZE MEMORY	FUNCTION	REGIST SEQUENCE / FREEZE / VOICE SET	FREEZE	REGISTRATION SEQUENCE		
	1	REGIST INFORMATION					
	2						
	3						
	4						
	5						
	6						
	7						
8							
PEDAL	PEDAL 1	FUNCTION	CONTROLLER	FOOT PEDAL	PEDAL 1		
	PEDAL 2				PEDAL 2		
	PEDAL 3				PEDAL 3		
WHEEL	MODULATION	FUNCTION	CONTROLLER	KEYBOARD/PANEL	MODULATION WHEEL		
	PITCH BEND	MIXING CONSOLE		TUNE	PITCHBEND RANGE		
SLIDER	ASSIGN	FUNCTION	CONTROLLER	ASSIGN SLIDER			
	1						
	2						
	3						
	4						
	5						
	6						
	7						
8							

\* The cursor position differs depending on the current keyboard part.

\*\* The cursor position differs depending on the current function assigned to the TRANSPOSE buttons.

# Chord Types Recognized in the Fingered Mode / Im Fingered-Modus erkannte Akkordarten / Types d'accords reconnus en mode Fingered



Chord Name [Abbreviation]	Normal Voicing	Display for root "C"
1+8	1+8	C1+8
1+5	1+5	C1+5
Major [M]	1+3+5	C
Sixth [6]	1+(3)+5+6	C6
Major seventh [M7]	1+3+(5)+7	CM7
Major seventh flatted fifth [M7b5]	1+3+b5+7	CM7(b5)
Major seventh add sharp eleventh [M7(#11)]	1+(2)+3+#4+5+7	CM7(#11)
Add ninth [(9)]	1+2+3+5	Cadd9
Major seventh ninth [M7_9]	1+2+3+(5)+7	CM7(9)
Sixth ninth [6_9]	1+2+3+(5)+6	C6(9)
Flatted fifth [(b5)]	1+3+b5	Cb5
Augmented [aug]	1+3+#5	Caug
Seventh augmented [7aug]	1+3+#5+b7	C7aug
Major seventh augmented [M7aug]	1+(3)+#5+7	CM7aug
Minor [m]	1+b3+5	Cm
Minor sixth [m6]	1+b3+5+6	Cm6
Minor seventh [m7]	1+b3+(5)+b7	Cm7
Minor seventh flatted fifth [m7b5]	1+b3+b5+b7	Cm7(b5)
Minor add ninth [m(9)]	1+2+b3+5	Cm add9
Minor seventh ninth [m7(9)]	1+2+b3+(5)+b7	Cm7(9)
Minor seventh eleventh [m7(11)]	1+(2)+b3+4+5+(b7)	Cm7(11)
Minor major seventh flatted fifth [mM7b5]	1+b3+b5+7	CmM7(b5)
Minor major seventh [mM7]	1+b3+(5)+7	CmM7
Minor major seventh ninth [mM7(9)]	1+2+b3+(5)+7	CmM7(9)
Diminished [dim]	1+b3+b5	Cdim
Diminished seventh [dim7]	1+b3+b5+6	Cdim7
Seventh [7]	1+3+(5)+b7	C7
Seventh suspended fourth [7sus4]	1+4+5+b7	C7sus4
Seventh ninth [7(9)]	1+2+3+(5)+b7	C7(9)
Seventh add sharp eleventh [7(#11)]	1+(2)+3+#4+5+b7	C7(#11)
Seventh add thirteenth [7(13)]	1+3+(5)+6+b7	C7(13)
Seventh flatted fifth [7b5]	1+3+b5+b7	C7(b5)
Seventh flatted ninth [7(b9)]	1+b2+3+(5)+b7	C7(b9)
Seventh add flatted thirteenth [7(b13)]	1+3+5+b6+b7	C7(b13)
Seventh sharp ninth [7(#9)]	1+#2+3+(5)+b7	C7(#9)
Suspended fourth [sus4]	1+4+5	Csus4
One plus two plus five [sus2]	1+2+5	Csus2
cancel	1+b2+2	Cancel

\* Notes in parentheses can be omitted.

## Reverb Block

Type	Description	MSB	LSB
BASIC HALL	Reverb simulating the acoustics of a hall. Standard setting.	1	21
LIGHT HALL	Reverb simulating the acoustics of a hall. Light setting.	1	22
BALLAD HALL	Reverb simulating the acoustics of a hall. For ballad type music.	1	19
PIANO HALL	Reverb simulating the acoustics of a hall. For piano sound.	1	20
HALL1	Reverb simulating the acoustics of a hall.	1	0
HALL2		1	16
HALL3		1	17
HALL4		1	18
HALL5		1	1
HALL M		1	6
HALL L		1	7
ATMO HALL	A unique long reverb with atmosphere.	1	23
ACOSTIC ROOM (Acoustic Room)	Reverb simulating the acoustics of a room. Standard setting.	2	20
DRUMS ROOM	Reverb simulating the acoustics of a room. For drum parts.	2	21
PERC ROOM (Percussion Room)	Reverb simulating the acoustics of a room. For percussion parts.	2	22
ROOM1	Reverb simulating the acoustics of a room.	2	16
ROOM2		2	17
ROOM3		2	18
ROOM4		2	19
ROOM5		2	0
ROOM6		2	1
ROOM7		2	2
ROOM S		2	5
ROOM M		2	6
ROOM L		2	7
STAGE1	Reverb suitable for a solo instrument.	3	16
STAGE2		3	17
STAGE3		3	0
STAGE4		3	1
PLATE1	Reverb simulating a plate reverb unit.	4	16
PLATE2		4	17
PLATE3		4	0
GM PLATE		4	7
TUNNEL	Simulates a cylindrical space expanding to left and right.	17	0
CANYON	A hypothetical acoustic space which extends without limit.	18	0
BASEMENT	A bit of initial delay followed by reverb with a unique resonance.	19	0
LARGE HALL	Reverb simulating the acoustics of a hall.	1	2
MEDIUM HALL		1	3
WARM ROOM	Reverb simulating the acoustics of a warm room.	2	3
WHITE ROOM	A unique short reverb with a bit of initial delay.	16	0
WOODY ROOM	Reverb simulating the acoustics of a woody room.	2	4
RICH PLATE	Reverb simulating a rich plate reverb unit.	4	1
NO EFFECT	No effect.	0	0

## Chorus Block

Category	Type	Description	MSB	LSB
REVERB	HALL1	Reverb simulating the acoustics of a hall.	1	0
	HALL2		1	16
	HALL3		1	17
	HALL4		1	18
	HALL5		1	1
	HALL M		1	6
	HALL L		1	7
	ATMO HALL	A unique long reverb with atmosphere.	1	23
	ACOSTIC ROOM (Acoustic Room)	Reverb simulating the acoustics of a room. Standard setting.	2	20
	DRUMS ROOM	Reverb simulating the acoustics of a room. For drum parts.	2	21
	PERC ROOM (Percussion Room)	Reverb simulating the acoustics of a room. For percussion parts.	2	22
	ROOM1	Reverb simulating the acoustics of a room.	2	16
	ROOM2		2	17
	ROOM3		2	18
	ROOM4		2	19
	ROOM5		2	0
	ROOM6		2	1
	ROOM7		2	2
	ROOM S		2	5
	ROOM M		2	6
	ROOM L		2	7
	STAGE1	Reverb suitable for a solo instrument.	3	16
	STAGE2		3	17
	STAGE3		3	0
	STAGE4		3	1
	PLATE1	Reverb simulating a plate reverb unit.	4	16
	PLATE2		4	17
	PLATE3		4	0
	GM PLATE		4	7
	DELAY	TEMPO DELAY1	Tempo-synchronized delay.	21
TEMPO DELAY2			21	16
TEMPO ECHO		Tempo-synchronized echo.	21	8

Category	Type	Description	MSB	LSB
DELAY	TEMPO CROSS1	Tempo-synchronized cross delay.	22	0
	TEMPO CROSS2		22	16
	TEMPO CROSS3		22	17
	TEMPO CROSS4		22	18
ER/KARAOKE	KARAOKE1	Echo for karaoke.	20	0
	KARAOKE2		20	1
	KARAOKE3		20	2
	ER1	This effect isolates only the early reflection components of the reverb.	9	0
ER2	9		1	
CHORUS	CHORUS1	Conventional chorus program with rich, warm chorusing.	66	17
	CHORUS2		66	8
	CHORUS3		66	16
	CHORUS4		66	1
	CHORUS5		65	2
	CHORUS6		65	0
	CHORUS7		65	1
	CHORUS8		65	8
	CHORUS FAST		65	16
	CHORUS LITE		65	17
	GM CHORUS1		65	3
	GM CHORUS2		65	4
	GM CHORUS3		65	5
	GM CHORUS4		65	6
	FB CHORUS		65	7
	CELESTE1		A 3-phase LFO adds modulation and spaciousness to the sound.	66
	CELESTE2	66		2
	SYMPHONIC1	Adds more stages to the modulation of Celeste.	68	16
	SYMPHONIC2		68	0
	ENS DETUNE1 (Ensemble Detune 1)	Chorus effect without modulation, created by adding a slightly pitch-shifted sound.	87	0
ENS DETUNE2 (Ensemble Detune 2)	87		16	
FLANGER	FLANGER1	Creates a sound reminiscent of a jet airplane.	67	8
	FLANGER2		67	16
	FLANGER3		67	17
	FLANGER4		67	1
	FLANGER5		67	0
	GM FLANGER		67	7
	T_FLANGER (Tempo Flanger)	Tempo-synchronized flanger.	107	0
PHASER	PHASER1	Cyclically modulates the phase to add modulation to the sound.	72	0
	PHASER2		72	8
	PHASER3		72	19
	T_PHASER1 (Tempo Phaser 1)		108	0
	T_PHASER2 (Tempo Phaser 2)		108	16
	EP PHASER1		72	17
	EP PHASER2		72	18
EP PHASER3	72	16		
PITCH CHANGE	PITCH CHG1 (Pitch Change 1)	Changes the pitch of the input signal.	80	16
	PITCH CHG2 (Pitch Change 2)		80	0
	PITCH CHG3 (Pitch Change 3)		80	1
ROTARY SP	DUAL ROT BRT (Dual Rotor Speaker Bright)	Rotary speaker simulation with speed switching.	99	16
	DUAL ROT WRM (Dual Rotor Speaker Warm)		99	17
	DUAL ROT SP1 (Dual Rotor Speaker 1)		99	0
	DUAL ROT SP2 (Dual Rotor Speaker 2)	99	1	
	ROTARY SP1 (Rotary Speaker 1)	Simulates a rotary speaker.	69	16
	ROTARY SP2 (Rotary Speaker 2)		71	17
	ROTARY SP3 (Rotary Speaker 3)		71	18
	ROTARY SP4 (Rotary Speaker 4)		70	17
	ROTARY SP5 (Rotary Speaker 5)		66	18
	ROTARY SP6 (Rotary Speaker 6)		69	0
	ROTARY SP7 (Rotary Speaker 7)		71	22
2WAY ROT SP (2way Rotary Speaker)	86	0		
TREMOLO	TREMOLO1	Rich Tremolo effect with both volume and pitch modulation.	70	16
	TREMOLO2		71	19
	TREMOLO3		70	0
	EP TREMOLO		70	18
	GT TREMOLO1 (Guitar Tremolo 1)		71	20
	GT TREMOLO2 (Guitar Tremolo 2)		70	19
	VIBE VIBRATE	Vibraphone effect.	119	0
T_TREMOLO (Tempo Tremolo)	Tempo-synchronized rich Tremolo effect with both volume and pitch modulation.	120	0	
SPATIAL	AUTO PAN1	Several panning effects that automatically shift the sound position (left, right, front, back).	71	16
	AUTO PAN2		71	0
	AUTO PAN3		71	1
	EP AUTOPAN		71	21
	T_AUTO PAN1 (Tempo Auto Pan 1)		121	0
	T_AUTO PAN2 (Tempo Auto Pan 2)		121	1
NO EFFECT	-	No effect.	0	0

## DSP1-9 Block

LCD Block Name	XG Block Name
DSP1	XG Variation Block
DSP2	XG Insertion1 Block
DSP3	XG Insertion2 Block
DSP4	XG Insertion3 Block
DSP5	XG Insertion4 Block
DSP6	XG Insertion5 Block
DSP7	XG Insertion6 Block (only for MIC)
DSP8	XG Insertion7 Block (only for Style)
DSP9	XG Insertion8 Block (only for Style)

Category	Type	Description	MSB	LSB	
REVERB	HALL1	Reverb simulating the acoustics of a hall.	1	0	
	HALL2		1	16	
	HALL3		1	17	
	HALL4		1	18	
	HALL5		1	1	
	HALL M		1	6	
	HALL L		1	7	
	ATMO HALL		A unique long reverb with atmosphere.	1	23
	ACOSTIC ROOM (Acoustic Room)		Reverb simulating the acoustics of a room. Standard setting.	2	20
	DRUMS ROOM	Reverb simulating the acoustics of a room. For drum parts.	2	21	
	PERC ROOM (Percussion Room)	Reverb simulating the acoustics of a room. For percussion parts.	2	22	
	ROOM1	Reverb simulating the acoustics of a room.	2	16	
	ROOM2		2	17	
	ROOM3		2	18	
	ROOM4		2	19	
	ROOM5		2	0	
	ROOM6		2	1	
	ROOM7		2	2	
	ROOM S		2	5	
	ROOM M		2	6	
	ROOM L		2	7	
	STAGE1		Reverb suitable for a solo instrument.	3	16
	STAGE2			3	17
	STAGE3	3		0	
	STAGE4	3		1	
	PLATE1	Reverb simulating a plate reverb unit.	4	16	
	PLATE2		4	17	
	PLATE3		4	0	
	GM PLATE		4	7	
	TUNNEL	Simulates a cylindrical space expanding to left and right.	17	0	
	CANYON	A hypothetical acoustic space which extends without limit.	18	0	
	BASEMENT	A bit of initial delay followed by reverb with a unique resonance.	19	0	
	WHITE ROOM	A unique short reverb with a bit of initial delay.	16	0	
DELAY	DELAY LCR1	Produces three delayed sounds: L, R and C (center).	5	16	
	DELAY LCR2		5	0	
	DELAY LR	Produces two delayed sounds: L and R. Two feedback delays are provided.	6	0	
	ECHO	Two delayed sounds (L and R), and independent feedback delays for L and R.	7	0	
	CROSS DELAY1	The feedback of the two delayed sounds is crossed.	8	0	
	CROSS DELAY2		8	16	
	TEMPO DELAY1	Tempo-synchronized delay.	21	0	
	TEMPO DELAY2	Tempo-synchronized cross delay.	21	16	
	TEMPO ECHO		21	8	
	TEMPO CROSS1		22	0	
	TEMPO CROSS2		22	16	
	TEMPO CROSS3	22	17		
	TEMPO CROSS4		18		
ER/KARAOKE	KARAOKE1	Echo for karaoke.	20	0	
	KARAOKE2		20	1	
	KARAOKE3		20	2	
	ER1	This effect isolates only the early reflection components of the reverb.	9	0	
	ER2		9	1	
	GATE REVERB	Simulation of gated reverb.	10	0	
REVERS GATE	Simulation of gated reverb played back in reverse.	11	0		
CHORUS	CHORUS1	Conventional chorus program with rich, warm choring.	66	17	
	CHORUS2		66	8	
	CHORUS3		66	16	
	CHORUS4		66	1	
	CHORUS5		65	2	
	CHORUS6		65	0	
	CHORUS7		65	1	
	CHORUS8		65	8	
	CHORUS FAST		65	16	
	CHORUS LITE		65	17	
	GM CHORUS1		Conventional chorus program with rich, warm choring.	65	3
	GM CHORUS2			65	4
	GM CHORUS3			65	5
	GM CHORUS4			65	6
	FB CHORUS	65	7		
	CELESTE1	A 3-phase LFO adds modulation and spaciousness to the sound.	66	0	
	CELESTE2		66	2	



Category	Type	Description	MSB	LSB	
CHORUS	SYMPHONIC1	Adds more stages to the modulation of Celeste.	68	16	
	SYMPHONIC2		68	0	
	ENS DETUNE1 (Ensemble Detune 1)		87	0	
	ENS DETUNE2 (Ensemble Detune 2)		87	16	
FLANGER	FLANGER1	Creates a sound reminiscent of a jet airplane.	67	8	
	FLANGER2		67	16	
	FLANGER3		67	17	
	FLANGER4		67	1	
	FLANGER5		67	0	
	GM FLANGER		67	7	
	V_FLANGER		A simulation on an analog flanger effect. The LFO has a random setting.	104	0
	T_FLANGER		Tempo-synchronized flanger.	107	0
	DYN FLANGER		Dynamically controlled flanger.	110	0
PHASER	PHASER1	Cyclically modulates the phase to add modulation to the sound.	72	0	
	PHASER2		72	8	
	PHASER3		72	19	
	T_PHASER1 (Tempo Phaser 1)		108	0	
	T_PHASER2 (Tempo Phaser 2)		108	16	
	EP PHASER1		72	17	
	EP PHASER2		72	18	
	EP PHASER3		72	16	
	DYN PHASER		111	0	
DISTORTION	V_DIST WARM (V Distortion Warm)	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	22	
	V_DIST CLS H (V Distortion Classic Hard)		98	23	
	V_DIST CLS S (V Distortion Classic Soft)		98	20	
	V_DIST METAL (V Distortion Metal)		98	24	
	V_DIST CRUNC (V Distortion Crunch)		98	18	
	V_DIST BLUES (V Distortion Blues)		98	21	
	V_DIST EDGY (V Distortion Edgy)		98	19	
	V_DIST SOLID (V Distortion Solid)		98	25	
	V_DST CLEAN1 (V Distortion Clean 1)		98	17	
	V_DST CLEAN2 (V Distortion Clean 2)		98	26	
	V_DIST TWIN (V Distortion Twin)		98	16	
	V_DIST ROCA (V Distortion Rocably)		103	18	
	V_DST JZ CLN (V Distortion Jazz Clean)		98	27	
	V_DST FUSION (V Distortion Fusion)		103	19	
	ST AMP SOLID (Stereo Amp Simulator Solid)		Stereo amp simulator.	75	29
	ST AMP CRUNC (Stereo Amp Simulator Crunch)			75	30
	ST AMP BLUES (Stereo Amp Simulator Blues)	75		28	
	ST AMP CLEAN (Stereo Amp Simulator Clean)	75		27	
	ST AMP HARP (Stereo Amp Simulator Blues Harp)	75		31	
	V_DIST HARD (V Distortion Hard)	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	0	
	V_DIST SOFT (V Distortion Soft)		98	2	
	DIST HARD1 (Distortion Hard 1)	Hard-edge distortion.	75	16	
	DIST HARD2 (Distortion Hard 2)	75	22		
	DIST SOFT1 (Distortion Soft 1)	Soft, warm distortion.	75	17	
	DIST SOFT2 (Distortion Soft 2)	75	23		
	DIST HEAVY (Distortion Heavy)	Heavy distortion.	73	0	
	OVERDRIVE	Adds mild distortion to the sound.	74	0	
	ST DIST (Stereo Distortion)	Stereo distortion.	73	8	
	ST OD (Stereo Overdrive)	Stereo overdrive.	74	8	
	ST DIST HARD (Stereo Distortion Hard)	Hard-edge stereo distortion.	75	18	
	ST DIST SOFT (Stereo Distortion Soft)	Soft, warm soft distortion.	75	19	
	AMP SIM1 (Amp Simulator 1)	A simulation of a guitar amp.	75	0	
	AMP SIM2 (Amp Simulator 2)		75	1	
	ST AMP1 (Stereo Amp Simulator 1)		Stereo amp simulator.	75	20
	ST AMP2 (Stereo Amp Simulator 2)			75	21
	ST AMP3 (Stereo Amp Simulator 3)			75	8
	ST AMP4 (Stereo Amp Simulator 4)			75	24
	ST AMP5 (Stereo Amp Simulator 5)			75	25
	ST AMP6 (Stereo Amp Simulator 6)			75	26
	DISTORTION+ (Distortion/ Overdrive mixed with other effects)		DST+DELAY1 (Distortion + Delay 1)	Distortion and Delay are connected in series.	95
		DST+DELAY2 (Distortion + Delay 2)	95	0	
		OD+DELAY1 (Overdrive + Delay 1)	Overdrive and Delay are connected in series.	95	17
		OD+DELAY2 (Overdrive + Delay 2)	95	1	
CMP+DST+DLY1 (Compressor + Distortion + Delay 1)		Compressor, Distortion and Delay are connected in series.	96	16	
CMP+DST+DLY2 (Compressor + Distortion + Delay 2)			96	0	
CMP+OD+DLY1 (Compressor + Overdrive + Delay 1)			Compressor, Overdrive and Delay are connected in series.	96	17
CMP+OD+DLY2 (Compressor + Overdrive + Delay 2)		96		1	
V_DIST H+DLY (V Distortion Hard + Delay)		V Distortion and Delay are connected in series.	98	1	
V_DIST S+DLY (V Distortion Soft + Delay)			98	3	
DST+TDLY (Distortion + Tempo Delay)		Distortion and Tempo Delay are connected in series.	100	0	
OD+TDLY (Overdrive + Tempo Delay)		Overdrive and Tempo Delay are connected in series.	100	1	
COMP+DIST1 (Compressor + Distortion 1)		Since a Compressor is included in the first stage, steady distortion can be produced regardless of changes in input level.	73	16	
COMP+DIST2 (Compressor + Distortion 2)			73	1	
CMP+DST+TDL (Compressor + Distortion + Tempo Delay)		Compressor, Distortion and Tempo Delay are connected in series.	101	0	
CMP+OD+TDLY1 (Compressor + Overdrive + Tempo Delay 1)		Compressor, Overdrive and Tempo Delay are connected in series.	101	1	
CMP+OD+TDLY2 (Compressor + Overdrive + Tempo Delay 2)			101	16	
CMP+OD+TDLY3 (Compressor + Overdrive + Tempo Delay 3)			101	17	
CMP+OD+TDLY4 (Compressor + Overdrive + Tempo Delay 4)			101	18	
CMP+OD+TDLY5 (Compressor + Overdrive + Tempo Delay 5)			101	19	
CMP+OD+TDLY6 (Compressor + Overdrive + Tempo Delay 6)			101	20	

Effect Type List / Liste der Effektypen / Liste des types d'effet

Category	Type	Description	MSB	LSB	
DISTORTION+ (Distortion/ Overdrive mixed with other effects)	V_DST H+TDL1 (V Distortion Hard + Tempo Delay 1)	V Distortion Hard and Tempo Delay are connected in series.	103	0	
	V_DST H+TDL2 (V Distortion Hard + Tempo Delay 2)		103	17	
	V_DST S+TDL1 (V Distortion Soft + Tempo Delay 1)		103	1	
	V_DST S+TDL2 (V Distortion Soft + Tempo Delay 2)		103	16	
PITCH CHANGE	PITCH CHG1 (Pitch Change 1)	Changes the pitch of the input signal.	80	16	
	PITCH CHG2 (Pitch Change 2)		80	0	
	PITCH CHG3 (Pitch Change 3)		80	1	
WAH AUTO	AUTO WAH1	Cyclically modulates the center frequency of a wah filter.	78	16	
	AUTO WAH2		78	0	
	AT.WAH+DST1 (Auto Wah + Distortion 1)		78	17	
	AT.WAH+DST2 (Auto Wah + Distortion 2)		78	1	
	AT.WH+DST HD (Auto Wah + Distortion Hard)		The output of an Auto Wah can be distorted by Distortion.	78	21
	AT.WH+DST HV (Auto Wah + Distortion Heavy)			78	23
	AT.WH+DST LT (Auto Wah + Distortion Lite)		78	25	
	AT.WAH+OD1 (Auto Wah + Overdrive 1)		The output of an Auto Wah can be distorted by Overdrive.	78	18
	AT.WAH+OD2 (Auto Wah + Overdrive 2)			78	2
	AT.WH+OD HD (Auto Wah + Overdrive Hard)			78	22
	AT.WH+OD HV (Auto Wah + Overdrive Heavy)			78	24
	AT.WH+OD LT (Auto Wah + Overdrive Lite)		78	26	
	TEMPO AT.WAH (Tempo Auto Wah)		Tempo-synchronized Auto Wah.	79	0
	T_AT.WH+DST (Tempo Auto Wah + Distortion)		Tempo-synchronized auto wah with distortion applied to the output.	79	1
	T_A.WH+DSTHD (Tempo Auto Wah + Distortion Hard)			79	21
	T_A.WH+DSTHV (Tempo Auto Wah + Distortion Heavy)			79	23
	T_A.WH+DSTLT (Tempo Auto Wah + Distortion Lite)			79	25
	T_AT.WH+OD (Tempo Auto Wah + Overdrive)		Tempo-synchronized auto wah with overdrive (distortion) applied to the output.	79	2
	T_A.WH+OD HD (Tempo Auto Wah + Overdrive Hard)			79	22
	T_A.WH+OD HV (Tempo Auto Wah + Overdrive Heavy)			79	24
T_A.WH+OD LT (Tempo Auto Wah + Overdrive Lite)	79	26			
WAH TCH/PDL (Touch Wah/ Pedal Wah)	TOUCH WAH1	Changes the center frequency of a wah filter according to the input level.	82	0	
	TOUCH WAH2		82	8	
	TC.WH+DST1 (Touch Wah + Distortion 1)		82	16	
	TC.WH+DST2 (Touch Wah + Distortion 2)		82	1	
	TC.WH+DST HD (Touch Wah + Distortion Hard)		The output of an Touch Wah can be distorted by Distortion.	82	21
	TC.WH+DST HV (Touch Wah + Distortion Heavy)			82	23
	TC.WH+DST LT (Touch Wah + Distortion Lite)			82	25
	TC.WAH+OD1 (Touch Wah + Overdrive 1)			The output of an Touch Wah can be distorted by Overdrive.	82
	TC.WAH+OD2 (Touch Wah + Overdrive 2)		82		2
	TC.WAH+OD HD (Touch Wah + Overdrive Hard)		82		22
	TC.WAH+OD HV (Touch Wah + Overdrive Heavy)		82		24
	TC.WAH+OD LT (Touch Wah + Overdrive Lite)		82	26	
	WH+DST+DLY1 (Wah + Distortion + Delay 1)		Wah, Distortion and Delay are connected in series.	97	16
	WH+DST+DLY2 (Wah + Distortion + Delay 2)			97	0
	WH+DST+TDLY (Wah + Distortion + Tempo Delay)		Wah, Distortion and Tempo Delay are connected in series.	102	0
	WH+OD+DLY1 (Wah + Overdrive + Delay 1)		Wah, Overdrive and Delay are connected in series.	97	17
	WH+OD+DLY2 (Wah + Overdrive + Delay 2)			97	1
	WH+OD+TDLY1 (Wah + Overdrive + Tempo Delay 1)		Wah, Overdrive and Tempo Delay are connected in series.	102	1
	WH+OD+TDLY2 (Wah + Overdrive + Tempo Delay 2)			102	16
	CLAVI TC.WAH (Clavi Touch Wah)		Clavinet Touch Wah	82	18
	EP TC.WAH (EP Touch Wah)		EP Touch Wah	82	19
	V.PEDAL WH B (Vintage Pedal Wah Basic)		Vintage Wah which can be controlled by "PEDAL CONTROL" parameter.	125	1
	V.PEDAL WH D (Vintage Pedal Wah Disco)			125	16
	PEDAL WAH (Pedal Wah)		The "PEDAL CONTROL" parameter changes the center frequency of the wah filter.	122	0
	PEDAL WH+DST (Pedal Wah + Distortion)		Pedal wah with Distortion applied to the output.	122	1
	P.WH+DIST HD (Pedal Wah + Distortion Hard)			122	21
P.WH+DIST HV (Pedal Wah + Distortion Heavy)	122	23			
P.WH+DIST LT (Pedal Wah + Distortion Lite)	122	25			
PEDAL WH+OD (Pedal Wah + Overdrive)	Pedal wah with Overdrive (distortion) applied to the output.	122	2		
P.WH+OD HD (Pedal Wah + Overdrive Hard)		122	22		
P.WH+OD HV (Pedal Wah + Overdrive Heavy)		122	24		
P.WH+OD LT (Pedal Wah + Overdrive Lite)		122	26		
DYNAMIC	COMP MED (Compressor Medium)	Compressor with medium setting.	83	16	
	COMP HEAVY (Compressor Heavy)	Compressor with heavy setting.	83	17	
	COMP MELODY (Compressor Melody)	Compressor for the Melody part.	105	16	
	COMP BASS (Compressor Bass)	Compressor for the Bass part.	105	17	
	MBAND COMP	Multi-band compressor that allows you to adjust the compression effect for individual frequency bands.	105	0	
	COMPRESSOR	Holds down the output level when a specified input level is exceeded. A sense of attack can also be added to the sound.	83	0	
	NOISE GATE	Gates the input when the input signal falls below a specified level.	84	0	
ROTARY SP	DUAL ROT BRT (Dual Rotor Speaker Bright)	Rotary speaker simulation with speed switching.	99	16	
	DUAL ROT WRM (Dual Rotor Speaker Warm)		99	17	
	DUAL ROT SP1 (Dual Rotor Speaker 1)		99	0	
	DUAL ROT SP2 (Dual Rotor Speaker 2)		99	1	
	ROTARY SP1 (Rotary Speaker 1)		69	16	
	ROTARY SP2 (Rotary Speaker 2)		71	17	
	ROTARY SP3 (Rotary Speaker 3)		71	18	
	ROTARY SP4 (Rotary Speaker 4)		70	17	
	ROTARY SP5 (Rotary Speaker 5)		66	18	
	ROTARY SP6 (Rotary Speaker 6)		69	0	
	ROTARY SP7 (Rotary Speaker 7)		71	22	
	2WAY ROT SP (2-way Rotary Speaker)		86	0	
	DST+ROT SP (Distortion + Rotary Speaker)		Distortion and rotary speaker connected in series.	69	1
DST+2ROT SP (Distortion + 2-way Rotary Speaker)	Distortion and 2-way rotary speaker connected in series.	86	1		

Category	Type	Description	MSB	LSB
ROTARY SP	OD+ROT SP (Overdrive + Rotary Speaker)	Overdrive and rotary speaker connected in series.	69	2
	OD+2ROT SP (Overdrive + 2-way Rotary Speaker)	Overdrive and 2-way rotary speaker connected in series.	86	2
	AMP+ROT SP (Amp Simulator + Rotary Speaker)	Amp simulator and rotary speaker connected in series.	69	3
	AMP+2ROT SP (Amp Simulator + 2-way Rotary Speaker)	Amp simulator and 2-way rotary speaker connected in series.	86	3
TREMLOLO	TREMLOLO1	Rich Tremolo effect with both volume and pitch modulation.	70	16
	TREMLOLO2		71	19
	TREMLOLO3		70	0
	EP TREMLOLO		70	18
	GT TREMLOLO1 (Guitar Tremolo 1)		71	20
	GT TREMLOLO2 (Guitar Tremolo 2)		70	19
	VIBE VIBRATE	Vibraphone effect	119	0
T_TREMLOLO (Tempo Tremolo)	Tempo-synchronized rich Tremolo effect with both volume and pitch modulation.	120	0	
SPATIAL	AUTO PAN1	Several panning effects that automatically shift the sound position (left, right, front, back).	71	16
	AUTO PAN2		71	0
	AUTO PAN3		71	1
	EP AUTOPAN		71	21
	T_AUTO PAN1 (Tempo Auto Pan 1)		121	0
T_AUTO PAN2 (Tempo Auto Pan 2)	121	1		
EQ/ENHANCER	EQ DISCO	Equalizer effect that boosts both high and low frequencies, as is typical in most disco music.	76	16
	EQ TEL	Equalizer effect that cuts both high and low frequencies, to simulate the sound heard through a telephone receiver.	76	17
	2BAND EQ	A stereo EQ with adjustable LOW and HIGH. Ideal for drum Parts.	77	0
	3BAND EQ	A mono EQ with adjustable LOW, MID, and HIGH equalizing.	76	0
	ST 3BAND EQ	An EQ which allows equalization of low, mid and high bands.	76	18
	HM ENHANCE1 (Harmonic Enhancer 1)	Adds new harmonics to the input signal to make the sound stand out.	81	16
	HM ENHANCE2 (Harmonic Enhancer 2)		81	0
MISC	VCE CANCEL (Voice Cancel)	Attenuates the vocal part of a CD or other source.	85	0
	AMBIENCE	Blurs the stereo positioning of the sound to add spatial width.	88	0
	TALKING MOD (Talking Modulation)	Adds a vowel sound to the input signal.	93	0
	LOOP FX1	Degrades the audio quality of the input signal.	94	16
	LOOP FX2		94	17
	LO-FI		94	0
	LO-FI DRUM1	Degrades the audio quality of the input signal. For the drum part.	94	18
	LO-FI DRUM2		94	19
	LO-FI DRUM3		76	19
	LO-FI DRUM4		76	20
	DYN FILTER	Dynamically controlled filter.	109	0
	DYN RINGMOD	Dynamically controlled Ring Modulator.	112	0
	RING MOD	An effect that modifies the pitch by applying amplitude modulation to the frequency of the input.	113	0
ISOLATOR	Controls the level of a specified frequency band of the input signal.	115	0	
NO EFFECT	-	No effect.	0	0
THRU	-	Bypass without applying an effect.	64	0

# Effect Parameter List / Liste der Effektparameter / Liste des paramètres d'effets

- Parameters marked with a ● in the "Control" column can be controlled from an AC1 (assignable controller 1) etc. However, these only affect insertion type effects.
- Parameter 10 Dry/Wet only affects insertion type effects.

**Effect Name**  
**HALL 1, 2, 3, 4, 5, HALL M, HALL L, ATMO HALL**  
**ROOM 1, 2, 3, 4, 5, 6, 7, ROOM S, ROOM M, ROOM L,**  
**ACOSTIC ROOM, DRUMS ROOM, PERC ROOM**  
**STAGE1, 2, 3, 4**  
**PLATE1, 2, 3, GM PLATE**  
**(Reverb, Chorus and all the DSP blocks)**

**Type MSB (Type LSB)**  
**MSB = 1,**  
**LSB = 0, 1, 6, 7, 16, 17, 18, 23**  
**MSB = 2,**  
**LSB = 0, 1, 2, 5, 6, 7, 16, 17, 18,**  
**19, 20, 21, 22**  
**MSB = 3**  
**MSB = 4, LSB = 0, 7, 16, 17**

No.	Parameter	Display	Value	See Table	Control
1	Reverb Time	0.3 – 30.0s	0 – 69	table#4	
2	Diffusion	0 – 10	0 – 10		
3	Initial Delay	0.1mS – 200.0mS (Reverb block)	0 – 127	table#5	
		0.1mS – 99.3mS (Chorus, DSP blocks)	0 – 63		
4	HPF Cutoff	Thru – 8.0kHz	0 – 52	table#3	
5	LPF Cutoff	1.0kHz – Thru	34 – 60	table#3	
6					
7					
8					
9					
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	●
11	Rev Delay	0.1mS – 200.0mS (Reverb block)	0 – 127	table#5	
		0.1mS – 99.3mS (Chorus, DSP blocks)	0 – 63		
12	Density	0 – 4	0 – 4		
13	Er/Rev Balance	E63>R – E=R – E<R63	1 – 127		
14	High Damp	0.1 – 1.0	1 – 10		
15	Feedback Level	-63 – +63	1 – 127	table#16	
16					

**BASIC HALL, LIGHT HALL, BALLAD HALL,**  
**PIANO HALL, LARGE HALL, MEDIUM HALL**  
**WARM ROOM, WOODY ROOM**  
**RICH PLATE**  
**(Reverb block)**

**MSB = 1,**  
**LSB = 2, 3, 19, 20, 21, 22**  
**MSB = 2, LSB = 3, 4**  
**MSB = 4, LSB = 1**

No.	Parameter	Display	Value	See Table	Control
1	Reverb Time	0.3 – 30.0s	0 – 69	table#4	
2	Diffusion	0 – 10	0 – 10		
3	Initial Delay	0.1mS – 200.0mS	0 – 127	table#5	
4	HPF Cutoff	Thru – 8.0kHz	0 – 52	table#3	
5	LPF Cutoff	1.0kHz – Thru	34 – 60	table#3	
6					
7					
8					
9					
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	●
11					
12					
13					
14	High Damp	0.1 – 1.0	1 – 10		
15					
16					

**DELAY LCR1, DELAY LCR2**  
**(All the DSP blocks)**

**MSB = 5**

No.	Parameter	Display	Value	See Table	Control
1	Lch Delay	0.1 – 1638.3ms	1 – 16383		
2	Rch Delay	0.1 – 1638.3ms	1 – 16383		
3	Cch Delay	0.1 – 1638.3ms	1 – 16383		
4	Feedback Delay	0.1 – 1638.3ms	1 – 16383		
5	Feedback Level	-63 – +63	1 – 127	table#16	
6	Cch Level	0 – 127	0 – 127	table#18	
7	High Damp	0.1 – 1.0	1 – 10		
8					
9					
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	●
11					
12					
13	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
14	EQ Low Gain	-12 – +12dB	52 – 76		
15	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
16	EQ High Gain	-12 – +12dB	52 – 76		

**DELAY LR**  
**(All the DSP blocks)**

**MSB = 6**

No.	Parameter	Display	Value	See Table	Control
1	Lch Delay	0.1 – 1638.3ms	1 – 16383		
2	Rch Delay	0.1 – 1638.3ms	1 – 16383		
3	Feedback Delay 1	0.1 – 1638.3ms	1 – 16383		
4	Feedback Delay 2	0.1 – 1638.3ms	1 – 16383		
5	Feedback Level	-63 – +63	1 – 127	table#16	
6	High Damp	0.1 – 1.0	1 – 10		
7					
8					
9					
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	●
11					
12					
13	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
14	EQ Low Gain	-12 – +12dB	52 – 76		
15	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
16	EQ High Gain	-12 – +12dB	52 – 76		

**ECHO**  
**(All the DSP blocks)**

**MSB = 7**

No.	Parameter	Display	Value	See Table	Control
1	Lch Delay1	0.1 – 1486.0ms	1 – 14860		
2	Lch Feedback Level	-63 – +63	1 – 127	table#16	
3	Rch Delay1	0.1 – 1486.0ms	1 – 14860		
4	Rch Feedback Level	-63 – +63	1 – 127	table#16	
5	High Damp	0.1 – 1.0	1 – 10		
6	Lch Delay2	0.1 – 1486.0ms	1 – 14860		
7	Rch Delay2	0.1 – 1486.0ms	1 – 14860		
8	Delay2 Level	0 – 127	0 – 127	table#18	
9					
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	●
11					
12					
13	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
14	EQ Low Gain	-12 – +12dB	52 – 76		
15	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
16	EQ High Gain	-12 – +12dB	52 – 76		

**CROSS DELAY 1, CROSS DELAY 2**  
**(All the DSP blocks)**

**MSB = 8**

No.	Parameter	Display	Value	See Table	Control
1	L->R Delay	0.1 – 1486.0ms	1 – 14860		
2	R->L Delay	0.1 – 1486.0ms	1 – 14860		
3	Feedback Level	-63 – +63	1 – 127	table#16	
4	Input Select	L, R, L&R	0 – 2		
5	High Damp	0.1 – 1.0	1 – 10		
6					
7					
8					
9					
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	●
11					
12					
13	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
14	EQ Low Gain	-12 – +12dB	52 – 76		
15	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
16	EQ High Gain	-12 – +12dB	52 – 76		

**ER1, ER2**  
**(Chorus and all the DSP blocks)**

**MSB = 9**

No.	Parameter	Display	Value	See Table	Control
1	Type	S-H, L-H, Rdm, Rvs, Plt, Spr	0 – 5		
2	Room Size	0.1 – 20.0	0 – 127	table#6	
3	Diffusion	0 – 10	0 – 10		
4	Initial Delay	0.1mS – 200.0mS	0 – 127	table#5	
5	Feedback Level	-63 – +63	1 – 127	table#16	
6	HPF Cutoff	Thru – 8.0kHz	0 – 52	table#3	
7	LPF Cutoff	1.0kHz – Thru	34 – 60	table#3	
8					
9					
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	●
11	Liveness	0 – 10	0 – 10		
12	Density	0 – 3	0 – 3		
13	High Damp	0.1 – 1.0	1 – 10		
14					
15					
16					

**GATE REVERB  
REVERB GATE  
(All the DSP blocks)**

**MSB = 10  
MSB = 11**

No.	Parameter	Display	Value	See Table	Control
1	Type	TypeA, TypeB	0 - 1		
2	Room Size	0.1 - 20.0	0 - 127	table#6	
3	Diffusion	0 - 10	0 - 10		
4	Initial Delay	0.1mS - 200.0mS	0 - 127	table#5	
5	Feedback Level	-63 - +63	1 - 127	table#16	
6	HPF Cutoff	Thru - 8.0kHz	0 - 52	table#3	
7	LPF Cutoff	1.0kHz - Thru	34 - 60	table#3	
8					
9					
10	Dry/Wet	D63>W - D=W - D<W63	1 - 127	table#15	●
11	Liveness	0 - 10	0 - 10		
12	Density	0 - 3	0 - 3		
13	High Damp	0.1 - 1.0	1 - 10		
14					
15					
16					

**WHITE ROOM  
TUNNEL  
CANYON  
BASEMENT  
(Reverb and all the DSP blocks)**

**MSB = 16  
MSB = 17  
MSB = 18  
MSB = 19**

No.	Parameter	Display	Value	See Table	Control
1	Reverb Time	0.3 - 30.0s	0 - 69	table#4	
2	Diffusion	0 - 10	0 - 10		
3	Initial Delay	0.1mS - 200.0mS (Reverb block)	0 - 127	table#5	
		0.1mS - 99.3mS (DSP blocks)	0 - 63		
4	HPF Cutoff	Thru - 8.0kHz	0 - 52	table#3	
5	LPF Cutoff	1.0kHz - Thru	34 - 60	table#3	
6	Width	0.5 - 30.2m (Reverb block)	0 - 104	table#11	
		0.5 - 10.2m (DSP blocks)	0 - 37		
7	Height	0.5 - 30.2m (Reverb block)	0 - 104	table#11	
		0.5 - 20.2m (DSP blocks)	0 - 73		
8	Depth	0.5 - 30.2m	0 - 104	table#11	
9	Wall Vary	0 - 30	0 - 30		
10	Dry/Wet	D63>W - D=W - D<W63	1 - 127	table#15	●
11	Rev Delay	0.1mS - 200.0mS (Reverb block)	0 - 127	table#5	
		0.1mS - 99.3mS (DSP blocks)	0 - 63		
12	Density	0 - 4	0 - 4		
13	Er/Rev Balance	E63>R - E=R - E<R63	1 - 127		
14	High Damp	0.1 - 1.0	1 - 10		
15	Feedback Level	-63 - +63	1 - 127	table#16	
16					

**KARAOKE1, 2, 3  
(Chorus and all the DSP blocks)**

**MSB = 20**

No.	Parameter	Display	Value	See Table	Control
1	Delay Time	0.1mS - 400.0mS	0 - 127	table#7	
2	Feedback Level	-63 - +63	1 - 127	table#16	
3	HPF Cutoff	Thru - 8.0kHz	0 - 52	table#3	
4	LPF Cutoff	1.0kHz - Thru	34 - 60	table#3	
5					
6					
7					
8					
9					
10	Dry/Wet	D63>W - D=W - D<W63	1 - 127	table#15	●
11	Density	0 - 3	0 - 3		
12					
13					
14					
15					
16					

**TEMPO DELAY 1, 2  
TEMPO ECHO  
(Chorus and all the DSP blocks)**

**MSB = 21**

No.	Parameter	Display	Value	See Table	Control
1	Delay Time	64th/3 - 4thx6	0 - 19	table#14	
2	Feedback Level	-63 - +63	1 - 127	table#16	
3	Feedback High Dump	0.1 - 1.0	1 - 10		
4	L/R Diffusion	1(-63ms) - 64(0ms) - 127(63ms)	1 - 127		
5	Lag	1(-63ms) - 64(0ms) - 127(63ms)	1 - 127		
6					

No.	Parameter	Display	Value	See Table	Control
7					
8					
9					
10	Dry/Wet	D63>W - D=W - D<W63	1 - 127	table#15	●
11					
12					
13	EQ Low Frequency	32Hz - 2.0kHz	4 - 40		
14	EQ Low Gain	-12 - +12dB	52 - 76		
15	EQ High Frequency	500Hz - 16.0kHz	28 - 58		
16	EQ High Gain	-12 - +12dB	52 - 76		

**TEMPO CROSS 1, 2, 3, 4  
(Chorus and all the DSP blocks)**

**MSB = 22**

No.	Parameter	Display	Value	See Table	Control
1	Delay Time L>R	64th/3 - 4thx6	0 - 19	table#14	
2	Delay Time R>L	64th/3 - 4thx6	0 - 19	table#14	
3	Feedback Level	-63 - +63	1 - 127	table#16	
4	Input Select	L, R, L&R	0 - 2		
5	Feedback High Dump	0.1 - 1.0	1 - 10		
6	Lag	1(-63ms) - 64(0ms) - 127(63ms)	1 - 127		
7					
8					
9					
10	Dry/Wet	D63>W - D=W - D<W63	1 - 127	table#15	●
11					
12					
13	EQ Low Frequency	32Hz - 2.0kHz	4 - 40		
14	EQ Low Gain	-12 - +12dB	52 - 76		
15	EQ High Frequency	500Hz - 16.0kHz	28 - 58		
16	EQ High Gain	-12 - +12dB	52 - 76		

**CHORUS 5, 6, 7, 8, CHORUS FAST, CHORUS LITE,  
GM CHORUS 1, 2, 3, 4, FB CHORUS  
CHORUS 1, 2, 3, 4, CELESTE 1, 2, ROTARY SP5  
(Chorus and all the DSP blocks)**

**MSB = 65  
MSB = 66**

No.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz - 39.7Hz	0 - 127	table#1	
2	LFO Depth	0 - 127	0 - 127	table#19	
3	Feedback Level	-63 - +63	1 - 127	table#17	
4	Delay Offset	0.0mS - 50mS	0 - 127	table#2	
5					
6	EQ Low Frequency	32Hz - 2.0kHz	4 - 40	table#3	
7	EQ Low Gain	-12 - +12dB	52 - 76		
8	EQ High Frequency	500Hz - 16.0kHz	28 - 58	table#3	
9	EQ High Gain	-12 - +12dB	52 - 76		
10	Dry/Wet	D63>W - D=W - D<W63	1 - 127	table#15	●
11	EQ Mid Frequency	100Hz - 10.0kHz	14 - 54	table#3	
12	EQ Mid Gain	-12 - +12dB	52 - 76		
13	EQ Mid Width	0.1 - 12.0	1 - 120		
14					
15	Input Mode	mono/stereo	0 - 1		
16					

**FLANGER1, 2, 3, 4, 5, GM FLANGER  
(Chorus and all the DSP blocks)**

**MSB = 67**

No.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz - 39.7Hz	0 - 127	table#1	
2	LFO Depth	0 - 127	0 - 127	table#19	
3	Feedback Level	-63 - +63	1 - 127	table#17	
4	Delay Offset	0.0mS - 50mS	0 - 127	table#2	
5					
6	EQ Low Frequency	32Hz - 2.0kHz	4 - 40	table#3	
7	EQ Low Gain	-12 - +12dB	52 - 76		
8	EQ High Frequency	500Hz - 16.0kHz	28 - 58	table#3	
9	EQ High Gain	-12 - +12dB	52 - 76		
10	Dry/Wet	D63>W - D=W - D<W63	1 - 127	table#15	●
11	EQ Mid Frequency	100Hz - 10.0kHz	14 - 54	table#3	
12	EQ Mid Gain	-12 - +12dB	52 - 76		
13	EQ Mid Width	0.1 - 12.0	1 - 120		
14	LFO Phase Difference	-180 - +180deg (resolution=3deg.)	4 - 124		
15					
16					

Effect Parameter List / Liste der Effektparameter / Liste des paramètres d'effets

**SYMPHONIC1, 2**  
(Chorus and all the DSP blocks)

MSB = 68

No.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0 – 127	table#1	
2	LFO Depth	0 – 127	0 – 127	table#19	
3	Delay Offset	0.0mS – 50mS	0 – 127	table#2	
4					
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
7	EQ Low Gain	-12 – +12dB	52 – 76		
8	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
9	EQ High Gain	-12 – +12dB	52 – 76		
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	●
11	EQ Mid Frequency	100Hz – 10.0kHz	14 – 54	table#3	
12	EQ Mid Gain	-12 – +12dB	52 – 76		
13	EQ Mid Width	0.1 – 12.0	1 – 120		
14					
15					
16					

**ROTARY SP1, 6**  
(Chorus and all the DSP blocks)

MSB = 69, LSB = 0, 16

No.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0 – 127	table#1	●
2	LFO Depth	0 – 127	0 – 127	table#19	
3					
4					
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
7	EQ Low Gain	-12 – +12dB	52 – 76		
8	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
9	EQ High Gain	-12 – +12dB	52 – 76		
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	
11	EQ Mid Frequency	100Hz – 10.0kHz	14 – 54	table#3	
12	EQ Mid Gain	-12 – +12dB	52 – 76		
13	EQ Mid Width	0.1 – 12.0	1 – 120		
14					
15					
16					

**DST+ROT SP**  
**OD+ROT SP**  
(All the DSP blocks)

MSB = 69, LSB = 1  
MSB = 69, LSB = 2

No.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0 – 127	table#1	●
2	LFO Depth	0 – 127	0 – 127	table#19	
3					
4					
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
7	EQ Low Gain	-12 – +12dB	52 – 76		
8	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
9	EQ High Gain	-12 – +12dB	52 – 76		
10	Dry/Wet	D63>W – D=W – D<W=63	1 – 127	table#15	
11					
12					
13					
14	Drive	0 – 127	0 – 127		
15	LPF Cutoff	1kHz – Thru	34 – 60	table#3	
16	Output Level	0 – 127	0 – 127	table#18	

**AMP+ROT SP**  
(All the DSP blocks)

MSB = 69, LSB = 3

No.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0 – 127	table#1	●
2	LFO Depth	0 – 127	0 – 127	table#19	
3	AMP Type	Off, Stack, Combo, Tube	0 – 3		
4					
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
7	EQ Low Gain	-12 – +12dB	52 – 76		
8	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
9	EQ High Gain	-12 – +12dB	52 – 76		
10	Dry/Wet	D63>W – D=W – D<W=63	1 – 127	table#15	
11					
12					
13					
14	Drive	0 – 127	0 – 127		
15	LPF Cutoff	1kHz – Thru	34 – 60	table#3	
16	Output Level	0 – 127	0 – 127	table#18	

**TREMOLO1, 3, EP TREMOLO, GT TREMOLO2,**  
**ROTARY SP4**  
(Chorus and all the DSP blocks)

MSB = 70

No.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0 – 127	table#1	●
2	AM Depth	0 – 127	0 – 127		
3	PM Depth	0 – 127	0 – 127		
4					
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
7	EQ Low Gain	-12 – +12dB	52 – 76		
8	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
9	EQ High Gain	-12 – +12dB	52 – 76		
10					
11	EQ Mid Frequency	100Hz – 10.0kHz	14 – 54	table#3	
12	EQ Mid Gain	-12 – +12dB	52 – 76		
13	EQ Mid Width	0.1 – 12.0	1 – 120		
14	LFO Phase Difference	-180 – +180deg (resolution=3deg.)	4 – 124		
15	Input Mode	mono/stereo	0 – 1		
16					

**AUTO PAN1, 2, EP AUTOPAN, TREMOLO2,**  
**GT TREMOLO1, ROTARY SP2, 3, 7**  
(Chorus and all the DSP blocks)

MSB = 71,  
LSB = 0,16,17,18,19, 20, 21, 22

No.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0 – 127	table#1	●
2	L/R Depth	0 – 127	0 – 127		
3	F/R Depth	0 – 127	0 – 127		
4	PAN Direction	L<->R, L->R, L<-R, Lturn, Rturn, L/R	0 – 5		
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
7	EQ Low Gain	-12 – +12dB	52 – 76		
8	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
9	EQ High Gain	-12 – +12dB	52 – 76		
10					
11	EQ Mid Frequency	100Hz – 10.0kHz	14 – 54	table#3	
12	EQ Mid Gain	-12 – +12dB	52 – 76		
13	EQ Mid Width	0.1 – 12.0	1 – 120		
14					
15					
16					

**AUTO PAN3**

(Chorus and all the DSP blocks)

MSB = 71, LSB = 1

No.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0 – 127	table#1	●
2	L/R Depth	0 – 127	0 – 127		
3	F/R Depth	0 – 127	0 – 127		
4	PAN Direction	L<->R, L->R, L<-R, Lturn, Rturn, L/R	0 – 5		
5	LFO Wave	0 – 28	0 – 28		
6	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
7	EQ Low Gain	-12 – +12dB	52 – 76		
8	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
9	EQ High Gain	-12 – +12dB	52 – 76		
10					
11	EQ Mid Frequency	100Hz – 10.0kHz	14 – 54	table#3	
12	EQ Mid Gain	-12 – +12dB	52 – 76		
13	EQ Mid Width	0.1 – 12.0	1 – 120		
14					
15	Input Mode	Mono, Stereo	0 – 1		
16					

**PHASER 1, EP PHASER1, 2, 3**  
(Chorus and all the DSP blocks)

MSB = 72, LSB = 0, 16, 17, 18

No.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0 – 127	table#1	
2	LFO Depth	0 – 127	0 – 127	table#19	
3	Phase Shift Offset	0 – 127	0 – 127		
4	Feedback Level	-63 – +63	1 – 127	table#16	
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
7	EQ Low Gain	-12 – +12dB	52 – 76		
8	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
9	EQ High Gain	-12 – +12dB	52 – 76		
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	●
11	Stage	4 – 22	4 – 22		
12	Diffusion	mono/stereo	0 – 1		
13					
14					

No.	Parameter	Display	Value	See Table	Control
15					
16					

**PHASER 2, 3** **MSB = 72, LSB = 8, 19**  
**(Chorus and all the DSP blocks)**

No.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0 – 127	table#1	
2	LFO Depth	0 – 127	0 – 127	table#19	
3	Phase Shift Offset	0 – 127	0 – 127		
4	Feedback Level	-63 – +63	1 – 127	table#16	
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
7	EQ Low Gain	-12 – +12dB	52 – 76		
8	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
9	EQ High Gain	-12 – +12dB	52 – 76		
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	●
11	Stage	3 – 11	3 – 11		
12					
13	LFO Phase Difference	-180deg – +180deg (resolution=3deg.)	4 – 124		
14					
15					
16					

**DIST HEAVY** **MSB = 73, LSB = 0**  
**OVERDRIVE** **MSB = 74, LSB = 0**  
**(All the DSP blocks)**

No.	Parameter	Display	Value	See Table	Control
1	Drive	0 – 127	0 – 127		●
2	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
3	EQ Low Gain	-12 – +12dB	52 – 76		
4	LPF Cutoff	1.0kHz – Thru	34 – 60	table#3	
5	Output Level	0 – 127	0 – 127	table#18	
6					
7	EQ Mid Frequency	100Hz – 10.0kHz	14 – 54	table#3	
8	EQ Mid Gain	-12 – +12dB	52 – 76		
9	EQ Mid Width	0.1 – 12.0	1 – 120		
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	
11	Edge (Clip Curve)	0 – 127 (mild – sharp)	0 – 127		
12					
13					
14					
15					
16					

**COMP+DIST1, 2** **MSB = 73, LSB = 1, 16**  
**(All the DSP blocks)**

No.	Parameter	Display	Value	See Table	Control
1	Drive	0 – 127	0 – 127		●
2	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
3	EQ Low Gain	-12 – +12dB	52 – 76		
4	LPF Cutoff	1.0kHz – Thru	34 – 60	table#3	
5	Output Level	0 – 127	0 – 127	table#18	
6					
7	EQ Mid Frequency	100Hz – 10.0kHz	14 – 54	table#3	
8	EQ Mid Gain	-12 – +12dB	52 – 76		
9	EQ Mid Width	0.1 – 12.0	1 – 120		
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	
11	Edge (Clip Curve)	0 – 127 (mild – sharp)	0 – 127		
12	Attack	1ms – 40ms	0 – 19	table#8	
13	Release	10ms – 680ms	0 – 15	table#9	
14	Threshold	-48dB – -6dB	79 – 121		
15	Ratio	1.0 – 20.0	0 – 7	table#10	
16					

**ST DIST** **MSB = 73, LSB = 8**  
**ST OD** **MSB = 74, LSB = 8**  
**(All the DSP blocks)**

No.	Parameter	Display	Value	See Table	Control
1	Drive	0 – 127	0 – 127		●
2	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
3	EQ Low Gain	-12 – +12dB	52 – 76		
4	LPF Cutoff	1kHz – Thru	34 – 60		
5	Output Level	0 – 127	0 – 127	table#18	
6					
7	EQ Mid Frequency	100Hz – 10.0kHz	14 – 54	table#3	
8	EQ Mid Gain	-12 – +12dB	52 – 76		
9	EQ Mid Width	0.1 – 12.0	1 – 120		
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	

No.	Parameter	Display	Value	See Table	Control
11	Edge (Clip Curve)	0 – 127	0 – 127		
12					
13					
14					
15					
16					

**AMP SIM1, DIST HARD1, DIST HARD2,**  
**DIST SOFT1, DIST SOFT2** **MSB = 75, LSB = 0,16,17, 22, 23**  
**(All the DSP blocks)**

No.	Parameter	Display	Value	See Table	Control
1	Drive	0 – 127	0 – 127		●
2	AMP Type	Off, Stack, Combo, Tube	0 – 3		
3	LPF Cutoff	1.0kHz – Thru	34 – 60	table#3	
4	Output Level	0 – 127	0 – 127	table#18	
5					
6					
7					
8					
9					
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	
11	Edge (Clip Curve)	0 – 127 (mild – sharp)	0 – 127		
12					
13					
14					
15					
16					

**AMP SIM2** **MSB = 75, LSB = 1**  
**(All the DSP blocks)**

No.	Parameter	Display	Value	See Table	Control
1	Drive	0 – 127	0 – 127		●
2	AMP Type	Off, Stack, Combo, Tube, Crunch, Hi gain, British	0 – 6		
3	LPF Cutoff	1.0kHz – Thru	34 – 60	table#3	
4	Output Level	0 – 127	0 – 127	table#18	
5					
6					
7					
8					
9					
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	
11					
12					
13					
14					
15					
16					

**ST AMP SOLID, ST AMP CRUNC, ST AMP BLUES,**  
**ST AMP CLEAN, ST AMP HARP** **MSB = 75,**  
**LSB = 27, 28, 29, 30, 31**  
**ST AMP1, 2, 3, 4, 5, 6, ST DIST HARD, ST DIST SOFT** **MSB = 75,**  
**LSB = 8, 18, 19, 20, 21, 24, 25, 26**  
**(All the DSP blocks)**

No.	Parameter	Display	Value	See Table	Control
1	Drive	0 – 127	0 – 127		●
2	AMP Type	Off, Stack, Combo, Tube	0 – 3		
3	LPF Cutoff	1kHz – Thru	34 – 60	table#3	
4	Output Level	0 – 127	0 – 127	table#18	
5					
6					
7					
8					
9					
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	
11	Edge (Clip Curve)	0 – 127 (mild – sharp)	0 – 127		
12					
13					
14					
15					
16					

**3BAND EQ, EQ DISCO, EQ TEL, ST 3 BAND EQ, LO-FI DRUM3, 4**  
(All the DSP blocks) **MSB = 76**

No.	Parameter	Display	Value	See Table	Control
1	EQ Low Gain	-12 - +12dB	52 - 76		
2	EQ Mid Frequency	100Hz - 16.0kHz	14 - 58	table#3	
3	EQ Mid Gain	-12 - +12dB	52 - 76		
4	EQ Mid Width	0.1 - 12.0	1 - 120		
5	EQ High Gain	-12 - +12dB	52 - 76		
6	EQ Low Frequency	50Hz - 2.0kHz	8 - 40	table#3	
7	EQ High Frequency	500Hz - 16.0kHz	28 - 58	table#3	
8					
9					
10					
11					
12					
13					
14					
15	Input Mode	mono/stereo	0 - 1		
16					

**2BAND EQ**  
(All the DSP blocks) **MSB = 77**

No.	Parameter	Display	Value	See Table	Control
1	EQ Low Frequency	32Hz - 2.0kHz	4 - 40	table#3	
2	EQ Low Gain	-12 - +12dB	52 - 76		
3	EQ High Frequency	500Hz - 16.0kHz	28 - 58	table#3	
4	EQ High Gain	-12 - +12dB	52 - 76		
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

**AUTO WAH1, 2**  
(All the DSP blocks) **MSB = 78, LSB = 0, 16**

No.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz - 39.7Hz	0 - 127	table#1	
2	LFO Depth	0 - 127	0 - 127	table#19	
3	Cutoff Frequency Offset	0 - 127	0 - 127		●
4	Resonance	1.0 - 12.0	10 - 120		
5					
6	EQ Low Frequency	32Hz - 2.0kHz	4 - 40	table#3	
7	EQ Low Gain	-12 - +12dB	52 - 76		
8	EQ High Frequency	500Hz - 16.0kHz	28 - 58	table#3	
9	EQ High Gain	-12 - +12dB	52 - 76		
10	Dry/Wet	D63>W - D=W - D<W63	1 - 127	table#15	
11	Drive	0 - 127	0 - 127		
12					
13					
14					
15					
16					

**AT.WAH+DST1, 2, AT.WH+DST HD, AT.WH+DST HV, AT.WH+DST LT**  
**AT.WAH+OD1, 2, AT.WH+OD HD, AT.WH+OD HV, AT.WH+OD LT**  
(All the DSP blocks) **MSB = 78, LSB = 1, 17, 21, 23, 25**  
**MSB = 78, LSB = 2, 18, 22, 24, 26**

No.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz - 39.7Hz	0 - 127	table#1	
2	LFO Depth	0 - 127	0 - 127	table#19	
3	Cutoff Frequency Offset	0 - 127	0 - 127		●
4	Resonance	1.0 - 12.0	10 - 120		
5					
6	EQ Low Frequency	32Hz - 2.0kHz	4 - 40	table#3	
7	EQ Low Gain	-12 - +12dB	52 - 76		
8	EQ High Frequency	500Hz - 16.0kHz	28 - 58	table#3	
9	EQ High Gain	-12 - +12dB	52 - 76		
10	Dry/Wet	D63>W - D=W - D<W63	1 - 127	table#15	
11	Drive	0 - 127	0 - 127		
12	EQ Low Gain (distortion)	-12 - +12dB	52 - 76		
13	EQ Mid Gain (distortion)	-12 - +12dB	52 - 76		

No.	Parameter	Display	Value	See Table	Control
14	LPF Cutoff	1.0kHz - thru	34 - 60	table#3	
15	Output Level	0 - 127	0 - 127	table#18	
16					

**TEMPO AT.WAH**  
(All the DSP blocks) **MSB = 79, LSB = 0**

No.	Parameter	Display	Value	See Table	Control
1	LFO Freq	16th - 4thx16	5 - 29	table#14	
2	LFO Depth	0 - 127	0 - 127	table#19	
3	Cutoff Frequency Offset	0 - 127	0 - 127		●
4	Resonance	1.0 - 12.0	10 - 120		
5					
6	EQ Low Frequency	32Hz - 2.0kHz	4 - 40	table#3	
7	EQ Low Gain	-12 - +12dB	52 - 76		
8	EQ High Frequency	500Hz - 16.0kHz	28 - 58	table#3	
9	EQ High Gain	-12 - +12dB	52 - 76		
10	Dry/Wet	D63>W - D=W - D<W63	1 - 127	table#15	
11	Drive	0 - 127	0 - 127		
12					
13					
14					
15					
16					

**T\_AT.WH+DST, T\_A.WH+DSTHD, T\_A.WH+DSTHV, T\_A.WH+DSTLT**  
**T\_AT.WH+OD, T\_A.WH+OD HD, T\_A.WH+OD HV, T\_A.WH+OD LT**  
(All the DSP blocks) **MSB = 79, LSB = 1, 21, 23, 25**  
**MSB = 79, LSB = 2, 22, 24, 26**

No.	Parameter	Display	Value	See Table	Control
1	LFO Freq	16th - 4thx16	5 - 29	table#14	
2	LFO Depth	0 - 127	0 - 127	table#19	
3	Cutoff Frequency Offset	0 - 127	0 - 127		●
4	Resonance	1.0 - 12.0	10 - 120		
5					
6	EQ Low Frequency	32Hz - 2.0kHz	4 - 40	table#3	
7	EQ Low Gain	-12 - +12dB	52 - 76		
8	EQ High Frequency	500Hz - 16.0kHz	28 - 58	table#3	
9	EQ High Gain	-12 - +12dB	52 - 76		
10	Dry/Wet	D63>W - D=W - D<W63	1 - 127	table#15	
11	Drive	0 - 127	0 - 127		
12	EQ Low Gain (distortion)	-12 - +12dB	52 - 76		
13	EQ Mid Gain (distortion)	-12 - +12dB	52 - 76		
14	LPF Cutoff	1.0kHz - Thru	34 - 60	table#3	
15	Output Level	0 - 127	0 - 127	table#18	
16					

**PITCH CHG1, 2**  
(Chorus and all the DSP blocks) **MSB = 80, LSB = 0, 16**

No.	Parameter	Display	Value	See Table	Control
1	Pitch	-24 - +24	40 - 88		
2	Initial Delay	0.1mS - 400.0mS	0 - 127	table#7	
3	Fine 1	-50 - +50	14 - 114		
4	Fine 2	-50 - +50	14 - 114		
5	Feedback Level	-63 - +63	1 - 127		
6					
7					
8					
9					
10	Dry/Wet	D63>W - D=W - D<W63	1 - 127	table#15	●
11	Pan 1	L63 - R63	1 - 127		
12	Output Level 1	0 - 127	0 - 127	table#18	
13	Pan 2	L63 - R63	1 - 127		
14	Output Level 2	0 - 127	0 - 127	table#18	
15					
16					

**PITCH CHG3**  
(Chorus and all the DSP blocks) **MSB = 80, LSB = 1**

No.	Parameter	Display	Value	See Table	Control
1	Pitch	-24 - +24	40 - 88		
2	Initial Delay	0.1mS - 400.0mS	0 - 127	table#7	
3	Fine 1	-50 - +50cent	14 - 114		
4	Fine 2	-50 - +50cent	14 - 114		
5	Feedback Level	-63 - +63	1 - 127		
6					
7					
8					
9					
10	Dry/Wet	D63>W - D=W - D<W63	1 - 127	table#15	●



No.	Parameter	Display	Value	See Table	Control
11	Pan 1	L63 – R63	1 – 127		
12	Output Level 1	0 – 127	0 – 127	table#18	
13	Pan 2	L63 – R63	1 – 127		
14	Output Level 2	0 – 127	0 – 127	table#18	
15					
16					

**HM ENHANCER1, 2** **MSB = 81**  
**(All the DSP blocks)**

No.	Parameter	Display	Value	See Table	Control
1	HPF Cutoff	500Hz – 16.0kHz	28 – 58		
2	Drive	0 – 127	0 – 127		
3	Mix Level	0 – 127	0 – 127		
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

**TOUCH WAH1, TC.WH+DST1, TC.WH+DST2** **MSB = 82, LSB = 0, 1, 16**  
**(All the DSP blocks)**

No.	Parameter	Display	Value	See Table	Control
1	Sensitivity	0 – 127	0 – 127		
2	Cutoff Frequency Offset	0 – 127	0 – 127		●
3	Resonance	1.0 – 12.0	10 – 120		
4					
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
7	EQ Low Gain	-12 – +12dB	52 – 76		
8	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
9	EQ High Gain	-12 – +12dB	52 – 76		
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	
11	Drive	0 – 127	0 – 127		
12					
13					
14					
15					
16					

**TOUCH WAH2** **MSB = 82, LSB = 8**  
**TC.WH+DST HD, TC.WH+DST HV, TC.WH+DST LT** **MSB = 82, LSB = 21, 23, 25**  
**TC.WH+OD1,2, TC.WH+OD HD, TC.WH+OD HV,**  
**TC.WH+OD LT** **MSB = 82, LSB = 2, 17, 22, 24, 26**  
**CLAVI TC.WAH, EP TC.WAH** **MSB = 82, LSB = 18, 19**  
**(All the DSP blocks)**

No.	Parameter	Display	Value	See Table	Control
1	Sensitivity	0 – 127	0 – 127		
2	Cutoff Frequency Offset	0 – 127	0 – 127		●
3	Resonance	1.0 – 12.0	10 – 120		
4					
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
7	EQ Low Gain	-12 – +12dB	52 – 76		
8	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
9	EQ High Gain	-12 – +12dB	52 – 76		
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	
11	Drive	0 – 127	0 – 127		
12	EQ Low Gain (distortion)	-12 – +12dB	52 – 76		
13	EQ Mid Gain (distortion)	-12 – +12dB	52 – 76		
14	LPF Cutoff	1.0kHz – thru	34 – 60	table#3	
15	Output Level	0 – 127	0 – 127	table#18	
16	Release	10 – 680mS	52 – 67	table#12	

**COMPRESSOR, COMP MED, COMP HEAVY** **MSB = 83**  
**(All the DSP blocks)**

No.	Parameter	Display	Value	See Table	Control
1	Attack	1 – 40ms	0 – 19	table#8	
2	Release	10 – 680ms	0 – 15	table#9	
3	Threshold	-48 – -6dB	79 – 121		

No.	Parameter	Display	Value	See Table	Control
4	Ratio	1.0 – 20.0	0 – 7	table#10	
5	Output Level	0 – 127	0 – 127	table#18	
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

**NOISE GATE** **MSB = 84**  
**(All the DSP blocks)**

No.	Parameter	Display	Value	See Table	Control
1	Attack	1 – 40ms	0 – 19	table#8	
2	Release	10 – 680ms	0 – 15	table#9	
3	Threshold	-72 – -30dB	55 – 97		
4	Output Level	0 – 127	0 – 127	table#18	
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

**VCE CANCEL** **MSB = 85**  
**(All the DSP blocks)**

No.	Parameter	Display	Value	See Table	Control
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11	Low Adjust	0 – 26	0 – 26		
12	High Adjust	0 – 26	0 – 26		
13					
14					
15					
16					

**2WAY ROT SP** **MSB = 86, LSB = 0**  
**(Chorus and all the DSP blocks)**

No.	Parameter	Display	Value	See Table	Control
1	Rotor Speed	0.0Hz – 39.7Hz	0 – 127	table#1	●
2	Drive Low	0 – 127	0 – 127		
3	Drive High	0 – 127	0 – 127		
4	Low/High	L63>H – L=H – L<H63	1 – 127		
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
7	EQ Low Gain	-12 – +12dB	52 – 76		
8	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
9	EQ High Gain	-12 – +12dB	52 – 76		
10					
11	Crossover Frequency	100Hz – 10.0kHz	14 – 54	table#3	
12	Mic L-R Angle	0deg – 180deg (resolution=3deg.)	0 – 60		
13					
14					
15					
16					

Effect Parameter List / Liste der Effektparameter / Liste des paramètres d'effets

**DST+2ROT SP**  
**OD+2ROT SP**  
**(All the DSP blocks)**

**MSB = 86, LSB = 1**  
**MSB = 86, LSB = 2**

No.	Parameter	Display	Value	See Table	Control
1	Rotor Speed	0.0 – 39.7Hz	0 – 127	table#1	●
2	Drive Low	0 – 127	0 – 127		
3	Drive High	0 – 127	0 – 127		
4	Low/High Balance	L63>H – L=H – L<H=63	1 – 127		
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
7	EQ Low Gain	-12 – +12dB	52 – 76		
8	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
9	EQ High Gain	-12 – +12dB	52 – 76		
10					
11	Crossover Frequency	100Hz – 10.0kHz	14 – 54	table#3	
12	Mic L-R Angle	0 – 180deg	0 – 60		
13					
14	Drive	0 – 127	0 – 127		
15	LPF Cutoff	1kHz – Thru	34 – 60		
16	Output Level	0 – 127	0 – 127	table#18	

**AMP+2ROT SP**  
**(All the DSP blocks)**

**MSB = 86, LSB = 3**

No.	Parameter	Display	Value	See Table	Control
1	Rotor Speed	0.0 – 39.7Hz	0 – 127	table#1	●
2	Drive Low	0 – 127	0 – 127		
3	Drive High	0 – 127	0 – 127		
4	Low/High Balance	L63>H – L=H – L<H=63	1 – 127		
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
7	EQ Low Gain	-12 – +12dB	52 – 76		
8	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
9	EQ High Gain	-12 – +12dB	52 – 76		
10					
11	Crossover Frequency	100Hz – 10.0kHz	14 – 54	table#3	
12	Mic L-R Angle	0 – 180deg	0 – 60		
13	AMP Type	Off, Stack, Combo, Tube	0 – 3		
14	Drive	0 – 127	0 – 127		
15	LPF Cutoff	1kHz – Thru	34 – 60		
16	Output Level	0 – 127	0 – 127	table#18	

**ENS DETUNE 1, 2**  
**(Chorus and all the DSP blocks)**

**MSB = 87**

No.	Parameter	Display	Value	See Table	Control
1	Detune	-50 – +50cent	14 – 114		
2	Lch Init Delay	0.0ms – 50ms	0 – 127	table#2	
3	Rch Init Delay	0.0ms – 50ms	0 – 127	table#2	
4					
5					
6					
7					
8					
9					
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	●
11	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
12	EQ Low Gain	-12 – +12dB	52 – 76		
13	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
14	EQ High Gain	-12 – +12dB	52 – 76		
15					
16					

**AMBIENCE**  
**(All the DSP blocks)**

**MSB = 88**

No.	Parameter	Display	Value	See Table	Control
1	Delay Time	0.0ms – 50ms	0 – 127	table#2	
2	Output Phase	normal/inverse	0 – 1		
3					
4					
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
7	EQ Low Gain	-12 – +12dB	52 – 76		
8	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
9	EQ High Gain	-12 – +12dB	52 – 76		
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	●
11					
12					
13					
14					
15					
16					

**TALKING MOD**  
**(All the DSP blocks)**

**MSB = 93**

No.	Parameter	Display	Value	See Table	Control
1	Vowel	a, i, u, e, o	0 – 4		●
2	Move speed	1 – 62	1 – 62		
3	Drive	0 – 127	0 – 127		
4	Output Level	0 – 127	0 – 127	table#18	
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

**LO-FI, LOOP FX1, 2, LO-FI DRUM1, 2**  
**(All the DSP blocks)**

**MSB = 94**

No.	Parameter	Display	Value	See Table	Control
1	Sampling Freq Control	44.1kHz – 345Hz	0 – 127	table#13	
2	Word Length	1 – 127	1 – 127		
3	Output Gain	-6 – +36dB	0 – 42		
4	LPF Cutoff	63Hz – Thru	10 – 60	table#3	
5	Filter Type	Thru, PowerBass, Radio, Tel, Clean, Low	0 – 5		
6	LPF Resonance	1.0 – 12.0	10 – 120		
7	Bit Assign	0 – 6	0 – 6		
8	Emphasis	Off/On	0 – 1		
9					
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	●
11					
12					
13					
14					
15	Input Mode	mono/stereo			
16					

**DST+DELAY1, 2, OD+DELAY1, 2**  
**(All the DSP blocks)**

**MSB = 95**

No.	Parameter	Display	Value	See Table	Control
1	Lch Delay Time	0.1 – 1638.3ms	1 – 16383		
2	Rch Delay Time	0.1 – 1638.3ms	1 – 16383		
3	Delay Feedback Time	0.1 – 1638.3ms	1 – 16383		
4	Delay Feedback Level	-63 – +63	1 – 127	table#16	
5	Delay Mix	0 – 127	0 – 127		
6	Dist Drive	0 – 127	0 – 127		
7	Dist Output Level	0 – 127	0 – 127	table#18	
8	Dist EQ Low Gain	-12 – +12dB	52 – 76		
9	Dist EQ Mid Gain	-12 – +12dB	52 – 76		
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	●
11					
12					
13					
14					
15					
16					

**CMP+DST+DLY1, 2, CMP+OD+DLY1, 2**  
**(All the DSP blocks)**

**MSB = 96**

No.	Parameter	Display	Value	See Table	Control
1	Delay Time	0.1 – 1638.3ms	1 – 16383		
2	Delay Feedback Level	-63 – +63	1 – 127	table#16	
3	Delay Mix	0 – 127	0 – 127		
4	Dist Drive	0 – 127	0 – 127		
5	Dist Output Level	0 – 127	0 – 127	table#18	
6	Dist EQ Low Gain	-12 – +12dB	52 – 76		
7	Dist EQ Mid Gain	-12 – +12dB	52 – 76		
8					
9					
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	●
11	Comp. Attack	1ms – 40ms	0 – 19	table#8	
12	Comp. Release	10ms – 680ms	0 – 15	table#9	
13	Comp. Threshold	-48dB – -6dB	79 – 121		
14	Comp. Ratio	1.0 – 20.0	0 – 7	table#10	
15					
16					

**WH+DST+DLY1, 2, WH+OD+DLY1, 2**  
(All the DSP blocks)

MSB = 97

No.	Parameter	Display	Value	See Table	Control
1	Delay Time	0.1 – 1638.3ms	1 – 16383		
2	Delay Feedback Level	-63 – +63	1 – 127	table#16	
3	Delay Mix	0 – 127	0 – 127		
4	Dist Drive	0 – 127	0 – 127		
5	Dist Output Level	0 – 127	0 – 127	table#18	
6	Dist EQ Low Gain	-12 – +12dB	52 – 76		
7	Dist EQ Mid Gain	-12 – +12dB	52 – 76		
8					
9					
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	●
11	Wah Sensitivity	0 – 127	0 – 127		
12	Wah Cutoff Freq Offset	0 – 127	0 – 127		
13	Wah Resonance	1.0 – 12.0	10 – 120		
14	Wah Release	10 – 680ms	52 – 67	table#12	
15					
16					

**V\_DIST HARD, V\_DIST SOFT, V\_DIST WARM, V\_DIST CLS H, V\_DIST CLS S, V\_DIST METAL, V\_DIST CRUNC, V\_DIST BLUES, V\_DIST EDGY, V\_DIST SOLID, V\_DIST CLEAN1, 2, V\_DIST TWIN, V\_DIST JZ CLN**  
(All the DSP blocks)

MSB = 98, LSB = 0, 2, 16-27

No.	Parameter	Display	Value	See Table	Control
1	Overdrive	0 – 100%	0 – 100		
2	Device	Transistor/Vintage Tube/ Dist1/Dist2/Fuzz	0 – 4		
3	Speaker	Flat/Stack/Combo/Twin/ Radio/Megaphone	0 – 5		
4	Presence	0 – 20	0 – 20		
5	Output Level	0 – 100%	0 – 100		
6					
7					
8					
9					
10	Dry/Wet Balance	D63>W – D=W – D<W63	1 – 127	table#15	●
11					
12					
13					
14					
15					
16					

**V\_DIST H+DLY, V\_DIST S+DLY**  
(All the DSP blocks)

MSB = 98, LSB = 1  
MSB = 98, LSB = 3

No.	Parameter	Display	Value	See Table	Control
1	Overdrive	0 – 100%	0 – 100		
2	Device	Transistor/Vintage Tube/ Dist1/Dist2/Fuzz	0 – 4		
3	Speaker	Flat/Stack/Combo/Twin/ Radio/Megaphone	0 – 5		
4	Presence	0 – 20	0 – 20		
5	Output Level	0 – 100%	0 – 100		
6	Delay Time L	0.1 – 1638.3ms	1 – 16383		
7	Delay Time R	0.1 – 1638.3ms	1 – 16383		
8	Delay Feedback Time	0.1 – 1638.3ms	1 – 16383		
9	Delay Feedback Level	-63 – +63	1 – 127	table#16	
10	Dry/Wet Balance	D63>W – D=W – D<W63	1 – 127	table#15	●
11	Delay Mix	0 – 127	0 – 127		
12	Feedback High Dump	0.1 – 1.0	1 – 10		
13					
14					
15					
16					

**DUAL ROT SP1, 2, DUAL ROT BRT, DUAL ROT WRM**  
(Chorus and all the DSP blocks)

MSB = 99

No.	Parameter	Display	Value	See Table	Control
1	Rotor Speed Slow	0.0 – 2.65Hz	0 – 63	table#1	
2	Horn Speed Slow	0.0 – 2.65Hz	0 – 63	table#1	
3	Rotor Speed Fast	2.69 – 39.7Hz	64 – 127	table#1	
4	Horn Speed Fast	2.69 – 39.7Hz	64 – 127	table#1	
5	Slow-Fast Time of R	0 – 127	0 – 127		
6	Slow-Fast Time of H	0 – 127	0 – 127		
7	Drive Low	0 – 127	0 – 127		
8	Drive High	0 – 127	0 – 127		
9	Low/High Balance	L63>H – L=H – L<H=63	1 – 127		
10					

No.	Parameter	Display	Value	See Table	Control
11	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
12	EQ Low Gain	-12 – +12dB	52 – 76		
13	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
14	EQ High Gain	-12 – +12dB	52 – 76		
15	Mic L-R Angle	0 – 180deg	0 – 60		
16	Speed Control	Slow/Fast	0 – 1		●

**DST+TDLY, OD+TDLY**  
(All the DSP blocks)

MSB = 100

No.	Parameter	Display	Value	See Table	Control
1	Delay Time	64th/3 – 4thx6	0 – 19	table#14	
2	Delay Feedback Level	-63 – +63	1 – 127	table#16	
3	Delay Mix	0 – 127	0 – 127		
4	Dist Drive	0 – 127	0 – 127		
5	Dist Output Level	0 – 127	0 – 127	table#18	
6	Dist EQ Low Gain	-12 – +12dB	52 – 76		
7	Dist EQ Mid Gain	-12 – +12dB	52 – 76		
8	L/R Diffusion	1(-63ms) – 64(0ms) – 127(63ms)	1 – 127		
9	Lag	1(-63ms) – 64(0ms) – 127(63ms)	1 – 127		
10	Dry/Wet	D63>W – D=W – D<W=63	1 – 127	table#15	●
11					
12					
13					
14					
15					
16					

**CMP+DST+TDL, CMP+OD+TDLY1, 2, 3, 4, 5, 6**  
(All the DSP blocks)

MSB = 101

No.	Parameter	Display	Value	See Table	Control
1	Delay Time	64th/3 – 4thx6	0 – 19	table#14	
2	Delay Feedback Level	-63 – +63	1 – 127	table#16	
3	Delay Mix	0 – 127	0 – 127		
4	Dist Drive	0 – 127	0 – 127		
5	Dist Output Level	0 – 127	0 – 127	table#18	
6	Dist EQ Low Gain	-12 – +12dB	52 – 76		
7	Dist EQ Mid Gain	-12 – +12dB	52 – 76		
8	L/R Diffusion	1(-63ms) – 64(0ms) – 127(63ms)	1 – 127		
9	Lag	1(-63ms) – 64(0ms) – 127(63ms)	1 – 127		
10	Dry/Wet	D63>W – D=W – D<W=63	1 – 127	table#15	●
11	Comp. Attack	1ms – 40ms	0 – 19	table#8	
12	Comp. Release	10ms – 680ms	0 – 15	table#9	
13	Comp. Threshold	-48dB – -6dB	79 – 121		
14	Comp. Ratio	1.0 – 20.0	0 – 7	table#10	
15					
16					

**WH+DST+TDLY, WH+OD+TDLY1, 2**  
(All the DSP blocks)

MSB = 102

No.	Parameter	Display	Value	See Table	Control
1	Delay Time	64th/3 – 4thx6	0 – 19	table#14	
2	Delay Feedback Level	-63 – +63	1 – 127	table#16	
3	Delay Mix	0 – 127	0 – 127		
4	Dist Drive	0 – 127	0 – 127		
5	Dist Output Level	0 – 127	0 – 127	table#18	
6	Dist EQ Low Gain	-12 – +12dB	52 – 76		
7	Dist EQ Mid Gain	-12 – +12dB	52 – 76		
8	L/R Diffusion	1(-63ms) – 64(0ms) – 127(63ms)	1 – 127		
9	Lag	1(-63ms) – 64(0ms) – 127(63ms)	1 – 127		
10	Dry/Wet	D63>W – D=W – D<W=63	1 – 127	table#15	●
11	Wah Sensitivity	0 – 127	0 – 127		
12	Wah Cutoff Freq Offset	0 – 127	0 – 127		
13	Wah Resonance	1.0 – 12.0	10 – 120		
14	Wah Release	10 – 680mS	52 – 67	table#12	
15					
16					

Effect Parameter List / Liste der Effektparameter / Liste des paramètres d'effets

**V\_DST H+TDL1, 2, V\_DST S+TDL1, 2, V\_DIST ROCA, V\_DST FUSION**  
(All the DSP blocks) **MSB = 103**

No.	Parameter	Display	Value	See Table	Control
1	Overdrive	0 – 100%	0 – 100		
2	Device	Transistor/Vintage Tube/ Dist1/Dist2/Fuzz	0 – 4		
3	Speaker	Flat/Stack/Combo/Twin/ Radio/Megaphone	0 – 5		
4	Presence	0 – 20	0 – 20		
5	Output Level	0 – 100%	0 – 100		
6	Delay Time	64th/3 – 4thx6	0 – 19	table#14	
7	Delay Feedback Level	-63 – +63	1 – 127	table#16	
8	L/R Diffusion	1(-63ms) – 64(0ms) – 127(63ms)	1 – 127		
9	Lag	1(-63ms) – 64(0ms) – 127(63ms)	1 – 127		
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	●
11	Delay Mix	0 – 127	0 – 127		
12	Feedback High Dump	0.1 – 1.0	1 – 10		
13					
14					
15					
16					

**V\_FLANGER**  
(All the DSP blocks) **MSB = 104**

No.	Parameter	Display	Value	See Table	Control
1	LFO Freq	0.0 – 39.70[Hz]	0 – 127	table#1	
2	LFO Depth	0 – 127	0 – 127	table#19	
3	LFO Wave	Triangle, Sine, Random	0 – 2		
4	Delay Offset	0.09 – 36.21[ms]	0 – 139	table#23	
5	Feedback Level	-100 – +100[%]	0 – 200		
6	EQ Low Frequency	32[Hz] – 2.0[kHz]	4 – 40	table#3	
7	EQ Low Gain	-12 – +12[dB]	52 – 76		
8	EQ High Frequency	500[Hz] – 16.0[kHz]	28 – 58	table#3	
9	EQ High Gain	-12 – +12[dB]	52 – 76		
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	●
11	EQ mid frequency	100[Hz] – 10.0[kHz]	14 – 54	table#3	
12	EQ mid gain	-12 – +12[dB]	52 – 76		
13	EQ mid width	0.1 – 12.0	1 – 120		
14	Modulation Phase	-180 – +180[deg]	0 – 16	table#24	
15	Feedback High Damp	0.1 – 1.0	1 – 10		
16	Analog Feel	0 – 10	0 – 10		

**MBAND COMP, COMP MELODY, COMP BASS**  
(All the DSP blocks) **MSB = 105**

No.	Parameter	Display	Value	See Table	Control
1	Type	Normal, Low, Mid, High, Low/High, Low/Mid, Mid/ High, Full Bit, Wild, Attacky, Low End, Hard, Basic	0 – 12		
2	Threshold Offset	-32 – +32	32 – 96		●
3	Low Gain Offset	-63 – +63	1 – 127		
4	Mid Gain Offset	-63 – +63	1 – 127		
5	High Gain Offset	-63 – +63	1 – 127		
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

**T\_FLANGER**  
(Chorus and all the DSP blocks) **MSB = 107**

No.	Parameter	Display	Value	See Table	Control
1	LFO Freq	16th – 4thx16	5 – 21	table#14	
2	LFO Depth	0 – 127	0 – 127	table#19	
3	Feedback Level	-63 – +63	1 – 127	table#17	
4	Delay Offset	0.0 – 50.0[ms]	0 – 127	table#2	
5					
6	EQ Low Frequency	32[Hz] – 2.0[kHz]	4 – 40	table#3	
7	EQ Low Gain	-12 – +12[dB]	52 – 76		
8	EQ High Frequency	500[Hz] – 16.0[kHz]	28 – 58	table#3	
9	EQ High Gain	-12 – +12[dB]	52 – 76		
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	●

No.	Parameter	Display	Value	See Table	Control
11	EQ mid frequency	100[Hz] – 10.0[kHz]	14 – 54	table#3	
12	EQ mid gain	-12 – +12[dB]	52 – 76		
13	EQ mid width	0.1 – 12.0	1 – 120		
14	LFO phase difference	-180 – +180[deg]	4 – 124		
15					
16					

**T\_PHASER1, 2**  
(Chorus and all the DSP blocks) **MSB = 108**

No.	Parameter	Display	Value	See Table	Control
1	LFO Freq	16th – 4thx16	5 – 21	table#14	
2	LFO Depth	0 – 127	0 – 127	table#19	
3	Phase Shift Offset	0 – 127	0 – 127		
4	Feedback Level	-63 – +63	1 – 127	table#16	
5					
6	EQ Low Frequency	32[Hz] – 2.0[kHz]	4 – 40	table#3	
7	EQ Low Gain	-12 – +12[dB]	52 – 76		
8	EQ High Frequency	500[Hz] – 16.0[kHz]	28 – 58	table#3	
9	EQ High Gain	-12 – +12[dB]	52 – 76		
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	●
11	Stage	3 – 11	3 – 11		
12					
13	LFO phase difference	-180 – +180[deg]	4 – 124		
14					
15					
16					

**DYN FILTER**  
(All the DSP blocks) **MSB = 109**

No.	Parameter	Display	Value	See Table	Control
1	Filter Type	LPF (12dB), LPF (18dB), LPF (24dB), HPF, BPF, BEF	0 – 5		
2	Sensitivity	0 – 127	0 – 127		●
3	Dyna Level Offset	0 – 127	0 – 127		
4	Resonance	-16 – +111	0 – 127		
5	Attack Time	0.3 – 227[ms]	0 – 127	table#20	
6	Release Time	2.6 – 2171.4[ms]	0 – 127	table#21	
7	Release Curve	0 – 127	0 – 127		
8	Direction	Up, Down	0 – 1		
9	Dyna Threshold Level	0 – 127	0 – 127		
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	
11					
12					
13	EQ Low Frequency	32[Hz] – 2.0[kHz]	4 – 40	table#3	
14	EQ Low Gain	-12 – +12[dB]	52 – 76		
15	EQ High Frequency	500[Hz] – 16.0[kHz]	28 – 58	table#3	
16	EQ High Gain	-12 – +12[dB]	52 – 76		

**DYN FLANGER**  
(All the DSP blocks) **MSB = 110**

No.	Parameter	Display	Value	See Table	Control
1	Sensitivity	0 – 127	0 – 127		●
2	Delay Time Offset	0 – 127	0 – 127		
3	Feedback Level	-63 – +63	1 – 127	table#17	
4	Attack Time	0.3 – 227[ms]	0 – 127	table#20	
5	Release Time	2.6 – 2171.4[ms]	0 – 127	table#21	
6	Release Curve	0 – 127	0 – 127		
7	Direction	Up, Down	0 – 1		
8	Dyna Threshold Level	0 – 127	0 – 127		
9	Dyna Level Offset	0 – 127	0 – 127		
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	
11					
12					
13	EQ Low Frequency	32[Hz] – 2.0[kHz]	4 – 40	table#3	
14	EQ Low Gain	-12 – +12dB	52 – 76		
15	EQ High Frequency	500[Hz] – 16.0[kHz]	28 – 58	table#3	
16	EQ High Gain	-12 – +12[dB]	52 – 76		

**DYN PHASER**  
(All the DSP blocks)

MSB = 111

No.	Parameter	Display	Value	See Table	Control
1	Sensitivity	0 – 127	0 – 127		●
2	Dyna Level Offset	0 – 127	0 – 127		
3	Feedback Level	-63 – +63	1 – 127	table#16	
4	Attack Time	0.3 – 227[ms]	0 – 127	table#20	
5	Release Time	2.6 – 2171.4[ms]	0 – 127	table#21	
6	Release Curve	0 – 127	0 – 127		
7	Direction	Up, Down	0 – 1		
8	Dyna Threshold Level	0 – 127	0 – 127		
9					
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	
11	Stage	4, 5, 6	4 – 6		
12					
13	EQ Low Frequency	32[Hz] – 2.0[kHz]	4 – 40	table#3	
14	EQ Low Gain	-12 – +12dB	52 – 76		
15	EQ High Frequency	500[Hz] – 16.0[kHz]	28 – 58	table#3	
16	EQ High Gain	-12 – +12[dB]	52 – 76		

**VIBE VIBRATE**  
(Chorus and all the DSP blocks)

MSB = 119

No.	Parameter	Display	Value	See Table	Control
1	Vibrate Speed	0.00Hz – 39.7Hz	0 – 127	table#1	
2	Vibrate Depth (AM)	0 – 127	0 – 127		
3	Vibrate Depth (PM)	0 – 127	0 – 127		
4					
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
7	EQ Low Gain	-12 – +12dB	52 – 76		
8	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
9	EQ High Gain	-12 – +12dB	52 – 76		
10	Dry/Wet Balance	D63>W – D=W – D<W63	1 – 127	table#15	
11	EQ Mid Frequency	100Hz – 10.0kHz	14 – 54	table#3	
12	EQ Mid Gain	-12 – +12dB	52 – 76		
13	EQ Mid Width	0.1 – 12.0	1 – 120		
14	LFO Phase Difference	-180 – +180deg (resolution=3deg.)	4 – 124		
15	Input Mode	mono/stereo	0 – 1		
16	Vibrate SW	Off, On	0 – 1		●

**DYN RINGMOD**  
(All the DSP blocks)

MSB = 112

No.	Parameter	Display	Value	See Table	Control
1	Sensitivity	0 – 127	0 – 127		●
2	HPF Cutoff Frequency	Thru(20[Hz]) – 8.0[kHz]	0 – 52	table#3	
3	LPF Cutoff Frequency	1.0[kHz] – Thru (20.0[kHz])	34 – 60	table#3	
4	Attack Time	0.3 – 227[ms]	0 – 127	table#20	
5	Release Time	2.6 – 2171.4[ms]	0 – 127	table#21	
6	Release Curve	0 – 127	0 – 127		
7	Direction	Up, Down	0 – 1		
8	Dyna Threshold Level	0 – 127	0 – 127		
9	Dyna Level Offset	0 – 127	0 – 127		
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	
11					
12					
13	EQ Low Frequency	32[Hz] – 2.0[kHz]	4 – 40	table#3	
14	EQ Low Gain	-12 – +12dB	52 – 76		
15	EQ High Frequency	500[Hz] – 16.0[kHz]	28 – 58	table#3	
16	EQ High Gain	-12 – +12[dB]	52 – 76		

**T\_TREMOLO**  
(Chorus and all the DSP blocks)

MSB = 120

No.	Parameter	Display	Value	See Table	Control
1	LFO Freq	16th – 4thx16	5 – 29	table#14	●
2	AM Depth	0 – 127	0 – 127		
3	PM Depth	0 – 127	0 – 127		
4					
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
7	EQ Low Gain	-12 – +12dB	52 – 76		
8	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
9	EQ High Gain	-12 – +12dB	52 – 76		
10					
11	EQ Mid Frequency	100Hz – 10.0kHz	14 – 54	table#3	
12	EQ Mid Gain	-12 – +12dB	52 – 76		
13	EQ Mid Width	0.1 – 12.0	1 – 120		
14	LFO Phase Difference	-180 – +180deg (resolution=3deg.)	4 – 124		
15	Input Mode	mono/stereo	0 – 1		
16					

**RING MOD**  
(All the DSP blocks)

MSB = 113

No.	Parameter	Display	Value	See Table	Control
1	Carrier Freq Coarse	0.7[Hz] – 5[kHz]	0 – 127	table#22	●
2	Carrier Freq Fine	0 – 127	0 – 127		
3	LFO Wave	Triangle, Sine	0 – 1		
4	LFO Depth	0 – 127	0 – 127	table#19	
5	LFO Freq	0.0 – 39.70[Hz]	0 – 127	table#1	
6	HPF Cutoff Frequency	Thru(20[Hz]) – 8.0[kHz]	0 – 52	table#3	
7	LPF Cutoff Frequency	1.0[kHz] – Thru(20.0[kHz])	34 – 60	table#3	
8					
9					
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	
11					
12					
13	EQ Low Frequency	32[Hz] – 2.0[kHz]	4 – 40	table#3	
14	EQ Low Gain	-12 – +12dB	52 – 76		
15	EQ High Frequency	500[Hz] – 16.0[kHz]	28 – 58	table#3	
16	EQ High Gain	-12 – +12[dB]	52 – 76		

**T\_AUTO PAN1**  
(Chorus and all the DSP blocks)

MSB = 121, LSB = 0

No.	Parameter	Display	Value	See Table	Control
1	LFO Freq	16th – 4thx16	5 – 29	table#14	●
2	L/R Depth	0 – 127	0 – 127		
3	F/R Depth	0 – 127	0 – 127		
4	PAN Direction	L<->R, L->R, L<-R, Lturn, Rturn, L/R	0 – 5		
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
7	EQ Low Gain	-12 – +12dB	52 – 76		
8	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
9	EQ High Gain	-12 – +12dB	52 – 76		
10					
11	EQ Mid Frequency	100Hz – 10.0kHz	14 – 54	table#3	
12	EQ Mid Gain	-12 – +12dB	52 – 76		
13	EQ Mid Width	0.1 – 12.0	1 – 120		
14					
15					
16					

**ISOLATOR**  
(All the DSP blocks)

MSB = 115

No.	Parameter	Display	Value	See Table	Control
1	On/off SW	Off, On	0 – 1		●
2	Low Level	0 – 127	0 – 127		
3	Mid Level	0 – 127	0 – 127		
4	High Level	0 – 127	0 – 127		
5	Low Mute	Off, On	0 – 1		
6	Mid Mute	Off, On	0 – 1		
7	High Mute	Off, On	0 – 1		
8					
9					
10					
11					
12					
13					
14					
15					
16					

Effect Parameter List / Liste der Effektparameter / Liste des paramètres d'effets

**T\_AUTO PAN2**  
(Chorus and all the DSP blocks)

MSB = 121, LSB = 1

No.	Parameter	Display	Value	See Table	Control
1	LFO Freq	16th – 4thx16	5 – 29	table#14	●
2	L/R Depth	0 – 127	0 – 127		
3	F/R Depth	0 – 127	0 – 127		
4	PAN Direction	L<->R, L->R, L<-R, Lturn, Rturn, L/R	0 – 5		
5	LFO Wave	0 – 28	0 – 28		
6	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
7	EQ Low Gain	-12 – +12dB	52 – 76		
8	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
9	EQ High Gain	-12 – +12dB	52 – 76		
10					
11	EQ Mid Frequency	100Hz – 10.0kHz	14 – 54	table#3	
12	EQ Mid Gain	-12 – +12dB	52 – 76		
13	EQ Mid Width	0.1 – 12.0	1 – 120		
14					
15	Input Mode	mono, stereo	0 – 1		
16					

**V.PEDAL WH B, V.PEDAL WH D**  
(All the DSP blocks)

MSB = 125, LSB = 1, 16

No.	Parameter	Display	Value	See Table	Control
1	Pedal Control	0 – 127	0 – 127		●
2	Bottom	0 – 127	0 – 127		
3	Top	0 – 127	0 – 127		
4	Resonance Offset	-12.0 – +12.0	40 – 88		
5	Direction	up, down	0 – 1		
6	Type	High, Mid, Low, Bass	0 – 3		
7	OverDrive	0.0dB – +40.0dB	0 – 80		
8	Output	-20.0dB – +10.0dB	24 – 84		
9					
10					
11					
12					
13	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
14	EQ Low Gain	-12 – +12dB	52 – 76		
15	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
16	EQ High Gain	-12 – +12dB	52 – 76		

**PEDAL WAH**  
(All the DSP blocks)

MSB = 122, LSB = 0

No.	Parameter	Display	Value	See Table	Control
1	Pedal Control	0 – 127	0 – 127		●
2	Depth	0 – 127	0 – 127	table#19	
3	Cutoff Frequency Offset	0 – 127	0 – 127		
4	Resonance	1.0 – 12.0	10 – 120		
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
7	EQ Low Gain	-12 – +12dB	52 – 76		
8	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
9	EQ High Gain	-12 – +12dB	52 – 76		
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	
11	Drive	0 – 127	0 – 127		
12					
13					
14					
15					
16					

**NO EFFECT**  
(Reverb, Chorus and DSP1)

MSB = 0

No.	Parameter	Display	Value	See Table	Control
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

**PEDAL WH+DST, P.WH+DIST HD, P.WH+DIST HV, P.WH+DIST LT**  
**PEDAL WH+OD, P.WH+OD HD, P.WH+OD HV, P.WH+OD LT**  
(All the DSP blocks)

MSB = 122, LSB = 1, 21, 23, 25

MSB = 122, LSB = 2, 22, 24, 26

No.	Parameter	Display	Value	See Table	Control
1	Pedal Control	0 – 127	0 – 127		●
2	Depth	0 – 127	0 – 127	table#19	
3	Cutoff Frequency Offset	0 – 127	0 – 127		
4	Resonance	1.0 – 12.0	10 – 120		
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4 – 40	table#3	
7	EQ Low Gain	-12 – +12dB	52 – 76		
8	EQ High Frequency	500Hz – 16.0kHz	28 – 58	table#3	
9	EQ High Gain	-12 – +12dB	52 – 76		
10	Dry/Wet	D63>W – D=W – D<W63	1 – 127	table#15	
11	Drive	0 – 127	0 – 127		
12	EQ Low Gain(distortion)	-12 – +12dB	52 – 76		
13	EQ Mid Gain(distortion)	-12 – +12dB	52 – 76		
14	LPF Cutoff	1.0kHz – Thru	34 – 60	table#3	
15	Output Level	0 – 127	0 – 127	table#18	
16					

**THRU**  
(All the DSP blocks)

MSB = 64

No.	Parameter	Display	Value	See Table	Control
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

# Effect Data Assign Table / Effektdaten-Zuordnungstabelle / Tableau d'assignation des données d'effets

**table#1**  
LFO Frequency

Data	Value	Data	Value	Data	Value	Data	Value
0	0.00	32	1.35	64	2.69	96	8.41
1	0.04	33	1.39	65	2.78	97	8.75
2	0.08	34	1.43	66	2.86	98	9.08
3	0.13	35	1.47	67	2.94	99	9.42
4	0.17	36	1.51	68	3.03	100	9.76
5	0.21	37	1.56	69	3.11	101	10.1
6	0.25	38	1.60	70	3.20	102	10.8
7	0.29	39	1.64	71	3.28	103	11.4
8	0.34	40	1.68	72	3.37	104	12.1
9	0.38	41	1.72	73	3.45	105	12.8
10	0.42	42	1.77	74	3.53	106	13.5
11	0.46	43	1.81	75	3.62	107	14.1
12	0.51	44	1.85	76	3.70	108	14.8
13	0.55	45	1.89	77	3.78	109	15.5
14	0.59	46	1.94	78	4.04	110	16.2
15	0.63	47	1.98	79	4.21	111	16.8
16	0.67	48	2.02	80	4.37	112	17.5
17	0.72	49	2.06	81	4.54	113	18.2
18	0.76	50	2.10	82	4.71	114	19.5
19	0.80	51	2.15	83	4.88	115	20.9
20	0.84	52	2.19	84	5.05	116	22.2
21	0.88	53	2.23	85	5.22	117	23.6
22	0.93	54	2.27	86	5.38	118	24.9
23	0.97	55	2.31	87	5.55	119	26.2
24	1.01	56	2.36	88	5.72	120	27.6
25	1.05	57	2.40	89	6.06	121	28.9
26	1.09	58	2.44	90	6.39	122	30.3
27	1.14	59	2.48	91	6.73	123	31.6
28	1.18	60	2.52	92	7.07	124	33.0
29	1.22	61	2.57	93	7.40	125	34.3
30	1.26	62	2.61	94	7.74	126	37.0
31	1.30	63	2.65	95	8.08	127	39.7

**table#4**  
Reverb time

Data	Value	Data	Value	Data	Value
0	0.3	32	3.5	64	17.0
1	0.4	33	3.6	65	18.0
2	0.5	34	3.7	66	19.0
3	0.6	35	3.8	67	20.0
4	0.7	36	3.9	68	20.0
5	0.8	37	4.0	69	25.0
6	0.9	38	4.1		
7	1.0	39	4.2		
8	1.1	40	4.3		
9	1.2	41	4.4		
10	1.3	42	4.5		
11	1.4	43	4.6		
12	1.5	44	4.7		
13	1.6	45	4.8		
14	1.7	46	4.9		
15	1.8	47	5.0		
16	1.9	48	5.5		
17	2.0	49	6.0		
18	2.1	50	6.5		
19	2.2	51	7.0		
20	2.3	52	7.5		
21	2.4	53	8.0		
22	2.5	54	8.5		
23	2.6	55	9.0		
24	2.7	56	9.5		
25	2.8	57	10.0		
26	2.9	58	11.0		
27	3.0	59	12.0		
28	3.1	60	13.0		
29	3.2	61	14.0		
30	3.3	62	15.0		
31	3.4	63	16.0		

**table#7**  
Delay Time (0.1 – 400.0 [ms])

Data	Value	Data	Value	Data	Value	Data	Value
0	0.1	32	100.9	64	201.6	96	302.4
1	3.2	33	104.0	65	204.8	97	305.5
2	6.4	34	107.2	66	207.9	98	308.7
3	9.5	35	110.3	67	211.1	99	311.8
4	12.7	36	113.5	68	214.2	100	315.0
5	15.8	37	116.6	69	217.4	101	318.1
6	19.0	38	119.8	70	220.5	102	321.3
7	22.1	39	122.9	71	223.7	103	324.4
8	25.3	40	126.1	72	226.8	104	327.6
9	28.4	41	129.2	73	230.0	105	330.7
10	31.6	42	132.4	74	233.1	106	333.9
11	34.7	43	135.5	75	236.3	107	337.0
12	37.9	44	138.6	76	239.4	108	340.2
13	41.0	45	141.8	77	242.6	109	343.3
14	44.2	46	144.9	78	245.7	110	346.5
15	47.3	47	148.1	79	248.9	111	349.6
16	50.5	48	151.2	80	252.0	112	352.8
17	53.6	49	154.4	81	255.2	113	355.9
18	56.8	50	157.5	82	258.3	114	359.1
19	59.9	51	160.7	83	261.5	115	362.2
20	63.1	52	163.8	84	264.6	116	365.4
21	66.2	53	167.0	85	267.7	117	368.5
22	69.4	54	170.1	86	270.9	118	371.7
23	72.5	55	173.3	87	274.0	119	374.8
24	75.7	56	176.4	88	277.2	120	378.0
25	78.8	57	179.6	89	280.3	121	381.1
26	82.0	58	182.7	90	283.5	122	384.3
27	85.1	59	185.9	91	286.6	123	387.4
28	88.3	60	189.0	92	289.8	124	390.6
29	91.4	61	192.2	93	292.9	125	393.7
30	94.6	62	195.3	94	296.1	126	396.9
31	97.7	63	198.5	95	299.2	127	400.0

**table#12**  
Wah Release Time

Data	Value
52	10
53	15
54	25
55	35
56	45
57	55
58	65
59	75
60	85
61	100
62	115
63	140
64	170
65	230
66	340
67	680

**table#2**  
Modulation Delay Offset

Data	Value	Data	Value	Data	Value	Data	Value
0	0.0	32	3.2	64	6.4	96	9.6
1	0.1	33	3.3	65	6.5	97	9.7
2	0.2	34	3.4	66	6.6	98	9.8
3	0.3	35	3.5	67	6.7	99	9.9
4	0.4	36	3.6	68	6.8	100	10.0
5	0.5	37	3.7	69	6.9	101	11.1
6	0.6	38	3.8	70	7.0	102	12.2
7	0.7	39	3.9	71	7.1	103	13.3
8	0.8	40	4.0	72	7.2	104	14.4
9	0.9	41	4.1	73	7.3	105	15.5
10	1.0	42	4.2	74	7.4	106	17.1
11	1.1	43	4.3	75	7.5	107	18.6
12	1.2	44	4.4	76	7.6	108	20.2
13	1.3	45	4.5	77	7.7	109	21.8
14	1.4	46	4.6	78	7.8	110	23.3
15	1.5	47	4.7	79	7.9	111	24.9
16	1.6	48	4.8	80	8.0	112	26.5
17	1.7	49	4.9	81	8.1	113	28.0
18	1.8	50	5.0	82	8.2	114	29.6
19	1.9	51	5.1	83	8.3	115	31.2
20	2.0	52	5.2	84	8.4	116	32.8
21	2.1	53	5.3	85	8.5	117	34.3
22	2.2	54	5.4	86	8.6	118	35.9
23	2.3	55	5.5	87	8.7	119	37.5
24	2.4	56	5.6	88	8.8	120	39.0
25	2.5	57	5.7	89	8.9	121	40.6
26	2.6	58	5.8	90	9.0	122	42.2
27	2.7	59	5.9	91	9.1	123	43.7
28	2.8	60	6.0	92	9.2	124	45.3
29	2.9	61	6.1	93	9.3	125	46.9
30	3.0	62	6.2	94	9.4	126	48.4
31	3.1	63	6.3	95	9.5	127	50.0

**table#5**  
Delay Time (0.1 – 200.0 [ms])

Data	Value	Data	Value	Data	Value	Data	Value
0	0.1	32	50.5	64	100.8	96	151.2
1	1.7	33	52.0	65	102.4	97	152.8
2	3.2	34	53.6	66	104.0	98	154.4
3	4.8	35	55.2	67	105.6	99	155.9
4	6.4	36	56.8	68	107.1	100	157.5
5	8.0	37	58.3	69	108.7	101	159.1
6	9.5	38	59.9	70	110.3	102	160.6
7	11.1	39	61.5	71	111.9	103	162.2
8	12.7	40	63.1	72	113.4	104	163.8
9	14.3	41	64.6	73	115.0	105	165.4
10	15.8	42	66.2	74	116.6	106	166.9
11	17.4	43	67.8	75	118.2	107	168.5
12	19.0	44	69.4	76	119.7	108	170.1
13	20.6	45	70.9	77	121.3	109	171.7
14	22.1	46	72.5	78	122.9	110	173.2
15	23.7	47	74.1	79	124.4	111	174.8
16	25.3	48	75.7	80	126.0	112	176.4
17	26.9	49	77.2	81	127.6	113	178.0
18	28.4	50	78.8	82	129.2	114	179.5
19	30.0	51	80.4	83	130.7	115	181.1
20	31.6	52	81.9	84	132.3	116	182.7
21	33.2	53	83.5	85	133.9	117	184.3
22	34.7	54	85.1	86	135.5	118	185.8
23	36.3	55	86.7	87	137.0	119	187.4
24	37.9	56	88.2	88	138.6	120	189.0
25	39.5	57	89.8	89	140.2	121	190.6
26	41.0	58	91.4	90	141.8	122	192.1
27	42.6	59	93.0	91	143.3	123	193.7
28	44.2	60	94.5	92	144.9	124	195.3
29	45.7	61	96.1	93	146.5	125	196.9
30	47.3	62	97.7	94	148.1	126	198.4
31	48.9	63	99.3	95	149.6	127	200.0

**table#8**  
Compressor  
Attack Time

Data	Value
0	1
1	2
2	3
3	4
4	5
5	6
6	7
7	8
8	9
9	10
10	12
11	14
12	16
13	18
14	20
15	23
16	26
17	30
18	35
19	40

**table#9**  
Compressor  
Release Time

Data	Value
0	10
1	15
2	25
3	35
4	45
5	55
6	65</

Effect Data Assign Table / Effektdaten-Zuordnungstabelle / Tableau d'assignation des données d'effets

table#15  
Dry/Wet

Data	Dry (dB)	Wet (dB)	Data	Dry (dB)	Wet (dB)	Data	Dry (dB)	Wet (dB)
1	0.00	-∞	44	0.00	-6.63	87	-7.89	0.00
2	0.00	-71.97	45	0.00	-6.24	88	-8.33	0.00
3	0.00	-59.93	46	0.00	-5.85	89	-8.78	0.00
4	0.00	-52.89	47	0.00	-5.46	90	-9.25	0.00
5	0.00	-47.89	48	0.00	-5.09	91	-9.72	0.00
6	0.00	-44.01	49	0.00	-4.72	92	-10.21	0.00
7	0.00	-40.85	50	0.00	-4.37	93	-10.71	0.00
8	0.00	-38.17	51	0.00	-4.01	94	-11.23	0.00
9	0.00	-35.85	52	0.00	-3.67	95	-11.77	0.00
10	0.00	-33.80	53	0.00	-3.33	96	-12.32	0.00
11	0.00	-31.97	54	0.00	-3.00	97	-12.89	0.00
12	0.00	-30.32	55	0.00	-2.68	98	-13.48	0.00
13	0.00	-28.81	56	0.00	-2.36	99	-14.09	0.00
14	0.00	-27.42	57	0.00	-2.05	100	-14.72	0.00
15	0.00	-26.13	58	0.00	-1.74	101	-15.37	0.00
16	0.00	-24.93	59	0.00	-1.44	102	-16.06	0.00
17	0.00	-23.81	60	0.00	-1.14	103	-16.77	0.00
18	0.00	-22.76	61	0.00	-0.85	104	-17.50	0.00
19	0.00	-21.76	62	0.00	-0.56	105	-18.28	0.00
20	0.00	-20.82	63	0.00	-0.28	106	-19.08	0.00
21	0.00	-19.93	64	0.00	0.00	107	-19.93	0.00
22	0.00	-19.08	65	-0.28	0.00	108	-20.82	0.00
23	0.00	-18.28	66	-0.56	0.00	109	-21.76	0.00
24	0.00	-17.50	67	-0.85	0.00	110	-22.76	0.00
25	0.00	-16.77	68	-1.14	0.00	111	-23.81	0.00
26	0.00	-16.06	69	-1.44	0.00	112	-24.93	0.00
27	0.00	-15.37	70	-1.74	0.00	113	-26.13	0.00
28	0.00	-14.72	71	-2.05	0.00	114	-27.42	0.00
29	0.00	-14.09	72	-2.36	0.00	115	-28.81	0.00
30	0.00	-13.48	73	-2.68	0.00	116	-30.32	0.00
31	0.00	-12.89	74	-3.00	0.00	117	-31.97	0.00
32	0.00	-12.32	75	-3.33	0.00	118	-33.80	0.00
33	0.00	-11.77	76	-3.67	0.00	119	-35.85	0.00
34	0.00	-11.23	77	-4.01	0.00	120	-38.17	0.00
35	0.00	-10.71	78	-4.37	0.00	121	-40.85	0.00
36	0.00	-10.21	79	-4.72	0.00	122	-44.01	0.00
37	0.00	-9.72	80	-5.09	0.00	123	-47.89	0.00
38	0.00	-9.25	81	-5.46	0.00	124	-52.89	0.00
39	0.00	-8.78	82	-5.85	0.00	125	-59.93	0.00
40	0.00	-8.33	83	-6.24	0.00	126	-71.97	0.00
41	0.00	-7.89	84	-6.63	0.00	127	-∞	0.00
42	0.00	-7.46	85	-7.04	0.00			
43	0.00	-7.04	86	-7.46	0.00			

table#16  
Feedback Level (Reverb, Delay types, Flanger types)

Data	Value (%)	Data	Value (%)	Data	Value (%)
1	-99.20654297	44	-31.49414063	87	36.21826172
2	-97.63183594	45	-29.91943359	88	37.79296875
3	-96.05712891	46	-28.34422656	89	39.36767578
4	-94.48242188	47	-26.77001953	90	40.94238281
5	-92.90771484	48	-25.1953125	91	42.51708994
6	-91.33300781	49	-23.62060547	92	44.09179688
7	-89.75830078	50	-22.04589844	93	45.66650391
8	-88.18359375	51	-20.47119141	94	47.24121094
9	-86.60889672	52	-18.89648438	95	48.81591797
10	-85.03417969	53	-17.32177734	96	50.390625
11	-83.45947266	54	-15.74707031	97	51.96533203
12	-81.88476563	55	-14.17236328	98	53.54003906
13	-80.31005859	56	-12.59765625	99	55.11474609
14	-78.73535156	57	-11.02294922	100	56.68945313
15	-77.16064453	58	-9.448242188	101	58.26416016
16	-75.5859375	59	-7.873535156	102	59.83886719
17	-74.01123047	60	-6.298828125	103	61.41357422
18	-72.43652344	61	-4.724121094	104	62.98828125
19	-70.86181641	62	-3.149414063	105	64.56298828
20	-69.28710938	63	-1.574707031	106	66.13769531
21	-67.71240234	64	0	107	67.71240234
22	-66.13769531	65	1.574707031	108	69.28710938
23	-64.56298828	66	3.149414063	109	70.86181641
24	-62.98828125	67	4.724121094	110	72.43652344
25	-61.41357422	68	6.298828125	111	74.01123047
26	-59.83886719	69	7.873535156	112	75.5859375
27	-58.26416016	70	9.448242188	113	77.16064453
28	-56.68945313	71	11.02294922	114	78.73535156
29	-55.11474609	72	12.59765625	115	80.31005859
30	-53.54003906	73	14.17236328	116	81.88476563
31	-51.96533203	74	15.74707031	117	83.45947266
32	-50.390625	75	17.32177734	118	85.03417969
33	-48.81591797	76	18.89648438	119	86.60889672
34	-47.24121094	77	20.47119141	120	88.18359375
35	-45.66650391	78	22.04589844	121	89.75830078
36	-44.09179688	79	23.62060547	122	91.33300781
37	-42.51708994	80	25.1953125	123	92.90771484
38	-40.94238281	81	26.77001953	124	94.48242188
39	-39.36767578	82	28.34422656	125	96.05712891
40	-37.79296875	83	29.91943359	126	97.63183594
41	-36.21826172	84	31.49414063	127	99.20654297
42	-34.64355469	85	33.06884766		
43	-33.06884766	86	34.64355469		

table#17  
Feedback Level (Chorus types)

Data	Value (%)	Data	Value (%)	Data	Value (%)	Data	Value (%)
1	-72.29	33	-35.57	65	1.15	97	37.87
2	-71.14	34	-34.42	66	2.29	98	39.01
3	-70.00	35	-33.28	67	3.44	99	40.16
4	-68.85	36	-32.13	68	4.59	100	41.31
5	-67.70	37	-30.98	69	5.74	101	42.46
6	-66.55	38	-29.83	70	6.88	102	43.60
7	-65.41	39	-28.69	71	8.03	103	44.75
8	-64.26	40	-27.54	72	9.18	104	45.90
9	-63.11	41	-26.39	73	10.33	105	47.05
10	-61.96	42	-25.24	74	11.47	106	48.19
11	-60.82	43	-24.10	75	12.62	107	49.34
12	-59.67	44	-22.95	76	13.77	108	50.49
13	-58.52	45	-21.80	77	14.92	109	51.64
14	-57.37	46	-20.65	78	16.06	110	52.78
15	-56.23	47	-19.51	79	17.21	111	53.93
16	-55.08	48	-18.36	80	18.36	112	55.08
17	-53.93	49	-17.21	81	19.51	113	56.23
18	-52.78	50	-16.06	82	20.65	114	57.37
19	-51.64	51	-14.92	83	21.80	115	58.52
20	-50.49	52	-13.77	84	22.95	116	59.67
21	-49.34	53	-12.62	85	24.10	117	60.82
22	-48.19	54	-11.47	86	25.24	118	61.96
23	-47.05	55	-10.33	87	26.39	119	63.11
24	-45.90	56	-9.18	88	27.54	120	64.26
25	-44.75	57	-8.03	89	28.69	121	65.41
26	-43.60	58	-6.88	90	29.83	122	66.55
27	-42.46	59	-5.74	91	30.98	123	67.70
28	-41.31	60	-4.59	92	32.13	124	68.85
29	-40.16	61	-3.44	93	33.28	125	70.00
30	-39.01	62	-2.29	94	34.42	126	71.14
31	-37.87	63	-1.15	95	35.57	127	72.29
32	-36.72	64	0.00	96	36.72		

table#18  
Level

Data	dB	Data	dB	Data	dB	Data	dB
0	-∞	32	-23.95	64	-11.90	96	-4.86
1	-84.15	33	-23.41	65	-11.64	97	-4.68
2	-72.11	34	-22.89	66	-11.37	98	-4.50
3	-65.07	35	-22.39	67	-11.11	99	-4.33
4	-60.07	36	-21.90	68	-10.85	100	-4.15
5	-56.19	37	-21.42	69	-10.60	101	-3.98
6	-53.03	38	-20.96	70	-10.35	102	-3.81
7	-50.35	39	-20.51	71	-10.10	103	-3.64
8	-48.03	40	-20.07	72	-9.86	104	-3.47
9	-45.98	41	-19.64	73	-9.62	105	-3.30
10	-44.15	42	-19.22	74	-9.38	106	-3.14
11	-42.50	43	-18.81	75	-9.15	107	-2.98
12	-40.96	44	-18.41	76	-8.92	108	-2.82
13	-39.59	45	-18.02	77	-8.69	109	-2.66
14	-38.31	46	-17.64	78	-8.47	110	-2.50
15	-37.11	47	-17.27	79	-8.25	111	-2.34
16	-35.99	48	-16.90	80	-8.03	112	-2.18
17	-34.93	49	-16.54	81	-7.81	113	-2.03
18	-33.94	50	-16.19	82	-7.60	114	-1.88
19	-33.00	51	-15.85	83	-7.39	115	-1.72
20	-32.11	52	-15.51	84	-7.18	116	-1.57
21	-31.26	53	-15.18	85	-6.98	117	-1.42
22	-30.46	54	-14.86	86	-6.77	118	-1.28
23	-29.68	55	-14.54	87	-6.57	119	-1.13
24	-28.94	56	-14.22	88	-6.37	120	-0.98
25	-28.23	57	-13.92	89	-6.18	121	-0.84
26	-27.55	58	-13.62	90	-5.98	122	-0.70
27	-26.90	59	-13.32	91	-5.79	123	-0.56
28	-26.27	60	-13.03	92	-5.60	124	-0.42
29	-25.66	61	-12.74	93	-5.41	125	-0.28
30	-25.07	62	-12.46	94	-5.23	126	-0.14
31	-24.50	63	-12.18	95	-5.04	127	0.00

table#19  
LFO Depth

Data	Value (%)	Data	Value (%)	Data	Value (%)	Data	Value (%)
0	0.00	32	25.20	64	50.39	96	75.37
1	0.78	33	25.98	65	51.17	97	76.37
2	1.56	34	26.76	66	51.95	98	77.15
3	2.34						



# Vocal Harmony Type List / Liste der Vocal-Harmony-Effekttypen / Liste des types d'harmonie vocale

Order	Type	LCD Name	Mode	Vocoder Type		Chordal Type		Detune Type		Chromatic Type		Thru Type	
				MSB	LSB	MSB	LSB	MSB	LSB	MSB	LSB	MSB	LSB
1	CountryQuartet	CountryQuar	Chordal/Vocoder	89	111	90	47						
2	ClosedMenQuartet	ClsdMenQuar	Chordal/Vocoder	89	117	90	53						
3	MixAcapQuartet	MixAcapQuar	Chordal/Vocoder	89	119	90	55						
4	Women Choir	WomenChoir	Chordal/Vocoder	89	88	90	24						
5	Jazz Sisters	JazzSisters	Chordal/Vocoder	89	120	90	56						
6	Standard Duet	Std Duet	Chordal/Vocoder	89	80	90	16						
7	Men Choir	MenChoir	Chordal/Vocoder	89	87	90	23						
8	Closed Choir	ClosedChoir	Chordal/Vocoder	89	90	90	26						
9	Girl in Duet	Girl Duet	Chordal/Vocoder	89	81	90	17						
10	Speedy Mouse	SpdyMouse	Chromatic							92	17		
11	HighMaleQuartet	HighMaleQua	Chordal/Vocoder	89	115	90	51						
12	Jazz Quartet	JazzQuartet	Chordal/Vocoder	89	114	90	50						
13	Mixed Choir	MixedChoir	Chordal/Vocoder	89	91	90	27						
14	Country Girls	CntryGirls	Chordal/Vocoder	89	89	90	25						
15	Sisters Trio	SistersTrio	Chordal/Vocoder	89	113	90	49						
16	Country Men	CountryMen	Chordal/Vocoder	89	83	90	19						
17	A Capella Boy	ACapellBoy	Chordal/Vocoder	89	85	90	21						
18	A Capella Mix	ACapellaMix	Chordal/Vocoder	89	86	90	22						
19	Gospel Diva	GospelDiva	Chordal/Vocoder	89	112	90	48						
20	Lisa and Tina	Lisa&Tina	Chordal/Vocoder	89	82	90	18						
21	AcapMenQuartet	AcapMenQuar	Chordal/Vocoder	89	118	90	54						
22	JazzMenChoir	JazzMenCho	Chordal/Vocoder	89	101	90	37						
23	JazzClosedCho	J_CloseCho	Chordal/Vocoder	89	103	90	39						
24	JazzWomenCho	J_WomenCho	Chordal/Vocoder	89	102	90	38						
25	LadiesQuartet	LadiesQuart	Chordal/Vocoder	89	116	90	52						
26	Sing B+G	Sing B+G	Chordal/Vocoder	89	93	90	29						
27	Barbershop	Barbershop	Chordal/Vocoder	89	96	90	32						
28	JazzMixedCho	J_MixedCho	Chordal/Vocoder	89	104	90	40						
29	Dream Girls	Dream Girls	Chordal/Vocoder	89	94	90	30						
30	Sing the Bass	SingBass	Chromatic							92	16		
31	Falsetto Duet	FalsetDuet	Chordal/Vocoder	89	84	90	20						
32	Falsetto Trio	FalsetTrio	Chordal/Vocoder	89	92	90	28						
33	Falsetto Dia	FalsettoDia	Chordal/Vocoder	89	100	90	36						
34	Fal A Capella	FalACapella	Chordal/Vocoder	89	95	90	31						
35	Falsetto Jazz	FalsetJazz	Chordal/Vocoder	89	105	90	41						
36	2 Unison Low	2UnisonLow	Chordal/Vocoder	89	106	90	42						
37	3 Unison Low	3UnisonLow	Chordal/Vocoder	89	108	90	44						
38	Diatonic Jazz	DiatncJazz	Chordal/Vocoder	89	97	90	33						
39	Diatonic Girl	DiatncGirl	Chordal/Vocoder	89	98	90	34						
40	A Capella Dia	ACapellaDia	Chordal/Vocoder	89	99	90	35						
41	ChordalXG	ChordalXG	Chordal/Vocoder	89	64	90	0						
42	Karaoke Auto	KaraokAuto	Chordal/Vocoder	89	24	90	88						
43	Karaoke Mode	KaraokMode	Chordal/Vocoder	89	25	90	89						
44	Karaoke Girl	KaraokGirl	Chordal/Vocoder	89	26	90	90						
45	Pitch Correct	PitchCorrect	Chordal/Vocoder	89	27	90	91						
46	2 Unison High	2UnisonHigh	Chordal/Vocoder	89	107	90	43						
47	3 Unison High	3UnisonHigh	Chordal/Vocoder	89	109	90	45						
48	Vocoder Auto Upper	VocodAutoU	Chordal/Vocoder	89	16	90	80						
49	Vocoder Auto Lower	VocodAutoL	Chordal/Vocoder	89	17	90	81						
50	DetuneXG	DetuneXG	Detune					91	0				
51	VocoderXG	VocoderXG	Chordal/Vocoder	89	0	90	64						
52	Vocoder Mode Upper	VocodModeU	Chordal/Vocoder	89	18	90	82						
53	Vocoder Mode Lower	VocodModeL	Chordal/Vocoder	89	19	90	83						
54	Vocoder Girl Upper	VocodGirlU	Chordal/Vocoder	89	20	90	84						
55	Vocoder Girl Lower	VocodGirlL	Chordal/Vocoder	89	21	90	85						
56	Vocoder Pitch Upper	VocodPichU	Chordal/Vocoder	89	22	90	86						
57	Vocoder Pitch Lower	VocodPichL	Chordal/Vocoder	89	23	90	87						
58	ChromaticXG	ChromatXG	Chromatic							92	0		
59	Voice&Inst	Voice&Inst	Chordal/Vocoder	89	110	90	46						
60	Pop Vocal	Pop Vocal	Chordal/Vocoder	89	121	90	57						
61	Thru	Thru	-									64	0

# Parameter Chart / Parametertabelle / Tableau des paramètres

Parameter	System				Voice Set	Voice Set Group	Song		Style		Multi Pad	Registration		Parameter Lock Group	Note
	SetUp	MIDI Setup	User Effect	Music Finder			Song	Song Setup Group	Style Data	OTS		Regist	Freeze Group		
<b>Main</b>															
SongFile	X	X	X	X	X	-	X	-	X	X	X	O	Song	-	
StyleFile	X	X	X	O	X	-	X	-	X	X	X	O	Style	-	
MultiPad File	X	X	X	X	X	-	X	-	X	O	X	O	Multi Pad	-	
Right1 VoiceFile	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Right2 VoiceFile	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Right3 VoiceFile	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Left VoiceFile	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
PartSelect	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
PartOn/Off (Right1)	X	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Voice	-	
PartOn/Off (Right2)	X	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Voice	-	
PartOn/Off (Right3)	X	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Voice	-	
PartOn/Off (Left)	X	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Style	-	
RegistrationBankFile	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>File System</b>															
CharacterSelect	X	X	X	X	X	-	X	-	X	X	X	X	-	-	One setting for all the Name related pop-up window.
<b>File Selection display</b>															
Select View Setup	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Song Path</b>															
Song Folder Path	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Style Path</b>															
Style Folder Path	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
FILE ACCESS SW	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Song</b>															
Syncho Start	X	X	X	X	X	-	X	-	X	X	X	O	SONG	-	
StartStop	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Channel On/Off	X	X	X	X	X	-	X	-	X	X	X	O	SONG	-	
<b>Menu &gt; Function &gt; SongSetting</b>															
Guide Mode	O	X	X	X	X	-	O	Guide Setting	X	X	X	X	-	-	
Repeat Mode	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Repeat Directory	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Phrase Mark Repeat	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Right Channel	O	X	X	X	X	-	O	(Set by recording)	X	X	X	X	-	-	
Left Channel	O	X	X	X	X	-	O	(Set by recording)	X	X	X	X	-	-	
Auto Ch Set	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Lyrics Language	O	X	X	X	X	-	O	Lyrics Setting	X	X	X	X	-	-	
QuickStart	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
PAT On/Off	X	X	X	X	X	-	X	-	X	X	X	X	-	-	Set to OFF when a song is selected. Set to ON if the selected song has Sys Ex messages at the beginning of the data.
Guide On/Off	X	X	X	X	X	-	X	-	X	X	X	X	-	-	Set to OFF when a song is selected. Set to ON if the selected song has Sys Ex messages at the beginning of the data.
<b>Tempo</b>															
Master Tempo	X	X	X	X	X	-	O	TEMPO	O	X	X	O	Tempo	-	
<b>Menu &gt; DigitalRecording &gt; Song Creator</b>															
<b>REC Mode</b>															
Rec Start	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
PunchInAt	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Rec End	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
PunchOutAt	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Pedal Punch In/Out	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Channel &gt; Quantize</b>															
Channel	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Size	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Strength	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Channel &gt; Track Delete</b>															
Track Delete	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Channel &gt; Track Mix</b>															
Source1	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Source2	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Destination	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Channel &gt; Channel Transpose</b>															
Channel Transpose	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Channel &gt; Setup</b>															
Setup Select	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Chd/1-16/SysEx./Lyric &gt; Filter</b>															
Main Filter	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Control Change Filter	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Style Filter	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Lyric/Text</b>															
BackGround (Panel Setting)	O	X	X	X	X	-	O	Lyrics Setting	X	X	X	X	-	-	Cannot be reset with Factory Reset.
Back Ground (Song Setting)	X	X	X	X	X	-	O	Lyrics Setting	X	X	X	X	-	-	Reset to the background selected last via the panel operation with Factory Reset.
Viewer Mode	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Text File (Panel Setting)	X	X	X	X	X	-	X	-	X	X	X	O	TEXT	-	
<b>Text Sw</b>															
Text Size	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Score Sw</b>															
Left on/off	O	X	X	X	X	-	O	Score Setting	X	X	X	X	-	-	
Right on/off	O	X	X	X	X	-	O	Score Setting	X	X	X	X	-	-	
Lyric on/off	O	X	X	X	X	-	O	Score Setting	X	X	X	X	-	-	
Chord on/off	O	X	X	X	X	-	O	Score Setting	X	X	X	X	-	-	
NoteName on/off	O	X	X	X	X	-	O	Score Setting	X	X	X	X	-	-	
Size	O	X	X	X	X	-	O	Score Setting	X	X	X	X	-	-	
Left ch.	O	X	X	X	X	-	O	Score Setting	X	X	X	X	-	-	
Right ch.	O	X	X	X	X	-	O	Score Setting	X	X	X	X	-	-	

Parameter	System				Voice Set	Voice Set Group	Song		Style		Multi Pad	Registration		Parameter Lock Group	Note
	SetUp	MIDI Setup	User Effect	Music Finder			Song	Song Setup Group	Style Data	OTS		Regist	Freeze Group		
KeySignature	X	X	X	X	X	-	O	Score Setting	X	X	X	X	-	-	
Quantize	O	X	X	X	X	-	O	Score Setting	X	X	X	X	-	-	
NoteName	O	X	X	X	X	-	O	Score Setting	X	X	X	X	-	-	
ColorNote On/Off	O	X	X	X	X	-	O	Score Setting	X	X	-	X	-	-	
<b>Song Position Jump</b>															
SP1-4 Position Sw On/Off	X	X	X	X	X	-	O	(Double-clicking [SP1]-[SP4])	X	X	X	X	-	-	
Loop Sw On/Off	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Recording data</b>															
Song XG data	X	X	X	X	X	X	O	-	X	X	X	X	-	-	
<b>Style</b>															
AccompanimentOn/Off	X	X	X	X	X	-	X	-	X	O (On)	X	O	Style	-	
OTSLink	X	X	X	O (On)	X	-	X	-	X	X	X	X	-	-	
AutoFillIn	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Section	X	X	X	X	X	-	X	-	X	X	X	O	Style	-	
SynchroStart	X	X	X	X	X	-	X	-	X	O (On)	X	O	Style	-	
SynchroStop	X	X	X	X	X	-	X	-	X	X	X	O	Style	-	
StartStop	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Menu &gt; Function &gt; StyleSetting/SplitPoint/Chord Fingering</b>															
<b>Style Setting</b>															
StopAcmp	O	X	X	X	X	-	X	-	X	X	X	O	Style	-	
OTSLinkTiming	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
SynchroStopWindow	O	X	X	X	X	-	X	-	X	X	X	O	Style	-	
StyleTouch	O	X	X	X	X	-	X	-	X	X	X	O	Style	-	
SectionSet	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Tempo Hold	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Part On/Off	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>SplitPoint</b>															
SplitPoint (Left)	O	X	X	X	X	-	X	-	X	X	X	O	Style	Split	
SplitPoint (Style)	O	X	X	X	X	-	O	Guide Setting	X	X	X	O	Style	Split	
SplitPoint (Right3)	O	X	X	X	X	-	X	-	X	X	X	O	Voice	Split	
<b>Chord Fingering</b>															
FingeringType	O	X	X	X	X	-	X	-	X	X	X	O	Style	Fingering	
Chord Root Note	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
ChordRoot Type	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Menu &gt; DigitalRecording &gt; Style Creator</b>															
<b>BASIC</b>															
Section	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Pattern Length	X	X	X	X	X	-	X	-	O	X	X	X	-	-	
Tempo	X	X	X	X	X	-	X	-	O	X	X	X	-	-	
Beat	X	X	X	X	X	-	X	-	O	X	X	X	-	-	
<b>Assembly</b>															
Source Pattern	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Section	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Channel	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Play Type	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Groove &gt; Groove</b>															
Original Beat	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Beat Converter	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Swing	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Fine	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Groove &gt; Dynamics</b>															
Channel	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Accent Type	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Strength	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Expand/Comp.	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Boost/Cut	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Channel &gt; Quantize</b>															
Channel	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Size	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Strength	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Channel &gt; Velocity Change</b>															
Channel	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Boost/Cut	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Channel &gt; Bar Copy</b>															
Channel	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Source Top	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Source Last	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Destination	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Channel &gt; Bar Clear</b>															
Channel	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Source Top	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Source Last	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Channel &gt; Remove Event</b>															
Channel	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Event	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Parameter</b>															
Channel	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Source Root	X	X	X	X	X	-	X	-	O	X	X	X	-	-	
Source Chord	X	X	X	X	X	-	X	-	O	X	X	X	-	-	
NTR	X	X	X	X	X	-	X	-	O	X	X	X	-	-	
NTT	X	X	X	X	X	-	X	-	O	X	X	X	-	-	
NTT BASS	X	X	X	X	X	-	X	-	O	X	X	X	-	-	
High Key	X	X	X	X	X	-	X	-	O	X	X	X	-	-	
Note Limit Low	X	X	X	X	X	-	X	-	O	X	X	X	-	-	
Note Limit High	X	X	X	X	X	-	X	-	O	X	X	X	-	-	
RTR	X	X	X	X	X	-	X	-	O	X	X	X	-	-	

Parameter Chart / Parametertabelle / Tableau des paramètres

Parameter	System				Voice Set	Voice Set Group	Song		Style		Multi Pad	Registration		Parameter Lock Group	Note
	SetUp	MIDI Setup	User Effect	Music Finder			Song	Song Setup Group	Style Data	OTS		Regist	Freeze Group		
<b>Edit &gt; Filter</b>															
Main Filter	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Control Change Filter	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>MusicFinder</b>															
SortBy	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
SortOrder	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
TempoLock	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Search1/2 display</b>															
Music	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Keyword	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Style (FileNumber)	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Beat	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
SearchArea	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Tempo (From)	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Tempo (To)	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Genre	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Search Result	X	X	X	0	X	-	X	-	X	X	X	X	-	-	
Record (=Property settings)	X	X	X	0	X	-	X	-	X	X	X	X	-	-	
<b>Recording data</b>															
SFF data	X	X	X	X	X	-	X	-	0	X	X	X	-	-	
<b>MultiPad</b>															
Multi Pad ContentsName	X	X	X	X	X	-	X	-	X	X	0	X	-	-	
Sync Start	X	X	X	X	X	-	X	-	X	X	X	0	MultiPad	-	
<b>Menu &gt; DigitalRecording &gt; Multi Pad Creator</b>															
<b>Record</b>															
Repeat	X	X	X	X	X	-	X	-	X	X	0	X	-	-	
Chord Match	X	X	X	X	X	-	X	-	X	X	0	X	-	-	
<b>Edit &gt; Filter</b>															
Main Filter	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Control Change Filter	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Recording data</b>															
Multi Pad data											0				
<b>Voice Effect</b>															
LeftHold	X	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Style	-	
Initial Touch On/Off	X	X	X	X	X	-	X	-	X	X	X	0	Voice	-	
Harmony/Echo	X	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Harmony	-	
Poly/Mono (Right1)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Poly/Mono (Right2)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Poly/Mono (Right3)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Poly/Mono (Left)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Panel Sustain	X	X	X	X	X	-	X	-	X	X	X	0	Voice	-	
DSP (Right1)	X	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-	
DSP (Right2)	X	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-	
DSP (Right3)	X	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-	
DSP (Left)	X	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Style	-	
Variation (Right1)	X	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-	
Variation (Right2)	X	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-	
Variation (Right3)	X	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-	
Variation (Left)	X	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Style	-	
<b>Voice Selection &gt; Voice Set (Editor)</b>															
Voice (Right1)	X	X	X	X	0	-	0	Keyboard Voice	X	0	X	0	Voice	-	
Voice (Right2)	X	X	X	X	0	-	0	Keyboard Voice	X	0	X	0	Voice	-	
Voice (Right3)	X	X	X	X	0	-	0	Keyboard Voice	X	0	X	0	Voice	-	
Voice (Left)	X	X	X	X	0	-	0	Keyboard Voice	X	0	X	0	Style	-	
<b>COMMON</b>															
Volume for Balance (Right1)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Volume for Balance (Right2)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Volume for Balance (Right3)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Volume for Balance (Left)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Touch Sense Depth (Right1)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Touch Sense Depth (Right2)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Touch Sense Depth (Right3)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Touch Sense Depth (Left)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Touch Sense Offset (Right1)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Touch Sense Offset (Right2)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Touch Sense Offset (Right3)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Touch Sense Offset (Left)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Octave for Right1	X	X	X	X	0	Voice	X	-	X	0	X	0	Voice	-	
Octave for Right2	X	X	X	X	0	Voice	X	-	X	0	X	0	Voice	-	
Octave for Right3	X	X	X	X	0	Voice	X	-	X	0	X	0	Voice	-	
Octave for Left	X	X	X	X	0	Voice	X	-	X	0	X	0	Style	-	
<b>CONTROLLER</b>															
MW Low Pass Filter Control (Right1)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
MW Low Pass Filter Control (Right2)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
MW Low Pass Filter Control (Right3)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
MW Low Pass Filter Control (Left)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
MW Amplitude Control (Right1)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
MW Amplitude Control (Right2)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
MW Amplitude Control (Right3)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
MW Amplitude Control (Left)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
MW LFO PMOD Depth (Right1)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
MW LFO PMOD Depth (Right2)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
MW LFO PMOD Depth (Right3)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
MW LFO PMOD Depth (Left)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
MW LFO FMOD Depth (Right1)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
MW LFO FMOD Depth (Right2)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
MW LFO FMOD Depth (Right3)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
MW LFO FMOD Depth (Left)	X	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	

Parameter	System				Voice Set	Voice Set Group	Song		Style		Multi Pad	Registration		Parameter Lock Group	Note
	SetUp	MIDI Setup	User Effect	Music Finder			Song	Song Setup Group	Style Data	OTS		Regist	Freeze Group		
MW LFO AMOD Depth (Right1)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
MW LFO AMOD Depth (Right2)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
MW LFO AMOD Depth (Right3)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
MW LFO AMOD Depth (Left)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Style	-	
CAT Low Pass Filter Control (Right1)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
CAT Low Pass Filter Control (Right2)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
CAT Low Pass Filter Control (Right3)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
CAT Low Pass Filter Control (Left)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Style	-	
CAT Amplitude Control (Right1)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
CAT Amplitude Control (Right2)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
CAT Amplitude Control (Right3)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
CAT Amplitude Control (Left)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Style	-	
CAT LFO PMOD Depth (Right1)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
CAT LFO PMOD Depth (Right2)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
CAT LFO PMOD Depth (Right3)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
CAT LFO PMOD Depth (Left)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Style	-	
CAT LFO FMOD Depth (Right1)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
CAT LFO FMOD Depth (Right2)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
CAT LFO FMOD Depth (Right3)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
CAT LFO FMOD Depth (Left)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Style	-	
CAT LFO AMOD Depth (Right1)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
CAT LFO AMOD Depth (Right2)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
CAT LFO AMOD Depth (Right3)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
CAT LFO AMOD Depth (Left)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Style	-	
<b>SOUND</b>															
EG Attack (Right1)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
EG Attack (Right2)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
EG Attack (Right3)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
EG Attack (Left)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Style	-	
EG Decay (Right1)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
EG Decay (Right2)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
EG Decay (Right3)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
EG Decay (Left)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Style	-	
EG Release (Right1)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
EG Release (Right2)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
EG Release (Right3)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
EG Release (Left)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Style	-	
Vibrato Depth (Right1)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Vibrato Depth (Right2)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Vibrato Depth (Right3)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Vibrato Depth (Left)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Style	-	
Vibrato Speed (Right1)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Vibrato Speed (Right2)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Vibrato Speed (Right3)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Vibrato Speed (Left)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Style	-	
Vibrato Delay (Right1)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Vibrato Delay (Right2)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Vibrato Delay (Right3)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Vibrato Delay (Left)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Style	-	
<b>EFFECT/EQ</b>															
Panel Sustain (Right1)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Panel Sustain (Right2)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Panel Sustain (Right3)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Panel Sustain (Left)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Style	-	
DSP Type (Right1)	X	X	X	X	O	Effect	O	Keyboard Voice	X	O	X	O	Voice	-	
DSP Type (Right2)	X	X	X	X	O	Effect	O	Keyboard Voice	X	O	X	O	Voice	-	
DSP Type (Right3)	X	X	X	X	O	Effect	O	Keyboard Voice	X	O	X	O	Voice	-	
DSP Type (Left)	X	X	X	X	O	Effect	O	Keyboard Voice	X	O	X	O	Style	-	
DSP Variation Value (Right1)	X	X	X	X	O	Effect	O	Keyboard Voice	X	O	X	O	Voice	-	
DSP Variation Value (Right2)	X	X	X	X	O	Effect	O	Keyboard Voice	X	O	X	O	Voice	-	
DSP Variation Value (Right3)	X	X	X	X	O	Effect	O	Keyboard Voice	X	O	X	O	Voice	-	
DSP Variation Value (Left)	X	X	X	X	O	Effect	O	Keyboard Voice	X	O	X	O	Style	-	
EQ Low Freq (Right1)	X	X	X	X	O	EQ	O	Keyboard Voice	X	O	X	O	Voice	-	
EQ Low Freq (Right2)	X	X	X	X	O	EQ	O	Keyboard Voice	X	O	X	O	Voice	-	
EQ Low Freq (Right3)	X	X	X	X	O	EQ	O	Keyboard Voice	X	O	X	O	Voice	-	
EQ Low Freq (Left)	X	X	X	X	O	EQ	O	Keyboard Voice	X	O	X	O	Style	-	
EQ High Freq (Right1)	X	X	X	X	O	EQ	O	Keyboard Voice	X	O	X	O	Voice	-	
EQ High Freq (Right2)	X	X	X	X	O	EQ	O	Keyboard Voice	X	O	X	O	Voice	-	
EQ High Freq (Right3)	X	X	X	X	O	EQ	O	Keyboard Voice	X	O	X	O	Voice	-	
EQ High Freq (Left)	X	X	X	X	O	EQ	O	Keyboard Voice	X	O	X	O	Style	-	
<b>OrganFlute &gt; Footage</b>															
Organ Flutes Footage (Right1)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Flutes Footage (Right2)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Flutes Footage (Right3)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Flutes Footage (Left)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Style	-	
Organ Flutes Type (Right1)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Flutes Type (Right2)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Flutes Type (Right3)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Flutes Type (Left)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Style	-	
Organ Vib On/Off (Right1)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Vib On/Off (Right2)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Vib On/Off (Right3)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Vib On/Off (Left)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Style	-	

Parameter Chart / Parametertabelle / Tableau des paramètres

Parameter	System				Voice Set	Voice Set Group	Song		Style		Multi Pad	Registration		Parameter Lock Group	Note
	SetUp	MIDI Setup	User Effect	Music Finder			Song	Song Setup Group	Style Data	OTS		Regist	Freeze Group		
Organ Vib Depth (Right1)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Vib Depth (Right2)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Vib Depth (Right3)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Vib Depth (Left)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Style	-	
Organ Vib Speed (Right1)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Vib Speed (Right2)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Vib Speed (Right3)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Vib Speed (Left)	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Style	-	
<b>OrganFlute &gt; Footage</b>															
Organ Flutes Attack Footage (Right1)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Flutes Attack Footage (Right2)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Flutes Attack Footage (Right3)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Flutes Attack Footage (Left)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Style	-	
Organ Flutes Attack Mode (Right1)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Flutes Attack Mode (Right2)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Flutes Attack Mode (Right3)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Flutes Attack Mode (Left)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Style	-	
Organ Flutes Attack length (Right1)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Flutes Attack length (Right2)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Flutes Attack length (Right3)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Flutes Attack length (Left)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Style	-	
Organ Flutes Response (Right1)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Flutes Response (Right2)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Flutes Response (Right3)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Flutes Response (Left)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Style	-	
Organ Flutes Volume (Right1)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Flutes Volume (Right2)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Flutes Volume (Right3)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Organ Flutes Volume (Left)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Style	-	
<b>Mic</b>															
VocalHarmonyOn/Off	X	X	X	X	X	-	O	Mic.Setting	X	X	X	O	Mic	Mic.Setting	
TalkOn/Off	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Mic EffectOn/Off	X	X	X	X	X	-	O	Mic.Setting	X	X	X	O	Mic	Mic.Setting	
VHType	X	X	X	X	X	-	O	Mic.Setting	X	X	X	O	Mic	Mic.Setting	
VHParameters	X	X	O	X	X	-	O	Mic.Setting	X	X	X	X	-	Mic.Setting	
<b>Mic Setting</b>															
<b>OverAll Setting</b>															
EQ Low Freq.	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
EQ Low Gain	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
EQ Mid Freq.	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
EQ Mid Gain	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
EQ High Freq.	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
EQ High Gain	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Noise Gate SW	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Noise Gate TH	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Compressor SW	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Compressor TH	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Compressor RAT	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Compressor OUT	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
VH Song Channel Mute	X	X	X	X	X	-	X	-	X	X	X	O	Mic	Mic.Setting	
VH Song Channel	X	X	X	X	X	-	O	Mic.Setting	X	X	X	O	Mic	Mic.Setting	
VH Keyboard	X	X	X	X	X	-	O	Mic.Setting	X	X	X	O	Mic	Mic.Setting	
VH Balance	X	X	X	X	X	-	O	Mic.Setting	X	X	X	O	Mic	Mic.Setting	
VH Mode	X	X	X	X	X	-	X	-	X	X	X	O	Mic	Mic.Setting	
VH Chord Detect	X	X	X	X	X	-	X	-	X	X	X	O	Mic	Mic.Setting	
MicMute	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
MicVolume	X	X	X	X	X	-	O	Mic.Setting	X	X	X	O	Mic	Mic.Setting	
VocalRange	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Talk Setting</b>															
Talk Setting Volume	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Talk Setting Pan	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Talk Setting ReverbDepth	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Talk Setting ChorusDepth	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Talk Setting TotalVolumeAttenuator	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Talk Setting DSPOn/Off	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Talk Setting DSPDepth	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Talk Setting DSPTType	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Mixing Console &gt; Vol/Voice</b>															
<b>Volume</b>															
Offset Volume Song	X	X	X	X	X	-	X	-	X	X	X	O	Song	-	
Offset Volume Style	X	X	X	X	X	-	X	-	X	X	X	O	Style	-	
Volume M.Pad	X	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	MultiPad	-	
Volume Mic	X	X	X	X	X	-	O	Mic. Setting	X	X	X	O	Mic	Mic.Setting	
Volume Left	X	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Style	-	
Volume Right1	X	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Volume Right2	X	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Volume Right3	X	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Part Volume Song	X	X	X	X	X	-	O	Volume	X	X	X	X	-	-	
Part Volume Style	X	X	X	X	X	-	X	-	O	X	X	O	Style	-	
Keyboard Volume	X	X	X	X	X	-	X	-	X	X	X	O	Voice	-	
HDR Volume	X	X	X	X	X	-	X	-	X	X	X	X	-	-	

Parameter	System				Voice Set	Voice Set Group	Song		Style		Multi Pad	Registration		Parameter Lock Group	Note
	SetUp	MIDI Setup	User Effect	Music Finder			Song	Song Setup Group	Style Data	OTS		Regist	Freeze Group		
<b>PanPot</b>															
Offset PanPot Song	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Offset PanPot Style	X	X	X	X	X	-	X	-	X	X	X	O	Style	-	
PanPot M.Pad	X	X	X	X	X	-	X	-	X	X	X	O	MultiPad	-	
PanPot Mic	X	X	X	X	X	-	O	Mic. Setting	X	X	X	O	Mic	Mic.Setting	
PanPot Left	X	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Style	-	
PanPot Right1	X	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Voice	-	
PanPot Right2	X	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Voice	-	
PanPot Right3	X	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Part PanPot Song	X	X	X	X	X	-	O	Pan	X	X	X	X	-	-	
Part PanPot Style	X	X	X	X	X	-	X	-	O	X	X	O	Style	-	
<b>Voice</b>															
Voice (Right1)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Voice (Right2)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Voice (Right3)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Voice (Left)	X	X	X	X	O	-	O	Keyboard Voice	X	O	X	O	Style	-	
Voice (Style Part)	X	X	X	X	X	-	X	-	O	X	X	O	Style	-	
Voice (Song Part)	X	X	X	X	X	-	O	Voice	X	X	X	X	-	-	
<b>Auto Revoice</b>															
Auto Revoice On/Off	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Auto Revoice Setup	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Mixing Console &gt; Filter</b>															
<b>Brightness</b>															
Brightness Song Part	X	X	X	X	X	-	O	Filter	X	X	X	X	-	-	
Brightness Style Part	X	X	X	X	X	-	X	-	O	X	X	O	Style	-	
Brightness Right1	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Brightness Right2	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Brightness Right3	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Brightness Left	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Style	-	
<b>Harmonic Content</b>															
Harmonic Content Song Part	X	X	X	X	X	-	O	Filter	X	X	X	X	-	-	
Harmonic Content Style Part	X	X	X	X	X	-	X	-	O	X	X	O	Style	-	
Harmonic Content Right1	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Harmonic Content Right2	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Harmonic Content Right3	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Harmonic Content Left	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Style	-	
<b>Mixing Console &gt; Tune</b>															
<b>Octave</b>															
Octave Right1	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Octave Right2	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Octave Right3	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Octave Left	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Style	-	
<b>Tune</b>															
Tune Right1	X	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Tune Right2	X	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Tune Right3	X	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Tune Left	X	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Style	-	
<b>Portamento Time</b>															
Portamento Time Right1	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Portamento Time Right2	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Portamento Time Right3	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
Portamento Time Left	X	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Style	-	
<b>Pitch Bend Range</b>															
Pitch Bend Range Right1	X	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Pitch Bend Range Right2	X	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Pitch Bend Range Right3	X	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Pitch Bend Range Left	X	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Style	-	
<b>Transpose</b>															
Master Transpose	X	X	X	X	X	-	X	-	X	X	X	O	Transpose	-	
Song Transpose	X	X	X	X	X	-	X	-	X	X	X	O	Transpose	-	
Keyboard Transpose	X	X	X	X	X	-	X	-	X	X	X	O	Transpose	-	
<b>Mixing Console &gt; EQ</b>															
<b>EQ Low Gain</b>															
EQ Low Gain Style Part	X	X	X	X	X	-	X	-	O	X	X	O	Style	-	
EQ Low Gain Song Part	X	X	X	X	X	-	O	EQ	X	X	X	X	-	-	
EQ Low Gain Multi Pad	X	X	X	X	X	-	X	-	X	X	X	O	Multi Pad	-	
EQ Low Gain Right1	X	X	X	X	O	EQ	O	Keyboard Voice	X	O	X	O	Voice	-	
EQ Low Gain Right2	X	X	X	X	O	EQ	O	Keyboard Voice	X	O	X	O	Voice	-	
EQ Low Gain Right3	X	X	X	X	O	EQ	O	Keyboard Voice	X	O	X	O	Voice	-	
EQ Low Gain Left	X	X	X	X	O	EQ	O	Keyboard Voice	X	O	X	O	Style	-	
EQ Low Gain Style (Offset)	X	X	X	X	X	-	X	-	X	X	X	O	Style	-	
EQ Low Gain Song (Offset)	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>EQ High Gain</b>															
EQ High Gain Style Part	X	X	X	X	X	-	X	-	O	X	X	O	Style	-	
EQ High Gain Song Part	X	X	X	X	X	-	O	EQ	X	X	X	X	-	-	
EQ High Gain Multi Pad	X	X	X	X	X	-	X	-	X	X	X	O	Multi Pad	-	
EQ High Gain Right1	X	X	X	X	O	EQ	O	Keyboard Voice	X	O	X	O	Voice	-	
EQ High Gain Right2	X	X	X	X	O	EQ	O	Keyboard Voice	X	O	X	O	Voice	-	
EQ High Gain Right3	X	X	X	X	O	EQ	O	Keyboard Voice	X	O	X	O	Voice	-	
EQ High Gain Left	X	X	X	X	O	EQ	O	Keyboard Voice	X	O	X	O	Style	-	
EQ High Gain Style (Offset)	X	X	X	X	X	-	X	-	X	X	X	O	Style	-	
EQ High Gain Song (Offset)	X	X	X	X	X	-	X	-	X	X	X	X	-	-	

Parameter Chart / Parametertabelle / Tableau des paramètres

Parameter	System				Voice Set	Voice Set Group	Song		Style		Multi Pad	Registration		Parameter Lock Group	Note
	SetUp	MIDI Setup	User Effect	Music Finder			Song	Song Setup Group	Style Data	OTS		Regist	Freeze Group		
<b>Mixing Console &gt; Effect</b>															
Reverb Type															
Reverb Type	X	X	X	X	X	-	O	Effect	O	X	X	O	Style/Song	Reverb Type	
Reverb Return Level	X	X	X	X	X	-	O	Effect	O	X	X	O	Style/Song	Reverb Return Level	
Reverb Depth															
Reverb Depth Style Part	X	X	X	X	X	-	X	-	O	X	X	O	Style	-	
Reverb Depth Song Part	X	X	X	X	X	-	O	Effect	X	X	X	X	-	-	
Reverb Depth Multi Pad	X	X	X	X	X	-	X	-	X	X	X	O	Multi Pad	-	
Reverb Depth Mic	X	X	X	X	X	-	O	Mic.Setting	X	X	X	O	Mic	Mic.Setting	
Reverb Depth Right1	X	X	X	X	O	Effect	O	Keyboard Voice	X	O	X	O	Voice	-	
Reverb Depth Right2	X	X	X	X	O	Effect	O	Keyboard Voice	X	O	X	O	Voice	-	
Reverb Depth Right3	X	X	X	X	O	Effect	O	Keyboard Voice	X	O	X	O	Voice	-	
Reverb Depth Left	X	X	X	X	O	Effect	O	Keyboard Voice	X	O	X	O	Style	-	
Reverb Depth Style (Offset)	X	X	X	X	X	-	X	-	X	X	X	O	Style	-	
Reverb Depth Song (Offset)	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Chorus Type															
Chorus Type	X	X	X	X	X	-	O	Effect	O	X	X	O	Style/Song	-	
Chorus Return Level	X	X	X	X	X	-	O	Effect	O	X	X	O	Style/Song	Chorus Return Level	
Chorus Depth															
Chorus Depth Style Part	X	X	X	X	X	-	X	-	O	X	X	O	Style	-	
Chorus Depth Song Part	X	X	X	X	X	-	O	Effect	X	X	X	X	-	-	
Chorus Depth Multi Pad	X	X	X	X	X	-	X	-	X	X	X	O	Multi Pad	-	
Chorus Depth Mic	X	X	X	X	X	-	O	Mic.Setting	X	X	X	O	Mic	Mic.Setting	
Chorus Depth Right1	X	X	X	X	O	Effect	O	Keyboard Voice	X	O	X	O	Voice	-	
Chorus Depth Right2	X	X	X	X	O	Effect	O	Keyboard Voice	X	O	X	O	Voice	-	
Chorus Depth Right3	X	X	X	X	O	Effect	O	Keyboard Voice	X	O	X	O	Voice	-	
Chorus Depth Left	X	X	X	X	O	Effect	O	Keyboard Voice	X	O	X	O	Style	-	
Chorus Depth Style (Offset)	X	X	X	X	X	-	X	-	X	X	X	O	Style	-	
Chorus Depth Song (Offset)	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
DSP Type															
DSP1 (Variation) Type	X	X	X	X	X	-	O	Effect	O	X	X	O	Style/Song	-	
DSP1 (Variation) Return Level	X	X	X	X	X	-	O	Effect	O	X	X	O	Style/Song	DSP1 Return Level	
DSP2Type	X	X	X	X	X	-	O	Effect	X	X	X	O	Voice/Style/Song	-	
DSP3Type	X	X	X	X	X	-	O	Effect	X	X	X	O	Voice/Style/Song	-	
DSP4Type	X	X	X	X	X	-	O	Effect	X	X	X	O	Voice/Style/Song	-	
DSP5Type	X	X	X	X	X	-	O	Effect	X	X	X	O	Voice/Style/Song	-	
DSP6Type	X	X	X	X	X	-	O	Effect	X	X	X	O	Voice/Style/Song	-	
DSP7Type	X	X	X	X	X	-	O	Mic.Setting	X	X	X	O	Style/Song/Mic	Mic.Setting	
DSP8Type	X	X	X	X	X	-	O	-	X	X	X	O	Style	-	
DSP9Type	X	X	X	X	X	-	O	-	X	X	X	O	Style	-	
DSP Depth															
DSP Depth Style Part	X	X	X	X	X	-	X	-	O	X	X	O	Style	-	
DSP Depth Song Part	X	X	X	X	X	-	O	Effect	X	X	X	X	-	-	
DSP Depth Right1	X	X	X	X	O	Effect	O	Keyboard Voice	X	O	X	O	Voice	-	
DSP Depth Right2	X	X	X	X	O	Effect	O	Keyboard Voice	X	O	X	O	Voice	-	
DSP Depth Right3	X	X	X	X	O	Effect	O	Keyboard Voice	X	O	X	O	Voice	-	
DSP Depth Left	X	X	X	X	O	Effect	O	Keyboard Voice	X	O	X	O	Style	-	
DSP Depth Mic	X	X	X	X	X	-	O	Mic.Setting	X	X	X	O	Mic	-	
InsertionType															
Ins.Type (Right1)	X	X	X	X	O	Effect	O	Keyboard Voice	X	O	X	O	Voice	-	
Ins.Type (Right2)	X	X	X	X	O	Effect	O	Keyboard Voice	X	O	X	O	Voice	-	
Ins.Type (Right3)	X	X	X	X	O	Effect	O	Keyboard Voice	X	O	X	O	Voice	-	
Ins.Type (Left)	X	X	X	X	O	Effect	O	Keyboard Voice	X	O	X	O	Style	-	
Ins. Type (Song)	X	X	X	X	X	-	O	Effect	X	X	X	X	-	-	
Ins.Type (Mic)	X	X	X	X	X	-	O	Mic.Setting	X	X	X	O	Mic	Mic.Setting	
Effect Parameter (Reverb/Chorus/DSP1-5)	X	X	O	X	X	-	O	Effect	X	X	X	X	-	-	
Effect Parameter (DSP6)	X	X	O	X	X	-	O	Mic.Setting	X	X	X	X	-	-	
<b>Mixing Console &gt; CMP</b>															
MasterCompressor Type	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
MasterCompressor Threshold Offset	X	X	O	X	X	-	X	-	X	X	X	X	-	-	
MasterCompressor Ratio Offset	X	X	O	X	X	-	X	-	X	X	X	X	-	-	
MasterCompressor OutPutOffset	X	X	O	X	X	-	X	-	X	X	X	X	-	-	
MasterCompressor On/Off	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Mixing Console &gt; LineOut</b>															
LineOut	O	X	X	X	X	-	X	-	X	X	-	O	LineOut	-	
<b>Channel On/Off</b>															
ChannelOn/Off (Song)	X	X	X	X	X	-	X	-	X	X	X	O	Song	-	
ChannelOn/Off (Style)	X	X	X	X	X	-	X	-	O	X	X	O	Style	-	
<b>MIDI</b>															
MIDI Template															
Template No.	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Preset Template Name	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Menu &gt; Function &gt; MIDI</b>															
System															
Local Control	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Clock	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Transmit Clock	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Receive Transpose	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Receive Start/Stop	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
SysEx Transmit	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
SysEx Receive	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Chord SysEx Transmit	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Chord SysEx Receive	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Transmit															
Part Select	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Ch (for each part)	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Filter (for each part)	X	O	X	X	X	-	X	-	X	X	X	X	-	-	



Parameter	System				Voice Set	Voice Set Group	Song		Style		Multi Pad	Registration		Parameter Lock Group	Note
	SetUp	MIDI Setup	User Effect	Music Finder			Song	Song Setup Group	Style Data	OTS		Regist	Freeze Group		
<b>Receive</b>															
CH Select	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Part Select	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Filter (for each channel)	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Bass (On Bass Note)</b>															
Bass (On Bass Note)	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Chord Detect</b>															
Chord Detect	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
<b>MFC10</b>															
MFC10 SW Function (0-29)	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
MFC10 Foot Function (1-5)	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
MFC10 Receive Port	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
MFC10 Foot Part (0-4)	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
MFC10 Receive (Ch1-16)	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Menu &gt; Function &gt; Mater Tune/Scale Tune</b>															
<b>Master Tune</b>															
MasterTune	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Scale Tune</b>															
Scale	X	X	X	X	X	-	X	-	X	X	X	O	Scale	-	
Tune	X	X	X	X	X	-	X	-	X	X	X	O	Scale	-	
BaseNote	X	X	X	X	X	-	X	-	X	X	X	O	Scale	-	
Part Select (Right1/Right2/Right3, Left,Style,Multi Pad)	X	X	X	X	X	-	X	-	X	X	X	O	Scale	-	
<b>Menu &gt; Function &gt; Controller</b>															
<b>Slider</b>															
Assign Slider	O	X	X	X	X	X	X	X	X	X	X	O	Slider	-	
<b>Foot Pedal</b>															
PedalFunction	X	X	X	X	X	X	X	X	X	X	X	O	Pedal	-	
PedalSettings	X	X	X	X	X	X	X	X	X	X	X	O	Pedal	-	
PedalPolarity	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Keyboard/Panel</b>															
Initial Touch	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Initial TouchOffLevel	X	X	X	X	X	-	X	-	X	X	X	O	Voice	-	
Initial Touch Part On/Off	X	X	X	X	X	-	X	-	X	X	X	O	Voice	-	
After Touch	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
After Touch Part On/Off	X	X	X	X	X	-	X	-	X	X	X	O	Voice	-	
ModulationWheelPartOn/Off	X	X	X	X	X	-	X	-	X	X	X	O	Voice	-	
TransposeAssign	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Menu &gt; Function &gt; Regist.Sequence/Freeze/VoiceSet</b>															
<b>Regist Sequence</b>															
RegistSequenceData	X	X	X	X	X	-	X	-	X	X	X	O	-	-	Memorized as a single Registration Bank file.
RegistSequenceEnable	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Regist (+) Pedal	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Regist (-) Pedal	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
SequenceEnd	X	X	X	X	X	-	X	-	X	X	X	O	-	-	Memorized as a single Registration Bank file.
<b>Freeze Group</b>															
FreezeGroupSetting	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>VoiceSet</b>															
VoiceSet Group Right1 On/Off	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
VoiceSet Group Right2 On/Off	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
VoiceSet Group Left On/Off	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
VoiceSet Group Right3 On/Off	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Menu &gt; Function &gt; Harmony/Echo</b>															
Type	X	X	X	X	O	Harmony	O	Keyboard Voice	X	O	X	O	Harmony	-	
Volume	X	X	X	X	O	Harmony	O	Keyboard Voice	X	O	X	O	Harmony	-	
Speed	X	X	X	X	O	Harmony	O	Keyboard Voice	X	O	X	O	Harmony	-	
Assign	X	X	X	X	O	Harmony	O	Keyboard Voice	X	O	X	O	Harmony	-	
ChordNoteOnly	X	X	X	X	O	Harmony	O	Keyboard Voice	X	O	X	O	Harmony	-	
TouchLimit	X	X	X	X	O	Harmony	O	Keyboard Voice	X	O	X	O	Harmony	-	
<b>Menu &gt; Function &gt; Screen Out</b>															
Monitor Type	O	X	X	X	X	-	X	-	X	X	X	X	-	-	Cannot be reset with Factory Reset.
ScreenContent	O	X	X	X	X	-	X	-	X	X	X	X	-	-	Cannot be reset with Factory Reset.
<b>Menu &gt; Function &gt; Utility</b>															
<b>Configuration1</b>															
FadeInTime	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
FadeOutTime	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
FadeOutHoldTime	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
MetronomeVolume	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
MetronomeSound	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
TimeSignature	X	X	X	X	X	-	O	-	O	X	X	X	-	-	
ParameterLock	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
TapCountPercussion	X	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Style	-	
TapCountVelocity	X	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Style	-	
<b>Configuration2</b>															
DisplayVoiceNumber	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Speaker	O	X	X	X	X	-	X	-	X	X	-	X	-	-	
Aux Out/Loop Send	O	X	X	X	X	-	X	-	X	X	-	X	-	-	
VoiceCategory Button Options	O	X	X	X	X	-	X	-	X	X	-	X	-	-	
Display Style Tempo	O	X	X	X	X	-	X	-	X	X	-	X	-	-	
PopUp Display Time	O	X	X	X	X	-	X	-	X	X	-	X	-	-	

Parameter Chart / Parametertabelle / Tableau des paramètres

Parameter	System				Voice Set	Voice Set Group	Song		Style		Multi Pad	Registration		Parameter Lock Group	Note
	SetUp	MIDI Setup	User Effect	Music Finder			Song	Song Setup Group	Style Data	OTS		Regist	Freeze Group		
<b>Media</b>															
SongAutoOpen	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
HD Sleep Time	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Owner</b>															
Language	0	X	X	X	X	-	X	-	X	X	X	X	-	-	Cannot be reset with Factory Reset.
OwnerName	0	X	X	X	X	-	X	-	X	X	X	X	-	-	Cannot be reset with Factory Reset.
MainPicture	0	X	X	X	X	-	X	-	X	X	X	X	-	-	Cannot be reset with Factory Reset.
<b>SystemReset</b>															
FactoryResetSetting	X	X	X	X	X	-	X	-	X	X	X	X	-	-	Language, Owner Name, Main Picture Background, Lyric Picture Background, and Screen Out related parameters are not reset.
<b>Registration</b>															
FreezeOn/Off	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
RegistMemory Contents	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
RegistNumber	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
RegistContentsName	X	X	X	X	X	-	X	-	X	X	X	0	-	-	
<b>OTS</b>															
OTSNumber	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Master Volume Fade In/Out</b>															
Fade in/out	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Metronome</b>															
Start/Stop	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Transpose</b>															
Transpose	X	X	X	X	X	-	X	-	X	X	X	0	Transpose	-	
<b>Upper Octave</b>															
UpperOctave	X	X	X	X	X	-	X	-	X	X	X	0	Voice	-	
<b>Direct Access</b>															
	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Hard Disk Recorder</b>															
Hard Disk Recorder Audio Player File	X	X	X	X	X	-	X	-	X	X	X	0	HDR	-	
Basic/Playlist Mode	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Input Volume	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Output Volume	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Output Mute Sw	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Recording Mode	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Nudge Mode	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>PlayList</b>															
Repeat Mode	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Mark Sw	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Custom Voice</b>															
<b>Wave Import (Normal Voice)</b>															
Wave Element	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Start Key	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
End Key	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Add Wave</b>															
Fixed Pitch	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Center Key	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Start Key	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
<b>Wave Import (Drum Kit)</b>															
Volume	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Pan	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Reverb	X	X	X	X	X	-	X	-	X	X	X	X	-	-	Change DrumSetup Reverb Send Level.
Receive Note Off	X	X	X	X	X	-	X	-	X	X	X	X	-	-	Change DrumSetup Receive Note Off.

# MIDI Data Format / MIDI-Datenformat / Format des données MIDI

Many MIDI messages listed in the MIDI Data Format are expressed in decimal numbers, binary numbers and hexadecimal numbers. Hexa-decimal numbers may include the letter "H" as a suffix. Also, "n" can freely be defined as any whole number. To enter data/values, refer to the table below.

Decimal	Hexadecimal	Binary
0	00	0000 0000
1	01	0000 0001
2	02	0000 0010
3	03	0000 0011
4	04	0000 0100
5	05	0000 0101
6	06	0000 0110
7	07	0000 0111
8	08	0000 1000
9	09	0000 1001
10	0A	0000 1010
11	0B	0000 1011
12	0C	0000 1100
13	0D	0000 1101
14	0E	0000 1110
15	0F	0000 1111
16	10	0001 0000
17	11	0001 0001
18	12	0001 0010
19	13	0001 0011
20	14	0001 0100
21	15	0001 0101
22	16	0001 0110
23	17	0001 0111
24	18	0001 1000
25	19	0001 1001
26	1A	0001 1010
27	1B	0001 1011
28	1C	0001 1100
29	1D	0001 1101
30	1E	0001 1110
31	1F	0001 1111

Decimal	Hexadecimal	Binary
32	20	0010 0000
33	21	0010 0001
34	22	0010 0010
35	23	0010 0011
36	24	0010 0100
37	25	0010 0101
38	26	0010 0110
39	27	0010 0111
40	28	0010 1000
41	29	0010 1001
42	2A	0010 1010
43	2B	0010 1011
44	2C	0010 1100
45	2D	0010 1101
46	2E	0010 1110
47	2F	0010 1111
48	30	0011 0000
49	31	0011 0001
50	32	0011 0010
51	33	0011 0011
52	34	0011 0100
53	35	0011 0101
54	36	0011 0110
55	37	0011 0111
56	38	0011 1000
57	39	0011 1001
58	3A	0011 1010
59	3B	0011 1011
60	3C	0011 1100
61	3D	0011 1101
62	3E	0011 1110
63	3F	0011 1111

Decimal	Hexadecimal	Binary
64	40	0100 0000
65	41	0100 0001
66	42	0100 0010
67	43	0100 0011
68	44	0100 0100
69	45	0100 0101
70	46	0100 0110
71	47	0100 0111
72	48	0100 1000
73	49	0100 1001
74	4A	0100 1010
75	4B	0100 1011
76	4C	0100 1100
77	4D	0100 1101
78	4E	0100 1110
79	4F	0100 1111
80	50	0101 0000
81	51	0101 0001
82	52	0101 0010
83	53	0101 0011
84	54	0101 0100
85	55	0101 0101
86	56	0101 0110
87	57	0101 0111
88	58	0101 1000
89	59	0101 1001
90	5A	0101 1010
91	5B	0101 1011
92	5C	0101 1100
93	5D	0101 1101
94	5E	0101 1110
95	5F	0101 1111

Decimal	Hexadecimal	Binary
96	60	0110 0000
97	61	0110 0001
98	62	0110 0010
99	63	0110 0011
100	64	0110 0100
101	65	0110 0101
102	66	0110 0110
103	67	0110 0111
104	68	0110 1000
105	69	0110 1001
106	6A	0110 1010
107	6B	0110 1011
108	6C	0110 1100
109	6D	0110 1101
110	6E	0110 1110
111	6F	0110 1111
112	70	0111 0000
113	71	0111 0001
114	72	0111 0010
115	73	0111 0011
116	74	0111 0100
117	75	0111 0101
118	76	0111 0110
119	77	0111 0111
120	78	0111 1000
121	79	0111 1001
122	7A	0111 1010
123	7B	0111 1011
124	7C	0111 1100
125	7D	0111 1101
126	7E	0111 1110
127	7F	0111 1111

• Except the table above, for example 144-159(decimal)/9nH/10010000-1001 1111(binary) denotes the Note On Message for each channel (1-16). 176-191/BnH/1011 0000-1011 1111 denotes the Control Change Message for each channel (1-16). 192-207/CnH/1100 0000-1100 1111 denotes the Program Change Message for each channel (1-16). 240/F0H/1111 0000 denotes the start of a Sys-tem Exclusive Message. 247/F7H/1111 0111 denotes the end of a System Exclusive Message.

- aaH (hexidecimal)/0aaaaaaa (binary) denotes the data address. The address contains High, Mid, and Low.
- bbH/0bbbbbbb denotes the byte count.
- ccH/0ccccccc denotes the check sum.
- ddH/0ddddddd denotes the data/value.

### MIDI CHANNEL MESSAGE (1)

MIDI Events	Status byte	1st Data byte		2nd Data byte		[MIDI]														[Song Creator]			
		Status	Data (HEX)	Parameter	Data (HEX)	Parameter	Regular/Drum/Voice	Mic/Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/Right2/Right3/Left)		
Key Off [GM1] [GM2]	8nH (n:Channel Number)	kk	Key no. (0-127)	vv	Velocity(0-127)	O	O (Harmony Channel/Melody Channel)	O	O	O	O	O	O	X	X	O	O	X	O	X	X		
Key On [GM1] [GM2]	9nH (n:Channel Number)	kk	Key no. (0-127)	vv	Key On : vv=1-127 Key Off : vv=0	O	O (Harmony Channel/Melody Channel)	O	O	O	O	O	O	●	O	O	O	●	O	X	O		
Control Change	BnH	0 (00H)	Bank Select MSB [GM2]	0 (00H) 8 (08H) 8 (08H) 8 (08H) 62 (3EH) 63 (3FH) 64 (40H) 104 (68H) 120 (78H) 121 (79H) 126 (7EH) 127 (7FH)	Normal MegaVoice SA Voice SA2 Voice Custom Drum Voice Custom Voice SFX Voice Normal GM2 Rhythm GM2 Normal SFX kit Drum kit	O	X	O	O	O (Regist)	O	O	O	●	O	●	●	X	O	O	O		
		1 (01H)	Modulation [GM1] [GM2]	0-127 (00H...7FH)	Data	O	X	O	O	O (All Keyboard parts)	O	O	O	●	O	O	O	●	O	O	O	O	
		5 (05H)	Portamento Time [GM2]	0-127 (00H...7FH)	Data	O (Except Organ Flutes)	X	O	O	O (All Keyboard parts)	X	O	O	●	O	X	O	X	O	O	O	O	O
		6 (06H)	Data Entry MSB [GM2]	0-127 (00H...7FH)	Data	O	O (Harmony Channel/Melody Channel)	O	O	O (All Keyboard parts)	O	O	O	●	O	O	O	X	O	X	O	O	O
		7 (07H)	Main Volume [GM1] [GM2]	0-127 (00H...7FH)	Data	O	O (A/D Part Receive Channel)	O	O	O (All Keyboard parts)	O	O	O	●	●	●	●	X	O	O	O	O	O
		10 (0AH)	Panpot [GM1] [GM2]	0-127 (00H...7FH)	L64...C...R63	O	O (A/D Part Receive Channel)	O	O	O (All Keyboard parts)	O	O	O	●	●	●	●	X	O	O	O	O	O
		11 (0BH)	Expression [GM1] [GM2]	0-127 (00H...7FH)	Data	O	X	O	O	O (All Keyboard parts)	O	O	O	●	●	●	●	●	O	O	O	O	O
		32 (20H)	Bank Select LSB [GM2]	0-127 (00H...7FH)	Data	O	X	O	O	O (Regist)	O	O	O	●	O	●	●	X	O	O	O	O	O
		38 (26H)	Data Entry LSB [GM2]	0-127 (00H...7FH)	Data	O	X	O	O	O (All Keyboard parts)	X	O	O	●	O	X	O	X	O	X	O	X	O
		64 (40H)	Sustain (Damper) [GM1] [GM2]	0-127 (00H...7FH)	Data	O	O (Harmony Channel/Melody Channel)	O	O	O (All Keyboard parts)	X	O	O	●	O	X	O	●	O	O	O	O	O
		65 (41H)	Portamento [GM2]	0-127 (00H...7FH)	0...63, 64...127 (OFF, ON)	O (Except Organ Flutes)	X	O	O	O (All Keyboard parts)	X	O	O	●	O	X	O	●	O	O	O	O	O
		66 (42H)	Sostenuto [GM2]	0-127 (00H...7FH)	0...63, 64...127 (OFF, ON)	O	X	O	O	O (All Keyboard parts)	X	O	O	●	O	X	O	●	O	O	O	O	O
		67 (43H)	Soft Pedal [GM2]	0-127 (00H...7FH)	0...63, 64...127 (OFF, ON)	O	X	O	O	O (All Keyboard parts)	X	O	O	●	O	X	O	●	O	O	O	O	O
		71 (47H)	Harmonic Content [GM2]	0-127 (00H...7FH)	-64...0...+63	O	X	O	O	O (All Keyboard parts)	O	O	O	●	O	●	●	X	O	O	O	O	O
		72 (48H)	Release Time [GM2]	0-127 (00H...7FH)	-64...0...+63	O	X	O	O	O (All Keyboard parts)	O	O	O	●	O	O	O	X	O	O	O	O	O
		73 (49H)	Attack Time [GM2]	0-127 (00H...7FH)	-64...0...+63	O	X	O	O	O (All Keyboard parts)	O	O	O	●	O	O	O	X	O	O	O	O	O
		74 (4AH)	Brightness [GM2]	0-127 (00H...7FH)	-64...0...+63	O	X	O	O	O (All Keyboard parts)	O	O	O	●	O	●	●	X	O	O	O	O	O
		75 (4BH)	Decay Time [GM2]	0-127 (00H...7FH)	-64...0...+63	O	X	O	O	O (All Keyboard parts)	O	O	X	X	X	X	O	X	O	X	O	O	X
		76 (4CH)	Vibrato Rate [GM2]	0-127 (00H...7FH)	-64...0...+63	O	X	O	O	O (All Keyboard parts)	O	O	X	X	X	X	O	X	O	X	O	O	X
		77 (4DH)	Vibrato Depth [GM2]	0-127 (00H...7FH)	-64...0...+63	O	X	O	O	O (All Keyboard parts)	O	O	X	X	X	X	O	X	O	X	O	O	X
		78 (4EH)	Vibrato Delay [GM2]	0-127 (00H...7FH)	-64...0...+63	O	X	O	O	O (All Keyboard parts)	O	O	X	X	X	X	O	X	O	X	O	O	X
		80 (50H)	General Purpose Controller (Articulation 1)	0-127 (00H...7FH)	0 : OFF 127 : ON	O (SA/SA2 Voice Only)	X	O	X	X	X	X	●	X	X	O	X	O	X	O	O	O	O
		81 (51H)	General Purpose Controller (Articulation 2)	0-127 (00H...7FH)	0 : OFF 127 : ON	O (SA/SA2 Voice Only)	X	O	X	X	X	X	●	X	X	O	X	O	X	O	O	O	O
		84 (54H)	Portamento Control	0-127 (00H...7FH)	Key no. (0-127)	O	X	O	O	X	O	O	O	O	●	O	X	O	X	O	X	O	O

● : Transmitted via panel operations and keyboard/controller performances. O : Available

[GM1]...GM Required Parameter  
[GM2]...GM Level2 Required Parameter

MIDI Events	Status byte	[MIDI]																[Song Creator]			
		1st Data byte		2nd Data byte		Voice		MIDI Reception				MIDI Transmission				PLAY	REW	REC			
		Data (HEX)	Parameter	Data (HEX)	Parameter	Regular/Drum/Organ Voice	Mic/Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower			From panel (Right1/Right2/Right3/Left)	
		91 (5BH)	Effect1 Depth (Reverb Send Level) [GM2]	0-127 (00H...7FH)	Data	O	O (A/D Part Receive Channel)	O	O	O	O	O	O	O	O	O	O	O	O	O	O
		93 (5DH)	Effect3 Depth (Chorus Send Level) [GM2]	0-127 (00H...7FH)	Data	O	O (A/D Part Receive Channel)	O	O	O	O	O	O	O	O	O	O	O	O	O	O
		94 (5EH)	Effect4 Depth (Variation Send Level)	0-127 (00H...7FH)	Data	O	X	O	O	O	O	O	O	O	O	O	O	O	O	O	X
		96 (60H)	RPN Increment	- -	The data byte is ignored.	O	O (Harmony Channel/ Melody Channel)	O	O	X	O	O	X	O	X	O	X	O	X	O	X
		97 (61H)	RPN Decrement	- -	The data byte is ignored.	O	O (Harmony Channel/ Melody Channel)	O	O	X	O	O	X	O	X	O	X	O	X	O	X
		98 (62H)	NRPN LSB	0-127 (00H...7FH)	Data	O	O (Harmony Channel/ Melody Channel)	O	O	X	O	O	O	O	O	O	X	O	O	O	O
		99 (63H)	NRPN MSB	0-127 (00H...7FH)	Data	O	O (Harmony Channel/ Melody Channel)	O	O	X	O	O	O	O	O	O	X	O	O	O	O
		100 (64H)	RPN LSB [GM2]	0-127 (00H...7FH)	Data	O	O (Harmony Channel/ Melody Channel)	O	O	O	O	O	O	O	O	O	X	O	O	O	O
		101 (65H)	RPN MSB [GM2]	0-127 (00H...7FH)	Data	O	O (Harmony Channel/ Melody Channel)	O	O	O	O	O	O	O	O	O	X	O	O	O	O
Mode Message	BnH (n:Channel Number)	120 (78H)	All Sound Off [GM2]	0 (00H)	Data	O	X	O	O	O	O	X	O	X	O	X	O	X	O	X	X
		121 (79H)	Reset All Controllers [GM1] [GM2]	0 (00H)	Data	O	X	O	X	X	X	X	O	X	O	X	O	X	O	X	X
		122 (7AH)	Local Control	0 127 (00H) (7FH)	OFF ON	-	-	O				X	X	X	X	X	X	X	X	X	X
		123 (7BH)	All Note Off [GM1] [GM2]	0 (00H)	Data	O	O (Harmony Channel/ Melody Channel)	O	O	O	O	O	X	O	X	O	X	O	X	O	X
		124 (7CH)	Omni Off [GM2]	0 (00H)	Data	O	X	O	X	X	X	X	O	X	O	X	O	X	O	X	X
		125 (7DH)	Omni On [GM2]	0 (00H)	Data	O	X	O	X	X	X	X	O	X	O	X	O	X	O	X	X
		126 (7EH)	Mono [GM2]	0-16 (00H...10H)	Data	O	X	O	X	X	X	X	O	X	O	X	O	X	O	X	X
		127 (7FH)	Poly [GM2]	0 (00H)	Data	O	X	O	X	X	X	X	O	X	O	X	O	X	O	X	X
Program Change [GM1] [GM2]	CnH (n:Channel Number)	pp (00H...7FH)	Voice Number (0-127)	- -	-	O	X	O	O	O	O	O	O	O	O	O	O	O	O	O	O
Channel After Touch [GM1] [GM2]	DnH (n:Channel Number)	vv (00H...7FH)	Data	- -	-	O	X	O	O	O	X	O	X	O	X	O	X	O	X	O	O
Polyphonic After Touch	AnH (n:Channel Number)	kk (00H...7FH)	Key no. (0-127)	vv (00H...7FH)	Data	O	X	O	X	X	X	X	X	X	X	O	X	O	X	O	X
Pitch Bend Change [GM1] [GM2]	EnH (n:Channel Number)	cc (00H...7FH)	LSB	dd (00H...7FH)	MSB	O	O (Harmony Channel/ Melody Channel)	O	O	O	O	O	O	O	O	O	O	O	O	O	O
Realtime Message	F8H MIDI Clock	- -	- -	- -	- -	-	-	O (Received when the Clock is set to MIDI A, MIDI B, USB1, or USB2.)				O (Transmitted when the Clock is set to Internal and the Transmit Clock is set to on.)				-	-	-			
	FAH Start	- -	- -	- -	- -	-	-	O (Received when the Clock is set to MIDI A, MIDI B, USB1, or USB2.)				O (Transmitted when the Transmit Clock is set to on.)				-	-	-			
	FBH Continue	- -	- -	- -	- -	-	-	X				X				-	-	-			
	FCH Stop	- -	- -	- -	- -	-	-	O (Received when the Clock is set to MIDI A, MIDI B, USB1, or USB2.)				O (Transmitted when the Transmit Clock is set to on.)				-	-	-			
	FEH Active Sense [GM2]	- -	- -	- -	- -	-	-	O				O				-	-	-			
	FFH System Reset	- -	- -	- -	- -	-	-	X				X				-	-	-			

● : Transmitted via panel operations and keyboard/controller performances. ○ : Available

About Mic/Vocal Harmony column:

Harmony Channel/Melody Channel: The relevant parameters are received by the song part designated by the Effect's Harmony Channel Parameter or Melody Channel Parameter.  
A/D Part Receive Channel: The relevant parameters are received by the song part designated by the AD Part Receive Channel of the XG format.

[GM1]...GM Required Parameter

[GM2]...GM Level2 Required Parameter

## MIDI CHANNEL MESSAGE (2)

NRPN

NRPN				[MIDI]													[Song Creator]			
MSB	LSB	Data Entry		Parameter	Data Range	Voice		MIDI Reception					MIDI Transmission					PLAY		REC
		MSB	LSB			Regular/ Drum/ Organ Voice	Mic/Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	
01H	08H	mmH	--	Vibrato Rate	mm : 00H-40H-7FH (-64...0...+63)	O	O (Harmony Channel/ Melody Channel)	O	O	X	O	O	●	O	O	O	X	O	O	O
01H	09H	mmH	--	Vibrato Depth	mm : 00H-40H-7FH (-64...0...+63)	O	O (Harmony Channel/ Melody Channel)	O	O	X	O	O	●	O	O	O	X	O	O	O
01H	0AH	mmH	--	Vibrato Delay	mm : 00H-40H-7FH (-64...0...+63)	O	O (Harmony Channel/ Melody Channel)	O	O	X	O	O	●	O	O	O	X	O	O	O
01H	20H	mmH	--	Low Pass Filter Cutoff Frequency	mm : 00H-40H-7FH (-64...0...+63)	O	X	O	X	X	O	X	X	O	X	O	X	O	O	X
01H	21H	mmH	--	Low Pass Filter Resonance	mm : 00H-40H-7FH (-64...0...+63)	O	X	O	X	X	O	X	X	O	X	O	X	O	O	X
01H	30H	mmH	--	EQ Bass Gain	mm : 00H-40H-7FH (-64...0...+63)	O	X	O	X	X	O	X	X	X	X	O	X	O	O	X
01H	31H	mmH	--	EQ Treble Gain	mm : 00H-40H-7FH (-64...0...+63)	O	X	O	X	X	O	X	X	X	X	O	X	O	O	X
01H	34H	mmH	--	EQ Bass Frequency	mm : 04H-28H (32...2.0k[Hz])	O	X	O	X	X	X	X	X	X	X	O	X	O	O	X
01H	35H	mmH	--	EQ Treble Frequency	mm : 1CH-3AH (500...16.0k[Hz])	O	X	O	X	X	X	X	X	X	X	O	X	O	O	X
01H	63H	mmH	--	EG Attack Time	mm : 00H-40H-7FH (-64...0...+63)	O	X	O	X	X	O	X	X	O	X	O	X	O	O	X
01H	64H	mmH	--	EG Decay Time	mm : 00H-40H-7FH (-64...0...+63)	O	X	O	O	X	O	O	●	O	O	O	X	O	O	O
01H	66H	mmH	--	EG Release	mm : 00H-40H-7FH (-64...0...+63)	O	X	O	X	X	O	X	X	O	X	O	X	O	O	X
14H	rrH	mmH	--	Drum Low Pass Filter Cutoff Frequency	rr : drum instrument note number mm : 00H-40H-7FH (-64...0...+63)	O (Drum Only)	X	O	X	X	X	X	X	X	O	O	X	O	X	X
15H	rrH	mmH	--	Drum Low Pass Filter Resonance	rr : drum instrument note number mm : 00H-40H-7FH (-64...0...+63)	O (Drum Only)	X	O	X	X	X	X	X	X	O	O	X	O	X	X
16H	rrH	mmH	--	Drum EG Attack Rate	rr : drum instrument note number mm : 00H-40H-7FH (-64...0...+63)	O (Drum Only)	X	O	X	X	X	X	X	X	O	O	X	O	X	X
17H	rrH	mmH	--	Drum EG Decay Rate	rr : drum instrument note number mm : 00H-40H-7FH (-64...0...+63)	O (Drum Only)	X	O	X	X	X	X	X	X	O	O	X	O	X	X
18H	rrH	mmH	--	Drum Pitch Coarse	rr : drum instrument note number mm : 00H-40H-7FH (-64...0...+63)	O (Drum Only)	X	O	X	X	X	X	X	X	O	O	X	O	X	X
19H	rrH	mmH	--	Drum Pitch Fine	rr : drum instrument note number mm : 00H-40H-7FH (-64...0...+63)	O (Drum Only)	X	O	X	X	X	X	X	X	O	O	X	O	X	X
1AH	rrH	mmH	--	Drum Level	rr : drum instrument note number mm : 00H-7FH (0...127)	O (Drum Only)	X	O	X	X	X	X	X	X	O	O	X	O	X	X
1CH	rrH	mmH	--	Drum Pan	rr : drum instrument note number mm : 00H, 01H-40H-7FH (RND, L63...C...R63)	O (Drum Only)	X	O	X	X	X	X	X	X	O	O	X	O	X	X
1DH	rrH	mmH	--	Drum Reverb Send Level	rr : drum instrument note number mm : 00H-7FH (0...127)	O (Drum Only)	X	O	X	X	X	X	X	X	O	O	X	O	X	X
1EH	rrH	mmH	--	Drum Chorus Send Level	rr : drum instrument note number mm : 00H-7FH (0...127)	O (Drum Only)	X	O	X	X	X	X	X	X	O	O	X	O	X	X
1FH	rrH	mmH	--	Drum Variation Send Level	rr : drum instrument note number mm : 00H-7FH (0...127) (Variation Connection=SYSTEM) mm : 00H, 01H-7FH (OFF, ON) (Variation Connection=INSERTION)	O (Drum Only)	X	O	X	X	X	X	X	X	O	O	X	O	X	X
30H	rrH	mmH	--	Drum EQ Bass Gain	rr : drum instrument note number mm : 00H-7FH (0...127)	X	X	X	X	X	X	X	X	X	X	O	X	X	X	X
31H	rrH	mmH	--	Drum EQ Treble Gain	rr : drum instrument note number mm : 00H-7FH (0...127)	X	X	X	X	X	X	X	X	X	X	O	X	X	X	X
34H	rrH	mmH	--	Drum EQ Bass Frequency	rr : drum instrument note number mm : 04H-28H (32...2.0[Hz])	X	X	X	X	X	X	X	X	X	X	O	X	X	X	X
35H	rrH	mmH	--	Drum EQ Treble Frequency	rr : drum instrument note number mm : 1CH-3AH (500...16.0[Hz])	X	X	X	X	X	X	X	X	X	X	O	X	X	X	X

● : Transmitted via panel operations and keyboard/controller performances. O : Available

NRPN MSB: 14H-35H (for drums) message is accepted as long as the channel is set with a drum voice.  
Data Entry LSB: Ignored.

**NRPN (VocalHarmony)**

NRPN				[MIDI]													[Song Creator]				
Data Entry				Parameter	Data Range	Voice		MIDI Reception					MIDI Transmission					PLAY		REC	
MSB	LSB	MSB	LSB			Regular/ Drum/ Organ Voice	Mic/Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)	
00H	00H	mmH	--	Harmony Mute	mm : 00H-3FH, 40H-7FH (Off, On)	X	O (Harmony Channel)	X	X	X	X	X	X	X	X	X	O	X	O	X	X
01H	1AH	mmH	--	Detune Modulation	mm : 00H-7FH (0...127)	X	O (Harmony Channel)	X	X	X	X	X	X	X	X	O	X	O	X	X	X
02H	10H	mmH	--	Harmony1 Volume	mm : 00H-7FH (0...127)	X	O (Harmony Channel)	X	X	X	X	X	X	X	●	X	O	X	X	X	X
02H	11H	mmH	--	Harmony2 Volume	mm : 00H-7FH (0...127)	X	O (Harmony Channel)	X	X	X	X	X	X	X	●	X	O	X	X	X	X
02H	12H	mmH	--	Harmony3 Volume	mm : 00H-7FH (0...127)	X	O (Harmony Channel)	X	X	X	X	X	X	X	●	X	O	X	X	X	X
02H	20H	mmH	--	Harmony1 Pan	mm : 00H, 01H-40H-7FH (RND, L63...C...R63)	X	O (Harmony Channel)	X	X	X	X	X	X	X	●	X	O	X	X	X	X
02H	21H	mmH	--	Harmony2 Pan	mm : 00H, 01H-40H-7FH (RND, L63...C...R63)	X	O (Harmony Channel)	X	X	X	X	X	X	X	●	X	O	X	X	X	X
02H	22H	mmH	--	Harmony3 Pan	mm : 00H, 01H-40H-7FH (RND, L63...C...R63)	X	O (Harmony Channel)	X	X	X	X	X	X	X	●	X	O	X	X	X	X
02H	30H	mmH	--	Harmony1 Detune	mm : 00H-40H-7FH (-64...0...+63)	X	O (Harmony Channel)	X	X	X	X	X	X	X	●	X	O	X	X	X	X
02H	31H	mmH	--	Harmony2 Detune	mm : 00H-40H-7FH (-64...0...+63)	X	O (Harmony Channel)	X	X	X	X	X	X	X	●	X	O	X	X	X	X
02H	32H	mmH	--	Harmony3 Detune	mm : 00H-40H-7FH (-64...0...+63)	X	O (Harmony Channel)	X	X	X	X	X	X	X	●	X	O	X	X	X	X

● : Transmitted via panel operations and keyboard/controller performances. O : Available

Data Entry LSB: Ignored.

**RPN**

RPN				[MIDI]													[Song Creator]				
Data Entry				Parameter	Data Range	Voice		MIDI Reception					MIDI Transmission					PLAY		REC	
MSB	LSB	MSB	LSB			Regular/ Drum/ Organ Voice	Mic/Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)	
00H	00H	mmH	--	Pitch Bend Sensitivity [GM1][GM2]	mm : 00H-18H (0...+24 [semitones])	O	O (Harmony Channel/ Melody Channel)	O	O	(All Keyboard parts)	O	O	●	O	O	O	X	O	O	O	O
00H	01H	mmH	IIH	Fine Tune [GM1][GM2]	mm II : 00H 00H -100[cent] ... mm II : 40H 00H 0[cent] ... mm II : 7FH 7FH 100[cent]	O	X	O	O	(All Keyboard parts)	O	O	●	O	O	O	X	O	O	O	O
00H	02H	mmH	--	Coarse Tune [GM1][GM2]	mm : 28H-40H-58H (-24...0...+24[semitones])	O	X	O	O	(All Keyboard parts)	O	O	X	O	O	O	X	O	O	O	X
00H	05H	mmH	IIH	Modulation Sensitivity [GM2]	mm : Specified in semitone steps II : Specified in 100/128 cent steps	O	X	O	X	X	X	X	X	X	O	X	O	X	O	X	X
7FH	7FH	--	--	Null [GM2]	-	O	O	O	O	(All Keyboard parts)	O	O	X	O	O	O	X	O	X	O	X

● : Transmitted via panel operations and keyboard/controller performances. O : Available

About Mic/Vocal Harmony column:  
The relevant parameters are received by the song part designated by the Effect's Harmony Channel Parameter or Melody Channel Parameter.

[GM1]...GM Required Parameter  
[GM2]...GM Level2 Required Parameter









Address (H)	Size (H)	Data (H)	Parameter	Description		[MIDI]										[Song Creator]											
						Voice		MIDI Reception				MIDI Transmission				PLAY		REC									
						Regular/ Drum/ Organ Voice	Mic/Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)							
	20	1	00-7F	INSERTION EFFECT PARAMETER 11	Refer to Effect Parameter List		○	○			○						●			○	○	○					
	21	1	00-7F	INSERTION EFFECT PARAMETER 12	Refer to Effect Parameter List	* The EFFECT2 Parameter cannot be reset to its factory setting with XG SYSTEM ON.	○	○			○							●			○	○	○				
	22	1	00-7F	INSERTION EFFECT PARAMETER 13	Refer to Effect Parameter List		○	○			○								●			○	○	○			
	23	1	00-7F	INSERTION EFFECT PARAMETER 14	Refer to Effect Parameter List		○	○			○									●			○	○	○		
	24	1	00-7F	INSERTION EFFECT PARAMETER 15	Refer to Effect Parameter List		○	○			○										●			○	○	○	
	25	1	00-7F	INSERTION EFFECT PARAMETER 16	Refer to Effect Parameter List		○	○			○											●			○	○	○

TOTAL SIZE 6

	30	2	00-7F	INSERTION EFFECT PARAMETER 1 MSB	Refer to Effect Parameter List	* The EFFECT2 Parameter cannot be reset to its factory setting with XG SYSTEM ON.	○	○			○									●			○	○	○				
			00-7F	INSERTION EFFECT PARAMETER 1 LSB	Refer to Effect Parameter List		○	○			○											●			○	○	○		
	32	2	00-7F	INSERTION EFFECT PARAMETER 2 MSB	Refer to Effect Parameter List		○	○			○											●			○	○	○		
			00-7F	INSERTION EFFECT PARAMETER 2 LSB	Refer to Effect Parameter List		○	○			○												●			○	○	○	
	34	2	00-7F	INSERTION EFFECT PARAMETER 3 MSB	Refer to Effect Parameter List		○	○			○												●			○	○	○	
			00-7F	INSERTION EFFECT PARAMETER 3 LSB	Refer to Effect Parameter List		○	○			○													●			○	○	○
	36	2	00-7F	INSERTION EFFECT PARAMETER 4 MSB	Refer to Effect Parameter List		○	○			○												●			○	○	○	
			00-7F	INSERTION EFFECT PARAMETER 4 LSB	Refer to Effect Parameter List		○	○			○													●			○	○	○
	38	2	00-7F	INSERTION EFFECT PARAMETER 5 MSB	Refer to Effect Parameter List		○	○			○												●			○	○	○	
			00-7F	INSERTION EFFECT PARAMETER 5 LSB	Refer to Effect Parameter List		○	○			○													●			○	○	○
	3A	2	00-7F	INSERTION EFFECT PARAMETER 6 MSB	Refer to Effect Parameter List		○	○			○												●			○	○	○	
			00-7F	INSERTION EFFECT PARAMETER 6 LSB	Refer to Effect Parameter List		○	○			○													●			○	○	○
	3C	2	00-7F	INSERTION EFFECT PARAMETER 7 MSB	Refer to Effect Parameter List		○	○			○												●			○	○	○	
			00-7F	INSERTION EFFECT PARAMETER 7 LSB	Refer to Effect Parameter List		○	○			○													●			○	○	○
	3E	2	00-7F	INSERTION EFFECT PARAMETER 8 MSB	Refer to Effect Parameter List		○	○			○												●			○	○	○	
			00-7F	INSERTION EFFECT PARAMETER 8 LSB	Refer to Effect Parameter List		○	○			○													●			○	○	○
	40	2	00-7F	INSERTION EFFECT PARAMETER 9 MSB	Refer to Effect Parameter List	○	○			○												●			○	○	○		
			00-7F	INSERTION EFFECT PARAMETER 9 LSB	Refer to Effect Parameter List	○	○			○													●			○	○	○	
	42	2	00-7F	INSERTION EFFECT PARAMETER 10 MSB	Refer to Effect Parameter List	○	○			○												●			○	○	○		
			00-7F	INSERTION EFFECT PARAMETER 10 LSB	Refer to Effect Parameter List	○	○			○													●			○	○	○	

TOTAL SIZE 14

● : Transmitted via panel operations ○ : Available

The second byte of the address is considered as an Insertion effect number.  
n : insertion effect number (n=0-5)

For effect types that do not require MSB, the Parameters for Address 02-0B will be received and the Parameters for Address 30-42 will not be received.

For effect types that require MSB, the Parameters for Address 30-42 will be received and the Parameters for Address 02-0B will not be received.

Type MSB of the effect types that require Parameter MSB are: 5, 6, 7, 8, 95, 96, 97, 98, 104.

When Bulk Dumps that include Effect Type data are transmitted, the Parameters for Address 02-0B will always be transmitted. But, effects that require MSB, when the bulk dump is received the Parameters for Address 02-0B will not be received.

### MIDI Parameter Change table (SPECIAL EFFECT)

Address (H)	Size (H)	Data (H)	Parameter	Description		[MIDI]										[Song Creator]													
						Voice		MIDI Reception				MIDI Transmission				PLAY		REC											
						Regular/ Drum/ Organ Voice	Mic/Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)									
04	00	00	2	00-7F	INSERTION EFFECT TYPE MSB	* The SPECIAL EFFECT Parameter cannot be reset to its factory setting with XG SYSTEM ON.	X	○			○											●			○	○	X		
			00-7F	INSERTION EFFECT TYPE LSB	X		○			○													●			○	○	X	
	02	1	00-7F	INSERTION EFFECT PARAMETER 1 Harmony Mode			X	○			○												●			○	○	X	
	03	1	00-7F	INSERTION EFFECT PARAMETER 2 Harmony Gender Type	Off(0), Auto(1)		X	○			○													●			○	○	X
	04	1	00-7F	INSERTION EFFECT PARAMETER 3 Lead Gender Type	Off(0), Unison(1), Male(2), Female(3)		X	○			○													●			○	○	X
	05	1	00-7F	INSERTION EFFECT PARAMETER 4 Lead Gender Depth	-64...0...+63(0...127)		X	○			○													●			○	○	X
	06	1	00-7F	INSERTION EFFECT PARAMETER 5 Lead Pitch Correction	Free(0), Correct(1)		X	○			○													●			○	○	X
	07	1	00-7F	INSERTION EFFECT PARAMETER 6 Auto Upper Gender Threshold	0...12(0...12)		X	○			○													●			○	○	X



MIDI Data Format / MIDI-Datenformat / Format des données MIDI

Address (H)	Size (H)	Data (H)	Parameter	Description	XG Default (H)	[MIDI]										[Song Creator]							
						Voice		MIDI Reception					MIDI Transmission					PLAY		REC			
						Regular/ Drum/ Organ Voice	Mic/Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)			
	1E	1	00-7F	MW LOW PASS FILTER CONTROL	-9600...0...+9450[cent]	40	0	X	0	0	X	X	0	●	0	X	0	X	0	0	0	0	
	1F	1	00-7F	MW AMPLITUDE CONTROL	-100...0...+100[%]	40	0	X	0	0	X	X	0	X	X	X	0	X	0	X	0	X	X
	20	1	00-7F	MW LFO PMOD DEPTH	0...127	0A	0	X	0	0	X	X	0	●	0	X	0	X	0	0	0	0	
	21	1	00-7F	MW LFO FMOD DEPTH	0...127	00	0	X	0	0	X	X	0	●	0	X	0	X	0	0	0	0	
	22	1	00-7F	MW LFO AMOD DEPTH	0...127	00	0	X	0	0	X	X	0	●	0	X	0	X	0	0	0	0	
	23	1	28-58	BEND PITCH CONTROL	-24...0...+24[semitones]	42	0	X	0	0	X	0	0	X	X	X	0	X	0	X	0	X	
	24	1	00-7F	BEND LOW PASS FILTER CONTROL	-9600...0...+9450[cent]	40	0	X	0	0	X	0	0	X	X	X	0	X	0	X	0	X	
	25	1	00-7F	BEND AMPLITUDE CONTROL	-100...0...+100[%]	40	0	X	0	0	X	0	0	X	X	X	0	X	0	X	0	X	
	26	1	00-7F	BEND LFO PMOD DEPTH	0...127	00	0	X	0	0	X	0	0	X	X	X	0	X	0	X	0	X	
	27	1	00-7F	BEND LFO FMOD DEPTH	0...127	00	0	X	0	0	X	0	0	X	X	X	0	X	0	X	0	X	
	28	1	00-7F	BEND LFO AMOD DEPTH	0...127	00	0	X	0	0	X	0	0	X	X	X	0	X	0	X	0	X	

TOTAL SIZE 29

	30	1	00-01	Rcv PITCH BEND	OFF, ON	01	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	31	1	00-01	Rcv CH AFTER TOUCH(CAT)	OFF, ON	01	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	32	1	00-01	Rcv PROGRAM CHANGE	OFF, ON	01	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	33	1	00-01	Rcv CONTROL CHANGE	OFF, ON	01	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	34	1	00-01	Rcv POLY AFTER TOUCH(PAT)	OFF, ON	01	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	35	1	00-01	Rcv NOTE MESSAGE	OFF, ON	01	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	36	1	00-01	Rcv RPN	OFF, ON	01	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	37	1	00-01	Rcv NRRPN	OFF, ON	XGmode=01, GMmode=00	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	38	1	00-01	Rcv MODULATION	OFF, ON	01	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	39	1	00-01	Rcv VOLUME	OFF, ON	01	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	3A	1	00-01	Rcv PAN	OFF, ON	01	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	3B	1	00-01	Rcv EXPRESSION	OFF, ON	01	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	3C	1	00-01	Rcv HOLD1	OFF, ON	01	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	3D	1	00-01	Rcv PORTAMENTO	OFF, ON	01	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	3E	1	00-01	Rcv SOSTENUTO	OFF, ON	01	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	3F	1	00-01	Rcv SOFT PEDAL	OFF, ON	01	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	40	1	00-01	Rcv BANK SELECT	OFF, ON	01	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	41	1	00-7F	SCALE TUNING C	-64...0...+63[cent]	40	0	X	0	0	X	0	0	●	X	●	0	X	0	0	0	0	0
	42	1	00-7F	SCALE TUNING C#	-64...0...+63[cent]	40	0	X	0	0	X	0	0	●	X	●	0	X	0	0	0	0	0
	43	1	00-7F	SCALE TUNING D	-64...0...+63[cent]	40	0	X	0	0	X	0	0	●	X	●	0	X	0	0	0	0	0
	44	1	00-7F	SCALE TUNING D#	-64...0...+63[cent]	40	0	X	0	0	X	0	0	●	X	●	0	X	0	0	0	0	0
	45	1	00-7F	SCALE TUNING E	-64...0...+63[cent]	40	0	X	0	0	X	0	0	●	X	●	0	X	0	0	0	0	0
	46	1	00-7F	SCALE TUNING F	-64...0...+63[cent]	40	0	X	0	0	X	0	0	●	X	●	0	X	0	0	0	0	0
	47	1	00-7F	SCALE TUNING F#	-64...0...+63[cent]	40	0	X	0	0	X	0	0	●	X	●	0	X	0	0	0	0	0
	48	1	00-7F	SCALE TUNING G	-64...0...+63[cent]	40	0	X	0	0	X	0	0	●	X	●	0	X	0	0	0	0	0
	49	1	00-7F	SCALE TUNING G#	-64...0...+63[cent]	40	0	X	0	0	X	0	0	●	X	●	0	X	0	0	0	0	0
	4A	1	00-7F	SCALE TUNING A	-64...0...+63[cent]	40	0	X	0	0	X	0	0	●	X	●	0	X	0	0	0	0	0
	4B	1	00-7F	SCALE TUNING A#	-64...0...+63[cent]	40	0	X	0	0	X	0	0	●	X	●	0	X	0	0	0	0	0
	4C	1	00-7F	SCALE TUNING B	-64...0...+63[cent]	40	0	X	0	0	X	0	0	●	X	●	0	X	0	0	0	0	0
	4D	1	28-58	CAT PITCH CONTROL	-24...0...+24[semitones]	40	0	X	0	0	X	X	0	X	X	X	0	X	0	X	0	X	X
	4E	1	00-7F	CAT LOW PASS FILTER CONTROL	-9600...0...+9450[cent]	40	0	X	0	0	X	X	0	X	0	X	0	X	0	0	0	0	X
	4F	1	00-7F	CAT AMPLITUDE CONTROL	-100...0...+100[%]	40	0	X	0	0	X	X	0	X	X	X	0	X	0	X	0	X	X
	50	1	00-7F	CAT LFO PMOD DEPTH	0...127	00	0	X	0	0	X	X	0	X	0	X	0	X	0	0	0	0	X
	51	1	00-7F	CAT LFO FMOD DEPTH	0...127	00	0	X	0	0	X	X	0	X	0	X	0	X	0	0	0	0	X
	52	1	00-7F	CAT LFO AMOD DEPTH	0...127	00	0	X	0	0	X	X	0	X	0	X	0	X	0	0	0	0	X
	53	1	28-58	PAT PITCH CONTROL	-24...0...+24[semitones]	40	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	54	1	00-7F	PAT LOW PASS FILTER CONTROL	-9600...0...+9450[cent]	40	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	55	1	00-7F	PAT AMPLITUDE CONTROL	-100...0...+100[%]	40	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	56	1	00-7F	PAT LFO PMOD DEPTH	0...127	00	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	57	1	00-7F	PAT LFO FMOD DEPTH	0...127	00	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	58	1	00-7F	PAT LFO AMOD DEPTH	0...127	00	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	59	1	00-5F	AC1 CONTROLLER NUMBER	0...95	10	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	5A	1	28-58	AC1 PITCH CONTROL	-24...0...+24[semitones]	40	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	5B	1	00-7F	AC1 LOW PASS FILTER CONTROL	-9600...0...+9450[cent]	40	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	5C	1	00-7F	AC1 AMPLITUDE CONTROL	-100...0...+100[%]	40	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	5D	1	00-7F	AC1 LFO PMOD DEPTH	0...127	00	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	5E	1	00-7F	AC1 LFO FMOD DEPTH	0...127	00	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	5F	1	00-7F	AC1 LFO AMOD DEPTH	0...127	00	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	60	1	00-5F	AC2 CONTROLLER NUMBER	0...95	11	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	61	1	28-58	AC2 PITCH CONTROL	-24...0...+24[semitones]	40	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	62	1	00-7F	AC2 LOW PASS FILTER CONTROL	-9600...0...+9450[cent]	40	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	63	1	00-7F	AC2 AMPLITUDE CONTROL	-100...0...+100[%]	40	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	64	1	00-7F	AC2 LFO PMOD DEPTH	0...127	00	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	65	1	00-7F	AC2 LFO FMOD DEPTH	0...127	00	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	66	1	00-7F	AC2 LFO AMOD DEPTH	0...127	00	0	X	0	X	X	X	X	X	X	X	0	X	0	X	0	X	X
	67	1	00-01	PORTAMENTO SWITCH	OFF, ON	00	0	X	0	0	X	X	0	X	X	X	0	X	0	0	0	0	X
	68	1	00-7F	PORTAMENTO TIME	0...127	00	0	X	0	0	X	X	0	X	X	X	0	X	0	0	0	0	X
	69	1	00-7F	PITCH EG INITIAL LEVEL	-64...0...+63	40	0	X	0	0	X	X	0	X	X	X	0	X	0	0	0	0	X
	6A	1	00-7F	PITCH EG ATTACK TIME	-64...0...+63	40	0	X	0	0	X	X	0	X	X	X	0	X	0	0	0	0	X
	6B	1	00-7F	PITCH EG RELEASE LEVEL	-64...0...+63	40	0	X	0	0	X	X	0	X	X	X	0	X	0	0	0	0	X
	6C	1	00-7F	PITCH EG RELEASE TIME	-64...0...+63	40	0	X	0	0	X	X	0	X	X	X	0	X	0	0	0	0	X
	6D	1	01-7F	VELOCITY LIMIT LOW	1...127	01	0	X	0	0	X	X	0	X	X	X	0	X	0	0	0	0	X
	6E	1	01-7F	VELOCITY LIMIT HIGH	1...127	7F	0	X	0	0	X	X	0	X	X	X	0	X	0	0	0	0	X

TOTAL SIZE 3F

Address (H)	Size (H)	Data (H)	Parameter	Description	XG Default (H)	[MIDI]										[Song Creator]				
						Voice		MIDI Reception				MIDI Transmission				PLAY		REC		
						Regular/Drum/Organ Voice	Mic/Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/Right2/Right3/Left)
	70	1	NOT USED		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	71	1	NOT USED		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	72	1	00-7F EQ BASS GAIN	-12dB...+12dB	40	O	X	O	O	X	O	O	●	●	●	●	X	O	O	O
	73	1	00-7F EQ TREBLE GAIN	-12dB...+12dB	40	O	X	O	O	X	O	O	●	●	●	●	X	O	O	O

TOTAL SIZE 04

	74	1	NOT USED		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	75	1	NOT USED		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	76	1	04-28 EQ BASS FREQUENCY	32...2.0k[Hz]	0C	O	X	O	O	X	X	O	●	O	O	O	X	O	O	O
	77	1	1C-3A EQ TREBLE FREQUENCY	500...16.0k[Hz]	36	O	X	O	O	X	X	O	●	O	O	O	X	O	O	O
	78	1	NOT USED		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	79	1	NOT USED		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	7A	1	NOT USED		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	7B	1	NOT USED		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	7C	1	NOT USED		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	7D	1	NOT USED		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	7E	1	NOT USED		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	7F	1	NOT USED		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

TOTAL SIZE 0C

0A	nn	40	1	00-7F	Parameter	Description	40	O	-	O	O	X	X	O	●	O	X	O	X	O	O	O
		41	1	00-7F	MW OFFSET LEVEL CONTROL	-100 - 100[%]	40	O	-	O	X	X	X	X	X	X	X	O	X	O	O	X
		42	1	00-7F	BEND OFFSET LEVEL CONTROL	-100 - 100[%]	40	O	-	O	O	X	X	O	X	O	X	O	X	O	O	X
		43	1	00-7F	CAT OFFSET LEVEL CONTROL	-100 - 100[%]	40	O	-	O	X	X	X	X	X	X	X	O	X	O	O	X
		44	1	00-7F	PAT OFFSET LEVEL CONTROL	-100 - 100[%]	40	O	-	O	X	X	X	X	X	X	X	O	X	O	O	X
		45	1	00-7F	AC1 OFFSET LEVEL CONTROL	-100 - 100[%]	40	O	-	O	X	X	X	X	X	X	X	O	X	O	O	X

TOTAL SIZE 06

● : Transmitted via panel operations O : Available

nn : PART NUMBER

If there is a Drum Voice assigned to the part, the following parameters are ineffective.

- BANK SELECT LSB
- PORTAMENTO
- MONO/POLY
- SCALE TUNING
- POLY AFTER TOUCH
- PITCH EG

### MIDI Parameter Change table (A/D PART)

Address (H)	Size (H)	Data (H)	Parameter	Description		[MIDI]										[Song Creator]			
						Voice		MIDI Reception				MIDI Transmission				PLAY		REC	
						Regular/Drum/Organ Voice	Mic/Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW
10	0n	00	1	00-01	INPUT GAIN	MIC, LINE		X	X							X	X	X	
		01	1	00-7F	BANK SELECT MSB	0...127		X	X		X					X	X	X	
		02	1	00-7F	BANK SELECT LSB	0...127		X	X		X					X	X	X	
		03	1	00-7F	PROGRAM NUMBER	1...128		X	X		X					X	X	X	
		04	1	00-0F,7F	Rcv CHANNEL	1...16,OFF		X	O		O				O		X	X	
		05	1		NOT USED			-	-		-				-	-	-	-	
		06	1		NOT USED			-	-		-				-	-	-	-	
		07	1		NOT USED			-	-		-				-	-	-	-	
		08	1		NOT USED			-	-		-				-	-	-	-	
		09	1		NOT USED			-	-		-				-	-	-	-	
		0A	1		NOT USED			-	-		-				-	-	-	-	
		0B	1	00-7F	VOLUME	0...127		X	O		O				●		O	X	X
		0C	1		NOT USED			-	-		-				-	-	-	-	
		0D	1		NOT USED			-	-		-				-	-	-	-	
		0E	1	01-7F	PAN	L63...C...R63		X	O		O				●		O	X	X
		0F	1		NOT USED			-	-		-				-	-	-	-	
		10	1		NOT USED			-	-		-				-	-	-	-	
		11	1	00-7F	DRY LEVEL	0...127		X	O		O				●		O	X	X
		12	1	00-7F	CHORUS SEND	0...127		X	O		O				●		O	X	X
		13	1	00-7F	REVERB SEND	0...127		X	O		O				●		O	X	X
		14	1	00-7F	VARIATION SEND	0...127		X	O		O				●		O	X	X

TOTAL SIZE 15

● : Transmitted via panel operations O : Available

n : A/D Part Number (0)

## MIDI Parameter Change table (DRUM SETUP)

Address (H)	Size (H)	Data (H)	Parameter	Description	XG Default (H)	[MIDI]										[Song Creator]			
						Voice		MIDI Reception				MIDI Transmission				PLAY		REC	
						Regular/ Drum/ Organ Voice	Mic/Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW
3n rr	00	1	00-7F	PITCH COARSE	-64...0...+63	40	O(Drum Only)	X	O(Available only for song parts)				O				O	X	X
	01	1	00-7F	PITCH FINE	-64...0...+63[cent]	40	O(Drum Only)	X	O(Available only for song parts)				O				O	X	X
	02	1	00-7F	LEVEL	0...127	Depends on the note	O(Drum Only)	X	O(Available only for song parts)				O				O	X	X
	03	1	00-7F	ALTERNATE GROUP	OFF, 1...127	Depends on the note	O(Drum Only)	X	O(Available only for song parts)				O				O	X	X
	04	1	00-7F	PAN	RND, L63...C...R63	Depends on the note	O(Drum Only)	X	O(Available only for song parts)				O				O	X	X
	05	1	00-7F	REVERB SEND	0...127	Depends on the note	O(Drum Only)	X	O(Available only for song parts)				O				O	X	X
	06	1	00-7F	CHORUS SEND	0...127	Depends on the note	O(Drum Only)	X	O(Available only for song parts)				O				O	X	X
	07	1	00-7F	VARIATION SEND	0...127	7F	O(Drum Only)	X	O(Available only for song parts)				O				O	X	X
	08	1	00-01	KEY ASSIGN	SINGLE, MULTI	00	O(Drum Only)	X	O(Available only for song parts)				O				O	X	X
	09	1	00-01	Rcv NOTE OFF	OFF, ON	Depends on the note	O(Drum Only)	X	O(Available only for song parts)				O				O	X	X
	0A	1	00-01	Rcv NOTE ON	OFF, ON	01	O(Drum Only)	X	O(Available only for song parts)				O				O	X	X
	0B	1	00-7F	LOW PASS FILTER CUTOFF FREQUENCY	-64...0...+63	40	O(Drum Only)	X	O(Available only for song parts)				O				O	X	X
	0C	1	00-7F	LOW PASS FILTER RESONANCE	-64...0...+63	40	O(Drum Only)	X	O(Available only for song parts)				O				O	X	X
	0D	1	00-7F	EG ATTACK RATE	-64...0...+63	40	O(Drum Only)	X	O(Available only for song parts)				O				O	X	X
	0E	1	00-7F	EG DECAY1 RATE	-64...0...+63	40	O(Drum Only)	X	O(Available only for song parts)				O				O	X	X
	0F	1	00-7F	EG DECAY2 RATE	-64...0...+63	40	O(Drum Only)	X	O(Available only for song parts)				O				O	X	X

TOTAL SIZE 10

Address (H)	Size (H)	Data (H)	Parameter	Description	XG Default (H)	[MIDI]										[Song Creator]			
						Voice		MIDI Reception				MIDI Transmission				PLAY		REC	
						Regular/ Drum/ Organ Voice	Mic/Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW
	20	1	00-7F	EQ BASS GAIN	-12...+12[dB]	40	X	X		X				O			X	X	X
	21	1	00-7F	EQ TREBLE GAIN	-12...+12[dB]	40	X	X		X				O			X	X	X
	22	1		NOT USED	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	23	1		NOT USED	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	24	1	04-28	EQ BASS FREQUENCY	32...2.0k[Hz]	0C	X	X		X				O			X	X	X
	25	1	1C-3A	EQ TREBLE FREQUENCY	500...16.0k[Hz]	36	X	X		X				O			X	X	X
	26	1		NOT USED	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	27	1		NOT USED	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	28	1		NOT USED	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	29	1		NOT USED	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	2A	1		NOT USED	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	2B	1		NOT USED	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	2C	1		NOT USED	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	2D	1		NOT USED	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

TOTAL SIZE 0E

n : Drum Setup Number (0-1)

rr : note number(0D-5B)

In the following cases, the instrument will initialize all Drum Setups.

- XG SYSTEM ON received
- GM SYSTEM ON received
- GM LEVEL2 SYSTEM ON received
- GS RESET received
- DRUM SETUP RESET received (only when in XG mode)

[Note]

When a part to which a Drum Setup is assigned receives a program change, the assigned Drum Setup will be initialized.  
If the same Drum Setup is assigned to two or more parts, changes in Drum Setup parameters (including program changes) will apply to all parts to which it is assigned.





MIDI Event	Data Format	[MIDI]										[Song Creator]																																
		Voice		MIDI Reception					MIDI Transmission				PLAY		REC																													
		Regular/ Drum/ Organ Voice	Mic/Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel operations																												
Channel Pressure (Aftertouch) [GM2]	<p>F0 7F XN 09 01 0M PP RR ... F7</p> <p>11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxxmnnn XN = When N is received N=0-F, whichever is received. X=ignored 00001001 09 = Sub-ID #1=Controller Destination Setting 00000001 01 = Sub-ID #2=Controller Type:01(Channel Pressure) 0000mmmm 0M = MIDI Channel (00-0F) 0pppppppp PP = Controlled Parameter 0rrrrrrrr RR = Data : : 11110111 F7 = End of Exclusive</p> <p>Make sure to set both the controlled parameter and the range. Parameters not set will be restored to their default values.</p> <table border="1"> <thead> <tr> <th>Control Parameter(pp)</th> <th>Data(RR)</th> <th>Description</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>pp=00 Pitch Control</td> <td>28H-58H</td> <td>-24...0...+24semitones</td> <td>40H</td> </tr> <tr> <td>pp=01 Filter Cutoff Control</td> <td>00H-7FH</td> <td>-9600...0...+9450cents</td> <td>40H</td> </tr> <tr> <td>pp=02 Amplitude Control</td> <td>00H-7FH</td> <td>-100...0...+100%</td> <td>40H</td> </tr> <tr> <td>pp=03 LFO Pitch Depth</td> <td>00H-7FH</td> <td>0...127</td> <td>00H</td> </tr> <tr> <td>pp=04 LFO Filter Depth</td> <td>00H-7FH</td> <td>0...127</td> <td>00H</td> </tr> <tr> <td>pp=05 LFO Amplitude Depth</td> <td>00H-7FH</td> <td>0...127</td> <td>00H</td> </tr> </tbody> </table>	Control Parameter(pp)	Data(RR)	Description	Default Value	pp=00 Pitch Control	28H-58H	-24...0...+24semitones	40H	pp=01 Filter Cutoff Control	00H-7FH	-9600...0...+9450cents	40H	pp=02 Amplitude Control	00H-7FH	-100...0...+100%	40H	pp=03 LFO Pitch Depth	00H-7FH	0...127	00H	pp=04 LFO Filter Depth	00H-7FH	0...127	00H	pp=05 LFO Amplitude Depth	00H-7FH	0...127	00H	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
Control Parameter(pp)	Data(RR)	Description	Default Value																																									
pp=00 Pitch Control	28H-58H	-24...0...+24semitones	40H																																									
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pp=05 LFO Amplitude Depth	00H-7FH	0...127	00H																																									
Controller (Control Change) [GM2]	<p>F0 7F XN 09 03 0M CC PP RR ... F7</p> <p>11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxxmnnn XN = When N is received N=0-F, whichever is received. X=ignored 00001001 09 = Sub-ID #1=Controller Destination Setting 00000011 03 = Sub-ID #2=Controller Type:03(Control Change) 0000mmmm 0M = MIDI Channel (00-0F) 0ccccc CC = Controller Number (01H-1FH, 40H-5FH) 0pppppppp PP = Controlled Parameter 0rrrrrrrr RR = Range : : 11110111 F7 = End of Exclusive</p> <p>Make sure to set both the controlled parameter and the range. Parameters not set will be restored to their default values.</p> <table border="1"> <thead> <tr> <th>Control Parameter(pp)</th> <th>Data(RR)</th> <th>Description</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>pp=00 Pitch Control</td> <td>28H-58H</td> <td>-24...0...+24semitones</td> <td>40H</td> </tr> <tr> <td>pp=01 Filter Cutoff Control</td> <td>00H-7FH</td> <td>-9600...0...+9450cents</td> <td>40H</td> </tr> <tr> <td>pp=02 Amplitude Control</td> <td>00H-7FH</td> <td>-100...0...+100%</td> <td>40H</td> </tr> <tr> <td>pp=03 LFO Pitch Depth</td> <td>00H-7FH</td> <td>0...127</td> <td>00H</td> </tr> <tr> <td>pp=04 LFO Filter Depth</td> <td>00H-7FH</td> <td>0...127</td> <td>00H</td> </tr> <tr> <td>pp=05 LFO Amplitude Depth</td> <td>00H-7FH</td> <td>0...127</td> <td>00H</td> </tr> </tbody> </table>	Control Parameter(pp)	Data(RR)	Description	Default Value	pp=00 Pitch Control	28H-58H	-24...0...+24semitones	40H	pp=01 Filter Cutoff Control	00H-7FH	-9600...0...+9450cents	40H	pp=02 Amplitude Control	00H-7FH	-100...0...+100%	40H	pp=03 LFO Pitch Depth	00H-7FH	0...127	00H	pp=04 LFO Filter Depth	00H-7FH	0...127	00H	pp=05 LFO Amplitude Depth	00H-7FH	0...127	00H	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
Control Parameter(pp)	Data(RR)	Description	Default Value																																									
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pp=05 LFO Amplitude Depth	00H-7FH	0...127	00H																																									
Key-Based Instrument Control [GM2]	<p>F0 7F XN 0A 01 0M KK CC VV ... F7</p> <p>11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxxmnnn XN = When N is received N=0-F, whichever is received. X=ignored 00001010 0A = Sub-ID #1=Key-Based Instrument Control 00000001 01 = Sub-ID #2=Controller 0000mmmm 0M = MIDI Channel (00-0F) 0kkkkkkk KK = Key Number 0ccccc CC = Controller Number 0vvvvvvv VV = Value : : 11110111 F7 = End of Exclusive</p> <p>Make sure to set both the controlled number and the value.</p> <table border="1"> <thead> <tr> <th>Control Number(CC)</th> <th>Value(VV)</th> <th>Description</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>CC=07H Volume</td> <td>00H-7FH</td> <td>-100...0...+100%</td> <td>40H</td> </tr> <tr> <td>CC=0AH Pan</td> <td>00H-7FH</td> <td>L63...C...R63 (absolute)</td> <td>(Preset value)</td> </tr> <tr> <td>CC=5BH Reverb Send Level</td> <td>00H-7FH</td> <td>0...Max (absolute)</td> <td>(Preset value)</td> </tr> <tr> <td>CC=5DH Chorus Send Level</td> <td>00H-7FH</td> <td>0...Max (absolute)</td> <td>(Preset value)</td> </tr> </tbody> </table>	Control Number(CC)	Value(VV)	Description	Default Value	CC=07H Volume	00H-7FH	-100...0...+100%	40H	CC=0AH Pan	00H-7FH	L63...C...R63 (absolute)	(Preset value)	CC=5BH Reverb Send Level	00H-7FH	0...Max (absolute)	(Preset value)	CC=5DH Chorus Send Level	00H-7FH	0...Max (absolute)	(Preset value)	O (Drum Only)	X	O	X	X	X	X	X	X	X	O	X	O	X	X								
Control Number(CC)	Value(VV)	Description	Default Value																																									
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System Exclusive Messages (Universal Non-Real Time Messages)

MIDI Event	Data Format	[MIDI]											[Song Creator]		
		Voice		MIDI Reception					MIDI Transmission				PLAY		REC
		Regular/ Drum/ Organ Voice	Mic/Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M. Pad	Style	Song	Upper Lower	PLAY	REW
GM1 System On [GM1] [GM2]	F0 7E XN 09 01 F7 11110000 F0 = Exclusive status 01111110 7E = Universal Non-Real Time 0xxxxmnn XN = When N is received N=0-F, whichever is received. X=ignored 00001001 09 = Sub-ID #1=General MIDI Message 00000001 01 = Sub-ID #2=General MIDI On 11110111 F7 = End of Exclusive	○	-	○ (Available for extra parts of a song)					○				○	X	○
GM2 System On [GM2]	F0 7E XN 09 03 F7 11110000 F0 = Exclusive status 01111110 7E = Universal Non-Real Time 0xxxxmnn XN = When N is received N=0-F, whichever is received. X=ignored 00001001 09 = Sub-ID #1=General MIDI Message 00000011 03 = Sub-ID #2=General MIDI2 On 11110111 F7 = End of Exclusive	○	-	○ (Available for extra parts of a song)					○				○	X	X
General MIDI System Off [GM1] [GM2]	F0 7E XN 09 02 F7 11110000 F0 = Exclusive status 01111110 7E = Universal Non-Real Time 0xxxxmnn XN = When N is received N=0-F, whichever is received. X=ignored 00001001 09 = Sub-ID #1=General MIDI Message 00000010 02 = Sub-ID #2=General MIDI Off 11110111 F7 = End of Exclusive	○	-	○ (Available for extra parts of a song)					○				○	X	X
Scale/ Octave Tuning [GM2]	F0 7E XN 08 08 JJ GG MM SS ... F7 11110000 F0 = Exclusive status 01111110 7E = Universal Non-Real Time 0xxxxmnn XN = When N is received N=0-F, whichever is received. X=ignored 00001000 08 = Sub-ID #1=MIDI Tuning Standard 00001000 08 = Sub-ID #2=scale/octave tuning 1byte form 0j5j5j5j5j JJ = Channel/option byte1 bits 0 to 1 = channel 15 to 16 bits 2 to 6 = reserved 0ggggggg GG= Channel byte2 - bits0 to 6 = channel 8 to 14 0mmmmmmmm MM= Channel byte2 - bits0 to 6 = channel 1 to 7 0sssssss SS = 12byte tuning offset of 12 semitones from C to B 00H means -64cent 40H means 0cent 7FH means +63cent : : 11110111 F7 = End of Exclusive	○	X	○ (Available for song parts)					○				○	X	X

## SYSTEM EXCLUSIVE MESSAGES (2)

\* Not received when Receive System Exclusive Message Parameters is set to off.  
 \* Not transmitted when Transmit System Exclusive Message Parameters is set to off.

### System Exclusive Messages (Style)

MIDI Event	Data Format	[MIDI]										
		Voice		Song	MIDI Reception				MIDI Transmission			
		Regular/ Drum/ Organ Voice	Mic/Vocal Harmony		Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song
Section Control	F0 43 7E 00 ss dd F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01111110 7E = Style 00000000 00 = 0sssssss ss = Switch No.  00H INTRO A 01H INTRO B 02H INTRO C 03H INTRO D 08H MAIN A 09H MAIN B 0AH MAIN C 0BH MAIN D 10H FILL IN AA 11H FILL IN BB 12H FILL IN CC 13H FILL IN DD 18H BREAK FILL 20H ENDING A 21H ENDING B 22H ENDING C 23H ENDING D  0ddddddd dd = Switch On/Off 00H(Off) 7FH(On) 11110111 F7 = End of Exclusive	-	-		O							•
Tempo Control	F0 43 7E 01 t4 t3 t2 t1 F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01111110 7E = Style 00000001 01 = 0ttttttt t4 = tempo4 0ttttttt t3 = tempo3 0ttttttt t2 = tempo2 0ttttttt t1 = tempo1 11110111 F7 = End of Exclusive	-	-		O							•
Chord Control	F0 43 7E tt d1 d2 d3 d4 F7 Type1 (tt=02) 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01111110 7E = Style 00000010 02 = type 1 0ddddddd d1 = chord root(cr) 0ddddddd d2 = chord type(ct) 0ddddddd d3 = bass note(bn) 0ddddddd d4 = bass type(bt) 11110111 F7 = End of Exclusive  cr : Chord Root Offnnnn fff: b or #, nnnn: note(root) 0000nnnn 0n bbb 0fff0000 x0 reserved 0001nnnn 1n bb 0fff0001 x1 C 0010nnnn 2n b 0fff0010 x2 D 0011nnnn 3n natural 0fff0011 x3 E 0100nnnn 4n # 0fff0100 x4 F 0101nnnn 5n ## 0fff0101 x5 G 0110nnnn 6n ### 0fff0110 x6 A 0fff0111 x7 B  ct : Chord Type 0 - 34,127 00000000 00 0 Maj 00010010 12 18 dim7 00000001 01 1 Maj6 00010011 13 19 7th 00000010 02 2 Maj7 00010100 14 20 7sus4 00000011 03 3 Maj7 (#11) 00010101 15 21 7b5 00000100 04 4 Maj(9) 00010110 16 22 7(9) 00000101 05 5 Maj7(9) 00010111 17 23 7(#11) 00000110 06 6 Maj6(9) 00011000 18 24 7(13) 00000111 07 7 aug 00011001 19 25 7(b9) 00001000 08 8 min 00011010 1A 26 7(b13) 00001001 09 9 min6 00011011 1B 27 7(#9) 00001010 0A 10 min7 00011100 1C 28 Maj7aug 00001011 0B 11 min7b5 00011101 1D 29 7aug 00001100 0C 12 min(9) 00011110 1E 30 1+8 00001101 0D 13 min7(9) 00011111 1F 31 1+5 00001110 0E 14 min7(11) 00100000 20 32 sus4 00001111 0F 15 minMaj7 00100001 21 33 1+2+5 00010000 10 16 minMaj7(9) 00100010 22 34 cc 00010001 11 17 dim  bn : On Bass Note Same as Chord root 127:No bass chord bt : Bass Chord Same as Chord type 127:No bass chord  * Not received when Receive Chord System Exclusive Message Parameters is set to off. * Not transmitted when Transmit Chord System Exclusive Message Parameters is set to off.	-	-		O						•	
	Type2 (tt=03) 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01111110 7E = Style 00000011 03 = type 2 0ddddddd dd = note1 0ddddddd dd = note2 0ddddddd dd = note3 : 0ddddddd dd = note10 11110111 F7 = End of Exclusive	-	-		O						X	

• : Transmitted via panel operations O : Available

**System Exclusive Messages (XG)**

MIDI Event	Data Format	[MIDI]												
		Voice		MIDI Reception					MIDI Transmission					
		Regular/ Drum/ Organ Voice	Mic/Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	
XG Parameter Changes	F0 43 1n 4C hh mm ll dd ... F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 0001nmmn 1n = Device Number n=always 0(when transmit), n=0-F(when receive) 01001100 4C = Model ID 0hhhhhhh hh = Address High 0mmmmmmm mm = Address Mid 01111111 ll = Address Low 0ddddd dd = Data : 11110111 F7 = End of Exclusive	-	-											
XG Bulk Dump	F0 43 0n 4C aa bb hh mm ll dd ... dd cc F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 0000nmmn 0n = Device Number n=always 0(when transmit), n=0-F(when receive) 01001100 4C = Model ID 0aaaaaaaa aa = Byte Count MSB 0bbbbbbb bb = Byte Count LSB 0hhhhhhh hh = Address High 0mmmmmmm mm = Address Mid 01111111 ll = Address Low 0ddddd dd = Data : 0ddddd dd = Data 0ccccccc cc = Checksum 11110111 F7 = End of Exclusive	-	-											
XG Parameter Request	F0 43 3n 4C hh mm ll F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 0011nmmn 3n = Device Number n=always 0(when transmit), n=0-F(when receive) 01001100 4C = Model ID 0hhhhhhh hh = Address High 0mmmmmmm mm = Address Mid 01111111 ll = Address Low 11110111 F7 = End of Exclusive	-	-											
XG Dump Request	F0 43 2n 4C hh mm ll F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 0010nmmn 2n = Device Number n=always 0(when transmit), n=0-F(when receive) 01001100 4C = Model ID 0hhhhhhh hh = Address High 0mmmmmmm mm = Address Mid 01111111 ll = Address Low 11110111 F7 = End of Exclusive	-	-											

**System Exclusive Messages (Hard Disk Recorder Control)**

MIDI Event	Data Format	[MIDI]												
		Voice		MIDI Reception					MIDI Transmission					
		Regular/ Drum/ Organ Voice	Mic/Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	
Hard Disk Recorder Control	F0 43 73 01 50 19 00 00 dd F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01110011 73 = Tyros ID 00000001 01 = Model ID 01010000 50 = SubID 00011001 19 = SubID (Hard Disk Recorder Control) 00000000 00 = SubID 00000000 00 = SubID (Start/Stop Control) 0ddddd dd = data dd=00H:Start, 01H:Stop, 02H:Pause 11110111 F7 = End of Exclusive  Controls start/stop of the audio song, but this is not synchronized with the MIDI song.	X	X											

System Exclusive Messages Special Operators (Vocal Harmony Additional Parameters)

MIDI Event	Data Format	[MIDI]											
		Voice		MIDI Reception					MIDI Transmission				
		Regular/ Drum/ Organ Voice	Mic/Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower
Vocal Harmony Pitch to Note ON/OFF	F0 43 73 01 11 0n 50 00 dd F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01110011 73 = Tyros ID 00000001 01 = Model ID 00010001 11 = Special Operators 0000nnnn 0n = Channel No. (Always 00) 01010000 50 = Vocal Harmony Additional Parameter Control No. 00000000 00 = Pitch to Note Parameter No. 0ddddddd dd = data (00H : Off, 01H : On) 11110111 F7 = End of Exclusive	X	O			O							●
Vocal Harmony Pitch to Note Part	F0 43 73 01 11 0n 50 01 dd F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01110011 73 = Tyros ID 00000001 01 = Model ID 00010001 11 = Special Operators 0000nnnn 0n = Channel No. (Always 00) 01010000 50 = Vocal Harmony Additional Parameter Control No. 00000001 01 = Pitch to Note Part Parameter No. 0ddddddd dd = data 00H : Right1 01H : Right2 02H : Left 03H : (not used) 04H : Upper 11110111 F7 = End of Exclusive	X	O			O							●
Vocal Harmony Vocoder Part (Harmony Part(Panel))	F0 43 73 01 11 0n 50 10 dd F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01110011 73 = Tyros ID 00000001 01 = Model ID 00010001 11 = Special Operators 0000nnnn 0n = Channel No. (Always 00) 01010000 50 = Vocal Harmony Additional Parameter Control No. 00010000 10 = Vocoder Part Parameter No. 0ddddddd dd = data 00H : Off 01H : Upper 02H : Lower 11110111 F7 = End of Exclusive	X	O			O							●

● : Transmitted via panel operations O : Available

System Exclusive Messages (Others)

MIDI Event	Data Format	[MIDI]											
		Voice		MIDI Reception					MIDI Transmission				
		Regular/ Drum/ Organ Voice	Mic/Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower
Internal Clock (Clavinova compliance)	F0 43 73 01 02 F7 00000001 01 = Model ID 00000010 02 = Internal Clock Substatus	-	-			O							X
External Clock (Clavinova compliance)	F0 43 73 01 03 F7 00000001 01 = Model ID 00000011 03 = External Clock Substatus	-	-			O							X
Organ Flutes data Bulk Dump (Clavinova compliance)	F0 43 73 01 06 0B 00 00 01 06 0n [Bulk Data] sum F7 01H Model ID 06H Bulk ID 0BH Bulk No. (Organ Flutes data Bulk Dump) 00H,00H,01H,06H Data Length :16bytes  1st Channel No. 0nH 2nd Footage [1] 00 - 08H 3rd [1 1/3] 00 - 08H 4th [1 3/5] 00 - 08H 5th [2] 00 - 08H 6th [2 2/3] 00 - 08H 7th [4] 00 - 08H 8th [5 1/3] 00 - 08H 9th [8] 00 - 08H 10th [16] 00 - 08H 11th [Attack 2] 00 - 08H 12th [Attack 2 2/3] 00 - 08H 13th [Attack 4] 00 - 08H 14th Settings [Attack Length] 00 - 08H 15th [Response] 00 - 08H 16th [Attack Mode] 00 - 01H 00H: Each, 01H: First 17th [Wave Variation] 00 - 01H 00H: Sine, 01H: Vintage 18th [Volume] 01 - 09H 19th [aux] 00H 20th [aux] 00H 21th [aux] 00H 22th [aux] 00H sum Check Sum = 0-sum(BULK DATA)	O (Organ Flute)	X	O	O	X	X	O	●	X	X	O	X
MIDI Master Tuning	F0 43 1n 27 30 00 00 0m 0l cc F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 0001nnnn 1n n= always 0(when transmit), n=0-F(when receive) 00100111 27 = Model ID of TG100 00110000 30 = Address High 00000000 00 = Address Mid 00000000 00 = Address Low 0000nnnn 0m = Master Tune MSB 00001111 0l = Master Tune LSB 0ccccccc cc = don't care 11110111 F7 = End of Exclusive	O	O			O							X

● : Transmitted via panel operations O : Available

# Song Meta Event List / Liste der Meta-Events der Songs / Liste des méta-événements des morceaux

Data Format	Parameter	Description	Note
FF 05 len [Data]	Lyrics	len=Data length, [Data]=Lyrics Data	-
FF 06 len [Data]	Marker	len=Data length, [Data]=Marker	Used as a Song Position Jump Marker.
FF 51 03 t1 t2 t3	Set Tempo	t1 t2 t3 =Tempo value B7 1B 00-01 D4 C0 (Tempo 5-500)	Entered when recording.
FF 58 04 nn dd cc bb	Beat	nn=Numerator, dd=Denominator (2n) cc=MIDI clock per metronome click, bb=Number of thirty-second notes in MIDI quarter note	Entered when recording.
FF 59 02 sf mi	Key Signature	sf=-7-7 mi=0: Major key, 1: minor key	Entered from the [Score] -> SETUP display.

## YAMAHA META EVENT

FF 7F 06 43 73 0A 00 07 dd	Score Start Bar	ddH: Start from this measure dd= -100-1, 1-100	Same as ScBar entered from the [SONG CREATOR] ->SYS/EX. Display
FF 7F len 43 73 0D 01 [Data]	Keyboard Voice	Voice settings for the RIGHT1-3 and LEFT	Entered to the song from the [SONG CREATOR]->CHANNEL ->SETUP display.

## YAMAHA XF META EVENT

FF 7F 07 43 7B 01 cr ct bn bt	Chord Name	Refer to "Chord Control" in the MIDI Data Format (System Exclusive Messages)	Entered when recording.
FF 7F 05 43 7B 03 20 08	Phrase Mark	Used as a marker for each phrase when executing Phrase Mark repeat playback.	Used when performing the Phrase Mark repeat playback.
FF 7F 04 43 7B 04 dd	Phrase Max	Maximum Phrase Number	Used when performing the Phrase Mark repeat playback.
FF 7F 05 43 7B 0C rr ll	Guide Track Flag	Sets the TRACK1 and TRACK2 parameters on the [FUNCTION]-> [SONG SETTING] display. rr = RIGHT CH (0: OFF, 1-16CH) ll = LEFT CH (0: OFF, 1-16CH)	Entered when recording.
FF 7F len 43 7B 21 00 pp [Data]	Lyrics Bitmap	Specifies the background picture of the Lyrics display. pp=Display type (0: Center, 1: Tile) [Data]=File Path	Entered to the song from the [SONG CREATOR]->CHANNEL ->SETUP display.

# Song System Exclusive Message List / Liste der System-Exclusive-Meldungen der Songs / Liste des messages exclusifs au système de morceaux

Data Format	Parameter	Description	Note
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## Guide

F0 43 73 01 1F 00 cc dd F7	Guide Mode	ccH = Part Select No 00H (RIGHT CH=ON, LEFT CH=ON) 01H (RIGHT CH=OFF, LEFT CH=ON) 02H (RIGHT CH=ON, LEFT CH=OFF) 03H (RIGHT CH=OFF, LEFT CH=OFF) ddH = Mode 00H=Guide OFF 01H=Follow Lights 02H=Any Key 03H=Karao-Key 04H=Vocal CueTIME	Entered to the song from the [SONG CREATOR]->CHANNEL->SETUP display.
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## Score

F0 43 73 01 50 12 00 00 dd F7	Left Part indication On/Off	00H: OFF, 7FH:ON	Entered to the song from the [SONG CREATOR]->CHANNEL->SETUP display.
F0 43 73 01 50 12 00 01 dd F7	Right Part indication On/Off	00H: OFF, 7FH:ON	
F0 43 73 01 50 12 00 02 dd F7	Lyrics indication On/Off	00H: OFF, 7FH:ON	
F0 43 73 01 50 12 00 03 dd F7	Chord indication On/Off	00H: OFF, 7FH:ON	
F0 43 73 01 50 12 00 04 dd F7	N.Name indication On/Off	00H: OFF, 7FH:ON	
F0 43 73 01 50 12 00 05 dd F7	Size designation	00H:SMALL, 01H:MIDDLE, 02H:LARGE, 03H:X-LARGE	
F0 43 73 01 50 12 00 06 dd F7	Left Ch	00H-0FH=CH, 7EH=OFF, 7FH=AUTO	
F0 43 73 01 50 12 00 07 dd F7	Right Ch	00H-0FH=CH, 7EH=OFF, 7FH=AUTO	
F0 43 73 01 50 12 00 08 dd F7	Quantize triplet On/Off	00H: Triplet OFF, 7FH: Triplet ON	
F0 43 73 01 50 12 00 09 dd F7	Quantize	00H: quarter, 01H: eighth, 02H: sixteenth, 03H: thirty-second	
F0 43 73 01 50 12 00 0A dd F7	NoteName	00H:ABC, 01H:FixedDo, 02H:MovableDo	
F0 43 73 01 50 12 00 0B dd F7	Color Note	00H:OFF, 7FH:ON	

## Style

F0 43 73 01 51 00 00 00 03 10 00 dd F7	STYLE SPLIT POINT	dd=STYLE SPLIT POINT (Note Number)	Entered to the song from the [SONG CREATOR]->CHANNEL->SETUP display.
F0 43 73 01 51 05 00 03 04 00 00 dd dd F7	Style No.	dd dd = Style No.	Entered when recording.
F0 43 7E 00 ss dd F7	Section Control	Refer to the MIDI Data Format.	Entered when recording.

## Hard Disk Recorder

F0 43 73 01 50 19 00 00 dd F7	Hard Disk Recorder Control	Controls start/pause/stop of the audio song, but this is not synchronized with the MIDI song. 00H:Start, 01H:Stop,02H:Pause	Edited from the [SONG CREATOR]->SYS->EX display.
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# MIDI Implementation Chart / MIDI-Implementationstabelle / MIDI Implementation Chart

YAMAHA [ Digital Workstation ]  
Model TYROS3 MIDI Implementation Chart

Date:17-Apr-2008  
Version : 1.0

Function...	Transmitted	Recognized	Remarks
Basic Default Channel Changed	1 - 16 1 - 16	1 - 16 1 - 16	
Mode Default Messages Altered	3 x *****	3 x x	
Note Number : True voice	0 - 127 *****	0 - 127 0 - 127	
Velocity Note ON Note OFF	o 9nH,v=1-127 x 9nH,v=0	o 9nH,v=1-127 x	
After Key's Touch Ch's	x o	o o	
Pitch Bend	o	o 0-24 semi	
Control Change	0,32 o 1,5,7,10,11 o 6,38 o 64,65,66,67 o 71,72,73,74 o 80,81 o 84 o 91,93,94 o 96,97 x 98,99 o 100,101 o	o o o o o o o o o o o	Bank Select Data Entry Sound Controller Portamento Cntrl Effect Depth RPN Inc,Dec NRPN LSB,MSB RPN LSB,MSB
Prog Change : True #	o 0 - 127 *****	o 0 - 127	
System Exclusive	o	o	
: Song Pos. Common : Song Sel. : Tune	x x x	x x x	
System :Clock Real Time:Commands	o o	o o	
Aux :All Sound OFF :Reset All Cntrls :Local ON/OFF :All Notes OFF Mes- :Active Sense sages:Reset	x x x x o x	o(120,126,127) o(121) o(122) o(123-125) o x	
Notes:			

Mode 1 : OMNI ON , POLY  
Mode 3 : OMNI OFF, POLY

Mode 2 : OMNI ON , MONO  
Mode 4 : OMNI OFF, MONO

o : Yes  
x : No