

Digital Workstation
PSR-S670
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Voice List / Voice-Liste / Liste des voix / Lista de voces / ボイスリスト

Category	Voice Name	Voice Number			Voice Type	
		MSB#	LSB#	Prg#		
Piano&E.Piano	ConcertGrand	0	115	1	Live!	
	BrightPiano	0	112	2	Live!	
	MIDIGrand	0	112	3	Regular	
	HonkyTonk	0	112	4	Regular	
	OctavePiano1	0	113	4	Regular	
	GrandPiano	0	113	1	Live!	
	WarmGrand	0	114	1	Live!	
	BalladLayer	0	115	3	Regular	
	CP80	0	113	3	Regular	
	OctavePiano2	0	114	4	Regular	
	SuitcaseEP	0	118	5	Cool!	
	JazzChorus	0	118	6	Regular	
	ElectricPiano	0	119	5	Cool!	
	PhaseEP	0	120	5	Regular	
	FunkEP	0	112	5	Regular	
	TremoloEP	0	113	5	Cool!	
	StageEP	0	117	5	Regular	
	VintageEP	0	116	5	Regular	
	Clavi	0	112	8	Regular	
	WahClavi	0	113	8	Regular	
	SuperDX	0	117	6	Regular	
	ModernEP	0	115	6	Regular	
	VenusEP	0	114	6	Regular	
	DX Modern	0	112	6	Regular	
	Harpichord	0	112	7	Regular	
	NewTines	0	116	6	Regular	
	HyperTines	0	113	6	Regular	
	PolarisEP	0	115	5	Regular	
	GalaxyEP	0	114	5	Cool!	
	GrandHarpsi	0	113	7	Regular	
	Organ	ScannerJazz	0	118	19	Cool!
		ClassicJazz	0	117	17	Cool!
		KeyClickJazz	0	120	17	Regular
		CurvedBars	0	121	17	Cool!
		ElectricOrgan	0	118	18	Regular
		ChoraleJazz	0	112	17	Regular
		RotaryJazz	0	113	17	Regular
		ClickOrgan	0	112	18	Regular
		EvenBars	0	111	17	Cool!
		RotorOrgan	0	117	19	Cool!
		FullRocker	0	115	19	Cool!
		BrightBars	104	37	17	Regular
		DrivenBars	104	38	17	Regular
GospelOrgan		0	119	17	Regular	
PurpleOrgan		0	114	19	Regular	
RockChorale		0	112	19	Regular	
RockTremolo		0	113	19	Regular	
FullBars		104	40	17	Regular	
60sOrgan		0	116	18	Regular	
RotaryDrive		0	116	19	Regular	
ChapelOrgan		0	113	20	Regular	
HymnOrgan		0	114	20	Regular	
ChurchOrgan		0	115	20	Regular	
PipeOrgan		0	112	20	Regular	
HarmoniumDouble		0	114	21	Regular	
HomeTheater		104	39	17	Regular	
OpenTibias		0	114	17	Regular	
TibiaChorus		0	114	18	Regular	
ReedOrgan		0	112	21	Regular	
HarmoniumTriple		0	115	21	Regular	
EuroOrgan		0	118	17	Regular	
GameShow		0	115	17	Regular	
BalladOrgan		0	115	18	Regular	
BrightWheels		0	116	17	Regular	
DanceOrgan		0	113	18	Regular	
ClickOrganBass		104	27	18	Regular	
Guitar&Bass		DynoClassicGuitar	0	113	25	Regular
		SlideClassicGuitar	0	114	25	Regular
		SteelGuitar	0	117	26	Live!
		SlideSteelGuitar	0	118	26	Live!
		JazzGuitar	0	115	27	Cool!
		SixtiesSolid	104	14	28	Cool!
		CleanSolidDelay	104	18	28	Cool!
	CreamyLeadGuitar	104	16	28	Cool!	
	HalfWahLead	104	17	28	Cool!	
	DistortionWah	104	15	28	Cool!	

Category	Voice Name	Voice Number			Voice Type
		MSB#	LSB#	Prg#	
Guitar&Bass	DynamicNylon	0	116	25	Regular
	DynamicSteel	0	116	26	Live!
	WarmSolid	104	9	28	Cool!
	SlideSolid	104	12	28	Cool!
	SolidJazz	104	11	28	Regular
	Cavaquinho	0	121	25	Regular
	ViolaCaipira	0	120	25	Regular
	Bandolim	104	14	26	Regular
	TremoloBandolim	0	127	26	Regular
	BandolimTouchTrem	0	126	26	Regular
	12StringGuitar	0	113	26	Live!
	Slide12String	0	125	26	Live!
	RockGuitar	0	116	30	Regular
	MutedGuitar	104	10	28	Cool!
	SmoothJazz	104	13	28	Regular
	DynoDistortion	0	118	31	Regular
	DynoFeedback	0	119	31	Regular
	VintageLead	0	125	28	Cool!
	PowerLead	0	115	31	Cool!
	BluesGuitar	0	117	30	Cool!
	CleanGuitar	0	112	28	Cool!
	SlideClean	0	117	29	Cool!
	ElectricGuitar	0	114	29	Cool!
	VintageStrum	0	126	28	Regular
	PowerChord	0	117	31	Regular
	60sClean	0	117	28	Regular
	SmoothLead	0	119	27	Regular
	PedalSteel	0	115	28	Regular
	AlohaGuitar	0	118	27	Regular
	Mandolin	0	114	26	Sweet!
	VintageAmp	0	115	30	Regular
	CrunchGuitar	0	113	31	Regular
	CampfireGuitar	0	115	26	Regular
	SolidGuitar	0	118	28	Regular
	VintageOpen	0	123	28	Regular
	VintageMutedGt	0	115	29	Regular
	LeadGuitar	0	114	30	Regular
	ChorusGuitar	0	124	28	Regular
	VintageTrem	0	120	28	Regular
	OctaveGuitar	0	113	27	Regular
	DeepChorus	0	114	28	Regular
	BrightClean	0	116	28	Regular
	TremoloGuitar	0	113	28	Regular
	HeavyStack	0	114	31	Regular
	MutedGuitar	0	112	29	Regular
	Electric12String	0	119	28	Regular
	18StringGuitar	0	119	26	Regular
	FeedbackGuitar	0	113	30	Regular
	DistortionGuitar	0	112	31	Regular
	FunkGuitar	0	113	29	Regular
	WahGuitar	0	122	28	Regular
	VoodooLead	0	116	31	Regular
	ClassicalGuitar	0	115	25	Regular
	FolkGuitar	0	112	26	Regular
	OverdriveGuitar	0	112	30	Regular
	SteelGuitar	8	0	2	MegaVoice
	12StringGuitar	8	1	3	MegaVoice
	HiStringGuitar	8	0	3	MegaVoice
	NylonGuitar	8	0	1	MegaVoice
	SolidGuitar	8	2	4	MegaVoice
DistortionGuitar	8	0	6	MegaVoice	
Cavaquinho	8	1	90	MegaVoice	
Bandolim	8	1	91	MegaVoice	
ElectricBass	0	114	34	Cool!	
DynoPickBass	0	113	35	Cool!	
FretlessBass	0	112	36	Cool!	
PickBass	0	112	35	Regular	
MutedPickBass	0	115	35	Regular	
AcousticBass	0	112	33	Regular	
MellowAcoBass	0	116	33	Regular	
RockBass	0	114	35	Regular	
DynoSlapBass	0	114	37	Regular	
SlapBass	0	112	37	Regular	
Bass&Cymbal	0	114	33	Regular	
HardBass	0	114	39	Regular	
ResoBass	0	112	39	Regular	

Category	Voice Name	Voice Number			Voice Type	
		MSB#	LSB#	Prg#		
Guitar&Bass	SuperFretless	0	113	36	Regular	
	FusionBass	0	113	37	Regular	
	SubBass	0	114	40	Regular	
	MultiSawBass	104	20	88	Regular	
	FilterEnvBass	0	121	40	Regular	
	DX100Bass	0	118	40	Regular	
	FatLoBass	0	119	39	Regular	
	RampBass	0	119	40	Regular	
	DarkCoreBass	0	120	40	Regular	
	BleepBass	0	122	40	Regular	
	AnalogBass	0	112	40	Regular	
	DrySynthBass	0	116	40	Regular	
	80sSynthBass	0	115	40	Regular	
	HiQBass	0	113	39	Regular	
	FunkBass	0	112	38	Regular	
	ClickBass	0	115	39	Regular	
	MellowFingerBass	0	112	34	Regular	
	LFOSynBass	0	110	102	Regular	
	AcousticBass	8	0	17	MegaVoice	
	ElectricBass	8	0	18	MegaVoice	
PickBass	8	0	19	MegaVoice		
Accordion& Harmonica	Accordion	0	116	22	Regular	
	SmallAccordion	0	115	22	Regular	
	TuttiAccordion	0	113	22	Regular	
	Steirisch	0	117	22	Regular	
	Musette	0	112	22	Regular	
	Harmonica	0	112	23	Sweet!	
	ModernHarp	0	113	23	Regular	
	BluesHarp	0	114	23	Regular	
	Bandoneon	0	113	24	Regular	
	SoftAccordion	0	114	22	Regular	
	BallroomAcc	0	112	24	Regular	
	Strings&Choir	Strings	0	117	50	Live!
		StudioStrings	104	0	49	Regular
		Allegro	0	122	50	Live!
		SlowStrings	0	113	50	Regular
OctaveStrings		104	1	49	Regular	
Marcato		0	115	50	Regular	
ConcertoStrings		0	115	49	Regular	
OrchStrings		0	113	49	Regular	
TremoloStrings		0	112	45	Regular	
Pizzicato		0	112	46	Regular	
Violin		0	113	41	Sweet!	
Viola		0	112	42	Regular	
Cello		0	112	43	Regular	
Contrabass		0	112	44	Regular	
Harp		0	112	47	Regular	
Strings&Flutes		0	126	50	Regular	
OctStrings&Flutes		0	119	50	Regular	
OrchestralPad		0	118	50	Regular	
Horns&Strings		0	127	50	Regular	
Tutti		0	120	50	Regular	
SoloViolin		0	112	41	Regular	
FastStrings		0	112	49	Regular	
BowStrings		0	116	49	Regular	
AnalogStrings		0	112	52	Regular	
SynthStrings		0	112	51	Regular	
HahChoir		0	114	53	Regular	
Choir		0	112	53	Regular	
GothicVox		0	113	54	Regular	
AirChoir		0	112	55	Regular	
VoxHumana		0	112	54	Regular	
Fiddle		0	112	111	Regular	
Banjo		0	112	106	Regular	
Hackbrett		0	113	47	Regular	
Sitar		0	112	105	Regular	
BrightSitar		0	113	105	Regular	
Koto		0	112	108	Regular	
Shamisen		0	112	107	Regular	
Oud		0	113	106	Regular	
Kanoun		0	113	108	Regular	
Watariyat		0	125	49	Regular	
ErHu		0	113	111	Regular	
PiPa		0	119	106	Regular	
Orchestra		0	116	50	Live!	
Symphonic		0	114	49	Regular	

Category	Voice Name	Voice Number			Voice Type
		MSB#	LSB#	Prg#	
Strings&Choir	GospelVoices	0	116	53	Regular
	StringQuartet	0	114	50	Regular
	ChamberStrings	0	112	50	Regular
	OrchestraHit	0	112	56	Regular
Brass	PopBrass	0	117	63	Live!
	OctaveBrass	0	116	63	Live!
	BrightBrass	0	120	62	Regular
	MellowBrass	0	116	62	Regular
	SoftBrass	0	123	62	Regular
	FullHorns	0	114	62	Regular
	MellowHorns	0	119	62	Regular
	PopBrass	0	118	62	Regular
	BigBrass	0	121	62	Regular
	BrassSection	0	112	62	Regular
	HyperBrass	0	118	63	Live!
	80sBrass	0	113	63	Regular
	HighBrass	0	115	62	Regular
	OberBrass	0	113	64	Regular
	AnalogBrass	0	112	64	Regular
	SoftAnalog	0	114	64	Regular
	FunkyAnalog	0	115	63	Regular
	TechnoBrass	0	114	63	Regular
	SynthBrass	0	112	63	Regular
	BrassHit	0	113	56	Regular
	FrenchHorns	0	112	61	Live!
	Sforzando	0	125	62	Regular
	SmoothTrombone	0	118	58	Regular
	TrumpetEns	0	122	62	Regular
	TromboneSection	0	113	58	Regular
	BrassCombo	0	115	67	Regular
	BallroomBrass	0	113	60	Regular
	BigBandBrass	0	113	62	Regular
	SmallBrass	0	117	62	Regular
	Tuba	0	112	59	Regular
	Trumpet	0	115	57	Sweet!
	MutedTrumpet	0	114	60	Sweet!
	JazzTrumpet	0	116	57	Regular
	FlugelHorn	0	118	57	Sweet!
	Trombone	0	117	58	Sweet!
	SoftTrombone	0	115	58	Regular
	SoloTrombone	0	112	58	Regular
	BaritoneHorn	0	113	59	Regular
	BaritoneHit	0	114	59	Regular
	AlpBass	0	113	34	Regular
	SoloTrumpet	0	112	57	Regular
	MutedTrumpet	0	112	60	Regular
	Trombone	0	116	58	Regular
	FlugelHorn	0	113	57	Regular
	MellowTrombone	0	114	58	Regular
Woodwind	TenorSax	104	0	67	Sweet!
	AltoSax	0	114	66	Sweet!
	SopranoSax	0	113	65	Sweet!
	JazzTenor	0	125	67	Sweet!
	PopTenor	0	127	67	Sweet!
	GrowlSax	0	118	67	Regular
	SaxSection	0	116	67	Live!
	SaxSectionHard	0	122	67	Live!
	SaxSectionSoft	0	121	67	Live!
	BaritoneSax	0	112	68	Regular
	BalladTenor	0	126	67	Sweet!
	AltoSax	0	112	66	Regular
	SoftSoprano	0	112	65	Regular
	BreathyTenor	0	117	67	Sweet!
	HardTenor	0	112	67	Regular
	ClassicalFlute	0	115	74	Sweet!
	ClassicalClarinet	0	112	72	Regular
	ClassicalOboe	0	113	69	Sweet!
	EnglishHorn	0	112	70	Regular
	Bassoon	0	112	71	Regular
	JazzFlute	0	114	74	Sweet!
	BreathyFlute	0	112	74	Regular
	OrchestralOboe	0	112	69	Regular
	JazzClarinet	0	114	72	Sweet!
	Piccolo	0	112	73	Regular
	BalladPanFlute	0	113	76	Sweet!
	ChiffPanFlute	0	113	74	Regular

Voice List / Voice-Liste / Liste des voix / Lista de voces / ボイスリスト

Category	Voice Name	Voice Number			Voice Type
		MSB#	LSB#	Prg#	
Woodwind	Whistle	0	112	79	Regular
	Recorder	0	112	75	Regular
	WoodwindsEns	0	113	67	Regular
	Ocarina	0	112	80	Regular
	Bagpipe	0	112	110	Regular
	EthnicFlute	0	112	76	Regular
	Shakuhachi	0	112	78	Regular
	Nay	0	114	78	Regular
	DiZi	0	118	74	Regular
Sheng	0	116	110	Regular	
Synth	Gemini	104	20	91	Regular
	HandsUp!	104	21	91	Regular
	PunchyChordz	104	24	91	Regular
	DeepSubMW	104	18	88	Regular
	RS DualSquare	0	127	81	Regular
	RS SawLead1	0	104	82	Regular
	RS SawLead2	0	106	82	Regular
	RS DualSaw	0	109	82	Regular
	RS TechSaw	0	108	82	Regular
	RS RampLead	0	107	82	Regular
	RS DistortionLead	0	114	84	Regular
	RS QuackLead	0	119	85	Regular
	BriteDecay	104	5	85	Regular
	RS Sync1	0	105	82	Regular
	RS Sync2	0	119	88	Regular
	RS ShortResonance	0	116	91	Regular
	DancyHook	104	9	82	Regular
	ClubLead	104	21	82	Regular
	ResoLead	104	22	82	Regular
	DanceLead	104	23	82	Regular
	VCF Dance	0	114	87	Regular
	DanceHook	0	112	87	Regular
	TranceSeq	104	4	88	Regular
	Oxygen	0	122	82	Regular
	Matrix	0	123	82	Regular
	WireLead	0	120	82	Regular
	HipLead	0	113	81	Regular
	HopLead	0	117	81	Regular
	FireWire	0	116	82	Regular
	Analogon	0	115	82	Regular
	Blaster	0	114	82	Regular
	Skyline	0	115	85	Regular
	SquareLead	0	112	81	Regular
	SawLead	0	112	82	Regular
	TinyLead	0	118	81	Regular
	FunkyLead	0	121	82	Regular
	Paraglide	0	114	85	Regular
	Portatone	0	112	85	Regular
	BigLead	0	113	82	Regular
	Warp	0	117	82	Regular
	Fargo	0	119	82	Regular
	Adrenaline	0	113	85	Regular
	Stardust	0	112	99	Regular
	AeroLead	0	112	84	Regular
	MiniLead	0	114	81	Regular
	Impact	0	113	88	Regular
	SunBell	0	113	99	Regular
	UnderHeim	0	112	88	Regular
	HiBias	0	116	81	Regular
	VinylLead	0	115	81	Regular
	RS WarmPad	0	113	92	Regular
	RS NoisePad	0	124	90	Regular
RS TeknoMan	0	125	90	Regular	
RS AnalogPad	0	126	90	Regular	
RS SynthPad	0	123	90	Regular	
VP Soft	104	0	90	Regular	
DarkFatSaw	104	2	90	Regular	
LightPad	104	2	52	Regular	
VanillaPad	104	24	95	Regular	
VanillaWarmth	104	25	95	Regular	
ButterStrings	104	2	51	Regular	
SweetHeaven	0	118	89	Regular	
DreamHeaven	0	121	89	Regular	
Insomnia	0	113	95	Regular	
NeoWarmPad	0	115	90	Regular	
CyberPad	0	113	100	Regular	

Category	Voice Name	Voice Number			Voice Type
		MSB#	LSB#	Prg#	
Synth	Wave2001	0	112	96	Regular
	Atmosphere	0	112	100	Regular
	XenonPad	0	112	92	Regular
	Equinox	0	112	95	Regular
	Fantasia	0	112	89	Regular
	DX Pad	0	112	93	Regular
	Symbiont	0	113	89	Regular
	Stargate	0	114	89	Regular
	Area51	0	112	90	Regular
	DarkMoon	0	113	90	Regular
	Ionosphere	0	115	95	Regular
	GoldenAge	0	115	89	Regular
	Solaris	0	114	95	Regular
	Millennium	0	117	89	Regular
	Dunes	0	114	90	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
LFO Pad	0	104	102	Regular	
Noise	0	120	123	Regular	
Perc.&Drums	Vibraphone	0	112	12	Regular
	JazzVibes	0	113	12	Regular
	Glockenspiel	0	112	10	Regular
	Xylophone	0	112	14	Regular
	Marimba	0	112	13	Regular
	Celesta	0	112	9	Regular
	TubularBells	0	112	15	Regular
	SteelDrums	0	112	115	Regular
	MusicBox	0	112	11	Regular
	Timpani	0	112	48	Regular
	FastRotaryVibes	0	115	12	Regular
	StraightVibes	0	116	12	Regular
	Kalimba	0	112	109	Regular
	Dulcimer	0	112	16	Regular
	PowerKit1	127	0	88	Drums
	PowerKit2	127	0	89	Drums
	StandardKit1	127	0	1	Drums
	StandardKit2	127	0	2	Drums
	HitKit	127	0	5	Drums
	JazzKit	127	0	33	Drums
	BrushKit	127	0	41	Drums
	RoomKit	127	0	9	Drums
	RockKit	127	0	17	Drums
	ElectroKit	127	0	25	Drums
	HouseKit	127	0	61	Drums
	AnalogT8Kit	127	0	59	Drums
	AnalogT9Kit	127	0	60	Drums
	BreakKit	127	0	58	Drums
	HipHopKit	127	0	57	Drums
	AnalogKit	127	0	26	Drums
	DanceKit	127	0	28	Drums
	SymphonyKit	127	0	49	Drums
BrasilKit1	126	0	98	SFX Kit	
BrasilKit2	126	0	99	SFX Kit	
Berimbau&Surdo	126	0	42	SFX Kit	
CubanKit	126	0	41	SFX Kit	
PopLatinKit	126	0	44	SFX Kit	
ArabicKit1	126	0	37	SFX Kit	
ArabicKit2	126	0	36	SFX Kit	
ArabicMixtureKit	126	0	65	SFX Kit	
IndianKit	126	0	115	SFX Kit	
ChineseKit	126	0	125	SFX Kit	
ChineseMixtureKit	127	0	128	SFX Kit	
BassDrumKit	126	0	21	SFX Kit	
ReverseBsDrumKit	126	0	22	SFX Kit	
SFX Kit1	126	0	1	SFX Kit	
SFX Kit2	126	0	2	SFX Kit	
AnimalKit	126	0	112	SFX Kit	

Category: GM&XG

Sub Category	Voice Name	Voice Number			Voice Type	
		MSB#	LSB#	Prg#		
Piano	GrandPiano	0	0	1	Regular	
	GrndPianoKSP	0	1	1	Regular	
	MellowGrPno	0	18	1	Regular	
	PianoStrings	0	40	1	Regular	
	Dream	0	41	1	Regular	
	BrightPiano	0	0	2	Regular	
	BritePnoKSP	0	1	2	Regular	
	ElecGrandPno	0	0	3	Regular	
	ElecGrPnoKSP	0	1	3	Regular	
	DetunedCP80	0	32	3	Regular	
	LayeredCP1	0	40	3	Regular	
	LayeredCP2	0	41	3	Regular	
	Honkytonk	0	0	4	Regular	
	HonkytonkKSP	0	1	4	Regular	
	EI.Piano1	0	0	5	Regular	
	EI.Piano1KSP	0	1	5	Regular	
	MellowEP	0	18	5	Regular	
	ChorusEP1	0	32	5	Regular	
	HardEI.Piano	0	40	5	Regular	
	VXfadeEI.P1	0	45	5	Regular	
	60sEI.Piano	0	64	5	Regular	
	EI.Piano2	0	0	6	Regular	
	EI.Piano2KSP	0	1	6	Regular	
	ChorusEP2	0	32	6	Regular	
	DXEPHard	0	33	6	Regular	
	DXLegendEP	0	34	6	Regular	
	DXPhaseEP	0	40	6	Regular	
	DX+AnalogEP	0	41	6	Regular	
	DXKotoEP	0	42	6	Regular	
	VXfadeEI.P2	0	45	6	Regular	
	Harpsichord	0	0	7	Regular	
	Harpsi.KSP	0	1	7	Regular	
	Harpsichord2	0	25	7	Regular	
	Harpsichord3	0	35	7	Regular	
	Clavi.	0	0	8	Regular	
	Clavi.KSP	0	1	8	Regular	
	Clavi.Wah	0	27	8	Regular	
	PulseClavi.	0	64	8	Regular	
	PierceClavi.	0	65	8	Regular	
	ChromaticPerc	Celesta	0	0	9	Regular
		Glockenspiel	0	0	10	Regular
		MusicBox	0	0	11	Regular
		MusicBox2	0	64	11	Regular
		Vibraphone	0	0	12	Regular
VibesKSP		0	1	12	Regular	
HardVibes		0	45	12	Regular	
Marimba		0	0	13	Regular	
MarimbaKSP		0	1	13	Regular	
SineMarimba		0	64	13	Regular	
Balimba		0	97	13	Regular	
LogDrums		0	98	13	Regular	
Xylophone		0	0	14	Regular	
TubularBells		0	0	15	Regular	
ChurchBells		0	96	15	Regular	
Carillon		0	97	15	Regular	
Dulcimer		0	0	16	Regular	
Dulcimer2		0	35	16	Regular	
Cimbalom		0	96	16	Regular	
Santur		0	97	16	Regular	
Organ	DrawbarOrgan	0	0	17	Regular	
	DetDrawOrgan	0	32	17	Regular	
	60sDrawOrg1	0	33	17	Regular	
	60sDrawOrg2	0	34	17	Regular	
	70sDrawOrg1	0	35	17	Regular	
	DrawbarOrg2	0	36	17	Regular	
	60sDrawOrg3	0	37	17	Regular	
	EvenBarOrgan	0	38	17	Regular	
	16+2'2_3Organ	0	40	17	Regular	
	OrganBass	0	64	17	Regular	
	70sDrawOrg2	0	65	17	Regular	
	CheezyOrgan	0	66	17	Regular	
	DrawbarOrg3	0	67	17	Regular	
	Perc.Organ	0	0	18	Regular	
	70sPercOrg1	0	24	18	Regular	
	DetPercOrgan	0	32	18	Regular	
	LightOrgan	0	33	18	Regular	

Sub Category	Voice Name	Voice Number			Voice Type
		MSB#	LSB#	Prg#	
Organ	Perc.Organ2	0	37	18	Regular
	RockOrgan	0	0	19	Regular
	RotaryOrgan	0	64	19	Regular
	SlowRotaryOrg	0	65	19	Regular
	FastRotaryOrg	0	66	19	Regular
	ChurchOrgan	0	0	20	Regular
	ChurchOrgan3	0	32	20	Regular
	ChurchOrgan2	0	35	20	Regular
	NotreDame	0	40	20	Regular
	OrganFlute	0	64	20	Regular
	Trem.OrganFl	0	65	20	Regular
	ReedOrgan	0	0	21	Regular
	PuffOrgan	0	40	21	Regular
	Accordion	0	0	22	Regular
	AccordIt	0	32	22	Regular
	Harmonica	0	0	23	Regular
	Harmonica2	0	32	23	Regular
	TangoAccord	0	0	24	Regular
	TangoAccord2	0	64	24	Regular
	Guitar	NylonGuitar	0	0	25
NylonGuitar2		0	16	25	Regular
NylonGuitar3		0	25	25	Regular
VelGtrHarmo		0	43	25	Regular
Ukulele		0	96	25	Regular
SteelGuitar		0	0	26	Regular
SteelGuitar2		0	16	26	Regular
12StrGuitar		0	35	26	Regular
Nylon&Steel		0	40	26	Regular
Steel&Body		0	41	26	Regular
Mandolin		0	96	26	Regular
JazzGuitar		0	0	27	Regular
MellowGuitar		0	18	27	Regular
JazzAmp		0	32	27	Regular
CleanGuitar		0	0	28	Regular
ChorusGuitar		0	32	28	Regular
MutedGuitar		0	0	29	Regular
FunkGuitar1		0	40	29	Regular
MuteSteelGtr		0	41	29	Regular
FunkGuitar2		0	43	29	Regular
JazzMan		0	45	29	Regular
Overdriven		0	0	30	Regular
GuitarPinch		0	43	30	Regular
Distortion		0	0	31	Regular
FeedbackGtr		0	40	31	Regular
FeedbackGtr2		0	41	31	Regular
GtrHarmonics		0	0	32	Regular
GtrFeedback		0	65	32	Regular
GtrHarmonics2	0	66	32	Regular	
Bass	AcousticBass	0	0	33	Regular
	JazzRhythm	0	40	33	Regular
	VXUprghtBass	0	45	33	Regular
	FingerBass	0	0	34	Regular
	FingerBassDark	0	18	34	Regular
	FlangeBass	0	27	34	Regular
	Bass&DistEG	0	40	34	Regular
	FingerSlap	0	43	34	Regular
	FingerBass2	0	45	34	Regular
	Mod.Bass	0	65	34	Regular
	PickBass	0	0	35	Regular
	MutePickBass	0	28	35	Regular
	FretlessBass	0	0	36	Regular
	Fretless2	0	32	36	Regular
	Fretless3	0	33	36	Regular
	Fretless4	0	34	36	Regular
	SynthFretless	0	96	36	Regular
	SmthFretless	0	97	36	Regular
	SlapBass1	0	0	37	Regular
	ResonantSlap	0	27	37	Regular
	PunchThumb	0	32	37	Regular
	SlapBass2	0	0	38	Regular
	Velo.Sw.Slap	0	43	38	Regular
	SynthBass1	0	0	39	Regular
	SynthBass1Dark	0	18	39	Regular
	FastResoBass	0	20	39	Regular
	AcidBass	0	24	39	Regular
	ClaviBass	0	35	39	Regular

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Sub Category	Voice Name	Voice Number			Voice Type	
		MSB#	LSB#	Prg#		
Bass	TechnoBass	0	40	39	Regular	
	Orbiter	0	64	39	Regular	
	SquareBass	0	65	39	Regular	
	RubberBass	0	66	39	Regular	
	Hammer	0	96	39	Regular	
	SynthBass2	0	0	40	Regular	
	MellowSyBass	0	6	40	Regular	
	SequenceBass	0	12	40	Regular	
	ClickSynthBass	0	18	40	Regular	
	SynthBass2Dark	0	19	40	Regular	
	SmoothSynBass	0	32	40	Regular	
	ModulrSynBass	0	40	40	Regular	
	DX Bass	0	41	40	Regular	
	XWireBass	0	64	40	Regular	
Strings	Violin	0	0	41	Regular	
	SlwAtkViolin	0	8	41	Regular	
	Viola	0	0	42	Regular	
	Cello	0	0	43	Regular	
	Contrabass	0	0	44	Regular	
	TremoloStrings	0	0	45	Regular	
	SlwAtkTremStr	0	8	45	Regular	
	SuspenseStr	0	40	45	Regular	
	PizzicatoStr	0	0	46	Regular	
	Orch.Harp	0	0	47	Regular	
	YangQin	0	40	47	Regular	
	Timpani	0	0	48	Regular	
	Ensemble	Strings1	0	0	49	Regular
		StereoStrings	0	3	49	Regular
SlwAtkStrings		0	8	49	Regular	
ArcoStrings		0	24	49	Regular	
60sStrings		0	35	49	Regular	
Orchestra		0	40	49	Regular	
Orchestra2		0	41	49	Regular	
TremOrchestra		0	42	49	Regular	
Velo.Strings		0	45	49	Regular	
Strings2		0	0	50	Regular	
S.SlowStrngs		0	3	50	Regular	
LegatoStrngs		0	8	50	Regular	
WarmStrings		0	40	50	Regular	
Kingdom		0	41	50	Regular	
70sStrings		0	64	50	Regular	
Strings3		0	65	50	Regular	
SynthStrings1		0	0	51	Regular	
ResoStrings		0	27	51	Regular	
SynthStrings4		0	64	51	Regular	
SynthStrings5		0	65	51	Regular	
SynthStrings2		0	0	52	Regular	
ChoirAahs		0	0	53	Regular	
StereoChoir		0	3	53	Regular	
ChoirAahs2		0	16	53	Regular	
MellowChoir		0	32	53	Regular	
ChoirStrings		0	40	53	Regular	
VoiceOohs		0	0	54	Regular	
SynthVoice		0	0	55	Regular	
SynthVoice2		0	40	55	Regular	
Choral		0	41	55	Regular	
AnalogVoice		0	64	55	Regular	
OrchestraHit		0	0	56	Regular	
OrchestraHit2		0	35	56	Regular	
Impact		0	64	56	Regular	
Brass	Trumpet	0	0	57	Regular	
	Trumpet2	0	16	57	Regular	
	BriteTrumpet	0	17	57	Regular	
	WarmTrumpet	0	32	57	Regular	
	Trombone	0	0	58	Regular	
	Trombone2	0	18	58	Regular	
	Tuba	0	0	59	Regular	
	Tuba2	0	16	59	Regular	
	MutedTrumpet	0	0	60	Regular	
	FrenchHorn	0	0	61	Regular	
	FrenchHornSolo	0	6	61	Regular	
	FrenchHorn2	0	32	61	Regular	
	HornOrchestra	0	37	61	Regular	
	BrassSection	0	0	62	Regular	
	Tp&TbSection	0	35	62	Regular	
	BrassSection2	0	40	62	Regular	

Sub Category	Voice Name	Voice Number			Voice Type	
		MSB#	LSB#	Prg#		
Brass	HighBrass	0	41	62	Regular	
	MellowBrass	0	42	62	Regular	
	SynthBrass1	0	0	63	Regular	
	QuackBrass	0	12	63	Regular	
	ResoSynBrass	0	20	63	Regular	
	PolyBrass	0	24	63	Regular	
	SynthBrass3	0	27	63	Regular	
	JumpBrass	0	32	63	Regular	
	AnaVelBrass1	0	45	63	Regular	
	AnalogBrass1	0	64	63	Regular	
	SynthBrass2	0	0	64	Regular	
	SoftBrass	0	18	64	Regular	
	SynthBrass4	0	40	64	Regular	
	ChoirBrass	0	41	64	Regular	
AnaVelBrass2	0	45	64	Regular		
AnalogBrass2	0	64	64	Regular		
Reed	SopranoSax	0	0	65	Regular	
	AltoSax	0	0	66	Regular	
	SaxSection	0	40	66	Regular	
	HyperAltoSax	0	43	66	Regular	
	TenorSax	0	0	67	Regular	
	BreathyTenor	0	40	67	Regular	
	SoftTenorSax	0	41	67	Regular	
	TenorSax2	0	64	67	Regular	
	BaritoneSax	0	0	68	Regular	
	Oboe	0	0	69	Regular	
	EnglishHorn	0	0	70	Regular	
	Bassoon	0	0	71	Regular	
	Clarinet	0	0	72	Regular	
	Pipe	Piccolo	0	0	73	Regular
Flute		0	0	74	Regular	
Recorder		0	0	75	Regular	
PanFlute		0	0	76	Regular	
BlownBottle		0	0	77	Regular	
Shakuhachi		0	0	78	Regular	
Whistle		0	0	79	Regular	
Ocarina		0	0	80	Regular	
Synth.Lead		SquareLead	0	0	81	Regular
		SquareLead2	0	6	81	Regular
		LMSquare	0	8	81	Regular
		Hollow	0	18	81	Regular
		Shroud	0	19	81	Regular
		Mellow	0	64	81	Regular
	SoloSine	0	65	81	Regular	
	SineLead	0	66	81	Regular	
	SawtoothLead	0	0	82	Regular	
	SawtoothLead2	0	6	82	Regular	
	ThickSaw	0	8	82	Regular	
	DynamicSaw	0	18	82	Regular	
	DigitalSaw	0	19	82	Regular	
	BigLead	0	20	82	Regular	
	HeavySynth	0	24	82	Regular	
	WaspySynth	0	25	82	Regular	
	PulseSaw	0	40	82	Regular	
	Dr.Lead	0	41	82	Regular	
	VelocityLead	0	45	82	Regular	
	Seq.Analog	0	96	82	Regular	
	CalliopeLead	0	0	83	Regular	
	PureLead	0	65	83	Regular	
	ChiffLead	0	0	84	Regular	
	Rubby	0	64	84	Regular	
	CharangLead	0	0	85	Regular	
	DistortedLead	0	64	85	Regular	
	WireLead	0	65	85	Regular	
	VoiceLead	0	0	86	Regular	
SynthAahs	0	24	86	Regular		
VoxLead	0	64	86	Regular		
FifthsLead	0	0	87	Regular		
BigFive	0	35	87	Regular		
Bass&Lead	0	0	88	Regular		
Big&Low	0	16	88	Regular		
Fat&Perky	0	64	88	Regular		
SoftWhirl	0	65	88	Regular		
Synth.Pad	NewAgePad	0	0	89	Regular	
	Fantasy	0	64	89	Regular	
	WarmPad	0	0	90	Regular	

Sub Category	Voice Name	Voice Number			Voice Type	
		MSB#	LSB#	Prg#		
Synth.Pad	ThickPad	0	16	90	Regular	
	SoftPad	0	17	90	Regular	
	SinePad	0	18	90	Regular	
	HornPad	0	64	90	Regular	
	RotaryStrngs	0	65	90	Regular	
	PolySynthPad	0	0	91	Regular	
	PolyPad80	0	64	91	Regular	
	ClickPad	0	65	91	Regular	
	AnalogPad	0	66	91	Regular	
	SquarePad	0	67	91	Regular	
	ChoirPad	0	0	92	Regular	
	Heaven	0	64	92	Regular	
	Itopia	0	66	92	Regular	
	CC Pad	0	67	92	Regular	
	BowedPad	0	0	93	Regular	
	Glacier	0	64	93	Regular	
	GlassPad	0	65	93	Regular	
	MetallicPad	0	0	94	Regular	
	TinePad	0	64	94	Regular	
	PanPad	0	65	94	Regular	
	HaloPad	0	0	95	Regular	
	SweepPad	0	0	96	Regular	
	Shwimmer	0	20	96	Regular	
	Converge	0	27	96	Regular	
	PolarPad	0	64	96	Regular	
	Celestial	0	66	96	Regular	
	Synth.Effect	Rain	0	0	97	Regular
		ClaviPad	0	45	97	Regular
		HarmoRain	0	64	97	Regular
		AfricanWind	0	65	97	Regular
		Carib	0	66	97	Regular
		SoundTrack	0	0	98	Regular
		Prologue	0	27	98	Regular
		Ancestral	0	64	98	Regular
		Crystal	0	0	99	Regular
		SynthDr.Comp	0	12	99	Regular
		Popcorn	0	14	99	Regular
		TinyBells	0	18	99	Regular
RoundGlocken		0	35	99	Regular	
GlockenChime		0	40	99	Regular	
ClearBells		0	41	99	Regular	
ChorusBells		0	42	99	Regular	
SynthMallet		0	64	99	Regular	
SoftCrystal		0	65	99	Regular	
LoudGlocken		0	66	99	Regular	
ChristmasBel		0	67	99	Regular	
VibeBells		0	68	99	Regular	
DigitalBells		0	69	99	Regular	
AirBells		0	70	99	Regular	
BellHarp		0	71	99	Regular	
Gamelimba		0	72	99	Regular	
Atmosphere		0	0	100	Regular	
WarmAtmos.		0	18	100	Regular	
HollwRelease		0	19	100	Regular	
NylonElPiano		0	40	100	Regular	
NylonHarp		0	64	100	Regular	
HarpVox		0	65	100	Regular	
Atmos.Pad		0	66	100	Regular	
Planet		0	67	100	Regular	
Brightness		0	0	101	Regular	
FantasyBells		0	64	101	Regular	
Smokey		0	96	101	Regular	
Goblins		0	0	102	Regular	
GoblinsSynth		0	64	102	Regular	
Creeper		0	65	102	Regular	
RingPad		0	66	102	Regular	
Ritual		0	67	102	Regular	
ToHeaven		0	68	102	Regular	
Night		0	70	102	Regular	
Glisten		0	71	102	Regular	
BellChoir		0	96	102	Regular	
Echoes		0	0	103	Regular	
Echoes2		0	8	103	Regular	
EchoPan		0	14	103	Regular	
EchoBells		0	64	103	Regular	
BigPan		0	65	103	Regular	

Sub Category	Voice Name	Voice Number			Voice Type	
		MSB#	LSB#	Prg#		
Synth.Effect	SynthPiano	0	66	103	Regular	
	Creation	0	67	103	Regular	
	Stardust	0	68	103	Regular	
	Reso&Panning	0	69	103	Regular	
	Sci-Fi	0	0	104	Regular	
	Starz	0	64	104	Regular	
	Ethnic	Sitar	0	0	105	Regular
		DetunedSitar	0	32	105	Regular
		Sitar2	0	35	105	Regular
		Tambra	0	96	105	Regular
Tamboura		0	97	105	Regular	
Banjo		0	0	106	Regular	
MutedBanjo		0	28	106	Regular	
Rabab		0	96	106	Regular	
Gopichant		0	97	106	Regular	
Oud		0	98	106	Regular	
Shamisen		0	0	107	Regular	
Koto		0	0	108	Regular	
Taisho-kin		0	96	108	Regular	
Kanoon		0	97	108	Regular	
Kalimba		0	0	109	Regular	
Bagpipe		0	0	110	Regular	
Fiddle		0	0	111	Regular	
Shanai		0	0	112	Regular	
Shanai2		0	64	112	Regular	
Pungi		0	96	112	Regular	
Hichiriki	0	97	112	Regular		
Percussive	TinkleBell	0	0	113	Regular	
	Bonang	0	96	113	Regular	
	Altair	0	97	113	Regular	
	GamelanGongs	0	98	113	Regular	
	StereoGamelan	0	99	113	Regular	
	RamaCymbal	0	100	113	Regular	
	AsianBells	0	101	113	Regular	
	Agogo	0	0	114	Regular	
	SteelDrums	0	0	115	Regular	
	GlassPerc.	0	97	115	Regular	
	ThaiBells	0	98	115	Regular	
	Woodblock	0	0	116	Regular	
	Castanets	0	96	116	Regular	
	TaikoDrum	0	0	117	Regular	
	GranCassa	0	96	117	Regular	
	MelodicTom	0	0	118	Regular	
	MelodicTom2	0	64	118	Regular	
	RealTom	0	65	118	Regular	
	RockTom	0	66	118	Regular	
	SynthDrum	0	0	119	Regular	
AnalogTom	0	64	119	Regular		
ElectroPerc.	0	65	119	Regular		
ReverseCymbal	0	0	120	Regular		
SoundEffect	GtrFretNoise	0	0	121	Regular	
	BreathNoise	0	0	122	Regular	
	Seashore	0	0	123	Regular	
	BirdTweet	0	0	124	Regular	
	TelephonRing	0	0	125	Regular	
	Helicopter	0	0	126	Regular	
	Applause	0	0	127	Regular	
	Gunshot	0	0	128	Regular	
	CuttingNoise	64	0	1	Regular	
	CuttingNoise2	64	0	2	Regular	
	StringSlap	64	0	4	Regular	
	FluteKeyClick	64	0	17	Regular	
	Shower	64	0	33	Regular	
	Thunder	64	0	34	Regular	
	Wind	64	0	35	Regular	
	Stream	64	0	36	Regular	
	Bubble	64	0	37	Regular	
	Feed	64	0	38	Regular	
	Dog	64	0	49	Regular	
	Horse	64	0	50	Regular	
	BirdTweet2	64	0	51	Regular	
	Ghost	64	0	55	Regular	
	Maou	64	0	56	Regular	
	PhoneCall	64	0	65	Regular	
	DoorSqueak	64	0	66	Regular	
	DoorSlam	64	0	67	Regular	

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Sub Category	Voice Name	Voice Number			Voice Type
		MSB#	LSB#	Prg#	
SoundEffect	ScratchCut	64	0	68	Regular
	ScratchSplit	64	0	69	Regular
	WindChime	64	0	70	Regular
	TelphonRing2	64	0	71	Regular
	CarEngineIgn	64	0	81	Regular
	CarTiresSql	64	0	82	Regular
	CarPassing	64	0	83	Regular
	CarCrash	64	0	84	Regular
	Siren	64	0	85	Regular
	Train	64	0	86	Regular
	JetPlane	64	0	87	Regular
	Starship	64	0	88	Regular
	Burst	64	0	89	Regular
	RollCoaster	64	0	90	Regular
	Submarine	64	0	91	Regular
	Laugh	64	0	97	Regular
	Scream	64	0	98	Regular
	Punch	64	0	99	Regular
	Heartbeat	64	0	100	Regular
	FootSteps	64	0	101	Regular
MachineGun	64	0	113	Regular	
LaserGun	64	0	114	Regular	
Explosion	64	0	115	Regular	
Firework	64	0	116	Regular	

Category: GM2

Sub Category	Voice Name	Voice Number			Voice Type	
		MSB#	LSB#	Prg#		
Piano	GrandPiano	121	0	1	Regular	
	GrandPianoW	121	1	1	Regular	
	GrandPianoD	121	2	1	Regular	
	BrightPiano	121	0	2	Regular	
	BrightPianoW	121	1	2	Regular	
	ElecGrandPno	121	0	3	Regular	
	ElecGrandPW	121	1	3	Regular	
	Honkytonk	121	0	4	Regular	
	HonkytonkW	121	1	4	Regular	
	El.Piano1	121	0	5	Regular	
	DetunedEP1	121	1	5	Regular	
	EP1VeloMix	121	2	5	Regular	
	60sEl.Piano	121	3	5	Regular	
	El.Piano2	121	0	6	Regular	
	DetunedEP2	121	1	6	Regular	
	EP2VeloMix	121	2	6	Regular	
	EPLegend	121	3	6	Regular	
	EPPHase	121	4	6	Regular	
	Harpsichord	121	0	7	Regular	
	Harpsi.OctMx	121	1	7	Regular	
	HarpsichordW	121	2	7	Regular	
	Harpsi.KOff	121	3	7	Regular	
	Clavi.	121	0	8	Regular	
	PulseClavi.	121	1	8	Regular	
	ChromaticPerc	Celesta	121	0	9	Regular
		Glockenspiel	121	0	10	Regular
		MusicBox	121	0	11	Regular
		Vibraphone	121	0	12	Regular
		VibraphoneW	121	1	12	Regular
		Marimba	121	0	13	Regular
		MarimbaW	121	1	13	Regular
		Xylophone	121	0	14	Regular
TubularBells		121	0	15	Regular	
ChurchBells		121	1	15	Regular	
Carillon		121	2	15	Regular	
Dulcimer		121	0	16	Regular	
Organ	DrawbarOrgan	121	0	17	Regular	
	DetDrawOrgan	121	1	17	Regular	
	It60sOrgan	121	2	17	Regular	
	DrawbarOrg2	121	3	17	Regular	
	Perc.Organ	121	0	18	Regular	
	DetPercOrgan	121	1	18	Regular	
	Perc.Organ2	121	2	18	Regular	
	RockOrgan	121	0	19	Regular	
	ChurchOrgan	121	0	20	Regular	
	ChrchOrgOctM	121	1	20	Regular	
	DetChurchOrg	121	2	20	Regular	
	ReedOrgan	121	0	21	Regular	
	PuffOrgan	121	1	21	Regular	
	Accordion	121	0	22	Regular	
	Accordion2	121	1	22	Regular	
	Harmonica	121	0	23	Regular	
	TangoAccord	121	0	24	Regular	
	Guitar	NylonGuitar	121	0	25	Regular
Ukulele		121	1	25	Regular	
NylonGtrKOff		121	2	25	Regular	
NylonGuitar2		121	3	25	Regular	
SteelGuitar		121	0	26	Regular	
12StrGuitar		121	1	26	Regular	
Mandolin		121	2	26	Regular	
Steel&Body		121	3	26	Regular	
JazzGuitar		121	0	27	Regular	
PedlSteelGtr		121	1	27	Regular	
CleanGuitar		121	0	28	Regular	
DetCleanGtr		121	1	28	Regular	
MidToneGtr		121	2	28	Regular	
MutedGuitar		121	0	29	Regular	
FunkGuitar		121	1	29	Regular	
MutedV-SwGtr		121	2	29	Regular	
JazzMan		121	3	29	Regular	
Overdriven		121	0	30	Regular	
GuitarPinch		121	1	30	Regular	
Distortion		121	0	31	Regular	
FeedbackGtr		121	1	31	Regular	
DstRhythmGtr		121	2	31	Regular	
GtrHarmonics		121	0	32	Regular	

Sub Category	Voice Name	Voice Number			Voice Type
		MSB#	LSB#	Prg#	
Guitar	GtrFeedback	121	1	32	Regular
Bass	AcousticBass	121	0	33	Regular
	FingerBass	121	0	34	Regular
	FingerSlap	121	1	34	Regular
	PickBass	121	0	35	Regular
	FretlessBass	121	0	36	Regular
	SlapBass1	121	0	37	Regular
	SlapBass2	121	0	38	Regular
	SynthBass1	121	0	39	Regular
	WarmSynBass	121	1	39	Regular
	ResoSynhBass	121	2	39	Regular
	ClaviBass	121	3	39	Regular
	Hammer	121	4	39	Regular
	SynthBass2	121	0	40	Regular
	AttackBass	121	1	40	Regular
	RubberBass	121	2	40	Regular
	AttackPulse	121	3	40	Regular
Strings	Violin	121	0	41	Regular
	SlwAtkViolin	121	1	41	Regular
	Viola	121	0	42	Regular
	Cello	121	0	43	Regular
	Contrabass	121	0	44	Regular
	Trem.Strings	121	0	45	Regular
	PizzicatoStr	121	0	46	Regular
	Orch.Harp	121	0	47	Regular
	YangChin	121	1	47	Regular
	Timpani	121	0	48	Regular
Ensemble	Strings1	121	0	49	Regular
	StringsBrass	121	1	49	Regular
	60sStrings	121	2	49	Regular
	Strings2	121	0	50	Regular
	SynStrings1	121	0	51	Regular
	SynStrings3	121	1	51	Regular
	SynStrings2	121	0	52	Regular
	ChoirAahs	121	0	53	Regular
	ChoirAahs2	121	1	53	Regular
	VoiceOohs	121	0	54	Regular
	Humming	121	1	54	Regular
	SynthVoice	121	0	55	Regular
	AnalogVoice	121	1	55	Regular
	OrchestralHit	121	0	56	Regular
	BassHitPlus	121	1	56	Regular
	6thHit	121	2	56	Regular
	EuroHit	121	3	56	Regular
	Brass	Trumpet	121	0	57
DarkTpSoft		121	1	57	Regular
Trombone		121	0	58	Regular
Trombone2		121	1	58	Regular
BriteTrombon		121	2	58	Regular
Tuba		121	0	59	Regular
MutedTrumpet		121	0	60	Regular
MuteTrumpet2		121	1	60	Regular
FrenchHorn		121	0	61	Regular
FrenchHorn2		121	1	61	Regular
BrassSection		121	0	62	Regular
BrassSect2		121	1	62	Regular
SynthBrass1		121	0	63	Regular
SynthBrass3		121	1	63	Regular
AnaSynBrass1	121	2	63	Regular	
JumpBrass	121	3	63	Regular	
SynthBrass2	121	0	64	Regular	
SynthBrass4	121	1	64	Regular	
AnaSynBrass2	121	2	64	Regular	
Reed	SopranoSax	121	0	65	Regular
	AltoSax	121	0	66	Regular
	TenorSax	121	0	67	Regular
	BaritoneSax	121	0	68	Regular
	Oboe	121	0	69	Regular
	EnglishHorn	121	0	70	Regular
	Bassoon	121	0	71	Regular
	Clarinet	121	0	72	Regular
Pipe	Piccolo	121	0	73	Regular
	Flute	121	0	74	Regular
	Recorder	121	0	75	Regular
	PanFlute	121	0	76	Regular
	BlownBottle	121	0	77	Regular

Voice List / Voice-Liste / Liste des voix / Lista de voces / ボイスリスト

Sub Category	Voice Name	Voice Number			Voice Type
		MSB#	LSB#	Prg#	
Pipe	Shakuhachi	121	0	78	Regular
	Whistle	121	0	79	Regular
	Ocarina	121	0	80	Regular
Synth_Lead	SquareLead	121	0	81	Regular
	SquareLead2	121	1	81	Regular
	SineLead	121	2	81	Regular
	SawtoothLead	121	0	82	Regular
	SawtoothLd2	121	1	82	Regular
	SawPulseLead	121	2	82	Regular
	DoublSawLead	121	3	82	Regular
	Seq.Analog	121	4	82	Regular
	CalliopeLead	121	0	83	Regular
	ChiffLead	121	0	84	Regular
	CharangLead	121	0	85	Regular
	WireLead	121	1	85	Regular
	VoiceLead	121	0	86	Regular
	FifthsLead	121	0	87	Regular
	Bass&Lead	121	0	88	Regular
SoftWhirl	121	1	88	Regular	
Synth_Pad	NewAgePad	121	0	89	Regular
	WarmPad	121	0	90	Regular
	SinePad	121	1	90	Regular
	PolySynthPad	121	0	91	Regular
	ChoirPad	121	0	92	Regular
	ItopiaPad	121	1	92	Regular
	BowedPad	121	0	93	Regular
	MetallicPad	121	0	94	Regular
	HaloPad	121	0	95	Regular
	SweepPad	121	0	96	Regular
Synth_Effect	Rain	121	0	97	Regular
	SoundTrack	121	0	98	Regular
	Crystal	121	0	99	Regular
	SynthMallet	121	1	99	Regular
	Atmosphere	121	0	100	Regular
	Brightness	121	0	101	Regular
	Goblins	121	0	102	Regular
	Echoes	121	0	103	Regular
	EchoBell	121	1	103	Regular
	EchoPan	121	2	103	Regular
	Sci-Fi	121	0	104	Regular
Ethnic	Sitar	121	0	105	Regular
	Sitar2	121	1	105	Regular
	Banjo	121	0	106	Regular
	Shamisen	121	0	107	Regular
	Koto	121	0	108	Regular
	TaishoKoto	121	1	108	Regular
	Kalimba	121	0	109	Regular
	Bagpipe	121	0	110	Regular
	Fiddle	121	0	111	Regular
Shanai	121	0	112	Regular	
Percussive	TinkleBell	121	0	113	Regular
	Agogo	121	0	114	Regular
	SteelDrums	121	0	115	Regular
	Woodblock	121	0	116	Regular
	Castanets	121	1	116	Regular
	TaikoDrum	121	0	117	Regular
	ConcertBD	121	1	117	Regular
	MelodicTom	121	0	118	Regular
	MelodicTom2	121	1	118	Regular
	SynthDrum	121	0	119	Regular
	RhythmBoxTom	121	1	119	Regular
	ElectricDrum	121	2	119	Regular
	Rev.Cymbal	121	0	120	Regular
SoundEffect	GtrFretNoise	121	0	121	Regular
	GtrCutNoise	121	1	121	Regular
	StringSlap	121	2	121	Regular
	BreathNoise	121	0	122	Regular
	Fl.KeyClick	121	1	122	Regular
	Seashore	121	0	123	Regular
	Rain	121	1	123	Regular
	Thunder	121	2	123	Regular
	Wind	121	3	123	Regular
	Stream	121	4	123	Regular
	Bubble	121	5	123	Regular
	BirdTweet	121	0	124	Regular
	Dog	121	1	124	Regular

Sub Category	Voice Name	Voice Number			Voice Type
		MSB#	LSB#	Prg#	
SoundEffect	HorseGallop	121	2	124	Regular
	BirdTweet2	121	3	124	Regular
	TelephonRing	121	0	125	Regular
	TelRing2	121	1	125	Regular
	DoorCreaking	121	2	125	Regular
	Door	121	3	125	Regular
	Scratch	121	4	125	Regular
	WindChime	121	5	125	Regular
	Helicopter	121	0	126	Regular
	CarEngine	121	1	126	Regular
	CarStop	121	2	126	Regular
	CarPass	121	3	126	Regular
	CarCrash	121	4	126	Regular
	Siren	121	5	126	Regular
	Train	121	6	126	Regular
	Jetplane	121	7	126	Regular
	Starship	121	8	126	Regular
	BurstNoise	121	9	126	Regular
	Applause	121	0	127	Regular
	Drum	Laughing	121	1	127
Screaming		121	2	127	Regular
Punch		121	3	127	Regular
HeartBeat		121	4	127	Regular
Footsteps		121	5	127	Regular
Gunshot		121	0	128	Regular
MachineGun		121	1	128	Regular
Lasergun		121	2	128	Regular
Explosion		121	3	128	Regular
StandardSet		120	0	1	Drums
RoomSet	120	0	9	Drums	
PowerSet	120	0	17	Drums	
ElectroSet	120	0	25	Drums	
AnalogSet	120	0	26	Drums	
JazzSet	120	0	33	Drums	
BrushSet	120	0	41	Drums	
OrchestraSet	120	0	49	Drums	
SFXSet	120	0	57	SFX Kit	

Mega Voice Map / Sound-Zuordnungen der Mega Voices / Carte des voix Mega / Mapa de Mega Voice / メガボイスマップ

MSB – LSB – PC#(1)	Voice Name	Velocity Switch Points												above C6	above C8								
		1 – 20	21 – 40	41 – 60	61 – 75	76 – 90	91 – 105	106 – 120	121 – 127	1 – 20	21 – 40	41 – 60	61 – 75			76 – 90	91 – 105	106 – 120	121 – 127				
008 – 000 – 002	Mega SteelGuitar	open soft	open med	open hard	dead	mute	hammer	slide	harmonics								strum noise	fret noise					
008 – 001 – 003	Mega 12StringGuitar Element1 (Steel) Element2 (HiString)	1 – 71												strum noise	fret noise								
		soft			medium			hard			116 – 127												
008 – 000 – 003	Mega HiStringGuitar	1 – 89												strum noise	fret noise								
		soft			hard			90 – 127															
008 – 000 – 001	Mega NylonGuitar	1 – 20												strum noise	fret noise								
		open soft			open med			open hard			dead					mute			hammer			slide	
008 – 002 – 004	Mega SolidGuitar	1 – 20												strum noise	fret noise								
		open soft			open med			open hard			dead					mute			hammer			slide	
008 – 000 – 006	Mega DistortionGuitar	1 – 55												EFX									
		open			mute			pick harmonics			121 – 127												
008 – 001 – 090	Mega Cavaquinho	1 – 75												above C6	above E7								
		soft			medium			hard			101 – 127												
008 – 001 – 091	Mega Bandolim	1 – 59												above C6	above E7								
		soft			medium			hard			96 – 127												
008 – 000 – 017	Mega AcousticBass	1 – 60												EFX									
		open soft			open hard			dead			81 – 120					121 – 127							
008 – 000 – 018	Mega ElectricBass	1 – 60												EFX									
		open soft			open hard			dead			81 – 120					121 – 127							
008 – 000 – 019	Mega PickBass	1 – 40												EFX									
		open			mute			dead			81 – 120					121 – 127							

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

Kit Name			PowerKit1			PowerKit2			StandardKit1			StandardKit2		
MSB(0-127)-LSB(0-127)-PC(1-128)			127-0-88			127-0-89			127-0-1			127-0-2		
MIDI		Keyboard Note	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)
Note#	Note													
13	C#-1	C#0							Surdo Mute		3			
14	D-1	D0							Surdo Open		3			
15	D#-1	D#0							Hi Q					
16	E-1	E0							Whip Slap					
17	F-1	F0							Scratch H		4			
18	F#-1	F#0							Scratch L		4			
19	G-1	G0							Finger Snap					
20	G#-1	G#0							Click Noise					
21	A-1	A0							Metronome Click					
22	A#-1	A#0							Metronome Bell					
23	B-1	B0							Seq Click L					
24	C0	C1							Seq Click H					
25	C#0	C#1							Brush Tap					
26	D0	D1							Brush Swirl	●				
27	D#0	D#1							Brush Slap					
28	E0	E1							Brush Tap Swirl	●				
29	F0	F1							Snare Roll	●				
30	F#0	F#1							Castanet					
31	G0	G1	Snare Soft Power 1			Snare Soft Power 2			Snare Soft			Snare Soft 2		
32	G#0	G#1							Sticks					
33	A0	A1	Kick Ambient+			Kick Ambient+			Kick Soft					
34	A#0	A#1	Open Rim Power 1			Open Rim Power 2			Open Rim Shot			Open Rim Shot H Short		
35	B0	B1	Kick Power Open			Kick Power Open			Kick Tight					
36	C1	C2	Kick Power Mute			Kick Power Mute			Kick			Kick Short		
37	C#1	C#2	Side Stick Power			Side Stick Power			Side Stick			Side Stick Light		
38	D1	D2	Snare Power 1			Snare Power 2			Snare			Snare Short		
39	D#1	D#2	Hand Clap Power			Hand Clap Power			Hand Clap					
40	E1	E2	Snare Rough			Snare Loose			Snare Tight			Snare Tight H		
41	F1	F2	Tom Power 1			Tom Power 1			Floor Tom L					
42	F#1	F#2	Hi-Hat Closed Power	1		Hi-Hat Closed Power+Edge	1		Hi-Hat Closed	1				
43	G1	G2	Tom Power 2			Tom Power 2			Floor Tom H					
44	G#1	G#2	Hi-Hat Pedal Power	1		Hi-Hat Pedal Power	1		Hi-Hat Pedal	1				
45	A1	A2	Tom Power 3			Tom Power 3			Low Tom					
46	A#1	A#2	Hi-Hat Open Power	1		Hi-Hat Open Power	1		Hi-Hat Open	1				
47	B1	B2	Tom Power 4			Tom Power 4			Mid Tom L					
48	C2	C3	Tom Power 5			Tom Power 5			Mid Tom H					
49	C#2	C#3	Crash Cymbal Acoustic 1			Crash Cymbal Acoustic 1			Crash Cymbal 1					
50	D2	D3	Tom Power 6			Tom Power 6			High Tom					
51	D#2	D#3	Ride Cymbal Acoustic 1			Ride Cymbal Acoustic 1			Ride Cymbal 1					
52	E2	E3	China Cymbal Acoustic			China Cymbal Acoustic			Chinese Cymbal					
53	F2	F3	Ride Cymbal Cup Acoustic			Ride Cymbal Cup Acoustic			Ride Cymbal Cup					
54	F#2	F#3							Tambourine					
55	G2	G3	Splash Cymbal Acoustic			Splash Cymbal Acoustic			Splash Cymbal					
56	G#2	G#3							Cowbell					
57	A2	A3	Crash Cymbal Acoustic 2			Crash Cymbal Acoustic 2			Crash Cymbal 2					
58	A#2	A#3							Vibraslap					
59	B2	B3	Ride Cymbal Acoustic 2			Ride Cymbal Acoustic 2			Ride Cymbal 2					
60	C3	C4							Bongo H					
61	C#3	C#4							Bongo L					
62	D3	D4							Conga H Mute					
63	D#3	D#4							Conga H Open					
64	E3	E4							Conga L					
65	F3	F4							Timbale H					
66	F#3	F#4							Timbale L					
67	G3	G4							Agogo H					
68	G#3	G#4							Agogo L					
69	A3	A4							Cabasa					
70	A#3	A#4							Maracas					
71	B3	B4							Samba Whistle H	●				
72	C4	C5							Samba Whistle L	●				
73	C#4	C#5							Guiro Short					
74	D4	D5							Guiro Long	●				
75	D#4	D#5							Claves					
76	E4	E5							Wood Block H					
77	F4	F5							Wood Block L					
78	F#4	F#5							Cuica Mute					
79	G4	G5							Cuica Open					
80	G#4	G#5							Triangle Mute		2			
81	A4	A5							Triangle Open		2			
82	A#4	A#5							Shaker					
83	B4	B5							Jingle Bells					
84	C5	C6							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 Key Off: Keys marked "●" stop sounding the instant they are released.

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

Same as StandardKit1 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			HitKit			JazzKit			BrushKit			RoomKit		
MSB(0-127)-LSB(0-127)-PC(1-128)			127-0-5			127-0-33			127-0-41			127-0-9		
MIDI		Keyboard Note	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)
Note#	Note													
13	C#-1	C#0												
14	D-1	D0												
15	D#-1	D#0												
16	E-1	E0												
17	F-1	F0												
18	F#-1	F#0												
19	G-1	G0												
20	G#-1	G#0												
21	A-1	A0												
22	A#-1	A#0												
23	B-1	B0												
24	C0	C1												
25	C#0	C#1												
26	D0	D1												
27	D#0	D#1												
28	E0	E1												
29	F0	F1												
30	F#0	F#1												
31	G0	G1	Snare Electro			Snare Jazz H			Brush Slap 2					
32	G#0	G#1												
33	A0	A1	Kick Tight L											
34	A#0	A#1	Snare Pitched											
35	B0	B1	Kick Wet											
36	C1	C2	Kick Tight H			Kick Jazz			Kick Jazz					
37	C#1	C#2	Stick Ambient			Side Stick Light			Side Stick Light					
38	D1	D2	Snare Ambient			Snare Jazz L			Brush Slap 3			Snare Snappy		
39	D#1	D#2												
40	E1	E2	Snare Tight 2			Snare Jazz M			Brush Tap 2			Snare Tight Snappy		
41	F1	F2	Hybrid Tom 1						Tom Brush 1			Tom Room 1		
42	F#1	F#2	Hi-Hat Closed 2		1									
43	G1	G2	Hybrid Tom 2						Tom Brush 2			Tom Room 2		
44	G#1	G#2	Hi-Hat Pedal 2		1									
45	A1	A2	Hybrid Tom 3						Tom Brush 3			Tom Room 3		
46	A#1	A#2	Hi-Hat Open 2		1									
47	B1	B2	Hybrid Tom 4						Tom Brush 4			Tom Room 4		
48	C2	C3	Hybrid Tom 5						Tom Brush 5			Tom Room 5		
49	C#2	C#3												
50	D2	D3	Hybrid Tom 6						Tom Brush 6			Tom Room 6		
51	D#2	D#3												
52	E2	E3												
53	F2	F3												
54	F#2	F#3	Tambourine Light											
55	G2	G3												
56	G#2	G#3												
57	A2	A3												
58	A#2	A#3												
59	B2	B3												
60	C3	C4												
61	C#3	C#4												
62	D3	D4												
63	D#3	D#4												
64	E3	E4												
65	F3	F4												
66	F#3	F#4												
67	G3	G4												
68	G#3	G#4												
69	A3	A4												
70	A#3	A#4												
71	B3	B4												
72	C4	C5												
73	C#4	C#5												
74	D4	D5												
75	D#4	D#5												
76	E4	E5												
77	F4	F5												
78	F#4	F#5												
79	G4	G5												
80	G#4	G#5												
81	A4	A5												
82	A#4	A#5												
83	B4	B5												
84	C5	C6												
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 Key Off: Keys marked "●" stop sounding the instant they are released.

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

Same as StandardKit1 No Sound

*3 Actual keyboard notes of the SFX Kit 1 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 / ドラム/SFXキットリスト

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

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

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

Same as StandardKit1 No Sound

*3 Actual keyboard notes of the SFX Kit 1 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 / ドラム/SFXキットリスト

Kit Name			AnalogT9Kit			BreakKit			HipHopKit			AnalogKit		
MSB(0-127)-LSB(0-127)-PC(1-128)			127-0-60			127-0-58			127-0-57			127-0-26		
MIDI		Keyboard Note	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)
Note#	Note													
13	C#-1	C#0												
14	D-1	D0												
15	D#-1	D#0												
16	E-1	E0												
17	F-1	F0												
18	F#-1	F#0												
19	G-1	G0	Snare Drum&Bass 1						Hi-Hat Closed T8 2		4			
20	G#-1	G#0	Kick Break 2			Snare Break 8			Tom T8 3					
21	A-1	A0	Snare Distortion			Snare Break 9			Hi-Hat Open T8 2		4			
22	A#-1	A#0	Kick Tek Power			Hi-Hat Closed Break 1	●		Tom T8 6					
23	B-1	B0	Kick Distortion RM			Hi-Hat Closed Break 2	●		Crash T8					
24	C0	C1	Kick T9 2			Kick Break Deep			Triangle Mute		1			
25	C#0	C#1	Snare Analog CR			Snare Hip			Triangle Open		1			
26	D0	D1	Snare T9 5			Snare Lo-Fi			Wind Chime					
27	D#0	D#1	Clap Analog Sm			Snare Clappy			Tambourine Light 2					
28	E0	E1	Snare T9 Gate 1			Snare LdwH Mono			Tambourine Light 1			Reverse Cymbal	●	
29	F0	F1	Snare Rock Roll	●		Snare Rock Roll	●		Kick HipHop 9					
30	F#0	F#1	Snare T9 3			Snare Gate 1			Hi-Hat Closed Tek		3	Hi Q 2		
31	G0	G1	Snare T9 4			Snare Mid			Kick Gate			Snare Noisy 4		
32	G#0	G#1	Snare T9 Gate 2			Snare Break Rim			Hi-Hat Open Lo-Fi		3			
33	A0	A1	Kick T9 4			Kick Break Heavy			Kick Gran Casa Open			Kick 3		
34	A#0	A#1	Snare T9 6			Snare Hip Rim 4			Hi-Hat Reverse Drum&Bass					
35	B0	B1	Kick T9 1			Kick Break 2			Kick HipHop 1			Kick Analog Short		
36	C1	C2	Kick T9 3			Kick Break 1			Kick Analog CR			Kick Analog		
37	C#1	C#2	Snare T9 Rim			Snare Hip Rim 1			Snare Analog Sm Rim			Side Stick Analog		
38	D1	D2	Snare T9 1			Snare Break 3			Snare HipHop 1			Snare Analog		
39	D#1	D#2	Clap T9			Snare Break 1			Snare Clappy					
40	E1	E2	Snare T9 2			Snare Break 2			Snare HipHop 2			Snare Analog 2		
41	F1	F2	Tom T9 1			Tom Break 1			Tom Analog 1					
42	F#1	F#2	Hi-Hat Closed T9		1	Hi-Hat Closed Rock Soft		1	Hi-Hat Closed HipHop		2	Hi-Hat Closed Analog		1
43	G1	G2	Tom T9 2			Tom Break 2			Low Tom			Tom Analog 2		
44	G#1	G#2	Hi-Hat Pedal T9		1	Hi-Hat Pedal Rock		1	Hi-Hat Pedal HipHop		2	Hi-Hat Closed Analog 2		1
45	A1	A2	Tom T9 3			Tom Break 3			Mid Tom L			Tom Analog 3		
46	A#1	A#2	Hi-Hat Open T9		1	Hi-Hat Half Open Rock		1	Hi-Hat Open HipHop		2	Hi-Hat Open Analog		1
47	B1	B2	Tom T9 4			Tom Break 4			High Tom			Tom Analog 4		
48	C2	C3	Tom T9 5			Tom Break 5			Ride Cymbal 3			Tom Analog 5		
49	C#2	C#3	Crash Cymbal T9						Crash Cymbal 3			Crash Analog		
50	D2	D3	Tom T9 6			Tom Break 6			Shaker 2			Tom Analog 6		
51	D#2	D#3	Ride Cymbal T9			Ride Cymbal 3			Scratch Bass Drum Forward					
52	E2	E3	China Cymbal 2			China Cymbal 2			Scratch Bass Drum Reverse					
53	F2	F3	Ride Cymbal Cup 2			Ride Cymbal Cup 2			Kick HipHop 2					
54	F#2	F#3	Tambourine RX5			Tambourine 1 Hit			Snare HipHop Rim 2					
55	G2	G3	Splash Cymbal 2			Splash Cymbal 2			HipHop Clap 2					
56	G#2	G#3	Cowbell 1			Cowbell 1			HipHop Snap 1			Cowbell Analog		
57	A2	A3	Crash Cymbal 4						Snare HipHop 3					
58	A#2	A#3	Cowbell T8			Cowbell RX11			Electric Clap 2					
59	B2	B3	Ride Cymbal 3						Kick Hip Deep					
60	C3	C4	Conga T8 5						Kick HipHop 3					
61	C#3	C#4	Conga T8 4						Snare HipHop Rim 3					
62	D3	D4	Conga Tip			Conga H Tip			Snare HipHop 5			Conga Analog H		
63	D#3	D#4	Conga Open Slap			Conga H Open Slap			Electric Clap 1			Conga Analog M		
64	E3	E4	Conga Open			Conga H Open			Handbell H			Conga Analog L		
65	F3	F4				Bongo 2 H			Kick HipHop 4					
66	F#3	F#4				Bongo 2 L			HipHop Clap 3					
67	G3	G4	Analog Click			Conga Open			HipHop Snap 2					
68	G#3	G#4	Conga T8 1						Snare HipHop Rim 5					
69	A3	A4							HipHop Flex 1					
70	A#3	A#4	Maracas Slur 2			Maracas Slur			HipHop Flex 2			Maracas 2		
71	B3	B4	Fx Gun 2	●		Timbale H			Shaker 2					
72	C4	C5	Fx Gun 1	●		Timbale L			Kick HipHop 5					
73	C#4	C#5	Scratch H 3	●		Scratch H 3	●		Snare HipHop Rim 4					
74	D4	D5	Scratch Down	●		Scratch Down	●		Snare HipHop 6					
75	D#4	D#5	Hi Q 3						Snare HipHop 11			Claves 2		
76	E4	E5	Hi Q 1						Kick HipHop 10					
77	F4	F5	Hi Q 2						Snare HipHop 7					
78	F#4	F#5	Scratch H 2			Scratch H 2			HipHop Clap 5			Scratch H 2		
79	G4	G5	Scratch L 2			Scratch L 2			Conga H Tip			Scratch L 2		
80	G#4	G#5							Conga H Heel					
81	A4	A5							Conga H Open					
82	A#4	A#5	Analog Shaker			Kick Break 3			Conga L Open 1					
83	B4	B5				Kick Break 4			Conga L Open 2					
84	C5	C6				Kick Break 5	●		Kick HipHop 8					
85	C#5	C#6	Snare Piccolo			Kick Break 6			HipHop Clap 6					
86	D5	D6	Snare T8 7			Kick Break 7			Snare T8 1					
87	D#5	D#6	SnareRockRollDist			Hi-Hat Closed Break 3			Snare T8 1 H					
88	E5	E6	Snare Brush Mute			Snare Break 4			HipHop Clap 7					
89	F5	F6	Kick Blip Hard			Snare Break 5			Tom T8 1					
90	F#5	F#6	Snare Jungle 1			Snare Break 6			Hi-Hat Closed T8 2					
91	G5	G6	Kick Sustain			Snare Break 7			Tom T8 2					

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

Same as StandardKit1 No Sound

*3 Actual keyboard notes of the SFX Kit 1 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 / ドラム/SFXキットリスト

Kit Name			DanceKit			SymphonyKit			BrasilKit1			BrasilKit2		
MSB(0-127)-LSB(0-127)-PC(1-128)			127-0-28			127-0-49			126-0-98			126-0-99		
MIDI Note#	Note	Keyboard Note	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)
13	C#-1	C#0	Kick Dance 1											
14	D-1	D0	Kick Dance 2											
15	D#-1	D#0												
16	E-1	E0												
17	F-1	F0	Scratch Dance 1	●										
18	F#-1	F#0	Scratch Dance 2	●										
19	G-1	G0												
20	G#-1	G#0												
21	A-1	A0	Dance Perc 1											
22	A#-1	A#0	Reverse Dance 1											
23	B-1	B0	Dance Perc 2											
24	C0	C1	Hi Q Dance 1									Repinique 1 Center		Repinique 1 Center
25	C#0	C#1	Snare Analog 3									Repinique 1 Rim Shot		Repinique 1 Rim Shot
26	D0	D1	Vinyl Noise	●								Repinique 1 Hard Slap		Repinique 1 Hard Slap
27	D#0	D#1	Snare Analog 4									Repinique 1 Rim		Repinique 1 Rim
28	E0	E1	Reverse Cymbal	●								Repinique 2 Center		Repinique 2 Center
29	F0	F1	Reverse Dance 2	●								Repinique 2 Rim Shot		Repinique 2 Rim Shot
30	F#0	F#1	Hi Q 2									Zabumba Mute RH	8	Zabumba Mute RH
31	G0	G1	Snare Techno									Zabumba Open RH	8	Zabumba Open RH
32	G#0	G#1	Snare Dance 1									Zabumba Stick LH		Zabumba Stick LH
33	A0	A1	Kick Techno Q			Kick Soft 2						Surdo 2 Mute	2	Surdo 2 Mute
34	A#0	A#1	Rim Gate									Surdo 2 Open	2	Surdo 2 Open
35	B0	B1	Kick Techno L			Gran Cassa						Surdo 2 Stop	2	Surdo 2 Stop
36	C1	C2	Kick Techno			Gran Cassa Mute						Surdo 2 Side Stick		Surdo 2 Sdstck
37	C#1	C#2	Side Stick Analog									Caixa Rim Shot		Caixa 2 Rim Shot
38	D1	D2	Snare Clap			Band Snare						Caixa Center		Caixa 2 Center
39	D#1	D#2	Dance Clap									Tamborim WV St Rim		Tamborim WV St Rim
40	E1	E2	Snare Dry			Band Snare 2						Tamborim WV StCn Open		Tamborim WV StCn Open
41	F1	F2	Tom Dance 1									Tamborim WV FnBack		Tamborim WV FnBack
42	F#1	F#2	Hi-Hat Closed 3		1							Tamborim MS t1 Down		Tamborim MS t1 Down
43	G1	G2	Tom Dance 2									Tamborim MS t1 up		Tamborim MS t1 up
44	G#1	G#2	Hi-Hat Closed Analog 3		1							Surdo 1 Mute	3	Djambe Abafado
45	A1	A2	Tom Dance 3									Surdo 1 Open	3	Djambe Solto
46	A#1	A#2	Hi-Hat Open 3		1							Surdo 1 Stop	3	Djambe Keto
47	B1	B2	Tom Dance 4									Surdo 3 Mute	4	Djimbai Abafado
48	C2	C3	Tom Dance 5									Surdo 3 Open	4	Djimbai Solto
49	C#2	C#3	Crash Analog			Hand Cymbal						Surdo 3 Stop	4	Djimbai Keto
50	D2	D3	Tom Dance 6									Tan Tan 1 Close RH	5	Tan Tan 2 Open RH
51	D#2	D#3				Hand Cymbal Short						Tan Tan 1 Open RH	5	Tan Tan 2 Thm Open RH
52	E2	E3										Tan Tan 1 Slap RH	5	Tan Tan 2 Slap RH
53	F2	F3										Tan Tan 1 Body LH		Tan Tan 2 Body
54	F#2	F#3	Tambourine Analog									Pandeiro L Thumb Close	9	Pandeiro Couro Thumb Close
55	G2	G3										Pandeiro L Thumb Open	9	Pandeiro Couro Thumb Open
56	G#2	G#3	Cowbell Dance									Pandeiro L Toe Rim	9	Pandeiro Couro ToLo Open
57	A2	A3				Hand Cymbal 2						Pandeiro L Heel	9	Pandeiro Couro Heel
58	A#2	A#3	Vibraslap Analog									Pandeiro L Slap	9	Pandeiro Couro Slap
59	B2	B3	Ride Analog			Hand Cymbal Short 2						Pandeiro L Roll	● 9	Pandeiro Couro Roll
60	C3	C4	Bongo Analog H									Reco-Reco		Reco 2
61	C#3	C#4	Bongo Analog L									Chocalho		Chocalho
62	D3	D4	Conga Analog H									Caxixi		Caxixi
63	D#3	D#4	Conga Analog M									Timbale Hi Rim		Timbale Hi Rim
64	E3	E4	Conga Analog L									Timbale Lo Rim		Timbale Lo Rim
65	F3	F4										Timbale Hi		Timbale Hi
66	F#3	F#4										Timbale Lo		Timbale Lo
67	G3	G4										Agogo Bell 1	6	Shaker Tone
68	G#3	G#4										Agogo Bell 2	6	Shaker Alter
69	A3	A4										Agogo Click 1	6	Afoxe Open
70	A#3	A#4	Maracas 2									Agogo Click 2	6	Cabasa 2 V Short
71	B3	B4										Cabasa		Cabasa
72	C4	C5										Ganza		Ganza 2 Loud
73	C#4	C#5										Repique Anel Thumb Rim LH	7	Timba Abafado
74	D4	D5										Repique Anel Thumb Rim RH	7	Timba Solto
75	D#4	D#5	Claves 2									Repique Anel Muted	7	Timba Keto
76	E4	E5	Dance Perc 3									Repique Anel Open	7	Timba Armacao
77	F4	F5	Dance Perc 4	●								Cuica Hi Short		Cuica Hi Short
78	F#4	F#5	Dance Breath 1									Cuica Mid Short		Cuica Mid Short
79	G4	G5	Dance Breath 2	●								Cuica Lo Short		Cuica Lo Short
80	G#4	G#5										Triangulo Close	1	Triangulo 2 Close
81	A4	A5										Triangulo Open	1	Triangulo 2 Open
82	A#4	A#5										Repique de Mao Slap		Repique de Mao Slap
83	B4	B5										Repique de Mao Thm Rim		Repique de Mao Thm Rim
84	C5	C6										Repique de Mao Open		Repique de Mao Open
85	C#5	C#6										Apito Hi Short	●	Apito Hi Short
86	D5	D6										Apito Lo Short	●	Apito Lo Short
87	D#5	D#6												
88	E5	E6												
89	F5	F6												
90	F#5	F#6												
91	G5	G6												

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

Same as StandardKit1 No Sound

*3 Actual keyboard notes of the SFX Kit 1 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 / ドラム/SFXキットリスト

Kit Name			Berimbau&Surdo			CubanKit			PopLatinKit			ArabicKit1		
MSB(0-127)-LSB(0-127)-PC(1-128)			126-0-42			126-0-41			126-0-44			126-0-37		
MIDI	Keyboard													
Note#	Note	Note	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)
13	C#-1	C#0										Zarb Back mf		
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							Hand Clap			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				Conga H Tip			Conga H Tip			Neghareh Pelang f		
23	B-1	B0				Conga H Heel			Conga H Heel			Tombak Trill	●	
24	C0	C1	Surdo Abafado 1			Conga H Open			Conga H Open			Khaligi Clap 1		
25	C#0	C#1	Surdo Abafado 2			Conga H Mute			Conga H Mute			Arabic Zalgouta Open	●	
26	D0	D1	Surdo Abafado 3			Conga H Slap Open			Conga H Slap Open			Khaligi Clap 2		
27	D#0	D#1	Surdo Abafado 4			Conga H Slap			Conga H Slap			Arabic Zalgouta Close		
28	E0	E1	Surdo Abafado 5			Conga H Slap Mute			Conga H Slap Mute			Arabic Hand Clap		
29	F0	F1	Surdo Abafado 6			Conga L Tip			Conga L Tip			Tabel Tak 1		
30	F#0	F#1	Surdo Abafado 7			Conga L Heel			Conga L Heel			Sagat 1		
31	G0	G1	Surdo Solto 1			Conga L Open			Conga L Open			Tabel Dom		
32	G#0	G#1	Surdo Solto 2			Conga L Mute			Conga L Mute			Sagat 2		
33	A0	A1	Surdo Solto 3			Conga L Slap Open			Conga L Slap Open			Tabel Tak 2		
34	A#0	A#1	Surdo Solto 4			Conga L Slap			Conga L Slap			Sagat 3		
35	B0	B1	Surdo Solto 5			Conga L Slide	●		Conga L Slide	●		Riq Tik 3		
36	C1	C2	Surdo Solto 6			Bongo H Open One Finger			Bongo H Open One Finger			Riq Tik 2		
37	C#1	C#2	Surdo Ponta 1			Bongo H Open Three Finger			Bongo H Open Three Finger			Riq Tik Hard 1		
38	D1	D2	Surdo Ponta 2			Bongo H Rim			Bongo H Rim			Riq Tik 1		
39	D#1	D#2	Surdo Ponta 3			Bongo H Tip			Bongo H Tip			Riq Tik Hard 2		
40	E1	E2	Surdo Ponta 4			Bongo H Heel			Bongo H Heel			Riq Tik Hard 3		
41	F1	F2	Surdo Ponta 5			Bongo H Slap			Bongo H Slap			Riq Tish		
42	F#1	F#2	Surdo Ponta 6			Bongo L Open One Finger			Bongo L Open One Finger			Riq Snouj 2		
43	G1	G2	Surdo Aro 1			Bongo L Open Three Finger			Bongo L Open Three Finger			Riq Roll	●	
44	G#1	G#2	Surdo Aro 2			Bongo L Rim			Bongo L Rim			Riq Snouj 1		
45	A1	A2	Surdo Aro 3			Bongo L Tip			Bongo L Tip			Riq Sak		
46	A#1	A#2	Surdo Aro 4			Bongo L Heel			Bongo L Heel			Riq Snouj 3		
47	B1	B2	Surdo Aro 5			Bongo L Slap			Bongo L Slap			Riq Snouj 4		
48	C2	C3	Surdo Aro 6			Timbale L			Timbale L Open			Riq Tak 1		
49	C#2	C#3	Berimbau Solto 1-1									Riq Brass 1		
50	D2	D3	Berimbau Solto 1-2									Riq Tak 2		
51	D#2	D#3	Berimbau Solto 1-3									Riq Brass 2		
52	E2	E3	Berimbau Solto 1-4									Riq Dom		
53	F2	F3	Berimbau Solto 1-5			Paila L			Paila L			Katem Tak Doff		
54	F#2	F#3	Berimbau Solto 1-6			Timbale H			Timbale H Open			Katem Dom		
55	G2	G3	Berimbau Pedra 1-1									Katem Sak 1		
56	G#2	G#3	Berimbau Pedra 1-2									Katem Tak 1		
57	A2	A3	Berimbau Pedra 1-3									Katem Sak 2		
58	A#2	A#3	Berimbau Pedra 1-4									Katem Tak 2		
59	B2	B3	Berimbau Pedra 1-5			Paila H			Paila H			Daholla Sak 2		
60	C3	C4	Berimbau Pedra 1-6			Cowbell Top			Cowbell Top			Daholla Sak 1		
61	C#3	C#4	Berimbau Abafado 1-1									Daholla Tak 1		
62	D3	D4	Berimbau Abafado 1-2									Daholla Dom		
63	D#3	D#4	Berimbau Abafado 1-3									Daholla Tak 2		
64	E3	E4	Berimbau Abafado 1-4			Guiro Short			Guiro Short			Tablah Prok		
65	F3	F4	Berimbau Abafado 1-5			Guiro Long	●		Guiro Long	●		Tablah Dom 2		
66	F#3	F#4	Berimbau Abafado 1-6									Tablah Roll of Edge	●	
67	G3	G4	Berimbau Solto 2-1									Tablah Tak Finger 4		
68	G#3	G#4	Berimbau Solto 2-2			Tambourine			Tambourine			Tablah Tak Trill 1		
69	A3	A4	Berimbau Solto 2-3									Tablah Tak Finger 3		
70	A#3	A#4	Berimbau Solto 2-4									Tablah Tak Trill 2		
71	B3	B4	Berimbau Solto 2-5									Tablah Tak Finger 2		
72	C4	C5	Berimbau Solto 2-6			Maracas			Maracas			Tablah Tak Finger 1		
73	C#4	C#5	Berimbau Pedra 2-1			Shaker			Shaker			Tablah Tik 2		
74	D4	D5	Berimbau Pedra 2-2			Cabasa			Cabasa			Tablah Tik 4		
75	D#4	D#5	Berimbau Pedra 2-3						Cuica Mute			Tablah Tik 3		
76	E4	E5	Berimbau Pedra 2-4						Cuica Open			Tablah Tik 1		
77	F4	F5	Berimbau Pedra 2-5									Tablah Tak 3		
78	F#4	F#5	Berimbau Pedra 2-6									Tablah Tak 1		
79	G4	G5	Berimbau Abafado 2-1									Tablah Tak 4		
80	G#4	G#5	Berimbau Abafado 2-2									Tablah Tak 2		
81	A4	A5	Berimbau Abafado 2-3						Triangle Mute		1	Tablah Sak 2		
82	A#4	A#5	Berimbau Abafado 2-4						Triangle Open		1	Tablah Tremolo	●	
83	B4	B5	Berimbau Abafado 2-5									Tablah Sak 1		
84	C5	C6	Berimbau Abafado 2-6						Wind Chime			Tablah Dom 1		
85	C#5	C#6												
86	D5	D6												
87	D#5	D#6												
88	E5	E6												
89	F5	F6												
90	F#5	F#6												
91	G5	G6												

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

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

Same as StandardKit1 No Sound

*3 Actual keyboard notes of the SFX Kit 1 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 / ドラム/SFXキットリスト

Kit Name			ArabicKit2			ArabicMixtureKit			IndianKit			ChineseKit		
MSB(0-127)-LSB(0-127)-PC(1-128)			126-0-36			126-0-65			126-0-115			126-0-125		
MIDI		Keyboard Note	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)
Note#	Note													
13	C#-1	C#0							Conga Analog H					
14	D-1	D0							Conga Analog M					
15	D#-1	D#0							Conga Analog L					
16	E-1	E0							Vibraslap			Indian Hand Clap		
17	F-1	F0							Kick Techno L			Daffli Open		
18	F#-1	F#0							Side Stick Arabic Mix			Daffli Slap	1	
19	G-1	G0							Snare Techno			Daffli Rim	1	
20	G#-1	G#0							Guero Long	●		Duff Open		
21	A-1	A0							Kick Techno Q			Duff Slap		
22	A#-1	A#0							Open Rim Shot			Duff Rim		
23	B-1	B0							Funk Snare 2			Hatheli Long	2	
24	C0	C1	Nakarazan Dom						Kick Arabic Mix			Hatheli Short	2	Da Cha 2 ●
25	C#0	C#1	Cabasa						Funk Snare 1			Baya ge	3	Da Gu mp ● 2
26	D0	D1	Nakarazan Edge						Snare Arabic Mix			Baya ke	3	Da Gu Rim ●
27	D#0	D#1	Hager Dom						Hand Clap			Baya ghe	3	Da Gu f ● 2
28	E0	E1	Hager Edge						Snare			Baya ka	3	Da Gu Hand ● 2
29	F0	F1	Bongo H						Tom Electro 1			Tabla na	4	Da Gu Roll ● 2
30	F#0	F#1	Bongo L						Hi-Hat Closed Arabic Mix			Tabla tin	4	Pai Gu 4 ●
31	G0	G1	Conga H Mute						Tom Electro 2	1		Tablabaya dha	3	Pai Gu 4 High ●
32	G#0	G#1	Conga H Open						Hi-Hat Half Arabic Mix	1		Dhol 1 Open		Pai Gu 3 ●
33	A0	A1	Conga L						Tom Electro 3			Dhol 1 Slap	5	Pai Gu 3 High ●
34	A#0	A#1	Zagrouda H						Hi-Hat Open Arabic Mix	1		Dhol 1 Mute	5	Pai Gu 2 ●
35	B0	B1	Zagrouda L	●					Tom Electro 4			Dhol 1 Open Slap	5	Pai Gu 2 High ●
36	C1	C2	Kick Soft						Tom Electro 5			Dhol 1 Roll		Pai Gu 1 ●
37	C#1	C#2	Side Stick						Crash Cymbal 1			Dandia Short	6	Luo High 1 ●
38	D1	D2	Snare Soft						Snare Soft			Dandia Long	6	Gong Batter ●
39	D#1	D#2	Arabic Hand Clap						Tom Electro 6			Chutki		Jin Luo ●
40	E1	E2	Snare Drum						Hi-Hat Open 3	1		Chipri		Luo High 2 ●
41	F1	F2	Floor Tom L						Reverse Cymbal	●		Khanjira Open		Luo Mid-Low ● 5
42	F#1	F#2	Hi-Hat Closed		1				Timbale L			Khanjira Slap		Luo ●
43	G1	G2	Floor Tom H						Hi-Hat Open			Khanjira Mute		Jin Luo Low ● 5
44	G#1	G#2	Hi-Hat Pedal		1				Timbale H			Khanjira Bendup		Da Cha 1 ● 5
45	A1	A2	Low Tom						Conga H Mute			Khanjira Benddown		Da Cha Effect ● 5
46	A#1	A#2	Hi-Hat Open		1				Tambourine			Dholak 1 Open		Zhong Cha ●
47	B1	B2	Mid Tom L						Conga L			Dholak 1 Mute	7	Xiao Cha Effect ● 1
48	C2	C3	Mid Tom H						Cowbell			Dholak 1 Slap	7	Xiao Cha ● 1
49	C#2	C#3	Crash Cymbal 1						Claves			Dholak 2 Open		Mang Luo Low ●
50	D2	D3	High Tom						Bongo H			Dholak 2 Slap	8	Mang Luo Mid ●
51	D#2	D#3	Ride Cymbal 1						Wood Block H			Dhol 2 Rim	8	Qing ●
52	E2	E3	Crash Cymbal 2						Bongo L			Mridangam na	9	Finger Bell ●
53	F2	F3	Duhulla Dom						Wood Block L			Mridangam din	9	Luo Big ●
54	F#2	F#3	Tambourine						Kurdish Dohol Low f			Mridangam ki	9	Mu Yu Low ●
55	G2	G3	Duhulla Tak						Cabasa			Mridangam ta	9	Mu Yu Mid-Low ●
56	G#2	G#3	Cowbell						Kurdish Dohol High f			Mridangam Chapu	9	Mu Yu Mid ●
57	A2	A3	Duhulla Sak						Shaker			Mridangam Lo Closed	10	Mu Yu High ●
58	A#2	A#3	Claves						Snap 1			Mridangam Lo Open	10	Nan Bang Zi Roll ● 3
59	B2	B3	Doff Dom						Maracas			Chimta Normal	11	Nan Bang Zi ● 3
60	C3	C4	Katem Dom						Snap 2			Chimta Ring	11	Ban Gu ● 4
61	C#3	C#4	Katem Tak						Khaligi Twaizat 3	4		Dholki Hi Open	12	Ban ● 4
62	D3	D4	Katem Sak						Khaligi Twaizat 1	4		Dholki Hi Mute	12	Ban Gu Roll ● 4
63	D#3	D#4	Katem Tak						Khaligi Twaizat 2	4		Dholki Lo Open	13	Chinese Opera Voice 1 ●
64	E3	E4	Doff Tak						Khaligi Twaizat 5 Open	4		Dholki Hi Slap	12	Chinese Opera Voice 2 ●
65	F3	F4	Tabla Dom						Khaligi Twaizat 4 Open	4		Dholki Lo Slide	13	Chinese Opera Voice 3 ●
66	F#3	F#4	Tabla Tak 1						Khaligi Tablah Small Dom	3		Khol Open	14	Yun Luo F# ●
67	G3	G4	Tabla Tik						Khaligi Tar Barashim Group Dom			Khol Slide		Yun Luo F#4 ●
68	G#3	G#4	Tabla Tak 2						Khaligi Tablah Small Snap			Khol Mute	14	Yun Luo G4 ●
69	A3	A4	Tabla Sak						Khaligi Tar Barashim Group Sak			Manjira Open	15	Yun Luo G#4 ●
70	A#3	A#4	Tabla Roll Edge	●					Khaligi Tablah Small Sak	3		Manjira Close	15	Yun Luo A4 ●
71	B3	B4	Tabla Flam						Khaligi Tar Barashim Group Tak			Jhanji Open	16	Yun Luo A#4 ●
72	C4	C5	Sagat 1						Khaligi Tablah Small Tik	3		Jhanji Close	16	Yun Luo B4 ●
73	C#4	C#5	Tabel Dom						Khaligi Tablah Big Dom 1			Mondira Open	17	Yun Luo C5 ●
74	D4	D5	Sagat 3						Khaligi Tar Segal Dom			Mondira Close	17	Yun Luo C#5 ●
75	D#4	D#5	Tabel Tak						Khaligi Tablah Big Tak 1			Indian Bhangra Scat 1		Yun Luo D5 ●
76	E4	E5	Sagat 2						Khaligi Tar Segal Tak			Indian Bhangra Scat 2		Yun Luo D#5 ●
77	F4	F5	Rik Dom						Khaligi Tablah Big Sak 1			Indian Bhangra Scat 3		Yun Luo E5 ●
78	F#4	F#5	Rik Tak 2						Tablah Dom 1			Indian Bhangra Scat 4		Yun Luo F5 ●
79	G4	G5	Rik Finger 1						Tablah Tak 1			Khomokh Normal		Yun Luo F#5 ●
80	G#4	G#5	Rik Tak 1						Tablah Tremolo	●		Khomokh Mute		Yun Luo G5 ●
81	A4	A5	Rik Finger 2						Tablah Tak 2			Khomokh mlatak		Yun Luo G#5 ●
82	A#4	A#5	Rik Brass Tremolo	●					Tablah Tik 1			Thavil Open		Yun Luo A5 ●
83	B4	B5	Rik Sak						Tablah Sak 1			Thavil Slap		Yun Luo A#5 ●
84	C5	C6	Rik Tik						Tablah Tik 3			Thavil Mute		Yun Luo B5 ●
85	C#5	C#6							Tablah Tik 2			Khartaal		Yun Luo C6 ●
86	D5	D6										Dholak 2 Open	18	
87	D#5	D#6										Dholak 2 Slide	18	
88	E5	E6										Dholak 2 Rim 1		
89	F5	F6										Dholak 2 Rim 2		
90	F#5	F#6										Dholak 2 Ring		
91	G5	G6										Dholak 2 Slap		

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

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

Same as StandardKit1 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			ChineseMixtureKit			BassDrumKit			ReverseBsDrumKit			SFX Kit1 (*3)		
MSB(0-127)-LSB(0-127)-PC(1-128)			127-0-128			126-0-21			126-0-22			126-0-1		
MIDI		Keyboard Note	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)
Note#	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				BD Analog Rubber 1			Reverse BD Analog Rubber 1			Cutting Noise 1	●	
37	C#1	C#2				BD Analog Loose			Reverse BD Analog Loose			Cutting Noise 2	●	
38	D1	D2				BD Synth 1			Reverse BD Synth 1					
39	D#1	D#2				BD Synth 2			Reverse BD Synth 2			String Slap	●	
40	E1	E2				BD Analog Distortion 1			Reverse BD Analog Distortion 1					
41	F1	F2				Ripper			Reverse Ripper					
42	F#1	F#2				BD Analog 70 L								
43	G1	G2				BD Analog 70			Reverse BD Analog 70					
44	G#1	G#2				BD Analog 80			Reverse BD Analog 81					
45	A1	A2				BD Analog 80 Long								
46	A#1	A#2				BD Dry			Reverse BD Dry					
47	B1	B2				BD Dry Hard								
48	C2	C3				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	China Cymbal			BD Break Lo-fi 1			Reverse BD Break Lo-fi 1			Flute Key Click	●	
53	F2	F3				BD & Hi-Hat Open			Reverse BD & Hi-Hat Open					
54	F#2	F#3				BD Jungle 2								
55	G2	G3				BD Jungle 1								
56	G#2	G#3				BD Jungle 3			Reverse BD Jungle 3					
57	A2	A3				BD D&B 1			Reverse BD D&B 1					
58	A#2	A#3				BD D&B 2			Reverse BD D&B 2					
59	B2	B3				BD RX5 1			Reverse BD RX5 1					
60	C3	C4				BD RX5 2			Reverse BD RX5 2					
61	C#3	C#4				BD Room 3			Reverse BD Room 3					
62	D3	D4				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	Dagu Mute		4	BD Break Deep			Reverse BD Break Deep					
68	G#3	G#4	Zhongcha Mute		5	BD Break Heavy			Reverse BD Break Heavy			Shower	●	
69	A3	A4	Dagu Heavy		4	BD Break Hard			Reverse BD Break Hard			Thunder	●	
70	A#3	A#4	Zhongcha Open		5	Big Drum			Reverse Big Drum			Wind	●	
71	B3	B4	Paigu Middle	●		Taiko Drum			Reverse Taiko Drum			Stream	●	
72	C4	C5	Paigu Low	●		Surdo Open			Reverse Surdo Open			Bubble	●	
73	C#4	C#5	Xiaocha Mute		6	Feet 2			Reverse Feet 2			Feed	●	
74	D4	D5	Bangu	●		BD Industrial			Reverse Tom Industrial					
75	D#4	D#5	Xiaocha Open		6	Door Slam			Reverse Door Slam					
76	E4	E5	Bangzi			Punch			Reverse Punch					
77	F4	F5	Muyu Low			Heart								
78	F#4	F#5	Zhongluo Mute		7	Feet 1			Reverse Feet 1					
79	G4	G5	Muyu Mid-Low			BD Human			Reverse BD Human					
80	G#4	G#5	Zhongluo Open		7	BD Human Deep			Reverse BD Human Deep					
81	A4	A5	Muyu Middle			Vox Buh!			Reverse Vox Buh!					
82	A#4	A#5	Xiaoluo Open			Vox Muh!			Reverse Vox Muh!					
83	B4	B5	Muyu Mid-High											
84	C5	C6	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 Key Off: Keys marked "●" stop sounding the instant they are released.

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

Same as StandardKit1 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			SFX Kit2 (*3)			AnimalKit		
MSB(0-127)-LSB(0-127)-PC(1-128)			126-0-2			126-0-112		
MIDI		Keyboard Note	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)
Note#	Note							
13	C#-1	C#0						
14	D-1	D0						
15	D#-1	D#0						
16	E-1	E0						
17	F-1	F0						
18	F#-1	F#0						
19	G-1	G0						
20	G#-1	G#0						
21	A-1	A0						
22	A#-1	A#0						
23	B-1	B0						
24	C0	C1						
25	C#0	C#1						
26	D0	D1						
27	D#0	D#1						
28	E0	E1						
29	F0	F1						
30	F#0	F#1						
31	G0	G1						
32	G#0	G#1						
33	A0	A1						
34	A#0	A#1						
35	B0	B1						
36	C1	C2	Phone Call	●				
37	C#1	C#2	Door Squeak	●				
38	D1	D2	Door Slam	●				
39	D#1	D#2	Scratch Cut	●				
40	E1	E2	Scratch Split	●				
41	F1	F2	Wind Chime	●				
42	F#1	F#2	Telephone Ring	●				
43	G1	G2						
44	G#1	G#2						
45	A1	A2						
46	A#1	A#2						
47	B1	B2						
48	C2	C3				Rooster	●	
49	C#2	C#3						
50	D2	D3				Elephant	●	
51	D#2	D#3						
52	E2	E3	Car Engine Ignition	●		Horse	●	
53	F2	F3	Car Tires Squeal	●		Cricket	●	
54	F#2	F#3	Car Passing	●				
55	G2	G3	Car Crash	●		Cow	●	
56	G#2	G#3	Siren	●				
57	A2	A3	Train	●		Tiger	●	
58	A#2	A#3	Jet Plane	●				
59	B2	B3	Starship	●		Rattlesnake	●	
60	C3	C4	Burst	●		Monkeies	●	
61	C#3	C#4	Roller Coaster	●				
62	D3	D4	Submarine	●		Crow	●	
63	D#3	D#4						
64	E3	E4						
65	F3	F4						
66	F#3	F#4						
67	G3	G4						
68	G#3	G#4	Laugh	●				
69	A3	A4	Scream	●				
70	A#3	A#4	Punch	●				
71	B3	B4	Heart Beat	●				
72	C4	C5	Foot Steps	●				
73	C#4	C#5						
74	D4	D5						
75	D#4	D#5						
76	E4	E5						
77	F4	F5						
78	F#4	F#5						
79	G4	G5						
80	G#4	G#5						
81	A4	A5						
82	A#4	A#5						
83	B4	B5						
84	C5	C6	Machine Gun	●				
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 Key Off: Keys marked "●" stop sounding the instant they are released.

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

Same as StandardKit1 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			(GM2) StandardSet			(GM2) RoomSet			(GM2) PowerSet			(GM2) ElectroSet		
MSB(0-127)-LSB(0-127)-PC(1-128)			120-0-1			120-0-9			120-0-17			120-0-25		
MIDI	Keyboard		FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)
Note#	Note	Note												
13	C#-1	C#0												
14	D-1	D0												
15	D#-1	D#0												
16	E-1	E0												
17	F-1	F0												
18	F#-1	F#0												
19	G-1	G0												
20	G#-1	G#0												
21	A-1	A0												
22	A#-1	A#0												
23	B-1	B0												
24	C0	C1												
25	C#0	C#1												
26	D0	D1												
27	D#0	D#1	High Q											
28	E0	E1	Slap											
29	F0	F1	Scratch Push		7									
30	F#0	F#1	Scratch Pull		7									
31	G0	G1	Sticks											
32	G#0	G#1	Square Click											
33	A0	A1	Metronome Click											
34	A#0	A#1	Metronome Bell											
35	B0	B1	Acoustic Bass Drum											
36	C1	C2	Bass Drum 1						Power Kick Drum			Electric Bass Drum		
37	C#1	C#2	Side Stick											
38	D1	D2	Acoustic Snare						Power Snare Drum			Electric Snare 1		
39	D#1	D#2	Hand Clap											
40	E1	E2	Electric Snare											
41	F1	F2	Low Floor Tom			Room Low Tom 2			Power Low Tom 2			Electric Low Tom 2		
42	F#1	F#2	Closed Hi-hat		1									
43	G1	G2	High Floor Tom			Room Low Tom 1			Power Low Tom 1			Electric Low Tom 1		
44	G#1	G#2	Pedal Hi-hat		1									
45	A1	A2	Low Tom			Room Mid Tom 2			Power Mid Tom 2			Electric Mid Tom 2		
46	A#1	A#2	Open Hi-hat		1									
47	B1	B2	Low-Mid Tom			Room Mid Tom 1			Power Mid Tom 1			Electric Mid Tom 1		
48	C2	C3	High Mid Tom			Room Hi Tom 2			Power Hi Tom 2			Electric Hi Tom 2		
49	C#2	C#3	Crash Cymbal 1											
50	D2	D3	High Tom			Room Hi Tom 1			Power Hi Tom 1			Electric Hi Tom 1		
51	D#2	D#3	Ride Cymbal 1											
52	E2	E3	Chinese Cymbal									Reverse Cymbal		
53	F2	F3	Ride Bell											
54	F#2	F#3	Tambourine											
55	G2	G3	Splash Cymbal											
56	G#2	G#3	Cowbell											
57	A2	A3	Crash Cymbal 2											
58	A#2	A#3	Vibra-slap											
59	B2	B3	Ride Cymbal 2											
60	C3	C4	High Bongo											
61	C#3	C#4	Low Bongo											
62	D3	D4	Mute Hi Conga											
63	D#3	D#4	Open Hi Conga											
64	E3	E4	Low Conga											
65	F3	F4	High Timbale											
66	F#3	F#4	Low Timbale											
67	G3	G4	High Agogo											
68	G#3	G#4	Low Agogo											
69	A3	A4	Cabasa											
70	A#3	A#4	Maracas											
71	B3	B4	Short Whistle		2									
72	C4	C5	Long Whistle		2									
73	C#4	C#5	Short Guiro		3									
74	D4	D5	Long Guiro		3									
75	D#4	D#5	Claves											
76	E4	E5	Hi Wood Block											
77	F4	F5	Low Wood Block											
78	F#4	F#5	Mute Cuica		4									
79	G4	G5	Open Cuica		4									
80	G#4	G#5	Mute Triangle		5									
81	A4	A5	Open Triangle		5									
82	A#4	A#5	Shaker											
83	B4	B5	Jingle Bell											
84	C5	C6	Bell Tree											
85	C#5	C#6	Castanets											
86	D5	D6	Mute Surdo		6									
87	D#5	D#6	Open Surdo		6									
88	E5	E6												
89	F5	F6												
90	F#5	F#6												
91	G5	G6												

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

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

Same as (GM2) StandardSet No Sound

*3 Actual keyboard notes of the SFX Kit 1 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 / ドラム/SFXキットリスト

Kit Name			(GM2) AnalogSet			(GM2) JazzSet			(GM2) BrushSet			(GM2) OrchestraSet		
MSB(0-127)-LSB(0-127)-PC(1-128)			120-0-26			120-0-33			120-0-41			120-0-49		
MIDI	Keyboard													
Note#	Note	Note	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)	FullName	Key Off (*1)	Alt Group (*2)
13	C#-1	C#0												
14	D-1	D0												
15	D#-1	D#0												
16	E-1	E0												
17	F-1	F0												
18	F#-1	F#0												
19	G-1	G0												
20	G#-1	G#0												
21	A-1	A0												
22	A#-1	A#0												
23	B-1	B0												
24	C0	C1												
25	C#0	C#1												
26	D0	D1												
27	D#0	D#1										Closed Hi-hat 2		1
28	E0	E1										Pedal Hi-hat		1
29	F0	F1										Open Hi-hat 2		1
30	F#0	F#1										Ride Cymbal 1		
31	G0	G1												
32	G#0	G#1												
33	A0	A1												
34	A#0	A#1												
35	B0	B1				Jazz Kick 2			Jazz Kick 2			Concert BD 2		
36	C1	C2	Analog Bass Drum			Jazz Kick 1			Jazz Kick 1			Concert BD 1		
37	C#1	C#2	Analog Rim Shot											
38	D1	D2	Analog Snare 1						Brush Tap			Concert SD 1		
39	D#1	D#2							Brush Slap			Castanets		
40	E1	E2							Brush Swirl			Concert SD 2		
41	F1	F2	Analog Low Tom 2									Timpani F		
42	F#1	F#2	Analog CHH 1		1							Timpani F#		
43	G1	G2	Analog Low Tom 1									Timpani G		
44	G#1	G#2	Analog CHH 2		1							Timpani G#		
45	A1	A2	Analog Mid Tom 2									Timpani A		
46	A#1	A#2	Analog OHH		1							Timpani A#		
47	B1	B2	Analog Mid Tom 1									Timpani B		
48	C2	C3	Analog Hi Tom 2									Timpani c		
49	C#2	C#3	Analog Cymbal									Timpani c#		
50	D2	D3	Analog Hi Tom 1									Timpani d		
51	D#2	D#3										Timpani d#		
52	E2	E3										Timpani e		
53	F2	F3										Timpani f		
54	F#2	F#3												
55	G2	G3												
56	G#2	G#3	Analog Cowbell											
57	A2	A3										Concert Cymbal 2		
58	A#2	A#3												
59	B2	B3										Concert Cymbal 1		
60	C3	C4												
61	C#3	C#4												
62	D3	D4	Analog High Conga											
63	D#3	D#4	Analog Mid Conga											
64	E3	E4	Analog Low Conga											
65	F3	F4												
66	F#3	F#4												
67	G3	G4												
68	G#3	G#4												
69	A3	A4												
70	A#3	A#4	Analog Maracas											
71	B3	B4												
72	C4	C5												
73	C#4	C#5												
74	D4	D5												
75	D#4	D#5	Analog Claves											
76	E4	E5												
77	F4	F5												
78	F#4	F#5												
79	G4	G5												
80	G#4	G#5												
81	A4	A5												
82	A#4	A#5												
83	B4	B5												
84	C5	C6												
85	C#5	C#6												
86	D5	D6												
87	D#5	D#6												
88	E5	E6										Applause	●	
89	F5	F6												
90	F#5	F#6												
91	G5	G6												

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

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

Same as (GM2) StandardSet 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			(GM2) SFXSet		
MSB(0-127)-LSB(0-127)-PC(1-128)			120-0-57		
MIDI		Keyboard Note	FullName	Key Off (*1)	Alt Group (*2)
Note#	Note				
13	C#-1	C#0			
14	D-1	D0			
15	D#-1	D#0			
16	E-1	E0			
17	F-1	F0			
18	F#-1	F#0			
19	G-1	G0			
20	G#-1	G#0			
21	A-1	A0			
22	A#-1	A#0			
23	B-1	B0			
24	C0	C1			
25	C#0	C#1			
26	D0	D1			
27	D#0	D#1			
28	E0	E1			
29	F0	F1			
30	F#0	F#1			
31	G0	G1			
32	G#0	G#1			
33	A0	A1			
34	A#0	A#1			
35	B0	B1			
36	C1	C2			
37	C#1	C#2			
38	D1	D2			
39	D#1	D#2	High Q		
40	E1	E2	Slap		
41	F1	F2	Scratch Push		7
42	F#1	F#2	Scratch Pull		7
43	G1	G2	Sticks		
44	G#1	G#2	Square Click		
45	A1	A2	Metronome Click		
46	A#1	A#2	Metronome Bell		
47	B1	B2	Guitar Fret	●	
48	C2	C3	Guitar Cutting Noise Up	●	
49	C#2	C#3	Guitar Cutting Noise Down	●	
50	D2	D3	String Slap of Double Bass	●	
51	D#2	D#3	Fl.Key Click	●	
52	E2	E3	Laughing	●	
53	F2	F3	Scream	●	
54	F#2	F#3	Punch	●	
55	G2	G3	Heart Beat	●	
56	G#2	G#3	Footsteps 1	●	
57	A2	A3	Footsteps 2	●	
58	A#2	A#3	Applause	●	
59	B2	B3	Door Creaking	●	
60	C3	C4	Door	●	
61	C#3	C#4	Scratch	●	
62	D3	D4	Wind Chimes	●	
63	D#3	D#4	Car-Engine	●	
64	E3	E4	Car-Stop	●	
65	F3	F4	Car-Pass	●	
66	F#3	F#4	Car-Crash	●	
67	G3	G4	Siren	●	
68	G#3	G#4	Train	●	
69	A3	A4	Jetplane	●	
70	A#3	A#4	Helicopter	●	
71	B3	B4	Starship	●	
72	C4	C5	Gun Shot	●	
73	C#4	C#5	Machine Gun	●	
74	D4	D5	Lasergun	●	
75	D#4	D#5	Explosion	●	
76	E4	E5	Dog	●	
77	F4	F5	Horse-Gallop	●	
78	F#4	F#5	Birds	●	
79	G4	G5	Rain	●	
80	G#4	G#5	Thunder	●	
81	A4	A5	Wind	●	
82	A#4	A#5	Seashore	●	
83	B4	B5	Stream	●	
84	C5	C6	Bubble	●	
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 Key Off: Keys marked "●" stop sounding the instant they are released.

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

Same as (GM2) StandardSet No Sound

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

Style List / Liste der Styles / Liste des styles / Lista de estilos / スタイルリスト

Category	Style Name	
Pop&Rock	HardRock	
	PowerRock	
	AcousticRock	
	BritRockPop	
	IndieRock	
	Live8Beat	
	Cool8Beat	
	VintageGtrPop	
	60sVintageRock	
	90sRockBallad	
	FunkPopRock	
	BritPopSwing	
	60sGuitarPop	
	60sPopRock	
	70s8Beat	
	90sGuitarPop	
	00sBoyband	
	Unplugged	
	ChartGuitarPop	
	BubblegumPop	
	RockShuffle	
	JazzPop	
	KoolShuffle	
	Ballad	ModernPopBld
		SoulR&B
		PopGtrBallad
		ChilloutLounge
		Chillout
		70sGlamPiano
		80sEPBallad
		90sCoolBallad
		8BeatBallad
		16BeatBallad
EasyBallad		
EPBallad		
PowerBallad		
6-8SlowRock		
6-8Modern		
OrganBallad		
PianoBallad		
NewR&BBallad		
GuitarSerenade		
Dance & R&B	ClubDJHouse	
	MiamiHouse	
	ElectricHouse	
	GangsterHouse	
	GrimeHouse	
	PianoHouse	
	ElectroStep	
	EuroDance	
	ProgressiveHouse	
	FrenchClubHouse	
	TripHop	
	ElecCity	
	HardStep	
	NuGrep	
	R&BElectro	
	Dubstep	
	Electronica	
	FunkyHouse	
	ClubBeat	
	RetroClub	
	ModChartPop	
	AgagBeat	
	ClubDance	
	WCoastDance	
	DreamDance	
	70sDisco1	
	70sDisco2	
	DiscoPhilly	
	80sDisco	
	DiscoHouse	
	USChartHit	
	MellowHipHop	
	ClassicHipHop	
NewHipHop		
Ibiza2002		

Category	Style Name
Dance & R&B	LatinDJ's
	FrenchHouse
	House
	HipHopGroove
	ChartR&B
	ModernShuffle
	BluesRock
	SoulBrothers
	FranklySoul
	6-8Soul
	Rock&Roll
	OldiesR&R
	Soul
	DetroitPop
	GospelSisters
	WorshipMed
	ComboBoogie
	60sRock&Roll
	Twist
	Swing&Jazz
OrchBigBand	
OrchestraSwing1	
OrchestraSwing2	
BigBandFast	
AcousticJazz	
JazzWaltzFast	
MidnightSwing	
Five-Four	
OrganGroove	
JumpJive	
Ragtime	
Dixieland	
Charleston	
BigBandShuffle	
Entertainment	70sTVTheme
	WildWest
	BaroqueAir
	Moonlight6-8
	OrchestralMarch
	SaturdayNight
	ClassicPianoBld
	ChristmasSwing
	ChristmasWaltz
	Showtune
	GermanRock
	DiscoFox
	AlpBallad
	ScandShuffle
	ScandSlowRock
	SchlagerPolka
	SchlagerPop
	SchlagerBeat
	70sFrenchHit
	PubPiano
PolkaPop	
Tijuana	
8BeatAdria	
DiscoHands	
VienneseWaltz	
EnglishWaltz	
Slowfox	
Foxtrot	
Quickstep	
Tango	
Pasodoble	
BallroomSamba	
ChaChaCha	
Rumba	
Jive	
Swingfox	
OrganSwing	
OrganSamba	
OrganQuickstep	
9-8Waltz	
World	Samba
	SambaMPB
	Chorinho

Category	Style Name
World	Choro
	Pagode
	SertanejoUniv1
	SertanejoUniv2
	Axe
	Frevo
	PartidoAlto
	Forro1
	Forro2
	Xote
	Baiao
	Vanera
	LatinCalypso
	Joropo
	Parranda
	Reggaeton
	ArrochaNordeste
	LatinSamba
	BossaNova
	FastBossa
	Guajira
	Bomba
	Salsa
	CubanSon
	Merengue
	Bachata
	Cumbia
	RumbaFlamenco
	Danzon
	Calypso
	BoleroLento
	PopBossa
	HappyReggae
	LatinDisco
	Beguine
	Rumbalsland
	70sChartCntry
	CountryHits
	Bluegrass
	Hoedown
	NewCountry
	CountryShuffle
	CountryBallad
	CountryWaltz
	Country2-4
	CountryPop
	FolkPop
	SpanishPaso
	PopFlamenco
	FrenchMusette
IrishDance	
Sirtaki	
GermanWaltz	
OrientalPop	
ArabicEuro	
Saeidy	
Laff	
WehdaSaghira	
Duranguense	
ModernDangdut	
Keroncong	
Bhajan	
Bhangra	
Xi Qing Luo Gu	
Jing Ju Jie Zou	
Grupera	
OberPolka	
OberWalzer	
MariachiWaltz	
Reel	
Jig	
Tarantella	
USMarch	
6-8March	
GermanMarch	
Norteno	

Multi Pad Bank List / Multi-Pad-Bank-Liste / Liste des banques multi-pads / Lista de bancos de Multi Pad / マルチパッドバンクリスト

Category	Bank Name
Keyboard Phrase	PianoArp8Beat
	PianoArp16Beat
	PianoGlissando
	LatinKeys
	BoogieLoops
	OrganBlues
	HeavenArpeggio
Guitar Phrase	TwinkleArpeggio
	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	
SambaGuitar	
Strings Phrase	StringBallad
	StringLegato
	BaroqueStrings
	Classical
	OrchestraHit
Brass Phrase	Harpeggio1
	Harpeggio2
	Swingy Brass1
	Swingy Brass2
	Swingy Brass3
	Brassy 1
	Brassy 2
	Big Band
	AttentionDuo
	Fanfare
Brass Fall	
SynthBrassSlide	
Synth Phrase	TranceSeq1
	TranceSeq2
	TechnoSeq1
	TechnoSeq2
	TechnoSeq3
	Garage
	EuroDance
DanceSynth	
Percussion Loop	LatinPerc1
	LatinPerc2
	LatinPerc3
	LatinPerc4
	LatinPerc5
	Conga&Bongo1
	CarnivalDeRio
	LatinPop
	Rumba&Soca
	SambaPerc

Category	Bank Name	
Percussion Loop	TimbalesPaila	
	Shaker&Maracas	
	Shaker&Tamb	
	Timbales&Tom	
	BatucadaPerc	
	Oriental1	
	Oriental2	
	Oriental3	
	Oriental4	
	Oriental5	
	Oriental6	
	Oriental7	
	Oriental8	
Percussion Oneshot	EthnicPerc	
	Gong&Chime	
	BigBells	
	MagicBells	
	ArabicPerc1	
	ArabicPerc2	
	LatinKit1	
	LatinKit2	
	LatinKit3	
	Conga&Bongo2	
ChineseKit2		
Drum Loop	House1	
	House2	
	House3	
	ElectroStep	
	BigRoom	
	Tribal	
	BreakBeatz	
	HipHop1	
	HipHop2	
	HeavyShuffle	
	NewR&B	
	SnarePlay1	
	SnarePlay2	
	Drum Oneshot	PowerToms
		PowerSnares
CrashCymbals		
PowerKit1		
PowerKit2		
DrumEndings		
DanceKit		
DJ-BasicSet		
DJ-SFX		
ScratchBank		
DJ Phrase	ClubDJHouse A	
	ClubDJHouse B	
	ClubDJHouse C	
	ClubDJHouse D	
	MiamiHouse A	
	MiamiHouse B	
	MiamiHouse C	
	MiamiHouse D	
	ElectricHouse A	
	ElectricHouse B	
	ElectricHouse C	
	ElectricHouse D	
	GangsterHouse A	
	GangsterHouse B	
	GangsterHouse C	
	GangsterHouse D	
	GrimeHouse A	
	GrimeHouse B	
	GrimeHouse C	
	GrimeHouse D	
	PianoHouse A	
	PianoHouse B	
	PianoHouse C	
PianoHouse D		
ElectroStep A		
ElectroStep B		
ElectroStep C		
ElectroStep D		
EuroDance A		
EuroDance B		

Category	Bank Name
DJ Phrase	EuroDance C
	EuroDance D
	ProgressiveHouse A
	ProgressiveHouse B
SFX	ProgressiveHouse C
	ProgressiveHouse D
	FrenchClubHouse A
	FrenchClubHouse B
Combination	FrenchClubHouse C
	FrenchClubHouse D
	Car SE
	Day SE
	Horror SE
	Night SE
	Water SE
	EDM Kit1
	EDM Kit2
	DanceMix1
DanceMix2	
DanceMix3	
ReggaeAccomp	
Comedy	
XmasLoops	
IndianKit	
ChineseKit1	

Harmony/Arpeggio Type List / Liste der Harmony-/Arpeggiotypen / Liste des types d'harmonie/arpège / Lista de tipos de armonía/arpegio / ハーモニー / アルペジオタイプリスト

Category	Type	
Harmony	Standard Duet	
	Standard Trio	
	Full Chord	
	Rock Duet	
	Country Duet	
	Country Trio	
	Block	
	4-Way Close1	
	4-Way Close2	
	4-Way Open	
	1+5	
	Octave	
	Strum	
	Multi Assign	
Echo	Echo4	
	Echo6	
	Echo8	
	Echo12	
	Tremolo8	
	Tremolo12	
	Tremolo16	
	Tremolo32	
	Trill12	
	Trill16	
	Trill24	
	Trill32	
	Arp/Up&Down	UpOct1
		UpOct2
UpOct3		
UpOct4		
DownOct1		
DownOct2		
DownOct3		
DownOct4		
U&D A Oct1		
U&D A Oct2		
U&D A Oct3		
U&D A Oct4		
U&D B Oct1		
U&D B Oct2		
U&D B Oct3		
U&D B Oct4		
Oct2Up		
Oct4Up		
Up&Down1		
Up&Down2		
Up&Down3		
Up&Down4		
Up&Random1		
Up&Random2		
Up&Random3		
Up&Random4		
Arp/Synth Seq		SynthSeq1
		SynthSeq2
	SynthSeq3	
	SynthSeq4	
	SynthSeq5	
	SynthSeq6	
	SynthSeq7	
	SynthSeq8	
	SynthSeq9	
	SynthSeq10	
	SynthSeq11	
	SynthSeq12	
	SynthSeq13	
	SynthSeq14	
	SynthSeq15	
	SynthSeq16	
	SynthSeq17	
	OctSeq1	
	OctSeq2	
	OctSeq3	
	OctSeq4	
	OctSeq5	
	OctSeq6	
	OctSeq7	

Category	Type
Arp/Synth Seq	OctSeq8
	MuteArp1
	MuteArp2
	MuteArp3
	SeqS&H1
	SeqS&H2
	PolyArp1
	PolyArp2
	Syncopa1
	Syncopa2
	X-Sweep1
	X-Sweep2
	X-Sweep3
	RandomOct1
RandomOct2	
RandomOct3	
RandomOct4	
Arp/Chord Seq	SynChord1
	SynChord2
	SynChord3
	SynChord4
	SynChord5
	SynChord6
	SynChord7
	SynChord8
	SynChord9
	SynChord10
	SynChord11
	SynChord12
	SynChord13
	SynChord14
	SynChord15
	SynChord16
	SynChord17
Arp/Electro	Trance1
	Trance2
	Trance3
	Trance4
	Trance5
	Trance6
	Trance7
	Trance8
	Trance9
	Trance10
	Trance11
	Trance12
	DreamDance1
	DreamDance2
	Techno
	Acid1
	Acid2
Acid3	
Electro1	
Electro2	
Electro3	
Electro4	
Electro5	
Electro6	
Electro7	
Electro8	
Electro9	
Electro10	
Electro11	
Electro12	
Electro13	
Arp/Keyboard	PianoArp1
	PianoArp2
	PianoArp3
	PianoArp4
	PianoArp5
	PianoArp6
	PianoArp7
	PianoArp8
	PianoArp9
	PianoArp10
	PianoArp11

Category	Type	
Arp/Keyboard	PianoArp12	
	PianoArp13	
	PianoArp14	
	PianoArp15	
	PianoClub1	
	PianoClub2	
	Slowfeel1	
	Slowfeel2	
	AnalogPop1	
	AnalogPop2	
	AnalogPop3	
	NewGospel1	
	NewGospel2	
Clavi1		
Clavi2		
Clavi3		
HouseOrg1		
HouseOrg2		
HouseOrg3		
Arp/Guitar	OverDrive	
	PopGuitar	
	RockGuitar	
	FunkGuitar	
SpanishGuitar	SpanishGuitar	
	CuttingGuitar	
	Arp/Strings	Strings1
		Strings2
Strings3		
Strings4		
Strings5		
Strings6		
Strings7		
Strings8		
Strings9		
Strings10		
Strings11		
Strings12		
Strings13		
Pizzicato		

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Reverb Block

Category	Type	Description	MSB	LSB	Parameter List
Reverb	Basic Hall	Reverb simulating the acoustics of a hall. Standard setting.	1	21	REVERB1
	Light Hall	Reverb simulating the acoustics of a hall. Light setting.	1	22	REVERB1
	Ballad Hall	Reverb simulating the acoustics of a hall. For ballad type music.	1	19	REVERB2
	Piano Hall	Reverb simulating the acoustics of a hall. For piano sound.	1	20	REVERB2
	Hall 1	Reverb simulating the acoustics of a hall.	1	0	REVERB1
	Hall 2	Reverb simulating the acoustics of a hall.	1	16	REVERB1
	Hall 3	Reverb simulating the acoustics of a hall.	1	17	REVERB1
	Hall 4	Reverb simulating the acoustics of a hall.	1	18	REVERB1
	Hall 5	Reverb simulating the acoustics of a hall.	1	1	REVERB1
	Vocal Hall 1	Reverb suitable for vocals.	1	27	REVERB1
	Vocal Hall 2	Reverb suitable for vocals.	1	28	REVERB1
	Acoustic Room	Reverb simulating the acoustics of a room. Standard setting.	2	20	REVERB1
	Drums Room	Reverb simulating the acoustics of a room. For drum sounds.	2	21	REVERB1
	Stage	Reverb suitable for a solo instrument.	3	16	REVERB1
	Plate	Reverb simulating a plate reverb unit.	4	16	REVERB1
Legacy	Hall M	Reverb simulating the acoustics of a hall.	1	6	REVERB1
	Hall L	Reverb simulating the acoustics of a hall.	1	7	REVERB1
	Atmosphere Hall	A unique long reverb with atmosphere.	1	23	REVERB1
	Large Hall	Reverb simulating the acoustics of a hall.	1	2	REVERB2
	Medium Hall	Reverb simulating the acoustics of a hall.	1	3	REVERB2
	Percussion Room	Reverb simulating the acoustics of a room. For percussion sounds.	2	22	REVERB1
	Room 1	Reverb simulating the acoustics of a room.	2	16	REVERB1
	Room 2	Reverb simulating the acoustics of a room.	2	17	REVERB1
	Room 3	Reverb simulating the acoustics of a room.	2	18	REVERB1
	Room 4	Reverb simulating the acoustics of a room.	2	19	REVERB1
	Room 5	Reverb simulating the acoustics of a room.	2	0	REVERB1
	Room 6	Reverb simulating the acoustics of a room.	2	1	REVERB1
	Room 7	Reverb simulating the acoustics of a room.	2	2	REVERB1
	Room S	Reverb simulating the acoustics of a room.	2	5	REVERB1
	Room M	Reverb simulating the acoustics of a room.	2	6	REVERB1
	Room L	Reverb simulating the acoustics of a room.	2	7	REVERB1
	Warm Room	Reverb simulating the acoustics of a warm room.	2	3	REVERB2
	White Room	A unique short reverb with a bit of initial delay.	16	0	REVERB3
	Woody Room	Reverb simulating the acoustics of a wood-built room.	2	4	REVERB2
	Stage 2	Reverb suitable for a solo instrument.	3	17	REVERB1
	Stage 3	Reverb suitable for a solo instrument.	3	0	REVERB1
	Stage 4	Reverb suitable for a solo instrument.	3	1	REVERB1
	Plate 2	Reverb simulating a plate reverb unit.	4	17	REVERB1
	Plate 3	Reverb simulating a plate reverb unit.	4	0	REVERB1
	GM Plate	Reverb simulating a plate reverb unit.	4	7	REVERB1
	Rich Plate	Reverb simulating a rich plate reverb unit.	4	1	REVERB2
	Tunnel	Simulates a cylindrical space expanding to left and right.	17	0	REVERB3
	Canyon	A hypothetical acoustic space which extends without limit.	18	0	REVERB3
	Basement	A bit of initial delay followed by reverb with a unique resonance.	19	0	REVERB3
	---	No Effect	No effect.	0	0

Chorus Block

Category	Type	Description	MSB	LSB	Parameter List
Reverb	Hall 1	Reverb simulating the acoustics of a hall.	1	0	REVERB1
	Hall 2	Reverb simulating the acoustics of a hall.	1	16	REVERB1
	Hall 3	Reverb simulating the acoustics of a hall.	1	17	REVERB1
	Hall 4	Reverb simulating the acoustics of a hall.	1	18	REVERB1
	Hall 5	Reverb simulating the acoustics of a hall.	1	1	REVERB1
	Acoustic Room	Reverb simulating the acoustics of a room. Standard setting.	2	20	REVERB1
	Drums Room	Reverb simulating the acoustics of a room. For drum sounds.	2	21	REVERB1
	Stage	Reverb suitable for a solo instrument.	3	16	REVERB1
Delay	Plate	Reverb simulating a plate reverb unit.	4	16	REVERB1
	Tempo Delay 1	Tempo-synchronized delay.	21	0	TEMPO DELAY
	Tempo Delay 2	Tempo-synchronized delay.	21	16	TEMPO DELAY
	Tempo Echo	Tempo-synchronized echo.	21	8	TEMPO DELAY
	Tempo Cross 1	Tempo-synchronized cross delay.	22	0	TEMPO CROSS DELAY
	Tempo Cross 2	Tempo-synchronized cross delay.	22	16	TEMPO CROSS DELAY
	Tempo Cross 3	Tempo-synchronized cross delay.	22	17	TEMPO CROSS DELAY
	Tempo Cross 4	Tempo-synchronized cross delay.	22	18	TEMPO CROSS DELAY
Modulation	Chorus 1	Conventional chorus program with rich, warm chorusing.	66	17	CHORUS
	Chorus 2	Conventional chorus program with rich, warm chorusing.	66	8	CHORUS
	Symphonic	Adds more stages to the modulation of Celeste.	68	16	SYMPHONIC
	Flanger	Creates a sound similar to that of a jet airplane.	67	8	FLANGER
	Phaser	Cyclically modulates the phase to add modulation to the sound.	72	0	PHASER1
	E-Piano Phaser	Cyclically modulates the phase to add modulation to the sound. For electric piano.	72	17	PHASER1
Legacy	Hall M	Reverb simulating the acoustics of a hall.	1	6	REVERB1
	Hall L	Reverb simulating the acoustics of a hall.	1	7	REVERB1
	Atmosphere Hall	A unique long reverb with atmosphere.	1	23	REVERB1
	Percussion Room	Reverb simulating the acoustics of a room. For percussion sounds.	2	22	REVERB1
	Room 1	Reverb simulating the acoustics of a room.	2	16	REVERB1
	Room 2	Reverb simulating the acoustics of a room.	2	17	REVERB1
	Room 3	Reverb simulating the acoustics of a room.	2	18	REVERB1
	Room 4	Reverb simulating the acoustics of a room.	2	19	REVERB1
	Room 5	Reverb simulating the acoustics of a room.	2	0	REVERB1
	Room 6	Reverb simulating the acoustics of a room.	2	1	REVERB1
	Room 7	Reverb simulating the acoustics of a room.	2	2	REVERB1
	Room S	Reverb simulating the acoustics of a room.	2	5	REVERB1
	Room M	Reverb simulating the acoustics of a room.	2	6	REVERB1
	Room L	Reverb simulating the acoustics of a room.	2	7	REVERB1
	Stage 2	Reverb suitable for a solo instrument.	3	17	REVERB1
	Stage 3	Reverb suitable for a solo instrument.	3	0	REVERB1
	Stage 4	Reverb suitable for a solo instrument.	3	1	REVERB1
	Plate 2	Reverb simulating a plate reverb unit.	4	17	REVERB1
	Plate 3	Reverb simulating a plate reverb unit.	4	0	REVERB1
	GM Plate	Reverb simulating a plate reverb unit.	4	7	REVERB1
	Karaoke 1	Echo for karaoke.	20	0	KARAOKE
	Karaoke 2	Echo for karaoke.	20	1	KARAOKE
	Karaoke 3	Echo for karaoke.	20	2	KARAOKE
	Chorus 3	Conventional chorus program with rich, warm chorusing.	66	16	CHORUS
	Chorus 4	Conventional chorus program with rich, warm chorusing.	66	1	CHORUS
	Chorus 5	Conventional chorus program with rich, warm chorusing.	65	2	CHORUS
	Chorus 6	Conventional chorus program with rich, warm chorusing.	65	0	CHORUS
	Chorus 7	Conventional chorus program with rich, warm chorusing.	65	1	CHORUS
	Chorus 8	Conventional chorus program with rich, warm chorusing.	65	8	CHORUS
	Chorus Fast	Conventional chorus program with rich, warm chorusing.	65	16	CHORUS
	Chorus Lite	Conventional chorus program with rich, warm chorusing.	65	17	CHORUS
	GM Chorus 1	Conventional chorus program with rich, warm chorusing.	65	3	CHORUS
	GM Chorus 2	Conventional chorus program with rich, warm chorusing.	65	4	CHORUS
	GM Chorus 3	Conventional chorus program with rich, warm chorusing.	65	5	CHORUS
	GM Chorus 4	Conventional chorus program with rich, warm chorusing.	65	6	CHORUS
	Feedback Chorus	Conventional chorus program with rich, warm chorusing.	65	7	CHORUS
	Celeste 1	A 3-phase LFO adds modulation and spaciousness to the sound.	66	0	CHORUS
	Celeste 2	A 3-phase LFO adds modulation and spaciousness to the sound.	66	2	CHORUS
	Symphonic 2	Adds more stages to the modulation of Celeste.	68	0	SYMPHONIC
	Ensemble Detune 1	Chorus effect without modulation, created by adding a slightly pitch-shifted sound.	87	0	ENSEMBLE DETUNE
	Ensemble Detune 2	Chorus effect without modulation, created by adding a slightly pitch-shifted sound.	87	16	ENSEMBLE DETUNE
	Flanger 2	Creates a sound similar to that of a jet airplane.	67	16	FLANGER
	Flanger 3	Creates a sound similar to that of a jet airplane.	67	17	FLANGER
	Flanger 4	Creates a sound similar to that of a jet airplane.	67	1	FLANGER
	Flanger 5	Creates a sound similar to that of a jet airplane.	67	0	FLANGER
	GM Flanger	Creates a sound similar to that of a jet airplane.	67	7	FLANGER
	E-Piano Phaser 2	Cyclically modulates the phase to add modulation to the sound. For electric piano.	72	18	PHASER1
	E-Piano Phaser 3	Cyclically modulates the phase to add modulation to the sound. For electric piano.	72	16	PHASER1
	Rotary Speaker 5	Simulates a rotary speaker.	66	18	CHORUS
	---	No Effect	No effect.	0	0

DSP1-4 Block

LCD Block Name	XG Block Name
DSP1	XG Variation Block
DSP2	XG Insertion1 Block
DSP3	XG Insertion2 Block
DSP4	XG Insertion3 Block

Category	Type	Description	MSB	LSB	Parameter List
Reverb	Hall 1	Reverb simulating the acoustics of a hall.	1	0	REVERB1
	Hall 2	Reverb simulating the acoustics of a hall.	1	16	REVERB1
	Hall 3	Reverb simulating the acoustics of a hall.	1	17	REVERB1
	Hall 4	Reverb simulating the acoustics of a hall.	1	18	REVERB1
	Hall 5	Reverb simulating the acoustics of a hall.	1	1	REVERB1
	Acoustic Room	Reverb simulating the acoustics of a room. Standard setting.	2	20	REVERB1
	Drums Room	Reverb simulating the acoustics of a room. For drum sounds.	2	21	REVERB1
	Stage	Reverb suitable for a solo instrument.	3	16	REVERB1
Delay	Plate	Reverb simulating a plate reverb unit.	4	16	REVERB1
	Delay LCR 1	Produces three delayed sounds: L, R and C (center).	5	16	DELAY LCR
	Delay LCR 2	Produces three delayed sounds: L, R and C (center).	5	0	DELAY LCR
	Delay LR	Produces two delayed sounds: L and R. Two feedback delays are provided.	6	0	DELAY LR
	Echo	Two delayed sounds (L and R), and independent feedback delays for L and R.	7	0	ECHO
	Cross Delay 1	The feedback of the two delayed sounds is crossed.	8	0	CROSS DELAY
	Cross Delay 2	The feedback of the two delayed sounds is crossed.	8	16	CROSS DELAY
	Tempo Delay 1	Tempo-synchronized delay.	21	0	TEMPO DELAY
	Tempo Delay 2	Tempo-synchronized delay.	21	16	TEMPO DELAY
	Tempo Echo	Tempo-synchronized echo.	21	8	TEMPO DELAY
	Tempo Cross 1	Tempo-synchronized cross delay.	22	0	TEMPO CROSS DELAY
	Tempo Cross 2	Tempo-synchronized cross delay.	22	16	TEMPO CROSS DELAY
	Tempo Cross 3	Tempo-synchronized cross delay.	22	17	TEMPO CROSS DELAY
	Tempo Cross 4	Tempo-synchronized cross delay.	22	18	TEMPO CROSS DELAY
Distortion	Multi FX Distortion Solo	Multi effector for guitar. Setting for guitar solo.	95	32	MULTI FX
	Multi FX Distortion Basic	Multi effector for guitar. Setting for basic distortion.	95	33	MULTI FX
	Multi FX Overdrive Chorus	Multi effector for guitar. Setting for overdrive & chorus.	95	34	MULTI FX
	Multi FX Crunch Wah	Multi effector for guitar. Setting for crunch & wah.	95	35	MULTI FX
	Multi FX Oldies Delay	Multi effector for guitar. Setting for vintage delay.	95	36	MULTI FX
	Multi FX Vintage Echo	Multi effector for guitar. Setting for vintage echo.	95	37	MULTI FX
	Small Stereo Distortion	Stereo distortion for guitar. Setting for distortion sound.	96	32	SMALL STEREO DIST
	Small Stereo Overdrive	Stereo distortion for guitar. Setting for overdrive sound.	96	33	SMALL STEREO DIST
	Small Stereo Vintage Amp	Stereo distortion for guitar. Setting for vintage sound.	96	34	SMALL STEREO DIST
	Small Stereo Heavy Dist	Stereo distortion for guitar. Setting for heavy sound.	96	35	SMALL STEREO DIST
	British Combo Classic	British combo amp simulator. Setting for classic sound.	97	32	BRITISH COMBO
	British Combo Top Boost	British combo amp simulator. Setting for "TOP BOOST" sound.	97	33	BRITISH COMBO
	British Combo Custom	British combo amp simulator. Setting for custom sound.	97	34	BRITISH COMBO
	British Combo Heavy	British combo amp simulator. Setting for heavy sound.	97	35	BRITISH COMBO
	British Legend Blues	British stack amp simulator. Setting for blues sound.	98	32	BRITISH LEGEND
	British Legend Heavy1	British stack amp simulator. Setting for heavy sound 1.	98	33	BRITISH LEGEND
	British Legend Heavy2	British stack amp simulator. Setting for heavy sound 2.	98	34	BRITISH LEGEND
	British Legend Clean	British stack amp simulator. Setting for clean sound.	98	35	BRITISH LEGEND
	British Legend Dirty Clean	British stack amp simulator. Setting for crunch sound.	98	36	BRITISH LEGEND
	V Distortion Crunch	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	18	V DISTORTION
V Distortion Blues	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	21	V DISTORTION	
Stereo Amp Sim Solid	Stereo amp simulator.	75	29	STEREO AMP SIMULATOR	
Stereo Amp Sim Crunch	Stereo amp simulator.	75	30	STEREO AMP SIMULATOR	
Stereo Amp Sim Blues	Stereo amp simulator.	75	28	STEREO AMP SIMULATOR	
V Distortion Hard + Delay	V Distortion Hard and Delay are connected in series.	98	1	V DISTORTION DELAY	
EQ & Comp	Compressor Medium	Compressor with medium setting.	83	16	COMPRESSOR
	Compressor Heavy	Compressor with heavy setting.	83	17	COMPRESSOR
	Compressor Melody	Compressor for the Melody part.	105	16	MULTI BAND COMP
	Compressor Bass	Compressor for the Bass part.	105	17	MULTI BAND COMP
	EQ Telephone	Equalizer effect that cuts both high and low frequencies, to simulate the sound heard through a telephone receiver.	76	17	3BAND EQ
	3Band EQ	A mono EQ with adjustable LOW, MID, and HIGH equalization.	76	0	3BAND EQ
Modulation	Chorus 1	Conventional chorus program with rich, warm chorusing.	66	17	CHORUS
	Chorus 2	Conventional chorus program with rich, warm chorusing.	66	8	CHORUS
	Symphonic	Adds more stages to the modulation of Celeste.	68	16	SYMPHONIC
	Flanger	Creates a sound similar to that of a jet airplane.	67	8	FLANGER
	V Flanger	A simulation of an analog flanger effect. The LFO has a random setting.	104	0	V FLANGER
	Tempo Flanger	Tempo-synchronized flanger.	107	0	TEMPO FLANGER
	Phaser	Cyclically modulates the phase to add modulation to the sound.	72	0	PHASER1
	Tempo Phaser	Tempo-synchronized phaser.	108	0	TEMPO PHASER
	E-Piano Phaser	Cyclically modulates the phase to add modulation to the sound. For electric piano.	72	17	PHASER1
	Auto Wah	Cyclically modulates the center frequency of a wah filter.	78	16	AUTO WAH
	Auto Wah + Distortion	Distortion can be applied to the output of Auto Wah.	78	17	AUTO WAH DISTORTION
	Tempo Auto Wah	Tempo-synchronized Auto Wah.	79	0	TEMPO AUTO WAH1
	Touch Wah	Changes the center frequency of a wah filter according to the input level.	82	0	TOUCH WAH1
	Touch Wah + Distortion	Distortion can be applied to the output of Touch Wah.	82	16	TOUCH WAH1

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Category	Type	Description	MSB	LSB	Parameter List
Modulation	Pedal Wah	Changes the center frequency of a wah filter according to "Pedal Control" parameter. (See Effect Parameter List.)	122	0	PEDAL WAH1
	Pedal Wah + Distortion	Distortion can be applied to the output of Pedal Wah.	122	1	PEDAL WAH2
	Dual Rotary Speaker Bright	Simulates a rotary speaker.	99	16	ROTARY SPEAKER1
	Dual Rotary Speaker Warm	Simulates a rotary speaker.	99	17	ROTARY SPEAKER1
	Rotary Speaker	Simulates a rotary speaker.	69	16	ROTARY SPEAKER2
	Tremolo	Rich Tremolo effect with both volume and pitch modulation.	70	16	TREMOLO
	E-Piano Tremolo	Rich Tremolo effect with both volume and pitch modulation.	70	18	TREMOLO
	Tempo Tremolo	Tempo-synchronized rich Tremolo effect with both volume and pitch modulation.	120	0	TEMPO TREMOLO
	Auto Pan	Several panning effects that automatically shift the sound position (left, right, front, back).	71	16	AUTO PAN1
	Tempo Auto Pan	Tempo-synchronized auto pan.	121	0	TEMPO AUTO PAN1
Legacy	Hall M	Reverb simulating the acoustics of a hall.	1	6	REVERB1
	Hall L	Reverb simulating the acoustics of a hall.	1	7	REVERB1
	Atmosphere Hall	A unique long reverb with atmosphere.	1	23	REVERB1
	Percussion Room	Reverb simulating the acoustics of a room. For percussion sounds.	2	22	REVERB1
	Room 1	Reverb simulating the acoustics of a room.	2	16	REVERB1
	Room 2	Reverb simulating the acoustics of a room.	2	17	REVERB1
	Room 3	Reverb simulating the acoustics of a room.	2	18	REVERB1
	Room 4	Reverb simulating the acoustics of a room.	2	19	REVERB1
	Room 5	Reverb simulating the acoustics of a room.	2	0	REVERB1
	Room 6	Reverb simulating the acoustics of a room.	2	1	REVERB1
	Room 7	Reverb simulating the acoustics of a room.	2	2	REVERB1
	Room S	Reverb simulating the acoustics of a room.	2	5	REVERB1
	Room M	Reverb simulating the acoustics of a room.	2	6	REVERB1
	Room L	Reverb simulating the acoustics of a room.	2	7	REVERB1
	White Room	A unique short reverb with a bit of initial delay.	16	0	REVERB3
	Stage 2	Reverb suitable for a solo instrument.	3	17	REVERB1
	Stage 3	Reverb suitable for a solo instrument.	3	0	REVERB1
	Stage 4	Reverb suitable for a solo instrument.	3	1	REVERB1
	Plate 2	Reverb simulating a plate reverb unit.	4	17	REVERB1
	Plate 3	Reverb simulating a plate reverb unit.	4	0	REVERB1
	GM Plate	Reverb simulating a plate reverb unit.	4	7	REVERB1
	Tunnel	Simulates a cylindrical space expanding to left and right.	17	0	REVERB3
	Canyon	A hypothetical acoustic space which extends without limit.	18	0	REVERB3
	Basement	A bit of initial delay followed by reverb with a unique resonance.	19	0	REVERB3
	Karaoke 1	Echo for karaoke.	20	0	KARAOKE
	Karaoke 2	Echo for karaoke.	20	1	KARAOKE
	Karaoke 3	Echo for karaoke.	20	2	KARAOKE
	Early Reflection 1	This effect isolates only the early reflection components of the reverb.	9	0	EARLY REFLECTION
	Early Reflection 2	This effect isolates only the early reflection components of the reverb.	9	1	EARLY REFLECTION
	Gate Reverb 1	Simulation of gated reverb.	10	0	GATE REVERB
	Gate Reverb 2	Simulation of gated reverb.	10	16	GATE REVERB
	Reverse Gate	Simulation of gated reverb played back in reverse.	11	0	GATE REVERB
	V Distortion Warm	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	22	V DISTORTION
	V Distortion Classic Hard	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	23	V DISTORTION
	V Distortion Classic Soft	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	20	V DISTORTION
	V Distortion Metal	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	24	V DISTORTION
	V Distortion Edgy	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	19	V DISTORTION
	V Distortion Solid	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	25	V DISTORTION
	V Distortion Clean 1	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	17	V DISTORTION
	V Distortion Clean 2	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	26	V DISTORTION
	V Distortion Twin	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	16	V DISTORTION
	V Distortion Rockabilly	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	103	18	V DIST TEMPO DELAY
	V Distortion Jazz Clean	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	27	V DISTORTION
	V Distortion Fusion	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	103	19	V DIST TEMPO DELAY
	V Distortion Hard	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	0	V DISTORTION
	V Distortion Soft	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	2	V DISTORTION
	Stereo Amp Sim Clean	Stereo amp simulator.	75	27	STEREO AMP SIMULATOR
	Stereo Amp Sim BluesHarp	Stereo amp simulator.	75	31	STEREO AMP SIMULATOR
	Distortion Hard 1	Hard-edge distortion.	75	16	AMP SIMULATOR1
	Distortion Hard 2	Hard-edge distortion.	75	22	AMP SIMULATOR1
Distortion Soft 1	Soft, warm distortion.	75	17	AMP SIMULATOR1	
Distortion Soft 2	Soft, warm distortion.	75	23	AMP SIMULATOR1	
Distortion Heavy	Heavy distortion.	73	0	DISTORTION	
Overdrive	Adds mild distortion to the sound.	74	0	DISTORTION	
Stereo Distortion	Stereo distortion.	73	8	STEREO DISTORTION	
Stereo Overdrive	Stereo overdrive.	74	8	STEREO DISTORTION	
Stereo Distortion Hard	Hard-edge stereo distortion.	75	18	STEREO AMP SIMULATOR	
Stereo Distortion Soft	Soft, warm soft distortion.	75	19	STEREO AMP SIMULATOR	
Amp Simulator 1	A simulation of a guitar amp.	75	0	AMP SIMULATOR1	
Amp Simulator 2	A simulation of a guitar amp.	75	1	AMP SIMULATOR2	
Stereo Amp Simulator 1	Stereo amp simulator.	75	20	STEREO AMP SIMULATOR	
Stereo Amp Simulator 2	Stereo amp simulator.	75	21	STEREO AMP SIMULATOR	
Stereo Amp Simulator 3	Stereo amp simulator.	75	8	STEREO AMP SIMULATOR	
Stereo Amp Simulator 4	Stereo amp simulator.	75	24	STEREO AMP SIMULATOR	
Stereo Amp Simulator 5	Stereo amp simulator.	75	25	STEREO AMP SIMULATOR	

Category	Type	Description	MSB	LSB	Parameter List
Legacy	Stereo Amp Simulator 6	Stereo amp simulator.	75	26	STEREO AMP SIMULATOR
	Distortion + Delay 1	Distortion and Delay are connected in series.	95	16	DISTORTION DELAY
	Distortion + Delay 2	Distortion and Delay are connected in series.	95	0	DISTORTION DELAY
	Overdrive + Delay 1	Overdrive and Delay are connected in series.	95	17	DISTORTION DELAY
	Overdrive + Delay 2	Overdrive and Delay are connected in series.	95	1	DISTORTION DELAY
	Comp + Dist + Delay 1	Compressor, Distortion and Delay are connected in series.	96	16	COMP DIST DELAY
	Comp + Dist + Delay 2	Compressor, Distortion and Delay are connected in series.	96	0	COMP DIST DELAY
	Comp + OD + Delay 1	Compressor, Overdrive and Delay are connected in series.	96	17	COMP DIST DELAY
	Comp + OD + Delay 2	Compressor, Overdrive and Delay are connected in series.	96	1	COMP DIST DELAY
	V Distortion Soft + Delay	V Distortion Soft and Delay are connected in series.	98	3	V DISTORTION DELAY
	V Dist Hard + Tmp Delay 1	V Distortion Hard and Tempo Delay are connected in series.	103	0	V DIST TEMPO DELAY
	V Dist Hard + Tmp Delay 2	V Distortion Hard and Tempo Delay are connected in series.	103	17	V DIST TEMPO DELAY
	V Dist Soft + Tmp Delay 1	V Distortion Soft and Tempo Delay are connected in series.	103	1	V DIST TEMPO DELAY
	V Dist Soft + Tmp Delay 2	V Distortion Soft and Tempo Delay are connected in series.	103	16	V DIST TEMPO DELAY
	Distortion + Tempo Delay	Distortion and Tempo Delay are connected in series.	100	0	DIST TEMPO DELAY
	Overdrive + Tempo Delay	Overdrive and Tempo Delay are connected in series.	100	1	DIST TEMPO DELAY
	Comp + Distortion 1	Since a Compressor is included in the first stage, steady distortion can be produced regardless of changes in input level.	73	16	COMP DISTORTION
	Comp + Distortion 2	Since a Compressor is included in the first stage, steady distortion can be produced regardless of changes in input level.	73	1	COMP DISTORTION
	Comp + Dist + Tmp Delay	Compressor, Distortion and Tempo Delay are connected in series.	101	0	COMP DIST TEMPO DELAY
	Comp + OD + Tmp Delay 1	Compressor, Overdrive and Tempo Delay are connected in series.	101	1	COMP DIST TEMPO DELAY
	Comp + OD + Tmp Delay 2	Compressor, Overdrive and Tempo Delay are connected in series.	101	16	COMP DIST TEMPO DELAY
	Comp + OD + Tmp Delay 3	Compressor, Overdrive and Tempo Delay are connected in series.	101	17	COMP DIST TEMPO DELAY
	Comp + OD + Tmp Delay 4	Compressor, Overdrive and Tempo Delay are connected in series.	101	18	COMP DIST TEMPO DELAY
	Comp + OD + Tmp Delay 5	Compressor, Overdrive and Tempo Delay are connected in series.	101	19	COMP DIST TEMPO DELAY
	Comp + OD + Tmp Delay 6	Compressor, Overdrive and Tempo Delay are connected in series.	101	20	COMP DIST TEMPO DELAY
	Multiband Compressor	Multi-band compressor that allows you to adjust the compression effect for individual frequency bands.	105	0	MULTI BAND COMP
	Compressor	Holds down the output level when a specified input level is exceeded. A sense of attack can also be added to the sound.	83	0	COMPRESSOR
	Noise Gate	Gates the input when the input signal falls below a specified level.	84	0	NOISE GATE
	EQ Disco	Equalizer effect that boosts both high and low frequencies, as is typical in most disco music.	76	16	3BAND EQ
	2Band EQ	A stereo EQ with adjustable LOW and HIGH. Ideal for drum Parts.	77	0	2BAND EQ
	Stereo 3Band EQ	A stereo EQ with adjustable LOW, MID, and HIGH equalization.	76	18	3BAND EQ
	Harmonic Enhancer 1	Adds new harmonics to the input signal to make the sound stand out.	81	16	HARMONIC ENHANCER
	Harmonic Enhancer 2	Adds new harmonics to the input signal to make the sound stand out.	81	0	HARMONIC ENHANCER
	Isolator	Controls the level of a specified frequency band of the input signal.	115	0	ISOLATOR
	Chorus 3	Conventional chorus program with rich, warm chorusing.	66	16	CHORUS
	Chorus 4	Conventional chorus program with rich, warm chorusing.	66	1	CHORUS
	Chorus 5	Conventional chorus program with rich, warm chorusing.	65	2	CHORUS
	Chorus 6	Conventional chorus program with rich, warm chorusing.	65	0	CHORUS
	Chorus 7	Conventional chorus program with rich, warm chorusing.	65	1	CHORUS
	Chorus 8	Conventional chorus program with rich, warm chorusing.	65	8	CHORUS
	Chorus Fast	Conventional chorus program with rich, warm chorusing.	65	16	CHORUS
	Chorus Lite	Conventional chorus program with rich, warm chorusing.	65	17	CHORUS
	GM Chorus 1	Conventional chorus program with rich, warm chorusing.	65	3	CHORUS
	GM Chorus 2	Conventional chorus program with rich, warm chorusing.	65	4	CHORUS
	GM Chorus 3	Conventional chorus program with rich, warm chorusing.	65	5	CHORUS
	GM Chorus 4	Conventional chorus program with rich, warm chorusing.	65	6	CHORUS
	Feedback Chorus	Conventional chorus program with rich, warm chorusing.	65	7	CHORUS
	Celeste 1	A 3-phase LFO adds modulation and spaciousness to the sound.	66	0	CHORUS
	Celeste 2	A 3-phase LFO adds modulation and spaciousness to the sound.	66	2	CHORUS
	Symphonic 2	Adds more stages to the modulation of Celeste.	68	0	SYMPHONIC
	Ensemble Detune 1	Chorus effect without modulation, created by adding a slightly pitch-shifted sound.	87	0	ENSEMBLE DETUNE
	Ensemble Detune 2	Chorus effect without modulation, created by adding a slightly pitch-shifted sound.	87	16	ENSEMBLE DETUNE
Ambience Chorus	Chorus which added early reflection sound.	65	9	AMBIENCE CHORUS	
Ambience Celeste	Celeste which added early reflection sound.	66	9	AMBIENCE CHORUS	
Ambience Symphonic	Symphonic which added early reflection sound.	68	9	AMBIENCE SYMPHONIC	
Flanger 2	Creates a sound similar to that of a jet airplane.	67	16	FLANGER	
Flanger 3	Creates a sound similar to that of a jet airplane.	67	17	FLANGER	
Flanger 4	Creates a sound similar to that of a jet airplane.	67	1	FLANGER	
Flanger 5	Creates a sound similar to that of a jet airplane.	67	0	FLANGER	
GM Flanger	Creates a sound similar to that of a jet airplane.	67	7	FLANGER	
Ambience Flanger	Flanger which added early reflection sound.	67	9	AMBIENCE FLANGER	
Phaser 2	Cyclically modulates the phase to add modulation to the sound.	72	8	PHASER2	
Phaser 3	Cyclically modulates the phase to add modulation to the sound.	72	19	PHASER2	
Tempo Phaser 2	Tempo-synchronized phaser.	108	16	TEMPO PHASER	
E-Piano Phaser 2	Cyclically modulates the phase to add modulation to the sound. For electric piano.	72	18	PHASER1	
E-Piano Phaser 3	Cyclically modulates the phase to add modulation to the sound. For electric piano.	72	16	PHASER1	
Auto Wah 2	Cyclically modulates the center frequency of a wah filter.	78	0	AUTO WAH	
Auto Wah + Distortion 2	Distortion can be applied to the output of Auto Wah.	78	1	AUTO WAH DISTORTION	
Auto Wah + Dist Hard	Distortion can be applied to the output of Auto Wah.	78	21	AUTO WAH DISTORTION	
Auto Wah + Dist Heavy	Distortion can be applied to the output of Auto Wah.	78	23	AUTO WAH DISTORTION	
Auto Wah + Dist Lite	Distortion can be applied to the output of Auto Wah.	78	25	AUTO WAH DISTORTION	
Auto Wah + Overdrive 1	Overdrive distortion can be applied to the output of Auto Wah.	78	18	AUTO WAH DISTORTION	
Auto Wah + Overdrive 2	Overdrive distortion can be applied to the output of Auto Wah.	78	2	AUTO WAH DISTORTION	

Effect Type List / Liste der Effektypen / Liste des types d'effet / Lista de tipos de efecto / エフェクトタイプリスト

Category	Type	Description	MSB	LSB	Parameter List	
Legacy	Auto Wah + OD Hard	Overdrive distortion can be applied to the output of Auto Wah.	78	22	AUTO WAH DISTORTION	
	Auto Wah + OD Heavy	Overdrive distortion can be applied to the output of Auto Wah.	78	24	AUTO WAH DISTORTION	
	Auto Wah + OD Lite	Overdrive distortion can be applied to the output of Auto Wah.	78	26	AUTO WAH DISTORTION	
	Tmp AutoWah + Dist	Tempo-synchronized Auto Wah. Distortion can be applied to the output.	79	1	TEMPO AUTO WAH2	
	Tmp AutoWah + Dist Hard	Tempo-synchronized Auto Wah. Distortion can be applied to the output.	79	21	TEMPO AUTO WAH2	
	Tmp AutoWah + Dist Heavy	Tempo-synchronized Auto Wah. Distortion can be applied to the output.	79	23	TEMPO AUTO WAH2	
	Tmp AutoWah + Dist Lite	Tempo-synchronized Auto Wah. Distortion can be applied to the output.	79	25	TEMPO AUTO WAH2	
	Tmp AutoWah + OD	Tempo-synchronized Auto Wah. Overdrive distortion can be applied to the output.	79	2	TEMPO AUTO WAH2	
	Tmp AutoWah + OD Hard	Tempo-synchronized Auto Wah. Overdrive distortion can be applied to the output.	79	22	TEMPO AUTO WAH2	
	Tmp AutoWah + OD Heavy	Tempo-synchronized Auto Wah. Overdrive distortion can be applied to the output.	79	24	TEMPO AUTO WAH2	
	Tmp AutoWah + OD Lite	Tempo-synchronized Auto Wah. Overdrive distortion can be applied to the output.	79	26	TEMPO AUTO WAH2	
	Touch Wah 2	Changes the center frequency of a wah filter according to the input level.	82	8	TOUCH WAH2	
	Touch Wah 3	Changes the center frequency of a wah filter according to the input level.	82	20	TOUCH WAH2	
	Touch Wah + Distortion 2	Distortion can be applied to the output of Touch Wah.	82	1	TOUCH WAH1	
	Touch Wah + Dist Hard	Distortion can be applied to the output of Touch Wah.	82	21	TOUCH WAH2	
	Touch Wah + Dist Heavy	Distortion can be applied to the output of Touch Wah.	82	23	TOUCH WAH2	
	Touch Wah + Dist Lite	Distortion can be applied to the output of Touch Wah.	82	25	TOUCH WAH2	
	Touch Wah + Overdrive 1	Overdrive distortion can be applied to the output of Touch Wah.	82	17	TOUCH WAH2	
	Touch Wah + Overdrive 2	Overdrive distortion can be applied to the output of Touch Wah.	82	2	TOUCH WAH2	
	Touch Wah + OD Hard	Overdrive distortion can be applied to the output of Touch Wah.	82	22	TOUCH WAH2	
	Touch Wah + OD Heavy	Overdrive distortion can be applied to the output of Touch Wah.	82	24	TOUCH WAH2	
	Touch Wah + OD Lite	Overdrive distortion can be applied to the output of Touch Wah.	82	26	TOUCH WAH2	
	Wah + Dist + Delay 1	Wah, Distortion and Delay are connected in series.	97	16	WAH DISTORTION DELAY	
	Wah + Dist + Delay 2	Wah, Distortion and Delay are connected in series.	97	0	WAH DISTORTION DELAY	
	Wah + Dist + Tmp Delay	Wah, Distortion and Tempo Delay are connected in series.	102	0	WAH DIST TEMPO DELAY	
	Wah + Overdrive + Delay 1	Wah, Overdrive and Delay are connected in series.	97	17	WAH DISTORTION DELAY	
	Wah + Overdrive + Delay 2	Wah, Overdrive and Delay are connected in series.	97	1	WAH DISTORTION DELAY	
	Wah + OD + Tmp Delay 1	Wah, Overdrive and Tempo Delay are connected in series.	102	1	WAH DIST TEMPO DELAY	
	Wah + OD + Tmp Delay 2	Wah, Overdrive and Tempo Delay are connected in series.	102	16	WAH DIST TEMPO DELAY	
	Clavi Touch Wah	Clavinet Touch Wah	82	18	TOUCH WAH2	
	EP Touch Wah	EP Touch Wah	82	19	TOUCH WAH2	
	Pedal Wah + Dist Hard	Distortion can be applied to the output of Pedal Wah.	122	21	PEDAL WAH2	
	Pedal Wah + Dist Heavy	Distortion can be applied to the output of Pedal Wah.	122	23	PEDAL WAH2	
	Pedal Wah + Dist Lite	Distortion can be applied to the output of Pedal Wah.	122	25	PEDAL WAH2	
	Pedal Wah + Overdrive	Overdrive distortion can be applied to the output of Pedal Wah.	122	2	PEDAL WAH2	
	Pedal Wah + OD Hard	Overdrive distortion can be applied to the output of Pedal Wah.	122	22	PEDAL WAH2	
	Pedal Wah + OD Heavy	Overdrive distortion can be applied to the output of Pedal Wah.	122	24	PEDAL WAH2	
	Pedal Wah + OD Lite	Overdrive distortion can be applied to the output of Pedal Wah.	122	26	PEDAL WAH2	
	Dual Rotary Speaker 1	Simulates a rotary speaker.	99	0	ROTARY SPEAKER1	
	Dual Rotary Speaker 2	Simulates a rotary speaker.	99	1	ROTARY SPEAKER1	
	Rotary Speaker 2	Simulates a rotary speaker.	71	17	AUTO PAN1	
	Rotary Speaker 3	Simulates a rotary speaker.	71	18	AUTO PAN1	
	Rotary Speaker 4	Simulates a rotary speaker.	70	17	TREMOLO	
	Rotary Speaker 5	Simulates a rotary speaker.	66	18	CHORUS	
	Rotary Speaker 6	Simulates a rotary speaker.	69	0	ROTARY SPEAKER2	
	Rotary Speaker 7	Simulates a rotary speaker.	71	22	AUTO PAN1	
	2way Rotary Speaker	Simulates a rotary speaker.	86	0	2WAY ROTARY SPEAKER	
	Dist + Rotary SP	Distortion and rotary speaker connected in series.	69	1	DIST ROTARY SPEAKER	
	Dist + 2way Rotary SP	Distortion and 2-way rotary speaker connected in series.	86	1	DIST 2WAY ROTARY SP	
	OD + Rotary SP	Overdrive and rotary speaker connected in series.	69	2	DIST ROTARY SPEAKER	
	OD + 2way Rotary SP	Overdrive and 2-way rotary speaker connected in series.	86	2	DIST 2WAY ROTARY SP	
	Amp Sim + Rotary SP	Amp simulator and rotary speaker connected in series.	69	3	AMP ROTARY SPEAKER	
	Amp Sim + 2way Rotary SP	Amp simulator and 2-way rotary speaker connected in series.	86	3	AMP 2WAY ROTARY SP	
	Tremolo 2	Rich Tremolo effect with both volume and pitch modulation.	71	19	AUTO PAN1	
	Tremolo 3	Rich Tremolo effect with both volume and pitch modulation.	70	0	TREMOLO	
	Guitar Tremolo 1	Rich Tremolo effect with both volume and pitch modulation.	71	20	AUTO PAN1	
	Guitar Tremolo 2	Rich Tremolo effect with both volume and pitch modulation.	70	19	TREMOLO	
	Vibraphone Rotor	Vibraphone effect.	119	0	VIBE VIBRATE	
	Auto Pan 2	Several panning effects that automatically shift the sound position (left, right, front, back).	71	0	AUTO PAN1	
	Auto Pan 3	Several panning effects that automatically shift the sound position (left, right, front, back).	71	1	AUTO PAN2	
	E-Piano Auto Pan	Several panning effects that automatically shift the sound position (left, right, front, back).	71	21	AUTO PAN1	
	Tempo Auto Pan 2	Tempo-synchronized auto pan.	121	1	TEMPO AUTO PAN2	
	Pitch Change 1	Changes the pitch of the input signal.	80	16	PITCH CHANGE1	
	Pitch Change 2	Changes the pitch of the input signal.	80	0	PITCH CHANGE1	
	Pitch Change 3	Changes the pitch of the input signal.	80	1	PITCH CHANGE2	
	Voice Cancel	Attenuates the vocal part of a CD or other source.	85	0	VOICE CANCELAR	
	Ambience	Blurs the stereo positioning of the sound to add spatial width.	88	0	AMBIENCE	
	Talking Modulation	Adds a vowel sound to the input signal.	93	0	TALKING MODULATION	
	---	No Effect	0	0	NO EFFECT	
	---	Through	Bypass without applying an effect.	64	0	THRU

Effect Parameter List / Liste der Effektparameter / Liste des paramètres d'effets / Lista de parámetros de efectos / 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, DSP1(Variation) Block and DSP2-4(Insertion) Block

(*3) This parameter is invalid in the Chorus Block.

REVERB

REVERB1

Block : Reverb, Chorus, DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Reverb Time	0.3s – 30.0s	0	69	Table#1	
2	Diffusion	0 – 10	0	10		
3	Initial Delay	0.1ms – 200.0ms (*1)	0	127	Table#2	
		0.1ms – 99.3ms (96step, 48step)	0	63		
4	HPF Cutoff	Thru, 22Hz – 8.0kHz	0	52	Table#3	
5	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Reverb Delay	0.1ms – 200.0ms (*1)	0	127	Table#2	
		0.1ms – 99.3ms (96step, 48step)	0	63		
12	Density	0 – 4 (192step, 96step)	0	4		
		0 – 2 (48step)	0	2		
13	ER/Reverb Balance	E63>R – E=R – E<R63	1	127		
14	High Damp	0.1 – 1.0	1	10		
15	Feedback Level	-63 – 0 – +63	1	127		
16						

REVERB2

Block : Reverb

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

REVERB3

Block : Reverb, DSP1(Variation), DSP2-4(Insertion)

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

DELAY

DELAY LCR

Block : DSP1(Variation), DSP2-4(Insertion)

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

DELAY LR

Block : DSP1(Variation), DSP2-4(Insertion)

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

ECHO

Block : DSP1(Variation), DSP2-4(Insertion)

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

CROSS DELAY

Block : DSP1(Variation), DSP2-4(Insertion)

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

TEMPO DELAY

Block : Chorus, DSP1(Variation), DSP2-4(Insertion)

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

TEMPO CROSS DELAY

Block : Chorus, DSP1(Variation), DSP2-4(Insertion)

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

ER/KARAOKE

KARAOKE

Block : Chorus, DSP1(Variation), DSP2-4(Insertion)

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

EARLY REFLECTION

Block : DSP1(Variation), DSP2-4(Insertion)

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

GATE REVERB

Block : DSP1(Variation), DSP2-4(Insertion)

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

CHORUS

CHORUS

Block : Chorus, DSP1(Variation), DSP2-4(Insertion)

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

SYMPHONIC

Block : Chorus, DSP1(Variation), DSP2-4(Insertion)

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

ENSEMBLE DETUNE

Block : Chorus, DSP1(Variation), DSP2-4(Insertion)

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

AMBIENCE CHORUS

Block : DSP1(Variation), DSP2-4(Insertion)

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

AMBIENCE SYMPHONIC

Block : DSP1(Variation), DSP2-4(Insertion)

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

FLANGER

FLANGER

Block : Chorus, DSP1(Variation), DSP2-4(Insertion)

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

V FLANGER

Block : DSP1(Variation), DSP2-4(Insertion)

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

TEMPO FLANGER

Block : DSP1(Variation), DSP2-4(Insertion)

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

AMBIENCE FLANGER
Block : DSP1(Variation), DSP2-4(Insertion)

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

TEMPO PHASER
Block : DSP1(Variation), DSP2-4(Insertion)

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

PHASER

PHASER1
Block : Chorus, DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	
2	LFO Depth	0 – 127	0	127		
3	Phase Shift Offset	0 – 127	0	127		
4	Feedback Level	-63 – 0 – +63	1	127		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Stage	4 – 22 (*2)	0	22		
		4 – 12 (48step)	4	12		
12	Diffusion	Mono, Stereo	0	1		
13						
14						
15						
16						

DISTORTION/AMP SIMULATOR

V DISTORTION
Block : DSP1(Variation), DSP2-4(Insertion)

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

PHASER2
Block : DSP1(Variation), DSP2-4(Insertion)

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

V DIST TEMPO DELAY
Block : DSP1(Variation), DSP2-4(Insertion)

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

STEREO AMP SIMULATOR
Block : DSP1(Variation), DSP2-4(Insertion)

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

AMP SIMULATOR2
Block : DSP1(Variation), DSP2-4(Insertion)

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

AMP SIMULATOR1
Block : DSP1(Variation), DSP2-4(Insertion)

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

DISTORTION DELAY
Block : DSP1(Variation), DSP2-4(Insertion)

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

DISTORTION
Block : DSP1(Variation), DSP2-4(Insertion)

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

COMP DIST DELAY
Block : DSP1(Variation), DSP2-4(Insertion)

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

STEREO DISTORTION
Block : DSP1(Variation), DSP2-4(Insertion)

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

V DISTORTION DELAY
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Overdrive	0% – 100%	0	100		
2	Device	Transistor, Vintage Tube, Dist1, Dist2, Fuzz	0	4		
3	Speaker Type	Flat, Stack, Combo, Twin, Radio, Megaphone	0	5		
4	Presence	0 – 20	0	20		
5	Output Level	0% – 100%	0	100		
6	Delay Time L	0.1ms – 1638.3ms	1	16383		
7	Delay Time R	0.1ms – 1638.3ms	1	16383		
8	Delay Feedback Time	0.1ms – 1638.3ms	1	16383		
9	Delay Feedback Level	-63 – 0 – +63	1	127		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Delay Mix	0 – 127	0	127		
12	Feedback High Dump	0.1 – 1.0	1	10		
13						
14						
15						
16						

DIST TEMPO DELAY
Block : DSP1(Variation), DSP2-4(Insertion)

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

COMP DISTORTION
Block : DSP1(Variation), DSP2-4(Insertion)

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

COMP DIST TEMPO DELAY
Block : DSP1(Variation), DSP2-4(Insertion)

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

MULTI FX
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Comp. Sustain	Off, 0.1 – 10.0	0	100		
2	Wah SW	Off, Wah Pedal, Auto+ Full, Auto+ Mid, Auto+ Light, Auto- Full, Auto- Mid, Auto-Light	0	7		
3	Wah Pedal	0 – 127	0	127		●
4	Dist SW	Off, Overdrive, Distortion1, Distortion2, Clean, Crunch, Hi-Gain, Modern	0	7		
5	Dist Drive	0.0 – 10.0	0	100		
6	Dist EQ	High Boost, Mid Boost, Mid Cut 1, Mid Cut 2, Mid Cut 3, Low Cut 1, Low Cut 2, High Cut, High/Low	0	8		
7	Dist Tone	0.0 – 10.0	0	100		
8	Dist Presence	0.0 – 10.0	0	100		
9	Output	0 – 127	0	127		
10						
11	Speaker Type	Off, Stack, Twin, Tweed, Oldies, Modern, Mean, Soft, Small, Dip1, Dip2, Metal, Light	0	12		
12	LFO Speed	0.1Hz – 9.925Hz	0	127	Table#15	
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 : DSP1(Variation), DSP2-4(Insertion)

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

BRITISH COMBO
Block : DSP1(Variation), DSP2-4(Insertion)

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

BRITISH LEGEND

Block : DSP1(Variation), DSP2-4(Insertion)

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

PITCH CHANGE

PITCH CHANGE1

Block : DSP1(Variation), DSP2-4(Insertion)

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

PITCH CHANGE2

Block : DSP1(Variation), DSP2-4(Insertion)

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

AUTO WAH

AUTO WAH

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	
2	LFO Depth	0 – 127	0	127		
3	Cutoff Frequency Offset	0 – 127	0	127		●
4	Resonance	1.0 – 12.0	10	120		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12						
13						
14						
15						
16						

AUTO WAH DISTORTION

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	
2	LFO Depth	0 – 127	0	127		
3	Cutoff Frequency Offset	0 – 127	0	127		●
4	Resonance	1.0 – 12.0	10	120		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
13	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
14	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
15	Output Level	0 – 127	0	127		
16						

TEMPO AUTO WAH1

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	16th – 4thx16	5	29	Table#5	
2	LFO Depth	0 – 127	0	127		
3	Cutoff Frequency Offset	0 – 127	0	127		●
4	Resonance	1.0 – 12.0	10	120		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12						
13						
14						
15						
16						

TEMPO AUTO WAH2

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	16th – 4thx16	5	29	Table#5	
2	LFO Depth	0 – 127	0	127		
3	Cutoff Frequency Offset	0 – 127	0	127		●
4	Resonance	1.0 – 12.0	10	120		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
13	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
14	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
15	Output Level	0 – 127	0	127		
16						

TOUCH WAH/PEDAL WAH

TOUCH WAH1

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Sensitivity	0 – 127	0	127		
2	Cutoff Frequency Offset	0 – 127	0	127		●
3	Resonance	1.0 – 12.0	10	120		
4						
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12						
13						
14						
15						
16						

TOUCH WAH2

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Sensitivity	0 – 127	0	127		
2	Cutoff Frequency Offset	0 – 127	0	127		●
3	Resonance	1.0 – 12.0	10	120		
4						
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
13	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
14	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
15	Output Level	0 – 127	0	127		
16	Release	10ms – 680ms	52	67	Table#16	

WAH DISTORTION DELAY

Block : DSP1(Variation), DSP2-4(Insertion)

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

WAH DIST TEMPO DELAY

Block : DSP1(Variation), DSP2-4(Insertion)

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

PEDAL WAH1

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Pedal Control	0 – 127	0	127		●
2	Depth	0 – 127	0	127		
3	Cutoff Frequency Offset	0 – 127	0	127		
4	Resonance	1.0 – 12.0	10	120		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12						
13						
14						
15						
16						

PEDAL WAH2

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Pedal Control	0 – 127	0	127		●
2	Depth	0 – 127	0	127		
3	Cutoff Frequency Offset	0 – 127	0	127		
4	Resonance	1.0 – 12.0	10	120		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
13	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
14	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
15	Output Level	0 – 127	0	127		
16						

COMPRESSOR/NOISE GATE

COMPRESSOR

Block : DSP1(Variation), DSP2-4(Insertion)

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

MULTI BAND COMP

Block : DSP1(Variation), DSP2-4(Insertion), Master (96step)

No.	Parameter	Display	Min	Max	Table	Control
1	Type	Normal, Low, Mid, High, Low/High, Low/Mid, Mid/High, Full Bit, Wild, Attack, Low End, Hard, Basic	0	12		
2	Threshold Offset	-32 – +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 : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Attack	1ms – 40ms	0	19	Table#12	
2	Release	10ms – 680ms	0	15	Table#13	
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						

TREMOLO

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	●
2	AM Depth	0 – 127	0	127		
3	PM Depth	0 – 127	0	127		
4						
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14	LFO Phase Difference	-180deg – 0deg – +180deg(resolution=3deg.)	4	124		
15	Input Mode	Mono, Stereo	0	1		
16						

ROTARY SPEAKER/AUTO PAN/TREMOLO

ROTARY SPEAKER1

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Rotor Speed Slow	0.00Hz – 2.65Hz	0	63	Table#8	
2	Horn Speed Slow	0.00Hz – 2.65Hz	0	63	Table#8	
3	Rotor Speed Fast	2.69Hz – 39.7Hz	64	127	Table#8	
4	Horn Speed Fast	2.69Hz – 39.7Hz	64	127	Table#8	
5	Slow-Fast Time of Rotor	0 – 127	0	127		
6	Slow-Fast Time of Horn	0 – 127	0	127		
7	Drive Low	0 – 127	0	127		
8	Drive High	0 – 127	0	127		
9	Low/High Balance	L63>H – L=H – L<H63	1	127		
10						
11	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
12	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
13	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
14	EQ High Gain	-12dB – 0dB – +12dB	52	76		
15	Mic L-R Angle	0deg – 180deg	0	60		
16	Speed Control	Slow, Fast	0	1		●

2WAY ROTARY SPEAKER

Block : DSP1(Variation), DSP2-4(Insertion)

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

ROTARY SPEAKER2

Block : DSP1(Variation), DSP2-4(Insertion)

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

DIST ROTARY SPEAKER

Block : DSP1(Variation), DSP2-4(Insertion)

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

AUTO PAN1

Block : DSP1(Variation), DSP2-4(Insertion)

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

DIST 2WAY ROTARY SP

Block : DSP1(Variation), DSP2-4(Insertion)

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

AMP ROTARY SPEAKER
Block : DSP1(Variation), DSP2-4(Insertion)

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

AMP 2WAY ROTARY SP
Block : DSP1(Variation), DSP2-4(Insertion)

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

VIBE VIBRATE
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Rotor Speed	0.00Hz – 39.7Hz	0	127	Table#8	
2	AM Depth	0 – 127	0	127		
3	PM Depth	0 – 127	0	127		
4						
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14	LFO Phase Difference	-180deg – 0deg – +180deg(resolution=3deg.)	4	124		
15	Input Mode	Mono, Stereo	0	1		
16	Rotor SW	Off, On	0	1		●

TEMPO TREMOLO
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	16th – 4thx16	5	29	Table#5	●
2	AM Depth	0 – 127	0	127		
3	PM Depth	0 – 127	0	127		
4						
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14	LFO Phase Difference	-180deg – 0deg – +180deg(resolution=3deg.)	4	124		
15	Input Mode	Mono, Stereo	0	1		
16						

AUTO PAN2
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	●
2	L/R Depth	0 – 127	0	127		
3	F/R Depth	0 – 127	0	127		
4	PAN Direction	L<->R, L->R, L<-R, Lturn, Rturn, L/R	0	5		
5	LFO Wave	0 – 28	0	28		
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14						
15	Input Mode	Mono, Stereo	0	1		
16						

TEMPO AUTO PAN1
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	16th – 4thx16	5	29	Table#5	●
2	L/R Depth	0 – 127	0	127		
3	F/R Depth	0 – 127	0	127		
4	PAN Direction	L<->R, L->R, L<-R, Lturn, Rturn, L/R	0	5		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14						
15						
16						

TEMPO AUTO PAN2
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	16th – 4thx16	5	29	Table#5	●
2	L/R Depth	0 – 127	0	127		
3	F/R Depth	0 – 127	0	127		
4	PAN Direction	L<->R, L->R, L<-R, Lturn, Rturn, L/R	0	5		
5	LFO Wave	0 – 28	0	28		
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14						
15	Input Mode	Mono, Stereo	0	1		
16						

EQ/ENHANCER

3BAND EQ
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
2	EQ Mid Frequency	100Hz – 16.0kHz	14	58	Table#3	
3	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
4	EQ Mid Width	0.1 – 12.0	1	120		
5	EQ High Gain	-12dB – 0dB – +12dB	52	76		
6	EQ Low Frequency	50Hz – 2.0kHz	8	40	Table#3	
7	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
8						
9						
10						
11						
12						
13						
14						
15	Input Mode	Mono, Stereo	0	1		
16						

2BAND EQ

Block : DSP1(Variation), DSP2-4(Insertion)

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

TALKING MODULATION

Block : DSP1(Variation), DSP2-4(Insertion)

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

HARMONIC ENHANCER

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	HPF Cutoff	500Hz – 16.0kHz	28	58		
2	Drive	0 – 127	0	127		
3	Mix Level	0 – 127	0	127		
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

ISOLATOR

Block : DSP1(Variation), DSP2-4(Insertion)

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

MISC

VOICE CANCELAR

Block : DSP1(Variation), DSP2-4(Insertion)

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

NO EFFECT

Block : Reverb, Chorus, DSP1(Variation)

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

AMBIENCE

Block : DSP1(Variation), DSP2-4(Insertion)

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

THRU

Block : DSP1(Variation), DSP2-4(Insertion)

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

Table#10
V-Flinger Delay Offset[ms]

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

Table#11
V-Flinger Modulation Phase[deg]

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

Table#12
Compressor Attack Time[ms]

Data	Value
0	1
1	2
2	3
3	4
4	5
5	6
6	7
7	8
8	9
9	10
10	12
11	14
12	16
13	18
14	20
15	23
16	26
17	30
18	35
19	40

Table#13
Compressor Release Time[ms]

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

Table#14
Compressor Ratio

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

Table#15
EgMultiFx LFO Freq[Hz]

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

Table#16
Wah Release Time[ms]

Data	Value
52	10
53	15
54	25
55	35
56	45
57	55
58	65
59	75
60	85
61	100
62	115
63	140
64	170
65	230
66	340
67	680

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

Parameter	System					Voice Set Group	Song		Style			Registration		Parameter Lock Group	Note
	Setup	MIDI Setup	User Effect	Music Finder	Voice Set		Song	Song Setup Group	Style Data	OTS	Multi Pad	Regist	Freeze Group		
Main															
Song File	X	X	X	X	X	-	X	-	X	X	X	O	SONG	-	
Style File	X	X	X	O	X	-	X	-	X	X	X	O	STYLE	-	
Multi Pad File	X	X	X	X	X	-	O	KEYBOARD VOICE	X	O	X	O	MULTI PAD	-	
Part On/Off(Right1)	X	X	X	X	X	-	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Part On/Off(Right2)	X	X	X	X	X	-	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Part On/Off(Left)	X	X	X	X	X	-	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Audio Player File	X	X	X	X	X	-	X	-	X	X	X	O	AUDIO	-	
Song															
Sync. Start	X	X	X	X	X	-	X	-	X	X	X	O	SONG	-	
Channel On/Off	X	X	X	X	X	-	X	-	X	X	X	O	SONG	-	
Song Function															
Score															
Left On/Off	O	X	X	X	X	-	O	SCORE SETTING	X	X	X	X	-	-	
Right On/Off	O	X	X	X	X	-	O	SCORE SETTING	X	X	X	X	-	-	
Chord On/Off	O	X	X	X	X	-	O	SCORE SETTING	X	X	X	X	-	-	
Lyric/Pedal On/Off	O	X	X	X	X	-	O	SCORE SETTING	X	X	X	X	-	-	
Note Name On/Off	O	X	X	X	X	-	O	SCORE SETTING	X	X	X	X	-	-	
Fingering On/Off	O	X	X	X	X	-	O	SCORE SETTING	X	X	X	X	-	-	
Size	O	X	X	X	X	-	O	SCORE SETTING	X	X	X	X	-	-	
Score>Setup															
Left Ch	O	X	X	X	X	-	O	SCORE SETTING	X	X	X	X	-	-	
Right Ch	O	X	X	X	X	-	O	SCORE SETTING	X	X	X	X	-	-	
Key Signature	X	X	X	X	X	-	O	SCORE SETTING	X	X	X	X	-	-	
Quantize	O	X	X	X	X	-	O	SCORE SETTING	X	X	X	X	-	-	
Note Name	O	X	X	X	X	-	O	SCORE SETTING	X	X	X	X	-	-	
Lyrics															
Text File	X	X	X	X	X	-	X	-	X	X	X	O	TEXT	-	
Viewer Mode	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Setting															
Left Channel	O	X	X	X	X	-	O	-	X	X	X	X	-	-	
Right Channel	O	X	X	X	X	-	O	-	X	X	X	X	-	-	
Auto Ch Set	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Guide Mode	O	X	X	X	X	-	O	GUIDE SETTING	X	X	X	X	-	-	
Repeat Mode	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Fast Forward Type	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Lyrics Language	O	X	X	X	X	-	O	LYRICS SETTING	X	X	X	X	-	-	
Quick Start	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Tempo															
Master Tempo	X	X	X	X	X	-	O	TEMPO	O	X	X	O	TEMPO	-	
Creator>Song Creator															
Setup															
Setup Select	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Style															
Accompaniment On/Off	X	X	X	X	X	-	X	-	X	O (On)	X	O	STYLE	-	
OTS Link	X	X	X	O (On)	X	-	X	-	X	X	X	X	-	-	
Auto Fill In	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Section	X	X	X	X	X	-	X	-	X	X	X	O	STYLE	-	
Synchro Start	X	X	X	X	X	-	X	-	X	O (On)	X	O	STYLE	-	
Synchro Stop	X	X	X	X	X	-	X	-	X	X	X	O	STYLE	-	
Function Menu>Style Setting															
Style Setting															
OTS Link Timing	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Stop ACMP	O	X	X	X	X	-	X	-	X	X	X	O	STYLE	-	
Dynamics Control	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Synchro Stop Window	O	X	X	X	X	-	X	-	X	X	X	O	STYLE	-	
Section Set	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Tempo Hold	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Part On/Off	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Function Menu>Split Point/Chord Fingering															
Split Point															
Chord Detection Area	O	X	X	X	X	-	X	-	X	X	X	O	STYLE		
Manual Bass	O	X	X	X	X	-	X	-	X	X	X	O	STYLE		
Split Point(Left)	O	X	X	X	X	-	X	-	X	X	X	O	STYLE	SPLIT POINT	
Split Point(Style)	O	X	X	X	X	-	O	GUIDE SETTING	X	X	X	O	STYLE	SPLIT POINT	
Chord Fingering															
Fingering Type	O	X	X	X	X	-	X	-	X	X	X	O	STYLE	FINGERING	

Parameter	System				Voice Set	Voice Set Group	Song		Style			Registration		Parameter Lock Group	Note
	Setup	MIDI Setup	User Effect	Music Finder			Song	Song Setup Group	Style Data	OTS	Multi Pad	Regist	Freeze Group		
Creator>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	-	-	
Beat	X	X	X	X	X	-	X	-	O	X	X	X	-	-	
Parameter															
Play Root	X	X	X	X	X	-	X	-	O	X	X	X	-	-	
Play 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	-	-	
Music Finder															
Sort By	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Sort Order	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Style Tempo	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Information On/Off	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Search1/2 Display															
Search Result	X	X	X	O	X	-	X	-	X	X	X	X	-	-	
Record(=Property Setting)	X	X	X	O	X	-	X	-	X	X	X	X	-	-	
Multi Pad															
Sync Start	X	X	X	X	X	-	X	-	X	X	X	O	MULTI PAD	-	
Voice Effect(On Panel)															
Harmony/Arpeggio On/Off	X	X	X	X	X	-	O	KEYBOARD VOICE	X	O	X	O	HARMONY/ARPEGGIO	-	
DSP(Right1)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
DSP(Right2)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
DSP(Left)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Variation(Right1)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Variation(Right2)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Variation(Left)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Voice Open/Save>Voice Set															
Voice(Right1)	X	X	X	X	O	-	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Voice(Right2)	X	X	X	X	O	-	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Voice(Left)	X	X	X	X	O	-	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Common															
Volume for Balance(Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Volume for Balance(Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Volume for Balance(Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Touch Sense Depth(Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Touch Sense Depth(Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Touch Sense Depth(Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Touch Sense Offset(Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Touch Sense Offset(Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Touch Sense Offset(Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Part Octave for Right1/Right2	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Part Octave for Left	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Controller															
Modulation Low Pass Filter Control (Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Modulation Low Pass Filter Control (Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Modulation Low Pass Filter Control(Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Modulation Amplitude Control(Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Modulation Amplitude Control(Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Modulation Amplitude Control(Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Modulation LFO PMOD Depth(Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Modulation LFO PMOD Depth(Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Modulation LFO PMOD Depth(Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Modulation LFO FMOD Depth(Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Modulation LFO FMOD Depth(Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Modulation LFO FMOD Depth(Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Modulation LFO AMOD Depth(Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Modulation LFO AMOD Depth(Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Modulation LFO AMOD Depth(Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Sound															
EG Attack(Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
EG Attack(Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
EG Attack(Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
EG Decay(Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
EG Decay(Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	

Parameter	System				Voice Set	Voice Set Group	Song		Style			Registration		Parameter Lock Group	Note
	Setup	MIDI Setup	User Effect	Music Finder			Song	Song Setup Group	Style Data	OTS	Multi Pad	Regist	Freeze Group		
EG Decay(Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
EG Release(Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
EG Release(Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
EG Release(Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Vibrato Depth(Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Vibrato Depth(Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Vibrato Depth(Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Vibrato Speed(Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Vibrato Speed(Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Vibrato Speed(Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Vibrato Delay(Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Vibrato Delay(Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Vibrato Delay(Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Effect/EQ															
Panel Sustain(Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Panel Sustain(Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Panel Sustain(Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
DSP Type(Right1)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
DSP Type(Right1) Effect Parameter	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
DSP Type(Right2)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
DSP Type(Right2) Effect Parameter	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
DSP Type(Left)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
DSP Type(Left) Effect Parameter	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
DSP Variation Value(Right1)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
DSP Variation Value(Right2)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
DSP Variation Value(Left)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Main>Mixing Console>Vol/Voice															
Volume															
Offset Volume Song	X	X	X	X	X	-	X	-	X	X	X	O	SONG	-	
Offset Volume Style	X	X	X	X	X	-	X	-	X	X	X	O	STYLE	-	
Volume Multi Pad	X	X	X	X	X	-	O	KEYBOARD VOICE	X	O	X	O	MULTI PAD	-	
Volume Left	X	X	X	X	X	-	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Volume Right1	X	X	X	X	X	-	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Volume Right2	X	X	X	X	X	-	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Part Volume Song	X	X	X	X	X	-	O	VOLUME	X	X	X	X	-	-	
Part Volume Style	X	X	X	X	X	-	X	-	O	X	X	O	STYLE	-	
Keyboard Volume	X	X	X	X	X	-	X	-	X	X	X	O	VOICE	-	
WLAN Volume	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Audio Volume	O	X	X	X	X	-	X	-	X	X	X	O	AUDIO	-	
AUX In Volume	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
PanPot															
Offset Pan Style	X	X	X	X	X	-	X	-	X	X	X	O	STYLE	-	
Pan Multi Pad	X	X	X	X	X	-	X	-	X	X	X	O	MULTI PAD	-	
Pan Left	X	X	X	X	X	-	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Pan Right1	X	X	X	X	X	-	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Pan Right2	X	X	X	X	X	-	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Part Pan Song	X	X	X	X	X	-	O	PAN	X	X	X	X	-	-	
Part Pan Style	X	X	X	X	X	-	X	-	O	X	X	O	STYLE	-	
Voice															
Voice(Right1)	X	X	X	X	O	-	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Voice(Right2)	X	X	X	X	O	-	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Voice(Left)	X	X	X	X	O	-	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Voice(Style Part)	X	X	X	X	X	-	X	-	O	X	X	O	STYLE	-	
Voice(Song Part)	X	X	X	X	X	-	O	VOICE	X	X	X	X	-	-	
Main>Mixing Console>Filter															
Brightness															
Brightness Song Part	X	X	X	X	X	-	O	FILTER	X	X	X	X	-	-	
Brightness Style Part	X	X	X	X	X	-	X	-	O	X	X	O	STYLE	-	
Brightness Right1	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Brightness Right2	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Brightness Left	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Harmonic Content															
Harmonic Content Song Part	X	X	X	X	X	-	O	FILTER	X	X	X	X	-	-	
Harmonic Content Style Part	X	X	X	X	X	-	X	-	O	X	X	O	STYLE	-	
Harmonic Content Right1	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Harmonic Content Right2	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Harmonic Content Left	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Main>Mixing Console>Tune															
Octave															
Octave Right1	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Octave Right2	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Octave Left	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	

Parameter	System					Voice Set Group	Song		Style			Registration		Parameter Lock Group	Note
	Setup	MIDI Setup	User Effect	Music Finder	Voice Set		Song	Song Setup Group	Style Data	OTS	Multi Pad	Regist	Freeze Group		
Tuning															
Tune Right1	X	X	X	X	X	-	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Tune Right2	X	X	X	X	X	-	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Tune Left	X	X	X	X	X	-	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Portamento Time															
Portamento Time Right1	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Portamento Time Right2	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Portamento Time Left	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Pitch Bend Range															
Pitch Bend Range Right1	X	X	X	X	X	-	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Pitch Bend Range Right2	X	X	X	X	X	-	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Pitch Bend Range Left	X	X	X	X	X	-	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Transpose															
Master Transpose	X	X	X	X	X	-	X	-	X	X	X	O	TRANSPOSE	-	
Song Transpose	X	X	X	X	X	-	X	-	X	X	X	O	TRANSPOSE	-	
Keyboard Transpose	X	X	X	X	X	-	X	-	X	X	X	O	TRANSPOSE	-	
Main>Mixing Console>Master Compressor															
Master Compressor Type	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Master Compressor Threshold Offset	X	X	O	X	X	-	X	-	X	X	X	X	-	-	
Master Compressor Ratio Offset	X	X	O	X	X	-	X	-	X	X	X	X	-	-	
Master Compressor Output Gain Offset	X	X	O	X	X	-	X	-	X	X	X	X	-	-	
Master Compressor On/Off	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Main>Mixing Console>MEQ															
Master EQ Type	O	X	X	X	X	-	X	-	X	X	X	X	-	MASTER EQ	
Master EQ Parameter	X	X	O	X	X	-	X	-	X	X	X	X	-	MASTER EQ	
Main>Mixing Console>Effect															
Reverb Type															
Reverb Type	X	X	X	X	X	-	O	EFFECT	O	X	X	O	STYLE/SONG	REVERB TYPE	
Reverb Return Level	X	X	X	X	X	-	O	EFFECT	O	X	X	O	STYLE/SONG	REVERB RETURN LEVEL	
Reverb Depth															
Reverb Depth Style Part	X	X	X	X	X	-	X	-	O	X	X	O	STYLE	-	
Reverb Depth Song Part	X	X	X	X	X	-	O	EFFECT	X	X	X	X	-	-	
Reverb Depth Multi Pad	X	X	X	X	X	-	X	-	X	X	X	O	MULTI PAD	-	
Reverb Depth Right1	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Reverb Depth Right2	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Reverb Depth Left	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Reverb Depth Style(Offset)	X	X	X	X	X	-	X	-	X	X	X	O	STYLE	-	
Chorus Type															
Chorus Type	X	X	X	X	X	-	O	EFFECT	O	X	X	O	STYLE/SONG	-	
Chorus Return Level	X	X	X	X	X	-	O	EFFECT	O	X	X	O	STYLE/SONG	CHORUS RETURN LEVEL	
Chorus Depth															
Chorus Depth Style Part	X	X	X	X	X	-	X	-	O	X	X	O	STYLE	-	
Chorus Depth Song Part	X	X	X	X	X	-	O	EFFECT	X	X	X	X	-	-	
Chorus Depth Multi Pad	X	X	X	X	X	-	X	-	X	X	X	O	MULTI PAD	-	
Chorus Depth Right1	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Chorus Depth Right2	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Chorus Depth Left	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Chorus Depth Style(Offset)	X	X	X	X	X	-	X	-	X	X	X	O	STYLE	-	
DSP Type															
DSP1(Variation) Type	X	X	X	X	X	-	O	EFFECT	O	X	X	O	STYLE/SONG	-	
DSP1(Variation) Return Level	X	X	X	X	X	-	O	EFFECT	O	X	X	O	STYLE/SONG	DSP RETURN LEVEL	
DSP2Type	X	X	X	X	X	-	O	EFFECT	X	X	X	O	VOICE/STYLE/SONG	-	
DSP3Type	X	X	X	X	X	-	O	EFFECT	X	X	X	O	VOICE/STYLE/SONG	-	
DSP Depth															
DSP Depth Style Part	X	X	X	X	X	-	X	-	O	X	X	O	STYLE	-	
DSP Depth Song Part	X	X	X	X	X	-	O	EFFECT	X	X	X	X	-	-	
DSP Depth Right 1	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
DSP Depth Right2	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
DSP Depth Left	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Insertion Type															
Insertion Type(Right1)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Insertion Type(Right2)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Insertion Type(Left)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Insertion Type(Song)	X	X	X	X	X	-	O	EFFECT	X	X	X	X	-	-	
Effect Parameter(Reverb/Chorus/DSP1)	X	X	O	X	X	-	O	EFFECT	X	X	X	X	-	-	
Effect Parameter(Reverb/Chorus/DSP2-4)	X	X	O	X	X	-	O	EFFECT	X	O	X	O	VOICE/STYLE	-	
Main>Channel>Channel On/Off Popup															
Channel On/Off(Song)	X	X	X	X	X	-	X	-	X	X	X	O	SONG	-	
Channel On/Off(Style)	X	X	X	X	X	-	X	-	O	X	X	O	STYLE	-	

Parameter	System					Voice Set Group	Song		Style			Registration		Parameter Lock Group	Note
	Setup	MIDI Setup	User Effect	Music Finder	Voice Set		Song	Song Setup Group	Style Data	OTS	Multi Pad	Regist	Freeze Group		
Function Menu>MIDI															
MIDI Template															
Template No.	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Preset Template Name	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Function Menu>MIDI>EDIT															
System															
Local Control	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Clock	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Transmit Clock	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Receive Transpose	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Receive Start/Stop	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
SysEx Transmit	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
SysEx Receive	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Chord SysEx Transmit	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Chord SysEx Receive	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Transmit															
Part Select	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Ch Select	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Filter(for each part)	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Receive															
Ch Select	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Part Select	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Filter(for each part)	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Bass(On Bass Note)															
Bass(On Bass Note)	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Chord Detect															
Chord Detect	X	O	X	X	X	-	X	-	X	X	X	X	-	-	
Function Menu>Mater Tune/Scale Tune															
Master Tune															
Master Tune	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Scale Tune															
Scale Type	X	X	X	X	X	-	X	-	X	X	X	O	SCALE	-	
Base Note	X	X	X	X	X	-	X	-	X	X	X	O	SCALE	-	
Tune	X	X	X	X	X	-	X	-	X	X	X	O	SCALE	-	
Part Select (Right1/Right2,Left,Style, Multi Pad)	X	X	X	X	X	-	X	-	X	X	X	O	SCALE	-	
Function Menu>Controller															
Live Control															
Live Control Assign Type	X	X	X	X	X	-	X	-	X	X	X	X	-	-	
Live Control Assign Set 1-1	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Live Control Assign Set 2-1	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Live Control Assign Set 3-1	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Live Control Assign Set 4-1	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Live Control Assign Set 5-1	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Live Control Assign Set 6-1	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Live Control Assign Set 7-1	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Live Control Assign Set 8-1	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Live Control Assign Set 1-2	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Live Control Assign Set 2-2	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Live Control Assign Set 3-2	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Live Control Assign Set 4-2	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Live Control Assign Set 5-2	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Live Control Assign Set 6-2	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Live Control Assign Set 7-2	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Live Control Assign Set 8-2	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Foot Pedal															
Pedal Function	X	X	X	X	X	-	X	-	X	X	X	O	PEDAL	-	
Pedal Settings	X	X	X	X	X	-	X	-	X	X	X	O	PEDAL	-	
Pedal Polarity	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Keyboard/Panel															
Touch Response	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Initial Touch Off Level	X	X	X	X	X	-	X	-	X	X	X	O	VOICE	-	
Initial Touch Part On/Off	X	X	X	X	X	-	X	-	X	X	X	O	VOICE	-	
Modulation Wheel Part On/Off	X	X	X	X	X	-	X	-	X	X	X	O	VOICE	-	
Transpose Assign	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Function Menu>Regist Sequence/Freeze															
Regist Sequence															
Regist Sequence Data	X	X	X	X	X	-	X	-	X	X	X	O	-	-	
Regist Sequence Enable	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Regist(+)-Pedal	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Regist(-)-Pedal	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Regist Sequence End	X	X	X	X	X	-	X	-	X	X	X	O	-	-	

Parameter	System					Voice Set Group	Song		Style			Registration		Parameter Lock Group	Note
	Setup	MIDI Setup	User Effect	Music Finder	Voice Set		Song	Song Setup Group	Style Data	OTS	Multi Pad	Regist	Freeze Group		
Freeze Group															
Freeze Group Setting	○	X	X	X	X	-	X	-	X	X	X	X	-	-	
Voice Set															
Voice Set Group Right1 On/Off	○	X	X	X	X	-	X	-	X	X	X	X	-	-	
Voice Set Group Right2 On/Off	○	X	X	X	X	-	X	-	X	X	X	X	-	-	
Voice Set Group Left On/Off	○	X	X	X	X	-	X	-	X	X	X	X	-	-	
Voice Effect															
Initial Touch On/Off	X	X	X	X	X	-	X	-	X	X	X	○	VOICE	-	
Poly/Mono(Right1)	X	X	X	X	○	Voice	○	KEYBOARD VOICE	X	○	X	○	VOICE	-	
Poly/Mono(Right2)	X	X	X	X	○	Voice	○	KEYBOARD VOICE	X	○	X	○	VOICE	-	
Poly/Mono(Left)	X	X	X	X	○	Voice	○	KEYBOARD VOICE	X	○	X	○	STYLE	-	
Panel Sustain	X	X	X	X	X	-	X	-	X	X	X	○	VOICE	-	
Type	X	X	X	X	○	Harmony/Arpeggio	○	KEYBOARD VOICE	X	○	X	○	HARMONY/ARPEGGIO	-	
Volume	X	X	X	X	○	Harmony/Arpeggio	○	KEYBOARD VOICE	X	○	X	○	HARMONY/ARPEGGIO	-	
Speed	X	X	X	X	○	Harmony/Arpeggio	○	KEYBOARD VOICE	X	○	X	○	HARMONY/ARPEGGIO	-	
Assign	X	X	X	X	○	Harmony/Arpeggio	○	KEYBOARD VOICE	X	○	X	○	HARMONY/ARPEGGIO	-	
Chord Note Only	X	X	X	X	○	Harmony/Arpeggio	○	KEYBOARD VOICE	X	○	X	○	HARMONY/ARPEGGIO	-	
Touch Limit	X	X	X	X	○	Harmony/Arpeggio	○	KEYBOARD VOICE	X	○	X	○	HARMONY/ARPEGGIO	-	
Function Menu>Utility															
Configuration1															
Fade In Time	○	X	X	X	X	-	X	-	X	X	X	X	-	-	
Fade Out Time	○	X	X	X	X	-	X	-	X	X	X	X	-	-	
Fade Out Hold Time	○	X	X	X	X	-	X	-	X	X	X	X	-	-	
Metronome Volume	○	X	X	X	X	-	X	-	X	X	X	X	-	-	
Metronome Sound	○	X	X	X	X	-	X	-	X	X	X	X	-	-	
Time Signature	X	X	X	X	X	-	○	-	○	X	X	X	-	-	
Tap Count Percussion	X	X	X	X	X	-	○	KEYBOARD VOICE	X	○	X	○	STYLE	-	
Tap Count Velocity	X	X	X	X	X	-	○	KEYBOARD VOICE	X	○	X	○	STYLE	-	
Auto Power Off	○	X	X	X	X	-	X	-	X	X	X	X	-	-	
Configuration2															
Speaker	○	X	X	X	X	-	X	-	X	X	X	X	-	-	
Display Style Tempo	○	X	X	X	X	-	X	-	X	X	X	X	-	-	
Display Voice Number	○	X	X	X	X	-	X	-	X	X	X	X	-	-	
Display Time Stamp	○	X	X	X	X	-	X	-	X	X	X	X	-	-	
Voice Category Button Options	○	X	X	X	X	-	X	-	X	X	X	X	-	-	
Popup Display Time	○	X	X	X	X	-	X	-	X	X	X	X	-	-	
Arpeggio Quantize	○	X	X	X	X	-	X	-	X	X	X	X	-	-	
Arpeggio Hold Sw	○	X	X	X	X	-	X	-	X	X	X	X	-	-	
Parameter Lock															
Parameter Lock	○	X	X	X	X	-	X	-	X	X	X	X	-	-	
USB															
Song Auto Open	○	X	X	X	X	-	X	-	X	X	X	X	-	-	
Function Menu>System															
Owner															
Language	○	X	X	X	X	-	X	-	X	X	X	X	-	-	Cannot be reset with Factory Reset.
Owner Name	○	X	X	X	X	-	X	-	X	X	X	X	-	-	Cannot be reset with Factory Reset.
Registration															
Regist Memory Contents	○	X	X	X	X	-	X	-	X	X	X	X	-	-	
Regist Contents Name	X	X	X	X	X	-	X	-	X	X	X	○	-	-	
Transpose															
Transpose	X	X	X	X	X	-	X	-	X	X	X	○	TRANSPOSE	-	
Upper Octave															
Upper Octave	X	X	X	X	X	-	X	-	X	X	X	○	VOICE	-	
USB Audio Player															
Audio Volume	○	X	X	X	X	-	X	-	X	X	X	○	AUDIO	-	
Audio Player Repeat Mode	○	X	X	X	X	-	X	-	X	X	X	X	-	-	
Audio Player File	X	X	X	X	X	-	X	-	X	X	X	○	AUDIO	-	

MIDI Data Format / MIDI-Datenformat / Format des données MIDI / Formato de datos MIDI / 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	Decimal	Hexadecimal	Binary	Decimal	Hexadecimal	Binary	Decimal	Hexadecimal	Binary
0	00	0000 0000	32	20	0010 0000	64	40	0100 0000	96	60	0110 0000
1	01	0000 0001	33	21	0010 0001	65	41	0100 0001	97	61	0110 0001
2	02	0000 0010	34	22	0010 0010	66	42	0100 0010	98	62	0110 0010
3	03	0000 0011	35	23	0010 0011	67	43	0100 0011	99	63	0110 0011
4	04	0000 0100	36	24	0010 0100	68	44	0100 0100	100	64	0110 0100
5	05	0000 0101	37	25	0010 0101	69	45	0100 0101	101	65	0110 0101
6	06	0000 0110	38	26	0010 0110	70	46	0100 0110	102	66	0110 0110
7	07	0000 0111	39	27	0010 0111	71	47	0100 0111	103	67	0110 0111
8	08	0000 1000	40	28	0010 1000	72	48	0100 1000	104	68	0110 1000
9	09	0000 1001	41	29	0010 1001	73	49	0100 1001	105	69	0110 1001
10	0A	0000 1010	42	2A	0010 1010	74	4A	0100 1010	106	6A	0110 1010
11	0B	0000 1011	43	2B	0010 1011	75	4B	0100 1011	107	6B	0110 1011
12	0C	0000 1100	44	2C	0010 1100	76	4C	0100 1100	108	6C	0110 1100
13	0D	0000 1101	45	2D	0010 1101	77	4D	0100 1101	109	6D	0110 1101
14	0E	0000 1110	46	2E	0010 1110	78	4E	0100 1110	110	6E	0110 1110
15	0F	0000 1111	47	2F	0010 1111	79	4F	0100 1111	111	6F	0110 1111
16	10	0001 0000	48	30	0011 0000	80	50	0101 0000	112	70	0111 0000
17	11	0001 0001	49	31	0011 0001	81	51	0101 0001	113	71	0111 0001
18	12	0001 0010	50	32	0011 0010	82	52	0101 0010	114	72	0111 0010
19	13	0001 0011	51	33	0011 0011	83	53	0101 0011	115	73	0111 0011
20	14	0001 0100	52	34	0011 0100	84	54	0101 0100	116	74	0111 0100
21	15	0001 0101	53	35	0011 0101	85	55	0101 0101	117	75	0111 0101
22	16	0001 0110	54	36	0011 0110	86	56	0101 0110	118	76	0111 0110
23	17	0001 0111	55	37	0011 0111	87	57	0101 0111	119	77	0111 0111
24	18	0001 1000	56	38	0011 1000	88	58	0101 1000	120	78	0111 1000
25	19	0001 1001	57	39	0011 1001	89	59	0101 1001	121	79	0111 1001
26	1A	0001 1010	58	3A	0011 1010	90	5A	0101 1010	122	7A	0111 1010
27	1B	0001 1011	59	3B	0011 1011	91	5B	0101 1011	123	7B	0111 1011
28	1C	0001 1100	60	3C	0011 1100	92	5C	0101 1100	124	7C	0111 1100
29	1D	0001 1101	61	3D	0011 1101	93	5D	0101 1101	125	7D	0111 1101
30	1E	0001 1110	62	3E	0011 1110	94	5E	0101 1110	126	7E	0111 1110
31	1F	0001 1111	63	3F	0011 1111	95	5F	0101 1111	127	7F	0111 1111

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

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

MIDI CHANNEL MESSAGE (1)

MIDI Events	Status byte		[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/ Natural/ Organ Voice	Song	Right/ 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] [GS]	8nH	(n:Channel Number)	kk	Key no. (0-127)	vv	Velocity(0-127)	○	○	○	○	○	X	X	X	○	X	○	X	X			
Key On [GM1][GM2] [GS]	9nH	(n:Channel Number)	kk	Key no. (0-127)	vv	Key On :vv=1-127 Key Off :vv=0	○	○	○	○	○	●	○	○	○	●	○	X	○			
Control Change [GM2][GS]	BnH		0 (00H)	Bank Select MSB	0 8 64 104 118 119 120 121 126 127	Normal Mega voice SPX voice Normal GS Rhythm GS Normal GM2 Rhythm GM2 Normal SPX kit Drum kit	○	○	○	○	○	●	○	●	●	X	○	○	○			
			1 (01H)	Modulation [GM1][GM2][GS]	0-127	Data	○	○	○	○	○	●	○	○	○	●	○	○	○			
			5 (05H)	Portamento Time [GM2][GS]	0-127	Data	○	○	○	○	X	○	○	X	○	X	○	○	○			
			6 (06H)	Data Entry MSB [GM2][GS]	0-127	Data	○	○	○	○	○	○	○	○	○	X	○	X	○			
			7 (07H)	Main Volume [GM1][GM2][GS]	0-127	Data	○	○	○	○	○	○	○	○	○	○	○	○	○			
			10 (0AH)	Panpot [GM1][GM2][GS]	0-127	L64...C...R63	○	○	○	○	○	○	○	○	○	○	X	○	○			
			11 (0BH)	Expression [GM1][GM2][GS]	0-127	Data	○	○	○	○	○	○	○	○	○	○	○	○	○			
			16 (10H)	General Purpose Controller	0-127	Data	○	○	○	○	X	○	X	○	X	○	○	X	○			
			32 (20H)	Bank Select LSB [GM2][GS]	0-127	Data	○	○	○	○	○	○	○	○	○	X	○	○	○			
			38 (26H)	Data Entry LSB [GM2][GS]	0-127	Data	○	○	○	○	○	○	○	X	○	X	○	X	○			
			64 (40H)	Sustain(Damper) [GM1][GM2][GS]	0-127	Data	○	○	○	○	X	○	○	X	○	○	○	○	○			
			65 (41H)	Portamento [GM2][GS]	0-127	0..63, 64...127 (OFF; ON)	○	○	○	○	X	○	○	X	○	○	○	○	○			
			66 (42H)	Sostenuto [GM2][GS]	0-127	0..63, 64...127 (OFF; ON)	○	○	○	○	X	○	○	X	○	○	○	○	○			
			67 (43H)	Soft Pedal [GM2][GS]	0-127	0..63, 64...127 (OFF; ON)	○	○	○	○	X	○	○	X	○	○	○	○	○			
			71 (47H)	Harmonic Content [GM2]	0-127	-64...0...+63	○	○	○	○	○	○	○	○	○	○	X	○	○			
			72 (48H)	Release Time [GM2]	0-127	-64...0...+63	○	○	○	○	○	○	○	○	○	○	X	○	○			
			73 (49H)	Attack Time [GM2]	0-127	-64...0...+63	○	○	○	○	○	○	○	○	○	○	X	○	○			
			74 (4AH)	Brightness [GM2]	0-127	-64...0...+63	○	○	○	○	○	○	○	○	○	○	X	○	○			
			75 (4BH)	Decay Time [GM2]	0-127	-64...0...+63	○	○	○	○	○	X	X	X	○	X	○	○	X			
			76 (4CH)	Vibrato Rate [GM2]	0-127	-64...0...+63	○	○	○	○	○	X	X	X	○	X	○	○	X			
			77 (4DH)	Vibrato Depth [GM2]	0-127	-64...0...+63	○	○	○	○	○	X	X	X	○	X	○	○	X			
			78 (4EH)	Vibrato Delay [GM2]	0-127	-64...0...+63	○	○	○	○	○	X	X	X	○	X	○	○	X			
			80 (50H)	General Purpose Controller (Articuration 1)	0-127	0: OFF 127:ON	X	○	X	X	X	X	X	○	○	X	○	○	○			
			81 (51H)	General Purpose Controller (Articuration 2)	0-127	0: OFF 127:ON	X	○	X	X	X	X	X	○	○	X	○	○	○			
			84 (54H)	Portamento Control	0-127	Key no. (0-127) Data	○	○	○	○	○	○	○	○	○	○	X	○	X			
			91 (5BH)	Effect1 Depth (Reverb Send Level) [GM2][GS]	0-127	Data	○	○	○	○	○	○	○	○	○	○	X	○	○			

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

*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	[MIDI]																	[Internal sequencer]					
	Status byte		1st Data byte		2nd Data byte		Voice	MIDI Reception					MIDI Transmission					PLAY		REC			
	Status		Data (HEX)	Parameter	Data (HEX)	Parameter	Regular/ Drum/ Natural/ Organ Voice	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 [GM2][GS]	BnH		93 (5DH)	Effect3 Depth (Chorus Send Level) [GM2][GS]	0-127 (00H...7FH)	Data	○	○	○	○	○	○	●	●	●	●	X	○	○	○			
			94 (5EH)	Effect4 Depth (Variation Send Level)	0-127 (00H...7FH)	Data	○	○	○	○	○	○	○	○	○	●	●	X	○	○	X		
			96 (60H)	RPN Increment	-	-	The data byte is ignored.	○	○	○	X	○	○	X	○	X	○	X	○	X	○	X	
			97 (61H)	RPN Decrement	-	-	The data byte is ignored.	○	○	○	X	○	○	X	○	X	○	X	○	X	○	X	
			98 (62H)	NRPN LSB [GS]	0-127 (00H...7FH)	Data	○	○	○	○	○	X	○	○	●	○	○	○	X	○	○	○	
			99 (63H)	NRPN MSB [GS]	0-127 (00H...7FH)	Data	○	○	○	○	○	X	○	○	●	○	○	○	X	○	○	○	
			100 (64H)	RPN LSB [GM2][GS]	0-127 (00H...7FH)	Data	○	○	○	○	○	○	○	○	●	○	○	○	X	○	○	○	
		101 (65H)	RPN MSB [GM2][GS]	0-127 (00H...7FH)	Data	○	○	○	○	○	○	●	○	○	○	X	○	○	○				
Mode Message	BnH	(n:Channel Number)	120 (78H)	All Sound Off [GM2][GS]	0 (00H)	Data	○	○	○	○	○	○	X	○	X	○	X	○	X	○	X		
			121 (79H)	Reset All Controllers [GM1][GM2][GS]	0 (00H)	Data	○	○	X	X	X	X	X	X	○	X	○	X	○	X	○	X	
			122 (7AH)	Local Control	0 127 (00H) (7FH)	OFF ON	-	○	○	○	○	○	○	○	X	X	X	X	X	X	X	X	
			123 (7BH)	All Note Off [GM1][GM2][GS]	0 (00H)	Data	○	○	○	○	○	○	○	○	X	○	X	○	X	○	X	○	X
			124 (7CH)	Omni Off [GM2][GS]	0 (00H)	Data	○	○	○	X	X	X	X	X	○	X	○	X	○	X	○	X	
			125 (7DH)	Omni On [GM2][GS]	0 (00H)	Data	○	○	○	X	X	X	X	X	○	X	○	X	○	X	○	X	
			126 (7EH)	Mono [GM2][GS]	0-16 (00H...10H)	Data	○	○	○	X	X	X	X	X	X	○	X	○	X	○	X	○	X
		127 (7FH)	Poly [GM2][GS]	0 (00H)	Data	○	○	X	X	X	X	X	○	X	○	X	○	X	○	X			
Program Change [GM1][GM2][GS]	CnH	(n:Channel Number)	pp (00H...7FH)	Voice Number (0-127)	-	-	-	○	○	○	○	○	○	○	○	○	X	○	○	○			
Channel After Touch [GM1][GM2][GS]	DnH	(n:Channel Number)	vv (00H...7FH)	Data	-	-	-	○	○	○	○	○	○	○	○	○	○	○	○	○			
Polyphonic After Touch [GS]	AnH	(n:Channel Number)	kk (00H...7FH)	Key no. (0-127)	vv (00H...7FH)	Data	○	○	X	X	X	X	X	X	X	○	X	○	X				
Pitch Bend Change [GM1][GM2][GS]	EnH	(n:Channel Number)	cc (00H...7FH)	LSB	dd (00H...7FH)	MSB	○	○	○	○	○	○	○	○	○	○	○	○	○				
Realtime Message	F8H	MIDI Clock	-	-	-	-	-	-	○	○	○	○	○	○	○	○	○	-	-	-			
	FAH	Start	-	-	-	-	-	-	○	○	○	○	○	○	○	○	○	-	-	-			
	FBH	Continue	-	-	-	-	-	-	X	X	X	X	X	X	X	X	X	-	-	-			
	FCH	Stop	-	-	-	-	-	-	○	○	○	○	○	○	○	○	○	-	-	-			
	FEH	Active Sense [GM2]	-	-	-	-	-	-	○	○	○	○	○	○	○	○	○	-	-	-			
	FFH	System Reset	-	-	-	-	-	-	X	X	X	X	X	X	X	X	X	-	-	-			

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

*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/ Natural/ Organ Voice	Song	Right1/ Right2/ Left	Keyboard	Style	Extra	Right1/ Right2/ Left	M.Pad	Style	Song		Upper Lower	PLAY
01H	08H	mmH	--	Vibrato Rate [GS]	mm : 00H-40H-7FH (-64...0...+63)	○	○	○	○	○	○	●	○	○	○	○	○	○	○	○
01H	09H	mmH	--	Vibrato Depth [GS]	mm : 00H-40H-7FH (-64...0...+63)	○	○	○	○	○	○	●	○	○	○	○	○	○	○	○
01H	0AH	mmH	--	Vibrato Delay [GS]	mm : 00H-40H-7FH (-64...0...+63)	○	○	○	○	○	○	●	○	○	○	○	○	○	○	○
01H	20H	mmH	--	Low Pass Filter Cutoff Frequency [GS]	mm : 00H-40H-7FH (-64...0...+63)	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
01H	21H	mmH	--	Low Pass Filter Resonance [GS]	mm : 00H-40H-7FH (-64...0...+63)	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
01H	30H	mmH	--	EQ Bass Gain	mm : 00H-40H-7FH (-64...0...+63)	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
01H	31H	mmH	--	EQ Treble Gain	mm : 00H-40H-7FH (-64...0...+63)	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
01H	34H	mmH	--	EQ Bass Frequency	mm : 04H-28H (32...2.0k[Hz])	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
01H	35H	mmH	--	EQ Treble Frequency	mm : 1CH-3AH (500...16.0k[Hz])	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
01H	63H	mmH	--	EG Attack Time [GS]	mm : 00H-40H-7FH (-64...0...+63)	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
01H	64H	mmH	--	EG Decay Time [GS]	mm : 00H-40H-7FH (-64...0...+63)	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
01H	66H	mmH	--	EG Release [GS]	mm : 00H-40H-7FH (-64...0...+63)	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
14H	rrH	mmH	--	Drum Low Pass Filter Cutoff Frequency	rr : drum instrument note number mm : 00H-40H-7FH (-64...0...+63)	○ (Drum Only)	○	○	○	○	○	○	○	○	○	○	○	○	○	○
15H	rrH	mmH	--	Drum Low Pass Filter Resonance	rr : drum instrument note number mm : 00H-40H-7FH (-64...0...+63)	○ (Drum Only)	○	○	○	○	○	○	○	○	○	○	○	○	○	○
16H	rrH	mmH	--	Drum EG Attack Rate	rr : drum instrument note number mm : 00H-40H-7FH (-64...0...+63)	○ (Drum Only)	○	○	○	○	○	○	○	○	○	○	○	○	○	○
17H	rrH	mmH	--	Drum EG Decay Rate	rr : drum instrument note number mm : 00H-40H-7FH (-64...0...+63)	○ (Drum Only)	○	○	○	○	○	○	○	○	○	○	○	○	○	○
18H	rrH	mmH	--	Drum Pitch Coarse [GS]	rr : drum instrument note number mm : 00H-40H-7FH (-64...0...+63)	○ (Drum Only)	○	○	○	○	○	○	○	○	○	○	○	○	○	○
19H	rrH	mmH	--	Drum Pitch Fine	rr : drum instrument note number mm : 00H-40H-7FH (-64...0...+63)	○ (Drum Only)	○	○	○	○	○	○	○	○	○	○	○	○	○	○
1AH	rrH	mmH	--	Drum Level [GS]	rr : drum instrument note number mm : 00H-7FH (0...127)	○ (Drum Only)	○	○	○	○	○	○	○	○	○	○	○	○	○	○
1CH	rrH	mmH	--	Drum Pan [GS]	rr : drum instrument note number mm : 00H, 01H-40H-7FH (RND, L63...C...R63)	○ (Drum Only)	○	○	○	○	○	○	○	○	○	○	○	○	○	○
1DH	rrH	mmH	--	Drum Reverb Send Level [GS]	rr : drum instrument note number mm : 00H-7FH (0...127)	○ (Drum Only)	○	○	○	○	○	○	○	○	○	○	○	○	○	○
1EH	rrH	mmH	--	Drum Chorus Send Level [GS]	rr : drum instrument note number mm : 00H-7FH (0...127)	○ (Drum Only)	○	○	○	○	○	○	○	○	○	○	○	○	○	○
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)	○ (Drum Only)	○	○	○	○	○	○	○	○	○	○	○	○	○	○
30H	rrH	mmH	--	Drum EQ Bass Gain	rr : drum instrument note number mm : 00H-7FH (0...127)	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
31H	rrH	mmH	--	Drum EQ Treble Gain	rr : drum instrument note number mm : 00H-7FH (0...127)	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
34H	rrH	mmH	--	Drum EQ Bass Frequency	rr : drum instrument note number mm : 04H-28H (32...2.0k[Hz])	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
35H	rrH	mmH	--	Drum EQ Treble Frequency	rr : drum instrument note number mm : 1CH-3AH (500...16.0k[Hz])	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○

● : Transmitted via panel operations and keyboard/controller performances. ○ : 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/ Natural/ Organ Voice	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][GS]	mm : 00H-18H (0...+24[semitones])	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○		
00H	01H	mmH	llH	Fine Tune [GM1][GM2][GS]	mm ll : 00H 00H -100[cent] : 0[cent] mm ll : 40H 00H 0[cent] : 0[cent] mm ll : 7FH 7FH 100[cent]	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
00H	02H	mmH	--	Coarse Tune [GM1][GM2][GS]	mm : 28H-40H-58H (-24...0...+24[semitones])	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	
00H	05H	mmH	llH	Modulation Sensitivity [GM2]	mm : Specified in semitone steps ll : Specified in 100/128 cent steps	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	
7FH	7FH	--	--	Null [GM2][GS]	-	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	

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

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

XG PARAMETER CHANGE TABLE

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

MIDI Parameter Change table (XG SYSTEM)

Address (H)	Size (H)	Data (H)	Parameter	Description	XG Default (H)	[MIDI]										[Internal sequencer]								
						Voice	MIDI Reception					MIDI Transmission					PLAY		REC					
							Regular/ Drum/ Natural/ Organ Voice	Song	Right1/ Right2/ Left	Keyboard	Style	Extra	Right1/ Right2/ Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Left)				
00	00	00 01 02 03	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	○		○								●				○	X	X	
		04	1	00-7F	MASTER VOLUME	0...127	7F	○		○								○				○	○	X
		05	1	00-7F	MASTER ATTENUATOR	0...127	00	X		X								X				X	X	X
		06	1	28-58	TRANSPOSE	-24...0...+24[semitones]	40	○		○								○				○	○	X
		7D	1	N	DRUM SETUP RESET	N:Drum setup number	-	○		○								○				○	X	X
		7E	1	00	XG SYSTEM ON	00=XG system ON	-	○		○								○				○	X	○
		7F	1	00	ALL PARAMETER RESET	00=ON	-	○		○								○				○	X	X

TOTAL SIZE 07

● : Transmitted via panel operations ○ : Available

MIDI Parameter Change table (SYSTEM INFORMATION)

Address (H)	Size (H)	Data (H)	Parameter	Description	XG Default (H)	[MIDI]										[Internal sequencer]								
						Voice	MIDI Reception					MIDI Transmission					PLAY		REC					
							Regular/ Drum/ Natural/ Organ Voice	Song	Right1/ Right2/ Left	Keyboard	Style	Extra	Right1/ Right2/ Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From 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)	-											○				-	-	-

TOTAL SIZE 10

Transmitted in response to Dump Request. Not received.

MIDI Parameter Change table (EFFECT1)

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

TOTAL SIZE 0E

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

TOTAL SIZE 06

● : Transmitted via panel operations ○ : Available

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

TOTAL SIZE 0F

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

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/ Natural/ Organ Voice	Song	Right1/ Right2/ Left	Keyboard	Style	Extra	Right1/ Right2/ Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Left)			
02	01	40	2	00-7F 00-7F	VARIATION TYPE MSB VARIATION TYPE LSB	Refer to Effect Parameter List Refer to Effect Parameter List	05(=DELAY L.C.R) 00	○								●			○	○	○	
		42	2	00-7F 00-7F	VARIATION PARAMETER 1 MSB VARIATION PARAMETER 1 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	Depends on Variation Type	○									●			○	○	○
		44	2	00-7F 00-7F	VARIATION PARAMETER 2 MSB VARIATION PARAMETER 2 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	Depends on Variation Type	○									●			○	○	○
		46	2	00-7F 00-7F	VARIATION PARAMETER 3 MSB VARIATION PARAMETER 3 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	Depends on Variation Type	○									●			○	○	○
		48	2	00-7F 00-7F	VARIATION PARAMETER 4 MSB VARIATION PARAMETER 4 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	Depends on Variation Type	○									●			○	○	○
		4A	2	00-7F 00-7F	VARIATION PARAMETER 5 MSB VARIATION PARAMETER 5 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	Depends on Variation Type	○									●			○	○	○
		4C	2	00-7F 00-7F	VARIATION PARAMETER 6 MSB VARIATION PARAMETER 6 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	Depends on Variation Type	○									●			○	○	○
		4E	2	00-7F 00-7F	VARIATION PARAMETER 7 MSB VARIATION PARAMETER 7 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	Depends on Variation Type	○									●			○	○	○
		50	2	00-7F 00-7F	VARIATION PARAMETER 8 MSB VARIATION PARAMETER 8 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	Depends on Variation Type	○									●			○	○	○
		52	2	00-7F 00-7F	VARIATION PARAMETER 9 MSB VARIATION PARAMETER 9 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	Depends on Variation Type	○									●			○	○	○
		54	2	00-7F 00-7F	VARIATION PARAMETER 10 MSB VARIATION PARAMETER 10 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	Depends on Variation Type	○									●			○	○	○
		56	1	00-7F	VARIATION RETURN	--dB...0dB...+6dB(0...64...127)	40	○									●			○	○	○
		57	1	01-7F	VARIATION PAN	L63...C...R63	40	○									○			○	○	X
		58	1	00-7F	SEND VARIATION TO REVERB	--dB...0dB...+6dB(0...64...127)	00	○									○			○	○	X
		59	1	00-7F	SEND VARIATION TO CHORUS	--dB...0dB...+6dB(0...64...127)	00	○									○			○	○	X
		5A	1	00-01	VARIATION CONNECTION	INSERTION, SYSTEM	00	○									●			○	○	○
		5B	1	00-7F	VARIATION PART NUMBER	Reception: Part1...16(0...15) Transmission: Part1...16(0...15) AD(64) OFF(127)	7F	○									●			○	○	○
		5C	1	00-7F	MW VARIATION CONTROL DEPTH	-64...0...+63	40	○									○			○	○	X
		5D	1	00-7F	BEND VARIATION CONTROL DEPTH	-64...0...+63	40	○									○			○	○	X
		5E	1	00-7F	CAT VARIATION CONTROL DEPTH	-64...0...+63	40	○									○			○	○	X
		5F	1	00-7F	AC1 VARIATION CONTROL DEPTH	-64...0...+63	40	○									○			○	○	X
		60	1	00-7F	AC2 VARIATION CONTROL DEPTH	-64...0...+63	40	○									○			○	○	X

TOTAL SIZE 21

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

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 ○ : Available

MIDI Parameter Change table (MULTI EQ)

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

TOTAL SIZE 15

● : Transmitted via panel operations ○ : Available

		20	1	34-4C	EQ GAIN6	-12 - +12[dB]	*The MULTI EQ Parameter cannot be reset to its factory setting with XG SYSTEM ON.	○	○	○	○	○	○	○	○	○	○	○	○
		21	1	0E-36	EQ FREQUENCY6	100-10.0[kHz]		○	○	○	○	○	○	○	○	○	○	○	○
		22	1	01-78	EQ Q6	0.1-12.0		○	○	○	○	○	○	○	○	○	○	○	○
		23	1		NOT USED			○	○	○	○	○	○	○	○	○	○	○	○
		24	1	34-4C	EQ GAIN7	-12 - +12[dB]		○	○	○	○	○	○	○	○	○	○	○	○
		25	1	0E-36	EQ FREQUENCY7	100-10.0[kHz]		○	○	○	○	○	○	○	○	○	○	○	○
		26	1	01-78	EQ Q7	0.1-12.0		○	○	○	○	○	○	○	○	○	○	○	○
		27	1		NOT USED			-	-	-	-	-	-	-	-	-	-	-	-
		28	1	34-4C	EQ GAIN8	-12 - +12[dB]		○	○	○	○	○	○	○	○	○	○	○	○
		29	1	0E-36	EQ FREQUENCY8	100-10.0[kHz]		○	○	○	○	○	○	○	○	○	○	○	○
		2A	1	01-78	EQ Q8	0.1-12.0		○	○	○	○	○	○	○	○	○	○	○	○
		2B	1		NOT USED			-	-	-	-	-	-	-	-	-	-	-	-
		2C	1	34-4C	EQ GAIN9	-12 - +12[dB]		○	○	○	○	○	○	○	○	○	○	○	○
		2D	1	0E-36	EQ FREQUENCY9	100-10.0[kHz]		○	○	○	○	○	○	○	○	○	○	○	○
		2E	1	01-78	EQ Q9	0.1-12.0		○	○	○	○	○	○	○	○	○	○	○	○
		2F	1		NOT USED			-	-	-	-	-	-	-	-	-	-	-	-
		30	1	34-4C	EQ GAIN10	-12 - +12[dB]		○	○	○	○	○	○	○	○	○	○	○	○
		31	1	0E-36	EQ FREQUENCY10	100-10.0[kHz]		○	○	○	○	○	○	○	○	○	○	○	○
		32	1	01-78	EQ Q10	0.1-12.0		○	○	○	○	○	○	○	○	○	○	○	○
		33	1		NOT USED			○	○	○	○	○	○	○	○	○	○	○	○

TOTAL SIZE 14

● : Transmitted via panel operations ○ : Available

MIDI Parameter Change table (EFFECT2)

Address (H)	Size (H)	Data (H)	Parameter	Description	Voice	[MIDI]						[Internal sequencer]						
						MIDI Reception						MIDI Transmission			PLAY		REC	
						Regular/ Drum/ Natural/ Organ Voice	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	*The EFFECT2 Parameter cannot be reset to its factory setting with XG SYSTEM ON.	○	○	○	○	○	○	○	○	○	○	○
		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		○	○	○	○	○	○	○	○	○	○	○

Address (H)	Size (H)	Data (H)	Parameter	Description		[MIDI]										[Internal sequencer]			
						Voice	MIDI Reception					MIDI Transmission					PLAY		REC
							Regular/ Drum/ Natural/ Organ Voice	Song	Right1/ Right2/ Left	Keyboard	Style	Extra	Right1/ Right2/ Left	M.Pad	Style	Song	Upper Lower	PLAY	REW
	07	1	00-7F	INSERTION EFFECT PARAMETER 6	Refer to Effect Parameter List	*The EFFECT2 Parameter cannot be reset to its factory setting with XG SYSTEM ON.	○		○				●			○	○	○	
	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	*The EFFECT2 Parameter cannot be reset to its factory setting with XG SYSTEM ON.	○		○				●		○	○	○	
	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	INSERTION EFFECT PARAMETER 1 MSB	Refer to Effect Parameter List	*The EFFECT2 Parameter cannot be reset to its factory setting with XG SYSTEM ON.	○		○				●		○	○	○
		00-7F	INSERTION EFFECT PARAMETER 1 LSB	Refer to Effect Parameter List	○			○					●			○	○
	32	2	00-7F	INSERTION EFFECT PARAMETER 2 MSB	Refer to Effect Parameter List		○		○				●		○	○	○
		00-7F	INSERTION EFFECT PARAMETER 2 LSB	Refer to Effect Parameter List	○			○					●			○	○
	34	2	00-7F	INSERTION EFFECT PARAMETER 3 MSB	Refer to Effect Parameter List		○		○				●		○	○	○
		00-7F	INSERTION EFFECT PARAMETER 3 LSB	Refer to Effect Parameter List	○			○					●			○	○
	36	2	00-7F	INSERTION EFFECT PARAMETER 4 MSB	Refer to Effect Parameter List		○		○				●		○	○	○
		00-7F	INSERTION EFFECT PARAMETER 4 LSB	Refer to Effect Parameter List	○			○					●			○	○
	38	2	00-7F	INSERTION EFFECT PARAMETER 5 MSB	Refer to Effect Parameter List		○		○				●		○	○	○
		00-7F	INSERTION EFFECT PARAMETER 5 LSB	Refer to Effect Parameter List	○			○					●			○	○
	3A	2	00-7F	INSERTION EFFECT PARAMETER 6 MSB	Refer to Effect Parameter List		○		○				●		○	○	○
		00-7F	INSERTION EFFECT PARAMETER 6 LSB	Refer to Effect Parameter List	○			○					●			○	○
	3C	2	00-7F	INSERTION EFFECT PARAMETER 7 MSB	Refer to Effect Parameter List		○		○				●		○	○	○
		00-7F	INSERTION EFFECT PARAMETER 7 LSB	Refer to Effect Parameter List	○			○					●			○	○
	3E	2	00-7F	INSERTION EFFECT PARAMETER 8 MSB	Refer to Effect Parameter List	○		○				●		○	○	○	
		00-7F	INSERTION EFFECT PARAMETER 8 LSB	Refer to Effect Parameter List	○		○					●			○	○	○
	40	2	00-7F	INSERTION EFFECT PARAMETER 9 MSB	Refer to Effect Parameter List	○		○				●		○	○	○	
		00-7F	INSERTION EFFECT PARAMETER 9 LSB	Refer to Effect Parameter List	○		○					●			○	○	○
	42	2	00-7F	INSERTION EFFECT PARAMETER 10 MSB	Refer to Effect Parameter List	○		○				●		○	○	○	
		00-7F	INSERTION EFFECT PARAMETER 10 LSB	Refer to Effect Parameter List	○		○					●			○	○	○

TOTAL SIZE 14

● : Transmitted via panel operations ○ : Available

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

n : insertion effect number (n = 0-2)

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.

		4E	1	00-7F	CAT LOW PASS FILTER CONTROL	-9600...0...+9450[cent]	40		O	O	O	X	X	O	X	O	X	O	X	O	X	
		4F	1	00-7F	CAT AMPLITUDE CONTROL	-100...0...+100[%]	40		O	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	O	O	X	X	O	X	O	X	O	X	O	X	X
		51	1	00-7F	CAT LFO FMOD DEPTH	0...127	00		O	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	O	O	X	X	O	X	O	X	O	X	O	O	X
		53	1	28-58	PAT PITCH CONTROL	-24...0...+24[semitones]	40		O	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	O	X	X	X	X	X	X	O	X	O	X	X	X
		55	1	00-7F	PAT AMPLITUDE CONTROL	-100...0...+100[%]	40		O	O	X	X	X	X	X	X	O	X	O	X	X	X
		56	1	00-7F	PAT LFO PMOD DEPTH	0...127	00		O	O	X	X	X	X	X	X	O	X	O	X	X	X
		57	1	00-7F	PAT LFO FMOD DEPTH	0...127	00		O	O	X	X	X	X	X	X	O	X	O	X	X	X
		58	1	00-7F	PAT LFO AMOD DEPTH	0...127	00		O	O	X	X	X	X	X	X	O	X	O	X	X	X
		59	1	00-5F	AC1 CONTROLLER NUMBER	0...95	10		O	O	X	X	X	X	X	X	O	X	O	X	X	X
		5A	1	28-58	AC1 PITCH CONTROL	-24...0...+24[semitones]	40		O	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	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	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	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	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	O	O	X	X	O	X	O	X	O	X	O	O	O
		60	1	00-5F	AC2 CONTROLLER NUMBER	0...95	11		O	O	O	X	X	X	X	X	O	X	O	X	O	O
		61	1	28-58	AC2 PITCH CONTROL	-24...0...+24[semitones]	40		O	O	X	X	X	X	X	X	O	X	O	X	X	X
		62	1	00-7F	AC2 LOW PASS FILTER CONTROL	-9600...0...+9450[cent]	40		O	O	X	X	X	X	X	X	O	X	O	X	X	X
		63	1	00-7F	AC2 AMPLITUDE CONTROL	-100...0...+100[%]	40		O	O	X	X	X	X	X	X	O	X	O	X	X	X
		64	1	00-7F	AC2 LFO PMOD DEPTH	0...127	00		O	O	X	X	X	X	X	X	O	X	O	X	X	X
		65	1	00-7F	AC2 LFO FMOD DEPTH	0...127	00		O	O	X	X	X	X	X	X	O	X	O	X	X	X
		66	1	00-7F	AC2 LFO AMOD DEPTH	0...127	00		O	O	X	X	X	X	X	X	O	X	O	X	X	X
		67	1	00-01	PORTAMENTO SWITCH	OFF ON	00		O	O	O	X	X	O	X	X	O	X	O	O	X	X
		68	1	00-7F	PORTAMENTO TIME	0...127	00		O	O	O	X	X	O	X	X	O	X	O	O	X	X
		69	1	00-7F	PITCH EG INITIAL LEVEL	-64...0...+63	40		O	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	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	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	O	O	X	X	O	X	X	X	O	X	O	X	X
		6D	1	01-7F	VELOCITY LIMIT LOW	1...127	01		O	O	O	X	X	O	X	X	X	O	X	O	X	X
		6E	1	01-7F	VELOCITY LIMIT HIGH	1...127	7F		O	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	X	X	X	X	X	X	O	X	O	O	O	O
		73	1	00-7F	EQ TREBLE GAIN	-12dB...+12dB	40		O	X	X	X	X	X	X	X	O	X	O	O	O	O

TOTAL SIZE 04

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

TOTAL SIZE 0C

● : Transmitted via panel operations ○ : Available

0A	nn	40	1	00-7F	MW OFFSET LEVEL CONTROL	-100 - 100[%]	40		O	O	O	X	X	O	●	O	X	O	X	O	O	O	
		41	1	00-7F	BEND OFFSET LEVEL CONTROL	-100 - 100[%]	40		O	O	X	X	X	X	X	X	O	X	O	X	O	O	X
		42	1	00-7F	CAT OFFSET LEVEL CONTROL	-100 - 100[%]	40		O	O	O	X	X	O	X	O	X	O	X	O	O	X	X
		43	1	00-7F	PAT OFFSET LEVEL CONTROL	-100 - 100[%]	40		O	O	X	X	X	X	X	X	O	X	O	O	O	X	X
		44	1	00-7F	AC1 OFFSET LEVEL CONTROL	-100 - 100[%]	40		O	O	O	X	X	O	X	O	X	O	X	O	O	O	O
		45	1	00-7F	AC2 OFFSET LEVEL CONTROL	-100 - 100[%]	40		O	O	X	X	X	X	X	X	O	X	O	O	O	O	X

TOTAL SIZE 06

● : Transmitted via panel operations ○ : 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 (DRUM SETUP)

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

TOTAL SIZE 10

		20	1	00-7F	EQ BASS GAIN	-12...+12[dB]	40	X		X					O	X	X	X
		21	1	00-7F	EQ TREBLE GAIN	-12...+12[dB]	40	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					O	X	X	X
		25	1	1C-3A	EQ TREBLE FREQUENCY	500...16.0k[Hz]	36	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)		O (Available only for song parts)					O	X	X
				00-7F	SOURCE DRUM KIT (Bank Select LSB)	0...127	Depends on the note	O (Drum Only)		O (Available only for song parts)					O	X	X
				00-7F	SOURCE DRUM KIT (Program Number)	0...127	Depends on the note	O (Drum Only)		O (Available only for song parts)					O	X	X
				0D-5B	SOURCE DRUM KIT (Note Number)	C-1...G5	Depends on the note	O (Drum Only)		O (Available only for song parts)					O	X	X

TOTAL SIZE 04

n: Drum Setup Number (0-1)

rr: note number(0D-5B)

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

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

[Note]

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

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

System Exclusive Messages (1)

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

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

System Exclusive Messages (Universal Real Time Messages)

MIDI Event	Data Format	[MIDI]										[Internal sequencer]																			
		Voice	MIDI Reception					MIDI Transmission					PLAY		REC																
			Regular/ Drum/ Natural/ Organ Voice	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										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										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										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 <table border="0"> <tr> <td>Parameter(pp)</td> <td>Value(vv)</td> <td>Display</td> </tr> <tr> <td>pp=0 Reverb</td> <td>Type0...8</td> <td>0:RoomS 1:RoomM 2:RoomL 3:HallM 4:HallL(default) 8:GM Plate</td> </tr> <tr> <td>pp=1 Reverb</td> <td>Time0...127</td> <td>0...11.0s</td> </tr> </table>	Parameter(pp)	Value(vv)	Display	pp=0 Reverb	Type0...8	0:RoomS 1:RoomM 2:RoomL 3:HallM 4:HallL(default) 8:GM Plate	pp=1 Reverb	Time0...127	0...11.0s	0									0	0	X									
Parameter(pp)	Value(vv)	Display																													
pp=0 Reverb	Type0...8	0:RoomS 1:RoomM 2:RoomL 3:HallM 4:HallL(default) 8:GM Plate																													
pp=1 Reverb	Time0...127	0...11.0s																													
Chorus Parameter [GM2]	F0 7F XN 04 05 01 01 01 01 02 PP VV ... F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxxnnn XN = When N is received N=0-F,whichever is received. X=ignored 00000100 04 = Sub-ID #1=Device Control Message 00000101 05 = Sub-ID #2=Global Parameter Control 00000001 01 = Slot path length = 1 00000001 01 = Parameter ID width = 1 00000001 01 = Value width = 1 00000001 01 = Slot path MSB = 1 00000010 02 = Slot path LSB = 2 (Chorus) 0ppppppp PP = Parameter to be controlled. 0vvvvvvv VV = Value for the Parameter. : : 11110111 F7 = End of Exclusive <table border="0"> <tr> <td>Parameter(pp)</td> <td>Value(vv)</td> <td>Display</td> </tr> <tr> <td>pp=0 Chorus</td> <td>Type0...5</td> <td>0:GM Chorus1 1:GM Chorus2 2:GM Chorus3(default) 3:GM Chorus4 4:FB Chorus 5:GM Flanger</td> </tr> <tr> <td>pp=1 Mod Rate</td> <td>0...127</td> <td>0...15.5Hz</td> </tr> <tr> <td>pp=2 Mod Depth</td> <td>0...127</td> <td></td> </tr> <tr> <td>pp=3 Feedback</td> <td>0...127</td> <td></td> </tr> <tr> <td>pp=4 Send to Reverb</td> <td>0...127</td> <td></td> </tr> </table>	Parameter(pp)	Value(vv)	Display	pp=0 Chorus	Type0...5	0:GM Chorus1 1:GM Chorus2 2:GM Chorus3(default) 3:GM Chorus4 4:FB Chorus 5:GM Flanger	pp=1 Mod Rate	0...127	0...15.5Hz	pp=2 Mod Depth	0...127		pp=3 Feedback	0...127		pp=4 Send to Reverb	0...127		0									0	0	X
Parameter(pp)	Value(vv)	Display																													
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MIDI Event	Data Format	[MIDI]										[Internal sequencer]																															
		Voice	MIDI Reception					MIDI Transmission					PLAY		REC																												
		Regular/ Drum/ Natural/ Organ Voice	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) 0pppppppp PP = Controlled Parameter 0rrrrrrr RR = Data : : 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>Data(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...+24semitones</td> <td>40H</td> </tr> <tr> <td>pp=01 Filter Cutoff Control</td> <td>00H-7FH</td> <td>-9600...0...+9450cents</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)	Data(RR)	Description	Default Value	pp=00 Pitch Control	28H-58H	-24...0...+24semitones	40H	pp=01 Filter Cutoff Control	00H-7FH	-9600...0...+9450cents	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	0	0	X	X	X	X	X	X	X	0	X	0	X	X
Control Parameter(pp)	Data(RR)	Description	Default Value																																								
pp=00 Pitch Control	28H-58H	-24...0...+24semitones	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																																								
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) 0pppppppp 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>Data(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...+24semitones</td> <td>40H</td> </tr> <tr> <td>pp=01 Filter Cutoff Control</td> <td>00H-7FH</td> <td>-9600...0...+9450cents</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)	Data(RR)	Description	Default Value	pp=00 Pitch Control	28H-58H	-24...0...+24semitones	40H	pp=01 Filter Cutoff Control	00H-7FH	-9600...0...+9450cents	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	0	0	X	X	X	X	X	X	0	X	0	X	X	
Control Parameter(pp)	Data(RR)	Description	Default Value																																								
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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)	0 (Drum Only)	0	X	X	X	X	X	X	0	X	0	X	X									
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System Exclusive Messages (Universal Non-Real Time Messages)

MIDI Event	Data Format	[MIDI]											[Internal sequencer]		
		Voice	MIDI Reception					MIDI Transmission					PLAY		REC
			Regular/ Drum/ Natural/ Organ Voice	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	0											0	X	0
GM2 System On [GM2]	F0 7E XN 09 03 F7 11110000 F0 = Exclusive status 01111110 7E = Universal Non-Real Time 0xxxxnnn XN = When N is received N=0-F,whichever is received. X=ignored 00001001 09 = Sub-ID #1=General MIDI Message 00000011 03 = Sub-ID #2=General MIDI2 On 11110111 F7 = End of Exclusive	0										0	X	X	
General MIDI System Off [GM1][GM2]	F0 7E XN 09 02 F7 11110000 F0 = Exclusive status 01111110 7E = Universal Non-Real Time 0xxxxnnn XN = When N is received N=0-F,whichever is received. X=ignored 00001001 09 = Sub-ID #1=General MIDI Message 00000010 02 = Sub-ID #2=General MIDI Off 11110111 F7 = End of Exclusive	0										0	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	0										0	X	X	

System Exclusive Messages (2)

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

System Exclusive Messages (Style)

MIDI Event	Data Format	[MIDI]										
		Voice	MIDI Reception					MIDI Transmission				
		Regular/ Drum/ Natural/ Organ Voice	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</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 bbb 0fff0000 x0 reserved 0001nnnn 1n bb 0fff0001 x1 C 0010nnnn 2n b 0fff0010 x2 D 0011nnnn 3n natural 0fff0011 x3 E 0100nnnn 4n # 0fff0100 x4 F 0101nnnn 5n ## 0fff0101 x5 G 0110nnnn 6n ### 0fff0110 x6 A 0fff0111 x7 B</p> <p>ct : Chord Type 0 - 34,127 0000000 00 0 Maj 00010010 12 18 dim7 0000001 01 1 Maj6 00010011 13 19 7th 0000010 02 2 Maj7 00010100 14 20 7sus4 0000011 03 3 Maj7(#11) 00010101 15 21 7b5 0000100 04 4 Maj(9) 00010110 16 22 7(9) 0000101 05 5 Maj7(9) 00010111 17 23 7(#11) 0000110 06 6 Maj6(9) 00011000 18 24 7(13) 0000111 07 7 aug 00011001 19 25 7(b9) 0001000 08 8 min 00011010 1A 26 7(b13) 0001001 09 9 min6 00011011 1B 27 7(#9) 0001010 0A 10 min7 00011100 1C 28 Maj7aug 0001011 0B 11 min7b5 00011101 1D 29 7aug 0001100 0C 12 min(9) 00011110 1E 30 1+8 0001101 0D 13 min7(9) 00011111 1F 31 1+5 0001110 0E 14 min7(11) 00100000 20 32 sus4 0001111 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 bt : Bass Chord Same as Chord type 127.No bass chord</p> <p>* Not received when Receive Chord System Exclusive Message Parameters is set to off. * Not transmitted when Transmit Chord System Exclusive Message Parameters 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 ○ : Available

System Exclusive Messages (XG)

MIDI Event	Data Format	[MIDI]										
		Voice	MIDI Reception					MIDI Transmission				
		Regular/ Drum/ Natural/ Organ Voice	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	*										
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	*										
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	-										
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	-										

System Exclusive Messages (Others)

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

MIDI Event	Data Format	[MIDI]										
		Voice	MIDI Reception					MIDI Transmission				
		Regular/ Drum/ Natural/ Organ Voice	Song	Right1/ Right2/ Left	Keyboard	Style	Extra	Right1/ Right2/ Left	M.Pad	Style	Song	Upper Lower
Internal Clock (Clavinova compliance)	F0 43 73 01 02 F7 00000001 01 = Model ID (Clavinova common ID) 00000010 02 = Internal Clock Substatus	-										X
External Clock (Clavinova compliance)	F0 43 73 01 03 F7 00000001 01 = Model ID (Clavinova common ID) 00000011 03 = External Clock Substatus	-										X
Display open/close (Clavinova compliance)	F0 43 73 01 51 00 00 02 05 A1 A2 A3 A4 dd F7 00000001 01 = Model ID (Clavinova common ID) 01010001 51 = PK/CL common variable length data 00000000 00 = 00000000 00 = Panel 00000001 02 = Display open/close 00000011 05 = Size A1 = Display address1 A2 = Display address2 A3 = Display address3 A4 = Display address4 dd = 00 → Display is opened at the time of starting and closed at the time of stopping. * This message is effective only for playback from an internal sequencer. Display address Score display Lyrics display A1 00H 00H A2 00H 00H A3 00H 01H A4 00H 00H	X			X							X

● : Transmitted via panel operations ○ : Available

[MIDI]

MIDI Event	Data Format	Voice	MIDI Reception					MIDI Transmission																		
		Regular/ Drum/ Natural/ Organ Voice	Song	Right/ Right2/ Left	Keyboard	Style	Extra	Right1/ Right2/ Left	M.Pad	Style	Song	Upper Lower														
MIDI Master Tuning	F0 43 1n 27 30 00 00 0m 0l cc F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 0001nnnn 1n n= always 0(when transmit), n=0-F(when receive) 00100111 27 = Model ID of TG100 00110000 30 = Address High 00000000 00 = Address Mid 00000000 00 = Address Low 0000mnm 0m = Master Tune MSB 00001111 0l = Master Tune LSB 0ccccccc cc = don't care 11110111 F7 = End of Exclusive	○									X															
GuideON	F0 43 73 01 1F 00 cc dd F7 00000001 01 = Model ID (Clavinova common ID) 00011111 1F = Guide On Substatus 00000000 00 = 0ccccccc cc = Part Select Number (1/Right, 2/Left) <table style="margin-left: 20px;"> <tr> <td>cc</td> <td>1/Right</td> <td>2/Left</td> </tr> <tr> <td>00</td> <td>On</td> <td>On</td> </tr> <tr> <td>01</td> <td>Off</td> <td>On</td> </tr> <tr> <td>02</td> <td>On</td> <td>Off</td> </tr> <tr> <td>03</td> <td>Off</td> <td>Off</td> </tr> </table> 0ddddddd dd = Mode 00:Off, 01:Follow Lights, 02:Any Key, 03:Karao Key, 04:Vocal Cue Time 06=Your Tempo 11110111 F7 = End of Exclusive	cc	1/Right	2/Left	00	On	On	01	Off	On	02	On	Off	03	Off	Off	-								X	
cc	1/Right	2/Left																								
00	On	On																								
01	Off	On																								
02	On	Off																								
03	Off	Off																								

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 / 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
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Guide

F0 43 73 01 1F 00 cc dd F7	Guide Mode	ccH = Part Select No 00H (TRACK1=ON, TRACK2=ON) 01H (TRACK1=OFF, TRACK2=ON) 02H (TRACK1=ON, TRACK2=OFF) 03H (TRACK1=OFF, TRACK2=OFF) ddH = Mode 00H=Guide OFF 01H=Follow Lights 02H=Any Key 03H=Karao-Key 06=Your Tempo	Entered to the song from the [SONG CREATOR] → SETUP display.
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Score

F0 43 73 01 50 12 00 00 dd F7	Left Part indication On/Off	00H: OFF, 7FH:ON	Entered to the song from the [SONG CREATOR] → SETUP display.
F0 43 73 01 50 12 00 01 dd F7	Right Part indication On/Off	00H: OFF, 7FH:ON	
F0 43 73 01 50 12 00 02 dd F7	Lyrics indication On/Off	00H: OFF, 7FH:ON	
F0 43 73 01 50 12 00 03 dd F7	Chord indication On/Off	00H: OFF, 7FH:ON	
F0 43 73 01 50 12 00 04 dd F7	N.Name indication On/Off	00H: OFF, 7FH:ON	
F0 43 73 01 50 12 00 05 dd F7	Size designation	00H: SMALL, 02H:LARGE	
F0 43 73 01 50 12 00 06 dd F7	Left Ch	00H – 0FH=CH, 7EH=OFF, 7FH=AUTO	
F0 43 73 01 50 12 00 07 dd F7	Right Ch	00H – 0FH=CH, 7EH=OFF, 7FH=AUTO	
F0 43 73 01 50 12 00 08 dd F7	Quantize triplet On/Off	(00H:TripletOFF, 7FH:TripletON)	
F0 43 73 01 50 12 00 09 dd F7	Quantize	00H: quarter, 01H: eighth, 02H: sixteenth, 03H: thirty-second	
F0 43 73 01 50 12 00 0A dd F7	NoteName	00H:ABC, 01H:FixedDo, 02H:MovableDo	

Style

F0 43 73 01 51 00 00 03 10 00 dd F7	STYLE SPLIT POINT	dd=STYLE SPLIT POINT (Note Number)	Entered to the song from the [SONG CREATOR] → SETUP display.
F0 43 73 01 51 05 00 03 04 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 métaévénements des morceaux / Lista de meta-eventos de canciones / ソングメタイベントリスト

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

YAMAHA META EVENT

FF 7F 06 43 73 0A 00 07 dd	Score Start Bar	ddH: Start from this measure dd= -100 – 1, 1 – 100	-
FF 7F len 43 73 0D 01 [Data]	Keyboard Voice	Voice settings for the RIGHT1 – 2 and LEFT	Entered to the song from the [SONG CREATOR] → SETUP display.

YAMAHA XF META EVENT

FF 7F 07 43 7B 01 cr ct bn bt	Chord Name	Refer to "Chord Control" in the MIDI Data Format (System Exclusive Messages)	Entered when recording.
FF 7F 05 43 7B 03 20 08	Phrase Mark	Used as a marker for each phrase when executing Phrase Mark repeat playback.	Used when performing the Phrase Mark repeat playback.
FF 7F 04 43 7B 04 dd	Phrase Max	Maximum Phrase Number	Used when performing the Phrase Mark repeat playback.
FF 7F 05 43 7B 0C rr ll	Guide Track Flag	Sets the TRACK1 and TRACK2 parameters on the [FUNCTION] → [SONG SETTING] display. rr = RIGHT CH (0: OFF, 1 – 16CH) ll = LEFT CH (0: OFF, 1 – 16CH)	Entered when recording.

MIDI Implementation Chart / MIDI-Implementierungstabelle / Tableau d'implémentation MIDI / Gráfico de implementación MIDI / MIDIインプリメンテーションチャート

Yamaha [Digital Keyboard]
 Model PSR-S670 MIDI Implementation Chart

Date:25-Feb-2015
 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 Touch Key's 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 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 2 : OMNI ON , MONO o : Yes
 Mode 3 : OMNI OFF, POLY Mode 4 : OMNI OFF, MONO x : No