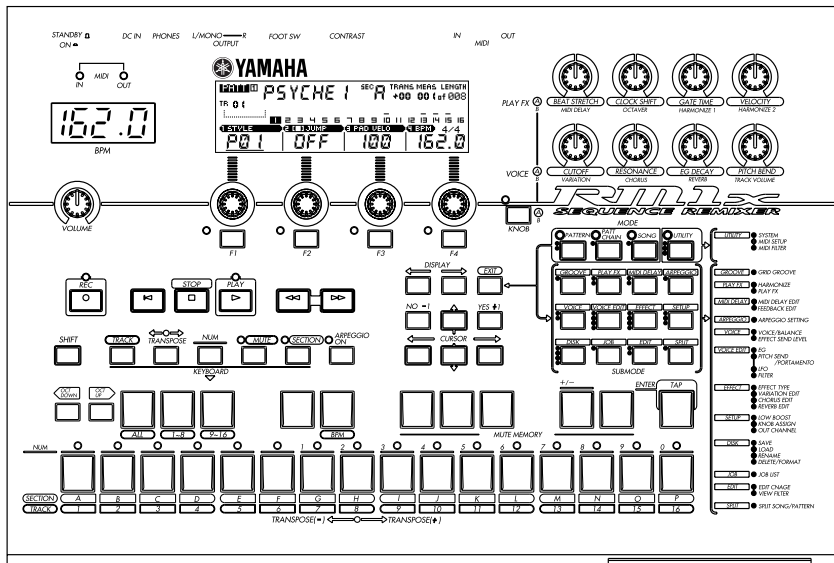




TRIMIX

SEQUENCE REMIXER



List Book

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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	60	60	60	60	60	60	60	126	127	
Bank Select LSB	0	0	1	2	3	4	5	6	0	0	
Pgm #	EL	EL	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 FM.PIano	2 Strings2	1 Kalimba2	2 Trance2	2 AnlgKit2	↑
	3	E.Grand	2 BleepBass	2 Atms Pad	2 SwDual1A	1 EL.Grand	2 Trem.Str	2 ThumbPno	2 Trance3	2 RthmKit	↑
	4	HikyTonk	2 BliPbass	2 AnlgPad	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 HikyTonk	2 Syn.Str2	2 LogDrum2	1 Trance5	2 SE Kit	↑
	6	E.PIano2	2 FM.Bas2	2 GlassPad	2 Squara A	1 Moos.Pno	1 Syn.Str3	3 PacificPc	2 Trance6	2 AcidKit	↑
	7	Harpis.	1 Duz2Bass	1 SweepPd1	2 Pulse A	2 LoFi.Pno	2 Syn.Str4	2 Bolfoan	2 Trance7	2 TakeoKit	↑
	8	Clavi.	2 Boz Bass	2 SweepPd2	2 PtsDualA	2 St.EP1	2 AnaQuart	2 SteelDr1	2 Trance8	2 TakeoKit	↑
Chromatic Percussion	9	Celesta	2 OctBass1	2 SmokyPad	2 SourOctA	2 Chor.EP1	2 SyTrmStr	2 SteelDr2	2 Trance9	2 AmbientKit	↑
	10	Glocken	2 OctBass2	2 WarmPad1	2 PulsOctA	2 Monn.EP1	1 Pizz.Str	1 Gamelan1	2 Trance10	2 HardKit	↑
	11	MiscBox	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 Violin	2 Violin	2 FunnyCPU	2 BreakKit	↑	↑
	13	Marmba	1 SquarBa1	2 Rise Pad	2 Noise1 A	1 TremoEP1	2 Viola	2 AtlantPc	2 Siren	2 JunglKit	↑
	14	Xylophon	1 SquarBa2	2 Halo Pad	2 Noise2 A	1 Old.FP	2 Cello	2 AsiaBel1	2 SysteDwn	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 BigKit	↑
	16	Dulcimer	2 FlatBass	1 HarmoPad	2 Lead2 A	1 St.FP2	2 Celesta	2 Sitar1	1 SounCPU	2 HipHopKit	↑
Organ	17	DrawOrgn	2 Tri.Bass	2 Hum Pad	2 Lead3 A	1 Chor.EP2	2 Celesta	2 Sitar2	2 FX-NG	2 AccKit	↑
	18	PercOrgn	2 SineBass	2 BlowPad	2 FM1 A	1 Mono.EP2	1 MusicBox	2 IndiaDm	2 Washing?	2 JazzKit	↑
	19	RockOrgn	2 DB Bass	2 SquarePd	2 FM2 A	1 LoFi.EP2	2 SyTubBel	2 Tibet.Dm	2 Bakers	1 BruShKit	↑
	20	ChrchOrg	2 DB BaDwn	2 Sci-Fi	2 FM3 A	1 Wah.EP2	2 SynHpsi	1 India.Sir	2 RvstLife	2 PercsKit	↑
	21	ReedOrgn	2 KickBa1	2 TrnStrm	2 Dig1 A	1 TrmoEP2	2 BrasSect	2 Dulcimer	2 Tranmpct	2 BD Kit	↑
	22	Acordion	2 KckB1Dwn	2 TrnChor	2 Dig2 A	1 St.DxEP	2 Trumpet	1 Koto	2 ShotStar	1 HH&CyKit	↑
	23	Harmonica	1 KckBa2	2 Itopia	2 Dig3 A	1 ChorDXEP	2 Trombone	2 EihnPick	2 AnBubble	2 SD Kit	↑
	24	TangoAcid	2 KckB2Dwn	2 SynVoice	2 Dig4 A	1 RiteDXEP	2 Tuba	2 Banjo	2 GameOver	2 Tom Kit	↑
Guitar	25	NylonGtr	1 CS RezBa	2 Ana Vox1	2 Dig5 A	1 Clavi	2 Mute.Trp	1 Shamisen	2 ToneDeaf	1 SFX Kit1	↑
	26	SteelGtr	1 MG.Saw	1 Ana.Vox2	2 Dig6 A	1 WahClav1	2 Syn.Horn	2 Fiddle	1 What?	2 SFX Kit2	↑
	27	Jazz Gtr	1 MG.Bass2	1 VoiceOch	2 Dig7 A	1 WahClav2	1 SpmoSax	1 Shana	2 Zap.Gun	2 AnlgKitN	↑
	28	CleanGtr	1 MG.Bass3	1 ChoirAah	2 Dig8 A	2 Dig8A	2 Alto.Sax	1 Shakhchi	1 HpdHr1	1 AnlgKit2N	↑
	29	Mute.Gtr	1 MG.Pedal	1 AahOoh	2 Dig9 A	1 Orgn1	2 TenorSax	1 TransShak	2 Hndr12	2 HrbowKN	↑
	30	Overdrive	1 OB Bass	2 EP Pad1	2 Dig10 A	1 Orgn2	2 Bar.Sax	1 AsiaFlut	2 Hichhik	2 SynthKN	↑
	31	Dist.Gtr	1 XP Bass	2 EP Pad2	2 Dig11 A	1 Orgn3	2 Oboe	1 Bagpipe	1 Digger	2 SE KitN	↑
	32	GtrHarmo	1 PizzBass	2 EthnoPad	2 Dig12 A	1 Orgn4	2 Eng.Horn	2 Pprop1	2 Propel1	2 PsychKN	↑
Bass	33	Acc.Bass	1 TalkBass	2 Angels	2 Saw1 B	1 HouseOrg	2 Bassoon	1 Digeridu	2 Propel2	2 AcidKitN	↑
	34	FngBass	1 VocBas1	2 NewAgePd	2 Saw2 B	1 ThinOrg	2 Clarinet	1 Koukin1	2 Greeting	2 TeknoKN	↑
	35	PickBass	1 VocBas2	2 Rain	2 SwDual1B	2 RockOrgn	2 Piccolo	1 Koukin2	2 Safari	2 AmbientKN	↑
	36	Fretless	1 OctRezBa	2 OrnSeq	2 SwDual2B	1 DriveOrg	2 Flute	1 Berimba1	2 Sesame	2 HardKN	↑
	37	SlapBas1	2 SynBas1	2 SmokBell	2 SawOct B	2 DirtyOrg	2 Recorder	2 Berimba2	2 Budha	2 HouseKN	↑
	38	SlapBas2	1 OCcCorBa	2 Atmosph	2 Squara B	1 MtrnOrg	2 PanFlute	1 BribmSol	2 WahSeq	2 BreakKN	↑
	39	SynBas1	1 HdCorBa1	2 Bright	2 Pulse B	2 ChrcOr1	2 Bottle	2 EngCym2	2 WahSeq2	2 JunglKitN	↑
	40	SynBas2	2 HdCorBa2	2 EthnoKey	2 PtsDualB	2 ChrcOr2	2 Whistle	1 EngCym2	2 B&R	2 D&BKN	↑
Strings	41	Violin	1 Nln Bass	2 Ana Bell	2 SourOctB	2 ReedOrgn	2 Ocarina	1 Gong	2 Vacuu	2 BigKitN	↑
	42	Viola	1 SynLow	2 PolySync	2 PulsOctB	2 Acordion	2	2 ThaiGong	2 Brokndwn	2 HipHopKN	↑
	43	Cello	1 BL.Saw1	2 AnaDrone	2 Sync B	1 Harmonica	1	2 Shaker	2 Teleport	2 AccKitN	↑
	44	Contrabs	1 BL.Saw2	2 Dig1B	2 TriSineB	2 TangoAcid	2	2 TaikoDrm	1 Scat	2 JazzKitN	↑
	45	Trem.Str	1 BL.Saw3	2 Crvstal	2 Noise1 B	1 Vibes1	1	2 Big.Drum	1 Disaster	2 BruShKN	↑
	46	Pizz.Str	1 BL.Saw4	2 AnaSprng	2 Noise2 B	1 Vibes2	2	2 Timpani	2 Match	2 PercKitN	↑
	47	Harp	2 BL.Saw1	1 SynChime	2 Lead1 B	1 Vibes3	2	2 Tabla	2 LaerShot	2	↑
Ensemble	48	Timpani	1 BL.Saw2	1 Vocal Sine	2 Lead2 B	1 Marmba	1	2 Udu	2 Whimsy2	2	↑
	49	Strings1	1 BL.Saw3	1 ShortRez	2 Lead3 B	1 Xylophon	1	2 Udu.Band	1 Whimsy2	2	↑
	50	Strings2	1 BL.Dist1	2 Self Seq	2 FM1 B	1 FngBas1	2	2 Judo	2 Fender	2	↑
	51	Syn.Str1	2 BL.Dist2	2 EchoBell	2 FM2 B	1 FngBas2	2	2 Egypt.Dm	2 Raining	2	↑
	52	Syn.Str2	2 BL.Dist3	2 MajrBrs1	2 FM3 B	1 FngEngB	2	2 Surdo.Cro	2 Drain	2	↑
	53	ChoirAah	1 BL.Dist4	2 MajrBrs2	2 Dig1 B	1 MuteEngB	2	2 Tambourn	1 Spin	2	↑
	54	VoiceOoh	1 BL.Dist5	2 SoftBras	2 Dig2 B	1 CompEngB	2	2 AnTambn	1 Takeoff	2	↑
	55	SynVoice	1 BL.Dist6	2 SvStack1	2 Dig3 B	1 Subsonic	2	2 Cowbell	1 GiantStp	2	↑
	56	Orch.Hit	1 BL.Dist7	2 SvStack2	2 Dig4 B	1 DistBass	2	2 AnCowlb1	1 CyberStp	2	↑
Brass	57	Trumpet	1 BL.Dist8	2 SvStack3	2 Dig5 B	1 WahBass1	2	2 AnCowlb2	1 Typhoon	2	↑
	58	Trombone	1 OB.Saw	1 DirtySaw	2 Dig6 B	1 WahBass2	1	2 Vibrasip	1 Rubber	2	↑
	59	Tuba	1 OB.Saw	1 AtmosSaw	2 Dig7 B	1 PickBas1	2	2 AnVbrslp	1 Amphibia	2	↑
	60	Mute.Trp	1 Dual Saw	2 SwpXpand	2 Dig8 B	1 PickBas2	2	2 SynBrsip	1 Escape	2	↑
	61	Fr.Horn	2 CS.PorLd	2 Swp.Sync	2 Dig9 B	1 MutePKBa	2	2 Claves	2 Shower	2	↑
	62	BrasSect	1 Wah Saw	1 Swp.Voice	2 Dig10 B	1 SlapBas1	1	2 Conga	1 Thunder	2	↑
	63	SynBras1	2 CSMonoLd	2 Goblns	2 Dig11 B	1 SlapBas2	1	2 AnaConga	1 Wind	2	↑
	64	SynBras2	2 DualSaur	2 Echoes	2 Dig12 B	1 Fretles1	1	2 Timbale	1 Seashore	1	↑
Reed	65	SpmoSax	1 CS Squar	2 AsianEch	2 Saw1 C	1 Fretles2	2	2 Agogo	1 Steam	1	↑
	66	Alto Sax	1 WahSquar	1 SoundTrk	2 Saw2 C	1 ChoFries	2	2 AnaMetal	1 Bubble	1	↑
	67	TenorSax	1 WahPulse	1 Majesty	2 SwDual1C	2 FlnFries	2	2 Cabasa	1 Dog	1	↑
	68	Bari.Sax	1 SubOsc1	2 Ball Pad	2 SwDual2C	1 AccBass1	1	2 Maracas	2 Horse	1	↑
	69	Oboe	1 SubOsc2	2 Warrior	2 SawOct C	2 AccBass2	2	2 SmWhisl	1 Tweet 1	1	↑
	70	Eng.Horn	1 CS ModLd	2 PwrSweep	2 Squara C	1 B&Glsnd	2	2 Guiro	2 Tweet 2	2	↑
	71	Bassoon	1 PWM Solo	2 Palace	2 Pulse C	2 CleanGrt	2	2 Claves	2 Shower	2	↑
	72	Clarinat	1 PWM Saw	1 Soda	2 PtsDualC	2 CleanGr2	1	2 Claves	1 DoorSeqk	1	↑
Pipe	73	Piccolo	1 StarLead	2 Coaster	2 SourOctC	2 Chorngt	2	2 AnaClave	1 DoorSlam	1	↑
	74	Flute	1 PwrSolo	2 MilkyWay	2 PulsOctC	2 FlangeGt	2	2 WoodBlok	1 Talphon	1	↑
	75	Recorder	2 SynLd1	2 Bush	2 Sync C	1 Wah.Gtr1	2	2 Cuica	2 Telphon2	1	↑
	76	PanFlute	1 SynLd2	2 EnqinRom	2 TrisineC	2 Wah.Gtr2	1	2 Triangle	2 Scratch	1	↑
	77	Botle	2 BleepLead	2 Glaswork	2 Noise1 C	1 Mute.Gtr	1	2 Shaker	2 TurnTabl	1	↑
	78	ShakChhl	1 BuzSolo	2 OohStack	2 Noise2 C	1 Jazz.Gtr	1	2 AnShaker	1 TapeRwnd	1	↑
	79	Whistle	1 5th Saw	2 Galaxy	2 Lead1 C	1 OctLgGr	2	2 JinglBel	1 GlasNoiz	1	↑
	80	Ocarina	1 5th Pulse	2 Comet	2 Lead2 C	1 Overdrive	2	2 BellTree	1 MetalNz1	1	↑
Synth Lead	81	SquareLd	2 Bend 5th	2 Shrine	2 Lead3 C	1 Dist.Gtr	2	2 WindChm1	1 MetalNz2	1	↑
	82	Saw.Lead	2 PopLd4th	2 Hovering	2 FM1 C	1 Dist.Gtr	2	2 WindChm2	1 IndefForm	1	↑
	83	CalioPLd	2 VoxSyn1	2 Marsh	2 FM2 C	1 WahFazG2	2	2 Castanet	1 CastEgn	1	↑
	84	Chiff Ld	2 VoxSyn2	2 Hypnosis	2 FM3 C	1 PowerChd	1	2 Sticks	1 CarTSeel	1	↑
	85	CharanLd	2 BreathLd	2 WaterBel	2 Dig1 C	1 GtrHarmo	1	2 Feet	2 Car.Pase	1	↑
	86	Voice Ld	1 PipeLead	2 Hallucin	2 Dig2 C	1 SteelGtr	1	2 Clap.L	1 CarCrash	1	↑
	87	Fifth Ld	2	2 NewDrone	2 Dig3 C	1 12StrGtr	1	2 Clap.S	1 Train	1	↑
	88	Bass &Ld	2	2 Motor	1 Dig4 C	1 NylonGtr1	1	2 AnlgClap	1 Helicptr	1	↑
Synth Pad	89	NewAgePd	2	2 Sonar1	1 Dig5 C	1 NylonGtr2	2	2 SynClap	1 RevBurst	1	↑
	90	Warm Pad	2	2 Sonar2	1 Dig6 C	1 P.Scrap	1	2 EngSnap	1 RevLowNz	1	↑
	91	PolySfPd	2	2 OrganSik	2 Dig7 C	1 FretNoiz	1	2 AnSdSk1	1 Laugh	1	↑
	92	ChoirPad	2	2 Vox Bell	2 Dig8 C	1	1	2 AnSdSk2	1 Scream	1	↑
	93	BowedPad	2	2 ColdStab	1 Dig9 C	1	1	2 AnSdSk3	1 Punch	1	↑
	94	MetalPad	2	2 Kick&Hit	1 Dig10 C	1	1	2 AnSdSk4	1 Heart	1	↑
	95	Halo Pad	2	2 BrassHit	1 Dig11 C	1	1	2 MelodTom	1 Footstep	1	↑
	96	SweepPad	2	2 Syn.Stab	1 Dig12 C	1	1	2 Syn.Drum	2 Applause	1	↑
Synth Effects	97	Rain	2	2 GiantStb	1 Saw1 D	1	1	2 Ana.Tom	1 BrthNoiz	1	↑
	98	SoundTrk	2	2 HardStab	1 Saw2 D	1	1	2 Ana.BD	1 Gunshot	1	↑
	99	Crystal	2	2 OrganStb	1 SwDual1D	1	1	2 AnaCymb1	1 Bomb	1	↑
	100	Atmosphr	2	2	2 SwDual2D	1	1	2 AnaCymb2	1 HiQ 1	1	↑
	101	Bright	2	2	2 SawOct D	1	1	2 LoopCymb	1 HiQ 2	1	↑
	102	Goblns	2	2	2 Squara D	1	1	2 RevCymb	1 SFX.Gun1	1	↑
	103	Echoes	2	2	2 Pulse D	1	1	2 Rev.Roll	1 SFX.Gun2	1	↑
	104	Sci-Fi	2	2	2 PtsDualD	1	1	2 Rev.SD	1 Ripper	1	↑
Ethic	105	Sitar	1	2	2 SourOctD	2	2				↑
	106	Banjo	2	2	2 PulsOctD	2	2				↑
	107	Shamisen	2	2	2 Sync D	1	1				↑
	108	Koto	2	2	2 TrisineD	2	2				↑
	109	Kalimba	1	2	2 Noise1 D	1	1				↑
	110	Bagpipe	1	2	2 Noise2 D	1	1				↑
	111	Fiddle	1	2	2 Lead1 D	1	1				↑
	112	Shamal	2	2	2 Lead2 D	1	1				↑
Percussive	113	TnkBell	1	2	2 Lead3 D	1	1				↑
	114	Agogo	1	2	2 FM1 D	1	1				↑
	115	SteelDrm	1	2	2 FM2 D	1	1				↑
	116	WoodBlok	1	2	2 FM3 D	1	1				↑
	117	TaikoDrm	1	2	2 Dig1 D	1	1				↑
	118	MelodTom	1	2	2 Dig2 D	1	1				↑
	119	Syn.Drum	2	2	2 Dig3 D	1	1				↑
	120	RevCymb1	1	2	2 Dig4 D	1	1				↑
Sound Effects	121	FretNoiz	1	2	2 Dig5 D	1	1				↑
	122	BrthNoiz	1	2	2 Dig6 D	1	1				↑
	123	Seashore	1	2	2 Dig7 D	1	1				↑
	124	Tweet	1	2	2 Dig8 D	1	1				↑
	125	Telephone	1	2	2 Dig9 D	1	1				↑
	126	Helicptr	1	2	2 Dig10 D	1	1				↑
	127	Applause	1	2	2 Dig11 D	1	1				↑
	128	Gunshot	1	2	2 Dig						

Bank MSB		126			126			126			126			126			126			126					
Bank LSB		0			0			0			0			0			0			0					
PC#		9			10			11			12			13			14			15			16		
Note#	Note	AmbritKit	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	Hh/HpKit	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 CI Syn		1	Hi-Hat Closed		1	HH CI Tight		1	Hi-Hat Closed		1	HH CI Break		1	Hi-Hat Closed		1	HH CI Break		1	HH CI 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 CI 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 Soft 1 Short			BD Analog Dist			BD Op Ana Tight			BD Break 1			BD Break 3			BD Break 7			BD Ana Soft 1			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 6			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 CI Ana 1 H		2	HH CI Hard		2	HH CI Ana 1		2	HH CI Break		2	Hi-Hat Closed		2	HH CI Tight H		2	HH CI 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 Op Ana 1 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	Hi-Hat Open		2	Hi-Hat Open		2	Hi-Hat Open		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			Cowbell Analog 1			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 Noise H			Glass Noise H			Agogo H			Agogo H			Agogo H			Agogo H			Agogo H			Agogo H		
68	G#3	Glass Noise L			Glass Noise 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			Wood Block H		
77	F-4	Wood Block L			Hi Q 2			Wood Block L			Wood Block L			Wood Block L			Wood Block L			Wood Block L			Wood Block L		
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																								

• 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					
Bank LSB		0			0			0			0			0			0			0					
PC#		17		18		19		20		21		22		23		24									
Note#	Note	AccKit	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&CymKit	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			Maracas 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 Bip			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 Op Ana1 ShortO			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			Shkere 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			Shkere 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			Shkere 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	Guio Short			Guio Short			Guio Short			Guio Short						Metal Noise			Metal Noise			Tom Soft 5		
74	D 4	Guio Long			Guio Long			Guio Long			Guio 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			Shkere 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								

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Bank MSB		126			126			126			126			126			126			126					
Bank LSB		0			0			0			0			0			0			0					
PC#		25			26			27			28			29			30			31			32		
Note#	E-1	SFX Kit1	Key off	Alternate assign	SFX Kit2	Key off	Alternate assign	AnlgK1N	Key off	Alternate assign	AnlgK2N	Key off	Alternate assign	RhBoxK1N	Key off	Alternate assign	SynthK1N	Key off	Alternate assign	SE Kit N	Key off	Alternate assign	PsychK1N	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			Bush Swirl			Reverse Roll			Reverse Roll			Reverse Roll		
20	G#-1							Reverse Snare			Reverse Snare			Reverse Snare			Reverse 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 Soft 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	Tranc01			Shower			Hand Clap Ana			Snare Clap			Hand Clap Ana			Hand Clap Ana Q			Hand Clap Synth			Hand Clap Small		
28	E-0	Tranc02			Thunder			Snare Ana Gate			Snare Analog 6			Snare Analog 4			Snare Analog 5 L			Snare Synth 3			Snare Synth 4		
29	F-0	Tranc03			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	Tranc04			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	Tranc05			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	Tranc06			Bubble			HH Op Hard ShortH			HH Op Ana 2 Short			HH Op Syn Short H			HH Op Ana 1 ShortQ			HH Op Syn Short			Hi-Hat Closed		
33	A-0	Tranc07			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	Tranc08			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	Tranc09			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-0	Tranc10			Tweet 2			BD Ana Tight			BD Ana Soft 1 Short			BD Ana Soft 2 H			BD Synth 1			BD Industrial			BD Ana Hard 2		
37	C#1	Tranc11			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			DoorSpk			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	SystemDwn			Teiphon1			Snare Analog 2			Snare Analog 4			Snare Analog 6			Snare Synth 2			Snare Synth 4			Snare Ana Gate		
41	F-1	Smoky			Teiphon2			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 Synth 2			Tom Industrial 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	Bikes			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	ParImpct			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			CarEIgn			Crash Hard			Crash Analog			Cymbal Synth 1			Cymbal Synth 1			Cymbal Synth 1			Crash Hard		
50	D-2	GameOver			CarTSpq			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	Hndral1			Helictr			Tambourine			Tambourine Ana			Tambourine Ana			Tambourine Ana			Tambourine Ana			Tambourine		
55	G-2	Hndral2			RevBurst			Splash Cymbal			Splash Cymbal			Splash Cymbal H			Splash Cymbal			Gunshot			Splash Cymbal		
56	G#2	Htchhk			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	Prope1			Scream			Cowbell Analog 1			Vibraslap Synth			Vibraslap Analog			Cowbell Synth 2			Vibraslap Analog			Cowbell Analog 1		
59	B-2	Prope12			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	Budha			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			Mesttal Analog H			Mesttal Analog H			Mesttal Analog H			Mesttal Analog H			Tabla Nah		
66	F#3	Bter			HIQ 1			Timbale L			Mesttal Analog L			Mesttal Analog L			Mesttal Analog L			Mesttal Analog L			Tabla Open		
67	G-3	Vacuum			HIQ 2			Agogo H			Glass Noise H			Glass Noise H			Glass Noise H			Glass Noise H			Udu Finger		
68	G#3	Brokdwn			SFX Gun1			Agogo L			Glass Noise L			Glass Noise L			Glass Noise L			Glass Noise 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 Analog			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			GI Power Chord L		
74	D-4	Whimsy1						Scratch 3			Guiro Analog L			Guiro Analog L			Guiro Analog L			Scratch 3			GI 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			Dgeridoo 1		
79	G-4	Spin						Scratch 1 L			Scratch 1 L			Scratch 1 L			Scratch 1 L			Scratch 1 L			Dgeridoo 2		
80	G#4	Takeoff						Triangle Mute			Triangle Mute			Triangle Mute			Triangle Mute			HH Cl SE H			Dgeridoo 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																								

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Bank MSB		126			126			126			126			126			126			126					
Bank LSB		0			0			0			0			0			0			0					
PC#		33			34			35			36			37			38			39			40		
Note#	Event	AcidKIN	Key off	Alternate assign	TeknoKIN	Key off	Alternate assign	AmbiKIN	Key off	Alternate assign	HardKIN	Key off	Alternate assign	HouseKIN	Key off	Alternate assign	BreakKIN	Key off	Alternate assign	JungKIN	Key off	Alternate assign	D&BKIN	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 CI Syn			HH CI Hard			HH CI Syn			Hi-Hat Closed			HH CI Tight			Hi-Hat Closed			HH CI 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 CI 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	Snare Analog 3			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 Analog 2			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 Soft 1			Tom Soft 1			Tom Soft 1			Tom Hard 1		
42	F#1	HH CI Ana 1			HH CI Ana 1			HH CI Ana 1 H			HH CI Hard			HH CI Ana 1			HH CI Break			Hi-Hat Closed			HH CI 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 CI Hard			HH Op Ana 1 Short			HH Op Ana1 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			Hi-Hat Open			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 Noise H			Glass Noise H			Glass Noise H			Agogo H			Agogo H			Agogo H			Agogo H		
68	G#3	Agogo L			Glass Noise L			Glass Noise L			Agogo L			Agogo L			Agogo L			Agogo L			Agogo L		
69	A-3	Cabasa			Cabasa			Cabasa			Cold Stab H			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			Twist			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			Guero Analog H			Thunder			Scratch 2			Giant Stab L			Scratch 2			Guero Short			Vox Bell H		
74	D-4	Scratch 3			Guero Analog L			Wind			Scratch 3			Giant Stab H			Scratch 3			Guero 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																								

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Bank MSB		126			126			126			126			126			127						
Bank LSB		0			0			0			0			0			0						
PC#		41			42			43			44			45			46			1			
Note#	Note	BigKiN	Key off	Alternate assign	HipHiKiN	Key off	Alternate assign	AcoKiN	Key off	Alternate assign	JazzKiN	Key off	Alternate assign	BrushKiN	Key off	Alternate assign	PercsKiN	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
79	G-4	Scratch 1 L	○		Scratch 1 L	○		Cuica Open	○		Cuica Open	○		Cuica Open	○		Cuica Open	○					Cuica Open
80	G#4	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
82	A#4	Shaker	○		Shaker	○		Shaker	○		Shaker	○		Shaker	○		Shaker	○					Shaker
83	B-4	Jingle Bell	○		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	○					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	Elektro 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		Effect Type	Description
MSB	LSB		
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		Effect Type	Description
MSB	LSB		
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		Effect Type	Description
MSB	LSB		
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					
15	LFO Phase Difference	-180 – +180deg	4-124	resolution=3deg.	
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		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.

MIDI Data Format

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

■ Tone generator block (Voice part)

(1) TRANSMIT FLOW

MIDI OUT	SW1	NOTE ON/OFF	9nH
	SW2	+[]-KNOB 1-8	EnH, BnH,01H-77H(except 20H)
	SW3	+[]-FOOT SW	Bn,40H 42H
-----+-----			
SYSTEM EXCLUSIV MESSAGE			
<PARAMETER CHANGE>			
		----- MIDI MASTER TUNING	FOH 43H lnH 27H 30H 00H 00H mmH 11H ccH F7H
		----- XG SYSTEM	FOH 43H lnH 4CH aaH aaH aaH ddH.....ddH F7H
		----- MULTI EFFECT	FOH 43H lnH 4CH aaH aaH aaH ddH.....ddH F7H
		----- MULTI PART	FOH 43H lnH 4CH aaH aaH aaH ddH.....ddH F7H
-----+-----			
SYSTEM EXCLUSIV MESSAGE			
		MIDI MASTER VOLUME	FOH 7FH 7FH 04H 01H 11H mmH F7H
		IDENTITY REPLY	FOH 7EH 7FH 06H 02H 43H 00H 41H ddH ddH
		+---- ACTIVE SENSING	FEH 00H 00H 00H 01H F7H

- 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,08H
		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,48H
		SOUND CONTROLLER 7	BnH,4CH
		PORTAMENTO CONTROL	BnH,54H
		EFFECT SEND LEVEL 1	BnH,58H
		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
		AEQ ATTACK TIME	BnH,63H,01H,62H,63H,06H,mmH
		AEQ DECAY TIME	BnH,63H,01H,62H,64H,06H,mmH
		AEQ 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,11H
		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	FOH 43H lnH 27H 30H 00H 00H mmH 11H ccH F7H
		----- XG SYSTEM ON	FOH 43H lnH 4CH 00H 00H 7EH 00H F7H
		----- XG SYSTEM	FOH 43H lnH 4CH aaH aaH aaH ddH.....ddH F7H
		----- MULTI EFFECT	FOH 43H lnH 4CH aaH aaH aaH ddH.....ddH F7H
		----- MULTI PART	FOH 43H lnH 4CH aaH aaH aaH ddH.....ddH F7H
-----+-----			
SYSTEM EXCLUSIV MESSAGE			
		GM MODE ON	FOH 7EH 7FH 09H 01H F7H
		MIDI MASTER VOLUME	FOH 7FH 7FH 04H 01H 11H mmH F7H
		IDENTITY REQUEST	FOH 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	100nnnn(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	100lnnnn(9nH)	n = 0 - 15 VOICE CHANNEL NUMBER
	NOTE NUMBER	0kkkkkkk	k = 0 (C-2) - 127 (G8)
	VELOCITY	0vvvvvvv	(v=0) NOTE ON (v=0) NOTE OFF
		00000000	

(3-1-3) PROGRAM CHANGE	STATUS	1100nnnn(CnH)	n = 0 - 15 VOICE CHANNEL NUMBER
	PROGRAM NUMBER	0pppppppp	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	101lnnnn(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:RMLx VOICE,
	126:RMLx 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:RMLx VOICE,
	126:RMLx 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 0vvvvvvvv 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.
 PORTAMENTO 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 SENSITIVITY, 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 0pppppppp p = RPN LSB (Refer to the table on the following page.)
 MSB 01100101(65H)
 RPN MSB 0qqqqqqqq q = RPN MSB (Refer to the table on the following page.)
 DATA ENTRY MSB 00000110(06H)
 DATA VALUE 0mmmmmmmm m = Data Value
 DATA ENTRY LSB 00100110(26H)
 DATA VALUE 01111111 1 = 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	D.ENTRY	LSB MSB	MSB LSB	PARAMETER NAME	DATA RANGE
00H 00H	mmH ---			PITCH BEND SENSITIVITY	00H - 18H (0 - 24 semitones)
01H 00H	mmH 11H			MASTER FINE TUNE	{mmH,11H} = {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 0pppppppp p = NRPN LSB (Refer to the table on the following page.)
 MSB 01100011(63H)
 RPN MSB 0qqqqqqqq q = NRPN MSB (Refer to the table on the following page.)
 DATA ENTRY MSB 00000110(06H)
 DATA VALUE 0mmmmmmmm 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	D.ENTRY	MSB LSB	MSB 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

FOH 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.
 PORTAMENTO CONTROL reset
 MIDI MASTER VOLUME 127 (maximum)
 PITCH BEND SENSITIVITY 02 (2 semitones)
 FINE TUNING 0
 COURSE TUNING 0

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

FOH 7EH 0nH 06H 01H F7H (*n is the device number, but the RMIx receives this in Omni.)

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

FOH 7EH 7FH 06H 02H 43H 00H 41H ddH ddH 00H 00H 00H 01H F7H
 dd:Device Number Code RMIx = 1DH,03H

(3-6-2) UNIVERSAL REALTIME MESSAGE

(3-6-2-1) MIDI MASTER VOLUME

FOH 7FH 7FH 04H 01H 11H mmH F7H

Modifies the MASTER VOLUME value.
 The value of mm is used as the MIDI Master Volume (the 11 value is ignored).

(3-6-3) PARAMETER CHANGE

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

FOH 43H 1nH 27H 30H 00H 00H mmH 11H cch F7H

Modifies the MASTER TUNE value.
 The values of mm and 11 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 "11" bits 0-3.

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

11110000 F0 Exclusive status
 01000011 43 YAMAHA ID
 00011111 1n device Number
 01001100 4C Model ID
 0aaaaaaaa 00 Address High
 0aaaaaaaa 00 Address Mid
 0aaaaaaaa 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 PARAMETER CHANGE

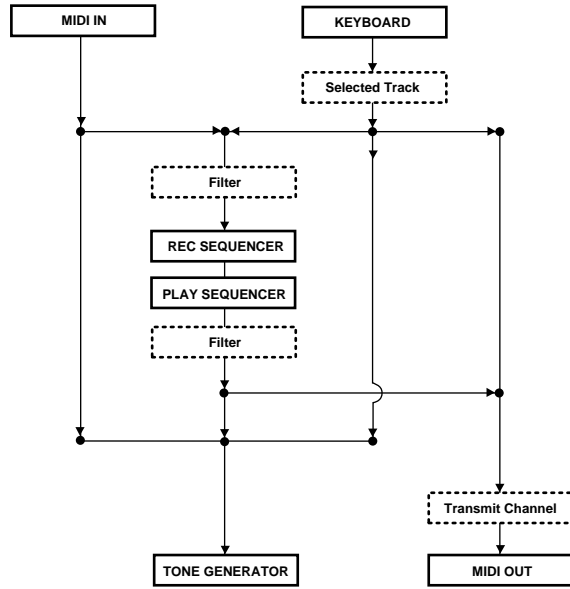
11110000 F0 Exclusive status
 01000011 43 YAMAHA ID
 00011111 1n device Number
 01001100 4C Model ID
 0aaaaaaaa aaaaaaa Address High
 0aaaaaaaa aaaaaaa Address Mid
 0aaaaaaaa aaaaaaa Address Low
 0ddddd 00 Data
 | | |
 11110111 F7 End of Exclusive

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



■ Sequencer block (Sequencer part)

(1) TRANSMIT FLOW

```

SW1 SW3
MIDI <-[ ]-[ ]- CHANNAL VOICE MESSAGE
OUT
  NOTE ON/OFF 9nH
  KEY'S AFTER TOUCH AnH
  CONTROL CHANGE BnH
  PROGRAM CHANGE CnH
  CHANNAL AFTER TOUCH DnH
  PITCH BEND CHANGE EnH

SW3
----[ ]- CHANNAL 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 FOH ..... F7H
SW2 SW4
-[ ]-[ ]- MIDI MACHINE CONTROL
  STOP FOH 7FH 7FH 06H 01H F7H
  DEFERRED PLAY FOH 7FH 7FH 06H 03H F7H
  LOCATE FOH 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 >-[ ]- CHANNAL VOICE MESSAGE
IN
  NOTE OFF 8nH
  NOTE ON/OFF 9nH
  KEY'S AFTER TOUCH AnH
  CONTROL CHANGE BnH
  PROGRAM CHANGE CnH
  CHANNAL AFTER TOUCH DnH
  PITCH BEND CHANGE EnH

---- CHANNAL 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

SW3
-[ ]- TIMING CLOCK F8H

SW3
-[ ]- MTC QUATER FRAME MESSAGE FIH
  
```

```

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 FOH 43H 7EH 00H ssH ddH F7H
  TEST ENTRY FOH 43H 10H 18H 5AH 00H F7H
  LCD HARD COPY FOH 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) CHANNAL 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 (v=0) NOTE OFF
	00000000	

(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	0pppppppp	p = 0 - 127

(3-1-6) CHANNAL 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) CHANNAL 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 RMIx 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 1111000(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 1111010(FAH)

Transmission/Reception can be turned On/Off.

(3-4-3) CONTINUE

STATUS 1111011(FBH)

Transmission/Reception can be turned On/Off.

(3-4-4) STOP

STATUS 1111100(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
0ddddd	dd	On/Off
11110111	F7	End of Exclusive

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

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

STATUS 11110001(F1H)
0nnxxxxx

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	"TARGET" Sub Command
0tthhhh	hr	standard time specification with sub-frames
0cmmmmm	mn	
0ksssss	sc	
0gifffff	fr	
0bbbbbb	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			Description
	(H)	(M)	(L)	
SYSTEM	00	00	00	System
	00	00	7E	XG System On
	00	00	7F	All Parameter Reset
	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
	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 (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	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	1		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	1		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	(80)
				2nd bit3..0→bit3..0	
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	40
				L63..C..R63(1..64..127)	
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			

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

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

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	
Control Change 0-121	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	
Aux : All Sound Off : 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.

