

PSR-SX9000

PSR-SX7000

Digital Workstation

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Voice List / Voice-Liste / Liste des voix / Lista de voces / Daftar Voice / Danh sách tiếng

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Category	Sub Category	Voice Name	Voice Number			Voice Type		
			MSB#	LSB#	PC# (1-128)			
Piano&E.Piano	-	ConcertGrand	0	122	1	S.Art!		
		PopGrand	104	11	1	S.Art!		
		RockPiano	104	10	1	S.Art!		
		UprightPiano	104	13	1	S.Art!		
		PopUpright	104	13	2	S.Art!		
		SuitcaseHard	104	16	5	Cool!		
		SuitcasePhaser	104	10	5	Cool!		
		CP80 Stage	0	113	3	Regular		
		DX Dynamic	0	123	6	Cool!		
		VintageEP	104	8	5	Cool!		
		AmbientPiano	104	9	1	S.Art!		
		70sBalladUpright	104	14	1	S.Art!		
		ChilloutUpright	104	15	1	S.Art!		
		HonkyTonkUpright	104	13	4	S.Art!		
		SaloonUpright	104	14	2	S.Art!		
		SuitcaseSoft	104	7	5	Cool!		
		SuitcaseBallad	104	9	5	Cool!		
		SuitcaseJazz	104	13	5	Cool!		
		SuitcaseDrive	104	11	5	Cool!		
		SuitcaseTremolo	104	12	5	Cool!		
		OctavePiano1	104	2	4	S.Art!		
		OctavePiano2	104	3	4	S.Art!		
		UprightOneOctave	104	14	4	S.Art!		
		UprightTwoOctaves	104	15	4	S.Art!		
		CocktailPiano	104	1	4	S.Art!		
		DX Sweet	104	0	6	Cool!		
		DX Ballad	0	124	6	Cool!		
		DX BalladBells	104	2	6	Cool!		
		DX Midnight	104	1	6	Cool!		
		DX Dream	104	3	6	Cool!		
		MIDIGrand	104	2	3	S.Art!		
		MIDIGrandPad	104	3	3	S.Art!		
		MIDIGrandSyn	104	8	1	S.Art!		
		Piano&Orchestra	104	12	1	S.Art!		
		SuitcaseWarmth	104	14	5	Cool!		
		TX Bright	104	10	6	Cool!		
		TX Mellow	104	11	6	Cool!		
		TX Warm	104	12	6	Cool!		
		DX Sparkle	0	121	6	Cool!		
		VintageEP Drive	104	15	5	Cool!		
		Clavi JS	8	33	21	S.Art!		
		ClaviFunk JS	8	34	21	S.Art!		
		ClaviAmped JS	8	36	21	S.Art!		
		Harpsichord JS	8	32	113	S.Art!		
		GrandHarpsichord	0	113	7	Live!		
		Organ	-	WhiterBars JS	8	32	30	S.Art!
				JazzRotary JS	8	32	114	S.Art!
				AllBarsOut JS	8	32	31	S.Art!
				ClassicBars JS	8	34	30	S.Art!
				RockOrgan JS	8	33	114	S.Art!
CurvedBars	0			121	17	Cool!		
EvenBars	0			111	17	Cool!		
HollowBars	0			127	17	Cool!		
ClassicScanner	0			118	19	Cool!		
ProgRockOrgan JS	8			33	30	S.Art!		
RockOrgan	10			3	1	OrganFlutes		
JazzStandard	10			0	1	OrganFlutes		
OrganPops	10			2	1	OrganFlutes		
BalladOrgan	10			5	1	OrganFlutes		
EuroPercussion	10			0	3	OrganFlutes		
GospelOrgan	10			4	1	OrganFlutes		
UpsideDownSmile	10			1	1	OrganFlutes		
OrganClarinet	10			6	1	OrganFlutes		
JazzSquabble	10			7	1	OrganFlutes		
EuroReeds	10			2	3	OrganFlutes		
EuroBright	10			4	3	OrganFlutes		
EuroFull	10			6	3	OrganFlutes		
EuroBallad	10			1	3	OrganFlutes		
HomeHollowTibias	10			4	2	OrganFlutes		
HomeOrganEvens	10			5	2	OrganFlutes		
EuroEvenWarmth	10			3	3	OrganFlutes		
EuroPops	10			5	3	OrganFlutes		
EuroMelodic	10			7	3	OrganFlutes		
Home16&Odds	10			1	2	OrganFlutes		

Category	Sub Category	Voice Name	Voice Number			Voice Type		
			MSB#	LSB#	PC# (1-128)			
Organ	-	HomeTheatreOrgan	10	2	2	OrganFlutes		
		HomeOrganJazz	10	3	2	OrganFlutes		
		HomeOrganBallad	10	0	2	OrganFlutes		
		60sComboOrgan1	104	32	17	Cool!		
		60sComboOrgan3	104	34	17	Cool!		
		R&B TremoloOrgan	0	111	19	Cool!		
		HomeOrganWarmth	10	6	2	OrganFlutes		
		HomeOrganFull	10	7	2	OrganFlutes		
		60sComboOrgan2	104	33	17	Cool!		
		60sComboOrgan4	104	35	17	Cool!		
		OrganAGoGo	104	0	17	Cool!		
		VintageAccomp1	0	108	18	Regular		
		VintageAccomp2	0	107	18	Regular		
		VintageAccomp3	0	106	18	Regular		
		VintageAccomp4	0	105	18	Regular		
		VintageAccomp5	0	104	18	Regular		
		HomeAccomp1	104	37	19	Regular		
		HomeAccomp2	104	38	19	Regular		
		EuroAccomp1	104	33	18	Regular		
		EuroAccomp2	104	34	18	Regular		
		EuroAccomp3	104	35	18	Regular		
		LieblichGedackt	104	6	20	Regular		
		Diapason	104	4	20	Regular		
		Claribel&Flute	104	5	20	Regular		
		SoftReeds	104	7	20	Regular		
		GrandJeu	104	1	20	Live!		
		FondsEtAnches	104	2	20	Live!		
		OrganoPleno	104	3	20	Live!		
		ConcertOrganTutti	104	0	20	Live!		
		ChapelOrgan1	0	113	20	Regular		
		ChapelOrgan2	0	115	20	Regular		
		TheatreTibia&Vox	104	28	19	Regular		
		TheatreOpenTibias	104	29	19	Regular		
		TheatreGambaCeleste	104	30	19	Regular		
		TheatreOrganMix1	104	31	19	Regular		
		TheatreOrganMix2	104	32	19	Regular		
		TheatreOrganMix3	104	33	19	Regular		
		TheatreFlute Acmp	104	34	19	Regular		
		TheatreStrings Acmp	104	35	19	Regular		
		TheatreSeaside	104	26	19	Regular		
		TheatreChrys Acmp	104	36	19	Regular		
		TheatreChrysoglott	104	28	18	Regular		
		TheatreGlockenspiel	104	29	18	Regular		
		TheatreXylophone	104	30	18	Regular		
		TheatreOrganChime	104	31	18	Regular		
		TheatreWoodenHarp	104	32	18	Regular		
		TheatrePedal1	104	16	19	Regular		
		TheatrePedal2	104	17	19	Regular		
		Harmonium1	0	114	21	Regular		
		Harmonium2	0	115	21	Regular		
		HymnOrgan	0	114	20	Regular		
		HomeOrganKinura	104	25	19	Regular		
		HomeOrganTrombone	104	19	19	Regular		
		HomeOrganCello	104	21	19	Regular		
		HomeOrganCornet	104	23	19	Regular		
		HomeOrganClarinet	104	20	19	Regular		
		HomeOrganHorn	104	22	19	Regular		
		HomeOrganViolin	104	24	19	Regular		
		Guitar	-	ConcertGuitar	8	32	1	S.Art!
				SpanishGuitar	8	34	2	S.Art!
				SteelAcousticPick	8	37	2	S.Art!
				SteelGuitar	8	32	2	S.Art!
				SemiAcoustic	8	33	7	S.Art!
				50sVintageSolo	8	44	6	S.Art!
				50sVintageStage	8	45	6	S.Art!
				50sHeavyRock	8	47	6	S.Art!
				CleanFingers	8	38	5	S.Art!
				BrightChorus	8	45	4	S.Art!
				NylonGuitarSlide	0	117	25	Live!
				SpanishGuitarSlide	104	9	26	Live!
SteelGuitarSlide	0			118	26	Live!		
12StringPicked	8			39	2	S.Art!		
12StringStrum SW	8			40	2	S.Art!		
FlamencoGuitar	8			35	2	S.Art!		

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Category	Sub Category	Voice Name	Voice Number			Voice Type		
			MSB#	LSB#	PC# (1-128)			
Guitar	-	SpanishElectro	8	36	2	S.Art!		
		SteelGuitarTwin1	104	12	26	Live!		
		SteelGuitarTwin2	104	13	26	Live!		
		ElectroAcoustic	8	35	1	S.Art!		
		ChickenPickGuitar	104	11	26	Live!		
		ChickenPick SW	8	38	2	S.Art!		
		PedalSteelGuitar	8	36	4	S.Art!		
		PedalSteelAmp	8	52	4	S.Art!		
		AlohaGuitar	0	118	27	Regular		
		50sVintageWarm	8	49	6	S.Art!		
		50sVintageDelay	8	48	6	S.Art!		
		50sVintageBlues	8	37	6	S.Art!		
		50sVintageFull	8	43	6	S.Art!		
		50sVintageSpring	8	54	4	S.Art!		
		50sVintageAmp	8	41	4	S.Art!		
		50sVintageRock	8	36	6	S.Art!		
		BigAmpCombo	8	51	6	S.Art!		
		BluesyFinger	8	37	5	S.Art!		
		RoughFingers	8	39	5	S.Art!		
		SoloKing	8	50	6	S.Art!		
		RhythmKing	8	53	6	S.Art!		
		CountryPick	8	44	4	S.Art!		
		CountryPickDrive	8	40	5	S.Art!		
		CountryPickVintage	8	41	5	S.Art!		
		SeventiesChorus	8	58	4	S.Art!		
		ShadowedGuitar	8	56	4	S.Art!		
		SixtiesGuitar	8	57	4	S.Art!		
		50sVintagePure	8	42	6	S.Art!		
		OldiesGuitar	8	52	6	S.Art!		
		FingerAmp	8	43	4	S.Art!		
		FingerBright	8	50	4	S.Art!		
		FingerChorus	8	42	4	S.Art!		
		FingerSlapSlide SW	8	51	4	S.Art!		
		LightChorus	8	53	4	S.Art!		
		70sJazzCombo	8	54	6	S.Art!		
		BrightBlues	8	35	5	S.Art!		
		WarmBlues	8	34	5	S.Art!		
		BluesyNight	8	55	4	S.Art!		
		BluesySlapSlide SW	8	36	5	S.Art!		
		JazzGuitarClean	8	32	7	S.Art!		
		JazzGuitarSmooth SW	8	35	7	S.Art!		
		SolidJazzGuitar	8	40	7	S.Art!		
		JazzArtistGuitar	8	39	7	S.Art!		
		JazzGuitarAmp	8	38	7	S.Art!		
		BalladDelay	8	46	4	S.Art!		
		WarmSolid	8	33	4	S.Art!		
		CleanSolid	8	34	4	S.Art!		
		MutedGuitar	0	119	29	Cool!		
		FunkSlap	8	49	4	S.Art!		
		50sDriveWahWah	8	46	6	S.Art!		
		HalfWahLead	8	55	6	S.Art!		
		WahWahGuitar	8	56	6	S.Art!		
		OverdriveWahWah	8	39	6	S.Art!		
		ClassicAmpStack	8	41	6	S.Art!		
		GrungeGuitar	8	40	6	S.Art!		
		RockHero	8	35	6	S.Art!		
		StageLead	8	38	6	S.Art!		
		RockLegend	8	34	6	S.Art!		
		Accordion	-	MasterAccordion	0	118	22	Regular
				FullRegister	104	2	22	Regular
				AccordionClarinet	104	1	22	Regular
				FrenchMusette	0	119	22	Regular
				CajunAccordion	104	3	22	Regular
				TangoAccordion	0	114	24	Regular
				JazzAccordion	0	120	22	Regular
				BluesHarp	0	114	23	Regular
				Harmonica	0	112	23	Sweet!
				ModernHarp	0	113	23	Regular
				MasterBass	0	122	22	Regular
				FullRegisterBass	104	5	22	Regular
				AccordionBass	0	121	22	Regular
MusetteBass	0			123	22	Regular		
CajunAccBass	104			6	22	Regular		
TangoAccBass	0			115	24	Regular		

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB#	LSB#	PC# (1-128)	
Accordion	-	Cassotto	104	0	22	Regular
		Bandoneon	0	113	24	Regular
		Steirische	0	117	22	Regular
Strings	-	SeattleStrings	8	33	50	S.Art!
		SeattleClassical	8	36	49	S.Art!
		TheatreStrings	8	37	49	S.Art!
		SeattleLushStrings	8	41	49	S.Art!
		SeattleSlowStrings	8	35	50	S.Art!
		Orchestral1stViolin	8	33	44	S.Art!
		Orchestral2ndViolin	8	33	45	S.Art!
		OrchestralViola	8	33	46	S.Art!
		OrchestralCello	8	33	47	S.Art!
		PizzicatoStrings	0	113	46	Live!
		SeattleWarm	8	39	49	S.Art!
		SeattleRomance	8	43	50	S.Art!
		SeattleChamber	8	42	49	S.Art!
		SeattleStringsPad	8	43	49	S.Art!
		SeattleTremolo	104	0	45	Live!
		Seattle1stViolins	8	32	44	S.Art!
		Seattle2ndViolins	8	32	45	S.Art!
		SeattleViolas	8	32	46	S.Art!
		SeattleCellos	8	32	47	S.Art!
		SeattleBasses	8	32	48	S.Art!
		ConcertStrings	8	32	50	S.Art!
		StudioStrings	8	32	49	S.Art!
		BalladStrings	8	34	50	S.Art!
		BigStrings	8	40	49	S.Art!
		SeattleQuartet	8	34	48	S.Art!
		Spiccato	8	33	49	S.Art!
		SeattleSpiccato	104	6	49	Live!
		SeattleStrings sfz	104	1	45	Live!
		PizzicatoGlocken	0	115	46	Live!
		TheatreOrchestra	104	1	50	Regular
		DiscoStrings1	0	123	50	Live!
		DiscoStrings2	0	124	50	Live!
		SynthStrings1	0	112	51	Regular
		SynthStrings2	0	113	51	Regular
		OberStrings	0	113	52	Regular
		Classic1stVns	8	34	44	S.Art!
		Classic2ndVns	8	34	45	S.Art!
		ClassicViolas	8	34	46	S.Art!
		ClassicCellos	8	34	47	S.Art!
		OrchestralHarp	104	1	47	Regular
		Watariyat	0	125	49	Regular
		Mandolin	0	114	26	Sweet!
		Oud	0	113	106	Regular
		Banjo1	104	0	106	Regular
		Banjo2	0	112	106	Regular
		Sitar1	104	0	105	Regular
		Sitar2	0	113	105	Regular
Zither1	104	1	16	Regular		
Zither2	104	0	16	Regular		
MellowHarp	104	0	47	Regular		
ErHu	0	113	111	Regular		
PiPa	0	119	106	Regular		
Shamisen	0	112	107	Regular		
Koto	0	112	108	Regular		
Kanoun	0	113	108	Regular		
Hackbrett1	104	2	47	Regular		
Hackbrett2	0	113	47	Regular		
Brass	-	BrightTrumpet	8	32	65	S.Art!
		BigBandTrumpet	8	37	65	S.Art!
		GoldenTrumpet	8	34	65	S.Art!
		SilverTrumpet	8	33	65	S.Art!
		MutedTrumpet	0	114	60	Sweet!
		Cornet	0	119	57	Sweet!
		MutedCornet	104	0	60	Sweet!
		Flugelhorn	0	118	57	Sweet!
		BrightTrombone	104	0	58	Sweet!
		SweetTrombone	0	117	58	Sweet!
		PopHorns	104	0	62	Live!
		PopHornsBright	8	44	57	S.Art!
		PopHornsMellow	8	43	57	S.Art!
		PopHornsAccent	104	3	62	Live!

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Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB#	LSB#	PC# (1-128)	
Brass	-	PopHornsCresc	104	5	62	Live!
		WarmPopHorns	8	41	57	S.Art!
		PopHornsShake	104	4	62	Live!
		PopHornsDoit SW	8	46	57	S.Art!
		PopHornsFall SW	8	47	57	S.Art!
		PopHornsSwell JS	8	48	57	S.Art!
		OrchTrumpets	104	3	57	Live!
		OrchTrombones	104	3	58	Live!
		OrchHorns	104	0	61	Live!
		OrchTpts&Tbns1	104	9	62	Live!
		OrchTpts&Tbns2	104	10	62	Live!
		OrchHorns&Tbns	104	13	62	Live!
		OrchBrassOctave	104	12	62	Live!
		OrchHornsPad	104	11	62	Live!
		SymphonyBrass	104	8	62	Live!
		BrassBand	104	14	62	Live!
		OrchTrumpetsFast	104	4	57	Live!
		OrchTrombonesFast	104	4	58	Live!
		OrchHornsFast	104	4	61	Live!
		SymphonyHornsFast	104	15	62	Live!
		WarmOrchHorns	8	33	61	S.Art!
		SymphonyHorns	104	1	61	Live!
		StoppedOrchHorns	104	3	61	Live!
		SymphonyHornsOct	104	2	61	Live!
		SoftOrchHorns	8	32	61	S.Art!
		Tuba	104	0	59	Regular
		PopHornsCresc JS	8	45	57	S.Art!
		BrightHornSection	8	42	57	S.Art!
		DynamicBrass	0	127	62	Live!
		PowerBrass	0	121	63	Live!
		Sforzando	0	105	62	Live!
		SforzandoFall	0	107	62	Live!
		SmoothBrass	8	36	57	S.Art!
		AlpBass	0	113	34	Regular
		BaritoneHit	0	114	59	Regular
		BaritoneHorn	0	113	59	Regular
		BigBandBrass SW	8	37	57	S.Art!
		BigBandHorns1	0	110	67	Live!
		BigBandHorns2	0	109	67	Live!
		BigBandOctave	0	108	67	Live!
		BallroomBrass	0	113	60	Regular
		BalladBrass	104	6	62	Live!
		MuteSwingHorns	104	2	62	Live!
		WarmSwingHorns	104	1	62	Live!
		BrassFalls&Doits JS	8	34	57	S.Art!
		BrassShake JS	8	32	57	S.Art!
		80sSynthBrassStab	104	9	63	Regular
		80sSynthBrassTack	104	10	63	Regular
		80sStackBrass	104	44	82	Regular
		80sSynthProSwell	104	14	96	Regular
		80sSynthSlowSwell	104	15	96	Regular
		80sBrass	0	113	63	Regular
80sSynthBrassProf	104	1	63	Regular		
80sSynthBrassThin	104	0	63	Regular		
FastPWM Brass	104	6	63	Regular		
FatSynthBrass	0	116	64	Regular		
AnalogBrass	0	112	64	Regular		
FunkyAnalog	0	115	63	Regular		
OberBrass	0	113	64	Regular		
OberHorns	0	115	64	Regular		
SlowPWM Brass	104	2	63	Regular		
SoftAnalog	0	114	64	Regular		
SoftVelocityBrass	0	120	63	Regular		
TechnoBrass	0	114	63	Regular		
Woodwind	-	Saxophone	8	32	83	S.Art!
		BigBandSax	8	35	83	S.Art!
		PopTenor	0	127	67	Sweet!
		RockSax JS	8	33	83	S.Art!
		BalladTenorSax	0	126	67	Sweet!
		SopranoSax	0	113	65	Sweet!
		CleanAltoSax	8	32	67	S.Art!
		SoftAltoSax	8	34	67	S.Art!
		GrowlSax	0	111	67	Sweet!
		BaritoneSax1	104	0	68	Regular

Category	Sub Category	Voice Name	Voice Number			Voice Type		
			MSB#	LSB#	PC# (1-128)			
Woodwind	-	SaxSection	0	116	67	Live!		
		SmoothSaxes1	8	38	83	S.Art!		
		SmoothSaxes2	8	36	83	S.Art!		
		SmoothSaxesOctave	8	37	83	S.Art!		
		BalladSection	0	119	67	Regular		
		SaxSectionHard	0	122	67	Live!		
		SaxSectionSoft	0	121	67	Live!		
		MellowSaxes	8	39	83	S.Art!		
		SaxAppeal	0	123	67	Live!		
		Moonlight	0	115	72	Regular		
		OrchestralFlute	8	32	74	S.Art!		
		ClassicalFlute	0	115	74	Sweet!		
		ClassicalOboe	0	113	69	Sweet!		
		OrchestralClarinet	104	0	72	Live!		
		OrchestralBassoon	104	0	71	Sweet!		
		Flutes&Obos	104	2	74	Regular		
		Clarinet&Flutes	104	1	72	Regular		
		Clarinet&Oboe	104	1	69	Regular		
		EnglishHorn	0	112	70	Regular		
		Piccolo	0	112	73	Regular		
		JazzFlute	0	114	74	Sweet!		
		MOR Oboe	8	32	69	S.Art!		
		JazzClarinet	0	114	72	Sweet!		
		GermanClarinet	104	2	72	Regular		
		Whistle	0	112	79	Regular		
		DoubleReeds	104	2	69	Regular		
		FluteEnsemble	0	116	74	Regular		
		FluteSection	104	1	74	Regular		
		OrchWoodwind	104	1	71	Regular		
		Recorder	0	112	75	Regular		
		Bagpipe	0	112	110	Regular		
		Ocarina	0	112	80	Regular		
		PanPipes	0	113	76	Sweet!		
		Nay	0	114	78	Regular		
		DiZi	0	118	74	Regular		
		Sheng	0	116	110	Regular		
		Shakuhachi	0	112	78	Regular		
		Choir&Pad	-	JazzScatVocals SW	8	42	56	S.Art!
				JazzScatLegato	8	50	56	S.Art!
				BoysChoirOoh	8	32	52	S.Art!
				BoysChoirAah	8	33	52	S.Art!
				PopVocals	8	40	56	S.Art!
				80sHarpvox	104	4	100	Regular
				80sDreamStrings	104	14	51	Regular
				80sMiamiStrings	104	13	52	Regular
				80sPopStrings	104	15	51	Regular
				80sBalladPad	104	16	51	Regular
				JazzScatShoo SW	8	45	56	S.Art!
				JazzScatDwee SW	8	46	56	S.Art!
				GospelVocalsHmm	8	32	55	S.Art!
				GospelVocalsWow	8	33	55	S.Art!
				GospelVocalsHey	8	34	55	S.Art!
80sSoftPad	104			10	90	Regular		
80sFifthSlow	104			13	96	Regular		
80sBreathyVoice	104			0	55	Regular		
80sDreamyVox	104			1	55	Regular		
80sWarmVCF Pad	104			11	90	Regular		
LatinVocals SW	8			41	56	S.Art!		
Do-Be-Do-Be SW	8			48	56	S.Art!		
Shoo-Ba-Doo-Ba SW	8			55	56	S.Art!		
Shoo-Bee-Doo-Bah1 SW	8			32	56	S.Art!		
Shoo-Bee-Doo-Bah2 SW	8			47	56	S.Art!		
Shoo-BeeDynamic SW	8			35	56	S.Art!		
GospelHm	104			12	54	Live!		
GospelWow-Hey SW	8			35	55	S.Art!		
GospelWow-Hey JS	8			37	55	S.Art!		
GospelHm-Aah JS	8			36	55	S.Art!		
BoysChoirOoh f	8			37	52	S.Art!		
BoysChoirAah f	8			38	52	S.Art!		
BoysChoirOh-Ah SW	8			49	56	S.Art!		
GospelHey	104			7	53	Live!		
AccompAah	104			15	53	Live!		
BoysChoirOoh p	8			35	52	S.Art!		
BoysChoirAah p	8			36	52	S.Art!		

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Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB#	LSB#	PC# (1-128)	
Choir&Pad	-	BoysChoir JS	8	34	52	S.Art!
		GospelWow	104	13	54	Live!
		AccompOoh	104	15	54	Live!
		Ba-Da-Yah	8	36	56	S.Art!
		Ya-Ba-Da-Ba SW	8	51	56	S.Art!
		Do-We-Yo-Be SW	8	52	56	S.Art!
		What-Should-We-Do SW	8	53	56	S.Art!
		SoftWah	8	40	40	S.Art!
		Hoo-Wah SW	8	39	56	S.Art!
		Hoo-WeeAuto SW	8	56	56	S.Art!
		Who-Are-You SW	8	54	56	S.Art!
		BaroqueScat SW	8	43	56	S.Art!
		Ahh-OohAuto SW	8	49	41	S.Art!
		BoysOoh	8	34	41	S.Art!
		BoysDoo	8	40	41	S.Art!
		BoysHaa	8	34	40	S.Art!
		BoysOohVibrato	8	35	41	S.Art!
		Wah	8	38	40	S.Art!
		GirlsOoh	8	36	41	S.Art!
		GirlsDoo	8	41	41	S.Art!
		GirlsHaa	8	35	40	S.Art!
		GirlsOohVibrato	8	37	41	S.Art!
		WahVibrato	8	39	40	S.Art!
		Ooh	8	32	41	S.Art!
		Daa	8	45	40	S.Art!
		Baa	8	41	40	S.Art!
		Doo	8	38	41	S.Art!
		Haa	8	32	40	S.Art!
		OohVibrato	8	33	41	S.Art!
		DaaVibrato	8	46	40	S.Art!
		BaaVibrato	8	42	40	S.Art!
		DooVibrato	8	39	41	S.Art!
		BeeVibrato	104	4	53	Live!
		80sGlassyHook	104	37	89	Regular
		NewHeaven	104	10	89	Regular
		FantasyBells	104	11	89	Regular
		ItopiaBells	104	13	89	Regular
		Sinesphere	104	18	89	Regular
		HeavenPad	104	3	92	Regular
		BreathBells	104	15	89	Regular
		OrganBells	104	12	89	Regular
		SkyBells	104	16	89	Regular
		SpectrumPad	104	5	95	Regular
		EarlyDigital	104	0	94	Regular
		Digisweeper	104	7	102	Regular
		MysticPad	104	6	95	Regular
		DeepMotion	104	4	96	Regular
		PadVoices	104	6	96	Live!
		CrossPhase	104	1	102	Regular
		NewAtmosphere	104	4	90	Regular
		HotSwell	104	2	96	Regular
		SpaceRider	104	1	96	Regular
BreathPad	104	0	92	Regular		
NobleMan	104	1	89	Regular		
DarkLight	104	3	90	Regular		
OctaveStrings	104	4	51	Regular		
AmbientPad	104	0	89	Regular		
MedDetunedStrings	104	10	51	Regular		
DarkFatSaw	104	2	90	Regular		
Trance	104	0	96	Regular		
AnalogPad	0	120	90	Regular		
MorningDew	104	0	95	Regular		
PercPad	104	0	102	Regular		
SpectrumTheme	104	14	89	Regular		
NextGeneration	104	9	52	Regular		
AmbientTheme	104	20	89	Regular		
HybridLines	104	4	92	Regular		
VP Soft	104	0	90	Regular		
DouxFlange	104	3	96	Regular		
LightPad	104	2	52	Regular		
ButterStrings	104	2	51	Regular		
MediumTunePad	104	0	51	Regular		
BrightPadTrance	104	4	91	Regular		
ChillinChords	104	6	52	Regular		

Category	Sub Category	Voice Name	Voice Number			Voice Type		
			MSB#	LSB#	PC# (1-128)			
Choir&Pad	-	BrightPopPad	104	3	51	Regular		
		SoftEnsemble	104	1	51	Regular		
		BrightFatSaw	104	5	91	Regular		
		LitePad	0	122	90	Regular		
		PopPad	0	112	91	Regular		
		AllOrNothing	104	6	102	Regular		
		AnaDayz	104	3	52	Regular		
		WhisperGallery	104	0	93	Regular		
		GalaxyPad	104	3	89	Regular		
		Aerosphere	104	1	95	Regular		
		NylonHeaven	104	2	100	Regular		
		AiryHarp	104	17	89	Regular		
		SoundPictures	104	3	95	Regular		
		Atlantis	104	11	102	Regular		
		Bass	-	VintageRound	8	32	18	S.Art!
				VintageFlat	8	33	18	S.Art!
				VintageMute	8	32	19	S.Art!
FretlessBass	8			32	20	S.Art!		
SlapBass	0			112	37	Regular		
VintagePickMute	104			0	35	Cool!		
MellowFinger	0			112	34	Regular		
AcousticBass	8			32	17	S.Art!		
SoftAcousticBass	8			33	17	S.Art!		
AcousticJazzBass	8			34	17	S.Art!		
ElectricBass	0			114	34	Cool!		
HalfMute	0			115	34	Cool!		
PickDynoBass	0			113	35	Cool!		
SuperFretless	0			113	36	Regular		
FusionBass	0			113	37	Regular		
PickBass	0			112	35	Regular		
VintageDyno	104			2	35	Cool!		
FunkBass	0			112	38	Regular		
RockBass	0			114	35	Regular		
BallroomBass	104			0	33	Regular		
BerlinDroneBass	104			24	39	Regular		
EDM ClassicOctBass	104			25	39	Regular		
EDM DanceBass1	104			26	39	Regular		
EDM DXBass	104			27	39	Regular		
EDM ElectroHardBass	104			28	39	Regular		
EDM TransistorBass	104			29	39	Regular		
EDM PitchyPulseBass	104			30	39	Regular		
EDM DanceBass2	104			25	40	Regular		
EDM FatSquareBass	104			26	40	Regular		
EDM GarageBass	104			27	40	Regular		
EDM HeavyDubBass	104			28	40	Regular		
MonolanBass	104			31	39	Regular		
MonolanCombiSolid	104			32	39	Regular		
Q HouseBass	104			33	39	Regular		
VM SawBass	104			34	39	Regular		
ClassicBassEnvelope	104			23	40	Regular		
ClassicBassSustain	104			24	40	Regular		
OrganHouseBass	104			29	40	Regular		
PluckHouseBass	104			30	40	Regular		
RegistrationBass	104			31	40	Regular		
BasicBass	104			32	40	Regular		
SawClickBass	104			33	40	Regular		
SolidBass	104			34	40	Regular		
80sDynFilterBass	104	12	39	Regular				
80sFM MetalBass	104	13	39	Regular				
80sEX PulseBass	104	14	39	Regular				
80sPulseBass	104	15	39	Regular				
80sSynthPopBass	104	17	39	Regular				
80sSeqBass	104	18	39	Regular				
80sArnoldBass	104	19	39	Regular				
80sRetroPulseBass	104	20	39	Regular				
80sUnisonBass	104	22	39	Regular				
BPF Buzz JS	8	32	123	S.Art!				
Wobble JS	8	33	123	S.Art!				
RampBass JS	8	34	123	S.Art!				
SquarePluck JS	8	35	123	S.Art!				
ModernPop	104	19	88	Regular				
BriteDubBass	104	21	88	Regular				
Pulse&Saw	104	22	88	Regular				
TwentyFive	104	23	88	Regular				

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Category	Sub Category	Voice Name	Voice Number			Voice Type		
			MSB#	LSB#	PC# (1-128)			
Bass	-	PunchySquare	104	24	88	Regular		
		Softwood	104	25	88	Regular		
		PunchyDX	104	26	88	Regular		
		DarkSeqBass	104	27	88	Regular		
		PumpingSaw	104	28	88	Regular		
		PumpingSquare	104	29	88	Regular		
		SubCutBass	104	5	40	Regular		
		DynoAcidBass	104	10	39	Regular		
		MiniSub	104	6	40	Regular		
		FatSineResonance	104	11	39	Regular		
		BalladBass	104	7	40	Regular		
		VelocityMaster	104	17	82	Regular		
		SubBass	0	114	40	Regular		
		HardBass	0	114	39	Regular		
		ResonanceBass	0	112	39	Regular		
		HouseBass	0	116	39	Regular		
		BigDrone	0	118	39	Regular		
		TB Bass	0	117	40	Regular		
		LFO SynBass	0	110	102	Regular		
		DX100Bass	0	118	40	Regular		
		FatLoBass	0	119	39	Regular		
		RampBass	0	119	40	Regular		
		DarkCoreBass	0	120	40	Regular		
		FunkBass	0	121	40	Regular		
		BleepBass	0	122	40	Regular		
		ClickOrganBass	104	27	18	Regular		
		DeepSub	104	18	88	Regular		
		MultiSawBass	104	20	88	Regular		
		Synth	-	80sUnisonFifth	104	2	87	Regular
				80sPowerEnvelope	104	40	82	Regular
				80sArnoldLead	104	41	82	Regular
80sBigLines	104			42	82	Regular		
80sSmartStack	104			43	82	Regular		
80sPitchySaw	104			45	82	Regular		
80sUnisonLead	104			14	85	Regular		
80sSmallPulse	104			46	82	Regular		
80sCheapMod	104			47	82	Regular		
80sTakeMeOut	104			48	82	Regular		
80sPolyPop	104			49	82	Regular		
80sUnisonFat	104			50	82	Regular		
80sResoPercSynth	104			37	88	Regular		
80sBellSynthStick	104			39	88	Regular		
80sPercSynth&Bell	104			40	88	Regular		
80sSmallPulsePoly	104			17	81	Regular		
80sFM Polystar	104			15	85	Regular		
80sUnisonPoly	104			51	82	Regular		
80sInterlude	104			42	88	Regular		
80s5thDigiSequence	104			43	88	Regular		
80sGlassyComp	104			44	88	Regular		
80sSharpPerc	104			47	88	Regular		
80sShortStepper	104			48	88	Regular		
80sBitSquareArp	104			18	81	Regular		
80sSawAttackArp	104			50	88	Regular		
80sLFO PulseLead	104			16	81	Regular		
80sSyncMove	104			49	88	Regular		
80sPunchySynth	104			38	88	Regular		
80sWoodenArp	104			45	88	Regular		
80sStaccatoComp	104			41	88	Regular		
Crowds	104			19	91	Regular		
Gemini	104			20	91	Regular		
HandsUp!	104			21	91	Regular		
StraightRaver	104			22	91	Regular		
TranceArtist	104			23	91	Regular		
NastySaw	104			10	91	Regular		
GrowlingHook	104			11	91	Regular		
WheelTech JS	8			36	124	S.Art!		
WireLead	0			120	82	Regular		
CryingLead	0			114	88	Regular		
PitchyPatch	104			8	85	Regular		
SoftChordSynth	104			9	85	Regular		
SquareStepz	104			26	89	Regular		
TriPicks	104			28	89	Regular		
Cracky	104			29	89	Regular		
PunchLead	104			7	82	Regular		

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB#	LSB#	PC# (1-128)	
Synth	-	ClubLead	104	3	63	Regular
		HPF Dance	104	0	91	Regular
		DancyHook	104	9	82	Regular
		1984Synth	104	20	82	Regular
		LektroCodes	104	2	85	Regular
		BalladComp	104	6	89	Regular
		BrightPadBell	104	7	89	Regular
		Cyclist	104	17	91	Regular
		HardTeeth	104	16	91	Regular
		CoolHiPa JS	8	34	124	S.Art!
		FourStack JS	8	33	124	S.Art!
		NuLine JS	8	35	124	S.Art!
		Redoubling JS	8	37	124	S.Art!
		SquareStack JS	8	32	124	S.Art!
		LoonyLead	104	15	91	Regular
		Persecutor	104	14	91	Regular
		TenPercent	104	18	91	Regular
		TrancyChordz	104	25	91	Regular
		UnstableLead	104	13	91	Regular
		Yipping	104	12	91	Regular
		ArpeggioLine	104	12	85	Regular
		ChordBuddy	104	10	85	Regular
		ShortUnison	104	4	85	Regular
		StaccMelody	104	7	85	Regular
		TekkTune	104	6	85	Regular
		TuneComp	104	11	85	Regular
		UnisonStrings	104	9	51	Regular
		DynaSequence	104	27	89	Regular
		PWM Picks	104	25	89	Regular
		SoftStepper	104	24	89	Regular
		TrancyNoise	104	1	123	Regular
Perc.&Drums	-	Vibraphone	104	1	12	Sweet!
		Marimba	104	0	13	Regular
		Xylophone	104	0	14	Regular
		Glockenspiel	104	0	10	Regular
		Vibes&Flutes	0	114	12	Regular
		RockDrumKit	127	0	18	Live!Drums
		PopDrumKit	127	0	74	Live!Drums
		JazzBrushKitComp	127	0	76	Live!Drums
		80sPopKit	127	0	67	Drums
		80sR&B Kit	127	0	68	Drums
		JazzVibes	0	113	12	Regular
		Celesta	0	112	9	Regular
		TubularBells	0	112	15	Regular
		Timpani	0	112	48	Regular
		Vibes&JazzGuitar	8	33	12	S.Art!
		DubstepKit	127	0	69	Drums
		ElectroKit	127	0	71	Drums
		TrapKit	127	0	72	Drums
		SchlagerKit	127	0	73	Drums
		EDM Kit	127	0	70	Drums
		PopPercKit	126	0	46	Live!Drums
		PopLatinKit1	126	0	44	Live!SFX
		PopLatinKit2	126	0	45	Live!SFX
		CubanKit	126	0	41	Live!SFX
		TurkishKit	126	0	68	Live!SFX
		IndianKit	126	0	115	SFX
		ArabicKit1	126	0	37	SFX
		ArabicMixKit	126	0	65	SFX
		ChineseKit	126	0	125	SFX
		ChineseMixKit	127	0	128	SFX
		VocalBeatbox	126	0	107	Live!SFX
		BassDrumKit	126	0	21	SFX
		ReverseBD Kit	126	0	22	SFX
		AnalogT8Kit	127	0	59	Drums
		AnalogT9Kit	127	0	60	Drums
		RealDrumKit	127	0	92	Live!Drums
		RealBrushesKit	127	0	42	Live!Drums
		RockKit	127	0	91	Live!Drums
		AcousticKit	127	0	90	Live!Drums
		SymphonyKit	127	0	49	Live!Drums
		Kalimba	0	112	109	Regular
		Dulcimer	0	112	16	Regular
		SteelDrums	0	112	115	Regular

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Category	Sub Category	Voice Name	Voice Number			Voice Type	
			MSB#	LSB#	PC# (1-128)		
Perc.&Drums	-	MusicBox	0	112	11	Regular	
		OrchestraHit	0	112	56	Regular	
		StackBell	104	8	89	Regular	
		NiceBell	104	9	89	Regular	
		GospelAdLibs	126	0	111	Live!SFX	
		VocalEffectsKit	126	0	110	Live!SFX	
		DrumMachine	127	0	62	Drums	
		PowerKit1	127	0	88	Live!Drums	
		PowerKit2	127	0	89	Live!Drums	
		StudioKit	127	0	87	Live!Drums	
		RoomKit	127	0	9	Drums	
		JazzKit	127	0	33	Drums	
		AnalogKit	127	0	26	Drums	
		HipHopKit	127	0	57	Drums	
		DanceKit	127	0	28	Drums	
		BreakKit	127	0	58	Drums	
		HouseKit	127	0	61	Drums	
		HittKit	127	0	5	Drums	
		CymbalKit	126	0	50	Live!SFX	
		NoisesKit	126	0	9	SFX	
		NewSFX Kit1	126	0	3	Live!SFX	
		NewSFX Kit2	126	0	4	Live!SFX	
		Applause1	104	0	127	Live!	
		Applause2	104	1	127	Live!	
		SeaShore	104	0	123	Live!	
		Helicopter	104	0	126	Live!	
GunShot	104	0	128	Live!			
Legacy	Piano	ConcertGrand	0	115	1	Live!	
		GrandPiano	0	113	1	Live!	
		BrightPiano	0	112	2	Live!	
		WarmGrand	0	114	1	Live!	
		PopGrand	104	5	1	Live!	
		RockPiano	104	4	1	Live!	
		AmbientPiano	104	3	1	Live!	
		CocktailPiano	104	0	4	Live!	
		OctavePiano1	0	113	4	Live!	
		OctavePiano2	0	114	4	Live!	
		HonkyTonk	0	112	4	Regular	
		MIDIGrand	104	0	3	Live!	
		MIDIGrandPad	104	1	3	Live!	
		MIDIGrandSyn	104	1	1	Live!	
		PianoOrchestra	104	2	1	Live!	
		MIDIGrand	0	112	3	Regular	
		Harpsichord	0	112	7	Live!	
		E.Piano	ElectricPiano	0	119	5	Cool!
			TremoloSuitcase	0	113	5	Cool!
			SuitcaseEP	0	118	5	Cool!
	VintageEP		0	116	5	Regular	
	StageEP		0	117	5	Regular	
	PhaseEP		0	120	5	Regular	
	ModernEP		0	115	6	Regular	
	FunkEP		0	112	5	Regular	
	SmoothTine		0	119	6	Regular	
	HyperTines		0	113	6	Regular	
	NewTines		0	116	6	Regular	
	JazzChorus		0	118	6	Regular	
	BalladStack		0	114	3	Regular	
	ChorusBell		0	120	6	Regular	
	GalaxyEP		0	114	5	Cool!	
	VenusEP		0	114	6	Regular	
	PolarisEP		0	115	5	Regular	
	SuperDX		0	117	6	Regular	
	DX Modern		0	112	6	Regular	
	Magnetics		104	0	5	Regular	
	ClaviBright		0	112	8	Regular	
	WahClavi		0	113	8	Regular	
	PhaseClavi	0	115	8	Regular		
	StereoClavi	0	114	8	Regular		
	Organ	RotaryOrgan	0	117	19	Cool!	
		ClassicJazz	0	117	17	Cool!	
		HoldItFast	0	111	18	Cool!	
		FullRocker	0	115	19	Cool!	
		TwoChannels	0	109	18	Cool!	
		MellowVintage	0	115	18	Regular	

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB#	LSB#	PC# (1-128)	
Legacy	Organ	JazzFast	0	127	18	Cool!
		JazzSlow	0	126	18	Cool!
		WhiterBarsSlow	104	1	18	Cool!
		WhiterBarsFast	104	0	18	Cool!
		AllBarsOutSlow	104	1	19	Cool!
		AllBarsOutFast	104	0	19	Cool!
		AllBarsPhase	104	2	19	Cool!
		ClickOrgan	0	112	18	Regular
		DanceOrgan	0	113	18	Regular
		BrightDrawbar	0	116	17	Regular
		DrawbarOrgan1	0	120	18	Regular
		DrawbarOrgan2	0	115	17	Regular
		ElectricOrgan	0	118	18	Regular
		GospelOrgan	0	119	17	Regular
		JazzOrgan1	0	112	17	Regular
		JazzOrgan2	0	113	17	Regular
		JazzOrgan3	0	120	17	Regular
		PercOrgan	0	119	18	Regular
		FullRocker2	104	3	19	Cool!
		PurpleOrgan	0	114	19	Regular
		RockOrgan1	0	112	19	Regular
		RockOrgan2	0	119	19	Regular
		RockOrgan3	0	113	19	Regular
		RotaryDriveOrgan	0	116	19	Regular
		RotarySwitch	0	110	18	Cool!
		60sOrgan	0	116	18	Regular
		FullOrgan	0	112	20	Regular
		FullTheatre	0	127	19	Regular
		SweetTheatre	0	126	19	Regular
		TibiaChorus	104	5	18	Regular
		Tibia16'&4'	104	8	17	Regular
		Tibia8'&4'	104	9	17	Regular
		Vox&Tibia	104	10	17	Regular
		Tibia8'	104	6	18	Regular
		VoxHumana8'	104	7	18	Regular
		Trumpet&Kinura	0	125	18	Regular
		EuroOrgan	0	118	17	Regular
		BallroomOrgan	0	115	4	Regular
		Kinura8'	0	123	17	Regular
		TheatreTrumpet	0	124	17	Regular
		Trumpet16'&8'	0	124	18	Regular
		Tibia8'Accomp	0	122	18	Regular
		Tibia8'&4'Accomp	0	122	17	Regular
		Tibia16'&4'Accomp	0	114	17	Regular
		TibiaFullAccomp	0	114	18	Regular
		Vox8'Accomp	0	123	18	Regular
		Vox&TibiaAccomp	0	125	17	Regular
		ReedOrgan	0	112	21	Regular
		ClassicJazz	0	126	17	OrganFlutes
		OrganFlutes	10	0	9	OrganFlutes
		USD Smile	10	1	9	OrganFlutes
		ReggaeBars	10	2	9	OrganFlutes
WarmTheatre	10	3	9	OrganFlutes		
OrganPops	10	4	9	OrganFlutes		
RockOrgan	10	5	9	OrganFlutes		
SoulPercussion	10	6	9	OrganFlutes		
GospelTruth	10	7	9	OrganFlutes		
PadOrgan	10	8	9	OrganFlutes		
FullOrgan	10	9	9	OrganFlutes		
StringBars	10	0	10	OrganFlutes		
LatinSpin	10	1	10	OrganFlutes		
ShadyBars	10	2	10	OrganFlutes		
FunkOrgan	10	3	10	OrganFlutes		
BalladOrgan	10	4	10	OrganFlutes		
RichBars	10	5	10	OrganFlutes		
TrumpetBars	10	6	10	OrganFlutes		
SoulBars	10	7	10	OrganFlutes		
ClariBars	10	8	10	OrganFlutes		
JazzSquabble	10	9	10	OrganFlutes		
EuroPerc	10	0	11	OrganFlutes		
BalladEuro	10	1	11	OrganFlutes		
EuroReeds	10	2	11	OrganFlutes		
EvenWarmth	10	3	11	OrganFlutes		
BrightEuro	10	4	11	OrganFlutes		

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Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB#	LSB#	PC# (1-128)	
Legacy	Organ	EuroPops	10	5	11	OrganFlutes
		FullEuro	10	6	11	OrganFlutes
		EuroAccomp1	10	7	11	OrganFlutes
		EuroAccomp2	10	8	11	OrganFlutes
		EuroAccomp3	10	9	11	OrganFlutes
	A.Guitar	NylonGuitar SW	8	34	1	S.Art!
		NylonMute	0	119	25	Live!
		DynamicNylonGtr	0	116	25	Live!
		ClassicalGuitar	0	115	25	Live!
		FlamencoGuitar	8	33	1	S.Art!
		HardFlamenco	0	118	25	Live!
		SteelAcoustic	104	10	26	Live!
		DynamicSteelGtr	0	116	26	Live!
		SteelMute	0	120	26	Live!
		SteelGuitar	0	117	26	Live!
		12StringGuitar	0	113	26	Live!
		18StringGuitar	0	119	26	Regular
		FolkGtHarmonics SW	8	33	2	S.Art!
		FolkGuitar	0	112	26	Regular
		CampfireGuitar	0	115	26	Regular
	E.Guitar	BalladSolid	0	109	28	Cool!
		BrightClean	0	116	28	Regular
		ChorusGuitar	0	124	28	Regular
		ChorusSolid	0	107	28	Cool!
		DeepChorus	0	114	28	Regular
		CleanElectric SW	8	35	4	S.Art!
		CleanGuitar	0	112	28	Cool!
		CleanSolid	104	3	28	Cool!
		60sCleanGuitar	0	117	28	Regular
		CoolWahGuitar	104	4	28	Regular
		DynamicMute	0	118	29	Cool!
		ElectricGuitar	0	114	29	Cool!
		Electric12String	0	119	28	Regular
		FunkGuitar	0	116	29	Cool!
		FunkGuitar	0	113	29	Regular
		MutedGuitar	0	112	29	Regular
		SingleCoilClean	8	39	4	S.Art!
		Slapback	104	0	28	Cool!
		SlapSolid	0	108	28	Cool!
		SlideClean	0	117	29	Cool!
		SlideFinger	104	5	28	Cool!
		SlidePick	104	7	28	Cool!
		SlidePickAmp	104	8	28	Cool!
		SlideSolid	0	110	28	Cool!
		SlideWarm	104	6	28	Cool!
		SolidChord	0	121	28	Regular
		70sSolidGuitar	8	38	4	S.Art!
		70sSolidGuitar	104	1	28	Cool!
		SolidGuitar	0	118	28	Regular
		TremoloGuitar	0	113	28	Regular
TremoloSolid		0	111	28	Cool!	
VintageAmp		8	40	4	S.Art!	
VintagePure		8	47	4	S.Art!	
VintageSlap		8	48	4	S.Art!	
VintageMute		104	0	29	Cool!	
VintageOpen		0	123	28	Regular	
VintageStrum		0	126	28	Regular	
VintageTrem		0	120	28	Regular	
50sVintageMute		0	115	29	Regular	
WahGuitar		0	122	28	Regular	
WarmElectric SW		8	32	4	S.Art!	
WarmSolid		104	2	28	Cool!	
SlideJazzGuitar		104	0	27	Cool!	
JazzGuitar		0	115	27	Cool!	
JazzSoloGuitar		0	116	27	Cool!	
DX JazzGuitar	0	117	27	Regular		
LoungeGuitar	104	1	27	Regular		
OctaveGuitar	0	113	27	Regular		
BluesGuitar	0	117	30	Cool!		
StereoRockGuitar	104	2	31	Cool!		
HeavyRockGuitar	8	32	5	S.Art!		
GuitarHero	8	32	6	S.Art!		
GuitarHero	104	0	31	Cool!		
CrunchGuitar	0	113	31	Regular		

Category	Sub Category	Voice Name	Voice Number			Voice Type	
			MSB#	LSB#	PC# (1-128)		
Legacy	E.Guitar	DistortionGuitar	0	112	31	Regular	
		Feedbacker JS	8	33	5	S.Art!	
		FeedbackGuitar	0	113	30	Regular	
		HeavyRock	104	1	31	Cool!	
		HeavyStack	0	114	31	Regular	
		MetalMaster	0	120	31	Regular	
		PowerLead	0	115	31	Cool!	
		PowerChord	0	117	31	Regular	
		VoodooLead	0	116	31	Regular	
		CrunchGuitar	8	33	6	S.Art!	
		HalfDrive	8	37	4	S.Art!	
		HalfDrive	104	0	30	Cool!	
		VintageLead	0	125	28	Cool!	
		LeadGuitar	0	114	30	Regular	
		RockGuitar	0	116	30	Regular	
		OverdriveGuitar	0	112	30	Regular	
		SmoothLead	0	119	27	Regular	
		VintageAmp	0	115	30	Regular	
		PedalSteelGuitar	0	115	28	Regular	
		Bass	VintagePick	104	1	35	Regular
			VintageRound	104	1	34	Cool!
			VintageFlat	104	2	34	Cool!
			VintageMute	104	3	34	Cool!
			FretlessBass	0	112	36	Cool!
			AcousticBass2	104	1	33	Regular
	AcousticBass3		0	112	33	Regular	
	SoftAcousticBass		104	2	33	Regular	
	Bass&Cymbal		0	114	33	Regular	
	LoBass		104	0	40	Regular	
	DarkBass		104	1	40	Regular	
	MoonBass		104	0	39	Regular	
	KickBass		104	1	39	Regular	
	ClubBass		104	2	39	Regular	
	FatPulse		104	2	40	Regular	
	WazzoSaw		104	3	81	Regular	
	DeepPoint		104	3	39	Regular	
	TightBass		104	3	40	Regular	
	Competitor		104	4	39	Regular	
	1o1Sub		104	5	39	Regular	
	LittleBassSynth		104	6	39	Regular	
	TeknoBass		104	7	39	Regular	
	PercPunch		104	8	39	Regular	
	SquareBass		104	4	40	Regular	
	TranceBass		104	9	39	Regular	
	ClickBass	0	115	39	Regular		
	PunchyBass	0	117	39	Regular		
	AnalogBass	0	112	40	Regular		
	DX FunkBass	0	113	38	Regular		
	DrySynthBass	0	116	40	Regular		
	80sSynthBass	0	115	40	Regular		
HiQ Bass	0	113	39	Regular			
Accordion	Accordion	0	116	22	Regular		
	BallroomAccordion	0	112	24	Regular		
	MusetteAccordion	0	112	22	Regular		
	SmallAccordion	0	115	22	Regular		
	SoftAccordion	0	114	22	Regular		
Strings	TuttiAccordion	0	113	22	Regular		
	Violin	0	113	41	Sweet!		
	Viola	0	112	42	Regular		
	Fiddle	0	112	111	Regular		
	Cello	0	112	43	Regular		
	Contrabass	0	112	44	Regular		
	SoloViolin	0	112	41	Regular		
	SeattleStrings f	8	40	50	S.Art!		
	SeattleStrings mf	8	41	50	S.Art!		
	SeattleStrings p	8	42	50	S.Art!		
	SeattleStrings f	104	4	50	Live!		
	SeattleStrings mf	104	5	50	Live!		
	SeattleStrings p	104	6	50	Live!		
	Strings f	0	119	49	Live!		
	Strings mf	0	118	49	Live!		
Strings p	0	117	49	Live!			
Spiccato	0	120	49	Live!			
Pizzicato	0	112	46	Regular			

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Category	Sub Category	Voice Name	Voice Number			Voice Type	
			MSB#	LSB#	PC# (1-128)		
Legacy	Strings	TremoloBowing JS	8	34	49	S.Art!	
		TremoloStrings	0	113	45	Live!	
		TremoloStrings	0	112	45	Regular	
		Strings Pad	0	117	50	Live!	
		MovieStrings	0	123	49	Live!	
		DynamicStrings	0	124	49	Live!	
		ChamberStrings	0	112	50	Regular	
		BowStrings	0	116	49	Regular	
		ConcertoStrings	0	115	49	Regular	
		Allegro	0	122	50	Live!	
		Marcato	0	115	50	Regular	
		Orchestra	0	116	50	Live!	
		OrchStrings	0	113	49	Regular	
		SlowStrings	0	113	50	Regular	
		StringFalls	0	121	49	Live!	
		StringQuartet	0	114	50	Regular	
		Strings	0	112	49	Regular	
		Symphonic	0	114	49	Regular	
		OrchestraTutti	0	120	50	Regular	
		SymphonicUnison	104	0	50	Regular	
		Orchestra&Flute	0	119	50	Regular	
		Orchestra&Oboe	0	121	50	Regular	
		Orchestra&Horns	0	118	50	Regular	
		AnalogStrings	0	112	52	Regular	
		Sitar3	0	112	105	Regular	
		Harp	0	112	47	Regular	
		Brass	TrumpetFall JS	8	38	65	S.Art!
			TrumpetShake JS	8	35	65	S.Art!
			Trumpet	0	115	57	Sweet!
			SilverTrumpet	0	121	57	Sweet!
	GoldenTrumpet		0	122	57	Sweet!	
	MellowTrumpet		0	120	57	Sweet!	
	JazzTrumpet		0	116	57	Regular	
	SoloTrumpet		0	112	57	Regular	
	MutedTrumpet		0	112	60	Regular	
	Flugelhorn		0	113	57	Regular	
	SoloTrombone		0	112	58	Regular	
	Trombone		0	116	58	Regular	
	SoftTrombone		0	115	58	Regular	
	MellowTrombone		0	114	58	Regular	
	SmoothTrombone		0	118	58	Regular	
	Tuba2		0	112	59	Regular	
	MutedHorns		8	34	61	S.Art!	
	FrenchHorns		0	112	61	Live!	
	SoftHorns		0	117	61	Live!	
	SymphonyHorns2		0	115	61	Live!	
	MellowHorns		0	119	62	Regular	
	SoftTrombones		0	118	61	Live!	
	TromboneSection		0	113	58	Regular	
	AccentBrass		0	109	62	Live!	
	Brass f		0	108	62	Live!	
	Brass mf		0	110	62	Live!	
	Brass p		0	111	62	Live!	
	BrassFalls mf JS		8	35	57	S.Art!	
	SymphonyBrass		0	119	61	Live!	
	BrassDynamics		0	106	62	Live!	
	PopBrass		0	117	63	Live!	
	AccentFalls JS		8	38	57	S.Art!	
	HyperBrass		0	118	63	Live!	
	SmallBrass		0	120	61	Live!	
	OctaveBrass		0	116	63	Live!	
	BrassBand		0	123	57	Live!	
	BigBandBrass		0	113	62	Regular	
	BigBrass		0	121	62	Regular	
	BrassCombo		0	115	67	Regular	
	BrassHit		0	126	62	Regular	
	BrassSection		0	112	62	Regular	
	BreathBrass		0	116	61	Regular	
	BrightBrass		0	120	62	Regular	
	FullHorns		0	114	62	Regular	
	HighBrass		0	115	62	Regular	
	MellowBrass		0	116	62	Regular	
	NaturalBrass		0	124	62	Regular	
	Sforzando		0	125	62	Regular	

Category	Sub Category	Voice Name	Voice Number			Voice Type	
			MSB#	LSB#	PC# (1-128)		
Legacy	Brass	SmallBrass	0	117	62	Regular	
		SoftBrass	0	123	62	Regular	
		TrumpetEns	0	122	62	Regular	
		HybridComp	0	119	63	Regular	
		Hybrihorn	0	113	61	Regular	
		Hybripad	0	114	61	Regular	
		PopBrass	0	118	62	Regular	
		SynthBrass	0	112	63	Regular	
		Woodwind	OrchestralFlute	104	0	74	Sweet!
			Flute	0	112	74	Regular
			OrchestralOboe	104	0	69	Sweet!
			Oboe	0	112	69	Regular
			Clarinet	0	112	72	Regular
			Bassoon	0	112	71	Regular
			SopranoSax	0	112	65	Regular
			PopAltoSax	104	0	66	Sweet!
			AltoSax	0	114	66	Sweet!
			AltoSax	0	112	66	Regular
			Saxophone	104	0	67	Sweet!
			SweetTenorSax	0	125	67	Sweet!
	TenorSax		0	117	67	Sweet!	
	TenorSax		0	112	67	Regular	
	GrowlSax		0	118	67	Regular	
	BaritoneSax2		0	112	68	Regular	
	ChiffPanFlute		0	113	74	Regular	
	EthnicFlute		0	112	76	Regular	
	SaxStack		0	124	67	Regular	
	WoodwindsEns		0	113	67	Regular	
	SaxyMood	0	120	67	Regular		
	Choir	Baa	104	12	53	Live!	
		Daa	104	13	53	Live!	
		Doo	104	16	54	Live!	
		Haa	104	9	53	Live!	
		Ooh	104	17	54	Live!	
		Wah	104	10	53	Live!	
		Yoo	104	18	54	Live!	
		Yoo	8	42	41	S.Art!	
		YooVibrato	8	43	41	S.Art!	
		BoysHaaVibrato	8	33	40	S.Art!	
		BoysChoirOoh	104	8	54	Live!	
		BoysChoirAah	104	8	53	Live!	
		GospelVoices	0	116	53	Live!	
		Humming	0	118	53	Live!	
		Mmh	0	117	53	Live!	
		GothicVox	0	113	54	Regular	
		HahChoir	0	114	53	Regular	
		AirChoir	0	112	55	Regular	
		Choir	0	112	53	Regular	
		UuhChoir	0	115	53	Regular	
		Voices	0	113	55	Regular	
		VoxHumana	0	112	54	Regular	
		HahPad	0	116	95	Regular	
		Sunbeam	0	123	89	Regular	
		Pad	AnalogSwell	0	119	96	Regular
			Area51	0	112	90	Regular
			Atmo5th	104	6	90	Regular
			BrightOber	0	113	96	Regular
			BrightPadClassic	104	3	91	Regular
			DarkMoon	0	113	90	Regular
	DarkPad		0	118	96	Regular	
	Dunes		0	114	90	Regular	
	Equinox		0	112	95	Regular	
	EveningStars		0	117	102	Regular	
	Fantasia		0	112	89	Regular	
	GlassPad		0	114	94	Regular	
	GloriousPhase		0	114	91	Regular	
	GoldenAge		0	115	89	Regular	
	Ionosphere		0	115	95	Regular	
	MellowPad		0	117	96	Regular	
	Messenger		0	116	96	Regular	
	MidnightSpecial		104	3	102	Regular	
	NeoWarmPad		0	115	90	Regular	
	NightMotion		104	4	89	Regular	
	OberSweep	0	115	96	Regular		

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Category	Sub Category	Voice Name	Voice Number			Voice Type		
			MSB#	LSB#	PC# (1-128)			
Legacy	Pad	PanHeaven	0	120	89	Regular		
		PearlsPad	104	2	89	Regular		
		ProHeaven	0	122	89	Regular		
		PsychoPad	0	118	102	Regular		
		S&H Groove	0	115	102	Regular		
		Sirius	0	114	102	Regular		
		Skydiver	0	112	102	Regular		
		Solaris	0	114	95	Regular		
		SuperDarkPad	0	119	90	Regular		
		VaporPad	104	1	90	Regular		
		Wave2001	0	112	96	Regular		
		XenonPad	0	112	92	Regular		
		BellHeaven	0	119	89	Regular		
		DreamHeaven	0	121	89	Regular		
		Stargate	0	114	89	Regular		
		SweetHeaven	0	118	89	Regular		
		80sPad	104	1	52	Regular		
		DX Pad	0	112	93	Regular		
		Pianosphere	104	19	89	Regular		
		PianoSweeper	104	3	100	Regular		
		AngelVibes	0	114	99	Regular		
		Atmosphere	0	112	100	Regular		
		Bellsphere	104	5	89	Regular		
		BigOctavePad	0	115	91	Regular		
		BrightSawPad	0	113	91	Regular		
		Bubblespace	0	113	102	Regular		
		CyberPad	0	113	100	Regular		
		DarkAngelPad	0	121	90	Regular		
		DigitalPad	0	115	94	Regular		
		Disclosure	0	116	90	Regular		
		FarEast	0	112	98	Regular		
		FlyingHarmonics	104	1	100	Regular		
		HipaStrings	0	114	96	Regular		
		HybridPad	104	22	89	Regular		
		Insomnia	0	113	95	Regular		
		Mediterrain	0	114	100	Regular		
		MetallicRain	104	8	102	Regular		
		Millennium	0	117	89	Regular		
		MyGeneration	104	5	102	Regular		
		Mystery	0	113	98	Regular		
		NylonPad	104	0	100	Regular		
		PremiumPad	104	0	52	Regular		
		RainyDay	104	5	90	Regular		
		Randomizer	104	10	102	Regular		
		ReflectingZone	104	21	89	Regular		
		SixthSense	104	2	102	Regular		
		Spectralis	104	4	95	Regular		
		Symbiont	0	113	89	Regular		
		TheFog	104	9	102	Regular		
		TimeTravel	0	116	89	Regular		
		Tric-Trac	104	2	98	Regular		
		VelocityAshrami	0	116	102	Regular		
		WarpedWaves	104	2	95	Regular		
		WaterGames	104	4	102	Regular		
		MagicBell	8	32	121	S.Art!		
		Legacy	Synth	Adrenaline	0	113	85	Regular
				AeroLead	0	112	84	Regular
				Analogon	0	115	82	Regular
				AttackSaw	0	126	82	Regular
				BigLead	0	113	82	Regular
				BleepLead	104	0	85	Regular
				BrassHit	0	113	56	Regular
				BrassyLead	104	5	63	Regular
				BrightMini	0	125	81	Regular
				DetunedVintage	104	1	85	Regular
				EarlyLead	0	118	82	Regular
				Fargo	0	119	82	Regular
				FireWire	0	116	82	Regular
				FlangeFilter	104	2	82	Regular
				FusionLead	104	15	82	Regular
				HiBias	0	116	81	Regular
				HipaLead	0	118	85	Regular
				HipLead	0	113	81	Regular
HopLead	0			117	81	Regular		
Legacy	Synth			Impact	0	113	88	Regular
				Matrix	0	123	82	Regular
				MiniLead	0	114	81	Regular
				MouthLead	104	0	82	Regular
				Oxygen	0	122	82	Regular
				PunchyHook	0	127	82	Regular
				PWM Lead	104	1	82	Regular
		SawLead	0	112	82	Regular		
		Skyline	0	115	85	Regular		
		SoftMini	0	124	81	Regular		
		SoftR&B	0	119	81	Regular		
		SoftSaw	104	16	82	Regular		
		SoftSquare	104	5	81	Regular		
		SquareLead	0	112	81	Regular		
		SubLead	104	0	81	Regular		
		TechLead	0	117	85	Regular		
		Tekcline	0	116	85	Regular		
		TinyLead	0	118	81	Regular		
		TrumpetSaw	0	125	82	Regular		
		VinylLead	0	115	81	Regular		
		Warp	0	117	82	Regular		
		FatSawHook	104	7	52	Regular		
		AnalogSeq	104	3	88	Regular		
		Attack	104	4	82	Regular		
		CrystalEyes	0	125	89	Regular		
		DigitalSequence	104	2	88	Regular		
		MelodyMaker	0	117	90	Regular		
		Padbells	0	126	89	Regular		
		PanLead	0	122	81	Regular		
		PercSeqFM1	104	7	88	Regular		
		PercSeqFM2	104	8	88	Regular		
		PercSeqFS	104	6	88	Regular		
		PercSeqHipa	104	9	88	Regular		
		PercSeqSaw	104	11	82	Regular		
		PercSquare	0	123	81	Regular		
		PitchFall	104	0	104	Regular		
		PopLead	0	120	81	Regular		
		Portatone	0	112	85	Regular		
		ProLead	0	113	84	Regular		
		PWM Percussion	104	6	82	Regular		
		PWM Wild	104	4	81	Regular		
		ResonanceComp	104	4	63	Regular		
		ResonantClavi	104	2	91	Regular		
		SimpleComp	104	12	82	Regular		
		Stardust	0	112	99	Regular		
		StringBells	0	124	89	Regular		
		SunBell	0	113	99	Regular		
		TrancePerc	104	5	82	Regular		
		TranceSeq1	104	4	88	Regular		
		TranceSeq2	104	5	88	Regular		
		TranceSeq3	104	1	91	Regular		
		Xtune	104	1	88	Regular		
BigTune	0	118	90	Regular				
BriteDecay	104	5	85	Regular				
EasternAir	104	1	98	Regular				
FaaatComp	104	4	52	Regular				
HeavenBell	104	0	101	Regular				
Noise	0	120	123	Regular				
Nomad	104	1	105	Regular				
SazFeeze	104	0	98	Regular				
SynthSticks	104	0	107	Regular				
Blaster	0	114	82	Regular				
Chordmaster	104	13	82	Regular				
ChorusSawLead	104	10	82	Regular				
DanceChords	104	5	52	Regular				
DanceHook	0	112	87	Regular				
DetunedSawOctave	104	8	82	Regular				
FunkyLead	0	121	82	Regular				
LFO Pad	0	104	102	Regular				
LFO Sync1	0	108	102	Regular				
LFO Sync2	0	107	102	Regular				
LFO Sync3	0	109	102	Regular				
LFO Sync4	0	106	102	Regular				
LFO Sync5	0	105	102	Regular				

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Category	Sub Category	Voice Name	Voice Number			Voice Type	
			MSB#	LSB#	PC# (1-128)		
Legacy	Synth	OctaveHook	0	113	87	Regular	
		OrbitSine	0	126	81	Regular	
		Paraglide	0	114	85	Regular	
		PunchyChordz	104	24	91	Regular	
		Robolead	0	124	82	Regular	
		RS Sync1	0	105	82	Regular	
		RS Sync2	0	119	88	Regular	
		TalkModLead	104	0	88	Regular	
		TechGlide	104	14	82	Regular	
		UnderHeim	0	112	88	Regular	
		VinalogSaw	104	3	82	Regular	
		RS AnalogPad	0	126	90	Regular	
		RS DistortionLead	0	114	84	Regular	
		RS DualSaw	0	109	82	Regular	
		RS DualSquare	0	127	81	Regular	
		RS NoisePad	0	124	90	Regular	
		RS QuackLead	0	119	85	Regular	
		RS RampLead	0	107	82	Regular	
		RS SawLead1	0	104	82	Regular	
		RS SawLead2	0	106	82	Regular	
		RS ShortResonance	0	116	91	Regular	
		RS SynthPad	0	123	90	Regular	
		RS TechSaw	0	108	82	Regular	
		RS TeknoMan	0	125	90	Regular	
	RS WarmPad	0	113	92	Regular		
	TranceLead	0	121	81	Regular		
	Percussion	Vibraphone	0	112	12	Regular	
		Marimba	0	112	13	Regular	
		Xylophone	0	112	14	Regular	
		Glockenspiel	0	112	10	Regular	
	DrumKit	RockKit	127	0	17	Drums	
		BrushKit	127	0	41	Live!Drums	
		StandardKit1	127	0	1	Live!Drums	
		StandardKit2	127	0	2	Live!Drums	
		ElectroKit	127	0	25	Drums	
		ArabicKit2	126	0	36	SFX	
		SFX Kit1	126	0	1	SFX	
	SFX Kit2	126	0	2	SFX		
	MegaVoice	A. Guitar	NylonGuitar	8	0	1	MegaVoice
			FlamencoGuitar	8	3	1	MegaVoice
			SpanishMedium	8	4	1	MegaVoice
SpanishHard			8	5	1	MegaVoice	
SteelAcousticPick			8	1	2	MegaVoice	
SteelAcousticSlap			8	2	2	MegaVoice	
SteelGuitar			8	0	2	MegaVoice	
SteelGuitarTwin1			8	5	2	MegaVoice	
SteelGuitarTwin2			8	6	2	MegaVoice	
12StringGuitar			8	1	3	MegaVoice	
12StringPickTwin1			8	7	2	MegaVoice	
12StringPickTwin2			8	8	2	MegaVoice	
HiStringGuitar			8	0	3	MegaVoice	
E. Guitar			CleanGuitar	8	0	4	MegaVoice
		50sVintageFinger	8	4	4	MegaVoice	
		50sVintageFingerSlap	8	5	4	MegaVoice	
		SolidGuitar1	8	1	4	MegaVoice	
		SolidGuitar2	8	2	4	MegaVoice	
		SingleCoilGuitar	8	3	4	MegaVoice	
		SlapAmpGuitar	8	8	4	MegaVoice	
		50sVintagePick	8	6	4	MegaVoice	
		50sVintageSlap	8	7	4	MegaVoice	
		JazzGuitar	8	0	7	MegaVoice	
		DistortionGuitar	8	0	6	MegaVoice	
		OverdriveGuitar	8	0	5	MegaVoice	
		Bass	AcousticBass	8	0	17	MegaVoice
ElectricBass			8	0	18	MegaVoice	
PickBass			8	0	19	MegaVoice	
VintageFlat			8	2	18	MegaVoice	
VintagePick			8	1	19	MegaVoice	
VintageRound			8	1	18	MegaVoice	
FretlessBass		8	0	20	MegaVoice		
Strings		ClassicalStrings	8	1	49	MegaVoice	
		SeattleStrings	8	1	50	MegaVoice	
		LargeStrings	8	0	50	MegaVoice	
		SmallStrings	8	0	49	MegaVoice	

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB#	LSB#	PC# (1-128)	
MegaVoice	Brass	Trumpet	8	0	65	MegaVoice
		PopHorns1	8	1	57	MegaVoice
		PopHorns2	8	2	57	MegaVoice
		Brass	8	0	57	MegaVoice
	Woodwind	TenorSax	8	0	83	MegaVoice
		Choir	GospelChoir	8	0	55
	MaleVoiceChoir		8	0	52	MegaVoice
	PopHaa		8	0	101	MegaVoice
	PopDaa		8	0	102	MegaVoice
	PopBaa		8	0	103	MegaVoice
	PopHoo		8	0	106	MegaVoice
	PopDoo		8	0	107	MegaVoice
	PopShoo		8	0	104	MegaVoice
	PopHee		8	0	111	MegaVoice
	PopBee		8	0	108	MegaVoice
	PopHaaLegato		8	0	116	MegaVoice
	PopHooLegato		8	0	121	MegaVoice
PopHeeLegato	8		0	126	MegaVoice	

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Category	Sub Category	Voice Name	Voice Number			Voice Type		
			MSB#	LSB#	PC# (1-128)			
Piano&E.Piano	-	ConcertGrand	0	122	1	S.Art!		
		PopGrand	104	11	1	S.Art!		
		RockPiano	104	10	1	S.Art!		
		AmbientPiano	104	9	1	S.Art!		
		OctavePiano1	104	2	4	S.Art!		
		SuitcaseEP	0	118	5	Cool!		
		VintageEP	0	116	5	Regular		
		SmoothTine	0	119	6	Regular		
		ElectricPiano	0	119	5	Cool!		
		TremoloSuitcase	0	113	5	Cool!		
		MIDIGrand	104	2	3	S.Art!		
		MIDIGrandPad	104	3	3	S.Art!		
		MIDIGrandSyn	104	8	1	S.Art!		
		Piano&Orchestra	104	12	1	S.Art!		
		OctavePiano2	104	3	4	S.Art!		
		DX Sweet	104	0	6	Cool!		
		DX Ballad	0	124	6	Cool!		
		DX Dynamic	0	123	6	Cool!		
		DX BalladBells	104	2	6	Cool!		
		DX Midnight	104	1	6	Cool!		
		GrandPiano	0	113	1	Live!		
		BrightPiano	0	112	2	Live!		
		HonkyTonk	0	112	4	Regular		
		WarmGrand	0	114	1	Live!		
		CocktailPiano	104	1	4	S.Art!		
		StageEP	0	117	5	Regular		
		CP80 Stage	0	113	3	Regular		
		DX Dream	104	3	6	Cool!		
		DX Sparkle	0	121	6	Cool!		
		GalaxyEP	0	114	5	Cool!		
		Harpischord JS	8	32	113	S.Art!		
		GrandHarpischord	0	113	7	Live!		
		ClaviBright	0	112	8	Regular		
		WahClavi	0	113	8	Regular		
		PhaseClavi	0	115	8	Regular		
		Magnetics	104	0	5	Regular		
		Organ	-	WhiterBars JS	8	32	30	S.Art!
				AllBarsOut JS	8	32	31	S.Art!
				JazzRotary JS	8	32	114	S.Art!
				ClassicBars JS	8	34	30	S.Art!
				RockOrgan JS	8	33	114	S.Art!
				CurvedBars	0	121	17	Cool!
EvenBars	0			111	17	Cool!		
HollowBars	0			127	17	Cool!		
RotaryOrgan	0			117	19	Cool!		
ClassicJazz	0			117	17	Cool!		
RockOrgan	10			3	1	OrganFlutes		
JazzStandard	10			0	1	OrganFlutes		
OrganPops	10			2	1	OrganFlutes		
BalladOrgan	10			5	1	OrganFlutes		
EuroPercussion	10			0	3	OrganFlutes		
GospelOrgan	10			4	1	OrganFlutes		
UpsideDownSmile	10			1	1	OrganFlutes		
OrganClarinet	10			6	1	OrganFlutes		
JazzSquabble	10			7	1	OrganFlutes		
EuroReeds	10			2	3	OrganFlutes		
EuroBright	10			4	3	OrganFlutes		
EuroFull	10			6	3	OrganFlutes		
EuroBallad	10			1	3	OrganFlutes		
HomeHollowTibias	10			4	2	OrganFlutes		
HomeOrganEvens	10			5	2	OrganFlutes		
EuroEvenWarmth	10			3	3	OrganFlutes		
EuroPops	10			5	3	OrganFlutes		
EuroMelodic	10			7	3	OrganFlutes		
Home16&Odds	10			1	2	OrganFlutes		
HomeTheatreOrgan	10			2	2	OrganFlutes		
HomeOrganJazz	10			3	2	OrganFlutes		
HomeOrganBallad	10			0	2	OrganFlutes		
60sComboOrgan1	104			32	17	Cool!		
60sComboOrgan3	104			34	17	Cool!		
R&B TremoloOrgan	0			111	19	Cool!		
HomeOrganWarmth	10			6	2	OrganFlutes		
HomeOrganFull	10			7	2	OrganFlutes		
60sComboOrgan2	104			33	17	Cool!		

Category	Sub Category	Voice Name	Voice Number			Voice Type		
			MSB#	LSB#	PC# (1-128)			
Organ	-	60sComboOrgan4	104	35	17	Cool!		
		ProgRockOrgan JS	8	33	30	S.Art!		
		FullRocker	0	115	19	Cool!		
		HoldItFast	0	111	18	Cool!		
		FullOrgan	0	112	20	Regular		
		ChapelOrgan1	0	113	20	Regular		
		Harmonium1	0	114	21	Regular		
		FullRocker2	104	3	19	Cool!		
		ClassicScanner	0	118	19	Cool!		
		HymnOrgan	0	114	20	Regular		
		ChapelOrgan2	0	115	20	Regular		
		Harmonium2	0	115	21	Regular		
		FullTheatre	0	127	19	Regular		
		SweetTheatre	0	126	19	Regular		
		TibiaChorus	104	5	18	Regular		
		Vox&Tibia	104	10	17	Regular		
		BallroomOrgan	0	115	4	Regular		
		VintageAccomp1	0	108	18	Regular		
		VintageAccomp2	0	107	18	Regular		
		VintageAccomp3	0	106	18	Regular		
		VintageAccomp4	0	105	18	Regular		
		VintageAccomp5	0	104	18	Regular		
		JazzSlow	0	126	18	Cool!		
		WhiterBarsSlow	104	1	18	Cool!		
		AllBarsOutSlow	104	1	19	Cool!		
		TwoChannels	0	109	18	Cool!		
		AllBarsPhase	104	2	19	Cool!		
		JazzFast	0	127	18	Cool!		
		WhiterBarsFast	104	0	18	Cool!		
		AllBarsOutFast	104	0	19	Cool!		
		MellowVintage	0	115	18	Regular		
		OrganAGoGo	104	0	17	Cool!		
		Tibia16'&4'	104	8	17	Regular		
		Tibia8'&4'	104	9	17	Regular		
		Tibia8'	104	6	18	Regular		
		Trumpet&Kinura	0	125	18	Regular		
		Guitar	-	ConcertGuitar	8	32	1	S.Art!
				SteelGuitar	8	32	2	S.Art!
				ElectroAcoustic	8	35	1	S.Art!
				FlamencoGuitar	8	33	1	S.Art!
				SemiAcoustic	8	33	7	S.Art!
				50sVintageAmp	8	41	4	S.Art!
50sVintageRock	8			36	6	S.Art!		
50sVintageBlues	8			37	6	S.Art!		
50sVintagePure	8			42	6	S.Art!		
50sVintageSpring	8			54	4	S.Art!		
NylonMute	0			119	25	Live!		
SteelMute	0			120	26	Live!		
NylonGuitarSlide	0			117	25	Live!		
SteelGuitarSlide	0			118	26	Live!		
HardFlamenco	0			118	25	Live!		
ShadowedGuitar	8			56	4	S.Art!		
SixtiesGuitar	8			57	4	S.Art!		
BalladDelay	8			46	4	S.Art!		
WarmSolid	8			33	4	S.Art!		
CleanSolid	8			34	4	S.Art!		
FingerChorus	8			42	4	S.Art!		
FingerAmp	8			43	4	S.Art!		
FingerBright	8			50	4	S.Art!		
FingerSlapSlide SW	8			51	4	S.Art!		
SlideFinger	104			5	28	Cool!		
JazzGuitarClean	8			32	7	S.Art!		
JazzArtistGuitar	8			39	7	S.Art!		
JazzGuitarAmp	8			38	7	S.Art!		
SolidJazzGuitar	8			40	7	S.Art!		
JazzGuitarSmooth SW	8			35	7	S.Art!		
SlideJazzGuitar	104			0	27	Cool!		
SeventiesChorus	8			58	4	S.Art!		
FunkSlap	8			49	4	S.Art!		
LightChorus	8			53	4	S.Art!		
BrightChorus	8			45	4	S.Art!		
RockHero	8			35	6	S.Art!		
RockLegend	8			34	6	S.Art!		
StageLead	8			38	6	S.Art!		

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Category	Sub Category	Voice Name	Voice Number			Voice Type		
			MSB#	LSB#	PC# (1-128)			
Guitar	-	BrightBlues	8	35	5	S.Art!		
		WarmBlues	8	34	5	S.Art!		
		BluesyNight	8	55	4	S.Art!		
		ClassicAmpStack	8	41	6	S.Art!		
		GrungeGuitar	8	40	6	S.Art!		
		StereoRockGuitar	104	2	31	Cool!		
		BluesySlapSlide SW	8	36	5	S.Art!		
		PedalSteelGuitar	8	36	4	S.Art!		
		PedalSteelAmp	8	52	4	S.Art!		
		AlohaGuitar	0	118	27	Regular		
		CountryPick	8	44	4	S.Art!		
		SlidePickAmp	104	8	28	Cool!		
		VintagePure	8	47	4	S.Art!		
		VintageSlap	8	48	4	S.Art!		
		VintageMute	104	0	29	Cool!		
		MutedGuitar	0	119	29	Cool!		
		DynamicMute	0	118	29	Cool!		
		HalfWahLead	8	55	6	S.Art!		
		OverdriveWahWah	8	39	6	S.Art!		
		WahWahGuitar	8	56	6	S.Art!		
		SlidePick	104	7	28	Cool!		
		SlideWarm	104	6	28	Cool!		
		Accordion	-	Harmonica	0	112	23	Sweet!
				MasterAccordion	0	118	22	Regular
				FrenchMusette	0	119	22	Regular
				FullRegister	104	2	22	Regular
				CajunAccordion	104	3	22	Regular
				BluesHarp	0	114	23	Regular
				Cassotto	104	0	22	Regular
				JazzAccordion	0	120	22	Regular
TangoAccordion	0			114	24	Regular		
Steirische	0			117	22	Regular		
ModernHarp	0			113	23	Regular		
MasterBass	0			122	22	Regular		
MusetteBass	0			123	22	Regular		
FullRegisterBass	104			5	22	Regular		
CajunAccBass	104			6	22	Regular		
Bandoneon	0			113	24	Regular		
AccordionBass	0			121	22	Regular		
AccordionClarinet	104			1	22	Regular		
TangoAccBass	0			115	24	Regular		
Strings	-			SeattleStrings	8	33	50	S.Art!
		SeattleClassical	8	36	49	S.Art!		
		ConcertStrings	8	32	50	S.Art!		
		StudioStrings	8	32	49	S.Art!		
		SeattleWarm	8	39	49	S.Art!		
		Violin	0	113	41	Sweet!		
		Viola	0	112	42	Regular		
		Cello	0	112	43	Regular		
		Contrabass	0	112	44	Regular		
		OrchestralHarp	104	1	47	Regular		
		BalladStrings	8	34	50	S.Art!		
		SeattleLushStrings	8	41	49	S.Art!		
		SeattleTremolo	104	0	45	Live!		
		SeattleSpiccato	104	6	49	Live!		
		PizzicatoStrings	0	113	46	Live!		
		SeattleSlowStrings	8	35	50	S.Art!		
		Strings Pad	0	117	50	Live!		
		MovieStrings	0	123	49	Live!		
		TheatreStrings	8	37	49	S.Art!		
		Spiccato	8	33	49	S.Art!		
		OrchestraTutti	0	120	50	Regular		
		PizzicatoGlocken	0	115	46	Live!		
		TheatreOrchestra	104	1	50	Regular		
		SymphonicUnison	104	0	50	Regular		
		SeattleStrings sfz	104	1	45	Live!		
		DiscoStrings1	0	123	50	Live!		
		DiscoStrings2	0	124	50	Live!		
		SynthStrings1	0	112	51	Regular		
		SynthStrings2	0	113	51	Regular		
		OberStrings	0	113	52	Regular		
Banjo1	104	0	106	Regular				
Banjo2	0	112	106	Regular				
Zither1	104	1	16	Regular				

Category	Sub Category	Voice Name	Voice Number			Voice Type		
			MSB#	LSB#	PC# (1-128)			
Strings	-	Zither2	104	0	16	Regular		
		Sitar1	104	0	105	Regular		
		Mandolin	0	114	26	Sweet!		
		Oud	0	113	106	Regular		
		Hackbrett1	104	2	47	Regular		
		Hackbrett2	0	113	47	Regular		
		Sitar2	0	113	105	Regular		
		Watariyat	0	125	49	Regular		
		Fiddle	0	112	111	Regular		
		ErHu	0	113	111	Regular		
		Koto	0	112	108	Regular		
		MellowHarp	104	0	47	Regular		
		Kanoun	0	113	108	Regular		
		Shamisen	0	112	107	Regular		
		PiPa	0	119	106	Regular		
		Brass	-	BrightTrumpet	8	32	65	S.Art!
				BigBandTrumpet	8	37	65	S.Art!
				GoldenTrumpet	8	34	65	S.Art!
				SilverTrumpet	8	33	65	S.Art!
				MutedTrumpet	0	114	60	Sweet!
Cornet	0			119	57	Sweet!		
MutedCornet	104			0	60	Sweet!		
Flugelhorn	0			118	57	Sweet!		
BrightTrombone	104			0	58	Sweet!		
SweetTrombone	0			117	58	Sweet!		
BigBandBrass SW	8			37	57	S.Art!		
BrassFalls&Doits JS	8			34	57	S.Art!		
PopBrass	0			117	63	Live!		
PowerBrass	0			121	63	Live!		
OctaveBrass	0			116	63	Live!		
AccentFalls JS	8			38	57	S.Art!		
AccentBrass	0			109	62	Live!		
DynamicBrass	0			127	62	Live!		
BrassDynamics	0			106	62	Live!		
SymphonyHorns	104			1	61	Live!		
SymphonyHornsOct	104			2	61	Live!		
OrchHorns	104			0	61	Live!		
WarmOrchHorns	8			33	61	S.Art!		
SoftOrchHorns	8			32	61	S.Art!		
StoppedOrchHorns	104			3	61	Live!		
MutedHorns	8			34	61	S.Art!		
AlpBass	0			113	34	Regular		
BaritoneHorn	0			113	59	Regular		
BaritoneHit	0			114	59	Regular		
Tuba	104			0	59	Regular		
BigBandHorns1	0			110	67	Live!		
BigBandHorns2	0			109	67	Live!		
BigBandOctave	0			108	67	Live!		
BallroomBrass	0			113	60	Regular		
HyperBrass	0			118	63	Live!		
80sBrass	0			113	63	Regular		
80sSynthBrassThin	104			0	63	Regular		
80sSynthBrassProf	104			1	63	Regular		
SlowPWM Brass	104			2	63	Regular		
FastPWM Brass	104			6	63	Regular		
SforzandoFall	0	107	62	Live!				
SmoothBrass	8	36	57	S.Art!				
BrassShake JS	8	32	57	S.Art!				
Sforzando	0	105	62	Live!				
BrassBand	0	123	57	Live!				
OberHorns	0	115	64	Regular				
OberBrass	0	113	64	Regular				
TechnoBrass	0	114	63	Regular				
FatSynthBrass	0	116	64	Regular				
AnalogBrass	0	112	64	Regular				
SoftVelocityBrass	0	120	63	Regular				
SoftAnalog	0	114	64	Regular				
FunkyAnalog	0	115	63	Regular				
Woodwind	-	Saxophone	8	32	83	S.Art!		
		RockSax JS	8	33	83	S.Art!		
		SopranoSax	0	113	65	Sweet!		
		CleanAltoSax	8	32	67	S.Art!		
		BaritoneSax 1	104	0	68	Regular		
		OrchestralFlute	8	32	74	S.Art!		

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Category	Sub Category	Voice Name	Voice Number			Voice Type		
			MSB#	LSB#	PC# (1-128)			
Woodwind	-	ClassicalFlute	0	115	74	Sweet!		
		ClassicalOboe	0	113	69	Sweet!		
		OrchestralClarinet	104	0	72	Live!		
		OrchestralBassoon	104	0	71	Sweet!		
		SaxSection	0	116	67	Live!		
		SmoothSaxes1	8	38	83	S.Art!		
		SmoothSaxes2	8	36	83	S.Art!		
		SmoothSaxesOctave	8	37	83	S.Art!		
		BalladSection	0	119	67	Regular		
		Flutes&Oboes	104	2	74	Regular		
		DoubleReeds	104	2	69	Regular		
		FluteEnsemble	0	116	74	Regular		
		FluteSection	104	1	74	Regular		
		OrchWoodwind	104	1	71	Regular		
		SoftAltoSax	8	34	67	S.Art!		
		GrowlSax	0	111	67	Sweet!		
		BigBandSax	8	35	83	S.Art!		
		PopTenor	0	127	67	Sweet!		
		BalladTenorSax	0	126	67	Sweet!		
		Piccolo	0	112	73	Regular		
		JazzFlute	0	114	74	Sweet!		
		MOR Oboe	8	32	69	S.Art!		
		EnglishHorn	0	112	70	Regular		
		Whistle	0	112	79	Regular		
		SaxSectionHard	0	122	67	Live!		
		SaxSectionSoft	0	121	67	Live!		
		MellowSaxes	8	39	83	S.Art!		
		SaxAppeal	0	123	67	Live!		
		Moonlight	0	115	72	Regular		
		JazzClarinet	0	114	72	Sweet!		
		GermanClarinet	104	2	72	Regular		
		Clarinet&Flutes	104	1	72	Regular		
		Clarinet&Oboe	104	1	69	Regular		
		PanPipes	0	113	76	Sweet!		
		Nay	0	114	78	Regular		
		DiZi	0	118	74	Regular		
		Sheng	0	116	110	Regular		
		Shakuhachi	0	112	78	Regular		
		Recorder	0	112	75	Regular		
		Bagpipe	0	112	110	Regular		
		Ocarina	0	112	80	Regular		
		Choir&Pad	-	BoysChoirOoh	8	32	52	S.Art!
				BoysChoirOoh p	8	35	52	S.Art!
				BoysChoir JS	8	34	52	S.Art!
				VP Soft	104	0	90	Regular
				VaporPad	104	1	90	Regular
				BoysChoirAah	8	33	52	S.Art!
				BoysChoirAah p	8	36	52	S.Art!
				BoysChoirOh-Ah SW	8	49	56	S.Art!
				ButterStrings	104	2	51	Regular
				NewAtmosphere	104	4	90	Regular
				DarkFatSaw	104	2	90	Regular
				BrightFatSaw	104	5	91	Regular
				SuperDarkPad	0	119	90	Regular
				AnalogPad	0	120	90	Regular
				SweetHeaven	0	118	89	Regular
				DreamHeaven	0	121	89	Regular
				NewHeaven	104	10	89	Regular
FantasyBells	104			11	89	Regular		
CrossPhase	104			1	102	Regular		
PadVoices	104			6	96	Live!		
GothicVox	0			113	54	Regular		
ItopiaBells	104			13	89	Regular		
Sinesphere	104			18	89	Regular		
SpectrumTheme	104			14	89	Regular		
HeavenPad	104			3	92	Regular		
BreathBells	104			15	89	Regular		
NextGeneration	104			9	52	Regular		
OrganBells	104			12	89	Regular		
SkyBells	104			16	89	Regular		
WaterGames	104			4	102	Regular		
MyGeneration	104			5	102	Regular		
BellHeaven	0			119	89	Regular		
PanHeaven	0			120	89	Regular		

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB#	LSB#	PC# (1-128)	
Choir&Pad	-	ProHeaven	0	122	89	Regular
		Pianosphere	104	19	89	Regular
		NylonHeaven	104	2	100	Regular
		PianoSweeper	104	3	100	Regular
		AiryHarp	104	17	89	Regular
		FlyingHarmonics	104	1	100	Regular
		AllOrNothing	104	6	102	Regular
		RainyDay	104	5	90	Regular
		SoundPictures	104	3	95	Regular
		ReflectingZone	104	21	89	Regular
		DeepMotion	104	4	96	Regular
		Digsweeper	104	7	102	Regular
		WarpedWaves	104	2	95	Regular
		Spectralis	104	4	95	Regular
		MetallicRain	104	8	102	Regular
		AmbientTheme	104	20	89	Regular
		SpectrumPad	104	5	95	Regular
		MysticPad	104	6	95	Regular
		HybridPad	104	22	89	Regular
		Randomizer	104	10	102	Regular
		TheFog	104	9	102	Regular
		Aerosphere	104	1	95	Regular
		MorningDew	104	0	95	Regular
		GalaxyPad	104	3	89	Regular
		NightMotion	104	4	89	Regular
		HotSwell	104	2	96	Regular
		PearlsPad	104	2	89	Regular
		BreathPad	104	0	92	Regular
		LightPad	104	2	52	Regular
		NylonPad	104	0	100	Regular
		PremiumPad	104	0	52	Regular
		Atlantis	104	11	102	Regular
		Tric-Trac	104	2	98	Regular
		WhisperGallery	104	0	93	Regular
		HybridLines	104	4	92	Regular
		MidnightSpecial	104	3	102	Regular
		Atmo5th	104	6	90	Regular
		SpaceRider	104	1	96	Regular
		NobleMan	104	1	89	Regular
		DouxFlange	104	3	96	Regular
		MediumTunePad	104	0	51	Regular
		DarkLight	104	3	90	Regular
		BrightPadTrance	104	4	91	Regular
		OctaveStrings	104	4	51	Regular
		ChillinChords	104	6	52	Regular
		BrightPopPad	104	3	51	Regular
		SoftEnsemble	104	1	51	Regular
		80sPad	104	1	52	Regular
		BrightPadClassic	104	3	91	Regular
		AmbientPad	104	0	89	Regular
		Trance	104	0	96	Regular
		EarlyDigital	104	0	94	Regular
		AnaDayz	104	3	52	Regular
		Bellsphere	104	5	89	Regular
		SixthSense	104	2	102	Regular
		PercPad	104	0	102	Regular
		DarkAngelPad	0	121	90	Regular
		LitePad	0	122	90	Regular
PopPad	0	112	91	Regular		
GloriousPhase	0	114	91	Regular		
BigOctavePad	0	115	91	Regular		
Bass	-	VintageRound	8	32	18	S.Art!
		VintageMute	8	32	19	S.Art!
		FretlessBass	8	32	20	S.Art!
		SlapBass	0	112	37	Regular
		AcousticBass	8	32	17	S.Art!
		LoBass	104	0	40	Regular
		DarkBass	104	1	40	Regular
		MoonBass	104	0	39	Regular
		KickBass	104	1	39	Regular
		ClubBass	104	2	39	Regular
		VintageFlat	8	33	18	S.Art!
		VintagePickMute	104	0	35	Cool!
		MellowFinger	0	112	34	Regular

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Category	Sub Category	Voice Name	Voice Number			Voice Type		
			MSB#	LSB#	PC# (1-128)			
Bass	-	SoftAcousticBass	8	33	17	S.Art!		
		AcousticJazzBass	8	34	17	S.Art!		
		FatPulse	104	2	40	Regular		
		WazzoSaw	104	3	81	Regular		
		DeepPoint	104	3	39	Regular		
		TightBass	104	3	40	Regular		
		Competitor	104	4	39	Regular		
		ElectricBass	0	114	34	Cool!		
		HalfMute	0	115	34	Cool!		
		PickDynoBass	0	113	35	Cool!		
		SuperFretless	0	113	36	Regular		
		FusionBass	0	113	37	Regular		
		1o1Sub	104	5	39	Regular		
		LittleBassSynth	104	6	39	Regular		
		TeknoBass	104	7	39	Regular		
		PercPunch	104	8	39	Regular		
		SquareBass	104	4	40	Regular		
		PickBass	0	112	35	Regular		
		VintageDyno	104	2	35	Cool!		
		FunkBass	0	112	38	Regular		
		RockBass	0	114	35	Regular		
		BallroomBass	104	0	33	Regular		
		TranceBass	104	9	39	Regular		
		SubCutBass	104	5	40	Regular		
		DynoAcidBass	104	10	39	Regular		
		MiniSub	104	6	40	Regular		
		FatSineResonance	104	11	39	Regular		
		BalladBass	104	7	40	Regular		
		VelocityMaster	104	17	82	Regular		
		SubBass	0	114	40	Regular		
		HardBass	0	114	39	Regular		
		ResonanceBass	0	112	39	Regular		
		HouseBass	0	116	39	Regular		
		BigDrone	0	118	39	Regular		
		TB Bass	0	117	40	Regular		
		LFO SynBass	0	110	102	Regular		
		DX100Bass	0	118	40	Regular		
		FatLoBass	0	119	39	Regular		
		RampBass	0	119	40	Regular		
		DarkCoreBass	0	120	40	Regular		
		FunkBass	0	121	40	Regular		
		BleepBass	0	122	40	Regular		
		ClickOrganBass	104	27	18	Regular		
		DeepSub	104	18	88	Regular		
		MultiSawBass	104	20	88	Regular		
		Synth	-	ClubLead	104	3	63	Regular
				HandsUp!	104	21	91	Regular
				Gemini	104	20	91	Regular
				PunchyChordz	104	24	91	Regular
				1984Synth	104	20	82	Regular
Oxygen	0			122	82	Regular		
Matrix	0			123	82	Regular		
WireLead	0			120	82	Regular		
SoftR&B	0			119	81	Regular		
EarlyLead	0			118	82	Regular		
LektroCodes	104			2	85	Regular		
SoftSquare	104			5	81	Regular		
PWM Wild	104			4	81	Regular		
DetunedVintage	104			1	85	Regular		
FaaatComp	104			4	52	Regular		
SimpleComp	104			12	82	Regular		
BalladComp	104			6	89	Regular		
HeavenBell	104			0	101	Regular		
BrightPadBell	104			7	89	Regular		
ResonanceComp	104			4	63	Regular		
HPF Dance	104			0	91	Regular		
DetunedSawOctave	104			8	82	Regular		
DanceChords	104			5	52	Regular		
TrancePerc	104			5	82	Regular		
Chordmaster	104			13	82	Regular		
DigitalSequence	104			2	88	Regular		
AnalogSeq	104			3	88	Regular		
TranceSeq1	104			4	88	Regular		
TranceSeq2	104			5	88	Regular		

Category	Sub Category	Voice Name	Voice Number			Voice Type		
			MSB#	LSB#	PC# (1-128)			
Synth	-	TranceSeq3	104	1	91	Regular		
		PunchyHook	0	127	82	Regular		
		FatSawHook	104	7	52	Regular		
		DancyHook	104	9	82	Regular		
		DanceHook	0	112	87	Regular		
		OctaveHook	0	113	87	Regular		
		PWM Lead	104	1	82	Regular		
		HipaLead	0	118	85	Regular		
		CryingLead	0	114	88	Regular		
		MouthLead	104	0	82	Regular		
		PunchLead	104	7	82	Regular		
		PercSeqFS	104	6	88	Regular		
		PercSeqFM1	104	7	88	Regular		
		PercSeqFM2	104	8	88	Regular		
		PercSeqSaw	104	11	82	Regular		
		PercSeqHipa	104	9	88	Regular		
		SynthSticks	104	0	107	Regular		
		SazFeeze	104	0	98	Regular		
		EasternAir	104	1	98	Regular		
		Xtune	104	1	88	Regular		
		PitchFall	104	0	104	Regular		
		RS SawLead1	0	104	82	Regular		
		RS SawLead2	0	106	82	Regular		
		RS TechSaw	0	108	82	Regular		
		RS DualSaw	0	109	82	Regular		
		RS WarmPad	0	113	92	Regular		
		RS RampLead	0	107	82	Regular		
		RS DistortionLead	0	114	84	Regular		
		RS QuackLead	0	119	85	Regular		
		RS SynthPad	0	123	90	Regular		
		RS NoisePad	0	124	90	Regular		
		RS AnalogPad	0	126	90	Regular		
		RS DualSquare	0	127	81	Regular		
		RS TeknoMan	0	125	90	Regular		
		RS Sync1	0	105	82	Regular		
		RS Sync2	0	119	88	Regular		
		RS ShortResonance	0	116	91	Regular		
		BriteDecay	104	5	85	Regular		
		PWM Percussion	104	6	82	Regular		
		VinalogSaw	104	3	82	Regular		
		Noise	0	120	123	Regular		
		Perc.&Drums	-	JazzVibes	0	113	12	Regular
				Vibraphone	104	1	12	Sweet!
				Marimba	104	0	13	Regular
				Xylophone	104	0	14	Regular
				Glockenspiel	104	0	10	Regular
				RealDrumKit	127	0	92	Live!Drums
				RockKit	127	0	91	Live!Drums
				RealBrushesKit	127	0	42	Live!Drums
				JazzKit	127	0	33	Drums
				HouseKit	127	0	61	Drums
				Celesta	0	112	9	Regular
				TubularBells	0	112	15	Regular
				Timpani	0	112	48	Regular
				Vibes&Flutes	0	114	12	Regular
				Vibes&JazzGuitar	8	33	12	S.Art!
				AcousticKit	127	0	90	Live!Drums
StudioKit	127			0	87	Live!Drums		
RoomKit	127			0	9	Drums		
SymphonyKit	127			0	49	Live!Drums		
HipHopKit	127			0	57	Drums		
PopLatinKit1	126			0	44	Live!SFX		
CubanKit	126			0	41	Live!SFX		
TurkishKit	126			0	68	Live!SFX		
ArabicKit1	126			0	37	SFX		
ArabicMixKit	126			0	65	SFX		
IndianKit	126			0	115	SFX		
ChineseKit	126			0	125	SFX		
ChineseMixKit	127			0	128	SFX		
BassDrumKit	126			0	21	SFX		
ReverseBD Kit	126			0	22	SFX		
DrumMachine	127	0	62	Drums				
AnalogT8Kit	127	0	59	Drums				
AnalogT9Kit	127	0	60	Drums				

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Category	Sub Category	Voice Name	Voice Number			Voice Type		
			MSB#	LSB#	PC# (1-128)			
Perc.&Drums	-	BreakKit	127	0	58	Drums		
		PowerKit1	127	0	88	Live!Drums		
		DanceKit	127	0	28	Drums		
		HitKit	127	0	5	Drums		
		ElectroKit	127	0	25	Drums		
		AnalogKit	127	0	26	Drums		
		PowerKit2	127	0	89	Live!Drums		
		Kalimba	0	112	109	Regular		
		Dulcimer	0	112	16	Regular		
		SteelDrums	0	112	115	Regular		
		MusicBox	0	112	11	Regular		
		OrchestraHit	0	112	56	Regular		
		StackBell	104	8	89	Regular		
		NiceBell	104	9	89	Regular		
		CymbalKit	126	0	50	Live!SFX		
		NewSFX Kit1	126	0	3	Live!SFX		
		NewSFX Kit2	126	0	4	Live!SFX		
		Applause1	104	0	127	Live!		
		Applause2	104	1	127	Live!		
		SeaShore	104	0	123	Live!		
		Helicopter	104	0	126	Live!		
		GunShot	104	0	128	Live!		
		NoisesKit	126	0	9	SFX		
		Legacy	Piano	ConcertGrand	0	115	1	Live!
				PopGrand	104	5	1	Live!
				RockPiano	104	4	1	Live!
AmbientPiano	104			3	1	Live!		
CocktailPiano	104			0	4	Live!		
OctavePiano1	0			113	4	Live!		
OctavePiano2	0			114	4	Live!		
MIDIGrand	104			0	3	Live!		
MIDIGrandPad	104			1	3	Live!		
MIDIGrandSyn	104			1	1	Live!		
MIDIGrand	0			112	3	Regular		
PianoOrchestra	104			2	1	Live!		
Harpichord	0			112	7	Live!		
E.Piano				BalladStack	0	114	3	Regular
				ChorusBell	0	120	6	Regular
				FunkEP	0	112	5	Regular
			HyperTines	0	113	6	Regular	
			JazzChorus	0	118	6	Regular	
			ModernEP	0	115	6	Regular	
			NewTines	0	116	6	Regular	
			PhaseEP	0	120	5	Regular	
			DX Modern	0	112	6	Regular	
			PolarisEP	0	115	5	Regular	
			SuperDX	0	117	6	Regular	
			VenusEP	0	114	6	Regular	
StereoClavi	0		114	8	Regular			
Organ			BrightDrawbar	0	116	17	Regular	
			ClickOrgan	0	112	18	Regular	
			DanceOrgan	0	113	18	Regular	
			DrawbarOrgan1	0	120	18	Regular	
			DrawbarOrgan2	0	115	17	Regular	
			ElectricOrgan	0	118	18	Regular	
			GospelOrgan	0	119	17	Regular	
			JazzOrgan1	0	112	17	Regular	
			JazzOrgan2	0	113	17	Regular	
			JazzOrgan3	0	120	17	Regular	
		PercOrgan	0	119	18	Regular		
		PurpleOrgan	0	114	19	Regular		
		RockOrgan1	0	112	19	Regular		
		RockOrgan2	0	119	19	Regular		
		RockOrgan3	0	113	19	Regular		
		RotaryDriveOrgan	0	116	19	Regular		
		RotarySwitch	0	110	18	Cool!		
		60sOrgan	0	116	18	Regular		
		EuroOrgan	0	118	17	Regular		
		Kinura8'	0	123	17	Regular		
		ReedOrgan	0	112	21	Regular		
		TheatreTrumpet	0	124	17	Regular		
		Tibia16'&4'Accomp	0	114	17	Regular		
		Tibia8'&4'Accomp	0	122	17	Regular		
		Tibia8'Accomp	0	122	18	Regular		

Category	Sub Category	Voice Name	Voice Number			Voice Type	
			MSB#	LSB#	PC# (1-128)		
Legacy	Organ	TibiaFullAccomp	0	114	18	Regular	
		Trumpet16'&8'	0	124	18	Regular	
		Vox&TibiaAccomp	0	125	17	Regular	
		Vox8'Accomp	0	123	18	Regular	
		VoxHumana8'	104	7	18	Regular	
		OrganFlutes	10	0	9	OrganFlutes	
		USDSmile	10	1	9	OrganFlutes	
		ReggaeBars	10	2	9	OrganFlutes	
		WarmTheatre	10	3	9	OrganFlutes	
		OrganPops	10	4	9	OrganFlutes	
		RockOrgan	10	5	9	OrganFlutes	
		SoulPercussion	10	6	9	OrganFlutes	
		GospelTruth	10	7	9	OrganFlutes	
		PadOrgan	10	8	9	OrganFlutes	
		FullOrgan	10	9	9	OrganFlutes	
		StringBars	10	0	10	OrganFlutes	
		LatinSpin	10	1	10	OrganFlutes	
		ShadyBars	10	2	10	OrganFlutes	
		FunkOrgan	10	3	10	OrganFlutes	
		BalladOrgan	10	4	10	OrganFlutes	
		RichBars	10	5	10	OrganFlutes	
		TrumpetBars	10	6	10	OrganFlutes	
		SoulBars	10	7	10	OrganFlutes	
		ClariBars	10	8	10	OrganFlutes	
		JazzSquabble	10	9	10	OrganFlutes	
		EuroPerc	10	0	11	OrganFlutes	
		BalladEuro	10	1	11	OrganFlutes	
		EuroReeds	10	2	11	OrganFlutes	
		EvenWarmth	10	3	11	OrganFlutes	
		BrightEuro	10	4	11	OrganFlutes	
		EuroPops	10	5	11	OrganFlutes	
		FullEuro	10	6	11	OrganFlutes	
	EuroAccomp1	10	7	11	OrganFlutes		
	EuroAccomp2	10	8	11	OrganFlutes		
	EuroAccomp3	10	9	11	OrganFlutes		
	ClassicJazz	0	126	17	OrganFlutes		
	A.Guitar		NylonGuitar SW	8	34	1	S.Art!
			ClassicalGuitar	0	115	25	Live!
			DynamicNylonGtr	0	116	25	Live!
			DynamicSteelGtr	0	116	26	Live!
			SteelGuitar	0	117	26	Live!
			12StringGuitar	0	113	26	Live!
			18StringGuitar	0	119	26	Regular
			FolkGtHarmonics SW	8	33	2	S.Art!
			FolkGuitar	0	112	26	Regular
			CampfireGuitar	0	115	26	Regular
	E.Guitar		70sSolidGuitar	8	38	4	S.Art!
			CleanElectric SW	8	35	4	S.Art!
			SingleCoilClean	8	39	4	S.Art!
			VintageAmp	8	40	4	S.Art!
			WarmElectric SW	8	32	4	S.Art!
			70sSolidGuitar	104	1	28	Cool!
BalladSolid			0	109	28	Cool!	
ChorusSolid			0	107	28	Cool!	
CleanGuitar			0	112	28	Cool!	
CleanSolid			104	3	28	Cool!	
ElectricGuitar			0	114	29	Cool!	
FunkGuitar			0	116	29	Cool!	
Slapback			104	0	28	Cool!	
SlapSolid			0	108	28	Cool!	
SlideClean			0	117	29	Cool!	
SlideSolid			0	110	28	Cool!	
TremoloSolid			0	111	28	Cool!	
WarmSolid			104	2	28	Cool!	
50sVintageMute			0	115	29	Regular	
60sCleanGuitar			0	117	28	Regular	
BrightClean			0	116	28	Regular	
ChorusGuitar			0	124	28	Regular	
CoolWahGuitar			104	4	28	Regular	
DeepChorus			0	114	28	Regular	
Electric12String			0	119	28	Regular	
FunkGuitar			0	113	29	Regular	
MutedGuitar			0	112	29	Regular	
SolidChord			0	121	28	Regular	

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			MSB#	LSB#	PC# (1-128)		
Legacy	E.Guitar	SolidGuitar	0	118	28	Regular	
		TremoloGuitar	0	113	28	Regular	
		VintageOpen	0	123	28	Regular	
		VintageStrum	0	126	28	Regular	
		VintageTrem	0	120	28	Regular	
		WahGuitar	0	122	28	Regular	
		JazzGuitar	0	115	27	Cool!	
		JazzSoloGuitar	0	116	27	Cool!	
		DX JazzGuitar	0	117	27	Regular	
		LoungeGuitar	104	1	27	Regular	
		OctaveGuitar	0	113	27	Regular	
		Feedbacker JS	8	33	5	S.Art!	
		GuitarHero	8	32	6	S.Art!	
		HeavyRockGuitar	8	32	5	S.Art!	
		BluesGuitar	0	117	30	Cool!	
		GuitarHero	104	0	31	Cool!	
		HeavyRock	104	1	31	Cool!	
		PowerLead	0	115	31	Cool!	
		CrunchGuitar	0	113	31	Regular	
		DistortionGuitar	0	112	31	Regular	
		FeedbackGuitar	0	113	30	Regular	
		HeavyStack	0	114	31	Regular	
		MetalMaster	0	120	31	Regular	
		PowerChord	0	117	31	Regular	
		VoodooLead	0	116	31	Regular	
		CrunchGuitar	8	33	6	S.Art!	
		HalfDrive	8	37	4	S.Art!	
		HalfDrive	104	0	30	Cool!	
		VintageLead	0	125	28	Cool!	
		LeadGuitar	0	114	30	Regular	
		OverdriveGuitar	0	112	30	Regular	
		RockGuitar	0	116	30	Regular	
		SmoothLead	0	119	27	Regular	
		VintageAmp	0	115	30	Regular	
		PedalSteelGuitar	0	115	28	Regular	
		Bass	VintageFlat	104	2	34	Cool!
			VintageMute	104	3	34	Cool!
			VintageRound	104	1	34	Cool!
			VintagePick	104	1	35	Regular
			FretlessBass	0	112	36	Cool!
			AcousticBass2	104	1	33	Regular
			AcousticBass3	0	112	33	Regular
			SoftAcousticBass	104	2	33	Regular
			Bass&Cymbal	0	114	33	Regular
			80sSynthBass	0	115	40	Regular
			AnalogBass	0	112	40	Regular
			ClickBass	0	115	39	Regular
			DrySynthBass	0	116	40	Regular
			DX FunkBass	0	113	38	Regular
			HiQ Bass	0	113	39	Regular
	PunchyBass		0	117	39	Regular	
	Accordion		Accordion	0	116	22	Regular
			BallroomAccordion	0	112	24	Regular
			MusetteAccordion	0	112	22	Regular
			SmallAccordion	0	115	22	Regular
		SoftAccordion	0	114	22	Regular	
	TuttiAccordion	0	113	22	Regular		
	Strings	SoloViolin	0	112	41	Regular	
		BigStrings	8	40	49	S.Art!	
		DynamicStrings	0	124	49	Live!	
		ChamberStrings	0	112	50	Regular	
		Allegro	0	122	50	Live!	
		SeattleStrings f	8	40	50	S.Art!	
		SeattleStrings mf	8	41	50	S.Art!	
		SeattleStrings p	8	42	50	S.Art!	
		SeattleStrings f	104	4	50	Live!	
		SeattleStrings mf	104	5	50	Live!	
		SeattleStrings p	104	6	50	Live!	
		Strings f	0	119	49	Live!	
		Strings mf	0	118	49	Live!	
		Strings p	0	117	49	Live!	
		TremoloBowing JS	8	34	49	S.Art!	
	TremoloStrings	0	113	45	Live!		
	TremoloStrings	0	112	45	Regular		

Category	Sub Category	Voice Name	Voice Number			Voice Type	
			MSB#	LSB#	PC# (1-128)		
Legacy	Strings	Spiccato	0	120	49	Live!	
		Pizzicato	0	112	46	Regular	
		Marcato	0	115	50	Regular	
		Orchestra	0	116	50	Live!	
		StringFalls	0	121	49	Live!	
		BowStrings	0	116	49	Regular	
		ConcertoStrings	0	115	49	Regular	
		OrchStrings	0	113	49	Regular	
		SlowStrings	0	113	50	Regular	
		StringQuartet	0	114	50	Regular	
		Strings	0	112	49	Regular	
		Symphonic	0	114	49	Regular	
		AnalogStrings	0	112	52	Regular	
		Orchestra&Flute	0	119	50	Regular	
		Orchestra&Horns	0	118	50	Regular	
		Orchestra&Oboe	0	121	50	Regular	
		Sitar3	0	112	105	Regular	
		Harp	0	112	47	Regular	
		Brass	TrumpetFall JS	8	38	65	S.Art!
			TrumpetShake JS	8	35	65	S.Art!
			GoldenTrumpet	0	122	57	Sweet!
			JazzTrumpet	0	116	57	Regular
			MellowTrumpet	0	120	57	Sweet!
			SilverTrumpet	0	121	57	Sweet!
			SoloTrumpet	0	112	57	Regular
	Trumpet		0	115	57	Sweet!	
	MutedTrumpet		0	112	60	Regular	
	Flugelhorn		0	113	57	Regular	
	MellowTrombone		0	114	58	Regular	
	SmoothTrombone		0	118	58	Regular	
	SoftTrombone		0	115	58	Regular	
	SoloTrombone		0	112	58	Regular	
	Trombone		0	116	58	Regular	
	Tuba2		0	112	59	Regular	
	FrenchHorns		0	112	61	Live!	
	SoftHorns		0	117	61	Live!	
	SymphonyHorns2		0	115	61	Live!	
	MellowHorns		0	119	62	Regular	
	SoftTrombones		0	118	61	Live!	
	TromboneSection		0	113	58	Regular	
	BrassFalls mf JS		8	35	57	S.Art!	
	Brass f		0	108	62	Live!	
	Brass mf		0	110	62	Live!	
	Brass p		0	111	62	Live!	
	SmallBrass		0	120	61	Live!	
	SymphonyBrass		0	119	61	Live!	
	BigBandBrass		0	113	62	Regular	
	BigBrass		0	121	62	Regular	
	BrassCombo		0	115	67	Regular	
	BrassHit		0	126	62	Regular	
	BrassSection		0	112	62	Regular	
	BreathBrass		0	116	61	Regular	
	BrightBrass		0	120	62	Regular	
	FullHorns		0	114	62	Regular	
	HighBrass		0	115	62	Regular	
	MellowBrass		0	116	62	Regular	
	NaturalBrass		0	124	62	Regular	
	Sforzando		0	125	62	Regular	
	SmallBrass		0	117	62	Regular	
	SoftBrass		0	123	62	Regular	
	TrumpetEns		0	122	62	Regular	
	HybridComp		0	119	63	Regular	
	Hybrihorn		0	113	61	Regular	
	Hybripad		0	114	61	Regular	
	PopBrass		0	118	62	Regular	
	SynthBrass		0	112	63	Regular	
	Woodwind		SopranoSax	0	112	65	Regular
			Flute	0	112	74	Regular
			OrchestralFlute	104	0	74	Sweet!
			Oboe	0	112	69	Regular
			OrchestralOboe	104	0	69	Sweet!
			Clarinet	0	112	72	Regular
			Bassoon	0	112	71	Regular
		PopAltoSax	104	0	66	Sweet!	

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Category	Sub Category	Voice Name	Voice Number			Voice Type	
			MSB#	LSB#	PC# (1-128)		
Legacy	Woodwind	AltoSax	0	114	66	Sweet!	
		AltoSax	0	112	66	Regular	
		Saxophone	104	0	67	Sweet!	
		SweetTenorSax	0	125	67	Sweet!	
		TenorSax	0	117	67	Sweet!	
		GrowlSax	0	118	67	Regular	
		TenorSax	0	112	67	Regular	
		BaritoneSax2	0	112	68	Regular	
		SaxStack	0	124	67	Regular	
		SaxyMood	0	120	67	Regular	
		WoodwindsEns	0	113	67	Regular	
		ChiffPanFlute	0	113	74	Regular	
		EthnicFlute	0	112	76	Regular	
		Choir	BoysChoirAah	104	8	53	Live!
			BoysChoirOoh	104	8	54	Live!
			Choir	0	112	53	Regular
			UuhChoir	0	115	53	Regular
			AirChoir	0	112	55	Regular
			Voices	0	113	55	Regular
			HahChoir	0	114	53	Regular
	GospelVoices		0	116	53	Live!	
	Humming		0	118	53	Live!	
	Mmh		0	117	53	Live!	
	VoxHumana		0	112	54	Regular	
	HahPad		0	116	95	Regular	
	Sunbeam		0	123	89	Regular	
	Pad		AngelVibes	0	114	99	Regular
			Atmosphere	0	112	100	Regular
			BrightSawPad	0	113	91	Regular
			Bubblespace	0	113	102	Regular
			CyberPad	0	113	100	Regular
		DigitalPad	0	115	94	Regular	
		Disclosure	0	116	90	Regular	
		FarEast	0	112	98	Regular	
		HipaStrings	0	114	96	Regular	
		Insomnia	0	113	95	Regular	
		Mediterrain	0	114	100	Regular	
		Millennium	0	117	89	Regular	
		Mystery	0	113	98	Regular	
		Symbiont	0	113	89	Regular	
		TimeTravel	0	116	89	Regular	
		VelocityAshrami	0	116	102	Regular	
		AnalogSwell	0	119	96	Regular	
		Area51	0	112	90	Regular	
		BrightOber	0	113	96	Regular	
		DarkMoon	0	113	90	Regular	
		DarkPad	0	118	96	Regular	
		Dunes	0	114	90	Regular	
		Equinox	0	112	95	Regular	
		EveningStars	0	117	102	Regular	
		Fantasia	0	112	89	Regular	
		GlassPad	0	114	94	Regular	
		GoldenAge	0	115	89	Regular	
		Ionosphere	0	115	95	Regular	
		MellowPad	0	117	96	Regular	
		Messenger	0	116	96	Regular	
		NeoWarmPad	0	115	90	Regular	
		OberSweep	0	115	96	Regular	
		PsychoPad	0	118	102	Regular	
		S&H Groove	0	115	102	Regular	
		Sirius	0	114	102	Regular	
		Skydiver	0	112	102	Regular	
		Solaris	0	114	95	Regular	
		Wave2001	0	112	96	Regular	
		XenonPad	0	112	92	Regular	
		DX Pad	0	112	93	Regular	
		Stargate	0	114	89	Regular	
		MagicBell	8	32	121	S.Art!	
	Synth	Adrenaline	0	113	85	Regular	
		AeroLead	0	112	84	Regular	
		Analogon	0	115	82	Regular	
		AttackSaw	0	126	82	Regular	
		BigLead	0	113	82	Regular	
		BleepLead	104	0	85	Regular	

Category	Sub Category	Voice Name	Voice Number			Voice Type		
			MSB#	LSB#	PC# (1-128)			
Legacy	Synth	BrassHit	0	113	56	Regular		
		BrassyLead	104	5	63	Regular		
		BrightMini	0	125	81	Regular		
		Fargo	0	119	82	Regular		
		FireWire	0	116	82	Regular		
		FlangeFilter	104	2	82	Regular		
		FusionLead	104	15	82	Regular		
		HiBias	0	116	81	Regular		
		HipLead	0	113	81	Regular		
		HopLead	0	117	81	Regular		
		Impact	0	113	88	Regular		
		MiniLead	0	114	81	Regular		
		SawLead	0	112	82	Regular		
		Skyline	0	115	85	Regular		
		SoftMini	0	124	81	Regular		
		SoftSaw	104	16	82	Regular		
		SquareLead	0	112	81	Regular		
		SubLead	104	0	81	Regular		
		TechLead	0	117	85	Regular		
		Tekkline	0	116	85	Regular		
		TinyLead	0	118	81	Regular		
		TrumpetSaw	0	125	82	Regular		
		VinylLead	0	115	81	Regular		
		Warp	0	117	82	Regular		
		Attack	104	4	82	Regular		
		CrystalEyes	0	125	89	Regular		
		MelodyMaker	0	117	90	Regular		
		Padbells	0	126	89	Regular		
		PanLead	0	122	81	Regular		
		PercSquare	0	123	81	Regular		
		PopLead	0	120	81	Regular		
		Portatone	0	112	85	Regular		
		ProLead	0	113	84	Regular		
		ResonantClavi	104	2	91	Regular		
		Stardust	0	112	99	Regular		
		StringBells	0	124	89	Regular		
		SunBell	0	113	99	Regular		
		BigTune	0	118	90	Regular		
		Nomad	104	1	105	Regular		
		Blaster	0	114	82	Regular		
		ChorusSawLead	104	10	82	Regular		
		FunkyLead	0	121	82	Regular		
		LFO Pad	0	104	102	Regular		
		LFO Sync1	0	108	102	Regular		
		LFO Sync2	0	107	102	Regular		
		LFO Sync3	0	109	102	Regular		
		LFO Sync4	0	106	102	Regular		
		LFO Sync5	0	105	102	Regular		
		OrbitSine	0	126	81	Regular		
		Paraglide	0	114	85	Regular		
		Robolead	0	124	82	Regular		
		TalkModLead	104	0	88	Regular		
		TechGlide	104	14	82	Regular		
		UnderHeim	0	112	88	Regular		
		TranceLead	0	121	81	Regular		
		Percussion	Vibraphone	0	112	12	Regular	
			Marimba	0	112	13	Regular	
			Xylophone	0	112	14	Regular	
			Glockenspiel	0	112	10	Regular	
			DrumKit	StandardKit1	127	0	1	Live!Drums
		StandardKit2		127	0	2	Live!Drums	
		RockKit		127	0	17	Drums	
		BrushKit		127	0	41	Live!Drums	
		ArabicKit2		126	0	36	SFX	
		SFX Kit1		126	0	1	SFX	
		SFX Kit2		126	0	2	SFX	
		MegaVoice		A.Guitar	NylonGuitar	8	0	1
			SteelGuitar		8	0	2	MegaVoice
			12StringGuitar		8	1	3	MegaVoice
			HiStringGuitar		8	0	3	MegaVoice
			E.Guitar	CleanGuitar	8	0	4	MegaVoice
				50sVintageFinger	8	4	4	MegaVoice
				50sVintageFingerSlap	8	5	4	MegaVoice
SolidGuitar1	8			1	4	MegaVoice		

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Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB#	LSB#	PC# (1-128)	
MegaVoice	E.Guitar	SolidGuitar2	8	2	4	MegaVoice
		SingleCoilGuitar	8	3	4	MegaVoice
		SlapAmpGuitar	8	8	4	MegaVoice
		50sVintagePick	8	6	4	MegaVoice
		50sVintageSlap	8	7	4	MegaVoice
		JazzGuitar	8	0	7	MegaVoice
		DistortionGuitar	8	0	6	MegaVoice
		OverdriveGuitar	8	0	5	MegaVoice
	Bass	AcousticBass	8	0	17	MegaVoice
		ElectricBass	8	0	18	MegaVoice
		PickBass	8	0	19	MegaVoice
		VintageFlat	8	2	18	MegaVoice
		VintagePick	8	1	19	MegaVoice
		VintageRound	8	1	18	MegaVoice
		FretlessBass	8	0	20	MegaVoice
	Strings	ClassicalStrings	8	1	49	MegaVoice
		SeattleStrings	8	1	50	MegaVoice
		LargeStrings	8	0	50	MegaVoice
		SmallStrings	8	0	49	MegaVoice
	Brass	Trumpet	8	0	65	MegaVoice
		Brass	8	0	57	MegaVoice
	Woodwind	TenorSax	8	0	83	MegaVoice

**Mega Voice Map / Sound-Zuordnungen der Mega Voices / Carte des voix Mega / Mapa de Mega Voice /
Peta Mega Voice / Bảng Mega Voice**

PSR-SX900/SX700	MSB	PC# (1-20)	Voice Name	Velocity Switch Points (under B5)												C6 and higher	C8 and higher	
				1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	1-20	21-40	41-60	61-75			76-90
O	8	0	1	NylonGuitar	open soft	open med	open hard	dead	mute	hammer	slide	harmonics	1-127	1-127	fret noise			
O	8	0	2	SteelGuitar	open soft	open med	open hard	dead	mute	hammer	slide	harmonics	1-127	1-127	fret noise			
O	8	0	3	HiStringGuitar	1-89 soft												1-127	1-127
O	8	0	3	12StringGuitar	1-71 soft												1-127	1-127
O	8	1	3	Element1(Steel)	1-89 soft												1-127	1-127
O	8	1	3	Element2(HiString)	1-89 soft												1-127	1-127
O	8	0	4	CleanGuitar	open soft	open hard	slap	dead	mute	hammer	slide	pick harmonics	1-127	1-127	fret noise			
O	8	1	4	SolidGuitar1	open soft	open hard	slap	dead	mute	hammer	slide	pick harmonics	1-127	1-127	fret noise			
O	8	2	4	SolidGuitar2	open soft	open med	open hard	dead	mute	hammer	slide	pick harmonics	1-127	1-127	fret noise			
O	8	3	4	SingleCoilGuitar	open soft	open med	open hard	dead	mute	hammer	slide	pick harmonics	1-127	1-127	fret noise			
O	8	4	4	50sVintageFinger	open soft	open med	open hard	dead	mute	hammer	slide	pick harmonics	1-20	21-127	fret noise			
O	8	5	4	50sVintageFingerSlap	open soft	open med	open hard	dead	mute	hammer	slide	pick harmonics	1-20	21-127	fret noise			
O	8	6	4	50sVintagePick	open soft	open med	open hard	dead	mute	hammer	slide	pick harmonics	1-20	21-127	fret noise			
O	8	7	4	50sVintageSlap	open soft	open med	open hard	dead	mute	hammer	slide	pick harmonics	1-20	21-127	fret noise			
O	8	8	4	SlapAmpGuitar	open soft	open med	open hard	dead mp	dead mf	dead mp	open slap amp	open slap line	83-90	91-105	fret noise			
O	8	0	5	OverdriveGuitar	1-55 open												1-127	SE

PSR-SX900/SX700	M/SB	PC# (1-20)	Voice Name	Velocity Switch Points (unter B5)										C6 and higher	C8 and higher	
0	0	6	DistortionGuitar	1-55	56-120					121-127					1-127	
				open										pick harmonics		
0	0	7	JazzGuitar	1-20	21-40	41-60	61-75	76-90	91-105	106-120					121-127	1-127
				open soft	open med	open hard	dead soft	dead hard	hammer	slide					pick harmonics	fret noise
0	0	17	AcousticBass	1-60	61-80					81-120					121-127	1-127
				open soft	open hard					dead					harmonics	SE
0	0	18	ElectricBass	1-60	61-80					81-120					121-127	1-127
				open soft	open hard					dead					slap	SE
0	0	18	VintageRound	1-60	61-80					81-120					121-127	1-127
				open soft	open hard					dead					harmonics	SE
0	0	18	VintageFlat	1-60	61-80					81-120					121-127	1-127
				open soft	open hard					dead					harmonics	SE
0	0	19	PickBass	1-40	41-80					81-120					121-127	1-127
				open	mute					dead					harmonics	SE
0	0	19	VintagePick	1-40	41-80					81-120					121-127	1-127
				open	mute					dead					harmonics	SE
0	0	20	FretlessBass	1-80	81-120										121-127	1-127
				open	dead										harmonics	SE
0	0	49	SmallStrings	1-20	21-40	41-60	61-80	81-95	96-110	111-120					121-127	
				p	mf	f	legato	spiccato f	spiccato ff	tremolo					glissando down	
0	0	49	ClassicalStrings	1-20	21-40	41-60	61-80	81-95	96-110	111-120					121-127	
				p	mf	f	legato	spiccato f	spiccato ff	tremolo					glissando down	
0	0	50	LargeStrings	1-20	21-40	41-60	61-80	81-95	96-110	111-120					121-127	
				p	mf	f	legato	spiccato f	spiccato ff	tremolo					glissando down	
0	0	50	SeattleStrings	1-20	21-40	41-60	61-80	81-95	96-110	111-120					121-127	
				p	mf	f	legato	spiccato f	spiccato ff	tremolo					glissando down	
0	0	52	MaleVoiceChoir	1-15	16-30	31-45	46-60	61-75	76-90	91-105	106-127					
				Ooh p	Ooh p legato	Ooh mf	Ooh mf legato	Aah p	Aah p legato	Aah mf	Aah mf legato					
0	0	55	GospelChoir	1-15	16-30	31-45	46-60	61-75	76-90	91-105	106-127					1-127
				Hmm	Hmm legato	Wow	Wow legato	Hey	Hey legato	Aaa	Aaa legato					ad libs SE
0	0	57	Brass	1-20	21-40	41-60	61-80	81-90	91-100	101-110	111-120	121-127				
				p	mf	f	attack	scoop	shake	fall fast mf	fall fast f	glissando up				

PSR-SX900/SX700	MSB	PC# (1-20)	Voice Name	Velocity Switch Points (under B5)										C6 and higher	C8 and higher
				1-20	21-40	41-60	61-80	81-100	101-110	111-120	121-127	1-127	1-127		
○	8	65	Trumpet	mf	f	ff	legato	straight	shake	fall	glissando up	valve noise	1-127	breath noise	
○	8	83	TenorSax	mp	mf	f	legato	growl	101-127	fall	valve noise (C6-B6 key on noise C7-B7 key off noise)	1-127	breath noise		
○	8	101	PopHaa	1-10 Haa p	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	111-127 Waa vib f	breath noise
○	8	102	PopDaa	1-10 Daa p	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	111-127 Waa vib f	breath noise
○	8	103	PopBaa	1-10 Baa p	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	111-127 Yaa vib f	breath noise
○	8	106	PopHoo	1-10 Hoo p	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	111-127 Yoo vib f	breath noise
○	8	107	PopDoo	1-10 Doo p	21-30 Doo vib p	31-40 Oo vib p legato	41-50 Doo f	51-60 Oo f legato	61-70 Doo vib f	71-80 Oo vib f legato	81-90 Yoo p	91-100 Yoo vib p	101-110 Yoo f	111-127 Yoo vib f	breath noise
○	8	104	PopShoo	1-10 Shoo p	21-30 Shoo vib p	31-40 Oo vib p legato	41-50 Shoo f	51-60 Oo f legato	61-70 Shoo vib f	71-80 Oo vib f legato	81-90 Yoo p	91-100 Yoo vib p	101-110 Yoo f	111-127 Yoo vib f	breath noise
○	8	111	PopHee	1-10 Hee vib p	21-30 Hee vib p	31-40 Ee vib p legato	41-50 Hee vib p	51-60 Ee vib p legato	61-70 Hee vib p	71-80 Ee vib p legato	81-90 Wee vib p	91-100 Wee vib p	101-110 Wee vib p	111-127 Wee vib p	vocal breath
○	8	108	PopBee	1-10 Bee vib p	21-30 Bee vib p	31-40 Ee vib p legato	41-50 Bee vib p	51-60 Ee vib p legato	61-70 Bee vib p	71-80 Ee vib p legato	81-90 Wee vib p	91-100 Wee vib p	101-110 Wee vib p	111-127 Wee vib p	breath noise

PSR-SX900/SX700	MSB	PC# (1-20)	Voice Name	Velocity Switch Points (under B5)																C6 and higher	C8 and higher
				1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-100	101-110	111-127	121-127					
O	-	116	PopHaaLegato2	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 vib p	Waa vib f	breath noise	C6-D#6: 1-60, 61-127 E6-B6: 1-30, 31-60, 61-90, 91-127					
				1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-100	101-110	111-127						
O	-	121	PopHooLegato2	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 vib p	Yoo vib f	breath noise	C6-D#6: 1-60, 61-127 E6-B6: 1-30, 31-60, 61-90, 91-127					
				1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-100	101-110	111-127						
O	-	126	PopHeelLegato2	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	breath noise	C6-D#6: 1-60, 61-127 E6-B6: 1-30, 31-60, 61-90, 91-127					
				1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-100	101-110	111-127						
O	-	2	SteelAcousticPick	pick soft	pick med	pick med	pick hard	pick hard	pick hard	dead p	dead f	mute soft	mute hard	hammer	slide	106-120	121-127				
				1-20	21-40	21-40	41-50	41-60	41-60	61-75	68-75	76-83	84-90	91-105	106-120	121-127					
O	-	2	SteelAcousticSlap	pick soft	pick med	pick med	slap soft	slap soft	slap hard	dead p	dead f	mute soft	mute hard	hammer	slide	106-120	121-127				
				1-20	21-40	21-40	41-50	41-60	41-60	61-80	68-75	76-83	84-90	91-105	106-120	121-127					
O	-	1	FlamencoGuitar	finger soft	finger soft/med	finger soft/med	finger med	finger med	finger hard	finger hard	finger hard	mute	mute	hammer	slide up	111-120	121-127				
				1-20	21-40	21-40	41-60	41-60	41-60	61-80	68-75	76-83	84-90	91-105	106-120	121-127					
O	-	1	SpanishMedium	finger soft	finger soft/med	finger soft/med	finger med	finger med	finger med	dead	dead	mute	mute	hammer	slide up	106-120	121-127				
				1-20	21-40	21-40	41-60	41-60	41-60	61-75	68-75	76-83	84-90	91-105	106-120	121-127					
O	-	1	SpanishHard	finger soft/med	finger med	finger med	finger hard	finger hard	finger hard	dead	dead	mute	mute	hammer	slide up	106-120	121-127				
				1-20	21-40	21-40	41-60	41-60	41-60	61-75	68-75	76-83	84-90	91-105	106-120	121-127					
O	-	2	SteelGuitarTwin1 Element1(SteelAc) Element2(Steel)	pick soft	pick med	pick med	pick hard	pick hard	pick hard	dead p	dead f	mute soft	mute hard	hammer	slide	106-120	121-127				
				1-20	21-40	21-40	41-60	41-60	41-60	61-75	68-75	76-83	84-90	91-105	106-120	121-127					
O	-	2	SteelGuitarTwin2 Element1(SteelAc) Element2(Steel)	soft	med	med	hard	hard	hard	dead	dead	mute	mute	hammer	slide	106-120	121-127				
				1-20	21-40	21-40	41-60	41-60	41-60	61-75	68-75	76-83	84-90	91-105	106-120	121-127					
O	-	2	12StringPickTwin1 Element1(SteelAc) Element2(Steel)	pick soft	pick med	pick med	pick hard	pick hard	pick hard	dead p	dead f	mute soft	mute hard	hammer	slide	106-120	121-127				
				1-20	21-40	21-40	41-60	41-60	41-60	61-75	68-75	76-83	84-90	91-105	106-120	121-127					
O	-	2	12StringPickTwin1 Element1(SteelAc) Element2(Steel)	soft	med	med	hard	hard	hard	dead	dead	mute	mute	hammer	slide	106-120	121-127				
				1-20	21-40	21-40	41-60	41-60	41-60	61-75	68-75	76-83	84-90	91-105	106-120	121-127					
O	-	2	12StringPickTwin1 Element1(SteelAc) Element2(Steel)	pick soft	pick med	pick med	pick hard	pick hard	pick hard	dead p	dead f	mute soft	mute hard	hammer	slide	106-120	121-127				
				1-20	21-40	21-40	41-60	41-60	41-60	61-75	68-75	76-83	84-90	91-105	106-120	121-127					
O	-	2	12StringPickTwin1 Element1(SteelAc) Element2(Steel)	soft	med	med	hard	hard	hard	dead	dead	mute	mute	hammer	slide	106-120	121-127				
				1-20	21-40	21-40	41-60	41-60	41-60	61-75	68-75	76-83	84-90	91-105	106-120	121-127					

Drum/SFX Kit List / Drum/SFX-Kit-Liste / Liste des kits de batterie/SFX / Lista de conjuntos de percusión/efectos especiales / Daftar Drum/SFX Kit / Danh sách bộ trống/SFX

PSR-SX900	○	○	○	○
PSR-SX700	○	○	○	○

Kit Name			StandardKit1			StandardKit2			HitKit			RoomKit		
MSB-LSB-PC# (1-128)			127-0-1			127-0-2			127-0-5			127-0-9		
MIDI Note#	Note	Keyboard Note	FullName	Alternate Group (*1)	Key Off (*2)	FullName	Alternate Group (*1)	Key Off (*2)	FullName	Alternate Group (*1)	Key Off (*2)	FullName	Alternate Group (*1)	Key Off (*2)
13	C#-1	C#0	Surdo Mute	3		Surdo Mute	3		Surdo Mute	3		Surdo Mute	3	
14	D-1	D0	Surdo Open	3		Surdo Open	3		Surdo Open	3		Surdo Open	3	
15	D#-1	D#0	Hi Q			Hi Q			Hi Q			Hi Q		
16	E-1	E0	Whip Slap			Whip Slap			Whip Slap			Whip Slap		
17	F-1	F0	Scratch H	4		Scratch H	4		Scratch H	4		Scratch H	4	
18	F#-1	F#0	Scratch L	4		Scratch L	4		Scratch L	4		Scratch L	4	
19	G-1	G0	Finger Snap			Finger Snap			Finger Snap			Finger Snap		
20	G#-1	G#0	Click Noise			Click Noise			Click Noise			Click Noise		
21	A-1	A0	Metronome Click			Metronome Click			Metronome Click			Metronome Click		
22	A#-1	A#0	Metronome Bell			Metronome Bell			Metronome Bell			Metronome Bell		
23	B-1	B0	Seq Click L			Seq Click L			Seq Click L			Seq Click L		
24	C0	C1	Seq Click H			Seq Click H			Seq Click H			Seq Click H		
25	C#0	C#1	Brush Tap			Brush Tap			Brush Tap			Brush Tap		
26	D0	D1	Brush Swirl		●	Brush Swirl		●	Brush Swirl		●	Brush Swirl		●
27	D#0	D#1	Brush Slap			Brush Slap			Brush Slap			Brush Slap		
28	E0	E1	Brush Tap Swirl		●	Brush Tap Swirl		●	Brush Tap Swirl		●	Brush Tap Swirl		●
29	F0	F1	Snare Roll		●	Snare Roll		●	Snare Roll		●	Snare Roll		●
30	F#0	F#1	Castanet			Castanet			Castanet			Castanet		
31	G0	G1	Snare Soft			Snare Soft 2			Snare Electro			Snare Soft		
32	G#0	G#1	Sticks			Sticks			Sticks			Sticks		
33	A0	A1	Kick Soft			Kick Soft			Kick Tight L			Kick Soft		
34	A#0	A#1	Open Rim Shot			Open Rim Shot H Short			Snare Pitched			Open Rim Shot		
35	B0	B1	Kick Tight			Kick Tight			Kick Wet			Kick Tight		
36	C1	C2	Kick			Kick Short			Kick Tight H			Kick		
37	C#1	C#2	Side Stick			Side Stick Light			Stick Ambient			Side Stick		
38	D1	D2	Snare			Snare Short			Snare Ambient			Snare Snappy		
39	D#1	D#2	Hand Clap			Hand Clap			Hand Clap			Hand Clap		
40	E1	E2	Snare Tight			Snare Tight H			Snare Tight 2			Snare Tight Snappy		
41	F1	F2	Floor Tom L			Floor Tom L			Hybrid Tom 1			Tom Room 1		
42	F#1	F#2	Hi-Hat Closed	1		Hi-Hat Closed	1		Hi-Hat Closed 2	1		Hi-Hat Closed	1	
43	G1	G2	Floor Tom H			Floor Tom H			Hybrid Tom 2			Tom Room 2		
44	G#1	G#2	Hi-Hat Pedal	1		Hi-Hat Pedal	1		Hi-Hat Pedal 2	1		Hi-Hat Pedal	1	
45	A1	A2	Low Tom			Low Tom			Hybrid Tom 3			Tom Room 3		
46	A#1	A#2	Hi-Hat Open	1		Hi-Hat Open	1		Hi-Hat Open 2	1		Hi-Hat Open	1	
47	B1	B2	Mid Tom L			Mid Tom L			Hybrid Tom 4			Tom Room 4		
48	C2	C3	Mid Tom H			Mid Tom H			Hybrid Tom 5			Tom Room 5		
49	C#2	C#3	Crash Cymbal 1			Crash Cymbal 1			Crash Cymbal 1			Crash Cymbal 1		
50	D2	D3	High Tom			High Tom			Hybrid Tom 6			Tom Room 6		
51	D#2	D#3	Ride Cymbal 1			Ride Cymbal 1			Ride Cymbal 1			Ride Cymbal 1		
52	E2	E3	Chinese Cymbal			Chinese Cymbal			Chinese Cymbal			Chinese Cymbal		
53	F2	F3	Ride Cymbal Cup			Ride Cymbal Cup			Ride Cymbal Cup			Ride Cymbal Cup		
54	F#2	F#3	Tambourine			Tambourine			Tambourine Light			Tambourine		
55	G2	G3	Splash Cymbal			Splash Cymbal			Splash Cymbal			Splash Cymbal		
56	G#2	G#3	Cowbell			Cowbell			Cowbell			Cowbell		
57	A2	A3	Crash Cymbal 2			Crash Cymbal 2			Crash Cymbal 2			Crash Cymbal 2		
58	A#2	A#3	Vibraslap			Vibraslap			Vibraslap			Vibraslap		
59	B2	B3	Ride Cymbal 2			Ride Cymbal 2			Ride Cymbal 2			Ride Cymbal 2		
60	C3	C4	Bongo H			Bongo H			Bongo H			Bongo H		
61	C#3	C#4	Bongo L			Bongo L			Bongo L			Bongo L		
62	D3	D4	Conga H Mute			Conga H Mute			Conga H Mute			Conga H Mute		
63	D#3	D#4	Conga H Open			Conga H Open			Conga H Open			Conga H Open		
64	E3	E4	Conga L			Conga L			Conga L			Conga L		
65	F3	F4	Timbale H			Timbale H			Timbale H			Timbale H		
66	F#3	F#4	Timbale L			Timbale L			Timbale L			Timbale L		
67	G3	G4	Agogo H			Agogo H			Agogo H			Agogo H		
68	G#3	G#4	Agogo L			Agogo L			Agogo L			Agogo L		
69	A3	A4	Cabasa			Cabasa			Cabasa			Cabasa		
70	A#3	A#4	Maracas			Maracas			Maracas			Maracas		
71	B3	B4	Samba Whistle H		●	Samba Whistle H		●	Samba Whistle H		●	Samba Whistle H		●
72	C4	C5	Samba Whistle L		●	Samba Whistle L		●	Samba Whistle L		●	Samba Whistle L		●
73	C#4	C#5	Guiro Short			Guiro Short			Guiro Short			Guiro Short		
74	D4	D5	Guiro Long		●	Guiro Long		●	Guiro Long		●	Guiro Long		●
75	D#4	D#5	Claves			Claves			Claves			Claves		
76	E4	E5	Wood Block H			Wood Block H			Wood Block H			Wood Block H		
77	F4	F5	Wood Block L			Wood Block L			Wood Block L			Wood Block L		
78	F#4	F#5	Cuica Mute			Cuica Mute			Cuica Mute			Cuica Mute		
79	G4	G5	Cuica Open			Cuica Open			Cuica Open			Cuica Open		
80	G#4	G#5	Triangle Mute	2		Triangle Mute	2		Triangle Mute	2		Triangle Mute	2	
81	A4	A5	Triangle Open	2		Triangle Open	2		Triangle Open	2		Triangle Open	2	
82	A#4	A#5	Shaker			Shaker			Shaker			Shaker		
83	B4	B5	Jingle Bells			Jingle Bells			Jingle Bells			Jingle Bells		
84	C5	C6	Bell Tree			Bell Tree			Bell Tree			Bell Tree		
85	C#5	C#6												
86	D5	D6												
87	D#5	D#6												
88	E5	E6												
89	F5	F6												
90	F#5	F#6												
91	G5	G6												

*1 Alternate Group:

1-95: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

96-127: For these numbers, playing within a specific numbered group will NOT stop other instrument sounds in the same group number. However, the sound of instruments within these numbers are stopped when playing any instrument of a group whose number is that minus "32." For example, the sound of an instrument numbered "96" will be stopped by playing any instrument numbered "64."

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

Same as StandardKit No Sound

Drum/SFX Kit List / Drum/SFX-Kit-Liste / Liste des kits de batterie/SFX / Lista de conjuntos de percusión/efectos especiales / Daftar Drum/SFX Kit / Danh sách bộ trống/SFX

PSR-SX900	○	○	○
PSR-SX700	○	-	○

Kit Name			RockKit			RockDrumKit			ElectroKit		
MSB-LSB-PC# (1-128)			127-0-17			127-0-18			127-0-25		
MIDI	Keyboard	Full Name	Alternate	Key	Full Name	Alternate	Key	Full Name	Alternate	Key	
Note#	Note		Group	Off		Group	Off		Group	Off	
			(*1)	(*2)		(*1)	(*2)		(*1)	(*2)	
13	C#-1	C#0	Surdo Mute	3		Hi-Hat Tip 00 RD	64		Surdo Mute	3	
14	D-1	D0	Surdo Open	3		Hi-Hat Edge 00 RD	64		Surdo Open	3	
15	D#-1	D#0	Hi Q			Hi-Hat Tip 10 RD	64		Hi Q		
16	E-1	E0	Whip Slap			Hi-Hat Edge 10 RD	64		Whip Slap		
17	F-1	F0	Scratch H	4		Hi-Hat Edge 25 RD	96		Scratch H	4	
18	F#-1	F#0	Scratch L	4		Hi-Hat Edge 50 RD	96		Scratch L	4	
19	G-1	G0	Finger Snap			Hi-Hat Edge 75 RD	96		Finger Snap		
20	G#-1	G#0	Click Noise			Hi-Hat Edge 99 RD	96		Click Noise		
21	A-1	A0	Metronome Click			Hi-Hat Pedal Closed RD	64		Metronome Click		
22	A#-1	A#0	Metronome Bell			Hi-Hat Pedal Splash	96		Metronome Bell		
23	B-1	B0	Seq Click L			Seq Click L			Seq Click L		
24	C0	C1	Seq Click H			Seq Click H			Seq Click H		
25	C#0	C#1	Brush Tap			Snare Brush Mute Snappy Off Edge Pressed JB			Brush Tap		
26	D0	D1	Brush Swirl		●	Snare 2 no-Rim RD			Brush Swirl	●	
27	D#0	D#1	Brush Slap			Snare 4 no-Rim RD			Brush Slap		
28	E0	E1	Brush Tap Swirl		●	Snare 3 no-Rim RD			Reverse Cymbal	●	
29	F0	F1	Snare Roll		●	Snare Roll RD		●	Snare Roll	●	
30	F#0	F#1	Castanet			Snare 2 RD			Hi Q 2		
31	G0	G1	Snare Noisy			Snare 4 RD			Snare Snappy Electro		
32	G#0	G#1	Sticks			Stick Count VO			Sticks		
33	A0	A1	Kick Soft			Kick 4 RD			Kick 3		
34	A#0	A#1	Open Rim Shot			Snare 1 Open Rim RD			Open Rim Shot		
35	B0	B1	Kick 2			Kick 2 RD			Kick Gate		
36	C1	C2	Kick Gate			Kick 1 RD			Kick Gate Heavy		
37	C#1	C#2	Side Stick			Snare 1 Side-Stick RD			Side Stick		
38	D1	D2	Snare Rock			Snare 1 RD			Snare Noisy 2		
39	D#1	D#2	Hand Clap			Clap Power			Hand Clap		
40	E1	E2	Snare Rock Tight			Snare 3 RD			Snare Noisy 3		
41	F1	F2	Tom Rock 1			Tom RD 1			Tom Electro 1		
42	F#1	F#2	Hi-Hat Closed	1		Hi-Hat Edge 00 RD	1		Hi-Hat Closed	1	
43	G1	G2	Tom Rock 2			Tom RD 2			Tom Electro 2		
44	G#1	G#2	Hi-Hat Pedal	1		Hi-Hat Pedal Closed RD	1		Hi-Hat Pedal	1	
45	A1	A2	Tom Rock 3			Tom RD 3			Tom Electro 3		
46	A#1	A#2	Hi-Hat Open	1		Hi-Hat Edge 75 RD	1		Hi-Hat Open	1	
47	B1	B2	Tom Rock 4			Tom RD 4			Tom Electro 4		
48	C2	C3	Tom Rock 5			Tom RD 5			Tom Electro 5		
49	C#2	C#3	Crash Cymbal 1			Crash Cymbal RD 1			Crash Cymbal 1		
50	D2	D3	Tom Rock 6			Tom RD 6			Tom Electro 6		
51	D#2	D#3	Ride Cymbal 1			Ride Cymbal Tip RD			Ride Cymbal 1		
52	E2	E3	Chinese Cymbal			China Cymbal RD			Chinese Cymbal		
53	F2	F3	Ride Cymbal Cup			Ride Cymbal Cup RD			Ride Cymbal Cup		
54	F#2	F#3	Tambourine			Tambourine			Tambourine		
55	G2	G3	Splash Cymbal			Splash Cymbal RD			Splash Cymbal		
56	G#2	G#3	Cowbell			Cowbell RD			Cowbell		
57	A2	A3	Crash Cymbal 2			Crash Cymbal RD 2			Crash Cymbal 2		
58	A#2	A#3	Vibraslap			Vibraslap			Vibraslap		
59	B2	B3	Ride Cymbal 2			Ride Cymbal Real 2			Ride Cymbal 2		
60	C3	C4	Bongo H			Bongo H			Bongo H		
61	C#3	C#4	Bongo L			Bongo L			Bongo L		
62	D3	D4	Conga H Mute			Conga H Mute			Conga H Mute		
63	D#3	D#4	Conga H Open			Conga H Open			Conga H Open		
64	E3	E4	Conga L			Conga L			Conga L		
65	F3	F4	Timbale H			Timbale H			Timbale H		
66	F#3	F#4	Timbale L			Timbale L			Timbale L		
67	G3	G4	Agogo H			Agogo H			Agogo H		
68	G#3	G#4	Agogo L			Agogo L			Agogo L		
69	A3	A4	Cabasa			Cabasa			Cabasa		
70	A#3	A#4	Maracas			Maracas		●	Maracas	●	
71	B3	B4	Samba Whistle H		●	Samba Whistle H		●	Samba Whistle H	●	
72	C4	C5	Samba Whistle L		●	Samba Whistle L		●	Samba Whistle L	●	
73	C#4	C#5	Guiro Short			Guiro Short			Guiro Short		
74	D4	D5	Guiro Long		●	Guiro Long		●	Guiro Long	●	
75	D#4	D#5	Claves			Claves			Claves		
76	E4	E5	Wood Block H			Wood Block H			Wood Block H		
77	F4	F5	Wood Block L			Wood Block L			Wood Block L		
78	F#4	F#5	Cuica Mute			Cuica Mute			Scratch H 2		
79	G4	G5	Cuica Open			Cuica Open			Scratch L 2		
80	G#4	G#5	Triangle Mute	2		Triangle Mute	2		Triangle Mute	2	
81	A4	A5	Triangle Open	2		Triangle Open	2		Triangle Open	2	
82	A#4	A#5	Shaker			Shaker			Shaker		
83	B4	B5	Jingle Bells			Jingle Bells			Jingle Bells		
84	C5	C6	Bell Tree			Wind Chime			Bell Tree		
85	C#5	C#6									
86	D5	D6									
87	D#5	D#6									
88	E5	E6									
89	F5	F6									
90	F#5	F#6									
91	G5	G6									

*1 Alternate Group:

1-95: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

96-127: For these numbers, playing within a specific numbered group will NOT stop other instrument sounds in the same group number. However, the sound of instruments within these numbers are stopped when playing any instrument of a group whose number is that minus "32." For example, the sound of an instrument numbered "96" will be stopped by playing any instrument numbered "64."

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

Same as StandardKit No Sound

Drum/SFX Kit List / Drum/SFX-Kit-Liste / Liste des kits de batterie/SFX / Lista de conjuntos de percusión/efectos especiales / Daftar Drum/SFX Kit / Danh sách bộ trống/SFX

Kit Name			AnalogKit			DanceKit			JazzKit			BrushKit		
MSB-LSB-PC# (1-128)			127-0-26			127-0-28			127-0-33			127-0-41		
MIDI		Keyboard Note	FullName	Alternate Group (*1)	Key Off (*2)	FullName	Alternate Group (*1)	Key Off (*2)	FullName	Alternate Group (*1)	Key Off (*2)	FullName	Alternate Group (*1)	Key Off (*2)
Note#	Note													
13	C#-1	C#0	Surdo Mute	3		Kick Dance 1			Surdo Mute	3		Surdo Mute	3	
14	D-1	D0	Surdo Open	3		Kick Dance 2			Surdo Open	3		Surdo Open	3	
15	D#-1	D#0	Hi Q			Hi Q			Hi Q			Hi Q		
16	E-1	E0	Whip Slap			Whip Slap		●	Whip Slap			Whip Slap		
17	F-1	F0	Scratch H	4		Scratch Dance 1		●	Scratch H	4		Scratch H	4	
18	F#-1	F#0	Scratch L	4		Scratch Dance 2		●	Scratch L	4		Scratch L	4	
19	G-1	G0	Finger Snap			Finger Snap			Finger Snap			Finger Snap		
20	G#-1	G#0	Click Noise			Click Noise			Click Noise			Click Noise		
21	A-1	A0	Metronome Click			Dance Perc 1			Metronome Click			Metronome Click		
22	A#-1	A#0	Metronome Bell			Reverse Dance 1			Metronome Bell			Metronome Bell		
23	B-1	B0	Seq Click L			Dance Perc 2			Seq Click L			Seq Click L		
24	C0	C1	Seq Click H			Hi Q Dance 1			Seq Click H			Seq Click H		
25	C#0	C#1	Brush Tap			Snare Analog 3			Brush Tap			Brush Tap		
26	D0	D1	Brush Swirl		●	Vinyl Noise		●	Brush Swirl		●	Brush Swirl		●
27	D#0	D#1	Brush Slap			Snare Analog 4			Brush Slap			Brush Slap		
28	E0	E1	Reverse Cymbal		●	Reverse Cymbal		●	Brush Tap Swirl		●	Brush Tap Swirl		●
29	F0	F1	Snare Roll		●	Reverse Dance 2		●	Snare Roll		●	Snare Roll		●
30	F#0	F#1	Hi Q 2			Hi Q 2			Castanet			Castanet		
31	G0	G1	Snare Noisy 4			Snare Techno			Snare Jazz H			Brush Slap 2		
32	G#0	G#1	Sticks			Snare Dance 1			Sticks			Sticks		
33	A0	A1	Kick 3			Kick Techno Q			Kick Soft			Kick Soft		
34	A#0	A#1	Open Rim Shot			Rim Gate			Open Rim Shot			Open Rim Shot		
35	B0	B1	Kick Analog Short			Kick Techno L			Kick Tight			Kick Tight		
36	C1	C2	Kick Analog			Kick Techno			Kick Jazz			Kick Jazz		
37	C#1	C#2	Side Stick Analog			Side Stick Analog			Side Stick Light			Side Stick Light		
38	D1	D2	Snare Analog			Snare Clap			Snare Jazz L			Brush Slap 3		
39	D#1	D#2	Hand Clap			Hand Clap			Hand Clap			Hand Clap		
40	E1	E2	Snare Analog 2			Snare Dry			Snare Jazz M			Brush Tap 2		
41	F1	F2	Tom Analog 1			Tom Dance 1			Floor Tom L			Tom Brush 1		
42	F#1	F#2	Hi-Hat Closed Analog	1		Hi-Hat Closed 3	1		Hi-Hat Closed	1		Hi-Hat Closed	1	
43	G1	G2	Tom Analog 2			Tom Dance 2			Floor Tom H			Tom Brush 2		
44	G#1	G#2	Hi-Hat Closed Analog 2	1		Hi-Hat Closed Analog 3	1		Hi-Hat Pedal	1		Hi-Hat Pedal	1	
45	A1	A2	Tom Analog 3			Tom Dance 3			Low Tom			Tom Brush 3		
46	A#1	A#2	Hi-Hat Open Analog	1		Hi-Hat Open 3	1		Hi-Hat Open	1		Hi-Hat Open	1	
47	B1	B2	Tom Analog 4			Tom Dance 4			Mid Tom L			Tom Brush 4		
48	C2	C3	Tom Analog 5			Tom Dance 5			Mid Tom H			Tom Brush 5		
49	C#2	C#3	Crash Analog			Crash Analog			Crash Cymbal 1			Crash Cymbal 1		
50	D2	D3	Tom Analog 6			Tom Dance 6			High Tom			Tom Brush 6		
51	D#2	D#3	Ride Cymbal 1			Ride Cymbal 1			Ride Cymbal 1			Ride Cymbal 1		
52	E2	E3	Chinese Cymbal			Chinese Cymbal			Chinese Cymbal			Chinese Cymbal		
53	F2	F3	Ride Cymbal Cup			Ride Cymbal Cup			Ride Cymbal Cup			Ride Cymbal Cup		
54	F#2	F#3	Tambourine			Tambourine Analog			Tambourine			Tambourine		
55	G2	G3	Splash Cymbal			Splash Cymbal			Splash Cymbal			Splash Cymbal		
56	G#2	G#3	Cowbell Analog			Cowbell Dance			Cowbell			Cowbell		
57	A2	A3	Crash Cymbal 2			Crash Cymbal 2			Crash Cymbal 2			Crash Cymbal 2		
58	A#2	A#3	Vibraslap			Vibraslap Analog			Vibraslap			Vibraslap		
59	B2	B3	Ride Cymbal 2			Ride Analog			Ride Cymbal 2			Ride Cymbal 2		
60	C3	C4	Bongo H			Bongo Analog H			Bongo H			Bongo H		
61	C#3	C#4	Bongo L			Bongo Analog L			Bongo L			Bongo L		
62	D3	D4	Conga Analog H			Conga Analog H			Conga H Mute			Conga H Mute		
63	D#3	D#4	Conga Analog M			Conga Analog M			Conga H Open			Conga H Open		
64	E3	E4	Conga Analog L			Conga Analog L			Conga L			Conga L		
65	F3	F4	Timbale H			Timbale H			Timbale H			Timbale H		
66	F#3	F#4	Timbale L			Timbale L			Timbale L			Timbale L		
67	G3	G4	Agogo H			Agogo H			Agogo H			Agogo H		
68	G#3	G#4	Agogo L			Agogo L			Agogo L			Agogo L		
69	A3	A4	Cabasa			Cabasa			Cabasa			Cabasa		
70	A#3	A#4	Maracas 2			Maracas 2			Maracas			Maracas		
71	B3	B4	Samba Whistle H		●	Samba Whistle H		●	Samba Whistle H		●	Samba Whistle H		●
72	C4	C5	Samba Whistle L		●	Samba Whistle L		●	Samba Whistle L		●	Samba Whistle L		●
73	C#4	C#5	Guiro Short			Guiro Short			Guiro Short			Guiro Short		
74	D4	D5	Guiro Long		●	Guiro Long		●	Guiro Long		●	Guiro Long		●
75	D#4	D#5	Claves 2			Claves 2			Claves			Claves		
76	E4	E5	Wood Block H			Dance Perc 3			Wood Block H			Wood Block H		
77	F4	F5	Wood Block L			Dance Perc 4		●	Wood Block L			Wood Block L		
78	F#4	F#5	Scratch H 2			Dance Breath 1			Cuica Mute			Cuica Mute		
79	G4	G5	Scratch L 2			Dance Breath 2		●	Cuica Open			Cuica Open		
80	G#4	G#5	Triangle Mute	2		Triangle Mute	2		Triangle Mute	2		Triangle Mute	2	
81	A4	A5	Triangle Open	2		Triangle Open	2		Triangle Open	2		Triangle Open	2	
82	A#4	A#5	Shaker			Shaker			Shaker			Shaker		
83	B4	B5	Jingle Bells			Jingle Bells			Jingle Bells			Jingle Bells		
84	C5	C6	Bell Tree			Bell Tree			Bell Tree			Bell Tree		
85	C#5	C#6												
86	D5	D6												
87	D#5	D#6												
88	E5	E6												
89	F5	F6												
90	F#5	F#6												
91	G5	G6												

*1 Alternate Group:

1-95: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

96-127: For these numbers, playing within a specific numbered group will NOT stop other instrument sounds in the same group number. However, the sound of instruments within these numbers are stopped when playing any instrument of a group whose number is that minus "32." For example, the sound of an instrument numbered "96" will be stopped by playing any instrument numbered "64."

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

Same as StandardKit No Sound

Drum/SFX Kit List / Drum/SFX-Kit-Liste / Liste des kits de batterie/SFX / Lista de conjuntos de percusión/efectos especiales / Daftar Drum/SFX Kit / Danh sách bộ trống/SFX

PSR-SX900	○	○	○
PSR-SX700	○	○	○

Kit Name			RealBrushesKit			SymphonyKit			HipHopKit		
MSB-LSB-PC# (1-128)			127-0-42			127-0-49			127-0-57		
MIDI	Keyboard		FullName	Alternate Group (*1)	Key Off (*2)	FullName	Alternate Group (*1)	Key Off (*2)	FullName	Alternate Group (*1)	Key Off (*2)
Note#	Note	Note									
13	C#-1	C#0	Surdo Mute	3		Surdo Mute	3		Surdo Mute	5	
14	D-1	D0	Surdo Open	3		Surdo Open	3		Surdo Open	5	
15	D#-1	D#0	Hi Q			Hi Q			Hi Q		
16	E-1	E0	Whip Slap			Whip Slap			Whip Slap		
17	F-1	F0	Scratch H	4		Scratch H	4		Scratch H	6	
18	F#-1	F#0	Scratch L	4		Scratch L	4		Scratch L	6	
19	G-1	G0	Finger Snap			Finger Snap			Hi-Hat Closed T8 2	4	
20	G#-1	G#0	Click Noise			Click Noise			Tom T8 3		
21	A-1	A0	Metronome Click			Metronome Click			Hi-Hat Open T8 2	4	
22	A#-1	A#0	Metronome Bell			Metronome Bell			Tom T8 6		
23	B-1	B0	Vintage Tip			Seq Click L			Crash T8		
24	C0	C1	Vintage Swirl 1		●	Seq Click H			Triangle Mute	1	
25	C#0	C#1	Vintage Slap 1			Brush Tap			Triangle Open	1	
26	D0	D1	Vintage Swirl 2		●	Brush Swirl		●	Wind Chime		
27	D#0	D#1	Vintage Slap 2			Brush Slap			Tambourine Light 2		
28	E0	E1	Vintage Tap Swirl		●	Brush Tap Swirl		●	Tambourine Light 1		
29	F0	F1	Vintage Slap Swirl		●	Snare Roll		●	Kick HipHop 9		
30	F#0	F#1	Vintage Swirl 3		●	Castanet			Hi-Hat Closed Tek	3	
31	G0	G1	Vintage Slap 3			Snare Soft			Kick Gate		
32	G#0	G#1	Sticks			Sticks			Hi-Hat Open Lo-Fi	3	
33	A0	A1	Kick Soft L			Kick Soft 2			Kick Gran Casa Open		
34	A#0	A#1	Open Rim Shot Real Brushes			Open Rim Shot			Hi-Hat Reverse Drum&Bass		
35	B0	B1	Kick Soft H			Gran Cassa			Kick HipHop 1		
36	C1	C2	Kick Jazz Ambience			Gran Cassa Mute			Kick Analog CR		
37	C#1	C#2	Side Stick Real Brushes			Side Stick			Snare Analog Sm Rim		
38	D1	D2	Vintage Slap 4			Band Snare			Snare HipHop 1		
39	D#1	D#2	Clap Power			Hand Clap			Snare Clappy		
40	E1	E2	Vintage Slap 5			Band Snare 2			Snare HipHop 2		
41	F1	F2	Tom Real Brushes 1			Floor Tom L			Floor Tom L		
42	F#1	F#2	Hi-Hat Closed Real Brushes	1		Hi-Hat Closed	1		Hi-Hat Closed HipHop	2	
43	G1	G2	Tom Real Brushes 2			Floor Tom H			Low Tom		
44	G#1	G#2	Hi-Hat Pedal Real Brushes	1		Hi-Hat Pedal	1		Hi-Hat Pedal HipHop	2	
45	A1	A2	Tom Real Brushes 3			Low Tom			Mid Tom L		
46	A#1	A#2	Hi-Hat Open Real Brushes	1		Hi-Hat Open	1		Hi-Hat Open HipHop	2	
47	B1	B2	Tom Real Brushes 4			Mid Tom L			High Tom		
48	C2	C3	Tom Real Brushes 5			Mid Tom H			Ride Cymbal 3		
49	C#2	C#3	Crash Cymbal Real Brushes 1			Hand Cymbal			Crash Cymbal 3		
50	D2	D3	Tom Real Brushes 6			High Tom			Shaker 2		
51	D#2	D#3	Ride Cymbal Real Brushes			Hand Cymbal Short			Scratch Bass Drum Forward		
52	E2	E3	China Cymbal Real Brushes			Chinese Cymbal			Scratch Bass Drum Reverse		
53	F2	F3	Ride Cup Real Brushes 1			Ride Cup Cymbal			Kick HipHop 2		
54	F#2	F#3	Tambourine			Tambourine			Snare HipHop Rim 2		
55	G2	G3	Splash Cymbal Real Brushes			Splash Cymbal			HipHop Clap 2		
56	G#2	G#3	Cowbell			Cowbell			HipHop Snap 1		
57	A2	A3	Crash Cymbal Real Brushes 2			Hand Cymbal 2			Snare HipHop 3		
58	A#2	A#3	Vibraslap			Vibraslap			Electric Clap 2		
59	B2	B3	Ride Cup Real Brushes 2			Hand Cymbal Short 2			Kick Hip Deep		
60	C3	C4	Bongo H			Bongo H			Kick HipHop 3		
61	C#3	C#4	Bongo L			Bongo L			Snare HipHop Rim 3		
62	D3	D4	Conga H Mute			Conga H Mute			Snare HipHop 5		
63	D#3	D#4	Conga H Open			Conga H Open			Electric Clap 1		
64	E3	E4	Conga L			Conga L			Handbell H		
65	F3	F4	Timbale H			Timbale H			Kick HipHop 4		
66	F#3	F#4	Timbale L			Timbale L			HipHop Clap 3		
67	G3	G4	Agogo H			Agogo H			HipHop Snap 2		
68	G#3	G#4	Agogo L			Agogo L			Snare HipHop Rim 5		
69	A3	A4	Cabasa			Cabasa			HipHop Flex 1		
70	A#3	A#4	Maracas			Maracas			HipHop Flex 2		
71	B3	B4	Samba Whistle H		●	Samba Whistle H		●	Shaker 2		
72	C4	C5	Samba Whistle L		●	Samba Whistle L		●	Kick HipHop 5		
73	C#4	C#5	Guiro Short			Guiro Short			Snare HipHop Rim 4		
74	D4	D5	Guiro Long		●	Guiro Long		●	Snare HipHop 6		
75	D#4	D#5	Claves			Claves			Snare HipHop 11		
76	E4	E5	Wood Block H			Wood Block H			Kick HipHop 10		
77	F4	F5	Wood Block L			Wood Block L			Snare HipHop 7		
78	F#4	F#5	Cuica Mute			Cuica Mute			HipHop Clap 5		
79	G4	G5	Cuica Open			Cuica Open			Conga H Tip		
80	G#4	G#5	Triangle Mute	2		Triangle Mute	2		Conga H Heel		
81	A4	A5	Triangle Open	2		Triangle Open	2		Conga H Open		
82	A#4	A#5	Shaker			Shaker			Conga L Open 1		
83	B4	B5	Jingle Bells			Jingle Bells			Conga L Open 2		
84	C5	C6	Wind Chime			Bell Tree			Kick HipHop 8		
85	C#5	C#6							HipHop Clap 6		
86	D5	D6							Snare T8 1		
87	D#5	D#6							Snare T8 1 H		
88	E5	E6							HipHop Clap 7		
89	F5	F6							Tom T8 1		
90	F#5	F#6							Hi-Hat Closed T8 2		
91	G5	G6							Tom T8 2		

*1 Alternate Group:

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

Same as StandardKit No Sound

Drum/SFX Kit List / Drum/SFX-Kit-Liste / Liste des kits de batterie/SFX / Lista de conjuntos de percusión/efectos especiales / Daftar Drum/SFX Kit / Danh sách bộ trống/SFX

Kit Name			BreakKit			AnalogT8Kit			AnalogT9Kit			HouseKit		
MSB-LSB-PC# (1-128)			127-0-58			127-0-59			127-0-60			127-0-61		
MIDI		Keyboard Note	FullName	Alternate Group (*1)	Key Off (*2)	FullName	Alternate Group (*1)	Key Off (*2)	FullName	Alternate Group (*1)	Key Off (*2)	FullName	Alternate Group (*1)	Key Off (*2)
Note#	Note													
13	C#-1	C#0	Surdo Mute	3		Surdo Mute	3		Surdo Mute	3		W Kick		●
14	D-1	D0	Surdo Open	3		Surdo Open	3		Surdo Open	3		Disco Fx		●
15	D#-1	D#0	Hi Q			Hi Q			Hi Q			White Noise Down 1		●
16	E-1	E0	Whip Slap			Whip Slap			Whip Slap			Pink Noise Down 1		●
17	F-1	F0	Scratch H	4		Scratch H	4		Scratch H	4		White Noise Down 2	4	●
18	F#-1	F#0	Scratch L	4		Scratch L	4		Scratch L	4		Pink Noise Down 2	4	●
19	G-1	G0	Finger Snap			Snare Hammer			Snare Drum&Bass 1			White Noise Up 2		●
20	G#-1	G#0	Snare Break 8			Kick Zap Hard			Kick Break 2			White Noise Up 1		●
21	A-1	A0	Snare Break 9			Snare Garg L			Snare Distortion			Pink Noise Up		●
22	A#-1	A#0	Hi-Hat Closed Break 1		●	Kick Tek Power			Kick Tek Power			White Noise Up Release		●
23	B-1	B0	Hi-Hat Closed Break 2		●	Kick Slimy			Kick Distortion RM			Pink Noise Up Release		●
24	C0	C1	Kick Break Deep			Kick T8 4			Kick T9 2			Kick T9 4		
25	C#0	C#1	Snare Hip			Snare Analog CR			Snare Analog CR			Snare T8 Rim		
26	D0	D1	Snare Lo-Fi			Snare T8 7			Snare T9 5			Snare T8 5		
27	D#0	D#1	Snare Clappy			Snare Clap Analog			Clap Analog Sm			Hand Clap		
28	E0	E1	Snare LdwH Mono			Snare T8 6			Snare T9 Gate 1			Snare Garg L		
29	F0	F1	Snare Rock Roll		●	Tom T8 5			Snare Rock Roll		●	Snare Roll		●
30	F#0	F#1	Snare Gate 1			Snare T8 5			Snare T9 3			Snare T9 3		
31	G0	G1	Snare Mid			Kick T8 3			Snare T9 4			Snare T8 1		
32	G#0	G#1	Snare Break Rim			Snare T8 4			Snare T9 Gate 2			Snare T9 5		
33	A0	A1	Kick Break Heavy			Kick T8 2			Kick T9 4			Kick T9 1		
34	A#0	A#1	Snare Hip Rim 4			Snare T8 3			Snare T9 6			Snare T9 Gate		
35	B0	B1	Kick Break 2			T8 Kick Bass			Kick T9 1			Kick T9 2		
36	C1	C2	Kick Break 1			Kick T8 1			Kick T9 3			Kick T9 5		
37	C#1	C#2	Snare Hip Rim 1			Snare T8 Rim			Snare T9 Rim			Snare T9 Rim		
38	D1	D2	Snare Break 3			Snare T8 2			Snare T9 1			Snare T9 1		
39	D#1	D#2	Snare Break 1			Clap T9			Clap T9			Clap T9		
40	E1	E2	Snare Break 2			Snare T8 1			Snare T9 2			Snare T9 2		
41	F1	F2	Tom Break 1			Tom T8 1			Tom T9 1			Tom T9 1		
42	F#1	F#2	Hi-Hat Closed Rock Soft	1		Hi-Hat Closed T8	1		Hi-Hat Closed T9	1		Hi-Hat Closed T8	1	
43	G1	G2	Tom Break 2			Tom T8 2			Tom T9 2			Tom T9 2		
44	G#1	G#2	Hi-Hat Pedal Rock	1		Hi-Hat Pedal T8	1		Hi-Hat Pedal T9	1		Hi-Hat Pedal T9	1	
45	A1	A2	Tom Break 3			Tom T8 3			Tom T9 3			Tom T9 3		
46	A#1	A#2	Hi-Hat Half Open Rock	1		Hi-Hat Open T8	1		Hi-Hat Open T9	1		Hi-Hat Open T9	1	
47	B1	B2	Tom Break 4			Tom T8 4			Tom T9 4			Tom T9 4		
48	C2	C3	Tom Break 5			Tom T8 6			Tom T9 5			Tom T9 5		
49	C#2	C#3	Crash Cymbal 1			Crash Cymbal T8			Crash Cymbal T9			Crash Cymbal T9		
50	D2	D3	Tom Break 6			Tom T8 7			Tom T9 6			Tom T9 6		
51	D#2	D#3	Ride Cymbal 3			Ride Cymbal T9			Ride Cymbal T9			Ride Cymbal T9		
52	E2	E3	China Cymbal 2			China Cymbal 2			China Cymbal 2			Crash Cymbal 4		
53	F2	F3	Ride Cymbal Cup 2			Ride Cymbal Cup 2			Ride Cymbal Cup 2			Ride Cymbal Cup 2		
54	F#2	F#3	Tambourine 1 Hit			Tambourine RX5			Tambourine RX5			Tambourine Hit		
55	G2	G3	Splash Cymbal 2			Splash Cymbal			Splash Cymbal 2			Splash Cymbal 2		
56	G#2	G#3	Cowbell 1			Cowbell T8			Cowbell 1			Cowbell 1		
57	A2	A3	Crash Cymbal 2			Crash Cymbal 4			Crash Cymbal 4			Crash Cymbal 2		
58	A#2	A#3	Cowbell RX11			Vibraslap			Cowbell T8			Cowbell T8		
59	B2	B3	Ride Cymbal 2			Ride Cymbal 3			Ride Cymbal 3			Ride Cymbal 3		
60	C3	C4	Bongo H			Conga T8 5			Conga T8 5			Bongo H Open One Finger		
61	C#3	C#4	Bongo L			Conga T8 4			Conga T8 4			Bongo L Open Three Finger		
62	D3	D4	Conga H Tip			Conga T8 3			Conga Tip			Conga H Tip		
63	D#3	D#4	Conga H Open Slap			Conga T8 2			Conga Open Slap			Conga H Slap Open		
64	E3	E4	Conga H Open			Conga T8 1			Conga Open			Conga H Open 2		
65	F3	F4	Bongo 2 H			Timbale H			Timbale H			Timbale H		
66	F#3	F#4	Bongo 2 L			Timbale L			Timbale L			Timbale L		
67	G3	G4	Conga Open			Glass H			Analog Click			Agogo H		
68	G#3	G#4	Agogo L			Glass L			Conga T8 1			Agogo L		
69	A3	A4	Cabasa			Cabasa			Cabasa			Cabasa		
70	A#3	A#4	Maracas Slur			Maracas T8			Maracas Slur 2			Maracas Slur 2		
71	B3	B4	Timbale H			Fx Gun 2		●	Fx Gun 2		●	Vox Drum L		
72	C4	C5	Timbale L			Fx Gun 1		●	Fx Gun 1		●	Vox Drum H		
73	C#4	C#5	Scratch H 3		●	Analog Shaker H		●	Scratch H 3		●	Guiro Short		
74	D4	D5	Scratch Down		●	Analog Shaker L		●	Scratch Down		●	Guiro Long		●
75	D#4	D#5	Claves			Claves T8			Hi Q 3			Claves		
76	E4	E5	Wood Block H			Hi Q 1			Hi Q 1			Wood Block H		
77	F4	F5	Wood Block L			Hi Q 2			Hi Q 2			Wood Block L		
78	F#4	F#5	Scratch H 2			Scratch H 2			Scratch H 2			Cuica H		
79	G4	G5	Scratch L 2			Scratch L 2			Scratch L 2			Cuica L		
80	G#4	G#5	Triangle Mute	2		Triangle Mute	2		Triangle Mute	2		Triangle Mute	2	
81	A4	A5	Triangle Open	2		Triangle Open	2		Triangle Open	2		Triangle Open	2	
82	A#4	A#5	Kick Break 3			Analog Shaker			Analog Shaker			Analog Shaker		
83	B4	B5	Kick Break 4			Sleigh Bells			Jingle Bells			Jingle Bells		
84	C5	C6	Kick Break 5		●	Wind Chime			Wind Chime			Wind Chime		
85	C#5	C#6	Kick Break 6			Snare Hip 1			Snare Piccolo			Snare Break Roll		
86	D5	D6	Kick Break 7			Snare Hip 2			Snare T8 7			Noise Burst		
87	D#5	D#6	Hi-Hat Closed Break 3			Snare Hip Gate			SnareRckRollDist			Vox Bell		
88	E5	E6	Snare Break 4			Snare Break 1			Snare Brush Mute			Snare R&B 1		
89	F5	F6	Snare Break 5			Kick Blip			Kick Blip Hard			Vox Aik		
90	F#5	F#6	Snare Break 6			Snare Fx 1			Snare Jungle 1			Udu High		
91	G5	G6	Snare Break 7			Kick Fx Hammer			Kick Sustain			Filter Kick		

*1 Alternate Group:

1-95: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

96-127: For these numbers, playing within a specific numbered group will NOT stop other instrument sounds in the same group number. However, the sound of instruments within these numbers are stopped when playing any instrument of a group whose number is that minus "32." For example, the sound of an instrument numbered "96" will be stopped by playing any instrument numbered "64."

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

Same as StandardKit No Sound

Drum/SFX Kit List / Drum/SFX-Kit-Liste / Liste des kits de batterie/SFX / Lista de conjuntos de percusión/efectos especiales / Daftar Drum/SFX Kit / Danh sách bộ trống/SFX

PSR-SX900	O	O	O	O
PSR-SX700	O	-	-	-

Kit Name			DrumMachine			80sPopKit			80sR&B Kit			DubstepKit		
MSB-LSB-PC# (1-128)			127-0-62			127-0-67			127-0-68			127-0-69		
MIDI	Keyboard	Full Name	Alternate Group (*1)	Key Off (*2)	Full Name	Alternate Group (*1)	Key Off (*2)	Full Name	Alternate Group (*1)	Key Off (*2)	Full Name	Alternate Group (*1)	Key Off (*2)	
Note#	Note	Note												
13	C#-1	C#0	Surdo Mute	3		Hi-Hat 2 Closed 81P	3		Hi-Hat 3 Closed 80R	3	Kick 4 DS			
14	D-1	D0	Surdo Open	3		Hi-Hat 2 Open 81P	3		Hi-Hat 3 Open 80R	3	Kick 5 DS			
15	D#-1	D#0	Hi Q			Hi-Hat 3 Closed 81P	5		Hi-Hat 1 Closed 80R	5	Digital DS		●	
16	E-1	E#0	Whip Slap			Hi-Hat 3 Open 81P	5		Hi-Hat 1 Open 80R	5	Pink Noise Down 1		●	
17	F-1	F0	Scratch H	4		Hi-Hat 1 Closed 83P	4		Hi-Hat 3 Closed 81R	4	White Noise Down 2		●	
18	F#-1	F#0	Scratch L	4		Hi-Hat 1 Open 83P	4		Hi-Hat 3 Open 81R	4	Pink Noise Down 2		●	
19	G-1	G0	Snare Drum&Bass 1			Clap 1 83P			Hi-Hat 1 Closed 81R	6	Boomer DS		●	
20	G#-1	G#0	Kick Break 2			Clap 4 81P			Hi-Hat 1 Open 81R	6	Synth Scratch DS		●	
21	A-1	A0	Snare Distortion			Metronome 2 83P			Metronome 2 81R		Bouncer DS		●	
22	A#-1	A#0	Kick Tek Power			Metronome 1 83P			Metronome 1 81R		Tin Cowbell DS			
23	B-1	B0	Kick Distortion RM			Side Stick 1 83P			Side Stick 5 81R		Reverse Flanger Snare DS		●	
24	C0	C1	Bass Drum Hard Long			Kick 2 83P		●	Kick 4 81R		Kick 13 DS		●	
25	C#0	C#1	Bass Drum Tek Power			Side Stick 3 82P			Side Stick 2 81R		Snare 3 DS			
26	D0	D1	Bass Drum Distortion 5			Clap 1 82P			Clap 5 81R		Clap 4 DS			
27	D#0	D#1	Bass Drum Distortion 3			Clap 2 81P			Clap 2 81R		Snare 4 DS			
28	E0	E1	Bass Drum Distortion 1		●	Side Stick 4 81P			Clap 3 80R		Snare 11 DS		●	
29	F0	F1	Bass Drum Drum&Bass 1			Side Stick 2 81P			Side Stick 5 80R		Snare 5 DS			
30	F#0	F#1	Bass Drum Blip			Snare 4 81P			Clap 5 80R		Snare T9 3			
31	G0	G1	Bass Drum Analog Sm			Snare 3 81P			Snare 4 81R		Snare 6 DS			
32	G#0	G#1	Kick T8 2			Snare 1 83P			Side Stick 4 80R		Clap 3 DS			
33	A0	A1	Kick T8 3			Kick 2 81P			Kick 2 81R		Kick 2 DS		●	
34	A#0	A#1	Kick T9 HD 3			Snare 2 83P			Snare 3 81R		Clap 2 DS			
35	B0	B1	Kick T9 2			Kick 1 83P			Kick 2 80R		Kick 3 DS			
36	C1	C2	Kick T9 4			Kick 1 82P			Kick 1 80R		Kick 1 DS		●	
37	C#1	C#2	Snare T9 Rim			Side Stick 1 82P			Side Stick 1 80R		Rim Shot 1 DS			
38	D1	D2	Snare T9 1			Snare 2 82P			Snare 3 80R		Snare 1 DS			
39	D#1	D#2	Clap T9			Clap 1 Pitch Up 82P			Clap 2 80R		Clap 1 DS			
40	E1	E2	Snare T9 4			Snare 1 82P			Snare 2 80R		Snare 2 DS			
41	F1	F2	Tom T9 1			Tom A6 82P			Tom A6 81R		Tom T9 1			
42	F#1	F#2	Hi-Hat Closed T9	1		Hi-Hat 1 Closed 82P	1	●	Hi-Hat 2 Closed 81R	1	●	Hi-Hat Closed 1 DS	1	
43	G1	G2	Tom T9 2			Tom A5 82P			Tom A5 81R		Tom T9 2			
44	G#1	G#2	Hi-Hat Pedal T9	1		Hi-Hat 1 Pedal 82P	1		Hi-Hat 2 Pedal 81R	1	Hi-Hat Pedal 1 DS	1		
45	A1	A2	Tom T9 3			Tom A4 82P			Tom A4 81R		Tom T9 3			
46	A#1	A#2	Hi-Hat Open T9	1		Hi-Hat 1 Open 82P	1		Hi-Hat 2 Open 81R	1	Hi-Hat Open 1 DS	1		
47	B1	B2	Tom T9 4			Tom A3 82P			Tom A3 81R		Tom T9 4			
48	C2	C3	Tom T9 5			Tom A2 82P			Tom A2 81R		Tom T9 5			
49	C#2	C#3	Crash Cymbal T9			Crash Cymbal PD 1			Crash Cymbal 1 81R		Crash Cymbal T9			
50	D2	D3	Conga T8 1			Tom A1 82P			Tom A1 81R		Tom T9 6			
51	D#2	D#3	Ride Cymbal T9			Ride 1 82P			Ride 1 81R		Ride Cymbal T9			
52	E2	E3	Conga T8 2			China Cymbal 82P			China Cymbal 81R		Crash Cymbal 4			
53	F2	F3	Analog Click			Ride Bell 82P			Ride Bell 80R		Ride Cymbal Cup 2			
54	F#2	F#3	Claves T8 1			Tambourine 82P			Tambourine 80R		Tambourine 82P			
55	G2	G3	Maracas T8			Splash Cymbal 82P			Splash Cymbal 80R		Splash Cymbal 2			
56	G#2	G#3	Tambourine Analog CR			Cowbell 82P			Cowbell 80R		Cowbell 82P			
57	A2	A3	Analog Shaker			Crash Cymbal PD 2			Crash Cymbal 2 81R		Crash Cymbal 2			
58	A#2	A#3	Cowbell T8			Cowbell T8			Vibraslap		Cowbell T8			
59	B2	B3	Cowbell Analog CR			Ride 2 82P			Crash Cymbal RD 1		Ride Cymbal 3			
60	C3	C4	Snare T8 1			Bongo H 82P			Bongo H 80R		Bongo H 82P			
61	C#3	C#4	Snare T8 2			Bongo L 82P			Bongo L 80R		Bongo L 82P			
62	D3	D4	Snare T8 3			Conga Mute 82P			Conga Mute 80R		Conga Mute 82P			
63	D#3	D#4	Snare Analog CR			Conga H 82P			Conga H 80R		Conga H 82P			
64	E3	E4	Snare Jungle 1			Conga L 82P			Conga L 80R		Conga L 82P			
65	F3	F4	Snare Drum&Bass 2			Timbale H			Timbale H		Timbale H			
66	F#3	F#4	Snare Hip 1			Timbale L			Timbale L		Timbale L			
67	G3	G4	Snare R&B 1			Agogo H 82P			Agogo H 80R		Cowbell Hi Pitch 82P			
68	G#3	G#4	Snare R&B 2			Agogo L 82P			Agogo L 80R		Cowbell Middle Pitch 82P			
69	A3	A4	Snare Hip 1			Cabasa 82P			Cabasa 80R		Cabasa 81P			
70	A#3	A#4	Snare Wood			Tom B5 83P			Tom T8 1		Maracas Slur 2			
71	B3	B4	Snare Timbre			Tom B4 83P			Tom T8 2		Vox Drum L			
72	C4	C5	Hi-Hat Closed T8 1	5		Tom B3 83P			Tom T8 3		Vox Drum H			
73	C#4	C#5	Hi-Hat Open T8 1	5		Tom B2 83P			Tom T8 4		Guiro Short	3		
74	D4	D5	Hi-Hat Closed T8 2	6		Tom B1 83P			Tom T8 6		Guiro Long	3	●	
75	D#4	D#5	Hi-Hat Open T8 2	6		Claves 83P			Claves T8		Claves 83P			
76	E4	E5	Hi-Hat Pedal Acoustic	7		Tom A6 81P			Tom A6 80R		Wood Block H			
77	F4	F5	Hi-Hat Closed Acoustic	7		Tom A5 81P			Tom A5 80R		Wood Block L			
78	F#4	F#5	Hi-Hat Open Acoustic	7		Tom A4 81P			Tom A4 80R		Hi-Hat Closed 4 DS			
79	G4	G5	Hi-Hat Closed Lo-Fi	2		Tom A3 81P			Tom A3 80R		Hi-Hat Closed 5 DS			
80	G#4	G#5	Hi-Hat Open Lo-Fi	2		Tom A2 81P			Tom A2 80R	2	Triangle Mute	2		
81	A4	A5	Hi-Hat Closed Syn	8		Tom A1 81P	2		Tom A1 80R	2	Triangle Open	2		
82	A#4	A#5	Hi-Hat Open Syn	8		Cabasa 81P			Cabasa 81R		Hi-Hat Open 3 DS			
83	B4	B5	Analog Shaker 2			Jingle Bells					Kick 6 DS			
84	C5	C6	Tambourine RX5 2			Wind Chime					Kick 7 DS			
85	C#5	C#6	Tambourine 1 Hit			Tom B6 80P					Kick 8 DS			
86	D5	D6	Electric Cowbell			Tom B5 80P					Kick 10 DS			
87	D#5	D#6	Conga T8 3			Tom B4 80P					Snare 7 DS			
88	E5	E6	Electric Triangle			Tom B3 80P					Snare 8 DS			
89	F5	F6	Claves T8 2			Tom B2 80P					Snare 9 DS			
90	F#5	F#6	Analog Shaker 3			Tom B1 80P					Snare 10 DS		●	
91	G5	G6	Electric Clap 1								Filter Kick			

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Drum/SFX Kit List / Drum/SFX-Kit-Liste / Liste des kits de batterie/SFX / Lista de conjuntos de percusión/efectos especiales / Daftar Drum/SFX Kit / Danh sách bộ trống/SFX

PSR-SX900			○			○			○		
PSR-SX700			-			-			-		
Kit Name			EDM Kit			ElectroKit			TrapKit		
MSB-LSB-PC# (1-128)			127-0-70			127-0-71			127-0-72		
MIDI	Keyboard	FullName	Alternate Group (*1)	Key Off (*2)	FullName	Alternate Group (*1)	Key Off (*2)	FullName	Alternate Group (*1)	Key Off (*2)	
Note#	Note										
13	C#-1	C#0	Kick 3 EDM		Kick 7 EK			Kick 5 TP		●	
14	D-1	D0	Kick 4 EDM		Kick 8 EK			Kick 6 TP		●	
15	D#-1	D#0	Glitch 4 EDM		SFX 13 EK		●	White Noise Down 1		●	
16	E-1	E0	Snare 12 EDM		SFX 14 EK		●	Pink Noise Down 1		●	
17	F-1	F0	Snare 3 EDM		Kick 5 EK			White Noise Down 2		●	
18	F#-1	F#0	Snare 4 EDM		Kick 6 EK			Pink Noise Down 2		●	
19	G-1	G0	White Noise Up 2		SFX 12 EK		●	Finger Snap 1 TP			
20	G#-1	G#0	Glitch 3 EDM		SFX 11 EK		●	Finger Snap 2 TP			
21	A-1	A0	Bump EDM		SFX 10 EK		●	SFX 1 TP		●	
22	A#-1	A#0	Reverse Shot EDM		SFX 9 EK		●	SFX 2 TP		●	
23	B-1	B0	Glitch 5 EDM		SFX 8 EK		●	SFX 3 TP		●	
24	C0	C1	Kick 15 EDM		Kick 2 EK			Kick 11 TP			
25	C#0	C#1	Snare 7 EDM		Snare 2 EK			Snare 4 TP			
26	D0	D1	Snare 14 EDM		Snare 3 EK			Clap 1 TP			
27	D#0	D#1	Snare 5 EDM		Clap 6 EK			Clap 1 83P			
28	E0	E1	Snare 15 EDM		Snare 1 EK			Snare 5 TP			
29	F0	F1	Reverse Hit EDM		Snare 4 EK		●	Snare 6 TP			
30	F#0	F#1	Snare 17 EDM		Snare 10 EK			Snare T9 3			
31	G0	G1	Snare 2 EDM		Snare 5 EK			Snare 3 TP		●	
32	G#0	G#1	Snare 1 EDM		Clap 5 EK			Clap 2 TP			
33	A0	A1	Kick 8 EDM		Kick 14 EK			Kick 2 TP		●	
34	A#0	A#1	Snare 16 EDM		Clap 2 EK			Clap 3 TP			
35	B0	B1	Kick 5 EDM		Kick 1 EK			Kick 1 TP		●	
36	C1	C2	Kick 16 EDM		Kick 10 EK			Kick 4 TP			
37	C#1	C#2	Thump EDM		Rim Shot 1 EK			Rim Shot 1 TP			
38	D1	D2	Snare 9 EDM		Snare 9 EK			Snare 1 TP			
39	D#1	D#2	Clap 1 EDM		Clap 1 EK			Clap 5 TP			
40	E1	E2	Snare 10 EDM		Snare T9 1			Snare 2 TP			
41	F1	F2	Tom B6 8P		Tom 1 EK			Tom 1 TP			
42	F#1	F#2	Hi-Hat Closed EDM	1	Hi-Hat Closed 1 EK	1		Hi-Hat Closed 4 TP	1		
43	G1	G2	Tom B5 8P		Tom 2 EK			Tom 2 TP			
44	G#1	G#2	Hi-Hat Shank EDM	1	Hi-Hat Closed 2 EK	1		Hi-Hat Closed 5 TP	1		
45	A1	A2	Tom B4 8P		Tom 3 EK			Tom 3 TP			
46	A#1	A#2	Hi-Hat Open EDM	1	Hi-Hat Open 4 EK	1		Hi-Hat Open 1 TP	1		
47	B1	B2	Tom B3 8P		Tom 4 EK			Tom 4 TP			
48	C2	C3	Tom B2 8P		Tom 5 EK			Tom 5 TP			
49	C#2	C#3	Crash Cymbal T9		Crash Cymbal T9			Crash Cymbal T9			
50	D2	D3	Tom B1 8P		Tom 6 EK			Tom 6 TP			
51	D#2	D#3	Ride Shank EDM		Ride Cymbal T9			Ride Cymbal T9			
52	E2	E3	Crash Cymbal 4		Crash Cymbal 4			Crash Cymbal 4			
53	F2	F3	Ride Cymbal Cup 2		Ride Cymbal Cup 2			Ride Cymbal Cup 2			
54	F#2	F#3	Tambourine Hit		Tambourine 82P			Tambourine Hit			
55	G2	G3	Splash Cymbal 2		Splash Cymbal 2			Splash Cymbal 2			
56	G#2	G#3	Cowbell 1		Cowbell 80R			Cowbell 1 TP			
57	A2	A3	Crash Cymbal 2		Crash Cymbal 2			Crash Cymbal 2			
58	A#2	A#3	Cowbell T8		Cowbell T8			Cowbell T8			
59	B2	B3	Ride Cymbal 3		Ride Cymbal 3			Ride Cymbal 3			
60	C3	C4	Bongo H Open One Finger		Bongo H 80R			Bongo H Open One Finger			
61	C#3	C#4	Bongo L Open Three Finger		Bongo L 80R			Bongo L Open Three Finger			
62	D3	D4	Conga H Tip		Conga Mute 80R			Conga H Tip			
63	D#3	D#4	Conga H Slap Open		Conga H 80R			Conga H Slap Open			
64	E3	E4	Conga H Open 2		Conga L 80R			Conga H Open 2			
65	F3	F4	Timbale H		Timbale H			Timbale H			
66	F#3	F#4	Timbale L		Timbale L			Timbale L			
67	G3	G4	Agogo H		Agogo H 80R			Agogo H			
68	G#3	G#4	Agogo L		Agogo L 80R			Agogo L			
69	A3	A4	Cabasa		Cabasa 80R			Cabasa			
70	A#3	A#4	Maracas Slur 2		Cabasa 81R		●	Maracas Slur 2			
71	B3	B4	Vox Drum L		Vox Drum L			Vox Drum L			
72	C4	C5	Vox Drum H		Vox Drum H			Vox Drum H			
73	C#4	C#5	Guiro Short		SFX 5 EK			Guiro Short			
74	D4	D5	Guiro Long		SFX 4 EK		●	Guiro Long		●	
75	D#4	D#5	Claves		SFX 1 EK			Cowbell 2 TP			
76	E4	E5	Clap 2 EDM		SFX 2 EK			Wood Block H			
77	F4	F5	Clap 3 EDM		SFX 3 EK			Wood Block L			
78	F#4	F#5	Hi-Hat Closed 3 EDM		Clap 8 EK			Hi-Hat Closed 1 TP			
79	G4	G5	Hi-Hat Open 2 EDM	3	Clap 4 EK			Hi-Hat Closed 2 TP			
80	G#4	G#5	Hi-Hat Closed 1 EDM	2	Hi-Hat Open 1 EK		●	Triangle Mute	2		
81	A4	A5	Hi-Hat Closed 2 EDM	2	Hi-Hat Open 2 EK		●	Triangle Open	2		
82	A#4	A#5	Kick 6 EDM		Hi-Hat Open 5 EK		●	Hi-Hat Open 5 TP			
83	B4	B5	Kick 9 EDM		Kick 9 EK			Kick 7 TP		●	
84	C5	C6	Kick 10 EDM		Kick 13 EK			Kick 8 TP		●	
85	C#5	C#6	Kick 11 EDM		Kick 16 EK			Kick 9 TP		●	
86	D5	D6	Fill Tom EDM		Kick 12 EK			Kick 10 TP			
87	D#5	D#6	Fill Snare EDM		Snare 6 EK			Snare 7 TP			
88	E5	E6	Snare 8 EDM		Snare 8 EK			Snare 8 TP			
89	F5	F6	Snare 13 EDM		Snare 11 EK			Snare 9 TP			
90	F#5	F#6	Impact Lo EDM		Snare 7 EK			Snare 10 TP			
91	G5	G6	Impact Hi EDM		Filter Kick			Clap 4 TP			

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PSR-SX900			O			O			O		
PSR-SX700			-			-			-		
Kit Name			SchlagerKit			PopDrumKit			JazzBrushKitComp		
MSB-LSB-PC# (1-128)			127-0-73			127-0-74			127-0-76		
MIDI	Keyboard	FullName	Alternate	Key	FullName	Alternate	Key	FullName	Alternate	Key	
Note#	Note	Note	Group	Off	Group	Group	Off	Group	Group	Off	
			(*1)	(*2)	(*1)	(*1)	(*2)	(*1)	(*1)	(*2)	
13	C#-1	C#0			Hi-Hat Tip 00 PD	64		Surdo Mute	3		
14	D-1	D0			Hi-Hat Edge 00 PD	64		Surdo Open	3		
15	D#-1	D#0			Hi-Hat Tip 10 PD	64		Hi Q			
16	E-1	E0			Hi-Hat Edge 10 PD	64		Whip Slap			
17	F-1	F0			Hi-Hat Edge 25 PD	96		Scratch H	4		
18	F#-1	F#0			Hi-Hat Edge 50 PD	96		Scratch L	4		
19	G-1	G0			Hi-Hat Edge 75 PD	96		Finger Snap			
20	G#-1	G#0			Hi-Hat Edge 99 PD	96		Click Noise			
21	A-1	A0			Hi-Hat Pedal Closed PD	64		Metronome Click			
22	A#-1	A#0			Hi-Hat Pedal Splash	96		Metronome Bell			
23	B-1	B0			Seq Click L			Snare Brush Linear Sweep Short L/R JC			
24	C0	C1			Seq Click H			Snare Brush Linear Sweep Long L/R JC			
25	C#0	C#1			Snare Brush Mute Snappy Off Edge Pressed JB			Snare Brush Snappy Off Edge Pressed JB			
26	D0	D1			Snare 5 no-Rim PD			Snare Brush Swirl Loop 1 JB			
27	D#0	D#1			Snare 4 no-Rim PD			Snare Brush Pressed JB			
28	E0	E1			Snare 2 no-Rim PD			Snare Brush Swirl Loop 2 with Attack JC			
29	F0	F1			Snare Roll PD			Snare Brush Swirl Loop 1 with Attack JC			
30	F#0	F#1			Snare 5 PD			Snare Brush Dynamic Sweep Long - Short JC			
31	G0	G1			Snare 4 PD			Snare Brush Pressed Low Range JC			
32	G#0	G#1			Stick Count VO			Stick Count VO			
33	A0	A1			Kick 2 81P			Kick 5 VM			
34	A#0	A#1			Snare 4 SC			Snare Brush Mute only Shaft JC			
35	B0	B1			Kick 2 SC			Kick 2 JB			
36	C1	C2			Kick 1 SC			Kick 3 JB			
37	C#1	C#2			Side Stick Power			Snare 2 Side-Stick JS			
38	D1	D2			Snare 2 SC			Snare Brush Mute with Shaft JB			
39	D#1	D#2			Snare 3 SC			Clap Power			
40	E1	E2			Snare 6 SC			Snare Brush with Shaft JB			
41	F1	F2			Tom 1 SC			Tom JB 1			
42	F#1	F#2	1		Hi-Hat Closed 1 SC	1		Hi-Hat Center 00 JB	1		
43	G1	G2			Tom 2 SC			Tom JB 2			
44	G#1	G#2	1		Hi-Hat Closed 2 SC	1		Hi-Hat Pedal Closed JB	1		
45	A1	A2			Tom 3 SC			Tom JB 3			
46	A#1	A#2	1		Hi-Hat Open 1 SC	1		Hi-Hat Edge 75 JB	1		
47	B1	B2			Tom 4 SC			Tom JB 4			
48	C2	C3			Tom 5 SC			Tom JB 5			
49	C#2	C#3			Crash Cymbal 1 SC			Crash Cymbal JB 1			
50	D2	D3			Tom 6 Hi SC			Tom JB 6			
51	D#2	D#3			Ride Cymbal Acoustic 1			Ride Cymbal Tip JB			
52	E2	E3			Impact 6 SC			China Cymbal Real Brushes			
53	F2	F3			Crash Impact SC			Ride Cymbal Cup JB			
54	F#2	F#3			Tambourine			Tambourine			
55	G2	G3			Crash Cymbal 2 SC			Splash Cymbal JB			
56	G#2	G#3			Cowbell 1			Cowbell 1 JB			
57	A2	A3			Crash Cymbal 3 SC			Crash Cymbal JB 2			
58	A#2	A#3			Snare 5 SC			Vibraslap			
59	B2	B3			Snare 7 SC			Ride Backend JB			
60	C3	C4			Snare 8 SC			Bongo H			
61	C#3	C#4			Snare 9 SC			Bongo L			
62	D3	D4			Snare 10 SC			Conga H Mute			
63	D#3	D#4			Clap 7 SC			Conga H Open			
64	E3	E4			Clap 1 SC			Conga L			
65	F3	F4			Clap 2 SC			Timbale H			
66	F#3	F#4			Clap 3 SFX SC			Timbale L			
67	G3	G4			Clap 6 SC			Agogo H			
68	G#3	G#4			Clap 5 SFX SC			Agogo L			
69	A3	A4			Shaker 4 SC			Cabasa			
70	A#3	A#4			Shaker 3 SC			Maracas			
71	B3	B4			Clap 8 SC			Maracas			
72	C4	C5			Echo Shot 1 SC			Samba Whistle H			
73	C#4	C#5			Echo Shot 2 SC			Samba Whistle L			
74	D4	D5			Echo Shot 3 SC			Guiro Short			
75	D#4	D#5			Echo Shot 4 SC			Guiro Long			
76	E4	E5			Hi-Hat Closed 3 SC			Claves			
77	F4	F5			Hi-Hat Closed 4 SC			Wood Block H			
78	F#4	F#5			Hi-Hat Closed 5 SC			Wood Block L			
79	G4	G5			Hi-Hat Open 2 SC			Wood Block L			
80	G#4	G#5			Shaker 1 SC			Cuica Mute			
81	A4	A5	2		Shaker 2 SC	2		Cuica Open			
82	A#4	A#5	2		Shaker 6 SC	2		Cuica Open			
83	B4	B5			Shaker 5 SC			Triangle Mute	2		
84	C5	C6			Reverse 1 SC			Triangle Open	2		
85	C#5	C#6			Reverse 3 SC			Shaker			
86	D5	D6			Reverse Snare 1 SC			Jingle Bells			
87	D#5	D#6			Long Snare SC			Jingle Bells			
88	E5	E6			LpDr Kick SC			Wind Chime			
89	F5	F6			LpDr Hi-Hat 1 SC						
90	F#5	F#6			LpDr Snare SC						
91	G5	G6			LpDr Hi-Hat 2 SC						

*1 Alternate Group:

1-95: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

96-127: For these numbers, playing within a specific numbered group will NOT stop other instrument sounds in the same group number. However, the sound of instruments within these numbers are stopped when playing any instrument of a group whose number is that minus "32." For example, the sound of an instrument numbered "96" will be stopped by playing any instrument numbered "64."

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

Same as StandardKit No Sound

Drum/SFX Kit List / Drum/SFX-Kit-Liste / Liste des kits de batterie/SFX / Lista de conjuntos de percusión/efectos especiales / Daftar Drum/SFX Kit / Danh sách bộ trống/SFX

PSR-SX900		PSR-SX700												
Kit Name			StudioKit			PowerKit1			PowerKit2			AcousticKit		
MSB-LSB-PC# (1-128)			127-0-87			127-0-88			127-0-89			127-0-90		
MIDI		Keyboard Note	Full Name	Alternate Group (*1)	Key Off (*2)	Full Name	Alternate Group (*1)	Key Off (*2)	Full Name	Alternate Group (*1)	Key Off (*2)	Full Name	Alternate Group (*1)	Key Off (*2)
Note#	Note													
13	C#-1	C#0	Surdo Mute	3		Surdo Mute	3		Surdo Mute	3		Surdo Mute	3	
14	D-1	D0	Surdo Open	3		Surdo Open	3		Surdo Open	3		Surdo Open	3	
15	D#-1	D#0	Hi Q			Hi Q			Hi Q			Hi Q		
16	E-1	E0	Whip Slap			Whip Slap			Whip Slap			Whip Slap		
17	F-1	F0	Scratch H	4		Scratch H	4		Scratch H	4		Scratch H	4	
18	F#-1	F#0	Scratch L	4		Scratch L	4		Scratch L	4		Scratch L	4	
19	G-1	G0	Finger Snap			Finger Snap			Finger Snap			Finger Snap		
20	G#-1	G#0	Click Noise			Click Noise			Click Noise			Click Noise		
21	A-1	A0	Metronome Click			Metronome Click			Metronome Click			Metronome Click		
22	A#-1	A#0	Metronome Bell			Metronome Bell			Metronome Bell			Metronome Bell		
23	B-1	B0	Seq Click L			Seq Click L			Seq Click L			Seq Click L		
24	C0	C1	Seq Click H			Seq Click H			Seq Click H			Seq Click H		
25	C#0	C#1	Brush Tap			Brush Tap			Brush Tap			Brush Tap		
26	D0	D1	Brush Swirl		●	Brush Swirl		●	Brush Swirl		●	Brush Swirl		●
27	D#0	D#1	Brush Slap			Brush Slap			Brush Slap			Brush Slap		
28	E0	E1	Brush Tap Swirl		●	Brush Tap Swirl		●	Brush Tap Swirl		●	Brush Tap Swirl		●
29	F0	F1	Snare Roll		●	Snare Roll		●	Snare Roll		●	Snare Roll Acoustic		●
30	F#0	F#1	Castanet			Castanet			Castanet			Castanet		
31	G0	G1	Snare Studio 2			Snare Soft Power 1			Snare Soft Power 2			Snare Soft Acoustic		
32	G#0	G#1	Sticks			Sticks			Sticks			Sticks		
33	A0	A1	Kick Ambience H			Kick Ambient+			Kick Ambient+			Kick Soft Acoustic		
34	A#0	A#1	Open Rim Shot			Open Rim Power 1			Open Rim Power 2			Rim Acoustic		
35	B0	B1	Kick Ambience L			Kick Power Open			Kick Power Open			Kick Mute Acoustic		
36	C1	C2	Kick Studio			Kick Power Mute			Kick Power Mute			Kick Open Acoustic		
37	C#1	C#2	Side Stick			Side Stick Power			Side Stick Power			Stick Acoustic		
38	D1	D2	Snare Studio M			Snare Power 1			Snare Power 2			Snare Acoustic		
39	D#1	D#2	Hand Clap			Hand Clap Power			Hand Clap Power			Hand Clap Power		
40	E1	E2	Snare Studio L			Snare Rough			Snare Loose			Snare Rough Acoustic		
41	F1	F2	Floor Tom L			Tom Power 1			Tom Power 1			Tom Acoustic 1		
42	F#1	F#2	Hi-Hat Closed	1		Hi-Hat Closed Power	1		Hi-Hat Closed Power+Edge	1		Hi-Hat Closed Acoustic	1	
43	G1	G2	Floor Tom H			Tom Power 2			Tom Power 2			Tom Acoustic 2		
44	G#1	G#2	Hi-Hat Pedal	1		Hi-Hat Pedal Power	1		Hi-Hat Pedal Power	1		Hi-Hat Pedal Acoustic	1	
45	A1	A2	Low Tom			Tom Power 3			Tom Power 3			Tom Acoustic 3		
46	A#1	A#2	Hi-Hat Open	1		Hi-Hat Open Power	1		Hi-Hat Open Power	1		Hi-Hat Open Acoustic	1	
47	B1	B2	Mid Tom L			Tom Power 4			Tom Power 4			Tom Acoustic 4		
48	C2	C3	Mid Tom H			Tom Power 5			Tom Power 5			Tom Acoustic 5		
49	C#2	C#3	Crash Cymbal 1			Crash Cymbal Acoustic 1			Crash Cymbal Acoustic 1			Crash Cymbal Acoustic 1		
50	D2	D3	High Tom			Tom Power 6			Tom Power 6			Tom Acoustic 6		
51	D#2	D#3	Ride Cymbal 1			Ride Cymbal Acoustic 1			Ride Cymbal Acoustic 1			Ride Cymbal Acoustic 1		
52	E2	E3	Chinese Cymbal			China Cymbal Acoustic			China Cymbal Acoustic			China Cymbal Acoustic		
53	F2	F3	Ride Cymbal Cup			Ride Cymbal Cup Acoustic			Ride Cymbal Cup Acoustic			Ride Cymbal Cup Acoustic		
54	F#2	F#3	Tambourine			Tambourine			Tambourine			Tambourine		
55	G2	G3	Splash Cymbal			Splash Cymbal Acoustic			Splash Cymbal Acoustic			Splash Cymbal Acoustic		
56	G#2	G#3	Cowbell			Cowbell			Cowbell			Cowbell		
57	A2	A3	Crash Cymbal 2			Crash Cymbal Acoustic 2			Crash Cymbal Acoustic 2			Crash Cymbal Acoustic 2		
58	A#2	A#3	Vibraslap			Vibraslap			Vibraslap			Vibraslap		
59	B2	B3	Ride Cymbal 2			Ride Cymbal Acoustic 2			Ride Cymbal Acoustic 2			Ride Cymbal Acoustic 2		
60	C3	C4	Bongo H			Bongo H			Bongo H			Bongo H		
61	C#3	C#4	Bongo L			Bongo L			Bongo L			Bongo L		
62	D3	D4	Conga H Mute			Conga H Mute			Conga H Mute			Conga H Mute		
63	D#3	D#4	Conga H Open			Conga H Open			Conga H Open			Conga H Open		
64	E3	E4	Conga L			Conga L			Conga L			Conga L		
65	F3	F4	Timbale H			Timbale H			Timbale H			Timbale H		
66	F#3	F#4	Timbale L			Timbale L			Timbale L			Timbale L		
67	G3	G4	Agogo H			Agogo H			Agogo H			Agogo H		
68	G#3	G#4	Agogo L			Agogo L			Agogo L			Agogo L		
69	A3	A4	Cabasa			Cabasa			Cabasa			Cabasa		
70	A#3	A#4	Maracas			Maracas			Maracas			Maracas		
71	B3	B4	Samba Whistle H		●	Samba Whistle H		●	Samba Whistle H		●	Samba Whistle H		●
72	C4	C5	Samba Whistle L		●	Samba Whistle L		●	Samba Whistle L		●	Samba Whistle L		●
73	C#4	C#5	Guiro Short			Guiro Short			Guiro Short			Guiro Short		
74	D4	D5	Guiro Long		●	Guiro Long		●	Guiro Long		●	Guiro Long		●
75	D#4	D#5	Claves			Claves			Claves			Claves		
76	E4	E5	Wood Block H			Wood Block H			Wood Block H			Wood Block H		
77	F4	F5	Wood Block L			Wood Block L			Wood Block L			Wood Block L		
78	F#4	F#5	Cuica Mute			Cuica Mute			Cuica Mute			Cuica Mute		
79	G4	G5	Cuica Open			Cuica Open			Cuica Open			Cuica Open		
80	G#4	G#5	Triangle Mute	2		Triangle Mute	2		Triangle Mute	2		Triangle Mute	2	
81	A4	A5	Triangle Open	2		Triangle Open	2		Triangle Open	2		Triangle Open	2	
82	A#4	A#5	Shaker			Shaker			Shaker			Shaker		
83	B4	B5	Jingle Bells			Jingle Bells			Jingle Bells			Jingle Bells		
84	C5	C6	Bell Tree			Wind Chime			Wind Chime			Wind Chime		
85	C#5	C#6												
86	D5	D6												
87	D#5	D#6												
88	E5	E6												
89	F5	F6												
90	F#5	F#6												
91	G5	G6												

*1 Alternate Group:

1-95: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

96-127: For these numbers, playing within a specific numbered group will NOT stop other instrument sounds in the same group number. However, the sound of instruments within these numbers are stopped when playing any instrument of a group whose number is that minus "32." For example, the sound of an instrument numbered "96" will be stopped by playing any instrument numbered "64."

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

Same as StandardKit No Sound

Drum/SFX Kit List / Drum/SFX-Kit-Liste / Liste des kits de batterie/SFX / Lista de conjuntos de percusión/efectos especiales / Daftar Drum/SFX Kit / Danh sách bộ trống/SFX

PSR-SX900	○	○	○	○
PSR-SX700	○	○	○	○

Kit Name			RockKit			RealDrumKit			ChineseMixKit			SFX Kit1		
MSB-LSB-PC# (1-128)			127-0-91			127-0-92			127-0-128			126-0-1		
MIDI	Keyboard		FullName	Alternate Group (*1)	Key Off (*2)	FullName	Alternate Group (*1)	Key Off (*2)	FullName	Alternate Group (*1)	Key Off (*2)	FullName	Alternate Group (*1)	Key Off (*2)
Note#	Note	Note												
13	C#-1	C#0	Surdo Mute	3		Surdo Mute	3		Surdo Mute	3				
14	D-1	D0	Surdo Open	3		Surdo Open	3		Surdo Open	3				
15	D#-1	D#0	Hi Q			Hi Q			Hi Q					
16	E-1	E0	Whip Slap			Whip Slap			Whip Slap					
17	F-1	F0	Scratch H	4		Scratch H	4		Scratch H	4				
18	F#-1	F#0	Scratch L	4		Scratch L	4		Scratch L	4				
19	G-1	G0	Finger Snap			Finger Snap			Finger Snap					
20	G#-1	G#0	Click Noise			Click Noise			Click Noise					
21	A-1	A0	Metronome Click			Metronome Click			Metronome Click					
22	A#-1	A#0	Metronome Bell			Metronome Bell			Metronome Bell					
23	B-1	B0	Seq Click L			Seq Click L			Seq Click L					
24	C0	C1	Seq Click H			Seq Click H			Seq Click H					
25	C#0	C#1	Brush Tap			Brush Tap			Brush Tap					
26	D0	D1	Brush Swirl		●	Brush Tap Swirl		●	Brush Swirl		●			
27	D#0	D#1	Brush Slap			Brush Slap			Brush Slap					
28	E0	E1	Brush Tap Swirl		●	Brush Tap Swirl		●	Brush Tap Swirl		●			
29	F0	F1	Snare Roll Rock		●	Snare Roll Rock		●	Snare Roll		●			
30	F#0	F#1	Castanet			Castanet			Castanet					
31	G0	G1	Snare Soft Rock			Snare Tight			Snare Soft					
32	G#0	G#1	Sticks			Sticks			Sticks					
33	A0	A1	Kick Soft Rock			Kick Genuine			Kick Soft					
34	A#0	A#1	Rim Rock			Rim Real			Open Rim Shot					
35	B0	B1	Kick Rock Heavy			Kick Real 1			Kick Tight					
36	C1	C2	Kick Rock			Kick Real 2			Kick			Cutting Noise 1		●
37	C#1	C#2	Stick Rock			Stick Real			Side Stick			Cutting Noise 2		●
38	D1	D2	Snare Rock			Snare Real 1			Snare					
39	D#1	D#2	Hand Clap Power			Clap Power			Hand Clap			String Slap		●
40	E1	E2	Snare Dry Rock			Snare Real 2			Snare Tight					
41	F1	F2	Tom Rock 1			Tom Real 1			Floor Tom L					
42	F#1	F#2	Hi-Hat Closed Rock	1		Hi-Hat Closed Real	1		Hi-Hat Closed	1				
43	G1	G2	Tom Rock 2			Tom Real 2			Floor Tom H					
44	G#1	G#2	Hi-Hat Pedal Rock	1		Hi-Hat Pedal Real	1		Hi-Hat Pedal	1				
45	A1	A2	Tom Rock 3			Tom Real 3			Low Tom					
46	A#1	A#2	Hi-Hat Open Rock	1		Hi-Hat Open Real	1		Hi-Hat Open	1				
47	B1	B2	Tom Rock 4			Tom Real 4			Mid Tom L					
48	C2	C3	Tom Rock 5			Tom Real 5			Mid Tom H					
49	C#2	C#3	Crash Cymbal Acoustic 1			Crash Cymbal Real 1			Crash Cymbal 1					
50	D2	D3	Tom Rock 6			Tom Real 6			High Tom					
51	D#2	D#3	Ride Cymbal Acoustic 1			Ride Cymbal Real 1			Ride Cymbal 1					
52	E2	E3	China Cymbal Acoustic			China Cymbal Real			China Cymbal			Flute Key Click		●
53	F2	F3	Ride Cymbal Cup Acoustic			Ride Cymbal Cup Real			Ride Cymbal Cup					
54	F#2	F#3	Tambourine			Tambourine			Tambourine					
55	G2	G3	Splash Cymbal Acoustic			Splash Cymbal Real			Splash Cymbal					
56	G#2	G#3	Cowbell			Cowbell			Cowbell					
57	A2	A3	Crash Cymbal Acoustic 2			Crash Cymbal Real 2			Crash Cymbal 2					
58	A#2	A#3	Vibraslap			Vibraslap			Vibraslap					
59	B2	B3	Ride Cymbal Acoustic 2			Ride Cymbal Real 2			Ride Cymbal 2					
60	C3	C4	Bongo H			Bongo H			Bongo H					
61	C#3	C#4	Bongo L			Bongo L			Bongo L					
62	D3	D4	Conga H Mute			Conga H Mute			Conga H Mute					
63	D#3	D#4	Conga H Open			Conga H Open			Conga H Open					
64	E3	E4	Conga L			Conga L			Conga L					
65	F3	F4	Timbale H			Timbale H			Timbale H					
66	F#3	F#4	Timbale L			Timbale L			Timbale L					
67	G3	G4	Agogo H			Agogo H			Dagu Mute	4				
68	G#3	G#4	Agogo L			Agogo L			Zhongcha Mute	5		Shower		●
69	A3	A4	Cabasa			Cabasa			Dagu Heavy	4		Thunder		●
70	A#3	A#4	Maracas			Maracas			Zhongcha Open	5		Wind		●
71	B3	B4	Samba Whistle H		●	Samba Whistle H		●	Paigu Middle		●	Stream		●
72	C4	C5	Samba Whistle L		●	Samba Whistle L		●	Paigu Low		●	Bubble		●
73	C#4	C#5	Guiro Short			Guiro Short			Xiaocha Mute	6		Feed		●
74	D4	D5	Guiro Long		●	Guiro Long		●	Bangu		●			
75	D#4	D#5	Claves			Claves			Xiaocha Open	6				
76	E4	E5	Wood Block H			Wood Block H			Bangzi					
77	F4	F5	Wood Block L			Wood Block L			Muyu Low					
78	F#4	F#5	Cuica Mute			Cuica Mute			Zhongluo Mute	7				
79	G4	G5	Cuica Open			Cuica Open			Muyu Mid-Low					
80	G#4	G#5	Triangle Mute	2		Triangle Mute	2		Zhongluo Open	7				
81	A4	A5	Triangle Open	2		Triangle Open	2		Muyu Middle					
82	A#4	A#5	Shaker			Shaker			Xiaolu Open					
83	B4	B5	Jingle Bells			Jingle Bells			Muyu Mid-High					
84	C5	C6	Wind Chime			Wind Chime			Muyu High			Dog		●
85	C#5	C#6										Horse		●
86	D5	D6										Bird Tweet		●
87	D#5	D#6												
88	E5	E6												
89	F5	F6												
90	F#5	F#6										Ghost		●
91	G5	G6										Maou		●

*1 Alternate Group:

1-95: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

96-127: For these numbers, playing within a specific numbered group will NOT stop other instrument sounds in the same group number. However, the sound of instruments within these numbers are stopped when playing any instrument of a group whose number is that minus "32." For example, the sound of an instrument numbered "96" will be stopped by playing any instrument numbered "64."

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

Same as StandardKit No Sound

Drum/SFX Kit List / Drum/SFX-Kit-Liste / Liste des kits de batterie/SFX / Lista de conjuntos de percusión/efectos especiales / Daftar Drum/SFX Kit / Danh sách bộ trống/SFX

Kit Name			SFX Kit2			NewSFXKit1			NewSFXKit2			NoisesKit		
MSB-LSB-PC# (1-128)			126-0-2			126-0-3			126-0-4			126-0-9		
MIDI		Keyboard Note	FullName	Alternate Group (*1)	Key Off (*2)	FullName	Alternate Group (*1)	Key Off (*2)	FullName	Alternate Group (*1)	Key Off (*2)	FullName	Alternate Group (*1)	Key Off (*2)
Note#	Note													
13	C#-1	C#0												
14	D-1	D0												
15	D#-1	D#0												
16	E-1	E0												
17	F-1	F0												
18	F#-1	F#0												
19	G-1	G0												
20	G#-1	G#0												
21	A-1	A0												
22	A#-1	A#0												
23	B-1	B0												
24	C0	C1												
25	C#0	C#1												
26	D0	D1												
27	D#0	D#1												
28	E0	E1												
29	F0	F1												
30	F#0	F#1												
31	G0	G1												
32	G#0	G#1												
33	A0	A1												
34	A#0	A#1												
35	B0	B1												
36	C1	C2	Phone Call		●	Cutting Noise 1		●	Phone Call 2		●	White Noise		●
37	C#1	C#2	Door Squeak		●	Cutting Noise 2		●	Door Squeak 2		●	Pink Noise		●
38	D1	D2	Door Slam		●			●	Door Slam 2		●	White Noise Down 1		●
39	D#1	D#2	Scratch Cut		●	String Slap		●	Scratch Cut		●	Pink Noise Down 1		●
40	E1	E2	Scratch Split		●			●	Scratch Split		●	White Noise Down 2		●
41	F1	F2	Wind Chime		●			●	Wind Chime		●	Pink Noise Down 2		●
42	F#1	F#2	Telephone Ring		●			●	Telephone Ring 2		●	White Noise Up 2		●
43	G1	G2										White Noise Up 1		●
44	G#1	G#2										Pink Noise Up		●
45	A1	A2										White Noise Up Release		●
46	A#1	A#2										Pink Noise Up Release		●
47	B1	B2										White Noise Up LFO		●
48	C2	C3										Pink Noise Up LFO		●
49	C#2	C#3												
50	D2	D3												
51	D#2	D#3												
52	E2	E3	Car Engine Ignition		●	Flute Key Click		●	Car Engine Ignition		●			
53	F2	F3	Car Tires Squeal		●			●	Car Tires Squeal		●			
54	F#2	F#3	Car Passing		●			●	Car Passing		●			
55	G2	G3	Car Crash		●			●	Car Crash		●			
56	G#2	G#3	Siren		●			●	Siren 2		●			
57	A2	A3	Train		●			●	Train 2		●			
58	A#2	A#3	Jet Plane		●			●	Jet Plane 2		●			
59	B2	B3	Starship		●			●	Starship		●			
60	C3	C4	Burst		●			●	Burst		●			
61	C#3	C#4	Roller Coaster		●			●	Roller Coaster		●			
62	D3	D4	Submarine		●			●	Submarine		●			
63	D#3	D#4												
64	E3	E4												
65	F3	F4												
66	F#3	F#4												
67	G3	G4												
68	G#3	G#4	Laugh		●	Shower 2		●	Laugh		●			
69	A3	A4	Scream		●	Thunder 2		●	Scream 2		●			
70	A#3	A#4	Punch		●	Wind 2		●	Punch 2		●			
71	B3	B4	Heart Beat		●	Stream 2		●	Heart Beat		●			
72	C4	C5	Foot Steps		●	Bubble 2		●	Foot Steps 2		●			
73	C#4	C#5				Feed		●						
74	D4	D5												
75	D#4	D#5												
76	E4	E5												
77	F4	F5												
78	F#4	F#5												
79	G4	G5												
80	G#4	G#5												
81	A4	A5												
82	A#4	A#5												
83	B4	B5												
84	C5	C6	Machine Gun		●	Dog		●	Machine Gun 2		●			
85	C#5	C#6	Laser Gun		●	Horse		●	Laser Gun		●			
86	D5	D6	Explosion		●	Bird Tweet		●	Explosion 2		●			
87	D#5	D#6	Firework		●			●	Firework		●			
88	E5	E6												
89	F5	F6												
90	F#5	F#6				Ghost		●						
91	G5	G6				Maou		●						

*1 Alternate Group:

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96-127: For these numbers, playing within a specific numbered group will NOT stop other instrument sounds in the same group number. However, the sound of instruments within these numbers are stopped when playing any instrument of a group whose number is that minus "32." For example, the sound of an instrument numbered "96" will be stopped by playing any instrument numbered "64."

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

Same as StandardKit No Sound

Drum/SFX Kit List / Drum/SFX-Kit-Liste / Liste des kits de batterie/SFX / Lista de conjuntos de percusión/efectos especiales / Daftar Drum/SFX Kit / Danh sách bộ trống/SFX

PSR-SX900	○	○	○	○
PSR-SX700	○	○	○	○

Kit Name			BassDrumKit			ReverseBDKit			ArabicKit2			ArabicKit1		
MSB-LSB-PC# (1-128)			126-0-21			126-0-22			126-0-36			126-0-37		
MIDI	Keyboard	Full Name	Alternate Group (*1)	Key Off (*2)	Full Name	Alternate Group (*1)	Key Off (*2)	Full Name	Alternate Group (*1)	Key Off (*2)	Full Name	Alternate Group (*1)	Key Off (*2)	
Note#	Note													
13	C#-1	C#0	BD Electro		Reverse BD Electro						Zarb Back mf			
14	D-1	D0	BD FX Gate		Reverse BD Fx Gate						Zarb Tom f			
15	D#-1	D#0	BD Hammer		Reverse BD Hammer						Zarb Eshareh			
16	E-1	E0	BD Analog Power		Reverse BD Analog Power						Zarb Whipping			
17	F-1	F0	BD Analog Distortion 5								Tombak Tom f			
18	F#-1	F#0	BD Analog Distortion 6		Reverse BD Analog Distortion 6						Neghareh Tom f			
19	G-1	G0	BD Analog Distortion 4								Tombak Back f			
20	G#-1	G#0	BD Analog Distortion 3		Reverse BD Analog Distortion 3						Neghareh Back f			
21	A-1	A0	BD Analog Distortion 2		Reverse BD Analog Distortion 2						Tombak Snap f			
22	A#-1	A#0	BD Analog Tight		Reverse BD Analog Tight						Neghareh Pelang f			
23	B-1	B0	BD Analog 94		Reverse BD Analog 94						Tombak Trill		●	
24	C0	C1	BD Analog Blip 2		Reverse BD Analog Blip 2			Nakarazan Dom			Khaligi Clap 1			
25	C#0	C#1	BD Analog Rubber 2		Reverse BD Analog Rubber 2			Cabasa			Arabic Zalgouta Open		●	
26	D0	D1	BD Analog 93		Reverse BD Analog 93			Nakarazan Edge			Khaligi Clap 2			
27	D#0	D#1	BD Analog 90		Reverse BD Analog 90			Hager Dom			Arabic Zalgouta Close			
28	E0	E1	BD Analog 83		Reverse BD Analog 83			Hager Edge			Arabic Hand Clap			
29	F0	F1	BD Analog 82		Reverse BD Analog 82			Bongo H			Tabel Tak 1			
30	F#0	F#1	BD Analog 92					Bongo L			Sagat 1			
31	G0	G1	BD Analog 91		Reverse BD Analog 91			Conga H Mute			Tabel Dom			
32	G#0	G#1	BD Analog Deep		Reverse BD Analog Deep			Conga H Open			Sagat 2			
33	A0	A1	BD Analog Hard 2					Conga L			Tabel Tak 2			
34	A#0	A#1	BD Analog Hard 1		Reverse BD Analog Hard 1			Zagrouda H			Sagat 3			
35	B0	B1	BD Analog Blip 1		Reverse BD Analog Blip 1			Zagrouda L		●	Riq Tik 3			
36	C1	C2	BD Analog Rubber 1		Reverse BD Analog Rubber 1			Kick Soft			Riq Tik 2			
37	C#1	C#2	BD Analog Loose		Reverse BD Analog Loose			Side Stick			Riq Tik Hard 1			
38	D1	D2	BD Synth 1		Reverse BD Synth 1			Snare Soft			Riq Tik 1			
39	D#1	D#2	BD Synth 2		Reverse BD Synth 2			Arabic Hand Clap			Riq Tik Hard 2			
40	E1	E2	BD Analog Distortion 1		Reverse BD Analog Distortion 1			Snare Drum			Riq Tik Hard 3			
41	F1	F2	Ripper		Reverse Ripper			Floor Tom L			Riq Tish			
42	F#1	F#2	BD Analog 70 L					Hi-Hat Closed	1		Riq Snouj 2			
43	G1	G2	BD Analog 70		Reverse BD Analog 70			Floor Tom H			Riq Roll		●	
44	G#1	G#2	BD Analog 80		Reverse BD Analog 81			Hi-Hat Pedal	1		Riq Snouj 1			
45	A1	A2	BD Analog 80 Long					Low Tom			Riq Sak			
46	A#1	A#2	BD Dry		Reverse BD Dry			Hi-Hat Open	1		Riq Snouj 3			
47	B1	B2	BD Dry Hard					Mid Tom L			Riq Snouj 4			
48	C2	C3	BD Room 1					Mid Tom H			Riq Tak 1			
49	C#2	C#3	BD Soft		Reverse BD Soft			Crash Cymbal 1			Riq Brass 1			
50	D2	D3	BD Room 2		Reverse BD Room 2			High Tom			Riq Tak 2			
51	D#2	D#3	BD Break Lo-fi 2		Reverse BD Break Lo-fi 2			Ride Cymbal 1			Riq Brass 2			
52	E2	E3	BD Break Lo-fi 1		Reverse BD Break Lo-fi 1			Crash Cymbal 2			Riq Dom			
53	F2	F3	BD & Hi-Hat Open		Reverse BD & Hi-Hat Open			Duhulla Dom			Katem Tak Doff			
54	F#2	F#3	BD Jungle 2					Tambourine			Katem Dom			
55	G2	G3	BD Jungle 1					Duhulla Tak			Katem Sak 1			
56	G#2	G#3	BD Jungle 3		Reverse BD Jungle 3			Cowbell			Katem Tak 1			
57	A2	A3	BD D&B 1		Reverse BD D&B 1			Duhulla Sak			Katem Sak 2			
58	A#2	A#3	BD D&B 2		Reverse BD D&B 2			Claves			Katem Tak 2			
59	B2	B3	BD RX5 1		Reverse BD RX5 1			Doff Dom			Daholla Sak 2			
60	C3	C4	BD RX5 2		Reverse BD RX5 2			Katem Dom			Daholla Sak 1			
61	C#3	C#4	BD Room 3		Reverse BD Room 3			Katem Tak			Daholla Tak 1			
62	D3	D4	BD Power Gate		Reverse BD Power Gate			Katem Sak			Daholla Dom			
63	D#3	D#4	BD R&B 1		Reverse BD R&B 1			Katem Tak			Daholla Tak 2			
64	E3	E4	BD R&B 2		Reverse BD R&B 2			Doff Tak			Tablah Prok			
65	F3	F4	BD Lo-fi		Reverse BD Lo-fi			Tabla Dom			Tablah Dom 2			
66	F#3	F#4	BD Hip Deep					Tabla Tak 1			Tablah Roll of Edge		●	
67	G3	G4	BD Break Deep		Reverse BD Break Deep			Tabla Tik			Tablah Tak Finger 4			
68	G#3	G#4	BD Break Heavy		Reverse BD Break Heavy			Tabla Tak 2			Tablah Tak Trill 1			
69	A3	A4	BD Break Hard		Reverse BD Break Hard			Tabla Sak			Tablah Tak Finger 3			
70	A#3	A#4	Big Drum		Reverse Big Drum			Tabla Roll Edge		●	Tablah Tak Trill 2			
71	B3	B4	Taiko Drum		Reverse Taiko Drum			Tabla Flam			Tablah Tak Finger 2			
72	C4	C5	Surdo Open		Reverse Surdo Open			Sagat 1			Tablah Tak Finger 1			
73	C#4	C#5	Feet 2		Reverse Feet 2			Tabel Dom			Tablah Tik 2			
74	D4	D5	BD Industrial		Reverse Tom Industrial			Sagat 3			Tablah Tik 4			
75	D#4	D#5	Door Slam		Reverse Door Slam			Tabel Tak			Tablah Tik 3			
76	E4	E5	Punch		Reverse Punch			Sagat 2			Tablah Tik 1			
77	F4	F5	Heart					Riq Dom			Tablah Tak 3			
78	F#4	F#5	Feet 1		Reverse Feet 1			Riq Tak 2			Tablah Tak 1			
79	G4	G5	BD Human		Reverse BD Human			Riq Finger 1			Tablah Tak 4			
80	G#4	G#5	BD Human Deep		Reverse BD Human Deep			Riq Tak 1			Tablah Tak 2			
81	A4	A5	Vox Buh!		Reverse Vox Buh!			Riq Finger 2			Tablah Sak 2			
82	A#4	A#5	Vox Muh!		Reverse Vox Muh!			Riq Brass Tremolo		●	Tablah Tremolo		●	
83	B4	B5						Riq Sak			Tablah Sak 1			
84	C5	C6						Riq Tik			Tablah Dom 1			
85	C#5	C#6												
86	D5	D6												
87	D#5	D#6												
88	E5	E6												
89	F5	F6												
90	F#5	F#6												
91	G5	G6												

*1 Alternate Group:

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Same as StandardKit No Sound

Drum/SFX Kit List / Drum/SFX-Kit-Liste / Liste des kits de batterie/SFX / Lista de conjuntos de percusión/efectos especiales / Daftar Drum/SFX Kit / Danh sách bộ trống/SFX

Kit Name			CubanKit			PopLatinKit1			PopLatinKit2		
MSB-LSB-PC# (1-128)			126-0-41			126-0-44			126-0-45		
MIDI	Keyboard	FullName	Alternate Group (*1)	Key Off (*2)	FullName	Alternate Group (*1)	Key Off (*2)	FullName	Alternate Group (*1)	Key Off (*2)	
Note#	Note	Note									
13	C#-1	C#0			Cajon Low			Cajon Low			
14	D-1	D0			Cajon Slap			Cajon Slap			
15	D#-1	D#0			Cajon Tip			Cajon Tip			
16	E-1	E0			Claves High			Claves High			
17	F-1	F0			Claves Low			Claves Low			
18	F#-1	F#0			Hand Clap			Hand Clap			
19	G-1	G0									
20	G#-1	G#0									
21	A-1	A0			Finger Snap			Finger Snap			
22	A#-1	A#0	Conga H Tip		Castanet			Castanet			
23	B-1	B0	Conga H Heel		Conga H Tip			Conga H Tip			
24	C0	C1	Conga H Heel		Conga H Heel			Conga H Heel			
25	C#0	C#1	Conga H Open		Conga H Open			Conga H Open			
26	D0	D1	Conga H Open		Conga H Mute			Conga H Mute			
27	D#0	D#1	Conga H Slap Open		Conga H Slap Open			Conga H Slap Open			
28	E0	E1	Conga H Slap		Conga H Slap			Conga H Slap			
29	F0	F1	Conga H Slap Mute		Conga H Slap Mute			Conga H Slap Mute			
30	F#0	F#1	Conga L Tip		Conga L Tip			Conga L Tip			
31	G0	G1	Conga L Heel		Conga L Heel			Conga L Heel			
32	G#0	G#1	Conga L Open		Conga L Open			Conga L Open			
33	A0	A1	Conga L Mute		Conga L Mute			Conga L Mute			
34	A#0	A#1	Conga L Slap Open		Conga L Slap Open			Conga L Slap Open			
35	B0	B1	Conga L Slap		Conga L Slap			Conga L Slap			
36	C1	C2	Conga L Slide	●	Conga L Slide	●		Conga L Slide	●	●	
37	C#1	C#2	Bongo H Open One Finger		Bongo H Open One Finger			Bongo H Open One Finger			
38	D1	D2	Bongo H Open Three Finger		Bongo H Open Three Finger			Bongo H Open Three Finger			
39	D#1	D#2	Bongo H Rim		Bongo H Rim			Bongo H Rim			
40	E1	E2	Bongo H Tip		Bongo H Tip			Bongo H Tip			
41	F1	F2	Bongo H Heel		Bongo H Heel			Bongo H Heel			
42	F#1	F#2	Bongo H Slap		Bongo H Slap			Bongo H Slap			
43	G1	G2	Bongo L Open One Finger		Bongo L Open One Finger			Bongo L Open One Finger			
44	G#1	G#2	Bongo L Open Three Finger		Bongo L Open Three Finger			Bongo L Open Three Finger			
45	A1	A2	Bongo L Rim		Bongo L Rim			Bongo L Rim			
46	A#1	A#2	Bongo L Tip		Bongo L Tip			Bongo L Tip			
47	B1	B2	Bongo L Heel		Bongo L Heel			Bongo L Heel			
48	C2	C3	Bongo L Slap		Bongo L Slap			Bongo L Slap			
49	C#2	C#3	Timbale L		Timbale L			Timbale L			
50	D2	D3									
51	D#2	D#3									
52	E2	E3									
53	F2	F3	Paila L		Paila L			Paila L			
54	F#2	F#3	Timbale H		Timbale H			Timbale H			
55	G2	G3						Hand Clap Mute 1			
56	G#2	G#3						Hand Clap Mute 2			
57	A2	A3						Hand Clap Open 1			
58	A#2	A#3						Hand Clap Open 2			
59	B2	B3	Paila H		Paila H			Paila H			
60	C3	C4	Cowbell Top		Cowbell Top			Cowbell Top			
61	C#3	C#4			Cowbell 1			Cowbell 1			
62	D3	D4			Cowbell 2			Cowbell 2			
63	D#3	D#4			Cowbell 3			Cowbell 3			
64	E3	E4	Guiro Short		Guiro Short			Guiro Short			
65	F3	F4	Guiro Long	●	Guiro Long	●		Guiro Long	●	●	
66	F#3	F#4			Metal Guiro Short			Metal Guiro Short			
67	G3	G4			Metal Guiro Long	●		Metal Guiro Long	●	●	
68	G#3	G#4	Tambourine		Tambourine			Tambourine			
69	A3	A4			Tambourim Open			Tambourim Open			
70	A#3	A#4			Tambourim Mute			Tambourim Mute			
71	B3	B4			Tambourim Tip			Tambourim Tip			
72	C4	C5	Maracas		Maracas			Maracas			
73	C#4	C#5	Shaker		Shaker			Shaker			
74	D4	D5	Cabasa		Cabasa			Cabasa			
75	D#4	D#5			Cuica Mute			Cuica Mute			
76	E4	E5			Cuica Open			Cuica Open			
77	F4	F5			Cowbell High 1			Cowbell High 1			
78	F#4	F#5			Cowbell High 2			Cowbell High 2			
79	G4	G5			Shekere			Shekere			
80	G#4	G#5			Shekere Tone			Shekere Tone			
81	A4	A5			Triangle Mute	1		Triangle Mute	1		
82	A#4	A#5			Triangle Open	1		Triangle Open	1		
83	B4	B5									
84	C5	C6			Wind Chime			Wind Chime			
85	C#5	C#6									
86	D5	D6									
87	D#5	D#6									
88	E5	E6									
89	F5	F6									
90	F#5	F#6									
91	G5	G6									

*1 Alternate Group:

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PSR-SX900	○	○	○
PSR-SX700	-	○	○

Kit Name			PopPercKit			CymbalKit			ArabicMixKit		
MSB-LSB-PC# (1-128)			126-0-46			126-0-50			126-0-65		
MIDI	Keyboard	Full Name	Alternate	Key	Full Name	Alternate	Key	Full Name	Alternate	Key	
Note#	Note		Group	Off		Group	Off		Group	Off	
			(*1)	(*2)		(*1)	(*2)		(*1)	(*2)	
13	C#-1	C#0	Djembe Bass AF					Conga Analog H			
14	D-1	D0	Djembe Close AF					Conga Analog M			
15	D#-1	D#0	Djembe Open AF					Conga Analog L			
16	E-1	E0	Djembe Slap AF					Vibraslap			
17	F-1	F0	Cajon Bass PP					Kick Techno L			
18	F#-1	F#0	Cajon Mid PP					Side Stick Arabic Mix			
19	G-1	G0	Cajon Hi PP					Snare Techno			
20	G#-1	G#0	Conga Lo Open BR	1				Guiro Long		●	
21	A-1	A0	Conga Lo Close BR	1				Kick Techno Q			
22	A#-1	A#0	Conga Lo Slap Open BR	1				Open Rim Shot			
23	B-1	B0	Conga Lo Slap Mute BR	1				Funk Snare 2			
24	C0	C1	Conga Hi Bass BR	2				Kick Arabic Mix			
25	C#0	C#1	Conga Hi Heel BR	2				Funk Snare 1			
26	D0	D1	Conga Hi Tip BR	2				Snare Arabic Mix			
27	D#0	D#1	Conga Hi Open BR	2				Hand Clap			
28	E0	E1	Conga Hi Slap Close BR	2				Snare			
29	F0	F1	Conga Hi Slap Open BR	2				Tom Electro 1			
30	F#0	F#1	Conga Hi Slap Mute BR	2				Hi-Hat Closed Arabic Mix	1		
31	G0	G1	Bongo Lo Open 1 / Rim 1 AF					Tom Electro 2			
32	G#0	G#1	Bongo Lo Open 3 AF					Hi-Hat Half Arabic Mix	1		
33	A0	A1	Bongo Lo Close 3 AF					Tom Electro 3			
34	A#0	A#1	Bongo Lo Slap AF					Hi-Hat Open Arabic Mix	1		
35	B0	B1	Bongo Hi Heel AF					Tom Electro 4			
36	C1	C2	Bongo Hi Tip AF			Kick A		Tom Electro 5			
37	C#1	C#2	Bongo Hi Open 1 /Rim 1 AF			Timbale A		Crash Cymbal 1			
38	D1	D2	Bongo Hi Open 3 / Rim 3 AF			China Cymbal A		Tom Electro 6			
39	D#1	D#2	Bongo Hi Mute 1 AF			Crash Cymbal A		Hi-Hat Open 3	1		
40	E1	E2	Bongo Hi Slap AF			Ride Cymbal A		Reverse Cymbal		●	
41	F1	F2	Cowbell 5 Mouth AF			Splash Cymbal A		Timbale L			
42	F#1	F#2	Cowbell 3 Mouth AF					Conga H Open			
43	G1	G2	Chabell Open AF					Timbale H			
44	G#1	G#2	Cowbell RD			Crash Cymbal B1		Conga H Mute			
45	A1	A2	Fibre Clave PP			Crash Cymbal B2		Tambourine			
46	A#1	A#2	Plastic Wood Block AF			Ride Cymbal B		Conga L			
47	B1	B2	African Clave AF					Cowbell			
48	C2	C3	Wood Clave AF					Claves			
49	C#2	C#3	Crash Cymbal AF			Crash Cymbal C		Bongo H			
50	D2	D3	Temp Block 1 PP			Ride Cymbal C		Wood Block H			
51	D#2	D#3	Temp Block 3 PP			Brush Ride Cymbal C		Bongo L			
52	E2	E3	Temp Block 5 PP			Brush Sizzle Cymbal C		Wood Block L			
53	F2	F3	Tambourine 1 Shake PP					Kurdish Dohol Low f			
54	F#2	F#3	Tambourine 1 Hit PP					Cabasa			
55	G2	G3	Tambourine 2 Shake PP			Crash Cymbal D1		Kurdish Dohol High f			
56	G#2	G#3	Tambourine 2 Hit PP			Crash Cymbal D2		Shaker			
57	A2	A3	Tambourine 3 Hit PP			Crash Cymbal D3		Snap 1			
58	A#2	A#3	Palmas L Mute AF			Ride Cymbal D		Maracas			
59	B2	B3	Palmas R Mute AF			Splash Cymbal D		Snap 2			
60	C3	C4	Palmas L Open AF					Khaligi Twaizat 3	4		
61	C#3	C#4	Palmas R Open AF					Khaligi Twaizat 1	4		
62	D3	D4	Claps Lo PP			Crash Cymbal E1		Khaligi Twaizat 2	4		
63	D#3	D#4	Claps Hi PP			Crash Cymbal E2		Khaligi Twaizat 5 Open	4		
64	E3	E4	Cabasa L BR			Ride Cymbal E		Khaligi Twaizat 4 Open	4		
65	F3	F4	Cabasa R BR			Hi-Hat Half Open E		Khaligi Tablah Small Dom	3		
66	F#3	F#4	Shaker 1 Up BR					Khaligi Tar Barashim Group Dom			
67	G3	G4	Shaker 1 Down BR					Khaligi Tablah Small Snap			
68	G#3	G#4	Shaker 1 Long BR		●			Khaligi Tar Barashim Group Sak			
69	A3	A4	Shaker 2 Up BR					Khaligi Tablah Small Sak	3		
70	A#3	A#4	Shaker 2 Down BR					Khaligi Tar Barashim Group Tak			
71	B3	B4	Shaker 2 Long BR		●			Khaligi Tablah Small Tik	3		
72	C4	C5	Shaker 3 Up BR			Crash Cymbal F1		Khaligi Tablah Big Dom 1			
73	C#4	C#5	Shaker 3 Down BR			Brush Crash Cymbal F1		Khaligi Tar Segal Dom			
74	D4	D5	Shaker 3 Long BR		●	Crash Cymbal F2		Khaligi Tablah Big Tak 1			
75	D#4	D#5	Shaker 4 Up BR			Jazz Ride Cymbal F1		Khaligi Tar Segal Tak			
76	E4	E5	Shaker 4 Down BR			Crash Cymbal F3		Khaligi Tablah Big Sak 1			
77	F4	F5	Shaker 4 Long BR		●	Hi-Hat Splash F		Tablah Dom 1			
78	F#4	F#5	Shaker 5 Up PP			Ride Cymbal F1		Tablah Tak 1			
79	G4	G5	Shaker 5 Down PP			Crash Cymbal F4		Tablah Tremolo		●	
80	G#4	G#5	Udu Bass Open PP			Ride Cymbal F2		Tablah Tak 2			
81	A4	A5	Udu Bass PP			Brush Crash Cymbal F2		Tablah Tik 1			
82	A#4	A#5	Udu Heel PP			Jazz Ride Cymbal F2		Tablah Sak 1			
83	B4	B5	Udu Tip PP			Crash Cymbal F5		Tablah Tik 3			
84	C5	C6	Udu Body PP					Tablah Tik 2			
85	C#5	C#6	Udu Top PP								
86	D5	D6	Triangle Open Up BR	3							
87	D#5	D#6	Triangle Open Dn BR	3							
88	E5	E6	Triangle Close Up BR	3							
89	F5	F6	Triangle Close Dn BR	3							
90	F#5	F#6	Chimes Down AF								
91	G5	G6	Chimes Up AF								

*1 Alternate Group:

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96-127: For these numbers, playing within a specific numbered group will NOT stop other instrument sounds in the same group number. However, the sound of instruments within these numbers are stopped when playing any instrument of a group whose number is that minus "32." For example, the sound of an instrument numbered "96" will be stopped by playing any instrument numbered "64."

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

Same as StandardKit No Sound

Drum/SFX Kit List / Drum/SFX-Kit-Liste / Liste des kits de batterie/SFX / Lista de conjuntos de percusión/efectos especiales / Daftar Drum/SFX Kit / Danh sách bộ trống/SFX

PSR-SX900			O			O			O		
PSR-SX700			O			-			-		
Kit Name			TurkishKit			VocalBeatbox			VocalEffectsKit		
MSB-LSB-PC# (1-128)			126-0-68			126-0-107			126-0-110		
MIDI		Keyboard Note	FullName	Alternate Group (*1)	Key Off (*2)	FullName	Alternate Group (*1)	Key Off (*2)	FullName	Alternate Group (*1)	Key Off (*2)
Note#	Note										
13	C#-1	C#0	Asma Davul Left Side			Kick 3 Fitubom 2 BB					
14	D-1	D0	Asma Davul Right Side			Kick 5 Throat BB					
15	D#-1	D#0	Asma Davul Side Body			Kick 4 Throat BB					
16	E-1	E0	Asma Davul Both Sides			Special 18 VScratch 1 BB		●			
17	F-1	F0	Koltuk Davul Flam			Special 18 VScratch 2 BB		●			
18	F#-1	F#0	Koltuk Davul Teke			Special 3 VScratch 2 BB		●			
19	G-1	G0	Koltuk Davul Tek			Special 18 VScratch 3 BB					
20	G#-1	G#0	Koltuk Davul Dum			Kick 3 Fitubom 1 BB	4				
21	A-1	A0	Bendir Teke Flam			Kick 6 Electro 2 BB	4				
22	A#-1	A#0	Bendir Teke Dead			Special 14 ZtkPauu 1 BB		●			
23	B-1	B0	Bendir Tek Dead			Special 14 ZtkPauu 2 BB		●			
24	C0	C1	Bendir Teke			Kick 7 Throat BB		●			
25	C#0	C#1	Bendir Tek			Special 20 Breathe 2 BB	3	●			
26	D0	D1	Bendir Slap	2		Special 20 Breathe 1 BB	3	●			
27	D#0	D#1	Bendir Dum	2		Special 19 Breathe 1 BB	3	●			
28	E0	E1	Zil Right Close	3		Special 21 Breathe 1 BB	3	●			
29	F0	F1	Zil Right Open	3		Special 11 Vibrato 1 BB		●			
30	F#0	F#1	Zil Left Close	4		Snare 4 T-Style BB					
31	G0	G1	Zil Left Open	4		Snare 6 ISCH-Style BB					
32	G#0	G#1	Tef Teke Flam	5		Snare Clap 1 BB					
33	A0	A1	Tef Tek Mute	5		Kick 6 Electro 1 BB	4	●			
34	A#0	A#1	Tef Teke Damped			Snare 7 TSCH-Style BB					
35	B0	B1	Tef Tek Mute Medium			Kick 2 Classic 1 BB	4				
36	C1	C2	Tef Dum Mute			Kick 1 Classic 1 BB	4		Male "Ha" 1		●
37	C#1	C#2	Tef Cymbal	9		Snare 3 Side Stick 1 BB			Female "Ha" 1		●
38	D1	D2	Tef Cymbal Mute	9		Snare 1 Classic 1 BB		●	Male "Ha" 2		●
39	D#1	D#2	Tef Tremolo		●	Snare 5 KCH-Style BB		●	Male "Ha" 3		●
40	E1	E2	Tef Shake 1			Snare 8 KUCH-Style BB		●	Male "Bh" 1		●
41	F1	F2	Tef Shake 2			Tom 6 Classic 1 BB		●	Female "Bh" 1		●
42	F#1	F#2	Tef Tek Flam			Hi-Hat 1 Z-Style BB	1	●	Male "Kh" 1		●
43	G1	G2	Tef Full Open			Tom 5 Classic 1 BB		●	Female "Kh" 1		●
44	G#1	G#2	Tef Teke Open Short			Hi-Hat 5 Tch-Style BB	1	●	Male "Ph" 1		●
45	A1	A2	Tef Tek Open Short			Tom 4 Classic 1 BB		●	Female "Ph" 1		●
46	A#1	A#2	Tef Tek Open			Hi-Hat 7 Open 1 BB	1	●	Male "Th" 1		●
47	B1	B2	Tef Dum Open			Tom 3 Classic 1 BB		●	Female "Th" 1		●
48	C2	C3	Hollo Finger Dead			Tom 2 Classic 1 BB		●	Male "Bh" 2		●
49	C#2	C#3	Hollo Slap			Cymbal 1 Crush Hi 1 BB			Female "Bh" 2		●
50	D2	D3	Hollo Dum			Tom 1 Classic 1 BB		●	Male "Kh" 2		●
51	D#2	D#3	Kasik	1		Cymbal 1 Crush Hi 2 BB			Female "Kh" 2		●
52	E2	E3	Kasik Flam	1		Cymbal 4 China 1 BB			Male "Ph" 2		●
53	F2	F3	Bass Darbuka Tek Dead			Cymbal 4 China 2 BB			Female "Ph" 2		●
54	F#2	F#3	Bass Darbuka Tek Flam			Hi-Hat 8 Pedal 2 BB	1	●	Male "Th" 2		●
55	G2	G3	Bass Darbuka Teke			Cymbal 3 FXCymbal Hi BB			Female "Th" 2		●
56	G#2	G#3	Bass Darbuka Teke Other Finger			Hi-Hat 6 Wood-Style BB			Male "Ha" 4		●
57	A2	A3	Bass Darbuka Teke Index Finger			Cymbal 2 Crash Lo 1 BB			Female "Ha" 2		●
58	A#2	A#3	Bass Darbuka Tek			Special 5 Scratch 1 BB		●	Male "Ha" 5		●
59	B2	B3	Bass Darbuka Slap			Cymbal 2 Crash Lo 2 BB			Male "Ha" 6		●
60	C3	C4	Bass Darbuka Slap Medium	7		Tom 6 Rim Click BB			Male "Bh" 3		●
61	C#3	C#4	Bass Darbuka Dum	7		Tom 5 Rim Click BB			Female "Bh" 3		●
62	D3	D4	Darbuka Roll Close	6	●	Tom 4 Rim Click BB			Male "Kh" 3		●
63	D#3	D#4	Darbuka Roll Open	6	●	Tom 3 Rim Click BB			Female "Kh" 3		●
64	E3	E4	Darbuka Teke Damped Flam			Tom 2 Rim Click BB	2		Male "Ph" 3		●
65	F3	F4	Darbuka Tek Dead			Special 6 Now BB	2	●	Female "Ph" 3		●
66	F#3	F#4	Darbuka Tek Damped			Special 6 Get Ready BB		●	Male "Th" 3		●
67	G3	G4	Darbuka Teke Open Flam			Special 13 Fanfare 1 BB		●	Female "Th" 3		●
68	G#3	G#4	Darbuka Teke Open			Special 12 Trumpet 1 BB		●	Male "Bh" 4		●
69	A3	A4	Darbuka Teke Other Finger 1			Percussion 1 Shaker 1 BB			Female "Bh" 4		●
70	A#3	A#4	Darbuka Teke Index Finger 1			Hi-Hat 2 S-Style BB			Male "Kh" 4		●
71	B3	B4	Darbuka Tek 1			Special 1 Scratch 1 BB		●	Female "Kh" 4		●
72	C4	C5	Darbuka Teke Other Finger 2			Special 2 Scratch 1 BB		●	Male "Ph" 4		●
73	C#4	C#5	Darbuka Teke Index Finger 2			Hi-Hat 3 NZ-Style BB			Female "Ph" 4		●
74	D4	D5	Darbuka Tek 2			Special 4 Scratch 1 BB		●	Male "Th" 4		●
75	D#4	D#5	Darbuka Slap Medium			Hi-Hat 4 F-Style BB			Female "Th" 4		●
76	E4	E5	Darbuka Slap	8		Special 9 Can 2 BB					
77	F4	F5	Darbuka Dum	8		Special 9 Can 1 BB					
78	F#4	F#5	Bongo Tek Roll		●	Tom 5 Electronic BB					
79	G4	G5	Bongo Flam			Tom 4 Electronic BB					
80	G#4	G#5	Bongo Tek Flam			Tom 3 Electronic BB					
81	A4	A5	Bongo Tek			Tom 2 Electronic BB					
82	A#4	A#5	Bongo Slap			Tom 1 Electronic BB	2				
83	B4	B5	Bongo Flam Hi			Special 16 VScratch 1 BB	2	●			
84	C5	C6	Bongo Dum			Special 16 VScratch 2 BB		●			
85	C#5	C#6				Special 17 VScratch 1 BB		●			
86	D5	D6				Special 17 VScratch 2 BB		●			
87	D#5	D#6				Special 15 Peepthp 1 BB		●			
88	E5	E6				Special 15 Peepthp 2 BB		●			
89	F5	F6				Special 7 Laughter 1 BB		●			
90	F#5	F#6									
91	G5	G6									

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Same as StandardKit No Sound

Drum/SFX Kit List / Drum/SFX-Kit-Liste / Liste des kits de batterie/SFX / Lista de conjuntos de percusión/efectos especiales / Daftar Drum/SFX Kit / Danh sách bộ trống/SFX

PSR-SX900	○	○	○
PSR-SX700	-	○	○

Kit Name			GospelAdLibs			IndianKit			ChineseKit		
MSB-LSB-PC# (1-128)			126-0-111			126-0-115			126-0-125		
Note#	MIDI		FullName	Alternate Group (*1)	Key Off (*2)	FullName	Alternate Group (*1)	Key Off (*2)	FullName	Alternate Group (*1)	Key Off (*2)
	Note	Keyboard Note									
13	C#-1	C#0									
14	D-1	D#0									
15	D#-1	D#0				Indian Hand Clap					
16	E-1	E#0				Dafli Open					
17	F-1	F#0				Dafli Slap	1				
18	F#-1	F#0				Dafli Rim	1				
19	G-1	G#0				Duff Open					
20	G#-1	G#0				Duff Slap					
21	A-1	A#0				Duff Rim					
22	A#-1	A#0				Hatheli Long	2				
23	B-1	B#0				Hatheli Short	2		Da Cha 2		●
24	C0	C#1				Baya ge	3		Da Gu mp	2	●
25	C#0	C#1				Baya ke	3		Da Gu Rim		●
26	D0	D#1				Baya ghe	3		Da Gu f	2	●
27	D#0	D#1				Baya ka	3		Da Gu Hand	2	●
28	E0	E#1				Tabla na	4		Da Gu Roll	2	●
29	F0	F#1				Tabla tin	4		Pai Gu 4		●
30	F#0	F#1				Tablabaya dha	3		Pai Gu 4 High		●
31	G0	G#1				Dhol 1 Open			Pai Gu 3		●
32	G#0	G#1				Dhol 1 Slap	5		Pai Gu 3 High		●
33	A0	A#1				Dhol 1 Mute	5		Pai Gu 2		●
34	A#0	A#1				Dhol 1 Open Slap	5		Pai Gu 2 High		●
35	B0	B#1				Dhol 1 Roll			Pai Gu 1		●
36	C1	C#2				Dandia Short	6		Luo High 1		●
37	C#1	C#2				Dandia Long	6		Gong Batter		●
38	D1	D#2				Chutki			Jin Luo		●
39	D#1	D#2				Chipri			Luo High 2		●
40	E1	E#2				Khanjira Open			Luo Mid-Low	5	●
41	F1	F#2				Khanjira Slap			Luo		●
42	F#1	F#2				Khanjira Mute			Jin Luo Low	5	●
43	G1	G#2				Khanjira Bendup			Da Cha 1	5	●
44	G#1	G#2				Khanjira Benddown			Da Cha Effect	5	●
45	A1	A#2				Dholak 1 Open			Zhong Cha		●
46	A#1	A#2				Dholak 1 Mute	7		Xiao Cha Effect	1	●
47	B1	B#2				Dholak 1 Slap	7		Xiao Cha	1	●
48	C2	C#3	C'mon		●	Dhol 2 Open			Mang Luo Low		●
49	C#2	C#3	Hoo!		●	Dhol 2 Slap	8		Mang Luo Mid		●
50	D2	D#3	Aha!		●	Dhol 2 Rim	8		Qing		●
51	D#2	D#3	Oh Yeah		●	Mridangam na	9		Finger Bell		●
52	E2	E#3	Yayayayah		●	Mridangam din	9		Luo Big		●
53	F2	F#3	Put Your Hands Together		●	Mridangam ki	9		Mu Yu Low		●
54	F#2	F#3	C'mon Now		●	Mridangam ta	9		Mu Yu Mid-Low		●
55	G2	G#3	Heeey		●	Mridangam Chapu	9		Mu Yu Mid		●
56	G#2	G#3	Everybody Now		●	Mridangam Lo Closed	10		Mu Yu High		●
57	A2	A#3	Clap Your Hands, Everybody C'mon		●	Mridangam Lo Open	10		Nan Bang Zi Roll	3	●
58	A#2	A#3	With All Your Soul		●	Chimta Normal	11		Nan Bang Zi	3	●
59	B2	B#3	Stand Up On Your Feet		●	Chimta Ring	11		Ban Gu	4	●
60	C3	C#4	Uhh Yeah		●	Dholki Hi Open	12		Ban	4	●
61	C#3	C#4	Aaoh		●	Dholki Hi Mute	12		Ban Gu Roll	4	●
62	D3	D#4	Come On!		●	Dholki Lo Open	13		Chinese Opera Voice 1		●
63	D#3	D#4	Yeah!		●	Dholki Hi Slap	12		Chinese Opera Voice 2		●
64	E3	E#4	Alright Now!		●	Dholki Lo Slide	13		Chinese Opera Voice 3		●
65	F3	F#4	One		●	Khol Open	14		Yun Luo F4		●
66	F#3	F#4	Two		●	Khol Slide			Yun Luo F#4		●
67	G3	G#4	Three		●	Khol Mute	14		Yun Luo G4		●
68	G#3	G#4	Four		●	Manjira Open	15		Yun Luo G#4		●
69	A3	A#4	One!		●	Manjira Close	15		Yun Luo A4		●
70	A#3	A#4	Two!		●	Jhanji Open	16		Yun Luo A#4		●
71	B3	B#4	Three!		●	Jhanji Close	16		Yun Luo B4		●
72	C4	C#5	Four!		●	Mondira Open	17		Yun Luo C5		●
73	C#4	C#5	Five!		●	Mondira Close	17		Yun Luo C#5		●
74	D4	D#5	Six!		●	Indian Bhangra Scat 1			Yun Luo D5		●
75	D#4	D#5	Seven!		●	Indian Bhangra Scat 2			Yun Luo D#5		●
76	E4	E#5	Eight!		●	Indian Bhangra Scat 3			Yun Luo E5		●
77	F4	F#5	Clap!		●	indian Bhangra Scat 4			Yun Luo F5		●
78	F#4	F#5	Gospel Clap 1		●	Khomokh Normal			Yun Luo F#5		●
79	G4	G#5	Gospel Clap 2		●	Khomokh Mute			Yun Luo G5		●
80	G#4	G#5				Khomokh mlatak			Yun Luo G#5		●
81	A4	A#5				Thavil Open			Yun Luo A5		●
82	A#4	A#5				Thavil Slap			Yun Luo A#5		●
83	B4	B#5				Thavil Mute			Yun Luo B5		●
84	C5	C#6				Khartaal			Yun Luo C6		●
85	C#5	C#6				Dholak 2 Open	18				
86	D5	D#6				Dholak 2 Slide	18				
87	D#5	D#6				Dholak 2 Rim 1					
88	E5	E#6				Dholak 2 Rim 2					
89	F5	F#6				Dholak 2 Ring					
90	F#5	F#6				Dholak 2 Slap					
91	G5	G#6									

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Same as StandardKit No Sound

Style List / Liste der Styles / Liste des styles / Lista de estilos / Daftar Style / Danh sách giai điệu

PSR-SX900

Category	Style Name
Pop&Rock	SkyPop
	KissDancePop
	DancehallPop
	BoyBandPop
	ReggaetonPop
	CanadianRock
	UK SoftRock
	16BeatRock
	StadiumRock
	GrungeRock
	SongwriterBallad
	UnpluggedBallad
	6-8GuitarBallad
	12-8PopBallad
	SoulfulBallad
	CountryFolk8Beat
	CountryFolkUpbeat
	CountrySongwriter
	NashvillePop
	NashvilleRock
	US ElectroPop
	US FolkPop
	US SingerPop
	CanadianTeenPop
	90sAussiePop
	70sHardRock
	70sShuffleRock
	70sStraightRock
	80sClassicRock
	80sPowerRock
	IrishPopBallad
	SmoothPopBallad
	16BeatBallad
	PianoBallad
	90s8BeatBallad
	US CountryPop
	CountryPopDuo
	CalifornianCountry
	CountryPop
	CountryHits
	UK FolkPop
	BritPopSwing
	90sGuitarPop
	CrazyPop
	ReggaetonSlowJam
	80sEdgyRock
	80sRockDiva
	90sRockBallad
	OrchRockBallad1
	OrchRockBallad2
	UnpluggedPop
	LoveSong
	6-8ChartBallad
	BoyBandBallad
	ModernPopBallad
	90sUS ChartBallad
	CountryFolkBallad
	CountryBallad1
	CountryBallad2
	CountryBallad3
	Live8Beat
	PopEvergreen
	00sBoyBand
	IrishPopRock
	WestCoastPop
	6-8Rock
	RockShuffleFast
	80sRockBeat
	80sSynthRock
	PowerRock
	PowerBallad
	VocalPopBallad
	Acoustic8BtBallad
	PopRockShuffle
	90sPopShuffle
	Country8Beat1

Category	Style Name
Pop&Rock	Country8Beat2
	Country8Beat3
	CountryBeat
	CountryShuffle
	90sDancePop
	FunkPopRock
	ChartPianoShuffle
	ContempGtrPop
	CountryRock
	ElectroRock
	BritRockPop
	StandardRock
	AcousticRock
	6-8BalladRock
	ModernPickin'
	CountryStrummin'
	CountryStraits
	TopChartCountry
	Country2-4
	CountrySingalong
Dance	PartyAnthem
	ClubReggaeton
	Dubstep
	DanceFloor
	DangerDance
	80sMonsterHit
	80sTeenDisco
	80sEuroPop
	80sSynthPop
	80sClassic6-8
	ElectroPop
	EDM Anthem
	Slow'n'Swingin'
	ChartEDM
	ElectroHouse
	ClassicalPop
	RetroSoul
	90sPopBallad
	Cool8Beat
	Wonder8Beat
	ClubMixDJ
	FrenchDJ
	ReggaetonDJ
	MinimalElectro
	NatureHipHop
	80sRetroDisco
	80sBritishPop
	80sSynthDuo
	80sFunkIcon
	80sPopBallad
	StreetBeatbox
	BigRoom
	US ClubDance
	ClubDance1
	ClubDance2
	Up-tempo8Beat
	Swedish8BeatPop
	SwedishPopShuffle
	SynthPop
	80sBoyBand
	EuroTrance
	RetroDance
	ClubHouse
	DreamDance
	GlobalDJs
	70sDisco1
	70sDisco2
	DiscoSurvival
	70sSpanishDisco
	70sDiscoFunk
	TrancePop
	Electronica
	ModernHipHop
	FunkyHouse
	DirtyPop
	80sDivaBallad

Category	Style Name
Dance	80sGuitarPop
	80s8Beat
	80sPianoBallad
	80sAnalogBallad
	ClubHouse
	MiamiHouse
	ElectroHouse
	GangstaHouse
	GrindHouse
	PianoHouse
	ElectroStep
	Eurodance1
	Eurodance2
	TropicalHouse
	FrenchClub
	Ibiza2010
	ChilloutCafe
	Chillout1
	Chillout2
	70sGlamPiano
	70s8BeatBallad
	DiscoChocolate
	PhillyDisco
	FunkDisco
	ChillPerformer
	CloudyBay
	NightWalk
	Play4Sofa
	AngelSun
	80sDiscoBeat
	6-8ClassicSynth
	PopWaltz
	90sDisco
	HipHop
	TurkishEuro
R&B	Mr.Soul
	SoulShuffle
	SoulSupreme
	DetroitPop
	MotorCity
	60sBlueEyedSoul
	60sShadowedPop
	60sVintageRumba
	60sOrganBallad
	60sChartSwing
	LovelyShuffle
	FranklySoul
	6-8SoulBallad
	UK Soul
	DetroitBeat
	60sRisingPop
	60sUnderground
	60sPianoPop
	60s8Beat
	60sVintagePop
	SlowBlues
	BluesRock
	BluesShuffle
	CountryBlues
	FunkyShuffle
	Rock&Roll
	50sRock&Roll
	60sRock&Roll
	Rock&RollJive
	Rock&RollShuffle
	JustRnB
	R&B Shuffle
	KoolShuffle
	FusionShuffle
	70sCoolBallad
	OldiesRock&Roll
	Twist
	Skiffle
	PianoBoogie
	BlueberryBlues
	80sSmoothBallad

Category	Style Name
R&B	90sSmoothBallad
	R&B SoulBallad
	CoolR&B
	R&B SlowBallad
	60sSuperGroup
	60sBigHit
	60sVintageRock
	60sPopRock
	VintageGuitarPop
	AmazingGospel
	HollywoodGospel
	GospelSwing
	GospelBallad
	SouthernGospel
	SurfRock
	BeachRock
	Classic8Beat
	6-8SlowRock
	BubblegumPop
	Worship6-8
	WorshipSlow
	GospelBrothers
	GospelSisters
	SoulBallad
	JazzFunk
	JazzFusion
	70sScatLegend
	70sChartSoul
	LiveSoulBand
	FunkPop
Jazz	BigBandSwing
	BigBandJazz
	ClassicBigBand
	ModernBigBand
	BigBandBallad
	OrchestralSwing1
	OrchestralSwing2
	Orchestral6-8
	PartyAGogo
	HappyBeat
	AcousticJazz
	CoolPianoJazz
	InstrumentalJazz
	CoolSwing
	CoolJazzBallad
	DreamyBallad
	EasyBallad
	EpicBallad
	Orchestral12-8
	Tijuana
	JazzOrganGroove
	JazzOrganCombo
	JazzGuitarClub
	OrchBigBand1
	OrchBigBand2
	70sPopDuo1
	70sPopDuo2
	70sEasyPop
	70sChartBallad
	EasySwing
	TradPianoJazz
	TradPianoBallad
	ManhattanSwing
	FastJazz
	CoolJazzWaltz
	EasyPop
	EasyListening
	MidnightSwing
	40sSwingBallad
	EuroPopOrgan
	SlowJazzWaltz
	MediumJazzWaltz
	FrenchJazz
	AfroCuban
	FiveFour
	OrganSwing

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Category	Style Name	
Jazz	OrganBossa	
	RomanticWaltz	
	8BeatAdria	
	Easy8Beat	
	BigBandFast1	
	BigBandFast2	
	BigBandMedium	
	Swingin'BigBand	
	BigBandShuffle	
	CountrySwing	
	Hawaiian	
	Dixieland	
	Ragtime	
	JumpJive	
	Latin	Reggaeton1
Reggaeton2		
PopCha-Cha		
RockCha-Cha		
FastCha-Cha		
CoolBossa		
BossaBrazil		
LoungeBossa		
SlowBossa		
BossaNova		
CubanCha-Cha		
Bachata		
PopBachata		
PopCumbia		
Axe		
SambaRio		
SambaReggae		
SalsaGranCiclon		
RumbaFlamenco		
TangoFlamencos		
LatinPartyPop		
80sBrazilianPop		
EuroPopMambo		
LiveMerengue		
BrazilianBossa		
Parranda		
Forro		
Joropo		
CubanSon		
Guajira		
Guaguanco		
Salsa		
BoleroLento		
GuitarRumba		
JazzSamba		
PopLatin		
PopBossa		
PopLatinBallad		
SheriffReggae		
HappyReggae		
Ballroom		FinalWaltz
		VocalWaltz
		EnglishWaltz
		SlowWaltz
		Jive
	Quickstep1	
	Quickstep2	
	SlowFoxtrot1	
	SlowFoxtrot2	
	VocalFoxtrot	
	Cha-Cha	
	Samba	
	Rumba	
	Beguine	
	Tango	
	Pasodoble	
	Foxtrot	
	SwingFox	
	Charleston	
	OrganQuickstep	
	OrganCha-Cha	
	OrganSamba	

Category	Style Name	
Ballroom	OrganRumba	
Movie&Show	Gunslinger	
	WildWest	
	SecretService	
	Sci-FiMarch	
	MovieSoundtrack	
	OnBroadway	
	MovieHorns	
	EtherealMovie	
	EtherealVoices	
	MovieClassic	
	AnimationFantasy	
	AnimationBallad	
	IcyBallad	
	MoviePanther	
	BlockbusterBallad	
	VienneseWaltz	
	OrchPopClassics	
	StringAdagio	
	Moonlight6-8	
	OrchestralPolka	
	MovieDisco	
	SaturdayNight	
	70sTV Theme	
	80sMovieBallad	
	MovieBallad	
	6-8March	
	US March	
	OrchestralMarch	
	BaroqueAir	
	GreenFantasia	
	80sChristmas	
	ChristmasBallad	
	ChristmasSwing	
	ChristmasWaltz	
	OrganHymn	
	MovieSwing1	
	MovieSwing2	
	PopMusical	
	It'sShowtime	
	TapDanceSwing	
	OrchMovieBallad	
	BroadwayBallad	
	GuitarSerenade	
	Entertainer	DreamSchlager
		FantasyFox
ApresSkiParty		
PopRumba		
SchlagerRock		
AlpenSchlager		
VolksDance		
OktoberRock-Hit		
VolksSchlager		
SchlagerFox		
YoungFox		
YoungBallad		
HelloShuffle		
ModernSchlager		
SchlagerPop		
SchlagerBeat		
SchlagerAlp		
SchlagerRumba		
Schlager6-8		
SchlagerFever		
AlpenBallad1		
AlpenBallad2		
PartyPolka		
SchlagerPolka		
SchlagerPalace		
PolkaPop		
SchlagerShuffle		
SchlagerSamba		
DiscoFox		
DiscoFoxRock		
GermanRock		
SchlagerWaltz		

Category	Style Name
Entertainer	MallorcaParty
	MallorcaDisco
	PartyArena
	SoftSchlager
	ApresSkiHit
	SynthPopDuo
	Rumbalsland
	70sFrenchHit
	SingalongDanceBand
	SingalongPiano
	PubPiano
	World
Bluegrass	
CountryWaltz	
ModCeltic4-4	
ModCeltic6-8	
OberkrainerPolka1	
OberkrainerPolka2	
ZitherPolka	
OberkrainerWaltz1	
OberkrainerWaltz2	
SaeidyPop	
Saeidy	
WehdaSaghira	
Laff	
ArabicEuro	
ModernDangdut1	
ModernDangdut2	
Keroncong	
Bhangra	
Bhajan	
ScottishJig	
ScottishReel	
ScottishStrathspey	
ScottishPolka	
ScottishWaltz	
BrassBand	
IrishHymn	
CelticDance3-4	
CelticDance	
IrishDance	
Jing Ju Jie Zou	
Xi Qing Luo Gu	
Duranguense	
Grupera	
MalfufFunk	
ScandSlowRock	
ScandCountry	
ScandBugg	
ScandShuffle	
ScandWaltz	
FrenchMusette	
FrenchWaltz	
Tarantella	
Sirtaki	
MexicanDance	
BohemianWaltz	
GermanWaltz	
ItalianWaltz	
ItalianMazurka	
MariachiWaltz	
Flamenco	
SpanishPaso	
US MarchingBand	
GermanMarch1	
GermanMarch2	
AlpenLand	
FolkSongDuo	
FolkPop	

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Category	Style Name
Pop&Rock	SongwriterBallad
	UnpluggedBallad
	6-8GuitarBallad
	12-8PopBallad
	SmoothPopBallad
	CanadianRock
	16BeatRock
	GrungeRock
	70sHardRock
	70sShuffleRock
	DancehallPop
	US FolkPop
	US SingerPop
	ReggaeonPop
	ReggaeonSlowJam
	CountrySongwriter
	US CountryPop
	CountryPop
	CountryHits
	CountryShuffle
	IrishPopBallad
	16BeatBallad
	PianoBallad
	90s8BeatBallad
	6-8ChartBallad
	80sPowerRock
	80sEdgyRock
	OrchRockBallad1
	OrchRockBallad2
	90sRockBallad
	US ElectroPop
	CanadianTeenPop
	UK FolkPop
	BritPopSwing
	90sGuitarPop
	CountryBallad1
	CountryBallad2
	CountryBallad3
	Country8Beat1
	Country8Beat2
	UnpluggedPop
	ChartPianoShuffle
	PopRockShuffle
	WestCoastPop
	FunkPopRock
	6-8Rock
	RockShuffleFast
	80sRockBeat
	80sSynthRock
	PowerRock
	Live8Beat
	ModernPopBallad
	LoveSong
	PowerBallad
Acoustic8BtBallad	
CountryBeat	
ModernPickin'	
CountryStrummin'	
TopChartCountry	
Country2-4	
CountrySingalong	
CountryRock	
BritRockPop	
StandardRock	
AcousticRock	
6-8BalladRock	
ContempGtrPop	
Dance	ClubReggaeon
	Slow'n'Swingin'
	ChartEDM
	ClubMixDJ
	FrenchDJ
	ClassicalPop
	Cool8Beat
	Wonder8Beat
	90sPopBallad

Category	Style Name	
Dance	RetroSoul	
	ReggaeonDJ	
	MinimalElectro	
	NatureHipHop	
	BigRoom	
	EuroTrance	
	60sBigHit	
	Up-tempo8Beat	
	Swedish8BeatPop	
	SwedishPopShuffle	
	70sGlamPiano	
	ClubDance1	
	ClubDance2	
	RetroDance	
	ClubHouse	
	DreamDance	
	70sDisco1	
	70sDisco2	
	DiscoSurvival	
	70sDiscoFunk	
	DiscoChocolate	
	GlobalDJs	
	TrancePop	
	Electronica	
	ModernHipHop	
	FunkyHouse	
	80sDivaBallad	
	80sBoyBand	
	80sGuitarPop	
	80sPianoBallad	
	80sDiscoBeat	
	ClubHouse	
	MiamiHouse	
	ElectroHouse	
	GangstaHouse	
	GrindHouse	
	PianoHouse	
	ElectroStep	
	Eurodance1	
	Eurodance2	
	TropicalHouse	
	ChilloutCafe	
	Chillout1	
	Chillout2	
	Ibiza2010	
	HipHop	
	90sDisco	
	PhillyDisco	
	FunkDisco	
	SynthPop	
	6-8ClassicSynth	
	ChillPerformer	
	CloudyBay	
	NightWalk	
	Play4Sofa	
	AngelSun	
	70s8BeatBallad	
	80sAnalogBallad	
	TurkishEuro	
	PopWaltz	
	R&B	Mr.Soul
		DetroitPop
		DetroitBeat
		MotorCity
		LovelyShuffle
		60sShadowedPop
		60sOrganBallad
		60sPianoPop
		60sChartSwing
		60sRisingPop
		UK Soul
		FranklySoul
6-8SoulBallad		
R&B Shuffle		
KoolShuffle		
Rock&Roll		

Category	Style Name
R&B	60sRock&Roll
	Rock&RollJive
	Rock&RollShuffle
	OldiesRock&Roll
	SlowBlues
	BluesRock
	BluesShuffle
	CountryBlues
	FunkyShuffle
	60sSuperGroup
	60s8Beat
	60sPopRock
	60sVintagePop
	VintageGuitarPop
	80sSmoothBallad
	90sSmoothBallad
	R&B SoulBallad
	R&B SlowBallad
	SoulBallad
	BubblegumPop
	Skiffle
	Twist
	BlueberryBlues
	PianoBoogie
	GospelSwing
	SouthernGospel
	GospelBrothers
	GospelSisters
	FunkPop
	Classic8Beat
6-8SlowRock	
LiveSoulBand	
70sChartSoul	
JazzFusion	
Worship6-8	
WorshipSlow	
JazzFunk	
Jazz	BigBandSwing
	ClassicBigBand
	ModernBigBand
	OrchBigBand1
	OrchBigBand2
	OrchestralSwing1
	OrchestralSwing2
	Orchestral6-8
	Orchestral12-8
	Tijuana
	AcousticJazz
	CoolPianoJazz
	InstrumentalJazz
	CoolSwing
	CoolJazzBallad
	EasyListening
	EasySwing
	EasyBallad
	DreamyBallad
	EpicBallad
	JazzOrganGroove
	JazzGuitarClub
	FastJazz
	BigBandFast1
	BigBandFast2
	EuroPopOrgan
	OrganSwing
	OrganBossa
8BeatAdria	
Easy8Beat	
CoolJazzWaltz	
MediumJazzWaltz	
FrenchJazz	
AfroCuban	
FiveFour	
70sEasyPop	
70sChartBallad	
MidnightSwing	
CountrySwing	

Category	Style Name	
Jazz	Hawaiian	
	BigBandBallad	
	BigBandShuffle	
	JumpJive	
	Dixieland	
	Ragtime	
	Latin	SambaRio
		CubanCha-Cha
		FastCha-Cha
		Reggaeon
80sBrazilianPop		
BrazilianBossa		
CoolBossa		
SlowBossa		
BossaNova		
PopBossa		
Bachata		
PopBachata		
Axe		
SambaReggae		
SalsaGranCiclon		
RumbaFlamenco		
LatinPartyPop		
EuroPopMambo		
PopLatin		
PopLatinBallad		
Parranda		
Forro		
Joropo		
CubanSon		
GuitarRumba		
Guajira		
Salsa		
BoleroLento		
SheriffReggae		
HappyReggae		
Ballroom	FinalWaltz	
	EnglishWaltz	
	Quickstep	
	SlowFoxtrot	
	Jive	
	Cha-Cha	
	Samba	
	Rumba	
	Beguine	
	Tango	
	Pasodoble	
	Charleston	
	Foxtrot	
	SwingFox	
	OrganQuickstep	
	OrganCha-Cha	
	OrganSamba	
	OrganRumba	
Movie&Show	Gunlinger	
	WildWest	
	SecretService	
	Sci-FiMarch	
	MovieSoundtrack	
	AnimationFantasy	
	AnimationBallad	
	IcyBallad	
	EtherealMovie	
	EtherealVoices	
	VienneseWaltz	
	OrchPopClassics	
	6-8March	
	US March	
	OrchestralMarch	
	MovieBallad	
	80sMovieBallad	
	OrchMovieBallad	
	BroadwayBallad	
	OnBroadway	
	MovieSwing1	
	MovieSwing2	

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Category	Style Name
Movie&Show	MovieDisco
	SaturdayNight
	70sTV Theme
	PopMusical
	It'sShowtime
	TapDanceSwing
	MoviePanther
	GuitarSerenade
	BaroqueAir
	GreenFantasia
	Moonlight6-8
	ChristmasSwing
	ChristmasWaltz
	Entertainer
SchlagerRock	
OktoberRockHit	
SchlagerFox	
YoungFox	
HelloShuffle	
PartyPolka	
AlpenBallad1	
AlpenBallad2	
YoungBallad	
ModernSchlager	
SchlagerPop	
SchlagerBeat	
SchlagerAlp	
SchlagerRumba	
Schlager6-8	
SchlagerFever	
SchlagerPolka	
SchlagerPalace	
SchlagerShuffle	
DiscoFox	
DiscoFoxRock	
GermanRock	
MallorcaParty	
MallorcaDisco	
SchlagerSamba	
SchlagerWaltz	
PolkaPop	
PartyArena	
SoftSchlager	
ApresSkiHit	
Rumbalsland	
70sFrenchHit	
PubPiano	
World	Hoedown
	Bluegrass
	CountryWaltz
	ModCeltic4-4
	ModCeltic6-8
	OberkrainerPolka
	ZitherPolka
	BohemianWaltz
	OberkrainerWaltz
	GermanWaltz
	SaeidyPop
	Saeidy
	WehdaSaghira
	Laff
	ArabicEuro
	ModernDangdut1
	ModernDangdut2
	Keroncong
	Bhangra
	Bhajan
	ScottishJig
	ScottishReel
	ScottishPolka
	IrishHymn
	IrishDance
	ScottishWaltz
	FrenchMusette
FrenchWaltz	
ItalianWaltz	

Category	Style Name
World	MariachiWaltz
	Jing Ju Jie Zou
	Xi Qing Luo Gu
	Duranguense
	Grupera
	MalfufFunk
	ScandSlowRock
	ScandCountry
	ScandBugg
	ScandShuffle
	ScandWaltz
	Tarantella
	ItalianMazurka
	Sirtaki
	Flamenco
	SpanishPaso
	US MarchingBand
GermanMarch	
FolkSongDuo	
FolkPop	

Multi Pad Bank List / Multi-Pad-Bank-Liste / Liste des banques multi-pads / Lista de bancos de Multi Pad / Daftar Bank Multi Pad / Danh sách Multi Pad Bank

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Category	Bank Name	
SteelGuitar	Steel8BeatStrum1	
	Steel8BeatStrum2	
	Steel8BeatStrum3	
	SteelGtrTriplet1	
	SteelGtrTriplet2	
	SteelGtrTriplet3	
	Steel16BeatStrum1	
	Steel16BeatStrum2	
	SteelGuitarPick1	
	SteelGuitarPick2	
	SteelGuitarPick3	
	SteelGuitarPick4	
	SteelGuitarPick5	
	SteelBsChordSlow	
	SteelBsChordFast	
	SteelGuitar6-8 1	
	SteelGuitar6-8 2	
	NylonGuitar	Nylon8BeatStrum
		NylonGuitarBasic
		NylonGuitarRumba
NylonGuitarSamba		
NylonGuitarBossa1		
NylonGuitarBossa2		
NylonGuitarBossa3		
FlamencoGuitar1		
FlamencoGuitar2		
FlamencoGuitar3		
NylonGuitarPick		
NylonAccomp		
A.GtrAccomp		
VintageGuitar		Vintage8BeatStrum
	Vintage16BeatCut1	
	Vintage16BeatCut2	
	FunkyGtr16Beat1	
	FunkyGtr16Beat2	
	FunkyGtr16Beat3	
	FunkyGtr16Beat4	
	FunkyGtr16Beat5	
	Vintage16BtShfl	
	VintageGuitarRock	
	JazzGuitarSwing1	
	JazzGuitarSwing2	
	E.Gtr16BeatCut1	
	E.Gtr16BeatCut2	
	E.Gtr16BeatCut3	
	DiscoGuitar	
	E.Gtr16BtShuffle1	
	E.Gtr16BtShuffle2	
	E.Gtr16BeatPick	
	E.Gtr8BeatShuffle	
	E.Guitar6-8	
	E.Gtr8BeatStrum1	
	E.Gtr8BeatStrum2	
	E.GtrRock1	
	E.GtrRock2	
	Brass&Strings	BigBandSwing1
		BigBandSwing2
		BigBandSwing3
		BigBandSwing4
		BigBandSwing5
PopBrassFastSwing		
PopBrassMedSwing		
FunkyHorns		
PopBrass		
SynthBrass		
PopStrings1		
PopStrings2		
PopBrassFX		
Brass&Sax		
Falls		
AttentionDuo		
Fanfare		
OrchestraHits		
OrchestraSweeps		
SynthBrassSlide1		
SynthBrassSlide2		

Category	Bank Name	
Brass&Strings	BrassSwing	
	TrumpetSwing	
	Brass8Beat	
	BrassChords1	
	BrassChords2	
	BrassChords3	
	StringsArpeggio	
	StringsBallad	
	StringsLegato	
	BaroqueStrings	
	StringsRun&Fall	
	Classical	
	LatinPercussion	SambaPercussion
		RumbaPercussion
		BossaPercussion
		ChaChaPercussion
		SalsaPercussion
		LatinPopPerc1
		LatinPopPerc2
		LatinPopPerc3
		LatinPopPerc4
		LatinPopPerc5
LatinPopPerc6		
LatinPopPerc7		
LatinPc16BtShfl1		
LatinPc16BtShfl2		
CarnivalDeRio1		
CarnivalDeRio2		
CarnivalDeRio3		
CarnivalDeRio4		
CarnivalDeRio5		
RelaxedCuban		
LatinTopper		
LatinShuffle		
ChaChaLounge		
LatinTriangle		
Buleria		
Cajon1		
Cajon2		
LatinPercussion1		
LatinPercussion2		
LatinPercussion3		
LatinPercussion4		
LatinPercussion5		
Conga&BongoLoop		
LatinPop		
Rumba&Soca		
Shaker&Tambourine1		
Shaker&Tambourine2		
Shaker&Tambourine3		
Timbales&Tom		
WorldPercussion	ArabicPerc1	
	ArabicPerc2	
	TurkishPerc1	
	TurkishPerc2	
	OrientalPerc1	
	OrientalPerc2	
	OrientalPerc3	
	OrientalPerc4	
OrientalPerc5		
OrientalPerc6		
OrientalPerc7		
OrientalPerc8		
AfricanBeat		
EthnicPercussion		
IndianPerc		
ChinesePerc		
PercussionOneshot	VocalBeatBox	
	BigBells1	
	BigBells2	
	ChurchBells	
	Cymbal&Chimes	
	RideCymbal	
	LatinKit1	
	LatinKit2	
	LatinKit3	

Category	Bank Name	
PercussionOneshot	Conga&BongoShot	
	TurkishKit	
	ArabicKit1	
	ArabicKit2	
	ArabicKit3	
	Gong&Chime	
	ChineseKit	
	Drum	MarchingSnares
		SnarePlay1
		SnarePlay2
SnarePlay3		
SnarePlay4		
Claps2&4		
Claps1-2-3-4		
HiHatPlay		
RockCymbal		
JazzCymbal		
CrashCymbals		
PowerSnares		
PowerToms		
BrushHits		
SynthToms		
DubStepKit		
EDM Kit		
ElectroKit		
TrapKit		
RockKit		
PowerKit1		
PowerKit2		
DrumEndings		
DanceKit		
DJ-BasicSet		
DJ-SFX		
ScratchBank1		
ScratchBank2		
ArrangerLoop	PianoArp8Beat1	
	PianoArp8Beat2	
	PianoArp16Beat1	
	PianoArp16Beat2	
	ChordAddOns1	
	ChordAddOns2	
	OffBeatChords1	
	OffBeatChords2	
	ReggaeAccomp1	
	ReggaeAccomp2	
	DubStepElements1	
	DubStepElements2	
	Chillout1	
	Chillout2	
	Lullaby	
	SynthPlus	
	XmasLoops1	
	XmasLoops2	
	ProcessedVocals	
	HeavenArpeggio	
TwinkleArpeggio		
LatinKeys		
BoogieLoops		
OrganBlues		
ArrangerOneshot	Rasgueo	
	Harpeggio1	
	Harpeggio2	
	PianoGlissando	
	MagicBells	
	Pads&Bells	
	SynthSweeps	
	Comedy	
	Enterprise	
	Impacts&Hits	
	FX Drums	
	Wooshes1	
	Wooshes2	
	Wooshes3	
	SoundFX	
Telephones		
CarFX1		

Category	Bank Name
ArrangerOneshot	CarFX2
	Breathing
	DayFX
	NightFX
	WaterFX
	HorrorShowFX
EDM Synth	Mini1980
	SideChained
	BigSynth
	CrossFusion
	PetShops
	TakeOn
	JustInTime
	PumpingUp
	ManiacFive
	PianoSticks
	PowerFifths
	HiddenThree
	TranceSeq1
	TranceSeq2
TechnoSeq1	
TechnoSeq2	
TechnoSeq3	
Garage	
EurodanceMix	
DanceSynth	
EDM Drum	HalfTimeBeatBox
	TomFactory
	VintageSession
	HipHopMix
	ElectroBeat
	ElectroHouseDrum
	DanceMix1
	DanceMix2
	DanceMix3
	EDM Mix1
	EDM Mix2
	House1
	House2
	House3
ElectroStepMix	
BigRoom	
Tribal	
BreakBeatz	
HipHop1	
HipHop2	
HeavyShuffle	
NewR&B	
Vocal	VocalChords1
	VocalChords2
	PopVocal
	SwingVocal
	OldiesPopVocal
DJ Phrase	DooWopSwing
	DooWopStraight
	BossaVocal1
	BossaVocal2
	LatinVocalFX
	GospelAdlibs1
	GospelAdlibs2
	VocalFades
	ClubHouse A
	ClubHouse B
	ClubHouse C
	ClubHouse D
	MiamilHouse A
	MiamiHouse B
	MiamiHouse C
MiamiHouse D	
ElectricHouse A	
ElectricHouse B	
ElectricHouse C	
ElectricHouse D	
GangstaHouse A	
GangstaHouse B	
GangstaHouse C	

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Category	Bank Name
DJ Phrase	GangstaHouse D
	GrindHouse A
	GrindHouse B
	GrindHouse C
	GrindHouse D
	PianoHouse A
	PianoHouse B
	PianoHouse C
	PianoHouse D
	ElectroStep A
	ElectroStep B
	ElectroStep C
	ElectroStep D
	Eurodance1 A
	Eurodance1 B
	Eurodance1 C
	Eurodance1 D
	Eurodance2 A
	Eurodance2 B
	Eurodance2 C
	Eurodance2 D
	TropicalHouse A
	TropicalHouse B
	TropicalHouse C
	TropicalHouse D

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Category	Bank Name	
SteelGuitar	Steel8BeatStrum1	
	Steel8BeatStrum2	
	Steel8BeatStrum3	
	SteelGtrTriplet1	
	SteelGtrTriplet2	
	Steel16BeatStrum	
	SteelGtrPick1	
	SteelGtrPick2	
	SteelGtrPick3	
	SteelGtrPick4	
	SteelBsChordSlow	
	SteelBsChordFast	
	Steel6-8Arp	
	NylonGuitar	Nylon8BeatStrum
		NylonGuitarBossa1
		NylonGuitarBossa2
		FlamencoGuitar
		NylonGuitarPick
	NylonAccomp	NylonAccomp
		A.GtrAccomp
	VintageGuitar	FunkyGtr16Beat1
		FunkyGtr16Beat2
		FunkyGtr16Beat3
		FunkyGtr16Beat4
JazzGuitarSwing		
E.Gtr16BeatCut1		
E.Gtr16BeatCut2		
E.Gtr16BeatCut3		
DiscoGuitar		
E.Gtr16BtShuffle1		
E.Gtr16BtShuffle2		
E.Gtr16BeatPick		
E.Gtr8BeatShuffle		
E.Guitar6-8		
E.Gtr8BeatStrum1		
E.Gtr8BeatStrum2		
E.GtrRock1		
E.GtrRock2		
Brass&Strings		BigBandSwing1
		BigBandSwing2
	BigBandSwing3	
	PopBrassFX	
	Brass&Sax	
	Falls	
	AttentionDuo	
	Fanfare	
	OrchestraHits	
	OrchestraSweeps	
	SynthBrassSlide	
	BrassSwing	
	TrumpetSwing	
	Brass8Beat	
	BrassChords1	
	BrassChords2	
	BrassChords3	
	StringsArpeggio	
	StringsBallad	
	StringsLegato	
BaroqueStrings		
StringsRun&Fall		
Classical		
LatinPercussion	SambaPercussion	
	RumbaPercussion	
	LatinPopPerc1	
	LatinPopPerc2	
	LatinPopPerc3	
	LatinPc16BtShfl	
	CarnivalDeRio	
	RelaxedCuban	
	LatinTriangle	
	Cajon1	
	Cajon2	
	LatinPercussion1	
	LatinPercussion2	
	LatinPercussion3	
	LatinPercussion4	

Category	Bank Name	
LatinPercussion	LatinPercussion5	
	Conga&BongoLoop	
	LatinPop	
	Rumba&Soca	
	Timbales&Tom	
	Shaker&Tambourine	
	WorldPercussion	TurkishPerc1
		TurkishPerc2
OrientalPerc1		
OrientalPerc2		
OrientalPerc3		
OrientalPerc4		
OrientalPerc5		
OrientalPerc6		
OrientalPerc7		
OrientalPerc8		
EthnicPercussion		
IndianPerc		
ChinesePerc		
PercussionOneshot	BigBells	
	ChurchBells	
	Cymbal&Chimes	
	RideCymbal	
	LatinKit1	
	LatinKit2	
	LatinKit3	
	Conga&BongoShot	
	ArabicKit1	
	ArabicKit2	
	Gong&Chime	
	ChineseKit	
	Drum	SnarePlay1
		SnarePlay2
Claps2&4		
Claps1-2-3-4		
CrashCymbals		
PowerSnares		
PowerToms		
BrushHits		
SynthToms		
EDM Kit		
ElectroKit		
PowerKit1		
PowerKit2		
DrumEndings		
DanceKit		
DJ-BasicSet		
DJ-SFX		
ScratchBank		
ArrangerLoop	PianoArp8Beat	
	PianoArp16Beat	
	ReggaeAccomp	
	Chillout	
	Lullaby	
	XmasLoops	
	HeavenArpeggio	
	TwinkleArpeggio	
	LatinKeys	
	BoogieLoops	
OrganBlues		
ArrangerOneshot	Rasgueo	
	Harpeggio1	
	Harpeggio2	
	PianoGlissando	
	MagicBells	
	Pads&Bells	
	SynthSweeps	
	Wooshes1	
	Wooshes2	
	Wooshes3	
	Comedy	
	SoundFX	
	CarFX	
	Breathing	
DayFX		
NightFX		

Category	Bank Name
ArrangerOneshot	WaterFX
	HorrorShowFX
EDM Synth	Mini1980
	SideChained
	CrossFusion
	PetShops
	TakeOn
	PumpingUp
	TranceSeq1
	TranceSeq2
	TechnoSeq1
	TechnoSeq2
	TechnoSeq3
	Garage
	EurodanceMix
	DanceSynth
EDM Drum	TomFactory
	ElectroBeat
	DanceMix1
	DanceMix2
	DanceMix3
	EDM Mix1
	EDM Mix2
	House1
	House2
	House3
	ElectroStepMix
	BigRoom
	Tribal
	BreakBeatz
HipHop1	
HipHop2	
HeavyShuffle	
NewR&B	
DJ Phrase	ClubHouse A
	ClubHouse B
	ClubHouse C
	ClubHouse D
	MiamiHouse A
	MiamiHouse B
	MiamiHouse C
	MiamiHouse D
	ElectricHouse A
	ElectricHouse B
	ElectricHouse C
	ElectricHouse D
	GangstaHouse A
	GangstaHouse B
	GangstaHouse C
	GangstaHouse D
	GrindHouse A
	GrindHouse B
	GrindHouse C
	GrindHouse D
PianoHouse A	
PianoHouse B	
PianoHouse C	
PianoHouse D	
ElectroStep A	
ElectroStep B	
ElectroStep C	
ElectroStep D	
Eurodance1 A	
Eurodance1 B	
Eurodance1 C	
Eurodance1 D	
Eurodance2 A	
Eurodance2 B	
Eurodance2 C	
Eurodance2 D	
TropicalHouse A	
TropicalHouse B	
TropicalHouse C	
TropicalHouse D	

Effect Type List / Liste der Effekttypen / Liste des types d'effet / Lista de tipos de efecto / Daftar Jenis Efek / Danh sách kiểu hiệu ứng

Reverb Block (PSR-SX900, PSR-SX700)

Category	Type	Description	MSB	LSB	Parameter List (pages 61 – 73)	
Reverb	Real Large Hall +	Real reverb simulating the acoustics of a large sized hall with rich middle range.	1	35	REAL REVERB	
	Real Medium Hall +	Real reverb simulating the acoustics of a medium sized hall with rich middle range.	1	36	REAL REVERB	
	Real Small Hall +	Real reverb simulating the acoustics of a small sized hall with rich middle range.	1	37	REAL 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	Reverb simulating the acoustics of a hall.	1	16	REVERB1	
	Hall 3	Reverb simulating the acoustics of a hall.	1	17	REVERB1	
	Hall 4	Reverb simulating the acoustics of a hall.	1	18	REVERB1	
	Hall 5	Reverb simulating the acoustics of a hall.	1	1	REVERB1	
	Vocal Hall 1	Reverb suitable for vocals.	1	27	REVERB1	
	Vocal Hall 2	Reverb suitable for vocals.	1	28	REVERB1	
	Real Room +	Real reverb simulating the acoustics of a room with rich middle range.	2	34	REAL 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	
	Stage 1	Reverb suitable for a solo instrument.	3	16	REVERB1	
	Real Large Plate +	Real reverb simulating a large plate reverb unit with rich middle range.	4	35	REAL REVERB	
	Real Medium Plate +	Real reverb simulating a medium sized plate reverb unit with rich middle range.	4	36	REAL 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	
	Large Plate +	Reverb simulating a large plate reverb unit with rich middle range.	4	18	REVERB1	
	Plate 1	Reverb simulating a plate reverb unit.	4	16	REVERB1	
	Legacy	Hall M	Reverb simulating the acoustics of a hall.	1	6	REVERB1
		Hall L	Reverb simulating the acoustics of a hall.	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	Reverb simulating the acoustics of a 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	Reverb simulating the acoustics of a room.	2	17	REVERB1
		Room 3	Reverb simulating the acoustics of a room.	2	18	REVERB1
		Room 4	Reverb simulating the acoustics of a room.	2	19	REVERB1
Room 5		Reverb simulating the acoustics of a room.	2	0	REVERB1	
Room 6		Reverb simulating the acoustics of a room.	2	1	REVERB1	
Room 7		Reverb simulating the acoustics of a room.	2	2	REVERB1	
Room S		Reverb simulating the acoustics of a room.	2	5	REVERB1	
Room M		Reverb simulating the acoustics of a room.	2	6	REVERB1	
Room L		Reverb simulating the acoustics of a room.	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	REVERB3	
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		Reverb suitable for a solo instrument.	3	0	REVERB1	
Stage 4		Reverb suitable for a solo instrument.	3	1	REVERB1	
Plate 2		Reverb simulating a plate reverb unit.	4	17	REVERB1	
Plate 3		Reverb simulating a plate reverb unit.	4	0	REVERB1	
GM Plate		Reverb simulating a plate reverb unit.	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 (PSR-SX900, PSR-SX700)

Category	Type	Description	MSB	LSB	Parameter List (pages 61 – 73)
Reverb	Hall 1	Reverb simulating the acoustics of a hall.	1	0	REVERB1
	Hall 2	Reverb simulating the acoustics of a hall.	1	16	REVERB1
	Hall 3	Reverb simulating the acoustics of a hall.	1	17	REVERB1
	Hall 4	Reverb simulating the acoustics of a hall.	1	18	REVERB1
	Hall 5	Reverb simulating the acoustics of a hall.	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 1	Reverb suitable for a solo instrument.	3	16	REVERB1
Delay	Plate 1	Reverb simulating a plate reverb unit.	4	16	REVERB1
	Tempo Delay 1	Tempo-synchronized delay.	21	0	TEMPO DELAY
	Tempo Delay 2	Tempo-synchronized delay.	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	Tempo-synchronized cross delay.	22	16	TEMPO CROSS DELAY
	Tempo Cross 3	Tempo-synchronized cross delay.	22	17	TEMPO CROSS DELAY
	Tempo Cross 4	Tempo-synchronized cross delay.	22	18	TEMPO CROSS DELAY
Modulation	Chorus 1	Conventional chorus program with rich, warm chorusing.	66	17	CHORUS
	Chorus 2	Conventional chorus program with rich, warm chorusing.	66	8	CHORUS
	Symphonic 1	Adds more stages to the modulation of Celeste.	68	16	SYMPHONIC
	Flanger 1	Creates a sound similar to that of a jet airplane.	67	8	FLANGER
	Tempo Flanger	Tempo-synchronized flanger.	107	0	TEMPO FLANGER
	Phaser 1	Cyclically modulates the phase to add modulation to the sound.	72	0	PHASER1
	Tempo Phaser 1	Tempo-synchronized phaser.	108	0	TEMPO PHASER
	E-Piano Phaser 1	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	Simulates a rotary speaker.	99	17	ROTARY SPEAKER1
	Rotary Speaker 1	Simulates a rotary speaker.	69	16	ROTARY SPEAKER2
	Tremolo 1	Rich Tremolo effect with both volume and pitch modulation.	70	16	TREMOLO
	E-Piano Tremolo	Rich Tremolo effect with both volume and pitch modulation.	70	18	TREMOLO
	Tempo Tremolo	Tempo-synchronized rich Tremolo effect with both volume and pitch modulation.	120	0	TEMPO TREMOLO
	Auto Pan 1	Several panning effects that automatically shift the sound position (left, right, front, back).	71	16	AUTO PAN1
	Tempo Auto Pan 1	Tempo-synchronized auto pan.	121	0	TEMPO AUTO PAN1
	Legacy	Hall M	Reverb simulating the acoustics of a hall.	1	6
Hall L		Reverb simulating the acoustics of a hall.	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		Reverb simulating the acoustics of a room.	2	17	REVERB1
Room 3		Reverb simulating the acoustics of a room.	2	18	REVERB1
Room 4		Reverb simulating the acoustics of a room.	2	19	REVERB1
Room 5		Reverb simulating the acoustics of a room.	2	0	REVERB1
Room 6		Reverb simulating the acoustics of a room.	2	1	REVERB1
Room 7		Reverb simulating the acoustics of a room.	2	2	REVERB1
Room S		Reverb simulating the acoustics of a room.	2	5	REVERB1
Room M		Reverb simulating the acoustics of a room.	2	6	REVERB1
Room L		Reverb simulating the acoustics of a room.	2	7	REVERB1
Stage 2		Reverb suitable for a solo instrument.	3	17	REVERB1
Stage 3		Reverb suitable for a solo instrument.	3	0	REVERB1
Stage 4		Reverb suitable for a solo instrument.	3	1	REVERB1
Plate 2		Reverb simulating a plate reverb unit.	4	17	REVERB1
Plate 3		Reverb simulating a plate reverb unit.	4	0	REVERB1
GM Plate		Reverb simulating a plate reverb unit.	4	7	REVERB1
Karaoke 1		Echo for karaoke.	20	0	KARAOKE
Karaoke 2		Echo for karaoke.	20	1	KARAOKE
Karaoke 3		Echo for karaoke.	20	2	KARAOKE
Early Reflection 1		This effect isolates only the early reflection components of the reverb.	9	0	EARLY REFLECTION
Early Reflection 2		This effect isolates only the early reflection components of the reverb.	9	1	EARLY REFLECTION
Chorus 3		Conventional chorus program with rich, warm chorusing.	66	16	CHORUS
Chorus 4		Conventional chorus program with rich, warm chorusing.	66	1	CHORUS
Chorus 5		Conventional chorus program with rich, warm chorusing.	65	2	CHORUS
Chorus 6		Conventional chorus program with rich, warm chorusing.	65	0	CHORUS
Chorus 7		Conventional chorus program with rich, warm chorusing.	65	1	CHORUS
Chorus 8		Conventional chorus program with rich, warm chorusing.	65	8	CHORUS
Chorus Fast		Conventional chorus program with rich, warm chorusing.	65	16	CHORUS
Chorus Lite		Conventional chorus program with rich, warm chorusing.	65	17	CHORUS
GM Chorus 1		Conventional chorus program with rich, warm chorusing.	65	3	CHORUS
GM Chorus 2		Conventional chorus program with rich, warm chorusing.	65	4	CHORUS
GM Chorus 3		Conventional chorus program with rich, warm chorusing.	65	5	CHORUS
GM Chorus 4		Conventional chorus program with rich, warm chorusing.	65	6	CHORUS
Feedback Chorus		Conventional chorus program with rich, warm chorusing.	65	7	CHORUS
Celeste 1		A 3-phase LFO adds modulation and spaciousness to the sound.	66	0	CHORUS
Celeste 2		A 3-phase LFO adds modulation and spaciousness to the sound.	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		Chorus effect without modulation, created by adding a slightly pitch-shifted sound.	87	16	ENSEMBLE DETUNE

Effect Type List / Liste der Effekttypen / Liste des types d'effet / Lista de tipos de efecto / Daftar Jenis Efek / Danh sách kiểu hiệu ứng

Category	Type	Description	MSB	LSB	Parameter List (pages 61 – 73)
Legacy	Flanger 2	Creates a sound similar to that of a jet airplane.	67	16	FLANGER
	Flanger 3	Creates a sound similar to that of a jet airplane.	67	17	FLANGER
	Flanger 4	Creates a sound similar to that of a jet airplane.	67	1	FLANGER
	Flanger 5	Creates a sound similar to that of a jet airplane.	67	0	FLANGER
	GM Flanger	Creates a sound similar to that of a jet airplane.	67	7	FLANGER
	Phaser 2	Cyclically modulates the phase to add modulation to the sound.	72	8	PHASER2
	Phaser 3	Cyclically modulates the phase to add modulation to the sound.	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	Cyclically modulates the phase to add modulation to the sound. For electric piano.	72	16	PHASER1
	Dual Rotary Speaker 1	Simulates a rotary speaker.	99	0	ROTARY SPEAKER1
	Dual Rotary Speaker 2	Simulates a rotary speaker.	99	1	ROTARY SPEAKER1
	Rotary Speaker 2	Simulates a rotary speaker.	71	17	AUTO PAN1
	Rotary Speaker 3	Simulates a rotary speaker.	71	18	AUTO PAN1
	Rotary Speaker 4	Simulates a rotary speaker.	70	17	TREMOLO
	Rotary Speaker 5	Simulates a rotary speaker.	66	18	CHORUS
	Rotary Speaker 6	Simulates a rotary speaker.	69	0	ROTARY SPEAKER2
	Rotary Speaker 7	Simulates a rotary speaker.	71	22	AUTO PAN1
	2way Rotary Speaker	Simulates a rotary speaker.	86	0	2WAY ROTARY SPEAKER
	Tremolo 2	Rich Tremolo effect with both volume and pitch modulation.	71	19	AUTO PAN1
	Tremolo 3	Rich Tremolo effect with both volume and pitch modulation.	70	0	TREMOLO
	Guitar Tremolo 1	Rich Tremolo effect with both volume and pitch modulation.	71	20	AUTO PAN1
	Guitar Tremolo 2	Rich Tremolo effect with both volume and pitch modulation.	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	Several panning effects that automatically shift the sound position (left, right, front, back).	71	1	AUTO PAN2
	E-Piano Auto Pan	Several panning effects that automatically shift the sound position (left, right, front, back).	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	Changes the pitch of the input signal.	80	0	PITCH CHANGE1
	Pitch Change 3	Changes the pitch of the input signal.	80	1	PITCH CHANGE2
---	No Effect	No effect.	0	0	NO EFFECT

Variation/Insertion Block (PSR-SX900)

Category	Type	Description	MSB	LSB	Parameter List (pages 61 – 73)
Reverb	Hall 1	Reverb simulating the acoustics of a hall.	1	0	REVERB1
	Hall 2	Reverb simulating the acoustics of a hall.	1	16	REVERB1
	Hall 3	Reverb simulating the acoustics of a hall.	1	17	REVERB1
	Hall 4	Reverb simulating the acoustics of a hall.	1	18	REVERB1
	Hall 5	Reverb simulating the acoustics of a hall.	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 1	Reverb suitable for a solo instrument.	3	16	REVERB1
Delay	Plate 1	Reverb simulating a plate reverb unit.	4	16	REVERB1
	Delay LCR 1	Produces three delayed sounds: L, R and C (center).	5	16	DELAY LCR
	Delay LCR 2	Produces three delayed sounds: L, R and C (center).	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	The feedback of the two delayed sounds is crossed.	8	16	CROSS DELAY
	Tempo Delay 1	Tempo-synchronized delay.	21	0	TEMPO DELAY
	Tempo Delay 2	Tempo-synchronized delay.	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	Tempo-synchronized cross delay.	22	16	TEMPO CROSS DELAY
	Tempo Cross 3	Tempo-synchronized cross delay.	22	17	TEMPO CROSS DELAY
	Tempo Cross 4	Tempo-synchronized cross delay.	22	18	TEMPO CROSS DELAY
	Distortion	US Combo Twin	American combo amp simulator. Setting for typical sound.	99	32
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 Heavy 1		British stack amp simulator. Setting for heavy sound 1.	98	33	BRITISH LEGEND
British Legend Heavy 2		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		Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	21	V DISTORTION
Stereo Amp Sim Solid		Stereo amp simulator.	75	29	STEREO AMP SIMULATOR
Stereo Amp Sim Crunch		Stereo amp simulator.	75	30	STEREO AMP SIMULATOR
Stereo Amp Sim Blues		Stereo amp simulator.	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		VCM Compressor	This simulates an analog compressor, giving a vintage flavor to the sound.	124	4
	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
	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
Modulation	Chorus 1	Conventional chorus program with rich, warm chorusing.	66	17	CHORUS
	Chorus 2	Conventional chorus program with rich, warm chorusing.	66	8	CHORUS
	Symphonic 1	Adds more stages to the modulation of Celeste.	68	16	SYMPHONIC
	VCM Flanger 1	This simulates an analog flanger, giving a strong vintage flavor to the sound.	124	1	VCM/VINTAGE FLANGER
	Flanger 1	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

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Category	Type	Description	MSB	LSB	Parameter List (pages 61 – 73)
Modulation	Tempo Flanger	Tempo-synchronized flanger.	107	0	TEMPO FLANGER
	VCM Phaser 1	This simulates an analog phaser, giving a strong vintage flavor to the sound. It is effective in mono.	124	2	VCM/VINTAGE PHASER MONO
	VCM Phaser Stereo 1	This simulates an analog phaser, giving a strong vintage flavor to the sound. It is effective in stereo.	124	3	VCM/VINTAGE PHASER STEREO
	Phaser 1	Cyclically modulates the phase to add modulation to the sound.	72	0	PHASER1
	Tempo Phaser 1	Tempo-synchronized phaser.	108	0	TEMPO PHASER
	E-Piano Phaser 1	Cyclically modulates the phase to add modulation to the sound. For electric piano.	72	17	PHASER1
	VCM 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	VCM/VINTAGE AUTO WAH
	Auto Wah 1	Cyclically modulates the center frequency of a wah filter.	78	16	AUTO WAH
	Auto Wah + Distortion 1	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
	VCM 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	VCM/VINTAGE TOUCH WAH
	Touch Wah 1	Changes the center frequency of a wah filter according to the input level.	82	0	TOUCH WAH1
	Touch Wah + Distortion 1	Distortion can be applied to the output of Touch Wah.	82	16	TOUCH WAH1
	VCM Pedal Wah Basic	Vintage Wah which can be controlled by "Pedal Control" parameter. (See Effect Parameter List.)	125	1	VCM/VINTAGE PEDAL WAH
	VCM Pedal Wah Disco	Vintage Wah which can be controlled by "Pedal Control" parameter. (See Effect Parameter List.)	125	16	VCM/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	Simulates a rotary speaker.	99	17	ROTARY SPEAKER1
	Rotary Speaker 1	Simulates a rotary speaker.	69	16	ROTARY SPEAKER2
	Tremolo 1	Rich Tremolo effect with both volume and pitch modulation.	70	16	TREMOLO
	E-Piano Tremolo	Rich Tremolo effect with both volume and pitch modulation.	70	18	TREMOLO
	Tempo Tremolo	Tempo-synchronized rich Tremolo effect with both volume and pitch modulation.	120	0	TEMPO TREMOLO
	Auto Pan 1	Several panning effects that automatically shift the sound position (left, right, front, back).	71	16	AUTO PAN1
	Tempo Auto Pan 1	Tempo-synchronized auto pan.	121	0	TEMPO AUTO PAN1
	Misc	Loop FX 1	Degrades the audio quality of the input signal.	94	16
Loop FX 2		Degrades the audio quality of the input signal.	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		Degrades the audio quality of the input signal. Ideal for drum sounds.	94	19	LO FI
Lo-Fi Drum 3		Degrades the audio quality of the input signal. Ideal for drum sounds.	76	19	3BAND EQ
Lo-Fi Drum 4	Degrades the audio quality of the input signal. Ideal for drum sounds.	76	20	3BAND EQ	
Legacy	Hall M	Reverb simulating the acoustics of a hall.	1	6	REVERB1
	Hall L	Reverb simulating the acoustics of a hall.	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	Reverb simulating the acoustics of a room.	2	17	REVERB1
	Room 3	Reverb simulating the acoustics of a room.	2	18	REVERB1
	Room 4	Reverb simulating the acoustics of a room.	2	19	REVERB1
	Room 5	Reverb simulating the acoustics of a room.	2	0	REVERB1
	Room 6	Reverb simulating the acoustics of a room.	2	1	REVERB1
	Room 7	Reverb simulating the acoustics of a room.	2	2	REVERB1
	Room S	Reverb simulating the acoustics of a room.	2	5	REVERB1
	Room M	Reverb simulating the acoustics of a room.	2	6	REVERB1
	Room L	Reverb simulating the acoustics of a room.	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	Reverb suitable for a solo instrument.	3	0	REVERB1
	Stage 4	Reverb suitable for a solo instrument.	3	1	REVERB1
	Plate 2	Reverb simulating a plate reverb unit.	4	17	REVERB1
	Plate 3	Reverb simulating a plate reverb unit.	4	0	REVERB1
	GM Plate	Reverb simulating a plate reverb unit.	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
	Karaoke 1	Echo for karaoke.	20	0	KARAOKE
	Karaoke 2	Echo for karaoke.	20	1	KARAOKE
	Karaoke 3	Echo for karaoke.	20	2	KARAOKE
	Early Reflection 1	This effect isolates only the early reflection components of the reverb.	9	0	EARLY REFLECTION
	Early Reflection 2	This effect isolates only the early reflection components of the reverb.	9	1	EARLY REFLECTION
	Gate Reverb 1	Simulation of gated reverb.	10	0	GATE REVERB
	Gate Reverb 2	Simulation of gated reverb.	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	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	23	V DISTORTION
	V Distortion Classic Soft	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	20	V DISTORTION
	V Distortion Metal	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	24	V DISTORTION
	V Distortion Edgy	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	19	V DISTORTION
	V Distortion Solid	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	25	V DISTORTION
	V Distortion Clean 1	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	17	V DISTORTION
	V Distortion Clean 2	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	26	V DISTORTION

Category	Type	Description	MSB	LSB	Parameter List (pages 61 – 73)
Legacy	V Distortion Twin	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	16	V DISTORTION
	V Distortion Rockabilly	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	103	18	V DIST TEMPO DELAY
	V Distortion Jazz Clean	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	27	V DISTORTION
	V Distortion Fusion	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	103	19	V DIST TEMPO DELAY
	V Distortion Hard	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	0	V DISTORTION
	V Distortion Soft	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	2	V DISTORTION
	Stereo Amp Sim Clean	Stereo amp simulator.	75	27	STEREO AMP SIMULATOR
	Stereo Amp Sim Blues Harp	Stereo amp simulator.	75	31	STEREO AMP SIMULATOR
	Distortion Hard 1	Hard-edge distortion.	75	16	AMP SIMULATOR1
	Distortion Hard 2	Hard-edge distortion.	75	22	AMP SIMULATOR1
	Distortion Soft 1	Soft, warm distortion.	75	17	AMP SIMULATOR1
	Distortion Soft 2	Soft, warm distortion.	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	A simulation of a guitar amp.	75	1	AMP SIMULATOR2
	Stereo Amp Simulator 1	Stereo amp simulator.	75	20	STEREO AMP SIMULATOR
	Stereo Amp Simulator 2	Stereo amp simulator.	75	21	STEREO AMP SIMULATOR
	Stereo Amp Simulator 3	Stereo amp simulator.	75	8	STEREO AMP SIMULATOR
	Stereo Amp Simulator 4	Stereo amp simulator.	75	24	STEREO AMP SIMULATOR
	Stereo Amp Simulator 5	Stereo amp simulator.	75	25	STEREO AMP SIMULATOR
	Stereo Amp Simulator 6	Stereo amp simulator.	75	26	STEREO AMP SIMULATOR
	Distortion + Delay 1	Distortion and Delay are connected in series.	95	16	DISTORTION DELAY
	Distortion + Delay 2	Distortion and Delay are connected in series.	95	0	DISTORTION DELAY
	Overdrive + Delay 1	Overdrive and Delay are connected in series.	95	17	DISTORTION DELAY
	Overdrive + Delay 2	Overdrive and Delay are connected in series.	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	Compressor, Distortion and Delay are connected in series.	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	Compressor, Overdrive and Delay are connected in series.	96	1	COMP DIST DELAY
	V Distortion Soft + Delay	V Distortion Soft and Delay are connected in series.	98	3	V DISTORTION 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	V Distortion Hard and Tempo Delay are connected in series.	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	V Distortion Soft and Tempo Delay are connected in series.	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	Since a Compressor is included in the first stage, steady distortion can be produced regardless of changes in input level.	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	Compressor, Overdrive and Tempo Delay are connected in series.	101	16	COMP DIST TEMPO DELAY
	Comp + OD + Tmp Delay 3	Compressor, Overdrive and Tempo Delay are connected in series.	101	17	COMP DIST TEMPO DELAY
	Comp + OD + Tmp Delay 4	Compressor, Overdrive and Tempo Delay are connected in series.	101	18	COMP DIST TEMPO DELAY
	Comp + OD + Tmp Delay 5	Compressor, Overdrive and Tempo Delay are connected in series.	101	19	COMP DIST TEMPO DELAY
	Comp + OD + Tmp Delay 6	Compressor, Overdrive and Tempo Delay are connected in series.	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
	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	Adds new harmonics to the input signal to make the sound stand out.	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	Conventional chorus program with rich, warm chorusing.	66	1	CHORUS
	Chorus 5	Conventional chorus program with rich, warm chorusing.	65	2	CHORUS
	Chorus 6	Conventional chorus program with rich, warm chorusing.	65	0	CHORUS
	Chorus 7	Conventional chorus program with rich, warm chorusing.	65	1	CHORUS
	Chorus 8	Conventional chorus program with rich, warm chorusing.	65	8	CHORUS
	Chorus Fast	Conventional chorus program with rich, warm chorusing.	65	16	CHORUS
	Chorus Lite	Conventional chorus program with rich, warm chorusing.	65	17	CHORUS
	GM Chorus 1	Conventional chorus program with rich, warm chorusing.	65	3	CHORUS
GM Chorus 2	Conventional chorus program with rich, warm chorusing.	65	4	CHORUS	
GM Chorus 3	Conventional chorus program with rich, warm chorusing.	65	5	CHORUS	
GM Chorus 4	Conventional chorus program with rich, warm chorusing.	65	6	CHORUS	
Feedback Chorus	Conventional chorus program with rich, warm chorusing.	65	7	CHORUS	

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Category	Type	Description	MSB	LSB	Parameter List (pages 61 – 73)
Legacy	Celeste 1	A 3-phase LFO adds modulation and spaciousness to the sound.	66	0	CHORUS
	Celeste 2	A 3-phase LFO adds modulation and spaciousness to the sound.	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	Chorus effect without modulation, created by adding a slightly pitch-shifted sound.	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
	VCM Flanger 2	This simulates an analog flanger, giving a strong vintage flavor to the sound.	124	16	VCM/VINTAGE FLANGER
	Flanger 2	Creates a sound similar to that of a jet airplane.	67	16	FLANGER
	Flanger 3	Creates a sound similar to that of a jet airplane.	67	17	FLANGER
	Flanger 4	Creates a sound similar to that of a jet airplane.	67	1	FLANGER
	Flanger 5	Creates a sound similar to that of a jet airplane.	67	0	FLANGER
	GM Flanger	Creates a sound similar to that of a jet airplane.	67	7	FLANGER
	Dynamic Flanger	Dynamically controlled flanger.	110	0	DYNAMIC FLANGER
	Ambience Flanger	Flanger which added early reflection sound.	67	9	AMBIENCE FLANGER
	VCM Phaser 2	This simulates an analog phaser, giving a strong vintage flavor to the sound. It is effective in mono.	124	17	VCM/VINTAGE PHASER MONO
	VCM Phaser Stereo 2	This simulates an analog phaser, giving a strong vintage flavor to the sound. It is effective in stereo.	124	18	VCM/VINTAGE PHASER STEREO
	VCM Phaser Stereo 3	This simulates an analog phaser, giving a strong vintage flavor to the sound. It is effective in stereo.	124	19	VCM/VINTAGE PHASER STEREO
	VCM Phaser Stereo 4	This simulates an analog phaser, giving a strong vintage flavor to the sound. It is effective in stereo.	124	20	VCM/VINTAGE PHASER STEREO
	Phaser 2	Cyclically modulates the phase to add modulation to the sound.	72	8	PHASER2
	Phaser 3	Cyclically modulates the phase to add modulation to the sound.	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	Cyclically modulates the phase to add modulation to the sound. For electric piano.	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	Distortion can be applied to the output of Auto Wah.	78	21	AUTO WAH DISTORTION
	Auto Wah + Dist Heavy	Distortion can be applied to the output of Auto Wah.	78	23	AUTO WAH DISTORTION
	Auto Wah + Dist Lite	Distortion can be applied to the output of Auto Wah.	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	Overdrive distortion can be applied to the output of Auto Wah.	78	2	AUTO WAH DISTORTION
	Auto Wah + OD Hard	Overdrive distortion can be applied to the output of Auto Wah.	78	22	AUTO WAH DISTORTION
	Auto Wah + OD Heavy	Overdrive distortion can be applied to the output of Auto Wah.	78	24	AUTO WAH DISTORTION
	Auto Wah + OD Lite	Overdrive distortion can be applied to the output of Auto Wah.	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	Tempo-synchronized Auto Wah. Distortion can be applied to the output.	79	21	TEMPO AUTO WAH2
	Tmp AutoWah + Dist Heavy	Tempo-synchronized Auto Wah. Distortion can be applied to the output.	79	23	TEMPO AUTO WAH2
	Tmp AutoWah + Dist Lite	Tempo-synchronized Auto Wah. Distortion can be applied to the output.	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	Tempo-synchronized Auto Wah. Overdrive distortion can be applied to the output.	79	22	TEMPO AUTO WAH2
	Tmp AutoWah + OD Heavy	Tempo-synchronized Auto Wah. Overdrive distortion can be applied to the output.	79	24	TEMPO AUTO WAH2
	Tmp AutoWah + OD Lite	Tempo-synchronized Auto Wah. Overdrive distortion can be applied to the output.	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	Changes the center frequency of a wah filter according to the input level.	82	20	TOUCH WAH2
	Touch Wah + Distortion 2	Distortion can be applied to the output of Touch Wah.	82	1	TOUCH WAH1
	Touch Wah + Dist Hard	Distortion can be applied to the output of Touch Wah.	82	21	TOUCH WAH2
	Touch Wah + Dist Heavy	Distortion can be applied to the output of Touch Wah.	82	23	TOUCH WAH2
	Touch Wah + Dist Lite	Distortion can be applied to the output of Touch Wah.	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	Overdrive distortion can be applied to the output of Touch Wah.	82	2	TOUCH WAH2
	Touch Wah + OD Hard	Overdrive distortion can be applied to the output of Touch Wah.	82	22	TOUCH WAH2
	Touch Wah + OD Heavy	Overdrive distortion can be applied to the output of Touch Wah.	82	24	TOUCH WAH2
	Touch Wah + OD Lite	Overdrive distortion can be applied to the output of Touch Wah.	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	Wah, Distortion and Delay are connected in series.	97	0	WAH DISTORTION DELAY
	Wah + Dist + Tmp Delay	Wah, Distortion and Tempo Delay are connected in series.	102	0	WAH DIST TEMPO DELAY
	Wah + Overdrive + Delay 1	Wah, Overdrive and Delay are connected in series.	97	17	WAH DISTORTION DELAY
	Wah + Overdrive + Delay 2	Wah, Overdrive and Delay are connected in series.	97	1	WAH DISTORTION DELAY
	Wah + OD + Tmp Delay 1	Wah, Overdrive and Tempo Delay are connected in series.	102	1	WAH DIST TEMPO DELAY
	Wah + OD + Tmp Delay 2	Wah, Overdrive and Tempo Delay are connected in series.	102	16	WAH DIST TEMPO 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	Distortion can be applied to the output of Pedal Wah.	122	23	PEDAL WAH2
	Pedal Wah + Dist Lite	Distortion can be applied to the output of Pedal Wah.	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	Overdrive distortion can be applied to the output of Pedal Wah.	122	22	PEDAL WAH2	
Pedal Wah + OD Heavy	Overdrive distortion can be applied to the output of Pedal Wah.	122	24	PEDAL WAH2	
Pedal Wah + OD Lite	Overdrive distortion can be applied to the output of Pedal Wah.	122	26	PEDAL WAH2	
Dual Rotary Speaker 1	Simulates a rotary speaker.	99	0	ROTARY SPEAKER1	

Category	Type	Description	MSB	LSB	Parameter List (pages 61 – 73)
Legacy	Dual Rotary Speaker 2	Simulates a rotary speaker.	99	1	ROTARY SPEAKER1
	Rotary Speaker 2	Simulates a rotary speaker.	71	17	AUTO PAN1
	Rotary Speaker 3	Simulates a rotary speaker.	71	18	AUTO PAN1
	Rotary Speaker 4	Simulates a rotary speaker.	70	17	TREMOLO
	Rotary Speaker 5	Simulates a rotary speaker.	66	18	CHORUS
	Rotary Speaker 6	Simulates a rotary speaker.	69	0	ROTARY SPEAKER2
	Rotary Speaker 7	Simulates a rotary speaker.	71	22	AUTO PAN1
	2way Rotary Speaker	Simulates a 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 SP
	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	Rich Tremolo effect with both volume and pitch modulation.	70	0	TREMOLO
	Guitar Tremolo 1	Rich Tremolo effect with both volume and pitch modulation.	71	20	AUTO PAN1
	Guitar Tremolo 2	Rich Tremolo effect with both volume and pitch modulation.	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	Several panning effects that automatically shift the sound position (left, right, front, back).	71	1	AUTO PAN2
	E-Piano Auto Pan	Several panning effects that automatically shift the sound position (left, right, front, back).	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	Changes the pitch of the input signal.	80	0	PITCH CHANGE1
	Pitch Change 3	Changes the pitch of the input signal.	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

Variation/Insertion Block (PSR-SX700)

Category	Type Name	Description	MSB	LSB	Parameter List (pages 61 – 73)	
Reverb	Hall 1	Reverb simulating the acoustics of a hall.	1	0	REVERB1	
	Hall 2	Reverb simulating the acoustics of a hall.	1	16	REVERB1	
	Hall 3	Reverb simulating the acoustics of a hall.	1	17	REVERB1	
	Hall 4	Reverb simulating the acoustics of a hall.	1	18	REVERB1	
	Hall 5	Reverb simulating the acoustics of a hall.	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 1	Reverb suitable for a solo instrument.	3	16	REVERB1	
Delay	Plate 1	Reverb simulating a plate reverb unit.	4	16	REVERB1	
	Delay LCR 1	Produces three delayed sounds: L, R and C (center).	5	16	DELAY LCR	
	Delay LCR 2	Produces three delayed sounds: L, R and C (center).	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	The feedback of the two delayed sounds is crossed.	8	16	CROSS DELAY	
	Tempo Delay 1	Tempo-synchronized delay.	21	0	TEMPO DELAY	
	Tempo Delay 2	Tempo-synchronized delay.	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	Tempo-synchronized cross delay.	22	16	TEMPO CROSS DELAY	
	Tempo Cross 3	Tempo-synchronized cross delay.	22	17	TEMPO CROSS DELAY	
	Tempo Cross 4	Tempo-synchronized cross delay.	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 Heavy 1	British stack amp simulator. Setting for heavy sound 1.	98	33	BRITISH LEGEND	
	British Legend Heavy 2	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	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	21	V DISTORTION	
	Stereo Amp Sim Solid	Stereo amp simulator.	75	29	STEREO AMP SIMULATOR	
	Stereo Amp Sim Crunch	Stereo amp simulator.	75	30	STEREO AMP SIMULATOR	
	Stereo Amp Sim Blues	Stereo amp simulator.	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	VCM/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	
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	
Modulation	Chorus 1	Conventional chorus program with rich, warm chorusing.	66	17	CHORUS	
	Chorus 2	Conventional chorus program with rich, warm chorusing.	66	8	CHORUS	
	Symphonic 1	Adds more stages to the modulation of Celeste.	68	16	SYMPHONIC	
	Vintage Flanger 1	This simulates an analog flanger, giving a strong vintage flavor to the sound.	124	1	VCM/VINTAGE FLANGER	
	Flanger 1	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		

Category	Type Name	Description	MSB	LSB	Parameter List (pages 61 – 73)
Modulation	Tempo Flanger	Tempo-synchronized flanger.	107	0	TEMPO FLANGER
	Vintage Phaser 1	This simulates an analog phaser, giving a strong vintage flavor to the sound. It is effective in mono.	124	2	VCM/VINTAGE PHASER MONO
	Vintage Phaser Stereo 1	This simulates an analog phaser, giving a strong vintage flavor to the sound. It is effective in stereo.	124	3	VCM/VINTAGE PHASER STEREO
	Phaser 1	Cyclically modulates the phase to add modulation to the sound.	72	0	PHASER1
	Tempo Phaser 1	Tempo-synchronized phaser.	108	0	TEMPO PHASER
	E-Piano Phaser 1	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	VCM/VINTAGE AUTO WAH
	Auto Wah 1	Cyclically modulates the center frequency of a wah filter.	78	16	AUTO WAH
	Auto Wah + Distortion 1	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	VCM/VINTAGE TOUCH WAH
	Touch Wah 1	Changes the center frequency of a wah filter according to the input level.	82	0	TOUCH WAH1
	Touch Wah + Distortion 1	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	VCM/VINTAGE PEDAL WAH
	Vintage Pedal Wah Disco	Vintage Wah which can be controlled by "Pedal Control" parameter. (See Effect Parameter List.)	125	16	VCM/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	Simulates a rotary speaker.	99	17	ROTARY SPEAKER1
	Rotary Speaker 1	Simulates a rotary speaker.	69	16	ROTARY SPEAKER2
	Tremolo 1	Rich Tremolo effect with both volume and pitch modulation.	70	16	TREMOLO
	E-Piano Tremolo	Rich Tremolo effect with both volume and pitch modulation.	70	18	TREMOLO
	Tempo Tremolo	Tempo-synchronized rich Tremolo effect with both volume and pitch modulation.	120	0	TEMPO TREMOLO
Auto Pan 1	Several panning effects that automatically shift the sound position (left, right, front, back).	71	16	AUTO PAN1	
Tempo Auto Pan 1	Tempo-synchronized auto pan.	121	0	TEMPO AUTO PAN1	
Misc	Loop FX 1	Degrades the audio quality of the input signal.	94	16	LO FI
	Loop FX 2	Degrades the audio quality of the input signal.	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	Degrades the audio quality of the input signal. Ideal for drum sounds.	94	19	LO FI
	Lo-Fi Drum 3	Degrades the audio quality of the input signal. Ideal for drum sounds.	76	19	3BAND EQ
Lo-Fi Drum 4	Degrades the audio quality of the input signal. Ideal for drum sounds.	76	20	3BAND EQ	
Legacy	Hall M	Reverb simulating the acoustics of a hall.	1	6	REVERB1
	Hall L	Reverb simulating the acoustics of a hall.	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	Reverb simulating the acoustics of a room.	2	17	REVERB1
	Room 3	Reverb simulating the acoustics of a room.	2	18	REVERB1
	Room 4	Reverb simulating the acoustics of a room.	2	19	REVERB1
	Room 5	Reverb simulating the acoustics of a room.	2	0	REVERB1
	Room 6	Reverb simulating the acoustics of a room.	2	1	REVERB1
	Room 7	Reverb simulating the acoustics of a room.	2	2	REVERB1
	Room S	Reverb simulating the acoustics of a room.	2	5	REVERB1
	Room M	Reverb simulating the acoustics of a room.	2	6	REVERB1
	Room L	Reverb simulating the acoustics of a room.	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	Reverb suitable for a solo instrument.	3	0	REVERB1
	Stage 4	Reverb suitable for a solo instrument.	3	1	REVERB1
	Plate 2	Reverb simulating a plate reverb unit.	4	17	REVERB1
	Plate 3	Reverb simulating a plate reverb unit.	4	0	REVERB1
	GM Plate	Reverb simulating a plate reverb unit.	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
	Karaoke 1	Echo for karaoke.	20	0	KARAOKE
	Karaoke 2	Echo for karaoke.	20	1	KARAOKE
	Karaoke 3	Echo for karaoke.	20	2	KARAOKE
	Early Reflection 1	This effect isolates only the early reflection components of the reverb.	9	0	EARLY REFLECTION
	Early Reflection 2	This effect isolates only the early reflection components of the reverb.	9	1	EARLY REFLECTION
	Gate Reverb 1	Simulation of gated reverb.	10	0	GATE REVERB
	Gate Reverb 2	Simulation of gated reverb.	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	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	23	V DISTORTION
	V Distortion Classic Soft	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	20	V DISTORTION
	V Distortion Metal	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	24	V DISTORTION
	V Distortion Edgy	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	19	V DISTORTION
	V Distortion Solid	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	25	V DISTORTION
	V Distortion Clean 1	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	17	V DISTORTION
	V Distortion Clean 2	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	26	V DISTORTION

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Category	Type Name	Description	MSB	LSB	Parameter List (pages 61 – 73)
Legacy	V Distortion Twin	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	16	V DISTORTION
	V Distortion Rockabilly	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	103	18	V DIST TEMPO DELAY
	V Distortion Jazz Clean	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	27	V DISTORTION
	V Distortion Fusion	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	103	19	V DIST TEMPO DELAY
	V Distortion Hard	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	0	V DISTORTION
	V Distortion Soft	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	2	V DISTORTION
	Stereo Amp Sim Clean	Stereo amp simulator.	75	27	STEREO AMP SIMULATOR
	Stereo Amp Sim Blues Harp	Stereo amp simulator.	75	31	STEREO AMP SIMULATOR
	Distortion Hard 1	Hard-edge distortion.	75	16	AMP SIMULATOR1
	Distortion Hard 2	Hard-edge distortion.	75	22	AMP SIMULATOR1
	Distortion Soft 1	Soft, warm distortion.	75	17	AMP SIMULATOR1
	Distortion Soft 2	Soft, warm distortion.	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	A simulation of a guitar amp.	75	1	AMP SIMULATOR2
	Stereo Amp Simulator 1	Stereo amp simulator.	75	20	STEREO AMP SIMULATOR
	Stereo Amp Simulator 2	Stereo amp simulator.	75	21	STEREO AMP SIMULATOR
	Stereo Amp Simulator 3	Stereo amp simulator.	75	8	STEREO AMP SIMULATOR
	Stereo Amp Simulator 4	Stereo amp simulator.	75	24	STEREO AMP SIMULATOR
	Stereo Amp Simulator 5	Stereo amp simulator.	75	25	STEREO AMP SIMULATOR
	Stereo Amp Simulator 6	Stereo amp simulator.	75	26	STEREO AMP SIMULATOR
	Distortion + Delay 1	Distortion and Delay are connected in series.	95	16	DISTORTION DELAY
	Distortion + Delay 2	Distortion and Delay are connected in series.	95	0	DISTORTION DELAY
	Overdrive + Delay 1	Overdrive and Delay are connected in series.	95	17	DISTORTION DELAY
	Overdrive + Delay 2	Overdrive and Delay are connected in series.	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	Compressor, Distortion and Delay are connected in series.	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	Compressor, Overdrive and Delay are connected in series.	96	1	COMP DIST DELAY
	V Distortion Soft + Delay	V Distortion Soft and Delay are connected in series.	98	3	V DISTORTION 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	V Distortion Hard and Tempo Delay are connected in series.	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	V Distortion Soft and Tempo Delay are connected in series.	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	Since a Compressor is included in the first stage, steady distortion can be produced regardless of changes in input level.	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	Compressor, Overdrive and Tempo Delay are connected in series.	101	16	COMP DIST TEMPO DELAY
	Comp + OD + Tmp Delay 3	Compressor, Overdrive and Tempo Delay are connected in series.	101	17	COMP DIST TEMPO DELAY
	Comp + OD + Tmp Delay 4	Compressor, Overdrive and Tempo Delay are connected in series.	101	18	COMP DIST TEMPO DELAY
	Comp + OD + Tmp Delay 5	Compressor, Overdrive and Tempo Delay are connected in series.	101	19	COMP DIST TEMPO DELAY
	Comp + OD + Tmp Delay 6	Compressor, Overdrive and Tempo Delay are connected in series.	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
	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	Adds new harmonics to the input signal to make the sound stand out.	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	Conventional chorus program with rich, warm chorusing.	66	1	CHORUS
	Chorus 5	Conventional chorus program with rich, warm chorusing.	65	2	CHORUS
	Chorus 6	Conventional chorus program with rich, warm chorusing.	65	0	CHORUS
	Chorus 7	Conventional chorus program with rich, warm chorusing.	65	1	CHORUS
	Chorus 8	Conventional chorus program with rich, warm chorusing.	65	8	CHORUS
	Chorus Fast	Conventional chorus program with rich, warm chorusing.	65	16	CHORUS
	Chorus Lite	Conventional chorus program with rich, warm chorusing.	65	17	CHORUS
	GM Chorus 1	Conventional chorus program with rich, warm chorusing.	65	3	CHORUS
	GM Chorus 2	Conventional chorus program with rich, warm chorusing.	65	4	CHORUS
	GM Chorus 3	Conventional chorus program with rich, warm chorusing.	65	5	CHORUS
	GM Chorus 4	Conventional chorus program with rich, warm chorusing.	65	6	CHORUS
	Feedback Chorus	Conventional chorus program with rich, warm chorusing.	65	7	CHORUS

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Category	Type Name	Description	MSB	LSB	Parameter List (pages 61 – 73)
Legacy	Celeste 1	A 3-phase LFO adds modulation and spaciousness to the sound.	66	0	CHORUS
	Celeste 2	A 3-phase LFO adds modulation and spaciousness to the sound.	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	Chorus effect without modulation, created by adding a slightly pitch-shifted sound.	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	VCM/VINTAGE FLANGER
	Flanger 2	Creates a sound similar to that of a jet airplane.	67	16	FLANGER
	Flanger 3	Creates a sound similar to that of a jet airplane.	67	17	FLANGER
	Flanger 4	Creates a sound similar to that of a jet airplane.	67	1	FLANGER
	Flanger 5	Creates a sound similar to that of a jet airplane.	67	0	FLANGER
	GM Flanger	Creates a sound similar to that of a jet airplane.	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	VCM/VINTAGE PHASER MONO
	Vintage Phaser Stereo 2	This simulates an analog phaser, giving a strong vintage flavor to the sound. It is effective in stereo.	124	18	VCM/VINTAGE PHASER STEREO
	Vintage Phaser Stereo 3	This simulates an analog phaser, giving a strong vintage flavor to the sound. It is effective in stereo.	124	19	VCM/VINTAGE PHASER STEREO
	Vintage Phaser Stereo 4	This simulates an analog phaser, giving a strong vintage flavor to the sound. It is effective in stereo.	124	20	VCM/VINTAGE PHASER STEREO
	Phaser 2	Cyclically modulates the phase to add modulation to the sound.	72	8	PHASER2
	Phaser 3	Cyclically modulates the phase to add modulation to the sound.	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	Cyclically modulates the phase to add modulation to the sound. For electric piano.	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	Distortion can be applied to the output of Auto Wah.	78	21	AUTO WAH DISTORTION
	Auto Wah + Dist Heavy	Distortion can be applied to the output of Auto Wah.	78	23	AUTO WAH DISTORTION
	Auto Wah + Dist Lite	Distortion can be applied to the output of Auto Wah.	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	Overdrive distortion can be applied to the output of Auto Wah.	78	2	AUTO WAH DISTORTION
	Auto Wah + OD Hard	Overdrive distortion can be applied to the output of Auto Wah.	78	22	AUTO WAH DISTORTION
	Auto Wah + OD Heavy	Overdrive distortion can be applied to the output of Auto Wah.	78	24	AUTO WAH DISTORTION
	Auto Wah + OD Lite	Overdrive distortion can be applied to the output of Auto Wah.	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	Tempo-synchronized Auto Wah. Distortion can be applied to the output.	79	21	TEMPO AUTO WAH2
	Tmp AutoWah + Dist Heavy	Tempo-synchronized Auto Wah. Distortion can be applied to the output.	79	23	TEMPO AUTO WAH2
	Tmp AutoWah + Dist Lite	Tempo-synchronized Auto Wah. Distortion can be applied to the output.	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	Tempo-synchronized Auto Wah. Overdrive distortion can be applied to the output.	79	22	TEMPO AUTO WAH2
	Tmp AutoWah + OD Heavy	Tempo-synchronized Auto Wah. Overdrive distortion can be applied to the output.	79	24	TEMPO AUTO WAH2
	Tmp AutoWah + OD Lite	Tempo-synchronized Auto Wah. Overdrive distortion can be applied to the output.	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	Changes the center frequency of a wah filter according to the input level.	82	20	TOUCH WAH2
	Touch Wah + Distortion 2	Distortion can be applied to the output of Touch Wah.	82	1	TOUCH WAH1
	Touch Wah + Dist Hard	Distortion can be applied to the output of Touch Wah.	82	21	TOUCH WAH2
	Touch Wah + Dist Heavy	Distortion can be applied to the output of Touch Wah.	82	23	TOUCH WAH2
	Touch Wah + Dist Lite	Distortion can be applied to the output of Touch Wah.	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	Overdrive distortion can be applied to the output of Touch Wah.	82	2	TOUCH WAH2
	Touch Wah + OD Hard	Overdrive distortion can be applied to the output of Touch Wah.	82	22	TOUCH WAH2
	Touch Wah + OD Heavy	Overdrive distortion can be applied to the output of Touch Wah.	82	24	TOUCH WAH2
	Touch Wah + OD Lite	Overdrive distortion can be applied to the output of Touch Wah.	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	Wah, Distortion and Delay are connected in series.	97	0	WAH DISTORTION DELAY
	Wah + Dist + Tmp Delay	Wah, Distortion and Tempo Delay are connected in series.	102	0	WAH DIST TEMPO DELAY
	Wah + Overdrive + Delay 1	Wah, Overdrive and Delay are connected in series.	97	17	WAH DISTORTION DELAY
	Wah + Overdrive + Delay 2	Wah, Overdrive and Delay are connected in series.	97	1	WAH DISTORTION DELAY
	Wah + OD + Tmp Delay 1	Wah, Overdrive and Tempo Delay are connected in series.	102	1	WAH DIST TEMPO DELAY
	Wah + OD + Tmp Delay 2	Wah, Overdrive and Tempo Delay are connected in series.	102	16	WAH DIST TEMPO 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	Distortion can be applied to the output of Pedal Wah.	122	23	PEDAL WAH2
	Pedal Wah + Dist Lite	Distortion can be applied to the output of Pedal Wah.	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	Overdrive distortion can be applied to the output of Pedal Wah.	122	22	PEDAL WAH2	
Pedal Wah + OD Heavy	Overdrive distortion can be applied to the output of Pedal Wah.	122	24	PEDAL WAH2	
Pedal Wah + OD Lite	Overdrive distortion can be applied to the output of Pedal Wah.	122	26	PEDAL WAH2	
Dual Rotary Speaker 1	Simulates a rotary speaker.	99	0	ROTARY SPEAKER1	

Effect Type List / Liste der Effekttypen / Liste des types d'effet / Lista de tipos de efecto / Daftar Jenis Efek / Danh sách kiểu hiệu ứng

Category	Type Name	Description	MSB	LSB	Parameter List (pages 61 – 73)
Legacy	Dual Rotary Speaker 2	Simulates a rotary speaker.	99	1	ROTARY SPEAKER1
	Rotary Speaker 2	Simulates a rotary speaker.	71	17	AUTO PAN1
	Rotary Speaker 3	Simulates a rotary speaker.	71	18	AUTO PAN1
	Rotary Speaker 4	Simulates a rotary speaker.	70	17	TREMOLO
	Rotary Speaker 5	Simulates a rotary speaker.	66	18	CHORUS
	Rotary Speaker 6	Simulates a rotary speaker.	69	0	ROTARY SPEAKER2
	Rotary Speaker 7	Simulates a rotary speaker.	71	22	AUTO PAN1
	2way Rotary Speaker	Simulates a 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 SP
	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	Rich Tremolo effect with both volume and pitch modulation.	70	0	TREMOLO
	Guitar Tremolo 1	Rich Tremolo effect with both volume and pitch modulation.	71	20	AUTO PAN1
	Guitar Tremolo 2	Rich Tremolo effect with both volume and pitch modulation.	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	Several panning effects that automatically shift the sound position (left, right, front, back).	71	1	AUTO PAN2
	E-Piano Auto Pan	Several panning effects that automatically shift the sound position (left, right, front, back).	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	Changes the pitch of the input signal.	80	0	PITCH CHANGE1
	Pitch Change 3	Changes the pitch of the input signal.	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 / Daftar Parameter Efek / Danh sách thông số hiệu ứng

- 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, Variation Block and Insertion Block (1-8 (PSR-SX900), 1-5 (PSR-SX700))

REVERB

REAL REVERB 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 Time	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 – 18kHz	28	59	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

REVERB1 Block: Reverb, Chorus, Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 Time	0.1ms – 200.0ms (*1)	0	127	Table#2	
4	HPF Cutoff Frequency	0.1ms – 99.3ms (*2)	0	63	Table#3	
5	LPF Cutoff Frequency	Thru, 22Hz – 8.0kHz	0	52	Table#3	
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Reverb Delay Time	0.1ms – 200.0ms (*1)	0	127	Table#2	
		0.1ms – 99.3ms (*2)	0	63		
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 Time	0.1ms – 200.0ms	0	127	Table#2	
4	HPF Cutoff Frequency	Thru, 22Hz – 8.0kHz	0	52	Table#3	
5	LPF Cutoff Frequency	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, Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 Time	0.1ms – 200.0ms (*1)	0	127	Table#2	
		0.1ms – 99.3ms (*2)	0	63		
4	HPF Cutoff Frequency	Thru, 22Hz – 8.0kHz	0	52	Table#3	
5	LPF Cutoff Frequency	1.0kHz – 18kHz, Thru	34	60	Table#3	
6	Width	0.5m – 30.2m (*1)	0	104	Table#4	
		0.5m – 10.2m (*2)	0	37		
7	Height	0.5m – 30.2m (*1)	0	104	Table#4	
		0.5m – 20.2m (*2)	0	73		
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 Time	0.1ms – 200.0ms (*1)	0	127	Table#2	
		0.1ms – 99.3ms (*2)	0	63		
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: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

No.	Parameter	Display	Min	Max	Table	Control
1	Lch Delay Time	0.1ms – 1.6383s	1	16383		
2	Rch Delay Time	0.1ms – 1.6383s	1	16383		
3	Cch Delay Time	0.1ms – 1.6383s	1	16383		
4	Feedback Delay Time	0.1ms – 1.6383s	1	16383		
5	Feedback Level	-63 – 0 – +63	1	127		
6	Cch Level	0 – 127	0	127		
7	Feedback 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 – 16kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

DELAY LR Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

No.	Parameter	Display	Min	Max	Table	Control
1	Lch Delay Time	0.1ms – 1.6383s	1	16383		
2	Rch Delay Time	0.1ms – 1.6383s	1	16383		
3	Feedback Delay 1 Time	0.1ms – 1.6383s	1	16383		
4	Feedback Delay 2 Time	0.1ms – 1.6383s	1	16383		
5	Feedback Level	-63 – 0 – +63	1	127		
6	Feedback 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 – 16kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

ECHO Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

No.	Parameter	Display	Min	Max	Table	Control
1	Lch Delay 1 Time	0.1ms – 1.4860s	1	14860		
2	Lch Feedback Level	-63 – 0 – +63	1	127		
3	Rch Delay 1 Time	0.1ms – 1.4860s	1	14860		
4	Rch Feedback Level	-63 – 0 – +63	1	127		
5	Feedback High Damp	0.1 – 1.0	1	10		
6	Lch Delay 2 Time	0.1ms – 1.4860s	1	14860		
7	Rch Delay 2 Time	0.1ms – 1.4860s	1	14860		
8	Delay 2 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 – 16kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

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CROSS DELAY

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

No.	Parameter	Display	Min	Max	Table	Control
1	L->R Delay Time	0.1ms – 1.4860s	1	14860		
2	R->L Delay Time	0.1ms – 1.4860s	1	14860		
3	Feedback Level	-63 – 0 – +63	1	127		
4	Input Select	L, R, L&R	0	2		
5	Feedback 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 – 16kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

EARLY REFLECTION

Block: Chorus, Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 Time	0.1ms – 200.0ms	0	127	Table#2	
5	Feedback Level	-63 – 0 – +63	1	127		
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	Liveness	0 – 10	0	10		
12	Density	0 – 3	0	3		
13	High Damp	0.1 – 1.0	1	10		
14						
15						
16						

TEMPO DELAY

Block: Chorus, Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 Damp	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	Table#3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

GATE REVERB

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 Time	0.1ms – 200.0ms	0	127	Table#2	
5	Feedback Level	-63 – 0 – +63	1	127		
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	Liveness	0 – 10	0	10		
12	Density	0 – 3	0	3		
13	High Damp	0.1 – 1.0	1	10		
14						
15						
16						

TEMPO CROSS DELAY

Block: Chorus, Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 Damp	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	Table#3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

CHORUS

CHORUS

Block: Chorus, Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 50.0ms	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 – 16kHz	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 – 10kHz	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						

ER/KARAOKE

KARAOKE

Block: Chorus, Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 Frequency	Thru, 22Hz – 8.0kHz	0	52	Table#3	
4	LPF Cutoff Frequency	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						

SYMPHONIC

Block: Chorus, Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 50.0ms	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 – 16kHz	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 – 10kHz	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, Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

No.	Parameter	Display	Min	Max	Table	Control
1	Detune	-50cent – 0cent – +50cent	14	114		
2	Lch Initial Delay Time	0.0ms – 50.0ms	0	127	Table#9	
3	Rch Initial Delay Time	0.0ms – 50.0ms	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 – 16kHz	28	58	Table#3	
14	EQ High Gain	-12dB – 0dB – +12dB	52	76		
15						
16						

AMBIENCE CHORUS

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 50.0ms	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: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 50.0ms	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

VCM/VINTAGE FLANGER

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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						

FLANGER

Block: Chorus, Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 50.0ms	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 – 16kHz	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 – 10kHz	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						

V FLANGER

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	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 – 10kHz	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, Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 50.0ms	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 – 16kHz	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 – 10kHz	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						

DYNAMIC FLANGER

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

AMBIENCE FLANGER

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 50.0ms	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		

PHASER2

Block: Chorus, Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	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						

PHASER

VCM/VINTAGE PHASER MONO

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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.

VCM/VINTAGE PHASER STEREO

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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.

PHASER1

Block: Chorus, Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	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						

TEMPO PHASER

Block: Chorus, Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	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						

DYNAMIC PHASER

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

DISTORTION/AMP SIMULATOR

US COMBO

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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						

MULTI FX

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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	0.100Hz – 9.925Hz	0	127	Table#17	
13	Phaser SW	Off, Standard, Wide, Vibe, Tremolo	0	4		
14	Delay SW	Off, Delay M, Echo1 M, Echo2 M, Chorus M, DI Chorus M, Flanger1 M, Flanger2 M, Flanger3 M, Delay St, Echo1 St, Echo2 St, Chorus St, DI 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: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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	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						

V DISTORTION

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 Damp	0.1 – 1.0	1	10		
13						
14						
15						
16						

V DISTORTION DELAY

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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	Lch Delay Time	0.1ms – 1.6383s	1	16383		
7	Rch Delay Time	0.1ms – 1.6383s	1	16383		
8	Delay Feedback Time	0.1ms – 1.6383s	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 Damp	0.1 – 1.0	1	10		
13						
14						
15						
16						

STEREO DISTORTION

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 Frequency	1.0kHz – 18kHz, Thru	34	60	Table#3	
5	Output Level	0 – 127	0	127		
6						
7	EQ Mid Frequency	100Hz – 10kHz	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						

STEREO AMP SIMULATOR

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 Frequency	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: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 Frequency	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 SIMULATOR2

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 Frequency	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

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 Frequency	1.0kHz – 18kHz, Thru	34	60	Table#3	
5	Output Level	0 – 127	0	127		
6						
7	EQ Mid Frequency	100Hz – 10kHz	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						

COMP DIST DELAY

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	0.1ms – 1.6383s	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#18	
12	Comp Release	10ms – 680ms	0	15	Table#19	
13	Comp Threshold	-48dB – -6dB	79	121		
14	Comp Ratio	1.0 – 20.0	0	7	Table#20	
15						
16						

DISTORTION DELAY

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

No.	Parameter	Display	Min	Max	Table	Control
1	Lch Delay Time	0.1ms – 1.6383s	1	16383		
2	Rch Delay Time	0.1ms – 1.6383s	1	16383		
3	Delay Feedback Time	0.1ms – 1.6383s	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 TEMPO DELAY

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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#18	
12	Comp Release	10ms – 680ms	0	15	Table#19	
13	Comp Threshold	-48dB – -6dB	79	121		
14	Comp Ratio	1.0 – 20.0	0	7	Table#20	
15						
16						

DIST TEMPO DELAY

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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						

AUTO WAH

VCM/VINTAGE AUTO WAH

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

No.	Parameter	Display	Min	Max	Table	Control
1	Speed	0.100Hz – 20.00Hz	0	254	Table#21	●
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						

COMP DISTORTION

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 Frequency	1.0kHz – 18kHz, Thru	34	60	Table#3	
5	Output Level	0 – 127	0	127		
6						
7	EQ Mid Frequency	100Hz – 10kHz	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#18	
13	Release	10ms – 680ms	0	15	Table#19	
14	Threshold	-48dB – -6dB	79	121		
15	Ratio	1.0 – 20.0	0	7	Table#20	
16						

AUTO WAH

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	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						

AUTO WAH DISTORTION

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	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 Frequency	1.0kHz – 18kHz, Thru	34	60	Table#3	
15	Output Level	0 – 127	0	127		
16						

TOUCH WAH1

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	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 WAH1

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	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: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	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 Frequency	1.0kHz – 18kHz, Thru	34	60	Table#3	
15	Output Level	0 – 127	0	127		
16	Release	10.0ms – 680.0ms	52	67	Table#22	

TEMPO AUTO WAH2

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	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 Frequency	1.0kHz – 18kHz, Thru	34	60	Table#3	
15	Output Level	0 – 127	0	127		
16						

WAH DISTORTION DELAY

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	0.1ms – 1.6383s	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	10.0ms – 680.0ms	52	67	Table#22	
15						
16						

TOUCH WAH/PEDAL WAH

VCM/VINTAGE TOUCH WAH

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 DIST TEMPO DELAY

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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	10.0ms – 680.0ms	52	67	Table#22	
15						
16						

VCM/VINTAGE PEDAL WAH

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

PEDAL WAH1

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	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: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	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 Frequency	1.0kHz – 18kHz, Thru	34	60	Table#3	
15	Output Level	0 – 127	0	127		
16						

ROTARY SPEAKER/AUTO PAN/TREMOLO

ROTARY SPEAKER1

Block: Chorus, Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

No.	Parameter	Display	Min	Max	Table	Control
1	Woofer Speed Slow	0.0rpm – 159.0rpm	0	63	Table#28	
2	Horn Speed Slow	0.0rpm – 159.0rpm	0	63	Table#28	
3	Woofer Speed Fast	161.4rpm – 2382.0rpm	64	127	Table#29	
4	Horn Speed Fast	161.4rpm – 2382.0rpm	64	127	Table#29	
5	Slow-Fast Time of Woofer	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 – 16kHz	28	58	Table#3	
14	EQ High Gain	-12dB – 0dB – +12dB	52	76		
15	Mic L-R Angle	0deg – 180deg (resolution=3deg.)	0	60		
16	Speed Control	Slow, Fast	0	1		●

ROTARY SPEAKER2

Block: Chorus, Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	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 – 10kHz	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						

2WAY ROTARY SPEAKER

Block: Chorus, Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	Crossover Frequency	100Hz – 10kHz	14	54	Table#3	
12	Mic L-R Angle	0deg – 180deg (resolution=3deg.)	0	60		
13						
14						
15						
16						

DIST ROTARY SPEAKER

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	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 Frequency	1.0kHz – 18kHz, Thru	34	60	Table#3	
16	Output Level	0 – 127	0	127		

DIST 2WAY ROTARY SP

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	Crossover Frequency	100Hz – 10kHz	14	54	Table#3	
12	Mic L-R Angle	0deg – 180deg (resolution=3deg.)	0	60		
13						
14	Drive	0 – 127	0	127		
15	LPF Cutoff Frequency	1.0kHz – 18kHz, Thru	34	60	Table#3	
16	Output Level	0 – 127	0	127		

Effect Parameter List / Liste der Effektparameter / Liste des paramètres d'effets / Lista de parámetros de efectos / Daftar Parameter Efek / Danh sách thông số hiệu ứng

AMP ROTARY SPEAKER

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	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 Frequency	1.0kHz – 18kHz, Thru	34	60	Table#3	
16	Output Level	0 – 127	0	127		

AMP 2WAY ROTARY SP

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	Crossover Frequency	100Hz – 10kHz	14	54	Table#3	
12	Mic L-R Angle	0deg – 180deg (resolution=3deg.)	0	60		
13	Amp Type	Off, Stack, Combo, Tube	0	3		
14	Drive	0 – 127	0	127		
15	LPF Cutoff Frequency	1.0kHz – 18kHz, Thru	34	60	Table#3	
16	Output Level	0 – 127	0	127		

AUTO PAN1

Block: Chorus, Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	EQ Mid Frequency	100Hz – 10kHz	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 PAN2

Block: Chorus, Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	EQ Mid Frequency	100Hz – 10kHz	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, Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	EQ Mid Frequency	100Hz – 10kHz	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, Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	EQ Mid Frequency	100Hz – 10kHz	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						

TREMOLO

Block: Chorus, Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	EQ Mid Frequency	100Hz – 10kHz	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						

TEMPO TREMOLO

Block: Chorus, Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	EQ Mid Frequency	100Hz – 10kHz	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						

VIBE VIBRATE

Block: Chorus, Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	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 – 10kHz	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		●

NOISE GATE

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

No.	Parameter	Display	Min	Max	Table	Control
1	Attack	1ms – 40ms	0	19	Table#18	
2	Release	10ms – 680ms	0	15	Table#19	
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						

COMPRESSOR/NOISE GATE

VCM/VINTAGE COMPRESSOR

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

No.	Parameter	Display	Min	Max	Table	Control
1	Input Level	-∞dB, -138.0dB – 0.00dB	0	200	Table#36	
2	Output Level	-∞dB, -138.0dB – 0.00dB	0	200	Table#36	
3	Ratio	2, 4, 8, 12, 20	0	4		
4	Attack	0.022ms – 50.40ms	0	200	Table#37	
5	Release	10.88ms – 544.22ms	0	200	Table#38	
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

COMPRESSOR

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

No.	Parameter	Display	Min	Max	Table	Control
1	Attack	1ms – 40ms	0	19	Table#18	
2	Release	10ms – 680ms	0	15	Table#19	
3	Threshold	-48dB – -6dB	79	121		
4	Ratio	1.0 – 20.0	0	7	Table#20	
5	Output Level	0 – 127	0	127		
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

MULTI BAND COMP

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

No.	Parameter	Display	Min	Max	Table	Control
1	Type	Normal, Low, Mid, High, Low/High, Low/Mid, Mid/ High, Full Bit, Wild, Attack, Low End, Hard, Basic	0	12		
2	Threshold Offset	-32 – 0 – +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						

EQ/ENHANCER

3BAND EQ

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

No.	Parameter	Display	Min	Max	Table	Control
1	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
2	EQ Mid Frequency	100Hz – 16kHz	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 – 16kHz	28	58	Table#3	
8						
9						
10						
11						
12						
13						
14						
15	Input Mode	Mono, Stereo	0	1		
16						

2BAND EQ

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	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: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

No.	Parameter	Display	Min	Max	Table	Control
1	HPF Cutoff Frequency	500Hz – 16kHz	28	58	Table#3	
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						

PITCH CHANGE

PITCH CHANGE1

Block: Chorus, Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

No.	Parameter	Display	Min	Max	Table	Control
1	Pitch	-24 – 0 – +24	40	88		
2	Initial Delay Time	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, Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

No.	Parameter	Display	Min	Max	Table	Control
1	Pitch	-24 – 0 – +24	40	88		
2	Initial Delay Time	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						

MISC

VOICE CANCELAR

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	0.0ms – 50.0ms	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 – 16kHz	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: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

No.	Parameter	Display	Min	Max	Table	Control
1	Sampling Frequency Control	44.1kHz – 345.0Hz	0	127	Table#39	
2	Word Length	1 – 127	1	127		
3	Output Gain	-6dB – 0dB – +36dB	0	42		
4	LPF Cutoff Frequency	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: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 0 – +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 – 16kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

DYNAMIC RING MOD

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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 – 16kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

RING MODULATOR

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

No.	Parameter	Display	Min	Max	Table	Control
1	Osc Frequency Coarse	0.7Hz – 5002.6kHz	0	127	Table#40	●
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 – 16kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

ISOLATOR

Block: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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, 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: Variation, Insertion (1-8 (PSR-SX900), 1-5 (PSR-SX700))

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

Table#39
LO-FI Sampling Frequency Control [Hz]

Data	Value	Data	Value	Data	Value	Data	Value
0	44.1k	32	1.34k	64	678.0	96	455.0
1	22.1k	33	1.30k	65	668.0	97	450.0
2	14.7k	34	1.26k	66	658.0	98	445.0
3	11.0k	35	1.23k	67	649.0	99	441.0
4	8.8k	36	1.19k	68	639.0	100	437.0
5	7.4k	37	1.16k	69	630.0	101	432.0
6	6.3k	38	1.13k	70	621.0	102	428.0
7	5.5k	39	1.10k	71	613.0	103	424.0
8	4.9k	40	1.08k	72	604.0	104	420.0
9	4.4k	41	1.05k	73	596.0	105	416.0
10	4.0k	42	1.03k	74	588.0	106	412.0
11	3.7k	43	1.00k	75	580.0	107	408.0
12	3.4k	44	980.0	76	573.0	108	405.0
13	3.2k	45	959.0	77	565.0	109	401.0
14	2.9k	46	938.0	78	558.0	110	397.0
15	2.8k	47	919.0	79	551.0	111	394.0
16	2.6k	48	900.0	80	544.0	112	390.0
17	2.5k	49	882.0	81	538.0	113	387.0
18	2.3k	50	865.0	82	531.0	114	383.0
19	2.2k	51	848.0	83	525.0	115	380.0
20	2.1k	52	832.0	84	519.0	116	377.0
21	2.0k	53	817.0	85	513.0	117	374.0
22	1.92k	54	802.0	86	507.0	118	371.0
23	1.84k	55	788.0	87	501.0	119	368.0
24	1.76k	56	774.0	88	496.0	120	364.0
25	1.70k	57	760.0	89	490.0	121	361.0
26	1.63k	58	747.0	90	485.0	122	359.0
27	1.58k	59	735.0	91	479.0	123	356.0
28	1.52k	60	723.0	92	474.0	124	353.0
29	1.47k	61	711.0	93	469.0	125	350.0
30	1.42k	62	700.0	94	464.0	126	347.0
31	1.38k	63	689.0	95	459.0	127	345.0

Table#40
Ring Mod OSC Freq Course [Hz]

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

Keyboard Harmony/Arpeggio Type List / Liste der Keyboard-Harmony-/Arpeggio-Typen / Liste des types d'harmonie/arpège du clavier / Lista de tipos de armonía de teclado/arpègio / Daftar Jenis Harmoni Keyboard dan Jenis Arpeggio / Danh sách kiểu hòa âm và hợp âm rải của phím đàn

Category	Name	
Harmony	Standard Duet 1	
	Standard Duet 2	
	Standard Trio	
	Full Chord	
	Rock Duet	
	Country Duet 1	
	Country Duet 2	
	Country Trio	
	Block	
	4-Way Close 1	
	4-Way Close 2	
	4-Way Close 3	
	4-Way Close 4	
	4-Way Open 1	
	4-Way Open 2	
	4-Way Open 3	
	1+5	
	Octave	
	Strum	
	Multi Assign	
	Echo	Echo
		Tremolo
		Trill
	Arpeggio / Up&Down	Up Octave 1
		Up Octave 2
		Up Octave 3
		Up Octave 4
Down Octave 1		
Down Octave 2		
Down Octave 3		
Down Octave 4		
Up&Down A Octave 1		
Up&Down A Octave 2		
Up&Down A Octave 3		
Up&Down A Octave 4		
Up&Down B Octave 1		
Up&Down B Octave 2		
Up&Down B Octave 3		
Up&Down B Octave 4		
2 Octave Up		
4 Octave Up		
Up&Down 1		
Up&Down 2		
Up&Down 3		
Up&Down 4		
Up&Random 1		
Up&Random 2		
Up&Random 3		
Up&Random 4		
Arpeggio / Synth Seq 1		Classic Arpeggio 1
	Classic Arpeggio 2	
	Classic Arpeggio 3	
	Synth Riff Arpeggio 1	
	Synth Riff Arpeggio 2	
	Synth Riff Arpeggio 3	
	Melodic Arpeggio 1	
	Melodic Arpeggio 2	
	Melodic Arpeggio 3	
	Synth Sequence 1	
	Synth Sequence 2	
	Synth Sequence 3	
	Synth Sequence 4	
	Synth Sequence 5	
	Synth Sequence 6	
	Synth Sequence 7	
	Synth Sequence 8	
	Synth Sequence 9	
	Synth Sequence 10	

Category	Name	
Arpeggio / Synth Seq 1	Synth Sequence 11	
	Synth Sequence 12	
	Synth Sequence 13	
	Synth Sequence 14	
	Synth Sequence 15	
	Synth Sequence 16	
	Synth Sequence 17	
	Arpeggio / Synth Seq 2	Octave Sequence 1
		Octave Sequence 2
		Octave Sequence 3
		Octave Sequence 4
		Octave Sequence 5
		Octave Sequence 6
		Octave Sequence 7
		Octave Sequence 8
		Mute Arpeggio 1
		Mute Arpeggio 2
Mute Arpeggio 3		
Sequence S&H1		
Sequence S&H2		
Poly Arpeggio 1		
Poly Arpeggio 2		
Syncopation 1		
Syncopation 2		
X-Sweep 1		
X-Sweep 2		
X-Sweep 3		
Random Octave 1		
Random Octave 2		
Random Octave 3		
Random Octave 4		
Arpeggio / Chord Seq	Chord Arpeggio 1	
	Chord Arpeggio 2	
	Chord Arpeggio 3	
	Chord Arpeggio 4	
	Chord Arpeggio 5	
	Chord Arpeggio 6	
	Chillout 1	
	Chillout 2	
	Synth Chord 1	
	Synth Chord 2	
	Synth Chord 3	
	Synth Chord 4	
	Synth Chord 5	
	Synth Chord 6	
	Synth Chord 7	
	Synth Chord 8	
	Synth Chord 9	
Synth Chord 10		
Synth Chord 11		
Synth Chord 12		
Synth Chord 13		
Synth Chord 14		
Synth Chord 15		
Synth Chord 16		
Synth Chord 17		
Arpeggio / Trance	Trance 1	
	Trance 2	
	Trance 3	
	Trance 4	
	Trance 5	
	Trance 6	
	Trance 7	
	Trance 8	
	Trance 9	
	Trance 10	
	Trance 11	
	Trance 12	

Category	Name	
Arpeggio / Trance	Trance 13	
	Trance 14	
	Trance 15	
	Trance 16	
	Trance 17	
	Trance 18	
	Dream Dance 1	
	Dream Dance 2	
	Techno	
	Arpeggio / Electro	Electro 1
		Electro 2
		Electro 3
		Electro 4
		Electro 5
		Electro 6
		Electro 7
		Electro 8
Electro 9		
Electro 10		
Electro 11		
Electro 12		
Electro 13		
Electro 14		
Electro 15		
Electro 16		
Electro 17		
Electro 18		
Acid 1		
Acid 2		
Acid 3		
Arpeggio / Filter&Gate	Filter Control 1	
	Filter Control 2	
	Filter Control 3	
	Filter Control 4	
	Filter Control 5	
	Filter Control 6	
	Filter Control 7	
	Gate Control 1	
	Gate Control 2	
	Gate Control 3	
	Gate Control 4	
	Gate Control 5	
	Gate Control 6	
	Gate Control 7	
	Arpeggio / Guitar	Finger Pickin 1
		Finger Pickin 2
		Finger Pickin 3
Finger Pickin 4		
Finger Pickin 5		
Finger Pickin 6		
Overdrive Guitar		
Pop Guitar		
Rock Guitar		
Funk Guitar		
Spanish Guitar		
Cutting Guitar		
Arpeggio / MegaGuitar		Strumming 1
		Strumming 2
		Strumming 3
		Strumming 4
		Strumming 5
	Funk Guitar 1	
	Funk Guitar 2	
	Funk Guitar 3	
	Funk Guitar 4	
	Funk Guitar 5	
	Arpeggio / Keyboard	Piano Arpeggio 1
		Piano Arpeggio 2

Category	Name
Arpeggio / Keyboard	Piano Arpeggio 3
	Piano Arpeggio 4
	Piano Arpeggio 5
	Piano Arpeggio 6
	Piano Arpeggio 7
	Piano Arpeggio 8
	Piano Arpeggio 9
	Piano Arpeggio 10
	Piano Arpeggio 11
	Piano Arpeggio 12
	Piano Arpeggio 13
	Piano Arpeggio 14
	Piano Arpeggio 15
	Piano Club 1
	Piano Club 2
	Slow Feel 1
	Slow Feel 2
	Analog Pop 1
	Analog Pop 2
	Analog Pop 3
	New Gospel 1
	New Gospel 2
	Clavi 1
	Clavi 2
	Clavi 3
	House Organ 1
	House Organ 2
House Organ 3	
Arpeggio / Strings	Strings 1
	Strings 2
	Strings 3
	Strings 4
	Strings 5
	Strings 6
	Strings 7
	Strings 8
	Strings 9
	Strings 10
	Strings 11
	Strings 12
	Strings 13
Pizzicato	

Vocal Harmony Parameter List (PSR-SX900) / Liste der Vokalharmonie-Parameter (PSR-SX900) / Liste des paramètres liés à l'harmonie vocale (PSR-SX900) / Lista de parámetros de armonía vocal (PSR-SX900) / Daftar Parameter Harmoni Vokal (PSR-SX900) / Danh sách thông số Vocal Harmony (PSR-SX900)

Vocal Harmony Type List

Category	Type Name	Description	MSB	LSB	Default Setting of Vocal Harmony On/Off	Default Setting of Vocal Effect On/Off
Vocal Harmony	DuetHarmony	Standard setting for lead vocal plus 1 harmony part with vibrato. Useful for many music genres.	12	49	ON	OFF
	StandardHarmony	Standard setting for lead vocal plus 2 or 3 harmony parts with vibrato. Useful for many music genres.	12	50	ON	OFF
	EasyHarmony	Standard setting for lead vocal plus 2 simple harmony parts with vibrato. Useful for many music genres.	12	51	ON	ON
	LightHarmony	A light sound with 2 or 3 harmony parts on the lead vocal pitch.	12	52	ON	OFF
	StudioSingers	Lead vocal with harmony with suitable EQ and less reverb, good for studio productions.	12	57	ON	ON
	QuartetHarmony	Standard setting for lead vocal plus 3 harmony parts with vibrato. Useful for many music genres.	12	53	ON	OFF
	BigHarmony	3 harmony parts overlap the lead vocals, makes a powerful harmony. Useful for many music genres.	12	54	ON	OFF
	BigAcapella	Characteristic acapella sound of lead vocal + 3 voice open harmony (2 voice harmony + bass part.)	12	55	ON	OFF
	BigChoir	A powerful sound with 2 or 3 harmony parts on the lead vocal pitch.	12	56	ON	ON
	VocoderSchlager	Vocoder sound for harmony in Schlager music.	12	58	ON	OFF
	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	Good for studio productions with suitable EQ setting and less 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
	DestinyPop	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" button on in the Vocal Harmony display, and it add harmony parts with Vocal Doubler effect.	12	34	OFF	ON
	VocoderVH	Standard vocoder setting; ideal for controlling harmony notes with "UPPER" part.	12	6	ON	OFF
	VocoderMono	Standard vocoder setting; ideal for controlling with "UPPER" part. You can play mono (single-note) melodies.	12	7	ON	OFF
	Rock&Roll	Good for Rock&Roll songs from the 50's and 60's with typical delay sound. Turn the "Harmony" button on in the Vocal Harmony display, and it add harmony parts with Blues chords.	12	35	OFF	ON
	TempoCross	Tempo Cross Delay on lead vocal. Turn the "Harmony" on the Vocal Harmony display 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" button on in the Vocal Harmony display, and it add Harmony 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; use as old fashioned gramophone sound.	12	40	ON	ON
	PokerPhaser	Good for modern Pop songs using 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 C major scale and the harmony parts will create suitable chord notes based on the C major scale. You can edit the key root and type by "Harmony Assign" setting on the Vocal Harmony display.	12	10	ON	OFF
	BalladChoir	Good for Ballad backing vocals with long reverb time.	12	11	ON	ON
	ChurchChoir	Good for standard church songs and Christmas songs with long reverb time; 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 dominant 7th feel.	12	14	ON	ON
	CosmicChoir	Extreme phasing 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&B Diva	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. Change volume of Harm.3 for an additional (3rd) part below.	12	18	ON	ON
	QueenOfPop	Good for Pop and R&B songs using Tempo Delay. Turn the "Harmony" button on in the Vocal Harmony display, and it add 2nd Voice.	12	43	OFF	ON
	Bob->Mary	Male singer can sound like Female voice with long romantic reverb. Use "Balance" on the Vocal Harmony display to add a male duet partner.	12	19	ON	ON
	Mary->Bob	Female singer can sound like Male voice with short reverb. Use "Balance" on the Vocal Harmony display to add a female duet partner.	12	20	ON	OFF
	FlangingVocals	Useful for modern Pop, Rock and Dance music.	12	44	OFF	ON
	JazzySingers	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	Want to be a child again? 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
	BohemianVocoder	Tempo flanging Vocoder Type; good for Rock or Pop songs and Intros.	12	47	ON	ON
	RobotVoice	Do you want to sound like a robot? This is the setting. Use Harm.3 for variation.	12	48	ON	ON

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Category	Type Name	Description	MSB	LSB	Default Setting of Vocal Harmony On/Off	Default Setting of Vocal Effect On/Off
Vocal Harmony	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	Bypass without any harmonies and effects.	64	0	OFF	OFF
Synth Vocoder	MonsterPad	Big vocoder sound with added octave for playing single notes in the lower keyboard range.	13	11	ON	ON
	DigiStack	Classic soft vocoder sound with added noise for better speech intelligibility.	13	18	ON	ON
	Reflecting	Strong detuned effect makes atmospheric vocoder sound.	13	23	ON	ON
	MonsterFX	Vocoder sound with phaser for vocal sound effects.	13	28	ON	ON
	PhatStack	Strongly detuned vocoder sound with a mixture of natural and electronic vocal sound.	13	29	ON	ON
	UniVCO	Spacious ensemble vocoder sound with added noise for better speech intelligibility.	13	31	ON	ON
	JP Saw	Slightly detuned vocoder sound for vocal sound effects.	13	34	ON	ON
	PulseWave10	Classic vocoder sound with a mixture of natural and electronic vocal sound.	13	35	ON	ON
	PulseWave25	Classic vocoder sound with phaser.	13	36	ON	ON
	DigiWave	Classic vocoder sound with upshifted formants for vocal sound effects.	13	37	ON	ON
	FatSaw	Fat synth vocoder sound with fat saw tooth wave sound.	13	1	ON	ON
	SimpleSaw	Simple synth vocoder sound with simple saw tooth wave sound.	13	0	ON	ON
	SyncSaw	Sync sound image. You can feel the phaser sound as well.	13	2	ON	ON
	StrongDetune	Strong detuned Sound.	13	3	ON	ON
	VP Pad	Pad oriented synth vocoder sound.	13	4	ON	ON
	ChoirWithYou	Choir oriented synth vocoder. You can hear your own voice as well.	13	5	ON	ON
	Organ	Organ oriented synth vocoder sound.	13	6	ON	ON
	Sweeping	Produces a sweeping sound image.	13	7	ON	ON
	Atmosphere	Pad oriented synth vocoder sound with soft pad sound.	13	8	ON	ON
	AmbientFX	Richly textured sound.	13	9	ON	ON

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 chords, 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, HARM. 1, 2 and 3 can be independently selected for use for duets. It can also be used for octave transposing. Basically, the highest tone (HARM.1) is an octave above the lowest tone (HARM.3), and this tone (HARM.1 or HARM.3) 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 (HARM.1) is an octave above the lowest tone (HARM.3). 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. HARM.1 is a tone above and nearest the input pitch. HARM.2, tone which is below the input pitch and nearest the input pitch, handles a major triad as add 6th chord. HARM.3 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.
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. HARM.1 is a tone above and nearest the input pitch. HARM.2, 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. HARM.1 is harmony of above tone with priority on the chord character. HARM.2, harmony near the below side, handles a major triad as add 6th chord, and since it handles the major second as a scale tone, 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.

Vocal Harmony Parameter List (PSR-SX900) / Liste der Vokalharmonie-Parameter (PSR-SX900) / Liste des paramètres liés à l'harmonie vocale (PSR-SX900) / Lista de parámetros de armonía vocal (PSR-SX900) / Daftar Parameter Harmoni Vokal (PSR-SX900) / Danh sách thông số Vocal Harmony (PSR-SX900)

Type Name	Description
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.

Vocal Effect Type List

Type Name	Description	MSB	LSB
Romantic Reverb	Long reverb for vocal part. Romantic image.	1	0
80s Pop Reverb	Long reverb for vocal part. 80's pop image.	1	16
Room	Reverb simulating the acoustics of a room.	2	0
Concert Stage	Reverb simulating the concert stage.	3	0
Plate	Reverb simulating a plate reverb unit.	4	0
Vocal Doubler	Immediate delay with center focused feeling.	5	16
Stereo Spread	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
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 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
Tempo Flanger	Tempo-synchronized flanger.	107	0
Tempo Phaser	Tempo-synchronized phaser.	108	0
Tempo Auto Pan	Tempo-synchronized auto pan.	121	0
No Effect	No effect.	0	0

Harmony Assign Parameters (for Vocal Harmony Types)

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.
Key Root * These are effective only When the Chordal Type parameter is set to Scale Diatonic.	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.
	C	Determines the root key for the transposition. Use this in combination with Key Type below to enable modal scale harmony transposition.
	C#	
	D	
	D#	
	E	
	F	
	F#	
	G	
	G#	
	A	
A#		
Key Type * These are effective only When the Chordal Type parameter is set to Scale Diatonic.	B	
	Maj	
	min(Natural)	
	min(Harmonic)	

Detail Setting Parameters (for Vocal Harmony Types)

Parameter	Value	Description
Pitch Correct Mode	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.
Humanize	Off	The harmony will not be humanized.
	1	The harmony will be humanized so as to feel more natural. An authentic-sounding widening impression of more people playing effect will be applied, giving the impression of more people playing.
	2	The harmony will be humanized so as to have a more distinct groove. Even faster passages will retain their rhythmic essence.
	3	The harmony will reflect the way in which vocalist and back chorus interact, with the lead be slightly relaxed. vocal out front. In addition, the timing will be slightly relaxed.
Lead Pitch Detect Speed /Harm Pitch Detect Speed	as Mic Setting	This setting gives priority to the speed which is set on the VOCAL page of the MIC SETTING display.
	1(Slow)	This setting responds most slowly to pitch changes, and even if the vocal is slightly off pitch, the harmony easily follows.
	2	This setting responds relatively slowly to pitch changes, and even if the vocal is slightly off pitch, the harmony easily follows.
	3	This setting responds relatively quickly to pitch changes, and even if the vocal is slightly off pitch, the harmony easily follows.
	4(Normal)	This setting responds relatively quickly to pitch changes, and pitch detection is moderately precise.
	5	This setting responds a little quickly to pitch changes, and even if the vocal is slightly off pitch, the harmony easily follows.
	6	This setting responds a little quickly to pitch changes, and pitch detection is moderately precise.
	7	This setting responds a little quickly to pitch changes, and sensitivity of pitch detection is slightly low.
	8	This setting responds a little quickly to pitch changes, and sensitivity of pitch detection is slightly high.
	9	This setting responds fairly quickly to pitch changes, and even if the vocal is slightly off pitch, the harmony easily follows.
	10	This setting responds a little quickly to pitch changes, and pitch detection is moderately precise.
	11	This setting responds a little quickly to pitch changes, and sensitivity of pitch detection is slightly low.
	12	This setting responds a little quickly to pitch changes, and sensitivity of pitch detection is slightly high.
	13	This setting responds quickly to pitch changes, and sensitivity of pitch detection is slightly high.
	14	This setting responds even more quickly to pitch changes, and sensitivity of pitch detection is slightly high.
15(Fast)	This setting responds even more quickly to pitch changes, and even if the vocal is slightly off however, sensitivity is high. pitch, the harmony easily follows; however, sensitivity is high.	
Harmony Effect	Thru	This is a bypass setting. It has no harmony effect.
	Basic	This setting is suited for male vocalists.
	Lite	This setting is suited for male vocalists. It attenuates the bass range and provides a light image.
	Female	This setting is suited for female vocalists.
	Female Lite	This setting is suited for female vocalists. It attenuates the bass range and provides a light image.
	EQ Hi	This EQ setting emphasizes the treble range.
	EQ HiLo	This EQ setting emphasizes the treble and bass ranges.
	EQ Heavy	This EQ setting has a heavy feeling.
	EQ Lite	This EQ setting has a light feeling, while emphasizing the bass range.
	EQ Mid	This EQ setting emphasizes the mid range.
	EQ Wide	This is a well-balanced EQ setting which covers a wide spectrum range.
	Cmp	This compresses strong peaks for a narrower dynamic range.
	Cmp&EQ Hi	This EQ setting emphasizes the treble range. It also compresses strong peaks for a narrower dynamic range.
	Cmp&EQ HiLo	This EQ setting emphasizes the treble and bass ranges. It also compresses strong peaks for a narrower dynamic range.
	Cmp&EQ Heavy	This EQ setting has a heavy feel. It also uses compresses strong peaks for a narrower dynamic range.
	Cmp&EQ Lite	This EQ setting has a light feel, while emphasizing the bass range. It also compresses strong peaks for a narrower dynamic range.
	Cmp&EQ Mid	An EQ setting which emphasizes the mid range, it also compresses strong peaks for a narrower dynamic range.
Cmp&EQ Wide	This is a well-balanced EQ setting covering a wide range. It also compresses strong peaks for a narrower dynamic range.	
Cmp&EQ Solid	This compresses strong peaks and consonant sounds, etc.	
Harmony Stability	Dynamic	This tends to add harmony with motion according to the input sound.
	Stable	This has a relatively stable sound with little harmony motion.
Lead Vibrato Depth	0 – 127	This specifies the vibrato depth of the lead sound.
Harm Vibrato Depth	0 – 127	This specifies the vibrato depth of the harmony sound.
Vibrato Speed	0 – 127	It specifies the vibrato speed of both the lead and harmony sounds.
Vibrato Delay	0 – 127	It specifies the vibrato delay of both the lead and harmony sounds.

Vocal Effect Parameter List

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

Romantic Reverb, 80s Pop Reverb, Room, Concert 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 Time	0.1ms – 99.3ms	0	63	Table#2
4	HPF Cutoff Frequency	Thru, 22Hz – 8.0kHz	0	52	Table#3
5	LPF Cutoff Frequency	1.0kHz – 18kHz, Thru	34	60	Table#3
6					
7					
8					
9					
10					
11	Reverb Delay Time	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					

Vocal Doubler, Stereo Spread, Delay, Short Delay, Rock & Roll Delay

No.	Parameter	Display	Min	Max	Table
1	Lch Delay Time	0.1ms – 1.4860s	1	14860	
2	Rch Delay Time	0.1ms – 1.4860s	1	14860	
3	Cch Delay Time	0.1ms – 1.4860s	1	14860	
4	Feedback Delay Time	0.1ms – 1.4860s	1	14860	
5	Feedback Level	-63 – +0 – +63	1	127	
6	Cch Level	0 – 127	0	127	
7	Feedback 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 – 16kHz	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 Time	0.1ms – 743.0ms	1	7430	
2	R->L Delay Time	0.1ms – 743.0ms	1	7430	
3	Feedback Level	-63 – +0 – +63	1	127	
4	Input Select	L, R, L&R	0	2	
5	Feedback 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 – 16kHz	28	58	Table#3
16	EQ High Gain	-12dB – +0dB – +12dB	52	76	

Tempo Delay

No.	Parameter	Display	Min	Max	Table
1	Delay Time	32nd/3 – 4thx6	0	19	Table#5
2	Feedback Level	-63 – +0 – +63	1	127	
3	Feedback High Damp	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	Table#3
14	EQ Low Gain	-12dB – +0dB – +12dB	52	76	
15	EQ High Frequency	500Hz – 16kHz	28	58	Table#3
16	EQ High Gain	-12dB – +0dB – +12dB	52	76	

Tempo Cross Delay

No.	Parameter	Display	Min	Max	Table
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 Damp	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	Table#3
14	EQ Low Gain	-12dB – +0dB – +12dB	52	76	
15	EQ High Frequency	500Hz – 16kHz	28	58	Table#3
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 – 50.0ms	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 – 16kHz	28	58	Table#3
9	EQ High Gain	-12dB – +0dB – +12dB	52	76	
10					
11	EQ Mid Frequency	100Hz – 10kHz	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 – 16kHz	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 – 16kHz	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 – 345.0Hz	0	127	Table#39
2	Word Length	1 – 127	1	127	
3	Output Gain	-6dB – +0dB – +6dB	0	12	
4	LPF Cutoff Frequency	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					

Vocal Harmony Parameter List (PSR-SX900) / Liste der Vokalharmonie-Parameter (PSR-SX900) / Liste des paramètres liés à l'harmonie vocale (PSR-SX900) / Lista de parámetros de armonía vocal (PSR-SX900) / Daftar Parameter Harmoni Vokal (PSR-SX900) / Danh sách thông số Vocal Harmony (PSR-SX900)

Overdriven, Scream & Shout

No.	Parameter	Display	Min	Max	Table
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					
11					
12					
13					
14					
15					
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					

Tempo Flanger

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 – 50.0ms	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 – 16kHz	28	58	Table#3
9	EQ High Gain	-12dB – +0dB – +12dB	52	76	
10					
11	EQ Mid Frequency	100Hz – 10kHz	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					

Tempo Phaser

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 – 16kHz	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					

Tempo Auto Pan

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 – 16kHz	28	58	Table#3
9	EQ High Gain	-12dB – +0dB – +12dB	52	76	
10					
11	EQ Mid Frequency	100Hz – 10kHz	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					

Parameter Chart / Parametertabelle / Tableau des paramètres / Gráfico de parâmetros / Bagan Parameter / Bảng thông số

Parameter	PSR-SX900	PSR-SX700	Backup/Restore	Setup				Voice Set Group	Voice Set Group		Song		Style		Registration		Parameter Lock Group	Note
				System	MIDI	User Effect	Voice Set		Song	Song Setup Group	Style Data	OTS	Multi Pad	Regist	Freeze Group			
Home																		
Voice(Left)	0	0	0	X	X	X	0	-	0	Keyboard Voice	X	0	X	0	Style	-		
Voice(Right)	0	0	0	X	X	X	0	-	0	Keyboard Voice	X	0	X	0	Voice	-		
Part On/Off(Left)	0	0	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Style	-		
Part On/Off(Right)	0	0	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Voice	-		
MIDI Song	0	0	0	X	X	X	X	-	X	-	X	X	X	0	MIDI Song	-		
Audio Song	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Audio Song	-		
Style	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Style	-		
Vocal Harmony Type	0	-	0	X	X	X	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Multi Pad File	0	0	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Multi Pad	-		
Style Control																		
ACMP On/Off	0	0	0	X	X	X	X	-	X	-	X	O(On)	X	0	Style	-		
Auto Fill In	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-		
Section	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Style	-		
Sync Start	0	0	0	X	X	X	X	-	X	-	X	O(On)	X	0	Style	-		
Sync Stop	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Style	-		
Style Retrigger Rate	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Style	-		
Style Retrigger On/Off	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Style	-		
Style Retrigger On/Off&Rate	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Style	-		
Transpose +/-																		
Transpose Assign	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-		
Transpose	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Transpose	-		
Tempo																		
Master Tempo	0	0	0	X	X	X	X	-	0	Tempo	0	X	X	0	Tempo	-		
Song																		
MIDI Song																		
Synchro Start	0	0	0	X	X	X	X	-	X	-	X	X	X	0	MIDI Song	-		
Audio Song																		
Pitch Shift	0	0	0	X	X	X	X	-	X	-	X	X	X	0	MIDI Song	-		
Time Stretch	0	0	0	X	X	X	X	-	X	-	X	X	X	0	MIDI Song	-		
Vocal Cancel	0	0	0	X	X	X	X	-	X	-	X	X	X	0	MIDI Song	-		
Audio Song(Quick Recording Setting)																		
Storage Priority	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-		
Multi Pad																		
Synchro Start	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Multi Pad	-		
Audio Link Multi Pad Simultaneous Play	0	0	0	0	X	X	X	-	X	-	X	X	X	0	Multi Pad	-		
Playlist																		
Playlist	0	-	0	0	X	X	X	-	X	-	X	X	X	X	-	-		
Chord Looper																		
Chord Looper	0	-	0	X	X	X	X	-	X	-	X	X	X	0	Chord Looper	-		
Voice																		
Category Button	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-		
Voice Number	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-		
Left Hold	0	0	X	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Style	-		
Mixer																		
Panel																		
Filter																		
Resonance(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-		
Resonance(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-		
Cutoff(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-		
Cutoff(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-		
EQ																		
High Gain(Style) Offset	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Style	-		
High Gain(Multi Pad) Offset	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Multi Pad	-		
High Gain(Left)	0	0	0	X	X	X	0	EQ	0	Keyboard Voice	X	0	X	0	Style	-		
High Gain(Right)	0	0	0	X	X	X	0	EQ	0	Keyboard Voice	X	0	X	0	Voice	-		
Low Gain(Style) Offset	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Style	-		
Low Gain(Multi Pad) Offset	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Multi Pad	-		
Low Gain(Left)	0	0	0	X	X	X	0	EQ	0	Keyboard Voice	X	0	X	0	Style	-		
Low Gain(Right)	0	0	0	X	X	X	0	EQ	0	Keyboard Voice	X	0	X	0	Voice	-		
Effect																		
Insertion Effect Depth(Left)	0	0	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Style	-		
Insertion Effect Depth(Right)	0	0	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-		
Insertion Effect Depth(Mic)	-	0	0	X	X	X	X	-	0	Mic Setting	X	X	X	0	Mic Setting	Mic Setting		
Insertion Effect Depth(Mic)	0	-	0	X	X	X	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Chorus/Reverb																		
Chorus Depth(Style) Offset	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Style	-		
Chorus Depth(Multi Pad) Offset	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Multi Pad	-		
Chorus Depth(Left)	0	0	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Style	-		
Chorus Depth(Right)	0	0	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-		
Chorus Depth(Mic)	-	0	0	X	X	X	X	-	0	Mic Setting	X	X	X	0	Mic Setting	Mic Setting		

Parameter	PSR-SX900	PSR-SX700	Backup/Restore	Setup				Voice Set Group	Song				Style		Registration		Parameter Lock Group	Note
				System	MIDI	User Effect	Voice Set		Song	Song Setup Group	Style Data	OTS	Multi Pad	Regist	Freeze Group			
Chorus Depth(Mic)	0	-	0	X	X	X	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Reverb Depth(Style) Offset	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Style	-		
Reverb Depth(Multi Pad) Offset	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Multi Pad	-		
Reverb Depth(Left)	0	0	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Style	-		
Reverb Depth(Right)	0	0	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-		
Reverb Depth(Mic)	-	0	0	X	X	X	X	-	0	Mic Setting	X	X	X	0	Mic Setting	Mic Setting		
Reverb Depth(Mic)	0	-	0	X	X	X	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Pan/Volume																		
Pan(Style) Offset	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Style	-		
Pan(Multi Pad) Offset	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Multi Pad	-		
Pan(Left)	0	0	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Style	-		
Pan(Right)	0	0	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Voice	-		
Pan(Mic)	-	0	0	X	X	X	X	-	0	Mic Setting	X	X	X	0	Mic Setting	Mic Setting		
Pan(Mic)	0	-	0	X	X	X	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Volume(Style) Offset	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Style	-		
Volume(Multi Pad) Offset	0	0	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Multi Pad	-		
Volume(Left)	0	0	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Style	-		
Volume(Right)	0	0	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Voice	-		
Volume(MIDI Song) Offset	0	0	0	X	X	X	X	-	X	-	X	X	X	0	MIDI Song	-		
Volume(Audio Song) Offset	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Audio Song	-		
Volume(Mic)	-	0	0	X	X	X	X	-	0	Mic Setting	X	X	X	0	Mic Setting	Mic Setting		
Volume(Mic)	0	-	0	X	X	X	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Volume(AUX In)	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-		
Volume(Bluetooth) (*1)	0	-	0	0	X	X	X	-	X	-	X	X	X	X	-	-		
Volume(Wireless LAN) (*2)	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-		
Style																		
Part On/Off(Style)	0	0	0	X	X	X	X	-	X	-	0	X	X	0	Style	-		
Voice(Style)	0	0	0	X	X	X	X	-	X	-	0	X	X	0	Style	-		
Filter																		
Resonance	0	0	0	X	X	X	X	-	X	-	0	X	X	0	Style	-		
Cutoff	0	0	0	X	X	X	X	-	X	-	0	X	X	0	Style	-		
EQ																		
High Gain	0	0	0	X	X	X	X	-	X	-	0	X	X	0	Style	-		
Low Gain	0	0	0	X	X	X	X	-	X	-	0	X	X	0	Style	-		
Effect																		
Insertion Effect Depth	0	0	0	X	X	X	X	-	X	-	0	X	X	0	Style	-		
Variation Effect Depth	0	0	0	X	X	X	X	-	X	-	0	X	X	0	Style	-		
Chorus/Reverb																		
Chorus Depth	0	0	0	X	X	X	X	-	X	-	0	X	X	0	Style	-		
Reverb Depth	0	0	0	X	X	X	X	-	X	-	0	X	X	0	Style	-		
Pan/Volume																		
Pan	0	0	0	X	X	X	X	-	X	-	0	X	X	0	Style	-		
Volume	0	0	0	X	X	X	X	-	X	-	0	X	X	0	Style	-		
Multi Pad																		
Part On/Off(MIDI Multi Pad)	0	0	X	X	X	X	X	-	X	-	X	X	X	X	X	-		
Part On/Off(Audio Link Multi Pad)	0	0	X	X	X	X	X	-	X	-	X	X	X	X	X	-		
Chorus/Reverb																		
Chorus Depth(Audio Link Multi Pad)	0	0	X	X	X	X	X	-	X	-	X	X	X	X	X	-		
Reverb Depth(Audio Link Multi Pad)	0	0	X	X	X	X	X	-	X	-	X	X	X	X	X	-		
Pan/Volume																		
Pan(Audio Link Multi Pad)	0	0	X	X	X	X	X	-	X	-	X	X	X	X	X	-		
Volume(Audio Link Multi Pad)	0	0	X	X	X	X	X	-	X	-	X	X	X	X	X	-		
Song																		
Part On/Off(MIDI Song)	0	0	0	X	X	X	X	-	X	-	X	X	X	0	MIDI Song	-		
Voice(MIDI Song)	0	0	X	X	X	X	X	-	0	Voice	X	X	X	X	-	-		
Filter																		
Resonance(MIDI Song)	0	0	X	X	X	X	X	-	0	Filter	X	X	X	X	-	-		
Cutoff(MIDI Song)	0	0	X	X	X	X	X	-	0	Filter	X	X	X	X	-	-		
EQ																		
EQ High Gain(MIDI Song)	0	0	X	X	X	X	X	-	0	EQ	X	X	X	X	-	-		
EQ Low Gain(MIDI Song)	0	0	X	X	X	X	X	-	0	EQ	X	X	X	X	-	-		
Effect																		
Insertion Effect Depth(Style)	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Style	-		
Insertion Effect Depth(MIDI Song)	0	0	X	X	X	X	X	-	0	Effect	X	X	X	X	-	-		
Variation Effect Depth(MIDI Song)	0	0	X	X	X	X	X	-	X	-	0	X	X	X	-	-		
Chorus/Reverb																		
Chorus Depth(MIDI Song)	0	0	X	X	X	X	X	-	0	Effect	X	X	X	X	-	-		
Reverb Depth(MIDI Song)	0	0	X	X	X	X	X	-	0	Effect	X	X	X	X	-	-		
Pan/Volume																		
Pan(MIDI Song)	0	0	X	X	X	X	X	-	0	Pan	X	X	X	X	-	-		
Volume(MIDI Song)	0	0	X	X	X	X	X	-	0	Volume	X	X	X	X	-	-		

Parameter	PSR-SX900	PSR-SX700	Backup/Restore	Setup				Voice Set Group	Song			Style		Registration		Parameter Lock Group	Note
				System	MIDI	User Effect	Voice Set		Song	Song Setup Group	Style Data	OTS	Multi Pad	Regist	Freeze Group		
Master																	
Compressor																	
On/Off	O	O	O	O	X	X	X	-	X	-	X	X	X	X	-	-	
Type	O	O	O	O	X	X	X	-	X	-	X	X	X	X	-	-	
Compression	O	O	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
Texture	O	O	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
Output	O	O	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
EQ																	
Type	O	O	O	O	X	X	X	-	X	-	X	X	X	X	-	-	Master EQ
Parameter	O	O	O	X	X	O	X	-	X	-	X	X	X	X	-	-	Master EQ
Insertion Effect Assign Part Setting																	
Insertion Effect1 On/Off	-	O	O	X	X	X	X	-	O	Effect	X	X	X	O	Voice/Style/MIDI Song	-	
Insertion Effect1 Type	-	O	O	X	X	X	X	-	O	Effect	X	X	X	O	Voice/Style/MIDI Song	-	
Insertion Effect2 On/Off	-	O	O	X	X	X	X	-	O	Effect	X	X	X	O	Voice/Style/MIDI Song	-	
Insertion Effect2 Type	-	O	O	X	X	X	X	-	O	Effect	X	X	X	O	Voice/Style/MIDI Song	-	
Insertion Effect3 On/Off	-	O	O	X	X	X	X	-	O	Effect	X	X	X	O	Voice/Style/MIDI Song	-	
Insertion Effect3 Type	-	O	O	X	X	X	X	-	O	Effect	X	X	X	O	Voice/Style/MIDI Song	-	
Insertion Effect4 On/Off	-	O	O	X	X	X	X	-	O	Effect	X	X	X	O	Voice/Style/MIDI Song	-	
Insertion Effect4 Type	-	O	O	X	X	X	X	-	O	Effect	X	X	X	O	Voice/Style/MIDI Song	-	
Insertion Effect5 On/Off	-	O	O	X	X	X	X	-	O	Effect/Mic Setting	X	X	X	O	Voice/Style/MIDI Song/Mic Setting	Mic Setting	
Insertion Effect5 Type	-	O	O	X	X	X	X	-	O	Effect/Mic Setting	X	X	X	O	Voice/Style/MIDI Song/Mic Setting	Mic Setting	
Insertion Effect1 On/Off	O	-	O	X	X	X	X	-	O	Effect	X	X	X	O	Voice/Style/MIDI Song	-	
Insertion Effect1 Type	O	-	O	X	X	X	X	-	O	Effect	X	X	X	O	Voice/Style/MIDI Song	-	
Insertion Effect2 On/Off	O	-	O	X	X	X	X	-	O	Effect	X	X	X	O	Voice/Style/MIDI Song	-	
Insertion Effect2 Type	O	-	O	X	X	X	X	-	O	Effect	X	X	X	O	Voice/Style/MIDI Song	-	
Insertion Effect3 On/Off	O	-	O	X	X	X	X	-	O	Effect	X	X	X	O	Voice/Style/MIDI Song	-	
Insertion Effect3 Type	O	-	O	X	X	X	X	-	O	Effect	X	X	X	O	Voice/Style/MIDI Song	-	
Insertion Effect4 On/Off	O	-	O	X	X	X	X	-	O	Effect	X	X	X	O	Voice/Style/MIDI Song	-	
Insertion Effect4 Type	O	-	O	X	X	X	X	-	O	Effect	X	X	X	O	Voice/Style/MIDI Song	-	
Insertion Effect5 On/Off	O	-	O	X	X	X	X	-	O	Effect	X	X	X	O	Voice/Style/MIDI Song	-	
Insertion Effect5 Type	O	-	O	X	X	X	X	-	O	Effect	X	X	X	O	Voice/Style/MIDI Song	-	
Insertion Effect6 On/Off	O	-	O	X	X	X	X	-	O	Effect/Vocal Harmony/Mic Setting	X	X	X	O	Voice/Style/MIDI Song/Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting	
Insertion Effect6 Type	O	-	O	X	X	X	X	-	O	Effect/Vocal Harmony/Mic Setting	X	X	X	O	Voice/Style/MIDI Song/Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting	
Insertion Effect7 On/Off	O	-	O	X	X	X	X	-	X	-	X	X	X	O	Style	-	
Insertion Effect7 Type	O	-	O	X	X	X	X	-	X	-	X	X	X	O	Style	-	
Insertion Effect8 On/Off	O	-	O	X	X	X	X	-	X	-	X	X	X	O	Style	-	
Insertion Effect8 Type	O	-	O	X	X	X	X	-	X	-	X	X	X	O	Style	-	
Effect Parameter(Insertion1-4)	-	O	O	X	X	O	X	-	O	Effect	X	X	X	O	Voice/Style/MIDI Song	-	
Effect Parameter(Insertion5)	-	O	O	X	X	O	X	-	O	Effect/Mic Setting	X	X	X	O	Voice/Style/MIDI Song/Mic Setting	Mic Setting	
Effect Parameter(Insertion1-5)	O	-	O	X	X	O	X	-	O	Effect	X	X	X	O	Voice/Style/MIDI Song	-	
Effect Parameter(Insertion6)	O	-	O	X	X	O	X	-	O	Effect/Vocal Harmony/Mic Setting	X	X	X	O	Voice/Style/MIDI Song/Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting	
Effect Parameter(Insertion7-8)	O	-	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
Variation Effect																	
Variation Effect Type	O	O	O	X	X	X	X	-	O	Effect	O	X	X	O	Style/MIDI Song	-	
Detail																	
Effect Parameter1-16	O	O	O	X	X	O	X	-	O	Effect	X	X	X	X	-	-	
Variation Effect Return Level	O	O	O	X	X	X	X	-	O	Effect	O	X	X	O	Style/MIDI Song	Variation Effect(System) Return Level	
Chorus																	
Type	O	O	O	X	X	X	X	-	O	Effect	O	X	X	O	Style/MIDI Song	-	

Parameter	PSR-SX900	PSR-SX700	Backup/Restore	Setup				Voice Set Group	Song			Style		Registration		Parameter Lock Group	Note	
				System	MIDI	User Effect	Voice Set		Song	Song Setup Group	Style Data	OTS	Multi Pad	Regist	Freeze Group			
Detail																		
Effect Parameter1-16	0	0	0	X	X	0	X	-	0	Effect	X	X	X	X	-	-	-	
Return Level	0	0	0	X	X	X	X	-	0	Effect	0	X	X	0	Style/MIDI Song	Chorus Return Level	-	
Reverb																		
Type	0	0	0	X	X	X	X	-	0	Effect	0	X	X	0	Style/MIDI Song	Reverb Type	-	
Detail																		
Effect Parameter1-16	0	0	0	X	X	0	X	-	0	Effect	X	X	X	X	-	-	-	
Return Level	0	0	0	X	X	X	X	-	0	Effect	0	X	X	0	Style/MIDI Song	Reverb Return Level	-	
Line Out																		
Sub1-2/AUX Select	0	-	0	0	X	X	X	-	X	-	X	X	X	0	Line Out	-	-	
Line Out	0	-	0	0	X	X	X	-	X	-	X	X	X	0	Line Out	-	-	
Score																		
Play Setting																		
Extra On/Off	0	0	0	X	X	X	X	-	X	-	X	X	X	0	MIDI Song	-	-	
Left On/Off	0	0	0	X	X	X	X	-	0	Guide Setting	X	X	X	0	MIDI Song	-	-	
Right On/Off	0	0	0	X	X	X	X	-	0	Guide Setting	X	X	X	0	MIDI Song	-	-	
View Setting																		
Size	0	0	0	0	X	X	X	-	0	Score Setting	X	X	X	X	-	-	-	
Left On/Off	0	0	0	0	X	X	X	-	0	Score Setting	X	X	X	X	-	-	-	
Right On/Off	0	0	0	0	X	X	X	-	0	Score Setting	X	X	X	X	-	-	-	
Chord On/Off	0	0	0	0	X	X	X	-	0	Score Setting	X	X	X	X	-	-	-	
Lyrics On/Off	0	0	0	0	X	X	X	-	0	Score Setting	X	X	X	X	-	-	-	
Pedal On/Off	0	0	0	0	X	X	X	-	0	Score Setting	X	X	X	X	-	-	-	
Note On/Off	0	0	0	0	X	X	X	-	0	Score Setting	X	X	X	X	-	-	-	
Fingering On/Off	0	0	0	0	X	X	X	-	0	Score Setting	X	X	X	X	-	-	-	
Color On/Off	0	0	0	0	X	X	X	-	0	Score Setting	X	X	X	X	-	-	-	
Detail Setting																		
Right Channel	0	0	0	0	X	X	X	-	0	Score Setting	X	X	X	X	-	-	-	
Left Channel	0	0	0	0	X	X	X	-	0	Score Setting	X	X	X	X	-	-	-	
Key Signature	0	0	X	X	X	X	X	-	0	Score Setting	X	X	X	X	-	-	-	
Quantize	0	0	0	0	X	X	X	-	0	Score Setting	X	X	X	X	-	-	-	
Note Name	0	0	0	0	X	X	X	-	0	Score Setting	X	X	X	X	-	-	-	
Lyrics																		
WallPaper	0	0	0	0	X	X	X	-	0	Lyrics Setting	X	X	X	X	-	-	-	Cannot be reset with Factory Reset.
Font	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	-	
Play Setting																		
Extra On/Off	0	0	0	X	X	X	X	-	X	-	X	X	X	0	MIDI Song	-	-	
Left On/Off	0	0	0	X	X	X	X	-	0	Guide Setting	X	X	X	0	MIDI Song	-	-	
Right On/Off	0	0	0	X	X	X	X	-	0	Guide Setting	X	X	X	0	MIDI Song	-	-	
Text Viewer																		
Text File	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Text	-	-	
WallPaper	0	0	0	0	X	X	X	-	0	Lyrics Setting	X	X	X	X	-	-	-	Cannot be reset with Factory Reset.
Font	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	-	
Play Setting																		
Extra On/Off	0	0	0	X	X	X	X	-	X	-	X	X	X	0	MIDI Song	-	-	
Left On/Off	0	0	0	X	X	X	X	-	0	Guide Setting	X	X	X	0	MIDI Song	-	-	
Right On/Off	0	0	0	X	X	X	X	-	0	Guide Setting	X	X	X	0	MIDI Song	-	-	
Mic Setting																		
User Setting	0	0	0	0	X	0	X	-	X	-	X	X	X	X	-	-	-	
Vocal Setting																		
Vocal EQ Low Frequency	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-	-	
Vocal EQ Low Gain	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-	-	
Vocal EQ Mid Frequency	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-	-	
Vocal EQ Mid Gain	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-	-	
Vocal EQ High Frequency	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-	-	
Vocal EQ High Gain	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-	-	
Vocal Noise Gate On/Off	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-	-	
Vocal Noise Gate Threshold	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-	-	
Vocal Compressor On/Off	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-	-	
Vocal Compressor Threshold	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-	-	
Vocal Compressor Ratio	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-	-	
Vocal Compressor Out	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-	-	
Vocal Pitch Detect Voice Range	0	-	0	X	X	0	X	-	X	-	X	X	X	X	-	-	-	
Vocal Pitch Detect Response	0	-	0	X	X	0	X	-	X	-	X	X	X	X	-	-	-	
Vocal Pitch Detect Background Noise Cut	0	-	0	X	X	0	X	-	X	-	X	X	X	X	-	-	-	
Talk Setting																		
Talk Volume	-	0	0	X	X	0	X	-	X	-	X	X	X	0	Vocal Harmony/ Mic Setting	Mic Setting	-	

Parameter Chart / Parametertabelle / Tableau des paramètres / Gráfico de parâmetros / Bagan Parameter / Bảng thông số

Parameter	PSR-SX900	PSR-SX700	Backup/Restore	Setup				Voice Set Group	Song				Style		Registration		Parameter Lock Group	Note
				System	MIDI	User Effect	Voice Set		Song	Song Setup Group	Style Data	OTS	Multi Pad	Regist	Freeze Group			
Talk Volume	0	-	0	X	X	0	X	-	X	-	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Talk EQ Low Frequency	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Talk EQ Low Gain	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Talk EQ Mid Frequency	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Talk EQ Mid Gain	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Talk EQ High Frequency	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Talk EQ High Gain	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Talk Noise Gate On/Off	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Talk Noise Gate Threshold	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Talk Compressor On/Off	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Talk Compressor Threshold	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Talk Compressor Ratio	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Talk Compressor Out	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Talk Pan	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Talk Reverb Depth	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Talk Chorus Depth	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Talk Reduction Level	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Guitar Setting																		
Guitar Volume	-	0	0	X	X	X	X	-	0	Mic Setting	X	X	X	0	Mic Setting	Mic Setting		
Guitar Volume	0	-	0	X	X	X	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Guitar EQ Low Frequency	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Guitar EQ Low Gain	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Guitar EQ Mid Frequency	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Guitar EQ Mid Gain	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Guitar EQ High Frequency	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Guitar EQ High Gain	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Guitar Noise Gate On/Off	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Guitar Noise Gate Threshold	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Guitar Compressor On/Off	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Guitar Compressor Threshold	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Guitar Compressor Ratio	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Guitar Compressor Out	0	0	0	X	X	0	X	-	X	-	X	X	X	X	-	-		
Vocal Harmony																		
Harmony On/Off	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Type	0	-	0	X	X	X	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Mode	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Song Channel	0	-	0	X	X	X	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Keyboard	0	-	0	X	X	X	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Song Channel Mute/Play	0	-	0	X	X	X	X	-	X	-	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Balance	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Chord Source	0	-	0	X	X	X	X	-	X	-	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Chordal Type	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Effect On/Off	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Effect Type	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Effect Depth To Lead	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Effect Depth To Harmony	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Reverb Depth	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Chorus Depth	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Harmony Edit																		
Harmony Assign																		
Session Table	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Key Root	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Key Type	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Transpose Mode	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Detail Setting																		
Pitch Correct Mode	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Humanize	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		

Parameter	PSR-SX900	PSR-SX700	Backup/Restore	Setup				Voice Set Group	Song			Style			Registration		Parameter Lock Group	Note
				System	MIDI	User Effect	Voice Set		Song	Song Setup Group	Style Data	OTS	Multi Pad	Regist	Freeze Group			
Lead Pitch Detect Speed	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Harmony Pitch Detect Speed	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Harmony Effect	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Harmony Stability	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Lead Vibrato Depth	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Harmony Vibrato Depth	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Vibrato Speed	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Vibrato Delay	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Part Mixer																		
Lead Transpose	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Lead Detune	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Lead Formant	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Lead Volume	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Lead Pan	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Harmony1 Transpose	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Harmony1 Detune	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Harmony1 Formant Shift	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Harmony1 Volume	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Harmony1 Pan	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Harmony1 Degree	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Harmony2 Transpose	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Harmony2 Detune	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Harmony2 Formant Shift	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Harmony2 Volume	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Harmony2 Pan	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Harmony2 Degree	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Harmony3 Transpose	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Harmony3 Detune	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Harmony3 Formant Shift	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Harmony3 Volume	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Harmony3 Pan	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Harmony3 Degree	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Vocal Harmony Effect																		
Parameters	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Synth Vocoder Overview																		
Carrier	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Vocal Effect Type	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Vocal Effect Depth	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Reverb Depth	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Chorus Depth	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Vocoder Attack	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Vocoder Release	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Formant Shift	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Formant Offset	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Detail Setting																		
Carrier Volume	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		

Parameter	PSR-SX900	PSR-SX700	Backup/Restore	Setup				Voice Set Group	Song			Style			Registration		Parameter Lock Group	Note
				System	MIDI	User Effect	Voice Set		Song	Song Setup Group	Style Data	OTS	Multi Pad	Regist	Freeze Group			
Carrier Noise	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Carrier Octave	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
HPF Frequency	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
HPF Output Level	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
BPF1 Gain	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
BPF2 Gain	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
BPF3 Gain	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
BPF4 Gain	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
BPF5 Gain	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
BPF6 Gain	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
BPF7 Gain	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
BPF8 Gain	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
BPF9 Gain	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
BPF10 Gain	0	-	0	X	X	0	X	-	0	Vocal Harmony/Mic Setting	X	X	X	0	Vocal Harmony/Mic Setting	Vocal Harmony/Mic Setting		
Keyboard Harmony/Arpeggio																		
Harmony/Echo/Arpeggio	0	0	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Keyboard Harmony/Arpeggio	-		
Type	0	0	0	X	X	X	0	Keyboard Harmony/Arpeggio	0	Keyboard Voice	X	0	X	0	Keyboard Harmony/Arpeggio	-		
Volume	0	0	0	X	X	X	0	Keyboard Harmony/Arpeggio	0	Keyboard Voice	X	0	X	0	Keyboard Harmony/Arpeggio	-		
Speed	0	0	0	X	X	X	0	Keyboard Harmony/Arpeggio	0	Keyboard Voice	X	0	X	0	Keyboard Harmony/Arpeggio	-		
Assign	0	0	0	X	X	X	0	Keyboard Harmony/Arpeggio	0	Keyboard Voice	X	0	X	0	Keyboard Harmony/Arpeggio	-		
Chord Note Only	0	0	0	X	X	X	0	Keyboard Harmony/Arpeggio	0	Keyboard Voice	X	0	X	0	Keyboard Harmony/Arpeggio	-		
Minimum Velocity	0	0	0	X	X	X	0	Keyboard Harmony/Arpeggio	0	Keyboard Voice	X	0	X	0	Keyboard Harmony/Arpeggio	-		
Arpeggio Quantize	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-		
Arpeggio Hold	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-		
Arpeggio Velocity	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Keyboard Harmony/Arpeggio	-		
Arpeggio Gate Time	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Keyboard Harmony/Arpeggio	-		
Arpeggio Unit Multiply	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Keyboard Harmony/Arpeggio	-		
Split Point & Fingering																		
Split Point(Left)	0	0	0	0	X	X	X	-	X	-	X	X	X	0	Style	Split Point		
Split Point(Style)	0	0	0	0	X	X	X	-	0	Guide Setting	X	X	X	0	Style	Split Point		
Split Point(Right3)	0	0	0	0	X	X	X	-	X	-	X	X	X	0	Voice	Split Point		
Chord Detection Area	0	0	0	0	X	X	X	-	X	-	X	X	X	0	Style	Fingering Type		
Manual Bass	0	0	0	0	X	X	X	-	X	-	X	X	X	0	Style			
Fingering Type	0	0	0	0	X	X	X	-	X	-	X	X	X	0	Style	Fingering Type		
Registration Memory																		
Regist Memory Contents	-	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-		
Regist Memory Contents	0	-	0	0	X	X	X	-	X	-	X	X	X	X	-	-		
Registration Freeze																		
Setting	-	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-		
Setting	0	-	0	0	X	X	X	-	X	-	X	X	X	X	-	-		

Parameter	PSR-SX900	PSR-SX700	Backup/Restore	Setup				Voice Set Group	Song			Style		Registration		Parameter Lock Group	Note
				System	MIDI	User Effect	Voice Set		Song	Song Setup Group	Style Data	OTS	Multi Pad	Regist	Freeze Group		
Registration Sequence																	
Sequence Data	0	0	0	X	X	X	X	-	X	-	X	X	X	0	-	-	One sequence data per Regist Bank file
Sequence On/Off	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Pedal Control Regist+	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Pedal Control Regist-	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Sequence End	0	0	0	X	X	X	X	-	X	-	X	X	X	0	-	-	One sequence end per Regist Bank file
Metronome																	
Metronome																	
Volume	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Bell Sound	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Time Signature	0	0	X	X	X	X	X	-	0	-	0	X	X	X	-	-	
Tap Tempo																	
Volume	0	0	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Style	-	
Sound	0	0	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Style	-	
Style Section Reset	0	0	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Style	-	
Live Control																	
Knob Function Assign	0	0	0	0	X	X	X	-	X	-	X	X	X	0	Live Control	-	
Knob Detail Setting	0	0	0	0	X	X	X	-	X	-	X	X	X	0	Live Control	-	
Popup Window	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Assignable																	
Home Shortcuts	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Foot Pedals Function	0	0	0	0	X	X	X	-	X	-	X	X	X	0	Foot Pedals	-	
Foot Pedals Detail Setting	0	0	0	0	X	X	X	-	X	-	X	X	X	0	Foot Pedals	-	
Pedal Polarity	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Assignable Buttons	0	0	0	0	X	X	X	-	X	-	X	X	X	0	Assignable Buttons	-	
Assignable Buttons Detail Setting	0	0	0	0	X	X	X	-	X	-	X	X	X	0	Assignable Buttons	-	
Rotary Sp/Assignable	0	0	0	0	X	X	X	-	X	-	X	X	X	0	Assignable Buttons	-	
Rotary Sp/Assignable Detail Setting	0	0	0	0	X	X	X	-	X	-	X	X	X	0	Assignable Buttons	-	
Popup Window	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Detail																	
Fade In Time	0	0	0	0	X	X	X	-	X	-	X	X	X	0	Assignable Buttons	-	
Fade Out Time	0	0	0	0	X	X	X	-	X	-	X	X	X	0	Assignable Buttons	-	
Fade Out Hold Time	0	0	0	0	X	X	X	-	X	-	X	X	X	0	Assignable Buttons	-	
Voice Edit																	
Common																	
Volume(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Volume(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Touch Sensitivity Depth(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Touch Sensitivity Depth(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Touch Sensitivity Offset(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Touch Sensitivity Offset(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Part Octave(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Part Octave(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Mono/Poly(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Mono/Poly(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Mono Type(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Mono Type(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Portamento Time(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Portamento Time(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Panel Sustain(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Panel Sustain(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Controller																	
Modulation(+)																	
Modulation(+) Filter(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Modulation(+) Filter(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Modulation(+) Amplitude(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Modulation(+) Amplitude(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Modulation(+) LFO Pitch(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Modulation(+) LFO Pitch(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Modulation(+) LFO Filter(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Modulation(+) LFO Filter(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Modulation(+) LFO Amplitude(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Modulation(+) LFO Amplitude(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	

Parameter	PSR-SX900	PSR-SX700	Backup/Restore	Setup				Voice Set Group	Song		Style		Registration		Parameter Lock Group	Note	
				System	MIDI	User Effect	Voice Set		Song	Song Setup Group	Style Data	OTS	Multi Pad	Regist			Freeze Group
Modulation(-)																	
Modulation(-) Filter(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Modulation(-) Filter(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Modulation(-) Amplitude(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Modulation(-) Amplitude(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Modulation(-) LFO Pitch(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Modulation(-) LFO Pitch(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Modulation(-) LFO Filter(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Modulation(-) LFO Filter(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Modulation(-) LFO Amplitude(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Modulation(-) LFO Amplitude(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Sound																	
Filter																	
Cutoff(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Cutoff(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Resonance(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Resonance(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
EG																	
EG Attack(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
EG Attack(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
EG Decay(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
EG Decay(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
EG Release(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
EG Release(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Vibrato																	
Vibrato Depth(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Vibrato Depth(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Vibrato Speed(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Vibrato Speed(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Vibrato Delay(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Vibrato Delay(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Effect																	
Insertion Effect On/Off(Right)	0	0	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-	
Insertion Effect Type(Right)	0	0	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-	
Insertion Effect On/Off(Left)	0	0	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Style	-	
Insertion Effect Type(Left)	0	0	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Style	-	
Insertion Effect Type Parameter(Right)	0	0	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-	
Insertion Effect Type Parameter(Left)	0	0	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Style	-	
EQ																	
EQ High Frequency(Right)	0	0	0	X	X	X	0	EQ	0	Keyboard Voice	X	0	X	0	Voice	-	
EQ High Frequency(Left)	0	0	0	X	X	X	0	EQ	0	Keyboard Voice	X	0	X	0	Style	-	
EQ Low Frequency(Right)	0	0	0	X	X	X	0	EQ	0	Keyboard Voice	X	0	X	0	Voice	-	
EQ Low Frequency(Left)	0	0	0	X	X	X	0	EQ	0	Keyboard Voice	X	0	X	0	Style	-	
Organ Flute																	
Footage(Right)	0	0	0	X	X	X	0	-	0	Keyboard Voice	X	0	X	0	Voice	-	
Footage(Left)	0	0	0	X	X	X	0	-	0	Keyboard Voice	X	0	X	0	Style	-	
Volume(Right)	0	0	0	X	X	X	0	-	0	Keyboard Voice	X	0	X	0	Voice	-	
Volume(Left)	0	0	0	X	X	X	0	-	0	Keyboard Voice	X	0	X	0	Style	-	
Vibrato On/Off(Right)	0	0	0	X	X	X	0	-	0	Keyboard Voice	X	0	X	0	Voice	-	
Vibrato On/Off(Left)	0	0	0	X	X	X	0	-	0	Keyboard Voice	X	0	X	0	Style	-	
Vibrato Depth(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Vibrato Depth(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Vibrato Speed(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Vibrato Speed(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Response(Right)	0	0	0	X	X	X	0	-	0	Keyboard Voice	X	0	X	0	Voice	-	
Response(Left)	0	0	0	X	X	X	0	-	0	Keyboard Voice	X	0	X	0	Style	-	
Attack Footage(Right)	0	0	0	X	X	X	0	-	0	Keyboard Voice	X	0	X	0	Voice	-	
Attack Footage(Left)	0	0	0	X	X	X	0	-	0	Keyboard Voice	X	0	X	0	Style	-	
Attack Mode(Right)	0	0	0	X	X	X	0	-	0	Keyboard Voice	X	0	X	0	Voice	-	
Attack Mode(Left)	0	0	0	X	X	X	0	-	0	Keyboard Voice	X	0	X	0	Style	-	
Attack Length(Right)	0	0	0	X	X	X	0	-	0	Keyboard Voice	X	0	X	0	Voice	-	
Attack Length(Left)	0	0	0	X	X	X	0	-	0	Keyboard Voice	X	0	X	0	Style	-	
Style Creator																	
Step Edit																	
Event Filter																	
Event Filter(Main)	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Event Filter(Control Change)	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Basic																	
Pattern Length	0	0	X	X	X	X	X	-	X	-	0	X	X	X	-	-	
Tempo	0	0	X	X	X	X	X	-	X	-	0	X	X	X	-	-	
Beat	0	0	X	X	X	X	X	-	X	-	0	X	X	X	-	-	

Parameter	PSR-SX900	PSR-SX700	Backup/Restore	Setup				Voice Set Group	Song			Style		Registration		Parameter Lock Group	Note
				System	MIDI	User Effect	Voice Set		Song	Song Setup Group	Style Data	OTS	Multi Pad	Regist	Freeze Group		
Play Root/Chord(Source Root/Chord)																	
Play Root(Source Root)	0	0	X	X	X	X	X	-	X	-	0	X	X	X	-	-	
Play Chord(Source Chord)	0	0	X	X	X	X	X	-	X	-	0	X	X	X	-	-	
NTR/NTT																	
NTR	0	0	X	X	X	X	X	-	X	-	0	X	X	X	-	-	
NTT Type	0	0	X	X	X	X	X	-	X	-	0	X	X	X	-	-	
NTT Bass	0	0	X	X	X	X	X	-	X	-	0	X	X	X	-	-	
High Key/Note Limit																	
High Key	0	0	X	X	X	X	X	-	X	-	0	X	X	X	-	-	
Note Limit Low	0	0	X	X	X	X	X	-	X	-	0	X	X	X	-	-	
Note Limit High	0	0	X	X	X	X	X	-	X	-	0	X	X	X	-	-	
RTR																	
RTR	0	0	X	X	X	X	X	-	X	-	0	X	X	X	-	-	
Song Recording(Multi Recording)																	
Setup Select	-	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Setup Select	0	-	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Step Edit																	
Event Filter(Main)	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Event Filter(Control Change)	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Event Filter(Style)	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Multi Pad Creator																	
MIDI Multi Pad Recording																	
Repeat	0	0	X	X	X	X	X	-	X	-	X	X	0	X	-	-	
Chord Match	0	0	X	X	X	X	X	-	X	-	X	X	0	X	-	-	
Step Edit																	
Event Filter																	
Event Filter(Main)	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Event Filter(Control Change)	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Audio Link Multi Pad																	
Audio Level	0	0	X	X	X	X	X	-	X	-	X	X	0	X	-	-	
Voice Setting																	
Tune																	
Tuning (Left)	0	0	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Style	-	
Tuning(Right)	0	0	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Voice	-	
Octave (Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Octave (Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Portamento Time(Left)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Portamento Time(Right)	0	0	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Voice Set Filter																	
Voice Set On/Off(Left)	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Voice Set On/Off(Right)	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Style Setting																	
Setting																	
Dynamics Control	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Display Tempo	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Stop ACMP	0	0	0	0	X	X	X	-	X	-	X	X	X	0	Style	-	
OTS Link Timing	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Synchro Stop Window	0	0	0	0	X	X	X	-	X	-	X	X	X	0	Style	-	
Multi Pad Synchro Stop (Style Stop)	0	0	0	0	X	X	X	-	X	-	X	X	X	0	Style	-	
Multi Pad Synchro Stop (Style Ending)	0	0	0	0	X	X	X	-	X	-	X	X	X	0	Style	-	
Change Behavior																	
Section Set	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Tempo	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Part On/Off	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Song Setting																	
Guide																	
Type	0	0	0	0	X	X	X	-	0	Guide Setting	X	X	X	X	-	-	
Part Ch																	
Right	0	0	0	0	X	X	X	-	0	-	X	X	X	X	-	-	
Left	0	0	0	0	X	X	X	-	0	-	X	X	X	X	-	-	
Auto Set	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Lyrics																	
Language	0	0	0	0	X	X	X	-	0	Lyrics Setting	X	X	X	X	-	-	
Play																	
Quick Start	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
MIDI Song Fast Forward Type	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Song Previous Type	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Style Synchro Stop	0	0	0	0	X	X	X	-	X	-	X	X	X	0	MIDI Song	-	
Multi Pad Synchro Stop	0	0	0	0	X	X	X	-	X	-	X	X	X	0	MIDI Song	-	
Master Tune																	
Master Tune	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	

Parameter	PSR-SX900	PSR-SX700	Backup/Restore	Setup				Voice Set Group	Song		Style		Multi Pad	Registration		Parameter Lock Group	Note
				System	MIDI	User Effect	Voice Set		Song	Song Setup Group	Style Data	OTS		Regist	Freeze Group		
Scale Tune																	
Main Scale																	
Scale Type	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Scale Tune	-	
Base Note	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Scale Tune	-	
Tune On/Off	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Scale Tune	-	
Tune	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Scale Tune	-	
Part Select	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Scale Tune	-	
Sub Scale																	
Tune On/Off	0	0	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Tune	0	0	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Part Select	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Transpose																	
Master Transpose	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Transpose	-	
Keyboard Transpose	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Transpose	-	
MIDI Song Transpose	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Transpose	-	
Keyboard/Joystick																	
Keyboard																	
Initial Touch Part On/Off	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Voice	-	
Initial Touch Curve	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Fixed Velocity	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Voice	-	
Joystick																	
Modulation(+) (Left)	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Voice	-	
Modulation(+) (Right)	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Voice	-	
Modulation(-) (Left)	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Voice	-	
Modulation(-) (Right)	0	0	0	X	X	X	X	-	X	-	X	X	X	0	Voice	-	
Pitch Bend Range (Left)	0	0	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Style	-	
Pitch Bend Range (Right)	0	0	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Voice	-	
MIDI																	
MIDI Template	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Preset Setting Name	0	0	0	X	0	X	X	-	X	-	X	X	X	X	-	-	
System																	
Clock	0	0	0	X	0	X	X	-	X	-	X	X	X	X	-	-	
Transmit Clock	0	0	0	X	0	X	X	-	X	-	X	X	X	X	-	-	
Transpose MIDI Input	0	0	0	X	0	X	X	-	X	-	X	X	X	X	-	-	
Start/Stop	0	0	0	X	0	X	X	-	X	-	X	X	X	X	-	-	
Local Control	0	0	0	X	0	X	X	-	X	-	X	X	X	X	-	-	
System Exclusive Message Transmit	0	0	0	X	0	X	X	-	X	-	X	X	X	X	-	-	
System Exclusive Message Receive	0	0	0	X	0	X	X	-	X	-	X	X	X	X	-	-	
Chord System Exclusive Message Transmit	0	0	0	X	0	X	X	-	X	-	X	X	X	X	-	-	
Chord System Exclusive Message Receive	0	0	0	X	0	X	X	-	X	-	X	X	X	X	-	-	
Transmit																	
Channel	0	0	0	X	0	X	X	-	X	-	X	X	X	X	-	-	
Filter	0	0	0	X	0	X	X	-	X	-	X	X	X	X	-	-	
Receive																	
Part	0	0	0	X	0	X	X	-	X	-	X	X	X	X	-	-	
Filter	0	0	0	X	0	X	X	-	X	-	X	X	X	X	-	-	
On Bass Note																	
Port1/2	0	0	0	X	0	X	X	-	X	-	X	X	X	X	-	-	
Chord Detect																	
Port1/2	0	0	0	X	0	X	X	-	X	-	X	X	X	X	-	-	
Utility																	
Speaker/Connectivity																	
Speaker	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Display Out Content	0	-	0	0	X	X	X	-	X	-	X	X	X	X	-	-	Cannot be reset with Factory Reset.
Touch Screen/Display																	
Touch Screen Sound	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Brightness Screen	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	Cannot be reset with Factory Reset.
Brightness Button Lamps	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	Cannot be reset with Factory Reset.
Display Time Stamp	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Display Pop-up Display Time	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Display Transition Effect	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Parameter Lock																	
Parameter Lock	-	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Parameter Lock	0	-	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
System																	
Language	0	0	0	0	X	X	X	-	X	-	X	X	X	X	-	-	Cannot be reset with Factory Reset.

Parameter	PSR-SX900	PSR-SX700	Backup/Restore	Setup				Voice Set Group	Song			Style		Registration		Parameter Lock Group	Note
				System	MIDI	User Effect	Voice Set		Song	Song Setup Group	Style Data	OTS	Multi Pad	Regist	Freeze Group		
Owner Name	○	○	○	○	×	×	×	-	×	-	×	×	×	×	-	-	Cannot be reset with Factory Reset.
Auto Power Off	○	○	○	○	×	×	×	-	×	-	×	×	×	×	-	-	
Voice Guide	○	○	○	○	×	×	×	-	×	-	×	×	×	×	-	-	
Voice Guide Controller	○	○	○	○	×	×	×	-	×	-	×	×	×	×	-	-	
Voice Guide Volume	○	○	○	○	×	×	×	-	×	-	×	×	×	×	-	-	
Voice Guide Sound	○	○	○	○	×	×	×	-	×	-	×	×	×	×	-	-	
Time																	
Time Zone	○	○	○	○	×	×	×	-	×	-	×	×	×	×	-	-	
Daylight Saving Time	○	○	○	○	×	×	×	-	×	-	×	×	×	×	-	-	
Wireless LAN (*2)																	
Wireless LAN Mode	○	○	○	×	×	×	×	-	×	-	×	×	×	×	-	-	
Host Name	○	○	○	×	×	×	×	-	×	-	×	×	×	×	-	-	
Wireless LAN Infrastructure mode																	
SSID	○	○	○	×	×	×	×	-	×	-	×	×	×	×	-	-	
Security	○	○	○	×	×	×	×	-	×	-	×	×	×	×	-	-	
Password	○	○	○	×	×	×	×	-	×	-	×	×	×	×	-	-	
DHCP	○	○	○	×	×	×	×	-	×	-	×	×	×	×	-	-	
IP Address	○	○	○	×	×	×	×	-	×	-	×	×	×	×	-	-	
Subnet Mask	○	○	○	×	×	×	×	-	×	-	×	×	×	×	-	-	
Gateway	○	○	○	×	×	×	×	-	×	-	×	×	×	×	-	-	
DNS Server1	○	○	○	×	×	×	×	-	×	-	×	×	×	×	-	-	
DNS Server2	○	○	○	×	×	×	×	-	×	-	×	×	×	×	-	-	
Host Name	○	○	○	×	×	×	×	-	×	-	×	×	×	×	-	-	
Wireless LAN Access Point mode																	
SSID	○	○	○	×	×	×	×	-	×	-	×	×	×	×	-	-	
Security	○	○	○	×	×	×	×	-	×	-	×	×	×	×	-	-	
Password	○	○	○	×	×	×	×	-	×	-	×	×	×	×	-	-	
Channel	○	○	○	×	×	×	×	-	×	-	×	×	×	×	-	-	
DHCP Server	○	○	○	×	×	×	×	-	×	-	×	×	×	×	-	-	
IP Address	○	○	○	×	×	×	×	-	×	-	×	×	×	×	-	-	
Subnet Mask	○	○	○	×	×	×	×	-	×	-	×	×	×	×	-	-	
Host Name	○	○	○	×	×	×	×	-	×	-	×	×	×	×	-	-	
Bluetooth (*1)																	
Bluetooth On/Off	○	-	○	×	×	×	×	-	×	-	×	×	×	×	-	-	

*1 The PSR-SX900 is equipped with Bluetooth functionality; however, even that model may not support Bluetooth, depending on the country in which you purchased the product.
 *2 The USB wireless LAN adaptor is sold separately, but may not be available depending on your area.

MIDI Data Format / MIDI-Datenformat / Format des données MIDI / Formato de datos MIDI / Format Data MIDI / Định dạng dữ liệu MIDI

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

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

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

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

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

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

MIDI Events	Status byte		1st Data byte		2nd Data byte		Voice		[MIDI]					[Internal sequencer]											
	Status	(n:Channel Number)	Data (HEX)	Parameter	Data (HEX)	Parameter	Regular/Drum/S.Art Piano/Organ Flutes	Mic/Vocal Harmony	MIDI Reception					MIDI Transmission					PLAY		REC				
									Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/Right2/Right3/Left)				
Key Off [GM1][GM2]	8nH	(n:Channel Number)	kk	Key no. (0-127)	vv	Velocity (0-127)	0	0 (Harmony Channel)	0	0	0	0	0	0	X	X	X	0	X	0	X	0			
Key On [GM1][GM2]	9nH	(n:Channel Number)	kk	Key no. (0-127)	vv	Key On :vv=1-127 Key Off :vv=0	0	0 (Harmony Channel)	0	0	0	0	0	0	●	0	0	0	0	●	0	X	0		
Control Change	BnH		0 (00H)	Bank Select MSB [GM2]	0 (00H) 0 (00H) 8 (08H) 8 (08H) 64 (40H) 104 (68H) 104 (68H) 118 (76H) 119 (77H) 120 (78H) 121 (79H) 126 (7EH) 127 (7FH)	Normal S.Articulation voice Mega voice S.Articulation voice SFX voice Normal S.Articulation voice GS Rhythm GS Normal GM2 Rhythm GM2 Normal SFX kit Drum kit	0	X	0	0	0	0	0	0	0	0	●	0	●	●	X	0	0	0	
			1 (01H)	Modulation [GM1][GM2]	0-127 (00H...7FH)	Data	0	X	0	0	0	0	0	0	0	0	●	0	0	0	0	●	0	0	0
			5 (05H)	Portamento Time [GM2]	0-127 (00H...7FH)	Data	0	X	0	0	0	0	0	0	0	0	●	0	X	0	X	0	0	0	0
			6 (06H)	Data Entry MSB [GM2]	0-127 (00H...7FH)	Data	0	0	0	0	0	0	0	0	0	0	●	0	0	0	0	X	0	X	0
			7 (07H)	Main Volume [GM1][GM2]	0-127 (00H...7FH)	Data	0	0	0	0	0	0	0	0	0	0	●	●	●	●	X	0	0	0	0
			10 (0AH)	Panpot [GM1][GM2]	0-127 (00H...7FH)	L64...C...R63	0	0	0	0	0	0	0	0	0	0	●	●	●	●	X	0	0	0	0
			11 (0BH)	Expression [GM1][GM2]	0-127 (00H...7FH)	Data	0	X	0	0	0	0	0	0	0	0	●	●	●	●	●	0	0	0	0
			16 (10H)	General Purpose Controller	0-127 (00H...7FH)	Data	0	X	0	0	0	0	0	0	0	0	●	0	X	0	●	0	0	0	X
			32 (20H)	Bank Select LSB [GM2]	0-127 (00H...7FH)	Data	0	X	0	0	0	0	0	0	0	0	●	0	●	●	X	0	0	0	0
			38 (26H)	Data Entry LSB [GM2]	0-127 (00H...7FH)	Data	0	X	0	0	0	0	0	0	0	0	●	0	X	0	X	0	X	0	0
			64 (40H)	Sustain (Damper) [GM1][GM2]	0-127 (00H...7FH)	Data	0	0	0	0	0	0	0	0	X	0	●	0	X	0	●	0	0	0	0
			65 (41H)	Portamento [GM2]	0-127 (00H...7FH)	0...63, 64...127 (OFF, ON)	0	X	0	0	0	0	0	0	0	0	●	0	X	0	●	0	0	0	0
			66 (42H)	Sostenuto [GM2]	0-127 (00H...7FH)	0...63, 64...127 (OFF, ON)	0	X	0	0	0	0	0	0	0	0	●	0	X	0	●	0	0	0	0
			67 (43H)	Soft Pedal [GM2]	0-127 (00H...7FH)	0...63, 64...127 (OFF, ON)	0	X	0	0	0	0	0	0	0	0	●	0	X	0	●	0	0	0	0
			71 (47H)	Resonance [GM2]	0-127 (00H...7FH)	-64...0...+63	0	X	0	0	0	0	0	0	0	0	●	0	●	●	X	0	0	0	0
			72 (48H)	Release Time [GM2]	0-127 (00H...7FH)	-64...0...+63	0	X	0	0	0	0	0	0	0	0	●	0	0	0	0	X	0	0	0
			73 (49H)	Attack Time [GM2]	0-127 (00H...7FH)	-64...0...+63	0	X	0	0	0	0	0	0	0	0	●	0	0	0	0	X	0	0	0
			74 (4AH)	Cutoff [GM2]	0-127 (00H...7FH)	-64...0...+63	0	X	0	0	0	0	0	0	0	0	●	0	●	●	X	0	0	0	0
			75 (4BH)	Decay Time [GM2]	0-127 (00H...7FH)	-64...0...+63	0	X	0	0	0	0	0	0	0	0	X	X	X	0	X	0	0	0	X
			76 (4CH)	Vibrato Rate [GM2]	0-127 (00H...7FH)	-64...0...+63	0	X	0	0	0	0	0	0	0	0	X	X	X	0	X	0	0	0	X
			77 (4DH)	Vibrato Depth [GM2]	0-127 (00H...7FH)	-64...0...+63	0	X	0	0	0	0	0	0	0	0	X	X	X	0	X	0	0	0	X
78 (4EH)	Vibrato Delay [GM2]	0-127 (00H...7FH)	-64...0...+63	0	X	0	0	0	0	0	0	0	0	X	X	X	0	X	0	0	0	X			
80 (50H)	General Purpose Controller (Articulation 1)	0-127 (00H...7FH)	0: OFF 127: ON	0	X	(S.Art Voice only)	0	X	0	X	X	X	X	X	X	0	0	X	0	0	0	0			
81 (51H)	General Purpose Controller (Articulation 2)	0-127 (00H...7FH)	0: OFF 127: ON	0	X	(S.Art Voice only)	0	X	0	X	X	X	X	X	X	0	0	X	0	0	0	0			

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

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

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MIDI Events	Status byte		[MIDI]												[Internal sequencer]							
			1st Data byte		2nd Data byte		Voice		MIDI Reception					MIDI Transmission					PLAY		REC	
			Status	Data (HEX)	Parameter	Data (HEX)	Parameter	Regular/ Drum/ S.Art Piano/ Organ Flutes	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)
Control Change	BnH		82 (52H)	General Purpose Controller (Articulation 3)	0 – 127 (00H...7FH)	0: OFF 127: ON	–	X	O	X	X	X	X	X	X	O	O	X	X	X	X	
			84 (54H)	Portamento Control	0 – 127 (00H...7FH)	Key no. (0 – 127)	O	X	O	O	X	O	O	O	O	O	O	O	X	O	X	O
			91 (5BH)	Effect1 Depth (Reverb Send Level) [GM2]	0 – 127 (00H...7FH)	Data	O	O (A/D Part Receive Channel)	O	O	O	O (All Keyboard parts)	O	O	●	●	●	●	X	O	O	O
			93 (5DH)	Effect3 Depth (Chorus Send Level) [GM2]	0 – 127 (00H...7FH)	Data	O	O (A/D Part Receive Channel)	O	O	O	O (All Keyboard parts)	O	O	●	●	●	●	X	O	O	O
			94 (5EH)	Effect4 Depth (Variation Send Level)	0 – 127 (00H...7FH)	Data	O	X	O	O	O	O (All Keyboard parts)	O	O	X	O	●	●	X	O	O	X
			96 (60H)	RPN Increment	–	–	The data byte is ignored.	O	O (Harmony Channel)	O	O	X	O	O	X	O	X	O	X	O	X	X
			97 (61H)	RPN Decrement	–	–	The data byte is ignored.	O	O (Harmony Channel)	O	O	X	O	O	X	O	X	O	X	O	X	X
			98 (62H)	NRPn LSB	0 – 127 (00H...7FH)	Data	O	X	O	O	X	O	O	O	●	O	O	O	X	O	O	O
			99 (63H)	NRPn MSB	0 – 127 (00H...7FH)	Data	O	X	O	O	X	O	O	O	●	O	O	O	X	O	O	O
			100 (64H)	RPN LSB [GM2]	0 – 127 (00H...7FH)	Data	O	O (Harmony Channel)	O	O	O	O (All Keyboard parts)	O	O	●	O	O	O	X	O	O	O
101 (65H)	RPN MSB [GM2]	0 – 127 (00H...7FH)	Data	O	O (Harmony Channel)	O	O	O	O (All Keyboard parts)	O	O	●	O	O	O	X	O	O	O			
Mode Message	BnH	(n:Channel Number)	120 (78H)	All Sound Off [GM2]	0 (00H)	Data	O	X	O	O	O	O	X	O	X	O	X	O	X	X		
			121 (79H)	Reset All Controllers [GM1][GM2]	0 (00H)	Data	O	X	O	X	X	X	X	X	O	X	O	X	O	X	X	
			122 (7AH)	Local Control	0 127 (00H...7FH)	OFF ON	–	–	O					X	X	X	X	X	X	X	X	
			123 (7BH)	All Note Off [GM1][GM2]	0 (00H)	Data	O	O (Harmony Channel)	O	O	O	O (All Keyboard parts)	O	O	X	O	X	O	X	O	X	X
			124 (7CH)	Omni Off [GM2]	0 (00H)	Data	O	X	O (*1)	X	X	X	X	X	X	O	X	O	X	O	X	X
			125 (7DH)	Omni On [GM2]	0 (00H)	Data	O	X	O (*2)	X	X	X	X	X	X	O	X	O	X	O	X	X
			126 (7EH)	Mono [GM2]	0 – 16 (00H...10H)	Data	O	X	O	X	X	X	X	X	X	O	X	O	X	O	X	X
			127 (7FH)	Poly [GM2]	0 (00H)	Data	O	X	O	X	X	X	X	X	X	O	X	O	X	O	X	X
Program Change [GM1][GM2]	CnH	(n:Channel Number)	pp (00H...7FH)	Voice Number (0 – 127)	–	–	O	X	O	O	O (Regist)	O	O	●	O	●	●	X	O	O	O	
Channel After Touch [GM1][GM2]	DnH	(n:Channel Number)	vv (00H...7FH)	Data	–	–	O	X	O	O	O (All Keyboard parts)	X	O	X	O	X	O	X	O	X	O	
Polyphonic After Touch	AnH	(n:Channel Number)	kk (00H...7FH)	Key no. (0 – 127)	vv (00H...7FH)	Data	O	X	O	X	X	X	X	X	X	O	X	O	X	O	X	X
Pitch Bend Change [GM1][GM2]	EnH	(n:Channel Number)	cc (00H...7FH)	LSB	dd (00H...7FH)	MSB	O	O (Harmony Channel)	O	O	O (All Keyboard parts)	O	O	●	O	O	O	●	O	O	O	
Realtime Message	F8H	MIDI Clock	–	–	–	–	–	–	O (Received when the Clock is set to MIDI, USB1, USB2, or Wireless LAN.)					O (Transmitted when the Clock is set to Internal and the Transmit Clock is set to On.)					–	–	–	
	FAH	Start	–	–	–	–	–	–	O (Received when the Clock is set to MIDI, USB1, USB2, or Wireless LAN.)					O (Transmitted when the Transmit Clock is set to On.)					–	–	–	
	FBH	Continue	–	–	–	–	–	–	X					X					–	–	–	
	FCH	Stop	–	–	–	–	–	–	O (Received when the Clock is set to MIDI, USB1, USB2, or Wireless LAN.)					O (Transmitted when the Transmit Clock is set to On.)					–	–	–	
	FEH	Active Sense [GM2]	–	–	–	–	–	–	O					O					–	–	–	
	FFH	System Reset	–	–	–	–	–	–	X					X					–	–	–	

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

About Mic/Vocal Harmony column:

(HarmonyChannel): The relevant parameters are received by the Song part designated by the HARMONY CHANNEL of the SPECIAL EFFECT parameters in the XG format.

(A/D Part Receive Channel): The relevant parameters are received by the Song part designated by the Rcv CHANNEL of the A/D PART parameters in the XG format.

* PSR-SX700: No Vocal Harmony.

*1: Same operation as when receiving All Note Off.

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

[GM1]...GM Required Parameter

[GM2]...GM Level2 Required Parameter

MIDI CHANNEL MESSAGE (2)

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

● : Transmitted via panel operations and keyboard/controller performances. 0 : Available

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

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

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

About Mic/Vocal Harmony column:

The relevant parameters are received by the Song part designated by the HARMONY CHANNEL or the MELODY CHANNEL of the SPECIAL EFFECT parameters in the XG format.

[GM1]...GM Required Parameter

[GM2]...GM Level2 Required Parameter

XG PARAMETER CHANGE TABLE

- Not received when the MIDI setting "System Exclusive Message - Receive" is set to off.
- Not transmitted when the MIDI setting "System Exclusive Message - Transmit" is set to off.

MIDI Parameter Change table (XG SYSTEM)

				[MIDI]										[Internal sequencer]								
Address (H)	Size (H)	Data (H)	Parameter	Description	XG Default (H)	Voice		MIDI Reception					MIDI Transmission					PLAY		REC		
						Regular/ Drum/ S.Art Piano/ Organ Flutes	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)		
00	00	00 01 02 03	4	00-0F 00-0F 00-0F 00-0F	MASTER TUNE	-102.4...0...+102.3 [cent] 1st bit3 - 0→bit15 - 12 2nd bit3 - 0→bit11 - 8 3rd bit3 - 0→bit7 - 4 4th bit3 - 0→bit3 - 0	* Panel setting value	0	0	0					●					0	X	X
		04	1	00-7F	MASTER VOLUME	0...127	7F	0	X	0 (Available only for Song parts and Extra parts)					0					0	0	X
		05	1	00-7F	MASTER ATTENUATOR	0...127	00	X	X	X					X					X	X	X
		06	1	28-58	TRANSPOSE	-24...0...+24 [semitones]	40	0	0	0 (Available only for Song parts and Extra parts)					0					0	0	X
		7D	1	N	DRUM SETUP RESET	N:Drum setup number	-	0 (Drum only)	X	0 (Available only for Song parts and Extra parts)					0					0	X	X
		7E	1	00	XG SYSTEM ON	00=XG system ON	-	0	X	0 (Available only for Song parts and Extra parts)					0					0	X	0
		7F	1	00	ALL PARAMETER RESET	00=ON	-	0	X	0 (Available only for Song parts and Extra parts)					0					0	X	X

TOTAL SIZE 07

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

MIDI Parameter Change table (SYSTEM INFORMATION)

				[MIDI]										[Internal sequencer]							
Address (H)	Size (H)	Data (H)	Parameter	Description	XG Default (H)	Voice		MIDI Reception					MIDI Transmission					PLAY		REC	
						Regular/ Drum/ S.Art Piano/ Organ Flutes	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)	
00	00	00 0D 0E 0F	E 1	20-7F 20-7F	Model Name 1 Model Name 14 NOT USED NOT USED	32...127 (ASCII CHARACTER) 32...127 (ASCII CHARACTER)	-	-	-					0 (Available only when receiving requests via MIDI)					-	-	-

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)	Voice		MIDI Reception					MIDI Transmission					PLAY		REC		
						Regular/ Drum/ S.Art Piano/ Organ Flutes	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)		
02	01	00	2	00-7F 00-7F	REVERB TYPE MSB REVERB TYPE LSB	Refer to Effect Parameter List Refer to Effect Parameter List	01 (=HALL1) 00	0	0	0					●					0	0	0
		02	1	00-7F	REVERB PARAMETER 1	Refer to Effect Parameter List	Depends on Reverb Type	0	0	0					●					0	0	0
		03	1	00-7F	REVERB PARAMETER 2	Refer to Effect Parameter List	Depends on Reverb Type	0	0	0					●					0	0	0
		04	1	00-7F	REVERB PARAMETER 3	Refer to Effect Parameter List	Depends on Reverb Type	0	0	0					●					0	0	0
		05	1	00-7F	REVERB PARAMETER 4	Refer to Effect Parameter List	Depends on Reverb Type	0	0	0					●					0	0	0
		06	1	00-7F	REVERB PARAMETER 5	Refer to Effect Parameter List	Depends on Reverb Type	0	0	0					●					0	0	0
		07	1	00-7F	REVERB PARAMETER 6	Refer to Effect Parameter List	Depends on Reverb Type	0	0	0					●					0	0	0
		08	1	00-7F	REVERB PARAMETER 7	Refer to Effect Parameter List	Depends on Reverb Type	0	0	0					●					0	0	0
		09	1	00-7F	REVERB PARAMETER 8	Refer to Effect Parameter List	Depends on Reverb Type	0	0	0					●					0	0	0
		0A	1	00-7F	REVERB PARAMETER 9	Refer to Effect Parameter List	Depends on Reverb Type	0	0	0					●					0	0	0
		0B	1	00-7F	REVERB PARAMETER 10	Refer to Effect Parameter List	Depends on Reverb Type	0	0	0					●					0	0	0
		0C	1	00-7F	REVERB RETURN	--dB...0dB...+6dB (0...64...127)	40	0	0	0					●					0	0	0
		0D	1	01-7F	REVERB PAN	L63...C...R63	40	0	0	0					0					0	0	X

TOTAL SIZE 0E

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02	01	10	1	00-7F	REVERB PARAMETER 11	Refer to Effect Parameter List	Depends on Reverb Type	0	0	0	●	0	0	0
		11	1	00-7F	REVERB PARAMETER 12	Refer to Effect Parameter List	Depends on Reverb Type	0	0	0	●	0	0	0
		12	1	00-7F	REVERB PARAMETER 13	Refer to Effect Parameter List	Depends on Reverb Type	0	0	0	●	0	0	0
		13	1	00-7F	REVERB PARAMETER 14	Refer to Effect Parameter List	Depends on Reverb Type	0	0	0	●	0	0	0
		14	1	00-7F	REVERB PARAMETER 15	Refer to Effect Parameter List	Depends on Reverb Type	0	0	0	●	0	0	0
		15	1	00-7F	REVERB PARAMETER 16	Refer to Effect Parameter List	Depends on Reverb Type	0	0	0	●	0	0	0

TOTAL SIZE 06

MIDI														[Internal sequencer]				
Address (H)	Size (H)	Data (H)	Parameter	Description	XG Default (H)	Voice		MIDI Reception				MIDI Transmission				PLAY		REC
						Regular/Drum/S.Art Piano/Organ Flutes	Mic/Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY
02	01	20	2	00-7F	CHORUS TYPE MSB	Refer to Effect Parameter List	41 (=CHORUS1)	0	0	0					●	0	0	0
				00-7F	CHORUS TYPE LSB	Refer to Effect Parameter List	00											
		22	1	00-7F	CHORUS PARAMETER 1	Refer to Effect Parameter List	Depends on Chorus Type	0	0	0					●	0	0	0
		23	1	00-7F	CHORUS PARAMETER 2	Refer to Effect Parameter List	Depends on Chorus Type	0	0	0					●	0	0	0
		24	1	00-7F	CHORUS PARAMETER 3	Refer to Effect Parameter List	Depends on Chorus Type	0	0	0					●	0	0	0
		25	1	00-7F	CHORUS PARAMETER 4	Refer to Effect Parameter List	Depends on Chorus Type	0	0	0					●	0	0	0
		26	1	00-7F	CHORUS PARAMETER 5	Refer to Effect Parameter List	Depends on Chorus Type	0	0	0					●	0	0	0
		27	1	00-7F	CHORUS PARAMETER 6	Refer to Effect Parameter List	Depends on Chorus Type	0	0	0					●	0	0	0
		28	1	00-7F	CHORUS PARAMETER 7	Refer to Effect Parameter List	Depends on Chorus Type	0	0	0					●	0	0	0
		29	1	00-7F	CHORUS PARAMETER 8	Refer to Effect Parameter List	Depends on Chorus Type	0	0	0					●	0	0	0
		2A	1	00-7F	CHORUS PARAMETER 9	Refer to Effect Parameter List	Depends on Chorus Type	0	0	0					●	0	0	0
		2B	1	00-7F	CHORUS PARAMETER 10	Refer to Effect Parameter List	Depends on Chorus Type	0	0	0					●	0	0	0
		2C	1	00-7F	CHORUS RETURN	--dB...0dB...+6dB (0...64...127)	40	0	0	0					●	0	0	0
		2D	1	01-7F	CHORUS PAN	L63...C...R63	40	0	0	0					0	0	0	X
		2E	1	00-7F	SEND CHORUS TO REVERB	--dB...0dB...+6dB (0...64...127)	00	0	0	0					0	0	0	X

TOTAL SIZE 0F

02	01	30	1	00-7F	CHORUS PARAMETER 11	Refer to Effect Parameter List	Depends on Chorus Type	0	0	0					●	0	0	0
		31	1	00-7F	CHORUS PARAMETER 12	Refer to Effect Parameter List	Depends on Chorus Type	0	0	0					●	0	0	0
		32	1	00-7F	CHORUS PARAMETER 13	Refer to Effect Parameter List	Depends on Chorus Type	0	0	0					●	0	0	0
		33	1	00-7F	CHORUS PARAMETER 14	Refer to Effect Parameter List	Depends on Chorus Type	0	0	0					●	0	0	0
		34	1	00-7F	CHORUS PARAMETER 15	Refer to Effect Parameter List	Depends on Chorus Type	0	0	0					●	0	0	0
		35	1	00-7F	CHORUS PARAMETER 16	Refer to Effect Parameter List	Depends on Chorus Type	0	0	0					●	0	0	0

TOTAL SIZE 06

MIDI														[Internal sequencer]				
Address (H)	Size (H)	Data (H)	Parameter	Description	XG Default (H)	Voice		MIDI Reception				MIDI Transmission				PLAY		REC
						Regular/Drum/S.Art Piano/Organ Flutes	Mic/Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY
02	01	40	2	00-7F	VARIATION TYPE MSB	Refer to Effect Parameter List	05 (=DELAY L, C, R)	0	0	0								
				00-7F	VARIATION TYPE LSB	Refer to Effect Parameter List	00											
		42	2	00-7F	VARIATION PARAMETER 1 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	0	0					●	0	0	0
				00-7F	VARIATION PARAMETER 1 LSB	Refer to Effect Parameter List												
		44	2	00-7F	VARIATION PARAMETER 2 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	0	0					●	0	0	0
				00-7F	VARIATION PARAMETER 2 LSB	Refer to Effect Parameter List												
		46	2	00-7F	VARIATION PARAMETER 3 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	0	0					●	0	0	0
				00-7F	VARIATION PARAMETER 3 LSB	Refer to Effect Parameter List												
		48	2	00-7F	VARIATION PARAMETER 4 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	0	0					●	0	0	0
				00-7F	VARIATION PARAMETER 4 LSB	Refer to Effect Parameter List												
		4A	2	00-7F	VARIATION PARAMETER 5 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	0	0					●	0	0	0
				00-7F	VARIATION PARAMETER 5 LSB	Refer to Effect Parameter List												
		4C	2	00-7F	VARIATION PARAMETER 6 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	0	0					●	0	0	0
				00-7F	VARIATION PARAMETER 6 LSB	Refer to Effect Parameter List												
		4E	2	00-7F	VARIATION PARAMETER 7 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	0	0					●	0	0	0
				00-7F	VARIATION PARAMETER 7 LSB	Refer to Effect Parameter List												
		50	2	00-7F	VARIATION PARAMETER 8 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	0	0					●	0	0	0
				00-7F	VARIATION PARAMETER 8 LSB	Refer to Effect Parameter List												
		52	2	00-7F	VARIATION PARAMETER 9 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	0	0					●	0	0	0
				00-7F	VARIATION PARAMETER 9 LSB	Refer to Effect Parameter List												

MIDI Data Format / MIDI-Datenformat / Format des données MIDI / Formato de datos MIDI / Format Data MIDI / Định dạng dữ liệu MIDI

Address (H)	Size (H)	Data (H)	Parameter	Description	XG Default (H)	MIDI										[Internal sequencer]				
						Voice		MIDI Reception					MIDI Transmission					PLAY		REC
						Regular/ Drum/ S.Art Piano/ Organ Flutes	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)
	54	2	00-7F 00-7F	VARIATION PARAMETER 10 MSB VARIATION PARAMETER 10 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	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	○	○		○					○			○	○	X
	58	1	00-7F	SEND VARIATION TO REVERB	--dB...0dB...+6dB (0...64...127)	00	○	○		○					○			○	○	X
	59	1	00-7F	SEND VARIATION TO CHORUS	--dB...0dB...+6dB (0...64...127)	00	○	○		○					○			○	○	X
	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	○	○		○					○			○	○	X
	5D	1	00-7F	BEND VARIATION CONTROL DEPTH	-64...0...+63	40	○	○		○					○			○	○	X
	5E	1	00-7F	CAT VARIATION CONTROL DEPTH	-64...0...+63	40	○	○		○					○			○	○	X
	5F	1	00-7F	AC1 VARIATION CONTROL DEPTH	-64...0...+63	40	○	○		○					○			○	○	X
	60	1	00-7F	AC2 VARIATION CONTROL DEPTH	-64...0...+63	40	○	○		○					○			○	○	X

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	Refer to Effect Parameter List	Depends on Variation Type	○	○		○				●			○	○	○
		72	1	00-7F	VARIATION PARAMETER 13	Refer to Effect Parameter List	Depends on Variation Type	○	○		○				●			○	○	○
		73	1	00-7F	VARIATION PARAMETER 14	Refer to Effect Parameter List	Depends on Variation Type	○	○		○				●			○	○	○
		74	1	00-7F	VARIATION PARAMETER 15	Refer to Effect Parameter List	Depends on Variation Type	○	○		○				●			○	○	○
		75	1	00-7F	VARIATION PARAMETER 16	Refer to Effect Parameter List	Depends on Variation Type	○	○		○				●			○	○	○

TOTAL SIZE 06

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

MIDI Parameter Change table (MULTI EQ)

Address (H)	Size (H)	Data (H)	Parameter	Description	MIDI										[Internal sequencer]					
					Voice		MIDI Reception					MIDI Transmission					PLAY		REC	
					Regular/ Drum/ S.Art Piano/ Organ Flutes	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)	
02	40	00	1	00-04	EQ TYPE	flat, jazz, pops, rock, classic	○	○		○					○			○	X	X
		01	1	34-4C	EQ GAIN1	-12...0...+12 [dB]	○	○		○					●			○	X	X
		02	1	04-28	EQ FREQUENCY1	32...2.0k [Hz]	○	○		○					●			○	X	X
		03	1	01-78	EQ Q1	0.1...12.0	○	○		○					●			○	X	X
		04	1	00-01	EQ SHAPE1	shelving, peaking	○	○		○					○			○	X	X
		05	1	34-4C	EQ GAIN2	-12...0...+12 [dB]	○	○		○					●			○	X	X
		06	1	0E-36	EQ FREQUENCY2	100...10.0k [Hz]	○	○		○					●			○	X	X
		07	1	01-78	EQ Q2	0.1...12.0	○	○		○					●			○	X	X
		08	1		NOT USED		-	-		-					-			-	-	-
		09	1	34-4C	EQ GAIN3	-12...0...+12 [dB]	○	○		○					●			○	X	X
		0A	1	0E-36	EQ FREQUENCY3	100...10.0k [Hz]	○	○		○					●			○	X	X
		0B	1	01-78	EQ Q3	0.1...12.0	○	○		○					●			○	X	X
		0C	1		NOT USED		-	-		-					-			-	-	-
		0D	1	34-4C	EQ GAIN4	-12...0...+12 [dB]	○	○		○					●			○	X	X
		0E	1	0E-36	EQ FREQUENCY4	100...10.0k [Hz]	○	○		○					●			○	X	X
		0F	1	01-78	EQ Q4	0.1...12.0	○	○		○					●			○	X	X
		10	1		NOT USED		-	-		-					-			-	-	-
		11	1	34-4C	EQ GAIN5	-12...0...+12 [dB]	○	○		○					●			○	X	X
		12	1	1C-3A	EQ FREQUENCY5	0.5k...16.0k [Hz]	○	○		○					●			○	X	X
		13	1	01-78	EQ Q5	0.1...12.0	○	○		○					●			○	X	X
		14	1	00-01	EQ SHAPE5	shelving, peaking	○	○		○					○			○	X	X

TOTAL SIZE 15

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

MIDI Data Format / MIDI-Datenformat / Format des données MIDI / Formato de datos MIDI / Format Data MIDI / Định dạng dữ liệu MIDI

	20	1	34-4C	EQ GAIN6	-12 - +12[dB]	○	○	○	●	○	X	X
	21	1	0E-36	EQ FREQUENCY6	100-10.0[kHz]	○	○	○	●	○	X	X
	22	1	01-78	EQ Q6	0.1-12.0	○	○	○	●	○	X	X
	23	1		NOT USED		-	-	-	-	○	X	X
	24	1	34-4C	EQ GAIN7	-12 - +12[dB]	○	○	○	●	○	X	X
	25	1	0E-36	EQ FREQUENCY7	100-10.0[kHz]	○	○	○	●	○	X	X
	26	1	01-78	EQ Q7	0.1-12.0	○	○	○	●	○	X	X
	27	1		NOT USED		-	-	-	-	-	-	-
	28	1	34-4C	EQ GAIN8	-12 - +12[dB]	○	○	○	●	○	X	X
	29	1	0E-36	EQ FREQUENCY8	100-10.0[kHz]	○	○	○	●	○	X	X
	2A	1	01-78	EQ Q8	0.1-12.0	○	○	○	●	○	X	X
	2B	1		NOT USED		-	-	-	-	-	-	-
	2C	1	34-4C	EQ GAIN9	-12 - +12[dB]	○	○	○	●	○	X	X
	2D	1	0E-36	EQ FREQUENCY9	100-10.0[kHz]	○	○	○	●	○	X	X
	2E	1	01-78	EQ Q9	0.1-12.0	○	○	○	●	○	X	X
	2F	1		NOT USED		-	-	-	-	-	-	-
	30	1	34-4C	EQ GAIN10	-12 - +12[dB]	○	○	○	●	○	X	X
	31	1	0E-36	EQ FREQUENCY10	100-10.0[kHz]	○	○	○	●	○	X	X
	32	1	01-78	EQ Q10	0.1-12.0	○	○	○	●	○	X	X
	33	1		NOT USED		-	-	-	-	○	X	X

TOTAL SIZE 14

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

MIDI Parameter Change table (EFFECT2)

Address (H)	Size (H)	Data (H)	Parameter	Description	[MIDI]										[Internal sequencer]				
					Voice		MIDI Reception					MIDI Transmission					PLAY	REC	
					Regular/ Drum/ S.Art Piano/ Organ Flutes	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)
03	n	00	2	00-7F	INSERTION EFFECT TYPE MSB	○	○	○	○	○	○	○	○	○	○	○	○	○	○
				00-7F	INSERTION EFFECT TYPE LSB														
		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	○	○	○	○	○	○	○	○	○	○	○	○	○	○
		0D	1	00-7F	MW INSERTION CONTROL DEPTH	○	○	○	○	○	○	○	○	○	○	○	○	○	X
		0E	1	00-7F	BEND INSERTION CONTROL DEPTH	○	○	○	○	○	○	○	○	○	○	○	○	○	X
		0F	1	00-7F	CAT INSERTION CONTROL DEPTH	○	○	○	○	○	○	○	○	○	○	○	○	○	X
		10	1	00-7F	AC1 INSERTION CONTROL DEPTH	○	○	○	○	○	○	○	○	○	○	○	○	○	X
		11	1	00-7F	AC2 INSERTION CONTROL DEPTH	○	○	○	○	○	○	○	○	○	○	○	○	○	X

TOTAL SIZE 12

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

TOTAL SIZE 6

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

TOTAL SIZE 14

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

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

n : insertion effect number

n = 0-7 (PSR-SX900)

n = 0-4 (PSR-SX700)

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

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

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

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

MIDI Parameter Change table (SPECIAL EFFECT)

PSR-SX900	○
PSR-SX700	X

Address (H)	Size (H)	Data (H)	Parameter	Description * The SPECIAL EFFECT parameter cannot be reset to its factory setting with XG SYSTEM ON.	[MIDI]		[Internal sequencer]													
					Voice		MIDI Reception				MIDI Transmission				PLAY		REC			
					Regular/ Drum/ S.Art Piano/ Organ Flutes	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)	
04	00	00	2	00-7F 00-7F	VOCAL HARMONY TYPE MSB VOCAL HARMONY TYPE LSB	X	○		○				●						X	
	02	1	00-7F	VOCAL HARMONY PARAMETER 1		X	○		○				●						X	
	03	1	00-7F	VOCAL HARMONY PARAMETER 2		X	○		○				●						X	
	04	1	00-7F	VOCAL HARMONY PARAMETER 3		X	○		○				●						X	
	05	1	00-7F	VOCAL HARMONY PARAMETER 4		X	○		○				●						X	
	06	1	00-7F	VOCAL HARMONY PARAMETER 5		X	○		○				○						X	
	07	1	00-7F	VOCAL HARMONY PARAMETER 6		X	○		○				○						X	
	08	1	00-7F	VOCAL HARMONY PARAMETER 7		X	○		○				●						X	
	09	1	00-7F	VOCAL HARMONY PARAMETER 8		X	○		○				●						X	
	0A	1	00-7F	VOCAL HARMONY PARAMETER 9		X	○		○				●						X	
	0B	1	00-7F	VOCAL HARMONY PARAMETER 10		X	○		○				○						X	
	0C	1	00-7F	VOCAL HARMONY PART NUMBER	ON (64), OFF (0...63, 65...127)	X	○		○				●						○	
	0D	1	00-7F	MW INSERTION CONTROL DEPTH	-64...0...+63	X	X		X				X					X	X	X
	0E	1	00-7F	BEND INSERTION CONTROL DEPTH	-64...0...+63	X	X		X				X					X	X	X
	0F	1	00-7F	CAT INSERTION CONTROL DEPTH	-64...0...+63	X	X		X				X					X	X	X
	10	1	00-7F	AC1 INSERTION CONTROL DEPTH	-64...0...+63	X	X		X				X					X	X	X
	11	1	00-7F	AC2 INSERTION CONTROL DEPTH	-64...0...+63	X	X		X				X					X	X	X

TOTAL SIZE 0D

MIDI Data Format / MIDI-Datenformat / Format des données MIDI / Formato de datos MIDI / Format Data MIDI / Định dạng dữ liệu MIDI

		14	1	00-7F	HARMONY CHANNEL	1...16 (0...15), OFF (127)	X	O	O	●	O	O	X
		15	1	00-7F	MELODY CHANNEL	1...16 (0...15), OFF (127)	X	O	O	○	O	O	X

TOTAL SIZE 2

		16	1	00-7F	Lead Output Level		X	O	O	●	O	O	X
		17	1	00-7F	Harmony Output Level		X	O	O	●	O	O	X

TOTAL SIZE 2

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

TOTAL SIZE 4

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

TOTAL SIZE 6

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

TOTAL SIZE 20

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

TOTAL SIZE 18

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

TOTAL SIZE 6

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

MIDI Parameter Change table (MULTI PART)

Address (H)	Size (H)	Data (H)	Parameter	Description	XG Default (H)	[MIDI]										[Internal sequencer]								
						Voice		MIDI Reception					MIDI Transmission					PLAY	REC					
						Regular/ Drum/ S.Art Piano/ Organ Flutes	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)				
08	nn	00	1	00-20	ELEMENT RESERVE	0...32	part10, 26=0, other parts=2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
		01	1	00-7F	BANK SELECT MSB	0...127	part10=7F, other parts=00	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X	O	X
		02	1	00-7F	BANK SELECT LSB	0...127	00	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X	O	X
		03	1	00-7F	PROGRAM NUMBER	1...128	00	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X	O	X
		04	1	00-0F, 7F	Rcv CHANNEL	1...16, OFF	Part No.	O	X	O	X	X	X	X	X	X	X	O	X	O	X	O	X	X
		05	1	00-01	MONO/POLY MODE	MONO, POLY	01	O	X	O	X	X	X	X	X	X	X	O	X	O	O	X	O	O
		06	1	00-02	SAME NOTE NUMBER KEY ON ASSIGN	SINGLE, MULTI, INST (for Drum)	01	O	X	O	X	X	O	X	X	X	X	O	X	O	X	O	X	X
		07	1	00-03	PART MODE	NORMAL, DRUM, DRUMS1...2	part10=02, other parts=00	O	X	O	X	X	X	X	●	X	●	●	X	O	X	O	X	O
		08	1	28-58	NOTE SHIFT	-24...0...+24 [semitones]	40	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X	O	X
		09 0A	2	00-0F 00-0F	DETUNE	-12.8...0...+12.7 [Hz] 1st bit3 - 0→bit7 - 4 2nd bit3 - 0→bit3 - 0	08 00	O	X	O	O	X	O	O	X	X	X	O	X	O	X	O	X	X
		0B	1	00-7F	VOLUME	0...127	64	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X	O	X
		0C	1	00-7F	VELOCITY SENSE DEPTH	0...127	40	O	X	O	O	X	X	O	●	O	X	O	X	O	O	X	O	O
		0D	1	00-7F	VELOCITY SENSE OFFSET	0...127	40	O	X	O	O	X	X	O	●	O	X	O	X	O	O	X	O	O
		0E	1	00-7F	PAN	RND, L63...C...R63	40	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X	O	X
		0F	1	00-7F	NOTE LIMIT LOW	C-2...G8	00	O	X	O	X	X	X	X	X	X	X	O	X	O	X	O	X	X
		10	1	00-7F	NOTE LIMIT HIGH	C-2...G8	7F	O	X	O	X	X	X	X	X	X	X	O	X	O	X	O	X	X
		11	1	00-7F	DRY LEVEL	0...127	7F	O	X	O	O	X	O	O	X	O	O	O	X	O	O	X	O	O
		12	1	00-7F	CHORUS SEND	0...127	00	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X	O	X
		13	1	00-7F	REVERB SEND	0...127	28	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X	O	X
		14	1	00-7F	VARIATION SEND	0...127	00	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X	O	O
		15	1	00-7F	VIBRATO RATE	-64...0...+63	40	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X	O	X
		16	1	00-7F	VIBRATO DEPTH	-64...0...+63	40	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X	O	X
		17	1	00-7F	VIBRATO DELAY	-64...0...+63	40	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X	O	X
		18	1	00-7F	FILTER CUTOFF FREQUENCY	-64...0...+63	40	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X	O	X
		19	1	00-7F	FILTER RESONANCE	-64...0...+63	40	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X	O	X
		1A	1	00-7F	EG ATTACK TIME	-64...0...+63	40	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X	O	X
		1B	1	00-7F	EG DECAY TIME	-64...0...+63	40	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X	O	X
		1C	1	00-7F	EG RELEASE TIME	-64...0...+63	40	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X	O	X
		1D	1	28-58	MW PITCH CONTROL	-24...0...+24 [semitones]	40	O	X	O	O	X	X	O	X	X	X	O	X	O	X	O	X	X
		1E	1	00-7F	MW LOW PASS FILTER CONTROL	-9600...0...+9450 [cent]	40	O	X	O	O	X	X	O	●	O	X	O	X	O	O	X	O	O
		1F	1	00-7F	MW AMPLITUDE CONTROL	-100...0...+100 [%]	40	O	X	O	O	X	X	O	X	X	X	O	X	O	X	O	X	X
		20	1	00-7F	MW LFO PMOD DEPTH	0...127	0A	O	X	O	O	X	X	O	●	O	O	O	X	O	O	X	O	O
		21	1	00-7F	MW LFO FMOD DEPTH	0...127	00	O	X	O	O	X	X	O	●	O	O	O	X	O	O	X	O	O
		22	1	00-7F	MW LFO AMOD DEPTH	0...127	00	O	X	O	O	X	X	O	●	O	O	O	X	O	O	X	O	O
		23	1	28-58	BEND PITCH CONTROL	-24...0...+24 [semitones]	42	O	X	O	O	X	O	O	X	X	X	O	X	O	X	O	X	X
		24	1	00-7F	BEND LOW PASS FILTER CONTROL	-9600...0...+9450 [cent]	40	O	X	O	O	X	O	O	X	X	X	O	X	O	X	O	X	X
		25	1	00-7F	BEND AMPLITUDE CONTROL	-100...0...+100 [%]	40	O	X	O	O	X	O	O	X	X	X	O	X	O	X	O	X	X
		26	1	00-7F	BEND LFO PMOD DEPTH	0...127	00	O	X	O	O	X	O	O	X	X	X	O	X	O	X	O	X	X
		27	1	00-7F	BEND LFO FMOD DEPTH	0...127	00	O	X	O	O	X	O	O	X	X	X	O	X	O	X	O	X	X
		28	1	00-7F	BEND LFO AMOD DEPTH	0...127	00	O	X	O	O	X	O	O	X	X	X	O	X	O	X	O	X	X

TOTAL SIZE 29

MIDI Data Format / MIDI-Datenformat / Format des données MIDI / Formato de datos MIDI / Format Data MIDI / Định dạng dữ liệu MIDI

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

TOTAL SIZE 3F

	70	1		NOT USED		-		-	-	-	-	-	-	-	-	-	-	-	-	-	-	
	71	1		NOT USED		-		-	-	-	-	-	-	-	-	-	-	-	-	-	-	
	72	1	00-7F	EQ BASS GAIN	-12dB...+12dB	40		O	X	O	O	X	O	O	●	●	●	●	X	O	O	O
	73	1	00-7F	EQ TREBLE GAIN	-12dB...+12dB	40		O	X	O	O	X	O	O	●	●	●	●	X	O	O	O

TOTAL SIZE 04

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

TOTAL SIZE 0C

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

0A	nn	00	1	00-01	Portamento Mode	00:Full, 01:Fingered	00	O (Regular only)	-	O	X	X	X	X	O	○	○	X	○	X	○	○	○
		01	1	00-01	Mono Priority	Lastest, Highest	00	O (Regular only)	-	O	X	X	X	X	●	○	X	○	X	○	○	○	○
		02	1	00-02	Portamento Mono Legato	Normal, Pitch Poly; Cross Fade	00	O (Regular only)	-	O	X	X	X	X	●	○	X	○	X	○	○	○	○
		03	1	00-01	Portamento Time Mode	Rate, Time	00	O (Regular only)	-	O	X	X	X	X	●	○	X	○	X	○	○	○	○

TOTAL SIZE 04

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

TOTAL SIZE 06

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

nn = PART NUMBER

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

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

MIDI Parameter Change table (A/D PART)

Address (H)	Size (H)	Data (H)	Parameter	Description	[MIDI]									[Internal sequencer]							
					Voice		MIDI Reception					MIDI Transmission				PLAY		REC			
					Regular/ Drum/ S.Art Piano/ Organ Flutes	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY		REW		
10	0n	00	1	00-01	INPUT GAIN	MIC, LINE	X	X								X	X	X			
		01	1	00-7F	BANK SELECT MSB	0...127	X	X								X	X	X			
		02	1	00-7F	BANK SELECT LSB	0...127	X	X								X	X	X			
		03	1	00-7F	PROGRAM NUMBER	1...128	X	X								X	X	X			
		04	1	00-0F, 7F	Rcv CHANNEL	1...32 (*1), OFF	X	O				O				O	X	X			
		05	1		NOT USED		-	-				-				-	-	-			
		06	1		NOT USED		-	-				-				-	-	-			
		07	1		NOT USED		-	-				-				-	-	-			
		08	1		NOT USED		-	-				-				-	-	-			
		09	1		NOT USED		-	-				-				-	-	-			
		0A	1		NOT USED		-	-				-				-	-	-			
		0B	1	00-7F	VOLUME	0...127	X	O				O				●	O	X	X		
		0C	1		NOT USED		-	-				-				-	-	-			
		0D	1		NOT USED		-	-				-				-	-	-			
		0E	1	01-7F	PAN	L63...C...R63	X	O				O				●	O	X	X		
		0F	1		NOT USED		-	-				-				-	-	-			
		10	1		NOT USED		-	-				-				-	-	-			
		11	1	00-7F	DRY LEVEL	0...127	X	O				O				O	X	X			
		12	1	00-7F	CHORUS SEND	0...127	X	O				O				●	O	X	X		
		13	1	00-7F	REVERB SEND	0...127	X	O				O				●	O	X	X		
		14	1	00-7F	VARIATION SEND	0...127	X	O				O				O	X	X			

TOTAL SIZE 15

*1 : Channels 17 - 32 only send to TG.

n : A/D Part Number (0)

MIDI Parameter Change table (DRUM SETUP)

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

TOTAL SIZE 10

		20	1	00-7F	EQ BASS GAIN	-12...+12 [dB]	40	X	X		X			O				X	X	X
		21	1	00-7F	EQ TREBLE GAIN	-12...+12 [dB]	40	X	X		X			O				X	X	X
		22	1		NOT USED		-	-	-		-			-				-	-	-
		23	1		NOT USED		-	-	-		-			-				-	-	-
		24	1	04-28	EQ BASS FREQUENCY	32...2.0k [Hz]	0C	X	X		X			O				X	X	X
		25	1	1C-3A	EQ TREBLE FREQUENCY	500...16.0k [Hz]	36	X	X		X			O				X	X	X
		26	1		NOT USED		-	-	-		-			-				-	-	-
		27	1		NOT USED		-	-	-		-			-				-	-	-
		28	1		NOT USED		-	-	-		-			-				-	-	-
		29	1		NOT USED		-	-	-		-			-				-	-	-
		2A	1		NOT USED		-	-	-		-			-				-	-	-
		2B	1		NOT USED		-	-	-		-			-				-	-	-
		2C	1		NOT USED		-	-	-		-			-				-	-	-
		2D	1		NOT USED		-	-	-		-			-				-	-	-

TOTAL SIZE 0E

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

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)

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

- Not received when the MIDI setting "System Exclusive Message - Receive" is set to off.
- Not transmitted when the MIDI setting "System Exclusive Message - Transmit" is set to off.

System Exclusive Messages (Universal Real Time Messages)

MIDI Event	Data Format	[MIDI]										[Internal sequencer]																						
		Voice		MIDI Reception				MIDI Transmission				PLAY		REC																				
		Regular/ Drum/ S.Art Piano/ Organ Flutes	Mic/ Vocal Harmony	Song	Right Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)																		
Master Volume [GM2]	F0 7F XN 04 01 SS TT F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxxnnn 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	0	X													X																		
Master Fine Tuning [GM2]	F0 7F XN 04 03 SS TT F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxxnnn XN = When N is received N=0 - F, whichever is received. X=ignored 00000100 04 = Sub-ID #1=Device Control Message 00000011 03 = Sub-ID #2=Master Fine Tuning 0sssssss SS = Fine Tuning LSB 0ttttttt TT = Fine Tuning MSB 11110111 F7 = End of Exclusive	0	X												X	X																		
Master Coarse Tuning [GM2]	F0 7F XN 04 04 00 TT F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxxnnn 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	0	X												X	X																		
Reverb Parameter [GM2]	F0 7F XN 04 05 01 01 01 01 PP VV ... F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxxnnn 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 <table border="0"> <tr> <td>Parameter(pp)</td> <td>Value(vv)</td> <td>Display</td> </tr> <tr> <td>pp=0 Reverb Type</td> <td>0..8</td> <td>0:RoomS 1:RoomM 2:RoomL 3:HallM 4:Hall (default) 8:GM Plate</td> </tr> <tr> <td>pp=1 Reverb Time</td> <td>0..127</td> <td>0..11.0s</td> </tr> </table>	Parameter(pp)	Value(vv)	Display	pp=0 Reverb Type	0..8	0:RoomS 1:RoomM 2:RoomL 3:HallM 4:Hall (default) 8:GM Plate	pp=1 Reverb Time	0..127	0..11.0s	0	0												X										
Parameter(pp)	Value(vv)	Display																																
pp=0 Reverb Type	0..8	0:RoomS 1:RoomM 2:RoomL 3:HallM 4:Hall (default) 8:GM Plate																																
pp=1 Reverb Time	0..127	0..11.0s																																
Chorus Parameter [GM2]	F0 7F XN 04 05 01 01 01 02 PP VV ... F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxxnnn 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 <table border="0"> <tr> <td>Parameter(pp)</td> <td>Value(vv)</td> <td>Display</td> </tr> <tr> <td>pp=0 Chorus Type</td> <td>0..5</td> <td>0:GM Chorus1 1:GM Chorus2 2:GM Chorus3 (default) 3:GM Chorus4 4:FB Chorus 5:GM Flanger</td> </tr> <tr> <td>pp=1 Mod Rate</td> <td>0..127</td> <td>0...15.5Hz</td> </tr> <tr> <td>pp=2 Mod Depth</td> <td>0..127</td> <td></td> </tr> <tr> <td>pp=3 Feedback</td> <td>0..127</td> <td></td> </tr> <tr> <td>pp=4 Send to Reverb</td> <td>0..127</td> <td></td> </tr> </table>	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		0	0													X
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MIDI Data Format / MIDI-Datenformat / Format des données MIDI / Formato de datos MIDI / Format Data MIDI / Định dạng dữ liệu MIDI

MIDI Event	Data Format	[MIDI]										[Internal sequencer]																																
		Voice		MIDI Reception					MIDI Transmission					PLAY		REC																												
		Regular/ Drum/ S.Art Piano/ Organ Flutes	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)																												
Channel Pressure (Aftertouch) [GM2]	<p>F0 7F XN 09 01 0M PP RR ... F7</p> <p>11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxxxxx 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) 0000xxxx OM = MIDI Channel (00 - 0F) 0ppppppp PP = Controlled Parameter 0rrrrrrr RR = Range : : 11110111 F7 = End of Exclusive</p> <p>Make sure to set both the Controlled Parameter and the Range. Parameters not set will be restored to their default values.</p> <table border="1"> <thead> <tr> <th>Control Parameter(pp)</th> <th>Range(RR)</th> <th>Description</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>pp=00 Pitch Control</td> <td>28H - 58H</td> <td>-24...0...+24 semitones</td> <td>40H</td> </tr> <tr> <td>pp=01 Filter Cutoff Control</td> <td>00H - 7FH</td> <td>-9600...0...+9450 cents</td> <td>40H</td> </tr> <tr> <td>pp=02 Amplitude Control</td> <td>00H - 7FH</td> <td>-100...0...+100%</td> <td>40H</td> </tr> <tr> <td>pp=03 LFO Pitch Depth</td> <td>00H - 7FH</td> <td>0...127</td> <td>00H</td> </tr> <tr> <td>pp=04 LFO Filter Depth</td> <td>00H - 7FH</td> <td>0...127</td> <td>00H</td> </tr> <tr> <td>pp=05 LFO Amplitude Depth</td> <td>00H - 7FH</td> <td>0...127</td> <td>00H</td> </tr> </tbody> </table>	Control Parameter(pp)	Range(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	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
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Controller (Control Change) [GM2]	<p>F0 7F XN 09 03 0M CC PP RR ... F7</p> <p>11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxxxxx 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) 0000xxxx OM = MIDI Channel (00 - 0F) 0ccccccc CC = Controller Number (01H - 1FH, 40H - 5FH) 0ppppppp PP = Controlled Parameter 0rrrrrrr RR = Range : : 11110111 F7 = End of Exclusive</p> <p>Make sure to set both the Controlled Parameter and the Range. Parameters not set will be restored to their default values.</p> <table border="1"> <thead> <tr> <th>Control Parameter(pp)</th> <th>Range(RR)</th> <th>Description</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>pp=00 Pitch Control</td> <td>28H - 58H</td> <td>-24...0...+24 semitones</td> <td>40H</td> </tr> <tr> <td>pp=01 Filter Cutoff Control</td> <td>00H - 7FH</td> <td>-9600...0...+9450 cents</td> <td>40H</td> </tr> <tr> <td>pp=02 Amplitude Control</td> <td>00H - 7FH</td> <td>-100...0...+100%</td> <td>40H</td> </tr> <tr> <td>pp=03 LFO Pitch Depth</td> <td>00H - 7FH</td> <td>0...127</td> <td>00H</td> </tr> <tr> <td>pp=04 LFO Filter Depth</td> <td>00H - 7FH</td> <td>0...127</td> <td>00H</td> </tr> <tr> <td>pp=05 LFO Amplitude Depth</td> <td>00H - 7FH</td> <td>0...127</td> <td>00H</td> </tr> </tbody> </table>	Control Parameter(pp)	Range(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	O	X	O	X	X	X	X	X	X	O	X	O	X	X	
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Key-Based Instrument [GM2]	<p>F0 7F XN 0A 01 0M KK CC VV ... F7</p> <p>11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxxxxx 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 0000xxxx OM = MIDI Channel (00 - 0F) 0kkkkkkk KK = Key Number 0ccccccc CC = Controller Number 0vvvvvvv VV = Value : : 11110111 F7 = End of Exclusive</p> <p>Make sure to set both the Controlled Number and the Value.</p> <table border="1"> <thead> <tr> <th>Control Number(CC)</th> <th>Value(VV)</th> <th>Description</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>CC=07H Volume</td> <td>00H - 7FH</td> <td>-100...0...+100%</td> <td>40H</td> </tr> <tr> <td>CC=0AH Pan</td> <td>00H - 7FH</td> <td>L63...C...R63</td> <td>(Preset value)</td> </tr> <tr> <td>CC=5BH Reverb Send Level</td> <td>00H - 7FH</td> <td>(absolute) 0...Max</td> <td>(Preset value)</td> </tr> <tr> <td>CC=5DH Chorus Send Level</td> <td>00H - 7FH</td> <td>(absolute) 0...Max</td> <td>(Preset value)</td> </tr> </tbody> </table>	Control Number(CC)	Value(VV)	Description	Default Value	CC=07H Volume	00H - 7FH	-100...0...+100%	40H	CC=0AH Pan	00H - 7FH	L63...C...R63	(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)	O (Drum only)	X	O	X	X	X	X	X	X	O	X	O	X	X									
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System Exclusive Messages (Universal Non-Real Time Messages)

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

SYSTEM EXCLUSIVE MESSAGES (2)

- Not received when the MIDI setting "System Exclusive Message - Receive" is set to off.
- Not transmitted when the MIDI setting "System Exclusive Message - Transmit" is set to off.

System Exclusive Messages (Style)

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

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

System Exclusive Messages (XG)

MIDI Event	Data Format	[MIDI]											
		Voice		MIDI Reception				MIDI Transmission					
		Regular/ Drum/ S.Art Piano/ Organ Flutes	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower
XG Parameter Changes	F0 43 1n 4C hh mm ll dd ... F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 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 01111111 ll = Address Low 0ddddd dd = Data : : 11110111 F7 = End of Exclusive	○ (*1)	○ (*1)	○ (*1)	○ (*1)	○ (*1)	○ (*1)	○ (*1)	○ (*1)	○ (*1)	○ (*1)	○ (*1)	
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 01111111 ll = Address Low 0ddddd dd = Data : : 0ddddd dd = Data 0ccccccc cc = Checksum 11110111 F7 = End of Exclusive	○ (*1)	○ (*1)	○ (*1)	○ (*1)	○ (*1)	○ (*1)	○ (*1)	○ (*1)	○ (*1)	○ (*1)	○ (*1)	○ (*1)
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 01111111 ll = Address Low 11110111 F7 = End of Exclusive	-	-	○ (*1)	○ (*1)	○ (*1)	○ (*1)	○ (*1)	○ (*1)	○ (*1)	○ (*1)	○ (*1)	
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 01111111 ll = Address Low 11110111 F7 = End of Exclusive	-	-	○ (*1)	○ (*1)	○ (*1)	○ (*1)	○ (*1)	○ (*1)	○ (*1)	○ (*1)	○ (*1)	

*1: Depends on parameter. Refer to "XG PARAMETER CHANGE TABLE".

System Exclusive Messages Special Operators (Vocal Harmony Additional Parameters)

Vocal Harmony	
PSR-SX900	○
PSR-SX700	X

MIDI Event	Data Format	[MIDI]											
		Voice		MIDI Reception				MIDI Transmission					
		Regular/ Drum/ S.Art Piano/ Organ Flutes	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower
Vocal Harmony Vocoder Part (Harmony Part(Panell))	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. 0ddddd dd = data 00H : Off 01H : Upper 02H : Lower 11110111 F7 = End of Exclusive	X	○	○	○	○	○	○	○	○	○	○	●

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

System Exclusive Messages (Scale Tuning)

[MIDI]

MIDI Event	Data Format	Voice		MIDI Reception				MIDI Transmission																																											
		Regular/ Drum/ S.Art Piano/ Organ Flutes	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower																																						
Scale Tuning	<p>F0 43 73 01 52 2F 02 cc 40 d1 d2 ... d12 F7</p> <p>11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01110011 73 = Clavinova ID 00000001 01 = Model ID (Clavinova Common ID) 01010010 52 = PK/CL common variable length data 00101111 2F = Scale Tuning 00000010 02 = 0ccccccc cc = Type (00H:Main, 01H:Sub) 01000000 40 = Scale Tuning All 0ddddddd d1 = Scale Tuning C 0ddddddd d2 = Scale Tuning C# ; 0ddddddd d12= Scale Tuning B 11110111 F7 = End of Exclusive</p> <table border="1"> <thead> <tr> <th>Parameters (d1-d12)</th> <th>Range</th> <th>Description</th> </tr> </thead> <tbody> <tr><td>d1</td><td>00-7FH</td><td>SCALE TUNING C -64...+63 (cent)</td></tr> <tr><td>d2</td><td>00-7FH</td><td>SCALE TUNING C# -64...+63 (cent)</td></tr> <tr><td>d3</td><td>00-7FH</td><td>SCALE TUNING D -64...+63 (cent)</td></tr> <tr><td>d4</td><td>00-7FH</td><td>SCALE TUNING D# -64...+63 (cent)</td></tr> <tr><td>d5</td><td>00-7FH</td><td>SCALE TUNING E -64...+63 (cent)</td></tr> <tr><td>d6</td><td>00-7FH</td><td>SCALE TUNING F -64...+63 (cent)</td></tr> <tr><td>d7</td><td>00-7FH</td><td>SCALE TUNING F# -64...+63 (cent)</td></tr> <tr><td>d8</td><td>00-7FH</td><td>SCALE TUNING G -64...+63 (cent)</td></tr> <tr><td>d9</td><td>00-7FH</td><td>SCALE TUNING G# -64...+63 (cent)</td></tr> <tr><td>d10</td><td>00-7FH</td><td>SCALE TUNING A -64...+63 (cent)</td></tr> <tr><td>d11</td><td>00-7FH</td><td>SCALE TUNING A# -64...+63 (cent)</td></tr> <tr><td>d12</td><td>00-7FH</td><td>SCALE TUNING B -64...+63 (cent)</td></tr> </tbody> </table>	Parameters (d1-d12)	Range	Description	d1	00-7FH	SCALE TUNING C -64...+63 (cent)	d2	00-7FH	SCALE TUNING C# -64...+63 (cent)	d3	00-7FH	SCALE TUNING D -64...+63 (cent)	d4	00-7FH	SCALE TUNING D# -64...+63 (cent)	d5	00-7FH	SCALE TUNING E -64...+63 (cent)	d6	00-7FH	SCALE TUNING F -64...+63 (cent)	d7	00-7FH	SCALE TUNING F# -64...+63 (cent)	d8	00-7FH	SCALE TUNING G -64...+63 (cent)	d9	00-7FH	SCALE TUNING G# -64...+63 (cent)	d10	00-7FH	SCALE TUNING A -64...+63 (cent)	d11	00-7FH	SCALE TUNING A# -64...+63 (cent)	d12	00-7FH	SCALE TUNING B -64...+63 (cent)	-	-		O							X
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Scale Tuning Part	<p>F0 43 73 01 52 2F 02 cc pp dd F7</p> <p>11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01110011 73 = Clavinova ID 00000001 01 = Model ID (Clavinova Common ID) 01010010 52 = PK/CL common variable length data 00101111 2F = Scale Tuning 00000010 02 = 0ccccccc cc = Type (00H:Main, 01H:Sub) 0ddddddd pp = Parameter ID 0ddddddd dd = Data 11110111 F7 = End of Exclusive</p> <table border="1"> <thead> <tr> <th>Parameter</th> <th>ID (pp)</th> <th>Data (dd)</th> </tr> </thead> <tbody> <tr><td>4FH</td><td>LEFT PART</td><td>00H: Off, 7FH: On</td></tr> <tr><td>50H</td><td>STYLE PART</td><td>00H: Off, 7FH: On</td></tr> <tr><td>51H</td><td>MULTI PAD PART</td><td>00H: Off, 7FH: On</td></tr> <tr><td>52H</td><td>RIGHT1 PART</td><td>00H: Off, 7FH: On</td></tr> <tr><td>53H</td><td>RIGHT2 PART</td><td>00H: Off, 7FH: On</td></tr> <tr><td>54H</td><td>RIGHT3 PART</td><td>00H: Off, 7FH: On</td></tr> </tbody> </table>	Parameter	ID (pp)	Data (dd)	4FH	LEFT PART	00H: Off, 7FH: On	50H	STYLE PART	00H: Off, 7FH: On	51H	MULTI PAD PART	00H: Off, 7FH: On	52H	RIGHT1 PART	00H: Off, 7FH: On	53H	RIGHT2 PART	00H: Off, 7FH: On	54H	RIGHT3 PART	00H: Off, 7FH: On	-	-		O							X																		
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Scale Tuning Base Note	<p>F0 43 73 01 52 2F 02 00 4D d1 d2 F7</p> <p>11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01110011 73 = Clavinova ID 00000001 01 = Model ID (Clavinova Common ID) 01010010 52 = PK/CL common variable length data 00101111 2F = Scale Tuning 00000010 02 = 00000000 00 = 01001011 4D = Base Note ID 0ddddddd d1 = Base Note 00H ("C"), 01H (C#) ... 0BH ("B") 0ddddddd d2 = Base Note Mode 00H: Change the Base Note only. 7FH: Change the Base Note and the Scale Tune setting of each note, so that the relative position of the Base Note and each note is maintained. 11110111 F7 = End of Exclusive</p>	-	-		O							X																																							

System Exclusive Messages (Others)

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

[MIDI]

MIDI Event	Data Format	Voice		MIDI Reception				MIDI Transmission								
		Regular/ Drum/ S.Art Piano/ Organ Flutes	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower			
Internal Clock	F0 43 73 01 02 F7 00000001 01 = Model ID (Clavinova common ID) 00000010 02 = Internal Clock Substatus	-	-			O							X			
External Clock	F0 43 73 01 03 F7 00000001 01 = Model ID (Clavinova common ID) 00000011 03 = External Clock Substatus	-	-			O							X			
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 : 16bytes 1st Channel No. 0nH 2nd Footage [1] 00 - 06H 3rd [1 1/3] 00 - 06H 4th [1 3/5] 00 - 06H 5th [2] 00 - 06H 6th [2 2/3] 00 - 06H 7th [4] 00 - 06H 8th [5 1/3] 00 - 06H 9th [8] 00 - 06H 10th [16] 00 - 06H 11th [Attack 2] 00 - 06H 12th [Attack 2 2/3] 00 - 06H 13th [Attack 4] 00 - 06H 14th Settings [Attack Length] 00 - 06H 15th [Response] 00 - 06H 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 21th [aux] 00H 22th [aux] 00H sum Check Sum = 0-sum (BULK DATA)	O (Organ Flute)	X	O	O	X	X	O	●	X	X	O	X			
Display open/close	F0 43 73 01 51 00 00 02 05 A1 A2 A3 A4 dd F7 00000001 01 = Model ID (Clavinova common ID) 01010001 51 = PK/CL common variable length data 00000000 00 = 00000000 00 = Panel 00000010 02 = Display open/close 00000101 05 = Size A1 = Display address 1 A2 = Display address 2 A3 = Display address 3 A4 = Display address 4 dd = 00 → Display is opened at the time of starting and closed at the time of stopping. *This message is effective only for playback from an internal sequencer. Display address Score display Lyrics display A1 00H 00H A2 00H 00H A3 00H 01H A4 00H 00H	X	X			X							X			
MIDI Master Tuning	F0 43 1n 27 30 00 00 0m 0l cc F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 0001nmmn 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 00001111 0l = Master Tune LSB 0ccccccc cc = don't care 11110111 F7 = End of Exclusive	O	O			O							X			
GuideON	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) cc 1/Right 2/Left 00 On On 01 Off On 02 On Off 03 Off Off Oddddddd dd = Mode 00:Off, 01:Follow Lights, 02:Any Key, 03:Karao Key, 04:Vocal Cue Time 06=Your Tempo 11110111 F7 = End of Exclusive	-	-			O							X			
Audio Song Control	F0 43 73 01 50 19 00 00 dd F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01110011 73 = Clavinova ID 00000001 01 = Model ID (Clavinova common ID) 01010000 50 = SubID 00011001 19 = SubID (Audio Song Control) 00000000 00 = SubID 00000000 00 = SubID (Start/Stop Control) 0ddddd dd = Data dd=00H:Start, 01H:Stop, 02H:Pause 11110111 F7 = End of Exclusive	X	X			O						X	X	X	O	X

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

Song Meta Event List / Liste der Meta-Events der Songs / Liste des métaévénements des morceaux / Lista de meta-eventos de canciones / Daftar Song Meta Event / Danh sách Meta Event của bài hát

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

YAMAHA META EVENT

FF 7F 06 43 73 0A 00 07 dd	Score Start Bar	ddH: Start from this measure dd = -100 – 1, 1 – 100	Same as "ScBar" entered from the display called up via [RECORDING] → MIDI [Multi Recording] → [Step Edit] → Target = "SysEx".
FF 7F len 43 73 0D 01 [Data]	Keyboard Voice	Voice settings for the Right 1 – 3 and Left parts.	Entered to the Song, from the display called up via [RECORDING] → MIDI [Multi Recording] → [Setup].

YAMAHA XF META EVENT

FF 7F 07 43 7B 01 cr ct bn bt	Chord Name	Refer to "Chord Control" in the MIDI Data Format (System Exclusive Messages)	Entered when recording.
FF 7F 05 43 7B 03 20 08	Phrase Mark	Used as a marker for each phrase when executing Phrase Mark repeat playback.	Used when performing the Phrase Mark repeat playback.
FF 7F 04 43 7B 04 dd	Phrase Max	Maximum Phrase Number	Used when performing the Phrase Mark repeat playback.
FF 7F 05 43 7B 0C rr ll	Guide Track Flag	Sets the Right and Left parameters on the display called up via [MENU] → [Song Setting] → [Part Ch]. rr = Right (0: Off, 1-16CH) ll = Left (0: Off, 1-16CH)	Entered when recording.
FF 7F len 43 7B 21 00 pp [Data]	Lyrics Bitmap	Specifies the background picture of the Lyrics display. pp = Display type (0: Center, 1: Tile) [Data] = File Path	Entered to the Song, from the display called up via [RECORDING] → MIDI [Multi Recording] → [Setup].

Song System Exclusive Message List / Liste der System-Exclusive-Meldungen der Songs / Liste des messages exclusifs au système de morceaux / Lista de mensajes exclusivos del sistema de canciones / Daftar Pesan Eksklusif Sistem Lagu / Danh sách thông điệp riêng của bài hát

Data Format	Parameter	Description	Note
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Guide

FO 43 73 01 1F 00 cc dd F7	Guide Mode	ccH = Part Select No 00H (TRACK1 = ON, TRACK2 = ON) 01H (TRACK1 = OFF, TRACK2 = ON) 02H (TRACK1 = ON, TRACK2 = OFF) 03H (TRACK1 = OFF, TRACK2 = OFF) ddH = Mode 00H = Guide OFF 01H = Follow Lights 02H = Any Key 03H = Karao-Key 06 = Your Tempo	Entered to the Song, from the display called up via [RECORDING] → MIDI [Multi Recording] → [Setup].
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Score

FO 43 73 01 50 12 00 00 dd F7	Left Part indication On/Off	00H: OFF, 7FH: ON	Entered to the Song, from the display called up via [RECORDING] → MIDI [Multi Recording] → [Setup].
FO 43 73 01 50 12 00 01 dd F7	Right Part indication On/Off	00H: OFF, 7FH: ON	
FO 43 73 01 50 12 00 02 dd F7	Lyrics indication On/Off	00H: OFF, 7FH: ON	
FO 43 73 01 50 12 00 03 dd F7	Chord indication On/Off	00H: OFF, 7FH: ON	
FO 43 73 01 50 12 00 04 dd F7	N.Name indication On/Off	00H: OFF, 7FH: ON	
FO 43 73 01 50 12 00 05 dd F7	Size designation	00H: SMALL, 01H: MIDDLE, 02H: LARGE, 03H: X-LARGE	
FO 43 73 01 50 12 00 06 dd F7	Left Ch	00H – 0FH: CH, 7EH: OFF, 7FH: AUTO	
FO 43 73 01 50 12 00 07 dd F7	Right Ch	00H – 0FH: CH, 7EH: OFF, 7FH: AUTO	
FO 43 73 01 50 12 00 08 dd F7	Quantize triplet On/Off	00H: Triplet OFF, 7FH: Triplet ON	
FO 43 73 01 50 12 00 09 dd F7	Quantize	00H: Quarter, 01H: Eighth, 02H: Sixteenth, 03H: Thirty-second	
FO 43 73 01 50 12 00 0A dd F7	NoteName	00H: ABC, 01H: Fixed Do, 02H: Movable Do	
FO 43 73 01 50 12 00 0B dd F7	Color Note	00H: OFF, 7FH: ON	

Style

FO 43 73 01 51 00 00 03 10 00 dd F7	STYLE SPLIT POINT	dd = STYLE SPLIT POINT (Note Number)	Entered to the Song, from the display called up via [RECORDING] → MIDI [Multi Recording] → [Setup].
FO 43 73 01 51 05 00 03 04 00 00 dd dd F7	Style No.	dd dd = Style No.	Entered when recording.
FO 43 7E 00 ss dd F7	Section Control	Refer to the MIDI Data Format.	Entered when recording.

**MIDI Implementation Chart / MIDI-Implementierungstabelle / Tableau d'implémentation MIDI /
Gráfico de implementación MIDI / Bagan Implementasi MIDI / Bảng cài đặt MIDI**

Yamaha [Digital Keyboard]
Model PSR-SX900/PSR-SX700 MIDI Implementation Chart

Date:1-June-2019
Version : 1.0

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

Mode 1 : OMNI ON , POLY Mode 2 : OMNI ON , MONO o : Yes
Mode 3 : OMNI OFF, POLY Mode 4 : OMNI OFF, MONO x : No