

# CS2x

## CONTROL SYNTHESIZER



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GENERAL  
**MIDI**

**XG**

**Data List**  
Daten - Liste  
Liste de données

# Preset Performance List (Bank1)

## # 1~64

No.	Cat.	Perf Name	Layers	Arpeggiator	Effect			Knob Assign				
					Reverb type	Chorus type	Variation type	Assign1(Knob4)	Assign2(Knob8-1)	Assign2(Knob8-2)	Assign2(Knob8-3)	Assign2(Knob8-4)
1	Sq	Ministry	4	On	Hall2	Flanger2	T-Wah+Dist	VariCntrl	Cutoff	Volume	Pan	Volume
2	Sq	I'mReady	3	On	Basement	Flanger3	Pitch Cng1	ArpgType	off	Volume	Volume	off
3	Sq	TekScene	2	On	Hall1	Ens Detune	Amp Sim	ChoToRev	FEGAtkTime	FEGAtkTime	off	off
4	Sq	Boodoo	2	On	Basement	Chorus1	Flanger 3	ArpgType	Pitch	off	off	off
5	Sq	Roulette	3	On	Basement	Flanger3	Delay L,R	ArpgType	Volume	Volume	Volume	Volume
6	Sq	LongDay	4	On	Hall1	Chorus4	Distortion	ArpgSubdiv	Volume	Volume	Volume	Volume
7	Sq	Walrus	3	On	Hall1	Flanger2	Delay L,R	VariCntrl	Volume	Volume	Volume	off
8	Sq	Sync303	2	On	Hall1	Flanger3	Flanger 3	ChorusSend	Pitch	off	off	off
9	Sq	MDMA	4	On	Hall2	Phaser 1	OverDrive	ChorusSend	Volume	Volume	Volume	Volume
10	Sq	Chordal	2	On	Hall1	Ens Detune	Delay L,R	VariCntrl	FEGAtkTime	FEGAtkTime	off	off
11	Sq	HardMorf	1	On	Hall1	Ens Detune	Comp+Dist	PortaTime	FEGAtkTime	FEGAtkTime	off	off
12	Ld	Faaaat	2	Off	Hall1	Chorus1	Delay LCR	VariCntrl	Detune	Detune	off	off
13	Ld	TekkHook	4	Off	Tunnel	Ens Detune	CrossDelay	VariCntrl	Volume	Volume	Volume	Volume
14	Ld	TechLead	1	Off	Hall1	Ens Detune	Delay L,R	VariCntrl	ChorusSend	off	off	off
15	Ld	Europe	2	Off	Hall2	Ens Detune	Delay L,R	VariCntrl	FEGAtkTime	FEGAtkTime	off	off
16	Ld	RaveLine	2	Off	Hall1	Ens Detune	CrossDelay	VariCntrl	FEGAtkTime	FEGAtkTime	off	off
17	Ld	HouseYa!	2	Off	Hall1	Chorus1	Delay LCR	ReverbSend	off	Volume	off	off
18	Ld	Earth	2	Off	Hall2	Chorus1	Delay LCR	VariCntrl	FEGAtkTime	FEGAtkTime	AEGAtkTime	AEGAtkTime
19	Ld	CS15	1	Off	Hall2	Ens Detune	Delay L,R	VariCntrl	FEGAtkTime	off	off	off
20	Ld	MiniSaw	1	Off	Canyon	Celeste4	Echo	ReverbSend	ChorusSend	off	off	off
21	Ld	BluGreen	1	Off	Hall1	Flanger2	Echo	ReverbSend	ChorusSend	off	off	off
22	Ld	RapLine	1	Off	Stage1	Flanger1	Delay L,R	PortaTime	ChorusSend	off	off	off
23	Ld	Transine	1	Off	Hall2	Chorus1	Delay LCR	VariCntrl	off	off	off	off
24	Ld	DJ Zap	3	Off	Hall1	Ens Detune	Delay L,R	VariCntrl	Volume	Volume	Volume	off
25	Ld	XChoir	3	Off	Hall1	Flanger2	Delay L,R	VariCntrl	Volume	Volume	Volume	off
26	Ld	Happysyn	2	Off	Hall1	Chorus1	Delay LCR	VariCntrl	off	Volume	off	off
27	Ld	Tekuitar	3	Off	Hall1	Flanger3	Delay L,R	VariCntrl	Volume	Volume	Volume	off
28	Ld	Goa	4	Off	Hall1	Chorus1	Echo	PortaTime	Pan	Pan	Pan	Pan
29	Ld	Noiz+Rez	2	Off	Hall1	Chorus1	Delay LCR	LFOFMod	LFOFMod	LFOFMod	off	off
30	Ld	VocalGym	3	Off	Room3	Flanger1	Echo	ChorusSend	FEGDcyTime	FEGDcyTime	Volume	off
31	Ld	Astral	4	Off	Hall2	Flanger3	Echo	PortaTime	Cutoff	Volume	NoteShift	Cutoff
32	Ld	SharpLd	3	Off	Hall1	Chorus4	Delay L,R	Pan	PEGAtkTime	PEGAtkTime	PEGAtkTime	off
33	Ld	VanDriva	1	Off	WhiteRoom	Chorus2	Amp Sim	ChorusSend	ReverbSend	off	off	off
34	Ld	Bohkyoh	3	Off	Stage1	Chorus1	Delay LCR	ReverbSend	Volume	off	off	off
35	Ld	Pizzsyn	3	Off	Hall1	Chorus4	Tunnel	VariCntrl	ReverbSend	Volume	Volume	Resonance
36	Ld	Insomnia	2	Off	Hall2	Ens Detune	Compressor	RevChoSend	FEGRelTime	FEGRelTime	off	off
37	Ld	SynSteel	2	Off	Stage1	Celeste1	2Band EQ	ReverbSend	off	Volume	off	off
38	Ba	Trancy	2	Off	Hall1	Ens Detune	Delay L,R	VariCntrl	FEGDcyTime	FEGDcyTime	off	off
39	Ba	Taurus	2	Off	Hall1	Chorus1	Hall 2	VariCntrl	FEGAtkTime	FEGAtkTime	off	off
40	Ba	Punchy!	3	Off	Hall1	Chorus1	White Room	ChorusSend	FEGDcyTime	off	off	off
41	Ba	101 Bass	1	Off	Hall1	Ens Detune	Delay L,R	ChorusSend	FEGDcyTime	off	off	off
42	Ba	3o3Wave	1	Off	Hall1	Chorus1	2Band EQ	ChorusSend	FEGSusLvl	off	off	off
43	Ba	OctaBass	2	Off	Room3	Flanger3	Delay LCR	ChorusSend	FEGDcyTime	off	off	off
44	Ba	Harmo	2	Off	Stage2	Phaser 1	Flanger 1	ChorusSend	Volume	off	off	off
45	Ba	Ramp	2	Off	Stage2	Phaser 1	Flanger 1	PerfVol	Volume	Volume	off	off
46	Ba	Fat Snap	3	Off	Hall2	Flanger2	Delay L,R	VariCntrl	Volume	Volume	Volume	off
47	Ba	Coastal	4	Off	Hall1	Chorus1	Gate Rev	VariCntrl	Volume	PEGAtkTime	PEGAtkTime	Pitch
48	Ba	Squash	3	Off	Room3	Chorus1	Delay LCR	ReverbSend	off	off	Volume	off
49	Ba	Cosmic	4	Off	Hall1	Chorus1	Delay LCR	PortaTime	ReverbSend	ChorusSend	FEGAtkTime	FEGAtkTime
50	Ba	FuzzLine	1	Off	Hall1	Chorus1	Distortion	VariCntrl	ChorusSend	off	off	off
51	Ba	Gigabass	2	Off	Basement	Chorus3	Amp Sim	ReverbSend	FEGDcyTime	FEGDcyTime	FEGSusLvl	FEGSusLvl
52	Ba	SubBs	2	Off	Hall1	Chorus1	2Band EQ	PortaTime	FEGDcyTime	FEGDcyTime	off	off
53	Ba	Lately	2	Off	Plate	Chorus2	Compressor	RevChoSend	Volume	Volume	off	off
54	Ba	Electron	2	Off	Room2	Celeste4	Celeste 1	VariCntrl	PEGInitLvl	off	off	off
55	Ba	Stroller	2	Off	Hall1	Chorus1	Delay L,R	RevChoSend	LFOFMod	LFOFMod	off	off
56	Ba	Syko	2	Off	Hall1	Ens Detune	Compressor	ReverbSend	Volume	ChorusSend	off	off
57	Ba	Bomber	3	Off	Hall1	Chorus1	Symphonic	ChorusSend	ReverbSend	off	off	off
58	Ba	Warp	2	Off	Hall1	Flanger3	Symphonic	RevChoSend	Volume	off	off	off
59	Ba	Rider	2	Off	Room3	Chorus2	Comp+Dist	ReverbSend	PEGInitLvl	PEGInitLvl	off	off
60	Ba	HouseOrg	2	Off	Room2	Symphonic	Hall 1	ReverbSend	Volume	off	off	off
61	Ba	Monty	1	Off	Room1	Chorus1	Ens Detune	ChorusSend	PEGDcyTime	off	off	off
62	Ba	GutRencH	2	Off	Effect Off	Chorus4	Compressor	ReverbSend	ChorusSend	off	off	off
63	Ba	DropBass	3	Off	Basement	Celeste4	Compressor	ChorusSend	PEGDcyTime	PEGDcyTime	PEGDcyTime	off
64	Ba	Bad Ass	1	Off	Room2	Celeste2	Comp+Dist	ChorusSend	PEGDcyTime	off	off	off

# Preset Performance List(Bank1)

## # 65~128

No.	Cat.	Perf Name	Layers	Arpeggiator	Effect			Knob Assign				
					Reverb type	Chorus type	Variation type	Assign1(Knob4)	Assign2(Knob8-1)	Assign2(Knob8-2)	Assign2(Knob8-3)	Assign2(Knob8-4)
65	Sc	Pop Comp	3	Off	Hall1	Chorus1	Celeste 1	ChorusSend	Volume	Volume	Volume	off
66	Sc	Analog	3	Off	Hall1	Chorus1	CrossDelay	VariCntrl	ChorusSend	ChorusSend	off	off
67	Sc	Lipstick	1	Off	Tunnel	Ens Detune	Echo	ChorusSend	ReverbSend	off	off	off
68	Sc	MegaClav	2	Off	Basement	Flanger1	Phaser 2	RevChoSend	Volume	Cutoff	off	off
69	Sc	DigiWah	1	Off	Hall1	Flanger2	CrossDelay	VariCntrl	ChorusSend	off	off	off
70	Sc	SynChord	4	Off	Hall1	Chorus1	CrossDelay	AEGDcyTime	Volume	Volume	Volume	Volume
71	Sc	CHook	2	Off	Hall1	Chorus1	2Band EQ	PortaTime	ChorusSend	ChorusSend	off	off
72	Sc	Larynx	3	Off	Tunnel	Ens Detune	CrossDelay	VariCntrl	ChorusSend	ChorusSend	Volume	off
73	Sc	Scary	4	Off	Hall1	Chorus1	Thru	ChorusSend	ReverbSend	ReverbSend	ReverbSend	ReverbSend
74	Sc	AtkDist	4	Off	Room1	Chorus1	Comp+Dist	PortaTime	Volume	Volume	Volume	Volume
75	Sc	WahDcy	4	Off	Stage2	Chorus3	A-Wah+Dist	RevChoSend	LFOPMod	FEGAtkTime	FEGAtkTime	FEGAtkTime
76	Sc	Bitcomp	3	Off	Tunnel	Celeste4	CrossDelay	ReverbSend	NoteShift	off	NoteShift	off
77	Sc	Torture	3	Off	Hall1	Chorus2	Delay L.R	PortaTime	AEGAtkTime	LFOAMod	LFOSpeed	Volume
78	Sc	M25	3	Off	Room2	Chorus4	HM-Enhncer	FEGDcyTime	off	off	NoteShift	off
79	Sc	Big Tune	4	Off	Hall2	Chorus4	Delay LCR	VariCntrl	PEGAtkTime	PEGAtkTime	PEGAtkTime	PEGAtkTime
80	Pd	Nevada	3	Off	Hall1	Chorus1	Delay LCR	VariCntrl	Volume	off	Volume	off
81	Pd	Ocean	4	Off	Hall2	Chorus4	CrossDelay	LFOSpeed	FEGAtkTime	FEGAtkTime	FEGAtkTime	FEGAtkTime
82	Pd	Red Wine	4	Off	Hall2	Chorus4	CrossDelay	VariCntrl	Volume	Volume	Volume	Volume
83	Pd	FatSweep	2	Off	Hall2	Symphonic	Chorus 4	ChorusSend	FEGAtkTime	FEGAtkTime	FEGAtkTime	FEGAtkTime
84	Pd	Shadow	1	Off	Hall1	Flanger2	Pitch Cng2	RevChoSend	FEGDcyTime	off	off	off
85	Pd	Dreampad	4	Off	Hall2	Ens Detune	Chorus 4	VariCntrl	Volume	Volume	Volume	Volume
86	Pd	FlutePad	3	Off	Hall2	Chorus4	3Band EQ	ChorusSend	NoteShift	Pitch	Detune	off
87	Pd	HitoLo	4	Off	Hall1	Chorus1	Flanger 1	ChorusSend	Volume	Volume	Volume	Volume
88	Pd	Venus	4	Off	Hall2	Chorus4	CrossDelay	VariCntrl	Volume	Volume	Volume	Volume
89	Pd	Banners	3	Off	Plate	Chorus4	Pitch Cng1	ReverbSend	Volume	Volume	Volume	ChorusSend
90	Pd	Metropol	2	Off	Hall2	Ens Detune	Chorus 4	RevChoSend	Volume	Volume	off	off
91	Pd	WavePad	3	Off	Hall1	Chorus1	Ambience	VariCntrl	Volume	off	Volume	off
92	Pd	Awaken	3	Off	Hall1	Chorus1	Canyon	ChorusSend	Volume	Volume	Volume	off
93	Pd	4AD	3	Off	Tunnel	Ens Detune	Ambience	LFOSpeed	Volume	Volume	Volume	off
94	Pd	Thermion	3	Off	Hall1	Flanger2	Rotary SP	ChorusSend	Detune	Volume	ChorusSend	NoteShift
95	Pd	Pan	4	Off	Stage2	Flanger3	Auto Pan	ChorusSend	Volume	Volume	Volume	Volume
96	Pd	Athens	3	Off	Plate	Ens Detune	Plate	ChorusSend	Volume	Volume	off	off
97	Pd	Abandone	4	Off	Hall1	Chorus1	Delay LCR	Pan	off	Volume	Volume	off
98	Pd	BellTol	3	Off	Hall1	Celeste2	Pitch Cng1	ChorusSend	NoteShift	Pitch	Detune	Volume
99	Pd	AirBlowr	2	Off	Tunnel	Celeste4	Delay LCR	ReverbSend	ChorusSend	ChorusSend	off	off
100	Fx	Emerald	2	On	Hall2	Flanger2	Pitch Cng2	ArpgSubdiv	off	Volume	off	off
101	Fx	Ethereal	4	Off	Tunnel	Celeste4	Delay LCR	ReverbSend	LFOSpeed	LFOSpeed	off	off
102	Fx	AutoSaw	4	Off	Tunnel	Ens Detune	Symphonic	LFOSpeed	LFOFMod	LFOFMod	off	off
103	Fx	Birds	4	Off	Hall1	Chorus1	Phaser 2	ChorusSend	Volume	Volume	Volume	Volume
104	Fx	Geometry	1	On	Hall1	Chorus1	Delay L.R	ArpgType	ChorusSend	off	off	off
105	Fx	Difusion	2	Off	Tunnel	Flanger3	Pitch Cng2	RevChoSend	Pitch	off	off	off
106	Fx	Fx Bell	3	Off	Room1	Flanger3	Auto Wah	LFOSpeed	Volume	Volume	ChorusSend	off
107	Fx	Beauty	4	Off	Tunnel	Chorus1	Delay LCR	LFOSpeed	AEGAtkTime	Pitch	off	AEGAtkTime
108	Fx	Ghosts	2	Off	Hall2	Chorus4	Phaser 2	RevChoSend	Volume	Volume	off	off
109	Fx	Breathy	4	Off	Hall2	Chorus4	CrossDelay	VariCntrl	Volume	Volume	off	off
110	Fx	Transpad	4	Off	Tunnel	Chorus4	Phaser 1	VariCntrl	ChorusSend	ChorusSend	ChorusSend	off
111	Fx	SweepPd	4	Off	Hall1	Flanger3	Delay LCR	LFOSpeed	Volume	Volume	Volume	Volume
112	Fx	HolyMthr	2	Off	Stage1	Phaser 1	Pitch Cng2	RevChoSend	Volume	Volume	off	off
113	Fx	Sparkle	3	Off	Stage1	Phaser 1	Pitch Cng2	Pitch	Volume	off	off	off
114	Fx	Kiseki	4	Off	Hall1	Flanger3	2Way Rotar	ReverbSend	LFOPMod	AEGAtkTime	Detune	Pitch
115	Fx	Despair	4	Off	Hall1	Chorus1	Delay LCR	VariCntrl	Volume	off	off	Volume
116	Fx	BeBach	2	Off	Hall1	Chorus1	Phaser 2	RevChoSend	LFOAMod	LFOFMod	FEGDcyTime	FEGDcyTime
117	Fx	More Ice	4	Off	Hall2	Chorus4	Phaser 2	ChorusSend	Volume	Volume	Volume	Volume
118	Fx	Chemical	2	Off	Hall1	Chorus1	A-Wah+Dist	VariCntrl	off	Volume	off	off
119	Fx	AyersRok	2	Off	Hall1	Chorus1	Delay LCR	ReverbSend	Volume	off	off	off
120	Fx	BlueBook	4	Off	Tunnel	Chorus1	Hall 2	ReverbSend	Volume	Volume	off	off
121	Fx	Moonweed	1	Off	Canyon	Phaser 1	Ambience	RevChoSend	PEGAtkLvl	off	off	off
122	Fx	Alobar	2	Off	Hall2	Chorus4	Phaser 2	RevChoSend	FEGAtkTime	FEGAtkTime	off	off
123	Fx	Kemistry	2	Off	WhiteRoom	Chorus3	T-Wah+ODrv	LFOSpeed	Volume	Volume	off	off
124	Fx	Abyss	4	Off	Hall1	Effect Off	Delay LCR	VariCntrl	Volume	Volume	off	Volume
125	Fx	Dandelio	2	On	Tunnel	Chorus4	Pitch Cng1	ArpgSubdiv	ChorusSend	ChorusSend	ReverbSend	ReverbSend
126	Fx	OrchHits	4	Off	Room1	Chorus1	Thru	Pan	ReverbSend	ReverbSend	ReverbSend	ReverbSend
127	Fx	AcidHits	4	Off	Room1	Chorus1	Thru	Pan	ReverbSend	ReverbSend	ReverbSend	ReverbSend
128	Fx	FunkyHit	1	Off	Basement	Effect Off	Delay LCR	VariCntrl	Pan	off	off	off

# Preset Performance List (Bank2)

## # 1~64

					Effect			Knob Assign				
No.	Cat.	Perf Name	Layers	Arpeggiator	Reverb type	Chorus type	Variation type	Assign1(Knob4)	Assign2(Knob8-1)	Assign2(Knob8-2)	Assign2(Knob8-3)	Assign2(Knob8-4)
1	Pf	Concert	1	Off	Stage1	Chorus1	Hall 1	ChorusSend	LFOAMod	off	off	off
2	Pf	Wired	1	Off	Stage1	Chorus4	Flanger 3	ChorusSend	off	Volume	Cutoff	off
3	Pf	CP99	1	Off	Hall1	Chorus4	Flanger 3	ChorusSend	off	Volume	Cutoff	off
4	Pf	LoFi	2	Off	Room3	Chorus1	Amp Sim	ReverbSend	Cutoff	Volume	off	off
5	Pf	Grnd/EP	3	Off	Hall1	Chorus1	3Band EQ	ChorusSend	Volume	Volume	Volume	off
6	Pf	Pno&Str	4	Off	Hall1	Chorus1	Delay LCR	ChorusSend	Volume	Volume	Volume	Volume
7	Pf	Bottled	2	Off	Basement	Phaser 1	HM-Enhncer	ChorusSend	ReverbSend	ReverbSend	off	off
8	Pf	Old One	2	Off	Hall1	Chorus1	Auto Pan	VariCntrl	Volume	Volume	off	off
9	Pf	ChorusEP	3	Off	Hall1	Chorus1	Auto Pan	ChorusSend	Volume	off	off	off
10	Pf	DX EP1	2	Off	Hall1	Chorus1	Auto Pan	ChorusSend	Volume	off	off	off
11	Pf	Wurlitrz	1	Off	Room2	Chorus1	3Band EQ	ChorusSend	LFOAMod	off	off	off
12	Pf	Wuriolo	2	Off	Room2	Chorus1	Tremolo	VariCntrl	ChorusSend	ChorusSend	ReverbSend	ReverbSend
13	Pf	Clavinet	1	Off	Stage2	Chorus1	Delay L,R	VariCntrl	ChorusSend	ChorusSend	ReverbSend	ReverbSend
14	Pf	RezClav	2	Off	Stage2	Chorus4	Ens Detune	VariCntrl	ChorusSend	ChorusSend	off	off
15	Or	Jimmy	1	Off	Hall1	Chorus4	Rotary SP	VariCntrl	Volume	Volume	Volume	Volume
16	Or	Emerson	4	Off	Hall2	Chorus1	OverDrive	ReverbSend	Volume	Volume	off	off
17	Or	Full B	4	Off	Stage2	Chorus1	Rotary SP	VariCntrl	Volume	Volume	Volume	Volume
18	Or	GospelB	4	Off	Stage2	Chorus1	Rotary SP	VariCntrl	Volume	Volume	Volume	Volume
19	Or	Swish	2	Off	Hall1	Effect Off	2Way Rotar	VariCntrl	Volume	Volume	Volume	Volume
20	Or	Full	4	Off	Hall2	Chorus4	Rotary SP	VariCntrl	Volume	Volume	Volume	Volume
21	Or	Ranks	4	Off	Hall2	Chorus4	Rotary SP	ChorusSend	Volume	Cutoff	Volume	off
22	Or	SuperVox	4	Off	Hall1	Flanger2	Distortion	VariCntrl	ChorusSend	ChorusSend	ChorusSend	ChorusSend
23	Or	Spyral	3	Off	Plate	Chorus1	OverDrive	VariCntrl	ReverbSend	off	off	off
24	Or	DeepHouz	1	Off	Hall1	Effect Off	Delay LCR	VariCntrl	LFOPMod	off	off	off
25	Or	ThaDoorz	4	Off	Hall1	Chorus1	Amp Sim	ReverbSend	off	LFOSpeed	LFOSpeed	LFOSpeed
26	St	Stryng	2	Off	Hall1	Chorus4	CrossDelay	ChorusSend	Detune	Detune	off	off
27	St	SloStrgs	2	Off	Hall1	Chorus4	2Band EQ	ReverbSend	Pitch	Detune	off	off
28	St	Drama	3	Off	Hall1	Symphonic	Effect Off	ReverbSend	NoteShift	off	off	off
29	St	DarkStr	3	Off	Hall1	Chorus4	Chorus 4	ChorusSend	Detune	Detune	off	off
30	St	Sweet	2	Off	Hall2	Chorus4	2Band EQ	ChorusSend	LFOPMod	LFOPMod	off	off
31	St	ObieStr	3	Off	Hall2	Chorus4	2Band EQ	ChorusSend	Volume	Volume	Volume	off
32	St	Jupiters	4	Off	Hall1	Chorus1	2Band EQ	ChorusSend	LFOPMod	LFOPMod	LFOPMod	LFOPMod
33	St	Simple	2	Off	Hall1	Chorus1	2Band EQ	ChorusSend	Pitch	Detune	off	off
34	Br	HornSect	4	Off	Stage1	Chorus4	Thru	RevChoSend	Pitch	off	off	off
35	Br	Jump!	2	Off	Hall1	Chorus1	Delay LCR	VariCntrl	NoteShift	off	off	off
36	Br	FatBrass	4	Off	Hall1	Ens Detune	Stage 2	VariCntrl	ChorusSend	ChorusSend	ChorusSend	ChorusSend
37	Br	Syn&Brs	4	Off	Hall1	Chorus4	2Band EQ	ChorusSend	Volume	Volume	Volume	Volume
38	Br	CS Warm	2	Off	Hall2	Chorus1	Chorus 4	RevChoSend	FEGDcyTime	FEGDcyTime	off	off
39	Br	Anaswell	4	Off	Hall2	Ens Detune	CrossDelay	VariCntrl	FEGAtkTime	FEGAtkTime	FEGAtkTime	FEGAtkTime
40	Br	OBSX	2	Off/Sprit	Hall1	Ens Detune	Chorus 4	ReverbSend	NoteShift	off	off	off
41	Br	FatAnne	1	Off	Hall1	Chorus1	Chorus 4	RevChoSend	Pan	off	off	off
42	Br	Odyssy	4	Off	Hall1	Celeste1	2Band EQ	FEGDcyTime	ChorusSend	ChorusSend	ChorusSend	ChorusSend
43	Rd	BloozHrp	2	Off	Stage2	Chorus1	Amp Sim	ReverbSend	ChorusSend	ChorusSend	off	off
44	Gt	Steel	2	Off	Hall1	Chorus4	Delay L,R	ReverbSend	ChorusSend	ChorusSend	off	off
45	Gt	RoundStl	1	Off	Hall1	Chorus1	Flanger 1	ChorusSend	ReverbSend	off	off	off
46	Gt	ChoStrat	2	Off	Hall1	Chorus1	Ens Detune	RevChoSend	AEGDcyTime	AEGSusLvl	AEGDcyTime	AEGSusLvl
47	Gt	RokNasty	4	Off	Room2	Ens Detune	Amp Sim	RevChoSend	NoteShift	off	off	off
48	Gt	Stack	4	Off	Stage2	Celeste4	OverDrive	RevChoSend	Volume	off	off	off
49	Ba	Fretless	2	Off	Plate	Chorus2	3Band EQ	VariCntrl	ReverbSend	ReverbSend	off	off
50	Ba	6String	2	Off	Room1	Ens Detune	3Band EQ	Pitch	ChorusSend	ChorusSend	off	off
51	Ba	Jaco	2	Off	Room1	Ens Detune	3Band EQ	ChorusSend	ReverbSend	off	off	off
52	Ba	Slap	2	Off	Hall1	Chorus1	Phaser 1	RevChoSend	AEGDcyTime	FEGDcyTime	off	off
53	Ba	Upright	1	Off	Room1	Chorus4	Ens Detune	ReverbSend	ChorusSend	off	off	off
54	Ba	BoogieOn	2	Off	Hall1	Chorus1	Phaser 1	Pitch	Pitch	off	off	off
55	Ba	DX Super	1	Off	Room1	Chorus4	Delay L,R	ChorusSend	FEGAtkTime	FEGDcyTime	off	off
56	Ba	Kickit	3	Off	Hall1	Chorus1	Delay L,R	ChorusSend	Volume	off	off	off
57	Cp	Kasimodo	2	Off	Tunnel	Chorus4	Compressor	ReverbSend	Volume	Volume	Volume	off
58	Cp	Lounge	3	Off	Tunnel	Symphonic	Stage 2	RevChoSend	Volume	Volume	Volume	off
59	Cp	BellZee	4	Off/Sprit	Hall1	Chorus1	HM-Enhncer	ReverbSend	ChorusSend	ChorusSend	off	off
60	Cp	DoraDora	3	Off	Hall1	Chorus1	Delay LCR	VariCntrl	off	Volume	Volume	off
61	Et	Masala	1	Off	Hall2	Chorus1	Symphonic	ChorusSend	Pitch	off	off	off
62	Et	NuTribal	4	Off/Sprit	Hall1	Flanger1	Distortion	ReverbSend	off	off	Volume	off
63	Se	Emergency	4	Off	Hall1	Chorus1	Delay LCR	ReverbSend	off	Volume	Volume	off
64	Se	AirForce	3	On	Basement	Flanger2	Hall 2	ArpgType	Pitch	off	Pitch	off

# Preset Performance List(Bank2)

## # 65-128

No.	Cat.	Perf Name	Layers	Arpeggiator	Effect			Knob Assign				
					Reverb type	Chorus type	Variation type	Assign1(Knob4)	Assign2(Knob8-1)	Assign2(Knob8-2)	Assign2(Knob8-3)	Assign2(Knob8-4)
65	Se	TeckFX	1	Off	Room1	Celeste4	Thru	Pan	Pitch	off	off	off
66	Se	Bad Man	4	Off	Stage2	Chorus1	Delay LCR	LFOFMod	LFOFMod	LFOFMod	Pan	LFOSpeed
67	Se	SpceWarp	4	Off	Room1	Flanger3	Pitch Cng2	RevChoSend	LFOSpeed	off	off	off
68	Se	Lego	4	On	Basement	Symphonic	Flanger 3	ArpgTempo	ReverbSend	ReverbSend	ReverbSend	ReverbSend
69	Se	Magneto	2	On	Hall2	Flanger3	Pitch Cng2	RevChoSend	Pitch	Volume	off	off
70	Se	Cyber SE	4	Off	Hall1	Chorus1	Delay LCR	Pan	Pitch	Pitch	Pitch	Pitch
71	Se	RtmScrch	1	On	Basement	Flanger3	Thru	ChorusSend	Pitch	off	off	off
72	Se	SeaOrgel	2	On	Hall2	Ens Detune	Pitch Cng2	RevChoSend	Pitch	off	off	off
73	Se	Atlantis	4	Off	Hall2	Chorus4	CrossDelay	FEGAtkTime	Volume	Volume	Volume	Volume
74	Se	Planktns	2	On	Hall1	Chorus4	CrossDelay	RevChoSend	Volume	Volume	off	off
75	Se	13Friday	4	On	Tunnel	Flanger3	Pitch Cng1	Pitch	ChorusSend	ChorusSend	ChorusSend	ChorusSend
76	Se	Science	2	On	Basement	Celeste4	Pitch Cng1	ArpgSubdiv	Pitch	off	off	off
77	Se	Sewer	2	Off	Tunnel	Celeste4	Touch Wah1	ReverbSend	Volume	Volume	off	off
78	Se	Swamp	4	On	Tunnel	Chorus4	CrossDelay	LFOSpeed	Volume	Volume	Volume	Volume
79	Se	Radium	3	Off	Hall1	Effect Off	Distortion	VariCntrl	Volume	off	off	off
80	Se	HipNosys	3	Off	Hall2	Symphonic	Pitch Cng2	ChorusSend	NoteShift	NoteShift	NoteShift	Pan
81	Se	Cryton	2	On	Canyon	Flanger3	Pitch Cng2	ArpgTempo	NoteShift	ReverbSend	off	off
82	Se	TubChoka	2	Off	Hall2	Flanger2	A-Wah+Dist	ChorusSend	NoteShift	NoteShift	off	off
83	Se	Dark SE	3	Off	Canyon	Flanger3	Delay LCR	LFOSpeed	Volume	Pitch	off	off
84	Se	Hammer	4	Off	Hall1	Flanger2	Distortion	FEGSusLvl	Volume	Volume	Volume	Volume
85	Sq	Patty	4	On	Hall1	Phaser 1	A-Wah+Dist	PortaTime	Volume	Volume	Volume	Volume
86	Sq	Reflect	4	On	Basement	Flanger3	Pitch Cng1	ArpgType	Volume	Volume	Volume	Volume
87	Sq	Drumatic	3	On/Sprit	Plate	Celeste4	Echo	ArpgSubdiv	NoteShift	NoteShift	off	off
88	Sq	7th Rndm	2	On	Hall1	Flanger2	Delay LCR	ChorusSend	FEGAtkTime	FEGAtkTime	off	off
89	Sq	X2-Sweep	2	On	Hall2	Ens Detune	Delay L,R	ChorusSend	FEGAtkTime	FEGAtkTime	off	off
90	Sq	TranSeq	3	On	Room1	Flanger3	Delay L,R	ArpgTempo	Pitch	Pitch	Pitch	off
91	Sq	Acidosis	4	On	Hall2	Chorus2	T-Wah+ODrv	LFOFMod	Volume	Volume	off	NoteShift
92	Sq	MadKeef	4	On	Hall2	Flanger2	Comp+Dist	Pitch	Volume	Volume	Volume	Volume
93	Sq	Fireworx	4	On	Hall1	Flanger2	2Band EQ	RevChoSend	Volume	Volume	off	off
94	Sq	Engels	2	On	Hall1	Chorus1	Delay LCR	VariCntrl	Volume	off	off	off
95	Sq	N.Y. 99	2	On	Hall2	Flanger2	Karaoke 3	ChorusSend	Volume	Volume	off	off
96	Sq	SuperArp	4	On	Hall1	Chorus1	Delay LCR	AEGDcyTime	ChorusSend	ChorusSend	ChorusSend	ChorusSend
97	Sq	Hard On	4	On	Hall1	Chorus1	Auto Wah	AEGDcyTime	Volume	Volume	Volume	Volume
98	Sq	Kirmes1	3	On	Tunnel	Celeste4	CrossDelay	VariCntrl	FEGDcyTime	FEGDcyTime	FEGDcyTime	off
99	Sq	Clasical	2	On	Hall1	Chorus1	Delay L,R	ChorusSend	FEGAtkTime	FEGAtkTime	off	off
100	Sq	DRUG	3	On	Hall1	Chorus1	Echo	PortaTime	Pitch	ChorusSend	Pitch	ChorusSend
101	Sq	X-Sweep	2	On	Canyon	Flanger1	Flanger 3	ChorusSend	Volume	Volume	off	off
102	Sq	Nexus	3	On	Hall1	Chorus1	HM-Enhncer	ReverbSend	Volume	off	off	off
103	Sq	Katarsis	1	On	Hall2	Flanger2	Pitch Cng2	ArpgSubdiv	ReverbSend	ChorusSend	off	off
104	Sq	Rave	4	On/Sprit	Hall1	Chorus1	Delay LCR	ArpgTempo	off	off	Volume	Volume
105	Sq	AN Velo	1	On	Hall1	Ens Detune	Delay L,R	VariCntrl	FEGAtkTime	FEGAtkTime	off	off
106	Sq	Memes	3	On	Tunnel	Symphonic	CrossDelay	ChorusSend	Volume	Volume	Volume	off
107	Sq	Messa	2	On	Hall1	Ens Detune	T-Wah+Dist	VariCntrl	Volume	off	off	off
108	Sq	Moondot	2	On	Tunnel	Celeste4	Delay LCR	ArpgSubdiv	LFOFMod	LFOFMod	off	off
109	Co	Euro Kit	4	Off	Hall1	Chorus1	2Band EQ	ChoToRev	off	Cutoff	FEGDcyTime	Volume
110	Co	WishU're	4	Off/Sprit	Tunnel	Effect Off	Echo	LFOSpeed	FEGAtkTime	FEGAtkTime	Cutoff	Cutoff
111	Co	DanceTec	4	On/Sprit	Hall1	Flanger3	Revr Gate	ArpgTempo	NoteShift	NoteShift	ReverbSend	ReverbSend
112	Co	DigPhase	4	On/Sprit	Hall2	Phaser 1	CrossDelay	ArpgType	ChorusSend	ChorusSend	Volume	Volume
113	Co	Ready	4	On/Sprit	Hall1	Flanger1	Distortion	ArpgType	NoteShift	off	off	off
114	Co	Becoming	4	Off	Hall1	Flanger1	Distortion	Pitch	ReverbSend	ReverbSend	ReverbSend	ReverbSend
115	Co	RockMakr	4	Off	Stage1	Chorus1	OverDrive	ReverbSend	Volume	Volume	off	off
116	Co	TechRock	4	On/Sprit	Hall1	Flanger1	Distortion	ArpgType	Resonance	Cutoff	off	off
117	Co	Vibe-izm	4	Off/Sprit	Hall1	Chorus1	Effect Off	ReverbSend	off	LFOAMod	off	off
118	Co	NewFunk	3	Off	Hall1	Flanger2	Distortion	ChorusSend	ChorusSend	Cutoff	Volume	off
119	Co	FunkyBro	4	Off/Sprit	Room2	Chorus1	Amp Sim	ReverbSend	ChorusSend	ChorusSend	off	off
120	Co	Orchestra	4	Off	Tunnel	Chorus1	Effect Off	ReverbSend	Pitch	Detune	off	off
121	Co	Mr. Mute	3	Off	Tunnel	Chorus1	Delay L,R	ReverbSend	ChorusSend	off	off	off
122	Co	WWinds	4	Off	Hall2	Ens Detune	3Band EQ	ReverbSend	Volume	Volume	Volume	Volume
123	Dr	9o9 Kit	4	Off	Room1	Chorus1	2Band EQ	RevChoSend	PEGInitLvl	PEGInitLvl	PEGInitLvl	PEGInitLvl
124	Dr	8o8 Kit	4	Off	Room1	Chorus1	2Band EQ	RevChoSend	PEGInitLvl	PEGInitLvl	PEGInitLvl	PEGInitLvl
125	Dr	4 by 4	4	Off	Hall1	Flanger2	Distortion	ReverbSend	NoteShift	off	off	off
126	Dr	Elec Kit	4	Off	Room1	Chorus1	2Band EQ	RevChoSend	PEGInitLvl	PEGInitLvl	PEGInitLvl	off
127	Dr	B900 Kit	4	Off	Room1	Chorus1	2Band EQ	RevChoSend	PEGInitLvl	PEGInitLvl	PEGInitLvl	PEGInitLvl
128	Dr	Session	2	On	Room1	Flanger3	Thru	ArpgType	Pitch	Pitch	off	off













# Voices for Performances List (Bank PRE0~11)

## Program # 1~64

MSB->	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	
LSB->	0	1	2	3	4	5	6	7	8	9	10(OA)	11(OB)		
	Pre00	Pre01	Pre02	Pre03	Pre04	Pre05	Pre06	Pre07	Pre08	Pre09	Pre10	Pre11		
Pgm#>	Ca	Voice Name	Ca	Voice Name	Ca	Voice Name	Ca	Voice Name	Ca	Voice Name	Ca	Voice Name	Ca	Voice Name
1	Dr	umTrx1 A	--	---	--	---	Dr	umTrx2 A	--	---	Pf	Writza A	Pf	Writza B
2	Sq	Sn*Arp A	Sq	Sn*Arp B	--	---	Sq	PanSeq A	Sq	PanSeq B	--	---	Pf	Radio A
3	Sq	Kirmes A	Sq	Kirmes B	Sq	Kirmes C	--	---	Sq	MC-Lne1A	--	---	Pf	DncePn A
4	Sq	Clasic A	Sq	Clasic B	--	---	Sq	MC-Lne2A	Sq	MC-Lne2B	--	---	Cp	AirHtz A
5	Sq	Seqnza A	--	---	--	---	Sq	Suprrp A	Sq	Suprrp B	Sq	Suprrp C	Sq	Suprrp D
6	Sq	RytFld A	Sq	RytFld B	--	---	Sq	uidgy1 A	--	---	Cp	Vibes A	Cp	Vibes B
7	Sq	B-Luva A	Sq	B-Luva B	--	---	Sq	uidgy2 A	--	---	Or	Drwbrs2A	Or	Drwbrs2B
8	Sq	ObieSq A	Sq	ObieSq B	--	---	Sq	HardOn A	Sq	HardOn B	Sq	HardOn C	Sq	HardOn D
9	Sq	Strobe A	Sq	Strobe B	--	---	Sq	Pltyps A	Sq	Pltyps B	--	---	Or	PhseOrg A
10	Sq	Fly A	--	---	--	---	Sq	Cyborg A	Sq	Cyborg B	--	---	Or	DistHm A
11	Sq	Vivldi A	Sq	Vivldi B	--	---	Sq	uelchy A	Sq	uelchy B	--	---	Or	JacJz A
12	Sq	Dorian A	Sq	Dorian B	--	---	Sq	uenza1 A	--	---	--	---	Or	Hamond A
13	Sc	Rezine A	Sc	Rezine B	Sc	Rezine C	Sc	Rezine D	Sq	uenza2 A	Sq	uenza2 B	--	---
14	Sc	Todd A	Sc	Todd B	--	---	Sq	Erased A	Sq	Erased B	--	---	Gt	Chorus A
15	Sc	Thick A	--	---	--	---	Sq	uareDg A	Sq	uareDg B	--	---	Ba	Dubstr A
16	Sc	Thin A	Sc	Thin B	Sc	Thin C	Sc	Thin D	Sq	Pulse A	--	---	Ba	Joda-C A
17	Sc	CutGls A	Sc	CutGls B	--	---	Co	Ethno A	Co	Ethno B	Co	Ethno C	Co	Ethno D
18	Sc	Unvrse A	--	---	--	---	Fx	ChFlt A	--	---	--	---	Ba	Marins A
19	Sc	Crispy A	Sc	Crispy B	--	---	Sq	SprkRn A	Sq	SprkRn B	--	---	Ba	Trad A
20	Sc	FatAne A	--	---	--	---	Fx	SnCrny A	Fx	SnCrny B	Fx	SnCrny C	Fx	SnCrny D
21	Sc	Brassy A	--	---	--	---	Fx	SwpRn A	Fx	SwpRn B	--	---	Ba	Boing A
22	Sc	TheWrksA	Sc	TheWrksB	--	---	Fx	Breklit A	Fx	Breklit B	--	---	Ba	303Vlo A
23	Sc	PisMoD6A	Sc	PisMoD6B	Sc	PisMoD6C	Sc	PisMoD6D	Sc	Syndim A	Sc	Syndim B	Sc	Syndim C
24	Sc	Minora A	Sc	Minora B	Sc	Minora C	--	---	Sc	TranCS A	Sc	TranCS B	Sc	TranCS C
25	Sc	NbleQ A	Sc	NbleQ B	Sc	NbleQ C	--	---	Sc	Source A	Sc	Source B	Sc	Source C
26	Sc	TexSas A	Sc	TexSas B	Sc	TexSas C	Sc	TexSas D	Sc	ary A	Sc	ary B	Sc	ary C
27	Sc	Quadra A	Sc	Quadra B	--	---	Sc	EurRal A	Sc	EurRal B	--	---	St	Dark A
28	Sc	DstArp A	Sc	DstArp B	--	---	Sc	OwaOwa A	Sc	OwaOwa B	--	---	St	UFourr A
29	Sc	Digitz A	Sc	Digitz B	--	---	Sc	Xrayz A	Sc	Xrayz B	--	---	St	Cars A
30	Sc	Odyssey A	Sc	Odyssey B	Sc	Odyssey C	Sc	Odyssey D	Pd	ResoCt A	--	---	St	Arco A
31	Sc	Doves A	--	---	--	---	Sc	Glassy A	Sc	Glassy B	Sc	Glassy C	--	---
32	Fx	Airy A	Fx	Airy B	Fx	Airy C	Fx	Airy D	Sc	Synchrd A	Sc	Synchrd B	Sc	Synchrd C
33	Fx	Pardse A	Fx	Pardse B	Fx	Pardse C	--	---	Sc	C-Hook A	Sc	C-Hook B	--	---
34	Fx	Indies A	Fx	Indies B	--	---	Sc	raper A	--	---	--	---	Br	Punchy A
35	Fx	CSPACE A	Fx	CSPACE B	Fx	CSPACE C	--	---	Sc	Stab A	Sc	Stab B	--	---
36	Fx	Eerie A	Fx	Eerie B	--	---	Sc	MonBas A	Sc	MonBas B	--	---	Br	Sectin A
37	Fx	Ambint A	--	---	--	---	Ld	UnlEd A	Ld	UnlEd B	--	---	Br	Soft A
38	Fx	Mornng A	Fx	Mornng B	--	---	Ld	4Poles A	Ld	4Poles B	Ld	4Poles C	--	---
39	Fx	CSphre A	Fx	CSphre B	Fx	CSphre C	--	---	Ld	Cream A	--	---	Ld	Entrnse A
40	Fx	MagePd A	Fx	MagePd B	Fx	MagePd C	Fx	MagePd D	Ld	ZapLed A	Ld	ZapLed B	--	---
41	Fx	Tintpa A	Fx	Tintpa B	--	---	Ld	TheHok A	Ld	TheHok B	Ld	TheHok C	--	---
42	Fx	FlwrArpA	--	---	--	---	Ld	Trngle A	Ld	Trngle B	--	---	Ld	Thermn A
43	Fx	K.Scpe A	Fx	K.Scpe B	Fx	K.Scpe C	--	---	Ld	Fuji A	Ld	Fuji B	Ld	Fuji C
44	Fx	Orient A	Fx	Orient B	--	---	Ld	MegaHk A	Ld	MegaHk B	Ld	MegaHk C	Ld	MegaHk D
45	Fx	Omnivr A	Fx	Omnivr B	Fx	Omnivr C	Fx	Omnivr D	Ld	Mondo A	Ld	Mondo B	--	---
46	Fx	Whelez A	Fx	Whelez B	Fx	Whelez C	--	---	Ld	Marion A	Ld	Marion B	Ld	Marion C
47	Ba	Basine A	--	---	--	---	Ld	Semini A	Ld	Semini B	Ld	Semini C	--	---
48	Ba	Basin2 A	Ba	Basin2 B	--	---	Ld	PureSn A	Ld	PureSn B	--	---	Ld	CryBby A
49	Ba	Super A	Ba	Super B	--	---	Ld	Volfet A	Ld	Volfet B	--	---	Ld	SneMng A
50	Ba	Unison A	Ba	Unison B	Ba	Unison C	--	---	Ld	Empha A	--	---	Ld	TheLog A
51	Ba	SQ-Bas A	Ba	SQ-Bas B	--	---	Ba	Fashns A	Ba	Fashns B	--	---	Ld	InYFce A
52	Ba	80sSynBA	Ba	80sSynBB	Ba	80sSynBC	Ba	80sSynBD	Ba	Relaxr A	--	---	Pd	ChoSwp A
53	Ba	Pulsbs A	Ba	Pulsbs B	--	---	Ba	ssWire A	Ba	ssWire B	--	---	Pd	Synagy A
54	Ba	SawBas A	Ba	SawBas B	--	---	Ba	Wound A	--	---	--	---	Pd	Vangls A
55	Ba	Fsh303 A	--	---	--	---	Ba	Fridge A	Ba	Fridge B	--	---	Pd	ClubUK A
56	Ba	SawnOf A	Ba	SawnOf B	--	---	Ba	ssSine A	Ba	ssSine B	--	---	Pd	Dolfn A
57	Ba	CS 01 A	Ba	CS 01 B	--	---	Ba	Saw 1 A	--	---	--	---	Pd	Expndr A
58	Ba	Mogue A	Ba	Mogue B	--	---	Ba	Saw 2 A	--	---	--	---	Pd	MayTrk A
59	Ba	LeeDa A	Ba	LeeDa B	Ba	LeeDa C	--	---	Ba	Ptse25 A	--	---	Pd	MonPad A
60	Ba	Howler A	Ba	Howler B	Ba	Howler C	--	---	Ba	Fuzlne A	--	---	Pd	Nebula A
61	Ba	KickBs A	Ba	KickBs B	Ba	KickBs C	--	---	Ba	listic A	Ba	listic B	--	---
62	Ba	Sub A	Ba	Sub B	--	---	Ba	303Wve A	--	---	--	---	Pd	Dawn A
63	Ld	Wasp A	Ld	Wasp B	--	---	Ba	Howtzr A	--	---	--	---	Pd	Satrn5 A
64	Ld	E-no A	Ld	E-no B	--	---	Ba	Polrze A	Ba	Polrze B	--	---	Fx	KeslRn A



# Voices for Performances List (Bank PRE12-20)

## Program # 1~64

MSB->	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)								
LSB->	12(0C)	13(0D)	14(0E)	15(0F)	16(10)	17(11)	18(12)	19(13)	20(14)										
	Pre12		Pre13		Pre14		Pre15		Pre16		Pre17		Pre18		Pre19		Pre20		
PGM#	Ca	Voice Name	Ca	Voice Name	Ca	Voice Name	Ca	Voice Name	Ca	Voice Name	Ca	Voice Name	Ca	Voice Name	Ca	Voice Name	Ca	Voice Name	
1	Dr	TechKit	Sq	MinstryA	Sq	MinstryB	Sq	MinstryC	Sq	MinstryD	Pf	ConcertA	--	--	--	--	--	--	
2	Dr	ElctrKit	Sq	I'mRedyA	Sq	I'mRedyB	Sq	I'mRedyC	--	--	--	Pf	Wired A	--	--	--	--	--	
3	Dr	JnglKit	Sq	TekScenA	Sq	TekScenB	--	--	--	--	--	Pf	CP99 A	--	--	--	--	--	
4	Dr	HipHpKit	Sq	Boodoo A	Sq	Boodoo B	--	--	--	--	--	Pf	LoFi A	Pf	LoFi B	--	--	--	
5	Dr	8o8Kit	Sq	RoulettA	Sq	RoulettB	--	RoulettC	--	--	--	Pf	Gmd/EPA	Pf	Gmd/EPB	Pf	Gmd/EPC	--	
6	Dr	9o9Kit	Sq	LongDayA	Sq	LongDayB	Sq	LongDayC	Sq	LongDayD	Pf	Pno&StrA	Pf	Pno&StrB	Pf	Pno&StrC	Pf	Pno&StrD	
7	Dr	Kiks	Sq	Walrus A	Sq	Walrus B	--	--	--	--	--	Pf	BottledA	Pf	BottledB	--	--	--	
8	Dr	TeckFx	Sq	Sync303A	Sq	Sync303B	--	--	--	--	--	Pf	Old OneA	Pf	Old OneB	--	--	--	
9	Dr	Chop091	Sq	MDMA A	Sq	MDMA B	Sq	MDMA C	Sq	MDMA D	Pf	ChorsEPA	Pf	ChorsEPB	Pf	ChorsEPC	--	--	
10	Dr	Chop095	Sq	ChordalA	Sq	ChordalB	--	--	--	--	--	Pf	DX EP1 A	Pf	DX EP1 B	--	--	--	
11	Dr	Chop096	Sq	HardMrtA	--	--	--	--	--	--	--	Pf	WurtlztA	--	--	--	--	--	
12	Dr	Chop102	Ld	Faaat A	Ld	Faaat B	--	--	--	--	--	Pf	WurliolA	Pf	WurliolB	--	--	--	
13	Dr	Chop103	Ld	TekkHokA	Ld	TekkHokB	Ld	TekkHokC	Ld	TekkHokD	--	Pf	ClavintA	--	--	--	--	--	
14	Dr	Chop107	Ld	TechLedA	--	--	--	--	--	--	--	Pf	RezClavA	Pf	RezClavB	--	--	--	
15	Dr	Chop110	Ld	Europe A	Ld	Europe B	--	--	--	--	--	Or	Jimmy A	--	--	--	--	--	
16	Dr	Chop113	Ld	RaveLinA	Ld	RaveLinB	--	--	--	--	--	Or	EmersonA	Or	EmersonB	Or	EmersonC	Or	EmersonD
17	Dr	Chop134	Ld	HouseYIA	Ld	HouseYIB	--	--	--	--	--	Or	Full B A	Or	Full B B	Or	Full B C	Or	Full B D
18	Dr	Chop135	Ld	Earth A	Ld	Earth B	--	--	--	--	--	Or	GospelBA	Or	GospelBB	Or	GospelBC	Or	GospelBD
19	Dr	Chop136	Ld	CS15 A	--	--	--	--	--	--	--	Or	Swish A	Or	Swish B	--	--	--	--
20	Dr	Chop139	Ld	MiniSawA	--	--	--	--	--	--	--	Or	Full A	Or	Full B	Or	Full C	Or	Full D
21	Dr	Chop144	Ld	BluGrenA	--	--	--	--	--	--	--	Or	Ranks A	Or	Ranks B	Or	Ranks C	Or	Ranks D
22	Dr	Chop160	Ld	RapLineA	--	--	--	--	--	--	--	Or	SuperVxA	Or	SuperVxB	Or	SuperVxC	Or	SuperVxD
23	--	--	Ld	TransinA	--	--	--	--	--	--	--	Or	Spyral A	Or	Spyral B	Or	Spyral C	--	--
24	--	--	Ld	DJ Zap A	Ld	DJ Zap B	Ld	DJ Zap C	--	--	--	Or	DeepHozA	--	--	--	--	--	--
25	--	--	Ld	XChoirA	Ld	XChoir B	Ld	XChoir C	--	--	--	Or	ThaDorzA	Or	ThaDorzB	Or	ThaDorzC	Or	ThaDorzD
26	--	--	Ld	HppysynA	Ld	HppysynB	--	--	--	--	--	St	Stryng A	St	Stryng B	--	--	--	--
27	--	--	Ld	TekuitrA	Ld	TekuitrB	Ld	TekuitrC	--	--	--	St	StStrgsA	St	StStrgsB	--	--	--	--
28	--	--	Ld	Goa A	Ld	Goa B	Ld	Goa C	Ld	Goa D	--	St	Drama A	St	Drama B	St	Drama C	--	--
29	--	--	Ld	Noiz+RzA	Ld	Noiz+RzB	--	--	--	--	--	St	DarkStrA	St	DarkStrB	St	DarkStrC	--	--
30	--	--	Ld	VoclGymA	Ld	VoclGymB	Ld	VoclGymC	--	--	--	St	Sweet A	St	Sweet B	--	--	--	--
31	--	--	Ld	Astral A	Ld	Astral B	Ld	Astral C	Ld	Astral D	--	St	ObieStrA	St	ObieStrB	St	ObieStrC	--	--
32	--	--	Ld	SharpLdA	Ld	SharpLdB	Ld	SharpLdC	--	--	--	St	JupitrsA	St	JupitrsB	St	JupitrsC	St	JupitrsD
33	--	--	Ld	VanDrvA	--	--	--	--	--	--	--	St	Simple A	St	Simple B	--	--	--	--
34	--	--	Ld	BohkyohA	Ld	BohkyohB	Ld	BohkyohC	--	--	--	Br	HornSctA	Br	HornSctB	Br	HornSctC	Br	HornSctD
35	--	--	Ld	PizzsynA	Ld	PizzsynB	Ld	PizzsynC	--	--	--	Br	Jump! A	Br	Jump! B	--	--	--	--
36	--	--	Ld	InsomniA	Ld	InsomniB	--	--	--	--	--	Br	FatBrssA	Br	FatBrssB	Br	FatBrssC	Br	FatBrssD
37	--	--	Ld	SynStelA	Ld	SynStelB	--	--	--	--	--	Br	Syn&BrSA	Br	Syn&BrSB	Br	Syn&BrSC	Br	Syn&BrSD
38	--	--	Ba	Trancy A	Ba	Trancy B	--	--	--	--	--	Br	CS WarmA	Br	CS WarmB	--	--	--	--
39	--	--	Ba	Taurus A	Ba	Taurus B	--	--	--	--	--	Br	AnaswIA	Br	AnaswIB	Br	AnaswIC	Br	AnaswID
40	--	--	Ba	PunchyIA	Ba	PunchyIB	Ba	PunchyIC	--	--	--	Br	OBSX A	Br	OBSX B	--	--	--	--
41	--	--	Ba	101BassA	--	--	--	--	--	--	--	Br	FatAnneA	--	--	--	--	--	--
42	--	--	Ba	3o3WaveA	--	--	--	--	--	--	--	Br	Odyssy A	Br	Odyssy B	Br	Odyssy C	Br	Odyssy D
43	--	--	Ba	OctaBssA	Ba	OctaBssB	--	--	--	--	--	Rd	BlozHrpA	Rd	BlozHrpB	--	--	--	--
44	--	--	Ba	Harmo A	Ba	Harmo B	--	--	--	--	--	Gt	Steel A	Gt	Steel B	--	--	--	--
45	--	--	Ba	Ramp A	Ba	Ramp B	--	--	--	--	--	Gt	RondStIA	--	--	--	--	--	--
46	--	--	Ba	FatSnapA	Ba	FatSnapB	Ba	FatSnapC	--	--	--	Gt	ChoStrIA	Gt	ChoStrIB	--	--	--	--
47	--	--	Ba	CoastalA	Ba	CoastalB	Ba	CoastalC	Ba	CoastalD	--	Gt	RokNstyA	Gt	RokNstyB	Gt	RokNstyC	Gt	RokNstyD
48	--	--	Ba	Squash A	Ba	Squash B	Ba	Squash C	--	--	--	Gt	Stack A	Gt	Stack B	Gt	Stack C	Gt	Stack D
49	--	--	Ba	Cosmic A	Ba	Cosmic B	Ba	Cosmic C	Ba	Cosmic D	--	Ba	FretlssA	Ba	FretlssB	--	--	--	--
50	--	--	Ba	FuzzLinA	--	--	--	--	--	--	--	Ba	6StringA	Ba	6StringB	--	--	--	--
51	--	--	Ba	GigabssA	Ba	GigabssB	--	--	--	--	--	Ba	Jaco A	Ba	Jaco B	--	--	--	--
52	--	--	Ba	SubBs A	Ba	SubBs B	--	--	--	--	--	Ba	Slap A	Ba	Slap B	--	--	--	--
53	--	--	Ba	Lately A	Ba	Lately B	--	--	--	--	--	Ba	UprightA	--	--	--	--	--	--
54	--	--	Ba	ElectrnA	Ba	ElectrnB	--	--	--	--	--	Ba	BoogiOnA	Ba	BoogiOnB	--	--	--	--
55	--	--	Ba	StrollrA	Ba	StrollrB	--	--	--	--	--	Ba	DXSuperA	--	--	--	--	--	--
56	--	--	Ba	Syko A	Ba	Syko B	--	--	--	--	--	Ba	Kickit A	Ba	Kickit B	Ba	Kickit C	--	--
57	--	--	Ba	Bomber A	Ba	Bomber B	Ba	Bomber C	--	--	--	Cp	KasimodA	Cp	KasimodB	--	--	--	--
58	--	--	Ba	Warp A	Ba	Warp B	--	--	--	--	--	Cp	Lounge A	Cp	Lounge B	Cp	Lounge C	--	--
59	--	--	Ba	Rider A	Ba	Rider B	--	--	--	--	--	Cp	BellZeeA	Cp	BellZeeB	Cp	BellZeeC	Cp	BellZeeD
60	--	--	Ba	HousOrgA	Ba	HousOrgB	--	--	--	--	--	Cp	DoraDorA	Cp	DoraDorB	Cp	DoraDorC	--	--
61	--	--	Ba	Monty A	--	--	--	--	--	--	--	Et	Masala A	--	--	--	--	--	--
62	--	--	Ba	GutRncHA	Ba	GutRncHB	--	--	--	--	--	Et	NuTribIA	Et	NuTribIB	Et	NuTribIC	Et	NuTribID
63	--	--	Ba	DropBssA	Ba	DropBssB	Ba	DropBssC	--	--	--	Se	EmergnyA	Se	EmergnyB	Se	EmergnyC	Se	EmergnyD
64	--	--	Ba	Bad AssA	--	--	--	--	--	--	--	Se	AirForcA	Se	AirForcB	Se	AirForcC	--	--

# Voices for Performances List (Bank PRE12~20)

## Program # 65-128

MSB->	63(3F)		63(3F)		63(3F)		63(3F)		63(3F)		63(3F)		63(3F)		63(3F)			
LSB->	12(0C)		13(0D)		14(0E)		15(0F)		16(10)		17(11)		18(12)		19(13)		20(14)	
	Pre12		Pre13		Pre14		Pre15		Pre16		Pre17		Pre18		Pre19		Pre20	
PGM#	Ca	Voice Name	Ca	Voice Name	Ca	Voice Name	Ca	Voice Name	Ca	Voice Name	Ca	Voice Name	Ca	Voice Name	Ca	Voice Name	Ca	Voice Name
65	--	---	Sc	PopCompA	Sc	PopCompB	Sc	PopCompC	--	---	Se	TeckFX A	--	---	--	---	--	---
66	--	---	Sc	Analog A	Sc	Analog B	Sc	Analog C	--	---	Se	Bad ManA	Se	Bad ManB	Se	Bad ManC	Se	Bad ManD
67	--	---	Sc	LipstckA	--	---	--	---	--	---	Se	SpceWrpA	Se	SpceWrpB	Se	SpceWrpC	Se	SpceWrpD
68	--	---	Sc	MegaClvA	Sc	MegaClvB	--	---	--	---	Se	Lego A	Se	Lego B	Se	Lego C	Se	Lego D
69	--	---	Sc	DigiWahA	--	---	--	---	--	---	Se	MagnetoA	Se	MagnetoB	--	---	--	---
70	--	---	Sc	SynChrdA	Sc	SynChrdB	Sc	SynChrdC	Sc	SynChrdD	Se	CyberSEA	Se	CyberSEB	Se	CyberSEC	Se	CyberSED
71	--	---	Sc	CHook A	Sc	CHook B	--	---	--	---	Se	RtmScraA	--	---	--	---	--	---
72	--	---	Sc	Larynx A	Sc	Larynx B	Sc	Larynx C	--	---	Se	SeaOrgIA	Se	SeaOrgIB	--	---	--	---
73	--	---	Sc	Scary A	Sc	Scary B	Sc	Scary C	Sc	Scary D	Se	AtlantsA	Se	AtlantsB	Se	AtlantsC	Se	AtlantsD
74	--	---	Sc	AtkDistA	Sc	AtkDistB	Sc	AtkDistC	Sc	AtkDistD	Se	PlnktnsA	Se	PlnktnsB	--	---	--	---
75	--	---	Sc	WahDcyA	Sc	WahDcy B	Sc	WahDcy C	Sc	WahDcy D	Se	13FridyA	Se	13FridyB	Se	13FridyC	Se	13FridyD
76	--	---	Sc	BitCompA	Sc	BitCompB	Sc	BitCompC	--	---	Se	ScienceA	Se	ScienceB	--	---	--	---
77	--	---	Sc	TortureA	Sc	TortureB	Sc	TortureC	--	---	Se	Sewer A	Se	Sewer B	--	---	--	---
78	--	---	Sc	M25 A	Sc	M25 B	Sc	M25 C	--	---	Se	Swamp A	Se	Swamp B	Se	Swamp C	Se	Swamp D
79	--	---	Sc	BigTuneA	Sc	BigTuneB	Sc	BigTuneC	Sc	BigTuneD	Se	Radium A	Se	Radium B	Se	Radium C	--	---
80	--	---	Pd	Nevada A	Pd	Nevada B	Pd	Nevada C	--	---	Se	HipNsyaA	Se	HipNsyaB	Se	HipNsyaC	--	---
81	--	---	Pd	Ocean A	Pd	Ocean B	Pd	Ocean C	Pd	Ocean D	Se	Cryton A	Se	Cryton B	--	---	--	---
82	--	---	Pd	RedWineA	Pd	RedWineB	Pd	RedWineC	Pd	RedWineD	Se	TubChokA	Se	TubChokB	--	---	--	---
83	--	---	Pd	FatSweepA	Pd	FatSweepB	--	---	--	---	Se	Dark SEA	Se	Dark SEB	Se	Dark SEC	--	---
84	--	---	Pd	Shadow A	--	---	--	---	--	---	Se	Hammer A	Se	Hammer B	Se	Hammer C	Se	Hammer D
85	--	---	Pd	DreampdA	Pd	DreampdB	Pd	DreampdC	Pd	DreampdD	Sq	Patty A	Sq	Patty B	Sq	Patty C	Sq	Patty D
86	--	---	Pd	FlutePdA	Pd	FlutePdB	Pd	FlutePdC	--	---	Sq	ReflectA	Sq	ReflectB	Sq	ReflectC	Sq	ReflectD
87	--	---	Pd	HitoLo A	Pd	HitoLo B	Pd	HitoLo C	Pd	HitoLo D	Sq	DrumataC	Sq	DrumataB	Sq	DrumataC	--	---
88	--	---	Pd	Venus A	Pd	Venus B	Pd	Venus C	Pd	Venus D	Sq	7thRndm A	Sq	7thRndm B	--	---	--	---
89	--	---	Pd	BannersA	Pd	BannersB	Pd	BannersC	--	---	Sq	X2-SweepA	Sq	X2-SweepB	--	---	--	---
90	--	---	Pd	MetropIA	Pd	MetropIB	--	---	--	---	Sq	TranSeqA	Sq	TranSeqB	Sq	TranSeqC	--	---
91	--	---	Pd	WavePadA	Pd	WavePadB	Pd	WavePadC	--	---	Sq	AcidossA	Sq	AcidossB	Sq	AcidossC	Sq	AcidossD
92	--	---	Pd	Awaken A	Pd	Awaken B	Pd	Awaken C	--	---	Sq	MadKeefA	Sq	MadKeefB	Sq	MadKeefC	Sq	MadKeefD
93	--	---	Pd	4AD A	Pd	4AD B	Pd	4AD C	--	---	Sq	FirewrxA	Sq	FirewrxB	Sq	FirewrxC	Sq	FirewrxD
94	--	---	Pd	TherminA	Pd	TherminB	Pd	TherminC	--	---	Sq	Engels A	Sq	Engels B	--	---	--	---
95	--	---	Pd	Pan A	Pd	Pan B	Pd	Pan C	Pd	Pan D	Sq	N.Y. 99A	Sq	N.Y. 99B	--	---	--	---
96	--	---	Pd	Athens A	Pd	Athens B	Pd	Athens C	--	---	Sq	SuprArpA	Sq	SuprArpB	Sq	SuprArpC	Sq	SuprArpD
97	--	---	Pd	AbandonA	Pd	AbandonB	Pd	AbandonC	Pd	AbandonD	Sq	Hard OnA	Sq	Hard OnB	Sq	Hard OnC	Sq	Hard OnD
98	--	---	Pd	BellTIA	Pd	BellTIB	Pd	BellTIC	--	---	Sq	Kirmes1A	Sq	Kirmes1B	Sq	Kirmes1C	--	---
99	--	---	Pd	AirBlwrA	Pd	AirBlwrB	--	---	--	---	Sq	ClasidA	Sq	ClasidB	--	---	--	---
100	--	---	Fx	EmeraldA	Fx	EmeraldB	--	---	--	---	Sq	DRUG A	Sq	DRUG B	Sq	DRUG C	--	---
101	--	---	Fx	EtherelA	Fx	EtherelB	Fx	EtherelC	Fx	EtherelD	Sq	X-SweepA	Sq	X-SweepB	--	---	--	---
102	--	---	Fx	AutoSawA	Fx	AutoSawB	Fx	AutoSawC	Fx	AutoSawD	Sq	NexusA	Sq	NexusB	Sq	NexusC	--	---
103	--	---	Fx	Birds A	Fx	Birds B	Fx	Birds C	Fx	Birds D	Sq	KatarsaA	--	---	--	---	--	---
104	--	---	Fx	GeomtryA	--	---	--	---	--	---	Sq	Rave A	Sq	Rave B	Sq	Rave C	Sq	Rave D
105	--	---	Fx	DifusinA	Fx	DifusinB	--	---	--	---	Sq	AN VeloA	--	---	--	---	--	---
106	--	---	Fx	Fx BellA	Fx	Fx BellB	Fx	Fx BellC	--	---	Sq	Memes A	Sq	Memes B	Sq	Memes C	--	---
107	--	---	Fx	Beauty A	Fx	Beauty B	Fx	Beauty C	Fx	Beauty D	Sq	Messa A	Sq	Messa B	--	---	--	---
108	--	---	Fx	Ghosts A	Fx	Ghosts B	--	---	--	---	Sq	MoondotA	Sq	MoondotB	--	---	--	---
109	--	---	Fx	BreathyA	Fx	BreathyB	Fx	BreathyC	Fx	BreathyD	Co	EuroKitA	Co	EuroKitB	Co	EuroKitC	Co	EuroKitD
110	--	---	Fx	TranspdA	Fx	TranspdB	Fx	TranspdC	Fx	TranspdD	Co	WishUrA	Co	WishUrB	Co	WishUrC	Co	WishUrD
111	--	---	Fx	SweepPdA	Fx	SweepPdB	Fx	SweepPdC	Fx	SweepPdD	Co	DanceTcA	Co	DanceTcB	Co	DanceTcC	Co	DanceTcD
112	--	---	Fx	HlyMthrA	Fx	HlyMthrB	--	---	--	---	Co	DigPhasA	Co	DigPhasB	Co	DigPhasC	Co	DigPhasD
113	--	---	Fx	SparkleA	Fx	SparkleB	Fx	SparkleC	--	---	Co	Ready A	Co	Ready B	Co	Ready C	Co	Ready D
114	--	---	Fx	Kiseki A	Fx	Kiseki B	Fx	Kiseki C	Fx	Kiseki D	Co	BecomingA	Co	BecomingB	Co	BecomingC	Co	BecomingD
115	--	---	Fx	DespairA	Fx	DespairB	Fx	DespairC	Fx	DespairD	Co	RockMkrA	Co	RockMkrB	Co	RockMkrC	Co	RockMkrD
116	--	---	Fx	BeBach A	Fx	BeBach B	--	---	--	---	Co	TechRckA	Co	TechRckB	Co	TechRckC	Co	TechRckD
117	--	---	Fx	MorelceA	Fx	MorelceB	Fx	MorelceC	Fx	MorelceD	Co	Vibe-zmA	Co	Vibe-zmB	Co	Vibe-zmC	Co	Vibe-zmD
118	--	---	Fx	ChemicalA	Fx	ChemicalB	--	---	--	---	Co	NewFunkA	Co	NewFunkB	Co	NewFunkC	--	---
119	--	---	Fx	AyersRkA	Fx	AyersRkB	--	---	--	---	Co	FunkyBrA	Co	FunkyBrB	Co	FunkyBrC	Co	FunkyBrD
120	--	---	Fx	BlueBokA	Fx	BlueBokB	Fx	BlueBokC	Fx	BlueBokD	Co	OrchstrA	Co	OrchstrB	Co	OrchstrC	Co	OrchstrD
121	--	---	Fx	MoonwedA	--	---	--	---	--	---	Co	Mr.MuteA	Co	Mr.MuteB	Co	Mr.MuteC	--	---
122	--	---	Fx	Alobar A	Fx	Alobar B	--	---	--	---	Co	WWindsA	Co	WWindsB	Co	WWindsC	Co	WWindsD
123	--	---	Fx	KemstryA	Fx	KemstryB	--	---	--	---	Dr	909 KitA	Dr	909 KitB	Dr	909 KitC	Dr	909 KitD
124	--	---	Fx	Abyss A	Fx	Abyss B	Fx	Abyss C	Fx	Abyss D	Dr	808 KitA	Dr	808 KitB	Dr	808 KitC	Dr	808 KitD
125	--	---	Fx	DandelIA	Fx	DandelIB	--	---	--	---	Dr	4 by 4 A	Dr	4 by 4 B	Dr	4 by 4 C	Dr	4 by 4 D
126	--	---	Fx	OrchHtsA	Fx	OrchHtsB	Fx	OrchHtsC	Fx	OrchHtsD	Dr	ElecKitA	Dr	ElecKitB	Dr	ElecKitC	Dr	ElecKitD
127	--	---	Fx	AcidHtsA	Fx	AcidHtsB	Fx	AcidHtsC	Fx	AcidHtsD	Dr	B900KitA	Dr	B900KitB	Dr	B900KitC	Dr	B900KitD
128	--	---	Fx	FunkyHTA	--	---	--	---	--	---	Dr	SessionA	Dr	SessionB	--	---	--	---

Drums Assign List  
Program # 1~6

Bank MSB#		63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	
Bank LSB#		12(0C)	12(0C)	12(0C)	12(0C)	12(0C)	12(0C)	
Program #		1	2	3	4	5	6	
Note#	Note	Capital	TechKit	ElctrKit	JnglKit	HipHpKit	8o8Kit	9o9Kit
13	C# -1	Surdo Mute						
14	D -1	Surdo Open						
15	D# -1	Hi Q						
16	E -1	Whip Slap						
17	F -1	Scratch Push						
18	F# -1	Scratch Pull						
19	G -1	Finger Snap						
20	G# -1	Click Noise						
21	A -1	Metronome Click						
22	A# -1	Metronome Bell						
23	B -1	Seq Click L						
24	C 0	Seq Click H						
25	C# 0	Brush Tap						
26	D 0	Brush Swirl L						
27	D# 0	Brush Slap						
28	E 0	Brush Swirl H						
29	F 0	Snare Roll						
30	F# 0	Castanet						
31	G 0	Snare L			SD Jungle2	SD HipHop3	T8 SN1	T9 SN1
32	G# 0	Sticks						
33	A 0	Bass Drum L			BD Jungle2	BD Ana	BD Ana	BD Ana
34	A# 0	Open Rim Shot			SD Jungle2	SD HipHop3		
35	B 0	Bass Drum M			BD Jungle3	BD HipHop2	T8 Kik2	BD Jungle4
36	C 1	Bass Drum H	BD Jungle1	T8 Kik2	BD Jungle2	BD HipHop1	T8 Kik3	T9 Kik1
37	C# 1	Side Stick	BD Jungle2	T8 Kik2	T8 SN3	SD Jungle4	T8 Rim	T9 Rim
38	D 1	Snare M	T8 Kik2	T8 Kik3	SD Jungle2	SD Elect3	T8 SN3	T9 SN4
39	D# 1	Hand Clap	BD Jungle5	T8 SN1				
40	E 1	Snare H	BD HipHop1	T8 SN3	SD Jungle3	SD HipHop3	T8 SN3	T9 SN4
41	F 1	Floor Tom L	BD HipHop2	T8 SN4			T8 Tom	T9 Tom HI2
42	F# 1	Hi-Hat Closed	SD Jungle1	T8 SN5	HH 2CL	HH 2CL	T8 HH CL1	T9 HH CL1
43	G 1	Floor Tom H	SD Jungle2	T8 Conga HI1			T8 Tom	T9 Tom HI2
44	G# 1	Hi-Hat Pedal	SD Jungle3	T8 Cowbell	HH 2CL	HH 2CL	T8 HH CL2	T9 HH CL2
45	A 1	Low Tom	SD Jungle4	T8 Conga HI1			T8 Tom	T9 Tom HI2
46	A# 1	Hi-Hat Open	SD HipHop1	T8 Marracas	HH 2OP	HH 2OP	T8 HH OP1	T9 HH OP2
47	B 1	Mid Tom L	SD HipHop2	T8 Conga HI1			T8 Tom	T9 Tom HI2
48	C 2	Mid Tom H	SD HipHop3	T8 Conga HI1			T8 Tom	T9 Tom HI2
49	C# 2	Crash Cymbal 1	SD Elect1	T8 Rim				
50	D 2	High Tom	SD Elect2	T8 CLAVE			T8 Tom	T9 Tom HI2
51	D# 2	Ride Cymbal 1	SD Elect3	T8 CLAP	HH 4CL	HH 4CL		
52	E 2	Chinese Cymbal	SD Elect4					
53	F 2	Ride Cymbal Cup	T8 SN3	T8 Tom	HH 4CL	HH 4CL		
54	F# 2	Tambourine	T8 SN	T8 HH CL1	PC Tamb2	PC Tamb2		
55	G 2	Splash Cymbal	HH 1CL	T8 Tom				
56	G# 2	Cowbell	HH 2CL	T8 HH CL2				
57	A 2	Crash Cymbal 2	HH 2OP	T8 Tom				
58	A# 2	Vibraslap	HH 3CL	T8 HH OP1				
59	B 2	Ride Cymbal 2	T8 HH Op	T8 Tom	HH 4CL	HH 4CL		
60	C 3	Bongo H	HH 4CL	T8 Cymbal				
61	C# 3	Bongo L	HH 4OP					
62	D 3	Conga H Mute	PC Snap					
63	D# 3	Conga H Open	PC Tamb2	T9 Kik1				
64	E 3	Conga L	BD Jungle4	T9 Kik3n				
65	F 3	Timbale H	BD Ana	BD Jungle4				
66	F# 3	Timbale L	Hit 1	T9 HH OP2				
67	G 3	Agogo H	Hit 1	T9 SN1				
68	G# 3	Agogo L	Hit 1	T9 SN2				
69	A 3	Cabasa	Hit 2	T9 SN1				
70	A# 3	Maracas	Hit 2	T9 SN3				
71	B 3	Samba Whistle H	Hit 2	T9 SN1				
72	C 4	Samba Whistle L	Hit Brass	T9 SN4				
73	C# 4	Guiro Short	SCR 1	T9 Rim				
74	D 4	Guiro Long	SCR 1	T9 SN4				
75	D# 4	Claves	SCR 1	T9 CLAP1				
76	E 4	Wood Block H	SCR 2	T9 SN4				
77	F 4	Wood Block L	SCR 2	T9 Tom HI2				
78	F# 4	Cuica Mute	SCR 2	T9 HH CL1				
79	G 4	Cuica Open	SCR 3	T9 Tom HI2				
80	G# 4	Triangle Mute	SCR 3	T9 HH CL2				
81	A 4	Triangle Open	SCR 3	T9 Tom HI2				
82	A# 4	Shaker	SCR 4	T9 HH OP2				
83	B 4	Jingle Bell	SCR 4	T9 Tom HI2				
84	C 5	Bell Tree	SCR 4	T9 Crash1				
85	C# 5	Bell Tree	SCR 6	T9 Ride1				
86	D 5	Bell Tree	SCR 6	T9 Crash1				
87	D# 5	Bell Tree	SCR 6	T8 Kik2				
88	E 5	Bell Tree	SCR 6	T8 SN				
89	F 5	Bell Tree	SCR 7	T8 SN3				
90	F# 5	Bell Tree	SCR 7	T8 HH CL				
91	G 5	Bell Tree	SCR 7	T8 Cowbell				
92	G# 5	Bell Tree	SCR 7	T8 Marracas				
93	A 5	Bell Tree	Hit Brass	T8 Tamb				
94	A# 5	Bell Tree	Hit Brass	T8 HH Op				
95	B 5	Bell Tree	Hit Brass	T8 Guiro				
96	C 6	Bell Tree	Hit Brass	T8 Metal				

= Same as Capital

# Voices for Performances List (Bank PRE12)

## Drums Assign List Program #7~14

Bank MSB#	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	
Bank LSB#	12(0C)	12(0C)	12(0C)	12(0C)	12(0C)	12(0C)	12(0C)	12(0C)	
Program #	7	8	9	10	11	12	13	14	
Note#	Note	Kiks	TeckFx	Chop091	Chop095	Chop096	Chop102	Chop103	Chop107
13	C# -1								
14	D -1								
15	D# -1								
16	E -1								
17	F -1								
18	F# -1								
19	G -1								
20	G# -1								
21	A -1								
22	A# -1								
23	B -1								
24	C 0								
25	C# 0								
26	D 0								
27	D# 0								
28	E 0								
29	F 0								
30	F# 0								
31	G 0								
32	G# 0								
33	A 0								
34	A# 0								
35	B 0								
36	C 1	T9 Kik1	Hit1						
37	C# 1	T9 Kik3	Hit2						
38	D 1	DistKik1	Hit3						
39	D# 1	T8 Kik2	Hit4						
40	E 1	T8 Kik2	Hit5						
41	F 1	T8 Kik2a	GtrChord						
42	F# 1	T8 Kik3	Hit6						
43	G 1	T8 KikBoom	ElecFx						
44	G# 1	EuroKik	FunkyHit						
45	A 1	Disturbed Kik	TapeStop						
46	A# 1	BD ana	Uhh+Hit						
47	B 1	T9 Kik1a	Yeah						
48	C 2	BD ana5	ComeOn1						
49	C# 2	T9 kik3	ComeOn2						
50	D 2	DistKik2	OneMoreTime						
51	D# 2	BD ana1	Ohh1						
52	E 2	BD ana2	OhBabe						
53	F 2	BD ana3	Joo						
54	F# 2	BD ana4	Hiuhu						
55	G 2	BD Jungle1	Huea						
56	G# 2	BD Jungle2	Go						
57	A 2	BD Jungle3	GetUp						
58	A# 2	BD Jungle4	Aah						
59	B 2	BD Jungle5	Uhh						
60	C 3	BD HipPop1	Ohh2	091Chop1	095Chop1	096Chop1	102Chop1	103Chop1	107Chop1
61	C# 3	BD HipPop2	Ohh2	091Chop2	095Chop2	096Chop2	102Chop2	103Chop2	107Chop2
62	D 3	BD ana4	Ohh2	091Chop3	095Chop3	096Chop3	102Chop3	103Chop3	107Chop3
63	D# 3	BD ana4	Ohh2	091Chop4	095Chop4	096Chop4	102Chop4	103Chop4	107Chop4
64	E 3	BD ana4	Ohh2	091Chop5	095Chop5	096Chop5	102Chop5	103Chop5	107Chop5
65	F 3	BD ana4	Robot1	091Chop6	095Chop6		102Chop6	103Chop6	107Chop6
66	F# 3	Chopped1	Robot2	091Chop7	095Chop7		102Chop7	103Chop7	107Chop7
67	G 3	Chopped2	Robot3	091Chop8	095Chop8		102Chop8	103Chop8	107Chop8
68	G# 3	Chopped3	Robot4	091Chop9			102Chop9		
69	A 3	Chopped4	HiquiTB	091Chop10			102Chop10		
70	A# 3	Chopped5	Fx1	091Chop11					
71	B 3	Chopped6	Fx2	091Chop12					
72	C 4	Chopped7	Fx3						
73	C# 4	Chopped8	Fx4						
74	D 4	Chopped9	Fx5						
75	D# 4	Chopped10	Fx6						
76	E 4	Chopped11	Signal						
77	F 4	Chopped12	SynFx1						
78	F# 4	Chopped13	SynFx2						
79	G 4	Chopped14	SynFx3						
80	G# 4		SynFx4						
81	A 4		ElecFx1						
82	A# 4		ElecFx2						
83	B 4		ElecFx3						
84	C 5		ElecFx4						
85	C# 5		Zap						
86	D 5		Zap2						
87	D# 5		Zoom						
88	E 5		RedAlarm						
89	F 5		SeRevLow						
90	F# 5		Udu High						
91	G 5		Didgeridoo						
92	G# 5		Police						
93	A 5		Scrach						
94	A# 5		Punch						
95	B 5		NoiseBurst						
96	C 6		Tom Industrial						

= Same as the ones assigned to the lowest/highest notes in different pitch.



## Drums Assign List Program #15~22

Bank MSB#	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	
Bank LSB#	12(0C)	12(0C)	12(0C)	12(0C)	12(0C)	12(0C)	12(0C)	12(0C)	
Program #	15	16	17	18	19	20	21	22	
Note#	Note	Chop110	Chop113	Chop134	Chop135	Chop136	Chop139	Chop144	Chop160
13	C# -1								
14	D -1								
15	D# -1								
16	E -1								
17	F -1								
18	F# -1								
19	G -1								
20	G# -1								
21	A -1								
22	A# -1								
23	B -1								
24	C 0								
25	C# 0								
26	D 0								
27	D# 0								
28	E 0								
29	F 0								
30	F# 0								
31	G 0								
32	G# 0								
33	A 0								
34	A# 0								
35	B 0								
36	C 1								
37	C# 1								
38	D 1								
39	D# 1								
40	E 1								
41	F 1								
42	F# 1								
43	G 1								
44	G# 1								
45	A 1								
46	A# 1								
47	B 1								
48	C 2								
49	C# 2								
50	D 2								
51	D# 2								
52	E 2								
53	F 2								
54	F# 2								
55	G 2								
56	G# 2								
57	A 2								
58	A# 2								
59	B 2								
60	C 3	110Chop1	113Chop1	134Chop1	135Chop1	136Chop1	139Chop1	144Chop1	160Chop1
61	C# 3	110Chop2	113Chop2	134Chop2	135Chop2	136Chop2	139Chop2	144Chop2	160Chop2
62	D 3	110Chop3	113Chop3	134Chop3	135Chop3	136Chop3	139Chop3	144Chop3	160Chop3
63	D# 3	110Chop4	113Chop4	134Chop4	135Chop4	136Chop4	139Chop4	144Chop4	160Chop4
64	E 3	110Chop5	113Chop5	134Chop5	135Chop5	136Chop5	139Chop5	144Chop5	160Chop5
65	F 3	110Chop6	113Chop6	134Chop6	135Chop6	136Chop6	139Chop6	144Chop6	160Chop6
66	F# 3	110Chop7	113Chop7	134Chop7	135Chop7		139Chop7	144Chop7	160Chop7
67	G 3	110Chop8	113Chop8		135Chop8		139Chop8	144Chop8	160Chop8
68	G# 3	110Chop9			135Chop9				
69	A 3	110Chop10			135Chop10				
70	A# 3				135Chop11				
71	B 3				135Chop12				
72	C 4								
73	C# 4								
74	D 4								
75	D# 4								
76	E 4								
77	F 4								
78	F# 4								
79	G 4								
80	G# 4								
81	A 4								
82	A# 4								
83	B 4								
84	C 5								
85	C# 5								
86	D 5								
87	D# 5								
88	E 5								
89	F 5								
90	F# 5								
91	G 5								
92	G# 5								
93	A 5								
94	A# 5								
95	B 5								
96	C 6								

= Same as the ones assigned to the lowest/highest notes in different pitch.

# XG Drum Voice List

Bank Select MSB=Bank Number, LSB=00

Bank MSB#	Program#	127	127	127	127	127	127	127	127	127	127	127	127	127	127									
1	2	3	4	9	10	17	18	25	26															
Note#	Note	Key off	Alternate assign	Standard Kit	Standard Kit 2	Dry Kit	Brilliant Kit	Room Kit	Dark Room Kit	Rock Kit	Rock Kit 2	Electro Kit	Analog Kit											
13	C#	-1	3	Surdo Mute	1	Surdo Mute V	1	Surdo Mute B	1	Surdo Mute V	1	Surdo Mute V	1											
14	D	-1	3	Surdo Open	1	Surdo Open V	1	Surdo Open B	1	Surdo Open V	1	Surdo Open V	1											
15	D#	-1		Hi Q	1		Hi Q B	1																
16	E	-1		Whip Slap	1		Whip Slap B	1																
17	F	-1	4	Scratch H	1		Scratch H B	1																
18	F#	-1	4	Scratch L	1		Scratch LB	1																
19	G	-1		Finger Snap	1		Finger Snap B	1																
20	G#	-1		Click Noise	1		Click Noise B	1																
21	A	-1		Metronome Click	1		Metronome Click B	1																
22	A#	-1		Metronome Bell	1		Metronome Bell B	1																
23	B	-1		Seq Click L	1		Seq Click LB	1																
24	C	0		Seq Click H	1		Seq Click HB	1																
25	C#	0		Brush Tap	1	Brush Tap V	1	Brush Tap B	1	Brush Tap V	1	Brush Tap V	1											
26	D	0	O	Brush Swirl	1	Brush Swirl V	1	Brush Swirl B	1	Brush Swirl V	1	Brush Swirl V	1											
27	D#	0	O	Brush Slap	1	Brush Slap V	1	Brush Slap B	1	Brush Slap V	1	Brush Slap V	1											
28	E	0	O	Brush Tap Swirl	1	Brush Tap Swirl V	1	Brush Tap Swirl B	1	Brush Tap Swirl V	1	Brush Tap Swirl V	1	Reverse Cymbal	1	Reverse Cymbal	1							
29	F	0	O	Snare Roll	1	Snare Roll 2	1	Snare Roll V	1	Snare Roll V	1	Snare Roll V	1											
30	F#	0		Castanet	1		Castanet B	1					Hi Q 2		Hi Q 2		1							
31	G	0		Snare Soft	1	Snare Soft 2	1	Snare Dry Soft	1	Snare Soft B	1		Snare Noisy	1	Snare Noisy 5	1	Snare Snappy Electro	1	Snare Noisy 4	1				
32	G#	0		Sticks	1		Sticks B	1																
33	A	0		Kick Soft	1		Kick Soft B	1					Kick Tight 2	1	Kick Tight 3	1	Kick 3	1	Kick Tight 2	1				
34	A#	0		Open Rim Shot	1	Open Rim Shot H Short	1	Open Rim Shot Dry V	1	Open Rim Shot B	1													
35	B	0		Kick Tight	1	Kick Tight Short	1	Kick Dry Tight	1	Kick Tight B	1													
36	C	1		Kick	1	Kick Short	1	Kick Dry Mute	1	Kick B	1	Kick Room	1	Kick Room Gate	1	Kick Gate	1	Kick Gate 2	1	Kick Gate Heavy	1	Kick Analog	1	
37	C#	1		Side Stick	1	Side Stick Dry	1	Side Stick B	1													Side Stick Analog	1	
38	D	1		Snare	1	Snare Short	1	Snare Dry	1	Snare B	1	Snare Snappy	1	Snare Snappy 2	1	Snare Rock	1	Snare Rock 2	1	Snare Noisy 2	1	Snare Analog	1	
39	D#	1		Hand Clap	1		Hand Clap B	1																
40	E	1		Snare Tight	1	Snare Tight H	1	Snare Dry Mute	1	Snare Tight B	1	Snare Tight Snappy	1	Snare Tight Snappy 2	1	Snare Rock Rim	1	Snare Rock Rim Q	1	Snare Noisy 3	1	Snare Analog 1	1	
41	F	1		Floor Tom L	1	Floor Tom L Short	1	Floor Tom L B	1	Tom Room 1	1	Tom Room 1 Q	1	Tom Rock 1	1	Tom Rock 1 H	1	Tom Rock 1	1	Tom Electro 1	1	Tom Analog 1	1	
42	F#	1	1	Hi-Hat Closed	1		Hi-Hat Closed LB	1																
43	G	1		Floor Tom H	1	Floor Tom H Short	1	Floor Tom H B	1	Tom Room 2	1	Room Tom 2 Q	1	Tom Rock 2	1	Tom Rock 2 H	1	Tom Rock 2	1	Tom Electro 2	1	Tom Analog 2	1	
44	G#	1	1	Hi-Hat Pedal	1		Hi-Hat Pedal B	1																
45	A	1		Low Tom	1	Low Tom Short	1	Low Tom B	1	Tom Room 3	1	Room Tom 3 Q	1	Tom Rock 3	1	Tom Rock 3 LShort	1	Tom Rock 3	1	Tom Electro 3	1	Tom Analog 3	1	
46	A#	1	1	Hi-Hat Open	1		Hi-Hat Open B	1																
47	B	1		Mid Tom L	1	Mid Tom L Short	1	Mid Tom L B	1	Tom Room 4	1	Tom Room 4 Dark	1	Tom Rock 4	1	Tom Rock 4 LShort	1	Tom Rock 4	1	Tom Electro 4	1	Tom Analog 4	1	
48	C	2		Mid Tom H	1	Mid Tom H Short	1	Mid Tom H B	1	Tom Room 5	1	Tom Room 5 LDark	1	Tom Rock 5	1	Tom Rock 5 LShort	1	Tom Rock 5	1	Tom Electro 5	1	Tom Analog 5	1	
49	C#	2		Crash Cymbal 1	1	Crash Cymbal 1 V	1	Crash Cymbal 1 B	1															
50	D	2		High Tom	1	High Tom Short	1	High Tom B	1	Tom Room 6	1	Tom Room 6 LDark	1	Tom Rock 6	1	Tom Rock 6 LShort	1	Tom Rock 6	1	Tom Electro 6	1	Tom Analog 6	1	
51	D#	2		Ride Cymbal 1	1	Ride Cymbal 1 V	1	Ride Cymbal 1 B	1															
52	E	2		Chinese Cymbal	1	Chinese Cymbal V	1	Chinese Cymbal B	1															
53	F	2		Ride Cymbal Cup	1		Ride Cymbal Cup Short	1																
54	F#	2		Tambourine	1		Tambourine B	1																
55	G	2		Splash Cymbal	1		Splash Cymbal B	1																
56	G#	2		Cowbell	1		Cowbell L	1																
57	A	2		Crash Cymbal 2	1	Crash Cymbal 2 V	1	Crash Cymbal 2 B	1															
58	A#	2		Vibraslap	1		Vibraslap B	1																
59	B	2		Ride Cymbal 2	1	Ride Cymbal 2 V	1	Ride Cymbal 2 B	1															
60	C	3		Bongo H	1	Bongo H V	1	Bongo H B	1															
61	C#	3		Bongo L	1	Bongo LV	1	Bongo LB	1															
62	D	3		Conga H Mute	1	Conga H Mute V	1	Conga H Mute B	1															
63	D#	3		Conga H Open	1	Conga H Open V	1	Conga H Open B	1															
64	E	3		Conga L	1	Conga LV	1	Conga LB	1															
65	F	3		Timbale H	1	Timbale H V	1	Timbale H B	1															
66	F#	3		Timbale L	1	Timbale LV	1	Timbale LB	1															
67	G	3		Agogo H	1	Agogo H V	1	Agogo H B	1															
68	G#	3		Agogo L	1	Agogo L V	1	Agogo LB	1															
69	A	3		Cabasa	1		Cabasa B	1																
70	A#	3		Maracas	1		Maracas B	1																
71	B	3	O	Samba Whistle H	1	Samba Whistle H V	1	Samba Whistle H B	1															
72	C	4	O	Samba Whistle L	1	Samba Whistle L V	1	Samba Whistle L B	1															
73	C#	4	O	Guiro Short	1		Guiro Short B	1																
74	D	4	O	Guiro Long	1		Guiro Long B	1																
75	D#	4		Claves	1		Claves B	1																
76	E	4		Wood Block H	1		Wood Block HB	1																
77	F	4		Wood Block L	1		Wood Block LB	1																
78	F#	4		Cuica Mute	1	Cuica Mute V	1	Cuica Mute B	1															
79	G	4		Cuica Open	1	Cuica Open V	1	Cuica Open B	1															
80	G#	4	2	Triangle Mute	1		Triangle Mute B	1																
81	A	4	2	Triangle Open	1		Triangle Open B	1																
82	A#	4		Shaker	1		Shaker B	1																
83	B	4		Jingle Bells	1		Jingle Bells B	1																
84	C	5		Bell Tree	1		Bell Tree B	1																
85	C#	5																						
86	D	5																						
87	D#	5																						
88	E	5																						
89	F	5																						
90	F#	5																						
91	G	5																						

Same as standard Kit  
No sound

# XG Drum Voice List

Bank Select MSB=Bank Number, LSB=00

Bank MSB#	Program#	127	127	127	127	127	127	127	127	126	126
Program#	Note#	27	28	29	30	33	34	41	49	1	2
Note#	Note	Analogue Kit 2	Dance Kit	Hip Hop Kit	Jungle Kit	Jazz Kit	Jazz Kit 2	Brush Kit	Symphony Kit	SFX Kit 1	SFX Kit 2
Key off	Alternate assign	E	E	E	E	E	E	E	E	E	E
13	C# -1	3	Surdo Mute V	1	Surdo Mute V	1	Surdo Mute V	1	Surdo Mute V	1	
14	D -1	3	Surdo Open V	1	Surdo Open V	1	Surdo Open V	1	Surdo Open V	1	
15	D# -1										
16	E -1										
17	F -1	4									
18	F# -1	4									
19	G -1										
20	G# -1										
21	A -1										
22	A# -1										
23	B -1										
24	C 0										
25	C# 0		Brush Tap V	1	Brush Tap V	1	Brush Tap V	1	Brush Tap V	1	
26	D 0	O	Brush Swirl V	1	Brush Swirl V	1	Brush Swirl V	1	Brush Swirl V	1	
27	D# 0		Brush Slap V	1	Brush Slap V	1	Brush Slap V	1	Brush Slap V	1	
28	E 0	O	Reverse Cymbal	1	Reverse Cymbal	1	Reverse Cymbal	1	Reverse Cymbal	1	
29	F 0	O	Snare Roll V	1	Snare Roll V	1	Snare Roll V	1	Snare Roll V	1	
30	F# 0		Hi Q 2	1	Hi Q 2	1	Hi Q 2	1	Hi Q 2	1	
31	G 0		Snare Analog 3	1	Snare Techno 3	1	Open Rim Shot 2 Soft	1	Rim Gate 2	1	
32	G# 0										
33	A 0		Kick Techno Soft	1	Kick Techno Q	1	Kick Dry Soft 2	1	Kick Cough	1	
34	A# 0		Open Rim Short Dry V	1	Rim Gate	1	Open Rim Shot 2	1	Rim Gate 3	1	
35	B 0		Kick Techno Tight	1	Kick Techno L	1	Kick Dim	1	Kick Zap	1	
36	C 1		Kick Techno	1	Kick Techno 2	1	Kick Boon	1	Kick Dawn	1	Kick Jazz
37	C# 1		Side Stick Analog	1	Side Stick Analog	1	Side Stick Dry	1	Side Stick Dry	1	
38	D 1		Snare Techno	1	Snare Clap	2	Snare Dry Mute	1	Snare Tin	1	
39	D# 1										
40	E 1		Snare Techno 2	1	Snare Dry 2	1	Snare White	1	Snare Can	1	
41	F 1		Tom Analog 1	1	Tom Analog 1	1	Floor Tom L Short	1	Floor Tom L Short	1	Tom Jazz 1
42	F# 1	1	Hi-Hat Closed Analog	1	Hi-Hat Closed 3	1	Hi-Hat Closed 2 H	1	Hi-Hat Closed 2 Soft	1	
43	G 1		Tom Analog 2	1	Tom Analog 2	1	Floor Tom H Short	1	Floor Tom H Short	1	Tom Jazz 2
44	G# 1	1	Hi-Hat Closed Analog 2	1	Hi-Hat Closed Analog 2	1	Hi-Hat Pedal 2 H	1	Hi-Hat Pedal 2 Soft	1	
45	A 1		Tom Analog 3	1	Tom Analog 3	1	Low Tom Short	1	Low Tom Short	1	Tom Jazz 3
46	A# 1	1	Hi-Hat Open Analog	1	Hi-Hat Open 3	1	Hi-Hat Open 2 L	1	Hi-Hat Open 2 Soft	1	
47	B 1		Tom Analog 4	1	Tom Analog 4	1	Mid Tom L Short	1	Mid Tom L Short	1	Tom Jazz 4
48	C 2		Tom Analog 5	1	Tom Analog 5	1	Mid Tom H Short	1	Mid Tom H Short	1	Tom Jazz 5
49	C# 2		Crash Analog	1	Crash Analog	1	Crash Cymbal 1 V	1	Crash Cymbal 1 V	1	
50	D 2		Tom Analog 6	1	Tom Analog 6	1	High Tom Short	1	High Tom Short	1	Tom Jazz 6
51	D# 2		Ride Cymbal 1 V	1	Ride Cymbal 1 V	1	Ride Cymbal 1 V	1	Ride Cymbal 1 V	1	
52	E 2		Chinese Cymbal V	1	Chinese Cymbal V	1	Chinese Cymbal V	1	Chinese Cymbal V	1	
53	F 2										
54	F# 2										
55	G 2		Splash Cymbal V	1	Splash Cymbal V	1	Splash Cymbal V	1	Splash Cymbal V	1	
56	G# 2		Cowbell Analog	1	Cowbell Analog	1					
57	A 2		Crash Cymbal 2 V	1	Crash Cymbal 2 V	1	Crash Cymbal 2 V	1	Crash Cymbal 2 V	1	
58	A# 2										
59	B 2		Ride Cymbal 2 V	1	Ride Cymbal 2 V	1	Ride Cymbal 2 V	1	Ride Cymbal 2 V	1	
60	C 3		Bongo H V	1	Bongo H V	1	Bongo H V	1	Bongo H V	1	
61	C# 3		Bongo LV	1	Bongo LV	1	Bongo LV	1	Bongo LV	1	
62	D 3		Conga Analog H	1	Conga Analog H	1	Conga H Mute V	1	Conga H Mute V	1	
63	D# 3		Conga Analog M	1	Conga Analog M	1	Conga H Open V	1	Conga H Open V	1	
64	E 3		Conga Analog L	1	Conga Analog L	1	Conga LV	1	Conga LV	1	
65	F 3		Timbale H V	1	Timbale H V	1	Timbale H V	1	Timbale H V	1	
66	F# 3		Timbale LV	1	Timbale LV	1	Timbale LV	1	Timbale LV	1	
67	G 3		Agogo H V	1	Agogo H V	1	Agogo H V	1	Agogo H V	1	
68	G# 3		Agogo LV	1	Agogo LV	1	Agogo LV	1	Agogo LV	1	
69	A 3										
70	A# 3		Maracas 2	1	Maracas 2	1					
71	B 3	O	Samba Whistle H V	1	Samba Whistle H V	1	Samba Whistle H V	1	Samba Whistle H V	1	
72	C 4	O	Samba Whistle L V	1	Samba Whistle L V	1	Samba Whistle L V	1	Samba Whistle L V	1	
73	C# 4										
74	D 4	O									
75	D# 4		Claves 2	1	Claves 2	1					
76	E 4										
77	F 4										
78	F# 4		Scratch H 2	1	Scratch H 2	1	Cuica Mute V	1	Cuica Mute V	1	
79	G 4		Scratch L3	1	Scratch L 3	1	Cuica Open V	1	Cuica Open V	1	
80	G# 4										
81	A 4	2									
82	A# 4	2									
83	B 4										
84	C 5										
85	C# 5										
86	D 5										
87	D# 5										
88	E 5										
89	F 5										
90	F# 5										
91	G 5										

Same as standard Kit  
No sound

Drum and percussion sounds assigned to the same Alternate Assign numbered group cannot be sounded simultaneously. For example, the Hi-Hat Open sound (group 1) and Hi-Hat Closed sound (also group 1) cannot be sounded at the same time.

# TG300B Drum Voice List

Program#	Note#	Note	Alternate assign	1	9	17	25	26	33	41	49	57	128
				Standard Kit	Room Kit	Power Kit	Electro Kit	Analog Kit	Jazz Kit	Brush Kit	Orchestra Kit	SFX Set	C/M Kit
25	C#	0		Snare Roll TG									
26	D	0		Finger Snap TG									
27	D#	0		Hi Q TG									
28	E	0		Whip Slap TG									
29	F	0	7	Scratch H TG									
30	F#	0	7	Scratch LTG									
31	G	0		Sticks TG									
32	G#	0		Click Noise TG									
33	A	0		Metronome Click TG									
34	A#	0		Metronome Bell TG									
35	B	0		Kick Tight									
36	C	1		Kick	Kick Room	Kick Power	Kick Electro TG	Kick Analog	Kick Jazz	Kick Tight Jazz TG	Kick Small	Kick Orchestra	Kick CM
37	C#	1		Side Stick				Side Stick Analog				Gran Cassa Orchestra	Side Stick CM
38	D	1		Snare		Snare Power	Snare Electro TG	Snare Analog		Brush Tap TG	Band Snare TG		Snare CM
39	D#	1		Hand Clap						Brush Slap TG	Castanet TG 2	Hi Q TG	Hand Clap CM
40	E	1		Snare Tight			Snare Power 2			Brush Swirl TG	Band Snare TG	Whip Slap TG	Snare Electro CM
41	F	1		Floor Tom L	Tom Room 1	Tom Room 1	Tom Electro 1	Tom Analog 1	Tom Jazz 1	Tom Jazz 1	Tompani F	Scratch H TG	Floor Tom LCM
42	F#	1	1	Hi-Hat Closed				Hi-Hat Closed Analog			Tompani F#	Scratch LTG	Hi-Hat Closed CM
43	G	1		Floor Tom H	Tom Room 2	Tom Room 2	Tom Electro 2	Tom Analog 2	Tom Jazz 2	Tom Jazz 2	Tompani G	Sticks TG	Floor Tom H CM
44	G#	1	1	Hi-Hat Pedal				Hi-Hat Closed Analog 2			Tompani G#	Click Noise TG	Hi-Hat Open Short CM
45	A	1		Low Tom	Tom Room 3	Tom Room 3	Tom Electro 3	Tom Analog 3	Tom Jazz 3	Tom Jazz 3	Tompani A	Metronome Click TG	Low Tom CM
46	A#	1	1	Hi-Hat Open				Hi-Hat Open Analog			Tompani A#	Metronome Bell TG	Hi-Hat Open CM
47	B	1		Mid Tom L	Tom Room 4	Tom Room 4	Tom Electro 4	Tom Analog 4	Tom Jazz 4	Tom Jazz 4	Tompani B	Guitar Fret Noise	Mid Tom LCM
48	C	2		Mid Tom H	Tom Room 5	Tom Room 5	Tom Electro 5	Tom Analog 5	Tom Jazz 5	Tom Jazz 5	Tompani C	Cutting Noise H	Mid Tom H CM
49	C#	2		Crash Cymbal 1				Crash Analog			Tompani C#	Cutting Noise L	Crash Cymbal CM
50	D	2		High Tom	Tom Room 6	Tom Room 6	Tom Electro 6	Tom Analog 6	Tom Jazz 6	Tom Jazz 6	Tompani D	String Slap	High Tom CM
51	D#	2		Ride Cymbal 1							Tompani D#	Flute Key Click	Ride Cymbal CM
52	E	2		Chinese Cymbal			Reverse Cymbal TG				Tompani E	Laugh	
53	F	2		Ride Cymbal Cup							Tompani F	Scream	
54	F#	2		Tambourine								Punch	
55	G	2		Splash Cymbal								Heartbeat	Tambourine CM
56	G#	2		Cowbell				Cowbell Analog				Footsteps	Cowbell CM
57	A	2		Crash Cymbal 2							Hand Cymbal H TG	Footsteps	
58	A#	2		Vibraslap								Applause	
59	B	2		Ride Cymbal 2							Hand Cymbal LTG	Door Squeak	
60	C	3		Bongo H								Door Slam	Bongo H CM
61	C#	3		Bongo L								Scratch Cut	Bongo LCM
62	D	3		Conga H Mute				Conga Analog H				Wind Chime	Conga H Mute CM
63	D#	3		Conga H Open				Conga Analog M				Ignition	Conga H Open CM
64	E	3		Conga L				Conga Analog L				Squeal	Conga LCM
65	F	3		Timbale H								Exhaust	Timbale H CM
66	F#	3		Timbale L								Crash	Timbale LCM
67	G	3		Agogo H								Siren	Agogo H CM
68	G#	3		Agogo L								Train	Agogo LCM
69	A	3		Cabasa								Jet Plane	Cabasa CM
70	A#	3		Maracas				Maracas 2				Helicopter	Maracas CM
71	B	3	2	Samba Whistle HG								Starship	Samba Whistle H TG CM
72	C	4	2	Samba Whistle LG								Gunshot	Samba Whistle L TG CM
73	C#	4	3	Guiro Short TG								Machine Gun	Vibraslap CM
74	D	4	3	Guiro Long TG								Laser Gun	
75	D#	4		Claves				Claves 2				Explosion	Claves CM
76	E	4		Wood Block H								Dog	Laugh
77	F	4		Wood Block L								Horse	
78	F#	4	4	Cuica Mute TG								Bird Tweet	Punch
79	G	4	4	Cuica Open TG								Shower	Heartbeat
80	G#	4	5	Triangle Mute TG								Thunder	Footsteps
81	A	4	5	Triangle Open TG								Wind	Footsteps
82	A#	4		Shaker								Seashore	Applause
83	B	4		Jingle Bells								Stream	Door Squeak
84	C	5		Bell Tree								Bubble	Door Slam
85	C#	5		Castanet TG									Scratch Cut
86	D	5	6	Surdo Mute TG									Wind Chime
87	D#	5	6	Surdo Open TG									Ignition
88	E	5									Applause		Squeal
89	F	5											Exhaust
90	F#	5											Crash
91	G	5											Siren
92	G#	5											Train
93	A	5											Jet Plane
94	A#	5											Helicopter
95	B	5											Starship
96	C	6											Gunshot
97	C#	6											Machine Gun
98	D	6											Laser Gun
99	D#	6											Explosion
100	E	6											Dog
101	F	6											Horse
102	F#	6											Bird Tweet
103	G	6											Shower
104	G#	6											Thunder
105	A	6											Wind
106	A#	6											Seashore
107	B	6											Stream
108	C	7											Bubble

: Same as standard Kit  
 : No sound

In the C/M Kit, some settings such as Volume, Pan and Effect Send are different than the Standard Kit.



# Effect Parameter List

## CROSS DELAY (variation block)

NO.	Parameter	Display	Value	See Table	Control
1	L->R Delay	0.1-743.0ms	1-7430		
2	R->L Delay	0.1-743.0ms	1-7430		
3	Feedback Level	-63-+63	1-127		
4	Input Select	L,R,L&R	0-2		
5	High Damp	0.1-1.0	1-10		
6					
7					
8					
9					
10	Dry/Wet	D63>W - D=W - D<W63	1-127		●
11					
12					
13	EQ Low Frequency	32Hz-2.0kHz	4-40	table#3	
14	EQ Low Gain	-12-+12dB	52-76		
15	EQ High Frequency	500Hz-16.0kHz	28-58	table#3	
16	EQ High Gain	-12-+12dB	52-76		

## EARLY REF1,EARLY REF2(variation block)

NO.	Parameter	Display	Value	See Table	Control
1	Type	S,H,L,H,Rdm,Rvs,Plt,Spr	0-5		
2	Room Size	0.1-7.0	0-44	table#6	table#6
3	Diffusion	0-10	0-10		
4	Initial Delay	0.1-99.3ms	0-63	table#5	table#5
5	Feedback Level	-63-+63	1-127		
6	HPF Cutoff	Thru-8.0kHz	0-52	table#3	table#3
7	LPF Cutoff	1.0k-Thru	34-60	table#3	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 REVERSE GATE (variation block)

NO.	Parameter	Display	Value	See Table	Control
1	Type	TypeA,TypeB	0-1		
2	Room Size	0.1-20.0	0-127	table#6	
3	Diffusion	0-10	0-10		
4	Initial Delay	0.1-99.3ms	0-63	table#5	
5	Feedback Level	-63-+63	1-127		
6	HPF Cutoff	Thru-8.0kHz	0-52	table#3	
7	LPF Cutoff	1.0k-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					

## KARAOKE1,2,3 (variation block)

NO.	Parameter	Display	Value	See Table	Control
1	Delay Time	0.1-400ms	0-127	table#7	
2	Feedback Level	-63-+63	1-127		
3	HPF Cutoff	Thru-8.0kHz	0-52	table#3	
4	LPF Cutoff	1.0k-Thru	34-60	table#3	
5					
6					
7					
8					
9					
10	Dry/Wet	D63>W - D=W - D<W63	1-127		●
11					
12					
13					
14					
15					
16					

## CHORUS1,2,3,4 CELESTE1,2,3,4 (chorus, variation block)

NO.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz-39.7Hz	0-127	table#1	
2	LFO Depth	0-127	0-127		
3	Feedback Level	-63-+63	1-127		
4	Delay Offset	0-50.0	0-127	table#2	
5					
6	EQ Low Frequency	32Hz-2.0kHz	4-40	table#3	
7	EQ Low Gain	-12-+12dB	52-76		
8	EQ High Frequency	500Hz-16.0kHz	28-58	table#3	
9	EQ High Gain	-12-+12dB	52-76		
10	Dry/Wet	D63>W - D=W - D<W63	1-127		●
11	EQ Mid Frequency	100Hz-10.0kHz (variation block)	14-54	table#3	
12	EQ Mid Gain	-12-+12dB (variation block)	52-76		
13	EQ Mid Width	1.0-12.0 (variation block)	10-120		
14					
15	Input Mode	mono/stereo	0-1		
16					

## FLANGER1,2,3 (chorus, variation block)

NO.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz-39.7Hz	0-127	table#1	
2	LFO Depth	0-127	0-127		
3	Feedback Level	-63-+63	1-127		
4	Delay Offset	0-50.0	0-127	table#2	
5					
6	EQ Low Frequency	32Hz-2.0kHz	4-40	table#3	
7	EQ Low Gain	-12-+12dB	52-76		
8	EQ High Frequency	500Hz-16.0kHz	28-58	table#3	
9	EQ High Gain	-12-+12dB	52-76		
10	Dry/Wet	D63>W - D=W - D<W63	1-127		●
11	EQ Mid Frequency	100Hz-10.0kHz (variation block)	14-54	table#3	
12	EQ Mid Gain	-12-+12dB (variation block)	52-76		
13	EQ Mid Width	1.0-12.0 (variation block)	10-120		
14	LFO Phase Difference	-180-+180deg	4-124	resolution=3deg.	
15					
16					

## SYMPHONIC (chorus, variation block)

NO.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz-39.7Hz	0-127	table#1	
2	LFO Depth	0-127	0-127		
3	Delay Offset	0-50.0	0-127	table#2	
4					
5					
6	EQ Low Frequency	32Hz-2.0kHz	4-40	table#3	
7	EQ Low Gain	-12-+12dB	52-76		
8	EQ High Frequency	500Hz-16.0kHz	28-58	table#3	
9	EQ High Gain	-12-+12dB	52-76		
10	Dry/Wet	D63>W - D=W - D<W63	1-127		●
11	EQ Mid Frequency	100Hz-10.0kHz (variation block)	14-54	table#3	
12	EQ Mid Gain	-12-+12dB (variation block)	52-76		
13	EQ Mid Width	1.0-12.0 (variation block)	10-120		
14					
15					
16					

## ENSEMBLE DETUNE (chorus, variation block)

NO.	Parameter	Display	Value	See Table	Control
1	Detune	-50-+50cent	14-114		
2	Lch Init Delay	0-50.0	0-127	table#2	
3	Rch Init Delay	0-50.0	0-127	table#2	
4					
5					
6					
7					
8					
9					
10	Dry/Wet	D63>W - D=W - D<W63	1-127		●
11	EQ Low Frequency	32Hz-2.0kHz (variation block)	4-40	table#3	
12	EQ Low Gain	-12-+12dB (variation block)	52-76		
13	EQ High Frequency	500Hz-16.0kHz (variation block)	28-58	table#3	
14	EQ High Gain	-12-+12dB (variation block)	52-76		
15					
16					

## AMBIENCE (variation block)

NO.	Parameter	Display	Value	See Table	Control
1	Delay Time	0-50.0	0-127	table#2	
2	Output Phase	normal / inverse	0-1		
3		normal / inverse			
4		-63-+63			
5					
6	EQ Low Frequency	32Hz-2.0kHz	4-40	table#3	
7	EQ Low Gain	-12-+12dB	52-76		
8	EQ High Frequency	500Hz-16.0kHz	28-58	table#3	
9	EQ High Gain	-12-+12dB	52-76		
10	Dry/Wet	D63>W - D=W - D<W63	1-127		●
11					
12					
13					
14					
15					
16					

## ROTARY SPEAKER (variation block)

NO.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz-39.7Hz	0-127	table#1	●
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	-12-+12dB	52-76		
8	EQ High Frequency	500Hz-16.0kHz	28-58	table#3	
9	EQ High Gain	-12-+12dB	52-76		
10	Dry/Wet	D63>W - D=W - D<W63	1-127		
11	EQ Mid Frequency	100Hz-10.0kHz	14-54	table#3	
12	EQ Mid Gain	-12-+12dB	52-76		
13	EQ Mid Width	1.0-12.0	10-120		
14					
15					
16					

# Effect Parameter List

## 2WAY ROTARY SPEAKER (variation block)

NO.	Parameter	Display	Value	See Table	Control
1	Rotor Speed	0.0Hz-39.7Hz	0-127	table#1	●
2	Drive Low	0-127	0-127		
3	Drive High	0-127	0-127		
4	Low/High	L63>H - L=H - L<H63	1-127		
5					
6	EQ Low Frequency	32Hz~2.0kHz	4-40	table#3	
7	EQ Low Gain	-12~+12dB	52-76		
8	EQ High Frequency	500Hz~16.0kHz	28-58	table#3	
9	EQ High Gain	-12~+12dB	52-76		
10					
11	Crossover Frequency	100Hz~10.0kHz	14-54	table#3	
12	Mic L-R Angle	0deg~180deg	0-60	resolution=3deg.	
13					
14					
15					
16					

## TREMOLO (variation block)

NO.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz~39.7Hz	0-127	table#1	●
2	AM Depth	0-127	0-127		
3	PM Depth	0-127	0-127		
4					
5					
6	EQ Low Frequency	32Hz~2.0kHz	4-40	table#3	
7	EQ Low Gain	-12~+12dB	52-76		
8	EQ High Frequency	500Hz~16.0kHz	28-58	table#3	
9	EQ High Gain	-12~+12dB	52-76		
10					
11	EQ Mid Frequency	100Hz~10.0kHz	14-54	table#3	
12	EQ Mid Gain	-12~+12dB	52-76		
13	EQ Mid Width	1.0-12.0	10-120		
14	LFO Phase Difference	-180~+180deg	4-124	resolution=3deg	
15	Input Mode	mono/stereo	0-1		
16					

## AUTO PAN (variation block)

NO.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz~39.7Hz	0-127	table#1	●
2	L/R Depth	0-127	0-127		
3	F/R Depth	0-127	0-127		
4	PAN Direction	L<->R,L->R,L<-R,Lturn,Rturn,L/R	0-5		
5					
6	EQ Low Frequency	32Hz~2.0kHz	4-40	table#3	
7	EQ Low Gain	-12~+12dB	52-76		
8	EQ High Frequency	500Hz~16.0kHz	28-58	table#3	
9	EQ High Gain	-12~+12dB	52-76		
10					
11	EQ Mid Frequency	100Hz~10.0kHz	14-54	table#3	
12	EQ Mid Gain	-12~+12dB	52-76		
13	EQ Mid Width	1.0-12.0	10-120		
14					
15					
16					

## PHASER 1 (chorus, variation block)

NO.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz~39.7Hz	0-127	table#7	
2	LFO Depth	0-127	0-127		
3	Phase Shift Offset	0-127	0-127	table#3	
4	Feedback Level	-63~+63	1-127	table#3	
5					
6	EQ Low Frequency	32Hz~2.0kHz	4-40		
7	EQ Low Gain	-12~+12dB	52-76		
8	EQ High Frequency	500Hz~16.0kHz	28-58		
9	EQ High Gain	-12~+12dB	52-76		
10	Dry/Wet	D63>W - D=W - D<W63	1-127		●
11	Stage	4,5,6 (chorus block)	4-6		
12	Diffusion	4-12 (variation block)	4-12		
13		mono/stereo	0-1		
14					
15					
16					

## PHASER 2 (variation block)

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

## DISTORTION OVERDRIVE (variation block)

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

## AMP SIMULATOR (variation block)

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

## COMP+DIST (variation block)

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

## 3BAND EQ(MONO) (variation block)

NO.	Parameter	Display	Value	See Table	Control
1	EQ Low Gain	-12~+12dB	52-76		
2	EQ Mid Frequency	100Hz~10.0kHz	14-54	table#3	
3	EQ Mid Gain	-12~+12dB	52-76		
4	EQ Mid Width	1.0-12.0	10-120		
5	EQ High Gain	-12~+12dB	52-76		
6	EQ Low Frequency	500Hz~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(STEREO) (variation block)

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

# Effect Parameter List

## AUTO WAH (variation block)

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

## AUTO WAH+DIST AUTO WHA+ODRV (variation block)

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

## TOUCH WAH 1 TOUCH WAH+DIST (variation block)

NO.	Parameter	Display	Value	See Table	Control
1	Sensitive	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	-12~+12dB	52-76		
8	EQ High Frequency	500Hz~16.0kHz	28-58		table#3
9	EQ High Gain	-12~+12dB	52-76		
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		
11	Drive	0~127	0-127		
12					
13					
14					
15					
16					

## TOUCH WAH 2 TOUCH WAH+ODRV (variation block)

NO.	Parameter	Display	Value	See Table	Control
1	Sensitive	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	-12~+12dB	52-76		
8	EQ High Frequency	500Hz~16.0kHz	28-58		table#3
9	EQ High Gain	-12~+12dB	52-76		
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		
11	Drive	0~127	0-127		
12	EQ Low Gain(distortion)	-12~+12dB	52-76		
13	EQ Mid Gain(distortion)	-12~+12dB	52-76		
14	LPF Cutoff	1.0kHz~thru	34-60		table#3
15	Output Level	0~127	0-127		
16					

## PITCH CHANGE 1 (variation block)

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

## PITCH CHANGE 2 (variation block)

NO.	Parameter	Display	Value	See Table	Control
1	Pitch	-24~+24	40-88	●	
2	Initial Delay	0~127	0-127		table#7
3	Fine 1	-50~+50cent	14-114		
4	Fine 2	-50~+50cent	14-114		
5	Feedback Level	-99~+99%	1-127		
6					
7					
8					
9					
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		
11	Pan 1	L63~R63	1-127		
12	Output Level 1	0~127	0-127		
13	Pan 2	L63~R63	1-127		
14	Output Level 2	0~127	0-127		
15					
16					

## HARMONIC ENHANCER (variation block)

NO.	Parameter	Display	Value	See Table	Control
1	HPF Cutoff	500Hz~16.0kHz	28-58	table#3	
2	Drive	0~127	0-127		
3	Mix Level	0~127	0-127		
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

## COMPRESSOR (variation block)

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

## NOISE GATE (variation block)

NO.	Parameter	Display	Value	See Table	Control
1	Attack	1~40ms	0-19	table#8	
2	Release	10~680ms	0-15	table#9	
3	Threshold	-72~-30dB	55-97		
4	Output Level	0~127	0-127		
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

## VOICE CANCELAR (variation block)

NO.	Parameter	Display	Value	See 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					



# Effect Data Assign Table

**Table#1**

LFO Frequency

Data	Value	Data	Value	Data	Value	Data	Value
0	0.00	32	1.35	64	2.69	96	8.41
1	0.04	33	1.39	65	2.78	97	8.75
2	0.08	34	1.43	66	2.86	98	9.08
3	0.13	35	1.47	67	2.94	99	9.42
4	0.17	36	1.51	68	3.03	100	9.76
5	0.21	37	1.56	69	3.11	101	10.1
6	0.25	38	1.60	70	3.20	102	10.8
7	0.29	39	1.64	71	3.28	103	11.4
8	0.34	40	1.68	72	3.37	104	12.1
9	0.38	41	1.72	73	3.45	105	12.8
10	0.42	42	1.77	74	3.53	106	13.5
11	0.46	43	1.81	75	3.62	107	14.1
12	0.51	44	1.85	76	3.70	108	14.8
13	0.55	45	1.89	77	3.87	109	15.5
14	0.59	46	1.94	78	4.04	110	16.2
15	0.63	47	1.98	79	4.21	111	16.8
16	0.67	48	2.02	80	4.37	112	17.5
17	0.72	49	2.06	81	4.54	113	18.2
18	0.76	50	2.10	82	4.71	114	19.5
19	0.80	51	2.15	83	4.88	115	20.9
20	0.84	52	2.19	84	5.05	116	22.2
21	0.88	53	2.23	85	5.22	117	23.6
22	0.93	54	2.27	86	5.38	118	24.9
23	0.97	55	2.31	87	5.55	119	26.2
24	1.01	56	2.36	88	5.72	120	27.6
25	1.05	57	2.40	89	6.06	121	28.9
26	1.09	58	2.44	90	6.39	122	30.3
27	1.14	59	2.48	91	6.73	123	31.6
28	1.18	60	2.52	92	7.07	124	33.0
29	1.22	61	2.57	93	7.40	125	34.3
30	1.26	62	2.61	94	7.74	126	37.0
31	1.30	63	2.65	95	8.08	127	39.7

**Table#2**

Modulation Delay Offset

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

**Table#3**

EQ Frequency

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

**Table#4**

Reverb time

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

# Effect Data Assign Table

**Table#5**

Delay Time(200.0ms)

Data	Value	Data	Value
0	0.1	32	50.5
1	1.7	33	52.0
2	3.2	34	53.6
3	4.8	35	55.2
4	6.4	36	56.8
5	8.0	37	58.3
6	9.5	38	59.9
7	11.1	39	61.5
8	12.7	40	63.1
9	14.3	41	64.6
10	15.8	42	66.2
11	17.4	43	67.8
12	19.0	44	69.4
13	20.6	45	70.9
14	22.1	46	72.5
15	23.7	47	74.1
16	25.3	48	75.7
17	26.9	49	77.2
18	28.4	50	78.8
19	30.0	51	80.4
20	31.6	52	81.9
21	33.2	53	83.5
22	34.7	54	85.1
23	36.3	55	86.7
24	37.9	56	88.2
25	39.5	57	89.8
26	41.0	58	91.4
27	42.6	59	93.0
28	44.2	60	94.5
29	45.7	61	96.1
30	47.3	62	97.7
31	48.9	63	99.3

**Table#6**

Room Size

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

**Table#8**

Compressor Attack Time

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#9**

Compressor Release Time

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#10**

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#7**

Delay Time(400.0ms)

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

**Table#11**

Reverb Width,Depth,Height

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

Many MIDI messages are expressed in hexadecimal or binary numbers. Hexadecimal numbers may include the letter "H" as a suffix. The letter "n" indicates a certain whole number. The chart below lists the corresponding decimal number for each hexadecimal/binary number.

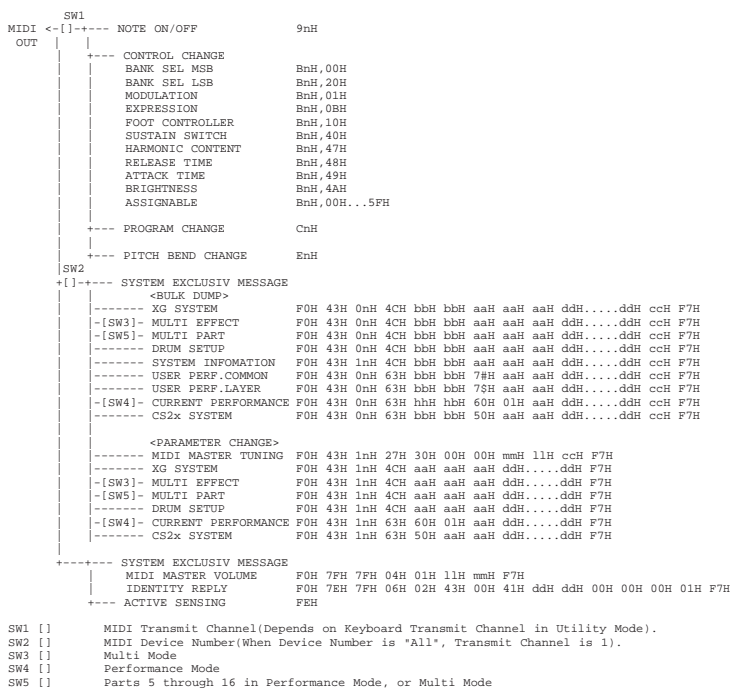
Decimal	Hexadecimal	Binary	Decimal	Hexadecimal	Binary
0	00	0000 0000	64	40	0100 0000
1	01	0000 0001	65	41	0100 0001
2	02	0000 0010	66	42	0100 0010
3	03	0000 0011	67	43	0100 0011
4	04	0000 0100	68	44	0100 0100
5	05	0000 0101	69	45	0100 0101
6	06	0000 0110	70	46	0100 0110
7	07	0000 0111	71	47	0100 0111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

Additional Notes

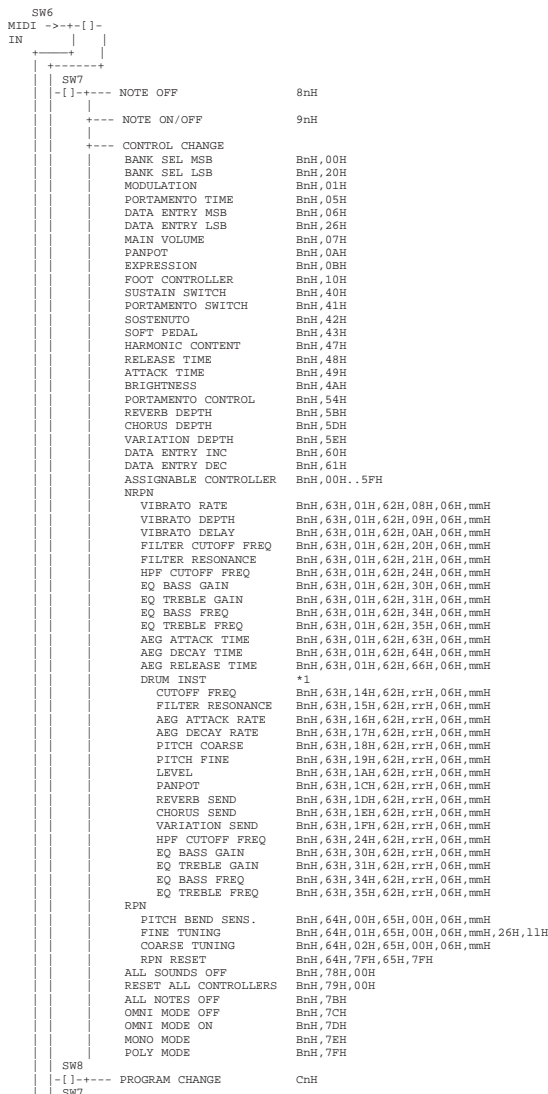
- For example, 144 - 159(Decimal)/9nH/1001 0000 - 1001 1111(Binary) indicate the note-on messages for the channels 1 through 16 respectively. 176 - 191/BnH/1011 0000 - 1011 1111 indicate the control change messages for the channels 1 through 16 respectively. 192 - 207/CnH/1100 0000 - 1100 1111 indicate the program change messages for the channels 1 through 16 respectively. 240/F0H/1111 0000 is positioned at the beginning of data to indicate a system exclusive message. 247/F7H/1111 0111 is positioned at the end of the system exclusive message.
- aaH(Hexadecimal)/0aaaaaaa(Binary) indicates the data addresses. The data address consists of High, Mid and Low.
- bbH/0bbbbbbb indicates byte counts.
- ccH/0ccccccc indicates tcheck sums.
- ddH/0ddddddd indicates data/value.

Synthesizer Section

(1) TRANSMIT FLOW



(2) RECEIVE FLOW



# MIDI Data Format

```

-[-]---- CHANNEL AFTER TOUCH DnH
      |
      |---- POLYPHONIC AFTER TOUCH AnH
      |
      |---- PITCH BEND CHANGE EnH
      |
SW2 [-]---- SYSTEM EXCLUSIV MESSAGE
      |
      |---- <BULK DUMP>
      |
      |---- XG SYSTEM
      |
      |---- [SW3]- MULTI EFFECT F0H 43H 0nH 4CH bbH bbH aAh aAh aAh ddH....ddH cCh F7H
      |---- [SW5]- MULTI PART F0H 43H 0nH 4CH bbH bbH aAh aAh aAh ddH....ddH cCh F7H
      |---- DRUM SETUP F0H 43H 0nH 4CH bbH bbH aAh aAh aAh ddH....ddH cCh F7H
      |---- USER PERF_COMMON F0H 43H 0nH 63H bbH bbH 7Hh aAh aAh ddH....ddH cCh F7H
      |---- USER PERF_LAYER F0H 43H 0nH 63H bbH bbH 7Sh aAh aAh ddH....ddH cCh F7H
      |---- USER PERF_COMMON(CS1x) F0H 43H 0nH 4BH bbH bbH 70H aAh aAh ddH....ddH cCh F7H
      |---- USER PERF_LAYER(CS1x) F0H 43H 0nH 4BH bbH bbH 71H aAh aAh ddH....ddH cCh F7H
      |---- [SW4]- CURRENT PERFORMANCE F0H 43H 0nH 63H hhH hhH 60H 01h aAh ddH....ddH cCh F7H
      |---- [SW4]- CURENT PERFORMANCE(CS1x) F0H 43H 0nH 63H hhH hhH 60H 01h aAh ddH....ddH cCh F7H
      |---- CS2x SYSTEM F0H 43H 0nH 63H bbH bbH 50H aAh aAh ddH....ddH cCh F7H
      |
      |---- <PARAMETER CHANGE>
      |
      |---- MIDI MASTER TUNING F0H 43H 1nH 27H 30H 00H 00H mmH 11h cCh F7H
      |---- XG SYSTEM ON F0H 43H 1nH 4CH 00H 00H 7EH 00H F7H
      |---- XG SYSTEM F0H 43H 1nH 4CH aAh aAh aAh ddH....ddH F7H
      |---- [SW3]- MULTI EFFECT F0H 43H 1nH 4CH aAh aAh aAh ddH....ddH F7H
      |---- [SW5]- MULTI PART F0H 43H 1nH 4CH aAh aAh aAh ddH....ddH F7H
      |---- DRUM SETUP F0H 43H 1nH 4CH aAh aAh aAh ddH....ddH F7H
      |---- [SW4]- CURRENT PERFORMANCE F0H 43H 1nH 63H 60H 01h aAh ddH....ddH F7H
      |---- CS2x SYSTEM F0H 43H 1nH 63H 50H aAh aAh ddH....ddH F7H
      |
      |---- <BULK DUMP REQUEST>
      |
      |---- XG SYSTEM F0H 43H 2nH 4CH aAh aAh aAh F7H
      |---- [SW3]- MULTI EFFECT F0H 43H 2nH 4CH aAh aAh aAh F7H
      |---- [SW5]- MULTI PART F0H 43H 2nH 4CH aAh aAh aAh F7H
      |---- DRUM SETUP F0H 43H 2nH 4CH aAh aAh aAh F7H
      |---- SYSTEM INFORMATION F0H 43H 2nH 4CH aAh aAh aAh F7H
      |---- USER PERF_COMMON F0H 43H 2nH 63H 7Hh aAh aAh F7H
      |---- USER PERF_LAYER F0H 43H 2nH 63H 7Sh aAh aAh F7H
      |---- [SW4]- CURRENT PERFORMANCE F0H 43H 2nH 63H 60H 01h aAh F7H
      |---- CS2x SYSTEM F0H 43H 2nH 63H 50H aAh aAh F7H
      |
      |---- <PARAMETER REQUEST>
      |
      |---- XG SYSTEM F0H 43H 3nH 4CH aAh aAh aAh F7H
      |---- [SW3]- MULTI EFFECT F0H 43H 3nH 4CH aAh aAh aAh F7H
      |---- [SW5]- MULTI PART F0H 43H 3nH 4CH aAh aAh aAh F7H
      |---- [SW3]- DRUM SETUP F0H 43H 3nH 4CH aAh aAh aAh F7H
      |---- [SW4]- CURRENT PERFORMANCE F0H 43H 3nH 63H 60H 01h aAh F7H
      |---- CS2x SYSTEM F0H 43H 3nH 63H 50H aAh aAh F7H
      |
      |---- SYSTEM EXCLUSIV MESSAGE
      |
      |---- GM MODE ON F0H 7EH 7FH 09H 01H F7H
      |---- MIDI MASTER VOLUME F0H 7FH 7FH 04H 01H 11H mmH F7H
      |---- IDENTITY REQUEST F0H 7EH 0nH 06H 01H F7H
      |
      |---- SYSTEM EXCLUSIV MESSAGE
      |
      |---- PARAMETER CHANGE
      |
      |---- TEST ENTRY F0H 43H 10H 18H 5AH 00H F7H
      |---- LCD HARD COPY F0H 43H 10H 18H 5AH 01H F7H
      |
      |---- ACTIVE SENSING FEH
  
```

```

SW2 [] MIDI Device Number
SW3 [] Multi Mode
SW4 [] Performance Mode
SW5 [] Parts 5 through 16 in Performance Mode, or Multi Mode
SW6 [] Receive Filter
*1 Only when the drum is selected for the part.
SW7 [] MIDI Receive Channel(In Performance Mode, depends on the Receive Channel in Utility Mode).
SW8 [] MIDI Receive Channel and Play Mode
In Performance Mode, depends on the Receive Channel in Utility Mode
No reception in Performance Edit Mode or Store Mode.
  
```

## (3) TRANSMIT/RECEIVE DATA

### (3-1) CHANNEL VOICE MESSAGES

#### (3-1-1) NOTE OFF (Receive only)

```

STATUS 1000nnnn(8nH) n = 0 ~ 15 VOICE CHANNEL NUMBER
NOTE NUMBER 0kkkkkkkk k = 0 (C-2) ~ 127 (G8)
VELOCITY 0vvvvvvvv ignores "v"
  
```

#### (3-1-2) NOTE ON/OFF

```

STATUS 1001nnnn(9nH) n = 0 ~ 15 VOICE CHANNEL NUMBER
NOTE NUMBER 0kkkkkkkk k = 0 (C-2) ~ 127 (G8) ; when receiving
k = 36(C1) ~ 96(C6) ; when transmitting
k = 0 (C-2) ~ 127 (G8) ; selectable when transposed
VELOCITY 0vvvvvvvv (v≠0) NOTE ON
00000000 (v=0) NOTE OFF
  
```

#### (3-1-3) PROGRAM CHANGE

```

STATUS 1100nnnn(CnH) n = 0 ~ 15 VOICE CHANNEL NUMBER
PROGRAM NUMBER 0pppppppp p = 0 ~ 127
  
```

\* The Program numbers correspond to the XG Drum Voice numbers as follows:

```

P = 1 DR1 Standard
P = 2 DR2 Standard2
P = 3 DR3 Dry
P = 4 DR4 Bright
P = 9 DR5 Room
P = 10 DR6 Dark
P = 17 DR7 Rock
P = 18 DR8 Rock2
P = 25 DR9 Electric
P = 26 DR10 Analog
P = 27 DR11 Analog2
P = 28 DR12 Dance
P = 29 DR13 HighHop
P = 30 DR14 Jungle
P = 33 DR15 Jazz
P = 34 DR16 Jazz2
P = 41 DR17 Brush
P = 49 DR18 Classic
  
```

\*The Program numbers correspond to the XG SFX Kit numbers as follows:

```

P = 1 DR19 SFX1
P = 2 DR20 SFX2
  
```

When receiving a drum voice program change message while a drum voice is currently selected, the drum setup data will be reset to the new data.

#### (3-1-4) CHANNEL AFTER TOUCH (Receive only)

```

STATUS 1101nnnn(DnH) n = 0 ~ 15 VOICE CHANNEL NUMBER
VALUE 0vvvvvvvv v = 0 ~ 127 AFTER TOUCH VALUE
  
```

### (3-1-5) POLYPHONIC AFTER TOUCH (Receive only)

```

STATUS 1010nnnn(AnH) n = 0 ~ 15 VOICE CHANNEL NUMBER
KEY 0kkkkkkkk k = 0 ~ 127 KEYCODE
VALUE 0vvvvvvvv v = 0 ~ 127 AFTER TOUCH VALUE
  
```

### (3-1-6) PITCH BEND CHANGE

```

STATUS 1110nnnn(EnH) n = 0 ~ 15 VOICE CHANNEL NUMBER
LSB 0vvvvvvvv PITCH BEND CHANGE LSB
MSB 0vvvvvvvv PITCH BEND CHANGE MSB
  
```

Transmitted with a resolution of 7 bits.

### (3-1-7) CONTROL CHANGE

```

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

\* TRANSMITTED CONTROL NUMBERS

```

c = 0 BANK SEL MSB ; v = 0: XG NORMAL,
63: USER/PRESET PERFORMANCE
64: SFX NORMAL,
126: XG SFX KIT,
127: XG DRUM
c = 32 BANK SEL LSB ; v = 0 - 127
c = 1 MODULATION ; v = 0 - 127
c = 11 EXPRESSION ; v = 0 - 127
c = 16 FOOT CONTROLLER ; v = 0 - 127
c = 64 SUSTAIN SWITCH ; v = 0-63: OFF, 64-127: ON
c = 71 HARMONIC CONTENT ; v = 0-64 - 64:0 - 127:+63
c = 72 RELEASE TIME ; v = 0-64 - 64:0 - 127:+63
c = 73 ATTACK TIME ; v = 0-64 - 64:0 - 127:+
c = 74 BRIGHTNESS ; v = 0-64 - 64:0 - 127:+63
c = 00..95 ASSIGNABLE CONT ; v = 0 - 127
  
```

\* RECEIVED CONTROL NUMBERS

```

c = 0 BANK SEL MSB ; v = 0: XG NORMAL,
63: USER/PRESET PERFORMANCE/VOICE,
64: SFX NORMAL,
126: XG SFX KIT,
127: XG DRUM
c = 32 BANK SEL LSB ; v = 0 - 127
c = 1 MODULATION ; v = 0 - 127
c = 5 PORTAMENTO TIME ; v = 0 - 127
c = 6 DATA ENTRY MSB ; v = 0 - 127
c = 38 DATA ENTRY LSB ; v = 0 - 127
c = 7 MAIN VOLUME ; v = 0 - 127
c = 10 PAN/POT ; v = 0 - 127
c = 11 EXPRESSION ; v = 0 - 127
c = 16 FOOT CONTROLLER ; v = 0 - 127
c = 64 SUSTAIN SWITCH ; v = 0-63: OFF, 64-127: ON
c = 65 PORTAMENTO SWITCH ; v = 0-63: OFF, 64-127: ON
c = 66 SOSTENUTO ; v = 0-63: OFF, 64-127: ON
c = 67 SOFT PEDAL ; v = 0-63: OFF, 64-127: ON
c = 71 HARMONIC CONTENT ; v = 0-64 - 64:0 - 127:+63
c = 72 RELEASE TIME ; v = 0-64 - 64:0 - 127:+63
c = 73 ATTACK TIME ; v = 0-64 - 64:0 - 127:+63
c = 74 BRIGHTNESS ; v = 0-64 - 64:0 - 127:+63
c = 84 PORTAMENTO CONTROL ; v = 0 - 127
c = 91 REVERB DEPTH ; v = 0 - 127
c = 93 CHORUS DEPTH ; v = 0 - 127
c = 94 VARIATION DEPTH ; v = 0 - 127 (Only when System effect is used)
c = 96 DATA ENTRY INC ; v = 127
c = 97 DATA ENTRY DEC ; v = 127
c = 00..95 ASSIGNABLE CONT ; v = 0 - 127
  
```

\*1 Used only when assigning the parameter with RPN numbers.

\*2 Ineffective with the drum voices.

\*3 0 is selected, when the MSB value is other than 0 or 63.

0,1,3,6,8,12,14,16,17,18,19,20,24,25,26,27,28,32,33,34,35,36,37,38,39,40,41,42,43,45,64,65,66,67,68,69,70,71,72,73,96,97,98,99,100,or 101 is selected, when the MSB value is 0.

64(Preset Performance Bank1),65(User Performance Bank1 ),66(Preset Performance Bank2),67(User Performance Bank2) or 0-20(Voices for Performances) is selected, when the MSB value is 63 (In Performance Mode Only) .

MODULATION is used to control vibrato depth.

PORTAMENTO TIME sets the time it takes for the pitch to reach the next note played when PORTAMENTO SWITCH (CONTROL #65) is set to on. 0 is the minimum time and 127 is the maximum.

PAN/POT position relatively changes according to the preset value for each normal/drum voice. It is not effective for the sounds currently played.

PORTAMENTO TIME is fixed to 0 in PORTAMENTO CONTROL.

REVERB DEPTH controls reverb send level. CHORUS DEPTH controls chorus send level. VARIATION DEPTH controls variation send level.

HARMONIC CONTENT adjusts the resonance preset for each voice. Setting a value adds to or subtracts from the center value 64 since it is an offset parameter. The larger the value more resonant sound will be produced. The effective range may be narrower than the range you can designate depending on the selected voice.

RELEASE TIME adjusts the envelop release time preset for each voice. Setting a value adds to or subtracts from the center value 64 since it is an offset parameter.

ATTACK TIME adjusts the envelop attack time preset for each voice. Setting a value adds to or subtracts from the center value 64 since it is an offset parameter.

BRIGHTNESS adjusts the Low Pass Filter cutoff frequency preset for each voice. Setting a value adds to or subtracts from the center value 64 since it is an offset parameter. The smaller the value warmer sound will be produced. The effective range may be narrower than the range you can designate depending on the selected voice.

When the program change message is received the following operations related to the bank select are actually executed:

Bank selectMSB number is other than 0,40H,7EH or 7FH, Silence will be selected. When the bank select MSB number is 0,40H,7EH or 7FH, and the bank select LSB number is illegal, the input will be ignored.

### (3-2) CHANNEL MODE MESSAGES

```

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

#### (3-2-1) ALL SOUNDS OFF (CONTROL NUMBER = 78H, DATA VALUE = 0)

All the sounds currently played including the channel messages such as note-on and hold-on in a certain channel are muted when receiving this message.



# MIDI Data Format

## (3-6-4) BULK DUMP

### (3-6-4-1) XG BULK DUMP

```

11110000 F0 Exclusive status
01000011 43 YAMAHA ID
0000nnnn 0n device Number
01001100 4C Model ID
0bbbbbbb bbbbbbbb ByteCount
0bbbbbbb bbbbbbbb ByteCount
0aaaaaaa aaaaaaaa Address High
0aaaaaaa aaaaaaaa Address Mid
0aaaaaaa aaaaaaaa Address Low
00000000 00 Data
|
0ccccccc cccccccc Check-sum
11110111 F7 End of Exclusive
    
```

See MIDI Data Table for Address and Byte Count.  
The Check sum is the value that results in a value of 0 for the lower 7 bits when the Byte Count, Start Address, Data and Check sum itself are added. Don't send the data more than 513 bytes at one time. When the Dump request with the data more than 513 bytes is received, be sure to divide the data into appropriate sizes and send them with appropriate intervals (over 120 ms).

The following five types of data are transmitted/received (Transmitted only when receiving bulk dump request).

```

System Data
Multi Effect Data(each effect)(ignored in Performance Mode)
Multi Part Data(each Part)(ignored with Part 1 - 4 in Performance Mode)
Drums Setup Data(each note)
System Information(Transmit only)
    
```

### (3-6-4-2) CS2x NATIVE BULK DUMP

```

11110000 F0 Exclusive status
01000011 43 YAMAHA ID
0000nnnn 0n device Number
01001011 63 Model ID
0bbbbbbb bbbbbbbb ByteCount
0bbbbbbb bbbbbbbb ByteCount
0aaaaaaa aaaaaaaa Address High
0aaaaaaa aaaaaaaa Address Mid
0aaaaaaa aaaaaaaa Address Low
00000000 00 Data
|
0ccccccc cccccccc Check-sum
11110111 F7 End of Exclusive
    
```

The following four types of data are transmitted/received (Transmitted only when receiving bulk dump request).

```

CS2x System Data
User Performance Common Data
User Performance Layer Data
Current Performance Data (ignored in Multi Mode)
    
```

### (3-6-4-3) CS1x NATIVE BULK DUMP

CS1x Current/User Performance Bulk data are received.

## (3-6-5) DUMP REQUEST

### (3-6-5-1) XG DUMP REQUEST

```

11110000 F0 Exclusive status
01000011 43 YAMAHA ID
0010nnnn 2n device Number
01001100 4C Model ID
0aaaaaaa aaaaaaaa Address High
0aaaaaaa aaaaaaaa Address Mid
0aaaaaaa aaaaaaaa Address Low
11110111 F7 End of Exclusive
    
```

See MIDI Data Table for Address and Byte Count.

The following five types of data are received.

```

System Data
Multi Effect Data(each effect)(ignored in Performance Mode)
Multi Part Data(each Part)(ignored with Part 1 - 4 in Performance Mode)
Drums Setup Data(each note)
System Information
    
```

### (3-6-5-2) CS2x NATIVE DUMP REQUEST

```

11110000 F0 Exclusive status
01000011 43 YAMAHA ID
0010nnnn 2n device Number
01001011 63 Model ID
0aaaaaaa aaaaaaaa Address High
0aaaaaaa aaaaaaaa Address Mid
0aaaaaaa aaaaaaaa Address Low
11110111 F7 End of Exclusive
    
```

See MIDI Data Table for Address and Byte Count.

The following four types of data are received.

```

CS2x System Data
User Performance Common Data
User Performance Layer Data
Current Performance Data (ignored in Multi Mode)
    
```

### (3-6-6) XG PARAMETER REQUEST

```

11110000 F0 Exclusive status
01000011 43 YAMAHA ID
0011nnnn 3n device Number
01001100 4C Model ID
0aaaaaaa aaaaaaaa Address High
0aaaaaaa aaaaaaaa Address Mid
0aaaaaaa aaaaaaaa Address Low
11110111 F7 End of Exclusive
    
```

See MIDI Data Table for Address and Byte Count.

The following four types of data are received.

```

System Data
Multi Effect Data(ignored in Performance Mode)
Multi Part Data(ignored with Part 1 - 4 in Performance Mode)
Drums Setup Data
    
```

## (3-6-7) CS2x NATIVE PARAMETER REQUEST

```

11110000 F0 Exclusive status
01000011 43 YAMAHA ID
0011nnnn 3n device Number
01001011 63 Model ID
0aaaaaaa aaaaaaaa Address High
0aaaaaaa aaaaaaaa Address Mid
0aaaaaaa aaaaaaaa Address Low
11110111 F7 End of Exclusive
    
```

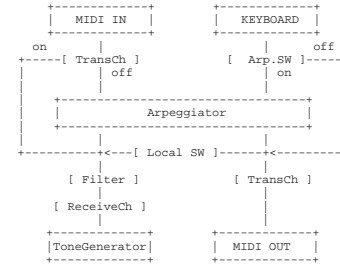
See MIDI Data Table for Address and Byte Count.

The following two types of data are received.

```

CS2x System Data
Current Performance Data (ignored in Multi Mode)
    
```

## (4) CONFIGURATION OF KEYBOARD, ARPEGGIATOR AND TONE GENERATOR



The tone generator will respond to both control data received via MIDI and generated by the CS2x, such as sustain and sostenuto.

ALL SOUNDS OFF clears all the sounds in the specific channel played by both the keyboard and the data via MIDI.



# MIDI Data Format

```

nn 66 1 00..7F AC2 LFO Amod 0..127 00
nn 67 1 00..01 Portamento Switch off/on 00
nn 68 1 00..7F Portamento Time 0..127 00
nn 69 1 00..7F PitchEG Initial Level -64..+63 40
nn 6A 1 00..7F PitchEG Attack Time -64..+63 40
nn 6B 1 00..7F PitchEG Release Level -64..+63 40
nn 6C 1 00..7F PitchEG Release Time -64..+63 40
nn 6D 1 00..7F Velocity Limit Low 1..127 01
nn 6E 1 00..7F Velocity Limit High 1..127 7F
TOTAL SIZE 3F

nn 70 1 NotUsed --
nn 71 1 NotUsed --
nn 72 1 00..7F EQ Bass Gain -12..+12[db] 40
nn 73 1 00..7F EQ Treble Gain -12..+12[db] 40
TOTAL SIZE 4

nn 74 1 NotUsed --
nn 75 1 NotUsed --
nn 76 1 04..28 EQ Bass Freq 32..2.0[KHz] 0C
nn 77 1 1C..3A EQ Treble Freq 500..16.0[KHz] 36
nn 78 1 NotUsed --
nn 79 1 NotUsed --
nn 7A 1 NotUsed --
nn 7B 1 NotUsed --
nn 7C 1 NotUsed --
nn 7D 1 NotUsed --
nn 7E 1 NotUsed --
nn 7F 1 NotUsed --
TOTAL SIZE C

0A nn 20 1 00..7F HPF Cutoff Freq -64..+63 40
nn 21 1 NotUsed --
TOTAL SIZE 2

nn = PartNumber
When a drum voice is assigned to the Part, the following parameters are not effective with the
selected Part.
*Bank Select LSB
*AMP EG
*Portamento
*Soft Pedal
*Mono/Poly
*Scale Tuning
*Pitch EG
*Filter Modulation Depth ( FMOD DEPTH )
*Amplitude Modulation Depth ( AMD DEPTH )

```

## MIDI Data Table <1-6>

### MIDI Parameter Change table (DRUM SETUP)

Address (H)	Size (H)	Data (H)	Parameter Name	Description	Default value(H)
3n rr 00 1	00..7F		Pitch Coarse	-64..+63	40
3n rr 01 1	00..7F		Pitch Fine	-64..+63[cent]	40
3n rr 02 1	00..7F		Level	0..127	Depend on the Note
3n rr 03 1	00..7F		Alternate Group	0:off,1..127	Depend on the Note
3n rr 04 1	00..7F		Pan	0:random	Depend on the Note
3n rr 05 1	00..7F		Reverb Send Level	L63..C..R63(1..64..127)	Depend on the Note
3n rr 06 1	00..7F		Chorus Send Level	0..127	Depend on the Note
3n rr 07 1	00..7F		Variation Send Level	0..127	7F
3n rr 08 1	00..01		Key Assign	0:single,1:multi	00
3n rr 09 1	00..01		Rev Note Off	off/on	Depend on the Note
3n rr 0A 1	00..01		Rev Note On	off/on	01
3n rr 0B 1	00..7F		Filter Cutoff Freq.	-64..63	40
3n rr 0C 1	00..7F		Filter Resonance	-64..63	40
3n rr 0D 1	00..7F		EG Attack Rate	-64..63	40
3n rr 0E 1	00..7F		EG Decay1 Rate	-64..63	40
3n rr 0F 1	00..7F		EG Decay2 Rate	-64..63	40
TOTAL SIZE 10					
3n rr 20 1	00..7F		EQ Bass Gain	-12..+12[db]	40
3n rr 21 1	00..7F		EQ Treble Gain	-12..+12[db]	40
3n rr 22			Not Used		
3n rr 23			Not Used		
3n rr 24 1	04..28		EQ Bass Freq	32..2.0[KHz]	0C
3n rr 25 1	1C..3A		EQ Treble Freq	500..16[KHz]	36
3n rr 26			Not Used		
3n rr 27			Not Used		
3n rr 28			Not Used		
3n rr 29			Not Used		
3n rr 2A			Not Used		
3n rr 2B			Not Used		
3n rr 2C			Not Used		
3n rr 2D			Not Used		
TOTAL SIZE 0E					
3n rr 50 1	00..7F		HPF Cutoff Freq	-64..63	40
3n rr 51			Not Used		
TOTAL SIZE 02					
3n rr 60 1	30..50		Velocity Sense Pitch	-64..63	Depend on the Note
3n rr 61 1	30..50		Velocity LPF Cutoff	-64..63	Depend on the Note
TOTAL SIZE 02					

n:Drum Setup Number 0 - 1  
rr:note number(0D - 5B)  
When receiving XG system on or GMon message, the Drum Setup Parameters will be initialized.  
Each Drum Setup Parameter can be initialized by Drum Setup Reset message.

## MIDI Data Table <1-7>

### Effect Type List

\*The figures in [ ] indicate the order to be displayed in the LCD while type selection.

```

REVERB TYPE
TYPE MSB TYPE LSB
DEC HEX 00 01 02
000 0 [00]No Effect
001 1 [01]Rev Hall1 [02]Rev Hall2
002 2 [03]Rev Room1 [04]Rev Room2 [05]Rev Room3
003 3 [06]Rev Stage1 [07]Rev Stage2
004 4 [08]Rev Plate
005 5 No Effect
: :
015 F No Effect
016 10 [09]Rev WhiteRm
017 11 [10]Rev Tunnel
018 12 [11]Canyon
019 13 [12]Rev Basement
020 14 No Effect
: :
127 7F No Effect

CHORUS TYPE
TYPE MSB TYPE LSB
DEC HEX 00 01 02 08
000 0 [00]No Effect
001 1 No Effect
: :
064 40 No Effect
065 41 [01]Chorus1 [02]Chorus2 [03]Chorus3 [04]Chorus4
066 42 [05]Celeste1 [06]Celeste2 [07]Celeste3 [08]Celeste4
067 43 [09]Flanger1 [10]Flanger2 [11]Flanger3
068 44 [12]Symphonic
069 45 No Effect
: :
072 48 [14]Phaser1
: :
087 57 [13]Ensemble Detune
: :
127 7F No Effect

VARIATION TYPE(0-63)
TYPE MSB TYPE LSB
DEC HEX 00 01 02
000 0 [00]No Effect
001 1 [01]Rev Hall1 [02]Rev Hall2
002 2 [03]Rev Room1 [04]Rev Room2 [05]Rev Room3
003 3 [06]Rev Stage1 [07]Rev Stage2
004 4 [08]Rev Plate
005 5 [13]DelayL,C,R
006 6 [14]Delay L,R
007 7 [15]Echo
008 8 [16]CrossDelay
009 9 [17]EarlyRef1 [18]EarlyRef2
010 A [19]GateReverb
011 B [20]ReverbGate
012 C No Effect(sys),THRU(ins)
: :
016 10 [09]WhiteRoom
017 11 [10]Tunnel
018 12 [11]Canyon
019 13 [12]Basement
020 14 [21]RevKaraok1 [22]RevKaraok2 [23]RevKaraok3
021 15 No Effect(sys),THRU(ins)
: :
063 3F No Effect(sys),THRU(ins)

VARIATION TYPE(64-127)
TYPE MSB TYPE LSB
DEC HEX 00 01 02 08
064 40 [63]THRU
065 41 [24]Chorus1 [25]Chorus2 [26]Chorus3 [27]Chorus4
066 42 [28]Celeste1 [29]Celeste2 [30]Celeste3 [31]Celeste4
067 43 [32]Flanger1 [33]Flanger2 [34]Flanger3
068 44 [35]Symphonic
069 45 [38]RotarySp.
070 46 [40]Tremolo
071 47 [41]Auto PAN
072 48 [42]Phaser1 [43]Phaser2
073 49 [44]Distortion
074 4A [46]Overdrive
075 4B [47]G-Amp.Sim.
076 4C [48]3 Band EQ
077 4D [49]2 Band EQ
078 4E [50]Auto Wah [51]AutoWah+Dis [52]AutoWah+OVDR
079 4F THRU
080 50 [57]PitchChng1 [58]PitchChng2
081 51 [59]HM-Ehncncr
082 52 [53]TouchWahl [55]TchWh+DIST [56]TchWh+OVDR [54]TouchWah2
083 53 [60]Compressor
084 54 [61]NoiseGate
085 55 [62]VocCancel
086 56 [39]2wayRtrySp
087 57 [36]Ensbldetune
088 58 [37]Ambience
089 59 THRU
: :
127 7F THRU

```

## MIDI Data Table <2-1>

### Parameter Bass Address

SYSTEM	Address (H) (M) (L)	Parameter Change Description
	50 00 00	CS2x System
Current Performance	60 00 00	Current Performance Common
	60 01 00	Current Performance Layer1
	60 02 00	Current Performance Layer2
	60 03 00	Current Performance Layer3
	60 04 00	Current Performance Layer4
User Perf.Bank1 1	70 00 00	User Performance Common
	71 00 00	User Performance Layer1
	72 00 00	User Performance Layer2
	73 00 00	User Performance Layer3
	74 00 00	User Performance Layer4
User Perf.Bank1 128	70 7F 00	User Performance Common
	71 7F 00	User Performance Layer1
	72 7F 00	User Performance Layer2
	73 7F 00	User Performance Layer3
	74 7F 00	User Performance Layer4
User Perf.Bank2 1	78 00 00	User Performance Common
	79 00 00	User Performance Layer1
	7A 00 00	User Performance Layer2
	7B 00 00	User Performance Layer3
	7C 00 00	User Performance Layer4
User Perf.Bank2 128	78 7F 00	User Performance Common
	79 7F 00	User Performance Layer1
	7A 7F 00	User Performance Layer2
	7B 7F 00	User Performance Layer3
	7C 7F 00	User Performance Layer4





# MIDI Data Format

```

53 1 00...7F FC Vari. Cntrl Depth -64...+63 40(+0)
54 1 00...7F Send Chorus To Reverb 0...127 0
Total size 15

Address Size Data Parameter Name Description Default
(H) (H) (H)
7# pp 60 1 00...7F MW Filter Control -64...+63 40(+0)
61 1 00...7F MW LFO PMod Depth 0...127 0A(10)
62 1 00...7F MW LFO FMod Depth 0...127 0
63 1 28...58 Bend Pitch Control -24...+24(semitones) 42(+2semitones)
64 1 00...7F FC Filter Control -64...+63 40(+0)
65 1 00 reserved 0 00
66 1 00...7F FC LFO FMod Depth 0...127 0
67 1 00...01 Portamento Switch off(0),on(1) 0(off)
68 1 00...7F Portamento Time 0...127 0
Total size 09

# = BankNo.(0=0x0, 1=0x8)
pp = Performance Number(00...7F)

```

## MIDI Data Table <2-6>

### MIDI Parameter Change table (User Performance Layer)

```

Address Size Data Parameter Name Description Default
(H) (H) (H) value(H)
7$ pp 00 1 00...7F Voice Bank Number MSB 0...127 00
01 1 00...7F Voice Bank Number LSB 0...127 00
02 1 00...7F Voice Number 1...128 00
03 1 00...03 Play Mode mono(0),poly(1) 1(poly)
04 1 28...58 Note Shift -24...+24(semitones) 40(+0)
05 2 00...FF Detune -12.8...+12.7(Hz) 08(+0.0Hz)
07 1 00...7F Volume 0...127 64(100)
08 1 00...7F Velocity Sense Depth 0...127 40(64)
09 1 00...7F Velocity Sens Offset -64...+63 40(+0)
0a 1 00...7F Pan random(0),L63...C...R63 40(C)
0b 1 00...7F Note Limit Low C-2...G8 00(C-2)
0c 1 00...7F Note Limit High C-2...G8 7F(G8)
0d 1 00...7F Chorus Send 0...127 00
0e 1 00...7F Reverb Send 0...127 28(40)
0f 1 00...7F Variation Send off(0),on(1...127) 7F(on)
10 1 00...02 LFO Key Sync FreeRun(0),retrigger(1),-(2) 2(-)
11 1 00...7F Filter Cutoff Freq. -64...+63 40(+0)
12 1 01...7F Filter Resonance -63...+63 40(+0)
13 1 01...7F Amp. EG Attack Time -63...+63 40(+0)
14 1 01...7F Amp. EG Decay Time -63...+63 40(+0)
15 1 01...7F Amp. EG Release Time -63...+63 40(+0)
16 1 00...03 Receive Note(Mute) off(0),on(1) 1(on)
17 1 00...7F PitchEG Initial Level -64...+63 40(+0)
18 1 01...7F PitchEG Attack Time -63...+63 40(+0)
19 1 01...7F PitchEG Release Time -63...+63 40(+0)
1a 1 00...7F PitchEG Release Level -64...+63 40(+0)
1b 1 01...7F Velocity Limit Low 1...127 01
1c 1 01...7F Velocity Limit High 1...127 7F(127)
1d 1 00...7F Amp. EG Sustain Level -64...+63 40(+0)
1e 1 01...7F LFO Speed -63...+63 40(+0)
1f 1 00...7F LFO Wave 0...3(saw,tri,S&H,--) 3(--)
20 1 21...5F LFO AMod Depth -31...+31 40(+0)
21 1 01...7F LFO PMod Depth -63...+63 40(+0)
22 1 31...4F LFO FMod Depth -15...+15 40(+0)
23 1 01...7F FilterEG Attack Time -63...+63 40(+0)
24 1 01...7F FilterEG Decay Time -63...+63 40(+0)
25 1 00...7F FilterEG Sus Level -64...+63 40(+0)
26 1 01...7F FilterEG Release Time -63...+63 40(+0)
27 1 00...7F PitchEG Attack Level -64...+63 40(+0)
28 1 01...7F PitchEG Decay Level -63...+63 40(+0)
29 1 00...7F EQ Bass Gain -12...+12[db] 0x40
2A 1 00...7F EQ Treble Gain -12...+12[db] 0x40
2B 1 04...28 EQ Bass Frequency 32..2.0KHz 0C
2C 1 1C...3A EQ Treble Frequency 500..16.0KHz 36
Total size 2D

pp = Performance Number(00...7F)
$ = 1 ;Bank1Layer1 ,9=Bank2Layer1
2 ;Bank1Layer2 ,A=Bank2Layer2
3 ;Bank1Layer3 ,B=Bank2Layer3
4 ;Bank1Layer4 ,C=Bank2Layer4

```

Function...	Transmitted	Recognized	Remarks
Basic Channel Default Changed	1 - 16 1 - 16	1 - 16 1 - 16	Memorised
Mode Default Messages Altered	3 X *****	1 - 4(m=1) 1 - 4(m=1) *2 X	Memorised
Note Number : True voice	0 - 127 *****	0 - 127 *1 0 - 127	Transpose
Velocity Note ON Note OFF	O 9nH,v=1-127 X 9nH,v=0	O v=1-127 X	
After Touch Key's Ch's	X X	O *1 O *1	
Pitch Bend	O	O 0-24 semi *1	
Control Change	0,1,7,11,32,64 5,10,65-67 6 38 0-95 71-74 84 91,93,94 96,97 98,99 100,101	O *1 O *1 O O O O O O O *1 O *1 O *1	Data Entry MSB Data Entry LSB Assignable Cntrl Sound Controller Portamento Cntrl Effect SendLevel Data Inc,Dec NRPN LSB,MSB RPN LSB,MSB
Prog Change : True #	O 0 - 127 *****	O 0 - 127 *1 0 - 127	
System Exclusive	O	O *3	
Common : Song Pos. : Song Sel. : Tune	X X X	X X X	
System : Clock Real Time : Commands	X X	X X	
Aux :All Sound Off :Reset All Cntrls :Local ON/OFF Mes-:All Notes OFF sag-:Active Sense es :Reset	X X X X O X	O O X O(123-127) *1 O X	
Notes:	*1 receive if filter switch is off. *2 m is always treated as "1" regardless of its value. *3 transmit/receive if exclusive switch is on.		

Mode 1 : OMNI ON , POLY                      Mode 2 : OMNI ON ,MONO                      O : Yes  
 Mode 3 : OMNI OFF, POLY                      Mode 4 : OMNI OFF,MONO                      X : No

