YAMAHA

Clavinova®

CSP-170
CSP-150

Data List
Daten-Liste
Liste des données
Lista de datos

This data list includes the information about all parameters which can be changed on this instrument (including changes from received MIDI messages). Note that some of these parameters cannot be changed on the instrument or application.

Diese Datenliste enthält die Informationen über alle Parameter, die sich bei diesem Instrument ändern lassen (einschließlich Änderungen durch empfangene MIDI-Meldungen).
Beachten Sie, dass einige dieser Parameter sich nicht von diesem Instrument oder einer App aus ändern lassen.

Cette liste de données comprend les informations relatives à tous les paramètres modifiables sur cet instrument (y compris les modifications des messages MIDI reçus).
Sachez toutefois que certains de ces paramètres ne peuvent pas être modifiés sur l'instrument ou sur l'application.

Esta lista de datos incluye la información relativa a todos los parámetros que se pueden modificar con este instrumento (incluidos los cambios de los mensajes MIDI recibidos).
Tenga en cuenta que algunos de estos parámetros no se pueden modificar en el instrumento o en la aplicación.

GENERAL MIDI2 XG GS XF

EN DE FR ES

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Voice Name
CFX Grand
Bösendorfer
Studio Grand
Upright Piano
Honky Tonk Upright

Main Category: Piano

Sub Category 1	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
Grand Piano	CFX Grand	108	0	1	VRM
	Bösendorfer	108	6	1	VRM
	Pop Grand	108	17	2	VRM
	Mellow Piano	108	18	1	VRM
	Studio Grand	108	1	3	VRM
	Themic Grand	108	6	2	VRM
	Bright Piano	108	16	2	VRM
	Ambient Piano	108	27	4	VRM
	Rock Piano	108	16	3	VRM
	Stage Piano	108	31	1	VRM
	Grand Piano 1octave	108	22	2	VRM
	Grand Piano 2octaves	108	23	2	VRM
	Cocktail Piano	108	28	4	VRM
Upright Piano	Upright Piano	108	5	3	VRM
	Pop Upright	104	13	2	Natural!
	70s Ballad Piano	104	14	1	Natural!
	Chill Out Piano	104	15	1	Natural!
	Honky Tonk Upright	104	13	4	Natural!
	Saloon Upright	104	14	2	Natural!
	Upright 1octave	104	14	4	Natural!
	Upright 2octaves	104	15	4	Natural!
Piano Layer	Superstar Grand	108	25	5	Natural!
	Imperial Ballad	108	26	5	Natural!
	MIDI Grand	104	2	3	Natural!
	MIDI Grand Pad	104	3	3	Natural!
	Bright Grand Pad	104	8	1	Natural!
	Grand Pad Layer	108	32	3	Natural!
	Piano & EP	108	25	3	Natural!
	Grand Piano & Strings	108	23	1	Natural!
	Grand Piano & Orchestra	104	12	1	Natural!
Electric Piano	Suitcase EP	0	118	5	Cool!
	Vintage EP	0	116	5	Regular
	Electric Piano 1	0	119	5	Cool!
	Electric Piano 2	0	122	5	Natural!
	Stage EP	0	117	5	Regular
	Funky EP	0	123	5	Natural!
	Tremolo Suitcase EP	0	113	5	Cool!
	Tremolo Stage EP	0	124	5	Natural!
	Smooth Tine	0	119	6	Regular
	CP80 Stage	0	113	3	Regular
	Magnetics	104	0	5	Regular
FM E.Piano	Studio Ballad DX	104	9	6	Regular
	Sparkle Stack	0	121	6	Cool!
	Sweet DX	104	0	6	Cool!
	Ballad DX	0	124	6	Cool!
	DX Dynamics	0	123	6	Cool!
	Ballad Bells	104	2	6	Cool!
	Galaxy EP	0	114	5	Cool!
	DX7 EP	0	122	6	Natural!
	Dream DX	104	3	6	Cool!
	Midnight DX	104	1	6	Cool!
	Piano Sweeper	104	3	100	Regular
	Pianosphere	104	19	89	Regular
Clavi	Clavi Bright	0	112	8	Regular
	Wah Clavi	0	113	8	Regular
	Phase Clavi	0	115	8	Regular
Harpsichord	Harpsichord 1	0	122	7	Natural!
	Harpsichord 2	8	32	113	S.Art!
	Harpsichord Coupler	0	123	7	Natural!
	Grand Harpsichord	0	113	7	Live!
	Harpsichord & Strings	0	124	7	Natural!

Main Category: Organ

Sub Category 1	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
Tonewheel Organ	Whiter Bars	8	32	30	S.Art!
	Curved Bars	0	121	17	Cool!
	All Bars Out	8	32	31	S.Art!
	Even Bars	0	111	17	Cool!
	Jazz Rotary	8	32	114	S.Art!
	Vintage Fast	0	127	17	Cool!
	Classic Bars	8	34	30	S.Art!
	Scanner Jazz	0	118	19	Cool!
	Rock Rotary	8	33	114	S.Art!
	Organ-a-Go-Go	104	0	17	Cool!
	Prog Rock Organ	8	33	30	S.Art!
	R&B Tremolo	0	111	19	Cool!
	Classic Jazz	0	117	17	Cool!
	Hold It Fast	0	111	18	Cool!
	Full Rocker	0	115	19	Cool!
	Organ Accomp 1	0	108	18	Regular
	Organ Accomp 2	0	107	18	Regular
	Organ Accomp 3	0	106	18	Regular
	Organ Accomp 4	0	105	18	Regular
	Organ Accomp 5	0	104	18	Regular
	Whiter Bars Slow	104	1	18	Cool!
	Whiter Bars Fast	104	0	18	Cool!
	Jazz Organ Slow	0	126	18	Cool!
	Jazz Organ Fast	0	127	18	Cool!
	All Bars Out Slow	104	1	19	Cool!
	All Bars Out Fast	104	0	19	Cool!
	All Bars Phase	104	2	19	Cool!
	Rotor Organ	0	117	19	Cool!
	Mellow Drawbar	0	115	18	Regular
	Two Channels Organ	0	109	18	Cool!
Transistor Organ	60s Combo 1	104	32	17	Cool!
	60s Combo 2	104	33	17	Cool!
	60s Combo 3	104	34	17	Cool!
	60s Combo 4	104	35	17	Cool!
	Euro Organ	0	118	17	Regular
Classical Pipe	Pipe Organ Principal	0	123	20	Natural!
	Chapel Organ	0	113	20	Regular
	Full Organ	0	112	20	Regular
	Hymn Organ	0	114	20	Regular
	Pipe Organ Tutti	0	122	20	Natural!
	Church Organ	0	115	20	Regular
Theatre Pipe	Full Theatre	0	127	19	Regular
	Sweet Theatre	0	126	19	Regular
	Ballroom Organ	0	115	4	Regular
	Tibia 8'	104	6	18	Regular
	Tibia 8'&4'	104	9	17	Regular
	Tibia 16'&4'	104	8	17	Regular
	Tibia Chorus	104	5	18	Regular
	Vox Humana 8'	104	7	18	Regular
	Vox Humana & Tibia	104	10	17	Regular
	Theatre Kinura 8'	0	123	17	Regular
	Theatre Trumpet 8'	0	124	17	Regular
	Theatre Trumpet & Kinura	0	125	18	Regular
	Theatre Trumpet 16'&8'	0	124	18	Regular
Organ Flutes	Organ Flutes	10	0	9	OrganFlutes
	USD Smile	10	1	9	OrganFlutes
	Reggae Bars	10	2	9	OrganFlutes
	Warm Theatre	10	3	9	OrganFlutes
	Organ Pops	10	4	9	OrganFlutes
	Rock Organ	10	5	9	OrganFlutes
	Soul Percussion	10	6	9	OrganFlutes
	Gospel Truth	10	7	9	OrganFlutes
	Pad Organ	10	8	9	OrganFlutes
	Full Organ	10	9	9	OrganFlutes
	String Bars	10	0	10	OrganFlutes
	Latin Spin	10	1	10	OrganFlutes
	Shady Bars	10	2	10	OrganFlutes

Main Category: Organ

Sub Category 1	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
Organ Flutes	Funk Organ	10	3	10	OrganFlutes
	Ballad Organ	10	4	10	OrganFlutes
	Rich Bars	10	5	10	OrganFlutes
	Trumpet Bars	10	6	10	OrganFlutes
	Soul Bars	10	7	10	OrganFlutes
	Clari Bars	10	8	10	OrganFlutes
	Jazz Squabble	10	9	10	OrganFlutes
	Euro Perc	10	0	11	OrganFlutes
	Ballad Euro	10	1	11	OrganFlutes
	Euro Reeds	10	2	11	OrganFlutes
	Even Warmth	10	3	11	OrganFlutes
	Bright Euro	10	4	11	OrganFlutes
	Full Euro	10	6	11	OrganFlutes
	Euro Pops	10	5	11	OrganFlutes
	Euro Accomp 1	10	7	11	OrganFlutes
	Euro Accomp 2	10	8	11	OrganFlutes
	Euro Accomp 3	10	9	11	OrganFlutes
Harmonica	Harmonica	0	112	23	Sweet!
	Modern Harp	0	113	23	Regular
	Blues Harp	0	114	23	Regular
Accordion	Full Accordion Register	104	2	22	Regular
	French Musette Acc.	0	119	22	Regular
	Master Accordion	0	118	22	Regular
	Steirische	0	117	22	Regular
	Jazz Accordion	0	120	22	Regular
	Cassotto	104	0	22	Regular
	Cajun	104	3	22	Regular
	Accordion Clarinet	104	1	22	Regular
	Bandoneon	0	113	24	Regular
	Tango Accordion	0	114	24	Regular
	Full Register Bass	104	5	22	Regular
	Musette Bass	0	123	22	Regular
	Master Bass	0	122	22	Regular
	Cajun Bass	104	6	22	Regular
	Accordion Bass	0	121	22	Regular
	Tango Bass	0	115	24	Regular

Main Category: Guitar & Bass

Sub Category 1	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
Nylon Acoustic	Concert Guitar	8	32	1	S.Art!
	Dynamic Nylon	0	116	25	Live!
	Flamenco Guitar	8	33	1	S.Art!
	Hard Flamenco	0	118	25	Live!
	Nylon Guitar	8	34	1	S.Art!
	Classical Guitar	0	115	25	Live!
	Slide Nylon	0	117	25	Live!
	Nylon Mute	0	119	25	Live!
	Electro Acoustic Guitar	8	35	1	S.Art!
Steel Acoustic	Steel Guitar	8	32	2	S.Art!
	Slide Steel	0	118	26	Live!
	Folk Guitar Harmonics	8	33	2	S.Art!
	Dynamic Steel	0	116	26	Live!
	Steel Guitar Strum	0	117	26	Live!
	Steel Guitar Mute	0	120	26	Live!
	12String Guitar	0	113	26	Live!
Clean Solid	Bright Chorus	8	45	4	S.Art!
	Vintage Slap	8	48	4	S.Art!
	Ballad Delay	8	46	4	S.Art!
	Vintage Pure	8	47	4	S.Art!
	Finger Bright	8	50	4	S.Art!
	Cool Wah Guitar	104	4	28	Regular
	Semi Acoustic	8	33	7	S.Art!
	Jazz Vintage	8	38	7	S.Art!
	Jazz Artist	8	39	7	S.Art!
	Smooth Jazz Guitar	8	35	7	S.Art!
	Shadowed Guitar	8	56	4	S.Art!

Main Category: Guitar & Bass

Sub Category 1	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
Clean Solid	Finger Chorus	8	42	4	S.Art!
	Vintage Spring	8	54	4	S.Art!
	Light Chorus	8	53	4	S.Art!
	Country Pick	8	44	4	S.Art!
	Finger Slap Slide	8	51	4	S.Art!
	Warm Solid	8	33	4	S.Art!
	Warm Electric	8	32	4	S.Art!
	Clean Solid	8	34	4	S.Art!
	Clean Electric	8	35	4	S.Art!
	Slap Solid	0	108	28	Cool!
	Lounge Guitar	104	1	27	Regular
	Funk Slap	8	49	4	S.Art!
	Single Coil Clean	8	39	4	S.Art!
	70s Solid Guitar	8	38	4	S.Art!
	Pure Vintage	8	42	6	S.Art!
	Vintage Open	0	123	28	Regular
	Chorus Solid	0	107	28	Cool!
	Clean Guitar	0	112	28	Cool!
	Jazz Clean	8	32	7	S.Art!
	Slide Clean	0	117	29	Cool!
	Muted Guitar	0	119	29	Cool!
	Slide Solid	0	110	28	Cool!
	Dynamic Mute	0	118	29	Cool!
	Slide Pick	104	7	28	Cool!
	Vintage Muted Guitar	104	0	29	Cool!
	Slide Finger	104	5	28	Cool!
	Vintage Muted Echo	0	115	29	Regular
	Slide Warm	104	6	28	Cool!
	Slide Jazz	104	0	27	Cool!
	Funk Guitar	0	116	29	Cool!
	Vintage Strum	0	126	28	Regular
	Tremolo Solid	0	111	28	Cool!
	Ballad Solid	0	109	28	Cool!
	Jazz Guitar	0	115	27	Cool!
	Jazz Solo Guitar	0	116	27	Cool!
	Octave Guitar	0	113	27	Regular
	Electric Guitar	0	114	29	Cool!
	60s Clean	0	117	28	Regular
Distortion Solid	Rock Hero	8	35	6	S.Art!
	Overdrive Wah	8	39	6	S.Art!
	Vintage Rock	8	36	6	S.Art!
	Vintage Blues	8	37	6	S.Art!
	Stage Lead	8	38	6	S.Art!
	Blues Slap Slide	8	36	5	S.Art!
	Heavy Rock	8	32	5	S.Art!
	Blues Bright	8	35	5	S.Art!
	Classic Stack	8	41	6	S.Art!
	Blues Warm	8	34	5	S.Art!
	Guitar Hero	8	32	6	S.Art!
	Vintage Amp	8	41	4	S.Art!
	Feedbacker	8	33	5	S.Art!
	Finger Amp	8	43	4	S.Art!
	Rock Legend	8	34	6	S.Art!
	Slide Pick Amp	104	8	28	Cool!
	Crunch Guitar	8	33	6	S.Art!
	Bluesy Night	8	55	4	S.Art!
	Stereo Rock	104	2	31	Cool!
	Half Drive	8	37	4	S.Art!
	Blues Guitar	0	117	30	Cool!
	Grunge Guitar	8	40	6	S.Art!
	Metal Master	0	120	31	Regular
World	Pedal Steel Amp	8	52	4	S.Art!
	Mandolin	0	114	26	Sweet!
	Pedal Steel	8	36	4	S.Art!
	Banjo	104	0	106	Regular
	Zither 1	104	1	16	Regular
	Zither 2	104	0	16	Regular

Main Category: Guitar & Bass

Sub Category 1	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
World	Shamisen	0	112	107	Regular
	Dulcimer	0	112	16	Regular
	Koto	0	112	108	Regular
	Hackbrett	104	2	47	Regular
	Aloha Guitar	0	118	27	Regular
	Sitar	104	0	105	Regular
	Pedal Steel	0	115	28	Regular
Bass	Vintage Round Bass	8	32	18	S.Art!
	Acoustic Bass	8	32	17	S.Art!
	Vintage Flatwound Bass	8	33	18	S.Art!
	Soft Acoustic Bass	8	33	17	S.Art!
	Vintage Mute Bass	8	32	19	S.Art!
	Fretless Bass	8	32	20	S.Art!
	Soft Acoustic Bass	104	2	33	Regular
	Acoustic Bass	104	1	33	Regular
	Ballroom Bass	104	0	33	Regular
	Vintage Round Bass	104	1	34	Cool!
	Vintage Flatwound Bass	104	2	34	Cool!
	Acoustic Bass & Cymbal	0	114	33	Regular
	Vintage Mute Bass	104	3	34	Cool!
	Fusion Bass	0	113	37	Regular
	Vintage Pick Bass	104	1	35	Regular
	Vintage Dyno Bass	104	2	35	Cool!
	Fretless Bass	0	112	36	Cool!
	Slap Bass	0	112	37	Regular
	Rock Bass	0	114	35	Regular
	Mellow Finger Bass	0	112	34	Regular
	Pick Bass	0	112	35	Regular
	Pick Dyno Bass	0	113	35	Cool!
	Electric Bass	0	114	34	Cool!
	Half Mute Bass	0	115	34	Cool!
	Super Fretless Bass	0	113	36	Regular
	Vintage Pick Mute Bass	104	0	35	Cool!
	Funk Bass	0	112	38	Regular
Synth Bass	Lo Bass	104	0	40	Regular
	Fat Pulse	104	2	40	Regular
	Dark Bass	104	1	40	Regular
	Wazzo Saw	104	3	81	Regular
	Moon Bass	104	0	39	Regular
	Deep Point	104	3	39	Regular
	Kick Bass	104	1	39	Regular
	Tight Bass	104	3	40	Regular
	Club Bass	104	2	39	Regular
	Competitor	104	4	39	Regular
	1o1 Sub	104	5	39	Regular
	Trance Bass	104	9	39	Regular
	Little Bass Synth	104	6	39	Regular
	Sub Cut Bass	104	5	40	Regular
	Tekno Bass	104	7	39	Regular
	Dyno Acid Bass	104	10	39	Regular
	Perc Punch	104	8	39	Regular
	Mini Sub	104	6	40	Regular
	Square Bass	104	4	40	Regular
	Fat Sine Resonance	104	11	39	Regular
	Ballad Bass	104	7	40	Regular
	House Bass	0	116	39	Regular
	Velo Master	104	17	82	Regular
	Big Drone	0	118	39	Regular
	Sub Bass	0	114	40	Regular
	Hard Bass	0	114	39	Regular
	Resonance Bass	0	112	39	Regular
	TB Bass	0	117	40	Regular

Main Category: Strings & Vocal

Sub Category 1	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
String Solo	Violin	0	113	41	Sweet!
	Solo Violin	0	112	41	Regular
	Viola	0	112	42	Regular
	Fiddle	0	112	111	Regular
	Cello	0	112	43	Regular
	Contrabass	0	112	44	Regular
String Ensemble	Real Strings	8	33	50	S.Art!
	Classical Strings	8	36	49	S.Art!
	Concert Strings	8	32	50	S.Art!
	Theatre Strings	8	37	49	S.Art!
	Pizzicato	0	113	46	Live!
	Lush Strings	8	41	49	S.Art!
	Real Tremolo Strings	104	0	45	Live!
	Ballroom Strings	8	35	50	S.Art!
	Real Spiccato	104	6	49	Live!
	Studio Strings	8	32	49	S.Art!
	Movie Strings	0	123	49	Live!
	Ballad Strings	8	34	50	S.Art!
	Disco Strings 1	0	123	50	Live!
	Disco Strings 2	0	124	50	Live!
	Warm Strings	8	39	49	S.Art!
	Tremolo Strings	0	113	45	Live!
	Big Strings	8	40	49	S.Art!
	Strings	0	117	50	Live!
	Real Strings f	8	40	50	S.Art!
	Allegro	0	122	50	Live!
	Real Strings mf	8	41	50	S.Art!
	Dynamic Strings	0	124	49	Live!
	Real Strings p	8	42	50	S.Art!
	Chamber Strings	0	112	50	Regular
	Real Tremolo Sforzando	104	1	45	Live!
	Tremolo Bowing	8	34	49	S.Art!
	Spiccato	8	33	49	S.Art!
	Spiccato	0	120	49	Live!
	Real Strings f	104	4	50	Live!
	Strings f	0	119	49	Live!
	Real Strings mf	104	5	50	Live!
	Strings mf	0	118	49	Live!
	Real Strings p	104	6	50	Live!
	Strings p	0	117	49	Live!
Orchestral Layers	Tutti	0	120	50	Regular
	Theatre Orchestra	104	1	50	Regular
	Symphonic Unison	104	0	50	Regular
	Pizzicato Glocken	0	115	46	Live!
Choir	Boys Choir Aah	8	33	52	S.Art!
	Boys Choir Ooh	8	32	52	S.Art!
	Boys Choir Aah	104	8	53	Live!
	Boys Choir Ooh	104	8	54	Live!
	Soft Choir Ooh	8	35	52	S.Art!
	Soft Choir Aah	8	36	52	S.Art!
	Boys Choir Oh-Ah (Pedal)	8	34	52	S.Art!
	Boys Choir Oh-Ah	8	49	56	S.Art!
	Gothic Vox	0	113	54	Regular
	Gospel Voices	0	116	53	Live!
	Humming	0	118	53	Live!
	Hah Choir	0	114	53	Regular
	Mmh	0	117	53	Live!

Main Category: Brass & Woodwind

Sub Category 1	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
Brass Solo	Bright Trumpet	8	32	65	S.Art!
	Cornet	0	119	57	Sweet!
	Silver Trumpet	8	33	65	S.Art!
	Muted Trumpet	0	114	60	Sweet!
	Golden Trumpet	8	34	65	S.Art!
	Flugel Horn	0	118	57	Sweet!
	Big Band Trumpet	8	37	65	S.Art!
	Trombone	0	117	58	Sweet!
	Trumpet Fall	8	38	65	S.Art!
	Trumpet	0	115	57	Sweet!
	Trumpet Shake	8	35	65	S.Art!
	Mellow Trumpet	0	120	57	Sweet!
	Silver Trumpet	0	121	57	Sweet!
	Muted Cornet	104	0	60	Sweet!
	Golden Trumpet	0	122	57	Sweet!
	Baritone Horn	0	113	59	Regular
	Tuba	104	0	59	Regular
	Bright Trombone	104	0	58	Sweet!
	Baritone Hit	0	114	59	Regular
	Alp Bass	0	113	34	Regular
Brass Ensemble	Horns	104	0	61	Live!
	Big Band Brass	8	37	57	S.Art!
	Soft Horns	8	32	61	S.Art!
	Smooth Brass	8	36	57	S.Art!
	Dynamic Brass	0	127	62	Live!
	Symphony Horns 1	104	1	61	Live!
	Symphony Horns 2	104	2	61	Live!
	Power Brass	0	121	63	Live!
	Warm Horns	8	33	61	S.Art!
	Accent Brass	0	109	62	Live!
	Stopped Horns	104	3	61	Live!
	Brass Falls f	8	34	57	S.Art!
	Muted Horns	8	34	61	S.Art!
	Brass Falls mf	8	35	57	S.Art!
	Brass f	0	108	62	Live!
	Brass Band	0	123	57	Live!
	Brass mf	0	110	62	Live!
	Soft Horns	0	117	61	Live!
	Brass p	0	111	62	Live!
	Soft Trombones	0	118	61	Live!
	Brass Shake	8	32	57	S.Art!
	Pop Brass	0	117	63	Live!
	Accent Falls	8	38	57	S.Art!
	Hyper Brass	0	118	63	Live!
	Sforzando	0	105	62	Live!
	Small Brass	0	120	61	Live!
	Sforzando Fall	0	107	62	Live!
	Ballroom Brass	0	113	60	Regular
	Brass Dynamics	0	106	62	Live!
	Octave Brass	0	116	63	Live!
Sax Solo	Saxophone	8	32	83	S.Art!
	Alto Sax	8	32	67	S.Art!
	Big Band Sax	8	35	83	S.Art!
	Soft Alto Sax	8	34	67	S.Art!
	Rock Sax	8	33	83	S.Art!
	Growl Sax	0	111	67	Sweet!
	Soprano Sax	0	113	65	Sweet!
	Pop Tenor Sax	0	127	67	Sweet!
	Pop Alto Sax	104	0	66	Sweet!
	Ballad Tenor Sax	0	126	67	Sweet!
	Breathy Tenor Sax	0	117	67	Sweet!
	Jazz Tenor Sax	0	125	67	Sweet!
	Baritone Sax	104	0	68	Regular
Sax Ensemble	Sax Section	8	36	83	S.Art!
	Big Band Octave	0	108	67	Live!
	Sax Section Unison	8	38	83	S.Art!
	Big Band Unison	0	109	67	Live!

Main Category: Brass & Woodwind

Sub Category 1	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
Sax Ensemble	Sax Section Fast Attack	0	116	67	Live!
	Big Band Saxes	0	110	67	Live!
	Sax Section Octave	8	37	83	S.Art!
	Ballad Section	0	119	67	Regular
	Soft Saxes	8	39	83	S.Art!
	Sax Appeal	0	123	67	Live!
	Sax Section Hard	0	122	67	Live!
	Moonlight	0	115	72	Regular
	Sax Section Soft	0	121	67	Live!
Woodwind Solo	Orchestral Flute	8	32	74	S.Art!
	Jazz Flute	0	114	74	Sweet!
	Orchestral Oboe	8	32	69	S.Art!
	Classical Oboe	0	113	69	Sweet!
	Orchestral Clarinet	104	0	72	Live!
	Jazz Clarinet	0	114	72	Sweet!
	Orchestral Bassoon	104	0	71	Sweet!
	Bassoon	0	112	71	Regular
	German Clarinet	104	2	72	Regular
	Classical Flute	0	115	74	Sweet!
	Piccolo	0	112	73	Regular
	Oboe	0	112	69	Regular
	Clarinet	0	112	72	Regular
	English Horn	0	112	70	Regular
Woodwind Ens	Flutes & Oboes	104	2	74	Regular
	Orchestral Woodwind	104	1	71	Regular
	Clarinet & Flutes	104	1	72	Regular
	Alto Flutes	104	1	74	Regular
	Clarinet & Oboe	104	1	69	Regular
	Flute Ensemble	0	116	74	Regular
	Oboe & Bassoon	104	2	69	Regular
Woodwind World	Ballad Pan Flute	0	113	76	Sweet!
	Chiff Pan Flute	0	113	74	Regular
	Celtic Duo	0	120	74	Regular
	Ethnic Flute	0	112	76	Regular
	Bagpipe	0	112	110	Regular
	Ocarina	0	112	80	Regular
	Recorder	0	112	75	Regular
	Shakuhachi	0	112	78	Regular
	Whistle	0	112	79	Regular

Main Category: Perc & Drums

Sub Category 1	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
Chromatic Perc	Vibraphone	104	1	12	Sweet!
	Xylophone	104	0	14	Regular
	Jazz Vibraphone	0	113	12	Regular
	Marimba	104	0	13	Regular
	Tremolo Vibraphone	0	124	12	Natural!
	Vibraphone	0	122	12	Natural!
	Vibraphone & JazzGt	8	33	12	S.Art!
	Glockenspiel	104	0	10	Regular
	Vibraphone & Flutes	0	114	12	Regular
	Steel Drums	0	112	115	Regular
	Music Box	0	112	11	Regular
	Kalimba	0	112	109	Regular
Orchestral Perc	Orchestral Harp	104	1	47	Regular
	Tubular Bells	0	112	15	Regular
	Mellow Harp	104	0	47	Regular
	Timpani	0	112	48	Regular
	Orchestra Hit	0	112	56	Regular
	Celesta	0	112	9	Regular
Drum Kits	Real Drums	127	0	92	Live!Drums
	Real Brushes	127	0	42	Live!Drums
	Power Kit 1	127	0	88	Live!Drums
	Power Kit 2	127	0	89	Live!Drums
	Acoustic Kit	127	0	90	Live!Drums
	House Kit	127	0	61	Drums

Main Category: Perc & Drums

Sub Category 1	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
Drum Kits	Rock Kit	127	0	91	Live!Drums
	Drum Machine	127	0	62	Drums
	Studio Kit	127	0	87	Live!Drums
	Analog T8 Kit	127	0	59	Drums
	Analog T9 Kit	127	0	60	Drums
	Jazz Kit	127	0	33	Drums
	Break Kit	127	0	58	Drums
	Hit Kit	127	0	5	Drums
	Hip Hop Kit	127	0	57	Drums
	Room Kit	127	0	9	Drums
	Dance Kit	127	0	28	Drums
	Electro Kit	127	0	25	Drums
	Analog Kit	127	0	26	Drums
	Symphony Kit	127	0	49	Live!Drums
	Brush Kit	127	0	41	Live!Drums
World Perc Kits	Turkish Kit	126	0	68	Live!SFX
	Cuban Kit	126	0	41	Live!SFX
	Pop Latin Kit	126	0	44	Live!SFX
SFX	New SFX Kit 1	126	0	3	Live!SFX
	New SFX Kit 2	126	0	4	Live!SFX
	Helicopter	104	0	126	Live!
	Noises Kit	126	0	9	SFX
	Applause 1	104	0	127	Live!
	Applause 2	104	1	127	Live!
	Sea Shore	104	0	123	Live!
	Gun Shot	104	0	128	Live!
	SFX Kit 1	126	0	1	SFX
	SFX Kit 2	126	0	2	SFX
	Magic Bell	8	32	121	S.Art!

Main Category: Synth

Sub Category 1	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
Synth Lead	Sub Lead	104	0	81	Regular
	Wire Lead	0	120	82	Regular
	Soft Saw	104	16	82	Regular
	Soft R&B	0	119	81	Regular
	Fusion Lead	104	15	82	Regular
	Early Lead	0	118	82	Regular
	Oxygen	0	122	82	Regular
	Soft Square	104	5	81	Regular
	Matrix	0	123	82	Regular
	Detuned Vintage	104	1	85	Regular
	PWM Lead	104	1	82	Regular
	Hipa Lead	0	118	85	Regular
	Brassy Lead	104	5	63	Regular
	Punchy Hook	0	127	82	Regular
	Punch Lead	104	7	82	Regular
	Crying Lead	0	114	88	Regular
	Flange Filter	104	2	82	Regular
	Hip Lead	0	113	81	Regular
	Mouth Lead	104	0	82	Regular
	Hop Lead	0	117	81	Regular
	Tech Lead	0	117	85	Regular
	Analogon	0	115	82	Regular
	Tekkline	0	116	85	Regular
	Skyline	0	115	85	Regular
	Soft Mini	0	124	81	Regular
	Bleep Lead	104	0	85	Regular
	Fire Wire	0	116	82	Regular
	Orbit Sine	0	126	81	Regular
Synth Perc	New Heaven	104	10	89	Regular
	Heaven Pad	104	3	92	Regular
	Fantasy Bells	104	11	89	Regular
	Breath Bells	104	15	89	Regular
	Itopia Bells	104	13	89	Regular
	Next Generation	104	9	52	Regular

Main Category: Synth

Sub Category 1	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
Synth Perc	Sinesphere	104	18	89	Regular
	Organ Bells	104	12	89	Regular
	Spectrum Theme	104	14	89	Regular
	Sky Bells	104	16	89	Regular
	Flying Harmonics	104	1	100	Regular
	Nylon Heaven	104	2	100	Regular
	Airy Harp	104	17	89	Regular
	Nylon Pad	104	0	100	Regular
	Simple Comp	104	12	82	Regular
	Bellsphere	104	5	89	Regular
	Ballad Comp	104	6	89	Regular
	Perc Pad	104	0	102	Regular
	Heaven Bell	104	0	101	Regular
	Mediterrain	0	114	100	Regular
	Bright Pad Bell	104	7	89	Regular
	Lektro Codes	104	2	85	Regular
	Wild PWM	104	4	81	Regular
	Resonant Clavi	104	2	91	Regular
	Resonance Comp	104	4	63	Regular
	Perc Sequence FM 1	104	7	88	Regular
	Perc Sequence FM 2	104	8	88	Regular
	Digital Sequenced	104	2	88	Regular
	Synth Sticks	104	0	107	Regular
	Analog Sequenced	104	3	88	Regular
	Saz Feeze	104	0	98	Regular
	Perc Sequence FS	104	6	88	Regular
	Eastern Air	104	1	98	Regular
	Xtune	104	1	88	Regular
	Nomad	104	1	105	Regular
	Perc Sequence Saw	104	11	82	Regular
	Stack Bell	104	8	89	Regular
	Attack	104	4	82	Regular
	Nice Bell	104	9	89	Regular
	PWM Percussion	104	6	82	Regular
Synth Strings	Synth Strings 1	0	112	51	Regular
	Synth Strings 2	0	113	51	Regular
	Butter Strings	104	2	51	Regular
	Bright Saw Pad	0	113	91	Regular
	Light Pad	104	2	52	Regular
	Ober Strings	0	113	52	Regular
	Hipa Strings	0	114	96	Regular
	80s Pad	104	1	52	Regular
	Octave Strings	104	4	51	Regular
	Bright Pop Pad	104	3	51	Regular
	Medium Tune Pad	104	0	51	Regular
	Doux Flange	104	3	96	Regular
	Premium Pad	104	0	52	Regular
	Bright Pad Classic	104	3	91	Regular
	Soft Ensemble	104	1	51	Regular
Synth Brass	Analog Brass	0	112	64	Regular
	1984 Synth	104	20	82	Regular
	Fat Synth Brass	0	116	64	Regular
	80s Brass	0	113	63	Regular
	Thinth Brass	104	0	63	Regular
	Funky Analog	0	115	63	Regular
	Brass Profit	104	1	63	Regular
	Techno Brass	0	114	63	Regular
	Ober Brass	0	113	64	Regular
	Ober Horns	0	115	64	Regular
	Slow PWM Brass	104	2	63	Regular
	Soft Velo Brass	0	120	63	Regular
	Fast PWM Brass	104	6	63	Regular
	Soft Analog	0	114	64	Regular
Synth Pad	All or Nothing	104	6	102	Regular
	Whisper Gallery	104	0	93	Regular
	Digisweeper	104	7	102	Regular
	Hybrid Lines	104	4	92	Regular

Main Category: Synth

Sub Category 1	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
Synth Pad	Spectrum Pad	104	5	95	Regular
	Midnight Special	104	3	102	Regular
	Hybrid Pad	104	22	89	Regular
	Atmo 5th	104	6	90	Regular
	Deep Motion	104	4	96	Regular
	Pad Voices	104	6	96	Live!
	Skydiver	0	112	102	Regular
	Aerosphere	104	1	95	Regular
	Cross Phase	104	1	102	Regular
	New Atmosphere	104	4	90	Regular
	Galaxy Pad	104	3	89	Regular
	VP Soft	104	0	90	Regular
	Night Motion	104	4	89	Regular
	Hot Swell	104	2	96	Regular
	Morning Dew	104	0	95	Regular
	Dark Fat Saw	104	2	90	Regular
	Vapor Pad	104	1	90	Regular
	Dark Light	104	3	90	Regular
	Space Rider	104	1	96	Regular
	Ambient Pad	104	0	89	Regular
	Pearls Pad	104	2	89	Regular
	Bright Fat Saw	104	5	91	Regular
	Breath Pad	104	0	92	Regular
	Early Digital	104	0	94	Regular
	Noble Man	104	1	89	Regular
	Super Dark Pad	0	119	90	Regular
	Analog Pad	0	120	90	Regular
	Analog Swell	0	119	96	Regular
	Dark Angel Pad	0	121	90	Regular
	Big Octave Pad	0	115	91	Regular
	Lite Pad	0	122	90	Regular
	Golden Age	0	115	89	Regular
	Pop Pad	0	112	91	Regular
	Solaris	0	114	95	Regular
	Glorious Phase	0	114	91	Regular
	Insomnia	0	113	95	Regular
	Ober Sweep	0	115	96	Regular
	Neo Warm Pad	0	115	90	Regular
	Time Travel	0	116	89	Regular
	Cyber Pad	0	113	100	Regular
	Bubblespace	0	113	102	Regular
	Bright Ober	0	113	96	Regular
	Mellow Pad	0	117	96	Regular
	Dark Pad	0	118	96	Regular
Synth Dance	Ana Dayz	104	3	52	Regular
	HPF Dance	104	0	91	Regular
	Bright Pad Trance	104	4	91	Regular
	Detuned Saw Octave	104	8	82	Regular
	Chillin Chords	104	6	52	Regular
	Dancy Hook	104	9	82	Regular
	Trance (Pedal)	104	0	96	Regular
	Vinalog Saw	104	3	82	Regular
	Club Lead	104	3	63	Regular
	Talk Mod Lead	104	0	88	Regular
	Trance Perc	104	5	82	Regular
	Chorus Saw Lead	104	10	82	Regular
	Chordmaster	104	13	82	Regular
	Faaat Comp	104	4	52	Regular
	Fat Saw Hook	104	7	52	Regular
	Tech Glide	104	14	82	Regular
	Trance Sequence 1	104	4	88	Regular
	Trance Sequence 2	104	5	88	Regular
	Trance Sequence 3	104	1	91	Regular
	Dance Chords	104	5	52	Regular
	Dance Hook	0	112	87	Regular
	Trance Lead	0	121	81	Regular
	Octave Hook	0	113	87	Regular

Main Category: Synth

Sub Category 1	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
Synth Effects	Water Games	104	4	102	Regular
	Spectralis	104	4	95	Regular
	My Generation	104	5	102	Regular
	Metallic Rain	104	8	102	Regular
	Rainy Day	104	5	90	Regular
	Ambient Theme	104	20	89	Regular
	Warped Waves	104	2	95	Regular
	Reflecting Zone	104	21	89	Regular
	Sound Pictures	104	3	95	Regular
	The Fog	104	9	102	Regular
	Mystic Pad	104	6	95	Regular
	Randomizer	104	10	102	Regular
	Atlantis	104	11	102	Regular
	Tric-Trac	104	2	98	Regular
	Sixth Sense	104	2	102	Regular
	Perc Sequence Hipa	104	9	88	Regular
	Pitch Fall	104	0	104	Regular

Main Category: Others

Sub Category 1	Sub Category 2	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
MegaVoices	A.Guitar	Nylon Guitar	8	0	1	MegaVoice
		Steel Guitar	8	0	2	MegaVoice
		12String Guitar	8	1	3	MegaVoice
		Hi String Guitar	8	0	3	MegaVoice
	E.Guitar	Finger Guitar	8	4	4	MegaVoice
		Finger Slap Guitar	8	5	4	MegaVoice
		Vintage Pick Guitar	8	6	4	MegaVoice
		Vintage Slap Guitar	8	7	4	MegaVoice
		Slap Amp Guitar	8	8	4	MegaVoice
		Single Coil Guitar	8	3	4	MegaVoice
		Solid Guitar 1	8	1	4	MegaVoice
		Solid Guitar 2	8	2	4	MegaVoice
		Clean Guitar	8	0	4	MegaVoice
		Jazz Guitar	8	0	7	MegaVoice
		Overdrive Guitar	8	0	5	MegaVoice
		Distortion Guitar	8	0	6	MegaVoice
	Bass	Vintage Round	8	1	18	MegaVoice
		Vintage Flat	8	2	18	MegaVoice
		Vintage Pick	8	1	19	MegaVoice
		Electric Bass	8	0	18	MegaVoice
		Pick Bass	8	0	19	MegaVoice
		Acoustic Bass	8	0	17	MegaVoice
		Fretless Bass	8	0	20	MegaVoice
	Strings	Classical Strings	8	1	49	MegaVoice
		Real Strings	8	1	50	MegaVoice
		Large Strings	8	0	50	MegaVoice
		Small Strings	8	0	49	MegaVoice
	Brass	Trumpet	8	0	65	MegaVoice
		Brass	8	0	57	MegaVoice
	Woodwind	Tenor Sax	8	0	83	MegaVoice
GM&XG	Piano	GrandPiano	0	0	1	Regular
		GrndPianoKSP	0	1	1	Regular
		MellowGrPno	0	18	1	Regular
		PianoStrings	0	40	1	Regular
		Dream	0	41	1	Regular
		BrightPiano	0	0	2	Regular
		BritePnoKSP	0	1	2	Regular
		ElecGrandPno	0	0	3	Regular
		ElecGrPnoKSP	0	1	3	Regular
		DetunedCP80	0	32	3	Regular
		LayeredCP1	0	40	3	Regular
		LayeredCP2	0	41	3	Regular
		Honkytonk	0	0	4	Regular
		HonkytonkKSP	0	1	4	Regular
		El.Piano1	0	0	5	Regular

Main Category: Others

Sub Category 1	Sub Category 2	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
GM&XG	Piano	El.Piano1KSP	0	1	5	Regular
		MellowEP1	0	18	5	Regular
		ChorusEP1	0	32	5	Regular
		HardEl.Piano	0	40	5	Regular
		VXfadeEl.P1	0	45	5	Regular
		60sEl.Piano1	0	64	5	Regular
		El.Piano2	0	0	6	Regular
		El.Piano2KSP	0	1	6	Regular
		ChorusEP2	0	32	6	Regular
		DXEPHard	0	33	6	Regular
		DXLegend	0	34	6	Regular
		DXPhaseEP	0	40	6	Regular
		DX+AnalogEP	0	41	6	Regular
		DXKotoEP	0	42	6	Regular
		VXfadeEl.P2	0	45	6	Regular
		Harpsichord	0	0	7	Regular
		Harpsi.KSP	0	1	7	Regular
		Harpsichord2	0	25	7	Regular
		Harpsichord3	0	35	7	Regular
		Clavi.	0	0	8	Regular
		Clavi.KSP	0	1	8	Regular
		Clavi.Wah	0	27	8	Regular
		PulseClavi.	0	64	8	Regular
		PierceClavi.	0	65	8	Regular
	Chromatic Perc	Celesta	0	0	9	Regular
		Glockenspiel	0	0	10	Regular
		MusicBox	0	0	11	Regular
		Orgel	0	64	11	Regular
		Vibraphone	0	0	12	Regular
		VibesKSP	0	1	12	Regular
		HardVibes	0	45	12	Regular
		Marimba	0	0	13	Regular
		MarimbaKSP	0	1	13	Regular
		SineMarimba	0	64	13	Regular
		Balimba	0	97	13	Regular
		LogDrums	0	98	13	Regular
		Xylophone	0	0	14	Regular
		TubularBells	0	0	15	Regular
		ChurchBells	0	96	15	Regular
		Carillon	0	97	15	Regular
		Dulcimer	0	0	16	Regular
		Dulcimer2	0	35	16	Regular
		Cimbalom	0	96	16	Regular
		Santur	0	97	16	Regular
	Organ	DrawbarOrgan	0	0	17	Regular
		DetDrawOrgan	0	32	17	Regular
		60sDrawOrg1	0	33	17	Regular
		60sDrawOrg2	0	34	17	Regular
		70sDrawOrg1	0	35	17	Regular
		DrawbarOrg2	0	36	17	Regular
		60sDrawOrg3	0	37	17	Regular
		EvenBarOrg	0	38	17	Regular
		16+2'2_3Org	0	40	17	Regular
		OrganBass	0	64	17	Regular
		70sDrawOrg2	0	65	17	Regular
		CheezyOrgan	0	66	17	Regular
		DrawbarOrg3	0	67	17	Regular
		Perc.Organ	0	0	18	Regular
		70sPercOrg1	0	24	18	Regular
		DetPercOrgan	0	32	18	Regular
		LightOrgan	0	33	18	Regular
		Perc.Organ2	0	37	18	Regular
		RockOrgan	0	0	19	Regular
		RotaryOrgan	0	64	19	Regular
		SlowRotary	0	65	19	Regular
		FastRotary	0	66	19	Regular
		ChurchOrgan	0	0	20	Regular

Main Category: Others

Sub Category 1	Sub Category 2	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
GM&XG	Organ	ChurchOrgan3	0	32	20	Regular
		ChurchOrgan2	0	35	20	Regular
		NotreDame	0	40	20	Regular
		OrganFlute	0	64	20	Regular
		Trem.OrganFl	0	65	20	Regular
		ReedOrgan	0	0	21	Regular
		PuffOrgan	0	40	21	Regular
		Accordion	0	0	22	Regular
		AccordIt	0	32	22	Regular
		Harmonica	0	0	23	Regular
		Harmonica2	0	32	23	Regular
		TangoAccord	0	0	24	Regular
		TangoAccord2	0	64	24	Regular
	Guitar	NylonGuitar	0	0	25	Regular
		NylonGuitar2	0	16	25	Regular
		NylonGuitar3	0	25	25	Regular
		VelGtrHarmo	0	43	25	Regular
		Ukulele	0	96	25	Regular
		SteelGuitar	0	0	26	Regular
		SteelGuitar2	0	16	26	Regular
		12StrGuitar	0	35	26	Regular
		Nylon&Steel	0	40	26	Regular
		Steel&Body	0	41	26	Regular
		Mandolin	0	96	26	Regular
		JazzGuitar	0	0	27	Regular
		MellowGuitar	0	18	27	Regular
		JazzAmp	0	32	27	Regular
		CleanGuitar	0	0	28	Regular
		ChorusGuitar	0	32	28	Regular
		MutedGuitar	0	0	29	Regular
		FunkGuitar1	0	40	29	Regular
		MuteSteelGtr	0	41	29	Regular
		FunkGuitar2	0	43	29	Regular
		JazzMan	0	45	29	Regular
		Overdriven	0	0	30	Regular
		GuitarPinch	0	43	30	Regular
		Distortion	0	0	31	Regular
		FeedbackGtr	0	40	31	Regular
		FeedbackGtr2	0	41	31	Regular
		GtrHarmonics	0	0	32	Regular
		GtrFeedback	0	65	32	Regular
		GtrHarmonic2	0	66	32	Regular
	Bass	AcousticBass	0	0	33	Regular
		JazzRhythm	0	40	33	Regular
		VXUprghtBass	0	45	33	Regular
		FingerBass	0	0	34	Regular
		FingerDark	0	18	34	Regular
		FlangeBass	0	27	34	Regular
		Bass&DistEG	0	40	34	Regular
		FingerSlap	0	43	34	Regular
		FingerBass2	0	45	34	Regular
		Mod.Bass	0	65	34	Regular
		PickBass	0	0	35	Regular
		MutePickBass	0	28	35	Regular
		FretlessBass	0	0	36	Regular
		Fretless2	0	32	36	Regular
		Fretless3	0	33	36	Regular
		Fretless4	0	34	36	Regular
		Syn.Fretless	0	96	36	Regular
		SmthFretless	0	97	36	Regular
		SlapBass1	0	0	37	Regular
		ResonantSlap	0	27	37	Regular
		PunchThumb	0	32	37	Regular
		SlapBass2	0	0	38	Regular
		Velo.Sw.Slap	0	43	38	Regular
		SynthBass1	0	0	39	Regular
		SynBass1Dark	0	18	39	Regular

Main Category: Others

Sub Category 1	Sub Category 2	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
GM&XG	Bass	FastResoBass	0	20	39	Regular
		AcidBass	0	24	39	Regular
		ClaviBass	0	35	39	Regular
		TechnoBass	0	40	39	Regular
		Orbiter	0	64	39	Regular
		SquareBass	0	65	39	Regular
		RubberBass	0	66	39	Regular
		Hammer	0	96	39	Regular
		SynthBass2	0	0	40	Regular
		MellowSyBass	0	6	40	Regular
		SequenceBass	0	12	40	Regular
		ClickSynBass	0	18	40	Regular
		SynBass2Dark	0	19	40	Regular
		SmoothSyBass	0	32	40	Regular
		ModulrSyBass	0	40	40	Regular
		DXBass	0	41	40	Regular
		XWireBass	0	64	40	Regular
	Strings	Violin	0	0	41	Regular
		SlwAtkViolin	0	8	41	Regular
		Viola	0	0	42	Regular
		Cello	0	0	43	Regular
		Contrabass	0	0	44	Regular
		Trem.Strings	0	0	45	Regular
		SlwAtTremStr	0	8	45	Regular
		SuspenseStr	0	40	45	Regular
		PizzicatoStr	0	0	46	Regular
		Orch.Harp	0	0	47	Regular
		YangQin	0	40	47	Regular
		Timpani	0	0	48	Regular
	Ensemble	Strings1	0	0	49	Regular
		StereoStrngs	0	3	49	Regular
		SlwAtkStrngs	0	8	49	Regular
		ArcoStrings	0	24	49	Regular
		60'sStrings	0	35	49	Regular
		Orchestra	0	40	49	Regular
		Orchestra2	0	41	49	Regular
		TremOrchstra	0	42	49	Regular
		Velo.Strings	0	45	49	Regular
		Strings2	0	0	50	Regular
		S.SlowStrngs	0	3	50	Regular
		LegatoStrngs	0	8	50	Regular
		WarmStrings	0	40	50	Regular
		Kingdom	0	41	50	Regular
		70'sStrings	0	64	50	Regular
		Strings3	0	65	50	Regular
		SynStrings1	0	0	51	Regular
		ResoStrings	0	27	51	Regular
		SynStrings4	0	64	51	Regular
		SynStrings5	0	65	51	Regular
		SynStrings2	0	0	52	Regular
		ChoirAahs	0	0	53	Regular
		StereoChoir	0	3	53	Regular
		ChoirAahs2	0	16	53	Regular
		MellowChoir	0	32	53	Regular
		ChoirStrings	0	40	53	Regular
		VoiceOohs	0	0	54	Regular
		SynthVoice	0	0	55	Regular
		SynthVoice2	0	40	55	Regular
		Choral	0	41	55	Regular
		AnalogVoice	0	64	55	Regular
		OrchestraHit	0	0	56	Regular
		OrchestrHit2	0	35	56	Regular
		Impact	0	64	56	Regular
	Brass	Trumpet	0	0	57	Regular
		Trumpet2	0	16	57	Regular
		BriteTrumpet	0	17	57	Regular
		WarmTrumpet	0	32	57	Regular

Main Category: Others

Sub Category 1	Sub Category 2	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
GM&XG	Brass	Trombone	0	0	58	Regular
		Trombone2	0	18	58	Regular
		Tuba	0	0	59	Regular
		Tuba2	0	16	59	Regular
		MutedTrumpet	0	0	60	Regular
		FrenchHorn	0	0	61	Regular
		Fr.HornSolo	0	6	61	Regular
		FrenchHorn2	0	32	61	Regular
		HornOrchestr	0	37	61	Regular
		BrassSection	0	0	62	Regular
		Tp&TbSection	0	35	62	Regular
		BrassSect2	0	40	62	Regular
		HighBrass	0	41	62	Regular
		MellowBrass	0	42	62	Regular
		SynthBrass1	0	0	63	Regular
		QuackBrass	0	12	63	Regular
		ResoSynBrass	0	20	63	Regular
		PolyBrass	0	24	63	Regular
		SynthBrass3	0	27	63	Regular
		JumpBrass	0	32	63	Regular
		AnaVelBrass1	0	45	63	Regular
		AnalogBrass1	0	64	63	Regular
		SynthBrass2	0	0	64	Regular
		SoftBrass	0	18	64	Regular
		SynthBrass4	0	40	64	Regular
		ChoirBrass	0	41	64	Regular
		AnaVelBrass2	0	45	64	Regular
		AnalogBrass2	0	64	64	Regular
	Reed	SopranoSax	0	0	65	Regular
		AltoSax	0	0	66	Regular
		SaxSection	0	40	66	Regular
		HyperAltoSax	0	43	66	Regular
		TenorSax	0	0	67	Regular
		BreathyTenor	0	40	67	Regular
		SoftTenorSax	0	41	67	Regular
		TenorSax2	0	64	67	Regular
		BaritoneSax	0	0	68	Regular
		Oboe	0	0	69	Regular
		EnglishHorn	0	0	70	Regular
		Bassoon	0	0	71	Regular
		Clarinet	0	0	72	Regular
	Pipe	Piccolo	0	0	73	Regular
		Flute	0	0	74	Regular
		Recorder	0	0	75	Regular
		PanFlute	0	0	76	Regular
		BlownBottle	0	0	77	Regular
		Shakuhachi	0	0	78	Regular
		Whistle	0	0	79	Regular
		Ocarina	0	0	80	Regular
	Synth.Lead	SquareLead	0	0	81	Regular
		SquareLead2	0	6	81	Regular
		LMSquare	0	8	81	Regular
		Hollow	0	18	81	Regular
		Shroud	0	19	81	Regular
		Mellow	0	64	81	Regular
		SoloSine	0	65	81	Regular
		SineLead	0	66	81	Regular
		SawtoothLead	0	0	82	Regular
		SawtoothLd2	0	6	82	Regular
		ThickSaw	0	8	82	Regular
		DynamicSaw	0	18	82	Regular
		DigitalSaw	0	19	82	Regular
		BigLead	0	20	82	Regular
		HeavySynth	0	24	82	Regular
		WaspySynth	0	25	82	Regular
		PulseSaw	0	40	82	Regular
		Dr.Lead	0	41	82	Regular

Main Category: Others

Sub Category 1	Sub Category 2	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
GM&XG	Synth.Lead	VelocityLead	0	45	82	Regular
		Seq.Analog	0	96	82	Regular
		CalliopeLead	0	0	83	Regular
		PureLead	0	65	83	Regular
		ChiffLead	0	0	84	Regular
		Rubby	0	64	84	Regular
		CharangLead	0	0	85	Regular
		DistortedLd	0	64	85	Regular
		WireLead	0	65	85	Regular
		VoiceLead	0	0	86	Regular
		SynthAahs	0	24	86	Regular
		VoxLead	0	64	86	Regular
		FifthsLead	0	0	87	Regular
		BigFive	0	35	87	Regular
		Bass&Lead	0	0	88	Regular
		Big&Low	0	16	88	Regular
		Fat&Perky	0	64	88	Regular
		SoftWhirl	0	65	88	Regular
	Synth.Pad	NewAgePad	0	0	89	Regular
		Fantasy	0	64	89	Regular
		WarmPad	0	0	90	Regular
		ThickPad	0	16	90	Regular
		SoftPad	0	17	90	Regular
		SinePad	0	18	90	Regular
		HornPad	0	64	90	Regular
		RotaryStrngs	0	65	90	Regular
		PolySynthPad	0	0	91	Regular
		PolyPad80	0	64	91	Regular
		ClickPad	0	65	91	Regular
		AnalogPad	0	66	91	Regular
		SquarePad	0	67	91	Regular
		ChoirPad	0	0	92	Regular
		Heaven	0	64	92	Regular
		Itopia	0	66	92	Regular
		CCPad	0	67	92	Regular
		BowedPad	0	0	93	Regular
		Glacier	0	64	93	Regular
		GlassPad	0	65	93	Regular
		MetallicPad	0	0	94	Regular
		TinePad	0	64	94	Regular
		PanPad	0	65	94	Regular
		HaloPad	0	0	95	Regular
		SweepPad	0	0	96	Regular
		Shwimmer	0	20	96	Regular
		Converge	0	27	96	Regular
		PolarPad	0	64	96	Regular
		Celestial	0	66	96	Regular
	Synth.Effect	Rain	0	0	97	Regular
		ClaviPad	0	45	97	Regular
		HarmoRain	0	64	97	Regular
		AfricanWind	0	65	97	Regular
		Carib	0	66	97	Regular
		SoundTrack	0	0	98	Regular
		Prologue	0	27	98	Regular
		Ancestral	0	64	98	Regular
		Crystal	0	0	99	Regular
		SynthDr.Comp	0	12	99	Regular
		Popcorn	0	14	99	Regular
		TinyBells	0	18	99	Regular
		RoundGlocken	0	35	99	Regular
		GlockenChime	0	40	99	Regular
		ClearBells	0	41	99	Regular
		ChorusBells	0	42	99	Regular
		SynthMallet	0	64	99	Regular
		SoftCrystal	0	65	99	Regular
		LoudGlocken	0	66	99	Regular
		ChristmasBel	0	67	99	Regular

Main Category: Others

Sub Category 1	Sub Category 2	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
GM&XG	Synth.Effect	VibeBells	0	68	99	Regular
		DigitalBells	0	69	99	Regular
		AirBells	0	70	99	Regular
		BellHarp	0	71	99	Regular
		Gamelimba	0	72	99	Regular
		Atmosphere	0	0	100	Regular
		WarmAtmos.	0	18	100	Regular
		HollwRelease	0	19	100	Regular
		NylonElPiano	0	40	100	Regular
		NylonHarp	0	64	100	Regular
		HarpVox	0	65	100	Regular
		Atmos.Pad	0	66	100	Regular
		Planet	0	67	100	Regular
		Brightness	0	0	101	Regular
		FantasyBells	0	64	101	Regular
		Smokey	0	96	101	Regular
		Goblins	0	0	102	Regular
		GoblinsSynth	0	64	102	Regular
		Creeper	0	65	102	Regular
		RingPad	0	66	102	Regular
		Ritual	0	67	102	Regular
		ToHeaven	0	68	102	Regular
		Night	0	70	102	Regular
		Glisten	0	71	102	Regular
		BellChoir	0	96	102	Regular
		Echoes	0	0	103	Regular
		Echoes2	0	8	103	Regular
		EchoPan	0	14	103	Regular
		EchoBells	0	64	103	Regular
		BigPan	0	65	103	Regular
		SynthPiano	0	66	103	Regular
		Creation	0	67	103	Regular
		StarDust	0	68	103	Regular
		Reso&Panning	0	69	103	Regular
		Sci-Fi	0	0	104	Regular
		Starz	0	64	104	Regular
	Ethnic	Sitar	0	0	105	Regular
		DetunedSitar	0	32	105	Regular
		Sitar2	0	35	105	Regular
		Tambra	0	96	105	Regular
		Tamboura	0	97	105	Regular
		Banjo	0	0	106	Regular
		MutedBanjo	0	28	106	Regular
		Rabab	0	96	106	Regular
		Gopichant	0	97	106	Regular
		Oud	0	98	106	Regular
		Shamisen	0	0	107	Regular
		Koto	0	0	108	Regular
		Taisho-kin	0	96	108	Regular
		Kanoon	0	97	108	Regular
		Kalimba	0	0	109	Regular
		Bagpipe	0	0	110	Regular
		Fiddle	0	0	111	Regular
		Shanai	0	0	112	Regular
		Shanai2	0	64	112	Regular
		Pungi	0	96	112	Regular
		Hichiriki	0	97	112	Regular
	Percussive	TinkleBell	0	0	113	Regular
		Bonang	0	96	113	Regular
		Altair	0	97	113	Regular
		GamelanGongs	0	98	113	Regular
		StereoGamlan	0	99	113	Regular
		RamaCymbal	0	100	113	Regular
		AsianBells	0	101	113	Regular
		Agogo	0	0	114	Regular
		SteelDrums	0	0	115	Regular
		GlassPerc.	0	97	115	Regular

Main Category: Others

Sub Category 1	Sub Category 2	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
GM&XG	Percussive	ThaiBells	0	98	115	Regular
		Woodblock	0	0	116	Regular
		Castanets	0	96	116	Regular
		TaikoDrum	0	0	117	Regular
		GranCassa	0	96	117	Regular
		MelodicTom	0	0	118	Regular
		MelodicTom2	0	64	118	Regular
		RealTom	0	65	118	Regular
		RockTom	0	66	118	Regular
		SynthDrum	0	0	119	Regular
		AnalogTom	0	64	119	Regular
		ElectroPerc.	0	65	119	Regular
		Rev.Cymbal	0	0	120	Regular
	SoundEffect	GtrFretNoise	0	0	121	Regular
		BreathNoise	0	0	122	Regular
		Seashore	0	0	123	Regular
		BirdTweet	0	0	124	Regular
		TelephonRing	0	0	125	Regular
		Helicopter	0	0	126	Regular
		Applause	0	0	127	Regular
		Gunshot	0	0	128	Regular
		CuttingNoise	64	0	1	Regular
		CuttingNoiz2	64	0	2	Regular
		StringSlap	64	0	4	Regular
		Fl.KeyClick	64	0	17	Regular
		Shower	64	0	33	Regular
		Thunder	64	0	34	Regular
		Wind	64	0	35	Regular
		Stream	64	0	36	Regular
		Bubble	64	0	37	Regular
		Feed	64	0	38	Regular
		Dog	64	0	49	Regular
		Horse	64	0	50	Regular
		BirdTweet2	64	0	51	Regular
		Ghost	64	0	55	Regular
		Maou	64	0	56	Regular
		PhoneCall	64	0	65	Regular
		DoorSqueak	64	0	66	Regular
		DoorSlam	64	0	67	Regular
		ScratchCut	64	0	68	Regular
		ScratchSplit	64	0	69	Regular
		WindChime	64	0	70	Regular
		TelphonRing2	64	0	71	Regular
		CarEngineIgn	64	0	81	Regular
		CarTiresSqel	64	0	82	Regular
		CarPassing	64	0	83	Regular
		CarCrash	64	0	84	Regular
		Siren	64	0	85	Regular
		Train	64	0	86	Regular
		JetPlane	64	0	87	Regular
		Starship	64	0	88	Regular
		Burst	64	0	89	Regular
		RollrCoaster	64	0	90	Regular
		Submarine	64	0	91	Regular
		Laugh	64	0	97	Regular
		Scream	64	0	98	Regular
		Punch	64	0	99	Regular
		Heartbeat	64	0	100	Regular
		FootSteps	64	0	101	Regular
		MachineGun	64	0	113	Regular
		LaserGun	64	0	114	Regular
		Explosion	64	0	115	Regular
		Firework	64	0	116	Regular
GM2	Piano	GrandPiano	121	0	1	Regular
		GrandPianoW	121	1	1	Regular
		GrandPianoD	121	2	1	Regular
		BrightPiano	121	0	2	Regular

Main Category: Others

Sub Category 1	Sub Category 2	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
GM2	Piano	BrightPianoW	121	1	2	Regular
		ElecGrandPno	121	0	3	Regular
		ElecGrandPW	121	1	3	Regular
		Honkytonk	121	0	4	Regular
		HonkytonkW	121	1	4	Regular
		El.Piano1	121	0	5	Regular
		DetunedEP1	121	1	5	Regular
		EP1VeloMix	121	2	5	Regular
		60'sEl.Piano	121	3	5	Regular
		El.Piano2	121	0	6	Regular
		DetunedEP2	121	1	6	Regular
		EP2VeloMix	121	2	6	Regular
		EPLegend	121	3	6	Regular
		EPPhase	121	4	6	Regular
		Harpsichord	121	0	7	Regular
		Harpsi.OctMx	121	1	7	Regular
		HarpsichordW	121	2	7	Regular
		Harpsi.KOff	121	3	7	Regular
		Clavi.	121	0	8	Regular
		PulseClavi.	121	1	8	Regular
	Chromatic Perc	Celesta	121	0	9	Regular
		Glockenspiel	121	0	10	Regular
		MusicBox	121	0	11	Regular
		Vibraphone	121	0	12	Regular
		VibraphoneW	121	1	12	Regular
		Marimba	121	0	13	Regular
		MarimbaW	121	1	13	Regular
		Xylophone	121	0	14	Regular
		TubularBells	121	0	15	Regular
		ChurchBells	121	1	15	Regular
		Carillon	121	2	15	Regular
		Dulcimer	121	0	16	Regular
	Organ	DrawbarOrgan	121	0	17	Regular
		DetDrawOrgan	121	1	17	Regular
		It60'sOrgan	121	2	17	Regular
		DrawbarOrg2	121	3	17	Regular
		Perc.Organ	121	0	18	Regular
		DetPercOrgan	121	1	18	Regular
		Perc.Organ2	121	2	18	Regular
		RockOrgan	121	0	19	Regular
		ChurchOrgan	121	0	20	Regular
		ChrchOrgOctM	121	1	20	Regular
		DetChurchOrg	121	2	20	Regular
		ReedOrgan	121	0	21	Regular
		PuffOrgan	121	1	21	Regular
		Accordion	121	0	22	Regular
		Accordion2	121	1	22	Regular
		Harmonica	121	0	23	Regular
		TangoAccord	121	0	24	Regular
	Guitar	NylonGuitar	121	0	25	Regular
		Ukulele	121	1	25	Regular
		NylonGtrKOff	121	2	25	Regular
		NylonGuitar2	121	3	25	Regular
		SteelGuitar	121	0	26	Regular
		12StrGuitar	121	1	26	Regular
		Mandolin	121	2	26	Regular
		Steel&Body	121	3	26	Regular
		JazzGuitar	121	0	27	Regular
		PedlSteelGtr	121	1	27	Regular
		CleanGuitar	121	0	28	Regular
		DetCleanGtr	121	1	28	Regular
		MidToneGtr	121	2	28	Regular
		MutedGuitar	121	0	29	Regular
		FunkGuitar	121	1	29	Regular
		MutedV-SwGtr	121	2	29	Regular
		JazzMan	121	3	29	Regular

Main Category: Others

Sub Category 1	Sub Category 2	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
GM2	Guitar	Overdriven	121	0	30	Regular
		GuitarPinch	121	1	30	Regular
		Distortion	121	0	31	Regular
		FeedbackGtr	121	1	31	Regular
		DstRhythmGtr	121	2	31	Regular
		GtrHarmonics	121	0	32	Regular
		GtrFeedback	121	1	32	Regular
	Bass	AcousticBass	121	0	33	Regular
		FingerBass	121	0	34	Regular
		FingerSlap	121	1	34	Regular
		PickBass	121	0	35	Regular
		FretlessBass	121	0	36	Regular
		SlapBass1	121	0	37	Regular
		SlapBass2	121	0	38	Regular
		SynthBass1	121	0	39	Regular
		WarmSyBass	121	1	39	Regular
		ResoSynhBass	121	2	39	Regular
		ClaviBass	121	3	39	Regular
		Hammer	121	4	39	Regular
		SynthBass2	121	0	40	Regular
		AttackBass	121	1	40	Regular
		RubberBass	121	2	40	Regular
		AttackPulse	121	3	40	Regular
	Strings	Violin	121	0	41	Regular
		SlwAtkViolin	121	1	41	Regular
		Viola	121	0	42	Regular
		Cello	121	0	43	Regular
		Contrabass	121	0	44	Regular
		Trem.Strings	121	0	45	Regular
		PizzicatoStr	121	0	46	Regular
		Orch.Harp	121	0	47	Regular
		YangQin	121	1	47	Regular
		Timpani	121	0	48	Regular
	Ensemble	Strings1	121	0	49	Regular
		StringsBrass	121	1	49	Regular
		60'sStrings	121	2	49	Regular
		Strings2	121	0	50	Regular
		SynStrings1	121	0	51	Regular
		SynStrings3	121	1	51	Regular
		SynStrings2	121	0	52	Regular
		ChoirAahs	121	0	53	Regular
		ChoirAahs2	121	1	53	Regular
		VoiceOohs	121	0	54	Regular
		Humming	121	1	54	Regular
		SynthVoice	121	0	55	Regular
		AnalogVoice	121	1	55	Regular
		OrchestraHit	121	0	56	Regular
		BassHitPlus	121	1	56	Regular
		6thHit	121	2	56	Regular
		EuroHit	121	3	56	Regular
	Brass	Trumpet	121	0	57	Regular
		DarkTpSoft	121	1	57	Regular
		Trombone	121	0	58	Regular
		Trombone2	121	1	58	Regular
		BriteTrombon	121	2	58	Regular
		Tuba	121	0	59	Regular
		MutedTrumpet	121	0	60	Regular
		MuteTrumpet2	121	1	60	Regular
		FrenchHorn	121	0	61	Regular
		FrenchHorn2	121	1	61	Regular
		BrassSection	121	0	62	Regular
		BrassSect2	121	1	62	Regular
		SynthBrass1	121	0	63	Regular
		SynthBrass3	121	1	63	Regular
		AnaSynBrass1	121	2	63	Regular
		JumpBrass	121	3	63	Regular
		SynthBrass2	121	0	64	Regular

Main Category: Others

Sub Category 1	Sub Category 2	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
GM2	Brass	SynthBrass4	121	1	64	Regular
		AnaSynBrass2	121	2	64	Regular
	Reed	SopranoSax	121	0	65	Regular
		AltoSax	121	0	66	Regular
		TenorSax	121	0	67	Regular
		BaritoneSax	121	0	68	Regular
		Oboe	121	0	69	Regular
		EnglishHorn	121	0	70	Regular
		Bassoon	121	0	71	Regular
		Clarinet	121	0	72	Regular
	Pipe	Piccolo	121	0	73	Regular
		Flute	121	0	74	Regular
		Recorder	121	0	75	Regular
		PanFlute	121	0	76	Regular
		BlownBottle	121	0	77	Regular
		Shakuhachi	121	0	78	Regular
		Whistle	121	0	79	Regular
		Ocarina	121	0	80	Regular
	Synth.Lead	SquareLead	121	0	81	Regular
		SquareLead2	121	1	81	Regular
		SineLead	121	2	81	Regular
		SawtoothLead	121	0	82	Regular
		SawtoothLd2	121	1	82	Regular
		SawPulseLead	121	2	82	Regular
		DoublSawLead	121	3	82	Regular
		Seq.Analog	121	4	82	Regular
		CalliopeLead	121	0	83	Regular
		ChiffLead	121	0	84	Regular
		CharangLead	121	0	85	Regular
		WireLead	121	1	85	Regular
		VoiceLead	121	0	86	Regular
		FifthsLead	121	0	87	Regular
		Bass&Lead	121	0	88	Regular
		SoftWhirl	121	1	88	Regular
	Synth.Pad	NewAgePad	121	0	89	Regular
		WarmPad	121	0	90	Regular
		SinePad	121	1	90	Regular
		PolySynthPad	121	0	91	Regular
		ChoirPad	121	0	92	Regular
		ItopiaPad	121	1	92	Regular
		BowedPad	121	0	93	Regular
		MetallicPad	121	0	94	Regular
		HaloPad	121	0	95	Regular
		SweepPad	121	0	96	Regular
	Synth.Effect	Rain	121	0	97	Regular
		SoundTrack	121	0	98	Regular
		Crystal	121	0	99	Regular
		SynthMallet	121	1	99	Regular
		Atmosphere	121	0	100	Regular
		Brightness	121	0	101	Regular
		Goblins	121	0	102	Regular
		Echoes	121	0	103	Regular
		EchoBell	121	1	103	Regular
		EchoPan	121	2	103	Regular
		Sci-Fi	121	0	104	Regular
	Ethnic	Sitar	121	0	105	Regular
		Sitar2	121	1	105	Regular
		Banjo	121	0	106	Regular
		Shamisen	121	0	107	Regular
		Koto	121	0	108	Regular
		TaishoKoto	121	1	108	Regular
		Kalimba	121	0	109	Regular
		Bagpipe	121	0	110	Regular
		Fiddle	121	0	111	Regular
		Shanai	121	0	112	Regular
	Percussive	TinkleBell	121	0	113	Regular
		Agogo	121	0	114	Regular

Main Category: Others

Sub Category 1	Sub Category 2	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
GM2	Percussive	SteelDrums	121	0	115	Regular
		Woodblock	121	0	116	Regular
		Castanets	121	1	116	Regular
		TaikoDrum	121	0	117	Regular
		ConcertBD	121	1	117	Regular
		MelodicTom	121	0	118	Regular
		MelodicTom2	121	1	118	Regular
		SynthDrum	121	0	119	Regular
		RhythmBoxTom	121	1	119	Regular
		ElectricDrum	121	2	119	Regular
		Rev.Cymbal	121	0	120	Regular
	SoundEffect	GtrFretNoise	121	0	121	Regular
		GtrCutNoise	121	1	121	Regular
		StringSlap	121	2	121	Regular
		BreathNoise	121	0	122	Regular
		Fl.KeyClick	121	1	122	Regular
		Seashore	121	0	123	Regular
		Rain	121	1	123	Regular
		Thunder	121	2	123	Regular
		Wind	121	3	123	Regular
		Stream	121	4	123	Regular
		Bubble	121	5	123	Regular
		BirdTweet	121	0	124	Regular
		Dog	121	1	124	Regular
		HorseGallop	121	2	124	Regular
		BirdTweet2	121	3	124	Regular
		TelephonRing	121	0	125	Regular
		TelRing2	121	1	125	Regular
		DoorCreaking	121	2	125	Regular
		Door	121	3	125	Regular
		Scratch	121	4	125	Regular
		WindChime	121	5	125	Regular
		Helicopter	121	0	126	Regular
		CarEngine	121	1	126	Regular
		CarStop	121	2	126	Regular
		CarPass	121	3	126	Regular
		CarCrash	121	4	126	Regular
		Siren	121	5	126	Regular
		Train	121	6	126	Regular
		Jetplane	121	7	126	Regular
		Starship	121	8	126	Regular
		BurstNoise	121	9	126	Regular
		Applause	121	0	127	Regular
		Laughing	121	1	127	Regular
		Screaming	121	2	127	Regular
		Punch	121	3	127	Regular
		HeartBeat	121	4	127	Regular
		Footsteps	121	5	127	Regular
		Gunshot	121	0	128	Regular
		MachineGun	121	1	128	Regular
		Lasergun	121	2	128	Regular
		Explosion	121	3	128	Regular
	Drum	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
		JazzSet	120	0	33	Drums
		BrushSet	120	0	41	Drums
		OrchestraSet	120	0	49	Drums
		SFXSet	120	0	57	SFX

Main Category: Others

Sub Category 1	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
GS	Piano1	119	0	1	GS Normal
	Piano1W	119	8	1	GS Normal
	Piano1D	119	16	1	GS Normal
	Piano2	119	0	2	GS Normal
	Piano2W	119	8	2	GS Normal
	Piano3	119	0	3	GS Normal
	Piano3W	119	8	3	GS Normal
	Honkytonk	119	0	4	GS Normal
	HonkytonkW	119	8	4	GS Normal
	E.Piano1	119	0	5	GS Normal
	DetunedEP1	119	8	5	GS Normal
	E.Piano1W	119	16	5	GS Normal
	60'sE.Piano	119	24	5	GS Normal
	E.Piano2	119	0	6	GS Normal
	DetunedEP2	119	8	6	GS Normal
	E.Piano2W	119	16	6	GS Normal
	Harpsichord	119	0	7	GS Normal
	CoupledHps.	119	8	7	GS Normal
	Harpsi.W	119	16	7	GS Normal
	Harpsi.O	119	24	7	GS Normal
	Clav.	119	0	8	GS Normal
	Celesta	119	0	9	GS Normal
	Glockenspiel	119	0	10	GS Normal
	MusicBox	119	0	11	GS Normal
	Vibraphone	119	0	12	GS Normal
	VibraphoneW	119	8	12	GS Normal
	Marimba	119	0	13	GS Normal
	MarimbaW	119	8	13	GS Normal
	Xylophone	119	0	14	GS Normal
	TubularBells	119	0	15	GS Normal
	ChurchBells	119	8	15	GS Normal
	Carillon	119	9	15	GS Normal
	Santur	119	0	16	GS Normal
	Organ1	119	0	17	GS Normal
	DetunedOr1	119	8	17	GS Normal
	60'sOrgan1	119	16	17	GS Normal
	Organ4	119	32	17	GS Normal
	Organ2	119	0	18	GS Normal
	DetunedOr2	119	8	18	GS Normal
	Organ5	119	32	18	GS Normal
	Organ3	119	0	19	GS Normal
	ChurchOrg1	119	0	20	GS Normal
	ChurchOrg2	119	8	20	GS Normal
	ChurchOrg3	119	16	20	GS Normal
	ReedOrgan	119	0	21	GS Normal
	AccordionFr	119	0	22	GS Normal
	AccordionIt	119	8	22	GS Normal
	Harmonica	119	0	23	GS Normal
	Bandoneon	119	0	24	GS Normal
	NylonGuitar	119	0	25	GS Normal
	Ukulele	119	8	25	GS Normal
	NylonGt.O	119	16	25	GS Normal
	NylonGuitar2	119	32	25	GS Normal
	SteelGuitar	119	0	26	GS Normal
	12StrGuitar	119	8	26	GS Normal
	Mandolin	119	16	26	GS Normal
	JazzGuitar	119	0	27	GS Normal
	HawaiianGtr	119	8	27	GS Normal
	CleanGuitar	119	0	28	GS Normal
	ChorusGuitar	119	8	28	GS Normal
	MutedGuitar	119	0	29	GS Normal
	FunkGuitar	119	8	29	GS Normal
	FunkGuitar2	119	16	29	GS Normal
	Overdriven	119	0	30	GS Normal
	Distortion	119	0	31	GS Normal
	FeedbackGtr	119	8	31	GS Normal
	GtrHarmonics	119	0	32	GS Normal

Main Category: Others

Sub Category 1	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
GS	GtrFeedback	119	8	32	GS Normal
	AcousticBass	119	0	33	GS Normal
	FingerBass	119	0	34	GS Normal
	PickBass	119	0	35	GS Normal
	FretlessBass	119	0	36	GS Normal
	SlapBass1	119	0	37	GS Normal
	SlapBass2	119	0	38	GS Normal
	SynthBass1	119	0	39	GS Normal
	SynthBass101	119	1	39	GS Normal
	SynthBass3	119	8	39	GS Normal
	SynthBass2	119	0	40	GS Normal
	SynthBass4	119	8	40	GS Normal
	RubberBass	119	16	40	GS Normal
	Violin	119	0	41	GS Normal
	SlowViolin	119	8	41	GS Normal
	Viola	119	0	42	GS Normal
	Cello	119	0	43	GS Normal
	Contrabass	119	0	44	GS Normal
	Trem.Strings	119	0	45	GS Normal
	PizzicatoStr	119	0	46	GS Normal
	Harp	119	0	47	GS Normal
	Timpani	119	0	48	GS Normal
	Strings	119	0	49	GS Normal
	Orchestra	119	8	49	GS Normal
	SlowStrings	119	0	50	GS Normal
	SynStrings1	119	0	51	GS Normal
	SynStrings3	119	8	51	GS Normal
	SynStrings2	119	0	52	GS Normal
	ChoirAahs	119	0	53	GS Normal
	ChoirAahs2	119	32	53	GS Normal
	VoiceOohs	119	0	54	GS Normal
	SynthVox	119	0	55	GS Normal
	OrchestraHit	119	0	56	GS Normal
	Trumpet	119	0	57	GS Normal
	Trombone	119	0	58	GS Normal
	Trombone2	119	1	58	GS Normal
	Tuba	119	0	59	GS Normal
	MutedTrumpet	119	0	60	GS Normal
	FrenchHorn	119	0	61	GS Normal
	FrenchHorn2	119	1	61	GS Normal
	BrassSection	119	0	62	GS Normal
	BrassSect2	119	8	62	GS Normal
	SynthBrass1	119	0	63	GS Normal
	SynthBrass3	119	8	63	GS Normal
	AnalogBrass1	119	16	63	GS Normal
	SynthBrass2	119	0	64	GS Normal
	SynthBrass4	119	8	64	GS Normal
	AnalogBrass2	119	16	64	GS Normal
	SopranoSax	119	0	65	GS Normal
	AltoSax	119	0	66	GS Normal
	TenorSax	119	0	67	GS Normal
	BaritoneSax	119	0	68	GS Normal
	Oboe	119	0	69	GS Normal
	EnglishHorn	119	0	70	GS Normal
	Bassoon	119	0	71	GS Normal
	Clarinet	119	0	72	GS Normal
	Piccolo	119	0	73	GS Normal
	Flute	119	0	74	GS Normal
	Recorder	119	0	75	GS Normal
	PanFlute	119	0	76	GS Normal
	BottleBlow	119	0	77	GS Normal
	Shakuhachi	119	0	78	GS Normal
	Whistle	119	0	79	GS Normal
	Ocarina	119	0	80	GS Normal
	SquareWave	119	0	81	GS Normal
	Square	119	1	81	GS Normal
	SineWave	119	8	81	GS Normal

Main Category: Others

Sub Category 1	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
GS	SawWave	119	0	82	GS Normal
	Saw	119	1	82	GS Normal
	DoctorSolo	119	8	82	GS Normal
	SynCalliope	119	0	83	GS Normal
	ChifferLead	119	0	84	GS Normal
	CharangLead	119	0	85	GS Normal
	SoloVox	119	0	86	GS Normal
	5thSawWave	119	0	87	GS Normal
	Bass&Lead	119	0	88	GS Normal
	Fantasia	119	0	89	GS Normal
	WarmPad	119	0	90	GS Normal
	PolySynthPad	119	0	91	GS Normal
	SpaceVoice	119	0	92	GS Normal
	BowedGlass	119	0	93	GS Normal
	MetalPad	119	0	94	GS Normal
	HaloPad	119	0	95	GS Normal
	SweepPad	119	0	96	GS Normal
	IceRain	119	0	97	GS Normal
	SoundTrack	119	0	98	GS Normal
	Crystal	119	0	99	GS Normal
	SynthMallet	119	1	99	GS Normal
	Atmosphere	119	0	100	GS Normal
	Brightness	119	0	101	GS Normal
	Goblins	119	0	102	GS Normal
	EchoDrops	119	0	103	GS Normal
	EchoBell	119	1	103	GS Normal
	EchoPan	119	2	103	GS Normal
	StarTheme	119	0	104	GS Normal
	Sitar	119	0	105	GS Normal
	Sitar2	119	1	105	GS Normal
	Banjo	119	0	106	GS Normal
	Shamisen	119	0	107	GS Normal
	Koto	119	0	108	GS Normal
	TaishoKoto	119	8	108	GS Normal
	Kalimba	119	0	109	GS Normal
	Bagpipe	119	0	110	GS Normal
	Fiddle	119	0	111	GS Normal
	Shanai	119	0	112	GS Normal
	TinkleBell	119	0	113	GS Normal
	Agogo	119	0	114	GS Normal
	SteelDrums	119	0	115	GS Normal
	Woodblock	119	0	116	GS Normal
	Castanets	119	8	116	GS Normal
	TaikoDrum	119	0	117	GS Normal
	ConcertBD	119	8	117	GS Normal
	MelodicTom1	119	0	118	GS Normal
	MelodicTom2	119	8	118	GS Normal
	SynthDrum	119	0	119	GS Normal
	808Tom	119	8	119	GS Normal
	ElectricDrum	119	9	119	GS Normal
	Rev.Cymbal	119	0	120	GS Normal
	GtrFretNoise	119	0	121	GS Normal
	GtrCutNoise	119	1	121	GS Normal
	StringSlap	119	2	121	GS Normal
	BreathNoise	119	0	122	GS Normal
	Fl.KeyClick	119	1	122	GS Normal
	Seashore	119	0	123	GS Normal
	Rain	119	1	123	GS Normal
	Thunder	119	2	123	GS Normal
	Wind	119	3	123	GS Normal
	Stream	119	4	123	GS Normal
	Bubble	119	5	123	GS Normal
	BirdTweet	119	0	124	GS Normal
	Dog	119	1	124	GS Normal
	HorseGallop	119	2	124	GS Normal
	BirdTweet2	119	3	124	GS Normal
	TelephonRing	119	0	125	GS Normal

Main Category: Others

Sub Category 1	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
GS	TelRing2	119	1	125	GS Normal
	DoorCreaking	119	2	125	GS Normal
	Door	119	3	125	GS Normal
	Scratch	119	4	125	GS Normal
	WindChime	119	5	125	GS Normal
	Helicopter	119	0	126	GS Normal
	CarEngine	119	1	126	GS Normal
	CarStop	119	2	126	GS Normal
	CarPass	119	3	126	GS Normal
	CarCrash	119	4	126	GS Normal
	Siren	119	5	126	GS Normal
	Train	119	6	126	GS Normal
	Jetplane	119	7	126	GS Normal
	Starship	119	8	126	GS Normal
	BurstNoise	119	9	126	GS Normal
	Applause	119	0	127	GS Normal
	Laughing	119	1	127	GS Normal
	Screaming	119	2	127	GS Normal
	Punch	119	3	127	GS Normal
	HeartBeat	119	4	127	GS Normal
	Footsteps	119	5	127	GS Normal
	Gunshot	119	0	128	GS Normal
	MachineGun	119	1	128	GS Normal
	Lasergun	119	2	128	GS Normal
	Explosion	119	3	128	GS Normal
	StandardSet	118	0	1	GS Drums
	RoomSet	118	0	9	GS Drums
	PowerSet	118	0	17	GS Drums
	ElectroSet	118	0	25	GS Drums
	AnalogSet	118	0	26	GS Drums
	JazzSet	118	0	33	GS Drums
	BrushSet	118	0	41	GS Drums
	OrchestraSet	118	0	49	GS Drums
	SFXSet	118	0	57	GS Drums

MSB	LSB	PC#(1)	Voice Name	Velocity Switch Points (under B5)								above C6	above C8	
8	0	1	Mega NylonGuitar	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	1-127	1-127	
				open soft	open med	open hard	dead	mute	hammer	slide	harmonics	strum noise	fret noise	
8	0	2	Mega SteelGuitar	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	1-127	1-127	
				open soft	open med	open hard	dead	mute	hammer	slide	harmonics	strum noise	fret noise	
8	0	3	Mega HiStringGtr	1-89					90-127			1-127	1-127	
				soft					hard			strum noise	fret noise	
8	1	3	Mega 12StringGtr	1-71				72-115			116-127	1-127	1-127	
			Element1(Steel)	soft				med			hard			
			Element2(HiString)	1-89					90-127			strum noise	fret noise	
				soft					hard					
8	0	4	Mega CleanGuitar	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	1-127	1-127	
				open soft	open hard	slap	dead	mute	hammer	slide	pick harmonics	strum noise	fret noise	
8	1	4	Mega SolidGuitar1	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	1-127	1-127	
				open soft	open hard	slap	dead	mute	hammer	slide	pick harmonics	strum noise	fret noise	
8	2	4	Mega SolidGuitar2	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	1-127	1-127	
				open soft	open med	open hard	dead	mute	hammer	slide	pick harmonics	strum noise	fret noise	
8	3	4	Mega SingleCoil	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	1-127	1-127	
				open soft	open med	open hard	dead	mute	hammer	slide	pick harmonics	strum noise	fret noise	
8	4	4	Mega FingerGtr	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	1-127	1-20	21-127
				open soft	open med	open hard	dead	mute	hammer	slide	pick harmonics	strum noise	EFX	fret noise
8	5	4	Mega FingerSlapGtr	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	1-127	1-20	21-127
				open soft	open med	open hard	dead	mute	hammer	slide	pick harmonics	strum noise	EFX	fret noise
8	6	4	Mega VintagePickGtr	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	1-127	1-20	21-127
				open soft	open med	open hard	dead	mute	hammer	slide	pick harmonics	strum noise	EFX	fret noise
8	7	4	Mega VintageSlapGtr	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	1-127	1-20	21-127
				open soft	open med	open hard	dead	mute	hammer	slide	pick harmonics	strum noise	EFX	fret noise
8	8	4	Mega SlapAmpGtr	1-20	21-30	31-40	41-50	51-60	61-67	68-75	76-82	83-90	91-105	106-120	121-127	1-127	1-20	21-127
				open soft	open med	open hard	open slap amp	open slap line	dead mp	dead mf	mute mp	mute mf	hammer	slide	pick harmonics	strum noise	EFX	fret noise
8	0	5	Mega OverdriveGtr	1-55					56-120						121-127	1-127		
				open					mute						pick harmonics	EFX		
8	0	6	Mega DistortionGtr	1-55					56-120						121-127	1-127		
				open					mute						pick harmonics	EFX		
8	0	7	Mega JazzGuitar	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	1-127	1-127	
				open soft	open med	open hard	dead soft	dead hard	hammer	slide	pick harmonics	strum noise	fret noise	
8	0	17	Mega AcousticBass	1-60			61-80		81-120			121-127	1-127	
				open soft			open hard		dead			harmonics	EFX	
8	0	18	Mega ElectricBass	1-60			61-80		81-120			121-127	1-127	
				open soft			open hard		dead			slap	EFX	
8	1	18	Mega VintageRound	1-60			61-80		81-120			121-127	1-127	
				open soft			open hard		dead			harmonics	EFX	
8	2	18	Mega VintageFlat	1-60			61-80		81-120			121-127	1-127	
				open soft			open hard		dead			harmonics	EFX	
8	0	19	Mega PickBass	1-40			41-80		81-120			121-127	1-127	
				open			mute		dead			harmonics	EFX	

MSB	LSB	PC#(1)	Voice Name	Velocity Switch Points (under B5)	above C6	above C8
8	1	18	Mega VintagePick	1-40 / open	41-80 / mute	81-120 / dead	121-127 / harmonics	1-127 / EFX	
8	0	20	Mega FretlessBass	1-80 / open	81-120 / dead	121-127 / harmonics	1-127 / EFX	
8	0	49	Mega SmallStrings	1-20 / p	21-40 / mf	41-60 / f	61-80 / legato	81-95 / spicato f	96-110 / spicato ff	111-120 / tremolo	121-127 / glissando down		
8	1	49	Mega ClassicalStrings	1-20 / p	21-40 / mf	41-60 / f	61-80 / legato	81-95 / spicato f	96-110 / spicato ff	111-120 / tremolo	121-127 / glissando down		
8	0	50	Mega LargeStrings	1-20 / p	21-40 / mf	41-60 / f	61-80 / legato	81-95 / spicato f	96-110 / spicato ff	111-120 / tremolo	121-127 / glissando down		
8	1	50	Mega RealStrings	1-20 / p	21-40 / mf	41-60 / f	61-80 / legato	81-95 / spicato f	96-110 / spicato ff	111-120 / tremolo	121-127 / glissando down		
8	0	52	Mega MaleVoiceChoir	1-15 / Ooh p	16-30 / Ooh p legato	31-45 / Ooh mf	46-60 / Ooh mf legato	61-75 / Aah p	76-90 / Aah p legato	91-105 / Aah mf	106-127 / Aah mf legato		
8	0	55	Mega GospelChoir	1-15 / Hmm	16-30 / Hmm legato	31-45 / Wow	46-60 / Wow legato	61-75 / Hey	76-90 / Hey legato	91-105 / Aaa	106-127 / Aaa legato	1-127 / Ad libs EFX	
8	0	57	Mega Brass	1-20 / p	21-40 / mf	41-60 / f	61-80 / attack	81-90 / scoops	91-100 / shake	101-110 / falls fast mf	111-120 / falls fast f	121-127 / glissando up		
8	0	65	Mega Trumpet	1-20 / mf	21-40 / f	41-60 / ff	61-80 / legato	81-100 / straight	101-110 / shake	111-120 / falls	121-127 / glissando up	1-127 / valve noise	1-127 / breath noise
8	0	83	Mega TenorSax	1-20 / mp	21-40 / mf	41-60 / f	61-80 / legato	81-100 / growl	101-127 / falls			1-127 / valve noise (C6 - B6 key on noise C7 - B7 key off noise)	1-127 / breath noise
8	0	101	PopHaa	1-10 / Haa p	11-20 / Aa p legato	21-30 / Haa vib p	31-40 / Aa vib p legato	41-50 / Haa f	51-60 / Aa f legato	61-70 / Haa vib f	71-80 / Aa vib f legato	81-90 / Waa p	91-100 / Waa vib p	101-110 / Waa f	110-127 / Waa vib f	C6 - D#6: 1-60, 61-127 E6 - B6: 1-30, 31-60, 61-90, 91-127 / breath noise	
8	0	102	PopDaa	1-10 / Daa p	11-20 / Aa p legato	21-30 / Daa vib p	31-40 / Aa vib p legato	41-50 / Daa f	51-60 / Aa f legato	61-70 / Daa vib f	71-80 / Aa vib f legato	81-90 / Waa p	91-100 / Waa vib p	101-110 / Waa f	110-127 / Waa vib f	C6 - D#6: 1-60, 61-127 E6 - B6: 1-30, 31-60, 61-90, 91-127 / breath noise	
8	0	103	PopBaa	1-10 / Baa p	11-20 / Aa p legato	21-30 / Baa vib p	31-40 / Aa vib p legato	41-50 / Baa f	51-60 / Aa f legato	61-70 / Baa vib f	71-80 / Aa vib f legato	81-90 / Yaa p	91-100 / Yaa vib p	101-110 / Yaa f	110-127 / Yaa vib f	C6 - D#6: 1-60, 61-127 E6 - B6: 1-30, 31-60, 61-90, 91-127 / breath noise	
8	0	106	PopHoo	1-10 / Hoo p	11-20 / Oo p legato	21-30 / Hoo vib p	31-40 / Oo vib p legato	41-50 / Hoo f	51-60 / Oo f legato	61-70 / Hoo vib f	71-80 / Oo vib f legato	81-90 / Yoo p	91-100 / Yoo vib p	101-110 / Yoo f	110-127 / Yoo vib f	C6 - D#6: 1-60, 61-127 E6 - B6: 1-30, 31-60, 61-90, 91-127 / breath noise	

MSB	LSB	PC#(1)	Voice Name	Velocity Switch Points (under B5)												above C6	above C8
8	0	107	PopDoo	1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-100	101-110	110-127	C6 - D#6: 1-60, 61-127 E6 - B6: 1-30, 31-60, 61-90, 91-127	
				Doo p	Oo p legato	Doo vib p	Oo vib p legato	Doo f	Oo f legato	Doo vib f	Oo vib f legato	Yoo p	Yoo vib p	Yoo f	Yoo vib f	breath noise	
8	0	104	PopShoo	1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-100	101-110	110-127	C6 - D#6: 1-60, 61-127 E6 - B6: 1-30, 31-60, 61-90, 91-127	
				Shoo p	Oo p legato	Shoo vib p	Oo vib p legato	Shoo f	Oo f legato	Shoo vib f	Oo vib f legato	Yoo p	Yoo vib p	Yoo f	Yoo vib f	breath noise	
8	0	111	PopHee	1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-100	101-110	110-127	C6 - D#6: 1-60, 61-127 E6 - B6: 1-30, 31-60, 61-90, 91-127	
				Hee vib p	Ee vib p legato	Hee vib p	Ee vib p legato	Hee vib p	Ee vib p legato	Hee vib p	Ee vib p legato	Wee vib p	Wee vib p	Wee vib p	Wee vib p	vocal breath	
8	0	108	PopBee	1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-100	101-110	110-127	C6 - D#6: 1-60, 61-127 E6 - B6: 1-30, 31-60, 61-90, 91-127	
				Bee vib p	Ee vib p legato	Bee vib p	Ee vib p legato	Bee vib p	Ee vib p legato	Bee vib p	Ee vib p legato	Wee vib p	Wee vib p	Wee vib p	Wee vib p	breath noise	
8	0	116	PopHaa L2	1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-100	101-110	110-127	C6 - D#6: 1-60, 61-127 E6 - B6: 1-30, 31-60, 61-90, 91-127	
				Haa p	Aa p legato2	Haa vib p	Aa vib p legato2	Haa f	Aa f legato2	Haa vib f	Aa vib f legato2	Waa p	Waa p	Waa vib p	Waa vib f	breath noise	
8	0	121	PopHoo L2	1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-100	101-110	110-127	C6 - D#6: 1-60, 61-127 E6 - B6: 1-30, 31-60, 61-90, 91-127	
				Hoo p	Oo p legato2	Hoo vib p	Oo vib p legato2	Hoo f	Oo f legato2	Hoo vib f	Oo vib f legato2	Yoo p	Yoo p	Yoo vib p	Yoo vib f	breath noise	
8	0	126	PopHee L2	1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-100	101-110	110-127	C6 - D#6: 1-60, 61-127 E6 - B6: 1-30, 31-60, 61-90, 91-127	
				Hee vib p	Ee vib p legato2	Hee vib p	Ee vib p legato2	Hee vib p	Ee vib p legato2	Hee vib p	Ee vib p legato2	Wee vib p	Wee vib p	Wee vib p	Wee vib p	breath noise	
8	1	2	SteelAcoustic	1-20		21-40		41-60		61-67	68-75	76-83	84-90	91-105	106-120	121-127	1-127	
				pick p		pick mf		pick f		dead p	dead f	mute soft	mute hard	hammer	slide	harmonics	pick noise	
8	2	2	SteelAcGtrSlap	1-20		21-40		41-50	51-60	61-67	68-75	76-83	84-90	91-105	106-120	121-127	1-127	
				pick p		pick mf		slap soft	slap hard	dead p	dead f	mute soft	mute hard	hammer	slide	harmonics	pick noise	
8	3	1	FlamencoGuitar	1-20		21-40		41-60		61-80		81-90		91-100	101-110	111-120	121-127	1-45	46-90	91-127
				finger soft		finger soft/med		finger med		finger hard		mute		hammer	slide down	slide up	key off	noise	noise 2	shout
8	4	1	SpanishMedium	1-20		21-40		41-60		61-75		76-90		91-105	106-120		121-127	1-127		
				finger soft		finger soft/med		finger med		dead		mute		hammer	slide up		harmonics	strum noise		
8	5	1	SpanishHard	1-20		21-40		41-60		61-75		76-90		91-105	106-120		121-127	1-127		
				finger soft/med		finger med		finger hard		dead		mute		hammer	slide up		harmonics	strum noise		

MSB	LSB	PC#(1)	Voice Name	Velocity Switch Points (under B5)											above C6	above C8
8	5	2	SteelGtrTwin1	1-20	21-40	41-60	61-67	68-75	76-83	84-90	91-105	106-120	121-127		1-127	
			Element1	pick p	pick mf	pick f	dead p	dead f	mute soft	mute hard	hammer	slide	harmonics		pick noise	
			Element2	1-20	21-40	41-60	61-75		76-90		91-105	106-120	121-127		1-127	
				soft	med	hard	dead		mute		hammer	slide	harmonics		SFX	
8	6	2	SteelGtrTwin2	1-20	21-40	41-60	61-67	68-75	76-83	84-90	91-105	106-120	121-127		1-127	
			Element1	pick p	pick mf	pick f	dead p	dead f	mute soft	mute hard	hammer	slide	harmonics		pick noise	
			Element2	1-20	21-40	41-60	61-75		76-90		91-105	106-120	121-127		1-127	
				soft	med	hard	dead		mute		hammer	slide	harmonics		SFX	
8	7	2	12StringTwin1	1-20	21-40	41-60	61-67	68-75	76-83	84-90	91-105	106-120	121-127		1-127	
			Element1	pick p	pick mf	pick f	dead p	dead f	mute soft	mute hard	hammer	slide	harmonics		pick noise	
			Element2	1-20	21-40	41-60	61-75		76-90		91-105	106-120	121-127		1-127	
				soft	med	hard	dead		mute		hammer	slide	harmonics		SFX	
8	8	2	12StringTwin2	1-20	21-40	41-60	61-67	68-75	76-83	84-90	91-105	106-120	121-127		1-127	
			Element1	pick p	pick mf	pick f	dead p	dead f	mute soft	mute hard	hammer	slide	harmonics		pick noise	
			Element2	1-20	21-40	41-60	61-75		76-90		91-105	106-120	121-127		1-127	
				soft	med	hard	dead		mute		hammer	slide	harmonics		SFX	
8	1	57	PopHorns1	1-20	21-40	41-60	61-80			81-90	91-100	101-110	111-120	121-127	—	—
				p	mp	mf	attack			scoops	shake	falls mf	falls f	doit	—	—
8	2	57	PopHorns2	1-20	21-40	41-60	61-70		71-80	81-90	91-100	101-110	111-120	121-127	—	—
				p	mp	mf	sus ff		legato p	legato mp	legato mf	shake	falls	doit	—	—

Drum/SFX Kit List / Drum/SFX-Kit-Liste / Liste des kits de batterie/SFX / Lista de conjuntos de percusión/efectos especiales

Kit Name			Standard Kit 1			Standard Kit 2			Hit Kit			Room Kit			Rock Kit		
MSB-LSB-PC#			127-0-1			127-0-2			127-0-5			127-0-9			127-0-17		
Note#	MIDI Note	Keyboard Note	Full Name	Key Off (*1)	Alt Grp (*2)	Full Name	Key Off	Alt Grp	Full Name	Key Off	Alt Grp	Full Name	Key Off	Alt Grp	Full Name	Key Off	Alt Grp
13	C♯-1	C♯1	Surdo Mute		3												
14	D-1	D1	Surdo Open		3												
15	D♯-1	D♯1	Hi Q														
16	E-1	E1	Whip Slap														
17	F-1	F1	Scratch H		4												
18	F♯-1	F♯1	Scratch L		4												
19	G-1	G1	Finger Snap														
20	G♯-1	G♯1	Click Noise														
21	A-1	A1	Metronome Click														
22	A♯-1	A♯1	Metronome Bell														
23	B-1	B1	Seq Click L														
24	C0	C2	Seq Click H														
25	C♯0	C♯2	Brush Tap														
26	D0	D2	Brush Swirl	●													
27	D♯0	D♯2	Brush Slap														
28	E0	E2	Brush Tap Swirl	●													
29	F0	F2	Snare Roll	●													
30	F♯0	F♯2	Castanet														
31	G0	G2	Snare Soft			Snare Soft 2			Snare Electro						Snare Noisy		
32	G♯0	G♯2	Sticks														
33	A0	A2	Kick Soft						Kick Tight L								
34	A♯0	A♯2	Open Rim Shot			Open Rim Shot H Short			Snare Pitched								
35	B0	B2	Kick Tight						Kick Wet						Kick 2		
36	C1	C3	Kick			Kick Short			Kick Tight H						Kick Gate		
37	C♯1	C♯3	Side Stick			Side Stick Light			Stick Ambient								
38	D1	D3	Snare			Snare Short			Snare Ambient			Snare Snappy			Snare Rock		
39	D♯1	D♯3	Hand Clap														
40	E1	E3	Snare Tight			Snare Tight H			Snare Tight 2			Snare Tight Snappy			Snare Rock Tight		
41	F1	F3	Floor Tom L						Hybrid Tom 1			Tom Room 1			Tom Rock 1		
42	F♯1	F♯3	Hi-Hat Closed		1				Hi-Hat Closed 2		1						
43	G1	G3	Floor Tom H						Hybrid Tom 2			Tom Room 2			Tom Rock 2		
44	G♯1	G♯3	Hi-Hat Pedal		1				Hi-Hat Pedal 2		1						
45	A1	A3	Low Tom						Hybrid Tom 3			Tom Room 3			Tom Rock 3		
46	A♯1	A♯3	Hi-Hat Open		1				Hi-Hat Open 2		1						
47	B1	B3	Mid Tom L						Hybrid Tom 4			Tom Room 4			Tom Rock 4		
48	C2	C4	Mid Tom H						Hybrid Tom 5			Tom Room 5			Tom Rock 5		
49	C♯2	C♯4	Crash Cymbal 1														
50	D2	D4	High Tom						Hybrid Tom 6			Tom Room 6			Tom Rock 6		
51	D♯2	D♯4	Ride Cymbal 1														
52	E2	E4	Chinese Cymbal														
53	F2	F4	Ride Cymbal Cup														
54	F♯2	F♯4	Tambourine						Tambourine Light								
55	G2	G4	Splash Cymbal														
56	G♯2	G♯4	Cowbell														
57	A2	A4	Crash Cymbal 2														
58	A♯2	A♯4	Vibraslap														
59	B2	B4	Ride Cymbal 2														
60	C3	C5	Bongo H														
61	C♯3	C♯5	Bongo L														
62	D3	D5	Conga H Mute														
63	D♯3	D♯5	Conga H Open														
64	E3	E5	Conga L														
65	F3	F5	Timbale H														
66	F♯3	F♯5	Timbale L														
67	G3	G5	Agogo H														
68	G♯3	G♯5	Agogo L														
69	A3	A5	Cabasa														
70	A♯3	A♯5	Maracas														
71	B3	B5	Samba Whistle H	●													
72	C4	C6	Samba Whistle L	●													
73	C♯4	C♯6	Guiro Short														
74	D4	D6	Guiro Long	●													
75	D♯4	D♯6	Claves														
76	E4	E6	Wood Block H														
77	F4	F6	Wood Block L														
78	F♯4	F♯6	Cuica Mute														
79	G4	G6	Cuica Open														
80	G♯4	G♯6	Triangle Mute		2												
81	A4	A6	Triangle Open		2												
82	A♯4	A♯6	Shaker														
83	B4	B6	Jingle Bells														
84	C5	C7	Bell Tree														
85	C♯5	(C♯7)															
86	D5	(D7)															
87	D♯5	(D♯7)															
88	E5	(E7)															
89	F5	(F7)															
90	F♯5	(F♯7)															
91	G5	(G7)															

Same as StandardKit 1

No Sound

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

*2 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.

Kit Name			Electro Kit			Analog Kit			Dance Kit			Jazz Kit			Brush Kit		
MSB-LSB-PC#			127-0-25			127-0-26			127-0-28			127-0-33			127-0-41		
Note#	MIDI Note	Keyboard Note	Full Name	Key Off (*1)	Alt Grp (*2)	Full Name	Key Off	Alt Grp	Full Name	Key Off	Alt Grp	Full Name	Key Off	Alt Grp	Full Name	Key Off	Alt Grp
13	C♯-1	C♯1							Kick Dance 1								
14	D-1	D1							Kick Dance 2								
15	D♯-1	D♯1															
16	E-1	E1															
17	F-1	F1							Scratch Dance 1	●							
18	F♯-1	F♯1							Scratch Dance 2	●							
19	G-1	G1															
20	G♯-1	G♯1															
21	A-1	A1							Dance Perc 1								
22	A♯-1	A♯1							Reverse Dance 1								
23	B-1	B1							Dance Perc 2								
24	C0	C2							Hi Q Dance 1								
25	C♯0	C♯2							Snare Analog 3								
26	D0	D2							Vinyl Noise	●							
27	D♯0	D♯2							Snare Analog 4								
28	E0	E2	Reverse Cymbal	●		Reverse Cymbal	●		Reverse Cymbal	●							
29	F0	F2							Reverse Dance 2	●							
30	F♯0	F♯2	Hi Q 2			Hi Q 2			Hi Q 2								
31	G0	G2	Snare Snappy Electro			Snare Noisy 4			Snare Techno			Snare Jazz H			Brush Slap 2		
32	G♯0	G♯2							Snare Dance 1								
33	A0	A2	Kick 3			Kick 3			Kick Techno Q								
34	A♯0	A♯2							Rim Gate								
35	B0	B2	Kick Gate			Kick Analog Short			Kick Techno L								
36	C1	C3	Kick Gate Heavy			Kick Analog			Kick Techno			Kick Jazz			Kick Jazz		
37	C♯1	C♯3				Side Stick Analog			Side Stick Analog			Side Stick Light			Side Stick Light		
38	D1	D3	Snare Noisy 2			Snare Analog			Snare Clap			Snare Jazz L			Brush Slap 3		
39	D♯1	D♯3							Dance Clap								
40	E1	E3	Snare Noisy 3			Snare Analog 2			Snare Dry			Snare Jazz M			Brush Tap 2		
41	F1	F3	Tom Electro 1			Tom Analog 1			Tom Dance 1						Tom Brush 1		
42	F♯1	F♯3				Hi-Hat Closed Analog		1	Hi-Hat Closed 3		1						
43	G1	G3	Tom Electro 2			Tom Analog 2			Tom Dance 2						Tom Brush 2		
44	G♯1	G♯3				Hi-Hat Closed Analog 2		1	Hi-Hat Closed Analog 3		1						
45	A1	A3	Tom Electro 3			Tom Analog 3			Tom Dance 3						Tom Brush 3		
46	A♯1	A♯3				Hi-Hat Open Analog		1	Hi-Hat Open 3		1						
47	B1	B3	Tom Electro 4			Tom Analog 4			Tom Dance 4						Tom Brush 4		
48	C2	C4	Tom Electro 5			Tom Analog 5			Tom Dance 5						Tom Brush 5		
49	C♯2	C♯4				Crash Analog			Crash Analog								
50	D2	D4	Tom Electro 6			Tom Analog 6			Tom Dance 6						Tom Brush 6		
51	D♯2	D♯4															
52	E2	E4															
53	F2	F4															
54	F♯2	F♯4							Tambourine Analog								
55	G2	G4															
56	G♯2	G♯4				Cowbell Analog			Cowbell Dance								
57	A2	A4															
58	A♯2	A♯4							Vibraslap Analog								
59	B2	B4							Ride Analog								
60	C3	C5							Bongo Analog H								
61	C♯3	C♯5							Bongo Analog L								
62	D3	D5				Conga Analog H			Conga Analog H								
63	D♯3	D♯5				Conga Analog M			Conga Analog M								
64	E3	E5				Conga Analog L			Conga Analog L								
65	F3	F5															
66	F♯3	F♯5															
67	G3	G5															
68	G♯3	G♯5															
69	A3	A5															
70	A♯3	A♯5				Maracas 2			Maracas 2								
71	B3	B5															
72	C4	C6															
73	C♯4	C♯6															
74	D4	D6															
75	D♯4	D♯6				Claves 2			Claves 2								
76	E4	E6							Dance Perc 3								
77	F4	F6							Dance Perc 4	●							
78	F♯4	F♯6	Scratch H 2			Scratch H 2			Dance Breath 1								
79	G4	G6	Scratch L 2			Scratch L 2			Dance Breath 2	●							
80	G♯4	G♯6															
81	A4	A6															
82	A♯4	A♯6															
83	B4	B6															
84	C5	C7															
85	C♯5	(C♯7)															
86	D5	(D7)															
87	D♯5	(D♯7)															
88	E5	(E7)															
89	F5	(F7)															
90	F♯5	(F♯7)															
91	G5	(G7)															

Same as StandardKit 1

No Sound

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

*2 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.

Kit Name			Real Brushes			Symphony Kit			Hip Hop Kit			Break Kit			Analog T8 Kit		
MSB-LSB-PC#			127-0-42			127-0-49			127-0-57			127-0-58			127-0-59		
Note#	MIDI Note	Keyboard Note	Full Name	Key Off (*1)	Alt Grp (*2)	Full Name	Key Off	Alt Grp	Full Name	Key Off	Alt Grp	Full Name	Key Off	Alt Grp	Full Name	Key Off	Alt Grp
13	C♯-1	C♯1															
14	D-1	D1															
15	D♯-1	D♯1															
16	E-1	E1															
17	F-1	F1															
18	F♯-1	F♯1															
19	G-1	G1							Hi-Hat Closed T8 2		4				Snare Hammer		
20	G♯-1	G♯1							Tom T8 3			Snare Break 8			Kick Zap Hard		
21	A-1	A1							Hi-Hat Open T8 2		4	Snare Break 9			Snare Garg L		
22	A♯-1	A♯1							Tom T8 6			Hi-Hat Closed Break 1	●		Kick Tek Power		
23	B-1	B1	Vintage Tip						Crash T8			Hi-Hat Closed Break 2	●		Kick Slimy		
24	C0	C2	Vintage Swirl 1	●					Triangle Mute		1	Kick Break Deep			Kick T8 4		
25	C♯0	C♯2	Vintage Slap 1						Triangle Open		1	Snare Hip			Snare Analog CR		
26	D0	D2	Vintage Swirl 2	●					Wind Chime			Snare Lo-Fi			Snare T8 7		
27	D♯0	D♯2	Vintage Slap 2						Tambourine Light 2			Snare Clappy			Snare Clap Analog		
28	E0	E2	Vintage Tap Swirl	●					Tambourine Light 1			Snare LdwH Mono			Snare T8 6		
29	F0	F2	Vintage Slap Swirl	●					Kick HipHop 9			Snare Rock Roll	●		Tom T8 5		
30	F♯0	F♯2	Vintage Swirl 3	●					Hi-Hat Closed Tek		3	Snare Gate 1			Snare T8 5		
31	G0	G2	Vintage Slap 3						Kick Gate			Snare Mid			Kick T8 3		
32	G♯0	G♯2							Hi-Hat Open Lo-Fi		3	Snare Break Rim			Snare T8 4		
33	A0	A2	Kick Soft L			Kick Soft 2			Kick Gran Casa Open			Kick Break Heavy			Kick T8 2		
34	A♯0	A♯2	Open Rim Shot Real Brushes						Hi-Hat Reverse Drum&Bass			Snare Hip Rim 4			Snare T8 3		
35	B0	B2	Kick Soft H			Gran Cassa			Kick HipHop 1			Kick Break 2			T8 Kick Bass		
36	C1	C3	Kick Jazz Ambience			Gran Cassa Mute			Kick Analog CR			Kick Break 1			Kick T8 1		
37	C♯1	C♯3	Side Stick Real Brushes						Snare Analog Sm Rim			Snare Hip Rim 1			Snare T8 Rim		
38	D1	D3	Vintage Slap 4			Band Snare			Snare HipHop 1			Snare Break 3			Snare T8 2		
39	D♯1	D♯3	Clap Power						Snare Clappy			Snare Break 1			Clap T9		
40	E1	E3	Vintage Slap 5			Band Snare 2			Snare HipHop 2			Snare Break 2			Snare T8 1		
41	F1	F3	Tom Real Brushes 1									Tom Break 1			Tom T8 1		
42	F♯1	F♯3	Hi-Hat Closed Real Brushes		1				Hi-Hat Closed HipHop		2	Hi-Hat Closed Rock Soft		1	Hi-Hat Closed T8		1
43	G1	G3	Tom Real Brushes 2						Low Tom			Tom Break 2			Tom T8 2		
44	G♯1	G♯3	Hi-Hat Pedal Real Brushes		1				Hi-Hat Pedal HipHop		2	Hi-Hat Pedal Rock		1	Hi-Hat Pedal T8		1
45	A1	A3	Tom Real Brushes 3						Mid Tom L			Tom Break 3			Tom T8 3		
46	A♯1	A♯3	Hi-Hat Open Real Brushes		1				Hi-Hat Open HipHop		2	Hi-Hat Half Open Rock		1	Hi-Hat Open T8		1
47	B1	B3	Tom Real Brushes 4						High Tom			Tom Break 4			Tom T8 4		
48	C2	C4	Tom Real Brushes 5						Ride Cymbal 3			Tom Break 5			Tom T8 6		
49	C♯2	C♯4	Crash Cymbal Real Brushes 1			Hand Cymbal			Crash Cymbal 3						Crash Cymbal T8		
50	D2	D4	Tom Real Brushes 6						Shaker 2			Tom Break 6			Tom T8 7		
51	D♯2	D♯4	Ride Cymbal Real Brushes			Hand Cymbal Short			Scratch Bass Drum Forward			Ride Cymbal 3			Ride Cymbal T9		
52	E2	E4	China Cymbal Real Brushes						Scratch Bass Drum Reverse			China Cymbal 2			China Cymbal 2		
53	F2	F4	Ride Cup Real Brushes 1						Kick HipHop 2			Ride Cymbal Cup 2			Ride Cymbal Cup 2		
54	F♯2	F♯4							Snare HipHop Rim 2			Tambourine 1 Hit			Tambourine RX5		
55	G2	G4	Splash Cymbal Real Brushes						HipHop Clap 2			Splash Cymbal 2					
56	G♯2	G♯4							HipHop Snap 1			Cowbell 1			Cowbell T8		
57	A2	A4	Crash Cymbal Real Brushes 2			Hand Cymbal 2			Snare HipHop 3						Crash Cymbal 4		
58	A♯2	A♯4							Electric Clap 2			Cowbell RX11					
59	B2	B4	Ride Cup Real Brushes 2			Hand Cymbal Short 2			Kick Hip Deep						Ride Cymbal 3		
60	C3	C5							Kick HipHop 3						Conga T8 5		
61	C♯3	C♯5							Snare HipHop Rim 3						Conga T8 4		
62	D3	D5							Snare HipHop 5			Conga H Tip			Conga T8 3		
63	D♯3	D♯5							Electric Clap 1			Conga H Open Slap			Conga T8 2		
64	E3	E5							Handbell H			Conga H Open			Conga T8 1		
65	F3	F5							Kick HipHop 4			Bongo 2 H					
66	F♯3	F♯5							HipHop Clap 3			Bongo 2 L					
67	G3	G5							HipHop Snap 2			Conga Open			Glass H		
68	G♯3	G♯5							Snare HipHop Rim 5						Glass L		
69	A3	A5							HipHop Flex 1								
70	A♯3	A♯5							HipHop Flex 2			Maracas Slur			Maracas T8		
71	B3	B5							Shaker 2			Timbale H			Fx Gun 2	●	
72	C4	C6							Kick HipHop 5			Timbale L			Fx Gun 1	●	
73	C♯4	C♯6							Snare HipHop Rim 4			Scratch H 3	●		Analog Shaker H	●	
74	D4	D6							Snare HipHop 6			Scratch Down	●		Analog Shaker L	●	
75	D♯4	D♯6							Snare HipHop 11						Claves T8		
76	E4	E6							Kick HipHop 10						Hi Q 1		
77	F4	F6							Snare HipHop 7						Hi Q 2		
78	F♯4	F♯6							HipHop Clap 5			Scratch H 2			Scratch H 2		
79	G4	G6							Conga H Tip			Scratch L 2			Scratch L 2		
80	G♯4	G♯6							Conga H Heel								
81	A4	A6							Conga H Open								
82	A♯4	A♯6							Conga L Open 1			Kick Break 3			Analog Shaker		
83	B4	B6							Conga L Open 2			Kick Break 4			Sleigh Bells		
84	C5	C7	Wind Chime						Kick HipHop 8			Kick Break 5	●		Wind Chime		
85	C♯5	(C♯7)							HipHop Clap 6			Kick Break 6			Snare Hip 1		
86	D5	(D7)							Snare T8 1			Kick Break 7			Snare Hip 2		
87	D♯5	(D♯7)							Snare T8 1 H			Hi-Hat Closed Break 3			Snare Hip Gate		
88	E5	(E7)							HipHop Clap 7			Snare Break 4			Snare Break 1		
89	F5	(F7)							Tom T8 1			Snare Break 5			Kick Blip		
90	F♯5	(F♯7)							Hi-Hat Closed T8 2			Snare Break 6			Snare Fx 1		
91	G5	(G7)							Tom T8 2			Snare Break 7			Kick Fx Hammer		

Same as StandardKit 1

No Sound

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

*2 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.

Kit Name			Analog T9 Kit			House Kit			Drum Machine			Studio Kit			Power Kit 1		
MSB-LSB-PC#			127-0-60			127-0-61			127-0-62			127-0-87			127-0-88		
Note#	MIDI Note	Keyboard Note	Full Name	Key Off (*1)	Alt Grp (*2)	Full Name	Key Off	Alt Grp	Full Name	Key Off	Alt Grp	Full Name	Key Off	Alt Grp	Full Name	Key Off	Alt Grp
13	C♯-1	C♯1				W Kick	●										
14	D-1	D1				Disco Fx	●										
15	D♯-1	D♯1				White Noise Down 1	●										
16	E-1	E1				Pink Noise Down 1	●										
17	F-1	F1				White Noise Down 2	●	4									
18	F♯-1	F♯1				Pink Noise Down 2	●	4									
19	G-1	G1	Snare Drum&Bass 1			White Noise Up 2	●		Snare Drum&Bass 1								
20	G♯-1	G♯1	Kick Break 2			White Noise Up 1	●		Kick Break 2								
21	A-1	A1	Snare Distortion			Pink Noise Up	●		Snare Distortion								
22	A♯-1	A♯1	Kick Tek Power			White Noise Up Release	●		Kick Tek Power								
23	B-1	B1	Kick Distortion RM			Pink Noise Up Release	●		Kick Distortion RM								
24	C0	C2	Kick T9 2			Kick T9 4			Bass Drum Hard Long								
25	C♯0	C♯2	Snare Analog CR			Snare T8 Rim			Bass Drum Tek Power								
26	D0	D2	Snare T9 5			Snare T8 5			Bass Drum Distortion 5								
27	D♯0	D♯2	Clap Analog Sm			Hand Clap			Bass Drum Distortion 3								
28	E0	E2	Snare T9 Gate 1			Snare Garg L			Bass Drum Distortion 1	●							
29	F0	F2	Snare Rock Roll	●					Bass Drum Drum&Bass 1								
30	F♯0	F♯2	Snare T9 3			Snare T9 3			Bass Drum Blip								
31	G0	G2	Snare T9 4			Snare T8 1			Bass Drum Analog Sm			Snare Studio 2			Snare Soft Power 1		
32	G♯0	G♯2	Snare T9 Gate 2			Snare T9 5			Kick T8 2								
33	A0	A2	Kick T9 4			Kick T9 1			Kick T8 3			Kick Ambience H			Kick Ambient+		
34	A♯0	A♯2	Snare T9 6			Snare T9 Gate			Kick T9 HD 3						Open Rim Power 1		
35	B0	B2	Kick T9 1			Kick T9 2			Kick T9 2			Kick Ambience L			Kick Power Open		
36	C1	C3	Kick T9 3			Kick T9 5			Kick T9 4			Kick Studio			Kick Power Mute		
37	C♯1	C♯3	Snare T9 Rim			Snare T9 Rim			Snare T9 Rim						Side Stick Power		
38	D1	D3	Snare T9 1			Snare T9 1			Snare T9 1			Snare Studio M			Snare Power 1		
39	D♯1	D♯3	Clap T9			Clap T9			Clap T9						Hand Clap Power		
40	E1	E3	Snare T9 2			Snare T9 2			Snare T9 4			Snare Studio L			Snare Rough		
41	F1	F3	Tom T9 1			Tom T9 1			Tom T9 1						Tom Power 1		
42	F♯1	F♯3	Hi-Hat Closed T9		1	Hi-Hat Closed T8		1	Hi-Hat Closed T9		1				Hi-Hat Closed Power		1
43	G1	G3	Tom T9 2			Tom T9 2			Tom T9 2						Tom Power 2		
44	G♯1	G♯3	Hi-Hat Pedal T9		1	Hi-Hat Pedal T9		1	Hi-Hat Pedal T9		1				Hi-Hat Pedal Power		1
45	A1	A3	Tom T9 3			Tom T9 3			Tom T9 3						Tom Power 3		
46	A♯1	A♯3	Hi-Hat Open T9		1	Hi-Hat Open T9		1	Hi-Hat Open T9		1				Hi-Hat Open Power		1
47	B1	B3	Tom T9 4			Tom T9 4			Tom T9 4						Tom Power 4		
48	C2	C4	Tom T9 5			Tom T9 5			Tom T9 5						Tom Power 5		
49	C♯2	C♯4	Crash Cymbal T9			Crash Cymbal T9			Crash Cymbal T9						Crash Cymbal Acoustic 1		
50	D2	D4	Tom T9 6			Tom T9 6			Conga T8 1						Tom Power 6		
51	D♯2	D♯4	Ride Cymbal T9			Ride Cymbal T9			Ride Cymbal T9						Ride Cymbal Acoustic 1		
52	E2	E4	China Cymbal 2			Crash Cymbal 4			Conga T8 2						China Cymbal Acoustic		
53	F2	F4	Ride Cymbal Cup 2			Ride Cymbal Cup 2			Analog Click						Ride Cymbal Cup Acoustic		
54	F♯2	F♯4	Tambourine RX5			Tambourine Hit			Claves T8 1								
55	G2	G4	Splash Cymbal 2			Splash Cymbal 2			Maracas T8						Splash Cymbal Acoustic		
56	G♯2	G♯4	Cowbell 1			Cowbell 1			Tambourine Analog CR								
57	A2	A4	Crash Cymbal 4						Analog Shaker						Crash Cymbal Acoustic 2		
58	A♯2	A♯4	Cowbell T8			Cowbell T8			Cowbell T8								
59	B2	B4	Ride Cymbal 3			Ride Cymbal 3			Cowbell Analog CR						Ride Cymbal Acoustic 2		
60	C3	C5	Conga T8 5			Bongo H Open One Finger			Snare T8 1								
61	C♯3	C♯5	Conga T8 4			Bongo L Open Three Finger			Snare T8 2								
62	D3	D5	Conga Tip			Conga H Tip			Snare T8 3								
63	D♯3	D♯5	Conga Open Slap			Conga H Slap Open			Snare Analog CR								
64	E3	E5	Conga Open			Conga H Open 2			Snare Jungle 1								
65	F3	F5							Snare Drum&Bass 2								
66	F♯3	F♯5							Snare Hip 1								
67	G3	G5	Analog Click						Snare R&B 1								
68	G♯3	G♯5	Conga T8 1						Snare R&B 2								
69	A3	A5							Snare Hip 1								
70	A♯3	A♯5	Maracas Slur 2			Maracas Slur 2			Snare Wood								
71	B3	B5	Fx Gun 2	●		Vox Drum L			Snare Timbre								
72	C4	C6	Fx Gun 1	●		Vox Drum H			Hi-Hat Closed T8 1		5						
73	C♯4	C♯6	Scratch H 3	●					Hi-Hat Open T8 1		5						
74	D4	D6	Scratch Down	●					Hi-Hat Closed T8 2		6						
75	D♯4	D♯6	Hi Q 3						Hi-Hat Open T8 2		6						
76	E4	E6	Hi Q 1						Hi-Hat Pedal Acoustic		7						
77	F4	F6	Hi Q 2						Hi-Hat Closed Acoustic		7						
78	F♯4	F♯6	Scratch H 2			Cuica H			Hi-Hat Open Acoustic		7						
79	G4	G6	Scratch L 2			Cuica L			Hi-Hat Closed Lo-Fi		2						
80	G♯4	G♯6							Hi-Hat Open Lo-Fi		2						
81	A4	A6							Hi-Hat Closed Syn		8						
82	A♯4	A♯6	Analog Shaker			Analog Shaker			Hi-Hat Open Syn		8						
83	B4	B6							Analog Shaker 2								
84	C5	C7	Wind Chime			Wind Chime			Tambourine RX5 2						Wind Chime		
85	C♯5	(C♯7)	Snare Piccolo			Snare Break Roll			Tambourine 1 Hit								
86	D5	(D7)	Snare T8 7			Noise Burst			Electric Cowbell								
87	D♯5	(D♯7)	SnareRckRollDist			Vox Bell			Conga T8 3								
88	E5	(E7)	Snare Brush Mute			Snare R&B 1			ElectricTriangle								
89	F5	(F7)	Kick Blip Hard			Vox Alk			Claves T8 2								
90	F♯5	(F♯7)	Snare Jungle 1			Udu High			Analog Shaker 3								
91	G5	(G7)	Kick Sustain			Filter Kick			Electric Clap 1								

Same as StandardKit 1

No Sound

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

*2 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.

Kit Name			Power Kit 2			Acoustic Kit			Rock Kit			Real Drums		
MSB-LSB-PC#			127-0-89			127-0-90			127-0-91			127-0-92		
Note#	MIDI Note	Keyboard Note	Full Name	Key Off (*1)	Alt Grp (*2)	Full Name	Key Off	Alt Grp	Full Name	Key Off	Alt Grp	Full Name	Key Off	Alt Grp
13	C♯-1	C♯1												
14	D-1	D1												
15	D♯-1	D♯1												
16	E-1	E1												
17	F-1	F1												
18	F♯-1	F♯1												
19	G-1	G1												
20	G♯-1	G♯1												
21	A-1	A1												
22	A♯-1	A♯1												
23	B-1	B1												
24	C0	C2												
25	C♯0	C♯2												
26	D0	D2										Brush Tap Swirl	●	
27	D♯0	D♯2												
28	E0	E2												
29	F0	F2				Snare Roll Acoustic	●		Snare Roll Rock	●		Snare Roll Rock	●	
30	F♯0	F♯2												
31	G0	G2	Snare Soft Power 2			Snare Soft Acoustic			Snare Soft Rock			Snare Tight		
32	G♯0	G♯2												
33	A0	A2	Kick Ambient+			Kick Soft Acoustic			Kick Soft Rock			Kick Genuine		
34	A♯0	A♯2	Open Rim Power 2			Rim Acoustic			Rim Rock			Rim Real		
35	B0	B2	Kick Power Open			Kick Mute Acoustic			Kick Rock Heavy			Kick Real 1		
36	C1	C3	Kick Power Mute			Kick Open Acoustic			Kick Rock			Kick Real 2		
37	C♯1	C♯3	Side Stick Power			Stick Acoustic			Stick Rock			Stick Real		
38	D1	D3	Snare Power 2			Snare Acoustic			Snare Rock			Snare Real 1		
39	D♯1	D♯3	Hand Clap Power			Hand Clap Power			Hand Clap Power			Clap Power		
40	E1	E3	Snare Loose			Snare Rough Acoustic			Snare Dry Rock			Snare Real 2		
41	F1	F3	Tom Power 1			Tom Acoustic 1			Tom Rock 1			Tom Real 1		
42	F♯1	F♯3	Hi-Hat Closed Power+Edge		1	Hi-Hat Closed Acoustic		1	Hi-Hat Closed Rock		1	Hi-Hat Closed Real		1
43	G1	G3	Tom Power 2			Tom Acoustic 2			Tom Rock 2			Tom Real 2		
44	G♯1	G♯3	Hi-Hat Pedal Power		1	Hi-Hat Pedal Acoustic		1	Hi-Hat Pedal Rock		1	Hi-Hat Pedal Real		1
45	A1	A3	Tom Power 3			Tom Acoustic 3			Tom Rock 3			Tom Real 3		
46	A♯1	A♯3	Hi-Hat Open Power		1	Hi-Hat Open Acoustic		1	Hi-Hat Open Rock		1	Hi-Hat Open Real		1
47	B1	B3	Tom Power 4			Tom Acoustic 4			Tom Rock 4			Tom Real 4		
48	C2	C4	Tom Power 5			Tom Acoustic 5			Tom Rock 5			Tom Real 5		
49	C♯2	C♯4	Crash Cymbal Acoustic 1			Crash Cymbal Acoustic 1			Crash Cymbal Acoustic 1			Crash Cymbal Real 1		
50	D2	D4	Tom Power 6			Tom Acoustic 6			Tom Rock 6			Tom Real 6		
51	D♯2	D♯4	Ride Cymbal Acoustic 1			Ride Cymbal Acoustic 1			Ride Cymbal Acoustic 1			Ride Cymbal Real 1		
52	E2	E4	China Cymbal Acoustic			China Cymbal Acoustic			China Cymbal Acoustic			China Cymbal Real		
53	F2	F4	Ride Cymbal Cup Acoustic			Ride Cymbal Cup Acoustic			Ride Cymbal Cup Acoustic			Ride Cymbal Cup Real		
54	F♯2	F♯4												
55	G2	G4	Splash Cymbal Acoustic			Splash Cymbal Acoustic			Splash Cymbal Acoustic			Splash Cymbal Real		
56	G♯2	G♯4												
57	A2	A4	Crash Cymbal Acoustic 2			Crash Cymbal Acoustic 2			Crash Cymbal Acoustic 2			Crash Cymbal Real 2		
58	A♯2	A♯4												
59	B2	B4	Ride Cymbal Acoustic 2			Ride Cymbal Acoustic 2			Ride Cymbal Acoustic 2			Ride Cymbal Real 2		
60	C3	C5												
61	C♯3	C♯5												
62	D3	D5												
63	D♯3	D♯5												
64	E3	E5												
65	F3	F5												
66	F♯3	F♯5												
67	G3	G5												
68	G♯3	G♯5												
69	A3	A5												
70	A♯3	A♯5												
71	B3	B5												
72	C4	C6												
73	C♯4	C♯6												
74	D4	D6												
75	D♯4	D♯6												
76	E4	E6												
77	F4	F6												
78	F♯4	F♯6												
79	G4	G6												
80	G♯4	G♯6												
81	A4	A6												
82	A♯4	A♯6												
83	B4	B6												
84	C5	C7	Wind Chime			Wind Chime			Wind Chime			Wind Chime		
85	C♯5	(C♯7)												
86	D5	(D7)												
87	D♯5	(D♯7)												
88	E5	(E7)												
89	F5	(F7)												
90	F♯5	(F♯7)												
91	G5	(G7)												

Same as StandardKit 1

No Sound

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

*2 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.

Kit Name			SFX Kit 1			SFX Kit 2			New SFX Kit 1			New SFX Kit 2			Noises Kit		
MSB-LSB-PC#			126-0-1			126-0-2			126-0-3			126-0-4			126-0-9		
Note#	MIDI Note	Keyboard Note	Full Name	Key Off (*1)	Alt Grp (*2)	Full Name	Key Off	Alt Grp	Full Name	Key Off	Alt Grp	Full Name	Key Off	Alt Grp	Full Name	Key Off	Alt Grp
13	C♯-1	C♯1															
14	D-1	D1															
15	D♯-1	D♯1															
16	E-1	E1															
17	F-1	F1															
18	F♯-1	F♯1															
19	G-1	G1															
20	G♯-1	G♯1															
21	A-1	A1															
22	A♯-1	A♯1															
23	B-1	B1															
24	C0	C2															
25	C♯0	C♯2															
26	D0	D2															
27	D♯0	D♯2															
28	E0	E2															
29	F0	F2															
30	F♯0	F♯2															
31	G0	G2															
32	G♯0	G♯2															
33	A0	A2															
34	A♯0	A♯2															
35	B0	B2															
36	C1	C3	Cutting Noise 1	●		Phone Call	●		Cutting Noise 1	●		Phone Call 2	●		White Noise	●	
37	C♯1	C♯3	Cutting Noise 2	●		Door Squeak	●		Cutting Noise 2	●		Door Squeak 2	●		Pink Noise	●	
38	D1	D3				Door Slam	●					Door Slam 2	●		White Noise Down 1	●	
39	D♯1	D♯3	String Slap	●		Scratch Cut	●		String Slap	●		Scratch Cut	●		Pink Noise Down 1	●	
40	E1	E3				Scratch Split	●					Scratch Split	●		White Noise Down 2	●	
41	F1	F3				Wind Chime	●					Wind Chime	●		Pink Noise Down 2	●	
42	F♯1	F♯3				Telephone Ring	●					Telephone Ring 2	●		White Noise Up 2	●	
43	G1	G3													White Noise Up 1	●	
44	G♯1	G♯3													Pink Noise Up	●	
45	A1	A3													White Noise Up Release	●	
46	A♯1	A♯3													Pink Noise Up Release	●	
47	B1	B3													White Noise Up LFO	●	
48	C2	C4													Pink Noise Up LFO	●	
49	C♯2	C♯4															
50	D2	D4															
51	D♯2	D♯4															
52	E2	E4	Flute Key Click	●		Car Engine Ignition	●		Flute Key Click	●		Car Engine Ignition	●				
53	F2	F4				Car Tires Squeal	●					Car Tires Squeal	●				
54	F♯2	F♯4				Car Passing	●					Car Passing	●				
55	G2	G4				Car Crash	●					Car Crash	●				
56	G♯2	G♯4				Siren	●					Siren 2	●				
57	A2	A4				Train	●					Train 2	●				
58	A♯2	A♯4				Jet Plane	●					Jet Plane 2	●				
59	B2	B4				Starship	●					Starship	●				
60	C3	C5				Burst	●					Burst	●				
61	C♯3	C♯5				Roller Coaster	●					Roller Coaster	●				
62	D3	D5				Submarine	●					Submarine	●				
63	D♯3	D♯5															
64	E3	E5															
65	F3	F5															
66	F♯3	F♯5															
67	G3	G5															
68	G♯3	G♯5	Shower	●		Laugh	●		Shower 2	●		Laugh	●				
69	A3	A5	Thunder	●		Scream	●		Thunder 2	●		Scream 2	●				
70	A♯3	A♯5	Wind	●		Punch	●		Wind 2	●		Punch 2	●				
71	B3	B5	Stream	●		Heart Beat	●		Stream 2	●		Heart Beat	●				
72	C4	C6	Bubble	●		Foot Steps	●		Bubble 2	●		Foot Steps 2	●				
73	C♯4	C♯6	Feed	●					Feed	●							
74	D4	D6															
75	D♯4	D♯6															
76	E4	E6															
77	F4	F6															
78	F♯4	F♯6															
79	G4	G6															
80	G♯4	G♯6															
81	A4	A6															
82	A♯4	A♯6															
83	B4	B6															
84	C5	C7	Dog	●		Machine Gun	●		Dog	●		Machine Gun 2	●				
85	C♯5	(C♯7)	Horse	●		Laser Gun	●		Horse	●		Laser Gun	●				
86	D5	(D7)	Bird Tweet	●		Explosion	●		Bird Tweet	●		Explosion 2	●				
87	D♯5	(D♯7)				Firework	●					Firework	●				
88	E5	(E7)															
89	F5	(F7)															
90	F♯5	(F♯7)	Ghost	●					Ghost	●							
91	G5	(G7)	Maou	●					Maou	●							

No Sound

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

*2 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.

Kit Name			Arabic Kit			Cuban Kit			Pop Latin Kit			Turkish Kit		
MSB-LSB-PC#			126-0-36			126-0-41			126-0-44			126-0-68		
Note#	MIDI Note	Keyboard Note	Full Name	Key Off (*1)	Alt Grp (*2)	Full Name	Key Off	Alt Grp	Full Name	Key Off	Alt Grp	Full Name	Key Off	Alt Grp
13	C♯-1	C♯1							Cajon Low			Asma Davul Left Side		
14	D-1	D1							Cajon Slap			Asma Davul Right Side		
15	D♯-1	D♯1							Cajon Tip			Asma Davul Side Body		
16	E-1	E1							Claves High			Asma Davul Both Sides		
17	F-1	F1							Claves Low			Koltuk Davul Flam		
18	F♯-1	F♯1							Hand Clap			Koltuk Davul Teke		
19	G-1	G1										Koltuk Davul Tek		
20	G♯-1	G♯1							Finger Snap			Koltuk Davul Dum		
21	A-1	A1							Castanet			Bendir Teke Flam		
22	A♯-1	A♯1				Conga H Tip			Conga H Tip			Bendir Teke Dead		
23	B-1	B1				Conga H Heel			Conga H Heel			Bendir Tek Dead		
24	C0	C2	Nakarazan Dom			Conga H Open			Conga H Open			Bendir Teke		
25	C♯0	C♯2	Cabasa			Conga H Mute			Conga H Mute			Bendir Tek		
26	D0	D2	Nakarazan Edge			Conga H Slap Open			Conga H Slap Open			Bendir Slap		2
27	D♯0	D♯2	Hager Dom			Conga H Slap			Conga H Slap			Bendir Dum		2
28	E0	E2	Hager Edge			Conga H Slap Mute			Conga H Slap Mute			Zil Right Close		3
29	F0	F2	Bongo H			Conga L Tip			Conga L Tip			Zil Right Open		3
30	F♯0	F♯2	Bongo L			Conga L Heel			Conga L Heel			Zil Left Close		4
31	G0	G2	Conga H Mute			Conga L Open			Conga L Open			Zil Left Open		4
32	G♯0	G♯2	Conga H Open			Conga L Mute			Conga L Mute			Tef Teke Flam		5
33	A0	A2	Conga L			Conga L Slap Open			Conga L Slap Open			Tef Tek Mute		5
34	A♯0	A♯2	Zagrouda H			Conga L Slap			Conga L Slap			Tef Teke Damped		
35	B0	B2	Zagrouda L	●		Conga L Slide	●		Conga L Slide	●		Tef Tek Mute Medium		
36	C1	C3	Kick Soft			Bongo H Open One Finger			Bongo H Open One Finger			Tef Dum Mute		
37	C♯1	C♯3	Side Stick			Bongo H Open Three Finger			Bongo H Open Three Finger			Tef Cymbal		9
38	D1	D3	Snare Soft			Bongo H Rim			Bongo H Rim			Tef Cymbal Mute		9
39	D♯1	D♯3	Arabic Hand Clap			Bongo H Tip			Bongo H Tip			Tef Tremolo	●	
40	E1	E3	Snare Drum			Bongo H Heel			Bongo H Heel			Tef Shake 1		
41	F1	F3	Floor Tom L			Bongo H Slap			Bongo H Slap			Tef Shake 2		
42	F♯1	F♯3	Hi-Hat Closed		1	Bongo L Open One Finger			Bongo L Open One Finger			Tef Tek Flam		
43	G1	G3	Floor Tom H			Bongo L Open Three Finger			Bongo L Open Three Finger			Tef Full Open		
44	G♯1	G♯3	Hi-Hat Pedal		1	Bongo L Rim			Bongo L Rim			Tef Teke Open Short		
45	A1	A3	Low Tom			Bongo L Tip			Bongo L Tip			Tef Tek Open Short		
46	A♯1	A♯3	Hi-Hat Open		1	Bongo L Heel			Bongo L Heel			Tef Tek Open		
47	B1	B3	Mid Tom L			Bongo L Slap			Bongo L Slap			Tef Dum Open		
48	C2	C4	Mid Tom H			Timbale L			Timbale L			Hollo Finger Dead		
49	C♯2	C♯4	Crash Cymbal 1									Hollo Slap		
50	D2	D4	High Tom									Hollo Dum		
51	D♯2	D♯4	Ride Cymbal 1									Kasik		1
52	E2	E4	Crash Cymbal 2									Kasik Flam		1
53	F2	F4	Duhulla Dom			Paila L			Paila L			Bass Darbuka Tek Dead		
54	F♯2	F♯4	Tambourine			Timbale H			Timbale H			Bass Darbuka Tek Flam		
55	G2	G4	Duhulla Tak									Bass Darbuka Teke		
56	G♯2	G♯4	Cowbell									Bass Darbuka Teke Other Finger		
57	A2	A4	Duhulla Sak									Bass Darbuka Teke Index Finger		
58	A♯2	A♯4	Claves									Bass Darbuka Tek		
59	B2	B4	Doff Dom			Paila H			Paila H			Bass Darbuka Slap		
60	C3	C5	Katem Dom			Cowbell Top			Cowbell Top			Bass Darbuka Slap Medium		7
61	C♯3	C♯5	Katem Tak						Cowbell 1			Bass Darbuka Dum		7
62	D3	D5	Katem Sak						Cowbell 2			Darbuka Roll Close	●	6
63	D♯3	D♯5	Katem Tak						Cowbell 3			Darbuka Roll Open	●	6
64	E3	E5	Doff Tak			Guiro Short			Guiro Short			Darbuka Teke Damped Flam		
65	F3	F5	Tabla Dom			Guiro Long	●		Guiro Long	●		Darbuka Tek Dead		
66	F♯3	F♯5	Tabla Tak 1						Metal Guiro Short			Darbuka Tek Damped		
67	G3	G5	Tabla Tik						Metal Guiro Long	●		Darbuka Teke Open Flam		
68	G♯3	G♯5	Tabla Tak 2			Tambourine			Tambourine			Darbuka Teke Open		
69	A3	A5	Tabla Sak						Tambourim Open			Darbuka Teke Other Finger 1		
70	A♯3	A♯5	Tabla Roll Edge	●					Tambourim Mute			Darbuka Teke Index Finger 1		
71	B3	B5	Tabla Flam						Tambourim Tip			Darbuka Tek 1		
72	C4	C6	Sagat 1			Maracas			Maracas			Darbuka Teke Other Finger 2		
73	C♯4	C♯6	Tabel Dom			Shaker			Shaker			Darbuka Teke Index Finger 2		
74	D4	D6	Sagat 3			Cabasa			Cabasa			Darbuka Tek 2		
75	D♯4	D♯6	Tabel Tak						Cuica Mute			Darbuka Slap Medium		
76	E4	E6	Sagat 2						Cuica Open			Darbuka Slap		8
77	F4	F6	Rik Dom						Cowbell High 1			Darbuka Dum		8
78	F♯4	F♯6	Rik Tak 2						Cowbell High 2			Bongo Tek Roll	●	
79	G4	G6	Rik Finger 1						Shekere			Bongo Flam		
80	G♯4	G♯6	Rik Tak 1						Shekere Tone			Bongo Tek Flam		
81	A4	A6	Rik Finger 2						Triangle Mute		1	Bongo Tek		
82	A♯4	A♯6	Rik Brass Tremolo	●					Triangle Open		1	Bongo Slap		
83	B4	B6	Rik Sak									Bongo Flam Hi		
84	C5	C7	Rik Tik						Wind Chime			Bongo Dum		
85	C♯5	(C♯7)												
86	D5	(D7)												
87	D♯5	(D♯7)												
88	E5	(E7)												
89	F5	(F7)												
90	F♯5	(F♯7)												
91	G5	(G7)												

No Sound

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

*2 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.

Category	Sub Category	Style Name
Pop & Rock	Pop	Contemp Gtr Pop
		Standard 8Beat
		West Coast Beat
		Cool 8Beat
		80s American Pop
		Live 8Beat
		80s Guitar Pop
		Classic 8Beat
		80s Pop
		Chart Piano Shuffle
		Chart Rock Shuffle
		80s Boy Band
		Chart Guitar Pop
		90s Guitar Pop
		Easy Pop
		Chart Pop
		Straight 8 Pop
		Scand Pop Shuffle
		Uptempo 8Beat
		Brit Pop
		8Beat Modern
		Brit Pop Swing
		West Coast Pop
		8Beat Guitar Pop
		Classic 16Beat
		8Beat
	Rock	Standard Rock
		80s Power Rock
		Contemp Rock
		80s Pop Rock
		Funk Pop Rock
		80s Synth Rock
		Acoustic Rock
		Brit Rock Pop
		Soft Rock
		Slow Rock
	70s Pop&Rock	70s Piano Hit
		70s Piano Rock
		70s Pop Duo
		70s Glam Piano
		70s Swing Piano
		Glam Piano Rock
		70s 8Beat
		70s Rock
		Vintage Guitar Pop
	60s Pop&Rock	60s Big Hit
		60s Rising Pop
		60s Guitar Pop
		60s Vintage Pop
		60s Chart Swing
		60s Piano Pop
		60s Rock & Roll
		60s Pop Rock
		Bubblegum Pop
		60s Vintage Rock
		60s 8Beat
	50s Rock&Roll	Vintage R&R
		Oldies R&R
		Rock & Roll 1
		Rock & Roll 2
		Skiffle
		Piano R&R
		Rock & Roll Shfl
	Pop&Rock Ballad	Easy 8Beat 1
		Easy 8Beat 2
		6-8 Soul Ballad
		6-8 Ballad Rock
		90s Piano Ballad
		Standard Piano Bld

Category	Sub Category	Style Name
Pop & Rock	Pop&Rock Ballad	Smooth Ballad
		70s Piano Pop Bld
		Mod 6-8 Piano Bld
		Orch Rock Ballad
		Pop Ballad
		Pop Guitar Ballad
		Epic Ballad
		Modern Pop Ballad
		70s Chart Ballad
		80s Movie Ballad
		80s Synth Piano
		80s Smooth Ballad
		90s Cool Ballad
		80s Analog Ballad
		90s Rock Ballad
		80s EP Ballad
		Power Ballad 1
		Power Ballad 2
		8Beat Ballad 1
		8Beat Ballad 2
		MOR 16Beat
		Acoustic Gtr Ballad
		Easy Acoustc Bld
		Organ Ballad
		Pop Piano Ballad
		EP Ballad
		16Beat Pop
		Contemp Rock Bld
		16Beat Ballad
		Modern 16Bt Ballad
		Contemp Pop Bld
		Acoustic Ballad
		6-8 Modern
		Love Song
		Pop Waltz
		Slow Orch Ballad
		Piano Ballad
		8Beat Piano Ballad
	Worship	Worship Slow
		Worship 6-8
		Worship Medium
		Worship Fast
		Worship Power Bld
Soul & R&B	Soul	Funky Shuffle
		Detroit Pop 1
		Detroit Pop 2
		70s Cool Shuffle
		70s Chart Soul
		Motor City
		Frankly Soul
		Live Soul Band
		Kool Funk
		Soul
		Kool Shuffle
		Soul Shuffle
		Lovely Shuffle
		Soul Beat
	Modern R&B	Modern Hip Hop
		R&B Soul Ballad
		Euro Hip Hop
		New R&B Ballad
		Soul R&B
		Classic Hip Hop
		Chart R&B
		New R&B
		Analog Ballad
Dance	Dance	Global DJ's
		Clubdance 1
		Clubdance 2

Category	Sub Category	Style Name
Dance	Dance	Ibiza 2010
		Club House
		Dream Dance
		Electronica
		Retro Pop
		Funky House
		Dancefloor
	Disco	Funk Disco
		70s Disco 1
		70s Disco 2
		80s Disco
		90s Disco
		Disco Philly
		70s Disco Funk
		Disco House
		Saturday Night
		Synth Pop
		Disco Fox Rock
		80s Synth Disco
		Movie Disco
		Disco Chocolate
	Chill Out	Chillout 1
		Chillout 2
		Coudy Bay
		Night Walk
		Chillout Cafe
		Play 4 Sofa
		Ethereal Synth
		Angel Sun
	Trance	Celtic Trance
		6-8 Trance
		Euro Trance
Country & Blues	Modern Country	Easy Country Pop
		70s Country Pop
		Country Blues
		70s Chart Country
		Modern Pickin'
		New Country
		Country Strum
		Modern Bluegrass
		Country Hits
		Country Brothers
		Country 8Beat
		Modern Cntry Pop
		Country Pop
		Country Rock
		Hully Gully
	Trad Country	70s Country Swing
		Country Swing
		Pickin' Swing
		Easy Country
		Country Shuffle
		Bluegrass
		Country Sing-along
		Hoedown
		Standard Swing
		Country 2-4
		Country Two Step
		Folk Pop
	Country Ballad	Slow Country Pop
		Mod Country Bld 1
		Mod Country Bld 2
		Country Rock Bld
		Country Waltz
		Country Pop Ballad
	Blues	The Blues
		Modern Shuffle
		Slow Blues
		Shuffle Blues

Category	Sub Category	Style Name
Country & Blues	Blues	6-8 Rock
		Blueberry Blues
		6-8 Soul
		Blues Rock
		Piano Blues 1
		Piano Blues 2
	Gospel	Gospel Funk
		Gospel Brothers
		Gospel Sisters
		Gospel Swing
		Southern Gospel
Standards & Jazz	Jazz Combo	Cool Jazz Club
		Jazz Guitar Club
		Slow Jazz Ballad
		Instrumental Jazz
		Swing Medium
		Fast Jazz
		Trad Piano Jazz
		Acoustic Jazz
		Trad Piano Ballad
		Cool Piano Jazz
		French Jazz
		Modern Jazz Bld 1
		Modern Jazz Bld 2
		Organ Combo
		Piano Boogie
		Jazz Club
		Bebop
		Boogie Woogie
		Piano Swing 1
		Piano Swing 2
		Jazz Ballad
		2Beat Swing
	Big Band	Big Band Jazz
		Orch Big Band 1
		Orch Big Band 2
		Modern Big Band
		Mod Big Band Shfl
		Big Band Fast 1
		Big Band Fast 2
		Mod Big Band Bld
		Classic Big Band
		Afro Cuban
		Jump Jive
		40s Big Band
		Moonlight Ballad
	Orchestra Swing	Easy Swing
		Orchestra Swing 1
		Orchestra Swing 2
		MOR Swing
		Easy Listening
		Cool Jazz Ballad
		Midnight Swing
		Organ Groove
	Jazz Waltz	Cool Jazz Waltz
		Easy Waltz
		Jazz Waltz Slow
		MOR Waltz
		Jazz Waltz Medium
		Five-Four
		Jazz Waltz
		Jazz Waltz Fast 1
		Jazz Waltz Fast 2
	Dixie&Trad Jazz	Ragtime 1
		Ragtime 2
		Piano Rag 1
		Piano Rag 2
		Dixieland 1
		Dixieland 2

Category	Sub Category	Style Name
Standards & Jazz	Dixie&Trad Jazz	Stride 1
		Stride 2
		Charleston
		Saloon Piano
	Fusion	Jazz Pop
		Fusion Shuffle
Entertainment	Movie&Show	Movie Soundtrack
		Mod Broadway Bld
		Broadway Ballad
		On Broadway
		Movie Swing 1
		Movie Swing 2
		Cartoon Ballad
		Animation Ballad
		Tap Dance Swing
		Sci-fi March
		70s TV Theme
		Blockbuster
		Big Screen Classic
		Secret Service
		Movie Ballad
		Wild West
		Showtune
		Choir Soundtrack
		Animation Fantasy
		Musical
	Easy Listening	Classic Piano Bld
		Easy Ballad
		Romantic Ballad
		Guitar Serenade
		Romantic Waltz
		Piano Orch Ballad
		6-8 Slow Rock
		6-8 Orchestral
		12-8 Ballad
		Tijuana
		French 50s
		Pub Piano
		Pop Classics
	Ballroom	Viennese Waltz
		Quickstep
		English Waltz
		Tango
		Slow Waltz
		Pasodoble
		Slowfox
		Samba
		Foxtrot
		Rumba
		Cha Cha Cha
		Standard Waltz
		Jive
		Standard Rumba
		Swingfox
		Piano Rumba
		Beguine
		Piano Cha Cha
		Twist
		Piano Beguine
		Swing Waltz
		9-8 Waltz
	Organ	Euro Pop Organ
		Organ Bossa
		Organ Samba
		Organ Cha Cha
		Organ Swing
		Organ Quickstep
		Organ Rumba

Category	Sub Category	Style Name
Entertainment	Holiday	Christmas Swing
		Christmas Ballad
		Christmas Shuffle
		Christmas Waltz
	Schlager	Schlager Fever
		Schlager Palace
		Party Arena
		Mallorca Party
		Apres Ski Hit
		Alpen Schlager
		Disco Fox
		Soft Schlager
		German Rock
		Schlager Fox
		Schlager Italia
		Schlager Shuffle
		70s French Hit
		Schlager Waltz
		Alp Ballad 1
		Alp Ballad 2
		Schlager Pop
		Schlager Beat
		Schlager Samba
		Schlager Alp
		Schlager Polka
		Schlager Rumba
		Schlager Rock
		Schlager 6-8
		Scand Bugg
		Scand Shuffle
		Scand Slow Rock
		Party Polka
		8Beat Adria
		Polka Pop
		Scand Country 1
		Scand Country 2
Latin & World	Brazil	Brazilian Bossa
		Cool Bossa
		Bossa Slow
		Bossa Fast
		Slow Bar Bossa
		Samba Fast
		Orchestral Bossa
		Brazilian Samba
		Bossa Nova
		Piano Samba
		Piano Bossa
	Cuba	Rumba Bolero
		Salsa
		Guajira
		Danzon
		Guitar Rumba
		Cuban Son
	Mexico	Mariachi Waltz
		Norteno
		Bolero Lento
	Caribbean	Sheriff Reggae
		Merengue
		Happy Reggae
		Cumbia
		Bomba
		Bachata
		Zouk
		Rumba Island
	European	Flamenco
		Sirtaki
		Pop Flamenco
		Tarantella
		Spanish Paso

Category	Sub Category	Style Name
Latin & World	European	Italian Mazurka
		Rumba Flamenco
	Latin Pop	Latin Party Pop
		Pop Bossa
		Pop Latin
		Pop Latin Ballad
		Latin Disco
		Rock Cha Cha
	Celtic	Jig
		Celtic Dance
		Reel
		Irish Dance
		Irish Hymn 1
		Irish Hymn 2
	World	Turkish Euro
		J-Pop Hit 1
		J-Pop Hit 2
		Oriental Pop
		Hawaiian
	Classic	Choral Symphony
		Ethereal Hymn
		Romantic Ballet
		Ethereal Voices
		Green Fantasia
		Baroque Air
		String Adagio
		Moonlight 6-8
		Nocturne
		Learning 2-4
		Orchestral March
		Orchestral Bolero
		Traditional 1
		Traditional 2
		Traditional 3
		Arpeggio 1
		Arpeggio 2
		Arpeggio 3
	Trad Waltz	Highland Waltz
		Scand Waltz
		French Waltz
		Ober Walzer
		Italian Waltz
		German Waltz
		French Musette
		Bohemian Waltz
		Waltz
		Piano Slow Waltz
	March&Polka	US March
		Ober Polka
		German March
		Italian Polka
		6-8 March
		Zither Polka
		Piano March 1
		Piano March 2
		4 Stroke
		6-8 Piano March

50 Popular

Title	Genre	Composer	Songwriter	Lyrics
Let It Go	Pop	Kristen Anderson-Lopez & Robert Lopez	Kristen Anderson-Lopez & Robert Lopez	O
Someone Like You	Pop	Adele Adkins & Dan Wilson	Adele Adkins & Dan Wilson	O
Moves Like Jagger	Pop	Adam Levine, Benjamin Levin, Ammar Malik & Johan Schuster	Adam Levine, Benjamin Levin, Ammar Malik & Johan Schuster	O
Poker Face	Pop	Stefani Germanotta & RedOne	Stefani Germanotta & RedOne	O
Hallelujah	Pop	Leonard Cohen	Leonard Cohen	O
Clocks	Pop	Guy Berryman, Jon Buckland, Will Champion & Chris Martin	Guy Berryman, Jon Buckland, Will Champion & Chris Martin	O
My Heart Will Go On (Love Theme From 'Titanic')	Pop	James Horner	Will Jennings	O
Wonderwall	Pop	Noel Gallagher	Noel Gallagher	O
Back For Good	Pop	Gary Barlow	Gary Barlow	O
Fields Of Gold	Pop	Sting	Sting	O
It Must Have Been Love	Pop	Per Gessle	Per Gessle	O
I Will Always Love You	Pop	Dolly Parton	Dolly Parton	O
Eternal Flame	Pop	Billy Steinberg, Tom Kelly & Susanna Hoffs	Billy Steinberg, Tom Kelly & Susanna Hoffs	O
Final Countdown	Pop	Joey Tempest	Joey Tempest	O
Billie Jean	Pop	Michael Jackson	Michael Jackson	O
Every Breath You Take	Pop	Sting	Sting	O
Up Where We Belong	Pop	Buffy Sainte-Marie & Jack Nitzsche	Will Jennings	O
Just The Way You Are	Pop	Billy Joel	Billy Joel	O
Wonderful Tonight	Pop	Eric Clapton	Eric Clapton	O
Dancing Queen	Pop	Benny Andersson, Bjorn Ulvaeus & Stig Anderson	Benny Andersson, Bjorn Ulvaeus & Stig Anderson	O
Candle In The Wind	Pop	Elton John & Bernie Taupin	Elton John & Bernie Taupin	O
Hey Jude	Pop	John Lennon & Paul McCartney	John Lennon & Paul McCartney	O
Can't Take My Eyes Off Of You	Pop	Bob Crewe & Bob Gaudio	Bob Crewe & Bob Gaudio	O
The House Of The Rising Sun	Pop	Alan Price	Alan Price	O
You've Lost That Lovin' Feelin'	Pop	Barry Mann, Cynthia Weil & Phil Spector	Barry Mann, Cynthia Weil & Phil Spector	O
Unchained Melody	Pop	Alex North	Hy Zaret	O
La Bamba	Pop	Ritchie Valens	Ritchie Valens	O
Moon River	Standard	Henry Mancini	Johnny Mercer	O
What A Wonderful World	Standard	George David Weiss & Bob Thiele	George David Weiss & Bob Thiele	O
The Girl From Ipanema (Garôta De Ipanema)	Standard	Antonio Carlos Jobim	Norman Gimbel	O
Spanish Eyes	Standard	Bert Kaempfert	Charles Singleton & Eddie Snyder	O
Autumn Leaves	Standard	Joseph Kosma	Johnny Mercer	O
Let There Be Love	Standard	Lionel Rand	Ian Grant	O
All The Things You Are	Standard	Jerome Kern	Oscar Hammerstein II	O
In The Mood	Standard	Joe Garland	—	
Amazing Grace	Folk	Traditional	Traditional	O
Greensleeves	Folk	Traditional	Traditional	O
Scarborough Fair	Folk	Traditional	Traditional	O
Danny Boy	Folk	Traditional	Traditional	O
Whiskey In The Jar	Folk	Traditional	Traditional	O
All I Want For Christmas Is You	Holiday & Events	Mariah Carey & Walter Afanasieff	Mariah Carey & Walter Afanasieff	O
White Christmas	Holiday & Events	Irving Berlin	Irving Berlin	O
Joy To The World	Holiday & Events	Traditional	Traditional	O
Happy Birthday To You	Holiday & Events	Traditional	Traditional	O
Auld Lang Syne	Holiday & Events	Traditional	Traditional	O
Old MacDonald Had A Farm	Children's Music	Traditional	Traditional	O
Mary Had A Little Lamb	Children's Music	Traditional	Traditional	O
Frere Jacques	Children's Music	Traditional	Traditional	O
Aura Lee	Children's Music	Traditional	Traditional	O
Yankee Doodle	Children's Music	Traditional	Traditional	O

50 Classics

Song Name	Composer
Canon D dur	J. Pachelbel
Air On the G Strings	J. S. Bach
Jesus, Joy of Man's Desiring	J. S. Bach
Twinkle, Twinkle, Little Star	Traditional
Piano Sonate op.31-2 "Tempest" 3rd mov.	L. v. Beethoven
Ode to Joy	L. v. Beethoven
Wiegenlied op.98-2	F. P. Schubert
Grande Valse Brillante	F. F. Chopin
Polonaise op.53 "Héroïque"	F. F. Chopin
La Campanella	F. Liszt
Salut d'amour op.12	E. Elgar
From the New World	A. Dvořák
Sicilienne	G. U. Fauré
Clair de lune	C. A. Debussy
Jupiter (The Planets)	G. Holst
Menuett (Eine kleine Nachtmusik K.525)	W. A. Mozart
Menuett G dur	L. v. Beethoven
Marcia alla Turca	L. v. Beethoven
Piano Concerto No.1 op.11 2nd mov.	F. F. Chopin
The Nutcracker Medley	P. I. Tchaikovsky
Prelude (Wohltemperierte Klavier I No.1)	J. S. Bach
Menuett G dur BWV Anh.114	J. S. Bach
Piano Sonate No.15 K.545 1st mov.	W. A. Mozart
Turkish March	W. A. Mozart
Piano Sonate op.13 "Pathétique" 2nd mov.	L. v. Beethoven
Für Elise	L. v. Beethoven
Piano Sonate op.27-2 "Mondschein" 1st mov.	L. v. Beethoven
Impromptu op.90-2	F. P. Schubert
Frühlingslied op.62-6	J. L. F. Mendelssohn
Fantaisie-Impromptu	F. F. Chopin
Etude op.10-3 "Chanson de l'adieu"	F. F. Chopin
Etude op.10-12 "Revolutionary"	F. F. Chopin
Valse op.64-1 "Petit chien"	F. F. Chopin
Nocturne op.9-2	F. F. Chopin
Nocturne KK4a-16/BI 49 [Posth.]	F. F. Chopin
Träumerei	R. Schumann
Barcarolle	P. I. Tchaikovsky
La prière d'une Vierge	T. Badarzewska
Liebesträume No.3	F. Liszt
Blumenlied	G. Lange
Humoresque	A. Dvořák
Arietta	E. H. Grieg
Tango (España)	I. Albéniz
The Entertainer	S. Joplin
Maple Leaf Rag	S. Joplin
La Fille aux Cheveux de Lin	C. A. Debussy
Arabesque No.1	C. A. Debussy
Cakewalk	C. A. Debussy
Je te veux	E. Satie
Gymnopédies No.1	E. Satie

Lesson

Album Title	Song Title
Vorschule im Klavierspiel Op.101	Beyer 1 (3hands)
	Beyer 2 (3hands)
	Beyer 3 (4hands)
	Beyer 4 (4hands)
	Beyer 5 (4hands)
	Beyer 6 (4hands)
	Beyer 7 (4hands)
	Beyer 8 (4hands)
	Beyer 9 (4hands)
	Beyer 10 (4hands)
	Beyer 11 (4hands)
	Beyer 12
	Beyer 13
	Beyer 14
	Beyer 15
	Beyer 16
	Beyer 17
	Beyer 18
	Beyer 19
	Beyer 20
	Beyer 21
	Beyer 22
	Beyer 23
	Beyer 24
	Beyer 25
	Beyer 26
	Beyer 27
	Beyer 28
	Beyer 29
	Beyer 30
	Beyer 31
	Beyer 32 (4hands)
	Beyer 33 (4hands)
	Beyer 34 (4hands)
	Beyer 35
	Beyer 36
	Beyer 37
	Beyer 38
	Beyer 39
	Beyer 40
	Beyer 41 (4hands)
	Beyer 42 (4hands)
	Beyer 43 (4hands)
	Beyer 44 (4hands)
	Beyer 45
	Beyer 46
	Beyer 47
	Beyer 48
	Beyer 49
	Beyer 50
	Beyer 51
	Beyer 52
	Beyer 53
	Beyer 54
	Beyer 55
	Beyer 56
	Beyer 57
	Beyer 58
	Beyer 59
	Beyer 60
	Beyer 61
	Beyer 62
	Beyer 63 (4hands)
	Beyer 64 (4hands)
	Beyer 65
	Beyer 66
	Beyer 67

Album Title	Song Title
Vorschule im Klavierspiel Op.101	Beyer 68
	Beyer 69
	Beyer 70
	Beyer 71
	Beyer 72
	Beyer 73
	Beyer 74
	Beyer 75
	Beyer 76
	Beyer 77
	Beyer 78
	Beyer 79
	Beyer 80
	Beyer 81
	Beyer 82
	Beyer 83
	Beyer 84
	Beyer 85
	Beyer 86 (4hands)
	Beyer 87 (4hands)
	Beyer 88
	Beyer 89
	Beyer 90
	Beyer 91
	Beyer 92
	Beyer 93
	Beyer 94
	Beyer 95
	Beyer 96
	Beyer 97
	Beyer 98
	Beyer 99
	Beyer 100
	Beyer 101
	Beyer 102
	Beyer 103
	Beyer 104
	Beyer 105
	Beyer 106
25 Etudes faciles et progressives Op.100	1 La candeur
	2 Arabesque
	3 Pastorale
	4 Petite réunion
	5 Innocence
	6 Progrès
	7 Courant limpide
	8 La gracieuse
	9 La chasse
	10 Tendre fleur
	11 La bergeronnette
	12 Adieu
	13 Consolation
	14 La styrienne
	15 Ballade
	16 Douce plainte
	17 Babillarde
	18 Inquiétude
	19 Ave Maria
	20 Tarentelle
	21 Harmonie des anges
	22 Barcarolle
	23 Retour
	24 L'hirondelle
	25 La chevaleresque
100 Übungsstücke Op.139	Czerny100 1
	Czerny100 2
	Czerny100 3

Album Title	Song Title
100 Übungsstücke Op.139	Czerny100 4
	Czerny100 5
	Czerny100 6
	Czerny100 7
	Czerny100 8
	Czerny100 9
	Czerny100 10
	Czerny100 11
	Czerny100 12
	Czerny100 13
	Czerny100 14
	Czerny100 15
	Czerny100 16
	Czerny100 17
	Czerny100 18
	Czerny100 19
	Czerny100 20
	Czerny100 21
	Czerny100 22
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	Czerny100 64
	Czerny100 65
	Czerny100 66
	Czerny100 67
	Czerny100 68
	Czerny100 69
	Czerny100 70

Album Title	Song Title
100 Übungsstücke Op.139	Czerny100 71
	Czerny100 72
	Czerny100 73
	Czerny100 74
	Czerny100 75
	Czerny100 76
	Czerny100 77
	Czerny100 78
	Czerny100 79
	Czerny100 80
	Czerny100 81
	Czerny100 82
	Czerny100 83
	Czerny100 84
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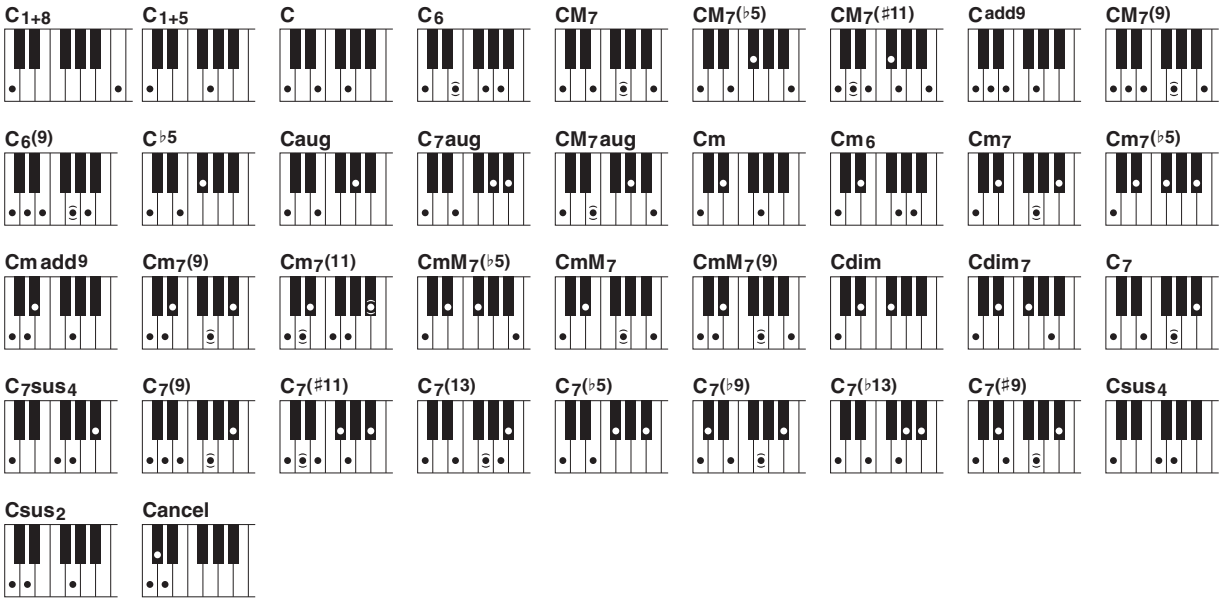
	Czerny100 86
	Czerny100 87
	Czerny100 88
	Czerny100 89
	Czerny100 90
	Czerny100 91
	Czerny100 92
	Czerny100 93
	Czerny100 94
	Czerny100 95
	Czerny100 96
	Czerny100 97
	Czerny100 98
	Czerny100 99
	Czerny100 100
30 Etudes de mécanisme Op.849	Czerny30 1
	Czerny30 2
	Czerny30 3
	Czerny30 4
	Czerny30 5
	Czerny30 6
	Czerny30 7
	Czerny30 8
	Czerny30 9
	Czerny30 10
	Czerny30 11
	Czerny30 12
	Czerny30 13
	Czerny30 14
	Czerny30 15
	Czerny30 16
	Czerny30 17
	Czerny30 18
	Czerny30 19
	Czerny30 20
	Czerny30 21
	Czerny30 22
	Czerny30 23
	Czerny30 24
	Czerny30 25
	Czerny30 26
	Czerny30 27
	Czerny30 28
	Czerny30 29
	Czerny30 30
The Virtuoso Pianist	Hanon 1
	Hanon 2
	Hanon 3
	Hanon 4
	Hanon 5
	Hanon 6
	Hanon 7
	Hanon 8
	Hanon 9

Album Title	Song Title
The Virtuoso Pianist	Hanon 10
	Hanon 11
	Hanon 12
	Hanon 13
	Hanon 14
	Hanon 15
	Hanon 16
	Hanon 17
	Hanon 18
	Hanon 19
	Hanon 20
	Hanon 1 Var.1
	Hanon 1 Var.2
	Hanon 1 Var.3
	Hanon 1 Var.4
	Hanon 1 Var.5
	Hanon 1 Var.6
	Hanon 1 Var.7
	Hanon 1 Var.8
	Hanon 1 Var.9
	Hanon 1 Var.10
	Hanon 1 Var.11
	Hanon 1 Var.12
	Hanon 1 Var.13
	Hanon 1 Var.14
	Hanon 1 Var.15
	Hanon 1 Var.16
	Hanon 1 Var.17
	Hanon 1 Var.18
	Hanon 1 Var.19
	Hanon 1 Var.20
	Hanon 1 Var.21
	Hanon 1 Var.22

Chord Types for Style Playback / Akkordtypen für die Style-Wiedergabe / Types d'accords pour la reproduction de style / Tipos de acordes para reproducción de estilos

This section shows how to specify the indicated chords (in the key of C) when the chord detection area is set to "Lower."



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 [M7 ♭5]	1+3+ ♭5+7	CM7(♭5)
Major seventh add sharp eleventh [M7(♯11)]	1+(2)+3+ ♯4+5+7	CM7(♯11)
Add ninth [(add9)]	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 [(♭5)]	1+3+ ♭5	C ♭5
Augmented [aug]	1+3+ ♯5	Caug
Seventh augmented [7aug]	1+3+ ♯5+ ♭7	C7aug
Major seventh augmented [M7aug]	1+(3)+ ♯5+7	CM7aug
Minor [m]	1+ ♭3+5	Cm
Minor sixth [m6]	1+ ♭3+5+6	Cm6
Minor seventh [m7]	1+ ♭3+(5)+ ♭7	Cm7
Minor seventh flatted fifth [m7 ♭5]	1+ ♭3+ ♭5+ ♭7	Cm7(♭5)
Minor add ninth [m(add9)]	1+2+ ♭3+5	Cm add9
Minor seventh ninth [m7(9)]	1+2+ ♭3+(5)+ ♭7	Cm7(9)
Minor seventh eleventh [m7(11)]	1+(2)+ ♭3+4+5+(♭7)	Cm7(11)
Minor major seventh flatted fifth [mM7 ♭5]	1+ ♭3+ ♭5+7	CmM7(♭5)
Minor major seventh [mM7]	1+ ♭3+(5)+7	CmM7
Minor major seventh ninth [mM7(9)]	1+2+ ♭3+(5)+7	CmM7(9)
Diminished [dim]	1+ ♭3+ ♭5	Cdim
Diminished seventh [dim7]	1+ ♭3+ ♭5+6	Cdim7
Seventh [7]	1+3+(5)+ ♭7	C7
Seventh suspended fourth [7sus4]	1+4+5+ ♭7	C7sus4
Seventh ninth [7(9)]	1+2+3+(5)+ ♭7	C7(9)
Seventh add sharp eleventh [7(♯11)]	1+(2)+3+ ♯4+5+ ♭7	C7(♯11)
Seventh add thirteenth [7(13)]	1+3+(5)+6+ ♭7	C7(13)
Seventh flatted fifth [7 ♭5]	1+3+ ♭5+ ♭7	C7(♭5)
Seventh flatted ninth [7(♭9)]	1+ ♭2+3+(5)+ ♭7	C7(♭9)
Seventh add flatted thirteenth [7(♭13)]	1+3+5+ ♭6+ ♭7	C7(♭13)
Seventh sharp ninth [7(♯9)]	1+ ♯2+3+(5)+ ♭7	C7(♯9)
Suspended fourth [sus4]	1+4+5	Csus4
One plus two plus five [sus2]	1+2+5	Csus2
cancel	1+ ♭2+2	Cancel

* Notes in parentheses can be omitted.

Reverb Block

Category	Type Name	Description	MSB	LSB	Parameter List (pages 45 – 57)
Reverb	Real Large Hall	Real reverb simulating the acoustics of a large sized hall.	1	32	REAL REVERB
	Real Medium Hall	Real reverb simulating the acoustics of a medium sized hall.	1	33	REAL REVERB
	Real Bright Hall	Real reverb simulating the acoustics of a bright sounding hall.	1	34	REAL REVERB
	Basic Hall	Reverb simulating the acoustics of a hall. Standard setting.	1	21	REVERB1
	Light Hall	Reverb simulating the acoustics of a hall. Light setting.	1	22	REVERB1
	Ballad Hall	Reverb simulating the acoustics of a hall. For ballad type music.	1	19	REVERB2
	Piano Hall	Reverb simulating the acoustics of a hall. For piano sound.	1	20	REVERB2
	Hall 1	Reverb simulating the acoustics of a hall.	1	0	REVERB1
	Hall 2		1	16	REVERB1
	Hall 3		1	17	REVERB1
	Hall 4		1	18	REVERB1
	Hall 5		1	1	REVERB1
	Vocal Hall 1	Reverb suitable for vocals.	1	27	REVERB1
	Vocal Hall 2		1	28	REVERB1
	Recital Hall	Reverb simulating the acoustics of a medium sized recital hall. For piano sound.	1	24	REAL PIANO REVERB
	Concert Hall	Reverb simulating the acoustics of a large sized hall. For piano sound.	1	4	REAL PIANO REVERB
	Cathedral	Reverb simulating the acoustics of a cathedral. For piano sound.	1	5	REAL PIANO REVERB
	Real Room	Real reverb simulating the acoustics of a room.	2	32	REAL REVERB
	Real Power Room	Real reverb simulating the acoustics of a room with powerful room reflections.	2	33	REAL REVERB
	Acoustic Room	Reverb simulating the acoustics of a room. Standard setting.	2	20	REVERB1
	Drums Room	Reverb simulating the acoustics of a room. For drum sounds.	2	21	REVERB1
	Chamber	Reverb simulating the acoustics of a chamber. For piano sound.	2	24	REAL PIANO REVERB
	Stage	Reverb suitable for a solo instrument.	3	16	REVERB1
	Club	Reverb simulating the acoustics of a club. For piano sound.	3	24	REAL PIANO REVERB
	Real Large Plate	Real reverb simulating a large plate reverb unit.	4	32	REAL REVERB
	Real Medium Plate	Real reverb simulating a medium sized plate reverb unit.	4	33	REAL REVERB
	Real Rattle Plate	Real reverb simulating a plate reverb unit with spring rattle.	4	34	REAL REVERB
	Plate	Reverb simulating a plate reverb unit.	4	16	REVERB1
	Piano Plate	Reverb simulating a plate reverb unit. For piano sound.	4	24	REAL PIANO REVERB
Legacy	Hall M	Reverb simulating the acoustics of a hall.	1	6	REVERB1
	Hall L		1	7	REVERB1
	Atmosphere Hall	A unique long reverb with atmosphere.	1	23	REVERB1
	Large Hall	Reverb simulating the acoustics of a hall.	1	2	REVERB2
	Medium Hall		1	3	REVERB2
	Percussion Room	Reverb simulating the acoustics of a room. For percussion sounds.	2	22	REVERB1
	Room 1	Reverb simulating the acoustics of a room.	2	16	REVERB1
	Room 2		2	17	REVERB1
	Room 3		2	18	REVERB1
	Room 4		2	19	REVERB1
	Room 5		2	0	REVERB1
	Room 6		2	1	REVERB1
	Room 7		2	2	REVERB1
	Room S		2	5	REVERB1
	Room M		2	6	REVERB1
	Room L		2	7	REVERB1
	Warm Room	Reverb simulating the acoustics of a warm room.	2	3	REVERB2
	White Room	A unique short reverb with a bit of initial delay.	16	0	REVERB2
	Woody Room	Reverb simulating the acoustics of a wood-built room.	2	4	REVERB2
	Stage 2	Reverb suitable for a solo instrument.	3	17	REVERB1
	Stage 3		3	0	REVERB1
	Stage 4		3	1	REVERB1
	Plate 2	Reverb simulating a plate reverb unit.	4	17	REVERB1
	Plate 3		4	0	REVERB1
	GM Plate		4	7	REVERB1
	Rich Plate	Reverb simulating a rich plate reverb unit.	4	1	REVERB2
	Tunnel	Simulates a cylindrical space expanding to left and right.	17	0	REVERB3
	Canyon	A hypothetical acoustic space which extends without limit.	18	0	REVERB3
	Basement	A bit of initial delay followed by reverb with a unique resonance.	19	0	REVERB3
---	No Effect	No effect.	0	0	NO EFFECT

Chorus Block

Category	Type Name	Description	MSB	LSB	Parameter List (pages 45 – 57)
Reverb	Hall 1	Reverb simulating the acoustics of a hall.	1	0	REVERB1
	Hall 2		1	16	REVERB1
	Hall 3		1	17	REVERB1
	Hall 4		1	18	REVERB1
	Hall 5		1	1	REVERB1
	Acoustic Room	Reverb simulating the acoustics of a room. Standard setting.	2	20	REVERB1
	Drums Room	Reverb simulating the acoustics of a room. For drum sounds.	2	21	REVERB1
	Stage	Reverb suitable for a solo instrument.	3	16	REVERB1
	Plate	Reverb simulating a plate reverb unit.	4	16	REVERB1
Delay	Tempo Delay 1	Tempo-synchronized delay.	21	0	TEMPO DELAY
	Tempo Delay 2		21	16	TEMPO DELAY
	Tempo Echo	Tempo-synchronized echo.	21	8	TEMPO DELAY
	Tempo Cross 1	Tempo-synchronized cross delay.	22	0	TEMPO CROSS DELAY
	Tempo Cross 2		22	16	TEMPO CROSS DELAY
	Tempo Cross 3		22	17	TEMPO CROSS DELAY
	Tempo Cross 4		22	18	TEMPO CROSS DELAY
Modulation	Chorus 1	Conventional chorus program with rich, warm chorusing.	66	17	CHORUS
	Chorus 2		66	8	CHORUS
	Symphonic	Adds more stages to the modulation of Celeste.	68	16	SYMPHONIC
	Flanger	Creates a sound similar to that of a jet airplane.	67	8	FLANGER
	Tempo Flanger	Tempo-synchronized flanger.	107	0	V FLANGER
	Phaser	Cyclically modulates the phase to add modulation to the sound.	72	0	PHASER1
	Tempo Phaser	Tempo-synchronized phaser.	108	0	TEMPO PHASER
	E-Piano Phaser	Cyclically modulates the phase to add modulation to the sound. For electric piano.	72	17	PHASER1
	Dual Rotary Speaker Bright	Simulates a rotary speaker.	99	16	ROTARY SPEAKER1
	Dual Rotary Speaker Warm		99	17	ROTARY SPEAKER1
	Rotary Speaker		69	16	ROTARY SPEAKER2
	Tremolo	Rich Tremolo effect with both volume and pitch modulation.	70	16	TREMOLO
	E-Piano Tremolo		70	18	TREMOLO
	Tempo Tremolo	Tempo-synchronized rich Tremolo effect with both volume and pitch modulation.	120	0	TEMPO TREMOLO
	Auto Pan	Several panning effects that automatically shift the sound position (left, right, front, back).	71	16	AUTO PAN
	Tempo Auto Pan	Tempo-synchronized auto pan.	121	0	TEMPO AUTO PAN1
Legacy	Hall M	Reverb simulating the acoustics of a hall.	1	6	REVERB1
	Hall L		1	7	REVERB1
	Atmosphere Hall	A unique long reverb with atmosphere.	1	23	REVERB1
	Percussion Room	Reverb simulating the acoustics of a room. For percussion sounds.	2	22	REVERB1
	Room 1	Reverb simulating the acoustics of a room.	2	16	REVERB1
	Room 2		2	17	REVERB1
	Room 3		2	18	REVERB1
	Room 4		2	19	REVERB1
	Room 5		2	0	REVERB1
	Room 6		2	1	REVERB1
	Room 7		2	2	REVERB1
	Room S		2	5	REVERB1
	Room M		2	6	REVERB1
	Room L		2	7	REVERB1
	Stage 2	Reverb suitable for a solo instrument.	3	17	REVERB1
	Stage 3		3	0	REVERB1
	Stage 4		3	1	REVERB1
	Plate 2	Reverb simulating a plate reverb unit.	4	17	REVERB1
	Plate 3		4	0	REVERB1
	GM Plate		4	7	REVERB1
	Karaoke 1	Echo for karaoke.	20	0	KARAOKE
	Karaoke 2		20	1	KARAOKE
	Karaoke 3		20	2	KARAOKE
	Early Reflection 1	This effect isolates only the early reflection components of the reverb.	9	0	EARLY REFLECTION
	Early Reflection 2		9	1	EARLY REFLECTION
	Chorus 3	Conventional chorus program with rich, warm chorusing.	66	16	CHORUS
	Chorus 4		66	1	CHORUS
	Chorus 5		65	2	CHORUS
	Chorus 6		65	0	CHORUS
	Chorus 7		65	1	CHORUS
	Chorus 8		65	8	CHORUS
	Chorus Fast		65	16	CHORUS
	Chorus Lite		65	17	CHORUS

Category	Type Name	Description	MSB	LSB	Parameter List (pages 45 – 57)
Legacy	GM Chorus 1	Conventional chorus program with rich, warm chorusing.	65	3	CHORUS
	GM Chorus 2		65	4	CHORUS
	GM Chorus 3		65	5	CHORUS
	GM Chorus 4		65	6	CHORUS
	Feedback Chorus		65	7	CHORUS
	Celeste 1	A 3-phase LFO adds modulation and spaciousness to the sound.	66	0	CHORUS
	Celeste 2		66	2	CHORUS
	Symphonic 2	Adds more stages to the modulation of Celeste.	68	0	SYMPHONIC
	Ensemble Detune 1	Chorus effect without modulation, created by adding a slightly pitch-shifted sound.	87	0	ENSEMBLE DETUNE
	Ensemble Detune 2		87	16	ENSEMBLE DETUNE
	Flanger 2	Creates a sound similar to that of a jet airplane.	67	16	FLANGER
	Flanger 3		67	17	FLANGER
	Flanger 4		67	1	FLANGER
	Flanger 5		67	0	FLANGER
	GM Flanger		67	7	FLANGER
	Phaser 2	Cyclically modulates the phase to add modulation to the sound.	72	8	PHASER2
	Phaser 3		72	19	PHASER2
	Tempo Phaser 2	Tempo-synchronized phaser.	108	16	TEMPO PHASER
	E-Piano Phaser 2	Cyclically modulates the phase to add modulation to the sound. For electric piano.	72	18	PHASER1
	E-Piano Phaser 3		72	16	PHASER1
	Dual Rotary Speaker 1	Simulates a rotary speaker.	99	0	ROTARY SPEAKER1
	Dual Rotary Speaker 2		99	1	ROTARY SPEAKER1
	Rotary Speaker 2		71	17	AUTO PAN1
	Rotary Speaker 3		71	18	AUTO PAN1
	Rotary Speaker 4		70	17	TREMOLO
	Rotary Speaker 5		66	18	CHORUS
	Rotary Speaker 6		69	0	ROTARY SPEAKER2
	Rotary Speaker 7		71	22	AUTO PAN1
	2way Rotary Speaker		86	0	2WAY ROTARY SPEAKER
	Tremolo 2	Rich Tremolo effect with both volume and pitch modulation.	71	19	AUTO PAN1
	Tremolo 3		70	0	TREMOLO
	Guitar Tremolo 1		71	20	AUTO PAN1
	Guitar Tremolo 2		70	19	TREMOLO
	Vibraphone Rotor	Vibraphone effect.	119	0	VIBE VIBRATE
	Auto Pan 2	Several panning effects that automatically shift the sound position (left, right, front, back).	71	0	AUTO PAN1
	Auto Pan 3		71	1	AUTO PAN2
	E-Piano Auto Pan		71	21	AUTO PAN1
	Tempo Auto Pan 2	Tempo-synchronized auto pan.	121	1	TEMPO AUTO PAN2
	Pitch Change 1	Changes the pitch of the input signal.	80	16	PITCH CHANGE1
	Pitch Change 2		80	0	PITCH CHANGE1
	Pitch Change 3		80	1	PITCH CHANGE2
---	No Effect	No effect.	0	0	NO EFFECT

Effect Block

Category	Type Name	Description	MSB	LSB	Parameter List (pages 45 – 57)
Reverb	Hall 1	Reverb simulating the acoustics of a hall.	1	0	REVERB1
	Hall 2		1	16	REVERB1
	Hall 3		1	17	REVERB1
	Hall 4		1	18	REVERB1
	Hall 5		1	1	REVERB1
	Acoustic Room	Reverb simulating the acoustics of a room. Standard setting.	2	20	REVERB1
	Drums Room	Reverb simulating the acoustics of a room. For drum sounds.	2	21	REVERB1
	Stage	Reverb suitable for a solo instrument.	3	16	REVERB1
	Plate	Reverb simulating a plate reverb unit.	4	16	REVERB1
Delay	Delay LCR 1	Produces three delayed sounds: L, R and C (center).	5	16	DELAY LCR
	Delay LCR 2		5	0	DELAY LCR
	Delay LR	Produces two delayed sounds: L and R. Two feedback delays are provided.	6	0	DELAY LR
	Echo	Two delayed sounds (L and R), and independent feedback delays for L and R.	7	0	ECHO
	Cross Delay 1	The feedback of the two delayed sounds is crossed.	8	0	CROSS DELAY
	Cross Delay 2		8	16	CROSS DELAY
	Tempo Delay 1	Tempo-synchronized delay.	21	0	TEMPO DELAY
	Tempo Delay 2		21	16	TEMPO DELAY
	Tempo Echo	Tempo-synchronized echo.	21	8	TEMPO DELAY
	Tempo Cross 1	Tempo-synchronized cross delay.	22	0	TEMPO CROSS DELAY
	Tempo Cross 2		22	16	TEMPO CROSS DELAY
	Tempo Cross 3		22	17	TEMPO CROSS DELAY
	Tempo Cross 4		22	18	TEMPO CROSS DELAY
Distortion	US Combo Twin	American combo amp simulator. Setting for typical sound.	99	32	US COMBO
	US Combo Rich Clean	American combo amp simulator. Setting for rich clean sound.	99	33	US COMBO
	US Combo Thin Clean	American combo amp simulator. Setting for thin clean sound.	99	34	US COMBO
	US Combo Crunch	American combo amp simulator. Setting for crunch sound.	99	35	US COMBO
	Jazz Combo Basic	Jazz combo amp simulator. Setting for basic sound.	100	32	JAZZ COMBO
	Jazz Combo Warm Chorus	Jazz combo amp simulator. Setting for warm chorus sound.	100	33	JAZZ COMBO
	US High Gain Dirty	American high gain amp simulator. Setting for dirty sound.	101	32	US HIGH GAIN
	US High Gain Riff	American high gain amp simulator. Setting for guitar riffs.	101	33	US HIGH GAIN
	US High Gain Burn	American high gain amp simulator. Setting for burn sound.	101	34	US HIGH GAIN
	US High Gain Solo	American high gain amp simulator. Setting for guitar solos.	101	35	US HIGH GAIN
	British Lead Dirty	British stack amp simulator. Setting for dirty sound.	102	32	BRITISH LEAD
	British Lead Drive	British stack amp simulator. Setting for overdrive sound.	102	33	BRITISH LEAD
	British Lead Gainer	British stack amp simulator. Setting for gainer sound.	102	34	BRITISH LEAD
	British Lead Hard	British stack amp simulator. Setting for hard sound.	102	35	BRITISH LEAD
	Multi FX Distortion Solo	Multi effector for guitar. Setting for guitar solo.	95	32	MULTI FX
	Multi FX Distortion Basic	Multi effector for guitar. Setting for basic distortion.	95	33	MULTI FX
	Multi FX Overdrive Chorus	Multi effector for guitar. Setting for overdrive & chorus.	95	34	MULTI FX
	Multi FX Crunch Wah	Multi effector for guitar. Setting for crunch & wah.	95	35	MULTI FX
	Multi FX Oldies Delay	Multi effector for guitar. Setting for vintage delay.	95	36	MULTI FX
	Multi FX Vintage Echo	Multi effector for guitar. Setting for vintage echo.	95	37	MULTI FX
	Small Stereo Distortion	Stereo distortion for guitar. Setting for distortion sound.	96	32	SMALL STEREO DIST
	Small Stereo Overdrive	Stereo distortion for guitar. Setting for overdrive sound.	96	33	SMALL STEREO DIST
	Small Stereo Vintage Amp	Stereo distortion for guitar. Setting for vintage sound.	96	34	SMALL STEREO DIST
	Small Stereo Heavy Dist	Stereo distortion for guitar. Setting for heavy sound.	96	35	SMALL STEREO DIST
	British Combo Classic	British combo amp simulator. Setting for classic sound.	97	32	BRITISH COMBO
	British Combo Top Boost	British combo amp simulator. Setting for “TOP BOOST” sound.	97	33	BRITISH COMBO
	British Combo Custom	British combo amp simulator. Setting for custom sound.	97	34	BRITISH COMBO
	British Combo Heavy	British combo amp simulator. Setting for heavy sound.	97	35	BRITISH COMBO
	British Legend Blues	British stack amp simulator. Setting for blues sound.	98	32	BRITISH LEGEND
	British Legend Heavy1	British stack amp simulator. Setting for heavy sound 1.	98	33	BRITISH LEGEND
	British Legend Heavy2	British stack amp simulator. Setting for heavy sound 2.	98	34	BRITISH LEGEND
	British Legend Clean	British stack amp simulator. Setting for clean sound.	98	35	BRITISH LEGEND
	British Legend Dirty Clean	British stack amp simulator. Setting for crunch sound.	98	36	BRITISH LEGEND
	V Distortion Crunch	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	18	V DISTORTION
	V Distortion Blues		98	21	V DISTORTION
	Stereo Amp Sim Solid	Stereo amp simulator.	75	29	STEREO AMP SIMULATOR
	Stereo Amp Sim Crunch		75	30	STEREO AMP SIMULATOR
	Stereo Amp Sim Blues		75	28	STEREO AMP SIMULATOR
	V Distortion Hard + Delay	V Distortion Hard and Delay are connected in series.	98	1	V DISTORTION DELAY
EQ & Comp	Vintage Compressor	This simulates an analog compressor, giving a vintage flavor to the sound.	124	4	VINTAGE COMPRESSOR
	Compressor Medium	Compressor with medium setting.	83	16	COMPRESSOR
	Compressor Heavy	Compressor with heavy setting.	83	17	COMPRESSOR
	Compressor Melody	Compressor for the Melody part.	105	16	MULTI BAND COMP
	Compressor Bass	Compressor for the Bass part.	105	17	MULTI BAND COMP

Category	Type Name	Description	MSB	LSB	Parameter List (pages 45 – 57)
EQ & Comp	EQ Telephone	Equalizer effect that cuts both high and low frequencies, to simulate the sound heard through a telephone receiver.	76	17	3BAND EQ
	3Band EQ	A mono EQ with adjustable LOW, MID, and HIGH equalization.	76	0	3BAND EQ
	Loop FX 1	Degrades the audio quality of the input signal.	94	16	LO FI
	Loop FX 2		94	17	LO FI
	Lo-Fi Drum 1	Degrades the audio quality of the input signal. Ideal for drum sounds.	94	18	LO FI
	Lo-Fi Drum 2		94	19	LO FI
	Lo-Fi Drum 3		76	19	3BAND EQ
	Lo-Fi Drum 4		76	20	3BAND EQ
Modulation	Chorus 1	Conventional chorus program with rich, warm chorusing.	66	17	CHORUS
	Chorus 2		66	8	CHORUS
	Symphonic	Adds more stages to the modulation of Celeste.	68	16	SYMPHONIC
	Vintage Flanger	This simulates an analog flanger, giving a strong vintage flavor to the sound.	124	1	VINTAGE FLANGER
	Flanger	Creates a sound similar to that of a jet airplane.	67	8	FLANGER
	V Flanger	A simulation of an analog flanger effect. The LFO has a random setting.	104	0	V FLANGER
	Tempo Flanger	Tempo-synchronized flanger.	107	0	TEMPO FLANGER
	Vintage Phaser	This simulates an analog phaser, giving a strong vintage flavor to the sound. It is effective in mono.	124	2	VINTAGE PHASER
	Vintage Phaser Stereo	This simulates an analog phaser, giving a strong vintage flavor to the sound. It is effective in stereo.	124	3	VINTAGE PHASER STEREO
	Phaser	Cyclically modulates the phase to add modulation to the sound.	72	0	PHASER1
	Tempo Phaser	Tempo-synchronized phaser.	108	0	TEMPO PHASER
	E-Piano Phaser	Cyclically modulates the phase to add modulation to the sound. For electric piano.	72	17	PHASER1
	Vintage Auto Wah	This simulates an analog wah pedal effect, giving a strong vintage flavor to the sound. It cyclically changes the central frequency of the wah filter.	124	5	VINTAGE AUTO WAH
	Auto Wah	Cyclically modulates the center frequency of a wah filter.	78	16	AUTO WAH
	Auto Wah + Distortion	Distortion can be applied to the output of Auto Wah.	78	17	AUTO WAH DISTORTION
	Tempo Auto Wah	Tempo-synchronized Auto Wah.	79	0	TEMPO AUTO WAH1
	Vintage Touch Wah	This simulates an analog wah pedal effect, giving a strong vintage flavor to the sound. It changes the central frequency of the wah filter according to the input level.	125	2	VINTAGE TOUCH WAH
	Touch Wah	Changes the center frequency of a wah filter according to the input level.	82	0	TOUCH WAH1
	Touch Wah + Distortion	Distortion can be applied to the output of Touch Wah.	82	16	TOUCH WAH1
	Vintage Pedal Wah Basic	Vintage Wah which can be controlled by “Pedal Control” parameter. (See Effect Parameter List.)	125	1	VINTAGE PEDAL WAH
	Vintage Pedal Wah Disco		125	16	VINTAGE PEDAL WAH
	Pedal Wah	Changes the center frequency of a wah filter according to “Pedal Control” parameter. (See Effect Parameter List.)	122	0	PEDAL WAH1
	Pedal Wah + Distortion	Distortion can be applied to the output of Pedal Wah.	122	1	PEDAL WAH2
	Dual Rotary Speaker Bright	Simulates a rotary speaker.	99	16	ROTARY SPEAKER1
	Dual Rotary Speaker Warm		99	17	ROTARY SPEAKER1
	Rotary Speaker		69	16	ROTARY SPEAKER2
	Tremolo	Rich Tremolo effect with both volume and pitch modulation.	70	16	TREMOLO
	E-Piano Tremolo		70	18	TREMOLO
	Tempo Tremolo	Tempo-synchronized rich Tremolo effect with both volume and pitch modulation.	120	0	TEMPO TREMOLO
	Auto Pan	Several panning effects that automatically shift the sound position (left, right, front, back).	71	16	AUTO PAN1
	Tempo Auto Pan	Tempo-synchronized auto pan.	121	0	TEMPO AUTO PAN1
Legacy	Hall M	Reverb simulating the acoustics of a hall.	1	6	REVERB1
	Hall L		1	7	REVERB1
	Atmosphere Hall	A unique long reverb with atmosphere.	1	23	REVERB1
	Percussion Room	Reverb simulating the acoustics of a room. For percussion sounds.	2	22	REVERB1
	Room 1	Reverb simulating the acoustics of a room.	2	16	REVERB1
	Room 2		2	17	REVERB1
	Room 3		2	18	REVERB1
	Room 4		2	19	REVERB1
	Room 5		2	0	REVERB1
	Room 6		2	1	REVERB1
	Room 7		2	2	REVERB1
	Room S		2	5	REVERB1
	Room M		2	6	REVERB1
	Room L		2	7	REVERB1
	White Room	A unique short reverb with a bit of initial delay.	16	0	REVERB3
	Stage 2	Reverb suitable for a solo instrument.	3	17	REVERB1
	Stage 3		3	0	REVERB1
	Stage 4		3	1	REVERB1
	Plate 2	Reverb simulating a plate reverb unit.	4	17	REVERB1
	Plate 3		4	0	REVERB1
	GM Plate		4	7	REVERB1
	Tunnel	Simulates a cylindrical space expanding to left and right.	17	0	REVERB3
	Canyon	A hypothetical acoustic space which extends without limit.	18	0	REVERB3
	Basement	A bit of initial delay followed by reverb with a unique resonance.	19	0	REVERB3

Category	Type Name	Description	MSB	LSB	Parameter List (pages 45 – 57)
Legacy	Karaoke 1	Echo for karaoke.	20	0	KARAOKE
	Karaoke 2		20	1	KARAOKE
	Karaoke 3		20	2	KARAOKE
	Early Reflection 1	This effect isolates only the early reflection components of the reverb.	9	0	EARLY REFLECTION
	Early Reflection 2		9	1	EARLY REFLECTION
	Gate Reverb 1	Simulation of gated reverb.	10	0	GATE REVERB
	Gate Reverb 2		10	16	GATE REVERB
	Reverse Gate	Simulation of gated reverb played back in reverse.	11	0	GATE REVERB
	V Distortion Warm	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	22	V DISTORTION
	V Distortion Classic Hard		98	23	V DISTORTION
	V Distortion Classic Soft		98	20	V DISTORTION
	V Distortion Metal		98	24	V DISTORTION
	V Distortion Edgy		98	19	V DISTORTION
	V Distortion Solid		98	25	V DISTORTION
	V Distortion Clean 1		98	17	V DISTORTION
	V Distortion Clean 2		98	26	V DISTORTION
	V Distortion Twin		98	16	V DISTORTION
	V Distortion Rockabilly		103	18	V DIST TEMPO DELAY
	V Distortion Jazz Clean		98	27	V DISTORTION
	V Distortion Fusion		103	19	V DIST TEMPO DELAY
	V Distortion Hard		98	0	V DISTORTION
	V Distortion Soft		98	2	V DISTORTION
	Stereo Amp Sim Clean	Stereo amp simulator.	75	27	STEREO AMP SIMULATOR
	Stereo Amp Sim BluesHarp		75	31	STEREO AMP SIMULATOR
	Distortion Hard 1	Hard-edge distortion.	75	16	AMP SIMULATOR1
	Distortion Hard 2		75	22	AMP SIMULATOR1
	Distortion Soft 1	Soft, warm distortion.	75	17	AMP SIMULATOR1
	Distortion Soft 2		75	23	AMP SIMULATOR1
	Distortion Heavy	Heavy distortion.	73	0	DISTORTION
	Overdrive	Adds mild distortion to the sound.	74	0	DISTORTION
	Stereo Distortion	Stereo distortion.	73	8	STEREO DISTORTION
	Stereo Overdrive	Stereo overdrive.	74	8	STEREO DISTORTION
	Stereo Distortion Hard	Hard-edge stereo distortion.	75	18	STEREO AMP SIMULATOR
	Stereo Distortion Soft	Soft, warm soft distortion.	75	19	STEREO AMP SIMULATOR
	Amp Simulator 1	A simulation of a guitar amp.	75	0	AMP SIMULATOR1
	Amp Simulator 2		75	1	AMP SIMULATOR2
	Stereo Amp Simulator 1	Stereo amp simulator.	75	20	STEREO AMP SIMULATOR
	Stereo Amp Simulator 2		75	21	STEREO AMP SIMULATOR
	Stereo Amp Simulator 3		75	8	STEREO AMP SIMULATOR
	Stereo Amp Simulator 4		75	24	STEREO AMP SIMULATOR
	Stereo Amp Simulator 5		75	25	STEREO AMP SIMULATOR
	Stereo Amp Simulator 6		75	26	STEREO AMP SIMULATOR
	Distortion + Delay 1	Distortion and Delay are connected in series.	95	16	DISTORTION DELAY
	Distortion + Delay 2		95	0	DISTORTION DELAY
	Overdrive + Delay 1	Overdrive and Delay are connected in series.	95	17	DISTORTION DELAY
	Overdrive + Delay 2		95	1	DISTORTION DELAY
	Comp + Dist + Delay 1	Compressor, Distortion and Delay are connected in series.	96	16	COMP DIST DELAY
	Comp + Dist + Delay 2		96	0	COMP DIST DELAY
	Comp + OD + Delay 1	Compressor, Overdrive and Delay are connected in series.	96	17	COMP DIST DELAY
	Comp + OD + Delay 2		96	1	COMP DIST DELAY
	V Distortion Soft + Delay	V Distortion Soft and Delay are connected in series.	98	3	V DIST TEMPO DELAY
	V Dist Hard + Tmp Delay 1	V Distortion Hard and Tempo Delay are connected in series.	103	0	V DIST TEMPO DELAY
	V Dist Hard + Tmp Delay 2		103	17	V DIST TEMPO DELAY
	V Dist Soft + Tmp Delay 1	V Distortion Soft and Tempo Delay are connected in series.	103	1	V DIST TEMPO DELAY
	V Dist Soft + Tmp Delay 2		103	16	V DIST TEMPO DELAY
	Distortion + Tempo Delay	Distortion and Tempo Delay are connected in series.	100	0	DIST TEMPO DELAY
	Overdrive + Tempo Delay	Overdrive and Tempo Delay are connected in series.	100	1	DIST TEMPO DELAY
	Comp + 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 DISTORTION
	Comp + Distortion 2		73	1	COMP DISTORTION
	Comp + Dist + Tmp Delay	Compressor, Distortion and Tempo Delay are connected in series.	101	0	COMP DIST TEMPO DELAY
	Comp + OD + Tmp Delay 1	Compressor, Overdrive and Tempo Delay are connected in series.	101	1	COMP DIST TEMPO DELAY
	Comp + OD + Tmp Delay 2		101	16	COMP DIST TEMPO DELAY
	Comp + OD + Tmp Delay 3		101	17	COMP DIST TEMPO DELAY
	Comp + OD + Tmp Delay 4		101	18	COMP DIST TEMPO DELAY
	Comp + OD + Tmp Delay 5		101	19	COMP DIST TEMPO DELAY
	Comp + OD + Tmp Delay 6		101	20	COMP DIST TEMPO DELAY
	Multiband Compressor	Multi-band compressor that allows you to adjust the compression effect for individual frequency bands.	105	0	MULTI BAND COMP

Category	Type Name	Description	MSB	LSB	Parameter List (pages 45 – 57)
Legacy	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	COMPRESSOR
	Noise Gate	Gates the input when the input signal falls below a specified level.	84	0	NOISE GATE
	EQ Disco	Equalizer effect that boosts both high and low frequencies, as is typical in most disco music.	76	16	3BAND EQ
	2Band EQ	A stereo EQ with adjustable LOW and HIGH. Ideal for drum Parts.	77	0	2BAND EQ
	Stereo 3Band EQ	A stereo EQ with adjustable LOW, MID, and HIGH equalization.	76	18	3BAND EQ
	Harmonic Enhancer 1	Adds new harmonics to the input signal to make the sound stand out.	81	16	HARMONIC ENHANCER
	Harmonic Enhancer 2		81	0	HARMONIC ENHANCER
	Isolator	Controls the level of a specified frequency band of the input signal.	115	0	ISOLATOR
	Chorus 3	Conventional chorus program with rich, warm chorusing.	66	16	CHORUS
	Chorus 4		66	1	CHORUS
	Chorus 5		65	2	CHORUS
	Chorus 6		65	0	CHORUS
	Chorus 7		65	1	CHORUS
	Chorus 8		65	8	CHORUS
	Chorus Fast		65	16	CHORUS
	Chorus Lite		65	17	CHORUS
	GM Chorus 1		65	3	CHORUS
	GM Chorus 2		65	4	CHORUS
	GM Chorus 3		65	5	CHORUS
	GM Chorus 4		65	6	CHORUS
	Feedback Chorus		65	7	CHORUS
	Celeste 1	A 3-phase LFO adds modulation and spaciousness to the sound.	66	0	CHORUS
	Celeste 2		66	2	CHORUS
	Symphonic 2	Adds more stages to the modulation of Celeste.	68	0	SYMPHONIC
	Ensemble Detune 1	Chorus effect without modulation, created by adding a slightly pitch-shifted sound.	87	0	ENSEMBLE DETUNE
	Ensemble Detune 2		87	16	ENSEMBLE DETUNE
	Ambience Chorus	Chorus which added early reflection sound.	65	9	AMBIENCE CHORUS
	Ambience Celeste	Celeste which added early reflection sound.	66	9	AMBIENCE CHORUS
	Ambience Symphonic	Symphonic which added early reflection sound.	68	9	AMBIENCE SYMPHONIC
	Vintage Flanger 2	This simulates an analog flanger, giving a strong vintage flavor to the sound.	124	16	VINTAGE FLANGER
	Flanger 2	Creates a sound similar to that of a jet airplane.	67	16	FLANGER
	Flanger 3		67	17	FLANGER
	Flanger 4		67	1	FLANGER
	Flanger 5		67	0	FLANGER
	GM Flanger		67	7	FLANGER
	Dynamic Flanger	Dynamically controlled flanger.	110	0	DYNAMIC FLANGER
	Ambience Flanger	Flanger which added early reflection sound.	67	9	AMBIENCE FLANGER
	Vintage Phaser 2	This simulates an analog phaser, giving a strong vintage flavor to the sound. It is effective in mono.	124	17	VINTAGE PHASER
	Vintage Phaser Stereo 2	This simulates an analog phaser, giving a strong vintage flavor to the sound. It is effective in stereo.	124	18	VINTAGE PHASER STEREO
	Vintage Phaser Stereo 3		124	19	VINTAGE PHASER STEREO
	Vintage Phaser Stereo 4		124	20	VINTAGE PHASER STEREO
	Phaser 2	Cyclically modulates the phase to add modulation to the sound.	72	8	PHASER2
	Phaser 3		72	19	PHASER2
	Tempo Phaser 2	Tempo-synchronized phaser.	108	16	TEMPO PHASER
	E-Piano Phaser 2	Cyclically modulates the phase to add modulation to the sound. For electric piano.	72	18	PHASER1
	E-Piano Phaser 3		72	16	PHASER1
	Dynamic Phaser	Dynamically controlled phaser.	111	0	DYNAMIC PHASER
	Auto Wah 2	Cyclically modulates the center frequency of a wah filter.	78	0	AUTO WAH
	Auto Wah + Distortion 2	Distortion can be applied to the output of Auto Wah.	78	1	AUTO WAH DISTORTION
	Auto Wah + Dist Hard		78	21	AUTO WAH DISTORTION
	Auto Wah + Dist Heavy		78	23	AUTO WAH DISTORTION
	Auto Wah + Dist Lite		78	25	AUTO WAH DISTORTION
	Auto Wah + Overdrive 1	Overdrive distortion can be applied to the output of Auto Wah.	78	18	AUTO WAH DISTORTION
	Auto Wah + Overdrive 2		78	2	AUTO WAH DISTORTION
	Auto Wah + OD Hard		78	22	AUTO WAH DISTORTION
	Auto Wah + OD Heavy		78	24	AUTO WAH DISTORTION
	Auto Wah + OD Lite		78	26	AUTO WAH DISTORTION
	Tmp AutoWah + Dist	Tempo-synchronized Auto Wah. Distortion can be applied to the output.	79	1	TEMPO AUTO WAH2
	Tmp AutoWah + Dist Hard		79	21	TEMPO AUTO WAH2
	Tmp AutoWah + Dist Heavy		79	23	TEMPO AUTO WAH2
	Tmp AutoWah + Dist Lite		79	25	TEMPO AUTO WAH2
	Tmp AutoWah + OD	Tempo-synchronized Auto Wah. Overdrive distortion can be applied to the output.	79	2	TEMPO AUTO WAH2
	Tmp AutoWah + OD Hard		79	22	TEMPO AUTO WAH2
	Tmp AutoWah + OD Heavy		79	24	TEMPO AUTO WAH2
	Tmp AutoWah + OD Lite		79	26	TEMPO AUTO WAH2
	Touch Wah 2	Changes the center frequency of a wah filter according to the input level.	82	8	TOUCH WAH2
	Touch Wah 3		82	20	TOUCH WAH2

Category	Type Name	Description	MSB	LSB	Parameter List (pages 45 – 57)
Legacy	Touch Wah + Distortion 2	Distortion can be applied to the output of Touch Wah.	82	1	TOUCH WAH1
	Touch Wah + Dist Hard		82	21	TOUCH WAH2
	Touch Wah + Dist Heavy		82	23	TOUCH WAH2
	Touch Wah + Dist Lite		82	25	TOUCH WAH2
	Touch Wah + Overdrive 1	Overdrive distortion can be applied to the output of Touch Wah.	82	17	TOUCH WAH2
	Touch Wah + Overdrive 2		82	2	TOUCH WAH2
	Touch Wah + OD Hard		82	22	TOUCH WAH2
	Touch Wah + OD Heavy		82	24	TOUCH WAH2
	Touch Wah + OD Lite		82	26	TOUCH WAH2
	Wah + Dist + Delay 1	Wah, Distortion and Delay are connected in series.	97	16	WAH DISTORTION DELAY
	Wah + Dist + Delay 2		97	0	WAH DISTORTION DELAY
	Wah + Dist + Tmp Delay	Wah, Distortion and Tempo Delay are connected in series.	102	0	WAH DISTORTION DELAY
	Wah + Overdrive + Delay 1	Wah, Overdrive and Delay are connected in series.	97	17	WAH DISTORTION DELAY
	Wah + Overdrive + Delay 2		97	1	WAH DISTORTION DELAY
	Wah + OD + Tmp Delay 1	Wah, Overdrive and Tempo Delay are connected in series.	102	1	WAH DISTORTION DELAY
	Wah + OD + Tmp Delay 2		102	16	WAH DISTORTION DELAY
	Clavi Touch Wah	Clavinet Touch Wah	82	18	TOUCH WAH2
	EP Touch Wah	EP Touch Wah	82	19	TOUCH WAH2
	Pedal Wah + Dist Hard	Distortion can be applied to the output of Pedal Wah.	122	21	PEDAL WAH2
	Pedal Wah + Dist Heavy		122	23	PEDAL WAH2
	Pedal Wah + Dist Lite		122	25	PEDAL WAH2
	Pedal Wah + Overdrive	Overdrive distortion can be applied to the output of Pedal Wah.	122	2	PEDAL WAH2
	Pedal Wah + OD Hard		122	22	PEDAL WAH2
	Pedal Wah + OD Heavy		122	24	PEDAL WAH2
	Pedal Wah + OD Lite		122	26	PEDAL WAH2
	Dual Rotary Speaker 1	Simulates a rotary speaker.	99	0	ROTARY SPEAKER1
	Dual Rotary Speaker 2		99	1	ROTARY SPEAKER1
	Rotary Speaker 2		71	17	AUTO PAN1
	Rotary Speaker 3		71	18	AUTO PAN1
	Rotary Speaker 4		70	17	TREMOLO
	Rotary Speaker 5		66	18	CHORUS
	Rotary Speaker 6		69	0	ROTARY SPEAKER2
	Rotary Speaker 7		71	22	AUTO PAN1
	2way Rotary Speaker		86	0	2WAY ROTARY SPEAKER
	Dist + Rotary SP	Distortion and rotary speaker connected in series.	69	1	DIST ROTARY SPEAKER
	Dist + 2way Rotary SP	Distortion and 2-way rotary speaker connected in series.	86	1	DIST 2WAY ROTARY SP
	OD + Rotary SP	Overdrive and rotary speaker connected in series.	69	2	DIST ROTARY SPEAKER
	OD + 2way Rotary SP	Overdrive and 2-way rotary speaker connected in series.	86	2	DIST 2WAY ROTARY S
	Amp Sim + Rotary SP	Amp simulator and rotary speaker connected in series.	69	3	AMP ROTARY SPEAKER
	Amp Sim + 2way Rotary SP	Amp simulator and 2-way rotary speaker connected in series.	86	3	AMP 2WAY ROTARY SP
	Tremolo 2	Rich Tremolo effect with both volume and pitch modulation.	71	19	AUTO PAN1
	Tremolo 3		70	0	TREMOLO
	Guitar Tremolo 1		71	20	AUTO PAN1
	Guitar Tremolo 2		70	19	TREMOLO
	Vibraphone Rotor	Vibraphone effect.	119	0	VIBE VIBRATE
	Auto Pan 2	Several panning effects that automatically shift the sound position (left, right, front, back).	71	0	AUTO PAN1
	Auto Pan 3		71	1	AUTO PAN2
	E-Piano Auto Pan		71	21	AUTO PAN1
	Tempo Auto Pan 2	Tempo-synchronized auto pan.	121	1	TEMPO AUTO PAN2
	Pitch Change 1	Changes the pitch of the input signal.	80	16	PITCH CHANGE1
	Pitch Change 2		80	0	PITCH CHANGE1
	Pitch Change 3		80	1	PITCH CHANGE2
	Voice Cancel	Attenuates the vocal part of a CD or other source.	85	0	VOICE CANCELAR
	Ambience	Blurs the stereo positioning of the sound to add spatial width.	88	0	AMBIENCE
	Talking Modulation	Adds a vowel sound to the input signal.	93	0	TALKING MODULATION
	Lo-Fi	Degrades the audio quality of the input signal.	94	0	LO FI
	Dynamic Filter	Dynamically controlled filter.	109	0	DYNAMIC FILTER
	Dynamic Ring Modulator	Dynamically controlled Ring Modulator.	112	0	DYNAMIC RING MOD
	Ring Modulator	An effect that modifies the pitch by applying amplitude modulation to the frequency of the input.	113	0	RING MODULATOR
---	No Effect	No effect.	0	0	NO EFFECT
	Through	Bypass without applying an effect.	64	0	THRU

Effect Parameter List / Liste der Effektparameter / Liste des paramètres d'effets / Lista de parámetros de efectos

• 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.
(*1) Reverb Block
(*2) Chorus Block, DSP1 (Variation) Block and DSP2 – 9 (Insertion) Block

REVERB

REAL PIANO REVERB
Block: Reverb

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

Note: No parameters

REAL REVERB
Block: Reverb

No.	Parameter	Display	Min	Max	Table	Control
1	Reverb Time	0.3s – 30.0s	0	69	Table #1	
2						
3	Initial Delay	0.1ms – 200.0ms	0	127	Table #2	
4	High Damp Frequency	1.0kHz – 18kHz, Thru	34	60	Table #3	
5						
6	High Ratio	0.0 – 1.0	0	10		
7						
8						
9						
10						
11						
12						
13	EQ Low Frequency	22Hz – 1.0kHz	1	34	Table #3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 18.0kHz	28	59	Table #3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

REVERB1
Block: Reverb, Chorus, DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Reverb Time	0.3s – 30.0s	0	69	Table #1	
2	Diffusion	0 – 10	0	10		
3	Initial Delay	0.1ms – 200.0ms (*1) 0.1ms – 99.3ms (*2)	0 0	127 63	Table #2	
4	HPF Cutoff	Thru, 22Hz – 8.0kHz	0	52	Table #3	
5	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table #3	
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Reverb Delay	0.1ms – 200.0ms (*1) 0.1ms – 99.3ms (*2)	0 0	127 63	Table #2	
12	Density	0 – 4	0	4		
13	ER/Reverb Balance	E63>R – E=R – E<R63	1	127		
14	High Damp	0.1 – 1.0	1	10		
15	Feedback Level	-63 – 0 – +63	1	127		
16						

REVERB2
Block: Reverb

No.	Parameter	Display	Min	Max	Table	Control
1	Reverb Time	0.3s – 30.0s	0	69	Table #1	
2	Diffusion	0 – 10	0	10		
3	Initial Delay	0.1ms – 200.0ms	0	127	Table #2	
4	HPF Cutoff	Thru, 22Hz – 8.0kHz	0	52	Table #3	
5	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table #3	
6						
7						
8						
9						
10						
11						
12						
13						
14	High Damp	0.1 – 1.0	1	10		
15						
16						

REVERB3
Block: Reverb, DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Reverb Time	0.3s – 30.0s	0	69	Table #1	
2	Diffusion	0 – 10	0	10		
3	Initial Delay	0.1ms – 200.0ms (*1) 0.1ms – 99.3ms (*2)	0 0	127 63	Table #2	
4	HPF Cutoff	Thru, 22Hz – 8.0kHz	0	52	Table #3	
5	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table #3	
6	Width	0.5m – 30.2m (*1) 0.5m – 10.2m (*2)	0 0	104 37	Table #4	
7	Height	0.5m – 30.2m (*1) 0.5m – 20.2m (*2)	0 0	104 73	Table #4	
8	Depth	0.5m – 30.2m	0	104	Table #4	
9	Wall Vary	0 – 30	0	30		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Reverb Delay	0.1ms – 200.0ms (*1) 0.1ms – 99.3ms (*2)	0 0	127 63	Table #2	
12	Density	0 – 4	0	4		
13	ER/Reverb Balance	E63>R – E=R – E<R63	1	127		
14	High Damp	0.1 – 1.0	1	10		
15	Feedback Level	-63 – 0 – +63	1	127		
16						

DELAY

DELAY LCR
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

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

DELAY LR
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

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

ECHO
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

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

CROSS DELAY
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	L->R Delay	0.1ms – 1486.0ms	1	14860		
2	R->L Delay	0.1ms – 1486.0ms	1	14860		
3	Feedback Level	-63 – 0 – +63	1	127		
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		●
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table #3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

TEMPO DELAY
Block: Chorus, DSP1 (Variation), DSP2 – 9 (Insertion)

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

TEMPO CROSS DELAY
Block: Chorus, DSP1 (Variation), DSP2 – 9 (Insertion)

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

ER/KARAOKE

KARAOKE
Block: Chorus, DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	0.1ms – 400.0ms	0	127	Table #6	
2	Feedback Level	-63 – 0 – +63	1	127		
3	HPF Cutoff	Thru, 22Hz – 8.0kHz	0	52	Table #3	
4	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table #3	
5						
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Density	0 – 3	0	3		
12						
13						
14						
15						
16						

EARLY REFLECTION
Block: Chorus, DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Type	S-H, L-H, Rdm, Rvs, Plt, Spr	0	5		
2	Room Size	0.1 – 20.0	0	127	Table #7	
3	Diffusion	0 – 10	0	10		
4	Initial Delay	0.1ms – 200.0ms	0	127	Table #2	
5	Feedback Level	-63 – 0 – +63	1	127		
6	HPF Cutoff	Thru, 22Hz – 8.0kHz	0	52	Table #3	
7	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table #3	
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
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
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Type	TypeA, TypeB	0	1		
2	Room Size	0.1 – 20.0	0	127	Table #7	
3	Diffusion	0 – 10	0	10		
4	Initial Delay	0.1ms – 200.0ms	0	127	Table #2	
5	Feedback Level	-63 – 0 – +63	1	127		
6	HPF Cutoff	Thru, 22Hz – 8.0kHz	0	52	Table #3	
7	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table #3	
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Liveness	0 – 10	0	10		
12	Density	0 – 3	0	3		
13	High Damp	0.1 – 1.0	1	10		
14						
15						
16						

CHORUS

CHORUS
Block: Chorus, DSP1 (Variation), DSP2 – 9 (Insertion)

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

SYMPHONIC
Block: Chorus, DSP1 (Variation), DSP2 – 9 (Insertion)

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

ENSEMBLE DETUNE
Block: Chorus, DSP1 (Variation), DSP2 – 9 (Insertion)

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

AMBIENCE CHORUS
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table #8	
2	LFO PMod Depth	0 – 127	0	127		
3	Feedback Level	-63 – 0 – +63	1	127		
4	Delay Offset	0.0ms – 50ms	0	127	Table #9	
5	LFO AMod Depth	0 – 127	0	127		
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13						
14	Ambience	0 – 127	0	127		
15						
16	Connect Mode	Amb->Cho, Cho->Amb	0	1		

AMBIENCE SYMPHONIC
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table #8	
2	LFO Depth	0 – 127	0	127		
3	Delay Offset	0.0ms – 50ms	0	127	Table #9	
4						
5						
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13						
14	Ambience	0 – 127	0	127		
15						
16	Connect Mode	Amb->Sym, Sym->Amb	0	1		

FLANGER

FLANGER
Block: Chorus, DSP1 (Variation), DSP2 – 9 (Insertion)

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

VINTAGE FLANGER
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Speed	0.040Hz – 10.00Hz	0	235	Table #10	●
2	Manual	0 – 127	0	127		
3	Depth	0 – 127	0	127		
4	Feedback	0 – 127	0	127		
5	Type	1 – 3	0	2		
6	Spread	0 – 127	0	127		
7	Mix	0 – 127	0	127		
8						
9						
10						
11						
12						
13						
14						
15						
16						

V FLANGER
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table #8	
2	LFO Depth	0 – 127	0	127		
3	LFO Wave	Triangle, Sine, Random	0	2		
4	Delay Offset	0.09ms – 36.21ms	0	139	Table #11	
5	Feedback Level	-100% – 0% – +100%	0	200		
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table #3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table #3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14	Modulation Phase	-180deg – 0deg – +180deg	0	16	Table #12	
15	Feedback High Damp	0.1 – 1.0	1	10		
16	Analog Feel	0 – 10	0	10		

TEMPO FLANGER
Block: Chorus, DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	16th – 4thx16	5	29	Table #5	
2	LFO Depth	0 – 127	0	127		
3	Feedback Level	-63 – 0 – +63	1	127		
4	Delay Offset	0.0ms – 50ms	0	127	Table #9	
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table #3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table #3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14	LFO Phase Difference	-180deg – 0deg – +180deg	4	124		
15						
16						

DYNAMIC FLANGER
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Sensitivity	0 – 127	0	127		●
2	Delay Time Offset	0 – 127	0	127		
3	Feedback Level	-63 – 0 – +63	1	127		
4	Attack Time	0.3ms – 227ms	0	127	Table #13	
5	Release Time	2.6ms – 2171.4ms	0	127	Table #14	
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		
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table #3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

AMBIENCE FLANGER
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table #8	
2	LFO Depth	0 – 127	0	127		
3	Feedback Level	-63 – 0 – +63	1	127		
4	Delay Offset	0.0ms – 50ms	0	127	Table #9	
5						
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13						
14	LFO Phase Difference	-180deg – 0deg – +180deg (resolution=3deg.)	4	124		
15	Ambience	0 – 127	0	127		
16	Connect Mode	Amb->Flg, Flg->Amb	0	1		

PHASER

PHASER1
Block: Chorus, DSP1 (Variation), DSP2 – 9 (Insertion)

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

PHASER2
Block: Chorus, DSP1 (Variation), DSP2 – 9 (Insertion)

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

VINTAGE PHASER MONO
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Speed	0.100Hz – 10.00Hz	0	252	Table #15	●
2	Manual	0 – 127	0	127		
3	Depth	0 – 127	0	127		
4	Feedback	0 – 127	0	127		
5	Stage	4, 6, 8, 10, 12, 16	0	5		
6	Mode	1, 2, 3	0	2		
7	Color (*)	0 – 127	0	127		
8						
9						
10						
11						
12						
13						
14						
15						
16						

(*) In the case of the following settings, Color is not effective. When Stage is set to 4, 6 or 8 at Mode = 1, and 4 or 10 at Mode = 2.

VINTAGE PHASER STEREO
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Speed	0.100Hz – 10.00Hz	0	252	Table #15	●
2	Manual	0 – 127	0	127		
3	Depth	0 – 127	0	127		
4	Feedback	0 – 127	0	127		
5	Stage	4, 6, 8, 10	0	3		
6	Mode	1, 2	0	1		
7	Color (*)	0 – 127	0	127		
8	Spread	0 – 127	0	127		
9						
10						
11						
12						
13						
14						
15						
16						

(*) In the case of the following settings, Color is not effective. When Stage is set to 4, 6 or 8 at Mode = 1, and 4 or 10 at Mode = 2.

TEMPO PHASER
Block: Chorus, DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	16th – 4thx16	5	29	Table #5	
2	LFO Depth	0 – 127	0	127		
3	Phase Shift Offset	0 – 127	0	127		
4	Feedback Level	-63 – 0 – +63	1	127		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table #3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Stage	3 – 11	3	11		
12						
13	LFO Phase Difference	-180deg – 0deg – +180deg	4	124		
14						
15						
16						

DYNAMIC PHASER
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Sensitivity	0 – 127	0	127		●
2	Dyna Level Offset	0 – 127	0	127		
3	Feedback Level	-63 – 0 – +63	1	127		
4	Attack Time	0.3ms – 227ms	0	127	Table #13	
5	Release Time	2.6ms – 2171.4ms	0	127	Table #14	
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		
11	Stage	4, 5, 6	4	6		
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table #3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

DISTORTION/AMP SIMULATOR

V DISTORTION
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Overdrive	0% – 100%	0	100		
2	Device	Transistor, Vintage Tube, Dist1, Dist2, Fuzz	0	4		
3	Speaker Type	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	D63>W – D=W – D<W63	1	127		●
11						
12						
13						
14						
15						
16						

V DIST TEMPO DELAY
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Overdrive	0% – 100%	0	100		
2	Device	Transistor, Vintage Tube, Dist1, Dist2, Fuzz	0	4		
3	Speaker Type	Flat, Stack, Combo, Twin, Radio, Megaphone	0	5		
4	Presence	0 – 20	0	20		
5	Output Level	0% – 100%	0	100		
6	Delay Time	32nd/3 – 4thx6	0	19	Table #5	
7	Delay Feedback Level	-63 – 0 – +63	1	127		
8	L/R Diffusion	-63ms – 0ms – 63ms	1	127		
9	Lag	-63ms – 0ms – 63ms	1	127		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Delay Mix	0 – 127	0	127		
12	Feedback High Dump	0.1 – 1.0	1	10		
13						
14						
15						
16						

STEREO AMP SIMULATOR
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

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

AMP SIMULATOR1
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

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

DISTORTION
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

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

STEREO DISTORTION
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

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

AMP SIMULATOR2
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	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 – 18kHz, Thru	34	60	Table #3	
4	Output Level	0 – 127	0	127		
5						
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11						
12						
13						
14						
15						
16						

DISTORTION DELAY
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

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

COMP DIST DELAY
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	0.1ms – 1638.3ms	1	16383		
2	Delay Feedback Level	-63 – 0 – +63	1	127		
3	Delay Mix	0 – 127	0	127		
4	Dist Drive	0 – 127	0	127		
5	Dist Output Level	0 – 127	0	127		
6	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
7	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Comp. Attack	1ms – 40ms	0	19	Table #16	
12	Comp. Release	10ms – 680ms	0	15	Table #17	
13	Comp. Threshold	-48dB – -6dB	79	121		
14	Comp. Ratio	1.0 – 20.0	0	7	Table #18	
15						
16						

V DISTORTION DELAY
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Overdrive	0% – 100%	0	100		
2	Device	Transistor, Vintage Tube, Dist1, Dist2, Fuzz	0	4		
3	Speaker Type	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	0.1ms – 1638.3ms	1	16383		
7	Delay Time R	0.1ms – 1638.3ms	1	16383		
8	Delay Feedback Time	0.1ms – 1638.3ms	1	16383		
9	Delay Feedback Level	-63 – 0 – +63	1	127		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Delay Mix	0 – 127	0	127		
12	Feedback High Dump	0.1 – 1.0	1	10		
13						
14						
15						
16						

DIST TEMPO DELAY
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	32nd/3 – 4thx6	0	19	Table #5	
2	Delay Feedback Level	-63 – 0 – +63	1	127		
3	Delay Mix	0 – 127	0	127		
4	Dist Drive	0 – 127	0	127		
5	Dist Output Level	0 – 127	0	127		
6	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
7	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
8	L/R Diffusion	-63ms – 0ms – 63ms	1	127		
9	Lag	-63ms – 0ms – 63ms	1	127		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13						
14						
15						
16						

COMP DISTORTION
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Drive	0 – 127	0	127		●
2	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table #3	
3	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
4	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table #3	
5	Output Level	0 – 127	0	127		
6						
7	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table #3	
8	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
9	EQ Mid Width	0.1 – 12.0	1	120		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Edge (Clip Curve)	0 – 127 (mild – sharp)	0	127		
12	Attack	1ms – 40ms	0	19	Table #16	
13	Release	10ms – 680ms	0	15	Table #17	
14	Threshold	-48dB – -6dB	79	121		
15	Ratio	1.0 – 20.0	0	7	Table #18	
16						

COMP DIST TEMPO DELAY
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	32nd/3 – 4thx6	0	19	Table #5	
2	Delay Feedback Level	-63 – 0 – +63	1	127		
3	Delay Mix	0 – 127	0	127		
4	Dist Drive	0 – 127	0	127		
5	Dist Output Level	0 – 127	0	127		
6	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
7	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
8	L/R Diffusion	-63ms – 0ms – 63ms	1	127		
9	Lag	-63ms – 0ms – 63ms	1	127		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Comp. Attack	1ms – 40ms	0	19	Table #16	
12	Comp. Release	10ms – 680ms	0	15	Table #17	
13	Comp. Threshold	-48dB – -6dB	79	121		
14	Comp. Ratio	1.0 – 20.0	0	7	Table #18	
15						
16						

MULTI FX
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Comp. Sustain	Off, 0.1 – 10.0	0	100		
2	Wah SW	Off, Wah Pedal, Auto+ Full, Auto+ Mid, Auto+ Light, Auto- Full, Auto- Mid, Auto- Light	0	7		
3	Wah Pedal	0 – 127	0	127		●
4	Dist SW	Off, Overdrive, Distortion1, Distortion2, Clean, Crunch, Hi-Gain, Modern	0	7		
5	Dist Drive	0.0 – 10.0	0	100		
6	Dist EQ	High Boost, Mid Boost, Mid Cut 1, Mid Cut 2, Mid Cut 3, Low Cut 1, Low Cut 2, High Cut, High/Low	0	8		
7	Dist Tone	0.0 – 10.0	0	100		
8	Dist Presence	0.0 – 10.0	0	100		
9	Output	0 – 127	0	127		
10						
11	Speaker Type	Off, Stack, Twin, Tweed, Oldies, Modern, Mean, Soft, Small, Dip1, Dip2, Metal, Light	0	12		
12	LFO Speed	0.1Hz – 9.925Hz	0	127	Table #19	
13	Phaser SW	Off, Standard, Wide, Vibe, Tremolo	0	4		
14	Delay SW	Off, Delay M, Echo1 M, Echo2 M, Chorus M, Dl Chorus M, Flanger1 M, Flanger2 M, Flanger3 M, Delay St, Echo1 St, Echo2 St, Chorus St, Dl Chorus St, Flanger1 St, Flanger2 St, Flanger3 St	0	16		
15	Delay Ctrl	0 – 127	0	127		
16	Delay Time	0 – 127	0	127		

SMALL STEREO DIST
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Comp. SW	Off, On	0	1		
2	Comp. Sustain	0.0 – 10.0	0	100		
3	Comp. Level	0.0 – 10.0	0	100		
4	Dist Type	Overdrive, Distortion1, Distortion2, Clean, Crunch, Hi-Gain, Modern	1	7		
5	Dist Drive	0.0 – 10.0	0	100		
6	Dist EQ	High Boost, Mid Boost, Mid Cut 1, Mid Cut 2, Mid Cut 3, Low Cut 1, Low Cut 2, High Cut, High/Low	0	8		
7	Dist Tone	0.0 – 10.0	0	100		
8	Dist Presence	0.0 – 10.0	0	100		
9	Output	0 – 127	0	127		●
10						
11	Speaker Type	Off, Stack, Twin, Tweed, Oldies, Modern, Mean, Soft, Small, Dip1, Dip2, Metal, Light	0	12		
12						
13						
14						
15						
16						

BRITISH COMBO
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Mode	Bright, Top Boost	0	1		
2	Normal	0.0 – 10.0	0	100		
3	Brilliant	0.0 – 10.0	0	100		
4	Bass	0.0 – 10.0	0	100		
5						
6	Treble	0.0 – 10.0	0	100		
7	Cut	0.0 – 10.0	0	100		
8						
9	Output	0 – 127	0	127		●
10						
11	Speaker Type	Off, BS 4x12, AC 2x12, AC 1x12, AC 4x10, BC 2x12, AM 4x12, YC 4x12, JC 2x12, OC 2x12, OC 1x8	0	10		
12	Speaker Air	0 – 2	0	2		
13	Mic Position	Center, Edge	0	1		
14						
15						
16						

BRITISH LEGEND
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Sensitivity	High, Low	0	1		
2	Preamp	0.0 – 10.0	0	100		
3						
4	Bass	0.0 – 10.0	0	100		
5	Middle	0.0 – 10.0	0	100		
6	Treble	0.0 – 10.0	0	100		
7	Presence	0.0 – 10.0	0	100		
8	Master Volume	0.0 – 10.0	0	100		
9	Output	0 – 127	0	127		●
10						
11	Speaker Type	Off, BS 4x12, AC 2x12, AC 1x12, AC 4x10, BC 2x12, AM 4x12, YC 4x12, JC 2x12, OC 2x12, OC 1x8	0	10		
12	Speaker Air	0 – 2	0	2		
13	Mic Position	Center, Edge	0	1		
14						
15						
16						

US COMBO
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Gain Boost	Low, High	0	1		
2	Volume	0.0 – 10.0	0	100		●
3	Low Cut	0.0 – 10.0	0	100		
4	Mid Cut	0.0 – 10.0	0	100		
5	Mid Width	0.0 – 10.0	0	100		
6	Mid Sweep	0.0 – 10.0	0	100		
7	High Cut	0.0 – 10.0	0	100		
8	Balance	0.0 – 10.0	0	100		
9	Output	0 – 127	0	127		
10						
11	Speaker Type	Off, BS 4x12, AC 2x12, AC 1x12, AC 4x10, BC 2x12, AM 4x12, YC 4x12, JC 2x12, OC 2x12, OC 1x8	0	10		
12	Speaker Air	0 – 2	0	2		
13	Mic Position	Center, Edge	0	1		
14	Presence	0.0 – 10.0	0	100		
15						
16						

JAZZ COMBO
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Panning	0.0 – 10.0	0	100		
2	Volume	0.0 – 10.0	0	100		●
3	Distortion	Off, 0.1 – 10.0	0	100		
4	Bass	0.0 – 10.0	0	100		
5	Middle	0.0 – 10.0	0	100		
6	Treble	0.0 – 10.0	0	100		
7	High Treble	0.0 – 10.0	0	100		
8						
9	Output	0 – 127	0	127		
10						
11	Speaker Type	Off, BS 4x12, AC 2x12, AC 1x12, AC 4x10, BC 2x12, AM 4x12, YC 4x12, JC 2x12, OC 2x12, OC 1x8	0	10		
12	Speaker Air	0 – 2	0	2		
13	Mic Position	Center, Edge	0	1		
14	Chorus	Off, Chorus, Vib	0	2		
15	Vib Speed	0.0 – 10.0	0	100		
16	Depth	0.0 – 10.0	0	100		

US HIGH GAIN
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Type	Raw1, Vintage1, Modern1, Raw2, Vintage2, Modern2	0	5		
2	Gain	0.0 – 10.0	0	100		
3						
4	Bass	0.0 – 10.0	0	100		
5	Middle	0.0 – 10.0	0	100		
6	Treble	0.0 – 10.0	0	100		
7	Presence	0.0 – 10.0	0	100		
8	Master Volume	0.0 – 10.0	0	100		●
9	Output	0 – 127	0	127		
10						
11	Speaker Type	Off, BS 4x12, AC 2x12, AC 1x12, AC 4x10, BC 2x12, AM 4x12, YC 4x12, JC 2x12, OC 2x12, OC 1x8	0	10		
12	Speaker Air	0 – 2	0	2		
13	Mic Position	Center, Edge	0	1		
14						
15						
16						

BRITISH LEAD
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Type	Crunch, Hi-Gain, Lead	0	2		
2	Preamp	0.0 – 10.0	0	100		
3	Tone Shift	Normal, Loose, Tight	0	2		
4	Bass	0.0 – 10.0	0	100		
5	Middle	0.0 – 10.0	0	100		
6	Treble	0.0 – 10.0	0	100		
7	Presence	0.0 – 10.0	0	100		
8	Master Volume	0.0 – 10.0	0	100		●
9	Output	0 – 127	0	127		
10						
11	Speaker Type	Off, BS 4x12, AC 2x12, AC 1x12, AC 4x10, BC 2x12, AM 4x12, YC 4x12, JC 2x12, OC 2x12, OC 1x8	0	10		
12	Speaker Air	0 – 2	0	2		
13	Mic Position	Center, Edge	0	1		
14						
15						
16						

PITCH CHANGE

PITCH CHANGE1

Block: Chorus, DSP1 (Variation), DSP2 – 9 (Insertion)

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

PITCH CHANGE2

Block: Chorus, DSP1 (Variation), DSP2 – 9 (Insertion)

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

AUTO WAH

AUTO WAH

Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table #8	
2	LFO Depth	0 – 127	0	127		
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	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12						
13						
14						
15						
16						

VINTAGE AUTO WAH

Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Speed	0.100Hz – 20.00Hz	0	254	Table #20	●
2	Bottom	0 – 127	0	127		
3	Top	0 – 127	0	127		
4	Resonance Offset	-12.0 – 0.0 – +12.0	40	88		
5	LFO Wave	Sin, Trp	0	1		
6	Type	High, Mid, Low, Bass	0	3		
7	Overdrive	0.0dB – +40.0dB	0	80		
8	Output	-20.0dB – 0.0dB – +10.0dB	24	84		
9						
10						
11						
12						
13						
14						
15						
16						

AUTO WAH DISTORTION

Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table #8	
2	LFO Depth	0 – 127	0	127		
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	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
13	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
14	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table #3	
15	Output Level	0 – 127	0	127		
16						

TEMPO AUTO WAH1

Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	16th – 4thx16	5	29	Table #5	
2	LFO Depth	0 – 127	0	127		
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	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12						
13						
14						
15						
16						

TEMPO AUTO WAH2

Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	16th – 4thx16	5	29	Table #5	
2	LFO Depth	0 – 127	0	127		
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	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
13	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
14	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table #3	
15	Output Level	0 – 127	0	127		
16						

TOUCH WAH/PEDAL WAH

TOUCH WAH1
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	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	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12						
13						
14						
15						
16						

TOUCH WAH2
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	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	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
13	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
14	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table #3	
15	Output Level	0 – 127	0	127		
16	Release	10ms – 680ms	52	67	Table #21	

VINTAGE TOUCH WAH
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Sensitivity	0 – 127	0	127		●
2	Bottom	0 – 127	0	127		
3	Top	0 – 127	0	127		
4	Resonance Offset	-12.0 – 0.0 – +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 – 0.0dB – +10.0dB	24	84		
9						
10						
11	Attack Offset	-5 – 0 – +5	59	69		
12						
13						
14						
15						
16						

WAH DISTORTION DELAY
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	0.1ms – 1638.3ms	1	16383		
2	Delay Feedback Level	-63 – 0 – +63	1	127		
3	Delay Mix	0 – 127	0	127		
4	Dist Drive	0 – 127	0	127		
5	Dist Output Level	0 – 127	0	127		
6	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
7	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Wah Sensitivity	0 – 127	0	127		
12	Wah Cutoff Frequency Offset	0 – 127	0	127		
13	Wah Resonance	1.0 – 12.0	10	120		
14	Wah Release	10ms – 680ms	52	67	Table #21	
15						
16						

WAH DIST TEMPO DELAY
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	32nd/3 – 4thx6	0	19	Table #5	
2	Delay Feedback Level	-63 – 0 – +63	1	127		
3	Delay Mix	0 – 127	0	127		
4	Dist Drive	0 – 127	0	127		
5	Dist Output Level	0 – 127	0	127		
6	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
7	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
8	L/R Diffusion	-63ms – 0ms – 63ms	1	127		
9	Lag	-63ms – 0ms – 63ms	1	127		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Wah Sensitivity	0 – 127	0	127		
12	Wah Cutoff Frequency Offset	0 – 127	0	127		
13	Wah Resonance	1.0 – 12.0	10	120		
14	Wah Release	10ms – 680ms	52	67	Table #21	
15						
16						

VINTAGE PEDAL WAH
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	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 – 0.0 – +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 – 0.0dB – +10.0dB	24	84		
9						
10						
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table #3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

PEDAL WAH1
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Pedal Control	0 – 127	0	127		●
2	Depth	0 – 127	0	127		
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	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12						
13						
14						
15						
16						

PEDAL WAH2
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Pedal Control	0 – 127	0	127		●
2	Depth	0 – 127	0	127		
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	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
13	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
14	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table #3	
15	Output Level	0 – 127	0	127		
16						

COMPRESSOR/NOISE GATE

COMPRESSOR

Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Attack	1ms – 40ms	0	19	Table #16	
2	Release	10ms – 680ms	0	15	Table #17	
3	Threshold	-48dB – -6dB	79	121		
4	Ratio	1.0 – 20.0	0	7	Table #18	
5	Output Level	0 – 127	0	127		
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

MULTI BAND COMP

Block: DSP1 (Variation), DSP2 – 9 (Insertion), Master (96 step)

No.	Parameter	Display	Min	Max	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 – 0 – +63	1	127		
4	Mid Gain Offset	-63 – 0 – +63	1	127		
5	High Gain Offset	-63 – 0 – +63	1	127		
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

VINTAGE COMPRESSOR

Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Input Level	-∞ – 0.00dB	0	200	Table #22	
2	Output Level	-∞ – 0.00dB	0	200	Table #22	
3	Ratio	2, 4, 8, 12, 20	0	4		
4	Attack	0.022ms – 50.40ms	0	200	Table #23	
5	Release	10.88ms – 544.22ms	0	200	Table #24	
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

NOISE GATE

Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Attack	1ms – 40ms	0	19	Table #16	
2	Release	10ms – 680ms	0	15	Table #17	
3	Threshold	-72dB – -30dB	55	97		
4	Output Level	0 – 127	0	127		
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

ROTARY SPEAKER/AUTO PAN/TREMOLO

ROTARY SPEAKER1

Block: Chorus, DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Rotor Speed Slow	0.00Hz – 2.65Hz	0	63	Table #8	
2	Horn Speed Slow	0.00Hz – 2.65Hz	0	63	Table #8	
3	Rotor Speed Fast	2.69Hz – 39.7Hz	64	127	Table #8	
4	Horn Speed Fast	2.69Hz – 39.7Hz	64	127	Table #8	
5	Slow-Fast Time of Rotor	0 – 127	0	127		
6	Slow-Fast Time of Horn	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<H63	1	127		
10						
11	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table #3	
12	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
13	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
14	EQ High Gain	-12dB – 0dB – +12dB	52	76		
15	Mic L-R Angle	0deg – 180deg	0	60		
16	Speed Control	Slow, Fast	0	1		●

ROTARY SPEAKER2

Block: Chorus, DSP1 (Variation), DSP2 – 9 (Insertion)

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

AUTO PAN1

Block: Chorus, DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table #8	●
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	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table #3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14						
15						
16						

TREMOLO

Block: Chorus, DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table #8	●
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	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table #3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14	LFO Phase Difference	-180deg – 0deg – +180deg (resolution=3deg.)	4	124		
15	Input Mode	Mono, Stereo	0	1		
16						

2WAY ROTARY SPEAKER

Block: Chorus, DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Rotor Speed	0.00Hz – 39.7Hz	0	127	Table #8	●
2	Drive Low	0 – 127	0	127		
3	Drive High	0 – 127	0	127		
4	Low/High Balance	L63>H – L=H – L<H63	1	127		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table #3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
9	EQ High Gain	-12dB – 0dB – +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						

DIST ROTARY SPEAKER

Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table #8	●
2	LFO Depth	0 – 127	0	127		
3						
4						
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table #3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11						
12						
13						
14	Drive	0 – 127	0	127		
15	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table #3	
16	Output Level	0 – 127	0	127		

DIST 2WAY ROTARY SP

Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Rotor Speed	0.00Hz – 39.7Hz	0	127	Table #8	●
2	Drive Low	0 – 127	0	127		
3	Drive High	0 – 127	0	127		
4	Low/High Balance	L63>H – L=H – L<H63	1	127		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table #3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	Crossover Frequency	100Hz – 10.0kHz	14	54	Table #3	
12	Mic L-R Angle	0deg – 180deg	0	60		
13						
14	Drive	0 – 127	0	127		
15	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table #3	
16	Output Level	0 – 127	0	127		

AMP ROTARY SPEAKER

Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table #8	●
2	LFO Depth	0 – 127	0	127		
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	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11						
12						
13						
14	Drive	0 – 127	0	127		
15	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table #3	
16	Output Level	0 – 127	0	127		

AMP 2WAY ROTARY SP

Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Rotor Speed	0.00Hz – 39.7Hz	0	127	Table #8	●
2	Drive Low	0 – 127	0	127		
3	Drive High	0 – 127	0	127		
4	Low/High Balance	L63>H – L=H – L<H63	1	127		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table #3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	Crossover Frequency	100Hz – 10.0kHz	14	54	Table #3	
12	Mic L-R Angle	0deg – 180deg	0	60		
13	AMP Type	Off, Stack, Combo, Tube	0	3		
14	Drive	0 – 127	0	127		
15	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table #3	
16	Output Level	0 – 127	0	127		

VIBE VIBRATE

Block: Chorus, DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Rotor Speed	0.00Hz – 39.7Hz	0	127	Table #8	
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	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table #3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14	LFO Phase Difference	-180deg – 0deg – +180deg (resolution=3deg.)	4	124		
15	Input Mode	Mono, Stereo	0	1		
16	Rotor SW	Off, On	0	1		●

TEMPO TREMOLO

Block: Chorus, DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	16th – 4thx16	5	29	Table #5	●
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	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table #3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14	LFO Phase Difference	-180deg – 0deg – +180deg (resolution=3deg.)	4	124		
15	Input Mode	Mono, Stereo	0	1		
16						

AUTO PAN2

Block: Chorus, DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table #8	●
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	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table #3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14						
15	Input Mode	Mono, Stereo	0	1		
16						

TEMPO AUTO PAN1
Block: Chorus, DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	16th – 4thx16	5	29	Table #5	●
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	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table #3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14						
15						
16						

TEMPO AUTO PAN2
Block: Chorus, DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	16th – 4thx16	5	29	Table #5	●
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	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table #3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14						
15	Input Mode	Mono, Stereo	0	1		
16						

EQ/ENHANCER

3BAND EQ
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
2	EQ Mid Frequency	100Hz – 16.0kHz	14	58	Table #3	
3	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
4	EQ Mid Width	0.1 – 12.0	1	120		
5	EQ High Gain	-12dB – 0dB – +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
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table #3	
2	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
3	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
4	EQ High Gain	-12dB – 0dB – +12dB	52	76		
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

HARMONIC ENHANCER
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	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						

MISC

VOICE CANCELAR
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	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						

AMBIENCE
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	0.0ms – 50ms	0	127	Table #9	
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	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13						
14						
15						
16						

TALKING MODULATION
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	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		
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

LO FI
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Sampling Frequency Control	44.1kHz – 345Hz	0	127	Table #25	
2	Word Length	1 – 127	1	127		
3	Output Gain	-6dB – +36dB	0	42		
4	LPF Cutoff	63Hz – 18kHz, 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		●
11						
12						
13						
14						
15	Input Mode	Mono, Stereo	0	1		
16						

DYNAMIC FILTER
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	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	0.3ms – 227ms	0	127	Table #13	
6	Release Time	2.6ms – 2171.4ms	0	127	Table #14	
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		
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table #3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

DYNAMIC RING MOD
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Sensitivity	0 – 127	0	127		●
2	HPF Cutoff Frequency	Thru, 22Hz – 8.0kHz	0	52	Table #3	
3	LPF Cutoff Frequency	1.0kHz – 18kHz, Thru	34	60	Table #3	
4	Attack Time	0.3ms – 227ms	0	127	Table #13	
5	Release Time	2.6ms – 2171.4ms	0	127	Table #14	
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		
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table #3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

RING MODULATOR
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	OSC Frequency Coarse	0.7Hz – 5002.6kHz	0	127	Table #26	●
2	OSC Frequency Fine	0 – 127	0	127		
3	LFO Wave	Triangle, Sine	0	1		
4	LFO Depth	0 – 127	0	127		
5	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table #8	
6	HPF Cutoff Frequency	Thru, 22Hz – 8.0kHz	0	52	Table #3	
7	LPF Cutoff Frequency	1.0kHz – 18kHz, Thru	34	60	Table #3	
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table #3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

ISOLATOR
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	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						

NO EFFECT
Block: Reverb, Chorus, DSP1 (Variation)

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

THRU
Block: DSP1 (Variation), DSP2 – 9 (Insertion)

No.	Parameter	Display	Min	Max	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 / Tabla de asignación de datos para efectos

Table #1
Reverb Time [s]

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	25.0
5	0.8	37	4.0	69	30.0
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 #2
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 #3
EQ Frequency [Hz]

Data	Value	Data	Value
0	THRU (20)	32	800
1	22	33	900
2	25	34	1.0k
3	28	35	1.1k
4	32	36	1.2k
5	36	37	1.4k
6	40	38	1.6k
7	45	39	1.8k
8	50	40	2.0k
9	56	41	2.2k
10	63	42	2.5k
11	70	43	2.8k
12	80	44	3.2k
13	90	45	3.6k
14	100	46	4.0k
15	110	47	4.5k
16	125	48	5.0k
17	140	49	5.6k
18	160	50	6.3k
19	180	51	7.0k
20	200	52	8.0k
21	225	53	9.0k
22	250	54	10.0k
23	280	55	11.0k
24	315	56	12.0k
25	355	57	14.0k
26	400	58	16.0k
27	450	59	18.0k
28	500	60	THRU (20.0k)
29	560		
30	630		
31	700		

Table #4
Reverb Width; Depth; Height [m]

Data	Value	Data	Value	Data	Value	Data	Value
0	0.5	32	8.8	64	17.6	96	27.5
1	0.8	33	9.1	65	17.9	97	27.8
2	1.0	34	9.4	66	18.2	98	28.1
3	1.3	35	9.6	67	18.5	99	28.5
4	1.5	36	9.9	68	18.8	100	28.8
5	1.8	37	10.2	69	19.1	101	29.2
6	2.0	38	10.4	70	19.4	102	29.5
7	2.3	39	10.7	71	19.7	103	29.9
8	2.6	40	11.0	72	20.0	104	30.2
9	2.8	41	11.2	73	20.2		
10	3.1	42	11.5	74	20.5		
11	3.3	43	11.8	75	20.8		
12	3.6	44	12.1	76	21.1		
13	3.9	45	12.3	77	21.4		
14	4.1	46	12.6	78	21.7		
15	4.4	47	12.9	79	22.0		
16	4.6	48	13.1	80	22.4		
17	4.9	49	13.4	81	22.7		
18	5.2	50	13.7	82	23.0		
19	5.4	51	14.0	83	23.3		
20	5.7	52	14.2	84	23.6		
21	5.9	53	14.5	85	23.9		
22	6.2	54	14.8	86	24.2		
23	6.5	55	15.1	87	24.5		
24	6.7	56	15.4	88	24.9		
25	7.0	57	15.6	89	25.2		
26	7.2	58	15.9	90	25.5		
27	7.5	59	16.2	91	25.8		
28	7.8	60	16.5	92	26.1		
29	8.0	61	16.8	93	26.5		
30	8.3	62	17.1	94	26.8		
31	8.6	63	17.3	95	27.1		

Table #5
Tempo

Data	Value	Data	Value	Data	Value
0	32nd/3	32	4thX19	64	4thX51
1	64th.	33	4thX20	65	4thX52
2	32nd	34	4thX21	66	4thX53
3	16th/3	35	4thX22	67	4thX54
4	32nd.	36	4thX23	68	4thX55
5	16th	37	4thX24	69	4thX56
6	8th/3	38	4thX25	70	4thX57
7	16th.	39	4thX26	71	4thX58
8	8th	40	4thX27	72	4thX59
9	4th/3	41	4thX28	73	4thX60
10	8th.	42	4thX29	74	4thX61
11	4th	43	4thX30	75	4thX62
12	2nd/3	44	4thX31	76	4thX63
13	4th.	45	4thX32	77	4thX64
14	2nd	46	4thX33		
15	Whole/3	47	4thX34		
16	2nd.	48	4thX35		
17	4thX4	49	4thX36		
18	4thX5	50	4thX37		
19	4thX6	51	4thX38		
20	4thX7	52	4thX39		
21	4thX8	53	4thX40		
22	4thX9	54	4thX41		
23	4thX10	55	4thX42		
24	4thX11	56	4thX43		
25	4thX12	57	4thX44		
26	4thX13	58	4thX45		
27	4thX14	59	4thX46		
28	4thX15	60	4thX47		
29	4thX16	61	4thX48		
30	4thX17	62	4thX49		
31	4thX18	63	4thX50		

Table #6
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 #7
Room Size

Data	Value	Data	Value	Data	Value	Data	Value
0	0.1	32	5.1	64	10.1	96	15.1
1	0.3	33	5.3	65	10.3	97	15.3
2	0.4	34	5.4	66	10.4	98	15.5
3	0.6	35	5.6	67	10.6	99	15.6
4	0.7	36	5.7	68	10.8	100	15.8
5	0.9	37	5.9	69	10.9	101	15.9
6	1.0	38	6.1	70	11.1	102	16.1
7	1.2	39	6.2	71	11.2	103	16.2
8	1.4	40	6.4	72	11.4	104	16.4
9	1.5	41	6.5	73	11.5	105	16.6
10	1.7	42	6.7	74	11.7	106	16.7
11	1.8	43	6.8	75	11.9	107	16.9
12	2.0	44	7.0	76	12.0	108	17.0
13	2.1	45	7.2	77	12.2	109	17.2
14	2.3	46	7.3	78	12.3	110	17.3
15	2.5	47	7.5	79	12.5	111	17.5
16	2.6	48	7.6	80	12.6	112	17.6
17	2.8	49	7.8	81	12.8	113	17.8
18	2.9	50	7.9	82	12.9	114	18.0
19	3.1	51	8.1	83	13.1	115	18.1
20	3.2	52	8.2	84	13.3	116	18.3
21	3.4	53	8.4	85	13.4	117	18.4
22	3.5	54	8.6	86	13.6	118	18.6
23	3.7	55	8.7	87	13.7	119	18.7
24	3.9	56	8.9	88	13.9	120	18.9
25	4.0	57	9.0	89	14.0	121	19.1
26	4.2	58	9.2	90	14.2	122	19.2
27	4.3	59	9.3	91	14.4	123	19.4
28	4.5	60	9.5	92	14.5	124	19.5
29	4.6	61	9.7	93	14.7	125	19.7
30	4.8	62	9.8	94	14.8	126	19.8
31	5.0	63	10.0	95	15.0	127	20.0

Table #8
LFO Frequency [Hz]

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	3.87	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 #9
Modulation Delay Offset [ms]

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 #10
VCM Flanger Speed [Hz]

Data	Value	Data	Value	Data	Value
0	0.040	96	0.494	192	3.953
1	0.042	97	0.505	193	4.037
2	0.045	98	0.515	194	4.122
3	0.047	99	0.526	195	4.206
4	0.050	100	0.536	196	4.290
5	0.053	101	0.547	197	4.374
6	0.055	102	0.563	198	4.500
7	0.058	103	0.573	199	4.584
8	0.060	104	0.589	200	4.668
9	0.063	105	0.599	201	4.752
10	0.066	106	0.615	202	4.879
11	0.068	107	0.626	203	5.005
12	0.071	108	0.636	204	5.131
13	0.074	109	0.652	205	5.215
14	0.076	110	0.668	206	5.341
15	0.079	111	0.683	207	5.467
16	0.081	112	0.704	208	5.552
17	0.084	113	0.715	209	5.720
18	0.087	114	0.725	210	5.804
19	0.089	115	0.747	211	5.972
20	0.092	116	0.757	212	6.056
21	0.095	117	0.778	213	6.224
22	0.097	118	0.789	214	6.309
23	0.100	119	0.810	215	6.477
24	0.102	120	0.831	216	6.645
25	0.105	121	0.852	217	6.813
26	0.108	122	0.862	218	6.897
27	0.110	123	0.883	219	7.066
28	0.113	124	0.904	220	7.234
29	0.116	125	0.925	221	7.402
30	0.118	126	0.946	222	7.570
31	0.121	127	0.967	223	7.738
32	0.124	128	0.988	224	7.907
33	0.126	129	1.009	225	8.075
34	0.129	130	1.030	226	8.243
35	0.131	131	1.051	227	8.411
36	0.134	132	1.072	228	8.580
37	0.137	133	1.093	229	8.748
38	0.139	134	1.125	230	9.000
39	0.145	135	1.146	231	9.168
40	0.147	136	1.167	232	9.337
41	0.150	137	1.199	233	9.589
42	0.152	138	1.220	234	9.757
43	0.158	139	1.251	235	10.00
44	0.160	140	1.272		
45	0.163	141	1.304		
46	0.168	142	1.335		
47	0.171	143	1.367		
48	0.173	144	1.409		
49	0.179	145	1.430		
50	0.181	146	1.451		
51	0.187	147	1.493		
52	0.189	148	1.514		
53	0.195	149	1.556		
54	0.197	150	1.577		
55	0.202	151	1.619		
56	0.208	152	1.661		
57	0.210	153	1.682		
58	0.216	154	1.724		
59	0.221	155	1.766		
60	0.226	156	1.808		
61	0.231	157	1.851		
62	0.237	158	1.893		
63	0.242	159	1.935		
64	0.247	160	1.977		
65	0.252	161	2.019		
66	0.258	162	2.061		
67	0.263	163	2.103		
68	0.268	164	2.145		
69	0.273	165	2.187		
70	0.281	166	2.250		
71	0.287	167	2.292		
72	0.292	168	2.334		
73	0.300	169	2.397		
74	0.308	170	2.460		
75	0.313	171	2.502		
76	0.321	172	2.565		
77	0.326	173	2.608		
78	0.334	174	2.671		
79	0.342	175	2.733		
80	0.347	176	2.776		
81	0.357	177	2.860		
82	0.363	178	2.902		
83	0.373	179	2.986		
84	0.379	180	3.028		
85	0.389	181	3.112		
86	0.400	182	3.154		
87	0.405	183	3.238		
88	0.415	184	3.323		
89	0.426	185	3.365		
90	0.431	186	3.449		
91	0.442	187	3.533		
92	0.452	188	3.617		
93	0.463	189	3.701		
94	0.473	190	3.785		
95	0.484	191	3.869		

Table #11
V-Flanger Delay Offset [ms]

Data	Value	Data	Value	Data	Value
0	0.09	64	4.72	128	31.38
1	0.11	65	4.96	129	31.82
2	0.13	66	5.21	130	32.25
3	0.15	67	5.47	131	32.69
4	0.18	68	5.75	132	33.13
5	0.20	69	6.04	133	33.57
6	0.22	70	6.35	134	34.01
7	0.24	71	6.67	135	34.45
8	0.27	72	7.01	136	34.89
9	0.29	73	7.37	137	35.33
10	0.31	74	7.74	138	35.77
11	0.34	75	8.13	139	36.21
12	0.36	76	8.54		
13	0.38	77	8.97		
14	0.40	78	9.41		
15	0.42	79	9.85		
16	0.43	80	10.29		
17	0.46	81	10.73		
18	0.48	82	11.17		
19	0.51	83	11.61		
20	0.53	84	12.05		
21	0.56	85	12.49		
22	0.59	86	12.93		
23	0.62	87	13.37		
24	0.65	88	13.81		
25	0.68	89	14.24		
26	0.72	90	14.68		
27	0.76	91	15.12		
28	0.79	92	15.56		
29	0.83	93	16.00		
30	0.88	94	16.44		
31	0.92	95	16.88		
32	0.97	96	17.32		
33	1.02	97	17.76		
34	1.07	98	18.20		
35	1.12	99	18.64		
36	1.18	100	19.08		
37	1.24	101	19.52		
38	1.30	102	19.96		
39	1.37	103	20.40		
40	1.44	104	20.83		
41	1.51	105	21.27		
42	1.59	106	21.71		
43	1.67	107	22.15		
44	1.76	108	22.59		
45	1.84	109	23.03		
46	1.94	110	23.47		
47	2.04	111	23.91		
48	2.14	112	24.35		
49	2.25	113	24.79		
50	2.36	114	25.23		
51	2.48	115	25.66		
52	2.61	116	26.10		
53	2.74	117	26.54		
54	2.88	118	26.98		
55	3.03	119	27.42		
56	3.18	120	27.86		
57	3.34	121	28.30		
58	3.51	122	28.74		
59	3.69	123	29.18		
60	3.87	124	29.62		
61	4.07	125	30.06		
62	4.28	126	30.50		
63	4.49	127	30.94		

Table #12
V-Flanger Modulation Phase [deg]

Data	Value
0	-180
1	-158
2	-135
3	-113
4	-90
5	-68
6	-45
7	-23
8	0
9	23
10	45
11	68
12	90
13	113
14	135
15	158
16	180

Table #13
Dyna Attack Time [ms]

Data	Value	Data	Value	Data	Value	Data	Value
0	0.3	32	54.0	64	112	96	170
1	0.9	33	56.0	65	114	97	172
2	1.8	34	58.0	66	116	98	174
3	2.7	35	60.0	67	118	99	176
4	3.6	36	61.0	68	120	100	178
5	5.4	37	63.0	69	121	101	180
6	7.2	38	65.0	70	123	102	181
7	9.0	39	67.0	71	125	103	183
8	10.0	40	69.0	72	127	104	185
9	12.0	41	70.0	73	129	105	187
10	14.0	42	72.0	74	130	106	189
11	16.0	43	74.0	75	132	107	190
12	18.0	44	76.0	76	134	108	192
13	20.0	45	78.0	77	136	109	194
14	21.0	46	80.0	78	138	110	196
15	23.0	47	81.0	79	140	111	198
16	25.0	48	83.0	80	141	112	200
17	27.0	49	85.0	81	143	113	201
18	29.0	50	87.0	82	145	114	203
19	30.0	51	89.0	83	147	115	205
20	32.0	52	90.0	84	149	116	207
21	34.0	53	92.0	85	150	117	209
22	36.0	54	94.0	86	152	118	210
23	38.0	55	96.0	87	154	119	212
24	40.0	56	98.0	88	156	120	214
25	41.0	57	100.0	89	158	121	216
26	43.0	58	101.0	90	160	122	218
27	45.0	59	103.0	91	161	123	220
28	47.0	60	105.0	92	163	124	221
29	49.0	61	107.0	93	165	125	223
30	50.0	62	109.0	94	167	126	225
31	52.0	63	110.0	95	169	127	227

Table #14
Dyna Release Time [ms]

Data	Value	Data	Value	Data	Value	Data	Value
0	2.6	32	86.8	64	369.1	96	1064.0
1	3.0	33	91.2	65	390.8	97	1085.7
2	3.4	34	95.5	66	412.5	98	1107.4
3	3.9	35	99.8	67	434.2	99	1129.1
4	4.3	36	104.2	68	456.0	100	1150.8
5	4.7	37	108.5	69	477.7	101	1172.5
6	5.2	38	112.9	70	499.4	102	1194.3
7	5.6	39	117.2	71	521.1	103	1216.0
8	6.0	40	121.6	72	542.8	104	1237.7
9	6.5	41	125.9	73	564.5	105	1259.4
10	6.9	42	130.2	74	586.2	106	1281.1
11	7.3	43	134.6	75	608.0	107	1302.8
12	7.8	44	138.9	76	629.7	108	1346.3
13	8.2	45	143.3	77	651.4	109	1389.7
14	8.6	46	147.6	78	673.1	110	1433.1
15	13.0	47	152.0	79	694.8	111	1476.6
16	17.3	48	156.3	80	716.5	112	1520.0
17	21.7	49	160.6	81	738.3	113	1563.4
18	26.0	50	165.0	82	760.0	114	1606.8
19	30.4	51	169.3	83	781.7	115	1650.3
20	34.7	52	173.7	84	803.4	116	1693.7
21	39.0	53	178.0	85	825.1	117	1737.1
22	43.4	54	182.4	86	846.8	118	1780.6
23	47.7	55	186.7	87	868.5	119	1824.0
24	52.1	56	195.4	88	890.3	120	1867.4
25	56.4	57	217.1	89	912.0	121	1910.8
26	60.8	58	238.8	90	933.7	122	1954.3
27	65.1	59	260.5	91	955.4	123	1997.7
28	69.4	60	282.2	92	977.1	124	2041.1
29	73.8	61	304.0	93	998.8	125	2084.6
30	78.1	62	325.7	94	1020.5	126	2128.0
31	82.5	63	347.4	95	1042.3	127	2171.4

Table #15
VCM Phaser Speed [Hz]

Data	Value	Data	Value	Data	Value
0	0.100	96	0.599	192	3.365
1	0.103	97	0.610	193	3.449
2	0.105	98	0.620	194	3.491
3	0.108	99	0.631	195	3.575
4	0.110	100	0.641	196	3.659
5	0.113	101	0.652	197	3.701
6	0.116	102	0.668	198	3.785
7	0.118	103	0.683	199	3.827
8	0.121	104	0.694	200	3.911
9	0.124	105	0.704	201	3.995
10	0.126	106	0.715	202	4.080
11	0.129	107	0.725	203	4.122
12	0.131	108	0.747	204	4.206
13	0.134	109	0.758	205	4.290
14	0.137	110	0.768	206	4.374
15	0.139	111	0.789	207	4.458
16	0.142	112	0.799	208	4.500
17	0.145	113	0.810	209	4.584
18	0.147	114	0.831	210	4.668
19	0.150	115	0.841	211	4.752
20	0.152	116	0.862	212	4.837
21	0.155	117	0.873	213	4.921
22	0.158	118	0.894	214	5.047
23	0.160	119	0.904	215	5.131
24	0.163	120	0.925	216	5.215
25	0.166	121	0.936	217	5.299
26	0.168	122	0.957	218	5.383
27	0.171	123	0.967	219	5.551
28	0.173	124	0.988	220	5.636
29	0.179	125	1.000	221	5.720
30	0.181	126	1.030	222	5.804
31	0.184	127	1.051	223	5.888
32	0.187	128	1.062	224	6.056
33	0.192	129	1.083	225	6.140
34	0.195	130	1.104	226	6.224
35	0.200	131	1.125	227	6.393
36	0.202	132	1.146	228	6.477
37	0.205	133	1.167	229	6.561
38	0.210	134	1.188	230	6.729
39	0.213	135	1.209	231	6.813
40	0.218	136	1.230	232	6.981
41	0.221	137	1.251	233	7.066
42	0.226	138	1.272	234	7.234
43	0.229	139	1.304	235	7.318
44	0.234	140	1.325	236	7.486
45	0.237	141	1.346	237	7.654
46	0.242	142	1.367	238	7.774
47	0.247	143	1.410	239	7.907
48	0.250	144	1.430	240	8.075
49	0.255	145	1.451	241	8.159
50	0.260	146	1.472	242	8.327
51	0.265	147	1.493	243	8.496
52	0.271	148	1.535	244	8.664
53	0.276	149	1.556	245	8.832
54	0.281	150	1.577	246	9.000
55	0.287	151	1.619	247	9.168
56	0.289	152	1.640	248	9.337
57	0.294	153	1.682	249	9.505
58	0.300	154	1.703	250	9.673
59	0.308	155	1.724	251	9.841
60	0.310	156	1.767	252	10.00
61	0.318	157	1.808		
62	0.323	158	1.829		
63	0.329	159	1.872		
64	0.334	160	1.893		
65	0.342	161	1.935		
66	0.347	162	1.977		
67	0.357	163	2.000		
68	0.363	164	2.040		
69	0.368	165	2.082		
70	0.373	166	2.124		
71	0.379	167	2.145		
72	0.389	168	2.187		
73	0.394	169	2.229		
74	0.400	170	2.271		
75	0.410	171	2.313		
76	0.415	172	2.355		
77	0.426	173	2.397		
78	0.431	174	2.439		
79	0.442	175	2.503		
80	0.447	176	2.544		
81	0.457	177	2.587		
82	0.463	178	2.629		
83	0.473	179	2.671		
84	0.478	180	2.734		
85	0.489	181	2.776		
86	0.499	182	2.860		
87	0.510	183	2.902		
88	0.515	184	2.944		
89	0.526	185	2.986		
90	0.536	186	3.028		
91	0.547	187	3.070		
92	0.557	188	3.154		
93	0.568	189	3.196		
94	0.578	190	3.280		
95	0.589	191	3.323		

Table #16
Compressor Attack Time [ms]

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 #17
Compressor Release Time [ms]

Data	Value
0	10
1	15
2	25
3	35
4	45
5	55
6	65
7	75
8	85
9	100
10	115
11	140
12	170
13	230
14	340
15	680

Table #18
Compressor Ratio

Data	Value
0	1.0
1	1.5
2	2.0
3	3.0
4	5.0
5	7.0
6	10.0
7	20.0

Table #19
EgMultiFx LFO Freq [Hz]

Data	Value	Data	Value
0	0.100	64	1.009
1	0.103	65	1.051
2	0.105	66	1.093
3	0.110	67	1.125
4	0.113	68	1.167
5	0.118	69	1.22
6	0.124	70	1.262
7	0.129	71	1.304
8	0.131	72	1.346
9	0.137	73	1.409
10	0.142	74	1.451
11	0.147	75	1.514
12	0.152	76	1.556
13	0.158	77	1.619
14	0.166	78	1.682
15	0.171	79	1.745
16	0.176	80	1.808
17	0.184	81	1.872
18	0.192	82	1.956
19	0.197	83	2.019
20	0.205	84	2.103
21	0.213	85	2.166
22	0.221	86	2.25
23	0.229	87	2.334
24	0.237	88	2.418
25	0.247	89	2.502
26	0.255	90	2.608
27	0.265	91	2.692
28	0.276	92	2.776
29	0.284	93	2.902
30	0.294	94	2.986
31	0.308	95	3.112
32	0.318	96	3.238
33	0.329	97	3.365
34	0.342	98	3.491
35	0.352	99	3.617
36	0.368	100	3.743
37	0.379	101	3.869
38	0.394	102	4.037
39	0.410	103	4.164
40	0.426	104	4.332
41	0.442	105	4.500
42	0.457	106	4.668
43	0.473	107	4.837
44	0.489	108	5.005
45	0.51	109	5.173
46	0.526	110	5.383
47	0.547	111	5.552
48	0.568	112	5.804
49	0.589	113	5.972
50	0.61	114	6.224
51	0.631	115	6.393
52	0.657	116	6.645
53	0.673	117	6.897
54	0.704	118	7.15
55	0.725	119	7.402
56	0.757	120	7.738
57	0.789	121	7.991
58	0.81	122	8.327
59	0.841	123	8.58
60	0.873	124	8.916
61	0.904	125	9.253
62	0.946	126	9.589
63	0.978	127	9.925

Table #20
VCM Wah Speed [Hz]

Data	Value	Data	Value	Data	Value
0	0.100	96	0.747	192	5.552
1	0.103	97	0.768	193	5.636
2	0.105	98	0.778	194	5.720
3	0.108	99	0.799	195	5.888
4	0.110	100	0.820	196	5.972
5	0.113	101	0.831	197	6.140
6	0.116	102	0.852	198	6.224
7	0.118	103	0.873	199	6.393
8	0.121	104	0.883	200	6.477
9	0.124	105	0.904	201	6.665
10	0.126	106	0.935	202	6.813
11	0.129	107	0.946	203	6.897
12	0.131	108	0.967	204	7.066
13	0.134	109	0.988	205	7.234
14	0.137	110	0.999	206	7.402
15	0.139	111	1.020	207	7.570
16	0.142	112	1.051	208	7.654
17	0.145	113	1.072	209	7.823
18	0.147	114	1.093	210	7.991
19	0.152	115	1.115	211	8.159
20	0.155	116	1.136	212	8.327
21	0.157	117	1.157	213	8.496
22	0.163	118	1.188	214	8.748
23	0.166	119	1.209	215	8.916
24	0.168	120	1.241	216	9.084
25	0.173	121	1.262	217	9.253
26	0.176	122	1.293	218	9.505
27	0.179	123	1.314	219	9.673
28	0.184	124	1.346	220	9.841
29	0.187	125	1.367	221	10.09
30	0.189	126	1.409	222	10.26
31	0.195	127	1.430	223	10.51
32	0.200	128	1.451	224	10.77
33	0.202	129	1.493	225	10.93
34	0.208	130	1.514	226	11.10
35	0.210	131	1.556	227	11.44
36	0.216	132	1.598	228	11.61
37	0.221	133	1.619	229	11.94
38	0.226	134	1.661	230	12.11
39	0.231	135	1.703	231	12.45
40	0.234	136	1.724	232	12.62
41	0.239	137	1.766	233	12.95
42	0.244	138	1.808	234	13.29
43	0.250	139	1.851	235	13.46
44	0.255	140	1.872	236	13.79
45	0.260	141	1.914	237	13.96
46	0.265	142	1.956	238	14.30
47	0.271	143	1.999	239	14.64
48	0.276	144	2.040	240	14.97
49	0.284	145	2.082	241	15.31
50	0.289	146	2.124	242	15.65
51	0.294	147	2.166	243	15.98
52	0.302	148	2.229	244	16.32
53	0.308	149	2.250	245	16.65
54	0.315	150	2.313	246	16.99
55	0.321	151	2.355	247	17.33
56	0.326	152	2.397	248	17.66
57	0.334	153	2.460	249	18.00
58	0.342	154	2.502	250	18.34
59	0.347	155	2.566	251	18.84
60	0.357	156	2.608	252	19.18
61	0.363	157	2.671	253	19.51
62	0.368	158	2.734	254	20.00
63	0.379	159	2.776		
64	0.384	160	2.818		
65	0.394	161	2.902		
66	0.405	162	2.944		
67	0.410	163	3.028		
68	0.421	164	3.070		
69	0.426	165	3.154		
70	0.436	166	3.196		
71	0.447	167	3.280		
72	0.457	168	3.336		
73	0.463	169	3.407		
74	0.473	170	3.491		
75	0.484	171	3.575		
76	0.494	172	3.659		
77	0.505	173	3.701		
78	0.515	174	3.785		
79	0.526	175	3.869		
80	0.536	176	3.953		
81	0.547	177	4.037		
82	0.563	178	4.122		
83	0.573	179	4.206		
84	0.584	180	4.290		
85	0.599	181	4.374		
86	0.610	182	4.500		
87	0.620	183	4.584		
88	0.636	184	4.668		
89	0.652	185	4.795		
90	0.662	186	4.879		
91	0.673	187	4.963		
92	0.694	188	5.090		
93	0.704	189	5.173		
94	0.725	190	5.299		
95	0.736	191	5.383		

Table #21
Wah Release Time [ms]

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 #22
VCM Comp Level [dB]

Data	Value	Data	Value	Data	Value
0	-∞	96	-19.13	192	-1.06
1	-138.0	97	-18.86	193	-0.93
2	-120.0	98	-18.59	194	-0.79
3	-109.4	99	-18.32	195	-0.66
4	-101.9	100	-18.06	196	-0.53
5	-96.12	101	-17.80	197	-0.39
6	-91.37	102	-17.55	198	-0.26
7	-87.36	103	-17.29	199	-0.13
8	-83.88	104	-17.04	200	0.00
9	-80.81	105	-16.79		
10	-78.06	106	-16.54		
11	-75.58	107	-16.30		
12	-73.31	108	-16.06		
13	-71.23	109	-15.82		
14	-69.29	110	-15.58		
15	-67.50	111	-15.34		
16	-65.81	112	-15.11		
17	-64.23	113	-14.88		
18	-62.75	114	-14.65		
19	-61.34	115	-14.42		
20	-60.00	116	-14.19		
21	-58.73	117	-13.97		
22	-57.52	118	-13.75		
23	-56.36	119	-13.53		
24	-55.25	120	-13.31		
25	-54.19	121	-13.09		
26	-53.16	122	-12.88		
27	-52.18	123	-12.67		
28	-51.23	124	-12.46		
29	-50.32	125	-12.25		
30	-49.43	126	-12.04		
31	-48.58	127	-11.83		
32	-47.75	128	-11.63		
33	-46.95	129	-11.43		
34	-46.17	130	-11.23		
35	-45.42	131	-11.03		
36	-44.68	132	-10.83		
37	-43.97	133	-10.63		
38	-43.27	134	-10.44		
39	-42.60	135	-10.24		
40	-41.94	136	-10.05		
41	-41.29	137	-9.86		
42	-40.67	138	-9.67		
43	-40.05	139	-9.48		
44	-39.45	140	-9.29		
45	-38.87	141	-9.11		
46	-38.30	142	-8.92		
47	-37.74	143	-8.74		
48	-37.19	144	-8.56		
49	-36.65	145	-8.38		
50	-36.12	146	-8.20		
51	-35.61	147	-8.02		
52	-35.10	148	-7.85		
53	-34.61	149	-7.67		
54	-34.12	150	-7.50		
55	-33.64	151	-7.32		
56	-33.17	152	-7.15		
57	-32.71	153	-6.98		
58	-32.26	154	-6.81		
59	-31.81	155	-6.64		
60	-31.37	156	-6.47		
61	-30.94	157	-6.31		
62	-30.52	158	-6.14		
63	-30.10	159	-5.98		
64	-29.69	160	-5.81		
65	-29.29	161	-5.65		
66	-28.89	162	-5.49		
67	-28.50	163	-5.33		
68	-28.11	164	-5.17		
69	-27.73	165	-5.01		
70	-27.36	166	-4.86		
71	-26.99	167	-4.70		
72	-26.62	168	-4.54		
73	-26.26	169	-4.39		
74	-25.91	170	-4.23		
75	-25.56	171	-4.08		
76	-25.21	172	-3.93		
77	-24.87	173	-3.78		
78	-24.54	174	-3.63		
79	-24.20	175	-3.48		
80	-23.88	176	-3.33		
81	-23.55	177	-3.18		
82	-23.23	178	-3.04		
83	-22.92	179	-2.89		
84	-22.61	180	-2.75		
85	-22.30	181	-2.60		
86	-21.99	182	-2.46		
87	-21.69	183	-2.31		
88	-21.39	184	-2.17		
89	-21.10	185	-2.03		
90	-20.81	186	-1.89		
91	-20.52	187	-1.75		
92	-20.23	188	-1.61		
93	-19.95	189	-1.47		
94	-19.67	190	-1.34		
95	-19.40	191	-1.20		

Table #23
VCM Comp Attack Time [ms]

Data	Value	Data	Value	Data	Value
0	0.022	96	8.063	192	45.51
1	0.023	97	8.274	193	46.10
2	0.024	98	8.489	194	46.70
3	0.025	99	8.706	195	47.31
4	0.026	100	8.927	196	47.91
5	0.028	101	9.151	197	48.53
6	0.031	102	9.379	198	49.15
7	0.035	103	9.610	199	49.77
8	0.039	104	9.844	200	50.40
9	0.045	105	10.09		
10	0.051	106	10.33		
11	0.059	107	10.57		
12	0.068	108	10.82		
13	0.077	109	11.07		
14	0.088	110	11.33		
15	0.101	111	11.59		
16	0.114	112	11.85		
17	0.129	113	12.11		
18	0.146	114	12.38		
19	0.163	115	12.66		
20	0.182	116	12.93		
21	0.203	117	13.21		
22	0.225	118	13.50		
23	0.249	119	13.78		
24	0.274	120	14.07		
25	0.301	121	14.37		
26	0.330	122	14.67		
27	0.360	123	14.97		
28	0.393	124	15.27		
29	0.426	125	15.58		
30	0.462	126	15.90		
31	0.500	127	16.21		
32	0.539	128	16.53		
33	0.580	129	16.86		
34	0.623	130	17.18		
35	0.668	131	17.52		
36	0.716	132	17.85		
37	0.765	133	18.19		
38	0.816	134	18.53		
39	0.869	135	18.88		
40	0.924	136	19.23		
41	0.982	137	19.59		
42	1.041	138	19.95		
43	1.103	139	20.31		
44	1.167	140	20.68		
45	1.233	141	21.05		
46	1.301	142	21.42		
47	1.372	143	21.80		
48	1.444	144	22.18		
49	1.520	145	22.57		
50	1.597	146	22.96		
51	1.677	147	23.36		
52	1.759	148	23.75		
53	1.844	149	24.16		
54	1.931	150	24.56		
55	2.021	151	24.97		
56	2.113	152	25.39		
57	2.207	153	25.81		
58	2.304	154	26.23		
59	2.404	155	26.66		
60	2.506	156	27.09		
61	2.611	157	27.53		
62	2.718	158	27.97		
63	2.828	159	28.41		
64	2.941	160	28.86		
65	3.056	161	29.31		
66	3.174	162	29.77		
67	3.295	163	30.23		
68	3.418	164	30.70		
69	3.544	165	31.17		
70	3.673	166	31.64		
71	3.805	167	32.12		
72	3.940	168	32.60		
73	4.077	169	33.09		
74	4.217	170	33.58		
75	4.361	171	34.07		
76	4.507	172	34.57		
77	4.656	173	35.08		
78	4.807	174	35.59		
79	4.962	175	36.10		
80	5.120	176	36.62		
81	5.281	177	37.14		
82	5.445	178	37.67		
83	5.611	179	38.20		
84	5.781	180	38.73		
85	5.954	181	39.27		
86	6.130	182	39.82		
87	6.309	183	40.36		
88	6.491	184	40.92		
89	6.677	185	41.48		
90	6.865	186	42.04		
91	7.057	187	42.61		
92	7.252	188	43.18		
93	7.450	189	43.75		
94	7.651	190	44.33		
95	7.855	191	44.92		

Table #24
VCM Comp Release Time [ms]

Data	Value	Data	Value	Data	Value
0	10.88	96	133.76	192	502.40
1	10.90	97	136.34	193	507.54
2	10.94	98	138.94	194	512.70
3	11.00	99	141.56	195	517.88
4	11.10	100	144.22	196	523.10
5	11.22	101	146.90	197	528.34
6	11.36	102	149.60	198	533.60
7	11.54	103	152.34	199	538.90
8	11.74	104	155.10	200	544.22
9	11.96	105	157.88		
10	12.22	106	160.70		
11	12.50	107	163.54		
12	12.80	108	166.40		
13	13.14	109	169.30		
14	13.50	110	172.22		
15	13.88	111	175.16		
16	14.30	112	178.14		
17	14.74	113	181.14		
18	15.20	114	184.16		
19	15.70	115	187.22		
20	16.22	116	190.30		
21	16.76	117	193.40		
22	17.34	118	196.54		
23	17.94	119	199.70		
24	18.56	120	202.88		
25	19.22	121	206.10		
26	19.90	122	209.34		
27	20.60	123	212.60		
28	21.34	124	215.90		
29	22.10	125	219.22		
30	22.88	126	222.56		
31	23.70	127	225.94		
32	24.54	128	229.34		
33	25.40	129	232.76		
34	26.30	130	236.22		
35	27.22	131	239.70		
36	28.16	132	243.20		
37	29.14	133	246.74		
38	30.14	134	250.30		
39	31.16	135	253.88		
40	32.22	136	257.50		
41	33.30	137	261.14		
42	34.40	138	264.80		
43	35.54	139	268.50		
44	36.70	140	272.22		
45	37.88	141	275.96		
46	39.10	142	279.74		
47	40.34	143	283.54		
48	41.60	144	287.36		
49	42.90	145	291.22		
50	44.22	146	295.10		
51	45.56	147	299.00		
52	46.94	148	302.94		
53	48.34	149	306.90		
54	49.76	150	310.88		
55	51.22	151	314.90		
56	52.70	152	318.94		
57	54.20	153	323.00		
58	55.74	154	327.10		
59	57.30	155	331.22		
60	58.88	156	335.36		
61	60.50	157	339.54		
62	62.14	158	343.74		
63	63.80	159	347.96		
64	65.50	160	352.22		
65	67.22	161	356.50		
66	68.96	162	360.80		
67	70.74	163	365.14		
68	72.54	164	369.50		
69	74.36	165	373.88		
70	76.22	166	378.30		
71	78.10	167	382.74		
72	80.00	168	387.20		
73	81.94	169	391.70		
74	83.90	170	396.22		
75	85.88	171	400.76		
76	87.90	172	405.34		
77	89.94	173	409.94		
78	92.00	174	414.56		
79	94.10	175	419.22		
80	96.22	176	423.90		
81	98.36	177	428.60		
82	100.54	178	433.34		
83	102.74	179	438.10		
84	104.96	180	442.88		
85	107.22	181	447.70		
86	109.50	182	452.54		
87	111.80	183	457.40		
88	114.14	184	462.30		
89	116.50	185	467.22		
90	118.88	186	472.16		
91	121.30	187	477.14		
92	123.74	188	482.14		
93	126.20	189	487.16		
94	128.70	190	492.22		
95	131.22	191	497.30		

Table #25
LO-FI Sampling Frequency Control [Hz]

Data	Value	Data	Value
0	44.1k	64	678.0
1	22.1k	65	668.0
2	14.7k	66	658.0
3	11.0k	67	649.0
4	8.8k	68	639.0
5	7.4k	69	630.0
6	6.3k	70	621.0
7	5.5k	71	613.0
8	4.9k	72	604.0
9	4.4k	73	596.0
10	4.0k	74	588.0
11	3.7k	75	580.0
12	3.4k	76	573.0
13	3.2k	77	565.0
14	2.9k	78	558.0
15	2.8k	79	551.0
16	2.6k	80	544.0
17	2.5k	81	538.0
18	2.3k	82	531.0
19	2.2k	83	525.0
20	2.1k	84	519.0
21	2.0k	85	513.0
22	1.92k	86	507.0
23	1.84k	87	501.0
24	1.76k	88	496.0
25	1.70k	89	490.0
26	1.63k	90	485.0
27	1.58k	91	479.0
28	1.52k	92	474.0
29	1.47k	93	469.0
30	1.42k	94	464.0
31	1.38k	95	459.0
32	1.34k	96	455.0
33	1.30k	97	450.0
34	1.26k	98	445.0
35	1.23k	99	441.0
36	1.19k	100	437.0
37	1.16k	101	432.0
38	1.13k	102	428.0
39	1.10k	103	424.0
40	1.08k	104	420.0
41	1.05k		
42	1.03k		
43	1.00k		
44	980.0		
45	959.0		
46	938.0		
47	919.0		
48	900.0		
49	882.0		
50	865.0		
51	848.0		
52	832.0		
53	817.0		
54	802.0		
55	788.0		
56	774.0		
57	760.0		
58	747.0		
59	735.0		
60	723.0		
61	711.0		
62	700.0		
63	689.0		

Table #26
Ring Mod OSC Freq Coarse [Hz]

Data	Value	Data	Value
0	0.7	64	151.4
1	1.3	65	160.2
2	2.0	66	169.6
3	2.7	67	179.0
4	3.4	68	189.1
5	4.0	69	199.9
6	4.7	70	211.3
7	5.4	71	223.4
8	6.1	72	236.2
9	6.7	73	249.7
10	7.4	74	263.8
11	8.1	75	279.3
12	8.7	76	294.7
13	9.4	77	311.6
14	10.1	78	329.7
15	10.8	79	348.6
16	11.4	80	368.1
17	12.1	81	389.6
18	12.8	82	411.8
19	13.5	83	435.4
20	14.1	84	459.6
21	14.8	85	485.9
22	15.5	86	514.1
23	16.2	87	543.1
24	16.8	88	574.0
25	17.5	89	607.0
26	18.2	90	642.0
27	19.5	91	678.3
28	20.9	92	717.3
29	21.5	93	757.7
30	22.9	94	801.5
31	24.2	95	847.2
32	25.6	96	895.0
33	26.9	97	946.1
34	28.9	98	1000.7
35	30.3	99	1057.2
36	32.3	100	1117.7
37	33.6	101	1181.7
38	35.7	102	1249.0
39	37.7	103	1320.3
40	39.7	104	1395.7
41	42.4	105	1475.1
42	44.4	106	1559.2
43	47.1	107	1648.7
44	49.8	108	1742.9
45	52.5	109	1841.8
46	55.9	110	1947.5
47	59.2	111	2058.5
48	62.6	112	2175.6
49	65.9	113	2300.1
50	70.0	114	2431.3
51	73.3	115	2569.9
52	78.1	116	2716.6
53	82.1	117	2871.4
54	86.8	118	3035.6
55	92.2	119	3208.5
56	96.9	120	3391.6
57	103.0	121	3585.4
58	108.3	122	3790.0
59	115.1	123	4006.6
60	121.1	124	4234.8
61	128.5	125	4477.0
62	135.9	126	4732.1
63	143.3	127	5002.6

Vocal Harmony Parameter List / Liste der Vokalharmonie-Parameter / Liste des parametres lies a l'harmonie vocale / Lista de parametros de armonia vocal

Vocal Harmony Type List

Type Name	Description	MSB	LSB	Vocal Harmony	Vocal Effect
StandardDuet	Standard setting for lead vocal plus 1 harmony part. Useful for many music genres.	12	0	On	Off
StandardTrio	Standard setting for lead vocal plus 2 harmony parts. Useful for many music genres.	12	1	On	Off
StandardQuartet	Standard setting for lead vocal plus 3 harmony parts. Useful for many music genres.	12	2	On	Off
StudioVocals	This setting is suitable for studio production purposes. It features appropriate EQ settings and an understated Reverb.	12	33	On	On
JazzyQuartet	Good for Bass, Tenor and Alto singers; for Jazz repertoire. You will hear additional 6th notes.	12	3	On	Off
SchlagerTrio	Good for standard Schlager repertoire with simple harmony chords.	12	4	On	On
Destiny'sPop	Good for female singers with lead vocal plus 2 harmony parts above; for female Pop and R&B repertoire.	12	5	On	On
VocalDoubler	Use this preset to overdub your singing in real time. Turn the "Harmony" on to add harmony parts with Vocal Doubler effect.	12	34	Off	On
VocoderVH	This is a standard vocoder setting. It allows control of the harmony by playing keys higher than the Split Point.	12	6	On	Off
VocoderMONO	Standard vocoder setting. It allows control of the harmony by playing keys higher than the Split Point. You can play mono (single-note) melodies.	12	7	On	Off
Rock&Roll	Good for songs from the 50's and 60's with typical delay characteristics of that time. Turn the "Harmony" on to add harmony parts with Blues or Rock chords.	12	35	Off	On
TempoCross	Tempo Cross Delay on lead vocal. Turn the "Harmony" on to add harmony parts; good for Pop songs or special show effects.	12	36	Off	On
HeavyVoice	Good for Rock and Pop with overdriven vocal. Turn the "Harmony" on to add Harm.1 with 1 octave down.	12	37	Off	On
TelephoneChoir	Typical Lo-Fi vocal ensemble; use as old fashioned ensemble sound or exciting effect in Rock, Pop and Jazz.	12	38	On	On
LikeThe80s	Good for 80's Pop with typical reverb image.	12	39	On	On
Gramophone	Typical 30's vocal ensemble; reproduces an old fashioned gramophone sound.	12	40	On	On
PokerPhaser	Good for modern Pop songs using a phaser effect for lead vocal.	12	41	On	On
DetuneVoice	Lead vocal plus two additional detuned harmony parts for exciting detuned sound.	12	8	On	Off
PerfectFourth	Quartet singing only perfect fourths; parallel movement of all parts.	12	9	On	On
SingCMajorScale	Sing notes within a C major scale and the harmony parts will create suitable chord notes based on the C major scale.	12	10	On	Off
BalladChoir	Good for Ballad backing vocals with long reverb.	12	11	On	On
ChurchChoir	Good for standard church songs and Christmas songs with long reverb; recommended for Bass, Tenor and Alto voice.	12	12	On	On
GregorianChoir	Good for rubato Gregorian-chant-type monophonic songs with large reverb; parallel movement of all parts.	12	13	On	On
GospelChoir	Good for Gospel songs with long reverb on harmony parts and minor 7th feel.	12	14	On	On
CosmicChoir	Extremely phased vocals; useful for exciting effects in Dance and Modern Music.	12	42	On	On
AlpenGirls	Good for male singer with 2 female harmony parts above lead vocal.	12	15	On	On
CountryRock	Typical Country Rock quartet; recommended range is tenor/alto.	12	16	On	On
R&BDiva	Good for female alto singer for R&B repertoire; also usable with Tenor lead vocal.	12	17	On	On
ClosedPopChicks	Good for female singers with two harmony parts below.	12	18	On	On
QueenOfPop	Good for Pop and R&B songs using Tempo Delay. Turn the "Harmony" on to add 2nd Voice.	12	43	Off	On
Bob->Mary	Male singer can sound like Female voice with long romantic reverb.	12	19	On	On
Mary->Bob	Female singer can sound like Male voice with short reverb.	12	20	On	Off
FlangingVocals	Useful for modern Pop, Rock and Dance music.	12	44	Off	On
JazzySisters	Good for Bass and Tenor Singers. Harmony parts add 3 female Jazz singers.	12	21	On	On
QuartetOnStage	Good for Rock and Pop Music. Harmony parts make up a quartet.	12	22	On	On
DelayedHarmony	Useful in several genres with a tempo-synced delay choir as background.	12	45	On	On
KidsChoir	Creates the effect of a child's voice. Use this preset type and sing with your friends...	12	23	On	Off
ChorusChoir	The chorus effect adds a rich and exciting characteristics to your voice and the harmony parts.	12	46	On	On
BohemianVocode	Tempo flanging Vocoder Type; good for Rock or Pop songs and Intros.	12	47	On	On
RobotVoice	Creates a robotic voice effect. This is the setting. Use Harm.3 for variation.	12	48	On	On
ChordalXG	Chordal type setting of previous Vocal Harmony system.	90	0	On	Off
DetuneXG	Detune type setting of previous Vocal Harmony system.	91	0	On	Off
ChromaticXG	Chromatic type setting of previous Vocal Harmony system.	92	0	On	Off
VocoderXG	Vocoder type setting of previous Vocal Harmony system.	89	0	On	Off
Thru	Bypasses the processing without any harmonies and effects.	64	0	Off	Off

Chordal Type List

Type Name	Description
2Abv&1Blw.Simple	Harmony based on 3-tone chord, 2 above and 1 below; suitable for backing chorus parts. Basically it generates harmonies within an octave.
1Abv&2Blw.Simple	Harmony based on 3-tone chord, 1 above and 2 below; suitable for backing chorus parts. Basically it generates harmonies within an octave.
1Abv&2Blw.Open	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. Basically it generates open harmonies of an octave or more.
1Abv&2Blw.OpenPara	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. Basically it generates open harmonies of an octave or more. It includes the effect of creating parallel motion of a half tone in certain conditions.
1Abv&2Blw.OpenBlues	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. Basically it generates open harmonies of an octave or more. Since it adds a major second as a scale tone to harmony during 7th chords, it provides a passing tone during 7th chords. Suitable for 3-tone chord blues or for country rock in major keys. There are cases where it is not suitable during 7th chord in minor keys.
1Abv&1Blw+UnsD.Simple	Harmony suitable for a trio based on 2-tone chord, 1 above and 1 below (+ Oct. below the input pitch); it is suitable for backing chorus parts.
3Blw.Closed	Harmony based on 3 total tones from chords and scales, 3 below; it can produce a feeling of movement. Basically it generates harmonies within an octave. It is unsuitable for low input pitch, because the harmonies are low.
3Blw.ClosedPara	Harmony based on 3 total tones from chords and scales, 3 below; it can produce a feeling of movement. Basically it generates harmonies within an octave. It is unsuitable for low input pitch, because the harmonies are low. It includes the effect of creating parallel motion of a half tone in certain conditions.
3Blw.ClosedBlues	Harmony based on 3 total tones from chords and scales, 3 below; it can produce a feeling of movement. Basically it generates harmonies within an octave. It is unsuitable for low input pitch, because the harmonies are low. Because it adds the major second as the scale tone to harmony during 7th chord, it provides a passing tone during 7th chords. Suitable for 3-tone chord blues in major keys or for country rock. There are cases where it is not suitable during 7th chord in minor keys.
2Blw+Bass.Chordal	Harmony based on 3-tone chord, 2 below and a chord root; it is suited for backing chorus parts.
2Blw+UnsD.Modal	Harmony suitable for a trio based on 2 total tones from chords and scales, 2 below (+ Oct. below the input pitch); it can produce a feeling of movement.
2Blw+UnsD.ModalBlues	Harmony suitable for a trio based on 2 total tones from chords and scales, 2 below (+ Oct. below the input pitch); it can produce a feeling of movement. Because it adds a major second as a scale tone to harmony during 7th chords, it provides a passing tone during 7th chords. Suitable for 3-tone chord blues or for country rock in major keys. There are cases where it is not suitable during 7th chord in minor keys.
1Blw+UnsD+Bass	Harmony suitable for a duet based on 1 total tone from chord and scale, the nearby 1 below (+ Oct. below the input pitch and chord root); it can produce a feeling of movement.
1Blw.Far+UnsD+Bass	Harmony suitable for a duet based on 1-tone chord, 1 below, (priority on character) (+ Oct. below the input pitch and chord root). This setting skillfully expresses the chord character.
3Abv.Jazz	Harmony based on 3 total tones from chords and scales, 3 above; it can produce a feeling of movement. Basically it generates harmonies within an octave. It is suitable for low pitched vocals.
3Abv.Chordal	Harmony based on 3-tone chord, 3 above; it is suitable for backing chorus parts. It is also good for low pitched vocals.
3Abv.JazzPara	Harmony based on 3 total tones from chords and scales, 3 above; it handles a major triad as add 6th chord. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. Basically it generates harmonies within an octave. It includes the effect of creating parallel motion of a half tone in certain conditions. It is suitable for low pitched vocals.
3Abv.JazzBluesPara	Harmony based on 3 total tones from chords and scales, 3 above; it handles a major triad as add 6th chord. Since it handles the major second as a scale tone in major triads, it can also provide passing tones. Because it adds a major second as a scale tone to harmony during 7th chords, it provides a passing tone during 7th chords. Suitable for 3-tone chord blues or for country rock in major keys. Basically it generates harmonies within an octave. It includes the effect of creating parallel motion of a half tone in certain conditions. There are cases where it is not suitable during 7th chord in minor keys. It is suitable for low pitched vocals.
2Abv&1Blw.WideH	Harmony based on 3 total tones from chords and scales, 2 above and 1 below; it can produce a feeling of movement. Basically it generates open harmonies of an octave or more. It is suitable for low pitched vocals.
2Abv&1Blw.forDuo	Harmony based on 3 total tones from chords and scales, 2 above and 1 below; it can produce a feeling of movement. Because it combines elements suited for duets, Harmony1, 2 and 3 can be independently selected for use for duets. It can also be used for octave transposing. Basically, the highest tone (Harmony1) is an octave above the lowest tone (Harmony3), and this tone (Harmony1 or Harmony3) handles the major second as the scale tone in major triads. (You should be careful, however, depending on the song.) It is suited for low pitched vocals in situations where all harmonies are used for a quartet.
2Abv&1Blw.Jazz	Harmony based on 3 total tones from chords and scales, 2 above and 1 below; it handles a major triad as add 6th chord. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. Basically, the highest tone (Harmony1) is an octave above the lowest tone (Harmony3). Each of its tones is treated as an element, so it can be used for duets or trios. It is suitable for low pitched vocals.
2Abv&1Blw.WideL	Harmony based on 3 total tones from chords and scales, 2 above and 1 below; it can produce a feeling of movement. Its harmony range tends to be lower than that of 2Abv&1Blw.WideH. Basically it generates open harmonies of an octave or more. It is suitable for low pitched vocals.
2Abv+UnsD.Modal6th	Harmony suitable for a trio based on 2 total tones from chords and scales, 2 above (+ Oct. below the input pitch); it handles a major triad as add 6th chord. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. It is suitable for low pitched vocals.
2Abv+Bass.Modal6th	Harmony suitable for a trio based on 2 total tones from chords and scales, 2 above (+ chord root); it handles a major triad as add 6th chord. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. It is suitable for low pitched vocals.
UnsU+1Abv+Bass.Open	Harmony suitable for a duet based on 1 total tone from chord and scale, the nearby 1 above (+ Oct. below the input pitch and chord root); it can produce a feeling of movement.
1Abv&2Blw.Jazz	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. Basically it is a closed harmony within an octave.
1Abv&2Blw.80s	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. Because it handles the major second as a scale tone in major triads, it can also provide passing tone. With priority on the chord's character, it is good for broadening the sound in which Maj7 and m7 chords are often used. Basically it generates closed harmonies within an octave.
1Abv&2Blw.Blues	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. Since it handles the major second as a scale tone in major triads, it can also provide passing tones. Because it adds the major second as a scale tone to harmony during 7th chords, it provides a passing tone during 7th chords. Suitable for 3-tone chord blues in major keys or for country rock. Basically it generates closed harmonies within an octave.
1Abv&2Blw.ChordalBlues	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. Because it adds the major second as a scale tone to harmony during 7th chords, it provides a passing tone during 7th chords. Suitable for 3-tone chord blues in major keys or for country rock. With priority on the chord's character, it is good for broadening the sound in which Maj7 and m7 chords are often used. Basically it generates closed harmonies within an octave.
1Abv&2Blw.Chordal	Harmony based on tone chords and scale tones used as duet, 1 above and 2 below; it can produce a feeling of movement. Harmony1 is a tone above and nearest the input pitch. Harmony2, tone which is below the input pitch and nearest the input pitch, handles a major triad as add 6th chord. Harmony3 is harmony with priority on the chord character of the lower notes. Because it handles the major second as a scale tone in major triads, it can also provide passing tones.
1Abv&2Blw.Wide	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. It handles a major triad as add 6th chord. Since it handles the major second as a scale tone, it can also provide passing tones. Basically it generates open harmonies of an octave or more.

Type Name	Description
1Abv&2Blw.WideBlues	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. Since it handles a major triad as add 6th chord, and handles the major second as a scale tone, it can also provide passing tones. Because it adds the major second as a scale tone to harmony during 7th chords, it provides a passing tone during 7th chords. Suitable for 3-tone chord in major keys or for country rock. Basically it generates open harmonies of an octave or more.
1Abv&1Blw+Bass	Harmony based on tone chords and scale tones used as duet, 1 above and 1 below; (+ chord root); it can produce a feeling of movement. Harmony1 is a tone above and nearest the input pitch. Harmony2, tone which is below the input pitch and nearest the input pitch, handles a major triad as add 6th chord, and since it handles the major second as a scale tone in major triads, it can provide passing tones.
1Abv&1Blw+UnsD.Modal6th	Harmony suitable for a trio based on 2 total tones from chords and scales, a above and below (+ Oct. below the input pitch); it can produce a feeling of movement. Because it handles a major triad as add 6th chord, and handles the major second as a scale tone, it can provide passing tones.
1Abv&1Blw+Bass.Modal6th	Harmony based on tone chords and scale tones used as duet, 1 above and 1 below (+ chord root); it can produce a feeling of movement. Harmony1 is harmony of above tone with priority on the chord character. Harmony2, harmony near the below side, handles a major triad as add 6th chord, and since it handles the major second as a scale tone in major triads, it can provide passing tones.
3Blw.Jazz	Harmony based on 3 total tones from chords and scales, 3 below; it handles a major triad as add 6th chord. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. Basically it generates harmonies within an octave. It is suitable for high pitched vocals.
3Blw.JazzBlues	Harmony based on 3 total tones from chords and scales, 3 below; it handles a major triad as add 6th chord. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. Because it adds the major second as a scale tone to harmony during 7th chords, it provides a passing tone during 7th chords. Suitable for 3-tone chord blues or for country rock in major keys. Basically it generates harmonies within an octave. It is suitable for high pitched vocals.
2Blw+UnsD.Modal6th	Harmony suitable for a trio based on 2 total tones from chords and scales, 2 below (+ Oct. below input pitch); it handles a major triad as add 6th chord. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. Basically it generates harmonies within an octave. It is suitable for high pitched vocals.
2Blw+Bass.Modal6th	Harmony suitable for a trio based on 2 total tones from chords and scales, 2 below (+ chord root); it handles a major triad as add 6th chord. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. Basically it generates harmonies within an octave. It is suitable for high pitched vocals.
ScaleDiatonic	This generates harmonies based on the scale specified by the KEY ROOT/TYPE value and the degree specified by the DEGREE value. The harmonies are not dependent on a chord. If there are many notes, the chord feeling intensifies, so it is suitable for use as duets, fixed at a third above. This setting is good for modal church music or modal jazz.
Parallel	This can reproduce harmonies for which semitone pitches are fixed 4th build or diminished sounds, for example. This setting is good, for example, in modal jazz scales (when you want to eliminate chordal feeling) or in progressive music.

Harmony Assign Parameters

Parameter	Value	Description
Transpose Mode *These are effective only when Vocoder or Vocoder-Mono is selected in Mode.	0	Assigns the harmony to the octave range centered around the pitch of the played note.
	Auto	Assigns the harmony to the same octave range as the vocal (microphone) input.
	-3	Assigns the harmony to a range roughly 3 octaves below the pitch of the played note.
	-2	Assigns the harmony to a range roughly 2 octaves below the pitch of the played note.
	-1	Assigns the harmony to a range roughly 1 octave below the pitch of the played note.
	+1	Assigns the harmony to a range roughly 1 octave above the pitch of the played note.
	+2	Assigns the harmony to a range roughly 2 octaves above the pitch of the played note.
	+3	Assigns the harmony to a range roughly 3 octaves above the pitch of the played note.
Session Table *These are effective only when a Chordal Type other than Scale Diatonic or Parallel is selected.	Normal	The chord designation is used as shown. This is for general use in conventional music genres.
	Simple	Tends to add a simpler harmony. Use this when you need simple accompaniment.
	R&R	Tends to add harmony with a strong major 6th in both major and minor triads. This is good with rock 'n' roll music.
	UrbanA	Tends to add harmony with a strong major 6th to the major triad and a minor 7th to the minor triad. This is good for a sophisticated, urban feel.
	UrbanB	Tends to add harmony with a strong major 7th to the major triad and a minor 7th to the minor triad. This is good for a sophisticated, urban feel.
	Blues7	Tends to add harmony with a strong minor 7th. This is good for blues music.
	UrbanC	Tends to add harmony with a strong major 9th to both the major and minor triads. This is good for a sophisticated, urban feel.
Key Root *These are effective only when the Chordal Type parameter is set to Scale Diatonic.	Determines the root key for the transposition.	
Key Type *These are effective only when the Chordal Type parameter is set to Scale Diatonic.		

Pitch Correct Parameters

Parameter	Description
OFF	The input sound is not pitch corrected. Since the harmony has a more natural sound, this setting is good for duets, etc.
SOFT1	The input sound is almost without pitch correction. Since the pitches of the harmony are more accurate, this setting is good for backing chorus parts, etc.
SOFT2	The input sound is slightly pitch corrected. Since the harmony has a more natural sound, this setting is good for duets, etc.
HARD	The input sound is pitch corrected. Since the pitches of the harmony are more accurate, this setting is good for backing chorus parts, etc.

Vocal Effect Type List

Type Name	Description	MSB	LSB
Romantic Rev (Romantic Reverb)	Long reverb for vocal part. Romantic image.	1	0
80s Pop Rev (80s'Pop Reverb)	Long reverb for vocal part. 80's pop image.	1	16
Room	Reverb simulating the acoustics of a room.	2	0
Stage (Concert Stage)	Reverb simulating the concert stage.	3	0
Plate	Reverb simulating a plate reverb unit.	4	0
VocalDoubler	Immediate delay with center focused feeling.	5	16
StereoSpread	Immediate delay with spread feeling.	5	17
Delay	Produces simple delayed sounds: L, R, and C (center).	5	0
Short Delay	Produces short delayed sound with narrow image.	5	1
R&R Delay (Rock&Roll Delay)	Produces slap back echo sound. Good for Rock&Roll music.	5	18
Cross Delay	The feedback of the two delayed sounds is crossed.	8	0
Tempo Delay	Tempo-synchronized delay.	21	0
Tempo Cross (Tempo Cross Delay)	Tempo-synchronized cross delay.	22	0
Chorus	Conventional chorus program with rich, warm chorusing.	66	0
EQ Hi-Fi	Equalizer effect that boosts both high and low frequencies.	76	16
EQ Tel	Equalizer effect that cuts both high and low frequencies.	76	0
Gramophone	Produces Lo-Fi sound with gramophone image.	94	0
Robot	Produces Lo-Fi sound with robotic image.	94	16
Overdriven	Produces overdriven sound. Good for rock and dance music.	98	0
Scream&Shout	Produces heavy distorted sound.	98	16
TempoFlanger	Tempo-synchronized flanger.	107	0
TempoPhaser	Tempo-synchronized phaser.	108	0
TempoAutoPan	Tempo-synchronized auto pan.	121	0
No Effect	No effect.	0	0

Vocal Effect Parameter List

Table: Indicates the corresponding table number in the Effect Data Assign Table.

Romantic Rev, 80s Pop Rev, Room, Stage, Plate

No.	Parameter	Display	Min	Max	Table
1	Reverb Time	0.3s – 30.0s	0	69	Table #1
2	Diffusion	0 – 10	0	10	
3	Initial Delay	0.1ms – 99.3ms	0	63	Table #2
4	HPF Cutoff	Thru, 22Hz – 8.0kHz	0	52	Table #3
5	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table #3
6					
7					
8					
9					
10					
11	Reverb Delay	0.1ms – 99.3ms	0	63	Table #2
12	Density	0 – 4	0	4	
13	ER/Reverb Balance	E63>R – E=R – E<R63	1	127	
14	High Damp	0.1 – 1.0	1	10	
15	Feedback Level	-63 – 0 – +63	1	127	
16					

VocalDoubler, StereoSpread, Delay, Short Delay, R&R Delay

No.	Parameter	Display	Min	Max	Table
1	L ch Delay	0.1ms – 1486.0ms	1	14860	
2	R ch Delay	0.1ms – 1486.0ms	1	14860	
3	C ch Delay	0.1ms – 1486.0ms	1	14860	
4	Feedback Delay	0.1ms – 1486.0ms	1	14860	
5	Feedback Level	-63 – 0 – +63	1	127	
6	C ch Level	0 – 127	0	127	
7	High Damp	0.1 – 1.0	1	10	
8					
9					
10					
11					
12					
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table #3
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76	
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3
16	EQ High Gain	-12dB – 0dB – +12dB	52	76	

Cross Delay

No.	Parameter	Display	Min	Max	Table
1	L->R Delay	0.1ms – 743.0ms	1	7430	
2	R->L Delay	0.1ms – 743.0ms	1	7430	
3	Feedback Level	-63 – 0 – +63	1	127	
4	Input Select	L, R, L&R	0	2	
5	High Damp	0.1 – 1.0	1	10	
6					
7					
8					
9					
10					
11					
12					
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table #3
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76	
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3
16	EQ High Gain	-12dB – 0dB – +12dB	52	76	

Tempo Delay

No.	Parameter	Display	Min	Max	Table
1	Delay Time	64th/3 – 4thx6	0	19	Table #5
2	Feedback Level	-63 – 0 – +63	1	127	
3	Feedback High Dump	0.1 – 1.0	1	10	
4	L/R Diffusion	-63ms – 0ms – 63ms	1	127	
5	Lag	-63ms – 0ms – 63ms	1	127	
6					
7					
8					
9					
10					
11					
12					
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76	
15	EQ High Frequency	500Hz – 16.0kHz	28	58	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76	

Tempo Cross

No.	Parameter	Display	Min	Max	Table
1	Delay Time L>R	64th/3 – 4thx6	0	19	Table #5
2	Delay Time R>L	64th/3 – 4thx6	0	19	Table #5
3	Feedback Level	-63 – 0 – +63	1	127	
4	Input Select	L, R, L&R	0	2	
5	Feedback High Dump	0.1 – 1.0	1	10	
6	Lag	-63ms – 0ms – 63ms	1	127	
7					
8					
9					
10					
11					
12					
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76	
15	EQ High Frequency	500Hz – 16.0kHz	28	58	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76	

Chorus

No.	Parameter	Display	Min	Max	Table
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table #8
2	LFO Depth	0 – 127	0	127	
3	Feedback Level	-63 – 0 – +63	1	127	
4	Delay Offset	0.0ms – 50ms	0	127	Table #9
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table #3
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76	
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3
9	EQ High Gain	-12dB – 0dB – +12dB	52	76	
10					
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table #3
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76	
13	EQ Mid Width	0.1 – 12.0	1	120	
14					
15	Input Mode	Mono, Stereo	0	1	
16					

EQ Hi-Fi, EQ Tel

No.	Parameter	Display	Min	Max	Table
1	EQ Low Gain	-12dB – 0dB – +12dB	52	76	
2	EQ Mid Frequency	100Hz – 16.0kHz	14	58	Table #3
3	EQ Mid Gain	-12dB – 0dB – +12dB	52	76	
4	EQ Mid Width	0.1 – 12.0	1	120	
5	EQ High Gain	-12dB – 0dB – +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					

Gramophone, Robot

No.	Parameter	Display	Min	Max	Table
1	Sampling Freq Control	44.1kHz – 345Hz	0	127	Table #25
2	Word Length	1 – 127	1	127	
3	Output Gain	-6dB – +36dB	0	42	
4	LPF Cutoff	63Hz – 18kHz, 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					
11					
12					
13					
14					
15	Input Mode	Mono, Stereo	0	1	
16					

Overdriven, Scream&Shout

No.	Parameter	Display	Min	Max	Table
1	Overdrive	0% – 100%	0	100	
2	Device	Transistor, VintageTube, 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					
11					
12					
13					
14					
15					
16					

TempoFlanger

No.	Parameter	Display	Min	Max	Table
1	LFO Frequency	16th – 4thx16	5	29	Table #5
2	LFO Depth	0 – 127	0	127	
3	Feedback Level	-63 – 0 – +63	1	127	
4	Delay Offset	0.0ms – 50ms	0	127	Table #9
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table #3
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76	
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3
9	EQ High Gain	-12dB – 0dB – +12dB	52	76	
10					
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table #3
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76	
13	EQ Mid Width	0.1 – 12.0	1	120	
14	LFO Phase Difference	-180deg – 0deg – +180deg	4	124	
15					
16					

TempoPhaser

No.	Parameter	Display	Min	Max	Table
1	LFO Frequency	16th – 4thx16	5	29	Table #5
2	LFO Depth	0 – 127	0	127	
3	Phase Shift Offset	0 – 127	0	127	
4	Feedback Level	-63 – 0 – +63	1	127	
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table #3
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76	
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3
9	EQ High Gain	-12dB – 0dB – +12dB	52	76	
10					
11	Stage	3 – 11	3	11	
12					
13	LFO Phase Difference	-180deg – 0deg – +180deg	4	124	
14					
15					
16					

TempoAutoPan

No.	Parameter	Display	Min	Max	Table
1	LFO Frequency	16th – 4thx16	5	29	Table #5
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	-12dB – 0dB – +12dB	52	76	
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table #3
9	EQ High Gain	-12dB – 0dB – +12dB	52	76	
10					
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table #3
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76	
13	EQ Mid Width	0.1 – 12.0	1	120	
14					
15	Input Mode	Mono, Stereo	0	1	
16					

NO EFFECT

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

Screen			Parameter	Backup *1	Backup/ Restore File *2	Registration Memory		Comment
						Regist	Group	
Piano Room	Main		Piano Voice	×	×	O	Voice	
			Reverb Type	×	×	O	Common	
			Lid Position	O*	O*	O	Voice	*Saved for each Piano Voice.
	Piano Room Setting	Lid Position	Lid Position	O*	O*	O	Voice	*Saved for each Piano Voice.
		Brightness	Brightness	O*	O*	O	Voice	*Saved for each Piano Voice.
		Touch Curve	Touch Curve	O	O	×		
			Fixed Velocity	O	O	×		
		Environment	Reverb Type	×	×	O	Common	
			Reverb Depth	O*	O*	O	Voice	*Saved for each Piano Voice.
		Master Tune	Master Tune	O	O	×		
		VRM	VRM On/Off	O*	O*	O	Voice	*Saved for each Piano Voice.
		Damper Resonance	Damper Resonance	O*	O*	O	Voice	*Saved for each Piano Voice.
		String Resonance	String Resonance	O*	O*	O	Voice	*Saved for each Piano Voice.
		Key Off Sampling	Key Off Sampling	O*	O*	O	Voice	*Saved for each Piano Voice.
		Half Pedal Point	Half Pedal Point	O	O	×		
		Each Key Setting	Tune	O*	O*	×		*Saved for each Piano Voice.
			Volume	O*	O*	×		*Saved for each Piano Voice.
Voice	Main		Main Voice	×	×	O	Voice	
			Layer On/Off	×	×	O	Voice	
			Layer Voice	×	×	O	Voice	
			Left On/Off	×	×	O	Voice	
			Left Voice	×	×	O	Voice	
			Split Point	O	O	O	Voice, Style	
	Voice Select		Favorites	O	O	×		
	Voice Setting	Octave	Octave	×	×	O	Voice	
		Mixer	Part On/Off	×	×	O	Voice	
			Pan	×	×	O	Voice	
			Reverb Type	×	×	O	Common	
			Reverb Depth	×	×	O	Voice	
			Volume	×	×	O	Voice	
Style	Main		Style	×	×	O	Style	
			Synchro Start On/Off	×	×	O	Style	
			Volume	×	×	O	Style	
			Tempo	×	×	O	Style	
			Part On/Off	×	×	O	Style	
			Section	×	×	O	Style	
	Style Select		Favorites	O	O	×		
	Style Setting	Fingering	Chord Detection Area	O	O	O	Style	
			Split Point	O	O	O	Voice, Style	
		Style	Intro On/Off	O	O	×		
			Ending On/Off	O	O	×		
			Dynamics Control	×	×	O	Style	
			Auto Section Change On/Off	×	×	O	Style	
			Auto Section Change Timing	×	×	O	Style	
			Auto Section Change Sensitivity	×	×	O	Style	
			Tempo	O	O	×		
		Mixer	Part On/Off	×	×	O	Style	
			Pan	×	×	O	Style	
			Reverb Type	×	×	O	Common	
			Reverb Depth	×	×	O	Style	
			Volume	×	×	O	Style	
Song	Main		Song	×	×	O	Song	
			AB Repeat	×	×	O	Song	
			Guide On/Off	×	×	O	Song	
			MIDI Song Volume	×	×	O	Song	
			Audio Song Volume	×	×	O*	Song	*Available only when connected to a Wi-Fi network.
			MIDI Song Tempo	×	×	O	Song	
			Audio Song Tempo	×	×	O	Song	
			MIDI Song Transpose	×	×	O	Song	
			Audio Song Transpose	×	×	O	Song	

Screen			Parameter	Backup *1	Backup/ Restore File *2	Registration Memory		Comment
						Regist	Group	
Song	Main		Part On/Off	×	×	O	Song	Available only when selecting a MIDI Song.
			Chord Chart	O*	O*	×		*Saved for each Audio Song, but not MIDI Songs.
	Song Select		Favorites	O	O*	×		*Songs in “Music Library” category are not backed up.
			Song Repeat	×	×	×		
			User Songs	O	O	×		
	Setting	Arrangement	Accompaniment Score Pattern	×	×	O	Song	Available only when selecting an Audio Song.
			Backing	×	×	O	Song	Available only when selecting an Audio Song.
			Melody Suppressor	×	×	O	Song	Available only when selecting an Audio Song.
			Style	×	×	O	Style	Available only when selecting an Audio Song.
			Part On/Off	×	×	O	Style	Available only when selecting an Audio Song.
		Playback	Stream Lights On/Off	O	O	×		
			Stream Lights Speed	O	O	×		
			Guide Type	O	O	×		Available only when selecting a MIDI Song.
			Quick Start On/Off	O	O	×		Available only when selecting a MIDI Song.
			MIDI Part Channel - Auto Set On/Off	×	×	O	Song	Available only when selecting a MIDI Song.
			MIDI Part Channel - Right	×	×	O	Song	Available only when selecting a MIDI Song.
			MIDI Part Channel - Left	×	×	O	Song	Available only when selecting a MIDI Song.
		Score	Size	O	O	×		
			Part	×	×	O	Song	
			Quantize	×	×	O	Song	Available only when selecting a MIDI Song.
		Chord	Lyric On/Off	O	O	×		Available only when selecting a MIDI Song.
		Lyric	Chord On/Off	O	O	×		Available only when selecting a MIDI Song.
			Language	O	O	×		Available only when selecting a MIDI Song.
		Mixer	Part On/Off	×	×	O	Song, Style*	*“Song” is available when selecting a MIDI Song. “Style” is available when selecting an Audio Song.
			Pan	×	×	O	Song, Style*	*“Song” is available when selecting a MIDI Song. “Style” is available when selecting an Audio Song.
			Reverb Type	×	×	O	Common	
			Reverb Depth	×	×	O	Song, Style*	*“Song” is available when selecting a MIDI Song. “Style” is available when selecting an Audio Song.
			Volume	×	×	O	Song, Style*	*“Song” is available when selecting a MIDI Song. “Style” is available when selecting an Audio Song.
Recording			Recording Method	×	×	O	Song	
			Rec Part On/Off	×	×	×		Available only for MIDI Recording
			Rec Channel	×	×	×		Available only for MIDI Recording
Registration Memory			Registration Memory	O	O	×		
Metronome			Tempo	×	×	O	Others	
			Beat	×	×	×		
			Bell On/Off	O	O	×		
			Volume	O	O	×		
Balance			Style Volume	×	×	O	Style	
			Main Voice Volume	×	×	O	Voice	
			Layer Voice Volume	×	×	O	Voice	
			Left Voice Volume	×	×	O	Voice	
			MIDI Song Volume	×	×	O	Song	
			Audio Song Volume	×	×	O*	Song	*Available only when connected to a Wi-Fi network.
			Mic Volume	×	×	O	Others	
			Aux In Volume	O	O	O	Others	

Screen			Parameter	Backup *1	Backup/ Restore File *2	Registration Memory		Comment
						Regist	Group	
Utility	Transpose		Keyboard/Style Transpose	×	×	O	Others	
			MIDI Song Transpose	×	×	O	Song	
			Audio Song Transpose	×	×	O	Song	
	Tuning		Master Tune	O	O	×		
			Scale Tune Type	×	×	O	Others	
			Scale Tune Base Note	×	×	O	Others	
	Keyboard		Touch Curve	O	O	×		
			Fixed Velocity	O	O	×		
	Pedal	Main	Right Pedal Function	×	×	O	Others	
			Center Pedal Function	×	×	O	Others	
			Left Pedal Function	×	×	O	Others	
			AUX Pedal Function	×	×	O	Others	
			AUX Pedal Polarity	O	O	×		
		Setting	Part On/Off	×	×	O	Others	
			Half Pedal Point	O	O	×		
			Soft Pedal Depth	×	×	O	Others	
			Glide Up/Down	×	×	O	Others	
			Glide Range	×	×	O	Others	
			Glide On Speed	×	×	O	Others	
Utility	Pedal	Setting	Glide Off Speed	×	×	O	Others	
			Pitch Bend Up/Down	×	×	O	Others	
			Pitch Bend Range	×	×	O	Others	
	Mic		Mic On/Off	×	×	O	Others	
			Mic Volume	×	×	O	Others	
			Mic Setting	×	×	O	Others	
			Mic Reverb Depth	×	×	O	Others	
			Mic Noise Gate On/Off	×	×	O	Others	
			Vocal Harmony Type	×	×	O	Others	
			Vocal Harmony On/Off	×	×	O	Others	
			Vocal Effect On/Off	×	×	O	Others	
			Lead Vocal Volume	×	×	O	Others	
			Harmony Volume	×	×	O	Others	
	Master EQ	Main	Frequency	×	×	O	Others	
			Gain	×	×	O	Others	
			Q	×	×	O	Others	
		Master EQ Select	User Settings	O	O	×		
	Sound Setting		Speaker	O	O	×		
			Binaural On/Off	O	O	×		
			IAC On/Off	O	O	×		
			IAC Depth	O	O	×		
			AUX In Noise Gate On/Off	O	O	×		
	System		Language	O	×	×		
			Audio Rec Format	O	O	×		
			Auto Power Off	O	O	×		
Instrument			Wi-Fi Setting	×	×	×		

*1 These parameters are saved even after the application is closed.
*2 These parameters can be backed up/restored on the Utlity Menu.

MIDI Data Format / MIDI-Datenformat / Format des données MIDI / Formato de datos MIDI

Many MIDI messages listed in the MIDI Data Format are expressed in decimal numbers, binary numbers and hexadecimal numbers. Hexadecimal 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/1001 0000-1001 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/FOH/1111 0000 denotes the start of a System Exclusive Message. 247/F7H/1111 0111 denotes the end of a System Exclusive Message.
- aaH (hexadecimal)/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)

[GM1] ... GM Required Parameter
[GM2] ... GM Level 2 Required Parameter

[MIDI] [Internal Sequencer]

MIDI Events	Status byte	1st Data byte			2nd Data byte		Voices		MIDI Reception					MIDI Transmission			PLAY		REC
	Status	Data	(Hex)	Parameter	Data	(Hex)	Parameter	Regular/ Drum/ Natural/ Organ Voice	Mic/Vocal Harmony	Song	Main Layer Left	Keyboard	Style	Extra	Main Layer Left	Style	Upper Lower	PLAY	REW	From Main/ Layer/ Left
Key Off [GM1] [GM2]	8nH (n: Channel Number)	kk		Key no. (0-127)	vv		Velocity (0-127)	○	○ (Harmony Channel)	○	○	○	○	○	○	×	○	○	×	○
Key On [GM1] [GM2]	9nH (n: Channel Number)	kk		Key no. (0-127)	vv		Key On: vv=1-127 Key Off: vv=0	○	○ (Harmony Channel)	○	○	○	○	○	●	○	●	○	×	○
Control Change	BnH	0	(00H)	Bank Select MSB [GM2]	0 0 8 8 8 64 104 104 118 119 120 121 126 127	(00H) (00H) (08H) (08H) (08H) (40H) (68H) (68H) (76H) (77H) (78H) (79H) (7EH) (7FH)	Normal S.Articulation Voice Mega Voice S.Articulation Voice S.Articulation2 Voice SFX Voice Normal S.Articulation Voice GS Rhythm GS Normal GM2 Rhythm GM2 Normal SFX kit Drum kit	○	×	○	○	○ (Main)	○	○	●	●	×	○	○	○
		1	(01H)	Modulation [GM1] [GM2]	0-127	(00H...7FH)	Data	○	×	○	○	○ (All keyboard parts)	○	○	●	○	●	○	○	○
		5	(05H)	Portamento Time [GM2]	0-127	(00H...7FH)	Data	○ (Except S.Articulation Piano, Organ Flutes)	×	○	○	○ (All keyboard parts)	×	○	●	×	×	○	○	○
		6	(06H)	Data Entry MSB [GM2]	0-127	(00H...7FH)	Data	○	○ (Harmony Channel)	○	○	○ (All keyboard parts)	○	○	●	○	×	○	×	○
		7	(07H)	Main Volume [GM1] [GM2]	0-127	(00H...7FH)	Data	○	○ (A/D Part Receive Channel)	○	○	○ (All keyboard parts)	○	○	●	●	×	○	○	○
		10	(0AH)	Panpot [GM1] [GM2]	0-127	(00H...7FH)	L64…C…R63	○	○ (A/D Part Receive Channel)	○	○	○ (All keyboard parts)	○	○	●	●	×	○	○	○
		11	(0BH)	Expression [GM1] [GM2]	0-127	(00H...7FH)	Data	○	×	○	○	○ (All keyboard parts)	○	○	●	●	●	○	○	○
		16	(10H)	General Purpose Controller	0-127	(00H...7FH)	Data	○	×	○	○	○ (All keyboard parts)	×	○	×	×	×	○	○	×
		32	(20H)	Bank Select LSB [GM2]	0-127	(00H...7FH)	Data	○	×	○	○	○ (Main)	○	○	●	●	×	○	○	○
		38	(26H)	Data Entry LSB [GM2]	0-127	(00H...7FH)	Data	○	×	○	○	○ (All keyboard parts)	○	○	●	×	×	○	×	○
		64	(40H)	Sustain (Damper) [GM1] [GM2]	0-127	(00H...7FH)	Data	○	○ (Harmony Channel)	○	○	○ (All keyboard parts)	×	○	●	×	●	○	○	○
		65	(41H)	Portamento [GM2]	0-127	(00H...7FH)	0…63, 64…127 (OFF, ON)	○ (Except S.Articulation Piano, Organ Flutes)	×	○	○	○ (All keyboard parts)	×	○	●	×	●	○	○	○
		66	(42H)	Sostenuto [GM2]	0-127	(00H...7FH)	0…63, 64…127 (OFF, ON)	○	×	○	○	○ (All keyboard parts)	×	○	●	×	●	○	○	○
		67	(43H)	Soft Pedal [GM2]	0-127	(00H...7FH)	0…63, 64…127 (OFF, ON)	○	×	○	○	○ (All keyboard parts)	×	○	●	×	●	○	○	○
		71	(47H)	Harmonic Content [GM2]	0-127	(00H...7FH)	-64…0…+63	○	×	○	○	○ (All keyboard parts)	○	○	●	●	×	○	○	○
		72	(48H)	Release Time [GM2]	0-127	(00H...7FH)	-64…0…+63	○	×	○	○	○ (All keyboard parts)	○	○	●	○	×	○	○	○
		73	(49H)	Attack Time [GM2]	0-127	(00H...7FH)	-64…0…+63	○	×	○	○	○ (All keyboard parts)	○	○	●	○	×	○	○	○
		74	(4AH)	Brightness [GM2]	0-127	(00H...7FH)	-64…0…+63	○	×	○	○	○ (All keyboard parts)	○	○	●	●	×	○	○	○
		75	(4BH)	Decay Time [GM2]	0-127	(00H...7FH)	-64…0…+63	○	×	○	○	○ (All keyboard parts)	○	○	×	×	×	○	○	×
		76	(4CH)	Vibrato Rate [GM2]	0-127	(00H...7FH)	-64…0…+63	○	×	○	○	○ (All keyboard parts)	○	○	×	×	×	○	○	×
		77	(4DH)	Vibrato Depth [GM2]	0-127	(00H...7FH)	-64…0…+63	○	×	○	○	○ (All keyboard parts)	○	○	×	×	×	○	○	×
		78	(4EH)	Vibrato Delay [GM2]	0-127	(00H...7FH)	-64…0…+63	○	×	○	○	○ (All keyboard parts)	○	○	×	×	×	○	○	×
		80	(50H)	General Purpose Controller (Articulation 1)	0-127	(00H...7FH)	0: OFF 127: ON	○ (SA/SA2 Voice only)	×	○	×	×	×	×	●	○	×	○	○	○
		81	(51H)	General Purpose Controller (Articulation 2)	0-127	(00H...7FH)	0: OFF 127: ON	○ (SA2 Voice only)	×	○	×	×	×	×	●	○	×	○	○	○
		84	(54H)	Portamento Control	0-127	(00H...7FH)	Key no. (0-127)	○	×	○	○	×	○	○	○	●	×	○	×	○
		91	(5BH)	Effect1 Depth (Reverb Send Level) [GM2]	0-127	(00H...7FH)	Data	○	○ (A/D Part Receive Channel)	○	○	○ (All keyboard parts)	○	○	●	●	×	○	○	○
		93	(5DH)	Effect3 Depth (Chorus Send Level) [GM2]	0-127	(00H...7FH)	Data	○	○ (A/D Part Receive Channel)	○	○	○ (All keyboard parts)	○	○	●	●	×	○	○	○
		94	(5EH)	Effect4 Depth (Variation Send Level)	0-127	(00H...7FH)	Data	○	×	○	○	○ (All keyboard parts)	○	○	○	●	×	○	○	× Multi Part Recording
		96	(60H)	RPN Increment	—	—	The data byte is ignored.	○	○ (Harmony Channel)	○	○	×	○	○	×	×	×	○	×	×
		97	(61H)	RPN Decrement	—	—	The data byte is ignored.	○	○ (Harmony Channel)	○	○	×	○	○	×	×	×	○	×	×
		100	(64H)	RPN LSB [GM2]	0-127	(00H...7FH)	Data	○	○ (Harmony Channel)	○	○	○ (All keyboard parts)	○	○	●	○	×	○	○	○
		101	(65H)	RPN MSB [GM2]	0-127	(00H...7FH)	Data	○	○ (Harmony Channel)	○	○	○ (All keyboard parts)	○	○	●	○	×	○	○	○

[MIDI] [Internal Sequencer]

MIDI Events	Status byte	1st Data byte			2nd Data byte			Voices		MIDI Reception					MIDI Transmission			PLAY		REC
	Status	Data	(Hex)	Parameter	Data	(Hex)	Parameter	Regular/ Drum/ Natural/ Organ Voice	Mic/Vocal Harmony	Song	Main Layer Left	Keyboard	Style	Extra	Main Layer Left	Style	Upper Lower	PLAY	REW	From Main/ Layer/ Left
Mode Message	BnH (n: Channel Number)	120	(78H)	All Sound Off [GM2]	0	(00H)	Data	○	×	○	○	○ (All keyboard parts) (Same operation as when All Note Off)	○	○	×	×	×	○	×	×
		121	(79H)	Reset All Controllers [GM1] [GM2]	0	(00H)	Data	○	×	○	×	×	×	×	×	×	×	○	×	×
		122	(7AH)	Local Control	0 127	(00H) (7FH)	OFF ON	—	—	○					×	×	×	×	×	×
		123	(7BH)	All Note Off [GM1] [GM2]	0	(00H)	Data	○	○ (Harmony Channel)	○	○	○ (All keyboard parts)	○	○	×	×	×	○	×	×
		124	(7CH)	Omni Off [GM2]	0	(00H)	Data	○	×	○ *1	×	×	×	×	×	×	×	○	×	×
		125	(7DH)	Omni On [GM2]	0	(00H)	Data	○	×	○ *2	×	×	×	×	×	×	×	○	×	×
		126	(7EH)	Mono [GM2]	0-16	(00H...10H)	Data	○	×	○	×	×	×	×	×	×	×	○	×	×
		127	(7FH)	Poly [GM2]	0	(00H)	Data	○	×	○	×	×	×	×	×	×	×	○	×	×
Program Change [GM1] [GM2]	CnH (n: Channel Number)	pp	(00H...7FH)	Voice no. (0-127)	—	—	—	○	×	○	○	○ (Main)	○	○	●	●	×	○	○	○
Channel After Touch [GM1] [GM2]	DnH (n: Channel Number)	vv	(00H...7FH)	Data	—	—	—	○	×	○	○	○ (All keyboard parts)	×	○	×	×	×	○	×	○
Pitch Bend Change [GM1] [GM2]	EnH (n: Channel Number)	cc	(00H...7FH)	LSB	dd	(00H...7FH)	MSB	○	○ (Harmony Channel)	○	○	○ (All keyboard parts)	○	○	●	○	●	○	○	○
Realtime Message	F8H MIDI Clock	—		—	—		—	—	—	○ (Received when the Clock is set to MIDI, USB1, or USB2)					○ (Transmitted when the Clock is set to Internal and the Transmit Clock is set to on.)			—	—	—
	FAH Start	—		—	—		—	—	—	○ (Received when the Clock is set to MIDI, USB1, or USB2)					○ (Transmitted when the Transmit Clock is set to on.			—	—	—
	FBH Continue	—		—	—		—	—	—	×					×			—	—	—
	FCH Stop	—		—	—		—	—	—	○ (Received when the Clock is set to MIDI, USB1, or USB2)					○ (Transmitted when the Transmit Clock is set to on.			—	—	—
	FEH Active Sense [GM2]	—		—	—		—	—	—	○					○			—	—	—
	FFH System Reset	—		—	—		—	—	—	×					×			—	—	—

●: Transmitted via the application, and keyboard or controller performances.

About Mic/Vocal Harmony column:
(Harmony Channel): The relevant parameters are received by the song part designated by the Special Effect's Harmony Channel Parameter.
(A/D Part Receive Channel): The relevant parameters are received by the song part designated by the XG's AD Part Receive Ch.

*1: Same operation as when receiving All Note Off.
*2: Same operation as when receiving All Note Off. OMNI ON is not enabled.

MIDI CHANNEL MESSAGE (2)

[GM1] ... GM Required Parameter
[GM2] ... GM Level 2 Required Parameter

NRPN (Non Registered Parameter Number)

[MIDI] [Internal Sequencer]

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

●: Transmitted via the application, and keyboard/controller performances.
NRPN MSB: 14H-35H (for Drums) message is accepted as long as the channel is set with a Drum Voice.
Data Entry LSB: Ignored.

RPN (Registered Parameter Number)

[MIDI] [Internal Sequencer]

NRPN		Data Entry		Parameter	Data Range	Voices		MIDI Reception					MIDI Transmission			PLAY		REC
MSB	LSB	MSB	LSB			Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Main Layer Left	Keyboard	Style	Extra	Main Layer Left	Style	Upper Lower	PLAY	REW	From Main/ Layer/ Left
00H	00H	mmH	–	Pitch Bend Sensitivity [GM1] [GM2] [GS]	mm: 00H-18H (0…+24[semitones])	○	×	○	○	○ (All keyboard parts)	○	○	●	○	×	○	○	○
00H	01H	mmH	llH	Fine Tune [GM1] [GM2] [GS]	mm ll: 00H 00H -100[cent] … mm ll: 40H 00H 0[cent] … mm ll: 7FH 7FH 100[cent]	○	×	○	○	○ (All keyboard parts)	○	○	●	○	×	○	○	○
00H	02H	mmH	–	Coarse Tune [GM1] [GM2] [GS]	mm: 28H-40H-58H (-24...0...+24[semitones])	○	×	○	○	○ (All keyboard parts)	○	○	×	○	×	○	○	×
00H	05H	mmH	llH	Modulation Sensitivity [GM2]	mm: Specified in semitone steps ll: Specified in 100/128 cent steps	○	×	○	×	×	×	×	×	×	×	○	×	×
7FH	7FH	–	–	Null [GM2]	–	○	○	○	○	○ (All keyboard parts)	○	○	×	○	×	○	×	×

●: Transmitted via the application, and keyboard/controller performances.
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.

XG PARAMETER CHANGE TABLE

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

MIDI Parameter Change Table (XG SYSTEM)

[MIDI] [Internal Sequencer]

Address (H)			Size (H)	Data (H)	Parameter	Description	XG Default (H)	Voices		MIDI Reception					MIDI Transmission			PLAY		REC
								Regular/ Drum/ Natural/ Organ Voice	Mic/Vocal Harmony	Song	Main Layer Left	Keyboard	Style	Extra	Main Layer Left	Style	Upper Lower	PLAY	REW	From Main/ Layer/ Left
00	00	00	4	00-0F	MASTER TUNE	-102.4…0…+102.3 [cent]	*Panel setting value	○	○	○					●			○	×	×
				00-0F		1st bit 3-0 → bit 15-12														
				00-0F		2nd bit 3-0 → bit 11-8														
				00-0F		3rd bit 3-0 → bit 7-4														
		01				4th bit 3-0 → bit 3-0														
		02																		
		03																		
		04	1	00-7F	MASTER VOLUME	0…127	7F	○	×	○ (Available for extra parts and Song)					○			○	○	×
		05	1	00-7F	MASTER ATTENUATOR	0…127	00	×	×	×					×			×	×	×
		06	1	28-58	TRANSPOSE	-24…0…+24[semitones]	40	○	○	○ (Available for extra parts and Song)					○			○	○	×
		7D	1	N	DRUM SETUP RESET	N: Drum setup number	—	○ (Drum only)	×	○ (Available for extra parts and Song)					○			○	×	×
		7E	1	00	XG SYSTEM ON	00=XG system ON	—	○	×	○ (Available for extra parts and Song)					○			○*1	×	○
		7F	1	00	ALL PARAMETER RESET	00=ON	—	○	×	○ (Available for extra parts and Song)					○*2			○*3	×	×

TOTAL SIZE 07
●: Transmitted via the application.
*1: Transmitted only when making Song settings.
*2: Transmitted after converting this parameter into "XG SYSTEM ON."
*3: Transmitted only when making Song settings, and after converting this parameter into "XG SYSTEM ON."

MIDI Parameter Change Table (SYSTEM INFORMATION)

[MIDI] [Internal Sequencer]

Address (H)			Size (H)	Data (H)	Parameter	Description	Voices		MIDI Reception					MIDI Transmission			PLAY		REC
							Regular/ Drum/ Natural/ Organ Voice	Mic/Vocal Harmony	Song	Main Layer Left	Keyboard	Style	Extra	Main Layer Left	Style	Upper Lower	PLAY	REW	From Main/ Layer/Left
01	00	00	E	20-7F	Model Name 1	32…127 (ASCII CHARACTER)	—	—	—					○ (Available only when receiving request via MIDI)			—	—	—
		…		…	…	…													
		0D		20-7F	Model Name 14	32…127 (ASCII CHARACTER)													
		0E	1		NOT USED														
		0F	1		NOT USED														

TOTAL SIZE 10
Transmitted in response to Dump Request. Not received.

MIDI Parameter Change Table (EFFECT1)

[MIDI] [Internal Sequencer]

Address (H)			Size (H)	Data (H)	Parameter	Description	XG Default (H)	Voices		MIDI Reception					MIDI Transmission			PLAY		REC
								Regular/ Drum/ Natural/ Organ Voice	Mic/Vocal Harmony	Song	Main Layer Left	Keyboard	Style	Extra	Main Layer Left	Style	Upper Lower	PLAY	REW	From Main/ Layer/ Left
02	01	00	2	00-7F	REVERB TYPE MSB	Refer to Effect Parameter List.	01 (=HALL1)	○	○	○					●			○	○	○
				00-7F	REVERB TYPE LSB		00													
		02	1	00-7F	REVERB PARAMETER 1	:	Depends on Reverb Type	○	○	○					●			○	○	○
		03	1	00-7F	REVERB PARAMETER 2	:	Depends on Reverb Type	○	○	○					●			○	○	○
		04	1	00-7F	REVERB PARAMETER 3	:	Depends on Reverb Type	○	○	○					●			○	○	○
		05	1	00-7F	REVERB PARAMETER 4	:	Depends on Reverb Type	○	○	○					●			○	○	○
		06	1	00-7F	REVERB PARAMETER 5	:	Depends on Reverb Type	○	○	○					●			○	○	○
		07	1	00-7F	REVERB PARAMETER 6	:	Depends on Reverb Type	○	○	○					●			○	○	○
		08	1	00-7F	REVERB PARAMETER 7	:	Depends on Reverb Type	○	○	○					●			○	○	○
		09	1	00-7F	REVERB PARAMETER 8	:	Depends on Reverb Type	○	○	○					●			○	○	○
		0A	1	00-7F	REVERB PARAMETER 9	:	Depends on Reverb Type	○	○	○					●			○	○	○
		0B	1	00-7F	REVERB PARAMETER 10	:	Depends on Reverb Type	○	○	○					●			○	○	○
		0C	1	00-7F	REVERB RETURN	-∞dB…0dB…+6dB (0…64…127)	40	○	○	○					●			○	○	○
		0D	1	01-7F	REVERB PAN	L63…C…R63	40	○	○	○					○			○	○	×

TOTAL SIZE 0E

02	01	10	1	00-7F	REVERB PARAMETER 11	Refer to Effect Parameter List.	Depends on Reverb Type	○	○	○					●			○	○	○
		11	1	00-7F	REVERB PARAMETER 12	:	Depends on Reverb Type	○	○	○					●			○	○	○
		12	1	00-7F	REVERB PARAMETER 13	:	Depends on Reverb Type	○	○	○					●			○	○	○
		13	1	00-7F	REVERB PARAMETER 14	:	Depends on Reverb Type	○	○	○					●			○	○	○
		14	1	00-7F	REVERB PARAMETER 15	:	Depends on Reverb Type	○	○	○					●			○	○	○
		15	1	00-7F	REVERB PARAMETER 16	:	Depends on Reverb Type	○	○	○					●			○	○	○

TOTAL SIZE 06
●: Transmitted via the application.

[MIDI] [Internal Sequencer]

Address (H)			Size (H)	Data (H)	Parameter	Description	XG Default (H)	Voices		MIDI Reception					MIDI Transmission			PLAY		REC
								Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Main Layer Left	Keyboard	Style	Extra	Main Layer Left	Style	Upper Lower	PLAY	REW	From Main/ Layer/ Left
02	01	20	2	00-7F 00-7F	CHORUS TYPE MSB CHORUS TYPE LSB	Refer to Effect Parameter List.	41 (=CHORUS1) 00	○	○			○				●		○	○	○
		22	1	00-7F	CHORUS PARAMETER 1	:	Depends on Chorus Type	○	○			○				●		○	○	○
		23	1	00-7F	CHORUS PARAMETER 2	:	Depends on Chorus Type	○	○			○				●		○	○	○
		24	1	00-7F	CHORUS PARAMETER 3	:	Depends on Chorus Type	○	○			○				●		○	○	○
		25	1	00-7F	CHORUS PARAMETER 4	:	Depends on Chorus Type	○	○			○				●		○	○	○
		26	1	00-7F	CHORUS PARAMETER 5	:	Depends on Chorus Type	○	○			○				●		○	○	○
		27	1	00-7F	CHORUS PARAMETER 6	:	Depends on Chorus Type	○	○			○				●		○	○	○
		28	1	00-7F	CHORUS PARAMETER 7	:	Depends on Chorus Type	○	○			○				●		○	○	○
		29	1	00-7F	CHORUS PARAMETER 8	:	Depends on Chorus Type	○	○			○				●		○	○	○
		2A	1	00-7F	CHORUS PARAMETER 9	:	Depends on Chorus Type	○	○			○				●		○	○	○
		2B	1	00-7F	CHORUS PARAMETER 10	:	Depends on Chorus Type	○	○			○				●		○	○	○
		2C	1	00-7F	CHORUS RETURN	-∞dB…0dB…+6dB (0…64…127)	40	○	○			○				●		○	○	○
		2D	1	01-7F	CHORUS PAN	L63…C…R63	40	○	○			○				○		○	○	×
		2E	1	00-7F	SEND CHORUS TO REVERB	-∞dB…0dB…+6dB (0…64…127)	00	○	○			○				○		○	○	×

TOTAL SIZE 0F

02	01	30	1	00-7F	CHORUS PARAMETER 11	Refer to Effect Parameter List.	Depends on Chorus Type	○	○			○				●		○	○	○
		31	1	00-7F	CHORUS PARAMETER 12	:	Depends on Chorus Type	○	○			○				●		○	○	○
		32	1	00-7F	CHORUS PARAMETER 13	:	Depends on Chorus Type	○	○			○				●		○	○	○
		33	1	00-7F	CHORUS PARAMETER 14	:	Depends on Chorus Type	○	○			○				●		○	○	○
		34	1	00-7F	CHORUS PARAMETER 15	:	Depends on Chorus Type	○	○			○				●		○	○	○
		35	1	00-7F	CHORUS PARAMETER 16	:	Depends on Chorus Type	○	○			○				●		○	○	○

TOTAL SIZE 06
●: Transmitted via the application.

[MIDI] [Internal Sequencer]

Address (H)			Size (H)	Data (H)	Parameter	Description	XG Default (H)	Voices		MIDI Reception					MIDI Transmission			PLAY		REC
								Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Main Layer Left	Keyboard	Style	Extra	Main Layer Left	Style	Upper Lower	PLAY	REW	From Main/ Layer/ Left
02	01	40	2	00-7F 00-7F	VARIATION TYPE MSB VARIATION TYPE LSB	Refer to Effect Parameter List.	05 (=DELAY L, C, R) 00	○	○			○				●		○	○	○
		42	2	00-7F 00-7F	VARIATION PARAMETER 1 MSB VARIATION PARAMETER 1 LSB	:	Depends on Variation Type	○	○			○				●		○	○	○
		44	2	00-7F 00-7F	VARIATION PARAMETER 2 MSB VARIATION PARAMETER 2 LSB	:	Depends on Variation Type	○	○			○				●		○	○	○
		46	2	00-7F 00-7F	VARIATION PARAMETER 3 MSB VARIATION PARAMETER 3 LSB	:	Depends on Variation Type	○	○			○				●		○	○	○
		48	2	00-7F 00-7F	VARIATION PARAMETER 4 MSB VARIATION PARAMETER 4 LSB	:	Depends on Variation Type	○	○			○				●		○	○	○
		4A	2	00-7F 00-7F	VARIATION PARAMETER 5 MSB VARIATION PARAMETER 5 LSB	:	Depends on Variation Type	○	○			○				●		○	○	○
		4C	2	00-7F 00-7F	VARIATION PARAMETER 6 MSB VARIATION PARAMETER 6 LSB	:	Depends on Variation Type	○	○			○				●		○	○	○
		4E	2	00-7F 00-7F	VARIATION PARAMETER 7 MSB VARIATION PARAMETER 7 LSB	:	Depends on Variation Type	○	○			○				●		○	○	○
		50	2	00-7F 00-7F	VARIATION PARAMETER 8 MSB VARIATION PARAMETER 8 LSB	:	Depends on Variation Type	○	○			○				●		○	○	○
		52	2	00-7F 00-7F	VARIATION PARAMETER 9 MSB VARIATION PARAMETER 9 LSB	:	Depends on Variation Type	○	○			○				●		○	○	○
		54	2	00-7F 00-7F	VARIATION PARAMETER 10 MSB VARIATION PARAMETER 10 LSB	:	Depends on Variation Type	○	○			○				●		○	○	○
		56	1	00-7F	VARIATION RETURN	-∞dB…0dB…+6dB (0…64…127)	40	○	○			○				●		○	○	○
		57	1	01-7F	VARIATION PAN	L63…C…R63	40	○	○			○				○		○	○	×
		58	1	00-7F	SEND VARIATION TO REVERB	-∞dB…0dB…+6dB (0…64…127)	00	○	○			○				○		○	○	×
		59	1	00-7F	SEND VARIATION TO CHORUS	-∞dB…0dB…+6dB (0…64…127)	00	○	○			○				○		○	○	×
		5A	1	00-01	VARIATION CONNECTION	INSERTION, SYSTEM	00	○	○			○				●		○	○	○
		5B	1	00-7F	VARIATION PART NUMBER	Reception: Part1...16 (0...15) Transmission: Part1...16 (0...15) AD (64) OFF (127)	7F	○	○			○				●		○	○	○
		5C	1	00-7F	MW VARIATION CONTROL DEPTH	-64…0…+63	40	○	○			○				○		○	○	×
		5D	1	00-7F	BEND VARIATION CONTROL DEPTH	-64…0…+63	40	○	○			○				○		○	○	×
		5E	1	00-7F	CAT VARIATION CONTROL DEPTH	-64…0…+63	40	○	○			○				○		○	○	×
		5F	1	00-7F	AC1 VARIATION CONTROL DEPTH	-64…0…+63	40	○	○			○				○		○	○	×
		60	1	00-7F	AC2 VARIATION CONTROL DEPTH	-64…0…+63	40	○	○			○				○		○	○	×

TOTAL SIZE 21

02	01	70	1	00-7F	VARIATION PARAMETER 11	Refer to Effect Parameter List.	Depends on Variation Type	○	○			○				●		○	○	○
		71	1	00-7F	VARIATION PARAMETER 12	:	Depends on Variation Type	○	○			○				●		○	○	○
		72	1	00-7F	VARIATION PARAMETER 13	:	Depends on Variation Type	○	○			○				●		○	○	○
		73	1	00-7F	VARIATION PARAMETER 14	:	Depends on Variation Type	○	○			○				●		○	○	○
		74	1	00-7F	VARIATION PARAMETER 15	:	Depends on Variation Type	○	○			○				●		○	○	○
		75	1	00-7F	VARIATION PARAMETER 16	:	Depends on Variation Type	○	○			○				●		○	○	○

TOTAL SIZE 06
●: Transmitted via the application.

MIDI Parameter Change Table (MULTI EQ)

[MIDI] [Internal Sequencer]

Address (H)			Size (H)	Data (H)	Parameter	Description	*The MULTI EQ Parameter cannot be reset to its factory setting with XG SYSTEM ON.	Voices		MIDI Reception					MIDI Transmission			PLAY		REC
								Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Main Layer Left	Keyboard	Style	Extra	Main Layer Left	Style	Upper Lower	PLAY	REW	From Main/ Layer/ Left
02	40	00	1	00-04	EQ TYPE	flat, jazz, pops, rock, classic		○	○	×					○			×	×	×
		01	1	34-4C	EQ GAIN1	-12…0…+12[dB]		○	○	×					●			×	×	×
		02	1	04-28	EQ FREQUENCY1	32…2.0k[Hz]		○	○	×					●			×	×	×
		03	1	01-78	EQ Q1	0.1…12.0		○	○	×					○			×	×	×
		04	1	00-01	EQ SHAPE1	shelving, peaking		○	○	×					○			×	×	×
		05	1	34-4C	EQ GAIN2	-12…0…+12[dB]		○	○	×					●			×	×	×
		06	1	0E-36	EQ FREQUENCY2	100…10.0k[Hz]		○	○	×					●			×	×	×
		07	1	01-78	EQ Q2	0.1…12.0		○	○	×					●			×	×	×
		08	1		NOT USED			—	—	—					—			—	—	—
		09	1	34-4C	EQ GAIN3	-12…0…+12[dB]		○	○	×					●			×	×	×
		0A	1	0E-36	EQ FREQUENCY3	100…10.0k[Hz]		○	○	×					●			×	×	×
		0B	1	01-78	EQ Q3	0.1…12.0		○	○	×					●			×	×	×
		0C	1		NOT USED			—	—	—					—			—	—	—
		0D	1	34-4C	EQ GAIN4	-12…0…+12[dB]		○	○	×					●			×	×	×
		0E	1	0E-36	EQ FREQUENCY4	100…10.0k[Hz]		○	○	×					●			×	×	×
		0F	1	01-78	EQ Q4	0.1…12.0		○	○	×					●			×	×	×
		10	1		NOT USED			—	—	—					—			—	—	—
		11	1	34-4C	EQ GAIN5	-12…0…+12[dB]		○	○	×					●			×	×	×
		12	1	1C-3A	EQ FREQUENCY5	0.5k…16.0k[Hz]		○	○	×					●			×	×	×
		13	1	01-78	EQ Q5	0.1…12.0		○	○	×					○			×	×	×
		14	1	00-01	EQ SHAPE5	shelving, peaking		○	○	×					○			×	×	×

TOTAL SIZE 15

●: Transmitted via the application.

MIDI Parameter Change Table (EFFECT2)

[MIDI] [Internal Sequencer]

Address (H)			Size (H)	Data (H)	Parameter	Description	*The EFFECT 2 Parameter cannot be reset to its factory setting with XG SYSTEM ON.	Voices		MIDI Reception					MIDI Transmission			PLAY		REC
								Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Main Layer Left	Keyboard	Style	Extra	Main Layer Left	Style	Upper Lower	PLAY	REW	From Main/ Layer/ Left
03	n	00	2	00-7F 00-7F	INSERTION EFFECT TYPE MSB INSERTION EFFECT TYPE LSB	Refer to Effect Parameter List.		○	○			○				●		○	○	○
		02	1	00-7F	INSERTION EFFECT PARAMETER 1	:		○	○			○				●		○	○	○
		03	1	00-7F	INSERTION EFFECT PARAMETER 2	:		○	○			○				●		○	○	○
		04	1	00-7F	INSERTION EFFECT PARAMETER 3	:		○	○			○				●		○	○	○
		05	1	00-7F	INSERTION EFFECT PARAMETER 4	:		○	○			○				●		○	○	○
		06	1	00-7F	INSERTION EFFECT PARAMETER 5	:		○	○			○				●		○	○	○
		07	1	00-7F	INSERTION EFFECT PARAMETER 6	:		○	○			○				●		○	○	○
		08	1	00-7F	INSERTION EFFECT PARAMETER 7	:		○	○			○				●		○	○	○
		09	1	00-7F	INSERTION EFFECT PARAMETER 8	:		○	○			○				●		○	○	○
		0A	1	00-7F	INSERTION EFFECT PARAMETER 9	:		○	○			○				●		○	○	○
		0B	1	00-7F	INSERTION EFFECT PARAMETER 10	:		○	○			○				●		○	○	○
		0C	1	00-7F	INSERTION EFFECT PART NUMBER	Reception: Part1...16 (0...15) Transmission: Part1...16 (0...15) AD (64) OFF (127)		○	○			○				●		○	○	○
		0D	1	00-7F	MW INSERTION CONTROL DEPTH	-64…0…+63		○	○			○				○		○	○	×
		0E	1	00-7F	BEND INSERTION CONTROL DEPTH	-64…0…+63		○	○			○				○		○	○	×
		0F	1	00-7F	CAT INSERTION CONTROL DEPTH	-64…0…+63		○	○			○				○		○	○	×
		10	1	00-7F	AC1 INSERTION CONTROL DEPTH	-64…0…+63		○	○			○				○		○	○	×
		11	1	00-7F	AC2 INSERTION CONTROL DEPTH	-64…0…+63		○	○			○				○		○	○	○

TOTAL SIZE 12

		20	1	00-7F	INSERTION EFFECT PARAMETER 11	Refer to Effect Parameter List.		○	○			○				●		○	○	○
		21	1	00-7F	INSERTION EFFECT PARAMETER 12	:		○	○			○				●		○	○	○
		22	1	00-7F	INSERTION EFFECT PARAMETER 13	:		○	○			○				●		○	○	○
		23	1	00-7F	INSERTION EFFECT PARAMETER 14	:		○	○			○				●		○	○	○
		24	1	00-7F	INSERTION EFFECT PARAMETER 15	:		○	○			○				●		○	○	○
		25	1	00-7F	INSERTION EFFECT PARAMETER 16	:		○	○			○				●		○	○	○

TOTAL SIZE 6

		30	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 1 MSB INSERTION EFFECT PARAMETER 1 LSB	Refer to Effect Parameter List.		○	○			○				●		○	○	○
		32	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 2 MSB INSERTION EFFECT PARAMETER 2 LSB	:		○	○			○				●		○	○	○
		34	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 3 MSB INSERTION EFFECT PARAMETER 3 LSB	:		○	○			○				●		○	○	○
		36	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 4 MSB INSERTION EFFECT PARAMETER 4 LSB	:		○	○			○				●		○	○	○
		38	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 5 MSB INSERTION EFFECT PARAMETER 5 LSB	:		○	○			○				●		○	○	○
		3A	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 6 MSB INSERTION EFFECT PARAMETER 6 LSB	:		○	○			○				●		○	○	○
		3C	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 7 MSB INSERTION EFFECT PARAMETER 7 LSB	:		○	○			○				●		○	○	○
		3E	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 8 MSB INSERTION EFFECT PARAMETER 8 LSB	:		○	○			○				●		○	○	○
		40	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 9 MSB INSERTION EFFECT PARAMETER 9 LSB	:		○	○			○				●		○	○	○
		42	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 10 MSB INSERTION EFFECT PARAMETER 10 LSB	:		○	○			○				●		○	○	○

TOTAL SIZE 14
●: Transmitted via the application.

The second byte of the address is considered as an Insertion effect number.
n: insertion effect number

CSP-150	n = 0 – 5
CSP-170	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 addresses 02-0B will always be transmitted.
For effects that require MSB however, when a bulk dump is received, the parameters for addresses 02-0B will not be received.

MIDI Parameter Change Table (SPECIAL EFFECT)

[MIDI] [Internal Sequencer]

Address (H)			Size (H)	Data (H)	Parameter	Description	*The SPECIAL EFFECT Parameter cannot be reset to its factory setting with XG SYSTEM ON.	Voices		MIDI Reception					MIDI Transmission			PLAY		REC
								Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Main Layer Left	Keyboard	Style	Extra	Main Layer Left	Style	Upper Lower	PLAY	REW	From Main/ Layer/ Left
04	00	00	2	00-7F	VOCAL HARMONY TYPE MSB	Vocal Harmony (12), Synth Vocoder (13), Vocoder XG (89), Chordal XG (90), Detune XG (91), Chromatic XG (92), Thru (0…11, 14…88, 93…127)		×	○			○				●		○	○	×
				00-7F	VOCAL HARMONY TYPE LSB															
		02	1	00-7F	VOCAL HARMONY PARAMETER 1			×	○			○				●		○	○	×
		03	1	00-7F	VOCAL HARMONY PARAMETER 2			×	○			○				●		○	○	×
		04	1	00-7F	VOCAL HARMONY PARAMETER 3			×	○			○				●		○	○	×
		05	1	00-7F	VOCAL HARMONY PARAMETER 4			×	○			○				●		○	○	×
		06	1	00-7F	VOCAL HARMONY PARAMETER 5			×	○			○				○		○	○	×
		07	1	00-7F	VOCAL HARMONY PARAMETER 6			×	○			○				○		○	○	×
		08	1	00-7F	VOCAL HARMONY PARAMETER 7			×	○			○				●		○	○	×
		09	1	00-7F	VOCAL HARMONY PARAMETER 8			×	○			○				●		○	○	×
		0A	1	00-7F	VOCAL HARMONY PARAMETER 9			×	○			○				●		○	○	×
		0B	1	00-7F	VOCAL HARMONY PARAMETER 10			×	○			○				○		○	○	×
		0C	1	00-7F	VOCAL HARMONY PART NUMBER	ON (64), OFF (0…63, 65…127)		×	○			○				●		○	○	○
		0D	1	00-7F	MW INSERTION CONTROL DEPTH	-64…0…+63		×	×			×				×		×	×	×
		0E	1	00-7F	BEND INSERTION CONTROL DEPTH	-64…0…+63		×	×			×				×		×	×	×
		0F	1	00-7F	CAT INSERTION CONTROL DEPTH	-64…0…+63		×	×			×				×		×	×	×
		10	1	00-7F	AC1 INSERTION CONTROL DEPTH	-64…0…+63		×	×			×				×		×	×	×
		11	1	00-7F	AC2 INSERTION CONTROL DEPTH	-64…0…+63		×	×			×				×		×	×	×

TOTAL SIZE 0D

		14	1	00-7F	HARMONY CHANNEL	1…16 (0…15), OFF (127)		×	○			○				●		○	○	×
		15	1	00-7F	MELODY CHANNEL	1…16 (0…15), OFF (127)		×	○			×				○		○	○	×

TOTAL SIZE 2

		16	1	00-7F	Lead Output Level			×	○			○				●		○	○	×
		17	1	00-7F	Harmony Output Level			×	○			○				●		○	○	×

TOTAL SIZE 2

		18	1	00-7F	Lead Vocal Effect Dry Level			×	○			○				●		○	○	×
		19	1	00-7F	Harmony Vocal Effect Dry Level			×	○			○				●		○	○	×
		1A	1	00-7F	Lead Vocal Effect Send Level			×	○			○				●		○	○	×
		1B	1	00-7F	Harmony Vocal Effect Send Level			×	○			○				●		○	○	×

TOTAL SIZE 4

		20	1	00-7F	VOCAL HARMONY PARAMETER 11			×	○			○				●		○	○	×
		21	1	00-7F	VOCAL HARMONY PARAMETER 12			×	○			○				●		○	○	×
		22	1	00-7F	VOCAL HARMONY PARAMETER 13			×	○			○				●		○	○	×
		23	1	00-7F	VOCAL HARMONY PARAMETER 14			×	○			○				●		○	○	×
		24	1	00-7F	VOCAL HARMONY PARAMETER 15			×	○			○				●		○	○	×
		25	1	00-7F	VOCAL HARMONY PARAMETER 16			×	○			○				●		○	○	×

TOTAL SIZE 6

		26	1	00-7F	VOCAL HARMONY PARAMETER 17			×	○			○				●		○	○	×
		27	1	00-7F	VOCAL HARMONY PARAMETER 18			×	○			○				●		○	○	×
		28	1	00-7F	VOCAL HARMONY PARAMETER 19			×	○			○				●		○	○	×
		29	1	00-7F	VOCAL HARMONY PARAMETER 20			×	○			○				●		○	○	×
		2A	1	00-7F	VOCAL HARMONY PARAMETER 21			×	○			○				●		○	○	×
		2B	1	00-7F	VOCAL HARMONY PARAMETER 22			×	○			○				●		○	○	×
		2C	1	00-7F	VOCAL HARMONY PARAMETER 23			×	○			○				●		○	○	×
		2D	1	00-7F	VOCAL HARMONY PARAMETER 24			×	○			○				●		○	○	×
		2E	1	00-7F	VOCAL HARMONY PARAMETER 25			×	○			○				●		○	○	×
		2F	1	00-7F	VOCAL HARMONY PARAMETER 26			×	○			○				●		○	○	×
		30	1	00-7F	VOCAL HARMONY PARAMETER 27			×	○			○				●		○	○	×
		31	1	00-7F	VOCAL HARMONY PARAMETER 28			×	○			○				●		○	○	×
		32	1	00-7F	VOCAL HARMONY PARAMETER 29			×	○			○				●		○	○	×
		33	1	00-7F	VOCAL HARMONY PARAMETER 30			×	○			○				●		○	○	×
		34	1	00-7F	VOCAL HARMONY PARAMETER 31			×	○			○				●		○	○	×
		35	1	00-7F	VOCAL HARMONY PARAMETER 32			×	○			○				●		○	○	×
		36	1	00-7F	VOCAL HARMONY PARAMETER 33			×	○			○				●		○	○	×
		37	1	00-7F	VOCAL HARMONY PARAMETER 34			×	○			○				●		○	○	×
		38	1	00-7F	VOCAL HARMONY PARAMETER 35			×	○			○				●		○	○	×
		39	1	00-7F	VOCAL HARMONY PARAMETER 36			×	○			○				●		○	○	×
		3A	1	00-7F	VOCAL HARMONY PARAMETER 37			×	○			○				●		○	○	×
		3B	1	00-7F	VOCAL HARMONY PARAMETER 38			×	○			○				●		○	○	×
		3C	1	00-7F	VOCAL HARMONY PARAMETER 39			×	○			○				●		○	○	×
		3D	1	00-7F	VOCAL HARMONY PARAMETER 40			×	○			○				●		○	○	×
		3E	1	00-7F	VOCAL HARMONY PARAMETER 41			×	○			○				●		○	○	×
		3F	1	00-7F	VOCAL HARMONY PARAMETER 42			×	○			○				●		○	○	×
		40	1	00-7F	VOCAL HARMONY PARAMETER 43			×	○			○				●		○	○	×
		41	1	00-7F	VOCAL HARMONY PARAMETER 44			×	○			○				●		○	○	×
		42	1	00-7F	VOCAL HARMONY PARAMETER 45			×	○			○				●		○	○	×
		43	1	00-7F	VOCAL HARMONY PARAMETER 46			×	○			○				●		○	○	×
		44	1	00-7F	VOCAL HARMONY PARAMETER 47			×	○			○				●		○	○	×
		45	1	00-7F	VOCAL HARMONY PARAMETER 48			×	○			○				●		○	○	×

TOTAL SIZE 20

04	00	60	2	00-7F 00-7F	VOCAL EFFECT TYPE MSB VOCAL EFFECT TYPE LSB			×	○	○	●	○	○	×
		62	2	00-7F 00-7F	VOCAL EFFECT PARAMETER 1 MSB VOCAL EFFECT PARAMETER 1 LSB			×	○	○	●	○	○	×
		64	2	00-7F 00-7F	VOCAL EFFECT PARAMETER 2 MSB VOCAL EFFECT PARAMETER 2 LSB			×	○	○	●	○	○	×
		66	2	00-7F 00-7F	VOCAL EFFECT PARAMETER 3 MSB VOCAL EFFECT PARAMETER 3 LSB			×	○	○	●	○	○	×
		68	2	00-7F 00-7F	VOCAL EFFECT PARAMETER 4 MSB VOCAL EFFECT PARAMETER 4 LSB			×	○	○	●	○	○	×
		6A	2	00-7F 00-7F	VOCAL EFFECT PARAMETER 5 MSB VOCAL EFFECT PARAMETER 5 LSB			×	○	○	●	○	○	×
		6C	2	00-7F 00-7F	VOCAL EFFECT PARAMETER 6 MSB VOCAL EFFECT PARAMETER 6 LSB			×	○	○	●	○	○	×
		6E	2	00-7F 00-7F	VOCAL EFFECT PARAMETER 7 MSB VOCAL EFFECT PARAMETER 7 LSB			×	○	○	●	○	○	×
		70	2	00-7F 00-7F	VOCAL EFFECT PARAMETER 8 MSB VOCAL EFFECT PARAMETER 8 LSB			×	○	○	●	○	○	×
		72	2	00-7F 00-7F	VOCAL EFFECT PARAMETER 9 MSB VOCAL EFFECT PARAMETER 9 LSB			×	○	○	●	○	○	×
		74	2	00-7F 00-7F	VOCAL EFFECT PARAMETER 10 MSB VOCAL EFFECT PARAMETER 10 LSB			×	○	○	○	○	○	×
		76	1	00-7F	VOCAL EFFECT SWITCH	ON (1-127), OFF (0)		×	○	○	●	○	○	○
		77	1	00-7F	VOCAL EFFECT OUTPUT LEVEL			×	○	○	○	○	○	×

TOTAL SIZE 18

04	00	7A	1	00-7F	VOCAL EFFECT PARAMETER 11			×	○	○	●	○	○	×
		7B	1	00-7F	VOCAL EFFECT PARAMETER 12			×	○	○	●	○	○	×
		7C	1	00-7F	VOCAL EFFECT PARAMETER 13			×	○	○	●	○	○	×
		7D	1	00-7F	VOCAL EFFECT PARAMETER 14			×	○	○	●	○	○	×
		7E	1	00-7F	VOCAL EFFECT PARAMETER 15			×	○	○	●	○	○	×
		7F	1	00-7F	VOCAL EFFECT PARAMETER 16			×	○	○	●	○	○	×

TOTAL SIZE 6

●: Transmitted via the application.

When the Vocal Harmony 1 is selected, the Parameters for Address 00-25 will be effective.
MW INSERTION CONTROL DEPTH
BEND INSERTION CONTROL DEPTH
CAT INSERTION CONTROL DEPTH
AC1 INSERTION CONTROL DEPTH
AC2 INSERTION CONTROL DEPTH
MELODY CHANNEL

Lead Output Level
Harmony Output Level
Lead Vocal Effect Dry Level
Lead Vocal Effect Send Level
Harmony Vocal Effect Send Level
Harmony Vocal Effect Dry Level
Vocal Effect

MIDI Parameter Change Table (MULTI PART)

[MIDI] [Internal Sequencer]

Address (H)			Size (H)	Data (H)	Parameter	Description	XG Default (H)	Voices		MIDI Reception					MIDI Transmission			PLAY		REC
								Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Main Layer Left	Keyboard	Style	Extra	Main Layer Left	Style	Upper Lower	PLAY	REW	From Main/ Layer/ Left
08	nn	00	1	00-20	ELEMENT RESERVE	0…32	part 10, 26=0, other parts=2	—	—	—	—	—	—	—	—	—	—	—	—	—
		01	1	00-7F	BANK SELECT MSB	0…127	part 10=7F, other parts=00	O	×	O	O	×	O	O	×	×	×	O	O	×
		02	1	00-7F	BANK SELECT LSB	0…127	00	O	×	O	O	×	O	O	×	×	×	O	O	×
		03	1	00-7F	PROGRAM NUMBER	1…128	00	O	×	O	O	×	O	O	×	×	×	O	O	×
		04	1	00-0F, 7F	Rcv CHANNEL	1…16, OFF	Part No.	O	×	O	×	×	×	×	×	×	×	O	×	×
		05	1	00-01	MONO/POLY MODE	MONO, POLY	01	O	×	O	×	×	×	×	×	×	×	O	O	O
		06	1	00-02	SAME NOTE NUMBER KEY ON ASSIGN	SINGLE, MULTI, INST (for Drum)	01	O	×	O	×	×	O	×	×	×	×	O	×	×
		07	1	00-03	PART MODE	NORMAL, DRUM, DRUMS1…2	part 10=02, other parts=00	O	×	O	×	×	×	×	●	●	×	O	×	O
		08	1	28-58	NOTE SHIFT	-24…0…+24 [semitones]	40	O	×	O	O	×	O	O	×	×	×	O	O	×
		09 0A	2	00-0F 00-0F	DETUNE	-12.8…0…+12.7 [Hz] 1st bit 3-0 → bit 7-4 2nd bit 3-0 → bit 3-0	08 00	O	×	O	O	×	O	O	×	×	×	O	×	×
		0B	1	00-7F	VOLUME	0…127	64	O	×	O	O	×	O	O	×	×	×	O	O	×
		0C	1	00-7F	VELOCITY SENSE DEPTH	0…127	40	O	×	O	O	×	×	O	●	×	×	O	O	O
		0D	1	00-7F	VELOCITY SENSE OFFSET	0…127	40	O	×	O	O	×	×	O	●	×	×	O	O	O
		0E	1	00-7F	PAN	RND, L63…C…R63	40	O	×	O	O	×	O	O	×	×	×	O	O	×
		0F	1	00-7F	NOTE LIMIT LOW	C-2…G8	00	O	×	O	×	×	×	×	×	×	×	O	×	×
		10	1	00-7F	NOTE LIMIT HIGH	C-2…G8	7F	O	×	O	×	×	×	×	×	×	×	O	×	×
		11	1	00-7F	DRY LEVEL	0…127	7F	O	×	O	O	×	O	O	×	O	×	O	O	O
		12	1	00-7F	CHORUS SEND	0…127	00	O	×	O	O	×	O	O	×	×	×	O	O	×
		13	1	00-7F	REVERB SEND	0…127	28	O	×	O	O	×	O	O	×	×	×	O	O	×
		14	1	00-7F	VARIATION SEND	0…127	00	O	×	O	O	×	O	O	×	×	×	O	O	O
		15	1	00-7F	VIBRATO RATE	-64…0…+63	40	O	×	O	O	×	O	O	×	×	×	O	O	×
		16	1	00-7F	VIBRATO DEPTH	-64…0…+63	40	O	×	O	O	×	O	O	×	×	×	O	O	×
		17	1	00-7F	VIBRATO DELAY	-64…0…+63	40	O	×	O	O	×	O	O	×	×	×	O	O	×
		18	1	00-7F	FILTER CUTOFF FREQUENCY	-64…0…+63	40	O	×	O	O	×	O	O	×	×	×	O	O	×
		19	1	00-7F	FILTER RESONANCE	-64…0…+63	40	O	×	O	O	×	O	O	×	×	×	O	O	×
		1A	1	00-7F	EG ATTACK TIME	-64…0…+63	40	O	×	O	O	×	O	O	×	×	×	O	O	×
		1B	1	00-7F	EG DECAY TIME	-64…0…+63	40	O	×	O	O	×	O	O	×	×	×	O	O	×
		1C	1	00-7F	EG RELEASE TIME	-64…0…+63	40	O	×	O	O	×	O	O	×	×	×	O	O	×
		1D	1	28-58	MW PITCH CONTROL	-24…0…+24 [semitones]	40	O	×	O	O	×	×	O	×	×	×	O	×	×
		1E	1	00-7F	MW LOW PASS FILTER CONTROL	-9600…0…+9450 [cent]	40	O	×	O	O	×	×	O	●	×	×	O	O	O
		1F	1	00-7F	MW AMPLITUDE CONTROL	-100…0…+100 [%]	40	O	×	O	O	×	×	O	×	×	×	O	×	×
		20	1	00-7F	MW LFO PMOD DEPTH	0…127	0A	O	×	O	O	×	×	O	●	O	×	O	O	O
		21	1	00-7F	MW LFO FMOD DEPTH	0…127	00	O	×	O	O	×	×	O	●	O	×	O	O	O
		22	1	00-7F	MW LFO AMOD DEPTH	0…127	00	O	×	O	O	×	×	O	●	O	×	O	O	O
		23	1	28-58	BEND PITCH CONTROL	-24…0…+24 [semitones]	42	O	×	O	O	×	O	O	×	×	×	O	×	×
		24	1	00-7F	BEND LOW PASS FILTER CONTROL	-9600…0…+9450 [cent]	40	O	×	O	O	×	O	O	×	×	×	O	×	×
		25	1	00-7F	BEND AMPLITUDE CONTROL	-100…0…+100 [%]	40	O	×	O	O	×	O	O	×	×	×	O	×	×
		26	1	00-7F	BEND LFO PMOD DEPTH	0…127	00	O	×	O	O	×	O	O	×	×	×	O	×	×
		27	1	00-7F	BEND LFO FMOD DEPTH	0…127	00	O	×	O	O	×	O	O	×	×	×	O	×	×
		28	1	00-7F	BEND LFO AMOD DEPTH	0…127	00	O	×	O	O	×	O	O	×	×	×	O	×	×

TOTAL SIZE 29

		30	1	00-01	Rcv PITCH BEND	OFF, ON	01	O	×	O	×	×	×	×	×	×	×	O	×	×
		31	1	00-01	Rcv CH AFTER TOUCH (CAT)	OFF, ON	01	O	×	O	×	×	×	×	×	×	×	O	×	×
		32	1	00-01	Rcv PROGRAM CHANGE	OFF, ON	01	O	×	O	×	×	×	×	×	×	×	O	×	×
		33	1	00-01	Rcv CONTROL CHANGE	OFF, ON	01	O	×	O	×	×	×	×	×	×	×	O	×	×
		34	1	00-01	Rcv POLY AFTER TOUCH (PAT)	OFF, ON	01	O	×	O	×	×	×	×	×	×	×	O	×	×
		35	1	00-01	Rcv NOTE MESSAGE	OFF, ON	01	O	×	O	×	×	×	×	×	×	×	O	×	×
		36	1	00-01	Rcv RPN	OFF, ON	01	O	×	O	×	×	×	×	×	×	×	O	×	×
		37	1	00-01	Rcv NRPN	OFF, ON	XG mode=01, GM mode=00	O	×	O	×	×	×	×	×	×	×	O	×	×
		38	1	00-01	Rcv MODULATION	OFF, ON	01	O	×	O	×	×	×	×	×	×	×	O	×	×
		39	1	00-01	Rcv VOLUME	OFF, ON	01	O	×	O	×	×	×	×	×	×	×	O	×	×
		3A	1	00-01	Rcv PAN	OFF, ON	01	O	×	O	×	×	×	×	×	×	×	O	×	×
		3B	1	00-01	Rcv EXPRESSION	OFF, ON	01	O	×	O	×	×	×	×	×	×	×	O	×	×
		3C	1	00-01	Rcv HOLD1	OFF, ON	01	O	×	O	×	×	×	×	×	×	×	O	×	×
		3D	1	00-01	Rcv PORTAMENTO	OFF, ON	01	O	×	O	×	×	×	×	×	×	×	O	×	×
		3E	1	00-01	Rcv SOSTENUTO	OFF, ON	01	O	×	O	×	×	×	×	×	×	×	O	×	×
		3F	1	00-01	Rcv SOFT PEDAL	OFF, ON	01	O	×	O	×	×	×	×	×	×	×	O	×	×
		40	1	00-01	Rcv BANK SELECT	OFF, ON	01	O	×	O	×	×	×	×	×	×	×	O	×	×
		41	1	00-7F	SCALE TUNING C	-64…0…+63 [cent]	40	O	×	O	O	×	O	O	●	●	×	O	O	O
		42	1	00-7F	SCALE TUNING C#	-64…0…+63 [cent]	40	O	×	O	O	×	O	O	●	●	×	O	O	O
		43	1	00-7F	SCALE TUNING D	-64…0…+63 [cent]	40	O	×	O	O	×	O	O	●	●	×	O	O	O
		44	1	00-7F	SCALE TUNING D#	-64…0…+63 [cent]	40	O	×	O	O	×	O	O	●	●	×	O	O	O
		45	1	00-7F	SCALE TUNING E	-64…0…+63 [cent]	40	O	×	O	O	×	O	O	●	●	×	O	O	O
		46	1	00-7F	SCALE TUNING F	-64…0…+63 [cent]	40	O	×	O	O	×	O	O	●	●	×	O	O	O
		47	1	00-7F	SCALE TUNING F#	-64…0…+63 [cent]	40	O	×	O	O	×	O	O	●	●	×	O	O	O
		48	1	00-7F	SCALE TUNING G	-64…0…+63 [cent]	40	O	×	O	O	×	O	O	●	●	×	O	O	O
		49	1	00-7F	SCALE TUNING G#	-64…0…+63 [cent]	40	O	×	O	O	×	O	O	●	●	×	O	O	O
		4A	1	00-7F	SCALE TUNING A	-64…0…+63 [cent]	40	O	×	O	O	×	O	O	●	●	×	O	O	O
		4B	1	00-7F	SCALE TUNING A#	-64…0…+63 [cent]	40	O	×	O	O	×	O	O	●	●	×	O	O	O
		4C	1	00-7F	SCALE TUNING B	-64…0…+63 [cent]	40	O	×	O	O	×	O	O	●	●	×	O	O	O
		4D	1	28-58	CAT PITCH CONTROL	-24…0…+24 [semitones]	40	O	×	O	O	×	×	O	×	×	×	O	×	×
		4E	1	00-7F	CAT LOW PASS FILTER CONTROL	-9600…0…+9450 [cent]	40	O	×	O	O	×	×	O	×	×	×	O	O	×
		4F	1	00-7F	CAT AMPLITUDE CONTROL	-100…0…+100 [%]	40	O	×	O	O	×	×	O	×	×	×	O	×	×
		50	1	00-7F	CAT LFO PMOD DEPTH	0…127	00	O	×	O	O	×	×	O	×	×	×	O	O	×
		51	1	00-7F	CAT LFO FMOD DEPTH	0…127	00	O	×	O	O	×	×	O	×	×	×	O	O	×
		52	1	00-7F	CAT LFO AMOD DEPTH	0…127	00	O	×	O	O	×	×	O	×	×	×	O	O	×

		53	1	28-58	PAT PITCH CONTROL	-24…0…+24 [semitones]	40	O	×	O	×	×	×	×	×	×	×	O	×	×
		54	1	00-7F	PAT LOW PASS FILTER CONTROL	-9600…0…+9450 [cent]	40	O	×	O	×	×	×	×	×	×	×	O	×	×
		55	1	00-7F	PAT AMPLITUDE CONTROL	-100…0…+100 [%]	40	O	×	O	×	×	×	×	×	×	×	O	×	×
		56	1	00-7F	PAT LFO PMOD DEPTH	0…127	00	O	×	O	×	×	×	×	×	×	×	O	×	×
		57	1	00-7F	PAT LFO FMOD DEPTH	0…127	00	O	×	O	×	×	×	×	×	×	×	O	×	×
		58	1	00-7F	PAT LFO AMOD DEPTH	0…127	00	O	×	O	×	×	×	×	×	×	×	O	×	×
		59	1	00-5F	AC1 CONTROLLER NUMBER	0…95	10	O	×	O	×	×	×	×	×	×	×	O	×	×
		5A	1	28-58	AC1 PITCH CONTROL	-24…0…+24 [semitones]	40	O	×	O	O	×	×	O	×	×	×	O	×	×
		5B	1	00-7F	AC1 LOW PASS FILTER CONTROL	-9600…0…+9450 [cent]	40	O	×	O	O	×	×	O	×	×	×	O	O	O
		5C	1	00-7F	AC1 AMPLITUDE CONTROL	-100…0…+100 [%]	40	O	×	O	O	×	×	O	×	×	×	O	×	×
		5D	1	00-7F	AC1 LFO PMOD DEPTH	0…127	00	O	×	O	O	×	×	O	×	×	×	O	O	O
		5E	1	00-7F	AC1 LFO FMOD DEPTH	0…127	00	O	×	O	O	×	×	O	×	×	×	O	O	O
		5F	1	00-7F	AC1 LFO AMOD DEPTH	0…127	00	O	×	O	O	×	×	O	×	×	×	O	O	O
		60	1	00-5F	AC2 CONTROLLER NUMBER	0…95	11	O	×	O	O	×	×	×	×	×	×	O	O	O
		61	1	28-58	AC2 PITCH CONTROL	-24…0…+24 [semitones]	40	O	×	O	×	×	×	×	×	×	×	O	×	×
		62	1	00-7F	AC2 LOW PASS FILTER CONTROL	-9600…0…+9450 [cent]	40	O	×	O	×	×	×	×	×	×	×	O	×	×
		63	1	00-7F	AC2 AMPLITUDE CONTROL	-100…0…+100 [%]	40	O	×	O	×	×	×	×	×	×	×	O	×	×
		64	1	00-7F	AC2 LFO PMOD DEPTH	0…127	00	O	×	O	×	×	×	×	×	×	×	O	×	×
		65	1	00-7F	AC2 LFO FMOD DEPTH	0…127	00	O	×	O	×	×	×	×	×	×	×	O	×	×
		66	1	00-7F	AC2 LFO AMOD DEPTH	0…127	00	O	×	O	×	×	×	×	×	×	×	O	×	×
		67	1	00-01	PORTAMENTO SWITCH	OFF, ON	00	O (Except S.Articulation Piano, Organ Flutes)	×	O	O	×	×	O	×	×	×	O	O	×
		68	1	00-7F	PORTAMENTO TIME	0…127	00	O	×	O	O	×	×	O	×	×	×	O	O	×
		69	1	00-7F	PITCH EG INITIAL LEVEL	-64…0…+63	40	O	×	O	O	×	×	O	×	×	×	O	×	×
		6A	1	00-7F	PITCH EG ATTACK TIME	-64…0…+63	40	O	×	O	O	×	×	O	×	×	×	O	×	×
		6B	1	00-7F	PITCH EG RELEASE LEVEL	-64…0…+63	40	O	×	O	O	×	×	O	×	×	×	O	×	×
		6C	1	00-7F	PITCH EG RELEASE TIME	-64…0…+63	40	O	×	O	O	×	×	O	×	×	×	O	×	×
		6D	1	01-7F	VELOCITY LIMIT LOW	1…127	01	O	×	O	O	×	×	O	×	×	×	O	×	×
		6E	1	01-7F	VELOCITY LIMIT HIGH	1…127	7F	O	×	O	O	×	×	O	×	×	×	O	×	×

TOTAL SIZE 3F

		70	1		NOT USED		—	—	—	—	—	—	—	—	—	—	—	—	—	—
		71	1		NOT USED		—	—	—	—	—	—	—	—	—	—	—	—	—	—
		72	1	00-7F	EQ BASS GAIN	-12dB…+12dB	40	O	×	O	O	×	O	O	●	●	×	O	O	O
		73	1	00-7F	EQ TREBLE GAIN	-12dB…+12dB	40	O	×	O	O	×	O	O	●	●	×	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	×	O	O	×	×	O	●	O	×	O	O	O
		77	1	1C-3A	EQ TREBLE FREQUENCY	500…16.0k [Hz]	36	O	×	O	O	×	×	O	●	O	×	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	00	1		NOT USED		—	—	—	—	—	—	—	—	—	—	—	—	—	—
		01	1	00-01	Mono Priority	Latest, Highest	00	O (Regular only)	—	×	×	×	×	×	×	×	×	O	O	O
		02	1	00-01	Portamento Mono Legato	Normal, Pitch Poly	00	O (Regular only)	—	×	×	×	×	×	×	×	×	O	O	O

TOTAL SIZE 03

		40	1	00-7F	MW OFFSET LEVEL CONTROL	-100 - 100 [%]	40	O	—	O	O	×	×	O	●	×	×	O	O	O
		41	1	00-7F	BEND OFFSET LEVEL CONTROL	-100 - 100 [%]	40	O	—	O	×	×	×	×	×	×	×	O	O	×
		42	1	00-7F	CAT OFFSET LEVEL CONTROL	-100 - 100 [%]	40	O	—	O	O	×	×	O	×	×	×	O	O	×
		43	1	00-7F	PAT OFFSET LEVEL CONTROL	-100 - 100 [%]	40	O	—	O	×	×	×	×	×	×	×	O	O	×
		44	1	00-7F	AC1 OFFSET LEVEL CONTROL	-100 - 100 [%]	40	O	—	O	O	×	×	O	×	×	×	O	O	O
		45	1	00-7F	AC2 OFFSET LEVEL CONTROL	-100 - 100 [%]	40	O	—	O	×	×	×	×	×	×	×	O	O	×

TOTAL SIZE 06
●: Transmitted via the application.

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)

[MIDI] [Internal Sequencer]

Address (H)			Size (H)	Data (H)	Parameter	Description	*The A/D PART parameter cannot be reset to its factory setting with XG System On.	Voices		MIDI Reception					MIDI Transmission			PLAY		REC
								Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Main Layer Left	Keyboard	Style	Extra	Main Layer Left	Style	Upper Lower	PLAY	REW	From Main/ Layer/ Left
10	0n	00	1	00-01	INPUT GAIN	MIC, LINE		×	×			×				×		×	×	×
		01	1	00-7F	BANK SELECT MSB	0…127		×	×			×				×		×	×	×
		02	1	00-7F	BANK SELECT LSB	0…127		×	×			×				×		×	×	×
		03	1	00-7F	PROGRAM NUMBER	1…128		×	×			×				×		×	×	×
		04	1	00-0F, 7F	Rcv CHANNEL	1…32 (*1), OFF		×	○			○				○		○	×	×
		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		×	○			○				●		○	×	×
		0C	1		NOT USED			—	—			—				—		—	—	—
		0D	1		NOT USED			—	—			—				—		—	—	—
		0E	1	01-7F	PAN	L63…C…R63		×	○			○				●		○	×	×
		0F	1		NOT USED			—	—			—				—		—	—	—
		10	1		NOT USED			—	—			—				—		—	—	—
		11	1	00-7F	DRY LEVEL	0…127		×	○			○				●		○	×	×
		12	1	00-7F	CHORUS SEND	0…127		×	○			○				●		○	×	×
		13	1	00-7F	REVERB SEND	0…127		×	○			○				●		○	×	×
		14	1	00-7F	VARIATION SEND	0…127		×	○			○				●		○	×	×

TOTAL SIZE 15
*1: Channels 17 – 32 only send to TG.
n: A/D Part Number (0)

MIDI Parameter Change Table (DRUM SETUP)

[MIDI] [Internal Sequencer]

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

TOTAL SIZE 10

		20	1	00-7F	EQ BASS GAIN	-12…+12 [dB]	40	×	×	×					O			×	×	×
		21	1	00-7F	EQ TREBLE GAIN	-12…+12 [dB]	40	×	×	×					O			×	×	×
		22	1		NOT USED		—	—	—	—					—			—	—	—
		23	1		NOT USED		—	—	—	—					—			—	—	—
		24	1	04-28	EQ BASS FREQUENCY	32…2.0k [Hz]	0C	×	×	×					O			×	×	×
		25	1	1C-3A	EQ TREBLE FREQUENCY	500…16.0k [Hz]	36	×	×	×					O			×	×	×
		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

		70	4	00-7F	SOURCE DRUM KIT (Bank Select MSB)	0…127	Depends on the note	O (Drum only)	×	O (Available only for Song parts)					O			O	×	×
				00-7F	SOURCE DRUM KIT (Bank Select LSB)	0…127	Depends on the note	O (Drum only)	×	O (Available only for Song parts)					O			O	×	×
				00-7F	SOURCE DRUM KIT (Program Number)	0…127	Depends on the note	O (Drum only)	×	O (Available only for Song parts)					O			O	×	×
				0D-5B	SOURCE DRUM KIT (Note Number)	C-1…G5	Depends on the note	O (Drum only)	×	O (Available only for Song parts)					O			O	×	×

TOTAL SIZE 04

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.

System Exclusive Messages (1)

Application Range	MIDI, Internal Sequencer

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

*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 (Universal Real Time Messages)

		[MIDI]									[Internal Sequencer]					
		Voices		MIDI Reception					MIDI Transmission					PLAY		REC
MIDI Event	Data Format	Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Main Layer Left	Keyboard	Style	Extra	Main Layer Left	Style	Upper Lower	PLAY	REW	From Main/ Layer/ Left
Master Volume [GM2]	F0 7F XN 04 01 SS TT F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxnnnn XN = When N is received N=0-F, whichever is received. X=ignored 00000100 04 = Sub-ID #1 = Device Control Message 00000001 01 = Sub-ID #2 = Master Volume 0sssssss SS = Volume LSB 0ttttttt TT = Volume MSB 11110111 F7 = End of Exclusive	○	×	○ (Available for extra parts and Song)					○			○	○	×
Master Fine Tuning [GM2]	F0 7F XN 04 03 SS TT F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxnnnn XN = When N is received N=0-F, whichever is received. X=ignored 00000100 04 = Sub-ID #1 = Device Control Message 00000001 03 = Sub-ID #2 = Master Fine Tuning 0sssssss SS = Fine Tuning LSB 0ttttttt TT = Fine Tuning MSB 11110111 F7 = End of Exclusive	○	×	○ (Available for extra parts and Song)					○			○	×	×
Master Coarse Tuning [GM2]	F0 7F XN 04 04 00 TT F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxnnnn XN = When N is received N=0-F, whichever is received. X=ignored 00000100 04 = Sub-ID #1=Device Control Message 00000100 04 = Sub-ID #2=Master Coarse Tuning 00000000 00 0ttttttt TT = Coarse Tuning MSB 11110111 F7 = End of Exclusive	○	×	○ (Available for extra parts and Song)					○			○	×	×
Reverb Parameter [GM2]	F0 7F XN 04 05 01 01 01 01 01 PP VV … F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxnnnn XN = When N is received N=0-F, whichever is received. X=ignored 00000100 04 = Sub-ID #1 = Device Control Message 00000101 05 = Sub-ID #2 = Global Parameter Control 00000001 01 = Slot path length = 1 00000001 01 = Parameter ID width = 1 00000001 01 = Value width = 1 00000001 01 = Slot path MSB = 1 00000001 01 = Slot path LSB = 1 (Reverb) 0ppppppp PP = Parameter to be controlled. 0vvvvvvv VV = Value for the Parameter. … … 11110111 F7 = End of Exclusive Parameter (pp) Value (vv) Display pp=0 Reverb Type 0…8 0: RoomS 1: RoomM 2: RoomL 3: HallM 4: HallL (default) 8: GM Plate pp=1 Reverb Time 0…127 0…11.0s	○	○	○					○			○	○	×
Chorus Parameter [GM2]	F0 7F XN 04 05 01 01 01 01 02 PP VV … F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxnnnn XN = When N is received N=0-F, whichever is received. X=ignored 00000100 04 = Sub-ID #1 = Device Control Message 00000101 05 = Sub-ID #2 = Global Parameter Control 00000001 01 = Slot path length = 1 00000001 01 = Parameter ID width = 1 00000001 01 = Value width = 1 00000001 01 = Slot path MSB = 1 00000010 02 = Slot path LSB = 2 (Chorus) 0ppppppp PP = Parameter to be controlled. 0vvvvvvv VV = Value for the Parameter. … … 11110111 F7 = End of Exclusive Parameter (pp) Value (vv) Display pp=0 Chorus Type 0…5 0: GM Chorus1 1: GM Chorus2 2: GM Chorus3 (default) 3: GM Chorus4 4: FB Chorus 5: GM Flanger pp=1 Mod Rate 0…127 0…15.5Hz pp=2 Mod Depth 0…127 pp=3 Feedback 0…127 pp=4 Send to Reverb 0…127	○	○	○					○			○	○	×

[MIDI] [Internal Sequencer]

MIDI Event	Data Format	Voices		MIDI Reception					MIDI Transmission			PLAY		REC
		Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Main Layer Left	Keyboard	Style	Extra	Main Layer Left	Style	Upper Lower	PLAY	REW	From Main/ Layer/ Left
Channel Pressure (Aftertouch) [GM2]	F0 7F XN 09 01 0M PP RR … F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxnnnn 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) 0ppppppp PP = Controlled Parameter 0rrrrrrr RR = Data … … 11110111 F7 = End of Exclusive Make sure to set both the controlled parameter and the range. Parameters not set will be restored to their default values. Controlled Parameter (pp) / Data (RR) / Description / Default Value pp=00 Pitch Control: 28H-58H, -24…0…+24 semitones, 40H pp=01 Filter Cutoff Control: 00H-7FH, -9600…0…+9450 cents, 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	○	×	○	×	×	×	×	×	×	×	○	×	×
Controller (Control Change) [GM2]	F0 7F XN 09 03 0M CC PP RR … F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxnnnn 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) 0ccccccc CC = Controller Number (01H-1FH, 40H-5FH) 0ppppppp PP = Controlled Parameter 0rrrrrrr RR = Range … … 11110111 F7 = End of Exclusive Make sure to set both the controlled parameter and the range. Parameters not set will be restored to their default values. Controlled Parameter (pp) / Data (RR) / Description / Default Value pp=00 Pitch Control: 28H-58H, -24…0…+24 semitones, 40H pp=01 Filter Cutoff Control: 00H-7FH, -9600…0…+9450 cents, 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	○	×	○	×	×	×	×	×	×	×	○	×	×
Key-Based Instrument Control [GM2]	F0 7F XN 0A 01 0M KK CC VV … F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxnnnn 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 0ccccccc CC = Controller Number 0vvvvvvv VV = Value … … 11110111 F7 = End of Exclusive Make sure to set both the controller number and the value. Controller Number (CC) / Value (VV) / Description / Default Value CC=07H Volume: 00H-7FH, -100…0…+100%, 40H CC=0AH Pan: 00H-7FH (absolute), -L63…C…R63, (Preset value) CC=5BH Reverb Send Level: 00H-7FH (absolute), 0…Max, (Preset value) CC=5DH Chorus Send Level: 00H-7FH (absolute), 0…Max, (Preset value)	○ (Drum only)	×	○	×	×	×	×	×	×	×	○	×	×

System Exclusive Messages (Universal Non-Real Time Messages)

[MIDI] [Internal Sequencer]

MIDI Event	Data Format	Voices		MIDI Reception					MIDI Transmission			PLAY		REC
		Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Main Layer Left	Keyboard	Style	Extra	Main Layer Left	Style	Upper Lower	PLAY	REW	From Main/ Layer/ Left
GM1 System On [GM1] [GM2]	F0 7E XN 09 01 F7 11110000 F0 = Exclusive status 01111110 7E = Universal Non-Real Time 0xxxnnnn 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 and Song)					○			○	×	○
GM2 System On [GM2]	F0 7E XN 09 03 F7 11110000 F0 = Exclusive status 01111110 7E = Universal Non-Real Time 0xxxnnnn 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 and Song)					○			○	×	×
General MIDI System Off [GM1] [GM2]	F0 7E XN 09 02 F7 11110000 F0 = Exclusive status 01111110 7E = Universal Non-Real Time 0xxxnnnn 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 and Song)					○			○	×	×
Scale/Octave Tuning [GM2]	F0 7E XN 08 08 JJ GG MM SS … F7 11110000 F0 = Exclusive status 01111110 7E = Universal Non-Real Time 0xxxnnnn 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 1 byte form 0jjjjjjj JJ = Channel/option byte1 bits 0 to 1 = channel 15 to 16 bits 2 to 6 = reserved 0ggggggg GG = Channel byte 2 – bits 0 to 6 = channel 8 to 14 0mmmmmmm MM= Channel byte 2 – bits 0 to 6 = channel 1 to 7 0sssssss SS = 12 byte tuning offset of 12 semitones from C to B 00H means -64 cent 40H means 0 cent 7FH means +63 cent … … 11110111 F7= End of Exclusive	○	×	○ (Available for Song)					○			○	×	×

System Exclusive Messages (2)

Application Range	MIDI (CSP-150/170)

* 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]

MIDI Event	Data Format	Voices		MIDI Reception					MIDI Transmission		
		Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Main Layer Left	Keyboard	Style	Extra	Main Layer Left	Style	Upper Lower
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 1 01H INTRO 2 02H INTRO 3 03H INTRO 4 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 1 21H ENDING 2 22H ENDING 3 23H ENDING 4 0ddddddd dd = Switch On/Off 00H (Off) 7FH (On) 11110111 F7 = End of Exclusive	—	—			○				●	
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	—	—			○				●	

[MIDI]

MIDI Event	Data Format	Voices		MIDI Reception					MIDI Transmission		
		Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Main Layer Left	Keyboard	Style	Extra	Main Layer Left	Style	Upper Lower
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 0fffnnnn fff: b or #, nnnn: note (root) 0000nnnn 0n bbb 0001nnnn 1n bb 0010nnnn 2n b 0011nnnn 3n natural 0100nnnn 4n # 0101nnnn 5n ## 0110nnnn 6n ### 0fff0000 x0 reserved 0fff0001 x1 C 0fff0010 x2 D 0fff0011 x3 E 0fff0100 x4 F 0fff0101 x5 G 0fff0110 x6 A 0fff0111 x7 B ct: Chord Type 0-34, 127 00000000 00 0 Maj 00000001 01 1 Maj6 00000010 02 2 Maj7 00000011 03 3 Maj7(#11) 00000100 04 4 Maj(9) 00000101 05 5 Maj7(9) 00000110 06 6 Maj6(9) 00000111 07 7 aug 00001000 08 8 min 00001001 09 9 min6 00001010 0A 10 min7 00001011 0B 11 min7b5 00001100 0C 12 min(9) 00001101 0D 13 min7(9) 00001110 0E 14 min7(11) 00001111 0F 15 minMaj7 00010000 10 16 minMaj7(9) 00010001 11 17 dim 00010010 12 18 dim7 00010011 13 19 7th 00010100 14 20 7sus4 00010101 15 21 7b5 00010110 16 22 7(9) 00010111 17 23 7(#11) 00011000 18 24 7(13) 00011001 19 25 7(b9) 00011010 1A 26 7(b13) 00011011 1B 27 7(#9) 00011100 1C 28 Maj7aug 00011101 1D 29 7aug 00011110 1E 30 1+8 00011111 1F 31 1+5 00100000 20 32 sus4 00100001 21 33 1+2+5 00100010 22 34 cc 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 Chord System Exclusive Message Parameters is set to off. *Not received when Transmit Chord System Exclusive Message Parameters is set to off.										
	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	—	—			○				×	

●: Transmitted via the application.

System Exclusive Messages (XG)

[MIDI]

MIDI Event	Data Format	Voices		MIDI Reception					MIDI Transmission		
		Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Main Layer Left	Keyboard	Style	Extra	Main Layer Left	Style	Upper Lower
XG Parameter Changes	F0 43 1n 4C hh mm ll dd … F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 0001nnnn 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 0lllllll ll = Address Low 0ddddddd dd = Data : : 11110111 F7 = End of Exclusive	*Refer to XG Parameter Change Table.		○ *Refer to XG Parameter Change Table.					○ *Refer to XG Parameter Change Table.		
XG Bulk Dump	F0 43 0n 4C aa bb hh mm ll dd … dd cc F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 0000nnnn 0n = Device Number n=always 0 (when transmit), n=0-F (when receive) 01001100 4C = Model ID 0aaaaaaa aa = Byte Count MSB 0bbbbbbb bb = Byte Count LSB 0hhhhhhh hh = Address High 0mmmmmmm mm= Address Mid 0lllllll ll = Address Low 0ddddddd dd = Data : : 0ddddddd dd = Data 0ccccccc cc = Checksum 11110111 F7 = End of Exclusive	*Refer to XG Parameter Change Table.		○ *Refer to XG Parameter Change Table.					○ *Refer to XG Parameter Change Table.		
XG Parameter Request	F0 43 3n 4C hh mm ll F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 0011nnnn 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 0lllllll ll = Address Low 11110111 F7 = End of Exclusive	—	—	○ *Refer to XG Parameter Change Table.					○ *Refer to XG Parameter Change Table.		
XG Dump Request	F0 43 2n 4C hh mm ll F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 0010nnnn 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 0lllllll ll = Address Low 11110111 F7 = End of Exclusive	—	—	○ *Refer to XG Parameter Change Table.					○ *Refer to XG Parameter Change Table.		

System Exclusive Messages (Clavinova compliance)

```
11110000  F0 = Exclusive status
01000011  43 = YAMAHA ID
01110011  73 = Clavinova ID
    :      :
11110111  F7 = End of Exclusive
```

[MIDI]

MIDI Event	Data Format	Voices		MIDI Reception					MIDI Transmission		
		Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Main Layer Left	Keyboard	Style	Extra	Main Layer Left	Style	Upper Lower
Internal Clock	F0 43 73 01 02 F7 00000001 01 = Model ID (Clavinova common ID) 00000010 02 = Internal Clock Substatus	—	—			○				×	
External Clock	F0 43 73 01 03 F7 00000001 01 = Model ID (Clavinova common ID) 00000011 03 = External Clock Substatus	—	—			○				×	
Organ Flutes data Bulk Dump	F0 43 73 01 06 0B 00 00 01 06 0n [Bulk Data] sum F7 01H Model ID (Clavinova common ID) 06H Bulk ID 0BH Bulk No. (Organ Flutes data Bulk Dump) 00H, 00H, 01H, 06H Data Length: 16 bytes 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 - 02H 00H: Sine, 01H: Vintage, 02H Euro 18th [Volume] 01 - 09H 19th [aux] 00H 20th [aux] 00H 21st [aux] 00H 22nd [aux] 00H sum Check Sum = 0-sum (BULK DATA) Wave Variation: Euro	○ (Organ Flute)	×	○	○	×	×	○	●	×	×

●: Transmitted via the application.

System Exclusive Messages (Natural Voice)

[MIDI]

MIDI Event	Data Format	Voices		MIDI Reception					MIDI Transmission		
		Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Main Layer Left	Keyboard	Style	Extra	Main Layer Left	Style	Upper Lower
Key Off Sampling Depth	F0 43 73 01 50 11 0n 04 dd F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01110011 73 = Clavinova ID 00000001 01 = Model ID (Clavinova common ID) 01010000 50 = Sub ID 00010001 11 = Sub ID 0000nnnn 0n = Channel (00-0F) 00000100 04 = Sub ID (Key Off Sampling Depth) 0ddddddd dd = Depth (00-50) 11110111 F7 = End of Exclusive	○ Available for some Natural Voices.	×	○	○	×	×	○	●	×	×

●: Transmitted via the application.

System Exclusive Messages (Vocal Harmony Additional Parameters)

[MIDI]

MIDI Event	Data Format	Voices		MIDI Reception					MIDI Transmission		
		Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Main Layer Left	Keyboard	Style	Extra	Main Layer Left	Style	Upper Lower
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 = Clavinova ID 00000001 01 = Model ID (Clavinova common 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	×	○	○					×		

System Exclusive Messages (Others)

[MIDI]

MIDI Event	Data Format	Voices		MIDI Reception					MIDI Transmission		
		Regular/ Drum/ Natural/ Organ Voice	Mic/Vocal Harmony	Song	Main Layer Left	Keyboard	Style	Extra	Main Layer Left	Style	Upper Lower
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 0000mmmm 0m = Master Tune MSB 0000llll 0l = Master Tune LSB 0ccccccc cc = don't care 11110111 F7 = End of Exclusive	○	○			○				×	
MIDI Key LED Mode	F0 43 73 01 11 0n 47 dd F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01110011 73 = Clavinova ID 00000001 01 = Model ID (Clavinova common ID) 00010001 11 = Special Operators 0000nnnn 0n = Channel No. 01000111 47 = MIDI Key LED Mode On Off Substatus 0ddddddd dd = data 00H: Light Off & Sound 01H: Light On & No Sound 02H: Light On & Sound 03H: Light Off & No Sound 11110111 F7 = End of Exclusive When set to Key LED + No Sound (01H) and Key LED (02H), the LED is turned on/off by a note on message of the channel specified via the Channel No. 9n, note, Vel=0: off 9n, note, Vel=1: flush 9n, note, Vel=2–: on Up to two channels can be specified simultaneously. A channel become available with Normal (00H).	—	—	○	×	×	×	×	×	×	×
Guide ON	F0 43 73 01 1F 00 cc dd F7 00000001 01 = Model ID (Clavinova common ID) 00011111 1F = Guide On Substatus 00000000 00 = 0ccccccc cc = Part Select Number (1/Right, 2/Left) 0ddddddd dd = Mode 00:Off, 01:Follow Lights, 02:Any Key, 06=YourTempo 11110111 F7 = End of Exclusive	—	—			○				×	

cc	1/Right	2/Left
00	On	On
01	Off	On
02	On	Off
03	Off	Off

Data Format	Parameter	Description
Style		
F0 43 73 01 51 05 00 03 04 00 00 dd dd F7	Style No.	dd dd = Style No.
F0 43 7E 00 ss dd F7	Section Control	Refer to the MIDI Data Format

Song Meta Event List / Liste der Meta-Events der Songs / Liste des metaevenements des morceaux / Lista de meta-eventos de canciones

Data Format	Parameter	Description

YAMAHA META EVENT

FF 51 03 t1 t2 t3	Set Tempo	t1 t2 t3 = Tempo value B7 1B 00 – 01 D4 C0 (Tempo 5 – 500)
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

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).
FF 7F 05 43 7B 0C rr ll	Guide Track Flag	Sets the TRACK 1 and TRACK 2 parameters on the [FUNCTION] > [SONG SETTING] display. rr = TRACK1 (0:OFF, 1:1CH…16:16CH) ll = TRACK2 (0:OFF, 1:1CH…16:16CH)

MIDI Implementation Chart / MIDI-Implementierungstabelle / Tableau d'implémentation MIDI / Gráfico de implementacíon MIDI

Yamaha [Digital Piano] Date: 21-April-2017
Model CSP-150/170 MIDI Implementation Chart Version: 1.0

Function...		Transmitted	Recognized	Remarks
Basic	Default	1 - 16	1 - 16	
Channel	Changed	1 - 16	1 - 16	
Mode	Default	3	3	
	Messages	×	×	
	Altered	**********	×	
Note		0 - 127	0 - 127	
Number : True voice		**********	0 - 127	
Velocity	Note ON	O 9nH,v=1-127	O 9nH,v=1-127	
	Note OFF	O 8nH,v=1-127	O 9nH,v=0 or 8nH	
After	Key's	×	O	
Touch	Ch's	×	O	
Pitch Bend		O	O 0 - 24 semi	
Control Change	0,32	O	O	Bank Select
	1,5,7,10,11	O	O	
	16	×	O	General Purpose Controller
	6,38	O	O	Data Entry
	64,65,66,67	O	O	
	71,72,73,74	O	O	Sound Controller
	80,81	O	O	
	84	O	O	Portamento Cntrl
	91,93,94	O	O	Effect Depth
	96,97	×	O	RPN Inc,Dec
	98,99	O	O	NRPN LSB,MSB
	100,101	O	O	RPN LSB,MSB
Prog Change : True #		O 0 - 127 **********	O 0 - 127	
System Exclusive		O	O	
Common	: Song Pos.	×	×	
	: Song Sel.	×	×	
	: Tune	×	×	
System Real Time	: Clock	O	O	
	: Commands	O	O	
Aux Mes-sages	: All Sound Off	×	O (120,126,127)	
	: Reset All Cntrls	×	O (121)	
	: Local ON/OFF	×	O (122)	
	: All Notes OFF	×	O (123 - 125)	
	: Active Sense	O	O	
	: Reset	×	×	

Notes:

Mode 1 : OMNI ON , POLY Mode 2 : OMNI ON ,MONO O : Yes
Mode 3 : OMNI OFF, POLY Mode 4 : OMNI OFF,MONO × : No

Manual Development Group

Published 07/2017 MW-A0