

XG EFFECT MAP

REVERB

TYPE MSB	TYPE LSB	01		02		03		04		05		06		07		08		09-31		
DEC	HEX																			
0	0	NO EFFECT																		
1	1	HALL 1		HALL 2								HALL M		HALL L						
2	2	ROOM 1		ROOM 2		ROOM 3				ROOM S		ROOM M		ROOM L						
3	3	STAGE 1		STAGE 2																
4	4	PLATE												GM PLATE						
5	5	NO EFFECT																		
15	F	NO EFFECT																		
16	10	WHITE ROOM																		
17	11	TUNNEL																		
18	12	CANYON																		
19	13	BASEMENT																		
20	14	NO EFFECT																		
127	7F	NO EFFECT																		

ESSENTIAL EFFECT  
 OPTION EFFECT  
 same as BASIC EFFECT(LSB=0)

CHORUS

TYPE MSB	TYPE LSB	01		02		03		04		05		06		07		08		09-31		
DEC	HEX																			
0	0	NO EFFECT																		
1	1	NO EFFECT																		
64	40	NO EFFECT																		
65	41	CHORUS 1		CHORUS 2		CHORUS 3		GM CHORUS 1		GM CHORUS 2		GM CHORUS 3		GM CHORUS 4		FB CHORUS		CHORUS 4		
66	42	CELESTE 1		CELESTE 2		CELESTE 3												CELESTE 4		
67	43	FLANGER 1		FLANGER 2										GM FLANGER		FLANGER 3				
68	44	SYMPHONIC																		
69	45	NO EFFECT																		
71	47	NO EFFECT																		
72	48	PHASER 1																		
73	49	NO EFFECT																		
86	56	NO EFFECT																		
87	57	ENSEMBLE DETUNE																		
88	58	NO EFFECT																		
127	7F	NO EFFECT																		

ESSENTIAL EFFECT  
 OPTION EFFECT  
 same as BASIC EFFECT(LSB=0)

VARIATION/INSERTION

TYPE MSB	TYPE LSB	01		02		03		04		05		06		07		08		09-31		INSERTION ADDRESS	
DEC	HEX																			Type	
0	0	NO EFFECT or THRU																			Byte
1	1	HALL 1		HALL 2								HALL M		HALL L						Byte	
2	2	ROOM 1		ROOM 2		ROOM 3				ROOM S		ROOM M		ROOM L						Byte	
3	3	STAGE 1		STAGE 2																Byte	
4	4	PLATE												GM PLATE						Byte	
5	5	DELAY L.C.R																		Word	
6	6	DELAY L.R																		Word	
7	7	ECHO																		Word	
8	8	CROSS DELAY																		Word	
9	9	ER 1		ER 2																Byte	
10	A	GATE REVERB																		Byte	
11	B	REVERSE GATE																		Byte	
12	C	NO EFFECT or THRU																		Byte	
15	F	NO EFFECT or THRU																			Byte
16	10	WHITE ROOM																			Byte
17	11	TUNNEL																			Byte
18	12	CANYON																			Byte
19	13	BASEMENT																			Byte
20	14	KARAOKE 1		KARAOKE 2		KARAOKE 3														Byte	
21	15	TEMPO DELAY														TEMPO ECHO				Byte	
22	16	TEMPO CROSS																		Byte	
23	17	NO EFFECT or THRU																		Byte	
63	3F	NO EFFECT or THRU																			Byte
64	40	NO EFFECT or THRU																			Byte
65	41	CHORUS 1		CHORUS 2		CHORUS 3		GM CHORUS 1		GM CHORUS 2		GM CHORUS 3		GM CHORUS 4		FB CHORUS		CHORUS 4		Byte	
66	42	CELESTE 1		CELESTE 2		CELESTE 3														Byte	
67	43	FLANGER 1		FLANGER 2										GM FLANGER		FLANGER 3				Byte	
68	44	SYMPHONIC																			Byte
69	45	ROTARY SPEAKER		DIST+ROTARY SPEAKER		OVERDRIVE+ROTARY SPEAKER		AMP SIM+ROTARY SPEAKER												Byte	
70	46	TREMLO																			Byte
71	47	AUTO PAN																			Byte
72	48	PHASER 1																			Byte
73	49	DISTORTION		COMP+DISTORTION												PHASER 2				Byte	
74	4A	OVER DRIVE														STEREO DISTORTION				Byte	
75	4B	AMP SIMULATOR														STEREO OVERDRIVE				Byte	
76	4C	3-BAND EQ														STEREO AMP SIMULATOR				Byte	
77	4D	2-BAND EQ																		Byte	
78	4E	AUTO WAH		AUTO WAH+DIST		AUTO WAH+OVERDRIVE														Byte	
79	4F	NO EFFECT or THRU																			Byte
80	50	PITCH CHANGE		PITCH CHANGE2																Byte	
81	51	HARMONIC ENHANCER																		Byte	
82	52	TOUCH WAH 1		TOUCH WAH+DIST		TOUCH WAH+OVERDRIVE														Byte	
83	53	COMPRESSOR														TOUCH WAH 2				Byte	
84	54	NOISE GATE																		Byte	
85	55	VOICE CANCEL																		Byte	
86	56	2WAY ROTARY SPEAKER		DIST+2WAY ROTARY SPEAKER		OVERDRIVE+2WAY ROTARY SPEAKER		AMP SIM+2WAY ROTARY SPEAKER												Byte	
87	57	ENSEMBLE DETUNE																			Byte
88	58	AMBIENCE																			Byte
89	59	VOCODER HARMONY																			Byte
90	5A	CHORDAL HARMONY																			Byte
91	5B	DETUNE HARMONY																			Byte
92	5C	CHROMATIC HARMONY																			Byte
93	5D	TALKING MODULATOR																			Byte
94	5E	LO-FI																			Byte
95	5F	DIST+DELAY		OVERDRIVE+DELAY																Word	
96	60	COMP+DIST+DELAY		COMP+OVERDRIVE+DELAY																Word	
97	61	WAH+DIST+DELAY		WAH+OVERDRIVE+DELAY																Word	
98	62	V DISTORTION HARD		V DISTORTION HARD+DELAY		V DISTORTION SOFT		V DISTORTION SOFT+DELAY												Word	
99	63	DUAL ROTOR SPEAKER1		DUAL ROTOR SPEAKER2																Byte	
100	64	DISTORTION+TEMPO DELAY		OVERDRIVE+TEMPO DELAY																Byte	
101	65	COMP+DIST+TEMPO DELAY		COMP+OVERDRIVE+TEMPO DELAY																Byte	
102	66	WAH+DIST+TEMPO DELAY		WAH+OVERDRIVE+TEMPO DELAY																Byte	
103	67	V DISTORTION HARD+TEMPO DELAY		V DISTORTION SOFT+TEMPO DELAY																Byte	
104	68	NO EFFECT or THRU																			Byte
126	7E	NO EFFECT or THRU																			Byte
127	7F	NO EFFECT or THRU(3D系)		3D MANUAL		3D AUTO		WIDE STEREO												Byte	

ESSENTIAL EFFECT  
 OPTION EFFECT  
 same as BASIC EFFECT(LSB=0)  
 NO EFFECT or THRU System型はNO EFFECT, Insertion型はTHRUをアサインする。

MULTI EQ TYPE

TYPE	DEC	HEX
0	0	Flat
1	1	Jazz
2	2	Pop
3	3	Rock
4	4	Concert
5	5	Flat
127	7F	Flat

