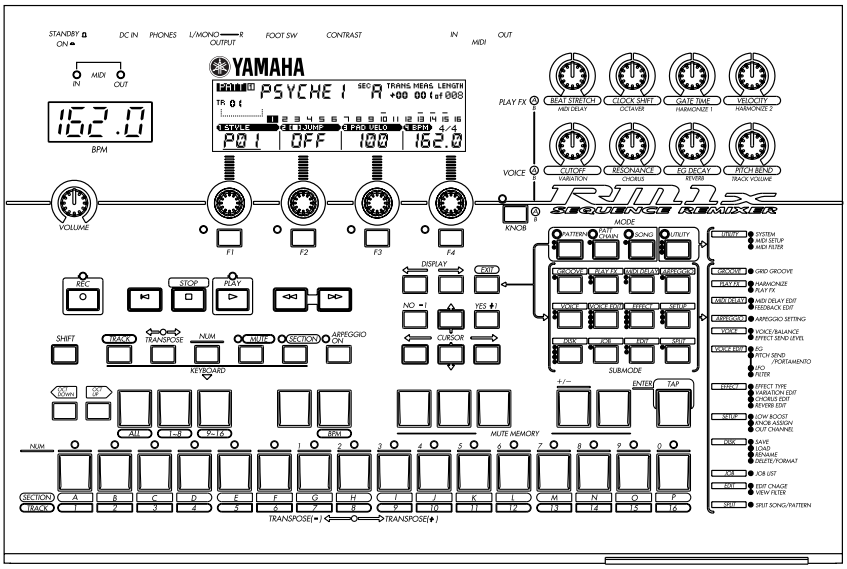
YAMAHA

RM1x
SEQUENCE REMIXER



List Book

Contents

Voice List

Instrument Group		GM		Synth Bass & Lead		Synth Pad & Synth EFX		Synth Material		Band Instrument		Classical Instrument & Wind		Ethnic & Percussion		SFX		Drum Kit	GM Drum Kit
Bank Select MSB		0		63		63		63		63		63		63		63		126	127
Bank Select LSB		0		0		1		2		3		4		5		6		0	0
	Pgm #		EL		EL		EL		EL		EL		EL		EL		EL		
Piano	1	GrandPno	1	RezoBass	1	SynthPad	2	Saw1 A	1	BritePno	1	Strings1	2	Kalimba1	1	Trance1	2	AnlgKit1	StandKit
	2	BritePno	1	FunkBass	1	ChoirPad	2	Saw2 A	1	EM Piano	2	Strings2	1	Kalimba2	2	Trance2	2	AnlgKit2	↑
	3	E.Grand	2	BleepBas	2	Atms Pad	2	SwDual1A	2	El.Grand	2	Trem.Str	2	ThumbPno	2	Trance3	2	RhBoxKit	↑
	4	HnkyTonk	2	BlipBass	2	AnalogPd	2	SwDual2A	1	St.Piano	2	Syn.Str1	2	LogDrum1	1	Trance4	2	SynthKit	↑
	5	E.Piano1	1	FM Bas1	2	VoicePad	2	SawOct A	2	HnkyTonk	2	Syn.Str2	2	LogDrum2	1	Trance5	2	SE Kit	↑
	6	E.Piano2	2	FM Bas2	2	GlassPad	2	Square A	1	Mono Pno	1	Syn.Str3	2	PacifcPc	2	Trance6	2	PsychKit	↑
	7	Harpsi.	1	BuzzBass	1	SweepPd1	2	Pulse A	2	LoFi Pno	2	Syn.Str4	2	Balafon	2	Trance7	2	Acid Kit	↑
	8	Clavi.	2	Dog Bass	2	SweepPd2	2	PlsDualA	2	St.EP1	2	AnaQuart	2	SteelDr1	2	Trance8	2	TeknoKit	↑
Chromatic Percussion	9	Celesta	2	OctBass1	2	SmokyPad	2	SqurOctA	2	Chor.EP1	2	SyTrmStr	2	SteelDr2	2	Trance9	2	AmbntKit	↑
	10	Glocken	1	OctBass2	2	WarmPad1	2	PulsOctA	2	Mono.EP1	1	Pizz.Str	1	Gamelan1	2	Trance10	2	Hard Kit	↑
	11	MusicBox	2	MonoBas1	2	WarmPad2	2	Sync A	1	LoFi EP1	2	Solo Str	1	Gamelan2	1	Trance11	2	HouseKit	↑
	12	Vibes	1	MonoBas2	2	StringPd	2	TriSineA	2	Wah.EP1	2	Violin	2	BaliOrch	2	FunnyCPU	2	BreakKit	↑
	13	Marimba	1	SquarBa1	2	Rise Pad	2	Noise1 A	1	TremoEP1	2	Viola	2	AtlantPc	2	Siren	2	JunglKit	↑
	14	Xylophon	2	SquarBa2	2	Halo Pad	2	Noise2 A	1	Old EP	2	Cello	2	AsiaBel1	2	SystmDwn	2	D&B Kit	↑
	15	TubulBel	2	DeepBass	2	Vox Pad	2	Lead1 A	1	Mello.EP	2	Syn.Harp	2	AsiaBel2	2	Smoky	2	Big Kit	↑
	16	Dulcimer	2	FlatBass	1	HarmoPad	2	Lead2 A	1	St.EP2	2	Celesta	2	Sitar1	1	Sonr&CPU	2	HipHpKit	↑
Organ	17	DrawOrgn	2	Tri Bass	2	Hum Pad	2	Lead3 A	1	Chor.EP2	2	Glocken	1	Sitar2	2	FX-NG	2	Ace.Kit	↑
	18	PercOrgn	2	SineBass	2	BlowPad	2	FM1 A	1	Mono.EP2	1	MusicBox	2	IndiaDrn	2	Machine?	2	Jazz Kit	↑
	19	RockOrgn	2	DB Bass	2	SquarePd	2	FM2 A	1	LoFi EP2	2	SyTubBel	2	TibetDrn	2	Bikers	1	BrushKit	↑
	20	ChrchOrg	2	DB BaDwn	2	Sci-Fi	2	FM3 A	1	Wah.EP2	2	SynHrpsi	1	IndiaStr	2	RvrsLife	2	PercsKit	↑
	21	ReedOrgn	2	KickBa1	2	TronStrn	2	Digi1 A	1	TremoEP2	2	BrasSect	2	Dulcimer	2	PanImpct	2	BD Kit	↑
	22	Acordion	2	KckB1Dwn	2	TronChor	2	Digi2 A	1	St.DxEP	2	Trumpet	1	Koto	2	ShotStar	1	HH&CyKit	↑
	23	Harmnica	1	KickBa2	2	Itopia	2	Digi3 A	1	ChorDxEP	2	Trombone	2	EthnPick	2	AnBubble	2	SD Kit	↑
	24	TangoAcd	2	KckB2Dwn	2	SynVoice	2	Digi4 A	1	BrteDxEP	2	Tuba	2	Banjo	2	GameOver	2	Tom Kit	↑
Guitar	25	NylonGtr	1	CS RezBa	2	Ana Vox1	2	Digi5 A	1	Clavi	2	Mute Trp	1	Shamisen	2	ToneDeaf	1	SFX Kit1	↑
	26	SteelGtr	1	MG Bass1	1	Ana Vox2	2	Digi6 A	1	WahClav1	2	Syn Horn	2	Fiddle	1	What?	2	SFX Kit2	↑
	27	Jazz Gtr	1	MG Bass2	1	VoiceOoh	2	Digi7 A	1	WahClav2	1	SprnoSax	1	Shanai	2	Zap Gun	2	AnlgKit1N	↑
	28	CleanGtr	1	MG Bass3	1	ChoirAah	2	Digi8 A	1	DigiClav	2	Alto Sax	1	Shakhchi	1	Hndrail1	1	AnlgKt2N	↑
	29	Mute.Gtr	1	MG Pedal	1	Aah/Ooh	2	Digi9 A	1	Organ1	2	TenorSax	1	TremShak	2	Hndrail2	2	RhBoxKtN	↑
	30	Ovrdrive	1	OB Bass	2	EP Pad1	2	Digi10 A	1	Organ2	2	Bari.Sax	1	AsiaFlut	2	Hitchhik	2	SynthKtN	↑
	31	Dist.Gtr	1	XP Bass	2	EP Pad2	2	Digi11 A	1	Organ3	2	Oboe	1	Bagpipe	1	Digger	2	SE Kit N	↑
	32	GtrHarmo	1	PizzBass	2	EthnoPad	2	Digi12 A	1	Organ4	2	Eng.Horn	1	Sho	2	Propelr1	2	PsychKtN	↑
Bass	33	Aco.Bass	1	TalkBass	2	Angels	2	Saw1 B	1	HouseOrg	2	Bassoon	1	Digeridu	2	Propelr2	2	AcidKitN	↑
	34	FngrBass	1	VocoBas1	2	NewAgePd	2	Saw2 B	1	ThinOrgn	2	Clarinet	1	Koukin1	2	Greeting	2	TeknoKtN	↑
	35	PickBass	1	VocoBas2	2	Rain	2	SwDual1B	2	RockOrgn	2	Piccolo	1	Koukin2	2	Safari	2	AmbntKtN	↑
	36	Fretless	1	OctRezBa	2	OrintSeq	2	SwDual2B	1	DriveOrg	2	Flute	1	Berimba1	2	Sesame	2	HardKitN	↑
	37	SlapBas1	1	CyberBas	2	SmokBell	2	SawOct B	2	DirtyOrg	2	Recorder	2	Berimba2	2	Buddha	2	HouseKtN	↑
	38	SlapBas2	1	DkCoreBa	2	Atmosphr	2	Square B	1	MrtianOr	2	PanFlute	1	BrimbSol	2	Wah Seq1	2	BreakKtN	↑
	39	SynBass1	1	HdCorBa1	2	Bright	2	Pulse B	2	ChrchOr1	2	Bottle	2	FngrCym1	2	Wah Seq2	2	JunglKtN	↑
	40	SynBass2	2	HdCorBa2	2	EthnoKey	2	PlsDualB	2	ChrchOr2	2	Whistle	1	FngrCym2	2	Biter	2	D&BKitN	↑
Strings	41	Violin	1	Uni Bass	2	Ana Bell	2	SqurOctB	2	ReedOrgn	2	Ocarina	1	Gong	2	Vacuum	2	Big KitN	↑
	42	Viola	1	SyncLow	2	PolySync	2	PulsOctB	2	Acordion	2			ThaiGong	2	Broknd wn	2	HipHpKtN	↑
	43	Cello	1	BL Saw1	2	AnaDrone	2	Sync B	1	Harmnica	1			Shekere	2	Teleport	2	Aco.KitN	↑
	44	Contrabs	1	BL Saw2	2	DigiBell	2	TriSineB	2	TangoAcd	2			TaikoDrm	1	Scat	2	JazzKitN	↑
	45	Trem.Str	1	BL Saw3	2	Crystal	2	Noise1 B	1	Vibes1	1			Big Drum	1	Disaster	2	BrushKtN	↑
	46	Pizz.Str	1	BL Saw4	2	AnaSprng	2	Noise2 B	1	Vibes2	2			Timpani	2	Match	2	PercsKtN	↑
	47	Harp	2	BL Squr1	1	SynChime	2	Lead1 B	1	Vibes3	2			Tabla	2	LasrShot	2		↑
	48	Timpani	1	BL Squr2	1	Mod Sine	2	Lead2 B	1	Marimba	1			Udu	2	Whimsy1	2		↑
Ensemble	49	Strings1	1	BL Squr3	1	ShortRez	2	Lead3 B	1	Xylophon	2			Udu Bend	1	Whimsy2	2		↑
	50	Strings2	1	BL Dist1	2	Self Seq	2	FM1 B	1	FngrBas1	2			Djembe	2	Feeder	2		↑
	51	Syn.Str1	2	BL Dist2	2	EchoBell	2	FM2 B	1	FngrBas2	2			EgyptDrm	2	Rising	2		↑
	52	Syn.Str2	2	BL Dist3	2	MajrBrs1	2	FM3 B	1	FlngFngB	2			Surdo CO	2	Drain	2		↑
	53	ChoirAah	1	BL Dist4	2	MajrBrs2	2	Digi1 B	1	MuteFngB	2			Tambourn	1	Spin	2		↑
	54	VoiceOoh	1	BL Dist5	2	SoftBras	2	Digi2 B	1	CompFngB	2			AnTambrn	1	Takeoff	2		↑
	55	SynVoice	1	BL Dist6	2	SyStack1	2	Digi3 B	1	Subsonic	2			Cowbell	1	GiantStp	2		↑
	56	Orch.Hit	1	BL Dist7	2	SyStack2	2	Digi4 B	1	DistBass	2			AnCowbl1	1	CyberStp	2		↑
Brass	57	Trumpet	1	BL Dist8	2	SyStack3	2	Digi5 B	1	WahBass1	2			AnCowbl2	1	Typhoon	2		↑
	58	Trombone	1	MG Saw	1	DirtyStk	2	Digi6 B	1	WahBass2	1			Vibraslp	1	Rocker	2		↑
	59	Tuba	1	OB Saw	2	SweepSaw	2	Digi7 B	1	PickBas1	2			AnVbrslp	1	Amphibia	2		↑
	60	Mute.Trp	1	Dual Saw	2	SwpXpand	2	Digi8 B	1	PickBas2	2			SyVbrslp	1	Escape	2		↑
	61	Fr.Horn	2	CSPortLd	2	Swp Sync	2	Digi9 B	1	MutePkBa	2			Bongo	2	Shower	1		↑
	62	BrasSect	1	Wah Saw	1	SwpVoice	2	Digi10 B	1	SlapBas1	1			Conga	1	Thunder	2		↑
	63	SynBras1	2	CSMonoLd	2	Goblins	2	Digi11 B	1	SlapBas2	2			AnaConga	1	Wind	2		↑
	64	SynBras2	2	DualSqur	2	Echoes	2	Digi12 B	1	Fretles1	1			Timbale	1	Seashore	1		↑
Reed	65	SprnoSax	1	CS Squar	2	AsianEch	2	Saw1 C	1	Fretles2	2			Agogo	1	Steam	1		↑
	66	Alto Sax	1	WahSquar	1	SoundTrk	2	Saw2 C	1	ChoFrles	2			AnaMetal	1	Bubble	1		↑
	67	TenorSax	1	WahPulse	1	Majesty	2	SwDual1C	2	FlnFrles	2			Cabasa	1	Dog	1		↑
	68	Bari.Sax	1	SubOsc1	2	Bali Pad	2	SwDual2C	1	AcoBass1	1			Maracas	2	Horse	1		↑
	69	Oboe	1	SubOsc2	2	Warrior	2	SawOct C	2	AcoBass2	2			SmbWhisl	1	Tweet 1	1		↑
	70	Eng.Horn	1	CS ModLd	2	PwrSweep	2	Square C	1	BaGlisnd	2			Guiro	2	Tweet 2	2		↑
	71	Bassoon	1	PWM Solo	2	Palace	2	Pulse C	2	CleanGt1	2			AnaGuiro	1	Growl	1		↑
	72	Clarinet	1	Poly Saw	1	Soda	2	PlsDualC	2	CleanGt2	1			Claves	1	DoorSqek	1		↑
Pipe	73	Piccolo	1	StarLead	2	Coaster	2	SqurOctC	2	ChorusGt	2			AnaClave	1	DoorSlam	1		↑
	74	Flute	1	PowrSolo	2	MilkyWay	2	PulsOctC	2	FlangeGt	2			WoodBlok	1	Telphon1	1		↑
	75	Recorder	2	SyncLd1	2	Bush	2	Sync C	1	Wah Gtr1	2			Cuica	2	Telphon2	1		↑
	76	PanFlute	1	SyncLd2	2	EnginRom	2	TriSineC	2	Wah Gtr2	1			Triangle	2	Scratch	1		↑
	77	Bottle	2	BeepLead	2	Glaswork	2	Noise1 C	1	Mute Gtr	1			Shaker	2	TurnTabl	1		↑
	78	Shakhchi	1	BuzzSolo	2	OohStack	2	Noise2 C	1	Jazz Gtr	1			AnShaker	1	TapeRwnd	1		↑
	79	Whistle	1	5th Saw	2	Galaxy	2	Lead1 C	1	OctJzGtr	2			JinglBel	1	GlasNoiz	1		↑
	80	Ocarina	1	5thPulse	2	Comet	2	Lead2 C	1	Ovrdrive	2			BellTree	1	MetalNz1	1		↑
Synth Lead	81	SquareLd	2	Bend 5th	2	Shrine	2	Lead3 C	1	Dist.Gtr	2			WindChm1	1	MetalNz2	1		↑
	82	Saw.Lead	2	PopLd4th	2	Hovering	2	FM1 C	1	WahFazG1	2			WindChm2	1	IndstTom	1		↑
	83	CaliopLd	2	VoxSyn1	2	Marsh	2	FM2 C	1	WahFazG2	2			Castanet	1	CarElgn	1		↑
	84	Chiff Ld	2	VoxSyn2	2	Hypnosis	2	FM3 C	1	PowerChd	1			Sticks	1	CarTSqel	1		↑
	85	CharanLd	2	BreathLd	2	WaterBel	2	Digi1 C	1	GtrHarmo	1			Feet	2	Car Pass	1		↑
	86	Voice Ld	1	PipeLead	2	Hallucin	2	Digi2 C	1	SteelGtr	1			Clap L	1	CarCrash	1		↑
	87	Fifth Ld	2			NewDrone	2	Digi3 C	1	12StrGtr	2			Clap S	1	Train	1		↑
	88	Bass &Ld	2			Motor	1	Digi4 C	1	NylonGt1	1			AnlgClap	1	Helicptr	1		↑
Synth Pad	89	NewAgePd	2			Sonar1	1	Digi5 C	1	NylonGt2	2			SynClap	1	RevBurst	1		↑
	90	Warm Pad	2			Sonar2	1	Digi6 C	1	P.Scrape	1			FngrSnap	1	RevLowNz	1		↑
	91	PolySyPd	2			OrganStk	2	Digi7 C	1	FretNoiz	1			AnSdStk1	1	Laugh	1		↑
	92	ChoirPad	2			Vox Bell	2	Digi8 C	1					AnSdStk2	1	Scream	1		↑
	93	BowedPad	2			ColdStab	1	Digi9 C	1					AnSdStk3	1	Punch	1		↑
	94	MetalPad	2			Kick&Hit	1	Digi10 C	1					AnSdStk4	1	Heart	1		↑
	95	Halo Pad	2			BrassHit	1	Digi11 C	1					MelodTom	1	Footstep	1		↑
	96	SweepPad	2			Syn Stab	1	Digi12 C	1					Syn Drum	2	Applause	1		↑
Synth Effects	97	Rain	2			GiantStb	1	Saw1 D	1					Ana Tom	1	BrthNoiz	1		↑
	98	SoundTrk	2			HardStab	1	Saw2 D	1					Ana BD	1	Gunshot	1		↑
	99	Crystal	2			OrganStb	1	SwDual1D	2					AnaCymb1	1	Bomb	1		↑
	100	Atmosphr	2					SwDual2D	1					AnaCymb2	1	HiQ 1	1		↑
	101	Bright	2					SawOct D	2					LoopCymb	1	HiQ 2	1		↑
	102	Goblins	2					Square D	1					RevCymb	1	SFX Gun1	1		↑
	103	Echoes	2					Pulse D	2					Rev Roll	1	SFX Gun2	1		↑
	104	Sci-Fi	2					PlsDualD	2					Rev SD	1	BrstNoiz	1		↑
Ethic	105	Sitar	1					SqurOctD	2							Ripper	1		↑
	106	Banjo	2					PulsOctD	2										↑
	107	Shamisen	2					Sync D	1										↑
	108	Koto	2					TriSineD	2										↑
	109	Kalimba	1					Noise1 D	1										↑
	110	Bagpipe	1					Noise2 D	1										↑
	111	Fiddle	1					Lead1 D	1										↑
	112	Shanai	2					Lead2 D	1										↑
Percussive	113	TnklBell	2					Lead3 D	1										↑
	114	Agogo	1					FM1 D	1										↑
	115	SteelDrm	2					FM2 D	1										↑
	116	WoodBlok	1					FM3 D	1										↑
	117	TaikoDrm	1					Digi1 D	1										↑
	118	MelodTom	1					Digi2 D	1										↑
	119	Syn.Drum	2					Digi3 D	1										↑
	120	RevCymbl	1					Digi4 D	1										↑
Sound Effects	121	FretNoiz	1					Digi5 D	1										↑
	122	BrthNoiz	1					Digi6 D	1										↑
	123	Seashore	1					Digi7 D	1										↑
	124	Tweet	1					Digi8 D	1										↑
	125	Telphone	1					Digi9 D	1										↑
	126	Helicptr	1					Digi10 D	1										↑
	127	Applause	1					Digi11 D	1										↑
	128	Gunshot	1					Digi12 D	1										↑

Inst.Group “Synth Material”
A : Long Decay, LFO Wave - Triangle
B : Short Decay, LFO Wave - Triangle
C : Long Decay, LFO Wave - Saw
D : Long Decay, LFO Wave - S&H

Rows shaded in black indicate that no sounds have been assigned to the corresponding notes; hence, no sound results when playing those notes.

Drum Voice List

Bank MSB		126			126			126			126			126			126			126			126		
Bank LSB		0			0			0			0			0			0			0			0		
PC#		1			2			3			4			5			6			7			8		
Note#	Note	AnlgKit1	Key off	Alternate assign	AnlgKit2	Key off	Alternate assign	RhBoxKit	Key off	Alternate assign	SynthKit	Key off	Alternate assign	SE Kit	Key off	Alternate assign	PsychKit	Key off	Alternate assign	Acid Kit	Key off	Alternate assign	TeknoKit	Key off	Alternate assign
16	E -1	Rev Low Noise	○		Rev Low Noise	○		Rev Low Noise	○		Rev Low Noise	○		Rev Low Noise	○		Rev Low Noise	○		Rev Low Noise	○		Rev Low Noise	○	
17	F -1	Rev Syn Cymbal	○		Rev Syn Cymbal	○		Rev Syn Cymbal	○		Rev Syn Cymbal	○		Rev Syn Cymbal 1	○		Rev Syn Cymbal	○		Rev Syn Cymbal	○		Rev Syn Cymbal	○	
18	F#-1	Reverse Cymbal	○		Reverse Cymbal	○		Reverse Cymbal	○		Reverse Cymbal	○		Reverse Cymbal	○		Reverse Cymbal	○		Reverse Cymbal	○		Reverse Cymbal	○	
19	G -1	Reverse Roll	○		Reverse Roll	○		Brush Swirl	○		Reverse Roll	○		Reverse Roll	○		Reverse Roll	○		Reverse Roll	○		Reverse Roll	○	
20	G#-1	Reverse Snare	○		Reverse Snare	○		Reverse Snare	○		Revers Noise	○		Reverse Snare	○		Reverse Snare	○		Reverse Snare	○		Reverse Snare	○	
21	A -1	Snare Roll	○		Snare Roll	○		Snare Roll	○		Snare Roll	○		Helicopter	○		Snare Roll	○		Snare Roll	○		Brush Swirl	○	
22	A#-1	Reverse Hi-Hat	○		Reverse Hi-Hat	○		Reverse Hi-Hat	○		Reverse Hi-Hat	○		Reverse Hi-Hat	○		Reverse Hi-Hat	○		Reverse Hi-Hat	○		Reverse Hi-Hat	○	
23	B -1	BD Ana Hard 2			BD Ana Soft 2 L			BD Ana Soft1 Short			BD Ana Soft 2			Big Drum			BD Ana Tight			BD Analog Comp			BD Ana Tight		
24	C 0	BD Ana Hard 1			BD Ana Soft 1 Long			BD Ana Soft 1 Long			BD Analog Blip			Punch			BD Analog Comp			BD Analog Blip			BD Analog Deep		
25	C#0	Finger Snap			Finger Snap			Finger Snap			Finger Snap			Side Stick Ana 4			Finger Snap			Side Stick			Side Stick Ana 3		
26	D 0	Snare Analog 2 Q			Snare Analog 5			Snare Analog 3			Snare Analog 3 L			Metal Noise			Snare Analog 3			Snare Break 6			Snare Analog 5		
27	D#0	Hand Clap Ana			Snare Clap			Hand Clap Ana			Hand Clap Ana Q			Hand Clap Synth			Hand Clap Small			Hand Clap Small			Hand Clap Ana		
28	E 0	Snare Ana Gate			Snare Analog 6			Snare Analog 4			Snare Analog 5 L			Snare Synth 3			Snare Synth 4			Snare Analog 4			Snare Analog 1		
29	F 0	Tom Ana Dist 1			Tom Ana Clean 1			Tom Ana Clean 1			Tom Ana Clean 1			Tom Ana Dist 1			Tom Synth 1			Tom Ana Clean 1			Tom Analog 1		
30	F#0	HH Cl Hard H		1	HH Cl Ana 2		1	HH Cl Syn H		1	HH Cl Ana 1		1	HH Cl Syn		1	HH Cl Tight		1	HH Cl Syn		1	HH Cl Hard		1
31	G 0	Tom Ana Dist 2			Tom Ana Clean 2			Tom Ana Clean 2			Tom Ana Clean 2			Tom Ana Dist 2			Tom Synth 2			Tom Ana Clean 2			Tom Analog 2		
32	G#0	HH Op Hard ShortH		1	HH Op Ana 2 Short		1	HH Op Syn Short H		1	HH OpAna1 ShortQ		1	HH Op Syn Short		1	Hi-Hat Closed		1	Hi-Hat Closed		1	HH Op Hard Short		1
33	A 0	Tom Ana Dist 3			Tom Ana Clean 3			Tom Ana Clean 3			Tom Ana Clean 3			Tom Ana Dist 3			Tom Synth 3			Tom Ana Clean 3			Tom Analog 3		
34	A#0	HH Op Hard H		1	HH Op Ana 2		1	HH Op Syn H		1	HH Op Ana 1		1	HH Op Syn		1	Hi-Hat Open		1	HH Op Syn		1	HH Op Hard		1
35	B 0	BD Analog Comp			BD Ana Soft 2 H			BD Ana Soft 2 L			BD Synth 2			Door Slam			BD Analog Blip			BD Ana Soft 1 Long			BD Ana Loose		
36	C 1	BD Ana Tight			BD Ana Soft1 Short			BD Ana Soft 2 H			BD Synth 1			BD Industrial			BD Ana Hard 2			BD Ana Tight			BD Ana Rubber		
37	C#1	Side Stick Ana 3			Side Stick Ana 1			Side Stick Ana 2			Side Stick Ana 4			Metal Noise			Side Stick Ana 3			Side Stick Ana 3			Side Stick Ana 1		
38	D 1	Snare Analog 1			Snare Analog 3			Snare Analog 5			Snare Synth 1			Snare Noise Dist			Snare Analog 2			Snare Analog 2			Snare Clap		
39	D#1	Hand Clap Small			Hand Clap Ana			Snare Clap			Hand Clap Synth			Noiseburst			Hand Clap Ana			Hand Clap Ana			Hand Clap Synth		
40	E 1	Snare Analog 2			Snare Analog 4			Snare Analog 6			Snare Synth 2			Snare Synth 4			Snare Ana Gate			Snare Analog 2			Snare Analog 3		
41	F 1	Tom Analog 1			Tom Ana Clean 1			Tom Analog Soft 1			Tom Synth 1			Tom Industrial 1			Tom Analog 1			Tom Analog 1			Tom Ana Clean 1		
42	F#1	HH Cl Hard		2	HH Cl Ana 1		2	HH Cl Ana 2		2	HH Cl Syn		2	HH Cl SE		2	HH Cl Ana 1		2	HH Cl Ana 1		2	HH Cl Ana 1		2
43	G 1	Tom Analog 2			Tom Ana Clean 2			Tom Analog Soft 2			Tom Synth 2			Tom Industrial 2			Tom Analog 2			Tom Analog 2			Tom Ana Clean 2		
44	G#1	HH Op Hard Short		2	HH Op Ana 1 Short		2	HH Op Ana 2 Short		2	HH Op Syn Short		2	HH Op SE Short		2	HH Cl Hard		2	HH Cl Hard		2	HH Op Ana 1 Short		2
45	A 1	Tom Analog 3			Tom Ana Clean 3			Tom Analog Soft 3			Tom Synth 3			Tom Industrial 3			Tom Analog 3			Tom Analog 3			Tom Ana Clean 3		
46	A#1	HH Op Hard		2	HH Op Ana 1		2	HH Op Ana 2		2	HH Op Syn		2	HH Op SE		2	HH Op Hard		2	HH Op Hard		2	HH Op Ana 1		2
47	B 1	Tom Analog 4			Tom Ana Clean 4			Tom Analog Soft 4			Tom Synth 4			Tom Industrial 4			Tom Analog 4			Tom Analog 4			Tom Ana Clean 4		
48	C 2	Tom Analog 5			Tom Ana Clean 5			Tom Analog Soft 5			Tom Synth 5			Tom Industrial 5			Tom Analog 5			Tom Analog 5			Tom Ana Clean 5		
49	C#2	Crash Hard			Crash Analog			Cymbal Synth 1			Cymbal Synth 1			Cymbal Synth 1			Crash Hard			Crash Hard			Crash Analog		
50	D 2	Tom Analog 6			Tom Ana Clean 6			Tom Analog Soft 6			Tom Synth 6			Tom Industrial 6			Tom Analog 6			Tom Analog 6			Tom Ana Clean 6		
51	D#2	Ride Hard			Ride Hard			Ride Hard			Ride Hard			Ride Hard			Ride Hard			Ride Hard			Ride Hard		
52	E 2	Chinese Cymbal			Chinese Cymbal			Cymbal Synth 2			Cymbal Synth 3			Rev Syn Cymbal 2			Gong 1			Chinese Cymbal			Chinese Cymbal		
53	F 2	Ride Cymbal Cup			Ride Cymbal Cup			Ride Cup Light			Ride Cym Cup Q			Metal Noise			Ride Cymbal Cup			Ride Cymbal Cup			Ride Cymbal Cup		
54	F#2	Tambourine			Tambourine Ana			Tambourine Ana			Tambourine Ana			Tambourine Ana			Tambourine			Tambourine			Tambourine Ana		
55	G 2	Splash Cymbal			Splash Cymbal			Splash Cymbal H			Splash Cymbal			Gunshot			Splash Cymbal			Splash Cymbal			Splash Cymbal		
56	G#2	Cowbell			Cowbell Analog 1			Cowbell Analog 2			Cowbell Analog 2			Cowbell Analog 2			Cowbell			Cowbell			Cowbell Analog 1		
57	A 2	Crash Cymbal 2			Crash Cymbal 2			Crash Cymbal Light			Crash Cymbal 2			Bomb			Crash Cymbal 2			Crash Cymbal 2			Crash Hard 2		
58	A#2	Cowbell Analog 1			Vibraslap Synth			Vibraslap Analog			Vibraslap Synth			Vibraslap Analog			Cowbell Analog 1			Cowbell Analog 1			Vibraslap Synth		
59	B 2	Ride Cymbal 1			Ride Cymbal 1			Ride Cymbal Light			Ride Cymbal			Cymbal Synth 1 L			Ride Cymbal 1			Cymbal Synth 1			Cymbal Synth 1		
60	C 3	Bongo H			Bongo Analog H			Bongo Analog H			Bongo Analog H			Bongo Analog H			Bongo H			Bongo H			Bongo Analog H		
61	C#3	Bongo L			Bongo Analog L			Bongo Analog L			Bongo Analog L			Bongo Analog L			Bongo L			Bongo L			Bongo Analog L		
62	D 3	Conga H Mute			Conga Analog 1			Conga Analog 1			Conga Analog 1			Conga Analog 1			Djembe Mute			Conga H Mute			Conga Analog 1		
63	D#3	Conga H Open			Conga Analog 2			Conga Analog 2			Conga Analog 2			Conga Analog 2			Djembe Edge			Conga H Open			Conga Analog 2		
64	E 3	Conga L			Conga Analog 3			Conga Analog 3			Conga Analog 3			Conga Analog 3			Djembe Open			Conga L			Conga Analog 3		
65	F 3	Timbale H			Meatal Analog H			Meatal Analog H			Meatal Analog H			Meatal Analog H			Tabla Nah			Timbale H			Meatal Analog H		
66	F#3	Timbale L			Meatal Analog L			Meatal Analog L			Meatal Analog L			Meatal Analog L			Tabla Open			Timbale L			Meatal Analog L		
67	G 3	Agogo H			Glass Noize H			Glass Noize H			Glass Noize H			Glass Noize H			Udu Finger			Agogo H			Glass Noize H		
68	G#3	Agogo L			Glass Noize L			Glass Noize L			Glass Noize L			Glass Noize L			Udu High			Agogo L			Glass Noize L		
69	A 3	Cabasa			Cabasa			Cabasa			Cabasa			Hand Clap Synth			Cabasa			Cabasa			Cabasa		
70	A#3	Maracas			Maracas Analog			Maracas Analog			Maracas Analog			Maracas			Maracas			Maracas			Maracas Analog		
71	B 3	SFX Gun 2	○		SFX Gun 2	○		SFX Gun 2	○		SFX Gun 2	○		SFX Gun 2	○		SFX Gun 2	○		SFX Gun 2	○		SFX Gun 2	○	
72	C 4	SFX Gun 1	○		SFX Gun 1	○		SFX Gun 1	○		SFX Gun 1	○		SFX Gun 1	○		SFX Gun 1	○		SFX Gun 1	○		SFX Gun 1	○	
73	C#4	Scratch 2	○		Guiro Analog H	○		Guiro Analog H	○		Guiro Analog H	○		Scratch 2	○		Gt Power Chord L	○		Scratch 2	○		Guiro Analog H	○	
74	D 4	Scratch 3	○		Guiro Analog L	○		Guiro Analog L	○		Guiro Analog L	○		Scratch 3	○		Gt Power Chord H	○		Scratch 3	○		Guiro Analog L	○	
75	D#4	Hi Q 1 H			Claves Analog			Claves Analog			Hi Q 1 H			Hi Q 1 H			Hi Q 1 H			Hi Q 1 H			Hi Q 1 H		
76	E 4	Hi Q 1 L			Hi Q 1			Hi Q 1			Hi Q 1 L			Hi Q 1 L			Hi Q 1 L			Hi Q 1 L			Hi Q 1 L		
77	F 4	Hi Q 2			Hi Q 2			Hi Q 2			Hi Q 2			Hi Q 2			Hi Q 2			Hi Q 2			Hi Q 2		
78	F#4	Scratch 1 H			Scratch 1 H			Scratch 1 H			Scratch 1 H			Scratch 1 H			Digeridoo 1			Scratch 1 H			Scratch 1 H		
79	G 4	Scratch 1 L			Scratch 1 L			Scratch 1 L			Scratch 1 L			Scratch 1 L			Digeridoo 2			Scratch 1 L			Scratch 1 L		
80	G#4	Triangle Mute		3	Triangle Mute		3	Triangle Mute		3	Triangle Mute		3	HH Cl SE H		3	Digeridoo 3		3	Triangle Mute		3	Triangle Mute		3
81	A 4	Triangle Open		3	Triangle Open		3	Triangle Open		3	Triangle Open		3	HH Op SE H		3	Finger Cymbal		3	Triangle Open		3	Triangle Open		3
82	A#4	Shaker Analog			Shaker Analog			Shaker Analog			Shaker Analog			Shaker Analog			Shaker Analog			Shaker Analog			Shaker Analog		
83	B 4	Jingle Bell			Jingle Bell			Jingle Bell			Jingle Bell			Vibraslap Synth			Jingle Bell			Jingle Bell			Jingle Bell		
84	C 5	Bell Tree			Bell Tree			Bell Tree			Bell Tree			Tape Rewind			Bell Tree			Bell Tree			Bell Tree		
85	C#5																								
86	D 5																								
87	D#5																								
88	E 5																								
89	F 5																								
90	F#5																								
91	G 5																								
92	G#5																								
93	A 5																								

• Rows shaded in black indicate that no sounds have been assigned to the corresponding notes; hence, no sound results when playing those notes.

Bank MSB		126			126			126			126			126			126			126			126		
Bank LSB		0			0			0			0			0			0			0			0		
PC#		9			10			11			12			13			14			15			16		
Note#	Note	AmbntKit	Key off	Alternate assign	Hard Kit	Key off	Alternate assign	HouseKit	Key off	Alternate assign	BreakKit	Key off	Alternate assign	JunglKit	Key off	Alternate assign	D&B Kit	Key off	Alternate assign	Big Kit	Key off	Alternate assign	HipHpKit	Key off	Alternate assign
16	E -1	Rev Low Noise	○		Rev Low Noise	○		Rev Low Noise	○		Rev Low Noise	○		Rev Low Noise	○		Rev Low Noise	○		Rev Low Noise	○		Rev Low Noise	○	
17	F -1	Rev Syn Cymbal	○		Rev Syn Cymbal	○		Rev Syn Cymbal	○		Rev Syn Cymbal	○		Rev Syn Cymbal	○		Rev Syn Cymbal	○		Rev Syn Cymbal	○		Rev Syn Cymbal	○	
18	F#-1	Reverse Cymbal	○		Reverse Cymbal	○		Reverse Cymbal	○		Reverse Cymbal	○		Reverse Cymbal	○		Reverse Cymbal	○		Reverse Cymbal	○		Reverse Cymbal	○	
19	G -1	Reverse Roll	○		Reverse Roll	○		Reverse Roll	○		Reverse Roll	○		Reverse Roll	○		Reverse Roll	○		Reverse Roll	○		Reverse Roll	○	
20	G#-1	Reverse Snare	○		Reverse Snare	○		Reverse Snare	○		Reverse Snare	○		Reverse Snare	○		Reverse Snare	○		Reverse Snare	○		Reverse Snare	○	
21	A -1	Brush Swirl	○		Snare Roll	○		Snare Roll	○		Snare Roll Break	○		Snare Roll Break	○		Snare Break 10	○		Snare Roll Break	○		Snare Roll Break	○	
22	A#-1	Reverse Hi-Hat	○		Reverse Hi-Hat	○		Reverse Hi-Hat	○		Reverse Hi-Hat	○		Reverse Hi-Hat	○		Reverse Hi-Hat	○		Reverse Hi-Hat	○		Reverse Hi-Hat	○	
23	B -1	BD Ana Soft 1 Long			Ripper			BD Analog Deep			BD Soft			BD Ana Loose			BD Soft			BD Room			BD Break 2		
24	C 0	Heart			BD Break 6			BD Ana Hard 1			BD Break 3			BD Break 4			BD Break 3			BD Break 2			BD Break 1		
25	C#0	Hi Q 2			Side Stick Ana 3 Q			Finger Snap			Side Stick			Snare Rim			Side Stick			Side Stick			Side Stick		
26	D 0	Brush Slap			Snare Break 4			Snare Break 4			Snare Break 3			Snare Break 6			Snare Break 9			Snare Break 4			Snare Break 1		
27	D#0	Hi Q 1			Snare Clap			Hand Clap Ana			Hand Clap Small			Hand Clap Synth			Hand Clap Small			Snare Clap			Hand Clap Small		
28	E 0	Snare Analog 5			Snare Analog 2			Snare Analog 2			Snare Break 4			Snare Rim			Snare Break 4			Snare Break 2			Snare Hard		
29	F 0	Tom Brush 1			Tom Industrial 1			Tom Ana Clean 1			Tom Hard 1			Tom Hard 1			Tom Soft 1			Tom Soft 1			Tom Hard 1		
30	F#0	HH Cl Syn		1	Hi-Hat Closed		1	HH Cl Tight		1	Hi-Hat Closed		1	HH Cl Break		1	Hi-Hat Closed		1	HH Cl Break		1	HH Cl Break		1
31	G 0	Tom Brush 2			Tom Industrial 2			Tom Ana Clean 2			Tom Hard 2			Tom Hard 2			Tom Soft 2			Tom Soft 2			Tom Hard 2		
32	G#0	HH Cl SE		1	Hi-Hat Pedal		1	Hi-Hat Pedal		1	Hi-Hat Pedal		1	HH Pedal Break 1		1	Hi-Hat Pedal		1	HH Pedal Break 1		1	HH Pedal Break 1		1
33	A 0	Tom Brush 3			Tom Industrial 3			Tom Ana Clean 3			Tom Hard 3			Tom Hard 3			Tom Soft 3			Tom Soft 3			Tom Hard 3		
34	A#0	HH Op Syn		1	Hi-Hat Open		1	Hi-Hat Open		1	Hi-Hat Open		1	HH Op Break		1	Hi-Hat Open		1	HH Op Break		1	HH Op Break		1
35	B 0	BD Ana Soft 2			BD Synth 2			BD Ana Soft 2			BD Break 2			BD Break 5			BD Break 6			Big Drum			BD Soft		
36	C 1	BD Ana Soft1 Short			BD Analog Dist			BD Ana Tight			BD Break 1			BD Break 3			BD Break 7			BD Tight			BD Ana Soft 1		
37	C#1	Side Stick Ana 1			Snare Rim			Side Stick Ana 3			Snare Rim			Side Stick			Snare Rim			Snare Rim			Snare Rim		
38	D 1	Snare Analog 6			Snare Ana Dist			Snare Clap			Snare Break 1			Snare Break 4			Snare Break 7			Snare Power			Snare Break 4		
39	D#1	Hand Clap Ana			Noiseburst			Noiseburst			Snare Clap			Snare Clap			Noiseburst			Hand Clap Large			Snare Clap		
40	E 1	Snare Analog 3			Snare Noise Dist			Snare Analog 1			Snare Break 2			Snare Break 5			Snare Break 8			Snare Break 3			Snare Rim		
41	F 1	Tom Ana Clean 1			Tom Ana Dist 1			Tom Analog 1			Tom Soft 1			Tom Soft 1			Tom Hard 1			Tom Hard 1			Tom Lo-Fi 1		
42	F#1	HH Cl Ana 1 H		2	HH Cl Hard		2	HH Cl Ana 1		2	HH Cl Break		2	Hi-Hat Closed		2	HH Cl Tight H		2	HH Cl Tight		2	Hi-Hat Closed		2
43	G 1	Tom Ana Clean 2			Tom Ana Dist 2			Tom Analog 2			Tom Soft 2			Tom Soft 2			Tom Hard 2			Tom Hard 2			Tom Lo-Fi 2		
44	G#1	HH OpAna1 ShortH		2	HH Op Hard Short		2	HH Op Hard Short		2	HH Pedal Break 1		2	Hi-Hat Pedal		2	HH Pedal Break 2		2	Hi-Hat Closed		2	Hi-Hat Pedal		2
45	A 1	Tom Ana Clean 3			Tom Ana Dist 3			Tom Analog 3			Tom Soft 3			Tom Soft 3			Tom Hard 3			Tom Hard 3			Tom Lo-Fi 3		
46	A#1	HH Op Ana 1 H		2	HH Op Hard		2	HH Op Hard		2	HH Op Break		2	Hi-Hat Open		2	HH Op Break		2	Hi-Hat Open		2	Hi-Hat Open		2
47	B 1	Tom Ana Clean 4			Tom Ana Dist 4			Tom Analog 4			Tom Soft 4			Tom Soft 4			Tom Hard 4			Tom Hard 4			Tom Lo-Fi 4		
48	C 2	Tom Ana Clean 5			Tom Ana Dist 5			Tom Analog 5			Tom Soft 5			Tom Soft 5			Tom Hard 5			Tom Hard 5			Tom Lo-Fi 5		
49	C#2	Cymbal Synth 1			Crash Hard			Crash Hard			Crash Cymbal 1			Crash Cymbal 1			Crash Cymbal 1			Crash Cymbal 1			Crash Cymbal 1		
50	D 2	Tom Ana Clean 6			Tom Ana Dist 6			Tom Analog 6			Tom Soft 6			Tom Soft 6			Tom Hard 6			Tom Hard 6			Tom Lo-Fi 6		
51	D#2	Ride Hard			Ride Hard			Ride Hard			Ride Cymbal 1			Ride Cymbal 1			Ride Cymbal 1			Ride Cymbal 1			Ride Cymbal 1		
52	E 2	Chinese Cymbal			Chinese Cymbal			Chinese Cymbal			Chinese Cymbal			Chinese Cymbal			Chinese Cymbal			Chinese Cymbal			Chinese Cymbal		
53	F 2	Ride Cymbal Cup			Ride Cymbal Cup			Ride Cymbal Cup			Ride Cymbal Cup			Ride Cymbal Cup			Ride Cymbal Cup			Ride Cymbal Cup			Ride Cymbal Cup		
54	F#2	Tambourine			Tambourine Ana			Tambourine			Tambourine			Tambourine			Tambourine			Tambourine			Tambourine		
55	G 2	Splash Cymbal			Splash Cymbal			Splash Cymbal			Splash Cymbal			Splash Cymbal			Splash Cymbal			Splash Cymbal			Splash Cymbal		
56	G#2	Cowbell Analog 1			Cowbell Analog 1			Cowbell			Cowbell			Cowbell			Cowbell			Cowbell			Cowbell		
57	A 2	Crash Cymbal 2			Crash Cymbal 2			Crash Cymbal 2			Crash Cymbal 2			Crash Cymbal 2			Crash Cymbal 2			Crash Cymbal 2			Crash Cymbal 2		
58	A#2	Vibraslap Analog			Vibraslap			Cowbell Analog 1			Cowbell Analog 1			Vibraslap			Vibraslap			Vibraslap			Cowbell Analog 1		
59	B 2	Ride Cymbal 1			Ride Cymbal 1			Ride Cymbal 1			Ride Cymbal 2			Ride Cymbal 2			Ride Cymbal 2			Ride Cymbal 2			Ride Cymbal 2		
60	C 3	Bongo H			BD & HH Open H			Bongo H			Bongo H			Bongo H			Bongo H			Bongo H			Bongo H		
61	C#3	Bongo L			BD & HH Open L			Bongo L			Bongo L			Bongo L			Bongo L			Bongo L			Bongo L		
62	D 3	Conga H Mute			Metal Noise H			Conga H Mute			Conga H Mute			Conga H Mute			Conga H Mute			Conga H Mute			Conga H Mute		
63	D#3	Conga H Open			Metal Noise L			Conga H Open			Conga H Open			Conga H Open			Conga H Open			Conga H Open			Conga H Open		
64	E 3	Conga L			Big Drum			Conga L			Conga L			Conga L			Conga L			Conga L			Conga L		
65	F 3	Meatal Analog H			Timbale H			Timbale H			BD & HH Open H			Tabla Nah			Tabla Nah			BD & HH Open H			BD & HH Open H		
66	F#3	Meatal Analog L			Timbale L			Timbale L			BD & HH Open L			Tabla Open			Tabla Open			BD & HH Open L			BD & HH Open L		
67	G 3	Glass Noize H			Glass Noize H			Agogo H			Agogo H			Agogo H			Agogo H			Agogo H			Agogo H		
68	G#3	Glass Noize L			Glass Noize L			Agogo L			Agogo L			Agogo L			Agogo L			Agogo L			Agogo L		
69	A 3	Cabasa			Cold Stab L	○		Cabasa			Cabasa			Cabasa			Cabasa			Cabasa			Cabasa		
70	A#3	Maracas Analog			Cold Stab H	○		Maracas			Maracas			Maracas			Maracas			Maracas			Maracas		
71	B 3	Tweet	○		Hard Stab L	○		Organ Stab L	○		Brass Hit			Samba Whistle H	○		Sonar H			Samba Whistle H	○		Giant Stab L	○	
72	C 4	Stream			Hard Stab H	○		Organ Stab H	○		Kick & Hit	○		Samba Whistle L	○		Sonar L			Samba Whistle L	○		Giant Stab H	○	
73	C#4	Thunder			Scratch 2	○		Giant Stab L	○		Scratch 2	○		Guiro Short			Vox Bell H			Scratch 2	○		Scratch 2	○	
74	D 4	Wind			Scratch 3	○		Giant Stab H	○		Scratch 3	○		Guiro Long	○		Vox Bell L			Scratch 3	○		Scratch 3	○	
75	D#4	Claves Analog			Hi Q 1 H			Claves			Claves			Claves			Claves			Claves			Claves		
76	E 4	Wood Block H			Hi Q 1 L			Wood Block H			Wood Block H			Wood Block H			Wood Block H			Wood Block H			Noiseburst		
77	F 4	Wood Block L			Hi Q 2			Wood Block L			Wood Block L			Wood Block L			Wood Block L			Wood Block L			Car Crash	○	
78	F#4	Tambourine Ana			Scratch 1 H			Cuica Mute			Scratch 1 H			Cuica Mute			Cuica Mute			Scratch 1 H			Scratch 1 H		
79	G 4	Cowbell Analog 2			Scratch 1 L			Cuica Open			Scratch 1 L			Cuica Open			Cuica Open			Scratch 1 L			Scratch 1 L		
80	G#4	Triangle Mute		3	Triangle Mute		3	Triangle Mute		3	Triangle Mute		3	Triangle Mute		3	Triangle Mute		3	Triangle Mute		3	Triangle Mute		3
81	A 4	Triangle Open		3	Triangle Open		3	Triangle Open		3	Triangle Open		3	Triangle Open		3	Triangle Open		3	Triangle Open		3	Triangle Open		3
82	A#4	Shaker Analog			Shaker Analog			Shaker Analog			Shaker			Shaker			Shaker			Shaker			Shaker		
83	B 4	Jingle Bell			Jingle Bell			Jingle Bell			Jingle Bell			Jingle Bell			Jingle Bell			Jingle Bell			Jingle Bell		
84	C 5	Wind Chime			Bell Tree			Bell Tree			Turntable Noise	○		Bell Tree			Bell Tree			Bell Tree			Turntable Noise	○	
85	C#5																								
86	D 5																								
87	D#5																								
88	E 5																								
89	F 5																								
90	F#5																								
91	G 5																								
92	G#5																								
93	A 5																								

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Bank MSB		126			126			126			126			126			126			126			126		
Bank LSB		0			0			0			0			0			0			0			0		
PC#		17			18			19			20			21			22			23			24		
Note#	Note	Aco.Kit	Key off	Alternate assign	Jazz Kit	Key off	Alternate assign	BrushKit	Key off	Alternate assign	PercsKit	Key off	Alternate assign	BD Kit	Key off	Alternate assign	HH&CyKit	Key off	Alternate assign	SD Kit	Key off	Alternate assign	Tom Kit	Key off	Alternate assign
16	E -1	Rev Low Noise	○		Rev Low Noise	○		Rev Low Noise	○		Digeridoo 3 Short	○													
17	F -1	Rev Syn Cymbal	○		Rev Syn Cymbal	○		Rev Syn Cymbal	○		Digeridoo 3 Long	○													
18	F#-1	Reverse Cymbal	○		Reverse Cymbal	○		Reverse Cymbal	○		Gong 1	○													
19	G -1	Reverse Roll	○		Brush Swirl	○		Brush Swirl Short			Digeridoo 2	○													
20	G#-1	Reverse Snare	○		Reverse Snare	○		Reverse Snare	○		Side Stick	○													
21	A -1	Snare Roll	○		Snare Roll	○		Brush Swirl Long	○		Digeridoo 1	○													
22	A#-1	Reverse Hi-Hat	○		Reverse Hi-Hat	○		Reverse Hi-Hat	○		Sticks	○													
23	B -1	BD Dry Soft			BD Soft			BD Soft			Big Drum														
24	C 0	BD Dry			BD Room			BD Room			Surdo Open														
25	C#0	Side Stick			Finger Snap			Finger Snap			Castanet														
26	D 0	Snare Dry			Brush Slap			Brush Slap L			Surdo Mute														
27	D#0	Hand Clap Small			Hand Clap Ana			Hand Clap Ana			Hand Clap Large			BD Ana Tight	○		HH Cl Hard	○		Snare Analog 1	○		Tom Analog 1	○	
28	E 0	Snare Rim			Brush Tap			Brush Tap L			Djembe Mute			BD Analog Comp	○		HH Op Hard Short	○		Snare Analog 2	○		Tom Analog 2	○	
29	F 0	Tom Soft 1			Tom Brush 1			Tom Soft 1			Djembe Open L			BD Analog Deep	○		HH Op Hard	○		Snare Analog 2 Q	○		Tom Analog 3	○	
30	F#0	HH Cl Tight		1	Hi-Hat Closed H		1	Hi-Hat Closed H		1	Triangle Mute		1	BD Ana Hard 2	○		HH Cl Hard H	○		Snare Ana Gate	○		Tom Analog 4	○	
31	G 0	Tom Soft 2			Tom Brush 2			Tom Soft 2			Djembe Open H			BD Ana Hard 1	○		HH Op Hard ShortH	○		Snare Synth 1	○		Tom Analog 5	○	
32	G#0	Hi-Hat Pedal H		1	Hi-Hat Pedal H		1	Hi-Hat Pedal H		1	Triangle Op Short		1	BD Analog Blip	○		HH Op Hard H	○		Snare Synth 2	○		Tom Analog 6	○	
33	A 0	Tom Soft 3			Tom Brush 3			Tom Soft 3			Djembe Edge			BD Ana Rubber	○		HH Cl Ana 1	○		Snare Synth 3	○		Tom Ana Dist 1	○	
34	A#0	Hi-Hat Open H		1	Hi-Hat Open H		1	HH Open Brush H		1	Triangle Open		1	BD Ana Loose	○		HH Cl Ana 1 H	○		Snare Synth 4	○		Tom Ana Dist 2	○	
35	B 0	BD Tight			BD Dry Soft			BD Dry Soft			Taiko Drum			BD Synth 1	○		HH OpAna1 ShortQ	○		Snare Ana Dist	○		Tom Ana Dist 3	○	
36	C 1	BD Room			BD Dry			BD Dry			Feet			BD Synth 2	○		HH Op Ana 1 Short	○		Snare Noise Dist	○		Tom Ana Dist 4	○	
37	C#1	Snare Rim			Side Stick			Side Stick			Log Drum			BD Analog Dist	○		HH Op Ana 1	○		Metal Noise	○		Tom Ana Dist 5	○	
38	D 1	Snare Hard			Snare Dry			Brush Slap			Shekere 3			Ripper	○		HH Cl Ana 2	○		Snare Analog 3 L	○		Tom Ana Dist 6	○	
39	D#1	Hand Clap Large			Hand Clap Small			Hand Clap Small			Shekere 2			BD Ana Soft 2 L	○		HH Op Ana 2 Short	○		Snare Analog 3	○		Tom Synth 1	○	
40	E 1	Snare Power			Snare Rim			Brush Tap			Shekere 1			BD Ana Soft 2 H	○		HH Op Ana 2	○		Snare Analog 4	○		Tom Synth 2	○	
41	F 1	Tom Hard 1			Tom Soft 1			Tom Brush 1			Tabla Open			BD Ana Soft1 Short	○		HH Cl Syn H	○		Snare Analog 5 L	○		Tom Synth 3	○	
42	F#1	Hi-Hat Closed		2	HH Cl Tight		2	HH Cl Tight		2	Maracas Analog		2	BD Ana Soft 1 Long	○		HH Op Syn Short H	○		Snare Analog 5	○		Tom Synth 4	○	
43	G 1	Tom Hard 2			Tom Soft 2			Tom Brush 2			Tabla Mute			BD Dry Soft	○		HH Op Syn H	○		Snare Analog 6	○		Tom Synth 5	○	
44	G#1	Hi-Hat Pedal		2	Hi-Hat Pedal		2	Hi-Hat Pedal		2	Shaker Analog		2	BD Dry	○		HH Cl Syn	○		Snare Clap	○		Tom Synth 6	○	
45	A 1	Tom Hard 3			Tom Soft 3			Tom Brush 3			Tabla Nah			BD Tight	○		HH Op Syn Short	○		Snare Hard	○		Tom Industrial 1	○	
46	A#1	Hi-Hat Open		2	Hi-Hat Open		2	Hi-Hat Open Brush		2	Cabasa		2	BD Soft	○		HH Op Syn	○		Snare Power	○		Tom Industrial 2	○	
47	B 1	Tom Hard 4			Tom Soft 4			Tom Brush 4			Udu Low			BD Room	○		HH Cl SE	○		Snare Dry	○		Tom Industrial 3	○	
48	C 2	Tom Hard 5			Tom Soft 5			Tom Brush 5			Udu High			BD Break 2	○		HH Op SE Short	○		Snare Rim	○		Tom Industrial 4	○	
49	C#2	Crash Cymbal 1			Crash Cymbal 1			Crash Cym 1 Brush			Finger Cymbal 1			BD Break 1	○		HH Op SE	○		Snare Break 1	○		Tom Industrial 5	○	
50	D 2	Tom Hard 6			Tom Soft 6			Tom Brush 6			Udu Finger			BD & HH Open H	○		Hi-Hat Closed	○		Snare Break 2	○		Tom Industrial 6	○	
51	D#2	Ride Cymbal 1			Ride Cymbal 1			Ride Cym 1 Brush			Berimbau 2			BD Break 4	○		Hi-Hat Pedal	○		Snare Break 3	○		Tom Ana Clean 1	○	
52	E 2	Chinese Cymbal			Chinese Cymbal			Chinese Cymbal			Gong 2			BD Break 3	○		Hi-Hat Open	○		Snare Roll Break	○		Tom Ana Clean 2	○	
53	F 2	Ride Cymbal Cup			Ride Cymbal Cup			Ride Cup Brush			Berimbau 1			BD Break 5	○		Hi-Hat Open Brush	○		Snare Break 6	○		Tom Ana Clean 3	○	
54	F#2	Tambourine			Tambourine			Tambourine			Tambourine			BD Break 6	○		HH Cl Tight	○		Snare Break 4	○		Tom Ana Clean 4	○	
55	G 2	Splash Cymbal			Splash Cymbal			Splash Cym Brush			Gong 3			BD Break 7	○		Hi-Hat Pedal H	○		Snare Break 5	○		Tom Ana Clean 5	○	
56	G#2	Cowbell			Cowbell			Cowbell			Cowbell			Big Drum	○		Hi-Hat Open H	○		Snare Break 7	○		Tom Ana Clean 6	○	
57	A 2	Crash Cymbal 2			Crash Cymbal 2			Crash Cym 2 Brush			Wind Chime			Taiko Drum	○		HH Cl Break	○		Snare Break 8	○		Tom Analog Soft 1	○	
58	A#2	Vibraslap			Vibraslap			Vibraslap			Vibraslap			Surdo Open	○		HH Pedal Break 1	○		Snare Break 9	○		Tom Analog Soft 2	○	
59	B 2	Ride Cymbal 2			Ride Cymbal 2			Ride Cymbal 2			Finger Cymbal 2			Feet	○		HH Op Break	○		Snare Break 10	○		Tom Analog Soft 3	○	
60	C 3	Bongo H			Bongo H			Bongo H			Bongo H			BD Industrial	○		HH Cl Tight H	○		Snare Roll	○		Tom Analog Soft 4	○	
61	C#3	Bongo L			Bongo L			Bongo L			Bongo L			Door Slam	○		HH Pedal Break 2	○		Reverse Roll	○		Tom Analog Soft 5	○	
62	D 3	Conga H Mute			Conga H Mute			Conga H Mute			Conga H Mute			Punch	○		HH Op Break	○		Reverse Snare	○		Tom Analog Soft 6	○	
63	D#3	Conga H Open			Conga H Open			Conga H Open			Conga H Open			Heart	○		Reverse Hi-Hat	○		Revers Noise	○		Tom Hard 1	○	
64	E 3	Conga L			Conga L			Conga L			Conga L						Ride Hard	○		Brush Tap L	○		Tom Hard 2	○	
65	F 3	Timbale H			Timbale H			Timbale H			Timbale H						Ride Cymbal 1	○		Brush Tap	○		Tom Hard 3	○	
66	F#3	Timbale L			Timbale L			Timbale L			Timbale L						Ride Cym 1 Brush	○		Brush Slap L	○		Tom Hard 4	○	
67	G 3	Agogo H			Agogo H			Agogo H			Agogo H						Ride Cymbal 2	○		Brush Slap	○		Tom Hard 5	○	
68	G#3	Agogo L			Agogo L			Agogo L			Agogo L						Ride Cymbal Light	○		Brush Swirl Long	○		Tom Hard 6	○	
69	A 3	Cabasa			Cabasa			Cabasa			Cabasa						Ride Cymbal Cup	○		Brush Swirl Short	○		Tom Soft 1	○	
70	A#3	Maracas			Maracas			Maracas			Maracas						Ride Cup Light	○		Side Stick Ana 3	○		Tom Soft 2	○	
71	B 3	Samba Whistle H	○		Samba Whistle H	○		Samba Whistle H	○		Samba Whistle H	○					Ride Cym Cup Q	○		Side Stick Ana 3 Q	○		Tom Soft 3	○	
72	C 4	Samba Whistle L	○		Samba Whistle L	○		Samba Whistle L	○		Samba Whistle L	○					Ride Cup Brush	○		Side Stick Ana 4	○		Tom Soft 4	○	
73	C#4	Guiro Short			Guiro Short			Guiro Short			Guiro Short						Metal Noise	○		Metal Noise	○		Tom Soft 5	○	
74	D 4	Guiro Long	○		Guiro Long	○		Guiro Long	○		Guiro Long	○					Crash Hard	○		Side Stick Ana 1	○		Tom Soft 6	○	
75	D#4	Claves			Claves			Claves			Claves						Crash Analog	○		Side Stick Ana 2	○		Tom Lo-Fi 1	○	
76	E 4	Wood Block H			Wood Block H			Wood Block H			Wood Block H						Cymbal Synth 1	○		Side Stick	○		Tom Lo-Fi 2	○	
77	F 4	Wood Block L			Wood Block L			Wood Block L			Wood Block L						Cymbal Synth 1 L	○		Snare Rim	○		Tom Lo-Fi 3	○	
78	F#4	Cuica Mute		4	Cuica Mute		4	Cuica Mute		4	Cuica Mute		4				Cymbal Synth 2	○		Log Drum	○		Tom Lo-Fi 4	○	
79	G 4	Cuica Open		4	Cuica Open		4	Cuica Open		4	Cuica Open		4				Cymbal Synth 3	○		Shekere 2	○		Tom Lo-Fi 5	○	
80	G#4	Triangle Mute		3	Triangle Mute		3	Triangle Mute		3	Triangle Mute		3				Rev Syn Cymbal 2	○		Hand Clap Ana	○		Tom Lo-Fi 6	○	
81	A 4	Triangle Open		3	Triangle Open		3	Triangle Open		3	Triangle Open		3				Crash Cymbal 1	○		Hand Clap Ana Q	○		Tom Brush 1	○	
82	A#4	Shaker			Shaker			Shaker			Shaker						Crash Cym 1 Brush	○		Hand Clap Synth	○		Tom Brush 2	○	
83	B 4	Jingle Bell			Jingle Bell			Jingle Bell			Jingle Bell						Crash Cymbal 2	○		Noiseburst	○		Tom Brush 3	○	
84	C 5	Bell Tree			Bell Tree			Bell Tree			Bell Tree						Crash Cymbal Light	○		Hand Clap Small	○		Tom Brush 4	○	
85	C#5																Splash Cymbal	○		Hand Clap Large	○		Tom Brush 5	○	
86	D 5																Splash Cymbal H	○		Finger Snap	○		Tom Brush 6	○	
87	D#5																Splash Cym Brush	○							
88	E 5																Chinese Cymbal	○							
89	F 5																Reverse Cymbal	○							
90	F#5																Gong 1	○							
91	G 5																Gong 2	○							
92	G#5																Gong 3	○							
93	A 5																Finger Cymbal 1	○							

• Rows shaded in black indicate that no sounds have been assigned to the corresponding notes; hence, no sound results when playing those notes.

Bank MSB		126			126			126			126			126			126			126			126		
Bank LSB		0			0			0			0			0			0			0			0		
PC#		25			26			27			28			29			30			31			32		
Note#	Note	SFX Kit1	Key off	Alternate assign	SFX Kit2	Key off	Alternate assign	AnlgKt1N	Key off	Alternate assign	AnlgKt2N	Key off	Alternate assign	RhBoxKtN	Key off	Alternate assign	SynthKtN	Key off	Alternate assign	SE Kit N	Key off	Alternate assign	PsychKtN	Key off	Alternate assign
16	E -1							Rev Low Noise	○		Rev Low Noise	○		Rev Low Noise	○		Rev Low Noise	○		Rev Low Noise	○		Rev Low Noise	○	
17	F -1							Rev Syn Cymbal	○		Rev Syn Cymbal	○		Rev Syn Cymbal	○		Rev Syn Cymbal	○		Rev Syn Cymbal 1	○		Rev Syn Cymbal	○	
18	F#-1							Reverse Cymbal	○		Reverse Cymbal	○		Reverse Cymbal	○		Reverse Cymbal	○		Reverse Cymbal	○		Reverse Cymbal	○	
19	G -1							Reverse Roll	○		Reverse Roll	○		Brush Swirl	○		Reverse Roll	○		Reverse Roll	○		Reverse Roll	○	
20	G#-1							Reverse Snare	○		Reverse Snare	○		Reverse Snare	○		Revers Noise	○		Reverse Snare	○		Reverse Snare	○	
21	A -1							Snare Roll	○		Snare Roll	○		Snare Roll	○		Snare Roll	○		Helicopter	○		Snare Roll	○	
22	A#-1							Reverse Hi-Hat	○		Reverse Hi-Hat	○		Reverse Hi-Hat	○		Reverse Hi-Hat	○		Reverse Hi-Hat	○		Reverse Hi-Hat	○	
23	B -1							BD Ana Hard 2	○		BD Ana Soft 2 L	○		BD Ana Soft1 Short	○		BD Ana Soft 2	○		Big Drum	○		BD Ana Tight	○	
24	C 0							BD Ana Hard 1	○		BD Ana Soft 1 Long	○		BD Ana Soft 1 Long	○		BD Analog Blip	○		Punch	○		BD Analog Comp	○	
25	C#0							Finger Snap	○		Finger Snap	○		Finger Snap	○		Finger Snap	○		Side Stick Ana 4	○		Finger Snap	○	
26	D 0							Snare Analog 2 Q	○		Snare Analog 5	○		Snare Analog 3	○		Snare Analog 3 L	○		Metal Noise	○		Snare Analog 3	○	
27	D#0	Trance1	○		Shower	○		Hand Clap Ana	○		Snare Clap	○		Hand Clap Ana	○		Hand Clap Ana Q	○		Hand Clap Synth	○		Hand Clap Small	○	
28	E 0	Trance2	○		Thunder	○		Snare Ana Gate	○		Snare Analog 6	○		Snare Analog 4	○		Snare Analog 5 L	○		Snare Synth 3	○		Snare Synth 4	○	
29	F 0	Trance3	○		Wind	○		Tom Ana Dist 1	○		Tom Ana Clean 1	○		Tom Ana Clean 1	○		Tom Ana Clean 1	○		Tom Ana Dist 1	○		Tom Synth 1	○	
30	F#0	Trance4	○		Seashore	○		HH Cl Hard H	○		HH Cl Ana 2	○		HH Cl Syn H	○		HH Cl Ana 1	○		HH Cl Syn	○		HH Cl Tight	○	
31	G 0	Trance5	○		Steam	○		Tom Ana Dist 2	○		Tom Ana Clean 2	○		Tom Ana Clean 2	○		Tom Ana Clean 2	○		Tom Ana Dist 2	○		Tom Synth 2	○	
32	G#0	Trance6	○		Bubble	○		HH Op Hard ShortH	○		HH Op Ana 2 Short	○		HH Op Syn Short H	○		HH OpAna1 ShortQ	○		HH Op Syn Short	○		Hi-Hat Closed	○	
33	A 0	Trance7	○		Dog	○		Tom Ana Dist 3	○		Tom Ana Clean 3	○		Tom Ana Clean 3	○		Tom Ana Clean 3	○		Tom Ana Dist 3	○		Tom Synth 3	○	
34	A#0	Trance8	○		Horse	○		HH Op Hard H	○		HH Op Ana 2	○		HH Op Syn H	○		HH Op Ana 1	○		HH Op Syn	○		Hi-Hat Open	○	
35	B 0	Trance9	○		Tweet 1	○		BD Analog Comp	○		BD Ana Soft 2 H	○		BD Ana Soft 2 L	○		BD Synth 2	○		Door Slam	○		BD Analog Blip	○	
36	C 1	Trance10	○		Tweet 2	○		BD Ana Tight	○		BD Ana Soft1 Short	○		BD Ana Soft 2 H	○		BD Synth 1	○		BD Industrial	○		BD Ana Hard 2	○	
37	C#1	Trance11	○		Growl	○		Side Stick Ana 3	○		Side Stick Ana 1	○		Side Stick Ana 2	○		Side Stick Ana 4	○		Metal Noise	○		Side Stick Ana 3	○	
38	D 1	FunnyCPU	○		DoorSqek	○		Snare Analog 1	○		Snare Analog 3	○		Snare Analog 5	○		Snare Synth 1	○		Snare Noise Dist	○		Snare Analog 2	○	
39	D#1	Siren	○		DoorSlam	○		Hand Clap Small	○		Hand Clap Ana	○		Snare Clap	○		Hand Clap Synth	○		Noiseburst	○		Hand Clap Ana	○	
40	E 1	SystmDwn	○		Telphon1	○		Snare Analog 2	○		Snare Analog 4	○		Snare Analog 6	○		Snare Synth 2	○		Snare Synth 4	○		Snare Ana Gate	○	
41	F 1	Smoky	○		Telphon2	○		Tom Analog 1	○		Tom Ana Clean 1	○		Tom Analog Soft 1	○		Tom Synth 1	○		Tom Industrial 1	○		Tom Analog 1	○	
42	F#1	Sonr&CPU	○		Scratch	○		HH Cl Hard	○		HH Cl Ana 1	○		HH Cl Ana 2	○		HH Cl Syn	○		HH Cl SE	○		HH Cl Ana 1	○	
43	G 1	FX-NG	○		TurnTabl	○		Tom Analog 2	○		Tom Ana Clean 2	○		Tom Analog Soft 2	○		Tom Synth 2	○		Tom Industrial 2	○		Tom Analog 2	○	
44	G#1	Machine?	○		TapeRwnd	○		HH Op Hard Short	○		HH Op Ana 1 Short	○		HH Op Ana 2 Short	○		HH Op Syn Short	○		HH Op SE Short	○		HH Cl Hard	○	
45	A 1	Bikers	○		GlasNoiz	○		Tom Analog 3	○		Tom Ana Clean 3	○		Tom Analog Soft 3	○		Tom Synth 3	○		Tom Industrial 3	○		Tom Analog 3	○	
46	A#1	RvrsLife	○		MetalNz1	○		HH Op Hard	○		HH Op Ana 1	○		HH Op Ana 2	○		HH Op Syn	○		HH Op SE	○		HH Op Hard	○	
47	B 1	PanImpct	○		MetalNz2	○		Tom Analog 4	○		Tom Ana Clean 4	○		Tom Analog Soft 4	○		Tom Synth 4	○		Tom Industrial 4	○		Tom Analog 4	○	
48	C 2	ShotStar	○		IndstTom	○		Tom Analog 5	○		Tom Ana Clean 5	○		Tom Analog Soft 5	○		Tom Synth 5	○		Tom Industrial 5	○		Tom Analog 5	○	
49	C#2	AnBubble	○		CarElgn	○		Crash Hard	○		Crash Analog	○		Cymbal Synth 1	○		Cymbal Synth 1	○		Cymbal Synth 1	○		Crash Hard	○	
50	D 2	GameOver	○		CarTSqel	○		Tom Analog 6	○		Tom Ana Clean 6	○		Tom Analog Soft 6	○		Tom Synth 6	○		Tom Industrial 6	○		Tom Analog 6	○	
51	D#2	ToneDeaf	○		Car Pass	○		Ride Hard	○		Ride Hard	○		Ride Hard	○		Ride Hard	○		Ride Hard	○		Ride Hard	○	
52	E 2	What?	○		CarCrash	○		Chinese Cymbal	○		Chinese Cymbal	○		Cymbal Synth 2	○		Cymbal Synth 3	○		Rev Syn Cymbal 2	○		Gong 1	○	
53	F 2	Zap Gun	○		Train	○		Ride Cymbal Cup	○		Ride Cymbal Cup	○		Ride Cup Light	○		Ride Cym Cup Q	○		Metal Noise	○		Ride Cymbal Cup	○	
54	F#2	Hndrail1	○		Helicptr	○		Tambourine	○		Tambourine Ana	○		Tambourine Ana	○		Tambourine Ana	○		Tambourine Ana	○		Tambourine	○	
55	G 2	Hndrail2	○		RevBurst	○		Splash Cymbal	○		Splash Cymbal	○		Splash Cymbal H	○		Splash Cymbal	○		Gunshot	○		Splash Cymbal	○	
56	G#2	Hitchhik	○		RevLowNz	○		Cowbell	○		Cowbell Analog 1	○		Cowbell Analog 2	○		Cowbell Analog 2	○		Cowbell Analog 2	○		Cowbell	○	
57	A 2	Digger	○		Laugh	○		Crash Cymbal 2	○		Crash Cymbal 2	○		Crash Cymbal Light	○		Crash Cymbal 2	○		Bomb	○		Crash Cymbal 2	○	
58	A#2	Propelr1	○		Scream	○		Cowbell Analog 1	○		Vibraslap Synth	○		Vibraslap Analog	○		Vibraslap Synth	○		Vibraslap Analog	○		Cowbell Analog 1	○	
59	B 2	Propelr2	○		Punch	○		Ride Cymbal 1	○		Ride Cymbal 1	○		Ride Cymbal Light	○		Ride Cymbal	○		Cymbal Synth 1 L	○		Ride Cymbal 1	○	
60	C 3	Greeting	○		Heart	○		Bongo H	○		Bongo Analog H	○		Bongo Analog H	○		Bongo Analog H	○		Bongo Analog H	○		Bongo H	○	
61	C#3	Safari	○		Footstep	○		Bongo L	○		Bongo Analog L	○		Bongo Analog L	○		Bongo Analog L	○		Bongo Analog L	○		Bongo L	○	
62	D 3	Sesame	○		Applause	○		Conga H Mute	○		Conga Analog 1	○		Conga Analog 1	○		Conga Analog 1	○		Conga Analog 1	○		Djembe Mute	○	
63	D#3	Buddha	○		BrthNoiz	○		Conga H Open	○		Conga Analog 2	○		Conga Analog 2	○		Conga Analog 2	○		Conga Analog 2	○		Djembe Edge	○	
64	E 3	Wah Seq1	○		Gunshot	○		Conga L	○		Conga Analog 3	○		Conga Analog 3	○		Conga Analog 3	○		Conga Analog 3	○		Djembe Open	○	
65	F 3	Wah Seq2	○		Bomb	○		Timbale H	○		Meatal Analog H	○		Meatal Analog H	○		Meatal Analog H	○		Meatal Analog H	○		Tabla Nah	○	
66	F#3	Biter	○		HiQ 1	○		Timbale L	○		Meatal Analog L	○		Meatal Analog L	○		Meatal Analog L	○		Meatal Analog L	○		Tabla Open	○	
67	G 3	Vacuum	○		HiQ 2	○		Agogo H	○		Glass Noize H	○		Glass Noize H	○		Glass Noize H	○		Glass Noize H	○		Udu Finger	○	
68	G#3	Brokndwn	○		SFX Gun1	○		Agogo L	○		Glass Noize L	○		Glass Noize L	○		Glass Noize L	○		Glass Noize L	○		Udu High	○	
69	A 3	Teleport	○		SFX Gun2	○		Cabasa	○		Cabasa	○		Cabasa	○		Cabasa	○		Hand Clap Synth	○		Cabasa	○	
70	A#3	Scat	○		BrstNoiz	○		Maracas	○		Maracas Analog	○		Maracas Analog	○		Maracas Analog	○		Maracas	○		Maracas	○	
71	B 3	Disaster	○		Ripper	○		SFX Gun 2	○		SFX Gun 2	○		SFX Gun 2	○		SFX Gun 2	○		SFX Gun 2	○		SFX Gun 2	○	
72	C 4	Match	○					SFX Gun 1	○		SFX Gun 1	○		SFX Gun 1	○		SFX Gun 1	○		SFX Gun 1	○		SFX Gun 1	○	
73	C#4	LasrShot	○					Scratch 2	○		Guiro Analog H	○		Guiro Analog H	○		Guiro Analog H	○		Scratch 2	○		Gt Power Chord L	○	
74	D 4	Whimsy1	○					Scratch 3	○		Guiro Analog L	○		Guiro Analog L	○		Guiro Analog L	○		Scratch 3	○		Gt Power Chord H	○	
75	D#4	Whimsy2	○					Hi Q 1 H	○		Claves Analog	○		Claves Analog	○		Hi Q 1 H	○		Hi Q 1 H	○		Hi Q 1 H	○	
76	E 4	Feeder	○					Hi Q 1 L	○		Hi Q 1	○		Hi Q 1	○		Hi Q 1 L	○		Hi Q 1 L	○		Hi Q 1 L	○	
77	F 4	Rising	○					Hi Q 2	○		Hi Q 2	○		Hi Q 2	○		Hi Q 2	○		Hi Q 2	○		Hi Q 2	○	
78	F#4	Drain	○					Scratch 1 H	○		Scratch 1 H	○		Scratch 1 H	○		Scratch 1 H	○		Scratch 1 H	○		Digeridoo 1	○	
79	G 4	Spin	○					Scratch 1 L	○		Scratch 1 L	○		Scratch 1 L	○		Scratch 1 L	○		Scratch 1 L	○		Digeridoo 2	○	
80	G#4	Takeoff	○					Triangle Mute	○		Triangle Mute	○		Triangle Mute	○		Triangle Mute	○		HH Cl SE H	○		Digeridoo 3	○	
81	A 4	GiantStp	○					Triangle Open	○		Triangle Open	○		Triangle Open	○		Triangle Open	○		HH Op SE H	○		Finger Cymbal	○	
82	A#4	CyberStp	○					Shaker Analog	○		Shaker Analog	○		Shaker Analog	○		Shaker Analog	○		Shaker Analog	○		Shaker Analog	○	
83	B 4	Typhoon	○					Jingle Bell	○		Jingle Bell	○		Jingle Bell	○		Jingle Bell	○		Vibraslap Synth	○		Jingle Bell	○	
84	C 5	Rocker	○					Bell Tree	○		Bell Tree	○		Bell Tree	○		Bell Tree	○		Tape Rewind	○		Bell Tree	○	
85	C#5	Amphibia	○																						
86	D 5	Escape	○																						
87	D#5																								
88	E 5																								
89	F 5																								
90	F#5																								
91	G 5																								
92	G#5																								
93	A 5																								

• Rows shaded in black indicate that no sounds have been assigned to the corresponding notes; hence, no sound results when playing those notes.
• All the instruments, belonging to the drum kits which names are ended with the letter “N,” stop sounding as soon as you release the keys.

Bank MSB		126			126			126			126			126			126			126			126		
Bank LSB		0			0			0			0			0			0			0			0		
PC#		33			34			35			36			37			38			39			40		
Note#	Note	AcidKitN	Key off	Alternate assign	TeknoKtN	Key off	Alternate assign	AmbntKtN	Key off	Alternate assign	HardKitN	Key off	Alternate assign	HouseKtN	Key off	Alternate assign	BreakKtN	Key off	Alternate assign	JunglKtN	Key off	Alternate assign	D&BKitN	Key off	Alternate assign
16	E -1	Rev Low Noise	○		Rev Low Noise	○		Rev Low Noise	○		Rev Low Noise	○		Rev Low Noise	○		Rev Low Noise	○		Rev Low Noise	○		Rev Low Noise	○	
17	F -1	Rev Syn Cymbal	○		Rev Syn Cymbal	○		Rev Syn Cymbal	○		Rev Syn Cymbal	○		Rev Syn Cymbal	○		Rev Syn Cymbal	○		Rev Syn Cymbal	○		Rev Syn Cymbal	○	
18	F#-1	Reverse Cymbal	○		Reverse Cymbal	○		Reverse Cymbal	○		Reverse Cymbal	○		Reverse Cymbal	○		Reverse Cymbal	○		Reverse Cymbal	○		Reverse Cymbal	○	
19	G -1	Reverse Roll	○		Reverse Roll	○		Reverse Roll	○		Reverse Roll	○		Reverse Roll	○		Reverse Roll	○		Reverse Roll	○		Reverse Roll	○	
20	G#-1	Reverse Snare	○		Reverse Snare	○		Reverse Snare	○		Reverse Snare	○		Reverse Snare	○		Reverse Snare	○		Reverse Snare	○		Reverse Snare	○	
21	A -1	Snare Roll	○		Brush Swirl	○		Brush Swirl	○		Snare Roll	○		Snare Roll	○		Snare Roll Break	○		Snare Roll Break	○		Snare Break 10	○	
22	A#-1	Reverse Hi-Hat	○		Reverse Hi-Hat	○		Reverse Hi-Hat	○		Reverse Hi-Hat	○		Reverse Hi-Hat	○		Reverse Hi-Hat	○		Reverse Hi-Hat	○		Reverse Hi-Hat	○	
23	B -1	BD Analog Comp	○		BD Ana Tight	○		BD Ana Soft 1 Long	○		Ripper	○		BD Analog Deep	○		BD Soft	○		BD Ana Loose	○		BD Soft	○	
24	C 0	BD Analog Blip	○		BD Analog Deep	○		Heart	○		BD Break 6	○		BD Ana Hard 1	○		BD Break 3	○		BD Break 4	○		BD Break 3	○	
25	C#0	Side Stick	○		Side Stick Ana 3	○		Hi Q 2	○		Side Stick Ana 3 Q	○		Finger Snap	○		Side Stick	○		Snare Rim	○		Side Stick	○	
26	D 0	Snare Break 6	○		Snare Analog 5	○		Brush Slap	○		Snare Break 4	○		Snare Break 4	○		Snare Break 3	○		Snare Break 6	○		Snare Break 9	○	
27	D#0	Hand Clap Small	○		Hand Clap Ana	○		Hi Q 1	○		Snare Clap	○		Hand Clap Ana	○		Hand Clap Small	○		Hand Clap Synth	○		Hand Clap Small	○	
28	E 0	Snare Analog 4	○		Snare Analog 1	○		Snare Analog 5	○		Snare Analog 2	○		Snare Analog 2	○		Snare Break 4	○		Snare Rim	○		Snare Break 4	○	
29	F 0	Tom Ana Clean 1	○		Tom Analog 1	○		Tom Brush 1	○		Tom Industrial 1	○		Tom Ana Clean 1	○		Tom Hard 1	○		Tom Hard 1	○		Tom Soft 1	○	
30	F#0	HH Cl Syn	○		HH Cl Hard	○		HH Cl Syn	○		Hi-Hat Closed	○		HH Cl Tight	○		Hi-Hat Closed	○		HH Cl Break	○		Hi-Hat Closed	○	
31	G 0	Tom Ana Clean 2	○		Tom Analog 2	○		Tom Brush 2	○		Tom Industrial 2	○		Tom Ana Clean 2	○		Tom Hard 2	○		Tom Hard 2	○		Tom Soft 2	○	
32	G#0	Hi-Hat Closed	○		HH Op Hard Short	○		HH Cl SE	○		Hi-Hat Pedal	○		Hi-Hat Pedal	○		Hi-Hat Pedal	○		HH Pedal Break 1	○		Hi-Hat Pedal	○	
33	A 0	Tom Ana Clean 3	○		Tom Analog 3	○		Tom Brush 3	○		Tom Industrial 3	○		Tom Ana Clean 3	○		Tom Hard 3	○		Tom Hard 3	○		Tom Soft 3	○	
34	A#0	HH Op Syn	○		HH Op Hard	○		HH Op Syn	○		Hi-Hat Open	○		Hi-Hat Open	○		Hi-Hat Open	○		HH Op Break	○		Hi-Hat Open	○	
35	B 0	BD Ana Soft 1 Long	○		BD Ana Loose	○		BD Ana Soft 2	○		BD Synth 2	○		BD Ana Soft 2	○		BD Break 2	○		BD Break 5	○		BD Break 6	○	
36	C 1	BD Ana Tight	○		BD Ana Rubber	○		BD Ana Soft1 Short	○		BD Analog Dist	○		BD Ana Tight	○		BD Break 1	○		BD Break 3	○		BD Break 7	○	
37	C#1	Side Stick Ana 3	○		Side Stick Ana 1	○		Side Stick Ana 1	○		Snare Rim	○		Side Stick Ana 3	○		Snare Rim	○		Side Stick	○		Snare Rim	○	
38	D 1	Snare Analog 2	○		Snare Clap	○		Snare Analog 6	○		Snare Ana Dist	○		Snare Clap	○		Snare Break 1	○		Snare Break 4	○		Snare Break 7	○	
39	D#1	Hand Clap Ana	○		Hand Clap Synth	○		Hand Clap Ana	○		Noiseburst	○		Noiseburst	○		Snare Clap	○		Snare Clap	○		Noiseburst	○	
40	E 1	Snare Analog 2	○		Snare Analog 3	○		Snare Analog 3	○		Snare Noise Dist	○		Snare Analog 1	○		Snare Break 2	○		Snare Break 5	○		Snare Break 8	○	
41	F 1	Tom Analog 1	○		Tom Ana Clean 1	○		Tom Ana Clean 1	○		Tom Ana Dist 1	○		Tom Analog 1	○		Tom Soft 1	○		Tom Soft 1	○		Tom Hard 1	○	
42	F#1	HH Cl Ana 1	○		HH Cl Ana 1	○		HH Cl Ana 1 H	○		HH Cl Hard	○		HH Cl Ana 1	○		HH Cl Break	○		Hi-Hat Closed	○		HH Cl Tight H	○	
43	G 1	Tom Analog 2	○		Tom Ana Clean 2	○		Tom Ana Clean 2	○		Tom Ana Dist 2	○		Tom Analog 2	○		Tom Soft 2	○		Tom Soft 2	○		Tom Hard 2	○	
44	G#1	HH Cl Hard	○		HH Op Ana 1 Short	○		HH OpAna1 ShortH	○		HH Op Hard Short	○		HH Op Hard Short	○		HH Pedal Break 1	○		Hi-Hat Pedal	○		HH Pedal Break 2	○	
45	A 1	Tom Analog 3	○		Tom Ana Clean 3	○		Tom Ana Clean 3	○		Tom Ana Dist 3	○		Tom Analog 3	○		Tom Soft 3	○		Tom Soft 3	○		Tom Hard 3	○	
46	A#1	HH Op Hard	○		HH Op Ana 1	○		HH Op Ana 1 H	○		HH Op Hard	○		HH Op Hard	○		HH Op Break	○		Hi-Hat Open	○		HH Op Break	○	
47	B 1	Tom Analog 4	○		Tom Ana Clean 4	○		Tom Ana Clean 4	○		Tom Ana Dist 4	○		Tom Analog 4	○		Tom Soft 4	○		Tom Soft 4	○		Tom Hard 4	○	
48	C 2	Tom Analog 5	○		Tom Ana Clean 5	○		Tom Ana Clean 5	○		Tom Ana Dist 5	○		Tom Analog 5	○		Tom Soft 5	○		Tom Soft 5	○		Tom Hard 5	○	
49	C#2	Crash Hard	○		Crash Analog	○		Cymbal Synth 1	○		Crash Hard	○		Crash Hard	○		Crash Cymbal 1	○		Crash Cymbal 1	○		Crash Cymbal 1	○	
50	D 2	Tom Analog 6	○		Tom Ana Clean 6	○		Tom Ana Clean 6	○		Tom Ana Dist 6	○		Tom Analog 6	○		Tom Soft 6	○		Tom Soft 6	○		Tom Hard 6	○	
51	D#2	Ride Hard	○		Ride Hard	○		Ride Hard	○		Ride Hard	○		Ride Hard	○		Ride Cymbal 1	○		Ride Cymbal 1	○		Ride Cymbal 1	○	
52	E 2	Chinese Cymbal	○		Chinese Cymbal	○		Chinese Cymbal	○		Chinese Cymbal	○		Chinese Cymbal	○		Chinese Cymbal	○		Chinese Cymbal	○		Chinese Cymbal	○	
53	F 2	Ride Cymbal Cup	○		Ride Cymbal Cup	○		Ride Cymbal Cup	○		Ride Cymbal Cup	○		Ride Cymbal Cup	○		Ride Cymbal Cup	○		Ride Cymbal Cup	○		Ride Cymbal Cup	○	
54	F#2	Tambourine	○		Tambourine Ana	○		Tambourine	○		Tambourine Ana	○		Tambourine	○		Tambourine	○		Tambourine	○		Tambourine	○	
55	G 2	Splash Cymbal	○		Splash Cymbal	○		Splash Cymbal	○		Splash Cymbal	○		Splash Cymbal	○		Splash Cymbal	○		Splash Cymbal	○		Splash Cymbal	○	
56	G#2	Cowbell	○		Cowbell Analog 1	○		Cowbell Analog 1	○		Cowbell Analog 1	○		Cowbell	○		Cowbell	○		Cowbell	○		Cowbell	○	
57	A 2	Crash Cymbal 2	○		Crash Hard 2	○		Crash Cymbal 2	○		Crash Cymbal 2	○		Crash Cymbal 2	○		Crash Cymbal 2	○		Crash Cymbal 2	○		Crash Cymbal 2	○	
58	A#2	Cowbell Analog 1	○		Vibraslap Synth	○		Vibraslap Analog	○		Vibraslap	○		Cowbell Analog 1	○		Cowbell Analog 1	○		Vibraslap	○		Vibraslap	○	
59	B 2	Cymbal Synth 1	○		Cymbal Synth 1	○		Ride Cymbal 1	○		Ride Cymbal 1	○		Ride Cymbal 1	○		Ride Cymbal 2	○		Ride Cymbal 2	○		Ride Cymbal 2	○	
60	C 3	Bongo H	○		Bongo Analog H	○		Bongo H	○		BD & HH Open H	○		Bongo H	○		Bongo H	○		Bongo H	○		Bongo H	○	
61	C#3	Bongo L	○		Bongo Analog L	○		Bongo L	○		BD & HH Open L	○		Bongo L	○		Bongo L	○		Bongo L	○		Bongo L	○	
62	D 3	Conga H Mute	○		Conga Analog 1	○		Conga H Mute	○		Metal Noise H	○		Conga H Mute	○		Conga H Mute	○		Conga H Mute	○		Conga H Mute	○	
63	D#3	Conga H Open	○		Conga Analog 2	○		Conga H Open	○		Metal Noise L	○		Conga H Open	○		Conga H Open	○		Conga H Open	○		Conga H Open	○	
64	E 3	Conga L	○		Conga Analog 3	○		Conga L	○		Big Drum	○		Conga L	○		Conga L	○		Conga L	○		Conga L	○	
65	F 3	Timbale H	○		Meatal Analog H	○		Meatal Analog H	○		Timbale H	○		Timbale H	○		BD & HH Open H	○		Tabla Nah	○		Tabla Nah	○	
66	F#3	Timbale L	○		Meatal Analog L	○		Meatal Analog L	○		Timbale L	○		Timbale L	○		BD & HH Open L	○		Tabla Open	○		Tabla Open	○	
67	G 3	Agogo H	○		Glass Noize H	○		Glass Noize H	○		Glass Noize H	○		Agogo H	○		Agogo H	○		Agogo H	○		Agogo H	○	
68	G#3	Agogo L	○		Glass Noize L	○		Glass Noize L	○		Glass Noize L	○		Agogo L	○		Agogo L	○		Agogo L	○		Agogo L	○	
69	A 3	Cabasa	○		Cabasa	○		Cabasa	○		Cold Stab L	○		Cabasa	○		Cabasa	○		Cabasa	○		Cabasa	○	
70	A#3	Maracas	○		Maracas Analog	○		Maracas Analog	○		Cold Stab H	○		Maracas	○		Maracas	○		Maracas	○		Maracas	○	
71	B 3	SFX Gun 2	○		SFX Gun 2	○		Tweet	○		Hard Stab L	○		Organ Stab L	○		Brass Hit	○		Samba Whistle H	○		Sonar H	○	
72	C 4	SFX Gun 1	○		SFX Gun 1	○		Stream	○		Hard Stab H	○		Organ Stab H	○		Kick & Hit	○		Samba Whistle L	○		Sonar L	○	
73	C#4	Scratch 2	○		Guiro Analog H	○		Thunder	○		Scratch 2	○		Giant Stab L	○		Scratch 2	○		Guiro Short	○		Vox Bell H	○	
74	D 4	Scratch 3	○		Guiro Analog L	○		Wind	○		Scratch 3	○		Giant Stab H	○		Scratch 3	○		Guiro Long	○		Vox Bell L	○	
75	D#4	Hi Q 1 H	○		Hi Q 1 H	○		Claves Analog	○		Hi Q 1 H	○		Claves	○		Claves	○		Claves	○		Claves	○	
76	E 4	Hi Q 1 L	○		Hi Q 1 L	○		Wood Block H	○		Hi Q 1 L	○		Wood Block H	○		Wood Block H	○		Wood Block H	○		Wood Block H	○	
77	F 4	Hi Q 2	○		Hi Q 2	○		Wood Block L	○		Hi Q 2	○		Wood Block L	○		Wood Block L	○		Wood Block L	○		Wood Block L	○	
78	F#4	Scratch 1 H	○		Scratch 1 H	○		Tambourine Ana	○		Scratch 1 H	○		Cuica Mute	○		Scratch 1 H	○		Cuica Mute	○		Cuica Mute	○	
79	G 4	Scratch 1 L	○		Scratch 1 L	○		Cowbell Analog 2	○		Scratch 1 L	○		Cuica Open	○		Scratch 1 L	○		Cuica Open	○		Cuica Open	○	
80	G#4	Triangle Mute	○		Triangle Mute	○		Triangle Mute	○		Triangle Mute	○		Triangle Mute	○		Triangle Mute	○		Triangle Mute	○		Triangle Mute	○	
81	A 4	Triangle Open	○		Triangle Open	○		Triangle Open	○		Triangle Open	○		Triangle Open	○		Triangle Open	○		Triangle Open	○		Triangle Open	○	
82	A#4	Shaker Analog	○		Shaker Analog	○		Shaker Analog	○		Shaker Analog	○		Shaker Analog	○		Shaker	○		Shaker	○		Shaker	○	
83	B 4	Jingle Bell	○		Jingle Bell	○		Jingle Bell	○		Jingle Bell	○		Jingle Bell	○		Jingle Bell	○		Jingle Bell	○		Jingle Bell	○	
84	C 5	Bell Tree	○		Bell Tree	○		Wind Chime	○		Bell Tree	○		Bell Tree	○		Turntable Noise	○		Bell Tree	○		Bell Tree	○	
85	C#5																								
86	D 5																								
87	D#5																								
88	E 5																								
89	F 5																								
90	F#5																								
91	G 5																								
92	G#5																								
93	A 5																								

• Rows shaded in black indicate that no sounds have been assigned to the corresponding notes; hence, no sound results when playing those notes.
• All the instruments, belonging to the drum kits which names are ended with the letter “N,” stop sounding as soon as you release the keys.

Bank MSB		126			126			126			126			126			126			127		
Bank LSB		0			0			0			0			0			0			0		
PC#		41			42			43			44			45			46			1		
Note#	Note	Big KitN	Key off	Alternate assign	HipHpKtN	Key off	Alternate assign	Aco.KitN	Key off	Alternate assign	JazzKitN	Key off	Alternate assign	BrushKtN	Key off	Alternate assign	PercsKtN	Key off	Alternate assign	GM-StandKit	Key off	Alternate assign
16	E -1	Rev Low Noise	○		Rev Low Noise	○		Rev Low Noise	○		Rev Low Noise	○		Rev Low Noise	○		Digeridoo 3 Short	○				
17	F -1	Rev Syn Cymbal	○		Rev Syn Cymbal	○		Rev Syn Cymbal	○		Rev Syn Cymbal	○		Rev Syn Cymbal	○		Digeridoo 3 Long	○				
18	F#-1	Reverse Cymbal	○		Reverse Cymbal	○		Reverse Cymbal	○		Reverse Cymbal	○		Reverse Cymbal	○		Gong 1	○				
19	G -1	Reverse Roll	○		Reverse Roll	○		Reverse Roll	○		Brush Swirl	○		Brush Swirl Short	○		Digeridoo 2	○				
20	G#-1	Reverse Snare	○		Reverse Snare	○		Reverse Snare	○		Reverse Snare	○		Reverse Snare	○		Side Stick	○				
21	A -1	Snare Roll Break	○		Snare Roll Break	○		Snare Roll	○		Snare Roll	○		Brush Swirl Long	○		Digeridoo 1	○				
22	A#-1	Reverse Hi-Hat	○		Reverse Hi-Hat	○		Reverse Hi-Hat	○		Reverse Hi-Hat	○		Reverse Hi-Hat	○		Sticks	○				
23	B -1	BD Room	○		BD Break 2	○		BD Dry Soft	○		BD Soft	○		BD Soft	○		Big Drum	○				
24	C 0	BD Break 2	○		BD Break 1	○		BD Dry	○		BD Room	○		BD Room	○		Surdo Open	○				
25	C#0	Side Stick	○		Side Stick	○		Side Stick	○		Finger Snap	○		Finger Snap	○		Castanet	○				
26	D 0	Snare Break 4	○		Snare Break 1	○		Snare Dry	○		Brush Slap	○		Brush Slap L	○		Surdo Mute	○				
27	D#0	Snare Clap	○		Hand Clap Small	○		Hand Clap Small	○		Hand Clap Ana	○		Hand Clap Ana	○		Hand Clap Large	○				
28	E 0	Snare Break 2	○		Snare Hard	○		Snare Rim	○		Brush Tap	○		Brush Tap L	○		Djembe Mute	○				
29	F 0	Tom Soft 1	○		Tom Hard 1	○		Tom Soft 1	○		Tom Brush 1	○		Tom Soft 1	○		Djembe Open L	○				
30	F#0	HH Cl Break	○		HH Cl Break	○		HH Cl Tight	○		Hi-Hat Closed H	○		Hi-Hat Closed H	○		Triangle Mute	○				
31	G 0	Tom Soft 2	○		Tom Hard 2	○		Tom Soft 2	○		Tom Brush 2	○		Tom Soft 2	○		Djembe Open H	○				
32	G#0	HH Pedal Break 1	○		HH Pedal Break 1	○		Hi-Hat Pedal H	○		Hi-Hat Pedal H	○		Hi-Hat Pedal H	○		Triangle Op Short	○				
33	A 0	Tom Soft 3	○		Tom Hard 3	○		Tom Soft 3	○		Tom Brush 3	○		Tom Soft 3	○		Djembe Edge	○				
34	A#0	HH Op Break	○		HH Op Break	○		Hi-Hat Open H	○		Hi-Hat Open H	○		HH Open Brush H	○		Triangle Open	○				
35	B 0	Big Drum	○		BD Soft	○		BD Tight	○		BD Dry Soft	○		BD Dry Soft	○		Taiko Drum	○		BD Dry Soft		
36	C 1	BD Tight	○		BD Ana Soft 1	○		BD Room	○		BD Dry	○		BD Dry	○		Feet	○		BD Dry		
37	C#1	Snare Rim	○		Snare Rim	○		Snare Rim	○		Side Stick	○		Side Stick	○		Log Drum	○		Side Stick		
38	D 1	Snare Power	○		Snare Break 4	○		Snare Hard	○		Snare Dry	○		Brush Slap	○		Shekere 3	○		Snare Dry		
39	D#1	Hand Clap Large	○		Snare Clap	○		Hand Clap Large	○		Hand Clap Small	○		Hand Clap Small	○		Shekere 2	○		Hand Clap Small		
40	E 1	Snare Break 3	○		Snare Rim	○		Snare Power	○		Snare Rim	○		Brush Tap	○		Shekere 1	○		Snare Rim		
41	F 1	Tom Hard 1	○		Tom Lo-Fi 1	○		Tom Hard 1	○		Tom Soft 1	○		Tom Brush 1	○		Tabla Open	○		Tom Soft 1		
42	F#1	HH Cl Tight	○		Hi-Hat Closed	○		Hi-Hat Closed	○		HH Cl Tight	○		HH Cl Tight	○		Maracas Analog	○		HH Cl Tight		
43	G 1	Tom Hard 2	○		Tom Lo-Fi 2	○		Tom Hard 2	○		Tom Soft 2	○		Tom Brush 2	○		Tabla Mute	○		Tom Soft 2		
44	G#1	Hi-Hat Closed	○		Hi-Hat Pedal	○		Hi-Hat Pedal	○		Hi-Hat Pedal	○		Hi-Hat Pedal	○		Shaker Analog	○		Hi-Hat Pedal		
45	A 1	Tom Hard 3	○		Tom Lo-Fi 3	○		Tom Hard 3	○		Tom Soft 3	○		Tom Brush 3	○		Tabla Nah	○		Tom Soft 3		
46	A#1	Hi-Hat Open	○		Hi-Hat Open	○		Hi-Hat Open	○		Hi-Hat Open	○		Hi-Hat Open Brush	○		Cabasa	○		Hi-Hat Open		
47	B 1	Tom Hard 4	○		Tom Lo-Fi 4	○		Tom Hard 4	○		Tom Soft 4	○		Tom Brush 4	○		Udu Low	○		Tom Soft 4		
48	C 2	Tom Hard 5	○		Tom Lo-Fi 5	○		Tom Hard 5	○		Tom Soft 5	○		Tom Brush 5	○		Udu High	○		Tom Soft 5		
49	C#2	Crash Cymbal 1	○		Crash Cymbal 1	○		Crash Cymbal 1	○		Crash Cymbal 1	○		Crash Cym 1 Brush	○		Finger Cymbal 1	○		Crash Cymbal 1		
50	D 2	Tom Hard 6	○		Tom Lo-Fi 6	○		Tom Hard 6	○		Tom Soft 6	○		Tom Brush 6	○		Udu Finger	○		Tom Soft 6		
51	D#2	Ride Cymbal 1	○		Ride Cymbal 1	○		Ride Cymbal 1	○		Ride Cymbal 1	○		Ride Cym 1 Brush	○		Berimbau 2	○		Ride Cymbal 1		
52	E 2	Chinese Cymbal	○		Chinese Cymbal	○		Chinese Cymbal	○		Chinese Cymbal	○		Chinese Cymbal	○		Gong 2	○		Chinese Cymbal		
53	F 2	Ride Cymbal Cup	○		Ride Cymbal Cup	○		Ride Cymbal Cup	○		Ride Cymbal Cup	○		Ride Cup Brush	○		Berimbau 1	○		Ride Cymbal Cup		
54	F#2	Tambourine	○		Tambourine	○		Tambourine	○		Tambourine	○		Tambourine	○		Tambourine	○		Tambourine		
55	G 2	Splash Cymbal	○		Splash Cymbal	○		Splash Cymbal	○		Splash Cymbal	○		Splash Cym Brush	○		Gong 3	○		Splash Cymbal		
56	G#2	Cowbell	○		Cowbell	○		Cowbell	○		Cowbell	○		Cowbell	○		Cowbell	○		Cowbell		
57	A 2	Crash Cymbal 2	○		Crash Cymbal 2	○		Crash Cymbal 2	○		Crash Cymbal 2	○		Crash Cym 2 Brush	○		Wind Chime	○		Crash Cymbal 2		
58	A#2	Vibraslap	○		Cowbell Analog 1	○		Vibraslap	○		Vibraslap	○		Vibraslap	○		Vibraslap	○		Vibraslap		
59	B 2	Ride Cymbal 2	○		Ride Cymbal 2	○		Ride Cymbal 2	○		Ride Cymbal 2	○		Ride Cymbal 2	○		Finger Cymbal 2	○		Ride Cymbal 2		
60	C 3	Bongo H	○		Bongo H	○		Bongo H	○		Bongo H	○		Bongo H	○		Bongo H	○		Bongo H		
61	C#3	Bongo L	○		Bongo L	○		Bongo L	○		Bongo L	○		Bongo L	○		Bongo L	○		Bongo L		
62	D 3	Conga H Mute	○		Conga H Mute	○		Conga H Mute	○		Conga H Mute	○		Conga H Mute	○		Conga H Mute	○		Conga H Mute		
63	D#3	Conga H Open	○		Conga H Open	○		Conga H Open	○		Conga H Open	○		Conga H Open	○		Conga H Open	○		Conga H Open		
64	E 3	Conga L	○		Conga L	○		Conga L	○		Conga L	○		Conga L	○		Conga L	○		Conga L		
65	F 3	BD & HH Open H	○		BD & HH Open H	○		Timbale H	○		Timbale H	○		Timbale H	○		Timbale H	○		Timbale H		
66	F#3	BD & HH Open L	○		BD & HH Open L	○		Timbale L	○		Timbale L	○		Timbale L	○		Timbale L	○		Timbale L		
67	G 3	Agogo H	○		Agogo H	○		Agogo H	○		Agogo H	○		Agogo H	○		Agogo H	○		Agogo H		
68	G#3	Agogo L	○		Agogo L	○		Agogo L	○		Agogo L	○		Agogo L	○		Agogo L	○		Agogo L		
69	A 3	Cabasa	○		Cabasa	○		Cabasa	○		Cabasa	○		Cabasa	○		Cabasa	○		Cabasa		
70	A#3	Maracas	○		Maracas	○		Maracas	○		Maracas	○		Maracas	○		Maracas	○		Maracas		
71	B 3	Samba Whistle H	○		Giant Stab L	○		Samba Whistle H	○		Samba Whistle H	○		Samba Whistle H	○		Samba Whistle H	○		Samba Whistle H	○	
72	C 4	Samba Whistle L	○		Giant Stab H	○		Samba Whistle L	○		Samba Whistle L	○		Samba Whistle L	○		Samba Whistle L	○		Samba Whistle L	○	
73	C#4	Scratch 2	○		Scratch 2	○		Guiro Short	○		Guiro Short	○		Guiro Short	○		Guiro Short	○		Guiro Short		
74	D 4	Scratch 3	○		Scratch 3	○		Guiro Long	○		Guiro Long	○		Guiro Long	○		Guiro Long	○		Guiro Long	○	
75	D#4	Claves	○		Claves	○		Claves	○		Claves	○		Claves	○		Claves	○		Claves		
76	E 4	Wood Block H	○		Noiseburst	○		Wood Block H	○		Wood Block H	○		Wood Block H	○		Wood Block H	○		Wood Block H		
77	F 4	Wood Block L	○		Car Crash	○		Wood Block L	○		Wood Block L	○		Wood Block L	○		Wood Block L	○		Wood Block L		
78	F#4	Scratch 1 H	○		Scratch 1 H	○		Cuica Mute	○		Cuica Mute	○		Cuica Mute	○		Cuica Mute	○		Cuica Mute		3
79	G 4	Scratch 1 L	○		Scratch 1 L	○		Cuica Open	○		Cuica Open	○		Cuica Open	○		Cuica Open	○		Cuica Open		3
80	G#4	Triangle Mute	○		Triangle Mute	○		Triangle Mute	○		Triangle Mute	○		Triangle Mute	○		Triangle Mute	○		Triangle Mute		2
81	A 4	Triangle Open	○		Triangle Open	○		Triangle Open	○		Triangle Open	○		Triangle Open	○		Triangle Open	○		Triangle Open		2
82	A#4	Shaker	○		Shaker	○		Shaker	○		Shaker	○		Shaker	○		Shaker	○				
83	B 4	Jingle Bell	○		Jingle Bell	○		Jingle Bell	○		Jingle Bell	○		Jingle Bell	○		Jingle Bell	○				
84	C 5	Bell Tree	○		Turntable Noise	○		Bell Tree	○		Bell Tree	○		Bell Tree	○		Bell Tree	○				
85	C#5																					
86	D 5																					
87	D#5																					
88	E 5																					
89	F 5																					
90	F#5																					
91	G 5																					
92	G#5																					
93	A 5																					

• Rows shaded in black indicate that no sounds have been assigned to the corresponding notes; hence, no sound results when playing those notes.
• All the instruments, belonging to the drum kits which names are ended with the letter “N,” stop sounding as soon as you release the keys.

Preset Style List / Phrase Category List

Style#	Category	Display	Style Name	BPM
1	Dance / Techno	PSYCHE1	Psychedelic Trance 1	162.0
2		PSYCHE2	Psychedelic Trance 2	141.0
3		PSYCHE3	Psychedelic Trance 3	145.0
4		TRANCE	Trance	146.0
5		MINIMAL	Minimal Trance	150.0
6		BREAK1	Breakbeats Trance 1	130.0
7		BREAK2	Breakbeats Trance 2	136.0
8		GABBA	Gabba	188.0
9		BIGBEAT1	Big Beat 1	120.0
10		BIGBEAT2	Big Beat 2	135.0
11		BIGBEAT3	Big Beat 3	132.0
12		BIGBEAT4	Big Beat 4	124.0
13		DETROIT1	Detroit Techno 1	143.0
14		DETROIT2	Detroit Techno 2	136.0
15		VIN ACID	Vintage Acid	133.0
16		BLEEP	Bleep Techno	124.0
17		EUROTECH	Euro Techno	132.0
18		EPIC1	Epic Trance 1	138.0
19		EPIC2	Epic Trance 2	150.0
20		HARDCOR1	Hardcore 1	160.0
21		HARDCOR2	Hardcore 2	160.0
22		HARDCOR3	Hardcore 3	165.0
23		BERLIN	Berlin Techno	134.0
24		ELEKTRO1	Elektro 1	137.0
25		ELEKTRO2	Eleckro 2	129.0
26	Drum'n'Bass	CYBER DB	Cyber Drum'n'Bass	170.0
27		HARDSTP1	Hard Step 1	165.0
28		HARDSTP2	Hard Step 2	180.0
29		HARDSTP3	Hard Step 3	92.0
30		DARKCORE	Darkcore	164.0
31		TECHSTEP	Tech Step	164.0
32		ARTCORE1	Artcore 1	155.0
33		ARTCORE2	Artcore 2	160.0
34		JAZZSTP1	Jazz Step 1	152.0
35		JAZZSTP2	Jazz Step 2	170.0
36		JUMPUP	Jump Up	170.0
37		RAGGA	Ragga Jungle	170.0
38	Ambient	AMBIENT1	Ambient 1	109.0
39		AMBIENT2	Ambient 2	82.0
40		AMBIENT3	Ambient 3	120.0
41		AMBIENT4	Ambient 4	80.0
42	Dub	DUB 1	Dub 1	140.0
43		DUB 2	Dub 2	130.0
44	Ethnic	ETHNIC	Ethnic Dance	110.0
45	House	HOUSE	House	123.0
46		HARD HUS	Hard House	127.0
47		GARAGE	Garage House	130.0
48		NY HOUSE	NY House	128.0
49		BERL HUS	Berlin House	127.0
50		DUB HOUS	Dub House	132.0
51		PROGRES1	Progressive House 1	137.0
52		PROGRES2	Progressive House 2	140.0
53		EPIC HUS	Epic House	125.0
54		POP	Pop House	132.0
55		DISCO	Disco House	132.0
56	Hip-Hop	HIP EAST	Hip-Hop East	96.0
57		HIP WEST	Hip-Hop West	90.0
58		ABSTRACT	Hip-Hop Abstract	86.0
59		HIP JAZZ	Hip-Hop Jazz	106.0
60	Jazz	ELECJAZZ	Electric Jazz	110.0

Phrase Category	Display	Category Name
US	User	User
BD	Bass Drum	Bass Drum
SD	SD/Clap Snare	Drum / Clap
HH	HH/Ride	Hi-Hat / Ride Cymbal
CR	CrashCym.	Crash Cymbal
PC	Percussion	Percussion
BA	Bass	Bass
LD	Synth Lead	Synth Lead
SQ	Synth Seq.	Synth Sequence
CH	SynthChord	Synth Chord
PD	Synth Pad	Synth Pad
FX	Synth Efx	Synth Effects
SE	SE	Sound Effects
KB	Keyboard	Keyboard
GT	Guitar	Guitar
CW	Clasc/Wind	Classical / Wind
ET	Ethnic	Ethnic

Effect Type List

REVERB

Exclusive MSB	Exclusive LSB	Effect Type	Description
00	00	NO EFFECT	Effect turned off.
01	00	HALL1	Reverb simulating the resonance of a hall.
01	01	HALL2	Reverb simulating the resonance of a hall.
02	00	ROOM1	Reverb simulating the resonance of a room.
02	01	ROOM2	Reverb simulating the resonance of a room.
02	02	ROOM3	Reverb simulating the resonance of a room.
03	00	STAGE1	Reverb appropriate for a solo instrument.
03	01	STAGE2	Reverb appropriate for a solo instrument.
04	00	PLATE	Reverb simulating a metal plate reverb unit.
10	00	WHITE ROOM	A unique short reverb with a bit of initial delay.
11	00	TUNNEL	Simulation of a tunnel space expanding to left and right.
13	00	BASEMENT	A bit of initial delay followed by reverb with a unique resonance.

CHORUS

Exclusive MSB	Exclusive LSB	Effect Type	Description
00	00	NO EFFECT	Effect turned off.
41	00	CHORUS1	Conventional chorus program that adds natural spaciousness.
41	01	CHORUS2	Conventional chorus program that adds natural spaciousness.
41	02	CHORUS3	Conventional chorus program that adds natural spaciousness.
41	08	CHORUS4	Chorus with stereo input. The pan setting specified for the Part will also apply to the effect sound.
42	00	CELESTE1	A 3-phase LFO adds modulation and spaciousness to the sound.
42	01	CELESTE2	A 3-phase LFO adds modulation and spaciousness to the sound.
42	02	CELESTE3	A 3-phase LFO adds modulation and spaciousness to the sound.
42	08	CELESTE4	Celeste with stereo input. The pan setting specified for the Part will also apply to the effect sound.
43	00	FLANGER1	Adds a jet-airplane effect to the sound.
43	01	FLANGER2	Adds a jet-airplane effect to the sound.
43	08	FLANGER3	Adds a jet-airplane effect to the sound.

VARIATION

Exclusive MSB	Exclusive LSB	Effect Type	Description
00	00	NO EFFECT	Effect turned off.
01	00	HALL1	Reverb simulating the resonance of a hall.
01	01	HALL2	Reverb simulating the resonance of a hall.
02	00	ROOM1	Reverb simulating the resonance of a room.
02	01	ROOM2	Reverb simulating the resonance of a room.
02	02	ROOM3	Reverb simulating the resonance of a room.
03	00	STAGE1	Reverb appropriate for a solo instrument.
03	01	STAGE2	Reverb appropriate for a solo instrument.
04	00	PLATE	Reverb simulating a metal plate reverb unit.
05	00	DELAY L, C, R	A program that creates three delay sounds; L, R, and C (center).
06	00	DELAY L, R	A program that creates two delay sounds; L and R. Two feedback delays are provided.
07	00	ECHO	Two delays (L and R) and independent feedback delays for L and R.
08	00	CROSS DELAY	A program that crosses the feedback of two delays.
09	00	EARLY REF1	An effect that produces only the early reflection component of reverb.
09	01	EARLY REF2	An effect that produces only the early reflection component of reverb.
0A	00	GATE REVERB	A simulation of gated reverb.
0B	00	REVERSE GATE	A program that simulates gated reverb played backwards.
14	00	KARAOKE 1	A delay with feedback of the same types as used for karaoke reverb.
14	01	KARAOKE 2	A delay with feedback of the same types as used for karaoke reverb.
14	02	KARAOKE 3	A delay with feedback of the same types as used for karaoke reverb.
41	00	CHORUS1	Conventional chorus program that adds natural spaciousness.
41	01	CHORUS2	Conventional chorus program that adds natural spaciousness.
41	02	CHORUS3	Conventional chorus program that adds natural spaciousness.
41	08	CHORUS4	Chorus with stereo input.
42	00	CELESTE1	A 3-phase LFO adds modulation and spaciousness to the sound.
42	01	CELESTE2	A 3-phase LFO adds modulation and spaciousness to the sound.
42	02	CELESTE3	A 3-phase LFO adds modulation and spaciousness to the sound.
42	08	CELESTE4	Celeste with stereo input.
43	00	FLANGER1	Adds a jet-airplane effect to the sound.
43	01	FLANGER2	Adds a jet-airplane effect to the sound.
43	08	FLANGER3	Adds a jet-airplane effect to the sound.
44	00	SYMPHONIC	A multi-phase version of CELESTE.
45	00	ROTARY SPEAKER	A simulation of a rotary speaker.
46	00	TREMOLO	An effect that cyclically modulates the volume.
47	00	AUTO PAN	A program that cyclically moves that sound image to left and right, front and back.
48	00	PHASER1	Cyclically changes the phase to add modulation to the sound.
48	08	PHASER2	Phaser with stereo input.
49	00	DISTORTION	Adds a sharp-edged distortion to the sound.
4A	00	OVER DRIVE	Adds mild distortion to the sound.
4B	00	AMP SIMULATOR	A simulation of a guitar amp.
4C	00	3BAND EQ(MONO)	A mono EQ with adjustable LOW, MID, and HIGH equalizing.
4D	00	2BAND EQ(STEREO)	A stereo EQ with adjustable LOW and HIGH. Ideal for drum Parts.
4E	00	AUTO WAH(LFO)	Cyclically modulates the center frequency of a wah filter.
40	00	THRU	Bypass without applying an effect.

Effect Parameter List

● Reverb Type

HALL1,2, ROOM1,2,3, STAGE1,2, PLATE

No. *	Parameter	Range	Value	→ Tbl	Control
1	Reverb Time	0.3 – 30.0s	0-69	table#4	
2	Diffusion	0 – 10	0-10		
3	Initial Delay	0 – 63	0-63	table#5	
4	HPF Cutoff	Thru – 8.0kHz	0-52	table#3	
5	LPF Cutoff	1.0k – Thru	34-60	table#3	
6					
7					
8					
9					
10	Dry/Wet	D63>W – D=W – D<W63	1-127		●
11	Rev Delay	0 – 63	0-63	table#5	
12	Density	0 – 3	0-3		
13	Er/ Rev Balance	E63> R – E=R – E<R63	1-127		
14					
15	Feedback Level	-63 – +63	1-127		
16					

WHITE ROOM, TUNNEL, BASEMENT

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

● Chorus Type

CHORUS1,2,3,4, CELESTE1,2,3,4

No. *	Parameter	Range	Value	→ Tbl	Control
1	LFO Frequency	0.00 – 39.7Hz	0-127	table#1	
2	LFO PM Depth	0 – 127	0-127		
3	Feedback Level	-63 – +63	1-127		
4	Delay Offset	0 – 127	0-127	table#2	
5					
6	EQ Low Frequency	50Hz – 2.0kHz	8-40	table#3	
7	EQ Low Gain	-12 – +12dB	52-76		
8	EQ High Frequency	500Hz – 16.0kHz	28-58	table#3	
9	EQ High Gain	-12 – +12dB	52-76		
10	Dry/Wet	D63>W – D=W – D<W63	1-127		●
11					
12					
13					
14					
15	Input Mode	mono/stereo	0-1		
16					

FLANGER1,2,3

No. *	Parameter	Range	Value	→ Tbl	Control
1	LFO Frequency	0.00 – 39.7Hz	0-127	table#1	
2	LFO Depth	0 – 127	0-127		
3	Feedback Level	-63 – +63	1-127		
4	Delay Offset	0 – 63	0-63	table#2	
5					
6	EQ Low Frequency	50Hz – 2.0kHz	8-40	table#3	
7	EQ Low Gain	-12 – +12dB	52-76		
8	EQ High Frequency	500Hz – 16.0kHz	28-58	table#3	
9	EQ High Gain	-12 – +12dB	52-76		
10	Dry/Wet	D63>W – D=W – D<W63	1-127		●
11					
12					
13					
14	LFO Phase Difference	-180 – +180deg	4-124	resolution=3deg.	
15					
16					

● Variation Type

HALL1,2, ROOM1,2,3, STAGE1,2, PLATE

No. *	Parameter	Range	Value	→ Tbl	Control
1	Reverb Time	0.3 – 30.0s	0-69	table#4	
2	Diffusion	0 – 10	0-10		
3	Initial Delay	0 – 63	0-63	table#5	
4	HPF Cutoff	Thru – 8.0kHz	0-52	table#3	
5	LPF Cutoff	1.0k – Thru	34-60	table#3	
6					
7					
8					
9					
10	Dry/Wet	D63>W – D=W – D<W63	1-127		●
11	Rev Delay	0 – 63	0-63	table#5	
12	Density	0 – 3	0-3		
13	Er/ Rev Balance	E63> R – E=R – E<R63	1-127		
14					
15	Feedback Level	-63 – +63	1-127		
16					

DELAY L,C,R

No. *	Parameter	Range	Value	→ Tbl	Control
1	Lch Delay	0.1 – 715.0ms 1-7150			
2	Rch Delay	0.1 – 715.0ms 1-7150			
3	Cch Delay	0.1 – 715.0ms 1-7150			
4	Feedback Delay	0.1 – 715.0ms 1-7150			
5	Feedback Level	-63 – +63 1-127			
6	Cch Level	0 – 127 0-127			
7	High Damp	0.1 – 1.0 1-10			
8					
9					
10	Dry/Wet	D63>W – D=W – D<W63	1-127		●
11					
12					
13	EQ Low Frequency	50Hz – 2.0kHz	8-40	table#3	
14	EQ Low Gain	-12 – +12dB	52-76		
15	EQ High Frequency	500Hz – 16.0kHz	28-58	table#3	
16	EQ High Gain	-12 – +12dB	52-76		

DELAY L,R

No. *	Parameter	Range	Value	→ Tbl	Control
1	Lch Delay	0.1 – 715.0ms	1-7150		
2	Rch Delay	0.1 – 715.0ms	1-7150		
3	Feedback Delay 1	0.1 – 715.0ms	1-7150		
4	Feedback Delay 2	0.1 – 715.0ms	1-7150		
5	Feedback Level	-63 – +63	1-127		
6	High Damp	0.1 – 1.0	1-10		
7					
8					
9					
10	Dry/Wet	D63>W – D=W – D<W63	1-127		●
11					
12					
13	EQ Low Frequency	50Hz – 2.0kHz	8-40	table#3	
14	EQ Low Gain	-12 – +12dB	52-76		
15	EQ High Frequency	500Hz – 16.0kHz	28-58	table#3	
16	EQ High Gain	-12 – +12dB	52-76		

ECHO

No. *	Parameter	Range	Value	→ Tbl	Control
1	Lch Delay1	0.1 – 355.0ms	1-3550		
2	Lch Feedback Level	-63 – +63	1-127		
3	Rch Delay1	0.1 – 355.0ms	1-3550		
4	Rch Feedback Level	-63 – +63	1-127		
5	High Damp	0.1 – 1.0	1-10		
6	Lch Delay2	0.1 – 355.0ms	1-3550		
7	Rch Delay2	0.1 – 355.0ms	1-3550		
8	Delay2 Level	0 – 127	0-127		
9					
10	Dry/Wet	D63>W – D=W – D<W63	1-127		●
11					
12					
13	EQ Low Frequency	50Hz – 2.0kHz	8-40	table#3	
14	EQ Low Gain	-12 – +12dB	52-76		
15	EQ High Frequency	500Hz – 16.0kHz	28-58	table#3	
16	EQ High Gain	-12 – +12dB	52-76		

* ● mark : Indicates that AC1 (Assignable Controller 1) can be used to control the parameter when VARIATION = INS.
* No.* : This number corresponds to the PARAMETER numbers in <Table 1-4> (-> page 57)
* →Tbl** : Refer to the "Data/Value Tables" on page 13.

CROSS DELAY

No. *	Parameter	Range	Value	→ Tbl	Control
1	L->R Delay	0.1 – 355.0ms	1-3550		
2	R->L Delay	0.1 – 355.0ms	1-3550		
3	Feedback Level	-63 – +63	1-127		
4	Input Select	L,R,L&R	0-2		
5	High Damp	0.1 – 1.0	1-10		
6					
7					
8					
9					
10	Dry/Wet	D63>W – D=W – D<W63	1-127		●
11					
12					
13	EQ Low Frequency	50Hz – 2.0kHz	8-40	table#3	
14	EQ Low Gain	-12 – +12dB	52-76		
15	EQ High Frequency	500Hz – 16.0kHz	28-58	table#3	
16	EQ High Gain	-12 – +12dB	52-76		

EARLY REF1,2

No. *	Parameter	Range	Value	→ Tbl	Control
1	Type	S-H, L-H, Rdm, Rvs, Plt, Spr	0-5		
2	Room Size	0.1 – 7.0	0-44	table#6	
3	Diffusion	0 – 10	0-10		
4	Initial Delay	0 – 63	0-63	table#5	
5	Feedback Level	-63 – +63	1-127		
6	HPF Cutoff	Thru – 8.0kHz	0-52		
7	LPF Cutoff	1.0k – Thru	34-60		
8					
9					
10	Dry/Wet	D63>W – D=W – D<W63	1-127		●
11	Liveness	0 – 10	0-10		
12	Density	0 – 3	0-3		
13	High Damp	0.1 – 1.0	1-10		
14					
15					
16					

GATE REVERB, REVERSE GATE

No. *	Parameter	Range	Value	→ Tbl	Control
1	Type	TypeA,TypeB	0-1		
2	Room Size	0.1 – 7.0	0-44	table#6	
3	Diffusion	0 – 10	0-10		
4	Initial Delay	0 – 63	0-63	table#5	
5	Feedback Level	-63 – +63	1-127		
6	HPF Cutoff	Thru – 8.0kHz	0-52		
7	LPF Cutoff	1.0k – Thru	34-60		
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					

KARAOKE1,2,3

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

CHORUS1,2,3,4, CELESTE1,2,3,4

No. *	Parameter	Range	Value	→ Tbl	Control
1	LFO Frequency	0.00 – 39.7Hz	0-127	table#1	
2	LFO PM Depth	0 – 127	0-127		
3	Feedback Level	-63 – +63	1-127		
4	Delay Offset	0 – 127	0-127	table#2	
5					
6	EQ Low Frequency	50Hz – 2.0kHz	8-40	table#3	
7	EQ Low Gain	-12 – +12dB	52-76		
8	EQ High Frequency	500Hz – 16.0kHz	28-58	table#3	
9	EQ High Gain	-12 – +12dB	52-76		
10	Dry/Wet	D63>W – D=W – D<W63	1-127		●
11					
12					
13					
14					
15	Input Mode	mono/stereo	0-1		
16					

FLANGER1,2,3

No. *	Parameter	Range	Value	→ Tbl	Control
1	LFO Frequency	0.00 – 39.7Hz	0-127	table#1	
2	LFO Depth	0 – 127	0-127		
3	Feedback Level	-63 – +63	1-127		
4	Delay Offset	0 – 63	0-63	table#2	
5					
6	EQ Low Frequency	50Hz – 2.0kHz	8-40	table#3	
7	EQ Low Gain	-12 – +12dB	52-76		
8	EQ High Frequency	500Hz – 16.0kHz	28-58	table#3	
9	EQ High Gain	-12 – +12dB	52-76		
10	Dry/Wet	D63>W – D=W – D<W63	1-127		●
11					
12					
13					
14	LFO Phase Difference	-180 – +180deg	4-124	resolution=3deg.	
15					
16					

SYMPHONIC

No. *	Parameter	Range	Value	→ Tbl	Control
1	LFO Frequency	0.00 – 39.7Hz	0-127	table#1	
2	LFO Depth	0 – 127	0-127		
3	Delay Offset	0 – 127	0-127	table#2	
4					
5					
6	EQ Low Frequency	50Hz – 2.0kHz	8-40	table#3	
7	EQ Low Gain	-12 – +12dB	52-76		
8	EQ High Frequency	500Hz – 16.0kHz	28-58	table#3	
9	EQ High Gain	-12 – +12dB	52-76		
10	Dry/Wet	D63>W – D=W – D<W63	1-127		●
11					
12					
13					
14					
15					
16					

ROTARY SPEAKER

No. *	Parameter	Range	Value	→ Tbl	Control
1	LFO Frequency	0.00 – 39.7Hz	0-127	table#1	
●					
2	LFO Depth	0 – 127	0-127		
3					
4					
5					
6	EQ Low Frequency	50Hz – 2.0kHz	8-40	table#3	
7	EQ Low Gain	-12 – +12dB	52-76		
8	EQ High Frequency	500Hz – 16.0kHz	28-58	table#3	
9	EQ High Gain	-12 – +12dB	52-76		
10	Dry/Wet	D63>W – D=W – D<W63	1-127		
11					
12					
13					
14					
15					

* ● mark : Indicates that AC1 (Assignable Controller 1) can be used to control the parameter when VARIATION = INS.
* No.* : This number corresponds to the PARAMETER numbers in <Table 1-4> (-> page 57)
* →Tbl** : Refer to the "Data/Value Tables" on page 13.

TREMOLO

No. *	Parameter	Range	Value	→ Tbl	Control
1	LFO Frequency	0.00 – 39.7Hz	0-127	table#1	
●					
2	AM Depth	0 – 127	0-127		
3	PM Depth	0 – 127	0-127		
4					
5					
6	EQ Low Frequency	50Hz – 2.0kHz	8-40	table#3	
7	EQ Low Gain	-12 – +12dB	52-76		
8	EQ High Frequency	500Hz – 16.0kHz	28-58	table#3	
9	EQ High Gain	-12 – +12dB	52-76		
10					
11					
12					
13					
14	LFO Phase Difference	-180 – +180deg	4-124	resolution=3deg.	
15	Input Mode	mono/stereo	0-1		

AUTO PAN

No. *	Parameter	Range	Value	→ Tbl	Control
1	LFO Frequency	0.00 – 39.7Hz	0-127	table#1	
●					
2	L/R Depth	0 – 127	0-127		
3	F/R Depth	0 – 127	0-127		
4	PAN Direction	L<->R,L->R,L<-R,Lturn,Rturn,L/R	0-5		
5					
6	EQ Low Frequency	50Hz – 2.0kHz	8-40	table#3	
7	EQ Low Gain	-12 – +12dB	52-76		
8	EQ High Frequency	500Hz – 16.0kHz	28-58	table#3	
9	EQ High Gain	-12 – +12dB	52-76		
10					
11					
12					
13					
14					
15					

PHASER1,2

No. *	Parameter	Range	Value	→ Tbl	Control
1	LFO Frequency	0.00 – 39.7Hz	0-127	table#1	
2	LFO Depth	0 – 127	0-127		
3	Phase Shift Offset	0 – 127	0-127		
4	Feedback Level	-63 – +63	1-127		
5					
6	EQ Low Frequency	50Hz – 2.0kHz	8-40	table#3	
7	EQ Low Gain	-12 – +12dB	52-76		
8	EQ High Frequency	500Hz – 16.0kHz	28-58	table#3	
9	EQ High Gain	-12 – +12dB	52-76		
10	Dry/Wet	D63>W – D=W – D<W63	1-127		●
11	Stage	6 – 10(phaser1) / 3 – 5(phaser2)	3-10		
12	Diffusion	Mono/Stereo	0-1		
13	LFO Phase Difference	-180 – +180deg.	4-124	Phaser2 only	
14					
15					
16					

DISTORTION, OVERDRIVE

No. *	Parameter	Range	Value	→ Tbl	Control
1	Drive	0 – 127	0-127		●
2	EQ Low Frequency	50Hz – 2.0kHz	8-40	table#3	
3	EQ Low Gain	-12 – +12dB	52-76		
4	LPF Cutoff	1.0k – Thru	34-60	table#3	
5	Output Level	0 – 127	0-127		
6					
7	EQ Mid Frequency	500Hz – 10.0kHz	28-54	table#3	
8	EQ Mid Gain	-12 – +12dB	52-76		
9	EQ Mid Width	1.0 – 12.0	10-120		
10	Dry/Wet	D63>W – D=W – D<W63	1-127		
11	Edge(Clip Curve)	0 – 127	0-127	mild – sharp	
12					
13					
14					
15					
16					

GUITAR AMP SIMULATOR

No. *	Parameter	Range	Value	→ Tbl	Control
1	Drive	0 – 127	0-127		●
2	AMP Type	Off,Stack,Combo,Tube	0-3		
3	LPF Cutoff	1.0k – 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	0-127	mild – sharp	
12					
13					
14					
15					
16					

3-BAND EQ

No. *	Parameter	Range	Value	→ Tbl	Control
1	EQ Low Gain	-12 – +12dB	52-76		
2	EQ Mid Frequency	500Hz – 10.0kHz	28-54	table#3	
3	EQ Mid Gain	-12 – +12dB	52-76		
4	EQ Mid Width	1.0 – 12.0	10-120		
5	EQ High Gain	-12 – +12dB	52-76		
6	EQ Low Frequency	50Hz – 2.0kHz	8-40	table#3	
7	EQ High Frequency	500Hz – 16.0kHz	28-58	table#3	
8					
9					
10					
11					
12					
13					
14					
15					
16					

2-BAND EQ

No. *	Parameter	Range	Value	→ Tbl	Control
1	EQ Low Frequency	50Hz – 2.0kHz	8-40	table#3	
2	EQ Low Gain	-12 – +12dB	52-76		
3	EQ High Frequency	500Hz – 16.0kHz	28-58	table#3	
4	EQ High Gain	-12 – +12dB	52-76		
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

AUTO WAH

No. *	Parameter	Range	Value	→ Tbl	Control
1	LFO Frequency	0.00 – 39.7Hz	0-127	table#1	
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	50Hz – 2.0kHz	8-40	table#3	
7	EQ Low Gain	-12 – +12dB	52-76		
8	EQ High Frequency	500Hz – 16.0kHz	28-58	table#3	
9	EQ High Gain	-12 – +12dB	52-76		
10	Dry/Wet	D63>W – D=W – D<W63	1-127		
11					
12					
13					
14					
15					
16					

* ● mark : Indicates that AC1 (Assignable Controller 1) can be used to control the parameter when VARIATION = INS.
* No.* : This number corresponds to the PARAMETER numbers in <Table 1-4> (-> page 57)
* →Tbl** : Refer to the "Data/Value Tables" on page 13.

Data / Value Tables

Table#1

LFO Frequency (Hz)

Data	Value	Data	Value	Data	Value
0	0.00	43	1.81	86	5.38
1	0.04	44	1.85	87	5.55
2	0.08	45	1.89	88	5.72
3	0.13	46	1.94	89	6.06
4	0.17	47	1.98	90	6.39
5	0.21	48	2.02	91	6.73
6	0.25	49	2.06	92	7.07
7	0.29	50	2.10	93	7.40
8	0.34	51	2.15	94	7.74
9	0.38	52	2.19	95	8.08
10	0.42	53	2.23	96	8.41
11	0.46	54	2.27	97	8.75
12	0.51	55	2.31	98	9.08
13	0.55	56	2.36	99	9.42
14	0.59	57	2.40	100	9.76
15	0.63	58	2.44	101	10.10
16	0.67	59	2.48	102	10.80
17	0.72	60	2.52	103	11.40
18	0.76	61	2.57	104	12.10
19	0.80	62	2.61	105	12.80
20	0.84	63	2.65	106	13.50
21	0.88	64	2.69	107	14.10
22	0.93	65	2.78	108	14.80
23	0.97	66	2.86	109	15.50
24	1.01	67	2.94	110	16.20
25	1.05	68	3.03	111	16.80
26	1.09	69	3.11	112	17.50
27	1.14	70	3.20	113	18.20
28	1.18	71	3.28	114	19.50
29	1.22	72	3.37	115	20.90
30	1.26	73	3.45	116	22.20
31	1.30	74	3.53	117	23.60
32	1.35	75	3.62	118	24.90
33	1.39	76	3.70	119	26.20
34	1.43	77	3.87	120	27.60
35	1.47	78	4.04	121	28.90
36	1.51	79	4.21	122	30.30
37	1.56	80	4.37	123	31.60
38	1.60	81	4.54	124	33.00
39	1.64	82	4.71	125	34.30
40	1.68	83	4.88	126	37.00
41	1.72	84	5.05	127	39.70
42	1.77	85	5.22		

Table#2

Modulation Delay Offset (ms)

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

Table#3

EQ Frequency (Hz)

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

Table#4

Reverb Time (s)

Data	Value	Data	Value
0	0.3	43	4.6
1	0.4	44	4.7
2	0.5	45	4.8
3	0.6	46	4.9
4	0.7	47	5.0
5	0.8	48	5.5
6	0.9	49	6.0
7	1.0	50	6.5
8	1.1	51	7.0
9	1.2	52	7.5
10	1.3	53	8.0
11	1.4	54	8.5
12	1.5	55	9.0
13	1.6	56	9.5
14	1.7	57	10.0
15	1.8	58	11.0
16	1.9	59	12.0
17	2.0	60	13.0
18	2.1	61	14.0
19	2.2	62	15.0
20	2.3	63	16.0
21	2.4	64	17.0
22	2.5	65	18.0
23	2.6	66	19.0
24	2.7	67	20.0
25	2.8	68	25.0
26	2.9	69	30.0
27	3.0		
28	3.1		
29	3.2		
30	3.3		
31	3.4		
32	3.5		
33	3.6		
34	3.7		
35	3.8		
36	3.9		
37	4.0		
38	4.1		
39	4.2		
40	4.3		
41	4.4		
42	4.5		

Table#5

Delay Time (ms)

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

Table#6

Room Size (m)

Data	Value	Data	Value
0	0.1	43	6.8
1	0.3	44	7.0
2	0.4		
3	0.6		
4	0.7		
5	0.9		
6	1.0		
7	1.2		
8	1.4		
9	1.5		
10	1.7		
11	1.8		
12	2.0		
13	2.1		
14	2.3		
15	2.5		
16	2.6		
17	2.8		
18	2.9		
19	3.1		
20	3.2		
21	3.4		
22	3.5		
23	3.7		
24	3.9		
25	4.0		
26	4.2		
27	4.3		
28	4.5		
29	4.6		
30	4.8		
31	5.0		
32	5.1		
33	5.3		
34	5.4		
35	5.6		
36	5.7		
37	5.9		
38	6.1		
39	6.2		
40	6.4		
41	6.5		
42	6.7		

Table#7

Delay Time (ms)

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

Table#8

Reverb Width; Depth; Height (m)

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

MIDI Data Format

The RM1x tone generator and sequencer blocks handle different MIDIevents. These are listed seqparately in the MIDI Data Format as well as in the MIDI Implementation Chart.

■ Tone generator block (Voice part)

(1) TRANSMIT FLOW

```
       SW1
MIDI <-[]---+--- NOTE ON/OFF              9nH
 OUT   |     |SW2
       |     +[]- KNOB 1-8                EnH, BnH,01H-77H(except 20H)
       |     |SW3
       |     +[]- FOOT SW                 Bn,40H 42H
       |
       |-----+--- SYSTEM EXCLUSIV MESSAGE
       |     |    <PARAMETER CHANGE>
       |     |------- MIDI MASTER TUNING   F0H 43H 1nH 27H 30H 00H 00H mmH llH ccH F7H
       |     |------- XG SYSTEM            F0H 43H 1nH 4CH aaH aaH aaH ddH.....ddH F7H
       |     |------- MULTI EFFECT         F0H 43H 1nH 4CH aaH aaH aaH ddH.....ddH F7H
       |     |------- MULTI PART           F0H 43H 1nH 4CH aaH aaH aaH ddH.....ddH F7H
       |
       |-----+--- SYSTEM EXCLUSIV MESSAGE
             |     MIDI MASTER VOLUME  F0H 7FH 7FH 04H 01H llH mmH F7H
             |     IDENTITY REPLY      F0H 7EH 7FH 06H 02H 43H 00H 41H ddH ddH
             |                                                 00H 00H 00H 01H F7H
             +--- ACTIVE SENSING       FEH

SW1 []      MIDI Transmit Channel
            Selected with output MIDI CH.

SW2 []      KNOB 1-8
            Selected with the Knob Assign page in the SETUP sub mode.

SW3 []      FOOT SWITCH
            Selected with the FOOT SWITCH menu in the UTILITY mode.
```

(2) RECEIVE FLOW

```
MIDI ->-+----
IN      |   |
   ------   |
   | --------
   | | SW1
   | |-[]---+--- NOTE OFF                8nH
   | |      |
   | |      +--- NOTE ON/OFF             9nH
   | |      |
   | |      +--- CONTROL CHANGE
   | |      |      BANK SEL MSB          BnH,00H
   | |      |      BANK SEL LSB          BnH,20H
   | |      |      MODULATION            BnH,01H
   | |      |      PORTAMENTO TIME       BnH,05H
   | |      |      DATA ENTRY MSB        BnH,06H
   | |      |      DATA ENTRY LSB        BnH,26H
   | |      |      MAIN VOLUME           BnH,07H
   | |      |      PANPOT                BnH,0AH
   | |      |      EXPRESSION            BnH,0BH
   | |      |      AC1 CONTROLLER        BnH,10H
   | |      |      SUSTAIN SWITCH        BnH,40H
   | |      |      PORTAMENTO SWITCH     BnH,41H
   | |      |      SOSTENUTO             BnH,42H
   | |      |      SOFT PEDAL            BnH,43H
   | |      |      HARMONIC CONTENT      BnH,47H
   | |      |      RELEASE TIME          BnH,48H
   | |      |      ATTACK TIME           BnH,49H
   | |      |      BRIGHTNESS            BnH,4AH
   | |      |      SOUND CONTROLLER 6    BnH,4BH
   | |      |      SOUND CONTROLLER 7    BnH,4CH
   | |      |      PORTAMENTO CONTROL    BnH,54H
   | |      |      EFFECT SEND LEVEL 1   BnH,5BH
   | |      |      EFFECT SEND LEVEL 3   BnH,5DH
   | |      |      EFFECT SEND LEVEL 4   BnH,5EH
   | |      |      DATA ENTRY INC        BnH,60H
   | |      |      DATA ENTRY DEC        BnH,61H
   | |      |      NRPN
   | |      |        VIBRATO RATE        BnH,63H,01H,62H,08H,06H,mmH
   | |      |        VIBRATO DEPTH       BnH,63H,01H,62H,09H,06H,mmH
   | |      |        VIBRATO DELAY       BnH,63H,01H,62H,0AH,06H,mmH
   | |      |        FILTER CUTOFF FREQ. BnH,63H,01H,62H,20H,06H,mmH
   | |      |        FILTER RESONANCE    BnH,63H,01H,62H,21H,06H,mmH
   | |      |        AEG ATTACK TIME     BnH,63H,01H,62H,63H,06H,mmH
   | |      |        AEG DECAY TIME      BnH,63H,01H,62H,64H,06H,mmH
   | |      |        AEG RELEASE TIME    BnH,63H,01H,62H,66H,06H,mmH
   | |      |      RPN
   | |      |        PITCH BEND SENS.    BnH,64H,00H,65H,00H,06H,mmH
   | |      |        FINE TUNING         BnH,64H,01H,65H,00H,06H,mmH,26H,llH
   | |      |        COARSE TUNING       BnH,64H,02H,65H,00H,06H,mmH
   | |      |        RPN RESET           BnH,64H,7FH,65H,7FH
   | |      |      ALL SOUND OFF         BnH,78H,00H
   | |      |      RESET ALL CONTROLLERS BnH,79H,00H
   | |      |      ALL NOTE OFF          BnH,7BH
   | |      |      OMNI MODE OFF         BnH,7CH
   | |      |      OMNI MODE ON          BnH,7DH
   | |      |      MONO MODE             BnH,7EH
   | |      |      POLY MODE             BnH,7FH
   | |      |
   | |      +--- PROGRAM CHANGE          CnH
   | |      |
   | |      +--- PITCH BEND CHANGE       EnH
   | |
   | |------+    SYSTEM EXCLUSIV MESSAGE
   | |      |      <PARAMETER CHANGE>
   | |      |------- MIDI MASTER TUNING  F0H 43H 1nH 27H 30H 00H 00H mmH llH ccH F7H
   | |      |------- XG SYSTEM ON        F0H 43H 1nH 4CH 00H 00H 7EH 00H F7H
   | |      |------- XG SYSTEM           F0H 43H 1nH 4CH aaH aaH aaH ddH.....ddH F7H
   | |      |------- MULTI EFFECT        F0H 43H 1nH 4CH aaH aaH aaH ddH.....ddH F7H
   | |      |------- MULTI PART          F0H 43H 1nH 4CH aaH aaH aaH ddH.....ddH F7H
   | |
   | |------+    SYSTEM EXCLUSIV MESSAGE
   |        |    GM MODE ON              F0H 7EH 7FH 09H 01H F7H
   |        |    MIDI MASTER VOLUME      F0H 7FH 7FH 04H 01H llH mmH F7H
   |        |    IDENTITY REQUEST        F0H 7EH 0nH 06H 01H F7H
   |
   |-------+    ACTIVE SENSING           FEH
```

SW1 [] Data received from MIDI will be sounded by part "n" ("n" being the receive channel).

(3) TRANSMIT/RECEIVE DATA

```
(3-1) CHANNEL VOICE MESSAGES
  (3-1-1) NOTE OFF
     STATUS                 1000nnnn(8nH)    n = 0 ~ 15 VOICE CHANNEL NUMBER
     NOTE NUMBER            0kkkkkkk         k = 0 (C-2) ~ 127 (G8)
     VELOCITY               0vvvvvvv         v is ignored

     Received only.

  (3-1-2) NOTE ON/OFF
     STATUS                 1001nnnn(9nH)    n = 0 ~ 15 VOICE CHANNEL NUMBER
     NOTE NUMBER            0kkkkkkk         k = 0 (C-2) ~ 127 (G8)
     VELOCITY               0vvvvvvv         (v≠0)          NOTE ON
                            00000000         (v=0)          NOTE OFF

  (3-1-3) PROGRAM CHANGE
     STATUS                 1100nnnn(CnH)    n = 0 ~ 15 VOICE CHANNEL NUMBER
     PROGRAM NUMBER         0ppppppp         p = 0 ~ 127

  (3-1-4) PITCH BEND CHANGE
     STATUS                 1110nnnn(EnH)    n = 0 ~ 15 VOICE CHANNEL NUMBER
     LSB                    0vvvvvvv         PITCH BEND CHANGE LSB
     MSB                    0vvvvvvv         PITCH BEND CHANGE MSB

     14 bit resolution
        MSB
        00000000B ( 00H )   minimum value
        01000000B ( 40H )   center value
        01111111B ( 7FH )   maximum Value

     Transmitted according to the Assignable Knobs 1 - 8 settings.

  (3-1-5) CONTROL CHANGE
     STATUS  1011nnnn(BnH)       n = 0 ~ 15 VOICE CHANNEL NUMBER
     CONTROL NUMBER              0ccccccc
     CONTROL VALUE               0vvvvvvv

     * The CONTROL NUMBER to be transmitted.
     c =  0  BANK SEL MSB        ; v = 0:GM VOICE
                                       63:RM1x VOICE,
                                       126:RM1x DRUM KIT,
                                       127:GM DRUM
     c = 32  BANK SEL LSB        ; v = 0 - 127              *3
     c =  1  MODULATION          ; v = 0 - 127
     c =  7  MAIN VOLUME         ; v = 0 - 127
     c = 11  EXPRESSION          ; v = 0 - 127
     c = 16  AC1 CONTROLLER      ; v = 0 - 127              *2
     c = 64  SUSTAIN SWITCH      ; v = 0-63:OFF , 64-127:ON

     c = 1 - 119 (except 32) are transmitted according to the Assignable Knobs 1 - 8 settings.
     c = 64 is transmitted according to the Foot Switch setting.


     * The CONTROL NUMBER to be received.
     c =  0  BANK SEL MSB        ; v = 0:GM VOICE,
                                       63:RM1x VOICE,
                                       126:RM1x DRUM KIT,
                                       127:GM DRUM
     c = 32  BANK SEL LSB        ; v = 0 - 127
     c =  1  MODULATION          ; v = 0 - 127
     c =  5  PORTAMENTO TIME     ; v = 0 - 127  *2
     c =  6  DATA ENTRY MSB      ; v = 0 - 127  *1
     c = 38  DATA ENTRY LSB      ; v = 0 - 127  *1
     c =  7  MAIN VOLUME         ; v = 0 - 127
     c = 10  PANPOT              ; v = 0 - 127
     c = 11  EXPRESSION          ; v = 0 - 127
     c = 16  AC1 CONTROLLER      ; v = 0 - 127  *2
     c = 64  SUSTAIN SWITCH      ; v = 0-63:OFF , 64-127:ON
     c = 65  PORTAMENTO SWITCH   ; v = 0-63:OFF , 64-127:ON *2
     c = 66  SOSTENUTO           ; v = 0-63:OFF , 64-127:ON
     c = 67  SOFT PEDAL          ; v = 0-63:OFF , 64-127:ON
     c = 71  HARMONIC CONTENT    ; v = 0:-64  -  64:0  -  127:+63
     c = 72  RELEASE TIME        ; v = 0:-64  -  64:0  -  127:+63
     c = 73  ATTACK TIME         ; v = 0:-64  -  64:0  -  127:+63
     c = 74  BRIGHTNESS          ; v = 0:-64  -  64:0  -  127:+63
     c = 75  SOUND CONTROLLER 6  ; v = 0:-64  -  64:0  -  127:+63
     c = 76  SOUND CONTROLLER 7  ; v = 0:-64  -  64:0  -  127:+63
     c = 84  PORTAMENT CONTROL   ; v = 0 - 127 *2
     c = 91  EFFECT SEND LEVEL 1 ; v = 0 - 127
     c = 93  EFFECT SEND LEVEL 3 ; v = 0 - 127
     c = 94  EFFECT SEND LEVEL 4 ; v = 0 - 127  (Only when Variation Connection = System)
     c = 96  DATA ENTRY INC      ; v = 127      *1
     c = 97  DATA ENTRY DEC      ; v = 127      *1

     *1 Used only to set the parameter specified by RPN
     *2 Not valid for rhythm voices.
     *3 When MSB is 0,126 or 127, this is 0.
        When MSB is 63, this is 0-6.

     MODULATION controls the depth of vibrato.

     PORTAMENTO TIME adjusts the speed of the pitch change if the Portamento Switch =
     ON. A setting of 0 produces the shortest portamento time, and 127 produces the
     longest portamento time. This value is valid only for the Portamento Switch
     (Ctr#65).

     PANPOT produces change relative to the preset value of the voice, both for
     melody voices and for rhythm voices.

     For PORTAMENTO CONTROL, the portamento time is always fixed at 0.

     EFFECT SEND LEVEL 1 controls the Reverb send.
     EFFECT SEND LEVEL 3 controls the Chorus send.
     EFFECT SEND LEVEL 4 controls the Variation send.

     HARMONIC CONTENT adjusts the resonance specified by the Voice. This is a
     relative parameter, and specifies an increase or decrease centered at 64. Higher
     values will produce a more distinctive tone. For some voices, the effective
     range maybe less than the range of the setting.

     RELEASE TIME adjusts the envelope release time specified by the Voice. This is a
     relative parameter, and specifies an increase or decrease centered at 64.

     ATTACK TIME adjusts the envelope attack time specified by the Voice. This is a
     relative parameter, and specifies an increase or decrease centered at 64.
```

SOUND CONTROLLER 6 adjusts the envelope decay time specified by the Voice. This is a relative parameter, and specifies an increase or decrease centered at 64.

BRIGHTNESS adjusts the cutoff frequency specified by the Voice. This is a relative parameter, and specifies an increase or decrease centered at 64. Decreasing the value will make the sound more mellow. For some voices, the effective range may be less than the range of the setting.

SOUND CONTROLLER 7 adjusts the LFO Frequency specified by the Voice. This is a relative parameter, and specifies an increase or decrease centered at 64.

(3-2) CHANNEL MODE MESSAGES

STATUS	1011nnnn(BnH)	n = 0 ~ 15 VOICE CHANNEL NUMBER
CONTROL NUMBER	0ccccccc	c = CONTROL NUMBER
CONTROL VALUE	0vvvvvvv	v = DATA VALUE

(3-2-1) ALL SOUND OFF (CONTROL NUMBER = 78H , DATA VALUE = 0)
Turns off the sound of all currently sounding notes on the corresponding channel. The status of channel messages such as Note On and Hold On is also turned off.

(3-2-2) RESET ALL CONTROLLERS (CONTROL NUMBER = 79H , DATA VALUE = 0)
Resets the values of the following controllers.

PITCH BEND CHANGE	0 (center)
MODULATION	0 (off)
AC1 CONTROLLER	0 (minimum)
EXPRESSION	127 (maximum)
SUSTAIN SWITCH	0 (off)
PORTAMENTO SWITCH	0 (off)
SOSTENUTO SWITCH	0 (off)
SOFT PEDAL	0 (off)
NRPN	Un-set status. Internal data will not change.
RPN	Un-set status. Internal data will not change.
PORTAMENT CONTROL	reset

The following data will not change.
PROGRAM CHANGE, BANK SELECT MSB/LSB, VOLUME, PAN, HARMONIC CONTENT, RELEASE TIME, ATTACK TIME, BRIGHTNESS, SOUND CONTROLLER 6,SOUND CONTROLLER 7, DRY SEND LEVEL,EFFECT SEND LEVEL 1, EFFECT SEND LEVEL 3,EFFECT SEND LEVEL 4,PITCH BEND SENSITIBITY, FINE TUNING, COURSE TUNING

(3-2-3) ALL NOTE OFF (CONTROL NUMBER = 7BH , DATA VALUE = 0)
Turns off all notes of the corresponding channel which are on. However if Sustain or Sostenuto are on, the sound will continue until these are turned off.

(3-2-4) OMNI MODE OFF (CONTROL NUMBER = 7CH , DATA VALUE = 0)
Performs the same processing as when ALL NOTE OFF is received. Sets the VOICE RECEIVE CHANNEL to OMNI OFF and CHANNEL = 1.

(3-2-5) OMNI MODE ON (CONTROL NUMBER = 7DH , DATA VALUE = 0)
Performs the same processing as when ALL NOTE OFF is received. Does not set OMNI ON. Sets the VOICE RECEIVE CHANNEL to OMNI ON.

(3-2-6) MONO (CONTROL NUMBER = 7EH , DATA VALUE = 0)
Performs the same processing as when All SOUND OFF is received, and if the 3rd byte (mono number) is in the range 0 - 16, sets the corresponding channel to Mode 4 (m=1). If in the VOICE MODE, Mode 2 (m=1) is also possible, according to the VOICE RECEIVE CHANNEL.

(3-2-7) POLY (CONTROL NUMBER = 7FH , DATA VALUE = 0)
Performs the same processing as when ALL SOUND OFF is received, and sets the corresponding channel to Mode 3. When in the VOICE MODE, Mode 1 is also possible, according to the VOICE RECEIVE CHANNEL.

(3-3) REGISTERED PARAMETER NUMBER

STATUS	1011nnnn(BnH)	n = 0 - 15 VOICE CHANNEL NUMBER
LSB	01100100(64H)	
RPN LSB	0ppppppp	p = RPN LSB (Refer to the table on the following page.)
MSB	01100101(65H)	
RPN MSB	0qqqqqqq	q = RPN MSB (Refer to the table on the following page.)
DATA ENTRY MSB	00000110(06H)	
DATA VALUE	0mmmmmmm	m = Data Value
DATA ENTRY LSB	00100110(26H)	
DATA VALUE	0lllllll	l = Data Value

First transmit an RPN MSB and RPN LSB to specify the parameter that is to be controlled, then use Data Entry to set the value of the specified parameter.

RPN LSB	RPN MSB	D.ENTRY LSB	PARAMETER NAME	DATA RANGE
00H	00H	mmH ---	PITCH BEND SENSITIVITY	00H - 18H (0 - 24 semitones)
01H	00H	mmH llH	MASTER FINE TUNE	{mmH,llH} = {00H,00H} - {40H,00H} - {7FH,7FH} (-8192*100/8192) - 0 - (+8192*100/8192)
02H	00H	mmH ---	MASTER COARSE TUNE	28H - 40H - 58H (-24 - 0 - +24 semitones)
7FH	7FH	--- ---	RPN RESET	Set to a condition in which the RPN number is unspecified. Internal settings will not change.

(3-4) NON-REGISTERED PARAMETER NUMBER

STATUS	1011nnnn(BnH)	n = 0 - 15 VOICE CHANNEL NUMBER
LSB	01100010(62H)	
RPN LSB	0ppppppp	p = NRPN LSB (Refer to the table on the following page.)
MSB	01100011(63H)	
RPN MSB	0qqqqqqq	q = NRPN MSB (Refer to the table on the following page.)
DATA ENTRY MSB	00000110(06H)	
DATA VALUE	0mmmmmmm	m = Data Value

First transmit an NRPN MSB and NRPN LSB to specify the parameter that is to be controlled, then use Data Entry to set the value of the specified parameter.

NRPN MSB	NRPN LSB	D.ENTRY LSB	PARAMETER NAME	DATA RANGE
01H	08H	mmH ---	VIBRATO RATE	00H - 40H - 7FH (-64 - 0 - +63)
01H	09H	mmH ---	VIBRATO DEPTH	00H - 40H - 7FH (-64 - 0 - +63)
01H	0AH	mmH ---	VIBRATO DELAY	00H - 40H - 7FH (-64 - 0 - +63)
01H	20H	mmH ---	FILTER CUTOFF FREQUENCY	00H - 40H - 7FH (-64 - 0 - +63)
01H	21H	mmH ---	FILTER RESONANCE	00H - 40H - 7FH (-64 - 0 - +63)
01H	63H	mmH ---	EG ATTACK TIME	00H - 40H - 7FH (-64 - 0 - +63)
01H	64H	mmH ---	EG DECAY TIME	00H - 40H - 7FH (-64 - 0 - +63)
01H	66H	mmH ---	EG RELEASE TIME	00H - 40H - 7FH (-64 - 0 - +63)

(3-5) SYSTEM REAL TIME MESSAGES
(3-5-1) ACTIVE SENSING

STATUS 11111110 (FEH)

Transmitted at intervals of approximately 200 msec.
Not transmitted during disk read/write operations.

Once this message is received, SENSING will begin. If neither STATUS nor DATA messages are received for an interval longer than approximately 350 msec, the MIDI RECEIVE BUFFER will be cleared, and all sounding notes and SUSTAIN SWITCH will be forced off. Also, data for each of the controls will be reset to specific values.

(3-6) SYSTEM EXCLUSIVE MESSAGE
(3-6-1)UNIVERSAL NON REALTIME MESSAGE
(3-6-1-1)GENERAL MIDI MODE ON

F0H 7EH 7FH 09H 01H F7H

The following controller values will be reset.

VOLUME	100
PAN	Center
PROGRAM CHANGE	1 (Grandpno)
BANK SELECT MSB	0
REVERB DEPTH	4
PITCH BEND CHANGE	0 (center)
MODULATION	0 (off)
EXPRESSION	127 (maximum)
SUSTAIN SWITCH	0 (off)
SOSTENUTO SWITCH	0 (off)
RPN	Un-set status.
PORTAMENT CONTROL	reset
MIDI MASTER VOLUME	127 (maximum)
PITCH BEND SENSITIBITY	02 (2 semitones)
FINE TUNING	0
COURSE TUNING	0

(3-6-1-2)IDENTITY REQUEST (Received only)

F0H 7EH 0nH 06H 01H F7H ("n" is the device number, but the RM1x receives this in Omni.)

(3-6-1-3)IDENTITY REPLY (Transmitted only)

F0H 7EH 7FH 06H 02H 43H 00H 41H ddH ddH 00H 00H 00H 01H F7H
dd;Device Number Code RM1x = 1DH,03H

(3-6-2)UNIVERSAL REALTIME MESSAGE
(3-6-2-1) MIDI MASTER VOLUME

F0H 7FH 7FH 04H 01H llH mmH F7H

Modifies the MASTER VOLUME value.
The value of mm is used as the MIDI Master Volume (the ll value is ignored).

(3-6-3)PARAMETER CHANGE
(3-6-3-1) MIDI MASTER TUNING

F0H 43H 1nH 27H 30H 00H 00H mmH llH ccH F7H

Modifies the MASTER TUNE value.
The values of mm and ll are used as the MIDI Master Tuning.(n and cc values are ignored.)
T = M*200/256-100
Where T : actual tuning value (-99 - +99)
M: a one-byte value with MSB of "mm" bits 0-3, and LSB of "ll" bits 0-3.

(3-6-3-2) XG SYSTEM ON

11110000	F0	Exclusive status
01000011	43	YAMAHA ID
0001nnnn	1n	device Number
01001100	4C	Model ID
0aaaaaaa	00	Address High
0aaaaaaa	00	Address Mid
0aaaaaaa	7E	Address Low
00000000	00	Data
11110111	F7	End of Exclusive

When ON is received, controllers will be reset and all Multi Part and Effect data of the attached table will be reset to the XG default values.

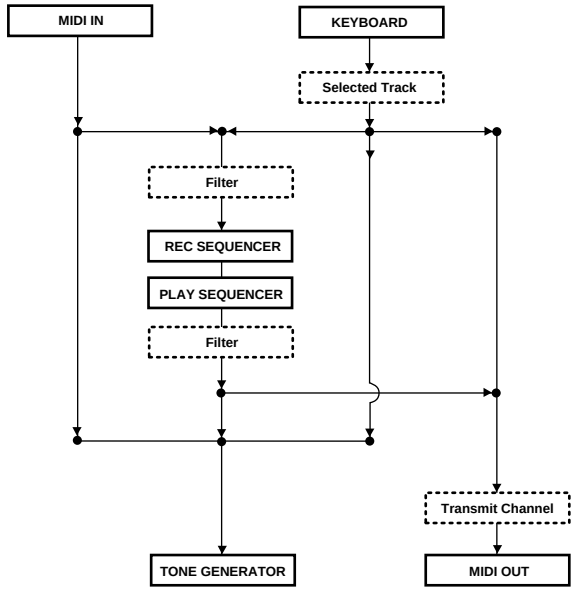
(3-6-3-3) XG PARMETER CHANGE

11110000	F0	Exclusive status
01000011	43	YAMAHA ID
0001nnnn	1n	device Number
01001100	4C	Model ID
0aaaaaaa	aaaaaaa	Address High
0aaaaaaa	aaaaaaa	Address Mid
0aaaaaaa	aaaaaaa	Address Low
0ddddddd	ddddddd	Data
|		|
11110111	F7	End of Exclusive

For parameters with a Data Size of 2 or 4, the corresponding amount of data will be transmitted.
For Addresses and Byte Counts, refer to the attached tables.

The following 3 types are received.
System Data
Multi Effect Data
Multi Part Data

(4) Diagram of connections between the Controller block, Sequencer block, and Tone Generator block



■ Sequncer block (Sequencer part)

(1) TRANSMIT FLOW

```
       SW1 SW3
MIDI <-[]--[]--  CHANNEL VOICE MESSAGE
 OUT   |              NOTE ON/OFF             9nH
       |              KEY'S AFTER TOUCH       AnH
       |              CONTROL CHANGE          BnH
       |              PROGRAM CHANGE          CnH
       |              CHANNEL AFTER TOUCH     DnH
       |              PITCH BEND CHANGE       EnH
       |    SW3
       |----[]--  CHANNEL MODE MESSAGE
       |              ALL SOUND OFF           BnH 78H
       |              RESET ALL CONTROLLERS   BnH 79H
       |              LOCAL CONTROL           BnH 7AH
       |              OMNI MODE OFF           BnH 7CH
       |              OMNI MODE ON            BnH 7DH
       |              MONO MODE ON            BnH 7EH
       |              POLY MODE ON            BnH 7FH
       |SW2
       |-[]-+--- SYSTEM REALTIME MESSAGE
       |    |  TIMING CLOCK                   F8H
       |    |  START                          FAH
       |    |  CONTINUE                       FBH
       |    |  STOP                           FCH
       |    |
       |    +---  SYSTEM COMMON MESSAGE
       |              SONG POSITION POINTER  F2H
       |                SONG SELECT          F3H
       |     SW3
       |----[]-- SYSTEM EXCLUSIV MESSAGE F0H ........ F7H
       |SW2 SW4
       |-[]-[]-- MIDI MACHINE CONTROL
                      STOP                   F0H 7FH 7FH 06H 01H F7H
                      DEFERRED PLAY          F0H 7FH 7FH 06H 03H F7H
                      LOCATE                 F0H 7FH 7FH 06H 44H 06H 01H hrH mnH scH
                                             frH ffH F7H
```

SW1 [] MIDI Transmit Channel
For each track, transmission can be turned on/off, and the transmit channel can be set.

SW2 [] MIDI Control Out
Transmission can be turned on/off.

SW3 [] MIDI Filter
Transmission can be turned on/off.

SW4 [] MIDI Sync
Transmitted when MIDI Sync = MTC.

(2) RECEIVE FLOW

```
       SW1
MIDI >-[]---+     <CHANNEL VOICE MESSAGE>
  IN  |     |-----   NOTE OFF              8nH
      |     |-----   NOTE ON/OFF           9nH
      |     |-----   KEY'S AFTER TOUCH     AnH
      |     |-----   CONTROL CHANGE        BnH
      |     |-----   PROGRAM CHANGE        CnH
      |     |-----   CHANNEL AFTER TOUCH   DnH
      |     |-----   PITCH BEND CHANGE     EnH
      |     |
      |     |----- CHANNEL MODE MESSAGE
      |     |      ALL SOUND OFF           BnH 78H
      |     |      RESET ALL CONTROLLERS   BnH 79H
      |     |      LOCAL CONTROL           BnH 7AH
      |     |      OMNI MODE OFF           BnH 7CH
      |     |      OMNI MODE ON            BnH 7DH
      |     |      MONO MODE ON            BnH 7EH
      |     |      POLY MODE ON            BnH 7FH
      |     |
      |     |----- SYSTEM EXCLUSIV MESSAGE F0H ........ F7H
      |
      | SW3
      |-[]------ TIMING CLOCK              F8H
      |
      | SW3
      |-[]------ MTC QUATER FRAME MESSAGE  F1H
      |
      | SW2
      |-[]--+---- SYSTEM REALTIME MESSAGE
      |     |      START                   FAH
      |     |      CONTINUE                FBH
      |     |      STOP                    FCH
      |     |
      |     +---- SYSTEM COMMON MESSAGE
      |            SONG POSITION POINTER  F2H
      |            SONG SELECT            F3H
      |
      +--------- SYSTEM EXCLUSIV MESSAGE
                        SECTION CONTROL    F0H 43H 7EH 00H ssH ddH F7H
                        TEST ENTRY         F0H 43H 10H 18H 5AH 00H F7H
                        LCD HARD COPY      F0H 43H 10H 18H 5AH 01H F7H
```

SW1 [] Input Filter
Reception can be turned on/off according to the MIDI Filter settings.

SW2 [] MIDI Control In
Reception can be turned On/Off.

SW3 [] MIDI Sync
Select whether timing will be determined by the Internal clock, or by MIDI Clock messages received at MIDI IN.

(3) TRANSMIT/RECEIVE DATA

(3-1) CHANNEL VOICE MESSAGE

Transmitted only during recording and playback.
Transmission channel can be turned On/Off and the transmit channel set for each track.

Received only during recording. All Channel are always received.
During MULTI TRACK RECORD, data of MIDI CH 0-15 will be recorded separately onto tracks 1-16.

* In the RECORDING MODE, recording is normally omni on.
However, during MULTI TRACK RECORDING, this will be omni off, and data of MIDI CH 0-15 will be recorded separately onto tracks 1-16.

(3-1-1) NOTE OFF

STATUS	1000nnnn(8nH)	n = 0 ~ 15 TRACK CHANNEL NUMBER
NOTE NUMBER	0kkkkkkk	k = 0 (C-2) ~ 127 (G8)
VELOCITY	0vvvvvvv	v is ignored

Only recorded.
During playback, converted into 9nH kkH 00H.

(3-1-2) NOTE ON/OFF

STATUS	1001nnnn(9nH)	n = 0 ~ 15 TRACK CHANNEL NUMBER
NOTE NUMBER	0kkkkkkk	k = 0 (C-2) ~ 127 (G8)
VELOCITY	0vvvvvvv	(v≠0) NOTE ON
	00000000	(v=0) NOTE OFF

(3-1-3) POLYPHONIC KEY PRESSURE

STATUS	1010nnnn(AnH)	n = 0 ~ 15 TRACK CHANNEL NUMBER
NOTE NUMBER	0kkkkkkk	k = 0 (C-2) ~ 127 (G8)
VALUE	0vvvvvvv	v = 0 - 127

(3-1-4) CONTROL CHANGE

STATUS	1011nnnn(BnH)	n = 0 ~ 15 TRACK CHANNEL NUMBER
CONTROL NUMBER	0ccccccc	
CONTROL VALUE	0vvvvvvv	

All Control Change messages are recorded and played back.

(3-1-5) PROGRAM CHANGE

STATUS	1100nnnn(CnH)	n = 0 ~ 15 TRACK CHANNEL NUMBER
PROGRAM NUMBER	0ppppppp	p = 0 - 127

(3-1-6) CHANNEL PRESSURE

STATUS	1101nnnn(DnH)	n = 0 ~ 15 TRACK CHANNEL NUMBER
VALUE	0vvvvvvv	v = 0 - 127

(3-1-7) PITCH BEND CHANGE

STATUS	1110nnnn(EnH)	n = 0 ~ 15 TRACK CHANNEL NUMBER
LSB	0vvvvvvv	PITCH BEND LSB 0 - 127
MSB	0vvvvvvv	PITCH BEND MSB 0 - 127

(3-2) CHANNEL MODE MESSAGE
The following messages are recorded and played back.

RESET ALL CONTROLLERS	BnH 78H
LOCAL CONTROL	BnH 7AH
OMNI MODE OFF	BnH 7CH
OMNI MODE ON	BnH 7DH
MONO MODE ON	BnH 7EH
POLY MODE ON	BnH 7FH

(3-3) SYSTEM COMMON MESSAGE
These are transmitted and received as Control Messages for RM1x functions.
They are not recorded as SEQUENCE DATA.

(3-3-1) SONG POSITION POINTER

STATUS	11110010(F2H)	
LSB	0vvvvvvv	SONG POSITION LSB
MSB	0vvvvvvv	SONG POSITION MSB

Transmitted when you move to a different measure in the SONG PLAY Mode.
Received when not playing in the SONG PLAY mode.

(3-3-2) SONG SELECT

STATUS	11110011(F3H)	
SONG NUMBER	0sssssss	SONG NUMBER(PATTERN MODE??PATTERN NUMBER)

In the SONG mode, this will be transmitted when a song number is changed.
In the PATTERN mode, this will be transmitted when a style number is changed.
When in the SONG mode not playing, the PATTERN mode, this message is received.
When received in the PATTERN mode, a STYLE number will change.

(3-4) SYSTEM REAL TIME MESSAGE
Not recorded as Sequence Data.

(3-4-1) TIMING CLOCK

STATUS 11111000(F8H)

You can select whether the internal clock will be used as the Timing Clock, or whether Timing Clock messages from the MIDI IN will be used. Transmission/reception can be turned On/Off.

(3-4-2) START

STATUS 11111010(FAH)

Transmission/Reception can be turned On/Off.

(3-4-3) CONTINUE

STATUS 11111011(FBH)

Transmission/Reception can be turned On/Off.

(3-4-4) STOP

STATUS 11111100(FCH)

Transmission/Reception can be turned On/Off.

(3-5) SYSTEM EXCLUSIVE MESSAGE

All System Exclusive Messages are recorded and played back. Even if time intervals existed within the actual data that was received, the entire message between F0 and F7 will be recorded into one timing location. For playback, an interval time can be specified for each 1K bytes.

(3-6) SECTION CONTROL

11110000	F0	Exclusive status
01000011	43	YAMAHA ID
01111110	7E	Style
00000000	00	Section Control
0sssssss	ss	Section
0ddddddd	dd	On/Off
11110111	F7	End of Exclusive

ss=08H-0FH, dd=on is received, and the PATTERN will be changed to the RM1x's sections A - P respectively.

(3-7) MIDI TIME CODE(QUARTER FRAME MESSAGE)

STATUS 11110001(F1H)
0nnnxxxx

If MTC is selected as the Timing Clock, MTC Quarter Frame messages will be received.

(3-8) MIDI MACHINE CONTROL

These will be transmitted if MTC is selected as the Timing Clock.

(3-8-1) STOP(MCS)

11110000	F0	Exclusive status
01111111	7F	RealTime Header
01111111	7F	device ID
00000110	06	MMC Command Message
00000001	01	STOP(MCS)
11110111	F7	End of Exclusive

Transmitted when the STOP button is pressed.

(3-8-2) DEFERRED PLAY(MCS)

11110000	F0	Exclusive status
01111111	7F	RealTime Header
01111111	7F	device ID
00000110	06	MMC Command Message
00000011	03	DEFERRED PLAY(MCS)
11110111	F7	End of Exclusive

Transmitted when the PLAY button is pressed.

(3-8-3) LOCATE(MCP)

11110000	F0	Exclusive status
01111111	7F	RealTime Header
01111111	7F	device ID
00000110	06	MMC Command Message
01000100	44	LOCATE(MCP)
00000110	06	Byte Count
00000001	01	"TERGET" Sub Command
0tthhhhh	hr	standard time specification with sub-frames
0cmmmmmm	mn	
0kssssss	sc	
0gifffff	fr	
0bbbbbbb	ff	
11110111	F7	End of Exclusive

Transmitted when you move between measures in the SONG mode.

<Table 1-1> Parmeter Base Address

	Parameter Change Address (H)	(M)	(L)	Description
SYSTEM	00	00	00	System
	00	00	7E	XG System On
	00	00	7F	All Parameter Reset
INFORMATION	01	00	00	System Information
EFFECT 1	02	01	00	Effect1(Reverb,Chorus,Variation)
	02	40	00	Reserved
	:	:	:	:
MULTI PART	08	00	00	Multi Part 1
				:
	08	0F	00	Multi Part 16
	08	10	00	Reserved
	:	:	:	:

<Table 1-2> MIDI Parameter Change table (SYSTEM)

Address (H)	Size (H)	Data (H)	Parameter Name	Description	Default value(H)
00 00 00	4	0000	Master Tune	-102.4..+102.3[cent]	00 04 00 00
01		..07FF		1st bit3-0→bit15-12	(0400)
02				2nd bit3-0→bit11-8	(not reset by XG or GM on)
03				3rd bit3-0→bit7-4 4th bit3-0→bit3-0	(not reset by XG or GM on)
04	1	00..7F	Master Volume	0..127	7F
05	1	Not Used			
06	1	28..58	Transpose	-24..+24[semitones]	40
7D		Not Used			
7E	00	XG System On	00=XG Sytem on (receive only)		
7F	00	All Parameter Reset		00=on (receive only)	

TOTAL SIZE 06

<Table 1-3> MIDI Parameter Change table (EFFECT 1)

Address (H)	Size (H)	Data (H)	Parameter Name	Description	Default value(H)
02 01 00	2	00..7F	Reverb Type MSB	Refer to Ef. Parameter List	01(=HALL1)
		00..7F	Reverb Type LSB	00 : basic type	00
02	1	00..7F	Reverb Parameter 1	Refer to Ef. Parameter List	depends on Reverb type
03	1	00..7F	Reverb Parameter 2	Refer to Ef. Parameter List	depends on Reverb type
04	1	00..7F	Reverb Parameter 3	Refer to Ef. Parameter List	depends on Reverb type
05	1	00..7F	Reverb Parameter 4	Refer to Ef. Parameter List	depends on Reverb type
06	1	00..7F	Reverb Parameter 5	Refer to Ef. Parameter List	depends on Reverb type
07	1	00..7F	Reverb Parameter 6	Refer to Ef. Parameter List	depends on Reverb type
08	1	00..7F	Reverb Parameter 7	Refer to Ef. Parameter List	depends on Reverb type
09	1	00..7F	Reverb Parameter 8	Refer to Ef. Parameter List	depends on Reverb type
0A	1	00..7F	Reverb Parameter 9	Refer to Ef. Parameter List	depends on Reverb type
0B	1	00..7F	Reverb Parameter 10	Refer to Ef. Parameter List	depends on Reverb type
0C	1	00..7F	Reverb Return	-∞..0..+6dB(0..96..127)	40
0D	1	01..7F	Reverb Pan	L63..C..R63(1..64..127)	40

TOTAL SIZE 0E

02 01 10	1	00..7F	Reverb Parameter 11	Refer to Ef. Parameter List	depends on Reverb type
11	1	00..7F	Reverb Parameter 12	Refer to Ef. Parameter List	depends on Reverb type
12	1	00..7F	Reverb Parameter 13	Refer to Ef. Parameter List	depends on Reverb type
13	1	00..7F	Reverb Parameter 14	Refer to Ef. Parameter List	depends on Reverb type
14	1	00..7F	Reverb Parameter 15	Refer to Ef. Parameter List	depends on Reverb type
15	1	00..7F	Reverb Parameter 16	Refer to Ef. Parameter List	depends on Reverb type
TOTAL SIZE 6					
02 01 20	2	00..7F	Chorus Type MSB	Refer to Ef. Parameter List	41(=Chorus1)
		00..7F	Chorus Type LSB	00 : basic type	00
22	1	00..7F	Chorus Parameter 1	Refer to Ef. Parameter List	depends on Chorus Type
23	1	00..7F	Chorus Parameter 2	Refer to Ef. Parameter List	depends on Chorus Type
24	1	00..7F	Chorus Parameter 3	Refer to Ef. Parameter List	depends on Chorus Type
25	1	00..7F	Chorus Parameter 4	Refer to Ef. Parameter List	depends on Chorus Type
26	1	00..7F	Chorus Parameter 5	Refer to Ef. Parameter List	depends on Chorus Type
27	1	00..7F	Chorus Parameter 6	Refer to Ef. Parameter List	depends on Chorus Type
28	1	00..7F	Chorus Parameter 7	Refer to Ef. Parameter List	depends on Chorus Type
29	1	00..7F	Chorus Parameter 8	Refer to Ef. Parameter List	depends on Chorus Type
2A	1	00..7F	Chorus Parameter 9	Refer to Ef. Parameter List	depends on Chorus Type
2B	1	00..7F	Chorus Parameter 10	Refer to Ef. Parameter List	depends on Chorus Type
2C	1	00..7F	Chorus Return	-∞..0..+6dB(0..96..127)	40
2D	1	01..7F	Chorus Pan	L63..C..R63(1..64..127)	40
2E	1	00..7F	Send Chorus To Reverb	-∞..0..+6dB(0..96..127)	00
TOTAL SIZE 0F					
02 01 30	1	00..7F	Chorus Parameter 11	Refer to Ef. Parameter List	depends on Chorus Type
31	1	00..7F	Chorus Parameter 12	Refer to Ef. Parameter List	depends on Chorus Type
32	1	00..7F	Chorus Parameter 13	Refer to Ef. Parameter List	depends on Chorus Type
33	1	00..7F	Chorus Parameter 14	Refer to Ef. Parameter List	depends on Chorus Type
34	1	00..7F	Chorus Parameter 15	Refer to Ef. Parameter List	depends on Chorus Type
35	1	00..7F	Chorus Parameter 16	Refer to Ef. Parameter List	depends on Chorus Type
TOTAL SIZE 6					
02 01 40	2	00..7F	Variation Type MSB	Refer to Ef. Parameter List	"05(=DELAY L,C,R)"
		00..7F	Variation Type LSB	00 : basic type	00
42	2	00..7F	Variation Param 1 MSB	Refer to Ef. Parameter List	depends on vari. type
		00..7F	Variation Param 1 LSB	Refer to Ef. Parameter List	depends on vari. type
44	2	00..7F	Variation Param 2 MSB	Refer to Ef. Parameter List	depends on vari. type
		00..7F	Variation Param 2 LSB	Refer to Ef. Parameter List	depends on vari. type
46	2	00..7F	Variation Param 3 MSB	Refer to Ef. Parameter List	depends on vari. type
		00..7F	Variation Param 3 LSB	Refer to Ef. Parameter List	depends on vari. type
48	2	00..7F	Variation Param 4 MSB	Refer to Ef. Parameter List	depends on vari. type
		00..7F	Variation Param 4 LSB	Refer to Ef. Parameter List	depends on vari. type
4A	2	00..7F	Variation Param 5 MSB	Refer to Ef. Parameter List	depends on vari. type
		00..7F	Variation Param 5 LSB	Refer to Ef. Parameter List	depends on vari. type
4C	2	00..7F	Variation Param 6 MSB	Refer to Ef. Parameter List	depends on vari. type
		00..7F	Variation Param 6 LSB	Refer to Ef. Parameter List	depends on vari. type
4E	2	00..7F	Variation Param 7 MSB	Refer to Ef. Parameter List	depends on vari. type
		00..7F	Variation Param 7 LSB	Refer to Ef. Parameter List	depends on vari. type
50	2	00..7F	Variation Param 8 MSB	Refer to Ef. Parameter List	depends on vari. type
		00..7F	Variation Param 8 LSB	Refer to Ef. Parameter List	depends on vari. type
52	2	00..7F	Variation Param 9 MSB	Refer to Ef. Parameter List	depends on vari. type
		00..7F	Variation Param 9 LSB	Refer to Ef. Parameter List	depends on vari. type
54	2	00..7F	Variation Param 10 MSB	Refer to Ef. Parameter List	depends on vari. type
		00..7F	Variation Param 10 LSB	Refer to Ef. Parameter List	depends on vari. type
56	1	00..7F	Variation Return	-∞..0..+6dB(0..96..127)	40
57	1	01..7F	Variation Pan	L63..C..R63(1..64..127)	40
58	1	00..7F	Send Variation To Rev.	-∞..0..+6dB(0..96..127)	00
59	1	00..7F	Send Variation To Cho.	-∞..0..+6dB(0..96..127)	00
5A	1	00..01	Variation Connection	0:insertion,1:system	00
5B	1	00..1F	Variation Part	part1..32(0..31),off(127)	7F
5C	1	01..7F	MW Variation Ctrl Depth	-63..+63	00
5D	1	01..7F	PB Variation Ctrl Depth	-63..+63	00
5E	1	01..7F	AT Variation Ctrl Depth	-63..+63	00
5F	1	01..7F	AC1 Variation CtrlDepth	-63..+63	00
60	1	01..7F	AC2 Variation CtrlDepth	-63..+63	00
TOTAL SIZE 21					
02 01 70	1	00..7F	Variation Parameter 11	option Parameter	depends on vari. type
71	1	00..7F	Variation Parameter 12	option Parameter	depends on vari. type
72	1	00..7F	Variation Parameter 13	option Parameter	depends on vari. type
73	1	00..7F	Variation Parameter 14	option Parameter	depends on vari. type
74	1	00..7F	Variation Parameter 15	option Parameter	depends on vari. type
75	1	00..7F	Variation Parameter 16	option Parameter	depends on vari. type
TOTAL SIZE 6					

<Table 1-4> MIDI Parameter table (MULTI EQ)

Address (H)	Size (H)	Data (H)	Parameter Name	Description	Default value(H)
02 40 00	1		Not Used		
01	1	28..58	Low Boost Gain	-24dB..+24dB	40(0dB)
02	1	04..28	low Boost Frequency	50Hz..2.0KHz	0c(80Hz)
03	1		Not Used		
04	1		Not Used		
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		Not Used		
0C	1		Not Used		
0D	1		Not Used		
0E	1		Not Used		
0F	1		Not Used		
10	1		Not Used		
11	1		Not Used		
12	1		Not Used		
13	1		Not Used		
14	1		Not Used		
15	1		Not Used		
TOTAL SIZE 15					

<Table 1-5> MIDI Parameter Change table (MULTI PART)

Address (H)	Size (H)	Data (H)	Parameter Name	Description	Default value(H)
08 nn 00	1		Not Used		
nn 01	1	00..7F	Bank Select MSB	0..127	
nn 02	1	00..7F	Bank Select LSB	0..127	00 (except part 10), 7F(part 10)
nn 03	1	00..7F	Program Number	1..128	00
nn 04			Not Used		
nn 05	1	00..01	Mono/Poly Mode	0:mono,1:poly	01
nn 06	1	00..02	Same Note Number Key On Assign	0:single 1:multi 2:inst (for DRUM)	01
nn 07			Not Used		
nn 08	1	28..58	Note Shift	-24..+24[semitones]	40

nn 09	2	00..FF	Detune	-12.8..+12.7[Hz]	08 00
nn 0A				1st bit3..0→bit7..4 2nd bit3..0→bit3..0	(80)
nn 0B	1	00..7F	Volume	0..127	64
nn 0C	1	00..7F	Velocity Sense Depth	0..127	40
nn 0D	1	00..7F	Velocity Sense Offset	0..127	40
nn 0E	1	00..7F	Pan	0:random L63..C..R63(1..64..127)	40
nn 0F	1	00..7F	Note Limit Low	C-2..G8	00
nn 10	1	00..7F	Note Limit High	C-2..G8	7F
nn 11	1	00..7F	Dry Level	0..127	7F
nn 12	1	00..7F	Chorus Send	0..127	00
nn 13	1	00..7F	Reverb Send	0..127	28
nn 14	1	00..7F	Variation Send	0..127	00
nn 15	1	00..7F	Vibrato Rate	-64..+63	40
nn 16	1	00..7F	Vibrato Depth	-64..+63	40
nn 17	1	00..7F	Vibrato Delay	-64..+63	40
nn 18	1	00..7F	Filter Cutoff Frequency	-64..+63	40
nn 19	1	00..7F	Filter Resonance	-64..+63	40
nn 1A	1	00..7F	EG Attack Time	-64..+63	40
nn 1B	1	00..7F	EG Decay Time	-64..+63	40
nn 1C	1	00..7F	EG Release Time	-64..+63	40
nn 1D	1	28..58	MW Pitch Control	-24..+24[semitones]	40
nn 1E	1	00..7F	MW Filter Control	-9600..+9450[cent]	40
nn 1F	1	00..7F	MW Amplitude Control	-64..+63	40
nn 20	1	00..7F	MW LFO PMod Depth	0..127	0A
nn 21	1	00..7F	MW LFO FMod Depth	0..127	00
nn 22	1	00..7F	MW LFO AMod Depth	0..127	00
nn 23	1	28..58	Bend Pitch Control	-24..+24[semitones]	42
nn 24	1	00..7F	Bend Filter Control	-9600..+9450[cent]	40
nn 25	1	00..7F	Bend Amplitude Control	-64..+63	40
nn 26	1	00..7F	Bend LFO PMod Depth	0..127	00
nn 27	1	00..7F	Bend LFO FMod Depth	0..127	00
nn 28	1	00..7F	Bend LFO AMod Depth	0..127	00
TOTAL SIZE 29					
nn 30	1		Not Used		
nn 31	1		Not Used		
nn 32	1		Not Used		
nn 33	1		Not Used		
nn 34	1		Not Used		
nn 35	1		Not Used		
nn 36	1		Not Used		
nn 37	1		Not Used		
nn 38	1		Not Used		
nn 39	1		Not Used		
nn 3A	1		Not Used		
nn 3B	1		Not Used		
nn 3C	1		Not Used		
nn 3D	1		Not Used		
nn 3E	1		Not Used		
nn 3F	1		Not Used		
nn 40	1		Not Used		
nn 41	1		Not Used		
nn 42	1		Not Used		
nn 43	1		Not Used		
nn 44	1		Not Used		
nn 45	1		Not Used		
nn 46	1		Not Used		
nn 47	1		Not Used		
nn 48	1		Not Used		
nn 49	1		Not Used		
nn 4A	1		Not Used		
nn 4B	1		Not Used		
nn 4C	1		Not Used		
nn 4D	1		Not Used		
nn 4E	1		Not Used		
nn 4F	1		Not Used		
nn 50	1	00..7F	CAT LFO PMod Depth	0..127	00
nn 51	1	00..7F	CAT LFO FMod Depth	0..127	00
nn 52	1	00..7F	CAT LFO AMod Depth	0..127	00
nn 53	1		Not Used		
nn 54	1		Not Used		
nn 55	1		Not Used		
nn 56	1		Not Used		
nn 57	1		Not Used		
nn 58	1		Not Used		
nn 59	1		Not Used		
nn 5A	1		Not Used		
nn 5B	1		Not Used		
nn 5C	1		Not Used		
nn 5D	1		Not Used		
nn 5E	1		Not Used		
nn 5F	1		Not Used		
nn 60	1		Not Used		
nn 61	1		Not Used		
nn 62	1		Not Used		
nn 63	1		Not Used		
nn 64	1		Not Used		
nn 65	1		Not Used		
nn 66	1		Not Used		
nn 67	1	00..01	Portamento Switch	off/on	00
nn 68	1	00..7F	Portamento Time	0..127	00
nn 69	1	00..7F	Pitch EG Initial Level	-64..+63	40
nn 6A	1	00..7F	Pitch EG Attack Time	-64..+63	40
nn 6B	1	00..7F	Pitch EG Release Level	-64..+63	40
nn 6C	1	00..7F	Pitch EG Release Time	-64..+63	40
nn 6D	1		Not Used		
nn 6E	1		Not Used		

TOTAL SIZE 3F

nn = PartNumber
For the Drum Part, the following parameters have no effect.

- Bank Select LSB
- Portamento
- Soft Pedal
- Mono/Poly
- Scale Tuning
- Pitch EG

<Table 1-6> Effect Type List

REVERB TYPE

TYPE MSB		TYPE LSB			
DEC	HEX	00	01	02	
000	0	No Effect			
001	1	Rev Hall 1	Rev Hall 2		
002	2	Rev Room1	Rev Room 2	Rev Room 3	
003	3	Rev Stage 1	Rev Stage 2		
004	4	Rev Plate			
005	5	No Effect			
:	:	:			
015	F	No Effect			
016	10	Rev WhiteRm			
017	11	Rev Tunnel			
018	12	No Effect			
019	13	Rev Basement			
020	14	No Effect			
:	:	:			
127	7F	No Effect			

CHORUS TYPE

TYPE MSB		TYPE LSB				
DEC	HEX	00	01	02	08	
000	0	No Effect				
001	1	No Effect				
:	:	:				
064	40	No Effect				
065	41	Chorus 1	Chorus 2	Chorus 3	Chorus 4	
066	42	Celeste 1	Celeste 2	Celeste 3	Celeste 4	
067	43	Flanger 1	Flanger 2		Flanger 3	
068	46	No Effect				
069	45	No Effect				
:	:	:				
:	:	:				
127	7F	No Effect				

VARIATION TYPE(0~63)

TYPE MSB		TYPE LSB			
DEC	HEX	00	01	02	
000	0	No Effect			
001	1	Rev Hall 1	Rev Hall 2		
002	2	Rev Room 1	Rev Room 2	Rev Room 3	
003	3	Rev Stage1	Rev Stage2		
004	4	Rev Plate			
005	5	DelayL,C,R			
006	6	Delay L,R			
007	7	Echo			
008	8	CrossDelay			
009	9	EarlyRef.1	EarlyRef.2		
010	A	GateReverb			
011	B	ReversGate			
012	C	No Effect(sys),THRU(ins)			
:	:	:			
019	13	No Effect(sys),THRU(ins)			
020	14	[17]Karaoke1	Karaoke2	Karaoke3	
021	15	No Effect(sys),THRU(ins)			
:	:	:			
063	3F	No Effect(sys),THRU(ins)			

VARIATION TYPE(64~127)

TYPE MSB		TYPE LSB				
DEC	HEX	00	01	02	08	
064	40	THRU				
065	41	Chorus 1	Chorus 2	Chorus 3	Chorus 4	
066	42	Celeste 1	Celeste 2	Celeste 3	Celeste 4	
067	43	Flanger 1	Flanger 2		Flanger 3	
068	44	Symphonic				
069	45	RotarySp.				
070	46	Tremolo				
071	47	Auto PAN				
072	48	Phaser 1			Phaser 2	
073	49	Distortion				
074	4A	Overdrive				
075	4B	G-Amp.Sim.				
076	4C	3 Band EQ				
077	4D	2 Band EQ				
078	4E	Auto Wah				
079	4F	THRU				
:	:	:				
127	7F	THRU				

YAMAHA [Music Sequencer --- voice part] Date:08-SEP-1998
Model RMlx MIDI Implementation Chart Version : 1.0

Function ...	Transmitted	Recognized	Remarks
Basic Default	1 - 16	1 - 16	Memorized
Channel Changed	1 - 16	1 - 16	
Default	3	1	Memorized
Mode Messages	x	1 - 4(m=1) *1	
Altered	**********	x	
Note Number : True voice	0 - 127 **********	0 - 127 0 - 127	Transpose
Velocity Note ON	o 9nH,v=1-127	o v=1-127	
Note OFF	x 9nH,v=0	x	
After Key's	x	x	
Touch Ch's	x	x	
Pitch Bend	x	o 0-24 semi	
0,32	o *2	o	Bank Select
1,64,66,67,84	x	o	
5,7,10,11,65	o *2	o	
6,38	o *2	o	Data Entry
Control 16	x	o	Assignable Cntrl
1-31,33-119	o	o	Assignable Knob
Change 71-76	o	x	Sound Controller
91,93,94	o *2	o	Effect SendLevel
96,97	x	o	Data Inc,Dec
98,99	x	o	NRPN LSB,MSB
100,101	o *2	o	RPN LSB,MSB
Prog Change : True #	o 0 - 127 **********	o 0 - 127 0 - 127	
System Exclusive	o	o	
: Song Pos.	x	x	
Common : Song Sel.	x	x	
: Tune	x	x	
System :Clock	x	x	
Real Time :Commands	x	x	
: All Sound Off	x	o	
Aux : Reset All Cntrls	x	o	
: Local ON/OFF	x	x	
Mes- : All Notes OFF	x	o(123-127)	
sages: Active Sense	o	o	
: Reset	x	x	

Notes: *1 m is always treated as "1" regardless of its value.
*2 transmit if TG parameter out sw is on.

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

YAMAHA [Music Sequencer --- sequencer part] Date:08-SEP-1998
Model RMlx MIDI Implementation Chart Version : 1.0

Function ...	Transmitted	Recognized	Remarks
Basic Default Channel Changed	1 - 16 x	1 - 16 x	Memorized
Mode Default Messages Altered	x x **********	x x x	
Note Number : True voice	0 - 127 **********	0 - 127	
Velocity Note ON Note OFF	o 9nH,v=1-127 x 9nH,v=0	o v=1-127 x	
After Key's Touch Ch's	o o	o o	
Pitch Bend	o	o	
0-121 Control Change	o	o	
Prog Change : True #	o 0 - 127 **********	o 0 - 127	
System Exclusive	o	o	
: Song Pos. Common : Song Sel. : Tune	o *2 o *2 x	o *1 o *1 x	
System :Clock Real Time :Commands	o *2 o *2	o *3 o *1	
: All Sound Off Aux : Reset All Cntrls : Local ON/OFF Mes- : All Notes OFF sages: Active Sense : Reset	o o o x x x	o o o x x x	
Notes: *1 if MIDI control is in or in/out *2 if MIDI control is out or in/out *3 if MIDI sync is external send MMC (stop,deffered play,locate) if sync mode is MTC. receive MTC quarter frame message if sync mode is MTC.			

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

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