

Digital Workstation

PSR-SX6000

Data List

Daten-Liste

Liste des données

Lista de datos

Lista de dados

Daftar Data

数据列表

データリスト

EN

DE

FR

ES

PT

ID

ZH

JA

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Voice List / Voice-Liste / Liste des voix / Lista de voces / Lista de vozes / Daftar Voice / 音色列表 / ボイスリスト

Category	Sub Category	Voice Name	Voice Number			Voice Type		
			MSB#	LSB#	PC# (1-128)			
Piano & E.Piano	-	ConcertGrand	0	115	1	Live!		
		PopGrand	104	5	1	Live!		
		RockPiano	104	4	1	Live!		
		AmbientPiano	104	3	1	Live!		
		OctavePiano1	0	113	4	Live!		
		SuitcaseEP	0	118	5	Cool!		
		VintageEP	0	116	5	Regular		
		SmoothTine	0	119	6	Regular		
		ElectricPiano	0	119	5	Cool!		
		TremoloSuitcase	0	113	5	Cool!		
		MIDI Grand	104	0	3	Live!		
		MIDI GrandPad	104	1	3	Live!		
		MIDI GrandSyn	104	1	1	Live!		
		PianoOrchestra	104	2	1	Live!		
		OctavePiano2	0	114	4	Live!		
		DX Sweet	104	0	6	Cool!		
		DX Ballad	0	124	6	Cool!		
		DX Dynamic	0	123	6	Cool!		
		DX BalladBells	104	2	6	Cool!		
		DX Midnight	104	1	6	Cool!		
		BrightPiano	0	112	2	Live!		
		CocktailPiano	104	0	4	Live!		
		HonkyTonk	0	112	4	Regular		
		Harpsichord MW	8	32	113	S.Art!		
		GrandHarpsichord	0	113	7	Live!		
		StageEP	0	117	5	Regular		
		FunkEP	0	112	5	Regular		
		ClaviBright	0	112	8	Regular		
		WahClavi	0	113	8	Regular		
		PhaseClavi	0	115	8	Regular		
		CP80 Stage	0	113	3	Regular		
		DX Dream	104	3	6	Cool!		
		DX Sparkle	0	121	6	Cool!		
		GalaxyEP	0	114	5	Cool!		
		PolarisEP	0	115	5	Regular		
		ChorusBell	0	120	6	Regular		
		JazzChorus	0	118	6	Regular		
		HyperTines	0	113	6	Regular		
		ModernEP	0	115	6	Regular		
		PhaseEP	0	120	5	Regular		
		Organ & Accordion	-	JazzRotary MW	8	32	114	S.Art!
				WhiterBars MW	8	32	30	S.Art!
				AllBarsOut MW	8	32	31	S.Art!
				ClassicBars MW	8	34	30	S.Art!
				ProgRockOrgan MW	8	33	30	S.Art!
				Harmonica	0	112	23	Sweet!
				MasterAccordion	0	118	22	Regular
				FullRegister	104	2	22	Regular
				Cassotto	104	0	22	Regular
				JazzAccordion	0	120	22	Regular
				FullOrgan	0	112	20	Regular
				HymnOrgan	0	114	20	Regular
				Tibia16'&4'	104	8	17	Regular
				Tibia8'&4'	104	9	17	Regular
				Tibia8'	104	6	18	Regular
				ChapelOrgan1	0	113	20	Regular
ChapelOrgan2	0			115	20	Regular		
TibiaChorus	104			5	18	Regular		
Vox&Tibia	104			10	17	Regular		
VoxHumana8'	104			7	18	Regular		
BluesHarp	0			114	23	Regular		
TangoAccordion	0			114	24	Regular		
CajunAccordion	104			3	22	Regular		
FrenchMusette	0			119	22	Regular		
Steirische	0			117	22	Regular		
ModernHarp	0			113	23	Regular		
TangoAccBass	0			115	24	Regular		
AccordionBass	0			121	22	Regular		
MasterBass	0			122	22	Regular		
MusetteBass	0			123	22	Regular		
Harmonium1	0			114	21	Regular		
Harmonium2	0			115	21	Regular		
CurvedBars	0			121	17	Cool!		
EvenBars	0			111	17	Cool!		

Category	Sub Category	Voice Name	Voice Number			Voice Type		
			MSB#	LSB#	PC# (1-128)			
Organ & Accordion	-	HollowBars	0	127	17	Cool!		
		LatinAccSuper	104	31	22	Regular		
		LatinAccForS	104	32	22	Regular		
		AccordionClarinet	104	1	22	Regular		
		FullRegisterBass	104	5	22	Regular		
		CajunAccBass	104	6	22	Regular		
		EuroOrgan	0	118	17	Regular		
		FullTheatre	0	127	19	Regular		
		SweetTheatre	0	126	19	Regular		
		Trumpet&Kinura	0	125	18	Regular		
		BallroomOrgan	0	115	4	Regular		
		RockOrgan MW	8	33	114	S.Art!		
		RotaryOrgan	0	117	19	Cool!		
		ClassicJazz	0	117	17	Cool!		
		ClassicScanner	0	118	19	Cool!		
		R&B TremoloOrgan	0	111	19	Cool!		
		VintageAccomp1	0	108	18	Regular		
		VintageAccomp2	0	107	18	Regular		
		VintageAccomp3	0	106	18	Regular		
		VintageAccomp4	0	105	18	Regular		
		VintageAccomp5	0	104	18	Regular		
		Guitar	-	ConcertGuitar	8	32	1	S.Art!
				SteelGuitar	8	32	2	S.Art!
				FlamencoGuitar	8	33	1	S.Art!
				CavacoLegato	8	35	24	S.Art!
				ViolaCaipiraLegato	8	32	15	S.Art!
				RockLegend	8	34	6	S.Art!
				LightChorus	8	53	4	S.Art!
				JazzGuitarAmp	8	38	7	S.Art!
				OverdriveWahWah	8	39	6	S.Art!
				BluesyNight	8	55	4	S.Art!
				ElectroAcoustic	8	35	1	S.Art!
				NylonGuitar SW	8	34	1	S.Art!
				FolkGtHarm SW	8	33	2	S.Art!
				PedalSteelGuitar	8	36	4	S.Art!
AlohaGuitar	0			118	27	Regular		
SixtiesGuitar	8			57	4	S.Art!		
SeventiesChorus	8			58	4	S.Art!		
VintageSpring	8			54	4	S.Art!		
VintagePure	8			42	6	S.Art!		
VintageAmp	8			40	4	S.Art!		
SemiAcoustic	8			33	7	S.Art!		
JazzArtistGuitar	8			39	7	S.Art!		
JazzGuitarClean	8			32	7	S.Art!		
JazzGtSmooth SW	8			35	7	S.Art!		
SolidJazzGuitar	8			40	7	S.Art!		
70sSolidGuitar	8			38	4	S.Art!		
WarmSolid	8			33	4	S.Art!		
CleanSolid	8			34	4	S.Art!		
MutedGuitar	0			119	29	Cool!		
DynamicMute	0			118	29	Cool!		
SingleCoilClean	8			39	4	S.Art!		
GrungeGuitar	8			40	6	S.Art!		
CrunchGuitar	8			33	6	S.Art!		
LeadGuitar	0			114	30	Regular		
Feedbacker MW	8			33	5	S.Art!		
HalfWahLead	8			55	6	S.Art!		
WahWahGuitar	8			56	6	S.Art!		
StageLead	8			38	6	S.Art!		
GuitarHero	8			32	6	S.Art!		
PowerLead	0			115	31	Cool!		
CavacoRR	8			36	24	S.Art!		
CavacoStrum	8			37	24	S.Art!		
Cavaco	104			31	25	Regular		
CavacoMute	104			32	25	Regular		
Mandolin	0			114	26	Sweet!		
ViolaCaipiraRR	8	33	15	S.Art!				
ViolaCaipiraStrum	8	34	15	S.Art!				
ViolaCaipira	104	25	26	Regular				
ViolaCaipiraMute	104	26	26	Regular				
ViolaCaipiraSlide	104	27	26	Regular				
Bandolim	104	14	26	Regular				
BandolimTremolo	0	127	26	Regular				
BandolimTouchTrem	0	126	26	Regular				

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB#	LSB#	PC# (1-128)	
Guitar	-	Banjo1	104	0	106	Regular
		Banjo2	0	112	106	Regular
		Oud	0	113	106	Regular
		PIPa1	0	119	106	Regular
		PIPa2	0	121	106	Regular
		SanXian	0	113	107	Regular
		TanBo	0	126	16	Regular
		Sitar1	104	0	105	Regular
		Sitar2	0	113	105	Regular
		Shamisen	0	112	107	Regular
Bass	-	VintageRound	104	1	34	Cool!
		VintagePick	104	1	35	Regular
		FretlessBass	0	112	36	Cool!
		SlapBass	0	112	37	Regular
		AcousticBass	0	112	33	Regular
		LoBass	104	0	40	Regular
		DarkBass	104	1	40	Regular
		MoonBass	104	0	39	Regular
		KickBass	104	1	39	Regular
		ClubBass	104	2	39	Regular
		VintageFlat	104	2	34	Cool!
		VintagePickMute	104	0	35	Cool!
		VintageDyno	104	2	35	Cool!
		MellowFinger	0	112	34	Regular
		PickBass	0	112	35	Regular
		FatPulse	104	2	40	Regular
		WazzoSaw	104	3	81	Regular
		DeepPoint	104	3	39	Regular
		TightBass	104	3	40	Regular
		Competitor	104	4	39	Regular
		VintageMute	104	3	34	Cool!
		ElectricBass	0	114	34	Cool!
		HalfMute	0	115	34	Cool!
		SuperFretless	0	113	36	Regular
		Bass&Cymbal	0	114	33	Regular
		1o1Sub	104	5	39	Regular
		LittleBassSynth	104	6	39	Regular
		TeknoBass	104	7	39	Regular
		PercPunch	104	8	39	Regular
		SquareBass	104	4	40	Regular
		FusionBass	0	113	37	Regular
		FunkBass	0	112	38	Regular
		RockBass	0	114	35	Regular
		PickDynoBass	0	113	35	Cool!
		DX100 Bass	0	118	40	Regular
		TranceBass	104	9	39	Regular
		SubCutBass	104	5	40	Regular
		DynoAcidBass	104	10	39	Regular
		MiniSub	104	6	40	Regular
		FatSineResonance	104	11	39	Regular
		BalladBass	104	7	40	Regular
		VelocityMaster	104	17	82	Regular
		SubBass	0	114	40	Regular
		HardBass	0	114	39	Regular
		ResonanceBass	0	112	39	Regular
		HouseBass	0	116	39	Regular
		BigDrone	0	118	39	Regular
		TB Bass	0	117	40	Regular
		FatLoBass	0	119	39	Regular
		RampBass	0	119	40	Regular
Strings & Choir	-	ConcertStrings	8	32	50	S.Art!
		StudioStrings	8	32	49	S.Art!
		StringsPad	0	117	50	Live!
		MovieStrings	0	123	49	Live!
		ChamberStrings	0	112	50	Regular
		Violin	0	113	41	Sweet!
		Viola	0	112	42	Regular
		Cello	0	112	43	Regular
		Contrabass	0	112	44	Regular
		OrchestralHarp	104	1	47	Regular
		SpiccatoStrings	8	33	49	S.Art!
		PizzicatoStrings	0	113	46	Live!
		TremoloStrings	0	113	45	Live!
		DynamicStrings	0	124	49	Live!
		Allegro	0	122	50	Live!

Category	Sub Category	Voice Name	Voice Number			Voice Type		
			MSB#	LSB#	PC# (1-128)			
Strings & Choir	-	GospelVoices	0	116	53	Live!		
		Humming	0	118	53	Live!		
		Mmh	0	117	53	Live!		
		HahChoir	0	114	53	Regular		
		GothicVox	0	113	54	Regular		
		ErHu1	0	113	111	Regular		
		ErHu2	0	115	111	Regular		
		JingHu	0	117	111	Regular		
		GaoHu	0	119	111	Regular		
		MaTouQin	0	120	111	Regular		
		ErHuEnsemble	104	28	49	Regular		
		GuZheng	0	118	108	Regular		
		YangQin	0	119	16	Regular		
		Hackbrett1	104	2	47	Regular		
		Hackbrett2	0	113	47	Regular		
		Dulcimer	0	112	16	Regular		
		Kanoun	0	113	108	Regular		
		Zither1	104	1	16	Regular		
		Zither2	104	0	16	Regular		
		Koto	0	112	108	Regular		
		Watariyat	0	125	49	Regular		
		DiscoStrings1	0	123	50	Live!		
		DiscoStrings2	0	124	50	Live!		
		SynthStrings1	0	112	51	Regular		
		SynthStrings2	0	113	51	Regular		
		Strings f	0	119	49	Live!		
		Strings mf	0	118	49	Live!		
		Strings p	0	117	49	Live!		
		TremoloBowing MW	8	34	49	S.Art!		
		MellowHarp	104	0	47	Regular		
		PizzicatoGlocken	0	115	46	Live!		
		SymphonicUnison	104	0	50	Regular		
		TheatreOrchestra	104	1	50	Regular		
		OrchestraTutti	0	120	50	Regular		
		OrchestraHit	0	112	56	Regular		
		Brass	-	BrightTrumpet	8	32	65	S.Art!
				Cornet	0	119	57	Sweet!
				MutedTrumpet	0	114	60	Sweet!
				Flugelhorn	0	118	57	Sweet!
				SweetTrombone	0	117	58	Sweet!
SmoothBrass	8			36	57	S.Art!		
DynamicBrass	0			127	62	Live!		
SymphonyBrass	0			119	61	Live!		
SymphonyHorns	0			115	61	Live!		
80sBrass	0			113	63	Regular		
SilverTrumpet	8			33	65	S.Art!		
GoldenTrumpet	8			34	65	S.Art!		
BigBandTrumpet	8			37	65	S.Art!		
TrumpetFall MW	8			38	65	S.Art!		
TrumpetShake MW	8			35	65	S.Art!		
BigBandBrass SW	8			37	57	S.Art!		
BrassFalls f MW	8			34	57	S.Art!		
BrassFalls mf MW	8			35	57	S.Art!		
BrassShake MW	8			32	57	S.Art!		
AccentFalls MW	8			38	57	S.Art!		
Tuba	104			0	59	Regular		
AlpBass	0			113	34	Regular		
BaritoneHorn	0			113	59	Regular		
BaritoneHit	0			114	59	Regular		
FrenchHorns	0			112	61	Live!		
SoftHorns	0			117	61	Live!		
SoftTrombones	0			118	61	Live!		
Brass f	0			108	62	Live!		
Brass mf	0			110	62	Live!		
Brass p	0			111	62	Live!		
TrompetaBanda	0			124	57	Regular		
PowerBrass	0			121	63	Live!		
AccentBrass	0			109	62	Live!		
BrassDynamics	0			106	62	Live!		
SforzandoFall	0			107	62	Live!		
BrassBand	0			123	57	Live!		
PopBrass	0	117	63	Live!				
HyperBrass	0	118	63	Live!				
SmallBrass	0	120	61	Live!				
BallroomBrass	0	113	60	Regular				

Category	Sub Category	Voice Name	Voice Number			Voice Type		
			MSB#	LSB#	PC# (1-128)			
Brass	-	SynthBrassThin	104	0	63	Regular		
		SynthBrassProfit	104	1	63	Regular		
		FastPWM Brass	104	6	63	Regular		
		SlowPWM Brass	104	2	63	Regular		
		FatSynthBrass	0	116	64	Regular		
		AnalogBrass	0	112	64	Regular		
		SoftAnalog	0	114	64	Regular		
		FunkyAnalog	0	115	63	Regular		
		TechnoBrass	0	114	63	Regular		
		SoftVelocityBrass	0	120	63	Regular		
		Woodwind	-	Saxophone	8	32	83	S.Art!
RockSax MW	8			33	83	S.Art!		
SopranoSax	0			113	65	Sweet!		
AltoSax	0			114	66	Sweet!		
BaritoneSax	0			112	68	Regular		
OrchestralFlute	104			0	74	Sweet!		
OrchestralOboe	104			0	69	Sweet!		
OrchestralClarinet	104			0	72	Live!		
OrchestralBassoon	104			0	71	Sweet!		
Piccolo	0			112	73	Regular		
SaxSection	0			116	67	Live!		
SaxSectionSoft	0			121	67	Live!		
SaxSectionHard	0			122	67	Live!		
SaxAppeal	0			123	67	Live!		
BalladSection	0			119	67	Regular		
Moonlight	0			115	72	Regular		
Flutes&Oboes	104			2	74	Regular		
Clarinet&Flutes	104			1	72	Regular		
Clarinet&Oboe	104			1	69	Regular		
OrchWoodwind	104			1	71	Regular		
DiZi1	0			118	74	Regular		
DiZi2	0			121	74	Regular		
DiZi3	0			122	74	Regular		
Xiao	0			118	78	Regular		
SuoNa	0			125	112	Regular		
HuLuSi1	0			118	110	Regular		
HuLuSi2	0			117	110	Regular		
Sheng	0			116	110	Regular		
Suling	51			6	21	Regular		
Nay	0			114	78	Regular		
BigBandSax	8			35	83	S.Art!		
PopTenor	0			127	67	Sweet!		
GrowlSax	0			111	67	Sweet!		
ClassicalFlute	0			115	74	Sweet!		
ClassicalOboe	0			113	69	Sweet!		
EnglishHorn	0			112	70	Regular		
JazzFlute	0			114	74	Sweet!		
GermanClarinet	104			2	72	Regular		
FluteSection	104			1	74	Regular		
DoubleReeds	104			2	69	Regular		
BigBandHorns1	0			110	67	Live!		
BigBandHorns2	0			109	67	Live!		
BigBandOctave	0			108	67	Live!		
FluteEnsemble	0			116	74	Regular		
PanPipes	0			113	76	Sweet!		
Bagpipe	0			112	110	Regular		
Shakuhachi	0			112	78	Regular		
Recorder	0			112	75	Regular		
Ocarina	0			112	80	Regular		
Whistle	0			112	79	Regular		
Synth & Pad	-			HandsUp!	104	21	91	Regular
				Gemini	104	20	91	Regular
				PunchyChordz	104	24	91	Regular
				LektroCodes	104	2	85	Regular
				BrightFatSaw	104	5	91	Regular
				ClubLead	104	3	63	Regular
				Oxygen	0	122	82	Regular
		Matrix	0	123	82	Regular		
		WireLead	0	120	82	Regular		
		SoftR&B	0	119	81	Regular		
		PWM Wild	104	4	81	Regular		
		FaaatComp	104	4	52	Regular		
		SimpleComp	104	12	82	Regular		
		BalladComp	104	6	89	Regular		
		ResonanceComp	104	4	63	Regular		

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB#	LSB#	PC# (1-128)	
Synth & Pad	-	VP Soft	104	0	90	Regular
		VaporPad	104	1	90	Regular
		ButterStrings	104	2	51	Regular
		NewAtmosphere	104	4	90	Regular
		DarkFatSaw	104	2	90	Regular
		PunchyHook	0	127	82	Regular
		FatSawHook	104	7	52	Regular
		DancyHook	104	9	82	Regular
		DanceHook	0	112	87	Regular
		OctaveHook	0	113	87	Regular
		EarlyLead	0	118	82	Regular
		SoftSquare	104	5	81	Regular
		DetunedVintage	104	1	85	Regular
		MouthLead	104	0	82	Regular
		PunchLead	104	7	82	Regular
		TrancePerc	104	5	82	Regular
		Chordmaster	104	13	82	Regular
		DigitalSequence	104	2	88	Regular
		AnalogSequence	104	3	88	Regular
		SynthSticks	104	0	107	Regular
		CrossPhase	104	1	102	Regular
		PitchFall	104	0	104	Regular
		SixthSense	104	2	102	Regular
		Mediterrain	0	114	100	Regular
		TimeTravel	0	116	89	Regular
		SuperDarkPad	0	119	90	Regular
		AnalogPad	0	120	90	Regular
		SweetHeaven	0	118	89	Regular
		DreamHeaven	0	121	89	Regular
		BellHeaven	0	119	89	Regular
		PanHeaven	0	120	89	Regular
		ProfHeaven	0	122	89	Regular
		MorningDew	104	0	95	Regular
		GalaxyPad	104	3	89	Regular
		NightMotion	104	4	89	Regular
		HPF Dance	104	0	91	Regular
		DetunedSawOct	104	8	82	Regular
		DanceChords	104	5	52	Regular
		PWM Lead	104	1	82	Regular
		HipaLead	0	118	85	Regular
		CryingLead	0	114	88	Regular
		VinalogSaw	104	3	82	Regular
		Skyline	0	115	85	Regular
		HeavenBell	104	0	101	Regular
		BrightPadBell	104	7	89	Regular
		TranceSequence1	104	4	88	Regular
		TranceSequence2	104	5	88	Regular
		TranceSequence3	104	1	91	Regular
		PercSequenceFM1	104	7	88	Regular
		PercSequenceFM2	104	8	88	Regular
		PercSequenceFS	104	6	88	Regular
		PercSequenceSaw	104	11	82	Regular
		PercSequenceHipa	104	9	88	Regular
		SazFeeze	104	0	98	Regular
		EasternAir	104	1	98	Regular
		HotSwell	104	2	96	Regular
		PearlsPad	104	2	89	Regular
BreathPad	104	0	92	Regular		
LightPad	104	2	52	Regular		
NylonPad	104	0	100	Regular		
PremiumPad	104	0	52	Regular		
SpaceRider	104	1	96	Regular		
NobleMan	104	1	89	Regular		
DouxFlange	104	3	96	Regular		
MediumTunePad	104	0	51	Regular		
RS AnalogPad	0	126	90	Regular		
RS DistortionLead	0	114	84	Regular		
RS DualSaw	0	109	82	Regular		
RS DualSquare	0	127	81	Regular		
RS NoisePad	0	124	90	Regular		
RS QuackLead	0	119	85	Regular		
RS RampLead	0	107	82	Regular		
RS SawLead1	0	104	82	Regular		
RS SawLead2	0	106	82	Regular		
RS ShortResonance	0	116	91	Regular		

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB#	LSB#	PC# (1-128)	
Synth & Pad	-	RS Sync1	0	105	82	Regular
		RS Sync2	0	119	88	Regular
		RS SynthPad	0	123	90	Regular
		RS TechSaw	0	108	82	Regular
		RS TeknoMan	0	125	90	Regular
		RS WarmPad	0	113	92	Regular
		LFO SynBass	0	110	102	Regular
		LFO Pad	0	104	102	Regular
		MagicBell	8	32	121	S.Art!
		Noise	0	120	123	Regular
Perc. & Drums	-	Vibraphone	0	112	12	Regular
		JazzVibes	0	113	12	Regular
		Vibes&Flutes	0	114	12	Regular
		Marimba	0	112	13	Regular
		Xylophone	0	112	14	Regular
		RealDrumKit	127	0	92	Live!Drums
		BrushKit	127	0	41	Live!Drums
		HouseKit	127	0	61	Drums
		VoiceFunkKit	126	0	48	SFX
		PercussionBR Kit	126	0	49	SFX
		PowerKit1	127	0	88	Live!Drums
		PowerKit2	127	0	89	Live!Drums
		RockKit	127	0	91	Live!Drums
		StudioKit	127	0	87	Live!Drums
		AcousticKit	127	0	90	Live!Drums
		SymphonyKit	127	0	49	Live!Drums
		AnalogT8Kit	127	0	59	Drums
		AnalogT9Kit	127	0	60	Drums
		BreakKit	127	0	58	Drums
		HipHopKit	127	0	57	Drums
		Vibes&JazzGuitar	8	33	12	S.Art!
		Celesta	0	112	9	Regular
		Glockenspiel	0	112	10	Regular
		TubularBells	0	112	15	Regular
		SteelDrums	0	112	115	Regular
		Kalimba	0	112	109	Regular
		MusicBox	0	112	11	Regular
		Timpani	0	112	48	Regular
		JazzKit	127	0	33	Drums
		RoomKit	127	0	9	Drums
		AfricanBigKit	126	0	52	SFX
		KendangTabla	126	64	11	SFX
		BrasilKit1	126	0	98	SFX
		BrasilKit2	126	0	99	SFX
		Berimbau&Surdo	126	0	42	SFX
		DanceKit	127	0	28	Drums
		ElectroKit	127	0	25	Drums
		AnalogKit	127	0	26	Drums
		HitKit	127	0	5	Drums
		NoisesKit	126	0	9	SFX
		PopLatinKit	126	0	44	Live!SFX
		CubanKit	126	0	41	Live!SFX
		IndianKit	126	0	115	SFX
		ChineseKit	126	0	125	SFX
		ChineseMixKit	127	0	128	SFX
		TurkishKit	126	0	68	Live!SFX
		ArabicKit1	126	0	37	SFX
ArabicMixKit	126	0	65	SFX		
BassDrumKit	126	0	21	SFX		
ReverseBD Kit	126	0	22	SFX		
SFX Kit1	126	0	1	SFX		
SFX Kit2	126	0	2	SFX		
Legacy	Piano	GrandPiano	0	113	1	Live!
		WarmGrand	0	114	1	Live!
		MIDI Grand	0	112	3	Regular
		BalladStack	0	114	3	Regular
		Harpichord	0	112	7	Live!
	E.Piano	NewTines	0	116	6	Regular
		DX Modern	0	112	6	Regular
		SuperDX	0	117	6	Regular
		VenusEP	0	114	6	Regular
		StereoClavi	0	114	8	Regular
	Organ	Kinura8'	0	123	17	Regular
		ReedOrgan	0	112	21	Regular
		Tibia16'&4'Accomp	0	114	17	Regular

Category	Sub Category	Voice Name	Voice Number			Voice Type	
			MSB#	LSB#	PC# (1-128)		
Legacy	Organ	Tibia8'Accomp	0	122	18	Regular	
		Tibia8'&4'Accomp	0	122	17	Regular	
		TibiaFullAccomp	0	114	18	Regular	
		Trumpet16'&8'	0	124	18	Regular	
		TheatreTrumpet	0	124	17	Regular	
		Vox8'Accomp	0	123	18	Regular	
		Vox&TibiaAccomp	0	125	17	Regular	
		AllBarsOutSlow	104	1	19	Cool!	
		AllBarsOutFast	104	0	19	Cool!	
		AllBarsPhase	104	2	19	Cool!	
		WhiterBarsSlow	104	1	18	Cool!	
		WhiterBarsFast	104	0	18	Cool!	
		JazzSlow	0	126	18	Cool!	
		JazzFast	0	127	18	Cool!	
		OrganAGoGo	104	0	17	Cool!	
		HoldItFast	0	111	18	Cool!	
		FullRocker	0	115	19	Cool!	
		TwoChannels	0	109	18	Cool!	
		BrightDrawbar	0	116	17	Regular	
		ClickOrgan	0	112	18	Regular	
		DanceOrgan	0	113	18	Regular	
		DrawbarOrgan1	0	120	18	Regular	
		DrawbarOrgan2	0	115	17	Regular	
		ElectricOrgan	0	118	18	Regular	
		FullRocker2	104	3	19	Cool!	
		GospelOrgan	0	119	17	Regular	
		JazzOrgan1	0	112	17	Regular	
		JazzOrgan2	0	113	17	Regular	
		JazzOrgan3	0	120	17	Regular	
		MellowVintage	0	115	18	Regular	
		PercOrgan	0	119	18	Regular	
		PurpleOrgan	0	114	19	Regular	
		RockOrgan1	0	112	19	Regular	
	RockOrgan2	0	119	19	Regular		
	RockOrgan3	0	113	19	Regular		
	RotaryDriveOrgan	0	116	19	Regular		
	RotarySwitch	0	110	18	Cool!		
	60sOrgan	0	116	18	Regular		
	Accordion	Accordion	0	116	22	Regular	
		BallroomAccordion	0	112	24	Regular	
		MusetteAccordion	0	112	22	Regular	
		SmallAccordion	0	115	22	Regular	
		SoftAccordion	0	114	22	Regular	
		TuttiAccordion	0	113	22	Regular	
		Bandoneon	0	113	24	Regular	
		A.Guitar	ClassicalGuitar	0	115	25	Live!
			DynamicNylonGt	0	116	25	Live!
			NylonGuitarSlide	0	117	25	Live!
	NylonMute		0	119	25	Live!	
	HardFlamenco		0	118	25	Live!	
	DynamicSteelGt		0	116	26	Live!	
	SteelGuitar		0	117	26	Live!	
	SteelGuitarSlide		0	118	26	Live!	
	SteelMute		0	120	26	Live!	
	12StringGuitar		0	113	26	Live!	
	18StringGuitar		0	119	26	Regular	
	CampfireGuitar		0	115	26	Regular	
	FolkGuitar		0	112	26	Regular	
	Cavaquinho		0	121	25	Regular	
	ViolaCaipira		0	120	25	Regular	
E.Guitar	VintageMuteEcho	0	115	29	Regular		
	60sCleanGuitar	0	117	28	Regular		
	70sSolidGuitar	104	1	28	Cool!		
	BalladSolid	0	109	28	Cool!		
	BrightClean	0	116	28	Regular		
	ChorusGuitar	0	124	28	Regular		
	ChorusSolid	0	107	28	Cool!		
	CleanElectric SW	8	35	4	S.Art!		
	CleanGuitar	0	112	28	Cool!		
	CleanSolid	104	3	28	Cool!		
	DeepChorus	0	114	28	Regular		
	Electric12String	0	119	28	Regular		
ElectricGuitar	0	114	29	Cool!			
FunkGuitar	0	116	29	Cool!			
FunkGuitar	0	113	29	Regular			

Category	Sub Category	Voice Name	Voice Number			Voice Type		
			MSB#	LSB#	PC# (1-128)			
Legacy	E.Guitar	MutedGuitar	0	112	29	Regular		
		Slapback	104	0	28	Cool!		
		SlapSolid	0	108	28	Cool!		
		SlideClean	0	117	29	Cool!		
		SlideSolid	0	110	28	Cool!		
		SolidChord	0	121	28	Regular		
		SolidGuitar	0	118	28	Regular		
		TremoloGuitar	0	113	28	Regular		
		TremoloSolid	0	111	28	Cool!		
		VintageOpen	0	123	28	Regular		
		VintageStrum	0	126	28	Regular		
		VintageTrem	0	120	28	Regular		
		WahGuitar	0	122	28	Regular		
		WarmElectric SW	8	32	4	S.Art!		
		WarmSolid	104	2	28	Cool!		
		DX JazzGuitar	0	117	27	Regular		
		JazzGuitar	0	115	27	Cool!		
		JazzSoloGuitar	0	116	27	Cool!		
		OctaveGuitar	0	113	27	Regular		
		SlideJazzGuitar	104	0	27	Cool!		
		BluesGuitar	0	117	30	Cool!		
		CrunchGuitar	0	113	31	Regular		
		DistortionGuitar	0	112	31	Regular		
		FeedbackGuitar	0	113	30	Regular		
		GuitarHero	104	0	31	Cool!		
		HeavyRock	104	1	31	Cool!		
		HeavyRockGuitar	8	32	5	S.Art!		
		HeavyStack	0	114	31	Regular		
		MetalMaster	0	120	31	Regular		
		PowerChord	0	117	31	Regular		
		VoodooLead	0	116	31	Regular		
		ClassicAmpStack	8	41	6	S.Art!		
		HalfDrive	8	37	4	S.Art!		
		HalfDrive	104	0	30	Cool!		
		OverdriveGuitar	0	112	30	Regular		
		RockGuitar	0	116	30	Regular		
		SmoothLead	0	119	27	Regular		
		VintageAmp	0	115	30	Regular		
		VintageLead	0	125	28	Cool!		
		PedalSteelAmp	8	52	4	S.Art!		
		PedalSteelGuitar	0	115	28	Regular		
		Bass	Bass	80sSynthBass	0	115	40	Regular
				AnalogBass	0	112	40	Regular
				BleepBass	0	122	40	Regular
				ClickBass	0	115	39	Regular
				ClickOrganBass	104	27	18	Regular
				DarkCoreBass	0	120	40	Regular
				DeepSub	104	18	88	Regular
				DrySynthBass	0	116	40	Regular
				FunkBass	0	121	40	Regular
				HiQ Bass	0	113	39	Regular
				MultiSawBass	104	20	88	Regular
				PunchyBass	0	117	39	Regular
				DX FunkBass	0	113	38	Regular
				SoloViolin	0	112	41	Regular
				Fiddle	0	112	111	Regular
				StringQuartet	0	114	50	Regular
BowStrings	0			116	49	Regular		
ConcertoStrings	0			115	49	Regular		
OrchestraStrings1	0			116	50	Live!		
OrchestraStrings2	0			113	49	Regular		
SlowStrings	0			113	50	Regular		
StringFalls	0	121	49	Live!				
Strings	0	112	49	Regular				
Symphonic	0	114	49	Regular				
Spiccato	0	120	49	Live!				
Pizzicato	0	112	46	Regular				
TremoloStrings	0	112	45	Regular				
Marcato	0	115	50	Regular				
Orchestra&Flute	0	119	50	Regular				
Orchestra&Horns	0	118	50	Regular				
Orchestra&Oboe	0	121	50	Regular				
Harp	0	112	47	Regular				
Sitar3	0	112	105	Regular				
AnalogStrings	0	112	52	Regular				

Category	Sub Category	Voice Name	Voice Number			Voice Type		
			MSB#	LSB#	PC# (1-128)			
Legacy	Strings	OberStrings	0	113	52	Regular		
		Brass	Trumpet	0	115	57	Sweet!	
			GoldenTrumpet	0	122	57	Sweet!	
			SilverTrumpet	0	121	57	Sweet!	
			MellowTrumpet	0	120	57	Sweet!	
			JazzTrumpet	0	116	57	Regular	
			SoloTrumpet	0	112	57	Regular	
			MutedTrumpet	0	112	60	Regular	
			Flugelhorn	0	113	57	Regular	
			MellowTrombone	0	114	58	Regular	
			SmoothTrombone	0	118	58	Regular	
			SoftTrombone	0	115	58	Regular	
			SoloTrombone	0	112	58	Regular	
			Trombone	0	116	58	Regular	
			Tuba2	0	112	59	Regular	
			OctaveBrass	0	116	63	Live!	
			BigBandBrass	0	113	62	Regular	
			BigBrass	0	121	62	Regular	
			BrassCombo	0	115	67	Regular	
			BrassHit	0	126	62	Regular	
			BrassSection	0	112	62	Regular	
			BreathBrass	0	116	61	Regular	
			BrightBrass	0	120	62	Regular	
			FullHorns	0	114	62	Regular	
			HighBrass	0	115	62	Regular	
			MellowBrass	0	116	62	Regular	
			NaturalBrass	0	124	62	Regular	
			Sforzando	0	105	62	Live!	
			Sforzando	0	125	62	Regular	
			SmallBrass	0	117	62	Regular	
			SoftBrass	0	123	62	Regular	
			TrumpetEns	0	122	62	Regular	
			MellowHorns	0	119	62	Regular	
			TromboneSection	0	113	58	Regular	
		HybridComp	0	119	63	Regular		
		Hybrihorn	0	113	61	Regular		
		Hybridpad	0	114	61	Regular		
		OberHorns	0	115	64	Regular		
		OberBrass	0	113	64	Regular		
		PopBrass	0	118	62	Regular		
		SynthBrass	0	112	63	Regular		
		Woodwind	Woodwind	SopranoSax	0	112	65	Regular
				AltoSax	0	112	66	Regular
				BreathyTenorSax	0	117	67	Sweet!
				SweetTenorSax	0	125	67	Sweet!
				BalladTenorSax	0	126	67	Sweet!
				GrowlSax	0	118	67	Regular
				Saxophone	104	0	67	Sweet!
				TenorSax	0	112	67	Regular
				SaxStack	0	124	67	Regular
				SaxyMood	0	120	67	Regular
				Flute	0	112	74	Regular
				Oboe	0	112	69	Regular
				Clarinet	0	112	72	Regular
				JazzClarinet	0	114	72	Sweet!
				Bassoon	0	112	71	Regular
				WoodwindsEns	0	113	67	Regular
ChiffPanFlute	0			113	74	Regular		
EthnicFlute	0			112	76	Regular		
Choir	Choir			AirChoir	0	112	55	Regular
				Choir	0	112	53	Regular
				UuhChoir	0	115	53	Regular
				Voices	0	113	55	Regular
				VoxHumana	0	112	54	Regular
				Synth	Synth	AeroLead	0	112
Analogon	0					115	82	Regular
AttackSaw	0					126	82	Regular
BigLead	0					113	82	Regular
Blaster	0					114	82	Regular
BleepLead	104					0	85	Regular
BrassyLead	104					5	63	Regular
BrightMini	0					125	81	Regular
ChorusSawLead	104					10	82	Regular
Fargo	0					119	82	Regular
FireWire	0	116	82			Regular		

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB#	LSB#	PC# (1-128)	
Legacy	Synth	FlangeFilter	104	2	82	Regular
		FunkyLead	0	121	82	Regular
		FusionLead	104	15	82	Regular
		HiBias	0	116	81	Regular
		HipLead	0	113	81	Regular
		HopLead	0	117	81	Regular
		MelodyMaker	0	117	90	Regular
		MiniLead	0	114	81	Regular
		OrbitSine	0	126	81	Regular
		PanLead	0	122	81	Regular
		Paraglide	0	114	85	Regular
		PopLead	0	120	81	Regular
		Portatone	0	112	85	Regular
		ProLead	0	113	84	Regular
		Robolead	0	124	82	Regular
		SawLead	0	112	82	Regular
		SoftMini	0	124	81	Regular
		SoftSaw	104	16	82	Regular
		SquareLead	0	112	81	Regular
		SubLead	104	0	81	Regular
		TalkModLead	104	0	88	Regular
		TechLead	0	117	85	Regular
		Tekkline	0	116	85	Regular
		TinyLead	0	118	81	Regular
		TranceLead	0	121	81	Regular
		TrumpetSaw	0	125	82	Regular
		UnderHeim	0	112	88	Regular
		VinylLead	0	115	81	Regular
		Warp	0	117	82	Regular
		Adrenaline	0	113	85	Regular
		Attack	104	4	82	Regular
		BrassHit	0	113	56	Regular
		BriteDecay	104	5	85	Regular
		CrystalEyes	0	125	89	Regular
		Impact	0	113	88	Regular
		NiceBell	104	9	89	Regular
		Nomad	104	1	105	Regular
		Padbells	0	126	89	Regular
		PercSquare	0	123	81	Regular
		PWM Percussion	104	6	82	Regular
		ResonantClavi	104	2	91	Regular
		StackBell	104	8	89	Regular
		Stardust	0	112	99	Regular
		StringBells	0	124	89	Regular
		SunBell	0	113	99	Regular
		Xtune	104	1	88	Regular
		Aerosphere	104	1	95	Regular
		AnaDayz	104	3	52	Regular
		AngelVibes	0	114	99	Regular
		Bellsphere	104	5	89	Regular
		BigTune	0	118	90	Regular
		BrightPadTrance	104	4	91	Regular
		Bubblespace	0	113	102	Regular
		ChillinChords	104	6	52	Regular
		HipaStrings	0	114	96	Regular
		S&H Groove	0	115	102	Regular
		Sirius	0	114	102	Regular
		SoftEnsemble	104	1	51	Regular
		TechGlide	104	14	82	Regular
		VelocityAshrami	0	116	102	Regular
LFO Sync1	0	108	102	Regular		
LFO Sync2	0	107	102	Regular		
LFO Sync3	0	109	102	Regular		
LFO Sync4	0	106	102	Regular		
LFO Sync5	0	105	102	Regular		
Legacy	Pad	80sPad	104	1	52	Regular
		AmbientPad	104	0	89	Regular
		AnalogSwell	0	119	96	Regular
		Area51	0	112	90	Regular
		Atmosphere	0	112	100	Regular
		BigOctavePad	0	115	91	Regular
		BrightOber	0	113	96	Regular
		BrightPadClassic	104	3	91	Regular
		BrightPopPad	104	3	51	Regular
		BrightSawPad	0	113	91	Regular

Category	Sub Category	Voice Name	Voice Number			Voice Type		
			MSB#	LSB#	PC# (1-128)			
Legacy	Pad	CyberPad	0	113	100	Regular		
		DarkAngelPad	0	121	90	Regular		
		DarkLight	104	3	90	Regular		
		DarkMoon	0	113	90	Regular		
		DarkPad	0	118	96	Regular		
		DigitalPad	0	115	94	Regular		
		Disclosure	0	116	90	Regular		
		Dunes	0	114	90	Regular		
		DX Pad	0	112	93	Regular		
		EarlyDigital	104	0	94	Regular		
		Equinox	0	112	95	Regular		
		EveningStars	0	117	102	Regular		
		Fantasia	0	112	89	Regular		
		FarEast	0	112	98	Regular		
		GlassPad	0	114	94	Regular		
		GloriousPhase	0	114	91	Regular		
		GoldenAge	0	115	89	Regular		
		HahPad	0	116	95	Regular		
		Insomnia	0	113	95	Regular		
		Ionosphere	0	115	95	Regular		
		LitePad	0	122	90	Regular		
		MellowPad	0	117	96	Regular		
		Messenger	0	116	96	Regular		
		Millennium	0	117	89	Regular		
		Mystery	0	113	98	Regular		
		NeoWarmPad	0	115	90	Regular		
		OberSweep	0	115	96	Regular		
		OctaveStrings	104	4	51	Regular		
		PercPad	104	0	102	Regular		
		PopPad	0	112	91	Regular		
		PsychoPad	0	118	102	Regular		
		Skydiver	0	112	102	Regular		
		Solaris	0	114	95	Regular		
		Stargate	0	114	89	Regular		
		Sunbeam	0	123	89	Regular		
		Symbiont	0	113	89	Regular		
		Trance	104	0	96	Regular		
		Wave2001	0	112	96	Regular		
		XenonPad	0	112	92	Regular		
		Legacy	DrumKit	StandardKit1	127	0	1	Live!Drums
				StandardKit2	127	0	2	Live!Drums
				RockKit	127	0	17	Drums
				ArabicKit2	126	0	36	SFX
		MegaVoice	A. Guitar	Cavaquinho	8	0	89	MegaVoice
				ViolaCaipira	8	0	92	MegaVoice
				Cavaquinho2	8	1	90	MegaVoice
				Bandolim	8	1	91	MegaVoice
				NylonGuitar	8	0	1	MegaVoice
				12StringGuitar	8	1	3	MegaVoice
				HiStringGuitar	8	0	3	MegaVoice
SteelGuitar	8			0	2	MegaVoice		
E. Guitar	CleanGuitar			8	0	4	MegaVoice	
	SingleCoilGuitar			8	3	4	MegaVoice	
	SolidGuitar1		8	1	4	MegaVoice		
	SolidGuitar2		8	2	4	MegaVoice		
	JazzGuitar		8	0	7	MegaVoice		
	DistortionGuitar		8	0	6	MegaVoice		
OverdriveGuitar	8		0	5	MegaVoice			
Bass	AcousticBass		8	0	17	MegaVoice		
	ElectricBass		8	0	18	MegaVoice		
	PickBass		8	0	19	MegaVoice		
	VintageFlat		8	2	18	MegaVoice		
	VintagePick		8	1	19	MegaVoice		
	VintageRound		8	1	18	MegaVoice		
	FretlessBass		8	0	20	MegaVoice		
Strings	LargeStrings		8	0	50	MegaVoice		
	SmallStrings		8	0	49	MegaVoice		
Brass	Trumpet		8	0	65	MegaVoice		
	Brass		8	0	57	MegaVoice		
Woodwind	TenorSax		8	0	83	MegaVoice		

Mega Voice Map / Sound-Zuordnungen der Mega Voices / Carte des voix Mega / Mapa de Mega Voice / Mapa de Voz Mega / Peta Mega Voice / 兆級音色地圖 / メガボイスマップ

MSB	PC# (1-128)	Voice Name	Velocity Switch Points (B5 and lower)										C6 and higher	C8 and higher	
8	0	89	Cavaquinho	1-20	21-40	41-60	61-90	91-127						1-127	1-127
				open soft	open med	open hard	mute	open up						strum noise	fret noise
8	0	92	ViolaCaipira	1-20	21-40	41-60	61-90	91-105	106-120	121-127			1-127	1-127	
				open soft	open med	open hard	mute	open up	slide	harmonics			strum noise	fret noise	
8	1	90	Cavaquinho2	1-75	76-100	101-127						1-127	E7 and higher 1-127		
				open soft	open med	open hard						strum noise	EFX		
8	1	91	Bandolim	1-75	76-100	101-127						1-127	E7 and higher 1-127		
				open soft	open med	open hard						strum noise	EFX		
8	0	1	NylonGuitar	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	1-127	1-127		
				open soft	open med	open hard	dead	mute	hammer	slide	harmonics	strum noise	fret noise		
8	0	2	SteelGuitar	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	1-127	1-127		
				open soft	open med	open hard	dead	mute	hammer	slide	harmonics	strum noise	fret noise		
8	0	3	HiStringGuitar	1-89	90-127						1-127	1-127			
				soft	hard						strum noise	fret noise			
8	1	3	12StringGuitar Element1(Steel)	1-71	72-115	116-127						1-127	1-127		
				soft	med	hard						strum noise	fret noise		
8	1	3	Element2(HiString)	1-89	90-127						1-127	1-127			
				soft	hard						strum noise	fret noise			
8	0	4	CleanGuitar	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	1-127	1-127		
				open soft	open hard	slap	dead	mute	hammer	slide	pick harmonics	strum noise	fret noise		
8	1	4	SolidGuitar1	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	1-127	1-127		
				open soft	open hard	slap	dead	mute	hammer	slide	pick harmonics	strum noise	fret noise		
8	2	4	SolidGuitar2	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	1-127	1-127		
				open soft	open med	open hard	dead	mute	hammer	slide	pick harmonics	strum noise	fret noise		
8	3	4	SingleCoilGuitar	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	1-127	1-127		
				open soft	open med	open hard	dead	mute	hammer	slide	pick harmonics	strum noise	fret noise		
8	0	5	OverdriveGuitar	1-55	56-120						1-127	1-127			
				open	mute						SE	SE			
8	0	6	DistortionGuitar	1-55	56-120						1-127	1-127			
				open	mute						SE	SE			
8	0	7	JazzGuitar	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	1-127	1-127		
				open soft	open med	open hard	dead soft	dead hard	hammer	slide	pick harmonics	strum noise	fret noise		

MSB	PC# (1-128)	Voice Name	Velocity Switch Points (B5 and lower)												C6 and higher	C8 and higher		
8	0	17	AcousticBass	1-60	61-80	81-120	121-127									1-127		
				open soft	open hard	dead	harmonics									SE		
8	0	18	ElectricBass	1-60	61-80	81-120	121-127									1-127		
				open soft	open hard	dead	slap									SE		
8	1	18	VintageRound	1-60	61-80	81-120	121-127									1-127		
				open soft	open hard	dead	harmonics									SE		
8	2	18	VintageFlat	1-60	61-80	81-120	121-127									1-127		
				open soft	open hard	dead	harmonics									SE		
8	0	19	PickBass	1-40	41-80	81-120	121-127									1-127		
				open	mute	dead	harmonics									SE		
8	1	19	VintagePick	1-40	41-80	81-120	121-127									1-127		
				open	mute	dead	harmonics									SE		
8	0	20	FretlessBass	1-80	81-120	121-127	121-127									1-127		
				open	dead	dead	harmonics									SE		
8	0	49	SmallStrings	1-20	21-40	41-60	61-80	81-95	96-110	111-120	121-127					1-127		
				p	mf	f	legato	spiccato f	spiccato ff	tremolo	glissando down					SE		
8	0	50	LargeStrings	1-20	21-40	41-60	61-80	81-95	96-110	111-120	121-127					1-127		
				p	mf	f	legato	spiccato f	spiccato ff	tremolo	glissando down					SE		
8	0	57	Brass	1-20	21-40	41-60	61-80	81-90	91-100	101-110	111-120	121-127					1-127	
				p	mf	f	attack	scoop	shake	fall fast mf	fall fast f	glissando up					SE	
8	0	65	Trumpet	1-20	21-40	41-60	61-80	81-100	101-110	111-120	121-127					1-127		
				mf	f	ff	legato	straight	shake	fall	glissando up					SE		
8	0	83	TenorSax	1-20	21-40	41-60	61-80	81-100	101-127								1-127	
				mp	mf	f	legato	growl	fall								valve noise (C6-B6 key on noise C7-B7 key off noise)	breath noise

**Drum/SFX Kit List / Drum/SFX-Kit-Liste / Liste des kits de batterie/SFX /
 Lista de conjuntos de percusión/efectos especiales / Lista de conjunto de bateria/SFX /
 Daftar Drum/SFX Kit / 鼓組/SFX組列表 / ドラム/SFXキットリスト**

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

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

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

Same as StandardKit1 No Sound

*3 Actual keyboard notes of the SFX Kit1 and 2 are one octave lower than the ones described in the list.

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

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

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

Same as StandardKit1 No Sound

*3 Actual keyboard notes of the SFX Kit1 and 2 are one octave lower than the ones described in the list.

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

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

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

Same as StandardKit No Sound

*3 Actual keyboard notes of the SFX Kit 1 and 2 are one octave lower than the ones described in the list.

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

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

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

Same as StandardKit No Sound

*3 Actual keyboard notes of the SFX Kit1 and 2 are one octave lower than the ones described in the list.

**Drum/SFX Kit List / Drum/SFX-Kit-Liste / Liste des kits de batterie/SFX / Lista de conjuntos de percusión/efectos especiales / Lista de conjunto de bateria/SFX /
Daftar Drum/SFX Kit / 鼓組/SFX組列表 / ドラム/SFXキットリスト**

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

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

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

Same as StandardKit1 No Sound

*3 Actual keyboard notes of the SFX Kit1 and 2 are one octave lower than the ones described in the list.

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

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

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

Same as StandardKit1 No Sound

*3 Actual keyboard notes of the SFX Kit1 and 2 are one octave lower than the ones described in the list.

Kit Name			SFX Kit2 (*3)			NoisesKit			BassDrumKit			ReverseBD Kit		
MSB-LSB-PC# (1-128)			126-0-2			126-0-9			126-0-21			126-0-22		
Note#	MIDI		FullName	Alt Group (*1)	Key Off (*2)	FullName	Alt Group (*1)	Key Off (*2)	FullName	Alt Group (*1)	Key Off (*2)	FullName	Alt Group (*1)	Key Off (*2)
	Note	Keyboard Note												
13	C#-1	C#0							BD Electro			Reverse BD Electro		
14	D-1	D0							BD FX Gate			Reverse BD Fx Gate		
15	D#-1	D#0							BD Hammer			Reverse BD Hammer		
16	E-1	E0							BD Analog Power			Reverse BD Analog Power		
17	F-1	F0							BD Analog Distortion 5					
18	F#-1	F#0							BD Analog Distortion 6			Reverse BD Analog Distortion 6		
19	G-1	G0							BD Analog Distortion 4					
20	G#-1	G#0							BD Analog Distortion 3			Reverse BD Analog Distortion 3		
21	A-1	A0							BD Analog Distortion 2			Reverse BD Analog Distortion 2		
22	A#-1	A#0							BD Analog Tight			Reverse BD Analog Tight		
23	B-1	B0							BD Analog 94			Reverse BD Analog 94		
24	C0	C1							BD Analog Blip 2			Reverse BD Analog Blip 2		
25	C#0	C#1							BD Analog Rubber 2			Reverse BD Analog Rubber 2		
26	D0	D1							BD Analog 93			Reverse BD Analog 93		
27	D#0	D#1							BD Analog 90			Reverse BD Analog 90		
28	E0	E1							BD Analog 83			Reverse BD Analog 83		
29	F0	F1							BD Analog 82			Reverse BD Analog 82		
30	F#0	F#1							BD Analog 92					
31	G0	G1							BD Analog 91			Reverse BD Analog 91		
32	G#0	G#1							BD Analog Deep			Reverse BD Analog Deep		
33	A0	A1							BD Analog Hard 2					
34	A#0	A#1							BD Analog Hard 1			Reverse BD Analog Hard 1		
35	B0	B1							BD Analog Blip 1			Reverse BD Analog Blip 1		
36	C1	C2	Phone Call		●	White Noise		●	BD Analog Rubber 1			Reverse BD Analog Rubber 1		
37	C#1	C#2	Door Squeak		●	Pink Noise		●	BD Analog Loose			Reverse BD Analog Loose		
38	D1	D2	Door Slam		●	White Noise Down 1		●	BD Synth 1			Reverse BD Synth 1		
39	D#1	D#2	Scratch Cut		●	Pink Noise Down 1		●	BD Synth 2			Reverse BD Synth 2		
40	E1	E2	Scratch Split		●	White Noise Down 2		●	BD Analog Distortion 1			Reverse BD Analog Distortion 1		
41	F1	F2	Wind Chime		●	Pink Noise Down 2		●	Ripper			Reverse Ripper		
42	F#1	F#2	Telephone Ring		●	White Noise Up 2		●	BD Analog 70 L					
43	G1	G2				White Noise Up 1		●	BD Analog 70			Reverse BD Analog 70		
44	G#1	G#2				Pink Noise Up		●	BD Analog 80			Reverse BD Analog 81		
45	A1	A2				White Noise Up Release		●	BD Analog 80 Long					
46	A#1	A#2				Pink Noise Up Release		●	BD Dry			Reverse BD Dry		
47	B1	B2				White Noise Up LFO		●	BD Dry Hard					
48	C2	C3				Pink Noise Up LFO		●	BD Room 1					
49	C#2	C#3							BD Soft			Reverse BD Soft		
50	D2	D3							BD Room 2			Reverse BD Room 2		
51	D#2	D#3							BD Break Lo-fi 2			Reverse BD Break Lo-fi 2		
52	E2	E3	Car Engine Ignition		●				BD Break Lo-fi 1			Reverse BD Break Lo-fi 1		
53	F2	F3	Car Tires Squeal		●				BD & Hi-Hat Open			Reverse BD & Hi-Hat Open		
54	F#2	F#3	Car Passing		●				BD Jungle 2					
55	G2	G3	Car Crash		●				BD Jungle 1					
56	G#2	G#3	Siren		●				BD Jungle 3			Reverse BD Jungle 3		
57	A2	A3	Train		●				BD D&B 1			Reverse BD D&B 1		
58	A#2	A#3	Jet Plane		●				BD D&B 2			Reverse BD D&B 2		
59	B2	B3	Starship		●				BD RX5 1			Reverse BD RX5 1		
60	C3	C4	Burst		●				BD RX5 2			Reverse BD RX5 2		
61	C#3	C#4	Roller Coaster		●				BD Room 3			Reverse BD Room 3		
62	D3	D4	Submarine		●				BD Power Gate			Reverse BD Power Gate		
63	D#3	D#4							BD R&B 1			Reverse BD R&B 1		
64	E3	E4							BD R&B 2			Reverse BD R&B 2		
65	F3	F4							BD Lo-fi			Reverse BD Lo-fi		
66	F#3	F#4							BD Hip Deep					
67	G3	G4							BD Break Deep			Reverse BD Break Deep		
68	G#3	G#4	Laugh		●				BD Break Heavy			Reverse BD Break Heavy		
69	A3	A4	Scream		●				BD Break Hard			Reverse BD Break Hard		
70	A#3	A#4	Punch		●				Big Drum			Reverse Big Drum		
71	B3	B4	Heart Beat		●				Taiko Drum			Reverse Taiko Drum		
72	C4	C5	Foot Steps		●				Surdo Open			Reverse Surdo Open		
73	C#4	C#5							Feet 2			Reverse Feet 2		
74	D4	D5							BD Industrial			Reverse Tom Industrial		
75	D#4	D#5							Door Slam			Reverse Door Slam		
76	E4	E5							Punch			Reverse Punch		
77	F4	F5							Heart					
78	F#4	F#5							Feet 1			Reverse Feet 1		
79	G4	G5							BD Human			Reverse BD Human		
80	G#4	G#5							BD Human Deep			Reverse BD Human Deep		
81	A4	A5							Vox Buh!			Reverse Vox Buh!		
82	A#4	A#5							Vox Muh!			Reverse Vox Muh!		
83	B4	B5												
84	C5	C6	Machine Gun		●									
85	C#5	C#6	Laser Gun		●									
86	D5	D6	Explosion		●									
87	D#5	D#6	Firework		●									
88	E5	E6												
89	F5	F6												
90	F#5	F#6												
91	G5	G6												

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

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

Same as StandardKit1 No Sound

*3 Actual keyboard notes of the SFX Kit1 and 2 are one octave lower than the ones described in the list.

Drum/SFX Kit List / Drum/SFX-Kit-Liste / Liste des kits de batterie/SFX / Lista de conjuntos de percusión/efectos especiales / Lista de conjunto de bateria/SFX /
 Daftar Drum/SFX Kit / 鼓組/SFX組列表 / ドラム/SFXキットリスト

Kit Name			ArabicKit2			ArabicKit1			CubanKit			Berimbau&Surdo		
MSB-LSB-PC# (1-128)			126-0-36			126-0-37			126-0-41			126-0-42		
MIDI Note#	Note	Keyboard Note	FullName	Alt Group (*1)	Key Off (*2)	FullName	Alt Group (*1)	Key Off (*2)	FullName	Alt Group (*1)	Key Off (*2)	FullName	Alt Group (*1)	Key Off (*2)
14	D-1	D0				Zarb Tom f								
15	D#-1	D#0				Zarb Eshareh								
16	E-1	E0				Zarb Whipping								
17	F-1	F0				Tombak Tom f								
18	F#-1	F#0				Neghareh Tom f								
19	G-1	G0				Tombak Back f								
20	G#-1	G#0				Neghareh Back f								
21	A-1	A0				Tombak Snap f								
22	A#-1	A#0				Neghareh Pelang f								
23	B-1	B0				Tombak Trill			● Conga H Heel					
24	C0	C1	Nakarazan Dom			Khaligi Clap 1			Conga H Open			Surdo Abafado 1		
25	C#0	C#1	Cabasa			Arabic Zalgouta Open			● Conga H Mute			Surdo Abafado 2		
26	D0	D1	Nakarazan Edge			Khaligi Clap 2			Conga H Slap Open			Surdo Abafado 3		
27	D#0	D#1	Hager Dom			Arabic Zalgouta Close			Conga H Slap			Surdo Abafado 4		
28	E0	E1	Hager Edge			Arabic Hand Clap			Conga H Slap Mute			Surdo Abafado 5		
29	F0	F1	Bongo H			Tabel Tak 1			Conga L Tip			Surdo Abafado 6		
30	F#0	F#1	Bongo L			Sagat 1			Conga L Heel			Surdo Abafado 7		
31	G0	G1	Conga H Mute			Tabel Dom			Conga L Open			Surdo Solto 1		
32	G#0	G#1	Conga H Open			Sagat 2			Conga L Mute			Surdo Solto 2		
33	A0	A1	Conga L			Tabel Tak 2			Conga L Slap Open			Surdo Solto 3		
34	A#0	A#1	Zagrouda H			Sagat 3			Conga L Slap			Surdo Solto 4		
35	B0	B1	Zagrouda L			● Riq Tik 3			Conga L Slide			● Surdo Solto 5		
36	C1	C2	Kick Soft			Riq Tik 2			Bongo H Open One Finger			Surdo Solto 6		
37	C#1	C#2	Side Stick			Riq Tik Hard 1			Bongo H Open Three Finger			Surdo Ponta 1		
38	D1	D2	Snare Soft			Riq Tik 1			Bongo H Rim			Surdo Ponta 2		
39	D#1	D#2	Arabic Hand Clap			Riq Tik Hard 2			Bongo H Tip			Surdo Ponta 3		
40	E1	E2	Snare Drum			Riq Tik Hard 3			Bongo H Heel			Surdo Ponta 4		
41	F1	F2	Floor Tom L			Riq Tish			Bongo H Slap			Surdo Ponta 5		
42	F#1	F#2	Hi-Hat Closed	1		Riq Snouj 2			Bongo L Open One Finger			Surdo Ponta 6		
43	G1	G2	Floor Tom H			Riq Roll			● Bongo L Open Three Finger			Surdo Aro 1		
44	G#1	G#2	Hi-Hat Pedal	1		Riq Snouj 1			Bongo L Rim			Surdo Aro 2		
45	A1	A2	Low Tom			Riq Sak			Bongo L Tip			Surdo Aro 3		
46	A#1	A#2	Hi-Hat Open	1		Riq Snouj 3			Bongo L Heel			Surdo Aro 4		
47	B1	B2	Mid Tom L			Riq Snouj 4			Bongo L Slap			Surdo Aro 5		
48	C2	C3	Mid Tom H			Riq Tak 1			Timbale L			Surdo Aro 6		
49	C#2	C#3	Crash Cymbal 1			Riq Brass 1						Berimbau Solto 1-1		
50	D2	D3	High Tom			Riq Tak 2						Berimbau Solto 1-2		
51	D#2	D#3	Ride Cymbal 1			Riq Brass 2						Berimbau Solto 1-3		
52	E2	E3	Crash Cymbal 2			Riq Dom						Berimbau Solto 1-4		
53	F2	F3	Duhulla Dom			Katem Tak Doff			Paila L			Berimbau Solto 1-5		
54	F#2	F#3	Tambourine			Katem Dom			Timbale H			Berimbau Solto 1-6		
55	G2	G3	Duhulla Tak			Katem Sak 1						Berimbau Pedra 1-1		
56	G#2	G#3	Cowbell			Katem Tak 1						Berimbau Pedra 1-2		
57	A2	A3	Duhulla Sak			Katem Sak 2						Berimbau Pedra 1-3		
58	A#2	A#3	Claves			Katem Tak 2						Berimbau Pedra 1-4		
59	B2	B3	Doff Dom			Daholla Sak 2			Paila H			Berimbau Pedra 1-5		
60	C3	C4	Katem Dom			Daholla Sak 1			Cowbell Top			Berimbau Pedra 1-6		
61	C#3	C#4	Katem Tak			Daholla Tak 1						Berimbau Abafado 1-1		
62	D3	D4	Katem Sak			Daholla Dom						Berimbau Abafado 1-2		
63	D#3	D#4	Katem Tak			Daholla Tak 2						Berimbau Abafado 1-3		
64	E3	E4	Doff Tak			Tablah Prok			Guiro Short			Berimbau Abafado 1-4		
65	F3	F4	Tabla Dom			Tablah Dom 2			Guiro Long			● Berimbau Abafado 1-5		
66	F#3	F#4	Tabla Tak 1			Tablah Roll of Edge						Berimbau Abafado 1-6		
67	G3	G4	Tabla Tik			Tablah Tak Finger 4						Berimbau Solto 2-1		
68	G#3	G#4	Tabla Tak 2			Tablah Tak Trill 1			Tambourine			Berimbau Solto 2-2		
69	A3	A4	Tabla Sak			Tablah Tak Finger 3						Berimbau Solto 2-3		
70	A#3	A#4	Tabla Roll Edge			● Tablah Tak Trill 2						Berimbau Solto 2-4		
71	B3	B4	Tabla Flam			Tablah Tak Finger 2						Berimbau Solto 2-5		
72	C4	C5	Sagat 1			Tablah Tak Finger 1			Maracas			Berimbau Solto 2-6		
73	C#4	C#5	Tabel Dom			Tablah Tik 2			Shaker			Berimbau Pedra 2-1		
74	D4	D5	Sagat 3			Tablah Tik 4			Cabasa			Berimbau Pedra 2-2		
75	D#4	D#5	Tabel Tak			Tablah Tik 3						Berimbau Pedra 2-3		
76	E4	E5	Sagat 2			Tablah Tik 1						Berimbau Pedra 2-4		
77	F4	F5	Riq Dom			Tablah Tak 3						Berimbau Pedra 2-5		
78	F#4	F#5	Riq Tak 2			Tablah Tak 1						Berimbau Pedra 2-6		
79	G4	G5	Riq Finger 1			Tablah Tak 4						Berimbau Abafado 2-1		
80	G#4	G#5	Riq Tak 1			Tablah Tak 2						Berimbau Abafado 2-2		
81	A4	A5	Riq Finger 2			Tablah Sak 2						Berimbau Abafado 2-3		
82	A#4	A#5	Riq Brass Tremolo			● Tablah Tremolo						Berimbau Abafado 2-4		
83	B4	B5	Riq Sak			Tablah Sak 1						Berimbau Abafado 2-5		
84	C5	C6	Riq Tik			Tablah Dom 1						Berimbau Abafado 2-6		
85	C#5	C#6												
86	D5	D6												
87	D#5	D#6												
88	E5	E6												
89	F5	F6												
90	F#5	F#6												
91	G5	G6												

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

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

Same as StandardKit No Sound

*3 Actual keyboard notes of the SFX Kit1 and 2 are one octave lower than the ones described in the list.

Kit Name			PopLatinKit			VoiceFunkKit			PercussionBR Kit		
MSB-LSB-PC# (1-128)			126-0-44			126-0-48			126-0-49		
MIDI Note#	Keyboard Note		FullName	Alt Group (*1)	Key Off (*2)	FullName	Alt Group (*1)	Key Off (*2)	FullName	Alt Group (*1)	Key Off (*2)
	Note	Note									
13	C#-1	C#0	Cajon Low						Surdo Mute PBR	4	
14	D-1	D0	Cajon Slap						Surdo Border PBR	4	
15	D#-1	D#0	Cajon Tip						Surdo Open PBR	4	
16	E-1	E0	Claves High						Surdo Finger PBR	4	
17	F-1	F0	Claves Low						Surdo Close Rim Shot PBR	4	
18	F#-1	F#0	Hand Clap						Pandeiro Open 2 PBR		
19	G-1	G0							Pandeiro Open 1 PBR		
20	G#-1	G#0	Finger Snap						Pandeiro Finger Heel PBR		
21	A-1	A0	Castanet						Pandeiro Palm Heel PBR		
22	A#-1	A#0	Conga H Tip						Pandeiro Slap PBR		
23	B-1	B0	Conga H Heel						Pandeiro Roll PBR		●
24	C0	C1	Conga H Open			Batidão Funk KK 1 VF		●	Timbal Hi Paila PBR		
25	C#0	C#1	Conga H Mute			Batidão Funk SN 1 VF		●	Timbal Hi Bass Tone PBR		
26	D0	D1	Conga H Slap Open			Batidão Funk HH 1 VF		●	Timbal Hi Roll PBR		●
27	D#0	D#1	Conga H Slap			Batidão Funk SN 2 VF		●	Timbal Hi Open 1 PBR		
28	E0	E1	Conga H Slap Mute			Batidão Funk KK 2 VF		●	Timbal Hi Flam PBR		
29	F0	F1	Conga L Tip			Batidão Funk KK 3 VF		●	Timbal Hi Open 2 PBR		
30	F#0	F#1	Conga L Heel			Batidão Funk HH 2 VF		●	Timbal Hi Slap 1 Mute PBR		
31	G0	G1	Conga L Open			Batidão Funk SN 3 VF		●	Timbal Hi Slap 2 Mute PBR		
32	G#0	G#1	Conga L Mute			Batidão Funk SN 4 VF		●	Timbal Low Bass Tone PBR		
33	A0	A1	Conga L Slap Open			Batidão Funk Breath 1 VF		●	Timbal Low Roll PBR		●
34	A#0	A#1	Conga L Slap			Batidão Funk KK 4 VF		●	Timbal Low Open 1 PBR		
35	B0	B1	Conga L Slide		●	Batidão Funk Breath 2 VF		●	Timbal Low Flan PBR		
36	C1	C2	Bongo H Open One Finger			Funk 150 KK 1 VF		●	Timbal Low Open 2 PBR		
37	C#1	C#2	Bongo H Open Three Finger			Funk 150 KK 2 VF		●	Timbal Low Slap 1 Mute PBR		
38	D1	D2	Bongo H Rim			Funk 150 SN VF		●	Timbal Low Slap 2 Mute PBR		
39	D#1	D#2	Bongo H Tip			Funk 150 HH VF		●	Rotonton Hi PBR		
40	E1	E2	Bongo H Heel			Funk 150 FX VF		●	Rotonton Low PBR		
41	F1	F2	Bongo H Slap			Dub Step KK 1 VF		●	Conga Low Open BR		1
42	F#1	F#2	Bongo L Open One Finger			Dub Step ContraSN VF		●	Conga Low Close BR		1
43	G1	G2	Bongo L Open Three Finger			Dub Step FX 5 VF		●	Conga Low Slap Open BR		1
44	G#1	G#2	Bongo L Rim			Dub Step FX 4 VF		●	Conga Low Slap Mute BR		1
45	A1	A2	Bongo L Tip			Dub Step FX 3 VF		●	Conga Hi Bass BR		2
46	A#1	A#2	Bongo L Heel			Dub Step FX 2 VF		●	Conga Hi Heel BR		2
47	B1	B2	Bongo L Slap			Dub Step KK 2 VF		●	Conga Hi Tip BR		2
48	C2	C3	Timbale L			Dub Step KK 3 VF		●	Conga Hi Open BR		2
49	C#2	C#3				Dub Step SN 1 VF		●	Conga Hi Slap Close BR		2
50	D2	D3				Dub Step SN 2 VF		●	Conga Hi Slap Open BR		2
51	D#2	D#3				Dub Step FX VF		●	Conga Hi Slap Mute BR		2
52	E2	E3				Dub Step SN 3 VF		●	Bongô Hi Open 1 PBR		
53	F2	F3	Paila L			Dub Step TOM 1 VF		●	Bongô Hi Open 2 PBR		
54	F#2	F#3	Timbale H			Dub Step HH 1 VF		●	Bongô Hi Close PBR		
55	G2	G3				Dub Step TOM 2 VF		●	Bongô Hi 4Finger PBR		
56	G#2	G#3				Dub Step HH 2 VF		●	Bongô Hi Slap PBR		
57	A2	A3				Dub Step TOM 3 VF		●	Bongô Hi Roll PBR		●
58	A#2	A#3				Dub Step HH 3 VF		●	Bongô Low Roll PBR		●
59	B2	B3	Paila H			Dub Step Breath VF		●	Bongô Low Open PBR		
60	C3	C4	Cowbell Top			Batidão Funk KK 5 VF		●	Bongô Low Close PBR		
61	C#3	C#4	Cowbell 1			Batidão Funk SN 5 VF		●	Cymbal Swell PBR		32
62	D3	D4	Cowbell 2			Batidão Funk KK 6 VF		●	Cymbal Open PBR		32
63	D#3	D#4	Cowbell 3			Batidão Funk SN 6 VF		●	Cymbal Choke PBR		32
64	E3	E4	Guiro Short			Batidão Funk KK 7 VF		●	Tamborim 1 Back BR		
65	F3	F4	Guiro Long		●	Batidão Funk SN 7 VF		●	Tamborim 1 Close BR		
66	F#3	F#4	Metal Guiro Short			Mouth Shut 1 VF		●	Tamborim 1 Open BR		
67	G3	G4	Metal Guiro Long		●	Mouth Shut 2 VF		●	Tamborim 1 Rim BR		
68	G#3	G#4	Tambourine			Mouth Vinyl Loop VF		●	Zabumba		
69	A3	A4	Tambourim Open			Mouth Vinyl VF		●	Zabumba Stick LH		
70	A#3	A#4	Tambourim Mute			Funk FX 1 VF		●	Udu Bass Open PP		
71	B3	B4	Tambourim Tip			Funk FX 2 VF		●	Udu Bass PP		
72	C4	C5	Maracas			Funk FX 3 VF		●	Udu Heel PP		
73	C#4	C#5	Shaker			Funk FX 4 VF		●	Udu Tip PP		
74	D4	D5	Cabasa			Funk FX 5 VF		●	Udu Body PP		
75	D#4	D#5	Cuica Mute			Funk FX 6 VF		●	Udu Top PP		
76	E4	E5	Cuica Open			Funk FX 7 VF		●	Tambourine		
77	F4	F5	Cowbell High 1			Funk FX 8 VF		●	Cabasa		
78	F#4	F#5	Cowbell High 2			Funk FX 9 VF		●	Maracas		
79	G4	G5	Shekere			Funk FX 10 VF		●	Shaker		
80	G#4	G#5	Shekere Tone			Funk FX 11 VF		●	Triangulo Close		3
81	A4	A5	Triangle Mute		1	Funk FX 12 VF		●	Triangulo Open		3
82	A#4	A#5	Triangle Open		1	Funk FX 13 VF		●	Pau De Chuva PBR		●
83	B4	B5				Funk FX 14 VF		●	Sementes PBR		●
84	C5	C6	Wind Chime			Funk FX 15 VF		●	Molho de Chaves PBR		●
85	C#5	C#6									
86	D5	D6									
87	D#5	D#6									
88	E5	E6									
89	F5	F6									
90	F#5	F#6									
91	G5	G6									

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

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

Same as StandardKit1 No Sound

*3 Actual keyboard notes of the SFX Kit1 and 2 are one octave lower than the ones described in the list.

Drum/SFX Kit List / Drum/SFX-Kit-Liste / Liste des kits de batterie/SFX / Lista de conjuntos de percusión/efectos especiales / Lista de conjunto de bateria/SFX /
 Daftar Drum/SFX Kit / 鼓組/SFX組列表 / ドラム/SFXキットリスト

Kit Name			AfricanBigKit				ArabicMixKit			TurkishKit			
MSB-LSB-PC# (1-128)			126-0-52				126-0-65			126-0-68			
MIDI Note#	Keyboard Note	Fullname	Alt Group (*1)	Key Off (*2)	Fullname	Alt Group (*1)	Key Off (*2)	Fullname	Alt Group (*1)	Key Off (*2)			
											Fullname	Fullname	Fullname
13	C#-1	C#0	Shekere 2 Left 1					Conga Analog H			Asma Davul Left Side		
14	D-1	D0	Shekere 2 Left 2					Conga Analog M			Asma Davul Right Side		
15	D#-1	D#0	Shekere 2 Right 1					Conga Analog L			Asma Davul Side Body		
16	E-1	E0	Shekere 2 Right 2					Vibrasiap			Asma Davul Both Sides		
17	F-1	F0	Shekere 2 Hit					Kick Techno L			Koltuk Davul Flam		
18	F#-1	F#0	Shekere 1 Left 1					Side Stick Arabic Mix			Koltuk Davul Teke		
19	G-1	G0	Shekere 1 Right 1					Snare Techno			Koltuk Davul Tek		
20	G#-1	G#0	Shekere 1 Hit					Guiro Long			Koltuk Davul Dum		
21	A-1	A0	Mother Talking Drum LH Slap					Kick Techno Q			Bendir Teke Flam		
22	A#-1	A#0	Mother Talking Drum LH open					Open Rim Shot			Bendir Teke Dead		
23	B-1	B0	Mother Talking Drum Roll 2	2	●			Funk Snare 2			Bendir Tek Dead		
24	C0	C1	Mother Talking Drum Scoop Up	1				Kick Arabic Mix			Bendir Teke		
25	C#0	C#1	Mother Talking Drum Deads 1					Funk Snare 1			Bendir Tek		
26	D0	D1	Mother Talking Drum Scoop Up Long	1				Snare Arabic Mix			Bendir Slap	2	
27	D#0	D#1	Mother Talking Drum Deads 2					Hand Clap			Bendir Dum	2	
28	E0	E1	Mother Talking Drum Scoop Down	1				Snare			Zil Right Close	3	
29	F0	F1	Mother Talking Drum Scoop Up & Down	1				Tom Electro 1			Zil Right Open	3	
30	F#0	F#1	Mother Talking Drum Roll 3	2	●			Hi-Hat Closed Arabic Mix	1		Zil Left Close	4	
31	G0	G1	Mother Talking Drum Semi Damped					Tom Electro 2			Zil Left Open	4	
32	G#0	G#1	Mother Talking Drum Scoop Up & Front Bells					Hi-Hat Half Arabic Mix	1		Tef Teke Flam	5	
33	A0	A1	Mother Talking Drum Muted					Tom Electro 3			Tef Tek Mute	5	
34	A#0	A#1	Mother Talking Drum Scoop Down & Rear Bells					Hi-Hat Open Arabic Mix	1		Tef Teke Damped		
35	B0	B1	Mother Talking Drum Open Pitched 1					Tom Electro 4			Tef Tek Mute Medium		
36	C1	C2	Mother Talking Drum Open Pitched 2					Tom Electro 5			Tef Dum Mute		
37	C#1	C#2	Mother Talking Drum Open Pitched 3					Crash Cymbal 1			Tef Cymbal	9	
38	D1	D2	Mother Talking Drum Open Pitched 4					Tom Electro 6			Tef Cymbal Mute	9	
39	D#1	D#2	Mother Talking Drum Open Pitched 5					Hi-Hat Open 3	1		Tef Tremolo		●
40	E1	E2	Mother Talking Drum Open Pitched 6					Reverse Cymbal		●	Tef Shake 1		
41	F1	F2	Mother Talking Drum Open Pitched 7					Timbale L			Tef Shake 2		
42	F#1	F#2	Mother Talking Drum Open Pitched 8					Conga H Open			Tef Tek Flam		
43	G1	G2	Mother Talking Drum Open Pitched 9					Timbale H			Tef Full Open		
44	G#1	G#2	Mother Talking Drum Open Pitched 10					Conga H Mute			Tef Teke Open Short		
45	A1	A2	Mother Talking Drum Open Pitched 11					Tambourine			Tef Tek Open Short		
46	A#1	A#2	Mother Talking Drum Open Pitched 12					Conga L			Tef Tek Open		
47	B1	B2	Mother Talking Drum Open Pitched 13					Cowbell			Tef Dum Open		
48	C2	C3	Baby Talking Drum LH Muted 1					Claves			Hollo Finger Dead		
49	C#2	C#3	Baby Talking Drum LH Deads 1					Bongo H			Hollo Slap		
50	D2	D3	Baby Talking Drum LH Muted 2					Wood Block H			Hollo Dum		
51	D#2	D#3	Baby Talking Drum LH Deads 2					Bongo L			Kasik	1	
52	E2	E3	Baby Talking Drum LH Muted 3					Wood Block L			Kasik Flam	1	
53	F2	F3	Baby Talking Drum LH Open 1					Kurdish Dohol Low f			Bass Darbuka Tek Dead		
54	F#2	F#3	Baby Talking Drum Roll 1	3	●			Cabasa			Bass Darbuka Tek Flam		
55	G2	G3	Baby Talking Drum LH Open 2					Kurdish Dohol High f			Bass Darbuka Teke		
56	G#2	G#3	Baby Talking Drum Roll 2	3	●			Shaker			Bass Darbuka Teke Other Finger		
57	A2	A3	Baby Talking Drum LH Open					Snap 1			Bass Darbuka Teke Index Finger		
58	A#2	A#3	Mother Talking Drum Front Bells					Maracas			Bass Darbuka Tek		
59	B2	B3	Mother Talking Drum Rear Bells					Snap 2			Bass Darbuka Slap		
60	C3	C4	Baby Talking Drum Scoop Up Fast	4				Khaligi Twaisat 3	4		Bass Darbuka Slap Medium	7	
61	C#3	C#4	Baby Talking Drum LH Deads 3					Khaligi Twaisat 1	4		Bass Darbuka Dum	7	
62	D3	D4	Baby Talking Drum Scoop Up Long	4				Khaligi Twaisat 2	4		Darbuka Roll Close	6	●
63	D#3	D#4	Baby Talking Drum LH Deads 4					Khaligi Twaisat 5 Open	4		Darbuka Roll Open	6	●
64	E3	E4	Baby Talking Drum Scoop Down	4				Khaligi Twaisat 4 Open	4		Darbuka Teke Damped Flam		
65	F3	F4	Baby Talking Drum Scoop Up & Down	4				Khaligi Tablah Small Dom	3		Darbuka Tek Dead		
66	F#3	F#4	Baby Talking Drum Roll 3	3	●			Khaligi Tar Barashim Group Dom			Darbuka Tek Damped		
67	G3	G4	Baby Talking Drum RH Muted					Khaligi Tablah Small Snap			Darbuka Teke Open Flam		
68	G#3	G#4	Baby Talking Drum Scoop Up & Rear Bells					Khaligi Tar Barashim Group Sak			Darbuka Teke Open		
69	A3	A4	Baby Talking Drum RH Semi Damped					Khaligi Tablah Small Sak	3		Darbuka Teke Other Finger 1		
70	A#3	A#4	Baby Talking Drum Scoop Down & Front Bells					Khaligi Tar Barashim Group Tak			Darbuka Teke Index Finger 1		
71	B3	B4	Baby Talking Drum RH Open Velocity					Khaligi Tablah Small Tik	3		Darbuka Tek 1		
72	C4	C5	Bembe LH Mute					Khaligi Tablah Big Dom 1			Darbuka Teke Other Finger 2		
73	C#4	C#5	Bembe LH Dead					Khaligi Tar Segal Dom			Darbuka Teke Index Finger 2		
74	D4	D5	Bembe LH Open					Khaligi Tablah Big Tak 1			Darbuka Tek 2		
75	D#4	D#5	Agogo Black 1					Khaligi Tar Segal Tak			Darbuka Slap Medium		
76	E4	E5	Bembe LH Shekere					Khaligi Tablah Big Sak 1			Darbuka Slap	8	
77	F4	F5	Bembe RH Snappy Mute					Tablah Dom 1			Darbuka Dum	8	
78	F#4	F#5	Agogo Black 2					Tablah Tak 1			Bongo Tek Roll		●
79	G4	G5	Bembe RH Snappy Open					Tablah Tremolo		●	Bongo Flam		
80	G#4	G#5	Agogo Black 3					Tablah Tak 2			Bongo Tek Flam		
81	A4	A5	Agogo Silver 2					Tablah Tik 1			Bongo Tek		
82	A#4	A#5	Agogo Silver 1					Tablah Sak 1			Bongo Slap		
83	B4	B5	Bata LH Slap					Tablah Tik 3			Bongo Flam Hi		
84	C5	C6	Bata RH Open 1					Tablah Tik 2			Bongo Dum		
85	C#5	C#6	Bata RH Open 2										
86	D5	D6	Bata RH Damped 1										
87	D#5	D#6	Bata RH Damped 2										
88	E5	E6	Bata RH Slap										
89	F5	F6	Shekere 3 Left										
90	F#5	F#6	Shekere 3 Right										
91	G5	G6	Shekere 3 Hit										

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

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

Same as StandardKit No Sound

*3 Actual keyboard notes of the SFX Kit1 and 2 are one octave lower than the ones described in the list.

Drum/SFX Kit List / Drum/SFX-Kit-Liste / Liste des kits de batterie/SFX / Lista de conjuntos de percusión/efectos especiales / Lista de conjunto de bateria/SFX /
Daftar Drum/SFX Kit / 鼓组/SFX组列表 / ドラム/SFXキットリスト

Kit Name			BrasilKit1			BrasilKit2			IndianKit		
MSB-LSB-PC# (1-128)			126-0-98			126-0-99			126-0-115		
Note#	MIDI		FullName	Alt Group (*1)	Key Off (*2)	FullName	Alt Group (*1)	Key Off (*2)	FullName	Alt Group (*1)	Key Off (*2)
	Note	Keyboard Note									
13	C#-1	C#0									
14	D-1	D0									
15	D#-1	D#0							Indian Hand Clap		
16	E-1	E0							Dafli Open		
17	F-1	F0							Dafli Slap	1	
18	F#-1	F#0							Dafli Rim	1	
19	G-1	G0							Duff Open		
20	G#-1	G#0							Duff Slap		
21	A-1	A0							Duff Rim		
22	A#-1	A#0							Hatheli Long	2	
23	B-1	B0							Hatheli Short	2	
24	C0	C1	Repinique 1 Center			Repinique 1 Center			Baya ge	3	
25	C#0	C#1	Repinique 1 Rim Shot			Repinique 1 Rim Shot			Baya ke	3	
26	D0	D1	Repinique 1 Hard Slap			Repinique 1 Hard Slap			Baya ghe	3	
27	D#0	D#1	Repinique 1 Rim			Repinique 1 Rim			Baya ka	3	
28	E0	E1	Repinique 2 Center			Repinique 2 Center			Tabla na	4	
29	F0	F1	Repinique 2 Rim Shot			Repinique 2 Rim Shot			Tabla tin	4	
30	F#0	F#1	Zabumba Mute RH	8		Zabumba Mute RH	8		Tablabaya dha	3	
31	G0	G1	Zabumba Open RH	8		Zabumba Open RH	8		Dhol 1 Open		
32	G#0	G#1	Zabumba Stick LH			Zabumba Stick LH			Dhol 1 Slap	5	
33	A0	A1	Surdo 2 Mute	2		Surdo 2 Mute	2		Dhol 1 Mute	5	
34	A#0	A#1	Surdo 2 Open	2		Surdo 2 Open	2		Dhol 1 Open Slap	5	
35	B0	B1	Surdo 2 Stop	2		Surdo 2 Stop	2		Dhol 1 Roll		
36	C1	C2	Surdo 2 Side Stick			Surdo 2 Sdstck			Dandia Short	6	
37	C#1	C#2	Caixa Rim Shot			Caixa 2 Rim Shot			Dandia Long	6	
38	D1	D2	Caixa Center			Caixa 2 Center			Chutki		
39	D#1	D#2	Tamborim WV St Rim			Tamborim WV St Rim			Chipri		
40	E1	E2	Tamborim WV StCn Open			Tamborim WV StCn Open			Khanjira Open		
41	F1	F2	Tamborim WV FnBack			Tamborim WV FnBack			Khanjira Slap		
42	F#1	F#2	Tamborim MS t1 Down			Tamborim MS t1 Down			Khanjira Mute		
43	G1	G2	Tamborim MS t1 up			Tamborim MS t1 up			Khanjira Bendup		
44	G#1	G#2	Surdo 1 Mute	3		Djambe Abafado	3		Khanjira Benddown		
45	A1	A2	Surdo 1 Open	3		Djambe Solto	3		Dholak 1 Open		
46	A#1	A#2	Surdo 1 Stop	3		Djambe Keto	3		Dholak 1 Mute	7	
47	B1	B2	Surdo 3 Mute	4		Djimbai Abafado	4		Dholak 1 Slap	7	
48	C2	C3	Surdo 3 Open	4		Djimbai Solto	4		Dhol 2 Open		
49	C#2	C#3	Surdo 3 Stop	4		Djimbai Keto	4		Dhol 2 Slap	8	
50	D2	D3	Tan Tan 1 Close RH	5		Tan Tan 2 Open RH	5		Dhol 2 Rim	8	
51	D#2	D#3	Tan Tan 1 Open RH	5		Tan Tan 2 Thm Open RH	5		Mridangam na	9	
52	E2	E3	Tan Tan 1 Slap RH	5		Tan Tan 2 Slap RH	5		Mridangam din	9	
53	F2	F3	Tan Tan 1 Body LH			Tan Tan 2 Body			Mridangam ki	9	
54	F#2	F#3	Pandeiro L Thumb Close	9		Pandeiro Couro Thumb Close	9		Mridangam ta	9	
55	G2	G3	Pandeiro L Thumb Open	9		Pandeiro Couro Thumb Open	9		Mridangam Chapu	9	
56	G#2	G#3	Pandeiro L Toe Rim	9		Pandeiro Couro ToLo Open	9		Mridangam Lo Closed	10	
57	A2	A3	Pandeiro L Heel	9		Pandeiro Couro Heel	9		Mridangam Lo Open	10	
58	A#2	A#3	Pandeiro L Slap	9		Pandeiro Couro Slap	9		Chimta Normal	11	
59	B2	B3	Pandeiro L Roll	9	●	Pandeiro Couro Roll	9	●	Chimta Ring	11	
60	C3	C4	Reco-Reco			Reco 2			Dholki Hi Open	12	
61	C#3	C#4	Chocalho			Chocalho			Dholki Hi Mute	12	
62	D3	D4	Caxixi			Caxixi			Dholki Lo Open	13	
63	D#3	D#4	Timbale Hi Rim			Timbale Hi Rim			Dholki Hi Slap	12	
64	E3	E4	Timbale Lo Rim			Timbale Lo Rim			Dholki Lo Slide	13	
65	F3	F4	Timbale Hi			Timbale Hi			Khol Open	14	
66	F#3	F#4	Timbale Lo			Timbale Lo			Khol Slide		
67	G3	G4	Agogo Bell 1	6		Shaker Tone			Khol Mute	14	
68	G#3	G#4	Agogo Bell 2	6		Shaker Alter			Manjira Open	15	
69	A3	A4	Agogo Click 1	6		Afoxe Open			Manjira Close	15	
70	A#3	A#4	Agogo Click 2	6		Cabasa 2 V Short			Jhanji Open	16	
71	B3	B4	Cabasa			Cabasa			Jhanji Close	16	
72	C4	C5	Ganza			Ganza 2 Loud			Mondira Open	17	
73	C#4	C#5	Repique Anel Thumb Rim LH	7		Timba Abafado	7		Mondira Close	17	
74	D4	D5	Repique Anel Thumb Rim RH	7		Timba Solto	7		Indian Bhangra Scat 1		
75	D#4	D#5	Repique Anel Muted	7		Timba Keto	7		Indian Bhangra Scat 2		
76	E4	E5	Repique Anel Open			Timba Armacao	7		Indian Bhangra Scat 3		
77	F4	F5	Cuica Hi Short			Cuica Hi Short			Indian Bhangra Scat 4		
78	F#4	F#5	Cuica Mid Short			Cuica Mid Short			Khomokh Normal		
79	G4	G5	Cuica Lo Short			Cuica Lo Short			Khomokh Mute		
80	G#4	G#5	Triangulo Close	1		Triangulo 2 Close	1		Khomokh mlitak		
81	A4	A5	Triangulo Open	1		Triangulo 2 Open	1		Thavil Open		
82	A#4	A#5	Repique de Mao Slap			Repique de Mao Slap			Thavil Slap		
83	B4	B5	Repique de Mao Thm Rim			Repique de Mao Thm Rim			Thavil Mute		
84	C5	C6	Repique de Mao Open			Repique de Mao Open			Khartaal		
85	C#5	C#6	Apito Hi Short		●	Apito Hi Short		●	Dholak 2 Open	18	
86	D5	D6	Apito Lo Short		●	Apito Lo Short		●	Dholak 2 Slide	18	
87	D#5	D#6							Dholak 2 Rim 1		
88	E5	E6							Dholak 2 Rim 2		
89	F5	F6							Dholak 2 Ring		
90	F#5	F#6							Dholak 2 Slap		
91	G5	G6									

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

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

Same as StandardKit1 No Sound

*3 Actual keyboard notes of the SFX Kit1 and 2 are one octave lower than the ones described in the list.

Kit Name			ChineseKit			KendangTabla		
MSB-LSB-PC# (1-128)			126-0-125			126-64-11		
MIDI Note#	Note	Keyboard Note	FullName	Alt Group (*1)	Key Off (*2)	FullName	Alt Group (*1)	Key Off (*2)
14	D-1	D0						
15	D#-1	D#0						
16	E-1	E0						
17	F-1	F0						
18	F#-1	F#0						
19	G-1	G0						
20	G#-1	G#0						
21	A-1	A0						
22	A#-1	A#0				Tambourine Hit		
23	B-1	B0	Da Cha 2		●	Tambourine Swing		
24	C0	C1	Da Gu mp	2	●	Tambourine HitMute		
25	C#0	C#1	Da Gu Rim		●	Tambourine FX		
26	D0	D1	Da Gu f	2	●			
27	D#0	D#1	Da Gu Hand	2	●			
28	E0	E1	Da Gu Roll	2	●			
29	F0	F1	Pai Gu 4		●			
30	F#0	F#1	Pai Gu 4 High		●			
31	G0	G1	Pai Gu 3		●			
32	G#0	G#1	Pai Gu 3 High		●			
33	A0	A1	Pai Gu 2		●			
34	A#0	A#1	Pai Gu 2 High		●			
35	B0	B1	Pai Gu 1		●			
36	C1	C2	Luo High 1		●	Duf Open		
37	C#1	C#2	Gong Batter		●	Duf Slide		
38	D1	D2	Jin Luo		●	Duf Center Mute		
39	D#1	D#2	Luo High 2		●	Duf Slap Mute		
40	E1	E2	Luo Mid-Low	5	●	Duf Ring Mute		
41	F1	F2	Luo		●	Bayan Duf Open		
42	F#1	F#2	Jin Luo Low	5	●	Bayan Duf Slap Mute		
43	G1	G2	Da Cha 1	5	●	Bayan Duf Slide		
44	G#1	G#2	Da Cha Effect	5	●	Tung Finger Tips 1		
45	A1	A2	Zhong Cha		●	Bayan Duf Ring Mute		
46	A#1	A#2	Xiao Cha Effect	1	●	Dayan Finger Tips 4		
47	B1	B2	Xiao Cha	1	●	Tung Finger Tips 5		
48	C2	C3	Mang Luo Low		●	Tung Finger Tips 4		
49	C#2	C#3	Mang Luo Mid		●	Dayan Finger Tips 1		
50	D2	D3	Qing		●	Dayan Ring Mute		
51	D#2	D#3	Finger Bell		●	Dayan Finger Tips 3		
52	E2	E3	Luo Big		●	Dayan Ring Open		
53	F2	F3	Mu Yu Low		●	Dayan Finger Tips 2		
54	F#2	F#3	Mu Yu Mid-Low		●	Dayan Open		
55	G2	G3	Mu Yu Mid		●	Dayan Center Mute		
56	G#2	G#3	Mu Yu High		●	Tung Open		
57	A2	A3	Nan Bang Zi Roll	3	●			
58	A#2	A#3	Nan Bang Zi	3	●	Tung Finger Tips 3		
59	B2	B3	Ban Gu	4	●			
60	C3	C4	Ban	4	●	Tung Mute Center		
61	C#3	C#4	Ban Gu Roll	4	●			
62	D3	D4	Chinese Opera Voice 1		●	Tung Ring Mute		
63	D#3	D#4	Chinese Opera Voice 2		●			
64	E3	E4	Chinese Opera Voice 3		●	Tung Ring Open		
65	F3	F4	Yun Luo F4		●	Tung Finger Tips 2		
66	F#3	F#4	Yun Luo F#4		●			
67	G3	G4	Yun Luo G4		●			
68	G#3	G#4	Yun Luo G#4		●			
69	A3	A4	Yun Luo A4		●			
70	A#3	A#4	Yun Luo A#4		●			
71	B3	B4	Yun Luo B4		●			
72	C4	C5	Yun Luo C5		●			
73	C#4	C#5	Yun Luo C#5		●	Prang Slap Open		
74	D4	D5	Yun Luo D5		●	Prang Flam Center		
75	D#4	D#5	Yun Luo D#5		●	Prang Slap Mute		
76	E4	E5	Yun Luo E5		●	Prang Finger Tip Flam		
77	F4	F5	Yun Luo F5		●	Plak Ring Mute		
78	F#4	F#5	Yun Luo F#5		●	Plak Mute Center		
79	G4	G5	Yun Luo G5		●	Tung Open		
80	G#4	G#5	Yun Luo G#5		●	Low (Dut) Open		
81	A4	A5	Yun Luo A5		●	Low (Dut) Mute 1		
82	A#4	A#5	Yun Luo A#5		●	Low (Dut) Mute 2		
83	B4	B5	Yun Luo B5		●	Low (Dut) Mute 3		
84	C5	C6	Yun Luo C6		●	Low (Dut) Mute 4		
85	C#5	C#6				Low (Dut) Slide 1		
86	D5	D6				Low (Dut) Slide 2		
87	D#5	D#6				Low (Dut) Slide 3		
88	E5	E6				Plak 2 Ring Open		
89	F5	F6				Plak 2 Ring Mute		
90	F#5	F#6				Plak 2 Mute Center		
91	G5	G6				Plak 2 Open		

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

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

Same as StandardKit1 No Sound

*3 Actual keyboard notes of the SFX Kit1 and 2 are one octave lower than the ones described in the list.

Style List / Liste der Styles / Liste des styles / Lista de estilos / Lista de estilos / Daftar Style / 伴奏型列表 / スタイルリスト

• Styles indicated below with an asterisk (*) have portions that are distorted or noisy. These are intentional effects; they are normal and do not signify a malfunction.

Category	Style Name	Unison&Accent
Pop&Rock	2019DancePop	○
	2019DancehallPop	○
	EuroReggaeton	○
	2019LatinPop	○
	80sGuitarPop	○
	80sPowerRock	○
	80sPopRock	○
	90sRockBallad	○
	BritRockPop	○
	80sRockBeat	
	Cool8Beat	
	Live8Beat	
	Classic8Beat	
	Uptempo8Beat	
	FunkPopRock*	○
	StandardRock	○
	ContemporaryRock	○
	AcousticRock*	
	HardRock	
	PowerRock	
	ChartPianoShuffle	
	ChartRockShuffle	
	ChartGuitarPop	
	60sVintagePop	
	60sGuitarPop	
	RockShuffle	○
	60sPopRock	
	60sVintageRock	
	60s8Beat	
	70s8Beat	
	BubblegumPop	
	BritPop	
	BritPopSwing	
	VintageGuitarPop	
	90sGuitarPop	
	8BeatModern	
	WestCoastPop	
	KoolShuffle	
	JazzPop	○
	Unplugged	
	ModernPopBallad	
	SoulR&B	
	R&B SoulBallad	
	8BeatBallad1	
	8BeatBallad2	
	70sGlamPiano	
	80sSmoothBallad	
	90sCoolBallad	
	Chillout1	
	Chillout2*	
	EP Ballad	
	EpicBallad	
	PowerBallad	
OrganBallad		
PianoBallad		
80sEP Ballad		
Modern16BtBallad		
16BeatBallad		
ContempPopBallad		
6-8Modern		
LoveSong		
NewR&B Ballad		
80sBoyBand		
PopWaltz		
Dance & R&B	DJ Mix2019	○
	Electronica	○
	FunkyHouse	○
	Dancehall	○
	Garage	○
	ModernShuffle	○
	70sChartSoul	○
	SoulBrothers	○
	ShuffleBlues	
	SlowBlues	

Category	Style Name	Unison&Accent
Dance & R&B	ModernHipHop	
	MellowHipHop	
	NewHipHop*	
	ClassicHipHop	
	US HipHop	
	BluesRock	
	LiveSoulBand	
	FranklySoul	○
	MotorCity	
	OldiesR&R	
	FunkDisco	
	70sDisco1	
	70sDisco2	○
	70sDiscoFunk	
	DiscoPhilly	
	Rock&Roll1	○
	Rock&Roll2	
	Rock&RollShuffle	○
	60sRock&Roll	
	Skiffle	
	80sSynthDisco	
	80sDisco	
	90sDisco	
	DiscoTeens	
	DiscoHouse	
	6-8Soul	
	GospelSisters	
	GospelBrothers	
	GospelSwing	
	SouthernGospel	
	GlobalDJs	
	Ibiza2010	
	Clubdance1	○
	Clubdance2	
	Dubstep	
	WorshipSlow	
	WorshipMedium	
	WorshipFast	
	Worship6-8	
	PianoBoogie	
	SynthPop	
	TrancePop	
	RetroPop	
	ChartPop	
	ModernChartPop	
	JazzFunk	○
	KoolFunk	
	DetroitPop1	
	DetroitPop2	
	Soul	
	EuroTrance	○
	DreamDance	
	NewR&B	
PopR&B		
ChartR&B		
LovelyShuffle		
Twist		
BlueberryBlues		
ClubBeat*		
Groundbeat		
ClubDJ House		
MiamiHouse		
ElectricHouse		
GangsterHouse		
GrimeHouse		
PianoHouse		
ElectroStep		
EuroDance		
ProgressiveHouse		
FrenchClubHouse		
ClubHouse		
6-8Trance		
Latin&Jazz	ArrochaSofrência	○
	VaneraRomantica	○

Category	Style Name	Unison&Accent
Latin&Jazz	VaneraTradiSertão	○
	ForróSertanejo	○
	ModãoSertanejo	○
	ModernBigBand	○
	ModBigBandShuffle	○
	ModBigBandBallad	
	ClassicBigBand	○
	AfroCuban	
	SertãoRomântico1	○
	SertanejoAcustic1	
	SertanejoAcustic2	
	VaneiraSertaneja1	
	VaneiraSertaneja2	
	AcousticJazz	○
	JazzGuitarClub	
	CoolJazzBallad	
	InstrumentalJazz	○
	ModernJazzBallad	
	VaneiraSertaneja3	
	SertanejoRegaeton	
	ForróDosTeclados	
	ForróVaquejada	
	Pisadinha	
	OrchestraBigBand1	
	OrchestraBigBand2	
	OrchestraSwing1	
	OrchestraSwing2	
	DreamyBallad	
	GaloPolca	
	CururuSertanejo	
	SertanejoEvidente	
	MajestadeSertão	
	SertãoRomântico2	
	EasyListening	
	MidnightSwing	
	MOR Swing	
	JazzWaltzMedium	○
	JazzWaltzFast	
	SertanejoBallad	
	ToadaSertaneja	
	ValsaRanqueira	
	EletroSertanejo	
	Funknejo	
	BigBandFast1	
	BigBandFast2	
	JumpJive	
	OrganGroove	○
	FrenchJazz	
	SambaMPB	
	SambaReggae	○
	LatinSamba	○
	AxéBahia	
	Axé	
Five-Four		
Ragtime		
Charleston		
Dixieland		
MoonlightBallad		
LatinCalypso		
Frevo		
Choro		
Chorinho		
BossaNova	○	
FastBossa	○	
SlowBossa		
OrchestralBossa		
SheriffReggae		
HappyReggae	○	
LatinPartyPop		
Cumbia		
Merengue		
Bachata		
Guajira		
CubanSon		

Category	Style Name	Unison&Accent
Latin&Jazz	Danzon	
	Bomba	○
	Parranda	
	Forro	
	Joropo	
	PopLatin	
	LatinDisco	○
	PopBossa	
	RockChaCha	○
	PopLatinBallad	
	Beguine	
	Salsa	
	RumbaFlamencos	
	Calypso	
	BoleroLento	
	Reggaeton	
	Rumbalsland	
	GuitarRumba	
	OrganBossa	
	Country&Ballroom	70sCountryPop
70sChartCountry		○
EasyCountry		
CountryStrum		○
NewCountry		○
VienneseWaltz		○
EnglishWaltz		
Slowfox		
Foxtrot		○
Quickstep		
Bluegrass		○
ModernBluegrass		
Hoedown		
ModCountryBallad1		
ModCountryBallad2		
Tango		○
Pasodoble		
Samba		
Rumba		
ChaChaCha		
CountryPop		
Country2-4		
CountryHits		
CountrySing-along		
CountryWaltz		○
Jive		
Swingfox		
OrganSwing		
OrganSamba		
OrganRumba		
CountryTwoStep		
CountryBallad		
Country8Beat		
CountryShuffle		○
CountrySwing		
OrganChaCha		
OrganQuickstep		
9-8Waltz		
CountryRock		
CountryBrothers		
CountryRockBallad		
ModernCountryPop		
FolkPop		
FingerPickin'		
Entertainment	MovieSoundtrack	○
	EtherealMovie	
	Blockbuster	○
	Sci-fiMarch	○
	WildWest	
	AnimationBallad	
	AniFantasy	
	SecretService	
	TapDanceSwing	
	PopClassics	○
	GreenFantasia	
	Moonlight6-8	
	ClassicPianoBallad	

Category	Style Name	Unison&Accent
Entertainment	OrchestralMarch	
	OrchestralBolero	
	BaroqueAir	
	BroadwayBallad	
	MovieBallad	
	MovieSwing	
	Showtune	
	70sTV Theme	
	SaturdayNight	
	MovieDisco	
	French50s	
	EuroPopOrgan	
	EasyBallad	
	GuitarSerenade	
	6-8SlowRock	
	6-8Orchestral	
	12-8Ballad	
	Tijuana	
	PubPiano	
	ChristmasSwing	
	ChristmasShuffle	
	ChristmasWaltz	
	BreathlessHit	○
	DiscoFoxRock	○
	DiscoFox	○
	StandardPop	
	PartyRock	
	MallorcaParty	○
	GermanRock	○
	SchlagerFox	
	SchlagerWaltz	
	SchlagerItalia	
	AlpBallad1	
	AlpBallad2	
	SchlagerShuffle	
	SchlagerSamba	
	SchlagerPolka	
	Schlager6-8	
	SchlagerRumba	
	SchlagerPop	
SchlagerBeat		
SchlagerAlp		
ScandinavianBugg		
ScandSlowRock		
ScandCountry1		
ScandCountry2		
ScandShuffle		
SchlagerRock		
70sFrenchHit		
PartyPolka		
PolkaPop		
8BeatAdria		
DiscoHands		
World	ChinaKidDance	
	ChinaPopDance	
	ChinaSlow3-4	
	China6-8	
	ChinaPopCountry	
	ChinaPopRock	
	ChinaReggae	
	KungFu	
	JingJuJieZou	
	XiQingLuoGu	
	HighLife1	
	PartyJuju	
	AfroBeat	
	HighLife2	
	OrganHighLife	
	IgboHighLife	
	Azonto	
	ModernAfrobeat	
	Makossa	
	AfricanGospel	
ModernDangdut1	○	
ModernDangdut2	○	
Keroncong		

Category	Style Name	Unison&Accent
World	Bhangra	
	Bhajan	
	Saeidy	○
	WehdaSaghira	
	Laff	
	ArabicEuro	
	OrientalPop	
	TurkishEuro1	○
	TurkishEuro2	
	ItalianWaltz	
	ItalianMazurka	
	ItalianPolka	○
	Sirtaki	
	Tarantella	
	Flamenco	
	PopFlamenco	○
	SpanishPaso	
	ZitherPolka	○
	BohemianWaltz	
	GermanWaltz	○
	OberPolka	
	OberWalzer	
	GermanMarch	
	FrenchWaltz	
	FrenchMusette	
	IrishHymn	
	IrishDance	○
	HighlandWaltz	
	Jig	
	Reel	
ScottishPolka		
ScandinavianWaltz		
MariachiWaltz		
Norteno		
Duranguense		
Grupera		
Zouk		
Hawaiian		
US March	○	
6-8March	○	
HullyGully		

**Multi Pad Bank List / Multi-Pad-Bank-Liste / Liste des banques multi-pads / Lista de bancos de Multi Pad /
Lista do Banco de Multi Pads / Daftar Bank Multi Pad / 多功能按垫库列表 / マルチパッドバンクリスト**

Category	Bank Name
KeyboardPhrase	PianoArp8Beat
	PianoArp16Beat
	PianoGlissando
	LatinKeys
	BoogieLoops
	OrganBlues
	HeavenArpeggio
	TwinkleArpeggio
GuitarPhrase	E.Gtr16BtCut1
	E.Gtr16BtCut2
	E.Gtr16BtCut3
	FunkyGtr16Bt1
	FunkyGtr16Bt2
	FunkyGtr16Bt3
	DiscoGuitar
	E.Gtr16BtShfl1
	E.Gtr16BtShfl2
	E.Gtr16BtPick
	E.Gtr8BtShfl
	E.Guitar6-8
	E.Gtr8BtStrm1
	E.Gtr8BtStrm2
	E.GtrRock1
	E.GtrRock2
	Steel8BtStrum1
	Steel8BtStrum2
	SteelBsChdSlow
	SteelBsChdFast
	SteelTriplet1
	SteelTriplet2
	SteelGuitar6-8
	SteelGtrPick1
	SteelGtrPick2
	SteelGtrPick3
	SteelGtrPick4
	NylonGtrPick
	NylonAccomp
	NylonBossa1
	NylonBossa2
	FlamencoGtr
	A.GtrAccomp
JazzGtrSwing	
StringsPhrase	StringsArpeggio
	StringsBallad
	StringsLegato
	BaroqueStrings
	StringsRun&Fall
	Classical
	OrchestraHit
	Harpeggio1
	Harpeggio2
	BrassPhrase
BigBandSwing2	
BigBandSwing3	
BrassSwing	
TrumpetSwing	
Brass8Beat	
BrassChords1	
BrassChords2	
BrassChords3	
Falls	
SynthBrassSlide	
AttentionDuo	
Fanfare	
SynthPhrase	
	TranceSeq2
	TechnoSeq1
	TechnoSeq2
	TechnoSeq3
	Garage
	EuroDance
	DanceSynth
PercussionLoop	LatinPerc1
	LatinPerc2
	LatinPerc3
	LatinPerc4

Category	Bank Name	
PercussionLoop	LatinPerc5	
	Conga&Bongo1	
	CarnivalDeRio	
	LatinPop	
	Rumba&Soca	
	SambaPerc	
	Cajon1	
	Cajon2	
	Shaker&Tamb	
	Timbales&Tom	
	EthnicPerc	
	Oriental1	
	Oriental2	
	Oriental3	
	Oriental4	
	Oriental5	
	Oriental6	
	Oriental7	
	Oriental8	
	TurkishPerc1	
	TurkishPerc2	
	PercussionOneshot	Gong&Chime
		BigBells
		MagicBells
		ArabicPerc1
		ArabicPerc2
		LatinKit1
		LatinKit2
		LatinKit3
		Conga&Bongo2
		ChineseKit2
	DrumLoop	House1
		House2
House3		
ElectroStep		
BigRoom		
Tribal		
BreakBeatz		
HipHop1		
HipHop2		
HeavyShuffle		
NewR&B		
SnarePlay1		
SnarePlay2		
DrumOneshot		PowerToms
		PowerSnares
		CrashCymbals
		PowerKit1
	PowerKit2	
	DrumEndings	
	DanceKit	
	DJ BasicSet	
	DJ SFX	
	ScratchBank	
DJ Phrase	ClubDJ HouseA	
	ClubDJ HouseB	
	ClubDJ HouseC	
	ClubDJ HouseD	
	MiamiHouseA	
	MiamiHouseB	
	MiamiHouseC	
	MiamiHouseD	
	ElectricHouseA	
	ElectricHouseB	
	ElectricHouseC	
	ElectricHouseD	
	GangsterHouseA	
	GangsterHouseB	
	GangsterHouseC	
	GangsterHouseD	
	GrimeHouseA	
GrimeHouseB		
GrimeHouseC		
GrimeHouseD		
PianoHouseA		
PianoHouseB		

Category	Bank Name
DJ Phrase	PianoHouseC
	PianoHouseD
	ElectroStepA
	ElectroStepB
	ElectroStepC
	ElectroStepD
	EuroDanceA
	EuroDanceB
	EuroDanceC
	EuroDanceD
SFX	ProgressiveHouseA
	ProgressiveHouseB
	ProgressiveHouseC
	ProgressiveHouseD
	FrenchClubHouseA
	FrenchClubHouseB
	FrenchClubHouseC
	FrenchClubHouseD
	Wooshes1
	Wooshes2
Breathing	
CarFX	
DayFX	
HorrorShowFX	
NightFX	
WaterFX	
Combination	EDM Kit1
	EDM Kit2
	DanceMix1
	DanceMix2
	DanceMix3
	ReggaeAccomp
	Comedy
	XmasLoops
	IndianKit
	ChineseKit1

**Keyboard Harmony/Arpeggio Type List / Liste der Keyboard-Harmony-/Arpeggio-Typen /
 Liste des types d'harmonie/arpège du clavier / Lista de tipos de armonía de teclado/arpégio /
 Harmonia de teclado/Lista de tipos de arpejo / Daftar Jenis Harmoni Keyboard dan Jenis Arpeggio /
 鍵盤和声/琶音类型列表 / キーボードハーモニー / アルペジオタイプリスト**

Category	Name	
Harmony	Standard Duet 1	
	Standard Duet 2	
	Standard Trio	
	Full Chord	
	Rock Duet	
	Country Duet 1	
	Country Duet 2	
	Country Trio	
	Block	
	4-Way Close 1	
	4-Way Close 2	
	4-Way Close 3	
	4-Way Close 4	
	4-Way Open 1	
	4-Way Open 2	
	4-Way Open 3	
	1+5	
	Octave	
	Strum	
	Multi Assign	
Echo	Echo	
	Tremolo	
	Trill	
Arpeggio / Up&Down	Up Octave 1	
	Up Octave 2	
	Up Octave 3	
	Up Octave 4	
	Down Octave 1	
	Down Octave 2	
	Down Octave 3	
	Down Octave 4	
	Up&Down A Octave 1	
	Up&Down A Octave 2	
	Up&Down A Octave 3	
	Up&Down A Octave 4	
	Up&Down B Octave 1	
	Up&Down B Octave 2	
	Up&Down B Octave 3	
	Up&Down B Octave 4	
	2 Octave Up	
	4 Octave Up	
	Up&Down 1	
	Up&Down 2	
	Up&Down 3	
	Up&Down 4	
	Up&Random 1	
	Up&Random 2	
	Up&Random 3	
	Up&Random 4	
	Arpeggio / Synth Seq 1	Classic Arpeggio 1
		Classic Arpeggio 2
Classic Arpeggio 3		
Synth Riff Arpeggio 1		
Synth Riff Arpeggio 2		
Synth Riff Arpeggio 3		
Melodic Arpeggio 1		
Melodic Arpeggio 2		
Melodic Arpeggio 3		
Synth Sequence 1		
Synth Sequence 2		
Synth Sequence 3		
Synth Sequence 4		
Synth Sequence 5		
Synth Sequence 6		
Synth Sequence 7		
Synth Sequence 8		
Synth Sequence 9		
Synth Sequence 10		
Synth Sequence 11		
Synth Sequence 12		
Synth Sequence 13		
Synth Sequence 14		

Category	Name	
Arpeggio / Synth Seq 1	Synth Sequence 15	
	Synth Sequence 16	
	Synth Sequence 17	
	Arpeggio / Synth Seq 2	Octave Sequence 1
		Octave Sequence 2
		Octave Sequence 3
		Octave Sequence 4
		Octave Sequence 5
		Octave Sequence 6
		Octave Sequence 7
Octave Sequence 8		
Mute Arpeggio 1		
Mute Arpeggio 2		
Mute Arpeggio 3		
Sequence S&H1		
Sequence S&H2		
Poly Arpeggio 1		
Poly Arpeggio 2		
Syncopation 1		
Syncopation 2		
X-Sweep 1		
X-Sweep 2		
X-Sweep 3		
Random Octave 1		
Random Octave 2		
Random Octave 3		
Random Octave 4		
Arpeggio / Chord Seq	Chord Arpeggio 1	
	Chord Arpeggio 2	
	Chord Arpeggio 3	
	Chord Arpeggio 4	
	Chord Arpeggio 5	
	Chord Arpeggio 6	
	Chillout 1	
	Chillout 2	
	Synth Chord 1	
	Synth Chord 2	
	Synth Chord 3	
	Synth Chord 4	
	Synth Chord 5	
	Synth Chord 6	
	Synth Chord 7	
	Synth Chord 8	
	Synth Chord 9	
Synth Chord 10		
Synth Chord 11		
Synth Chord 12		
Synth Chord 13		
Synth Chord 14		
Synth Chord 15		
Synth Chord 16		
Synth Chord 17		
Arpeggio / Trance	Trance 1	
	Trance 2	
	Trance 3	
	Trance 4	
	Trance 5	
	Trance 6	
	Trance 7	
	Trance 8	
	Trance 9	
	Trance 10	
	Trance 11	
	Trance 12	
	Trance 13	
	Trance 14	
Trance 15		
Trance 16		
Trance 17		
Trance 18		
Dream Dance 1		
Dream Dance 2		
Techno		

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

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

**Effect Type List / Liste der Effekttypen / Liste des types d'effet / Lista de tipos de efecto /
Lista de tipos de efeito / Daftar Jenis Efek / 効果類型列表 / エフェクトタイプリスト**

Reverb Block

Category	Type	Description	MSB	LSB	Parameter List (pages 35 – 45)	
Reverb	RealLrgHall	Real reverb simulating the acoustics of a large sized hall.	1	32	REAL REVERB	
	RealMedHall	Real reverb simulating the acoustics of a medium sized hall.	1	33	REAL REVERB	
	RealBrtrHall	Real reverb simulating the acoustics of a bright sounding hall.	1	34	REAL REVERB	
	BasicHall	Reverb simulating the acoustics of a hall. Standard setting.	1	21	REVERB1	
	LightHall	Reverb simulating the acoustics of a hall. Light setting.	1	22	REVERB1	
	BalladHall	Reverb simulating the acoustics of a hall. For ballad type music.	1	19	REVERB2	
	PianoHall	Reverb simulating the acoustics of a hall. For piano sound.	1	20	REVERB2	
	Hall1	Reverb simulating the acoustics of a hall.	1	0	REVERB1	
	Hall2	Reverb simulating the acoustics of a hall.	1	16	REVERB1	
	Hall3	Reverb simulating the acoustics of a hall.	1	17	REVERB1	
	Hall4	Reverb simulating the acoustics of a hall.	1	18	REVERB1	
	Hall5	Reverb simulating the acoustics of a hall.	1	1	REVERB1	
	VocalHall1	Reverb suitable for vocals.	1	27	REVERB1	
	VocalHall2	Reverb suitable for vocals.	1	28	REVERB1	
	RealRoom	Real reverb simulating the acoustics of a room.	2	32	REAL REVERB	
	RealPwrRoom	Real reverb simulating the acoustics of a room with powerful room reflections.	2	33	REAL REVERB	
	AcousticRoom	Reverb simulating the acoustics of a room. Standard setting.	2	20	REVERB1	
	DrumsRoom	Reverb simulating the acoustics of a room. For drum sounds.	2	21	REVERB1	
	Stage1	Reverb suitable for a solo instrument.	3	16	REVERB1	
	RealLrgPlate	Real reverb simulating a large plate reverb unit.	4	32	REAL REVERB	
	RealMedPlate	Real reverb simulating a medium sized plate reverb unit.	4	33	REAL REVERB	
	RealRtlPlate	Real reverb simulating a plate reverb unit with spring rattle.	4	34	REAL REVERB	
	Plate1	Reverb simulating a plate reverb unit.	4	16	REVERB1	
	Legacy	HallM	Reverb simulating the acoustics of a hall.	1	6	REVERB1
		HallL	Reverb simulating the acoustics of a hall.	1	7	REVERB1
		AtmoHall	A unique long reverb with atmosphere.	1	23	REVERB1
		LargeHall	Reverb simulating the acoustics of a hall.	1	2	REVERB2
		MediumHall	Reverb simulating the acoustics of a hall.	1	3	REVERB2
		PercRoom	Reverb simulating the acoustics of a room. For percussion sounds.	2	22	REVERB1
		Room1	Reverb simulating the acoustics of a room.	2	16	REVERB1
Room2		Reverb simulating the acoustics of a room.	2	17	REVERB1	
Room3		Reverb simulating the acoustics of a room.	2	18	REVERB1	
Room4		Reverb simulating the acoustics of a room.	2	19	REVERB1	
Room5		Reverb simulating the acoustics of a room.	2	0	REVERB1	
Room6		Reverb simulating the acoustics of a room.	2	1	REVERB1	
Room7		Reverb simulating the acoustics of a room.	2	2	REVERB1	
RoomS		Reverb simulating the acoustics of a room.	2	5	REVERB1	
RoomM		Reverb simulating the acoustics of a room.	2	6	REVERB1	
RoomL		Reverb simulating the acoustics of a room.	2	7	REVERB1	
WarmRoom		Reverb simulating the acoustics of a warm room.	2	3	REVERB2	
WhiteRoom		A unique short reverb with a bit of initial delay.	16	0	REVERB3	
WoodyRoom		Reverb simulating the acoustics of a wood-built room.	2	4	REVERB2	
Stage2		Reverb suitable for a solo instrument.	3	17	REVERB1	
Stage3		Reverb suitable for a solo instrument.	3	0	REVERB1	
Stage4		Reverb suitable for a solo instrument.	3	1	REVERB1	
Plate2		Reverb simulating a plate reverb unit.	4	17	REVERB1	
Plate3		Reverb simulating a plate reverb unit.	4	0	REVERB1	
GM Plate		Reverb simulating a plate reverb unit.	4	7	REVERB1	
RichPlate		Reverb simulating a rich plate reverb unit.	4	1	REVERB2	
Tunnel		Simulates a cylindrical space expanding to left and right.	17	0	REVERB3	
Canyon		A hypothetical acoustic space which extends without limit.	18	0	REVERB3	
Basement		A bit of initial delay followed by reverb with a unique resonance.	19	0	REVERB3	
---		NoEffect	No effect.	0	0	NO EFFECT

Chorus Block

Category	Type	Description	MSB	LSB	Parameter List (pages 35 – 45)
Reverb	Hall1	Reverb simulating the acoustics of a hall.	1	0	REVERB1
	Hall2	Reverb simulating the acoustics of a hall.	1	16	REVERB1
	Hall3	Reverb simulating the acoustics of a hall.	1	17	REVERB1
	Hall4	Reverb simulating the acoustics of a hall.	1	18	REVERB1
	Hall5	Reverb simulating the acoustics of a hall.	1	1	REVERB1
	AcousticRoom	Reverb simulating the acoustics of a room. Standard setting.	2	20	REVERB1
	DrumsRoom	Reverb simulating the acoustics of a room. For drum sounds.	2	21	REVERB1
	Stage1	Reverb suitable for a solo instrument.	3	16	REVERB1
Delay	Plate1	Reverb simulating a plate reverb unit.	4	16	REVERB1
	TempoDelay1	Tempo-synchronized delay.	21	0	TEMPO DELAY
	TempoDelay2	Tempo-synchronized delay.	21	16	TEMPO DELAY
	TempoEcho	Tempo-synchronized echo.	21	8	TEMPO DELAY
	TempoCross1	Tempo-synchronized cross delay.	22	0	TEMPO CROSS DELAY
	TempoCross2	Tempo-synchronized cross delay.	22	16	TEMPO CROSS DELAY
	TempoCross3	Tempo-synchronized cross delay.	22	17	TEMPO CROSS DELAY
	TempoCross4	Tempo-synchronized cross delay.	22	18	TEMPO CROSS DELAY
Modulation	Chorus1	Conventional chorus program with rich, warm chorusing.	66	17	CHORUS
	Chorus2	Conventional chorus program with rich, warm chorusing.	66	8	CHORUS
	Symphonic1	Adds more stages to the modulation of Celeste.	68	16	SYMPHONIC
	Flanger1	Creates a sound similar to that of a jet airplane.	67	8	FLANGER
	TempoFlanger	Tempo-synchronized flanger.	107	0	TEMPO FLANGER
	Phaser1	Cyclically modulates the phase to add modulation to the sound.	72	0	PHASER1
	TempoPhaser1	Tempo-synchronized phaser.	108	0	TEMPO PHASER
	EP Phaser1	Cyclically modulates the phase to add modulation to the sound. For electric piano.	72	17	PHASER1
	DualRotBrt	Simulates a rotary speaker.	99	16	ROTARY SPEAKER1
	DualRotWarm	Simulates a rotary speaker.	99	17	ROTARY SPEAKER1
	RotarySp1	Simulates a rotary speaker.	69	16	ROTARY SPEAKER2
	Tremolo1	Rich Tremolo effect with both volume and pitch modulation.	70	16	TREMOLO
	EP Tremolo	Rich Tremolo effect with both volume and pitch modulation.	70	18	TREMOLO
	TempoTremolo	Tempo-synchronized rich Tremolo effect with both volume and pitch modulation.	120	0	TEMPO TREMOLO
	AutoPan1	Several panning effects that automatically shift the sound position (left, right, front, back).	71	16	AUTO PAN1
	TempoAtPan1	Tempo-synchronized auto pan.	121	0	TEMPO AUTO PAN1
	Legacy	HallM	Reverb simulating the acoustics of a hall.	1	6
HallL		Reverb simulating the acoustics of a hall.	1	7	REVERB1
AtmoHall		A unique long reverb with atmosphere.	1	23	REVERB1
PercRoom		Reverb simulating the acoustics of a room. For percussion sounds.	2	22	REVERB1
Room1		Reverb simulating the acoustics of a room.	2	16	REVERB1
Room2		Reverb simulating the acoustics of a room.	2	17	REVERB1
Room3		Reverb simulating the acoustics of a room.	2	18	REVERB1
Room4		Reverb simulating the acoustics of a room.	2	19	REVERB1
Room5		Reverb simulating the acoustics of a room.	2	0	REVERB1
Room6		Reverb simulating the acoustics of a room.	2	1	REVERB1
Room7		Reverb simulating the acoustics of a room.	2	2	REVERB1
RoomS		Reverb simulating the acoustics of a room.	2	5	REVERB1
RoomM		Reverb simulating the acoustics of a room.	2	6	REVERB1
RoomL		Reverb simulating the acoustics of a room.	2	7	REVERB1
Stage2		Reverb suitable for a solo instrument.	3	17	REVERB1
Stage3		Reverb suitable for a solo instrument.	3	0	REVERB1
Stage4		Reverb suitable for a solo instrument.	3	1	REVERB1
Plate2		Reverb simulating a plate reverb unit.	4	17	REVERB1
Plate3		Reverb simulating a plate reverb unit.	4	0	REVERB1
GM Plate		Reverb simulating a plate reverb unit.	4	7	REVERB1
Karaoke1		Echo for karaoke.	20	0	KARAOKE
Karaoke2		Echo for karaoke.	20	1	KARAOKE
Karaoke3		Echo for karaoke.	20	2	KARAOKE
EarlyRef1		This effect isolates only the early reflection components of the reverb.	9	0	EARLY REFLECTION
EarlyRef2		This effect isolates only the early reflection components of the reverb.	9	1	EARLY REFLECTION
Chorus3		Conventional chorus program with rich, warm chorusing.	66	16	CHORUS
Chorus4		Conventional chorus program with rich, warm chorusing.	66	1	CHORUS
Chorus5		Conventional chorus program with rich, warm chorusing.	65	2	CHORUS
Chorus6		Conventional chorus program with rich, warm chorusing.	65	0	CHORUS
Chorus7		Conventional chorus program with rich, warm chorusing.	65	1	CHORUS
Chorus8		Conventional chorus program with rich, warm chorusing.	65	8	CHORUS
ChorusFast		Conventional chorus program with rich, warm chorusing.	65	16	CHORUS
ChorusLite		Conventional chorus program with rich, warm chorusing.	65	17	CHORUS
GM Chorus1		Conventional chorus program with rich, warm chorusing.	65	3	CHORUS
GM Chorus2		Conventional chorus program with rich, warm chorusing.	65	4	CHORUS
GM Chorus3		Conventional chorus program with rich, warm chorusing.	65	5	CHORUS
GM Chorus4		Conventional chorus program with rich, warm chorusing.	65	6	CHORUS
FeedBkChorus		Conventional chorus program with rich, warm chorusing.	65	7	CHORUS
Celeste1		A 3-phase LFO adds modulation and spaciousness to the sound.	66	0	CHORUS
Celeste2		A 3-phase LFO adds modulation and spaciousness to the sound.	66	2	CHORUS
Symphonic2		Adds more stages to the modulation of Celeste.	68	0	SYMPHONIC
EnsDetune1		Chorus effect without modulation, created by adding a slightly pitch-shifted sound.	87	0	ENSEMBLE DETUNE

Category	Type	Description	MSB	LSB	Parameter List (pages 35 – 45)
Legacy	EnsDetune2	Chorus effect without modulation, created by adding a slightly pitch-shifted sound.	87	16	ENSEMBLE DETUNE
	Flanger2	Creates a sound similar to that of a jet airplane.	67	16	FLANGER
	Flanger3	Creates a sound similar to that of a jet airplane.	67	17	FLANGER
	Flanger4	Creates a sound similar to that of a jet airplane.	67	1	FLANGER
	Flanger5	Creates a sound similar to that of a jet airplane.	67	0	FLANGER
	GM Flanger	Creates a sound similar to that of a jet airplane.	67	7	FLANGER
	Phaser2	Cyclically modulates the phase to add modulation to the sound.	72	8	PHASER2
	Phaser3	Cyclically modulates the phase to add modulation to the sound.	72	19	PHASER2
	TempoPhaser2	Tempo-synchronized phaser.	108	16	TEMPO PHASER
	EP Phaser2	Cyclically modulates the phase to add modulation to the sound. For electric piano.	72	18	PHASER1
	EP Phaser3	Cyclically modulates the phase to add modulation to the sound. For electric piano.	72	16	PHASER1
	DualRotSp1	Simulates a rotary speaker.	99	0	ROTARY SPEAKER1
	DualRotSp2	Simulates a rotary speaker.	99	1	ROTARY SPEAKER1
	RotarySp2	Simulates a rotary speaker.	71	17	AUTO PAN1
	RotarySp3	Simulates a rotary speaker.	71	18	AUTO PAN1
	RotarySp4	Simulates a rotary speaker.	70	17	TREMOLO
	RotarySp5	Simulates a rotary speaker.	66	18	CHORUS
	RotarySp6	Simulates a rotary speaker.	69	0	ROTARY SPEAKER2
	RotarySp7	Simulates a rotary speaker.	71	22	AUTO PAN1
	2WayRotarySp	Simulates a rotary speaker.	86	0	2WAY ROTARY SPEAKER
	Tremolo2	Rich Tremolo effect with both volume and pitch modulation.	71	19	AUTO PAN1
	Tremolo3	Rich Tremolo effect with both volume and pitch modulation.	70	0	TREMOLO
	GtTremolo1	Rich Tremolo effect with both volume and pitch modulation.	71	20	AUTO PAN1
	GtTremolo2	Rich Tremolo effect with both volume and pitch modulation.	70	19	TREMOLO
	VibeRotor	Vibraphone effect.	119	0	VIBE VIBRATE
	AutoPan2	Several panning effects that automatically shift the sound position (left, right, front, back).	71	0	AUTO PAN1
	AutoPan3	Several panning effects that automatically shift the sound position (left, right, front, back).	71	1	AUTO PAN2
	EP AutoPan	Several panning effects that automatically shift the sound position (left, right, front, back).	71	21	AUTO PAN1
	TempoAtPan2	Tempo-synchronized auto pan.	121	1	TEMPO AUTO PAN2
	PitchChange1	Changes the pitch of the input signal.	80	16	PITCH CHANGE1
	PitchChange2	Changes the pitch of the input signal.	80	0	PITCH CHANGE1
PitchChange3	Changes the pitch of the input signal.	80	1	PITCH CHANGE2	
---	NoEffect	No effect.	0	0	NO EFFECT

Variation/Insertion Block

Category	Type	Description	MSB	LSB	Parameter List (pages 35 – 45)	
Reverb	Hall1	Reverb simulating the acoustics of a hall.	1	0	REVERB1	
	Hall2	Reverb simulating the acoustics of a hall.	1	16	REVERB1	
	Hall3	Reverb simulating the acoustics of a hall.	1	17	REVERB1	
	Hall4	Reverb simulating the acoustics of a hall.	1	18	REVERB1	
	Hall5	Reverb simulating the acoustics of a hall.	1	1	REVERB1	
	AcousticRoom	Reverb simulating the acoustics of a room. Standard setting.	2	20	REVERB1	
	DrumsRoom	Reverb simulating the acoustics of a room. For drum sounds.	2	21	REVERB1	
	Stage1	Reverb suitable for a solo instrument.	3	16	REVERB1	
	Plate1	Reverb simulating a plate reverb unit.	4	16	REVERB1	
Delay	DelayLCR1	Produces three delayed sounds: L, R and C (center).	5	16	DELAY LCR	
	DelayLCR2	Produces three delayed sounds: L, R and C (center).	5	0	DELAY LCR	
	DelayLR	Produces two delayed sounds: L and R. Two feedback delays are provided.	6	0	DELAY LR	
	Echo	Two delayed sounds (L and R), and independent feedback delays for L and R.	7	0	ECHO	
	CrossDelay1	The feedback of the two delayed sounds is crossed.	8	0	CROSS DELAY	
	CrossDelay2	The feedback of the two delayed sounds is crossed.	8	16	CROSS DELAY	
	TempoDelay1	Tempo-synchronized delay.	21	0	TEMPO DELAY	
	TempoDelay2	Tempo-synchronized delay.	21	16	TEMPO DELAY	
	TempoEcho	Tempo-synchronized echo.	21	8	TEMPO DELAY	
	TempoCross1	Tempo-synchronized cross delay.	22	0	TEMPO CROSS DELAY	
	TempoCross2	Tempo-synchronized cross delay.	22	16	TEMPO CROSS DELAY	
	TempoCross3	Tempo-synchronized cross delay.	22	17	TEMPO CROSS DELAY	
	TempoCross4	Tempo-synchronized cross delay.	22	18	TEMPO CROSS DELAY	
	Distortion	MitDistSolo	Multi effector for guitar. Setting for guitar solo.	95	32	MULTI FX
MitDistBasic		Multi effector for guitar. Setting for basic distortion.	95	33	MULTI FX	
MitOD Chorus		Multi effector for guitar. Setting for overdrive & chorus.	95	34	MULTI FX	
MitCrunchWah		Multi effector for guitar. Setting for crunch & wah.	95	35	MULTI FX	
MitOldDelay		Multi effector for guitar. Setting for vintage delay.	95	36	MULTI FX	
MitVintgEcho		Multi effector for guitar. Setting for vintage echo.	95	37	MULTI FX	
SmallStDist		Stereo distortion for guitar. Setting for distortion sound.	96	32	SMALL STEREO DIST	
SmallStOD		Stereo distortion for guitar. Setting for overdrive sound.	96	33	SMALL STEREO DIST	
SmallStVintg		Stereo distortion for guitar. Setting for vintage sound.	96	34	SMALL STEREO DIST	
SmallStHeavy		Stereo distortion for guitar. Setting for heavy sound.	96	35	SMALL STEREO DIST	
BCmbClassic		British combo amp simulator. Setting for classic sound.	97	32	BRITISH COMBO	
BCmbTopBst		British combo amp simulator. Setting for "TOP BOOST" sound.	97	33	BRITISH COMBO	
BCmbCustom		British combo amp simulator. Setting for custom sound.	97	34	BRITISH COMBO	
BCmbHeavy		British combo amp simulator. Setting for heavy sound.	97	35	BRITISH COMBO	
BLegndBlues		British stack amp simulator. Setting for blues sound.	98	32	BRITISH LEGEND	
BLegndHvy1		British stack amp simulator. Setting for heavy sound 1.	98	33	BRITISH LEGEND	
BLegndHvy2		British stack amp simulator. Setting for heavy sound 2.	98	34	BRITISH LEGEND	
BLegndClean		British stack amp simulator. Setting for clean sound.	98	35	BRITISH LEGEND	
BLegndDtCln		British stack amp simulator. Setting for crunch sound.	98	36	BRITISH LEGEND	
VDistCrunch		Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	18	V DISTORTION	
VDistBlues		Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	21	V DISTORTION	
StAmpSolid		Stereo amp simulator.	75	29	STEREO AMP SIMULATOR	
StAmpCrunch		Stereo amp simulator.	75	30	STEREO AMP SIMULATOR	
StAmpBlues		Stereo amp simulator.	75	28	STEREO AMP SIMULATOR	
VDistHd+Dly		V Distortion Hard and Delay are connected in series.	98	1	V DISTORTION DELAY	
EQ & Comp		CompMed	Compressor with medium setting.	83	16	COMPRESSOR
		CompHeavy	Compressor with heavy setting.	83	17	COMPRESSOR
		CompMelody	Compressor for the Melody part.	105	16	MULTI BAND COMP
		CompBass	Compressor for the Bass part.	105	17	MULTI BAND COMP
		EQ Telephone	Equalizer effect that cuts both high and low frequencies, to simulate the sound heard through a telephone receiver.	76	17	3BAND EQ
	3BandEQ	A mono EQ with adjustable LOW, MID, and HIGH equalization.	76	0	3BAND EQ	
Modulation	Chorus1	Conventional chorus program with rich, warm chorusing.	66	17	CHORUS	
	Chorus2	Conventional chorus program with rich, warm chorusing.	66	8	CHORUS	
	Symphonic1	Adds more stages to the modulation of Celeste.	68	16	SYMPHONIC	
	Flanger1	Creates a sound similar to that of a jet airplane.	67	8	FLANGER	
	VFlanger	A simulation of an analog flanger effect. The LFO has a random setting.	104	0	V FLANGER	
	TempoFlanger	Tempo-synchronized flanger.	107	0	TEMPO FLANGER	
	Phaser1	Cyclically modulates the phase to add modulation to the sound.	72	0	PHASER1	
	TempoPhaser1	Tempo-synchronized phaser.	108	0	TEMPO PHASER	
	EP Phaser1	Cyclically modulates the phase to add modulation to the sound. For electric piano.	72	17	PHASER1	
	AutoWah1	Cyclically modulates the center frequency of a wah filter.	78	16	AUTO WAH	
	AtWah+Dist1	Distortion can be applied to the output of Auto Wah.	78	17	AUTO WAH DISTORTION	
	TempoAutoWah	Tempo-synchronized Auto Wah.	79	0	TEMPO AUTO WAH1	
	TouchWah1	Changes the center frequency of a wah filter according to the input level.	82	0	TOUCH WAH1	
	TcWah+Dist1	Distortion can be applied to the output of Touch Wah.	82	16	TOUCH WAH1	
	PedalWah	Changes the center frequency of a wah filter according to "Pedal Control" parameter. (See Effect Parameter List.)	122	0	PEDAL WAH1	
	PWah+Dist	Distortion can be applied to the output of Pedal Wah.	122	1	PEDAL WAH2	
	DualRotBrt	Simulates a rotary speaker.	99	16	ROTARY SPEAKER1	
	DualRotWarm	Simulates a rotary speaker.	99	17	ROTARY SPEAKER1	
	RotarySp1	Simulates a rotary speaker.	69	16	ROTARY SPEAKER2	
	Tremolo1	Rich Tremolo effect with both volume and pitch modulation.	70	16	TREMOLO	

Category	Type	Description	MSB	LSB	Parameter List (pages 35 – 45)
Modulation	EP Tremolo	Rich Tremolo effect with both volume and pitch modulation.	70	18	TREMOLO
	TempoTremolo	Tempo-synchronized rich Tremolo effect with both volume and pitch modulation.	120	0	TEMPO TREMOLO
	AutoPan1	Several panning effects that automatically shift the sound position (left, right, front, back).	71	16	AUTO PAN1
	TempoAtPan1	Tempo-synchronized auto pan.	121	0	TEMPO AUTO PAN1
Misc	LoopFX1	Degrades the audio quality of the input signal.	94	16	LO FI
	LoopFX2	Degrades the audio quality of the input signal.	94	17	LO FI
	Lo-FiDrum1	Degrades the audio quality of the input signal. Ideal for drum sounds.	94	18	LO FI
	Lo-FiDrum2	Degrades the audio quality of the input signal. Ideal for drum sounds.	94	19	LO FI
	Lo-FiDrum3	Degrades the audio quality of the input signal. Ideal for drum sounds.	76	19	3BAND EQ
	Lo-FiDrum4	Degrades the audio quality of the input signal. Ideal for drum sounds.	76	20	3BAND EQ
Legacy	HallM	Reverb simulating the acoustics of a hall.	1	6	REVERB1
	HallL	Reverb simulating the acoustics of a hall.	1	7	REVERB1
	AtmoHall	A unique long reverb with atmosphere.	1	23	REVERB1
	PercRoom	Reverb simulating the acoustics of a room. For percussion sounds.	2	22	REVERB1
	Room1	Reverb simulating the acoustics of a room.	2	16	REVERB1
	Room2	Reverb simulating the acoustics of a room.	2	17	REVERB1
	Room3	Reverb simulating the acoustics of a room.	2	18	REVERB1
	Room4	Reverb simulating the acoustics of a room.	2	19	REVERB1
	Room5	Reverb simulating the acoustics of a room.	2	0	REVERB1
	Room6	Reverb simulating the acoustics of a room.	2	1	REVERB1
	Room7	Reverb simulating the acoustics of a room.	2	2	REVERB1
	RoomS	Reverb simulating the acoustics of a room.	2	5	REVERB1
	RoomM	Reverb simulating the acoustics of a room.	2	6	REVERB1
	RoomL	Reverb simulating the acoustics of a room.	2	7	REVERB1
	WhiteRoom	A unique short reverb with a bit of initial delay.	16	0	REVERB3
	Stage2	Reverb suitable for a solo instrument.	3	17	REVERB1
	Stage3	Reverb suitable for a solo instrument.	3	0	REVERB1
	Stage4	Reverb suitable for a solo instrument.	3	1	REVERB1
	Plate2	Reverb simulating a plate reverb unit.	4	17	REVERB1
	Plate3	Reverb simulating a plate reverb unit.	4	0	REVERB1
	GM Plate	Reverb simulating a plate reverb unit.	4	7	REVERB1
	Tunnel	Simulates a cylindrical space expanding to left and right.	17	0	REVERB3
	Canyon	A hypothetical acoustic space which extends without limit.	18	0	REVERB3
	Basement	A bit of initial delay followed by reverb with a unique resonance.	19	0	REVERB3
	Karaoke1	Echo for karaoke.	20	0	KARAOKE
	Karaoke2	Echo for karaoke.	20	1	KARAOKE
	Karaoke3	Echo for karaoke.	20	2	KARAOKE
	EarlyRef1	This effect isolates only the early reflection components of the reverb.	9	0	EARLY REFLECTION
	EarlyRef2	This effect isolates only the early reflection components of the reverb.	9	1	EARLY REFLECTION
	GateReverb1	Simulation of gated reverb.	10	0	GATE REVERB
	GateReverb2	Simulation of gated reverb.	10	16	GATE REVERB
	ReverseGate	Simulation of gated reverb played back in reverse.	11	0	GATE REVERB
	VDistWarm	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	22	V DISTORTION
	VDistClisHd	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	23	V DISTORTION
	VDistClisSft	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	20	V DISTORTION
	VDistMetal	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	24	V DISTORTION
	VDistEdgy	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	19	V DISTORTION
	VDistSolid	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	25	V DISTORTION
	VDistClean1	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	17	V DISTORTION
	VDistClean2	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	26	V DISTORTION
	VDistTwin	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	16	V DISTORTION
	VDistRockbly	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	103	18	V DIST TEMPO DELAY
	VDistJzCln	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	27	V DISTORTION
	VDistFusion	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	103	19	V DIST TEMPO DELAY
	VDistHard	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	0	V DISTORTION
	VDistSoft	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	2	V DISTORTION
	StAmpClean	Stereo amp simulator.	75	27	STEREO AMP SIMULATOR
	StAmpHarp	Stereo amp simulator.	75	31	STEREO AMP SIMULATOR
	DistHard1	Hard-edge distortion.	75	16	AMP SIMULATOR1
	DistHard2	Hard-edge distortion.	75	22	AMP SIMULATOR1
	DistSoft1	Soft, warm distortion.	75	17	AMP SIMULATOR1
	DistSoft2	Soft, warm distortion.	75	23	AMP SIMULATOR1
	DistHeavy	Heavy distortion.	73	0	DISTORTION
Overdrive	Adds mild distortion to the sound.	74	0	DISTORTION	
StDistortion	Stereo distortion.	73	8	STEREO DISTORTION	
StOverdrive	Stereo overdrive.	74	8	STEREO DISTORTION	
StDistHard	Hard-edge stereo distortion.	75	18	STEREO AMP SIMULATOR	
StDistSoft	Soft, warm soft distortion.	75	19	STEREO AMP SIMULATOR	
AmpSim1	A simulation of a guitar amp.	75	0	AMP SIMULATOR1	
AmpSim2	A simulation of a guitar amp.	75	1	AMP SIMULATOR2	
StAmpSim1	Stereo amp simulator.	75	20	STEREO AMP SIMULATOR	
StAmpSim2	Stereo amp simulator.	75	21	STEREO AMP SIMULATOR	
StAmpSim3	Stereo amp simulator.	75	8	STEREO AMP SIMULATOR	
StAmpSim4	Stereo amp simulator.	75	24	STEREO AMP SIMULATOR	
StAmpSim5	Stereo amp simulator.	75	25	STEREO AMP SIMULATOR	

Category	Type	Description	MSB	LSB	Parameter List (pages 35 – 45)
Legacy	StAmpSim6	Stereo amp simulator.	75	26	STEREO AMP SIMULATOR
	Dist+Delay1	Distortion and Delay are connected in series.	95	16	DISTORTION DELAY
	Dist+Delay2	Distortion and Delay are connected in series.	95	0	DISTORTION DELAY
	OD+Delay1	Overdrive and Delay are connected in series.	95	17	DISTORTION DELAY
	OD+Delay2	Overdrive and Delay are connected in series.	95	1	DISTORTION DELAY
	Cmp+Dst+Dly1	Compressor, Distortion and Delay are connected in series.	96	16	COMP DIST DELAY
	Cmp+Dst+Dly2	Compressor, Distortion and Delay are connected in series.	96	0	COMP DIST DELAY
	Cmp+OD+Dly1	Compressor, Overdrive and Delay are connected in series.	96	17	COMP DIST DELAY
	Cmp+OD+Dly2	Compressor, Overdrive and Delay are connected in series.	96	1	COMP DIST DELAY
	VDistS+Dly	V Distortion Soft and Delay are connected in series.	98	3	V DISTORTION DELAY
	VDistH+TDly1	V Distortion Hard and Tempo Delay are connected in series.	103	0	V DIST TEMPO DELAY
	VDistH+TDly2	V Distortion Hard and Tempo Delay are connected in series.	103	17	V DIST TEMPO DELAY
	VDistS+TDly1	V Distortion Soft and Tempo Delay are connected in series.	103	1	V DIST TEMPO DELAY
	VDistS+TDly2	V Distortion Soft and Tempo Delay are connected in series.	103	16	V DIST TEMPO DELAY
	Dst+TmpDelay	Distortion and Tempo Delay are connected in series.	100	0	DIST TEMPO DELAY
	OD+TmpDelay	Overdrive and Tempo Delay are connected in series.	100	1	DIST TEMPO DELAY
	Comp+Dist1	Since a Compressor is included in the first stage, steady distortion can be produced regardless of changes in input level.	73	16	COMP DISTORTION
	Comp+Dist2	Since a Compressor is included in the first stage, steady distortion can be produced regardless of changes in input level.	73	1	COMP DISTORTION
	Cmp+Dst+TDly	Compressor, Distortion and Tempo Delay are connected in series.	101	0	COMP DIST TEMPO DELAY
	Cmp+OD+TDly1	Compressor, Overdrive and Tempo Delay are connected in series.	101	1	COMP DIST TEMPO DELAY
	Cmp+OD+TDly2	Compressor, Overdrive and Tempo Delay are connected in series.	101	16	COMP DIST TEMPO DELAY
	Cmp+OD+TDly3	Compressor, Overdrive and Tempo Delay are connected in series.	101	17	COMP DIST TEMPO DELAY
	Cmp+OD+TDly4	Compressor, Overdrive and Tempo Delay are connected in series.	101	18	COMP DIST TEMPO DELAY
	Cmp+OD+TDly5	Compressor, Overdrive and Tempo Delay are connected in series.	101	19	COMP DIST TEMPO DELAY
	Cmp+OD+TDly6	Compressor, Overdrive and Tempo Delay are connected in series.	101	20	COMP DIST TEMPO DELAY
	MltBandComp	Multi-band compressor that allows you to adjust the compression effect for individual frequency bands.	105	0	MULTI BAND COMP
	Compressor	Holds down the output level when a specified input level is exceeded. A sense of attack can also be added to the sound.	83	0	COMPRESSOR
	NoiseGate	Gates the input when the input signal falls below a specified level.	84	0	NOISE GATE
	EQ Disco	Equalizer effect that boosts both high and low frequencies, as is typical in most disco music.	76	16	3BAND EQ
	2BandEQ	A stereo EQ with adjustable LOW and HIGH. Ideal for drum Parts.	77	0	2BAND EQ
	3BandEQ	A stereo EQ with adjustable LOW, MID, and HIGH equalization.	76	18	3BAND EQ
	HmEnhance1	Adds new harmonics to the input signal to make the sound stand out.	81	16	HARMONIC ENHANCER
	HmEnhance2	Adds new harmonics to the input signal to make the sound stand out.	81	0	HARMONIC ENHANCER
	Isolator	Controls the level of a specified frequency band of the input signal.	115	0	ISOLATOR
	Chorus3	Conventional chorus program with rich, warm chorusing.	66	16	CHORUS
	Chorus4	Conventional chorus program with rich, warm chorusing.	66	1	CHORUS
	Chorus5	Conventional chorus program with rich, warm chorusing.	65	2	CHORUS
	Chorus6	Conventional chorus program with rich, warm chorusing.	65	0	CHORUS
	Chorus7	Conventional chorus program with rich, warm chorusing.	65	1	CHORUS
	Chorus8	Conventional chorus program with rich, warm chorusing.	65	8	CHORUS
	ChorusFast	Conventional chorus program with rich, warm chorusing.	65	16	CHORUS
	ChorusLite	Conventional chorus program with rich, warm chorusing.	65	17	CHORUS
	GM Chorus1	Conventional chorus program with rich, warm chorusing.	65	3	CHORUS
	GM Chorus2	Conventional chorus program with rich, warm chorusing.	65	4	CHORUS
	GM Chorus3	Conventional chorus program with rich, warm chorusing.	65	5	CHORUS
	GM Chorus4	Conventional chorus program with rich, warm chorusing.	65	6	CHORUS
	FeedBkChorus	Conventional chorus program with rich, warm chorusing.	65	7	CHORUS
	Celeste1	A 3-phase LFO adds modulation and spaciousness to the sound.	66	0	CHORUS
	Celeste2	A 3-phase LFO adds modulation and spaciousness to the sound.	66	2	CHORUS
	Symphonic2	Adds more stages to the modulation of Celeste.	68	0	SYMPHONIC
	EnsDetune1	Chorus effect without modulation, created by adding a slightly pitch-shifted sound.	87	0	ENSEMBLE DETUNE
	EnsDetune2	Chorus effect without modulation, created by adding a slightly pitch-shifted sound.	87	16	ENSEMBLE DETUNE
	AmbiChorus	Chorus which added early reflection sound.	65	9	AMBIENCE CHORUS
	AmbiCeleste	Celeste which added early reflection sound.	66	9	AMBIENCE CHORUS
AmbiSympho	Symphonic which added early reflection sound.	68	9	AMBIENCE SYMPHONIC	
Flanger2	Creates a sound similar to that of a jet airplane.	67	16	FLANGER	
Flanger3	Creates a sound similar to that of a jet airplane.	67	17	FLANGER	
Flanger4	Creates a sound similar to that of a jet airplane.	67	1	FLANGER	
Flanger5	Creates a sound similar to that of a jet airplane.	67	0	FLANGER	
GM Flanger	Creates a sound similar to that of a jet airplane.	67	7	FLANGER	
DynFlanger	Dynamically controlled flanger.	110	0	DYNAMIC FLANGER	
AmbiFlanger	Flanger which added early reflection sound.	67	9	AMBIENCE FLANGER	
Phaser2	Cyclically modulates the phase to add modulation to the sound.	72	8	PHASER2	
Phaser3	Cyclically modulates the phase to add modulation to the sound.	72	19	PHASER2	
TempoPhaser2	Tempo-synchronized phaser.	108	16	TEMPO PHASER	
EP Phaser2	Cyclically modulates the phase to add modulation to the sound. For electric piano.	72	18	PHASER1	
EP Phaser3	Cyclically modulates the phase to add modulation to the sound. For electric piano.	72	16	PHASER1	
DynPhaser	Dynamically controlled phaser.	111	0	DYNAMIC PHASER	
AutoWah2	Cyclically modulates the center frequency of a wah filter.	78	0	AUTO WAH	
AtWah+Dist2	Distortion can be applied to the output of Auto Wah.	78	1	AUTO WAH DISTORTION	
AtWah+DistHd	Distortion can be applied to the output of Auto Wah.	78	21	AUTO WAH DISTORTION	
AtWah+DistHv	Distortion can be applied to the output of Auto Wah.	78	23	AUTO WAH DISTORTION	

Category	Type	Description	MSB	LSB	Parameter List (pages 35 – 45)
Legacy	AtWah+DistLt	Distortion can be applied to the output of Auto Wah.	78	25	AUTO WAH DISTORTION
	AtWah+OD1	Overdrive distortion can be applied to the output of Auto Wah.	78	18	AUTO WAH DISTORTION
	AtWah+OD2	Overdrive distortion can be applied to the output of Auto Wah.	78	2	AUTO WAH DISTORTION
	AtWah+OD Hd	Overdrive distortion can be applied to the output of Auto Wah.	78	22	AUTO WAH DISTORTION
	AtWah+OD Hv	Overdrive distortion can be applied to the output of Auto Wah.	78	24	AUTO WAH DISTORTION
	AtWah+OD Lt	Overdrive distortion can be applied to the output of Auto Wah.	78	26	AUTO WAH DISTORTION
	T.AtWh+Dst	Tempo-synchronized Auto Wah. Distortion can be applied to the output.	79	1	TEMPO AUTO WAH2
	T.AtWh+DstHd	Tempo-synchronized Auto Wah. Distortion can be applied to the output.	79	21	TEMPO AUTO WAH2
	T.AtWh+DstHv	Tempo-synchronized Auto Wah. Distortion can be applied to the output.	79	23	TEMPO AUTO WAH2
	T.AtWh+DstLt	Tempo-synchronized Auto Wah. Distortion can be applied to the output.	79	25	TEMPO AUTO WAH2
	T.AtWah+OD	Tempo-synchronized Auto Wah. Overdrive distortion can be applied to the output.	79	2	TEMPO AUTO WAH2
	T.AtWah+ODHd	Tempo-synchronized Auto Wah. Overdrive distortion can be applied to the output.	79	22	TEMPO AUTO WAH2
	T.AtWah+ODHv	Tempo-synchronized Auto Wah. Overdrive distortion can be applied to the output.	79	24	TEMPO AUTO WAH2
	T.AtWah+ODLt	Tempo-synchronized Auto Wah. Overdrive distortion can be applied to the output.	79	26	TEMPO AUTO WAH2
	TouchWah2	Changes the center frequency of a wah filter according to the input level.	82	8	TOUCH WAH2
	TouchWah3	Changes the center frequency of a wah filter according to the input level.	82	20	TOUCH WAH2
	TcWah+Dist2	Distortion can be applied to the output of Touch Wah.	82	1	TOUCH WAH1
	TcWah+DistHd	Distortion can be applied to the output of Touch Wah.	82	21	TOUCH WAH2
	TcWah+DistHv	Distortion can be applied to the output of Touch Wah.	82	23	TOUCH WAH2
	TcWah+DistLt	Distortion can be applied to the output of Touch Wah.	82	25	TOUCH WAH2
	TcWah+OD1	Overdrive distortion can be applied to the output of Touch Wah.	82	17	TOUCH WAH2
	TcWah+OD2	Overdrive distortion can be applied to the output of Touch Wah.	82	2	TOUCH WAH2
	TcWah+OD Hd	Overdrive distortion can be applied to the output of Touch Wah.	82	22	TOUCH WAH2
	TcWah+OD Hv	Overdrive distortion can be applied to the output of Touch Wah.	82	24	TOUCH WAH2
	TcWah+OD Lt	Overdrive distortion can be applied to the output of Touch Wah.	82	26	TOUCH WAH2
	Wah+Dst+Dly1	Wah, Distortion and Delay are connected in series.	97	16	WAH DISTORTION DELAY
	Wah+Dst+Dly2	Wah, Distortion and Delay are connected in series.	97	0	WAH DISTORTION DELAY
	Wah+Dst+TDly	Wah, Distortion and Tempo Delay are connected in series.	102	0	WAH DIST TEMPO DELAY
	Wah+OD+Dly1	Wah, Overdrive and Delay are connected in series.	97	17	WAH DISTORTION DELAY
	Wah+OD+Dly2	Wah, Overdrive and Delay are connected in series.	97	1	WAH DISTORTION DELAY
	Wah+OD+TDly1	Wah, Overdrive and Tempo Delay are connected in series.	102	1	WAH DIST TEMPO DELAY
	Wah+OD+TDly2	Wah, Overdrive and Tempo Delay are connected in series.	102	16	WAH DIST TEMPO DELAY
	ClaviTcWah	Clavinet Touch Wah	82	18	TOUCH WAH2
	EP TcWah	EP Touch Wah	82	19	TOUCH WAH2
	PWah+DistHd	Distortion can be applied to the output of Pedal Wah.	122	21	PEDAL WAH2
	PWah+DistHv	Distortion can be applied to the output of Pedal Wah.	122	23	PEDAL WAH2
	PWah+DistLt	Distortion can be applied to the output of Pedal Wah.	122	25	PEDAL WAH2
	PWah+OD	Overdrive distortion can be applied to the output of Pedal Wah.	122	2	PEDAL WAH2
	PWah+OD Hd	Overdrive distortion can be applied to the output of Pedal Wah.	122	22	PEDAL WAH2
	PWah+OD Hv	Overdrive distortion can be applied to the output of Pedal Wah.	122	24	PEDAL WAH2
	PWah+OD Lt	Overdrive distortion can be applied to the output of Pedal Wah.	122	26	PEDAL WAH2
	DualRotSp1	Simulates a rotary speaker.	99	0	ROTARY SPEAKER1
	DualRotSp2	Simulates a rotary speaker.	99	1	ROTARY SPEAKER1
	RotarySp2	Simulates a rotary speaker.	71	17	AUTO PAN1
	RotarySp3	Simulates a rotary speaker.	71	18	AUTO PAN1
	RotarySp4	Simulates a rotary speaker.	70	17	TREMOLO
	RotarySp5	Simulates a rotary speaker.	66	18	CHORUS
	RotarySp6	Simulates a rotary speaker.	69	0	ROTARY SPEAKER2
	RotarySp7	Simulates a rotary speaker.	71	22	AUTO PAN1
	2WayRotarySp	Simulates a rotary speaker.	86	0	2WAY ROTARY SPEAKER
Dist+RotSp	Distortion and rotary speaker connected in series.	69	1	DIST ROTARY SPEAKER	
Dist+2RotSp	Distortion and 2-way rotary speaker connected in series.	86	1	DIST 2WAY ROTARY SP	
OD+RotarySp	Overdrive and rotary speaker connected in series.	69	2	DIST ROTARY SPEAKER	
OD+2RotarySp	Overdrive and 2-way rotary speaker connected in series.	86	2	DIST 2WAY ROTARY SP	
Amp+RotSp	Amp simulator and rotary speaker connected in series.	69	3	AMP ROTARY SPEAKER	
Amp+2RotSp	Amp simulator and 2-way rotary speaker connected in series.	86	3	AMP 2WAY ROTARY SP	
Tremolo2	Rich Tremolo effect with both volume and pitch modulation.	71	19	AUTO PAN1	
Tremolo3	Rich Tremolo effect with both volume and pitch modulation.	70	0	TREMOLO	
GtTremolo1	Rich Tremolo effect with both volume and pitch modulation.	71	20	AUTO PAN1	
GtTremolo2	Rich Tremolo effect with both volume and pitch modulation.	70	19	TREMOLO	
VibeRotor	Vibraphone effect.	119	0	VIBE VIBRATE	
AutoPan2	Several panning effects that automatically shift the sound position (left, right, front, back).	71	0	AUTO PAN1	
AutoPan3	Several panning effects that automatically shift the sound position (left, right, front, back).	71	1	AUTO PAN2	
EP AutoPan	Several panning effects that automatically shift the sound position (left, right, front, back).	71	21	AUTO PAN1	
TempoAtPan2	Tempo-synchronized auto pan.	121	1	TEMPO AUTO PAN2	
PitchChange1	Changes the pitch of the input signal.	80	16	PITCH CHANGE1	
PitchChange2	Changes the pitch of the input signal.	80	0	PITCH CHANGE1	
PitchChange3	Changes the pitch of the input signal.	80	1	PITCH CHANGE2	
VoiceCancel	Attenuates the vocal part of a CD or other source.	85	0	VOICE CANCELAR	
Ambience	Blurs the stereo positioning of the sound to add spatial width.	88	0	AMBIENCE	
TalkingMod	Adds a vowel sound to the input signal.	93	0	TALKING MODULATION	
Lo-Fi	Degrades the audio quality of the input signal.	94	0	LO FI	
DynFilter	Dynamically controlled filter.	109	0	DYNAMIC FILTER	
DynRingMod	Dynamically controlled Ring Modulator.	112	0	DYNAMIC RING MOD	

Category	Type	Description	MSB	LSB	Parameter List (pages 35 – 45)
Legacy	RingMod	An effect that modifies the pitch by applying amplitude modulation to the frequency of the input.	113	0	RING MODULATOR
---	NoEffect	No effect.	0	0	NO EFFECT
---	Thru	Bypass without applying an effect.	64	0	THRU

Effect Parameter List / Liste der Effektparameter / Liste des paramètres d'effets / Lista de parámetros de efectos / Lista de parâmetros do efeito / Daftar Parameter Efek / 效果参数列表 / エフェクトパラメーターリスト

- Parameters marked with a ● in the "Control" column can be controlled from an AC1 (assignable controller 1) etc. However, these only affect insertion type effects.
- Parameter 10 Dry/Wet only affects insertion type effects.
- (*1) Reverb Block
- (*2) Chorus Block, Variation Block and Insertion1-28 Block

REVERB

REAL REVERB Block: Reverb

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

REVERB1

Block: Reverb, Chorus, Variation, Insertion1-28

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

REVERB2

Block: Reverb

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

REVERB3

Block: Reverb, Variation, Insertion1-28

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

DELAY

DELAY LCR

Block: Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	Lch Delay Time	0.1ms - 1.6383s	1	16383		
2	Rch Delay Time	0.1ms - 1.6383s	1	16383		
3	Cch Delay Time	0.1ms - 1.6383s	1	16383		
4	Feedback Delay Time	0.1ms - 1.6383s	1	16383		
5	Feedback Level	-63 - 0 - +63	1	127		
6	Cch Level	0 - 127	0	127		
7	Feedback High Damp	0.1 - 1.0	1	10		
8						
9						
10	Dry/Wet	D63>W - D=W - D<W63	1	127		●
11						
12						
13	EQ Low Frequency	32Hz - 2.0kHz	4	40	Table#3	
14	EQ Low Gain	-12dB - 0dB - +12dB	52	76		
15	EQ High Frequency	500Hz - 16kHz	28	58	Table#3	
16	EQ High Gain	-12dB - 0dB - +12dB	52	76		

DELAY LR

Block: Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	Lch Delay Time	0.1ms - 1.6383s	1	16383		
2	Rch Delay Time	0.1ms - 1.6383s	1	16383		
3	Feedback Delay 1 Time	0.1ms - 1.6383s	1	16383		
4	Feedback Delay 2 Time	0.1ms - 1.6383s	1	16383		
5	Feedback Level	-63 - 0 - +63	1	127		
6	Feedback High Damp	0.1 - 1.0	1	10		
7						
8						
9						
10	Dry/Wet	D63>W - D=W - D<W63	1	127		●
11						
12						
13	EQ Low Frequency	32Hz - 2.0kHz	4	40	Table#3	
14	EQ Low Gain	-12dB - 0dB - +12dB	52	76		
15	EQ High Frequency	500Hz - 16kHz	28	58	Table#3	
16	EQ High Gain	-12dB - 0dB - +12dB	52	76		

ECHO

Block: Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	Lch Delay 1 Time	0.1ms - 1.4860s	1	14860		
2	Lch Feedback Level	-63 - 0 - +63	1	127		
3	Rch Delay 1 Time	0.1ms - 1.4860s	1	14860		
4	Rch Feedback Level	-63 - 0 - +63	1	127		
5	Feedback High Damp	0.1 - 1.0	1	10		
6	Lch Delay 2 Time	0.1ms - 1.4860s	1	14860		
7	Rch Delay 2 Time	0.1ms - 1.4860s	1	14860		
8	Delay 2 Level	0 - 127	0	127		
9						
10	Dry/Wet	D63>W - D=W - D<W63	1	127		●
11						
12						
13	EQ Low Frequency	32Hz - 2.0kHz	4	40	Table#3	
14	EQ Low Gain	-12dB - 0dB - +12dB	52	76		
15	EQ High Frequency	500Hz - 16kHz	28	58	Table#3	
16	EQ High Gain	-12dB - 0dB - +12dB	52	76		

CROSS DELAY

Block: Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	L->R Delay Time	0.1ms - 1.4860s	1	14860		
2	R->L Delay Time	0.1ms - 1.4860s	1	14860		
3	Feedback Level	-63 - 0 - +63	1	127		
4	Input Select	L, R, L&R	0	2		
5	Feedback High Damp	0.1 - 1.0	1	10		
6						
7						
8						
9						
10	Dry/Wet	D63>W - D=W - D<W63	1	127		●
11						
12						
13	EQ Low Frequency	32Hz - 2.0kHz	4	40	Table#3	
14	EQ Low Gain	-12dB - 0dB - +12dB	52	76		
15	EQ High Frequency	500Hz - 16kHz	28	58	Table#3	
16	EQ High Gain	-12dB - 0dB - +12dB	52	76		

EARLY REFLECTION

Block: Chorus, Variation, Insertion1-28

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

TEMPO DELAY

Block: Chorus, Variation, Insertion1-28

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

GATE REVERB

Block: Variation, Insertion1-28

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

TEMPO CROSS DELAY

Block: Chorus, Variation, Insertion1-28

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

CHORUS

CHORUS

Block: Chorus, Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz - 39.7Hz	0	127	Table#8	
2	LFO Depth	0 - 127	0	127		
3	Feedback Level	-63 - 0 - +63	1	127		
4	Delay Offset	0.0ms - 50.0ms	0	127	Table#9	
5						
6	EQ Low Frequency	32Hz - 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB - 0dB - +12dB	52	76		
8	EQ High Frequency	500Hz - 16kHz	28	58	Table#3	
9	EQ High Gain	-12dB - 0dB - +12dB	52	76		
10	Dry/Wet	D63>W - D=W - D<W63	1	127		●
11	EQ Mid Frequency	100Hz - 10kHz	14	54	Table#3	
12	EQ Mid Gain	-12dB - 0dB - +12dB	52	76		
13	EQ Mid Width	0.1 - 12.0	1	120		
14						
15	Input Mode	Mono, Stereo	0	1		
16						

ER/KARAOKE

KARAOKE

Block: Chorus, Variation, Insertion1-28

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

SYMPHONIC

Block: Chorus, Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz - 39.7Hz	0	127	Table#8	
2	LFO Depth	0 - 127	0	127		
3	Delay Offset	0.0ms - 50.0ms	0	127	Table#9	
4						
5						
6	EQ Low Frequency	32Hz - 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB - 0dB - +12dB	52	76		
8	EQ High Frequency	500Hz - 16kHz	28	58	Table#3	
9	EQ High Gain	-12dB - 0dB - +12dB	52	76		
10	Dry/Wet	D63>W - D=W - D<W63	1	127		●
11	EQ Mid Frequency	100Hz - 10kHz	14	54	Table#3	
12	EQ Mid Gain	-12dB - 0dB - +12dB	52	76		
13	EQ Mid Width	0.1 - 12.0	1	120		
14						
15						
16						

ENSEMBLE DETUNE

Block: Chorus, Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	Detune	-50cent – 0cent – +50cent	14	114		
2	Lch Initial Delay Time	0.0ms – 50.0ms	0	127	Table#9	
3	Rch Initial Delay Time	0.0ms – 50.0ms	0	127	Table#9	
4						
5						
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
12	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
13	EQ High Frequency	500Hz – 16kHz	28	58	Table#3	
14	EQ High Gain	-12dB – 0dB – +12dB	52	76		
15						
16						

V FLANGER

Block: Variation, Insertion1-28

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

AMBIENCE CHORUS

Block: Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	
2	LFO PMod Depth	0 – 127	0	127		
3	Feedback Level	-63 – 0 – +63	1	127		
4	Delay Offset	0.0ms – 50.0ms	0	127	Table#9	
5	LFO AMod Depth	0 – 127	0	127		
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13						
14	Ambience	0 – 127	0	127		
15						
16	Connect Mode	Amb->Cho, Cho->Amb	0	1		

TEMPO FLANGER

Block: Chorus, Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	16th – 4thx16	5	29	Table#5	
2	LFO Depth	0 – 127	0	127		
3	Feedback Level	-63 – 0 – +63	1	127		
4	Delay Offset	0.0ms – 50.0ms	0	127	Table#9	
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	EQ Mid Frequency	100Hz – 10kHz	14	54	Table#3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14	LFO Phase Difference	-180deg – 0deg – +180deg (resolution=3deg.)	4	124		
15						
16						

AMBIENCE SYMPHONIC

Block: Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	
2	LFO Depth	0 – 127	0	127		
3	Delay Offset	0.0ms – 50.0ms	0	127	Table#9	
4						
5						
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13						
14	Ambience	0 – 127	0	127		
15						
16	Connect Mode	Amb->Sym, Sym->Amb	0	1		

DYNAMIC FLANGER

Block: Variation, Insertion1-28

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

FLANGER

FLANGER

Block: Chorus, Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	
2	LFO Depth	0 – 127	0	127		
3	Feedback Level	-63 – 0 – +63	1	127		
4	Delay Offset	0.0ms – 50.0ms	0	127	Table#9	
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	EQ Mid Frequency	100Hz – 10kHz	14	54	Table#3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14	LFO Phase Difference	-180deg – 0deg – +180deg (resolution=3deg.)	4	124		
15						
16						

AMBIENCE FLANGER

Block: Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	
2	LFO Depth	0 – 127	0	127		
3	Feedback Level	-63 – 0 – +63	1	127		
4	Delay Offset	0.0ms – 50.0ms	0	127	Table#9	
5						
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13						
14	LFO Phase Difference	-180deg – 0deg – +180deg (resolution=3deg.)	4	124		
15	Ambience	0 – 127	0	127		
16	Connect Mode	Amb->Flg, Flg->Amb	0	1		

PHASER

PHASER1

Block: Chorus, Variation, Insertion1-28

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

PHASER2

Block: Chorus, Variation, Insertion1-28

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

TEMPO PHASER

Block: Chorus, Variation, Insertion1-28

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

DYNAMIC PHASER

Block: Variation, Insertion1-28

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

DISTORTION/AMP SIMULATOR

MULTI FX

Block: Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	Comp Sustain	Off, 0.1 – 10.0	0	100		
2	Wah SW	Off, Wah Pedal, Auto+ Full, Auto+ Mid, Auto+ Light, Auto- Full, Auto- Mid, Auto- Light	0	7		
3	Wah Pedal	0 – 127	0	127		●
4	Dist SW	Off, Overdrive, Distortion1, Distortion2, Clean, Crunch, Hi-Gain, Modern	0	7		
5	Dist Drive	0.0 – 10.0	0	100		
6	Dist EQ	High Boost, Mid Boost, Mid Cut 1, Mid Cut 2, Mid Cut 3, Low Cut 1, Low Cut 2, High Cut, High/Low	0	8		
7	Dist Tone	0.0 – 10.0	0	100		
8	Dist Presence	0.0 – 10.0	0	100		
9	Output	0 – 127	0	127		
10						
11	Speaker Type	Off, Stack, Twin, Tweed, Oldies, Modern, Mean, Soft, Small, Dip1, Dip2, Metal, Light	0	12		
12	LFO Speed	0.100Hz – 9.925Hz	0	127	Table#17	
13	Phaser SW	Off, Standard, Wide, Vibe, Tremolo	0	4		
14	Delay SW	Off, Delay M, Echo1 M, Echo2 M, Chorus M, DI Chorus M, Flanger1 M, Flanger2 M, Flanger3 M, Delay St, Echo1 St, Echo2 St, Chorus St, DI Chorus St, Flanger1 St, Flanger2 St, Flanger3 St	0	16		
15	Delay Ctrl	0 – 127	0	127		
16	Delay Time	0 – 127	0	127		

SMALL STEREO DIST

Block: Variation, Insertion1-28

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

BRITISH COMBO

Block: Variation, Insertion1-28

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

BRITISH LEGEND

Block: Variation, Insertion1-28

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

V DISTORTION

Block: Variation, Insertion1-28

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

V DIST TEMPO DELAY

Block: Variation, Insertion1-28

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

V DISTORTION DELAY

Block: Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	Overdrive	0% – 100%	0	100		
2	Device	Transistor, Vintage Tube, Dist1, Dist2, Fuzz	0	4		
3	Speaker Type	Flat, Stack, Combo, Twin, Radio, Megaphone	0	5		
4	Presence	0 – 20	0	20		
5	Output Level	0% – 100%	0	100		
6	Lch Delay Time	0.1ms – 1.6383s	1	16383		
7	Rch Delay Time	0.1ms – 1.6383s	1	16383		
8	Delay Feedback Time	0.1ms – 1.6383s	1	16383		
9	Delay Feedback Level	-63 – 0 – +63	1	127		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Delay Mix	0 – 127	0	127		
12	Feedback High Damp	0.1 – 1.0	1	10		
13						
14						
15						
16						

STEREO DISTORTION

Block: Variation, Insertion1-28

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

STEREO AMP SIMULATOR

Block: Variation, Insertion1-28

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

AMP SIMULATOR1

Block: Variation, Insertion1-28

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

AMP SIMULATOR2

Block: Variation, Insertion1-28

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

DISTORTION

Block: Variation, Insertion1-28

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

COMP DIST DELAY

Block: Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	0.1ms - 1.6383s	1	16383		
2	Delay Feedback Level	-63 - 0 - +63	1	127		
3	Delay Mix	0 - 127	0	127		
4	Dist Drive	0 - 127	0	127		
5	Dist Output Level	0 - 127	0	127		
6	Dist EQ Low Gain	-12dB - 0dB - +12dB	52	76		
7	Dist EQ Mid Gain	-12dB - 0dB - +12dB	52	76		
8						
9						
10	Dry/Wet	D63>W - D=W - D<W63	1	127		●
11	Comp Attack	1ms - 40ms	0	19	Table#18	
12	Comp Release	10ms - 680ms	0	15	Table#19	
13	Comp Threshold	-48dB - -6dB	79	121		
14	Comp Ratio	1.0 - 20.0	0	7	Table#20	
15						
16						

DISTORTION DELAY

Block: Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	Lch Delay Time	0.1ms - 1.6383s	1	16383		
2	Rch Delay Time	0.1ms - 1.6383s	1	16383		
3	Delay Feedback Time	0.1ms - 1.6383s	1	16383		
4	Delay Feedback Level	-63 - 0 - +63	1	127		
5	Delay Mix	0 - 127	0	127		
6	Dist Drive	0 - 127	0	127		
7	Dist Output Level	0 - 127	0	127		
8	Dist EQ Low Gain	-12dB - 0dB - +12dB	52	76		
9	Dist EQ Mid Gain	-12dB - 0dB - +12dB	52	76		
10	Dry/Wet	D63>W - D=W - D<W63	1	127		●
11						
12						
13						
14						
15						
16						

COMP DIST TEMPO DELAY

Block: Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	32nd/3 - 4thx6	0	19	Table#5	
2	Delay Feedback Level	-63 - 0 - +63	1	127		
3	Delay Mix	0 - 127	0	127		
4	Dist Drive	0 - 127	0	127		
5	Dist Output Level	0 - 127	0	127		
6	Dist EQ Low Gain	-12dB - 0dB - +12dB	52	76		
7	Dist EQ Mid Gain	-12dB - 0dB - +12dB	52	76		
8	L/R Diffusion	-63ms - 0ms - +63ms	1	127		
9	Lag	-63ms - 0ms - +63ms	1	127		
10	Dry/Wet	D63>W - D=W - D<W63	1	127		●
11	Comp Attack	1ms - 40ms	0	19	Table#18	
12	Comp Release	10ms - 680ms	0	15	Table#19	
13	Comp Threshold	-48dB - -6dB	79	121		
14	Comp Ratio	1.0 - 20.0	0	7	Table#20	
15						
16						

DIST TEMPO DELAY

Block: Variation, Insertion1-28

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

COMP DISTORTION

Block: Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	Drive	0 - 127	0	127		●
2	EQ Low Frequency	32Hz - 2.0kHz	4	40	Table#3	
3	EQ Low Gain	-12dB - 0dB - +12dB	52	76		
4	LPF Cutoff Frequency	1.0kHz - 18kHz, Thru	34	60	Table#3	
5	Output Level	0 - 127	0	127		
6						
7	EQ Mid Frequency	100Hz - 10kHz	14	54	Table#3	
8	EQ Mid Gain	-12dB - 0dB - +12dB	52	76		
9	EQ Mid Width	0.1 - 12.0	1	120		
10	Dry/Wet	D63>W - D=W - D<W63	1	127		
11	Edge (Clip Curve)	0 - 127 (mild - sharp)	0	127		
12	Attack	1ms - 40ms	0	19	Table#18	
13	Release	10ms - 680ms	0	15	Table#19	
14	Threshold	-48dB - -6dB	79	121		
15	Ratio	1.0 - 20.0	0	7	Table#20	
16						

AUTO WAH

AUTO WAH

Block: Variation, Insertion1-28

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

AUTO WAH DISTORTION

Block: Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz - 39.7Hz	0	127	Table#8	
2	LFO Depth	0 - 127	0	127		
3	Cutoff Frequency Offset	0 - 127	0	127		●
4	Resonance	1.0 - 12.0	10	120		
5						
6	EQ Low Frequency	32Hz - 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB - 0dB - +12dB	52	76		
8	EQ High Frequency	500Hz - 16kHz	28	58	Table#3	
9	EQ High Gain	-12dB - 0dB - +12dB	52	76		
10	Dry/Wet	D63>W - D=W - D<W63	1	127		
11	Drive	0 - 127	0	127		
12	Dist EQ Low Gain	-12dB - 0dB - +12dB	52	76		
13	Dist EQ Mid Gain	-12dB - 0dB - +12dB	52	76		
14	LPF Cutoff Frequency	1.0kHz - 18kHz, Thru	34	60	Table#3	
15	Output Level	0 - 127	0	127		
16						

TEMPO AUTO WAH1

Block: Variation, Insertion1-28

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

TEMPO AUTO WAH2

Block: Variation, Insertion1-28

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

TOUCH WAH/PEDAL WAH

TOUCH WAH1

Block: Variation, Insertion1-28

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

TOUCH WAH2

Block: Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	Sensitivity	0 – 127	0	127		
2	Cutoff Frequency Offset	0 – 127	0	127		●
3	Resonance	1.0 – 12.0	10	120		
4						
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
13	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
14	LPF Cutoff Frequency	1.0kHz – 18kHz, Thru	34	60	Table#3	
15	Output Level	0 – 127	0	127		
16	Release	10.0ms – 680.0ms	52	67	Table#22	

WAH DISTORTION DELAY

Block: Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	0.1ms – 1.6383s	1	16383		
2	Delay Feedback Level	-63 – 0 – +63	1	127		
3	Delay Mix	0 – 127	0	127		
4	Dist Drive	0 – 127	0	127		
5	Dist Output Level	0 – 127	0	127		
6	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
7	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Wah Sensitivity	0 – 127	0	127		
12	Wah Cutoff Frequency Offset	0 – 127	0	127		
13	Wah Resonance	1.0 – 12.0	10	120		
14	Wah Release	10.0ms – 680.0ms	52	67	Table#22	
15						
16						

WAH DIST TEMPO DELAY

Block: Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	32nd/3 – 4thx6	0	19	Table#5	
2	Delay Feedback Level	-63 – 0 – +63	1	127		
3	Delay Mix	0 – 127	0	127		
4	Dist Drive	0 – 127	0	127		
5	Dist Output Level	0 – 127	0	127		
6	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
7	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
8	L/R Diffusion	-63ms – 0ms – +63ms	1	127		
9	Lag	-63ms – 0ms – +63ms	1	127		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Wah Sensitivity	0 – 127	0	127		
12	Wah Cutoff Frequency Offset	0 – 127	0	127		
13	Wah Resonance	1.0 – 12.0	10	120		
14	Wah Release	10.0ms – 680.0ms	52	67	Table#22	
15						
16						

PEDAL WAH1

Block: Variation, Insertion1-28

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

PEDAL WAH2

Block: Variation, Insertion1-28

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

ROTARY SPEAKER/AUTO PAN/TREMOLO

ROTARY SPEAKER1

Block: Chorus, Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	Woofers Speed Slow	0.0rpm - 159.0rpm	0	63	Table#28	
2	Horn Speed Slow	0.0rpm - 159.0rpm	0	63	Table#28	
3	Woofers Speed Fast	161.4rpm - 2382.0rpm	64	127	Table#29	
4	Horn Speed Fast	161.4rpm - 2382.0rpm	64	127	Table#29	
5	Slow-Fast Time of Woofers	0 - 127	0	127		
6	Slow-Fast Time of Horn	0 - 127	0	127		
7	Drive Low	0 - 127	0	127		
8	Drive High	0 - 127	0	127		
9	Low/High Balance	L63>H - L=H - L<H63	1	127		
10						
11	EQ Low Frequency	32Hz - 2.0kHz	4	40	Table#3	
12	EQ Low Gain	-12dB - 0dB - +12dB	52	76		
13	EQ High Frequency	500Hz - 16kHz	28	58	Table#3	
14	EQ High Gain	-12dB - 0dB - +12dB	52	76		
15	Mic L-R Angle	0deg - 180deg (resolution=3deg.)	0	60		
16	Speed Control	Slow, Fast	0	1		●

ROTARY SPEAKER2

Block: Chorus, Variation, Insertion1-28

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

2WAY ROTARY SPEAKER

Block: Chorus, Variation, Insertion1-28

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

DIST ROTARY SPEAKER

Block: Variation, Insertion1-28

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

DIST 2WAY ROTARY SP

Block: Variation, Insertion1-28

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

AMP ROTARY SPEAKER

Block: Variation, Insertion1-28

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

AMP 2WAY ROTARY SP

Block: Variation, Insertion1-28

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

AUTO PAN1

Block: Chorus, Variation, Insertion1-28

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

AUTO PAN2

Block: Chorus, Variation, Insertion1-28

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

TEMPO TREMOLO

Block: Chorus, Variation, Insertion1-28

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

TEMPO AUTO PAN1

Block: Chorus, Variation, Insertion1-28

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

VIBE VIBRATE

Block: Chorus, Variation, Insertion1-28

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

TEMPO AUTO PAN2

Block: Chorus, Variation, Insertion1-28

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

TREMOLO

Block: Chorus, Variation, Insertion1-28

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

COMPRESSOR/NOISE GATE

COMPRESSOR

Block: Variation, Insertion1-28

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

MULTI BAND COMP

Block: Variation, Insertion1-28

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

NOISE GATE

Block: Variation, Insertion1-28

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

PITCH CHANGE

PITCH CHANGE1

Block: Chorus, Variation, Insertion1-28

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

EQ/ENHANCER

3BAND EQ

Block: Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
2	EQ Mid Frequency	100Hz – 16kHz	14	58	Table#3	
3	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
4	EQ Mid Width	0.1 – 12.0	1	120		
5	EQ High Gain	-12dB – 0dB – +12dB	52	76		
6	EQ Low Frequency	50Hz – 2.0kHz	8	40	Table#3	
7	EQ High Frequency	500Hz – 16kHz	28	58	Table#3	
8						
9						
10						
11						
12						
13						
14						
15	Input Mode	Mono, Stereo	0	1		
16						

PITCH CHANGE2

Block: Chorus, Variation, Insertion1-28

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

2BAND EQ

Block: Variation, Insertion1-28

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

MISC

VOICE CANCELAR

Block: Variation, Insertion1-28

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

HARMONIC ENHANCER

Block: Variation, Insertion1-28

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

AMBIENCE

Block: Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	0.0ms – 50.0ms	0	127	Table#9	
2	Output Phase	Normal, Inverse	0	1		
3						
4						
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13						
14						
15						
16						

TALKING MODULATION

Block: Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	Vowel	a, i, u, e, o	0	4		●
2	Move Speed	1 - 62	1	62		
3	Drive	0 - 127	0	127		
4	Output Level	0 - 127	0	127		
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

RING MODULATOR

Block: Variation, Insertion1-28

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

LO FI

Block: Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	Sampling Frequency Control	44.1kHz - 345.0Hz	0	127	Table#39	
2	Word Length	1 - 127	1	127		
3	Output Gain	-6dB - 0dB - +36dB	0	42		
4	LPF Cutoff Frequency	63Hz - 18kHz, Thru	10	60	Table#3	
5	Filter Type	Thru, PowerBass, Radio, Tel, Clean, Low	0	5		
6	LPF Resonance	1.0 - 12.0	10	120		
7	Bit Assign	0 - 6	0	6		
8	Emphasis	Off, On	0	1		
9						
10	Dry/Wet	D63>W - D=W - D<W63	1	127		●
11						
12						
13						
14						
15	Input Mode	Mono, Stereo	0	1		
16						

ISOLATOR

Block: Variation, Insertion1-28

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

DYNAMIC FILTER

Block: Variation, Insertion1-28

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

NO EFFECT

Block: Reverb, Chorus, Variation

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

DYNAMIC RING MOD

Block: Variation, Insertion1-28

No.	Parameter	Display	Min	Max	Table	Control
1	Sensitivity	0 - 127	0	127		●
2	HPF Cutoff Frequency	Thru, 22Hz - 8.0kHz	0	52	Table#3	
3	LPF Cutoff Frequency	1.0kHz - 18kHz, Thru	34	60	Table#3	
4	Attack Time	0.3ms - 227ms	0	127	Table#13	
5	Release Time	2.6ms - 2171.4ms	0	127	Table#14	
6	Release Curve	0 - 127	0	127		
7	Direction	Up, Down	0	1		
8	Dyna Threshold Level	0 - 127	0	127		
9	Dyna Level Offset	0 - 127	0	127		
10	Dry/Wet	D63>W - D=W - D<W63	1	127		
11						
12						
13	EQ Low Frequency	32Hz - 2.0kHz	4	40	Table#3	
14	EQ Low Gain	-12dB - 0dB - +12dB	52	76		
15	EQ High Frequency	500Hz - 16kHz	28	58	Table#3	
16	EQ High Gain	-12dB - 0dB - +12dB	52	76		

THRU

Block: Variation, Insertion1-28

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

Parameter Chart / Parametertabelle / Tableau des paramètres / Gráfico de parâmetros /
Gráfico de parâmetros / Bagan Parameter / 参数图表 / パラメーターチャート

Parameter	Setup Files			Voice Set	Voice Set Filter Group	MIDI Song		Style			Registration		Parameter Lock Group	Note	
	Backup/Restore	System Setup	MIDI Setup			User Effect	File	Song Creator Setup Group	File	OTS	Multi Pad	Memory			Memory/ Freeze Group
Panel SW															
Style Control															
ACMP On/Off	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	-	<input checked="" type="checkbox"/>	-	<input checked="" type="checkbox"/>	<input type="checkbox"/> O (On)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Section	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	-	<input checked="" type="checkbox"/>	-	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Syncho Start	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	-	<input checked="" type="checkbox"/>	-	<input checked="" type="checkbox"/>	<input type="checkbox"/> O (On)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Syncho Stop	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	-	<input checked="" type="checkbox"/>	-	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Auto Fill-In	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	-	<input checked="" type="checkbox"/>	-	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	-	-	
Multi Pad Control															
Syncho Start	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	-	<input checked="" type="checkbox"/>	-	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Multi Pad	-	
Part On/Off															
Part On/Off - Left	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	-	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Part On/Off - Right1	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	-	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	-	
Part On/Off - Right2	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	-	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	-	
Left Hold On/Off	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	-	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Voice Effect															
Harmony/Arpeggio On/Off	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	-	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Keyboard Harmony/ Arpeggio	-	
Panel Sustain On/Off	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	-	<input checked="" type="checkbox"/>	-	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	-	
DSP On/Off - Left	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Effect	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
DSP On/Off - Right1	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Effect	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	-	
DSP On/Off - Right2	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Effect	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	-	
Voice Selection display															
Voice - Left	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Voice - Right1	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	-	
Voice - Right2	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	-	
Voice Set Editor - Left															
Common															
Volume	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Touch Sense Depth	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Touch Sense Offset	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Part Octave	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Mono/Poly	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Mono Type	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Portamento Time	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Portamento Time Type	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Controller															
Modulation - Filter	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Modulation - Amplitude	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Modulation - LFO Pitch	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Modulation - LFO Filter	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Modulation - LFO Amplitude	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Sound															
Filter - Cutoff	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Filter - Resonance	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
EG - Attack	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
EG - Decay	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
EG - Release	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Vibrato - Depth	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Vibrato - Speed	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Vibrato - Delay	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Effect/EQ															
Reverb Depth	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Effect	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Chorus Depth	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Effect	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
DSP On/Off	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Effect	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
DSP Depth	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Effect	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
Panel Sustain	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
DSP Type	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Effect	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Style	-	
High Frequency	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	EQ	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	-	
High Gain	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	EQ	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	-	
Low Frequency	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	EQ	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	-	
Low Gain	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	EQ	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	-	
Voice Set Editor - Right1															
Common															
Volume	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	-	
Touch Sense Depth	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	-	
Touch Sense Offset	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	-	
Part Octave	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	-	
Mono/Poly	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	-	
Mono Type	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	-	
Portamento Time	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	-	
Portamento Time Type	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	<input type="checkbox"/>	Keyboard Voice	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Voice	-	

Parameter	Backup/Restore			Setup Files			Voice Set	Voice Set Filter Group	MIDI Song			Style			Registration			Parameter Lock Group	Note
	System Setup	MIDI Setup	User Effect	File	Song Creator Setup Group	File			OTS	Multi Pad	Memory	Memory/ Freeze Group							
Controller																			
Modulation - Filter	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Modulation - Amplitude	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Modulation - LFO Pitch	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Modulation - LFO Filter	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Modulation - LFO Amplitude	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Sound																			
Filter - Cutoff	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Filter - Resonance	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
EG - Attack	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
EG - Decay	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
EG - Release	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Vibrato - Depth	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Vibrato - Speed	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Vibrato - Delay	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Effect/EQ																			
Reverb Depth	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-					
Chorus Depth	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-					
DSP On/Off	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-					
DSP Depth	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-					
Panel Sustain	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
DSP Type	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-					
High Frequency	0	X	X	X	0	EQ	0	Keyboard Voice	X	0	X	0	Voice	-					
High Gain	0	X	X	X	0	EQ	0	Keyboard Voice	X	0	X	0	Voice	-					
Low Frequency	0	X	X	X	0	EQ	0	Keyboard Voice	X	0	X	0	Voice	-					
Low Gain	0	X	X	X	0	EQ	0	Keyboard Voice	X	0	X	0	Voice	-					
Harmony/Arpeggio																			
Type	0	X	X	X	0	Keyboard Harmony/ Arpeggio	0	Keyboard Voice	X	0	X	0	Keyboard Harmony/ Arpeggio	-					
Volume	0	X	X	X	0	Keyboard Harmony/ Arpeggio	0	Keyboard Voice	X	0	X	0	Keyboard Harmony/ Arpeggio	-					
Assign	0	X	X	X	0	Keyboard Harmony/ Arpeggio	0	Keyboard Voice	X	0	X	0	Keyboard Harmony/ Arpeggio	-					
Speed	0	X	X	X	0	Keyboard Harmony/ Arpeggio	0	Keyboard Voice	X	0	X	0	Keyboard Harmony/ Arpeggio	-					
Chord Note Only	0	X	X	X	0	Keyboard Harmony/ Arpeggio	0	Keyboard Voice	X	0	X	0	Keyboard Harmony/ Arpeggio	-					
Minimum Velocity	0	X	X	X	0	Keyboard Harmony/ Arpeggio	0	Keyboard Voice	X	0	X	0	Keyboard Harmony/ Arpeggio	-					
Voice Set Editor - Right2																			
Common																			
Volume	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Touch Sense Depth	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Touch Sense Offset	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Part Octave	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Mono/Poly	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Mono Type	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Portamento Time	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Portamento Time Type	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Controller																			
Modulation - Filter	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Modulation - Amplitude	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Modulation - LFO Pitch	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Modulation - LFO Filter	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Modulation - LFO Amplitude	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Sound																			
Filter - Cutoff	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Filter - Resonance	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
EG - Attack	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
EG - Decay	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
EG - Release	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Vibrato - Depth	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Vibrato - Speed	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Vibrato - Delay	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-					
Effect/EQ																			
Reverb Depth	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-					
Chorus Depth	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-					
DSP On/Off	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-					
DSP Depth	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-					

Parameter	Backup/Restore	Setup Files			Voice Set	Voice Set Filter Group	MIDI Song		Style			Registration		Parameter Lock Group	Note
		System Setup	MIDI Setup	User Effect			File	Song Creator Setup Group	File	OTS	Multi Pad	Memory	Memory/ Freeze Group		
Panel Sustain	O	X	X	X	O	Voice	O	Keyboard Voice	X	O	X	O	Voice	-	
DSP Type	O	X	X	X	O	Effect	O	Keyboard Voice	X	O	X	O	Voice	-	
High Frequency	O	X	X	X	O	EQ	O	Keyboard Voice	X	O	X	O	Voice	-	
High Gain	O	X	X	X	O	EQ	O	Keyboard Voice	X	O	X	O	Voice	-	
Low Frequency	O	X	X	X	O	EQ	O	Keyboard Voice	X	O	X	O	Voice	-	
Low Gain	O	X	X	X	O	EQ	O	Keyboard Voice	X	O	X	O	Voice	-	
Style Selection display															
Style File	O	X	X	X	X	-	X	-	X	X	X	O	Style	-	
Multi Pad Selection display															
Multi Pad Bank File	O	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Multi Pad	-	
Multi Pad Edit															
Edit Information - Pad1-4	X	X	X	X	X	-	X	-	X	X	O	X	-	-	
Multi Pad Audio Link															
Audio Level - Pad1-4	X	X	X	X	X	-	X	-	X	X	O	X	-	-	
Song Function Menu															
Viewer Mode - Lyrics/Text	O	O	X	X	X	-	X	-	X	X	X	X	-	-	
Song Selection display															
MIDI Song File	O	X	X	X	X	-	X	-	X	X	X	O	MIDI Song	-	
Score															
Left On/Off	O	O	X	X	X	-	O	Score Setting	X	X	X	X	-	-	
Right On/Off	O	O	X	X	X	-	O	Score Setting	X	X	X	X	-	-	
Chord On/Off	O	O	X	X	X	-	O	Score Setting	X	X	X	X	-	-	
Lyrics On/Off	O	O	X	X	X	-	O	Score Setting	X	X	X	X	-	-	
Pedal On/Off	O	O	X	X	X	-	O	Score Setting	X	X	X	X	-	-	
Note On/Off	O	O	X	X	X	-	O	Score Setting	X	X	X	X	-	-	
Fingering On/Off	O	O	X	X	X	-	O	Score Setting	X	X	X	X	-	-	
Size	O	O	X	X	X	-	O	Score Setting	X	X	X	X	-	-	
Right Channel	O	O	X	X	X	-	O	Score Setting	X	X	X	X	-	-	
Left Channel	O	O	X	X	X	-	O	Score Setting	X	X	X	X	-	-	
Key Signature	O	X	X	X	X	-	O	Score Setting	X	X	X	X	-	-	
Quantize	O	O	X	X	X	-	O	Score Setting	X	X	X	X	-	-	
Note Name	O	O	X	X	X	-	O	Score Setting	X	X	X	X	-	-	
Extra On/Off	O	X	X	X	X	-	X	-	X	X	X	O	MIDI Song	-	
Left On/Off	O	X	X	X	X	-	O	Guide Setting	X	X	X	O	MIDI Song	-	
Right On/Off	O	X	X	X	X	-	O	Guide Setting	X	X	X	O	MIDI Song	-	
Text															
Text File	O	X	X	X	X	-	X	-	X	X	X	O	Text	-	
Font	O	O	X	X	X	-	X	-	X	X	X	X	-	-	
USB Audio Player															
Audio Volume	O	O	X	X	X	-	X	-	X	X	X	O	Audio Song	-	
Repeat Mode	O	O	X	X	X	-	X	-	X	X	X	X	-	-	
Vocal Cancel	O	X	X	X	X	-	X	-	X	X	X	O	Audio Song	-	
Time Stretch	O	X	X	X	X	-	X	-	X	X	X	O	Audio Song	-	
Pitch Shift	O	X	X	X	X	-	X	-	X	X	X	O	Audio Song	-	
Audio Selection display															
Audio Song File	O	X	X	X	X	-	X	-	X	X	X	O	Audio Song	-	
Registration Memory															
Registration Memory Item	O	O	X	X	X	-	X	-	X	X	X	X	-	-	
Memorized Registration Memory number	O	X	X	X	X	-	X	-	X	X	X	O	-	-	
Registration Bank Selection display															
Registration Bank File Name	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Playlist															
Playlist File	O	O	X	X	X	-	X	-	X	X	X	X	-	-	
Tempo															
Master Tempo	O	X	X	X	X	-	O	Tempo	O	X	X	O	Tempo	-	
Transpose															
Master	O	X	X	X	X	-	X	-	X	X	X	O	Transpose	-	
Keyboard	O	X	X	X	X	-	X	-	X	X	X	O	Transpose	-	
MIDI Song	O	X	X	X	X	-	X	-	X	X	X	O	Transpose	-	
Transpose Assign	O	O	X	X	X	-	X	-	X	X	X	X	-	-	
Upper Octave															
Upper Octave	O	X	X	X	X	-	X	-	X	X	X	O	Voice	-	
Live Control															
Knob Function Assign	O	O	X	X	X	-	X	-	X	X	X	O	Live Control	-	
Knob Detail Setting	O	O	X	X	X	-	X	-	X	X	X	O	Live Control	-	
Live Control Popup															
Arpeggio Velocity	O	X	X	X	X	-	X	-	X	X	X	O	Keyboard Harmony/ Arpeggio	-	
Arpeggio Gate Time	O	X	X	X	X	-	X	-	X	X	X	O	Keyboard Harmony/ Arpeggio	-	

Parameter	Backup/Restore	Setup Files			Voice Set	Voice Set Filter Group	MIDI Song			Style			Registration		Parameter Lock Group	Note
		System Setup	MIDI Setup	User Effect			File	Song Creator Setup Group	File	OTS	Multi Pad	Memory	Memory/Freeze Group			
Arpeggio Unit Multiply	0	X	X	X	X	-	X	-	X	X	X	0	Keyboard Harmony/Arpeggio	-		
Style Retrigger Rate	0	X	X	X	X	-	X	-	X	X	X	0	Style	-		
Style Retrigger On/Off	0	X	X	X	X	-	X	-	X	X	X	0	Style	-		
Style Retrigger On/Off&Rate	0	X	X	X	X	-	X	-	X	X	X	0	Style	-		
Mixer																
Volume/Pan																
Panel																
Panpot - Style Offset	0	X	X	X	X	-	X	-	X	X	X	0	Style	-		
Panpot - Multi Pad Offset	0	X	X	X	X	-	X	-	X	X	X	0	Multi Pad	-		
Panpot - Left	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Style	-		
Panpot - Right1	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Voice	-		
Panpot - Right2	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Voice	-		
Panpot - MIDI Song Offset	X	X	X	X	X	-	X	-	X	X	X	X	-	-		
Volume - Style Offset	0	X	X	X	X	-	X	-	X	X	X	0	Style	-		
Volume - Multi Pad Offset	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Multi Pad	-		
Volume - Left	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Style	-		
Volume - Right1	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Voice	-		
Volume - Right2	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Voice	-		
Volume - MIDI Song Offset	0	X	X	X	X	-	X	-	X	X	X	0	MIDI Song	-		
Volume - Audio Song	0	0	X	X	X	-	X	-	X	X	X	0	Audio Song	-		
External																
Panpot - Mic	0	X	X	X	X	-	0	Mic Setting	X	X	X	0	Mic Setting	Mic Setting		
Volume - Mic	0	X	X	X	X	-	0	Mic Setting	X	X	X	0	Mic Setting	Mic Setting		
Volume - AUX In	0	0	X	X	X	-	X	-	X	X	X	X	-	-		
Volume - USB Audio Interface	0	0	X	X	X	-	X	-	X	X	X	X	-	-		
Volume - Wireless LAN	0	0	X	X	X	-	X	-	X	X	X	X	-	-		
Style																
Voice	0	X	X	X	X	-	X	-	0	X	X	0	Style	-		
Panpot	0	X	X	X	X	-	X	-	0	X	X	0	Style	-		
Volume	0	X	X	X	X	-	X	-	0	X	X	0	Style	-		
Song 1-8/9-16																
Voice	X	X	X	X	X	-	0	Voice	X	X	X	X	-	-		
Panpot	X	X	X	X	X	-	0	Pan	X	X	X	X	-	-		
Volume	X	X	X	X	X	-	0	Volume	X	X	X	X	-	-		
Filter																
Panel																
Resonance - Left	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-		
Resonance - Right1	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-		
Resonance - Right2	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-		
Cutoff - Left	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-		
Cutoff - Right1	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-		
Cutoff - Right2	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-		
Style																
Resonance	0	X	X	X	X	-	X	-	0	X	X	0	Style	-		
Cutoff	0	X	X	X	X	-	X	-	0	X	X	0	Style	-		
Song 1-8/9-16																
Resonance	X	X	X	X	X	-	0	Filter	X	X	X	X	-	-		
Cutoff	X	X	X	X	X	-	0	Filter	X	X	X	X	-	-		
Effect																
Panel																
Reverb Depth - Style Offset	0	X	X	X	X	-	X	-	X	X	X	0	Style	-		
Reverb Depth - Multi Pad Offset	0	X	X	X	X	-	X	-	X	X	X	0	Multi Pad	-		
Reverb Depth - Left	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Style	-		
Reverb Depth - Right1	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-		
Reverb Depth - Right2	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-		
Reverb Depth - MIDI Song Offset	X	X	X	X	X	-	X	-	X	X	X	X	-	-		
Chorus Depth - Style Offset	0	X	X	X	X	-	X	-	X	X	X	0	Style	-		
Chorus Depth - Multi Pad Offset	0	X	X	X	X	-	X	-	X	X	X	0	Multi Pad	-		
Chorus Depth - Left	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Style	-		
Chorus Depth - Right1	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-		
Chorus Depth - Right2	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-		
Chorus Depth - MIDI Song Offset	X	X	X	X	X	-	X	-	X	X	X	X	-	-		
DSP2-5 Depth - Left	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Style	-		
DSP2-5 Depth - Right1	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-		
DSP2-5 Depth - Right2	0	X	X	X	0	Effect	0	Keyboard Voice	X	0	X	0	Voice	-		
External																
Reverb Depth - Mic	0	X	X	X	X	-	0	Mic Setting	X	X	X	0	Mic Setting	Mic Setting		
Chorus Depth - Mic	0	X	X	X	X	-	0	Mic Setting	X	X	X	0	Mic Setting	Mic Setting		
DSP5 Depth - Mic	0	X	X	X	X	-	0	Mic Setting	X	X	X	0	Mic Setting	Mic Setting		

Parameter	Backup/Restore	Setup Files			Voice Set	Voice Set Filter Group	MIDI Song		Style			Registration		Parameter Lock Group	Note
		System Setup	MIDI Setup	User Effect			File	Song Creator Setup Group	File	OTS	Multi Pad	Memory	Memory/ Freeze Group		
Style															
Reverb Depth	0	X	X	X	X	-	X	-	0	X	X	0	Style	-	
Chorus Depth	0	X	X	X	X	-	X	-	0	X	X	0	Style	-	
DSP1 Depth	0	X	X	X	X	-	X	-	0	X	X	0	Style	-	
Song 1-8/9-16															
Reverb Depth	X	X	X	X	X	-	0	Effect	X	X	X	X	-	-	
Chorus Depth	X	X	X	X	X	-	0	Effect	X	X	X	X	-	-	
DSP1 Depth	X	X	X	X	X	-	X	-	0	X	X	X	-	-	
EQ															
Panel															
High Gain - Style Offset	0	X	X	X	X	-	X	-	X	X	X	0	Style	-	
High Gain - M.Pad	0	X	X	X	X	-	X	-	X	X	X	0	Multi Pad	-	
High Gain - Left	0	X	X	X	0	EQ	0	Keyboard Voice	X	0	X	0	Style	-	
High Gain - Main	0	X	X	X	0	EQ	0	Keyboard Voice	X	0	X	0	Voice	-	
High Gain - Layer	0	X	X	X	0	EQ	0	Keyboard Voice	X	0	X	0	Voice	-	
High Gain - MIDI Song Offset	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Low Gain - Style Offset	0	X	X	X	X	-	X	-	X	X	X	0	Style	-	
Low Gain - M.Pad	0	X	X	X	X	-	X	-	X	X	X	0	Multi Pad	-	
Low Gain - Left	0	X	X	X	0	EQ	0	Keyboard Voice	X	0	X	0	Style	-	
Low Gain - Main	0	X	X	X	0	EQ	0	Keyboard Voice	X	0	X	0	Voice	-	
Low Gain - Layer	0	X	X	X	0	EQ	0	Keyboard Voice	X	0	X	0	Voice	-	
Low Gain - MIDI Song Offset	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Style															
High Gain	0	X	X	X	X	-	X	-	0	X	X	0	Style	-	
Low Gain	0	X	X	X	X	-	X	-	0	X	X	0	Style	-	
Song Ch1-8/9-16															
High Gain	X	X	X	X	X	-	0	EQ	X	X	X	X	-	-	
Low Gain	X	X	X	X	X	-	0	EQ	X	X	X	X	-	-	
Master EQ															
Type	0	0	X	X	X	-	X	-	X	X	X	X	-	Master EQ	
Parameter - Q/Frequency/Gain	0	X	X	0	X	-	X	-	X	X	X	X	-	Master EQ	
Compressor															
On/Off	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Type	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Compression	0	X	X	0	X	-	X	-	X	X	X	X	-	-	
Texture	0	X	X	0	X	-	X	-	X	X	X	X	-	-	
Output	0	X	X	0	X	-	X	-	X	X	X	X	-	-	
Effect Type Select															
Reverb	0	X	X	X	X	-	0	Effect	0	X	X	0	Style/MIDI Song	Reverb Type	
Chorus	0	X	X	X	X	-	0	Effect	0	X	X	0	Style/MIDI Song	-	
DSP1	0	X	X	X	X	-	0	Effect	0	X	X	0	Style/MIDI Song	-	
DSP2	0	X	X	X	X	-	0	Effect	X	X	X	0	Voice/ MIDI Song	-	
DSP3	0	X	X	X	X	-	0	Effect	X	X	X	0	Voice/ MIDI Song	-	
DSP4	0	X	X	X	X	-	0	Effect	X	X	X	0	Voice/ MIDI Song	-	
DSP5	0	X	X	X	X	-	0	Effect/ Mic Setting	X	X	X	0	Voice/ MIDI Song/ Mic Setting	Mic Setting	
Parameter Edit															
Reverb - Effect Return Level	0	X	X	X	X	-	0	Effect	0	X	X	0	Style/MIDI Song	Reverb Return Level	
Reverb - Parameter	0	X	X	0	X	-	0	Effect	X	X	X	X	-	-	
Chorus - Effect Return Level	0	X	X	X	X	-	0	Effect	0	X	X	0	Style/MIDI Song	Chorus Return Level	
Chorus - Parameter	0	X	X	0	X	-	0	Effect	X	X	X	X	-	-	
DSP1 - Effect Return Level	0	X	X	X	X	-	0	Effect	0	X	X	0	Style/MIDI Song	DSP1 (System) Return Level	
DSP1 - Parameter	0	X	X	0	X	-	0	Effect	X	X	X	X	-	-	
DSP2 - Parameter	0	X	X	0	X	-	0	Effect	X	X	X	0	Voice/ MIDI Song	-	
DSP3 - Parameter	0	X	X	0	X	-	0	Effect	X	X	X	0	Voice/ MIDI Song	-	
DSP4 - Parameter	0	X	X	0	X	-	0	Effect	X	X	X	0	Voice/ MIDI Song	-	
DSP5 - Parameter	0	X	X	0	X	-	0	Effect/ Mic Setting	X	X	X	0	Voice/ MIDI Song/ Mic Setting	Mic Setting	
Mic Setting															
User Setting	0	0	X	0	X	-	X	-	X	X	X	X	-	-	
Mixer															
Gain	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Panpot	0	X	X	X	X	-	0	Mic Setting	X	X	X	0	Mic Setting	Mic Setting	
Effect Depth - Reverb	0	X	X	X	X	-	0	Mic Setting	X	X	X	0	Mic Setting	Mic Setting	
Effect Depth - Chorus	0	X	X	X	X	-	0	Mic Setting	X	X	X	0	Mic Setting	Mic Setting	

Parameter	Backup/Restore	Setup Files			Voice Set	Voice Set Filter Group	MIDI Song		Style			Registration		Parameter Lock Group	Note
		System Setup	MIDI Setup	User Effect			File	Song Creator Setup Group	File	OTS	Multi Pad	Memory	Memory/ Freeze Group		
Volume	O	X	X	X	X	-	O	Mic Setting	X	X	X	O	Mic Setting	Mic Setting	
Setting															
Vocal															
3Band EQ - EQ Low Frequency	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
3Band EQ - EQ Low Gain	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
3Band EQ - EQ Mid Frequency	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
3Band EQ - EQ Mid Gain	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
3Band EQ - EQ High Frequency	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
3Band EQ - EQ High Gain	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
Noise Gate - SW On/Off	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
Noise Gate - Threshold	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
Compressor - SW On/Off	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
Compressor - Threshold	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
Compressor - Ratio	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
Compressor - Output	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
Talk															
3Band EQ - EQ Low Frequency	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
3Band EQ - EQ Low Gain	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
3Band EQ - EQ Mid Frequency	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
3Band EQ - EQ Mid Gain	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
3Band EQ - EQ High Frequency	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
3Band EQ - EQ High Gain	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
Noise Gate - SW On/Off	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
Noise Gate - Threshold	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
Compressor - SW On/Off	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
Compressor - Threshold	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
Compressor - Ratio	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
Compressor - Output	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
Talk Mixing - Reduction Level	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
Talk Mixing - Panpot	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
Talk Mixing - Effect Depth - Reverb Depth	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
Talk Mixing - Effect Depth - Chorus Depth	O	X	X	O	X	-	X	-	X	X	X	X	-	-	
Talk Mixing - Volume	O	X	X	O	X	-	X	-	X	X	X	O	Mic Setting	Mic Setting	
Channel On/Off															
Style	O	X	X	X	X	-	X	-	O	X	X	O	Style	-	
Song	O	X	X	X	X	-	X	-	X	X	X	O	MIDI Song	-	
Balance															
Panel															
Volume - Style Offset	O	X	X	X	X	-	X	-	X	X	X	O	Style	-	
Volume - Multi Pad Offset	O	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Multi Pad	-	
Volume - Left	O	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Style	-	
Volume - Right1	O	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Volume - Right2	O	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Voice	-	
Volume - MIDI Song Offset	O	X	X	X	X	-	X	-	X	X	X	O	Song	-	
Volume - Audio Song	O	O	X	X	X	-	X	-	X	X	X	O	Audio Song	-	
External															
Volume - Mic	O	X	X	X	X	-	O	Mic Setting	X	X	X	O	Mic Setting	Mic Setting	
Volume - AUX In	O	O	X	X	X	-	X	-	X	X	X	X	-	-	
Volume - USB Audio Interface	O	O	X	X	X	-	X	-	X	X	X	X	-	-	
Volume - Wireless LAN	O	O	X	X	X	-	X	-	X	X	X	X	-	-	
Volume - Keyboard Offset	O	X	X	X	X	-	X	-	X	X	X	O	Voice	-	
Menu															
Split Point/Chord Fingering															
Split Point															
Manual Bass	O	O	X	X	X	-	X	-	X	X	X	O	Style	-	
Chord Detection Area	O	O	X	X	X	-	X	-	X	X	X	O	Style	Fingering Type	
Split Point - Style	O	O	X	X	X	-	O	Guide Setting	X	X	X	O	Style	Split Point	
Split Point - Left	O	O	X	X	X	-	X	-	X	X	X	O	Style	Split Point	
Chord Fingering															
Fingering Type	O	O	X	X	X	-	X	-	X	X	X	O	Style	Fingering Type	
Key Signature	O	O	X	X	X	-	X	-	X	X	X	O	Style	-	
Type	O	O	X	X	X	-	X	-	X	X	X	O	Style	-	
Harmony/Arpeggio															
Type	O	X	X	X	O	Keyboard Harmony/ Arpeggio	O	Keyboard Voice	X	O	X	O	Keyboard Harmony/ Arpeggio	-	
Volume	O	X	X	X	O	Keyboard Harmony/ Arpeggio	O	Keyboard Voice	X	O	X	O	Keyboard Harmony/ Arpeggio	-	
Assign	O	X	X	X	O	Keyboard Harmony/ Arpeggio	O	Keyboard Voice	X	O	X	O	Keyboard Harmony/ Arpeggio	-	

Parameter	Backup/Restore	Setup Files			Voice Set	Voice Set Filter Group	MIDI Song		Style			Registration		Parameter Lock Group	Note
		System Setup	MIDI Setup	User Effect			File	Song Creator Setup Group	File	OTS	Multi Pad	Memory	Memory/ Freeze Group		
Speed	0	X	X	X	0	Keyboard Harmony/ Arpeggio	0	Keyboard Voice	X	0	X	0	Keyboard Harmony/ Arpeggio	-	
Chord Note Only	0	X	X	X	0	Keyboard Harmony/ Arpeggio	0	Keyboard Voice	X	0	X	0	Keyboard Harmony/ Arpeggio	-	
Minimum Velocity	0	X	X	X	0	Keyboard Harmony/ Arpeggio	0	Keyboard Voice	X	0	X	0	Keyboard Harmony/ Arpeggio	-	
Regist Sequence/Freeze															
Registration Sequence															
Sequence Data	0	X	X	X	X	-	X	-	X	X	X	0	-	-	One sequence data per Regist Bank file
Sequence On/Off	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Sequence End	0	X	X	X	X	-	X	-	X	X	X	0	-	-	One sequence data per Regist Bank file
Pedal - Prev.	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Pedal - Next	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Freeze															
Freeze Item	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Controller															
Foot Pedal															
Foot Pedal1 - Function	0	0	X	X	X	-	X	-	X	X	X	0	Foot Pedals	-	
Foot Pedal1 - Detail Setting	0	0	X	X	X	-	X	-	X	X	X	0	Foot Pedals	-	
Foot Pedal2 - Function	0	0	X	X	X	-	X	-	X	X	X	0	Foot Pedals	-	
Foot Pedal2 - Detail Setting	0	0	X	X	X	-	X	-	X	X	X	0	Foot Pedals	-	
Setting															
Initial Touch - Part On/Off	0	X	X	X	X	-	X	-	X	X	X	0	Voice	-	
Initial Touch - Touch	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Initial Touch - Touch Off Level	0	X	X	X	X	-	X	-	X	X	X	0	Voice	-	
Modulation Wheel - Part On/Off	0	X	X	X	X	-	X	-	X	X	X	0	Voice	-	
Pitch Bend Range - Left	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Style	-	
Pitch Bend Range - Right1	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Voice	-	
Pitch Bend Range - Right2	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Voice	-	
Foot Pedal1 - Polarity	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Foot Pedal2 - Polarity	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Master Tune/Scale Tune															
Master Tune															
Master Tune	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Scale Tune															
Type	0	X	X	X	X	-	X	-	X	X	X	0	Scale Tune	-	
Base Note	0	X	X	X	X	-	X	-	X	X	X	0	Scale Tune	-	
Tune	0	X	X	X	X	-	X	-	X	X	X	0	Scale Tune	-	
Part Select	0	X	X	X	X	-	X	-	X	X	X	0	Scale Tune	-	
Voice Setting															
Setting/Arpeggio															
Mono/Poly - Left	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Mono/Poly - Right1	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Mono/Poly - Right2	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Touch Response On/Off	0	X	X	X	X	-	X	-	X	X	X	0	Voice	-	
Arpeggio - Quantize	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Arpeggio - Hold	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Tune															
Tuning - Left	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Style	-	
Tuning - Right1	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Voice	-	
Tuning - Right2	0	X	X	X	X	-	0	Keyboard Voice	X	0	X	0	Voice	-	
Octave - Left	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Octave - Right1	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Octave - Right2	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Portamento Time - Left	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Style	-	
Portamento Time - Right1	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Portamento Time - Right2	0	X	X	X	0	Voice	0	Keyboard Voice	X	0	X	0	Voice	-	
Voice Set Filter															
Voice On/Off - Left	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Voice On/Off - Right1	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Voice On/Off - Right2	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Effect On/Off - Left	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Effect On/Off - Right1	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Effect On/Off - Right2	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
EQ On/Off - Left	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
EQ On/Off - Right1	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
EQ On/Off - Right2	0	0	X	X	X	-	X	-	X	X	X	X	-	-	
Harmony/Arpeggio On/Off - Right1	0	0	X	X	X	-	X	-	X	X	X	X	-	-	

Parameter	Backup/Restore		Setup Files			Voice Set	Voice Set Filter Group	MIDI Song		Style			Registration		Parameter Lock Group	Note
	System Setup	MIDI Setup	User Effect	File	Song Creator Setup Group			File	OTS	Multi Pad	Memory	Memory/ Freeze Group				
Style Setting																
Setting1																
Unison - On/Off	X	X	X	X	X	-	X	-	X	X	X	X	-	-		
Unison - Type	O	O	X	X	X	-	X	-	X	X	X	O	Style	-		
Accent Threshold	O	X	X	X	X	-	X	-	X	X	X	O	Style	-		
Dynamics Control	O	O	X	X	X	-	X	-	X	X	X	X	-	-		
Style Change Behavior - Section Set	O	O	X	X	X	-	X	-	X	X	X	X	-	-		
Style Change Behavior - Tempo	O	O	X	X	X	-	X	-	X	X	X	X	-	-		
Style Change Behavior - Part On/Off	O	O	X	X	X	-	X	-	X	X	X	X	-	-		
Setting2																
OTS Link Timing	O	O	X	X	X	-	X	-	X	X	X	X	-	-		
Multi Pad Synchro Stop - Style Stop	O	O	X	X	X	-	X	-	X	X	X	O	Style	-		
Multi Pad Synchro Stop - Style Ending	O	O	X	X	X	-	X	-	X	X	X	O	Style	-		
Synchro Stop Timing	O	O	X	X	X	-	X	-	X	X	X	O	Style	-		
Stop ACMP	O	O	X	X	X	-	X	-	X	X	X	O	Style	-		
Song Setting																
Play																
Repeat Mode	O	O	X	X	X	-	X	-	X	X	X	X	-	-		
Fast Forward Type	O	O	X	X	X	-	X	-	X	X	X	X	-	-		
Synchro Stop - Style	O	O	X	X	X	-	X	-	X	X	X	O	MIDI Song	-		
Synchro Stop - Multi Pad	O	O	X	X	X	-	X	-	X	X	X	O	MIDI Song	-		
Quick Start	O	O	X	X	X	-	X	-	X	X	X	X	-	-		
Phrase Mark Repeat	X	X	X	X	X	-	X	-	X	X	X	X	-	-		
Setting																
Part Channel - Left	O	O	X	X	X	-	O	-	X	X	X	X	-	-		
Part Channel - Right	O	O	X	X	X	-	O	-	X	X	X	X	-	-		
Part Channel - Auto ch Set	O	O	X	X	X	-	X	-	X	X	X	X	-	-		
Guide Mode	O	O	X	X	X	-	O	Guide Setting	X	X	X	X	-	-		
Lyrics Language	O	O	X	X	X	-	O	Lyrics Setting	X	X	X	X	-	-		
Metronome Setting																
Metronome - Volume	O	O	X	X	X	-	X	-	X	X	X	X	-	-		
Metronome - Sound	O	O	X	X	X	-	X	-	X	X	X	X	-	-		
Metronome - Time Signature	X	X	X	X	X	-	O	-	O	X	X	X	-	-		
Tap Tempo - Volume	O	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Style	-		
Tap Tempo - Sound	O	X	X	X	X	-	O	Keyboard Voice	X	O	X	O	Style	-		
Tap Tempo - Style Section Reset	O	X	X	X	X	-	X	-	X	X	X	O	Style	-		
Style Creator																
Basic																
Pattern Length	X	X	X	X	X	-	X	-	O	X	X	X	-	-		
Tempo	X	X	X	X	X	-	X	-	O	X	X	X	-	-		
Time Signature	X	X	X	X	X	-	X	-	O	X	X	X	-	-		
Drum Setup	X	X	X	X	X	-	X	-	O	X	X	X	-	-		
Parameter																
Play/Source Root	X	X	X	X	X	-	X	-	O	X	X	X	-	-		
Play/Source Chord	X	X	X	X	X	-	X	-	O	X	X	X	-	-		
NTR	X	X	X	X	X	-	X	-	O	X	X	X	-	-		
NTT	X	X	X	X	X	-	X	-	O	X	X	X	-	-		
NTT BASS	X	X	X	X	X	-	X	-	O	X	X	X	-	-		
High Key	X	X	X	X	X	-	X	-	O	X	X	X	-	-		
Note Limit Low	X	X	X	X	X	-	X	-	O	X	X	X	-	-		
Note Limit High	X	X	X	X	X	-	X	-	O	X	X	X	-	-		
RTR	X	X	X	X	X	-	X	-	O	X	X	X	-	-		
Song Creator																
Setup																
Setup Item	O	O	X	X	X	-	X	-	X	X	X	X	-	-		
Multi Pad Creator																
Repeat	X	X	X	X	X	-	X	-	X	X	O	X	-	-		
Chord Match	X	X	X	X	X	-	X	-	X	X	O	X	-	-		
Utility																
Configuration1																
Speaker	O	O	X	X	X	-	X	-	X	X	X	X	-	-		
AUX In Noise Gate	O	O	X	X	X	-	X	-	X	X	X	X	-	-		
Audio Loopback	O	O	X	X	X	-	X	-	X	X	X	X	-	-		
Fade In Time	O	O	X	X	X	-	X	-	X	X	X	X	-	-		
Fade Out Time	O	O	X	X	X	-	X	-	X	X	X	X	-	-		
Fade Out Hold Time	O	O	X	X	X	-	X	-	X	X	X	X	-	-		
Configuration2																
Style Tempo	O	O	X	X	X	-	X	-	X	X	X	X	-	-		
Voice Number	O	O	X	X	X	-	X	-	X	X	X	X	-	-		
Time Stamp	O	O	X	X	X	-	X	-	X	X	X	X	-	-		
Voice Category Button Options	O	O	X	X	X	-	X	-	X	X	X	X	-	-		

Parameter	Backup/Restore	Setup Files			Voice Set	Voice Set Filter Group	MIDI Song		Style			Registration		Parameter Lock Group	Note
		System Setup	MIDI Setup	User Effect			File	Song Creator Setup Group	File	OTS	Multi Pad	Memory	Memory/ Freeze Group		
Pop-up Display Time	O	O	X	X	X	-	X	-	X	X	X	X	-	-	
Pop-up Live Control Monitor	O	O	X	X	X	-	X	-	X	X	X	X	-	-	
Parameter Lock															
Parameter Lock Item	O	O	X	X	X	-	X	-	X	X	X	X	-	-	
MIDI															
Template Selection	O	O	X	X	X	-	X	-	X	X	X	X	-	-	
Template Name	O	X	O	X	X	-	X	-	X	X	X	X	-	-	
MIDI Edit - System															
Local Control	O	X	O	X	X	-	X	-	X	X	X	X	-	-	
Clock	O	X	O	X	X	-	X	-	X	X	X	X	-	-	
Transmit Clock	O	X	O	X	X	-	X	-	X	X	X	X	-	-	
Receive Transpose	O	X	O	X	X	-	X	-	X	X	X	X	-	-	
Receive Start/Stop	O	X	O	X	X	-	X	-	X	X	X	X	-	-	
System Exclusive Message Transmit	O	X	O	X	X	-	X	-	X	X	X	X	-	-	
System Exclusive Message Receive	O	X	O	X	X	-	X	-	X	X	X	X	-	-	
Chord System Exclusive Message Transmit	O	X	O	X	X	-	X	-	X	X	X	X	-	-	
Chord System Exclusive Message Receive	O	X	O	X	X	-	X	-	X	X	X	X	-	-	
MIDI Edit - Transmit															
Channel	O	X	O	X	X	-	X	-	X	X	X	X	-	-	
Filter - Note/CC/PC/PB/AT	O	X	O	X	X	-	X	-	X	X	X	X	-	-	
MIDI Edit - Receive															
Part	O	X	O	X	X	-	X	-	X	X	X	X	-	-	
Filter - Note/CC/PC/PB/AT	O	X	O	X	X	-	X	-	X	X	X	X	-	-	
MIDI Edit - Bass															
On Bass Note	O	X	O	X	X	-	X	-	X	X	X	X	-	-	
MIDI Edit - Chord Detect															
Chord Detect	O	X	O	X	X	-	X	-	X	X	X	X	-	-	
System															
Common															
Auto Power Off	O	O	X	X	X	-	X	-	X	X	X	X	-	-	
Language	O	O	X	X	X	-	X	-	X	X	X	X	-	-	Cannot be reset with Factory Reset.
Owner Name	O	O	X	X	X	-	X	-	X	X	X	X	-	-	Cannot be reset with Factory Reset.
Wireless LAN*1															
Wireless LAN Mode	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Infrastructure Mode															
SSID	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Security	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Password	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
DHCP (On/Off)	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
IP Address	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Subnet Mask	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Gateway	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
DNS Server1	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
DNS Server2	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Host Name	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Time Zone	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Daylight Saving Time	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Access Point Mode															
SSID	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Security	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Password	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Channel	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
DHCP Server	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
IP Address	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Subnet Mask	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Host Name	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Pedal function related parameters															
Fade In Time	O	O	X	X	X	-	X	-	X	X	X	X	-	-	
Fade Out Time	O	O	X	X	X	-	X	-	X	X	X	X	-	-	
Fade Out Hold Time	O	O	X	X	X	-	X	-	X	X	X	X	-	-	

*1 The USB wireless LAN adaptor (sold separately) may not be available depending on your area.

MIDI Data Format / MIDI-Datenformat / Format des données MIDI / Formato de datos MIDI / Formato de dados MIDI / Format Data MIDI / MIDI数据格式 / MIDIデータフォーマット

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

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

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

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

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

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

- aaH (hexadecimal)/0aaaaaaa (binary) denotes the data address. The address contains High, Mid, and Low.
- bbH/Obbbbbbb denotes the byte count.
- ccH/Occccccc denotes the check sum.
- ddH/Oddddddd denotes the data/value.

MIDI CHANNEL MESSAGE (1)

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

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

About Mic column:

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

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

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

[GM1]...GM Required Parameter

[GM2]...GM Level2 Required Parameter

MIDI Events	Status byte	[MIDI]																	[Internal sequencer]			
		1st Data byte		2nd Data byte		Voice		MIDI Reception					MIDI Transmission					PLAY		REC		
		Status	Data (HEX)	Parameter	Data (HEX)	Parameter	Regular/Drum	Mic	Song	Right1 Right2 Left	Keyboard	Style	Extra	Right1 Right2 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Left)	
Control Change	BnH		81 (51H)	General Purpose Controller (Articulation 2)	0-127 (00H...7FH)	0: OFF 127: ON	O (S.Art Voice only)	X	O	X	X	X	X	X	X	O	O	X	O	O	O	
			82 (52H)	General Purpose Controller (Articulation 3)	0-127 (00H...7FH)	0: OFF 127: ON	X	X	O	X	X	X	X	X	X	O	O	X	X	X	X	
			84 (54H)	Portamento Control	0-127 (00H...7FH)	Key no. (0-127)	O	X	O	O	X	O	O	O	O	O	O	X	O	X	O	
			91 (5BH)	Effect1 Depth (Reverb Send Level) [GM2]	0-127 (00H...7FH)	Data	O	O (A/D Part Receive Channel)	O	O	O	O	O	O	●	●	●	●	X	O	O	O
			93 (5DH)	Effect3 Depth (Chorus Send Level) [GM2]	0-127 (00H...7FH)	Data	O	O (A/D Part Receive Channel)	O	O	O	O	O	O	●	●	●	●	X	O	O	O
			94 (5EH)	Effect4 Depth (Variation Send Level)	0-127 (00H...7FH)	Data	O	X	O	O	O	O	O	X	O	●	●	X	O	O	X	
			96 (60H)	RPN Increment	-	The data byte is ignored.	O	X	O	O	X	O	O	X	O	X	O	X	O	X	O	X
			97 (61H)	RPN Decrement	-	The data byte is ignored.	O	X	O	O	X	O	O	X	O	X	O	X	O	X	O	X
			98 (62H)	NRPN LSB	0-127 (00H...7FH)	Data	O	X	O	O	X	O	O	●	O	O	O	X	O	O	O	
			99 (63H)	NRPN MSB	0-127 (00H...7FH)	Data	O	X	O	O	X	O	O	●	O	O	O	X	O	O	O	
			100 (64H)	RPN LSB [GM2]	0-127 (00H...7FH)	Data	O	X	O	O	O	O	O	●	O	O	O	X	O	O	O	
101 (65H)	RPN MSB [GM2]	0-127 (00H...7FH)	Data	O	X	O	O	O	O	O	●	O	O	O	X	O	O	O				
Mode Message	BnH	(n:Channel Number)	120 (78H)	All Sound Off [GM2]	0 (00H)	Data	O	X	O	O	O	O	X	O	X	O	X	O	X	O	X	
			121 (79H)	Reset All Controllers [GM1][GM2]	0 (00H)	Data	O	X	O	X	X	X	X	X	O	X	O	X	O	X	O	X
			122 (7AH)	Local Control	0 127 (00H 7FH)	OFF ON	-	-	O	O	O	O	O	X	X	X	X	X	X	X	X	
			123 (7BH)	All Note Off [GM1][GM2]	0 (00H)	Data	O	X	O	O	O	O	O	X	O	X	O	X	O	X	O	X
			124 (7CH)	Omni Off [GM2]	0 (00H)	Data	O	X	O (*1)	X	X	X	X	X	O	X	O	X	O	X	O	X
			125 (7DH)	Omni On [GM2]	0 (00H)	Data	O	X	O (*2)	X	X	X	X	X	O	X	O	X	O	X	O	X
			126 (7EH)	Mono [GM2]	0-16 (00H...10H)	Data	O	X	O	X	X	X	X	X	O	X	O	X	O	X	O	X
			127 (7FH)	Poly [GM2]	0 (00H)	Data	O	X	O	X	X	X	X	X	O	X	O	X	O	X	O	X
Program Change [GM1][GM2]	CnH	(n:Channel Number)	pp (00H...7FH)	Voice Number (0-127)	-	-	-	O	X	O	O	O (Regist)	O	O	●	O	●	●	X	O	O	O
Channel After Touch [GM1][GM2]	DnH	(n:Channel Number)	vv (00H...7FH)	Data	-	-	-	O	X	O	O	O (All keyboard parts)	X	O	X	O	X	O	X	O	X	O
Polyphonic After Touch	AnH	(n:Channel Number)	kk (00H...7FH)	Key no. (0-127)	vv (00H...7FH)	Data	O	X	O	X	X	X	X	X	X	O	X	O	X	O	X	X
Pitch Bend Change [GM1][GM2]	EnH	(n:Channel Number)	cc (00H...7FH)	LSB	dd (00H...7FH)	MSB	O	X	O	O	O	O (All keyboard parts)	O	O	●	O	O	O	●	O	O	O
Realtime Message	F8H	MIDI Clock	-	-	-	-	-	-	-	-	-	O (Received when the Clock is set to USB1, USB2, or Wireless LAN.)	O	O	O (Transmitted when the Clock is set to Internal and the Transmit Clock is set to On.)	-	-	-	-	-		
	FAH	Start	-	-	-	-	-	-	-	-	-	O (Received when the Clock is set to USB1, USB2, or Wireless LAN.)	O	O	O (Transmitted when the Transmit Clock is set to On.)	-	-	-	-	-		
	FBH	Continue	-	-	-	-	-	-	-	-	-	X	X	X	X	X	X	X	X	X		
	FCH	Stop	-	-	-	-	-	-	-	-	-	O (Received when the Clock is set to USB1, USB2, or Wireless LAN.)	O	O	O (Transmitted when the Transmit Clock is set to On.)	-	-	-	-	-		
	FEH	Active Sense [GM2]	-	-	-	-	-	-	-	-	-	O	O	O	O	O	O	O	O	O		
	FFH	System Reset	-	-	-	-	-	-	-	-	-	-	X	X	X	X	X	X	X	X		

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

About Mic column:

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

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

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

[GM1]...GM Required Parameter

[GM2]...GM Level2 Required Parameter

MIDI CHANNEL MESSAGE (2)

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

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

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

Data Entry LSB: Ignored.

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

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

[GM1]...GM Required Parameter

[GM2]...GM Level2 Required Parameter

XG PARAMETER CHANGE TABLE

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

MIDI Parameter Change table (XG SYSTEM)

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

TOTAL SIZE 07

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

MIDI Parameter Change table (SYSTEM INFORMATION)

										[MIDI]						[Internal sequencer]						
Address (H)	Size (H)	Data (H)	Parameter	Description	XG Default (H)	Voice		MIDI Reception					MIDI Transmission					PLAY		REC		
						Regular/ Drum	Mic	Song	Right1 Right2 Left	Keyboard	Style	Extra	Right1 Right2 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel Panel (Right1/ Right2/Left)		
01	00	00 0D 0E 0F	E : : 1	20-7F : : 20-7F NOT USED NOT USED	Model Name 1 : : Model Name 14 NOT USED NOT USED	32...127(ASCII CHARACTER) : : 32...127(ASCII CHARACTER)	-	-	-	-					0 (Available only when receiving requests via MIDI)					-	-	-

TOTAL SIZE 10

Transmitted in response to Dump Request. Not received.

MIDI Parameter Change table (EFFECT1)

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

TOTAL SIZE 0E

MIDI Data Format / MIDI-Datenformat / Format des données MIDI / Formato de datos MIDI / Formato de dados MIDI / Format Data MIDI / MIDI数据格式 / MIDIデータフォーマット

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

TOTAL SIZE 06

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

TOTAL SIZE 0F

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

TOTAL SIZE 06

														[MIDI]						[Internal sequencer]		
Address (H)	Size (H)	Data (H)	Parameter	Description	XG Default (H)	Voice		MIDI Reception					MIDI Transmission					PLAY		REC		
						Regular/ Drum	Mic	Song	Right1 Right2 Left	Keyboard	Style	Extra	Right1 Right2 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel Panel (Right1/ Right2/Left)		
02	01	40	2	00-7F	VARIATION TYPE MSB	Refer to Effect Parameter List	05(=DELAY L,C,R)	0	0	0								0	0	0		
				00-7F	VARIATION TYPE LSB	Refer to Effect Parameter List	00															
		42	2	00-7F	VARIATION PARAMETER 1 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	0	0	●							0	0	0		
				00-7F	VARIATION PARAMETER 1 LSB	Refer to Effect Parameter List																
		44	2	00-7F	VARIATION PARAMETER 2 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	0	0	●							0	0	0		
				00-7F	VARIATION PARAMETER 2 LSB	Refer to Effect Parameter List																
		46	2	00-7F	VARIATION PARAMETER 3 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	0	0	●							0	0	0		
				00-7F	VARIATION PARAMETER 3 LSB	Refer to Effect Parameter List																
		48	2	00-7F	VARIATION PARAMETER 4 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	0	0	●							0	0	0		
				00-7F	VARIATION PARAMETER 4 LSB	Refer to Effect Parameter List																
		4A	2	00-7F	VARIATION PARAMETER 5 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	0	0	●							0	0	0		
				00-7F	VARIATION PARAMETER 5 LSB	Refer to Effect Parameter List																
		4C	2	00-7F	VARIATION PARAMETER 6 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	0	0	●							0	0	0		
				00-7F	VARIATION PARAMETER 6 LSB	Refer to Effect Parameter List																
		4E	2	00-7F	VARIATION PARAMETER 7 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	0	0	●							0	0	0		
				00-7F	VARIATION PARAMETER 7 LSB	Refer to Effect Parameter List																
		50	2	00-7F	VARIATION PARAMETER 8 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	0	0	●							0	0	0		
				00-7F	VARIATION PARAMETER 8 LSB	Refer to Effect Parameter List																
		52	2	00-7F	VARIATION PARAMETER 9 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	0	0	●							0	0	0		
				00-7F	VARIATION PARAMETER 9 LSB	Refer to Effect Parameter List																
		54	2	00-7F	VARIATION PARAMETER 10 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	0	0	●							0	0	0		
				00-7F	VARIATION PARAMETER 10 LSB	Refer to Effect Parameter List																
		56	1	00-7F	VARIATION RETURN	--dB...0dB...+6dB (0...64...127)	40	0	0	0	●							0	0	0		

Address (H)	Size (H)	Data (H)	Parameter	Description	XG Default (H)	[MIDI]										[Internal sequencer]				
						Voice		MIDI Reception					MIDI Transmission					PLAY		REC
						Regular/ Drum	Mic	Song	Right1 Right2 Left	Keyboard	Style	Extra	Right1 Right2 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel Panel (Right1/ Right2/Left)
	57	1	01-7F	VARIATION PAN	L63...C...R63	40	○	○		○					○	○	○	X		
	58	1	00-7F	SEND VARIATION TO REVERB	--dB...0dB...+6dB (0...64...127)	00	○	○		○					○	○	○	X		
	59	1	00-7F	SEND VARIATION TO CHORUS	--dB...0dB...+6dB (0...64...127)	00	○	○		○					○	○	○	X		
	5A	1	00-01	VARIATION CONNECTION	INSERTION, SYSTEM	00	○	○		○				●				○		
	5B	1	00-7F	VARIATION PART NUMBER	Reception: Part1...16 (0...15) Transmission: Part1...16 (0...15) AD(64) OFF(127)	7F	○	○		○				●				○		
	5C	1	00-7F	MW VARIATION CONTROL DEPTH	-64...0...+63	40	○	○		○					○	○	○	X		
	5D	1	00-7F	BEND VARIATION CONTROL DEPTH	-64...0...+63	40	○	○		○					○	○	○	X		
	5E	1	00-7F	CAT VARIATION CONTROL DEPTH	-64...0...+63	40	○	○		○					○	○	○	X		
	5F	1	00-7F	AC1 VARIATION CONTROL DEPTH	-64...0...+63	40	○	○		○					○	○	○	X		
	60	1	00-7F	AC2 VARIATION CONTROL DEPTH	-64...0...+63	40	○	○		○					○	○	○	X		

TOTAL SIZE 21

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

TOTAL SIZE 06

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

MIDI Parameter Change table (MULTI EQ)

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

TOTAL SIZE 15

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

MIDI Parameter Change table (EFFECT2)

				[MIDI]												[Internal sequencer]						
Address (H)	Size (H)	Data (H)	Parameter	Description * The EFFECT2 parameter cannot be reset to its factory setting with XG SYSTEM ON.	XG Default (H)	Voice		MIDI Reception					MIDI Transmission					PLAY		REC From panel (Right/ Right2/Left)		
						Regular/ Drum	Mic	Song	Right1 Right2 Left	Keyboard	Style	Extra	Right1 Right2 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW			
03	n	00	2	00-7F 00-7F	INSERTION EFFECT TYPE MSB INSERTION EFFECT TYPE LSB	Refer to Effect Parameter List Refer to Effect Parameter List	-	○	○								●			○	○	○
		02	1	00-7F	INSERTION EFFECT PARAMETER 1	Refer to Effect Parameter List	-	○	○								●			○	○	○
		03	1	00-7F	INSERTION EFFECT PARAMETER 2	Refer to Effect Parameter List	-	○	○								●			○	○	○
		04	1	00-7F	INSERTION EFFECT PARAMETER 3	Refer to Effect Parameter List	-	○	○								●			○	○	○
		05	1	00-7F	INSERTION EFFECT PARAMETER 4	Refer to Effect Parameter List	-	○	○								●			○	○	○
		06	1	00-7F	INSERTION EFFECT PARAMETER 5	Refer to Effect Parameter List	-	○	○								●			○	○	○
		07	1	00-7F	INSERTION EFFECT PARAMETER 6	Refer to Effect Parameter List	-	○	○								●			○	○	○
		08	1	00-7F	INSERTION EFFECT PARAMETER 7	Refer to Effect Parameter List	-	○	○								●			○	○	○
		09	1	00-7F	INSERTION EFFECT PARAMETER 8	Refer to Effect Parameter List	-	○	○								●			○	○	○
		0A	1	00-7F	INSERTION EFFECT PARAMETER 9	Refer to Effect Parameter List	-	○	○								●			○	○	○
		0B	1	00-7F	INSERTION EFFECT PARAMETER 10	Refer to Effect Parameter List	-	○	○								●			○	○	○
		0C	1	00-7F	INSERTION EFFECT PART NUMBER	Reception : Part1...16 (0...15) Transmission : Part1...16 (0...15) AD(64) OFF(127)	-	○	○								●			○	○	○
		0D	1	00-7F	MW INSERTION CONTROL DEPTH	-64...0...+63	-	○	○								○			○	○	X
		0E	1	00-7F	BEND INSERTION CONTROL DEPTH	-64...0...+63	-	○	○								○			○	○	X
		0F	1	00-7F	CAT INSERTION CONTROL DEPTH	-64...0...+63	-	○	○								○			○	○	X
		10	1	00-7F	AC1 INSERTION CONTROL DEPTH	-64...0...+63	-	○	○								○			○	○	X
		11	1	00-7F	AC2 INSERTION CONTROL DEPTH	-64...0...+63	-	○	○								○			○	○	○
TOTAL SIZE				12																		

		20	1	00-7F	INSERTION EFFECT PARAMETER 11	Refer to Effect Parameter List	-	○	○								●			○	○	○
		21	1	00-7F	INSERTION EFFECT PARAMETER 12	Refer to Effect Parameter List	-	○	○								●			○	○	○
		22	1	00-7F	INSERTION EFFECT PARAMETER 13	Refer to Effect Parameter List	-	○	○								●			○	○	○
		23	1	00-7F	INSERTION EFFECT PARAMETER 14	Refer to Effect Parameter List	-	○	○								●			○	○	○
		24	1	00-7F	INSERTION EFFECT PARAMETER 15	Refer to Effect Parameter List	-	○	○								●			○	○	○
		25	1	00-7F	INSERTION EFFECT PARAMETER 16	Refer to Effect Parameter List	-	○	○								●			○	○	○
TOTAL SIZE				6																		

		30	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 1 MSB INSERTION EFFECT PARAMETER 1 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	-	○	○								●			○	○	○
		32	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 2 MSB INSERTION EFFECT PARAMETER 2 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	-	○	○								●			○	○	○
		34	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 3 MSB INSERTION EFFECT PARAMETER 3 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	-	○	○								●			○	○	○
		36	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 4 MSB INSERTION EFFECT PARAMETER 4 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	-	○	○								●			○	○	○
		38	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 5 MSB INSERTION EFFECT PARAMETER 5 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	-	○	○								●			○	○	○
		3A	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 6 MSB INSERTION EFFECT PARAMETER 6 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	-	○	○								●			○	○	○
		3C	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 7 MSB INSERTION EFFECT PARAMETER 7 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	-	○	○								●			○	○	○
		3E	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 8 MSB INSERTION EFFECT PARAMETER 8 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	-	○	○								●			○	○	○
		40	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 9 MSB INSERTION EFFECT PARAMETER 9 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	-	○	○								○			○	○	○
		42	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 10 MSB INSERTION EFFECT PARAMETER 10 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	-	○	○								●			○	○	○
TOTAL SIZE				14																		

● : Transmitted via panel operations and keyboard/controller performances. ○ : Available
 The second byte of the address is considered as an Insertion effect number.
 n : insertion effect number
 n = 0-2(PSR-SX600)

For effect types that do not require MSB, the Parameters for Address 02-0B will be received and the Parameters for Address 30-42 will not be received.
 For effect types that require MSB, the Parameters for Address 30-42 will be received and the Parameters for Address 02-0B will not be received.
 Type MSB of the effect types that require Parameter MSB are: 5, 6, 7, 8, 95, 96, 97, 98, 104.

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

MIDI Parameter Change table (MULTI PART)

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

TOTAL SIZE 29

		30	1	00-01	Rcv PITCH BEND	OFF, ON	01	○	×	○	×	×	×	×	×	×	○	×	○	×	×	
		31	1	00-01	Rcv CH AFTER TOUCH(CAT)	OFF, ON	01	○	×	○	×	×	×	×	×	×	×	○	×	○	×	×
		32	1	00-01	Rcv PROGRAM CHANGE	OFF, ON	01	○	×	○	×	×	×	×	×	×	○	×	○	×	×	
		33	1	00-01	Rcv CONTROL CHANGE	OFF, ON	01	○	×	○	×	×	×	×	×	×	○	×	○	×	×	
		34	1	00-01	Rcv POLY AFTER TOUCH(PAT)	OFF, ON	01	○	×	○	×	×	×	×	×	×	○	×	○	×	×	
		35	1	00-01	Rcv NOTE MESSAGE	OFF, ON	01	○	×	○	×	×	×	×	×	×	○	×	○	×	×	
		36	1	00-01	Rcv RPN	OFF, ON	01	○	×	○	×	×	×	×	×	×	○	×	○	×	×	
		37	1	00-01	Rcv NRPN	OFF, ON	XGmode=01, GMmode=00	○	×	○	×	×	×	×	×	×	○	×	○	×	×	
		38	1	00-01	Rcv MODULATION	OFF, ON	01	○	×	○	×	×	×	×	×	×	○	×	○	×	×	
		39	1	00-01	Rcv VOLUME	OFF, ON	01	○	×	○	×	×	×	×	×	×	○	×	○	×	×	
		3A	1	00-01	Rcv PAN	OFF, ON	01	○	×	○	×	×	×	×	×	×	○	×	○	×	×	
		3B	1	00-01	Rcv EXPRESSION	OFF, ON	01	○	×	○	×	×	×	×	×	×	○	×	○	×	×	
		3C	1	00-01	Rcv HOLD1	OFF, ON	01	○	×	○	×	×	×	×	×	×	○	×	○	×	×	
		3D	1	00-01	Rcv PORTAMENTO	OFF, ON	01	○	×	○	×	×	×	×	×	×	○	×	○	×	×	
		3E	1	00-01	Rcv SOSTENUTO	OFF, ON	01	○	×	○	×	×	×	×	×	×	○	×	○	×	×	
		3F	1	00-01	Rcv SOFT PEDAL	OFF, ON	01	○	×	○	×	×	×	×	×	×	○	×	○	×	×	

MIDI Data Format / MIDI-Datenformat / Format des données MIDI / Formato de datos MIDI / Formato de dados MIDI / Format Data MIDI / MIDI数据格式 / MIDIデータフォーマット

		40	1	00-01	Rcv BANK SELECT	OFF, ON	01		O	X	O	X	X	X	X	X	X	X	O	X	O	X	X	
		41	1	00-7F	SCALE TUNING C	-64...0...+63[cent]	40		O	X	O	O	X	O	O	●	●	●	O	X	O	O	O	
		42	1	00-7F	SCALE TUNING C#	-64...0...+63[cent]	40		O	X	O	O	X	O	O	●	●	●	O	X	O	O	O	
		43	1	00-7F	SCALE TUNING D	-64...0...+63[cent]	40		O	X	O	O	X	O	O	●	●	●	O	X	O	O	O	
		44	1	00-7F	SCALE TUNING D#	-64...0...+63[cent]	40		O	X	O	O	X	O	O	●	●	●	O	X	O	O	O	
		45	1	00-7F	SCALE TUNING E	-64...0...+63[cent]	40		O	X	O	O	X	O	O	●	●	●	O	X	O	O	O	
		46	1	00-7F	SCALE TUNING F	-64...0...+63[cent]	40		O	X	O	O	X	O	O	●	●	●	O	X	O	O	O	
		47	1	00-7F	SCALE TUNING F#	-64...0...+63[cent]	40		O	X	O	O	X	O	O	●	●	●	O	X	O	O	O	
		48	1	00-7F	SCALE TUNING G	-64...0...+63[cent]	40		O	X	O	O	X	O	O	●	●	●	O	X	O	O	O	
		49	1	00-7F	SCALE TUNING G#	-64...0...+63[cent]	40		O	X	O	O	X	O	O	●	●	●	O	X	O	O	O	
		4A	1	00-7F	SCALE TUNING A	-64...0...+63[cent]	40		O	X	O	O	X	O	O	●	●	●	O	X	O	O	O	
		4B	1	00-7F	SCALE TUNING A#	-64...0...+63[cent]	40		O	X	O	O	X	O	O	●	●	●	O	X	O	O	O	
		4C	1	00-7F	SCALE TUNING B	-64...0...+63[cent]	40		O	X	O	O	X	O	O	●	●	●	O	X	O	O	O	
		4D	1	2B-5B	CAT PITCH CONTROL	-24...0...+24[semitones]	40		O	X	O	O	X	X	O	X	X	X	O	X	O	X	X	
		4E	1	00-7F	CAT LOW PASS FILTER CONTROL	-9600...0...+9450[cent]	40		O	X	O	O	X	X	O	X	O	X	O	X	O	O	X	
		4F	1	00-7F	CAT AMPLITUDE CONTROL	-100...0...+100[%]	40		O	X	O	O	X	X	O	X	X	X	O	X	O	X	X	
		50	1	00-7F	CAT LFO PMOD DEPTH	0...127	00		O	X	O	O	X	X	O	X	O	X	O	X	O	O	X	
		51	1	00-7F	CAT LFO FMOD DEPTH	0...127	00		O	X	O	O	X	X	O	X	O	X	O	X	O	O	X	
		52	1	00-7F	CAT LFO AMOD DEPTH	0...127	00		O	X	O	O	X	X	O	X	O	X	O	X	O	O	X	
		53	1	2B-5B	PAT PITCH CONTROL	-24...0...+24[semitones]	40		O	X	O	X	X	X	X	X	X	X	O	X	O	X	X	
		54	1	00-7F	PAT LOW PASS FILTER CONTROL	-9600...0...+9450[cent]	40		O	X	O	X	X	X	X	X	X	X	O	X	O	X	X	
		55	1	00-7F	PAT AMPLITUDE CONTROL	-100...0...+100[%]	40		O	X	O	X	X	X	X	X	X	X	O	X	O	X	X	
		56	1	00-7F	PAT LFO PMOD DEPTH	0...127	00		O	X	O	X	X	X	X	X	X	X	O	X	O	X	X	
		57	1	00-7F	PAT LFO FMOD DEPTH	0...127	00		O	X	O	X	X	X	X	X	X	X	O	X	O	X	X	
		58	1	00-7F	PAT LFO AMOD DEPTH	0...127	00		O	X	O	X	X	X	X	X	X	X	O	X	O	X	X	
		59	1	00-5F	AC1 CONTROLLER NUMBER	0...95	10		O	X	O	X	X	X	X	X	X	X	O	X	O	X	X	
		5A	1	2B-5B	AC1 PITCH CONTROL	-24...0...+24[semitones]	40		O	X	O	O	X	X	O	X	X	X	O	X	O	X	X	
		5B	1	00-7F	AC1 LOW PASS FILTER CONTROL	-9600...0...+9450[cent]	40		O	X	O	O	X	X	O	X	O	X	O	X	O	O	O	
		5C	1	00-7F	AC1 AMPLITUDE CONTROL	-100...0...+100[%]	40		O	X	O	O	X	X	O	X	X	X	O	X	O	X	X	
		5D	1	00-7F	AC1 LFO PMOD DEPTH	0...127	00		O	X	O	O	X	X	O	X	O	X	O	X	O	O	O	
		5E	1	00-7F	AC1 LFO FMOD DEPTH	0...127	00		O	X	O	O	X	X	O	X	O	X	O	X	O	O	O	
		5F	1	00-7F	AC1 LFO AMOD DEPTH	0...127	00		O	X	O	O	X	X	O	X	O	X	O	X	O	O	O	
		60	1	00-5F	AC2 CONTROLLER NUMBER	0...95	11		O	X	O	X	X	X	X	X	X	X	O	X	O	O	O	
		61	1	2B-5B	AC2 PITCH CONTROL	-24...0...+24[semitones]	40		O	X	O	X	X	X	X	X	X	X	O	X	O	X	X	
		62	1	00-7F	AC2 LOW PASS FILTER CONTROL	-9600...0...+9450[cent]	40		O	X	O	X	X	X	X	X	X	X	O	X	O	X	X	
		63	1	00-7F	AC2 AMPLITUDE CONTROL	-100...0...+100[%]	40		O	X	O	X	X	X	X	X	X	X	O	X	O	X	X	
		64	1	00-7F	AC2 LFO PMOD DEPTH	0...127	00		O	X	O	X	X	X	X	X	X	X	O	X	O	X	X	
		65	1	00-7F	AC2 LFO FMOD DEPTH	0...127	00		O	X	O	X	X	X	X	X	X	X	O	X	O	X	X	
		66	1	00-7F	AC2 LFO AMOD DEPTH	0...127	00		O	X	O	X	X	X	X	X	X	X	O	X	O	X	X	
		67	1	00-01	PORTAMENTO SWITCH	OFF, ON	00		O	X	O	O	X	X	O	X	X	X	O	X	O	O	X	
		68	1	00-7F	PORTAMENTO TIME	0...127	00		O	X	O	O	X	X	O	X	X	X	O	X	O	O	X	
		69	1	00-7F	PITCH EG INITIAL LEVEL	-64...0...+63	40		O	X	O	O	X	X	O	X	X	X	O	X	O	X	X	
		6A	1	00-7F	PITCH EG ATTACK TIME	-64...0...+63	40		O	X	O	O	X	X	O	X	X	X	O	X	O	X	X	
		6B	1	00-7F	PITCH EG RELEASE LEVEL	-64...0...+63	40		O	X	O	O	X	X	O	X	X	X	O	X	O	X	X	
		6C	1	00-7F	PITCH EG RELEASE TIME	-64...0...+63	40		O	X	O	O	X	X	O	X	X	X	O	X	O	X	X	
		6D	1	01-7F	VELOCITY LIMIT LOW	1...127	01		O	X	O	O	X	X	O	X	X	X	O	X	O	X	X	
		6E	1	01-7F	VELOCITY LIMIT HIGH	1...127	7F		O	X	O	O	X	X	O	X	X	X	O	X	O	X	X	

TOTAL SIZE 3F

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

TOTAL SIZE 04

		74	1		NOT USED		-		-	-	-	-	-	-	-	-	-	-	-	-	-	-	
		75	1		NOT USED		-		-	-	-	-	-	-	-	-	-	-	-	-	-	-	
		76	1	04-2B	EQ BASS FREQUENCY	32...2.0k[Hz]	0C		O	X	O	O	X	X	O	●	O	O	O	X	O	O	O
		77	1	1C-3A	EQ TREBLE FREQUENCY	500...16.0k[Hz]	36		O	X	O	O	X	X	O	●	O	O	O	X	O	O	O
		78	1		NOT USED		-		-	-	-	-	-	-	-	-	-	-	-	-	-	-	
		79	1		NOT USED		-		-	-	-	-	-	-	-	-	-	-	-	-	-	-	
		7A	1		NOT USED		-		-	-	-	-	-	-	-	-	-	-	-	-	-	-	
		7B	1		NOT USED		-		-	-	-	-	-	-	-	-	-	-	-	-	-	-	
		7C	1		NOT USED		-		-	-	-	-	-	-	-	-	-	-	-	-	-	-	
		7D	1		NOT USED		-		-	-	-	-	-	-	-	-	-	-	-	-	-	-	
		7E	1		NOT USED		-		-	-	-	-	-	-	-	-	-	-	-	-	-	-	
		7F	1		NOT USED		-		-	-	-	-	-	-	-	-	-	-	-	-	-	-	

TOTAL SIZE 0C

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

		0A	nn	00	1		NOT USED		-		-	-	-	-	-	-	-	-	-	-	-	-		
				01	1	00-01	Mono Priority	Lastest, Highest	00		O	(Regular only)	-	O	X	X	X	X	●	O	X	O	X	O
				02	1	00-02	Portamento Mono Legato	Normal, Pitch Poly, Cross Fade	00		O	(Regular only)	-	O	X	X	X	X	●	O	X	O	X	O
				03	1	00-01	Portamento Time Mode	Rate, Time	00		O	(Regular only)	-	O	X	X	X	X	●	O	X	O	X	O
				04	1		NOT USED		-		-	-	-	-	-	-	-	-	-	-	-	-	-	

TOTAL SIZE 05

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

TOTAL SIZE 06

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

nn = PART NUMBER

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

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

MIDI Parameter Change table (A/D PART)

Address (H)	Size (H)	Data (H)	Parameter	Description * The A/D PART parameter cannot be reset to its factory setting with XG SYSTEM ON.	XG Default (H)	[MIDI]										[Internal sequencer]						
						Voice		MIDI Reception					MIDI Transmission					PLAY		REC		
						Regular/ Drum	Mic	Song	Right1 Right2 Left	Keyboard	Style	Extra	Right1 Right2 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel Panel (Right1/ Right2/Left)		
10	0n	00	1	00-01	INPUT GAIN	MIC, LINE	-	X	X				X							X	X	X
	01	1	00-7F	BANK SELECT MSB	0...127	-	X	X		X				X						X	X	X
	02	1	00-7F	BANK SELECT LSB	0...127	-	X	X		X				X						X	X	X
	03	1	00-7F	PROGRAM NUMBER	1...128	-	X	X		X				X						X	X	X
	04	1	00-0F, 7F	Rcv CHANNEL	1...32 (*1), OFF	-	X	○		○				○						○	X	X
	05	1		NOT USED		-	-	-		-				-						-	-	-
	06	1		NOT USED		-	-	-		-				-						-	-	-
	07	1		NOT USED		-	-	-		-				-						-	-	-
	08	1		NOT USED		-	-	-		-				-						-	-	-
	09	1		NOT USED		-	-	-		-				-						-	-	-
	0A	1		NOT USED		-	-	-		-				-						-	-	-
	0B	1	00-7F	VOLUME	0...127	-	X	○		○				●						○	X	X
	0C	1		NOT USED		-	-	-		-				-						-	-	-
	0D	1		NOT USED		-	-	-		-				-						-	-	-
	0E	1	01-7F	PAN	L63...C...R63	-	X	○		○				●						○	X	X
	0F	1		NOT USED		-	-	-		-				-						-	-	-
	10	1		NOT USED		-	-	-		-				-						-	-	-
	11	1	00-7F	DRY LEVEL	0...127	-	X	○		○				●						○	X	X
	12	1	00-7F	CHORUS SEND	0...127	-	X	○		○				●						○	X	X
	13	1	00-7F	REVERB SEND	0...127	-	X	○		○				●						○	X	X
	14	1	00-7F	VARIATION SEND	0...127	-	X	○		○				●						○	X	X

TOTAL SIZE 15

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

n : A/D Part Number (0)

MIDI Parameter Change table (DRUM SETUP)

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

MIDI Data Format / MIDI-Datenformat / Format des données MIDI / Formato de datos MIDI / Formato de dados MIDI / Format Data MIDI / MIDI数据格式 / MIDIデータフォーマット

Address (H)	Size (H)	Data (H)	Parameter	Description	XG Default (H)	[MIDI]										[Internal sequencer]			
						Voice		MIDI Reception				MIDI Transmission				PLAY		REC	
						Regular/ Drum	Mic	Song	Right1 Right2 Left	Keyboard	Style	Extra	Right1 Right2 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW
	0D	1	00-7F	EG ATTACK RATE	-64...0...+63	40	O (Drum only)	X		O							O	X	X
	0E	1	00-7F	EG DECAY1 RATE	-64...0...+63	40	O (Drum only)	X		O							O	X	X
	0F	1	00-7F	EG DECAY2 RATE	-64...0...+63	40	O (Drum only)	X		O							O	X	X

TOTAL SIZE 10

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

TOTAL SIZE 0E

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

TOTAL SIZE 04

n:Drum Setup Number (0-1)
rr:note number(0D-5B)

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

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

[Note]

When a part to which a Drum Setup is assigned receives a program change, the assigned Drum Setup will be initialized.

If the same Drum Setup is assigned to two or more parts, changes in Drum Setup parameters (including program changes) will apply to all parts to which it is assigned.

SYSTEM EXCLUSIVE MESSAGES (1)

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

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

System Exclusive Messages (Universal Real Time Messages)

MIDI Event	Data Format	[MIDI]											[Internal sequencer]			
		Voice		MIDI Reception						MIDI Transmission				PLAY		REC
		Regular/ Drum	Mic	Song	Right1 Right2 Left	Keyboard	Style	Extra	Right1 Right2 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/Left)
Master Volume [GM2]	F0 7F XN 04 01 SS TT F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxxnnn XN = When N is received N=0-F, whichever is received. X=ignored 00000100 04 = Sub-ID #1=Device Control Message 00000001 01 = Sub-ID #2=Master Volume 0sssssss SS = Volume LSB 0ttttttt TT = Volume MSB 11110111 F7 = End of Exclusive	0	X										0	0	X	
Master Fine Tuning [GM2]	F0 7F XN 04 03 SS TT F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxxnnn XN = When N is received N=0-F, whichever is received. X=ignored 00000100 04 = Sub-ID #1=Device Control Message 00000011 03 = Sub-ID #2=Master Fine Tuning 0sssssss SS = Fine Tuning LSB 0ttttttt TT = Fine Tuning MSB 11110111 F7 = End of Exclusive	0	X										0	X	X	
Master Coarse Tuning [GM2]	F0 7F XN 04 04 00 TT F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxxnnn XN = When N is received N=0-F, whichever is received. X=ignored 00000100 04 = Sub-ID #1=Device Control Message 00000100 04 = Sub-ID #2=Master Coarse Tuning 00000000 00 0ttttttt TT = Coarse Tuning MSB 11110111 F7 = End of Exclusive	0	X										0	X	X	
Reverb Parameter [GM2]	F0 7F XN 04 05 01 01 01 01 PP VV ... F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxxnnn XN = When N is received N=0-F, whichever is received. X=ignored 00000100 04 = Sub-ID #1=Device Control Message 00000101 05 = Sub-ID #2=Global Parameter Control 00000001 01 = Slot path length = 1 00000001 01 = Parameter ID width = 1 00000001 01 = Value width = 1 00000001 01 = Slot path MSB = 1 00000001 01 = Slot path LSB = 1 (Reverb) 0ppppppp PP = Parameter to be controlled. 0vvvvvvv VV = Value for the Parameter. ; 11110111 F7 = End of Exclusive Parameter(pp) Value(vv) Display ----- pp=0 Reverb Type 0..8 0:RoomS 1:RoomM 2:RoomL 3:HallM 4:HallL (default) 8:GM Plate 0..11.0s pp=1 Reverb Time 0..127 	0	0										0	0	X	
Chorus Parameter [GM2]	F0 7F XN 04 05 01 01 01 02 PP VV ... F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxxnnn XN = When N is received N=0-F, whichever is received. X=ignored 00000100 04 = Sub-ID #1=Device Control Message 00000101 05 = Sub-ID #2=Global Parameter Control 00000001 01 = Slot path length = 1 00000001 01 = Parameter ID width = 1 00000001 01 = Value width = 1 00000001 01 = Slot path MSB = 1 00000010 02 = Slot path LSB = 2 (Chorus) 0ppppppp PP = Parameter to be controlled. 0vvvvvvv VV = Value for the Parameter. ; 11110111 F7 = End of Exclusive Parameter(pp) Value(vv) Display ----- pp=0 Chorus Type 0..5 0:GM Chorus1 1:GM Chorus2 2:GM Chorus3 (default) 3:GM Chorus4 4:FB Chorus 5:GM Flanger 0...15.5Hz pp=1 Mod Rate 0..127 pp=2 Mod Depth 0..127 pp=3 Feedback 0..127 pp=4 Send to Reverb 0..127	0	0										0	0	X	

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

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

SYSTEM EXCLUSIVE MESSAGES (2)

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

System Exclusive Messages (Style)

MIDI Event	Data Format	[MIDI]												
		Voice		MIDI Reception				MIDI Transmission						
		Regular/ Drum	Mic	Song	Right1 Right2 Left	Keyboard	Style	Extra	Right1 Right2 Left	M.Pad	Style	Song	Upper Lower	
Section Control	<p>F0 43 7E 00 ss dd F7</p> <p>11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01111110 7E = Style 00000000 00 = 0sssssss ss = Switch No.</p> <p>00H INTRO 1 01H INTRO 2 02H INTRO 3 03H INTRO 4 08H MAIN A 09H MAIN B 0AH MAIN C 0BH MAIN D 10H FILL IN AA 11H FILL IN BB 12H FILL IN CC 13H FILL IN DD 18H BREAK FILL 20H ENDING 1 21H ENDING 2 22H ENDING 3 23H ENDING 4</p> <p>0ddddd dd = Switch On/Off 00H (Off) 7FH (On) 11110111 F7 = End of Exclusive</p>	-	-											•
Tempo Control	<p>F0 43 7E 01 t4 t3 t2 t1 F7</p> <p>11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01111110 7E = Style 00000001 01 = 0ttttttt t4 = tempo4 0ttttttt t3 = tempo3 0ttttttt t2 = tempo2 0ttttttt t1 = tempo1 11110111 F7 = End of Exclusive</p>	-	-											•
Chord Control	<p>F0 43 7E tt d1 d2 d3 d4 F7</p> <p>Type1 (tt=02)</p> <p>11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01111110 7E = Style 00000010 02 = type 1 0ddddd d1 = chord root (cr) 0ddddd d2 = chord type (ct) 0ddddd d3 = bass note (bn) 0ddddd d4 = bass type (bt) 11110111 F7 = End of Exclusive</p> <p>cr : Chord Root 0fffnnnn fff: b or #, nnnn: note(root) 000nnnn 0n bb reserved 0001nnnn 1n bb 0fff0001 x1 C 0010nnnn 2n b 0fff0010 x2 D 0011nnnn 3n natural 0fff0011 x3 E 0100nnnn 4n # 0fff0100 x4 F 0101nnnn 5n ## 0fff0101 x5 G 0110nnnn 6n ### 0fff0110 x6 A 0fff0111 x7 B</p> <p>ct : Chord Type 0-34, 127 00000000 00 0 Maj 00010010 12 18 dim7 00000001 01 1 Maj6 00010011 13 19 7ch 00000010 02 2 Maj7 00010100 14 20 7sus4 00000011 03 3 Maj7(#11) 00010101 15 21 7b5 00000100 04 4 Maj7(9) 00010110 16 22 7(9) 00000101 05 5 Maj7(9) 00010111 17 23 7(#11) 00000110 06 6 Maj6(9) 00011000 18 24 7(13) 00000111 07 7 aug 00011001 19 25 7(b9) 00001000 08 8 min 00011010 1A 26 7(b13) 00001001 09 9 min6 00011011 1B 27 7(#9) 00001010 0A 10 min7 00011100 1C 28 Maj7aug 00001011 0B 11 min7b5 00011101 1D 29 7aug 00001100 0C 12 min(9) 00011110 1E 30 1+8 00001101 0D 13 min7(9) 00011111 1F 31 1+5 00001110 0E 14 min7(11) 00100000 20 32 sus4 00001111 0F 15 minMaj7 00100001 21 33 1+2+5 00010000 10 16 minMaj7(9) 00100010 22 34 cc 00010001 11 17 dim</p> <p>bn : On Bass Note Same as Chord root 127.No bass chord</p> <p>bt : Bass Chord Same as Chord type 127.No bass chord</p> <p>* Not received when the MIDI setting "Chord System Exclusive Message - Receive" is set to off. * Not transmitted when the MIDI setting "Chord System Exclusive Message - Transmit" is set to off.</p>	-	-											•
	<p>Type2 (tt=03)</p> <p>11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01111110 7E = Style 00000011 03 = type 2 0ddddd dd = note1 0ddddd dd = note2 0ddddd dd = note3 : : 0ddddd dd = note10 11110111 F7 = End of Exclusive</p>	-	-											X

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

System Exclusive Messages (XG)

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

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

System Exclusive Messages (Scale Tuning)

[MIDI]

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

Song System Exclusive Message List / Liste der System-Exclusive-Meldungen der Songs / Liste des messages exclusifs au système de morceaux / Lista de mensajes exclusivos del sistema de canciones / Lista de mensagens exclusivas do sistema de músicas / Daftar Pesan Eksklusif Sistem Lagu / 乐曲系统专有信息列表 / ソングシステムエクスクルーシブメッセージ

Data Format	Parameter	Description	Note
Guide			
F0 43 73 01 1F 00 cc dd F7	Guide Mode	cc = Part Select No. 00H: Track1 = On, Track2 = On 01H: Track1 = Off, Track2 = On 02H: Track1 = On, Track2 = Off 03H: Track1 = Off, Track2 = Off dd = Mode 00H: Guide Off 01H: Follow Lights 02H: Any Key 03H: Karao-Key 06H: Your Tempo	Entered to the Song, from the display called up via [MENU] → [Song Creator] → [Setup].

Score			
F0 43 73 01 50 12 00 00 dd F7	Left Part Indication On/Off	dd = 00H: Off, 7FH: On	Entered to the Song, from the display called up via [MENU] → [Song Creator] → [Setup].
F0 43 73 01 50 12 00 01 dd F7	Right Part Indication On/Off	dd = 00H: Off, 7FH: On	
F0 43 73 01 50 12 00 02 dd F7	Lyrics Indication On/Off	dd = 00H: Off, 7FH: On	
F0 43 73 01 50 12 00 03 dd F7	Chord Indication On/Off	dd = 00H: Off, 7FH: On	
F0 43 73 01 50 12 00 04 dd F7	Note Name Indication On/Off	dd = 00H: Off, 7FH: On	
F0 43 73 01 50 12 00 05 dd F7	Size	dd = 00H: Small, 02H: Large	
F0 43 73 01 50 12 00 06 dd F7	Left Ch	dd = 00H - 0FH: Ch, 7EH: Off, 7FH: Auto	
F0 43 73 01 50 12 00 07 dd F7	Right Ch	dd = 00H - 0FH: Ch, 7EH: Off, 7FH: Auto	
F0 43 73 01 50 12 00 08 dd F7	Quantize Triplet On/Off	dd = 00H: Off, 7FH: On	
F0 43 73 01 50 12 00 09 dd F7	Quantize	dd = 00H: Quarter, 01H: Eighth, 02H: Sixteenth, 03H: Thirty-second	
F0 43 73 01 50 12 00 0A dd F7	Note Name	dd = 00H: A, B, C, 01H: Fixed Do, 02H: Movable Do	
F0 43 73 01 50 12 00 0B dd F7	Color Note	dd = 00H: Off, 7FH: On	

Style			
F0 43 73 01 51 00 00 00 03 10 00 dd F7	Style Split Point	dd = Note Number	Entered to the Song, from the display called up via [MENU] → [Song Creator] → [Setup].
F0 43 73 01 51 05 00 03 04 00 00 dd dd F7	Style No.	dd dd = Style No.	Entered when recording.
F0 43 7E 00 ss dd F7	Section Control	Refer to the MIDI Data Format.	Entered when recording.

Song Meta Event List / Liste der Meta-Events der Songs / Liste des méta-événements des morceaux / Lista de meta-eventos de canciones / Lista de metaeventos da música / Daftar Song Meta Event / 乐曲元事件列表 / ソングメタイベントリスト

Data Format	Parameter	Description	Note
FF 05 len [Data]	Lyrics	len = Data length [Data] = Lyrics Data	-
FF 51 03 11 12 13	Set Tempo	t1 t2 t3 = Tempo value: "B7 1B 00" - "01 D4 C0" (5 - 500)	Entered when recording.
FF 58 04 nn dd cc bb	Beat	nn = Numerator dd = Denominator (power of 2) cc = MIDI clock per metronome click bb = Number of thirty-second notes in MIDI quarter note	Entered when recording.
FF 59 02 sf mi	Key Signature	sf = Key Signature (-7 - 7) mi = 00H: Major key, 01H: Minor key	Entered from the [Score] → Detail Setting display.

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

Yamaha XF Meta Event			
FF 7F 07 43 7B 01 cr ct bn bt	Chord Name	Refer to "Chord Control" in the MIDI Data Format (System Exclusive Messages)	Entered when recording.
FF 7F 05 43 7B 03 20 08	Phrase Mark	Used as a marker for each phrase when executing Phrase Mark repeat playback.	Used when performing the Phrase Mark repeat playback.
FF 7F 04 43 7B 04 dd	Phrase Max	dd = Maximum Phrase Number	Used when performing the Phrase Mark repeat playback.
FF 7F 05 43 7B 0C rr ll	Guide Track Flag	rr = Right (00H: Off, 01H - 10H: Ch) ll = Left (00H: Off, 01H - 10H: Ch)	Set on the display called up via [MENU] → [Song Setting] → [Part Ch]. Entered when recording.
FF 7F len 43 7B 21 00 pp [Data]	Lyrics Bitmap	len = Data length pp = Display type (00H: Center, 01H: Tile) [Data] = File Path	Specifies the background picture of the Lyrics display. Entered to the Song, from the display called up via [RECORDING] → MIDI [Multi Recording] → [Setup].

**MIDI Implementation Chart / MIDI-Implementierungstabelle / Tableau d'implémentation MIDI /
Gráfico de implementación MIDI / Tabela de execução de MIDI / Bagan Implementasi MIDI / MIDI执行表 /
MIDIインプリメンテーションチャート**

Yamaha [Digital Keyboard]

Date:1-April-2020

Model PSR-SX600

MIDI Implementation Chart

Version : 1.0

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

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

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

o : Yes
x : No