

CS1x CONTROL SYNTHESIZER

Data List

YAMAHA
CS1x
CONTROL SYNTHESIZER

Data List
Daten-Liste
Liste de données

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Preset Performance List

No.	Cat.	Perf Name	Layers	Arpeggiator	Effect			Knob Assign				
					Reverb type	Chorus type	Variation type	Assign 1(Knob3)	Assign 2(Knob6-1)	Assign 2(Knob6-2)	Assign 2(Knob6-3)	Assign 2(Knob6-4)
1	Dr	um Trax1	1	On	Basement	Flanger1	2Band EQ	ArpgTempo	LFOAMod	LFOFMod	off	off
2	Sq	Sin*Arp	2	On	Hall1	Chorus4	Delay LCR	ArpgTempo	AEGDcyTime	FEGDcyTime	off	off
3	Sq	Kirmes	3	On	Tunnel	Celeste4	CrossDelay	VariCntrl	FEGDcyTime	FEGDcyTime	FEGDcyTime	off
4	Sq	Classic	2	On	Hall1	Chorus1	Delay LR	ChorusSend	FEGAtkTime	FEGAtkTime	off	off
5	Sq	Sequenza	1	On	Hall1	Chorus1	3Band EQ	ArpgTempo	ChorusSend	AEGDcyTime	AEGSusLvl	FEGSusLvl
6	Sq	RytField	2	On	Hall1	Chorus1	Delay LR	ChorusSend	FEGDcyTime	Pitch	LFOSpeed	LFOFMod
7	Sq	B-Luvva	2	On	Hall1	Chorus1	Auto Wah	ChorusSend	FEGSusLvl	ChorusSend	FEGDcyTime	AEGDcyTime
8	Sq	Obie Seq	2	On	Hall1	Chorus1	Symphonic	AEGDcyTime	ChorusSend	ChorusSend	off	off
9	Sq	Strobe	2	On	Hall1	Chorus1	Delay LCR	AEGDcyTime	Volume	Volume	off	off
10	Sq	Fly	1	On	Hall1	Chorus1	Delay LR	ChorusSend	FEGAtkTime	off	off	off
11	Sq	Vivaldi	2	On	Hall1	Chorus1	3Band EQ	AEGDcyTime	ChorusSend	ChorusSend	off	off
12	Sq	Dorian	2	On	Hall1	Chorus1	2Band EQ	ChorusSend	AEGDcyTime	AEGDcyTime	off	off
13	Sc	Rezline	4	Off	Hall1	Chorus1	2Band EQ	FEGDcyTime	ChorusSend	ChorusSend	ChorusSend	ChorusSend
14	Sc	Todd	2	Off/Sprit	Basement	Chorus4	Symphonic	AEGDcyTime	NoteShift	off	off	off
15	Sc	Thick	1	Off	Hall1	Celeste1	2Band EQ	ChoToRev	FEGAtkTime	off	off	off
16	Sc	Thin	4	Off	Hall1	Chorus1	2Band EQ	ChorusSend	AEGDcyTime	AEGDcyTime	ChorusSend	ChorusSend
17	Sc	CutGlass	2	Off	Hall1	Chorus1	Symphonic	RevChoSend	Volume	Volume	off	off
18	Sc	Universe	1	Off	Hall1	Chorus1	2Band EQ	FEGDcyTime	ChorusSend	off	off	off
19	Sc	Crispy	2	Off/Sprit	Basement	Flanger1	Rvrse Gate	FEGDcyTime	NoteShift	off	off	off
20	Sc	Fat Anne	1	Off	Hall1	Chorus1	Chorus4	RevChoSend	Pan	off	off	off
21	Sc	Brassy	1	Off	Hall1	Chorus1	Delay LR	ChorusSend	FEGAtkTime	off	off	off
22	Sc	TheWerks	2	Off/Sprit	Effect Off	Celeste2	Flanger2	ChorusSend	AEGDcyTime	AEGDcyTime	FEGSusLvl	FEGSusLvl
23	Sc	PulsMoD6	4	Off	WhiteRoom	Flanger2	2Band EQ	FEGDcyTime	FEGSusLvl	FEGSusLvl	FEGSusLvl	FEGSusLvl
24	Sc	Minora	3	Off	Hall1	Chorus1	2Band EQ	AEGDcyTime	Volume	Volume	Volume	off
25	Sc	Noble 'Q	3	Off	Hall1	Chorus1	Hall1	Pan	FEGDcyTime	FEGDcyTime	FEGAtkTime	off
26	Sc	Tex Sass	4	Off	Hall1	Chorus4	Delay LCR	VariCntrl	FEGDcyTime	FEGDcyTime	FEGDcyTime	FEGDcyTime
27	Sc	Quadra	2	Off	Hall1	Chorus1	2Band EQ	PortaTime	AEGDcyTime	AEGDcyTime	off	off
28	Sc	DistArp	2	Off	Hall1	Chorus1	Distortion	PortaTime	ChorusSend	ChorusSend	off	off
29	Sc	Digitz	2	Off	Hall1	Chorus1	Phaser1	AEGDcyTime	ChorusSend	ChorusSend	off	off
30	Sc	Odyssey	4	Off	Hall1	Celeste1	2Band EQ	FEGDcyTime	ChorusSend	ChorusSend	ChorusSend	ChorusSend
31	Sc	Doves	1	Off	Hall1	Chorus1	Delay LR	VariCntrl	FEGAtkTime	off	off	off
32	Fx	Airy	4	Off	Hall1	Chorus1	Hall1	ChorusSend	Volume	Volume	Volume	Volume
33	Fx	Paradise	3	Off	Hall1	Chorus1	Hall1	ChorusSend	Volume	Volume	Volume	off
34	Fx	Indies	2	Off	Hall1	Chorus1	Flanger3	ChorusSend	Volume	Volume	off	off
35	Fx	CSPACE	3	Off	Hall1	Chorus1	Hall1	ChorusSend	off	Volume	off	off
36	Fx	Eerie	2	Off	Plate	Chorus1	Celeste1	RevChoSend	FEGDcyTime	FEGDcyTime	FEGAtkTime	FEGAtkTime
37	Fx	Ambient	1	Off	Hall1	Chorus1	Flanger3	RevChoSend	FEGAtkTime	FEGDcyTime	off	off
38	Fx	Morning	2	Off	Hall1	Chorus1	Celeste1	ChorusSend	Volume	Volume	off	off
39	Fx	CSPHERE	3	Off	Hall1	Chorus1	Celeste1	ChorusSend	Volume	Volume	Volume	off
40	Fx	MagicPad	4	Off	Hall1	Chorus1	Hall1	ChorusSend	Volume	Volume	Volume	Volume
41	Fx	Tintopia	2	Off/Sprit	Hall1	Chorus4	Delay LR	RevChoSend	Volume	Volume	off	off
42	Fx	FlowrArp	1	On	Hall1	Celeste2	Delay LR	ArpgTempo	ChorusSend	off	off	off
43	Fx	K.Scope	3	On	Hall1	Chorus1	Auto Wah	ArpgTempo	NoteShift	off	off	off
44	Fx	Orient	2	Off	Hall1	Flanger1	Phaser1	LFOSpeed	LFOAMod	LFOAMod	off	off
45	Fx	Omnivor	4	Off	Hall1	Chorus1	Phaser1	RevChoSend	Volume	Volume	Volume	Volume
46	Fx	Wheeleez	3	Off	Hall1	Chorus1	Flanger1	ChorusSend	Volume	Volume	Volume	off
47	Ba	Bassline	1	Off	Hall1	Celeste2	2Band EQ	FEGDcyTime	ChorusSend	off	off	off
48	Ba	Basslin2	2	Off	Hall1	Celeste1	2Band EQ	PortaTime	FEGAtkTime	AEGDcyTime	off	off
49	Ba	Super	2	Off	Hall1	Chorus1	2Band EQ	RevChoSend	FEGDcyTime	FEGSusLvl	FEGDcyTime	FEGSusLvl
50	Ba	Unison	3	Off/Sprit	Room1	Chorus1	Celeste1	FEGDcyTime	FEGAtkTime	FEGAtkTime	off	off
51	Ba	SQ-Bass	2	Off	Room1	Celeste1	2Band EQ	FEGDcyTime	FEGAtkTime	off	off	off
52	Ba	80sSynBs	4	Off	Room1	Chorus4	2Band EQ	FEGDcyTime	FEGSusLvl	FEGSusLvl	FEGSusLvl	FEGSusLvl
53	Ba	Pulsbass	2	Off	Hall1	Chorus1	3Band EQ	FEGDcyTime	off	Volume	off	off
54	Ba	Saw Bass	2	Off	Hall1	Chorus1	3Band EQ	FEGDcyTime	off	Volume	off	off
55	Ba	Fish 303	1	Off	Hall1	Chorus1	2Band EQ	ChorusSend	FEGAtkTime	off	off	off
56	Ba	SawnOff	2	Off	Hall1	Chorus4	3Band EQ	ChorusSend	FEGDcyTime	FEGDcyTime	FEGSusLvl	FEGSusLvl
57	Ba	CS 01	2	Off	Hall1	Celeste3	2Band EQ	ChorusSend	FEGAtkTime	FEGAtkTime	FEGSusLvl	FEGSusLvl
58	Ba	Mogue	2	Off	Plate	Chorus1	2Band EQ	RevChoSend	FEGDcyTime	FEGDcyTime	FEGSusLvl	FEGSusLvl
59	Ba	LeeDa	3	Off	Effect Off	Celeste2	Symphonic	ChorusSend	FEGSusLvl	AEGDcyTime	FEGSusLvl	Volume
60	Ba	Howler	3	Off	Effect Off	Celeste2	Rotary SP	ChorusSend	AEGAtkTime	FEGSusLvl	FEGAtkTime	AEGDcyTime
61	Ba	KickBass	3	Off	Room1	Chorus1	2Band EQ	FEGDcyTime	FEGSusLvl	FEGSusLvl	off	off
62	Ba	Sub	2	Off	Hall1	Chorus1	2Band EQ	PortaTime	FEGDcyTime	FEGDcyTime	off	off
63	Ld	Wasp	2	Off/Sprit	Effect Off	Flanger1	Auto Wah	FEGDcyTime	ChorusSend	FEGSusLvl	FEGSusLvl	off
64	Ld	E - n o	2	Off	Hall1	Chorus1	Flanger1	RevChoSend	Volume	Volume	AEGDcyTime	FEGAtkTime

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No.	Cat.	Perf Name	Layers	Arpeggiator	Effect			Knob Assign				
					Reverb type	Chorus type	Variation type	Assign 1(Knob3)	Assign 2(Knob6-1)	Assign 2(Knob6-2)	Assign 2(Knob6-3)	Assign 2(Knob6-4)
65	Ld	Fifths	2	Off/Sprit	Hall1	Chorus1	Echo	PortaTime	FEGDcyTime	FEGDcyTime	off	off
66	Ld	TalkBox	3	Off/Sprit	Hall1	Chorus4	Phaser1	RevChoSend	FEGAtkTime	FEGAtkTime	FEGAtkTime	off
67	Ld	Microdot	1	Off/Sprit	Hall1	Chorus1	Phaser1	ReverbSend	FEGSusLvl	FEGDcyTime	AEGDcyTime	AEGSusLvl
68	Ld	Old Mini	2	Off/Sprit	Hall1	Celeste4	CrossDelay	FEGDcyTime	FEGAtkTime	FEGAtkTime	off	off
69	Ld	NuSync	2	Off	Hall1	Flanger1	2Band EQ	ReverbSend	FEGAtkTime	FEGAtkTime	off	off
70	Ld	Clanger	2	Off/Sprit	Hall1	Chorus1	CrossDelay	PortaTime	FEGDcyTime	FEGDcyTime	off	off
71	Ld	Old Reso	2	Off/Sprit	Hall1	Celeste4	Delay LR	FEGDcyTime	FEGAtkTime	FEGAtkTime	off	off
72	Ld	Sync	1	Off/Sprit	Hall1	Flanger1	CrossDelay	VariCntrl	Pitch	off	off	off
73	Ld	Croma	2	Off/Sprit	Stage1	Celeste4	Flanger1	ChorusSend	Volume	Volume	off	off
74	Ld	Big'm Up	4	Off	Hall1	Chorus1	Thru	ChorusSend	ReverbSend	ReverbSend	ReverbSend	ReverbSend
75	Ld	Human	2	Off	Hall1	Chorus1	Phaser1	ChorusSend	Pan	Pan	off	off
76	Ld	Big Bob	2	Off	Hall1	Celeste4	Flanger1	PortaTime	FEGSusLvl	FEGSusLvl	AEGSusLvl	AEGSusLvl
77	Gt	Firestar	2	Off/Sprit	Hall1	Flanger1	G.Amp Sim	ChorusSend	Pitch	AEGDcyTime	Pitch	off
78	Gt	Sevilla	2	Off	Hall1	Chorus1	2Band EQ	ReverbSend	AEGDcyTime	AEGSusLvl	FEGDcyTime	AEGSusLvl
79	Pf	CP80	1	Off	Room1	Chorus4	3Band EQ	ReverbSend	FEGAtkTime	FEGDcyTime	FEGSusLvl	ChorusSend
80	Pf	Woolitz1	2	Off/Sprit	WhiteRoom	Flanger1	3Band EQ	LFOAMod	Volume	Volume	off	off
81	Pf	Tina	2	Off/Sprit	Stage1	Celeste4	2Band EQ	LFOFMod	off	Volume	off	off
82	Pf	DX-Class	1	Off/Sprit	Hall1	Chorus1	3Band EQ	ChorusSend	AEGDcyTime	off	off	off
83	Pf	AmbiEp	2	Off	Hall1	Chorus1	Celeste1	ReverbSend	FEGSusLvl	FEGSusLvl	FEGDcyTime	FEGDcyTime
84	Pf	HipRodes	3	Off/Sprit	Hall1	Chorus1	Auto Pan	ReverbSend	Detune	off	Detune	off
85	Pf	Hard	2	Off	Hall1	Celeste1	2Band EQ	ReverbSend	AEGDcyTime	AEGDcyTime	FEGDcyTime	FEGSusLvl
86	Cp	Bell End	4	Off	Hall1	Chorus1	Symphonic	RevChoSend	Volume	Volume	Volume	Volume
87	Or	Compact	2	Off	Hall1	Chorus1	Rotary SP	ReverbSend	Volume	Volume	off	off
88	Or	Ensemble	2	Off	Hall1	Chorus1	Symphonic	ReverbSend	Volume	Volume	off	off
89	Or	Gospel	2	Off	Hall1	Chorus1	Rotary SP	ReverbSend	Volume	Volume	off	off
90	Or	Drawbars	4	Off	Hall1	Chorus1	Rotary SP	VariCntrl	Volume	Volume	Volume	Volume
91	Or	MissU	2	Off	Hall1	Chorus1	Flanger2	ChorusSend	Volume	Volume	off	off
92	Or	GlasOrgn	3	Off	Hall1	Celeste4	Rotary SP	Pan	Volume	Volume	Volume	off
93	Pd	Angel St	3	Off/Sprit	Hall1	Celeste4	2Band EQ	ChorusSend	Volume	Volume	off	off
94	Pd	IceField	3	Off/Sprit	Hall1	Chorus4	Delay LR	RevChoSend	Cutoff	off	off	off
95	Pd	Memory	3	Off	Hall1	Chorus1	Symphonic	AEGDcyTime	off	FEGRelTime	FEGRelTime	FEGRelTime
96	Pd	SickWave	3	Off	Hall1	Chorus1	Flanger2	RevChoSend	Pitch	AEGDcyTime	FEGSusLvl	off
97	Pd	Sprite	3	Off/Sprit	Hall1	Chorus1	Phaser1	VariCntrl	Volume	Volume	ChorusSend	ReverbSend
98	Pd	Trance	2	Off	Hall1	Chorus1	Phaser1	ChorusSend	Volume	Volume	off	off
99	Pd	White	2	Off/Sprit	Hall1	Celeste1	CrossDelay	RevChoSend	FEGAtkTime	FEGDcyTime	off	off
100	Pd	AirClass	2	Off/Sprit	Stage1	Celeste4	Flanger1	LFOAMod	Volume	Volume	off	off
101	Pd	Carpet	3	Off/Sprit	Hall1	Effect Off	Delay LCR	FEGSusLvl	Detune	Detune	AEGAtkTime	off
102	St	Detroit	2	Off	Hall1	Flanger3	Delay LCR	VariCntrl	ChorusSend	ChorusSend	off	off
103	St	Baroque	3	Off/Sprit	Room3	Chorus1	2Band EQ	ReverbSend	Detune	Detune	Volume	ReverbSend
104	St	Octavia	3	Off	Hall1	Chorus1	Early Ref1	ChorusSend	Volume	Volume	Volume	off
105	St	Jupiter	4	Off	Hall1	Chorus1	2Band EQ	ChorusSend	LFOPMod	LFOPMod	LFOPMod	LFOPMod
106	St	Strawman	2	Off	Hall1	Chorus1	Symphonic	ChorusSend	NoteShift	off	off	off
107	St	Strynx	3	Off	Hall1	Chorus1	Chorus4	ChorusSend	Volume	Volume	Volume	off
108	Br	Jump	2	Off	Hall1	Chorus1	Delay LCR	VariCntrl	NoteShift	off	off	off
109	Br	Bronze	2	Off	Hall1	Chorus1	3Band EQ	ChorusSend	FEGAtkTime	FEGAtkTime	off	off
110	Br	Xpander	2	Off	Hall1	Chorus1	2Band EQ	ChorusSend	FEGAtkTime	FEGAtkTime	off	off
111	Br	HansUp	4	Off/Sprit	Hall2	Chorus4	Delay LR	VariCntrl	ReverbSend	ReverbSend	ReverbSend	ReverbSend
112	Br	Prophy	4	Off	Hall1	Chorus1	2Band EQ	ReverbSend	ChorusSend	ChorusSend	ChorusSend	ChorusSend
113	Br	Matrix	4	Off	Hall1	Chorus1	2Band EQ	ReverbSend	ChorusSend	ChorusSend	ChorusSend	ChorusSend
114	Se	Union	1	On	Hall1	Chorus1	Celeste2	PortaTime	AEGDcyTime	AEGSusLvl	FEGDcyTime	FEGSusLvl
115	Se	Vulcan	2	On	Hall1	Chorus1	Auto Wah	VariCntrl	ReverbSend	ReverbSend	ChorusSend	ChorusSend
116	Se	WStation	3	Off	Tunnel	Chorus4	Delay LCR	Pan	Volume	Volume	Cutoff	off
117	Se	Ghost	4	Off	Tunnel	Celeste2	Symphonic	Pitch	PEGInltLvl	PEGInltLvl	PEGInltLvl	PEGInltLvl
118	Vo	Choir	2	Off	Hall1	Chorus1	Hall1	ChorusSend	Volume	Volume	off	off
119	Vo	Fragile	2	Off	Basement	Chorus4	2Band EQ	RevChoSend	FEGDcyTime	FEGDcyTime	FEGSusLvl	FEGSusLvl
120	Co	Haendel	3	Off	Hall1	Chorus1	Hall1	ChorusSend	Volume	Volume	Volume	off
121	Co	WishUhea	4	Off/Sprit	Tunnel	Effect Off	Echo	LFOSpeed	FEGAtkTime	FEGAtkTime	Cutoff	Cutoff
122	Co	Transit	4	On/Sprit	Hall1	Chorus4	Auto Pan	ArpgTempo	FEGAtkTime	FEGAtkTime	off	off
123	Dr	Kit B900	4	Off	Room1	Chorus1	2Band EQ	RevChoSend	PEGInltLvl	PEGInltLvl	PEGInltLvl	PEGInltLvl
124	Dr	Kit 9o9	4	Off	Room1	Chorus1	2Band EQ	RevChoSend	PEGInltLvl	PEGInltLvl	PEGInltLvl	PEGInltLvl
125	Dr	Kit 8o8	4	Off	Room1	Chorus1	2Band EQ	RevChoSend	PEGInltLvl	PEGInltLvl	PEGInltLvl	PEGInltLvl
126	Dr	HipHop	4	Off	Room1	Chorus1	2Band EQ	RevChoSend	PEGInltLvl	PEGInltLvl	PEGInltLvl	PEGInltLvl
127	Dr	Jungly	4	Off	Room1	Chorus1	2Band EQ	RevChoSend	PEGInltLvl	PEGInltLvl	PEGInltLvl	PEGInltLvl
128	Dr	Electric	3	Off	Room1	Chorus1	2Band EQ	RevChoSend	PEGInltLvl	PEGInltLvl	PEGInltLvl	off

User Performance List

No.	Cat.	Perf Name	Layers	Arpeggiator	Effect			Knob Assign				
					Reverb type	Chorus type	Variation type	Assign 1(Knob3)	Assign 2(Knob6-1)	Assign 2(Knob6-2)	Assign 2(Knob6-3)	Assign 2(Knob6-4)
1	Dr	um Trax2	1	On	Basement	Flanger1	2Band EQ	ArpgTempo	LFOFMod	LFOAMod	off	off
2	Sq	Pan Seq	2	On	Hall1	Chorus1	Auto Wah	FEGDcyTime	Volume	Volume	off	off
3	Sq	MC-Line1	1	On	Basement	Flanger2	CrossDelay	ArpgTempo	LFOFMod	LFOAMod	off	off
4	Sq	MC-Line2	2	On	WhiteRoom	Chorus2	Delay LR	ArpgTempo	Volume	Volume	off	off
5	Sq	Superarp	4	On	Hall1	Chorus1	Delay LCR	AEGDcyTime	ChorusSend	ChorusSend	ChorusSend	ChorusSend
6	Sq	uidgy 1	1	On	Room2	Chorus1	2Band EQ	ArpgType	Pitch	Resonance	Cutoff	LFOSpeed
7	Sq	uidgy 2	1	On	Room2	Chorus1	2Band EQ	PortaTime	Pitch	Resonance	Cutoff	LFOSpeed
8	Sq	HardOn	4	On	Hall1	Chorus1	Auto Wah	AEGDcyTime	Volume	Volume	Volume	Volume
9	Sq	Platypus	2	On	Plate	Celeste2	Delay LR	AEGDcyTime	ChorusSend	Pitch	off	off
10	Sq	Cyborg	2	Off	Hall1	Chorus1	Delay LR	VariCntrl	LFOFMod	LFOFMod	FEGDcyTime	FEGDcyTime
11	Sq	uelchy	2	On	Hall1	Celeste2	Delay LR	ArpgType	ChorusSend	Pitch	AEGDcyTime	AEGDcyTime
12	Sq	uenza 1	1	On	Hall1	Chorus1	Auto Pan	FEGDcyTime	ChorusSend	off	off	off
13	Sq	uenza 2	2	On	Hall1	Chorus1	3Band EQ	ChorusSend	FEGDcyTime	FEGDcyTime	off	off
14	Sq	Erased	2	On	Hall1	Chorus1	Flanger1	ChorusSend	off	AEGDcyTime	AEGDcyTime	off
15	Sq	uare Dig	2	On	Hall1	Chorus1	Phaser1	FEGAtkTime	Volume	Volume	off	off
16	Sq	Pulse	1	On	Hall1	Chorus1	Symphonic	FEGDcyTime	ChorusSend	off	off	off
17	Co	Ethno	4	On	Room1	Chorus1	2Band EQ	ArpgTempo	LFOSpeed	LFOAMod	NoteShift	NoteShift
18	Fx	CofiFilt	1	Off/Sprit	Hall1	Chorus1	Flanger2	LFOSpeed	FEGAtkTime	ChorusSend	off	off
19	Sq	SparkRun	2	On	Stage1	Flanger1	CrossDelay	VariCntrl	Volume	Volume	off	off
20	Fx	SinCrony	4	Off	Effect Off	Flanger1	Delay LR	LFOSpeed	FEGDcyTime	FEGDcyTime	FEGDcyTime	FEGDcyTime
21	Fx	SweepRun	2	On	Effect Off	Flanger1	CrossDelay	VariCntrl	LFOAMod	LFOAMod	LFOFMod	LFOFMod
22	Fx	Break It	2	On	Hall1	Chorus2	Phaser1	ArpgTempo	LFOAMod	LFOAMod	LFOFMod	LFOFMod
23	Sc	Syndiem	3	On	Hall1	Chorus1	Celeste1	ChorusSend	off	Volume	off	off
24	Sc	TranCS	4	Off	Hall1	Celeste1	Phaser1	FEGDcyTime	Volume	Volume	Volume	Volume
25	Sc	Source	4	Off	Hall1	Chorus1	3Band EQ	FEGAtkTime	Volume	Volume	Volume	Volume
26	Sc	ary	4	Off	Hall1	Chorus1	Thru	ChorusSend	ReverbSend	ReverbSend	ReverbSend	ReverbSend
27	Sc	EurRail	2	Off	Hall1	Chorus1	Flanger2	ReverbSend	FEGAtkTime	Volume	off	off
28	Sc	Owa Owa	2	Off	Hall1	Chorus1	Phaser1	RevChoSend	FEGDcyTime	Resonance	AEGDcyTime	AEGSusLvl
29	Sc	Xrayz	2	Off	Hall1	Chorus1	Auto Wah	VariCntrl	Volume	AEGDcyTime	LFOSpeed	off
30	Pd	ResoCat	1	Off/Sprit	Hall1	Celeste4	Delay LR	FEGAtkTime	LFOFMod	off	off	off
31	Sc	Glassy	3	On	Hall1	Chorus1	Celeste1	AEGDcyTime	Volume	Volume	Volume	off
32	Sc	Synchord	4	Off	Hall1	Chorus1	CrossDelay	AEGDcyTime	Volume	Volume	Volume	Volume
33	Sc	C-Hook	2	Off	Hall1	Chorus1	2Band EQ	PortaTime	ChorusSend	ChorusSend	off	off
34	Sc	raper	1	Off	Hall1	Chorus1	3Band EQ	RevChoSend	PEGAtkTime	off	off	off
35	Sc	Stab	2	Off	Hall1	Chorus1	3Band EQ	Pan	ChorusSend	ChorusSend	off	off
36	Sc	MoonBass	2	Off	Hall1	Celeste3	Auto Wah	VariCntrl	LFOSpeed	off	off	off
37	Ld	UniLead	2	Off/Sprit	Hall1	Chorus1	Celeste2	PortaTime	Volume	Volume	AEGDcyTime	off
38	Ld	4Poles	3	Off	Effect Off	Celeste2	Flanger1	ChorusSend	Pitch	FEGSusLvl	off	off
39	Ld	Cream	1	Off	Hall1	Chorus1	Delay LR	VariCntrl	ChorusSend	FEGAtkTime	off	off
40	Ld	Zap Lead	2	Off/Sprit	Basement	Flanger1	G.Amp Sim	ChorusSend	Volume	Volume	off	off
41	Ld	The Hook	3	Off	Hall1	Chorus1	Delay LR	VariCntrl	Volume	Volume	Volume	Volume
42	Ld	Triangle	2	On	Hall1	Chorus1	CrossDelay	PortaTime	FEGSusLvl	FEGSusLvl	off	off
43	Ld	Fuji	3	Off	Hall1	Chorus1	Delay LCR	VariCntrl	FEGDcyTime	FEGDcyTime	FEGSusLvl	FEGSusLvl
44	Ld	MegaHook	4	Off	Hall1	Chorus1	CrossDelay	VariCntrl	FEGSusLvl	FEGSusLvl	FEGSusLvl	FEGSusLvl
45	Ld	Mondo	2	Off/Sprit	Hall1	Chorus1	Flanger3	ChorusSend	FEGDcyTime	FEGDcyTime	FEGSusLvl	FEGSusLvl
46	Ld	Marion	3	Off/Sprit	Hall1	Chorus1	Phaser1	ChorusSend	FEGSusLvl	FEGDcyTime	FEGDcyTime	Pitch
47	Ld	Seminal	3	Off/Sprit	Hall1	Chorus1	Auto Wah	ChoToRev	Pitch	AEGDcyTime	Pan	off
48	Ld	Pure Sin	2	Off	Hall1	Chorus1	Delay LCR	VariCntrl	ReverbSend	ReverbSend	off	off
49	Ld	Vollfett	2	Off	Hall1	Chorus1	Delay LR	ChorusSend	Volume	Volume	off	off
50	Ld	Empha	1	Off/Sprit	Hall1	Celeste3	Delay LR	Pitch	LFOFMod	LFOAMod	off	off
51	Ba	Fashions	2	Off	Hall1	Chorus1	Flanger2	ChorusSend	Detune	ReverbSend	PEGInitLvl	FEGAtkTime
52	Ba	Relaxer	1	Off	Hall1	Chorus1	Rotary SP	FEGDcyTime	AEGDcyTime	ChorusSend	off	off
53	Ba	ss Wire	2	Off	Effect Off	Celeste2	Phaser1	ChorusSend	FEGAtkTime	FEGSusLvl	AEGDcyTime	off
54	Ba	Wound	1	Off/Sprit	Basement	Chorus4	Flanger1	PortaTime	LFOFMod	off	off	off
55	Ba	Fridge	2	On	Basement	Flanger1	Delay LR	RevChoSend	LFOAMod	LFOAMod	LFOFMod	LFOFMod
56	Ba	ss Sine	2	Off	WhiteRoom	Flanger1	2Band EQ	ReverbSend	LFOAMod	LFOAMod	off	off
57	Ba	Saw 1	1	Off/Sprit	Hall1	Chorus1	3Band EQ	PortaTime	FEGDcyTime	FEGSusLvl	off	off
58	Ba	Saw 2	1	Off/Sprit	Hall1	Chorus1	2Band EQ	RevChoSend	FEGDcyTime	FEGSusLvl	AEGSusLvl	AEGDcyTime
59	Ba	Pulse25	1	Off	Hall1	Chorus1	3Band EQ	RevChoSend	FEGSusLvl	FEGDcyTime	AEGDcyTime	AEGSusLvl
60	Ba	Fuzzline	1	Off	Hall1	Celeste1	Distortion	VariCntrl	ChorusSend	off	off	off
61	Ba	lilistic	2	Off	Hall1	Chorus1	3Band EQ	ChorusSend	Volume	Volume	Volume	Volume
62	Ba	303 Wave	1	Off	Hall1	Chorus1	2Band EQ	ChorusSend	FEGSusLvl	off	off	off
63	Ba	Howitzer	1	Off	Hall1	Chorus1	G.Amp Sim	ChorusSend	FEGDcyTime	FEGSusLvl	PEGAtkLvl	AEGDcyTime
64	Ba	Polarize	2	Off	Effect Off	Flanger1	Flanger3	ChorusSend	AEGDcyTime	AEGAtkTime	Pitch	FEGSusLvl

No.	Cat.	Perf Name	Layers	Arpeggiator	Effect			Knob Assign				
					Reverb type	Chorus type	Variation type	Assign 1(Knob3)	Assign 2(Knob6-1)	Assign 2(Knob6-2)	Assign 2(Knob6-3)	Assign 2(Knob6-4)
65	P f	70'sClav	2	Off	Room3	Chorus1	3Band EQ	ChorusSend	VelSnsDpth	Resonance	off	off
66	P f	Woolitz2	2	Off/Sprit	Stage1	Flanger1	G.Amp Sim	LFOAMod	Volume	Volume	off	off
67	P f	DynaRose	3	Off	Hall1	Celeste1	Thru	ChorusSend	LFOAMod	LFOAMod	LFOAMod	Volume
68	P f	Major 7	4	Off/Sprit	Hall1	Chorus1	2Band EQ	AEGDcyTime	Volume	Volume	Volume	Volume
69	P f	SweetFen	3	Off/Sprit	Hall1	Chorus1	2Band EQ	ChorusSend	AEGDcyTime	AEGDcyTime	AEGDcyTime	off
70	Cp	Xylodyne	2	Off/Sprit	Hall1	Chorus1	Delay LCR	VariCntrl	Volume	Volume	off	off
71	Or	ganMetal	4	Off	Room1	Chorus4	Rotary SP	ReverbSend	FEGSusLvl	FEGSusLvl	FEGSusLvl	FEGSusLvl
72	Or	YC45D	2	Off/Sprit	Room1	Chorus1	G.Amp Sim	ChorusSend	Volume	Volume	off	off
73	Or	Door	2	Off	Hall1	Chorus1	2Band EQ	ReverbSend	Volume	Volume	Cutoff	off
74	Or	gan Perc	4	Off	Hall1	Chorus1	Rotary SP	VariCntrl	Volume	Volume	Volume	off
75	Or	gan Rave	3	Off	Hall1	Chorus1	3Band EQ	ChorusSend	Volume	Volume	Volume	off
76	Or	Celluli	2	Off	Plate	Chorus1	Rotary SP	ReverbSend	Volume	Volume	ChorusSend	ChorusSend
77	Gt	Tele	2	Off	Hall1	Chorus1	G.Amp Sim	ReverbSend	Volume	Volume	off	off
78	Gt	EzaGeeza	2	Off	Hall1	Chorus1	G.Amp Sim	ChorusSend	Pitch	ReverbSend	AEGDcyTime	off
79	Br	Obie	1	Off	Hall1	Celeste3	Chorus4	ReverbSend	FEGSusLvl	FEGDcyTime	off	off
80	Br	Cross	4	Off/Sprit	Hall1	Chorus1	Delay LCR	VariCntrl	Pitch	ChorusSend	ChorusSend	ChorusSend
81	Br	ass Tek	2	Off/Sprit	Hall1	Chorus1	2Band EQ	RevChoSend	FEGSusLvl	FEGSusLvl	off	off
82	Br	assHouse	3	Off	Hall1	Chorus1	2Band EQ	RevChoSend	Volume	Volume	Volume	off
83	Br	ass Fase	2	Off/Sprit	Hall1	Chorus4	Phaser1	FEGDcyTime	FEGAtkTime	FEGAtkTime	off	off
84	St	Sweepstr	3	Off	Hall1	Chorus1	Symphonic	ChorusSend	Cutoff	Volume	Cutoff	Resonance
85	St	Vintage	1	Off	Hall1	Chorus1	Chorus3	ChorusSend	Pan	off	off	off
86	St	Strngpad	2	Off	Hall1	Chorus1	2Band EQ	RevChoSend	NoteShift	off	off	off
87	St	Bartok	2	Off	Hall1	Chorus1	Early Ref1	ChorusSend	ReverbSend	ReverbSend	off	off
88	St	Vienna	2	Off	Hall1	Chorus1	Stage2	RevChoSend	Detune	Detune	off	off
89	St	Filta Fe	1	Off	Hall1	Chorus1	Symphonic	RevChoSend	Resonance	FEGAtkTime	AEGAtkTime	FEGDcyTime
90	Pd	MilkyWay	3	Off/Sprit	Hall1	Chorus1	Hall1	ChorusSend	Volume	Volume	Volume	off
91	Pd	SlvrThaw	2	Off/Sprit	Hall1	Chorus1	Symphonic	LFOAMod	Volume	Volume	off	off
92	Pd	Solinal	3	Off	Hall1	Chorus1	Phaser1	VariCntrl	Pitch	Pitch	Volume	Volume
93	Pd	Spooks	2	Off/Sprit	Hall1	Chorus1	Phaser2	RevChoSend	AEGDcyTime	Pitch	off	off
94	Pd	Swell	2	Off	Hall1	Chorus1	Chorus1	ChorusSend	FEGAtkTime	FEGAtkTime	off	off
95	Pd	VS-Pad	2	Off	Hall1	Chorus1	Symphonic	ChorusSend	Volume	Volume	off	off
96	Pd	Amber	1	Off/Sprit	Hall1	Celeste2	Delay LR	RevChoSend	FEGAtkTime	FEGSusLvl	FEGRelTime	off
97	Pd	Aurora	3	Off	Hall1	Chorus1	Phaser1	RevChoSend	Volume	Volume	Volume	Detune
98	Pd	Crystal	3	Off	Hall1	Chorus1	Delay LR	RevChoSend	Volume	Volume	Volume	AEGDcyTime
99	Pd	Haze	2	Off	Hall1	Flanger3	Delay LR	ChorusSend	LFOFMod	LFOFMod	Detune	Detune
100	Pd	FSOTokyo	2	Off	Hall1	Chorus1	Celeste3	RevChoSend	FEGDcyTime	FEGSusLvl	FEGRelTime	Volume
101	Fx	Tribal	3	Off	Hall1	Chorus1	Over Drive	FEGDcyTime	Volume	Volume	off	off
102	Fx	Plankton	1	Off	Hall1	Chorus1	Auto Wah	VariCntrl	ChorusSend	off	off	off
103	Fx	Ryza	3	Off	Hall1	Chorus1	Celeste2	RevChoSend	ChorusSend	AEGAtkTime	FEGSusLvl	Resonance
104	Fx	Gaia '99	4	Off	Tunnel	Chorus4	3Band EQ	RevChoSend	Pitch	Volume	Resonance	Volume
105	Fx	Lights	3	Off	Hall1	Chorus1	Delay LR	VariCntrl	Volume	off	off	off
106	Fx	M o r f	3	Off	Hall1	Chorus1	CrossDelay	RevChoSend	Volume	AEGAtkTime	AEGAtkTime	off
107	Fx	QSpaces	4	Off	Hall1	Chorus1	Hall1	ChorusSend	off	off	off	off
108	Fx	WatrToy	3	Off/Sprit	Stage2	Celeste1	Auto Pan	RevChoSend	Volume	Volume	LFOAMod	off
109	Fx	Galaxy	2	Off	Hall1	Chorus4	Delay LR	RevChoSend	Volume	Volume	off	off
110	Fx	Trigger	1	Off	Hall1	Chorus1	3Band EQ	Pitch	ChorusSend	LFOFMod	off	off
111	Fx	Resolve	2	Off/Sprit	Hall1	Chorus1	CrossDelay	RevChoSend	FEGAtkTime	FEGAtkTime	FEGDcyTime	FEGDcyTime
112	Et	Santur	3	Off	Hall1	Chorus1	2Band EQ	RevChoSend	Volume	Volume	Volume	off
113	Se	Plasma	2	On	WhiteRoom	Flanger2	CrossDelay	Pitch	LFOAMod	LFOAMod	off	off
114	Se	Lunar	4	Off/Sprit	Tunnel	Chorus4	CrossDelay	Pan	Volume	Volume	Volume	Volume
115	Se	ArpDrops	2	On	Tunnel	Chorus4	Delay LCR	ArpgTempo	NoteShift	off	off	off
116	Se	HybriFlt	3	Off	Hall1	Celeste4	Delay LR	FEGDcyTime	FEGAtkTime	FEGAtkTime	FEGAtkTime	off
117	Se	BeatPhil	2	On	WhiteRoom	Flanger2	2Band EQ	ArpgType	ReverbSend	ReverbSend	ChorusSend	ChorusSend
118	Se	Organix	3	Off	Hall1	Chorus1	Delay LCR	VariCntrl	off	Volume	Volume	Volume
119	Se	Variant	2	Off/Sprit	Hall1	Chorus1	Flanger2	LFOFMod	LFOSpeed	LFOSpeed	AEGDcyTime	AEGDcyTime
120	Se	SkyDemon	2	Off/Sprit	Hall1	Flanger3	Delay LR	LFOSpeed	Volume	Volume	off	off
121	Vo	oo Dooo	4	Off/Sprit	Hall1	Chorus1	2Band EQ	ReverbSend	Volume	Volume	Pitch	ChorusSend
122	Vo	xo Mono	4	Off	Hall1	Chorus1	Delay LR	VariCntrl	ReverbSend	ReverbSend	ReverbSend	ReverbSend
123	Vo	Tehillim	2	On	Plate	Chorus4	Delay LR	VariCntrl	FEGDcyTime	FEGDcyTime	off	off
124	Co	EthnoSpl	4	On/Sprit	Tunnel	Chorus4	CrossDelay	ArpgTempo	off	off	AEGAtkTime	AEGAtkTime
125	Co	Id Hitz	4	Off/Sprit	Hall1	Flanger1	Room1	ChorusSend	off	Pitch	Pitch	Pitch
126	Co	ShamSitr	4	Off	Hall1	Chorus1	CrossDelay	RevChoSend	LFOSpeed	LFOSpeed	LFOSpeed	Volume
127	Co	Dist Kik	3	Off	Hall1	Chorus1	Distortion	VariCntrl	Resonance	Cutoff	FEGSusLvl	FEGDcyTime
128	Co	EuroKit	4	Off	Hall1	Chorus1	2Band EQ	ChoToRev	off	Cutoff	FEGDcyTime	Volume

	Same as Bank 0
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		KSP				Stereo		Single		Slow		Fast Decay		Double Attack		Bright		Dark		Rsonant				Attack			
Instrument Group	Pgm #	Bank 0	EL	Bank 1	EL	Bank 3	EL	Bank 6	EL	Bank 8	EL	Bank 12	EL	Bank 14	EL	Bank 16	EL	Bank 17	EL	Bank 18	EL	Bank 19	EL	Bank 20	EL	Bank 24	EL
Piano	1	GrandPhn	1	GrndPhnK	1															MelloGrP	1						
	2	BritePhn	1	BritPhnK	1																						
	3	E.Grand	2	ElGrPhnK	2																						
	4	HrkyTonk	2	HnkYTrnkK	2																						
	5	E.Piano1	2	El.Pno1K	1																MelloEP1	2					
	6	E.Piano2	2	El.Pno2K	1																						
	7	HarpSl.	1	Harpsl.K	1																						
	8	Clavi.	2	Clavt. K	1																						
Chromatic Percussion	9	Celesta	1																								
	10	Glocken	1																								
	11	MusicBox	2																								
	12	Vibes	1	VibesK	1																						
	13	Marimba	1	MarimbaK	1																						
	14	Xylophon	1																								
	15	TubuBel	1																								
	16	Dulcimer	1																								
Organ	17	DrawOrgn	1																								
	18	PercOrgn	1																								
	19	RockOrgn	2																								
	20	ChrchOrg	2																								
	21	ReedOrgn	1																								
	22	Acordion	1																								
	23	Hamrnica	1																								
	24	TangoAcid	2																								
Guitar	25	NylonGtr	1													NylonGI2	1										
	26	SteelGtr	1													SteelGI2	1										
	27	Jazz Gtr	1																	MelloGtr	1						
	28	CleanGtr	1																								
	29	Mute.Gtr	1																								
	30	Ovrdrive	1																								
	31	Dist.Gtr	1																								
	32	GtrHarmo	1																								
Bass	33	Ac.Bass	1																								
	34	FngrBass	1																								
	35	PickBass	1																								
	36	Frntless	1																								
	37	SlapBac1	1																								
	38	SlapBas2	1																								
	39	SynBass1	1																	SynBa1Dk	1			FastResB	1	AcidBass	1
	40	SynBass2	2				MelloSB1	1					Seq Bass	2							ClkSynBa	2	SynBa2Dk	1			
Strings	41	Violin	1																								
	42	Viola	1																								
	43	Cello	1																								
	44	Contrabs	1																								
	45	Trem.Str	1																								
	46	Pizz.Str	1																								
	47	Harp	1																								
	48	Timpani	1																								
Ensemble	49	Strings1	1			S.Strngs	2																				
	50	Strings2	1			S.SlwStr	2																				
	51	Syn.Str1	2																								
	52	Syn.Str2	2																								
	53	ChoirAaH	1			S.Choir	2																				
	54	VoiceOoh	1																								
	55	SynVoice	1																							</	

XG Normal Voice List(Bank 25 ~ 40)

Bank Select MSB=000, LSB=Bank Number

 Same as Bank 0

[illegible]

XG Normal Voice List(Bank 41 ~ 71)

Bank Select MSB=000, LSB=Bank Number

Same as Bank 0

Instrument Group	Pgm #	Velo-Switch				Velo-Xfade				other wave																	
		Bank 0	EL	Bank 41	EL	Bank 42	EL	Bank 43	EL	Bank 45	EL	Bank 64	EL	Bank 65	EL	Bank 66	EL	Bank 67	EL	Bank 68	EL	Bank 69	EL	Bank 70	EL	Bank 71	EL
Piano	1	GrandPno	1	Dream	2																						
	2	BritePno	1																								
	3	E.Grand	2	ElGrPno2	2																						
	4	HnkyTonk	2																								
	5	E.Piano1	2							VX EL.P1	2	60sEL.P	1														
	6	E.Piano2	2	DX+Analg	2	DXKotoEP	2			VX EL.P2	2																
	7	HarpSl.	1																								
	8	Clavi.	2									PulseClv	1	PierceCl	2												
Chromatic Percussion	9	Celesta	1																								
	10	Glocken	1																								
	11	MusicBox	2									Orgel	2														
	12	Vibes	1							HardVibe	2																
	13	Marimba	1									SineMmb	2														
	14	Xylophon	1																								
	15	TubulBel	1																								
	16	Dulcimer	1																								
Organ	17	DrawOrgn	1									Organ Ba	1	70sDrOr2	2	CheeZOrg	2	DrawOrg3	2								
	18	PercOrgn	1																								
	19	RockOrgn	2									RotaryOr	2	SloRotar	2	FstRotar	2										
	20	ChrchOrg	2									OrgFlute	2	TrmOrgFl	2												
	21	ReedOrgn	1																								
	22	Acordion	2																								
	23	Harmonica	1																								
	24	TangoAcid	2									TngoAcid2	2														
Guitar	25	NylonGtr	1							VelGtrHrm	2																
	26	SteelGtr	1	Stl&Body	2																						
	27	Jazz Gtr	1																								
	28	CleanGtr	1																								
	29	Mute.Gtr	1	MuteStlG	2					FunkGtr2	2	Jazz Man	1														
	30	Ovrdrive	1							GLPinch	2																
	31	Dist.Gtr	1	FeedbGtr2	2																						
	32	GtrHarmo	1																								
Bass	33	Aco.Bass	1									VXUprght	2														
	34	FngrBass	1							FngrSlap	2	FngBass2	2														
	35	PickBass	1																								
	36	Fretless	1																								
	37	SlapBas1	1																								
	38	SlapBas2	1																								
	39	SynBass1	1																								
	40	SynBass2	2	DX Bass	2							Oscar X WireBa	2	SqrBass	1	RubberBa	2										
Strings	41	Violin	1																								
	42	Viola	1																								
	43	Cello	1																								
	44	Contrabs	1																								
	45	Trem.Str	1																								
	46	Pizz.Str	1																								
	47	Harp	1																								
	48	Timpani	1																								
Ensemble	49	Strings1	1	Orchstr2	2	TremOrch	2				VeloStr	2															
	50	Strings2	1	Kingdom	2																						
	51	Syn.Str1	2										70s Str	1	Str Ens3	1											
	52	Syn.Str2	2										Syn Str4	2	SS Str	2											
	53	ChoirAah	1																								
	54	VoiceOoh	1																								
	55	SynVoice	1	Choral	2								AnaVoice	1													
	56	Orch.Hit	2										Impact	2													
Brass	57	Trumpet	1																								
	58	Trombone	1																								
	59	Tuba	1																								
	60	Mute.Trp	1																								
	61	Fr.Horn	2																								
	62	BrasSect	1	HiBrass	2	MelloBrs	2																				
	63	SynBras1	2																								
	64	SynBras2	1	ChorBrss	2							AnaVelBr	2	AnaBrs1	2												
Reed	65	SpmoSax	1									VelBras2	2	AnaBrs2	2												
	66	Alto Sax	1																								
	67	TenorSax	1	SoftTenr	2																						
	68	Bari.Sax	1																								
	69	Oboe	2																								
	70	Eng.Horn	1																								
	71	Bassoon	1																								
	72	Clarinet	1																								
Pipe	73	Piccolo	1																								
	74	Flute	1																								
	75	Recorder	1																								
	76	PanFlute	1																								
	77	Bottle	2																								
	78	Shakachi	2																								
	79	Whistle	1																								
	80	Ocarina	1																								
Synth Lead	81	SquareLd	2																								
	82	Saw.Lead	2	Dr. Lead	2																						
	83	CalioptLd	2																								
	84	Chiff Ld	2																								
	85	CharanLd	2			</																					

XG Normal Voice List(Bank 72 ~ 101, SFX)

Bank Select MSB=000, LSB=Bank Number

Same as Bank 0

Bank Select MSB=064, LSB=000

No Sound

Instrument Group	Pgm #	Bank 0	EL	Bank 72	EL	Bank 96	EL	Bank 97	EL	Bank 98	EL	Bank 99	EL	Bank 100	EL	Bank 101	EL
Piano	1	GrandPno	1														
	2	BritePno	1														
	3	E.Grand	2														
	4	HnkyTonk	2														
	5	E.Piano1	2														
	6	E.Piano2	2														
	7	HarpSl	1														
Chromatic Percussion	8	Clavi	2														
	9	Celesta	1														
	10	Glocken	1														
	11	MusicBox	2														
	12	Vibes	1														
	13	Marimba	1					Balafo2	2	Log Drum	2						
	14	Xylophon	1														
Organ	15	TubuBel	1			ChrchBel	2	Carillon	2								
	16	Dulcimer	1			Cimbalom	2	Santur	2								
	17	DrawOrgn	1														
	18	PercOrgn	1														
	19	RockOrgn	2														
	20	ChrchOrg	2														
	21	ReedOrgn	1														
Guitar	22	Acordion	2														
	23	Hamnica	1														
	24	TangoAcid	2														
	25	NylonGtr	1			Ukulele	1										
	26	SteelGtr	1			Mandolin	2										
	27	Jazz Gtr	1														
	28	CleanGtr	1														
Bass	29	Mute.Gtr	1														
	30	Ovrdrive	1														
	31	Dist.Gtr	1														
	32	GtrHarmo	1														
	33	Aco.Bass	1														
	34	FngrBass	1														
	35	PickBass	1														
Strings	36	Fretless	1			SynFret1	2	Smooth	2								
	37	SlapBas1	1														
	38	SlapBas2	1														
	39	SynBass1	1			Hammer	2										
	40	SynBass2	2														
	41	Violin	1														
	42	Viola	1														
Ensemble	43	Cello	1														
	44	Contrabs	1														
	45	Trem.Str	1														
	46	Pizz.Str	1														
	47	Harp	1														
	48	Timpani	1														
	49	Strings1	1														
Brass	50	Strings2	1														
	51	Syn.Str1	2														
	52	Syn.Str2	2														
	53	ChoirAah	1														
	54	VoiceOoh	1														
	55	SynVoice	1														
	56	Orch.Hit	2														
Reed	57	Trumpet	1														
	58	Trombone	1														
	59	Tuba	1														
	60	Mute.Trp	1														
	61	Fr.Horn	2														
	62	BrasSect	1														
	63	SynBras1	2														
Pipe	64	SynBras2	1														
	65	SpmoSax	1														
	66	Alto Sax	1														
	67	TenorSax	1														
	68	Bari.Sax	1														
	69	Oboe	2														
	70	Eng.Horn	1														
Synth Lead	71	Bassoon	1														
	72	Clarinet	1														
	73	Piccolo	1														
	74	Flute	1														
	75	Recorder	1														
	76	PanFlute	1														
	77	Bottle	2														
Synth Pad	78	Shakhchi	2														
	79	Whistle	1														
	80	Ocarina	1														
	81	SquareLd	2														
	82	Saw.Lead	2			Seq Ana	2										
	83	ChirpLd	2														
	84	Chirf.Ld	2														
Synth Effects	85	CharanLd	2														
	86	Voice.Ld	2														
	87	Fifth.Ld	2														
	88	Bass.&Ld	2														
	89	NewAgePd	2														
	90	Warm Pad	2														
	91	PolySyPd	2														
Ethnic	92	ChoirPad	2														
	93	BowedPad	2														
	94	MetalPad	2														
	95	Halo Pad	2														
	96	SweepPad	2														
	97	Rain	2														
	98	SoundTrk	2														
Percussive	99	Crystal	2			Gameimba	2										
	100	Atmosphr	2														
	101	Bright	2			Smokey	2										
	102	Goblins	2			BelChoir	2										
	103	Echoes	2														
	104	Sci-Fi	2														
	105	Sitar	1			Tambra	2	Tamboura	2								
Sound Effects	106	Banjo	1			Rabab	2	Gopichnt	2	Oud	2						
	107	Shamisen	1														
	108	Koto	1			T. Koto	2	Kanoon	2								
	109	Kalimba	1														
	110	Bagpipe	2														
	111	Fiddle	1														
	112	Shanai	1			Pungi	1	Hichrki	2								
Sound Effects	113	TnkBell	2			Bonang	2	Gender	2	Gamelan	2	S.Gamlan	2	Rama Cym	2	AsianBel	2
	114	Agogo	2														
	115	SteelDrum	2														
	116	WoodBlok	1			Castanet	1	GlasPerc	2	ThaiBell	2						
	117	TakoDrum	1			Gr.Cassa	1										
	118	MelodTom	2														
	119	Syn.Drum	1														
Sound Effects	120	RevCymb	1														
	121	FretNoiz	2														
	122	BrthNoiz	2														
	123	Seashore	2														
	124	Tweet	2														
	125	Telephone	1														
	126	Helicptr	1														
Sound Effects	127	Applause	1														
	128	Gunshot	1														

SFX

Pgm #	Bank 102	EL
1	CuttingNz	1
2	CttingNz2	2
3		
4	Str Slap	1
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16	FLKClk	1
17		
18		
19		
20	Thunder	1
21	Wind	1
22		
23		
24		
25		
26		
27		
28		
29		
30		
31		
32		
33	Rain	1
34	Thunder	1
35	Wind	1
36	Stream	2
37	Bubble	2
38	Feed	2
39		
40		
41	Dog	1
42		
43		
44		
45		
46		
47		
48		
49	Dog	1
50	Horse	1
51	Bird 2	1
52		
53		
54		
55	Ghost	2
56	Maou	2
57		
58		
59		
60		
61		
62		
63		
64	Tel.Dial	1
65	DoorSgk	1
66	Car Stop	1
67	Car Pass	1
68	CarCrash	1
69	Scratch 2	2
70	WindChm	1
71	Phoneon2	1
72		
73		
74		
75		
76		
77		
78		
79		
80		
81	CarEngin	1
82	Car Stop	1
83	Car Pass	1
84	CarCrash	1
85	Siren	2
86	Train	1
87	Jetplane	2
88	Starship	2
89	Burst	2
90	Coaster	2
91	SbMarine	2
92		
93		
94		
95		
96		
97	Laughing	1
98	Scream	1
99	Punch	1
100	Heart	1
101	FootStep	1
102		
103		
104		
105		
106		
107		
108		
109		
110		
111		
112		
113	MchinGun	1
114	LaserGun	2
115	Xplosion	2
116	FireWork	2
117		
118		
119		
120		
121		
122		
123		
124		
125		
126		
127		
128		

TG300B Normal Voice List(Bank 0 ~ 16)

Bank Select MSB=Bank Number LSB=000

 Same as Bank 0

[illegible]

TG300B Normal Voice List(Bank 17 ~ 127)

Bank Select MSB=Bank Number LSB=000

 Same as Bank 0

[illegible]

Voices for Performances(Bank PRE 0 ~ 11)

No Sound

Preset Performance					User Performance					Additions				
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)	63(3F)
LSB->	0	1	2	3	4	5	6	7	8	9	10(0A)	11(0B)	12	13
	Pre0	Pre01	Pre02	Pre03	Pre04	Pre05	Pre06	Pre07	Pre08	Pre09	Pre10	Pre11		
PGM#	Ca	VoiceName	Ca	VoiceName	Ca	VoiceName	Ca	VoiceName	Ca	VoiceName	Ca	VoiceName	Ca	VoiceName
1	Dr	umTrx1 A												
2	Sq	Sn*Arp A	Sq	Sn*Arp B										
3	Sq	Kirmes A	Sq	Kirmes B	Sq	Kirmes C								
4	Sq	Clasic A	Sq	Clasic B										
5	Sq	Seqnza A												
6	Sq	RytFld A	Sq	RytFld B										
7	Sq	B-Luva A	Sq	B-Luva B										
8	Sq	ObieSq A	Sq	ObieSq B										
9	Sq	Strobe A	Sq	Strobe B										
10	Sq	Fly A												
11	Sq	Vivldi A	Sq	Vivldi B										
12	Sq	Dorian A	Sq	Dorian B										
13	Sc	Rezine A	Sc	Rezine B	Sc	Rezine C	Sc	Rezine D						
14	Sc	Todd A	Sc	Todd B										
15	Sc	Thick A												
16	Sc	Thin A	Sc	Thin B	Sc	Thin C	Sc	Thin D						
17	Sc	CutGls A	Sc	CutGls B										
18	Sc	Umrse A												
19	Sc	Crispy A	Sc	Crispy B										
20	Sc	FalAne A												
21	Sc	Brassy A												
22	Sc	TheWrksA	Sc	TheWrksB										
23	Sc	PlsMoD6A	Sc	PlsMoD6B	Sc	PlsMoD6C	Sc	PlsMoD6D						
24	Sc	Minora A	Sc	Minora B	Sc	Minora C								
25	Sc	Nble'Q A	Sc	Nble'Q B	Sc	Nble'Q C								
26	Sc	TexSas A	Sc	TexSas B	Sc	TexSas C	Sc	TexSas D						
27	Sc	Quadra A	Sc	Quadra B										
28	Sc	DstArp A	Sc	DstArp B										
29	Sc	Digitz A	Sc	Digitz B										
30	Sc	Odyssey A	Sc	Odyssey B	Sc	Odyssey C	Sc	Odyssey D						
31	Sc	Doves A												
32	Fx	Airy A	Fx	Airy B	Fx	Airy C	Fx	Airy D						
33	Fx	Pardse A	Fx	Pardse B	Fx	Pardse C								
34	Fx	Indies A	Fx	Indies B										
35	Fx	CSPACE A	Fx	CSPACE B	Fx	CSPACE C								
36	Fx	Eerie A	Fx	Eerie B										
37	Fx	Ambint A												
38	Fx	Mornng A	Fx	Mornng B										
39	Fx	CSphre A	Fx	CSphre B	Fx	CSphre C								
40	Fx	MagcPd A	Fx	MagcPd B	Fx	MagcPd C	Fx	MagcPd D						
41	Fx	Tintpa A	Fx	Tintpa B										
42	Fx	FlwrArpA												
43	Fx	K.Scpe A	Fx	K.Scpe B	Fx	K.Scpe C								
44	Fx	Orient A	Fx	Orient B										
45	Fx	Omnivr A	Fx	Omnivr B	Fx	Omnivr C	Fx	Omnivr D						
46	Fx	Whelez A	Fx	Whelez B	Fx	Whelez C								
47	Ba	Basln2 A	Ba	Basln2 B										
48	Ba	Super A	Ba	Super B										
49	Ba	Unison A	Ba	Unison B	Ba	Unison C								
50	Ba	SQ-Bas A	Ba	SQ-Bas B										
51	Ba	80sSynBA	Ba	80sSynBB	Ba	80sSynBC	Ba	80sSynBD						
52	Ba	Pulsbs A	Ba	Pulsbs B										
53	Ba	SawBas A	Ba	SawBas B										
54	Ba	Fsh303 A												
55	Ba	SawnOf A	Ba	SawnOf B										
56	Ba	CS 01 A	Ba	CS 01 B										
57	Ba	Mogue A	Ba	Mogue B										
58	Ba	LeeDa A	Ba	LeeDa B	Ba	LeeDa C								
59	Ba	Howler A	Ba	Howler B	Ba	Howler C								
60	Ba	KickBs A	Ba	KickBs B	Ba	KickBs C								
61	Ba	Sub A	Ba	Sub B										
62	Ld	Wasp A	Ld	Wasp B										
63	Ld	E-no A	Ld	E-no B										
64	Ld													
65	Dr	umTrx2 A												
66	Sq	PanSeq A	Sq	PanSeq B										
67	Sq	MC-Lne1A	Sq	MC-Lne1B										
68	Sq	MC-Lne2A	Sq	MC-Lne2B										
69	Sq	Suprrp A	Sq	Suprrp B	Sq	Suprrp C	Sq	Suprrp D						
70	Sq	uidgy1 A												
71	Sq	uidgy2 A												
72	Sq	HardOn A	Sq	HardOn B	Sq	HardOn C	Sq	HardOn D						
73	Sq	Plytps A	Sq	Plytps B										
74	Sq	Cyborg A	Sq	Cyborg B										
75	Sq	uelchy A	Sq	uelchy B										
76	Sq	uenza1 A	Sq	uenza2 A	Sq	uenza2 B								
77	Sq	Erased A	Sq	Erased B										
78	Sq	uareDg A	Sq	uareDg B										
79	Co	Pulse A	Co	Ethno B	Co	Ethno C	Co	Ethno D						
80	Fx	CtfFlt A												
81	Sq	SprkRn A	Sq	SprkRn B										
82	Fx	SnCrmy A	Fx	SnCrmy B	Fx	SnCrmy C	Fx	SnCrmy D						
83	Fx	Sweprn A	Fx	Sweprn B										
84	Fx	Brekit A	Fx	Brekit B										
85	Sc	Syndim A	Sc	Syndim B	Sc	Syndim C	Sc	Syndim D						
86	Sc	TranCS A	Sc	TranCS B	Sc	TranCS C	Sc	TranCS D						
87	Sc	Source A	Sc	Source B	Sc	Source C	Sc	Source D						
88	Sc	ary A	Sc	ary B	Sc	ary C	Sc	ary D						
89	Sc	EurRal A	Sc	EurRal B										
90	Sc	OwaOwa A	Sc	OwaOwa B										
91	Sc	Xrayz A	Sc	Xrayz B										
92	Pd	ResoCt A												
93	Sc	Glassy A	Sc	Glassy B	Sc	Glassy C	Sc	Glassy D						
94	Sc	Synchrda A	Sc	Synchrda B	Sc	Synchrda C	Sc	Synchrda D						
95	Sc	C-Hook A	Sc	C-Hook B										
96	Sc	rafer A												
97	Sc	Stab A	Sc	Stab B										
98	Sc	MonBas A	Sc	MonBas B										
99	Ld	Uniled A	Ld	Uniled B										
100	Ld	4Poles A	Ld	4Poles B	Ld	4Poles C								
101	Ld	Cream A												
102	Ld	ZapLed A	Ld	ZapLed B										
103	Ld	TheHok A	Ld	TheHok B	Ld	TheHok C								
104	Ld	Trngle A	Ld	Trngle B										
105	Ld	Fuji A	Ld	Fuji B	Ld	Fuji C								
106	Ld	MegaHk A	Ld	MegaHk B	Ld	MegaHk C	Ld	MegaHk D						
107	Ld	Mondo A	Ld	Mondo B										
108	Ld	Marion A	Ld	Marion B	Ld	Marion C								
109	Ld	Semini A	Ld	Semini B	Ld	Semini C								
110	Ld	PureSn A	Ld	PureSn B										
111	Ld	Volfet A	Ld	Volfet B										
112	Ld	Empha A												
113	Ba	Fashns A	Ba	Fashns B										
114	Ba	ssWire A	Ba	ssWire B										
115	Ba	Wound A												
116	Ba	Fridge A	Ba	Fridge B										
117	Ba	ssSine A	Ba	ssSine B										
118	Ba	Saw 1 A												
119	Ba	Saw 2 A												
120	Ba	Pile25 A												
121	Ba	Fuzline A												
122	Ba	listic A	Ba	listic B										
123	Ba	303Wve A												
124	Ba	Howtzr A												
125	Ba	Polrze A	Ba	Polrze B										
126	Pf	Wrtiza A	Pf	Wrtiza B										
127	Pf	Radio A												
128	Pf	DncePn A												
129	Cp	AirHzt A	Cp	AirHzt B										
130	Cp	TheBig A	Cp	TheBig B										
131	Cp	Vibes A	Cp	Vibes B										
132	Or	Drwbrs2A	Or	Drwbrs2B	Or	Drwbrs2C	Or	Drwbrs2D						
133	Or	PeeEss A	Or	PeeEss B	Or	PeeEss C	Or	PeeEss D						
134	Or	PhseOrgA	Or	PhseOrgB										
135	Or	DistHm A	Or	DistHm B										
136	Or	JacJz A	Or	JacJz B										
137	Or	Hamond A	Or	Hamond B	Or	Hamond C								
138	Gt	JazAmp A	Gt	JazAmp B	Gt	JazAmp C	Gt	JazAmp D						
139	Gt	Chorus A	Gt	Chorus B	Gt	Chorus C	Gt	Chorus D						
140	Ba	Dubstr A												
141	Ba	Joda-C A	Ba	Joda-C B										

Voices for Performances(Bank PRE 0 ~ 11)

No Sound

Preset Performance					User Performance					Additions				
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)	63(3F)
LSB->	0	1	2	3	4	5	6	7	8	9	10(0A)	11(0B)	12(0C)	13(0D)
	Pre0	Pre1	Pre2	Pre3	Pre4	Pre5	Pre6	Pre7	Pre8	Pre9	Pre10	Pre11	Pre12	Pre13
PGM/Ca	VoiceName	VoiceName	VoiceName	VoiceName	VoiceName	VoiceName	VoiceName	VoiceName	VoiceName	VoiceName	VoiceName	VoiceName	VoiceName	VoiceName
65	Ld	FifthA	Ld	FifthB		Pf	70'sClvA	Pf	70'sClvB		Fx	Goldlx A	Fx	Goldlx B
66	Ld	TalkBx A	Ld	TalkBx B	Ld	TalkBx C		Pf	Woltz2 A	Pf	Woltz2 B		Fx	Washot A
67	Ld	Micrdt A						Pf	DynaRseA	Pf	DynaRseB	Pf	DynaRseC	
68	Ld	OldMni A	Ld	OldMni B				Pf	Major7 A	Pf	Major7 B	Pf	Major7 C	Pf
69	Ld	NuSync A	Ld	NuSync B				Pf	SweetFn A	Pf	SweetFn B	Pf	SweetFn C	
70	Ld	Clangr A	Ld	Clangr B				Cp	XyldyneA	Cp	XyldyneB			
71	Ld	OldRso A	Ld	OldRso B				Or	ganMtl A	Or	ganMtl B	Or	ganMtl C	Or
72	Ld	Sync A						Or	YC45D A	Or	YC45D B			
73	Ld	Croma A	Ld	Croma B				Or	Door A	Or	Door B			
74	Ld	BgmUpA	Ld	BgmUp B	Ld	BgmUp C	Ld	BgmUp D	Or	ganPrc A	Or	ganPrc B	Or	ganPrc C
75	Ld	Human A	Ld	Human B					Or	ganRve A	Or	ganRve B	Or	ganRve C
76	Ld	BigBob A	Ld	BigBob B					Or	Celuli A	Or	Celuli B		
77	Gt	FirstA	Gt	FirstB					Gt	Tele A	Gt	Tele B		
78	Gt	Sevila A	Gt	Sevila B					Gt	EzaGza A	Gt	EzaGza B		
79	Pf	CP80 A							Gt	Obie A				
80	Pf	Woltz1 A	Pf	Woltz1 B					Br	Cross A	Br	Cross B	Br	Cross C
81	Pf	Tina A	Pf	Tina B					Br	assTek A	Br	assTek B	Br	assTek C
82	Pf	DX-Clis A							Br	asHose A	Br	asHose B	Br	asHose C
83	Pf	AmblEp A	Pf	AmblEp B					Br	asFase A	Br	asFase B	Br	asFase C
84	Pf	HipRds A	Pf	HipRds B	Pf	HipRds C			St	Swpstr A	St	Swpstr B	St	Swpstr C
85	Pf	Hard A	Pf	Hard B					St	Vintge A				
86	Cp	BelEnd A	Cp	BelEnd B	Cp	BelEnd C	Cp	BelEnd D	St	StrngpdA	St	StrngpdB		
87	Or	Compct A	Or	Compct B					St	Bartok A	St	Bartok B		
88	Or	EnsmbleA	Or	EnsmbleB					St	Vienna A	St	Vienna B		
89	Or	Gospel A	Or	Gospel B					St	FltaFe A				
90	Or	Drwbrs A	Or	Drwbrs B	Or	Drwbrs C	Or	Drwbrs D	Pd	MikyWy A	Pd	MikyWy B	Pd	MikyWy C
91	Or	MissU A	Or	MissU B					Pd	SvrtThwA	Pd	SvrtThwB		
92	Or	GlsOrgnA	Or	GlsOrgnB	Or	GlsOrgnC			Pd	Solnl A	Pd	Solnl B	Pd	Solnl C
93	Pd	AnglStA	Pd	AnglSt B	Pd	AnglSt C			Pd	Spooks A	Pd	Spooks B		
94	Pd	IceFld A	Pd	IceFld B	Pd	IceFld C			Pd	Swell A	Pd	Swell B		
95	Pd	Memory A	Pd	Memory B	Pd	Memory C			Pd	VS-Pad A	Pd	VS-Pad B		
96	Pd	SckWve A	Pd	SckWve B	Pd	SckWve C			Pd	Amber A				
97	Pd	Sprite A	Pd	Sprite B	Pd	Sprite C			Pd	Aurora A	Pd	Aurora B	Pd	Aurora C
98	Pd	Trance A	Pd	Trance B					Pd	Crystl A	Pd	Crystl B	Pd	Crystl C
99	Pd	White A	Pd	White B					Pd	Haze A	Pd	Haze B		
100	Pd	AirClis A	Pd	AirClis B					Pd	FSOTkyoA	Pd	FSOTkyoB		
101	Pd	Carpet A	Pd	Carpet B	Pd	Carpet C			Fx	Tribal A	Fx	Tribal B	Fx	Tribal C
102	St	Detroit A	St	Detroit B					Fx	Plnktn A				
103	St	Baroge A	St	Baroge B	St	Baroge C			Fx	Ryza A	Fx	Ryza B	Fx	Ryza C
104	St	Octava A	St	Octava B	St	Octava C			Fx	Gaa'99 A	Fx	Gaa'99 B	Fx	Gaa'99 C
105	St	Jupitr A	St	Jupitr B	St	Jupitr C	St	Jupitr D	Fx	Lights A	Fx	Lights B	Fx	Lights C
106	St	Strwmn A	St	Strwmn B					Fx	Morf A	Fx	Morf B	Fx	Morf C
107	St	Strynx A	St	Strynx B	St	Strynx C			Fx	QSpacs A	Fx	QSpacs B	Fx	QSpacs C
108	Br	Jump A	Br	Jump B					Fx	WatTy A	Fx	WatTy B	Fx	WatTy C
109	Br	Bronze A	Br	Bronze B					Fx	Galaxy A	Fx	Galaxy B		
110	Br	Xpandr A	Br	Xpandr B					Fx	Triger A				
111	Br	HansUp A	Br	HansUp B	Br	HansUp C	Br	HansUp D	Fx	Resive A	Fx	Resive B		
112	Br	Prophy A	Br	Prophy B	Br	Prophy C	Br	Prophy D	Et	Santur A	Et	Santur B	Et	Santur C
113	Br	Matrix A	Br	Matrix B	Br	Matrix C	Br	Matrix D	Se	Plasma A	Se	Plasma B		
114	Se	Union A							Se	Lunar A	Se	Lunar B	Se	Lunar C
115	Se	Vulcan A	Se	Vulcan B					Se	ArpDrpsA	Se	ArpDrpsB		
116	Se	WStatn A	Se	WStatn B	Se	WStatn C			Se	HybriFIA	Se	HybriFIB	Se	HybriFIC
117	Se	Ghost A	Se	Ghost B	Se	Ghost C	Se	Ghost D	Se	BetPhi A	Se	BetPhi B		
118	Vo	Choir A	Vo	Choir B					Se	Organx A	Se	Organx B	Se	Organx C
119	Vo	Fragile A	Vo	Fragile B					Se	Varint A	Se	Varint B		
120	Co	Haendl A	Co	Haendl B	Co	Haendl C			Se	SkyDmn A	Se	SkyDmn B		
121	Co	WshUha A	Co	WshUha B	Co	WshUha C	Co	WshUha D	Vo	ooDooo A	Vo	ooDooo B	Vo	ooDooo C
122	Co	Transt A	Co	Transt B	Co	Transt C	Co	Transt D	Vo	xoMono A	Vo	xoMono B	Vo	xoMono C
123	Co	KtB900 A	Co	KtB900 B	Co	KtB900 C	Co	KtB900 D	Vo	Tehlim A	Vo	Tehlim B		
124	Co	KtB909 A	Co	KtB909 B	Co	KtB909 C	Co	KtB909 D	Co	EthnoSpA	Co	EthnoSpB	Co	EthnoSpC
125	Co	KtB908 A	Co	KtB908 B	Co	KtB908 C	Co	KtB908 D	Co	IdHitz A	Co	IdHitz B	Co	IdHitz C
126	Co	HipHop A	Co	HipHop B	Co	HipHop C	Co	HipHop D	Co	ShmStr A	Co	ShmStr B	Co	ShmStr C
127	Co	Jungly A	Co	Jungly B	Co	Jungly C	Co	Jungly D	Co	DistKk A	Co	DistKk B	Co	DistKk C
128	Co	Elctrc A	Co	Elctrc B	Co	Elctrc C			Co	EuroKt A	Co	EuroKt B	Co	EuroKt C

Voices for Performances(Bank PRE 12)

Drums Assign List for PRE12

Drum		
MSB	63(3F)	
LSB	12(0C)	
	Pre12	
PGM#	Ca	VoiceName
1	Dr	TechKt A
2	Dr	ElctrKtA
3	Dr	JnglKt A
4	Dr	HpHpKt A
5	Dr	8o8Kit A
6	Dr	9o9Kit A

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	TechKt A	ElctrKtA	JnglKt A	HpHpKt A	8o8Kit A	9o9Kit A
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

XG Drum Voice List(Bank 127 ~ 126)

Bank Select MSB=Bank Number, LSB=000

Bank	127			127	127	127	127	127	127	127	126	126		
Program #	1	2	9	17	25	26	33	41	49	1	2			
Note#	Note	Key off	Alternate assign	Standard Kit	Standard2 Kit	Room Kit	Rock Kit	Electro Kit	Analog Kit	Jazz Kit	Brush Kit	Classic Kit	SFX 1	SFX 2
13	C# -1	3		Surdo Mute										
14	D -1	3		Surdo Open										
15	D# -1			Hi Q										
16	E -1			Whip Slap										
17	F -1	4		Scratch Push										
18	F# -1	4		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	O		Brush Swirl L										
27	D# 0			Brush Slap										
28	E 0	O		Brush Swirl H				Reverse Cymbal	Reverse Cymbal					
29	F 0	O		Snare Roll	Snare Roll 2									
30	F# 0			Castanet				Hi Q	Hi Q					
31	G 0			Snare L	Snare L 2		SD Rock M	Snare M	SD Rock H		Brush Slap L			
32	G# 0			Sticks										
33	A 0			Bass Drum L			Bass Drum M	Bass Drum H 4	Bass Drum M			Bass Drum L2		
34	A# 0			Open Rim Shot	Open Rim Shot 2									
35	B 0			Bass Drum M	Bass Drum M 2		Bass Drum H 3	BD Rock	BD Analog L			Gran Cassa		
36	C 1			Bass Drum H	Bass Drum H 2		BD Rock	BD Gate	BD Analog H	BD Jazz	BD Soft	Gran Cassa Mute	Guitar Cutting Noise	Dial Tone
37	C# 1			Side Stick					Analog Side Stick				Guitar Cutting Noise 2	Door Creaking
38	D 1			Snare M	Snare M 2	SD Room L	SD Rock	SD Rock L	Analog Snare L		Brush Slap M	Marching Sn M		Door Slam
39	D# 1			Hand Clap									String Slap	Scratch
40	E 1			Snare H	Snare H 2	SD Room H	SD Rock Rim	SD Rock H	Analog Snare H		Brush Tap H	Marching Sn H		Scratch 2
41	F 1			Floor Tom L		Room Tom 1	Rock Tom 1	E Tom 1	Analog Tom 1	Jazz Tom 1	Brush Tom 1	Jazz Tom 1		Windchime
42	F# 1	1		Hi-Hat Closed					Analog HH Closed 1					Telephone Ring
43	G 1			Floor Tom H		Room Tom 2	Rock Tom 2	E Tom 2	Analog Tom 2	Jazz Tom 2	Brush Tom 2	Jazz Tom 2		
44	G# 1	1		Hi-Hat Pedal					Analog HH Closed 2					
45	A 1			Low Tom		Room Tom 3	Rock Tom 3	E Tom 3	Analog Tom 3	Jazz Tom 3	Brush Tom 3	Jazz Tom 3		
46	A# 1	1		Hi-Hat Open					Analog HH Open					
47	B 1			Mid Tom L		Room Tom 4	Rock Tom 4	E Tom 4	Analog Tom 4	Jazz Tom 4	Brush Tom 4	Jazz Tom 4		
48	C 2			Mid Tom H		Room Tom 5	Rock Tom 5	E Tom 5	Analog Tom 5	Jazz Tom 5	Brush Tom 5	Jazz Tom 5		
49	C# 2			Crash Cymbal 1					Analog Cymbal				Hand Cym.Open L	
50	D 2			High Tom		Room Tom 6	Rock Tom 6	E Tom 6	Analog Tom 6	Jazz Tom 6	Brush Tom 6	Jazz Tom 6		
51	D# 2			Ride Cymbal 1									Hand Cym.Closed L	
52	E 2			Chinese Cymbal									FL Key Click	Engine Start
53	F 2			Ride Cymbal Cup										Tire Screech
54	F# 2			Tambourine										Car Passing
55	G 2			Splash Cymbal										Crash
56	G# 2			Cowbell					Analog Cowbell					Siren
57	A 2			Crash Cymbal 2								Hand Cym.Open H		Train
58	A# 2			Vibraslap										Jetplane
59	B 2			Ride Cymbal 2								Hand Cym.Closed H		Starship
60	C 3			Bongo H										Burst Noise
61	C# 3			Bongo L										Coaster
62	D 3			Conga H Mute					Analog Conga H					StbMarine
63	D# 3			Conga H Open					Analog Conga M					
64	E 3			Conga L					Analog Conga L					
65	F 3			Timbale H										
66	F# 3			Timbale L										
67	G 3			Agogo H										
68	G# 3			Agogo L									Rain	Laughing
69	A 3			Cabasa									Thunder	Screaming
70	A# 3			Maracas					Analog Maracas				Wind	Punch
71	B 3	O		Samba Whistle H									Stream	Heartbeat
72	C 4	O		Samba Whistle L									Bubble	Footsteps
73	C# 4			Guiro Short									Feed	
74	D 4	O		Guiro Long										
75	D# 4			Claves					Analog Claves					
76	E 4			Wood Block H										
77	F 4			Wood Block L										
78	F# 4			Cuica Mute				Scratch Push	Scratch Push					
79	G 4			Cuica Open				Scratch Pull	Scratch Pull					
80	G# 4	2		Triangle Mute										
81	A 4	2		Triangle Open										
82	A# 4			Shaker										
83	B 4			Jingle Bell										
84	C 5			Bell Tree									Dog	Machine Gun
85	C# 5												Horse Gallop	Laser Gun
86	D 5												Bird 2	Explosion
87	D# 5													FireWork
88	E 5													
89	F 5													
90	F# 5												Ghost	
91	G 5												Maou	

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 #	1	9	17	25	26	33	41	49	57	128		
Note#	Note	Alternate assign	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									
26	D 0		Finger Snap									
27	D# 0		Hi Q									
28	E 0		Whip Slap							Hi-Hat Closed		
29	F 0	7	Scratch Push							Hi-Hat Pedal		
30	F# 0	7	Scratch Pull							Hi-Hat Open		
31	G 0		Sticks							Ride Cymbal 1		
32	G# 0		Click Noise									
33	A 0		Metronome Click									
34	A# 0		Metronome Bell									
35	B 0		Bass Drum M							BD Jazz		
36	C 1		Bass Drum H		BD Power	BD Electronic	BD Analog H	BD Jazz	BD Soft	BD Cassa		
37	C# 1		Side Stick				Analog Side Stick					
38	D 1		Snare M		SD Power	SD Electronic	Analog Snare L		Brush Tap	Concert SD		
39	D# 1		Hand Clap						Brush Slap	Castanet	High-Q	
40	E 1		Snare H			SD Power			Brush Swirl	Concert SD	Slap	SD Electro
41	F 1		Floor Tom L	Room Tom 1	Room Tom 1	E Tom 1	Analog Tom 1	Jazz Tom 1	Jazz Tom 1	Timpani F	Scratch Push	
42	F# 1	1	Hi-Hat Closed				Analog HH Closed 1			Timpani F#	Scratch Pull	
43	G 1		Floor Tom H	Room Tom 2	Room Tom 2	E Tom 2	Analog Tom 2	Jazz Tom 2	Jazz Tom 2	Timpani G	Sticks	
44	G# 1	1	Hi-Hat Pedal				Analog HH Closed 2			Timpani G#	Square Click	Hi-Hat Open 1
45	A 1		Low Tom	Room Tom 3	Room Tom 3	E Tom 3	Analog Tom 3	Jazz Tom 3	Jazz Tom 3	Timpani A	Metronome Click	
46	A# 1	1	Hi-Hat Open				Analog HH Open			Timpani A#	Metronome Bell	Hi-Hat Open 2
47	B 1		Mid Tom L	Room Tom 4	Room Tom 4	E Tom 4	Analog Tom 4	Jazz Tom 4	Jazz Tom 4	Timpani B	Guitar Fret Noise	
48	C 2		Mid Tom H	Room Tom 5	Room Tom 5	E Tom 5	Analog Tom 5	Jazz Tom 5	Jazz Tom 5	Timpani C	Guitar Cutting Down	
49	C# 2		Crash Cymbal 1				Analog Cymbal			Timpani C#	Guitar Cutting Up	
50	D 2		High Tom	Room Tom 6	Room Tom 6	E Tom 6	Analog Tom 6	Jazz Tom 6	Jazz Tom 6	Timpani D	Ac Bass Slap	
51	D# 2		Ride Cymbal 1							Timpani D#	FL Key Click	
52	E 2		Chinese Cymbal			Reverse Cymbal				Timpani E	Laughing	
53	F 2		Ride Cymbal Cup							Timpani F	Screaming	
54	F# 2		Tambourine								Punch	
55	G 2		Splash Cymbal								Heartbeat	
56	G# 2		Cowbell				Analog Cowbell				Footsteps 1	
57	A 2		Crash Cymbal 2							Hand Cym.1	Footsteps 2	
58	A# 2		Vibraslap								Applause	
59	B 2		Ride Cymbal 2							Hand Cym.2	Door Creaking	
60	C 3		Bongo H								Door Slam	
61	C# 3		Bongo L								Scratch	
62	D 3		Conga H Mute				Analog Conga H				Windchime	
63	D# 3		Conga H Open				Analog Conga M				Engine Start	
64	E 3		Conga L				Analog Conga L				Tire Screech	
65	F 3		Timbale H								Car Passing	
66	F# 3		Timbale L								Crash	
67	G 3		Agogo H								Siren	
68	G# 3		Agogo L								Train	
69	A 3		Cabasa								Jetplane	
70	A# 3		Maracas				Analog Maracas				Helicopter	
71	B 3	2	Samba Whistle H								Starship	
72	C 4	2	Samba Whistle L								Gunshot	
73	C# 4	3	Guiro Short								Machine Gun	Vibraslap
74	D 4	3	Guiro Long								Laser Gun	
75	D# 4		Claves				Analog Claves				Explosion	
76	E 4		Wood Block H								Dog	Laughing
77	F 4		Wood Block L								Horse Gallop	Screaming
78	F# 4	4	Cuica Mute								Bird Tweet	Punch
79	G 4	4	Cuica Open								Rain	Heartbeat
80	G# 4	5	Triangle Mute								Thunder	Footsteps 1
81	A 4	5	Triangle Open								Wind	Footsteps 2
82	A# 4		Shaker								Seashore	Applause
83	B 4		Jingle Bell								Stream	Door Creaking
84	C 5		Bell Tree								Bubble	Door Slam
85	C# 5		Castanet									Scratch
86	D 5	6	Surdo Mute									Windchime
87	D# 5	6	Surdo Open									Engine Start
88	E 5									Applause		Tire Screech
89	F 5											Car Passing
90	F# 5											Crash
91	G 5											Siren
92	G# 5											Train
93	A 5											Jetplane
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 Gallop
102	F# 6											Bird Tweet
103	G 6											Rain
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.

No.	Param Name	Comments
1	UpOct1	The chord (or phrase) ascends up to 1 Octave.
2	UpOct2	The chord (or phrase) ascends up to 2 Octaves.
3	UpOct4	The chord (or phrase) ascends up to 4 Octaves.
4	DwOct1	The chord (or phrase) descends down to 1 Octave.
5	DwOct2	The chord (or phrase) descends down to 2 Octaves.
6	DwOct4	The chord (or phrase) descends down to 4 Octaves.
7	UpDwAOct1	The chord (or phrase) ascends up to 1 Octave, then descends.
8	UpDwAOct2	The chord (or phrase) ascends up to 2 Octaves, then descends.
9	UpDwAOct4	The chord (or phrase) ascends up to 4 Octaves, then descends.
10	UpDwBOct1	The chord (or phrase) ascends up to 1 Octave, then descends. (This feature is slightly different from type UpDwAOct1)
11	UpDwBOct2	The chord (or phrase) ascends up to 2 Octaves, then descends. (This feature is slightly different from type UpDwAOct2)
12	UpDwBOct4	The chord (or phrase) ascends up to 4 Octaves, then descends. (This feature is slightly different from type UpDwAOct4)
13	RandmOct1	Plays up and down randomly between 1 Octave, based on the chord you play.
14	RandmOct2	Plays up and down randomly between 2 Octaves, based on the chord you play.
15	RandmOct4	Plays up and down randomly between 4 Octaves, based on the chord you play.
16	Techno-A	Typical tecno sequence TYPE A . (Euro techno type)
17	Techno-B	Typical techno sequence TYPE B. (UK Type with Velocity)
18	Techno-C	Typical techno sequence TYPE C. (Japan techno type)
19	Techno-D	Typical techno sequence TYPE D. (German techno type)
20	DAHouse	Backing sequence with House music feel. (Bass for left hand, Chord play for right hand)
21	SyncopaA	Syncopation type sequence TYPE A.
22	SyncopaB	Syncopation type sequence TYPE B. (Octave moves extremely)
23	Echo&Pan	Moving panning sequence with echo.
24	TekkEcho	Moving filter sequence with echo.
25	SweepLine	Sweeping filter sequence.
26	PulseLine	The sequence mixed with bass line and sequence line.
27	BassLineA	Arpeggio phrase TYPE A for bass.
28	BassLineB	Arpeggio phrase TYPE B for bass. (with Velocity)
29	BassLineC	Arpeggio phrase TYPE C for bass.
30	BassLineD	Arpeggio phrase TYPE D for bass.

MIDI Data Format

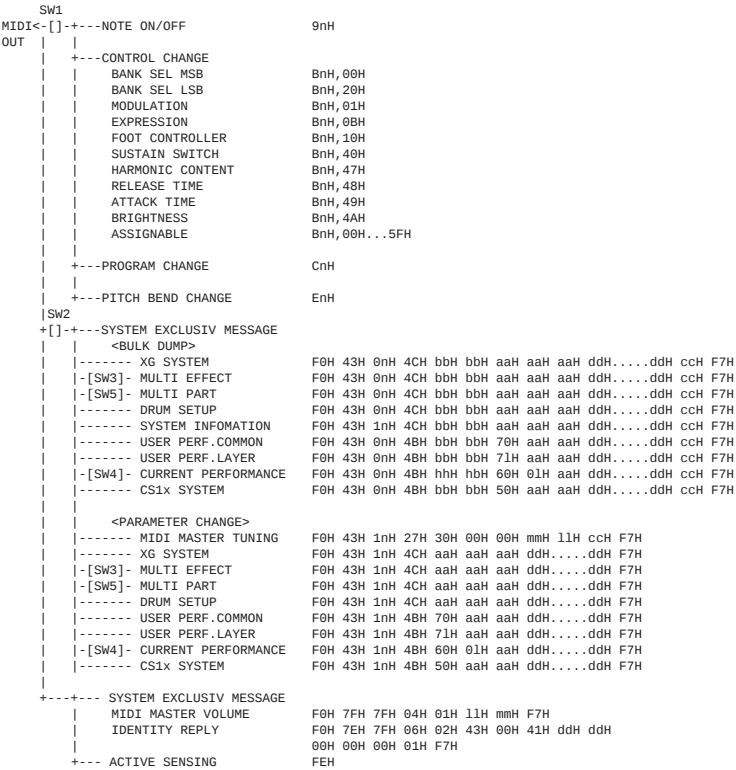
Many MIDI messages listed in the MIDI Data Format section are expressed in hexadecimal or binary numbers. Hexadecimal numbers may include the letter "H" as a suffix. The letter "n" indicates a certain whole number. The chart below lists the corresponding decimal number for each hexadecimal/binary number.

Decimal	Hexadecimal	Binary
0	00	0000 0000
1	01	0000 0001
2	02	0000 0010
3	03	0000 0011
4	04	0000 0100
5	05	0000 0101
6	06	0000 0110
7	07	0000 0111
8	08	0000 1000
9	09	0000 1001
10	0A	0000 1010
11	0B	0000 1011
12	0C	0000 1100
13	0D	0000 1101
14	0E	0000 1110
15	0F	0000 1111
16	10	0001 0000
17	11	0001 0001
18	12	0001 0010
19	13	0001 0011
20	14	0001 0100
21	15	0001 0101
22	16	0001 0110
23	17	0001 0111
24	18	0001 1000
25	19	0001 1001
26	1A	0001 1010
27	1B	0001 1011
28	1C	0001 1100
29	1D	0001 1101
30	1E	0001 1110
31	1F	0001 1111
32	20	0010 0000
33	21	0010 0001
34	22	0010 0010
35	23	0010 0011
36	24	0010 0100
37	25	0010 0101
38	26	0010 0110
39	27	0010 0111
40	28	0010 1000
41	29	0010 1001
42	2A	0010 1010
43	2B	0010 1011
44	2C	0010 1100
45	2D	0010 1101
46	2E	0010 1110
47	2F	0010 1111
48	30	0011 0000
49	31	0011 0001
50	32	0011 0010
51	33	0011 0011
52	34	0011 0100
53	35	0011 0101
54	36	0011 0110
55	37	0011 0111
56	38	0011 1000
57	39	0011 1001
58	3A	0011 1010
59	3B	0011 1011
60	3C	0011 1100
61	3D	0011 1101
62	3E	0011 1110
63	3F	0011 1111

Decimal	Hexadecimal	Binary
64	40	0100 0000
65	41	0100 0001
66	42	0100 0010
67	43	0100 0011
68	44	0100 0100
69	45	0100 0101
70	46	0100 0110
71	47	0100 0111
72	48	0100 1000
73	49	0100 1001
74	4A	0100 1010
75	4B	0100 1011
76	4C	0100 1100
77	4D	0100 1101
78	4E	0100 1110
79	4F	0100 1111
80	50	0101 0000
81	51	0101 0001
82	52	0101 0010
83	53	0101 0011
84	54	0101 0100
85	55	0101 0101
86	56	0101 0110
87	57	0101 0111
88	58	0101 1000
89	59	0101 1001
90	5A	0101 1010
91	5B	0101 1011
92	5C	0101 1100
93	5D	0101 1101
94	5E	0101 1110
95	5F	0101 1111
96	60	0110 0000
97	61	0110 0001
98	62	0110 0010
99	63	0110 0011
100	64	0110 0100
101	65	0110 0101
102	66	0110 0110
103	67	0110 0111
104	68	0110 1000
105	69	0110 1001
106	6A	0110 1010
107	6B	0110 1011
108	6C	0110 1100
109	6D	0110 1101
110	6E	0110 1110
111	6F	0110 1111
112	70	0111 0000
113	71	0111 0001
114	72	0111 0010
115	73	0111 0011
116	74	0111 0100
117	75	0111 0101
118	76	0111 0110
119	77	0111 0111
120	78	0111 1000
121	79	0111 1001
122	7A	0111 1010
123	7B	0111 1011
124	7C	0111 1100
125	7D	0111 1101
126	7E	0111 1110
127	7F	0111 1111

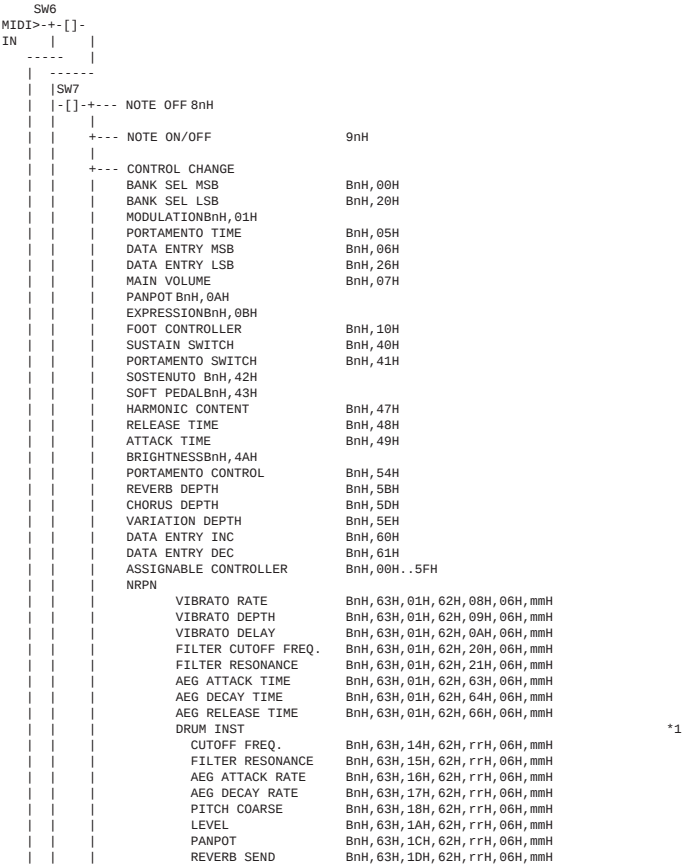
Synthesizer Section

(1) TRANSMIT FLOW



- SW1 [] MIDI Transmit Channel(Depends on Keyboard Transmit Channel in Utility Mode).
SW2 [] MIDI Device Number(When Device Number is "All", Transmit Channel is 1).
SW3 [] Multi Mode
SW4 [] Performance Mode
SW5 [] Parts 5 through 16 in Performance Mode, or Multi Mode

(2) RECEIVE FLOW



*1

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)/0aaaaa(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/0dddddddd indicates data/value.

MIDI Data Format

	CHORUS SEND	BnH, 63H, 1EH, 62H, rRH, 06H, mmH
	VARIATION SEND	BnH, 63H, 1FH, 62H, rRH, 06H, mmH
RPN		
	PITCH BEND SENS.	BnH, 64H, 00H, 65H, 00H, 06H, mmH
	FINE TUNING	BnH, 64H, 01H, 65H, 00H, 06H, mmH, 26H, 11H
	COARSE TUNING	BnH, 64H, 02H, 65H, 00H, 06H, mmH
	RPN RESET	BnH, 64H, 7FH, 65H, 7FH
	ALL SOUNDS OFF	BnH, 78H, 00H
	RESET ALL CONTROLLERS	BnH, 79H, 00H
	ALL NOTES OFF	BnH, 7BH
	OMNI MODE OFF	BnH, 7CH
	OMNI MODE ON BnH, 7DH	
	MONO MODE BnH, 7EH	
	POLY MODE BnH, 7FH	
+----	PROGRAM CHANGE	CnH
+----	CHANNEL AFTER TOUCH	DnH
+----	PITCH BEND CHANGE	EnH
SW2		
-[]-+----	SYSTEM EXCLUSIV MESSAGE	
	<BULK DUMP>	
-[]-----	XG SYSTEM	F0H 43H 0nH 4CH bbH bbH aaH aaH aaH ddH.....ddH cCH F7H
-[SW2]-	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 4BH bbH bbH 70H aaH aaH ddH.....ddH cCH F7H
-[]-----	USER PERF.LAYER	F0H 43H 0nH 4BH bbH bbH 71H aaH aaH ddH.....ddH cCH F7H
-[SW4]-	CURRENT PERFORMANCE	F0H 43H 0nH 4BH hhH hdb 60H 01H aaH ddH.....ddH cCH F7H
-[]-----	CS1x SYSTEM	F0H 43H 0nH 4BH 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
-[SW2]-	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
-[]-----	USER PERF.COMMON	F0H 43H 1nH 4BH 70H aaH aaH ddH.....ddH F7H
-[]-----	USER PERF.LAYER	F0H 43H 1nH 4BH 71H aaH aaH ddH.....ddH F7H
-[SW4]-	CURRENT PERFORMANCE	F0H 43H 1nH 4BH 60H 01H aaH ddH.....ddH F7H
-[]-----	CS1x SYSTEM	F0H 43H 1nH 4BH 50H aaH aaH ddH.....ddH F7H
	<BULK DUMP REQUEST>	
-[]-----	XG SYSTEM	F0H 43H 2nH 4CH aaH aaH aaH F7H
-[SW2]-	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 4BH 70H aaH aaH F7H
-[]-----	USER PERF.LAYER	F0H 43H 2nH 4BH 71H aaH aaH F7H
-[SW4]-	CURRENT PERFORMANCE	F0H 43H 2nH 4BH 60H 01H aaH F7H
-[]-----	CS1x SYSTEM	F0H 43H 2nH 4BH 50H aaH aaH F7H
	<PARAMETER REQUEST>	
-[]-----	XG SYSTEM	F0H 43H 3nH 4CH aaH aaH aaH F7H
-[SW2]-	MULTI EFFECT	F0H 43H 3nH 4CH aaH aaH aaH F7H
-[SW3]-	MULTI PART	F0H 43H 3nH 4CH aaH aaH aaH F7H
-[SW3]-	DRUM SETUP	F0H 43H 3nH 4CH aaH aaH aaH F7H
-[]-----	USER PERF.COMMON	F0H 43H 3nH 4BH 70H aaH aaH F7H
-[]-----	USER PERF.LAYER	F0H 43H 3nH 4BH 71H aaH aaH F7H
-[SW4]-	CURRENT PERFORMANCE	F0H 43H 3nH 4BH 60H 01H aaH F7H
-[]-----	CS1x SYSTEM	F0H 43H 3nH 4BH 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 [] arts 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.

(3) TRANSMIT/RECEIVE

(3-1) CHANNEL VOICE MESSAGES

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

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

(3-1-2) NOTE ON/OFF

STATUS	1001nnnn(9nH)	n = 0 - 15 VOICE CHANNEL NUMBER
NOTE NUMBER	0kkkkkkk	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	0vvvvvvv 00000000	(v≠0) NOTE ON (v=0) NOTE OFF

(3-1-3) PROGRAM CHANGE

STATUS	1100nnnn(CnH)	n = 0 - 15 VOICE CHANNEL NUMBER
PROGRAM NUMBER	0ppppppp	p = 0 - 127

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

P = 1	DR1	Standard
P = 2	DR2	Standard2
P = 9	DR3	Room
P = 17	DR4	Rock
P = 25	DR5	Elctrnic
P = 26	DR6	Analog
P = 33	DR7	Jazz
P = 41	DR8	Brush
P = 49	DR9	Classic

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

P = 1	DR10	SFX1
P = 2	DR11	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	0vvvvvvv	v = 0 - 127 AFTER TOUCH VALUE

(3-1-5) PITCH BEND CHANGE

STATUS	1110nnnn(EnH)	n = 0 - 15 VOICE CHANNEL NUMBER
LSB	0vvvvvvv	PITCH BEND CHANGE LSB
MSB	0vvvvvvv	PITCH BEND CHANGE MSB

Transmitted with a resolution of 7 bits.

(3-1-6) CONTROL CHANGE

STATUS	1011nnnn(BnH)	n = 0 - 15 VOICE CHANNEL NUMBER
CONTROL NUMBER	0ccccccc	
CONTROL VALUE	0vvvvvvv	

* 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	*3
c = 1	MODULATION	; v = 0 - 127	*2
c = 11	EXPRESSION	; v = 0 - 127	
c = 16	FOOT CONTROLLER	; v = 0 - 127	*2
c = 64	SUSTAIN SWITCH	; v = 0-63:OFF , 64-127:ON	*2
c = 71	HARMONIC CONTENT	; v = 0:-64 - 64:0 - 127:+63	*2
c = 72	RELEASE TIME	; v = 0:-64 - 64:0 - 127:+63	*2
c = 73	ATTACK TIME	; v = 0:-64 - 64:0 - 127:+63	*2
c = 74	BRIGHTNESS	; v = 0:-64 - 64:0 - 127:+63	*2
c = 00..95	ASSIGNABLE CONT	; v = 0 - 127	*2

* 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	*3
c = 1	MODULATION	; v = 0 - 127	*2
c = 5	PORTAMENTO TIME	; v = 0 - 127	*2
c = 6	DATA ENTRY MSB	; v = 0 - 127	*1
c = 38	DATA ENTRY LSB	; v = 0 - 127	*1
c = 7	MAIN VOLUME	; v = 0 - 127	
c = 10	PANPOT	; v = 0 - 127	
c = 11	EXPRESSION	; v = 0 - 127	
c = 16	FOOT CONTROLLER	; v = 0 - 127	
c = 64	SUSTAIN SWITCH	; v = 0-63:OFF , 64-127:ON	*2
c = 65	PORTAMENTO SWITCH	; v = 0-63:OFF , 64-127:ON	*2
c = 66	SOSTENUTO	; v = 0-63:OFF , 64-127:ON	*2
c = 67	SOFT PEDAL	; v = 0-63:OFF , 64-127:ON	*2
c = 71	HARMONIC CONTENT	; v = 0:-64 - 64:0 - 127:+63	*2
c = 72	RELEASE TIME	; v = 0:-64 - 64:0 - 127:+63	*2
c = 73	ATTACK TIME	; v = 0:-64 - 64:0 - 127:+63	*2
c = 74	BRIGHTNESS	; v = 0:-64 - 64:0 - 127:+63	*2
c = 84	PORTAMENT 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	*1
c = 97	DATA ENTRY DEC	; v = 127	*1
c = 00..95	ASSIGNABLE CONT	; v = 0 - 127	*2

*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.

* 0,1,3,5,8,12,14,16,17,18,19,20,24,25,27,28,32,33,34,35,36,37,38,39,40,41,42,43,45, 64,65,66,67,68,69,70,71,72,96,97,98,99,100, or 101 is selected, when the MSB value is 0.

* 64(Preset Performance), 65(User Performance) or 8(Preset Voice) is selected, when the MSB value is 63.

* MODULATION is used to control vibrato depth.

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

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

* PORTAMENT TIME is fixed to 0 in PORTAMENT 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.

MIDI Data Format

- 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 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 select MSB numbers 60H - 7EH function the same as MSB00H.
Bank selectMSB number is other than 00H, 60H - 7EH or 7FH, Silence will be selected.
When the bank select MSB number is 00H, 60H - 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	0vvvvvvv	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.

(3-2-2) RESET ALL CONTROLLERS (CONTROL NUMBER = 79H , DATA VALUE = 0)

Resets the values set for the following controllers.

	Multi Mode	Performance Mode (Other than part5...16)
PITCH BEND CHANGE	0 (Center)	<- -
AFTER TOUCH	0 (Minimum)	<- -
MODULATION	0 (Minimum)	<- -
EXPRESSION	127 (Maximum)	<- -
SUSTAIN SWITCH	0 (Off)	<- -
SOSTENUTO SWITCH	0 (Off)	<- -
SOFT PEDAL	0 (Off)	<- -
NRPN	Not assigned; no change	
RPN	Not assigned; no change	
PORTAMENT CONTROL	Reset	<- -
PORTAMENTO SWITCH	0 (Off)	1 (On)
FOOT CONTROLLER	Not reset	0 (Minimum)
VOLUME	Not reset	127 (Maximum)
PAN	Not reset	64 (No effect)
REVERB DEPTH	Not reset	64 (No effect)
CHORUS DEPTH	Not reset	64 (No effect)
VARIATION DEPTH	Not reset	64 (No effect)
VIBRATO SPEED (NRPN)	Not reset	64 (No effect)
VIBRATO DEPTH (NRPN)	Not reset	64 (No effect)
VIBRATO DELAY (NRPN)	Not reset	64 (No effect)
AEG DECAY TIME (NRPN)	Not reset	64 (No effect)

(3-2-3) ALL NOTES OFF (CONTROL NUMBER = 7BH , DATA VALUE = 0)

All the notes currently set to on in a certain channel are muted when receiving this message. However, if Hold 1 or Sostenute is on, notes will continue sounding until these are turned off.

(3-2-4) OMNI MODE OFF (CONTROL NUMBER = 7CH , DATA VALUE = 0)

Performs the same function as when receiving ALL NOTES OFF.

(3-2-5) OMNI MODE ON (CONTROL NUMBER = 7DH , DATA VALUE = 0)

Performs the same function as when receiving ALL NOTES OFF.

(3-2-6) MONO (CONTROL NUMBER = 7EH , DATA VALUE = 0)

Performs the same function as when receiving ALL SOUNDS OFF.
If the 3rd byte (mono) is within 0 through 16, the channel will be Mode4(m = 1).

(3-2-7) POLY (CONTROL NUMBER = 7FH , DATA VALUE = 0)

Performs the same function as when receiving ALL SOUNDS OFF. The channel will be Mode3.

(3-3) REGISTERED PARAMETER NUMBER

STATUS	1011nnnn (BnH)	n = 0 - 15 VOICE CHANNEL NUMBER
LSB	01100100 (64H)	
RPN LSB	0ppppppp	p = RPN LSB(see chart below)
MSB	01100101 (65H)	
RPN MSB	0qqqqqqq	q = RPN MSB(see chart below)
DATA ENTRY MSB	00000110 (06H)	
DATA VALUE	0mmmmmmm	m = Data Value
DATA ENTRY LSB	00100110 (26H)	
DATA VALUE	01111111	l = Data Value

First, designate the parameter using RPN MSB/LSB numbers.
Then, set its value with data entry MSB/LSB.

RPN	D. ENTRY		
LSB MSB	MSB LSB	PARAMETER NAME	DATA RANGE
00H 00H	mmH - - -	PITCH BEND SENSITIVITY	00H - 18H (0 - 24 semitones)
01H 00H	mmH 11H	MASTER FINE TUNE	{mmH, 11H} = {00H, 00H} - {40H, 00H} - {7FH, 7FH} (-8192*100/8192) - 0 - (+8192*100/8192) 28H - 40H - 58H (-24 - 0 - +24 semitones)
02H 00H	mmH - - -	MASTER COARSE TUNE	Cancel's RPN numbers.
7FH 7FH	- - - - -	RPN RESET	The internal value is not affected.

(3-4) NON-REGISTERED PARAMETER NUMBER

STATUS	1011nnnn (BnH)	n = 0 - 15 VOICE CHANNEL NUMBER
LSB	01100010 (62H)	
RPN LSB	0ppppppp	p = NRPN LSB(see chart below)
MSB	01100011 (63H)	
RPN MSB	0qqqqqqq	q = NRPN MSB(see chart below)
DATA ENTRY MSB	00000110 (06H)	
DATA VALUE	0mmmmmmm	m = Data Value

First, designate the parameter using NRPN MSB/LSB numbers. Then, set its value with data entry MSB/LSB.

NRPN	D. ENTRY		
MSB LSB	MSB LSB	PARAMETER NAME	DATA RANGE
01H 00H	mmH - - -	VIBRATO RATE	00H - 40H - 7FH (-64 - 0 - +63)
01H 09H	mmH - - -	VIBRATO DEPTH	00H - 40H - 7FH (-64 - 0 - +63)
01H 0AH	mmH - - -	VIBRATO DELAY	00H - 40H - 7FH (-64 - 0 - +63)
01H 20H	mmH - - -	FILTER CUTOFF FREQUENCY	00H - 40H - 7FH (-64 - 0 - +63)
01H 23H	mmH - - -	FILTER RESONANCE	00H - 40H - 7FH (-64 - 0 - +63)
01H 63H	mmH - - -	EG ATTACK TIME	00H - 40H - 7FH (-64 - 0 - +63)
01H 64H	mmH - - -	EG DECAY TIME	00H - 40H - 7FH (-64 - 0 - +63)
01H 66H	mmH - - -	EG RELEASE TIME	00H - 40H - 7FH (-64 - 0 - +63)
14H rrH	mmH - - -	DRUM INST FILTER CUTOFF FREQ.	00H - 40H - 7FH (-64 - 0 - +63)
15H rrH	mmH - - -	DRUM INST FILTER RESONANCE	00H - 40H - 7FH (-64 - 0 - +63)
16H rrH	mmH - - -	DRUM INST AEG ATTACK RATE	00H - 40H - 7FH (-64 - 0 - +63)
17H rrH	mmH - - -	DRUM INST AEG DECAY RATE	00H - 40H - 7FH (-64 - 0 - +63)
18H rrH	mmH - - -	DRUM INST PITCH COARSE	00H - 40H - 7FH (-64 - 0 - +63)
19H rrH	mmH - - -	DRUM INST PITCH FINE	00H - 40H - 7FH (-64 - 0 - +63)
1AH rrH	mmH - - -	DRUM INST LEVEL	00H - 7FH (0 - Max)
1CH rrH	mmH - - -	DRUM INST PANPOT	00H , 01H - 40H - 7FH (random, left - center - right)
1DH rrH	mmH - - -	DRUM INST REVERB SEND LEVEL	00H - 7FH (0 - Max)
1EH rrH	mmH - - -	DRUM INST CHORUS SEND LEVEL	00H - 7FH (0 - Max)
1FH rrH	mmH - - -	DRUM INST VARIATION SEND LEVEL	00H - 7FH (0 - Max)

MSB 14H-1FH(for drum voices) are effective only when the channel is assigned to the drum voice.
rrH : drum instrument note number

(3-5) SYSTEM REAL TIME MESSAGES

(3-5-1) ACTIVE SENSING

STATUS	11111110	(FEH)
--------	----------	-------

Transmitted at every 175 msec.

Once this code is received, the CS1x starts sensing. When no status nor data is received for over approximately 350 ms, MIDI receiving buffer will be cleared, and the sounds currently played and the sustain switch are forcibly turned off. In this case, each control data will be reset to a certain value.

(3-5-2) TIMING CLOCK(Receive only)

STATUS	11111000	(F8H)
--------	----------	-------

Selects whether the tempo clock of the Arpeggiator is controlled by internal clock or the timing clock of an external device via MIDI.

(3-6) SYSTEM EXCLUSIVE MESSAGE

(3-6-1)UNIVERSAL NON REALTIME MESSAGE

(3-6-1-1)GENERAL MIDI MODE ON

F0H 7EH 7FH 09H 01H F7H

The following controller values will be reset.

VOLUME	100
PAN	Center
PROGRAM CHANGE	1 (Grandpno)
BANK SELECT MSB	0
REVERB DEPTH	4
PITCH BEND CHANGE	0 (Center)
MODULATION	0 (Off)
EXPRESSION	127 (Max)
SUSTAIN SWITCH	0 (Off)
SOSTENUTO SWITCH	0 (Off)
RPN	Not assigned
PORTAMENT CONTROL	Reset
MIDI MASTER VOLUME	127 (Max)
PITCH BEND SENSITIBITY	02 (2 semitones)
FINE TUNING	0
COURSE TUNING	0

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

F0H 7EH 0nH 06H 01H F7H
(n = Device No. However, the CS1x can receive without the device Number setting)

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

F0H 7EH 7FH 06H 02H 43H 00H 41H ddH ddH 00H 00H 00H vvH F7H
dd;Device Number Code CS1x:10 02
vv;TG Support Level CS1x:01(XG)

(3-6-2)UNIVERSAL REALTIME MESSAGE

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

F0H 7FH 7FH 04H 01H 11H mmH F7H

Sets the MASTER VOLUME value.
The value "mm" is used to set the master volume (the value "11" will be ignored).

(3-6-3)PARAMETER CHANGE**(3-6-3-1) MIDI MASTER TUNING**

F0H 43H 1nH 27H 30H 00H 00H mmH 11H ccH F7H

Sets the MASTER TUNING value.

The values "mm" and "ll" are used to set the master tuning (the values "n" and "cc" will be ignored).

$T = M \cdot 200 / 256 - 100$

"T" indicates the actual tuning value.(-99 ~ +99)

"M" is the one byte value consisting of MSB, 0 - 3 bits of "mm", and LSB, 0 - 3 bits of "ll".

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

Bin	Hex	
11110000	F0	Exclusive status
01000011	43	YAMAHA ID
0001nnnn	1n	Device Number
01001100	4C	Model ID
0aaaaaaa	00	Address High
0aaaaaaa	00	Address Mid
0aaaaaaa	7E	Address Low
00000000	00	Data
11110111	F7	End of Exclusive

When receiving this message, the internal tone generator will be reset to XG SYSTEM ON. All the parameters will be initialized and reset to each default values. Since approximately 50ms is required to execute this message, be sure to leave an appropriate interval before the subsequent message.

(3-6-3-3) XG PARMETER CHANGE

11110000	F0	Exclusive status
01000011	43	YAMAHA ID
0001nnnn	1n	Device Number
01001100	4C	Model ID
0aaaaaaa	aaaaaa	Address High
0aaaaaaa	aaaaaa	Address Mid
0aaaaaaa	aaaaaa	Address Low
0ddddd	ddddd	Data
11110111	F7	End of Exclusive

For parameters with data size of 2 or 4, transmit the appropriate number of data bytes.

See MIDI Data Table (page 22-25) for Address and Byte Count.

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

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

(3-6-3-4) CS1x NATIVE PARMETER CHANGE

11110000	F0	Exclusive status
01000011	43	YAMAHA ID
0001nnnn	1n	Device Number
01001011	4B	Model ID
0aaaaaaa	aaaaaa	Address High
0aaaaaaa	aaaaaa	Address Mid
0aaaaaaa	aaaaaa	Address Low
0ddddd	ddddd	Data
11110111	F7	End of Exclusive

For parameters with data size of 2 or 4, transmit the appropriate number of data bytes.

See MIDI Data Table (page 22-25) for Address and Byte Count.

The following four types of data are received.

CS1x System Data	
User Performance Common Data	
User Performance Layer Data	
Current Performance Data	(ignored in Multi Mode)

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

11110000	F0	Exclusive status
01000011	43	YAMAHA ID
000nnnnn	0n	Device Number
01001100	4C	Model ID
0bbbbbbb	bbbbbbb	ByteCount
0bbbbbbb	bbbbbbb	ByteCount
0aaaaaaa	aaaaaaa	Address High
0aaaaaaa	aaaaaaa	Address Mid
0aaaaaaa	aaaaaaa	Address Low
00000000	00	Data
0ccccccc	ccccccc	Check sum
11110111	F7	End of Exclusive

See MIDI Data Table (page22-25) 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) CS1x NATIVE BULK DUMP

11110000	F0	Exclusive status
01000011	43	YAMAHA ID
000nnnnn	0n	Device Number
01001011	4B	Model ID
0bbbbbbb	bbbbbbb	ByteCount
0bbbbbbb	bbbbbbb	ByteCount
0aaaaaaa	aaaaaaa	Address High
0aaaaaaa	aaaaaaa	Address Mid
0aaaaaaa	aaaaaaa	Address Low
00000000	00	Data
0ccccccc	ccccccc	Check sum
11110111	F7	End of Exclusive

See MIDI Data Table (page 22-25) for Address and Byte Count.

Almost the same as the XG BULK DUMP mentioned above except for the Model ID.

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

CS1x System Data	
User Performance Common Data	
User Performance Layer Data	
Current Performance Data	(ignored in Multi Mode)

(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	aaaaaaa	Address High
0aaaaaaa	aaaaaaa	Address Mid
0aaaaaaa	aaaaaaa	Address Low
11110111	F7	End of Exclusive

See MIDI Data Table (page 22-25) 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) CS1x NATIVE DUMP REQUEST

11110000	F0	Exclusive status
01000011	43	YAMAHA ID
0010nnnn	2n	Device Number
01001011	4B	Model ID
0aaaaaaa	aaaaaaa	Address High
0aaaaaaa	aaaaaaa	Address Mid
0aaaaaaa	aaaaaaa	Address Low
11110111	F7	End of Exclusive

See MIDI Data Table (page22-25) for Address and Byte Count.

The following four types of data are received.

CS1x 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	aaaaaaa	Address High
0aaaaaaa	aaaaaaa	Address Mid
0aaaaaaa	aaaaaaa	Address Low
11110111	F7	End of Exclusive

See MIDI Data Table (page 22-25) 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)QS300 NATIVE PARAMETER REQUEST

11110000	F0	Exclusive status
01000011	43	YAMAHA ID
0011nnnn	3n	Device Number
01001011	4B	Model ID
0aaaaaaa	aaaaaaa	Address High
0aaaaaaa	aaaaaaa	Address Mid
0aaaaaaa	aaaaaaa	Address Low
11110111	F7	End of Exclusive

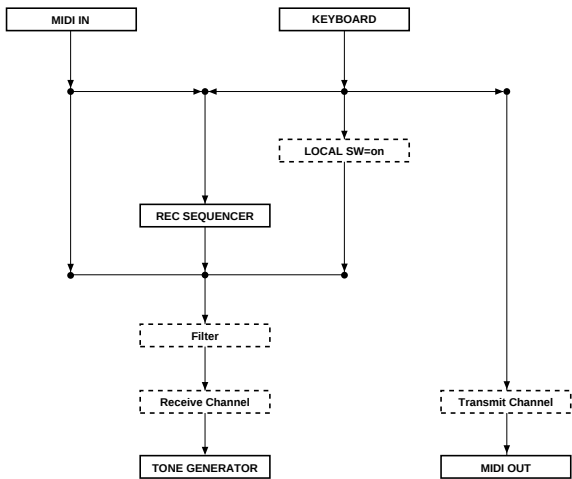
See MIDI Data Table (page 22-25) for Address and Byte Count.

The following four types of data are received.

CS1x System Data	
User Performance Common Data	
User Performance Layer Data	
Current Performance Data	(ignored in Multi Mode)

MIDI Data Format

(4) CONFIGURATION OF KEYBOARD, ARPEGGIATOR AND TONE GENERATOR



The tone generator will respond to both note data received via MIDI and the data generated by the CS1x such as note data and control data.

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

MIDI Data Table <1-1 >

Parameter Bass Address

	Parameter	Change	Address	
	(H)	(M)	(L)	Description
SYSTEM	00	00	00	System
	00	00	7D	Drum Setup Reset
	00	00	7E	XG System On
	00	00	7F	All Parameter Reset
INFORMATION	01	00	00	System Information
EFFECT 1	02	01	00	Effect1(Reverb,Chorus,Variation)
	02	40	00	Reserved
	:	:	:	:
MULTI PART	08	00	00	Multi Part 1
	08	0F	00	Multi Part 16
	08	10	00	Reserved
	:	:	:	:
DRUM	30	18	00	Drum Setup 1 -----> Address
	31	18	00	Drum Setup 2 : :
	32	18	00	Reserved 3n 18 00
	:	:	:	note number 24
	3F	nn	nn	Reserved 3n 19 00

MIDI Data Table <1-2>

MIDI Parameter Change table (SYSTEM)

Address	Size	Data	Parameter Name	Description	Default Value(H)
(H)	(H)	(H)			
00 00 00	4	0000	Master Tune	-102.4..+102.3[cent]	00 04 00 00
01		..07FF		1st bit3-0→bit15-12	(0400)
02				2nd bit3-0→bit11-8	(Not to be reset with XG)
				system on or GM on)	
03				3rd bit3-0→bit7-4	
				4th bit3-0→bit3-0	
04	1	00..7F	Master Volume	0..127	7F
05	1	00..7F	Not Used		
06	1	28..58	Transpose	-24..+24[semitones]	40
7D	n		Drum Setup Reset	n=Drum Setup Number	
7E	00		XG System On	00=XG Sytem on (receive only)	
7F	00		All Parameter Reset	00=on (receive only)	
TOTAL SIZE 6					

MIDI Data Table <1-3>

MIDI Parameter table (System information)

Address	Size	Data	Parameter Name	Description	Default Value(H)
(H)	(H)	(H)			
01 00 00	F	20..7F	Model Name	32..127(ASCII)	(CS1x)
:					
0E	1	00			
0F	1	00	XG Support Level	0..127	
TOTAL SIZE 10					
(Transmitted by Dump Request. Bulk Dump Only. No reception.)					

MIDI Data Table <1-4>

MIDI Parameter Change table (EFFECT 1)

Address	Size	Data	Parameter Name	Description	Default Value(H)
(H)	(H)	(H)			
02 01 00	2	00..7F	Reverb Type MSB	see Effect Type List	01(=HALL1)
		00..7F	Reverb Type LSB	00 : basic type	00
02	1	00..7F	Reverb Parameter 1	see Effect Parameter List	depends on Reverb type
03	1	00..7F	Reverb Parameter 2	"	"
04	1	00..7F	Reverb Parameter 3	"	"
05	1	00..7F	Reverb Parameter 4	"	"
06	1	00..7F	Reverb Parameter 5	"	"
07	1	00..7F	Reverb Parameter 6	"	"
08	1	00..7F	Reverb Parameter 7	"	"
09	1	00..7F	Reverb Parameter 8	"	"
0A	1	00..7F	Reverb Parameter 9	"	"
0B	1	00..7F	Reverb Parameter 10	"	"
0C	1	00..7F	Reverb Return	-∞..0..+6dB(0..96..127)	60
0D	1	01..7F	Reverb Pan	L63..C..R63(1..64..127)	40
TOTAL SIZE 0E					
02 01 10	1	00..7F	Reverb Parameter 11	see Effect Parameter List	depends on Reverb type
11	1	00..7F	Reverb Parameter 12	"	"
12	1	00..7F	Reverb Parameter 13	"	"
13	1	00..7F	Reverb Parameter 14	"	"
14	1	00..7F	Reverb Parameter 15	"	"
15	1	00..7F	Reverb Parameter 16	"	"
TOTAL SIZE 6					
02 01 20	2	00..7F	Chorus Type MSB	see Effect Type List	41(=Chorus1)
		00..7F	Chorus Type LSB	00 : basic type	00
22	1	00..7F	Chorus Parameter 1	see Effect Parameter List	depends on Chorus Type
23	1	00..7F	Chorus Parameter 2	"	"
24	1	00..7F	Chorus Parameter 3	"	"
25	1	00..7F	Chorus Parameter 4	"	"
26	1	00..7F	Chorus Parameter 5	"	"
27	1	00..7F	Chorus Parameter 6	"	"
28	1	00..7F	Chorus Parameter 7	"	"
29	1	00..7F	Chorus Parameter 8	"	"
2A	1	00..7F	Chorus Parameter 9	"	"
2B	1	00..7F	Chorus Parameter 10	"	"
2C	1	00..7F	Chorus Return	-∞..0..+6dB(0..96..127)	60
2D	1	01..7F	Chorus Pan	L63..C..R63(1..64..127)	40
2E	1	00..7F	Send Chorus To Reverb	-∞..0..+6dB(0..96..127)	00
TOTAL SIZE 0F					

02	01	30	1	00..7F	Chorus Parameter 11	see Effect Parameter List	depends on Chorus Type
		31	1	00..7F	Chorus Parameter 12	"	"
		32	1	00..7F	Chorus Parameter 13	"	"
		33	1	00..7F	Chorus Parameter 14	"	"
		34	1	00..7F	Chorus Parameter 15	"	"
		35	1	00..7F	Chorus Parameter 16	"	"
TOTAL SIZE 6							

02	01	40	2	00..7F	Vari. Type MSB	see Effect Type List	"05(=DELAY L,C,R)"
				00..7F	Vari. Type LSB	00 : basic type	00
		42	2	00..7F	Vari. Param 1 MSB	see Effect Parameter List	depends on vari. type
				00..7F	Vari. Param 1 LSB	"	"
		44	2	00..7F	Vari. Param 2 MSB	see Effect Parameter List	depends on vari. type
				00..7F	Vari. Param 2 LSB	"	"
		46	2	00..7F	Vari. Param 3 MSB	see Effect Parameter List	depends on vari. type
				00..7F	Vari. Param 3 LSB	"	"
		48	2	00..7F	Vari. Param 4 MSB	see Effect Parameter List	depends on vari. type
				00..7F	Vari. Param 4 LSB	"	"
		4A	2	00..7F	Vari. Param 5 MSB	see Effect Parameter List	depends on vari. type
				00..7F	Vari. Param 5 LSB	"	"
		4C	2	00..7F	Vari. Param 6 MSB	see Effect Parameter List	depends on vari. type
				00..7F	Vari. Param 6 LSB	"	"
		4E	2	00..7F	Vari. Param 7 MSB	see Effect Parameter List	depends on vari. type
				00..7F	Vari. Param 7 LSB	"	"
		50	2	00..7F	Vari. Param 8 MSB	see Effect Parameter List	depends on vari. type
				00..7F	Vari. Param 8 LSB	"	"
		52	2	00..7F	Vari. Param 9 MSB	see Effect Parameter List	depends on vari. type
				00..7F	Vari. Param 9 LSB	"	"
		54	2	00..7F	Vari. Param 10 MSB	see Effect Parameter List	depends on vari. type
				00..7F	Vari. Param 10 LSB	"	"
		56	1	00..7F	Vari. Return	-∞..0..+6dB(0..96..127)	00
		57	1	01..7F	Vari. Pan	L63..C..R63(1..64..127)	40
		58	1	00..7F	Send Vari. To Rev.	-∞..0..+6dB(0..96..127)	00
		59	1	00..7F	Send Vari. To Cho.	-∞..0..+6dB(0..96..127)	00
		5A	1	00..01	Vari. Connection	0:insertion,1:system	00
		5B	1	00..1F	Vari. Part	part1..32(0..31),off(127)	7F
		5C	1	01..7F	MW Vari. Ctrl Depth	-63..+63	40
		5D	1	01..7F	PB Vari. Ctrl Depth	-63..+63	40
		5E	1	01..7F	AT Vari. Ctrl Depth	-63..+63	40
		5F	1	01..7F	FC Vari. Ctrl Depth	-63..+63	40
		60	1	01..7F	AC2 Vari. CtrlDepth	-63..+63	40
TOTAL SIZE 21							

02	01	70	1	00..7F	Vari. Parameter 11	option Parameter	depends on vari. type
		71	1	00..7F	Vari. Parameter 12	"	"
		72	1	00..7F	Vari. Parameter 13	"	"
		73	1	00..7F	Vari. Parameter 14	"	"
		74	1	00..7F	Vari. Parameter 15	"	"
		75	1	00..7F	Vari. Parameter 16	"	"
TOTAL SIZE 6							

MIDI Data Table <1-5>

MIDI Parameter Change table (MULTI PART)

Address (H)	Size (H)	Data (H)	Parameter Name	Description	Default Value(H)		
08	nn	00	1	00..20	Element Reserve	0(Part10),2(Others)	
	nn	01	1	00..7F	Bank Select MSB	7F(Part10),00(Others)	
	nn	02	1	00..7F	Bank Select LSB	00	
	nn	03	1	00..7F	Program Number	00	
	nn	04	1	00..0F,7F	Rcv Channel	Part No.	
	nn	05	1	00..01	Mono/Poly Mode	01	
	nn	06	1	00..02	Same Note Number Key On Assign	0:single 1:multi 2:inst (for DRUM)	
	nn	07	1	00..02	Part Mode	0:normal 1..3:drum thru,drum1..2	00 (Other than Part10) 01 (Part10)
	nn	08	1	28..58	Note Shift	-24..+24[semitones]	40
	nn	09	2	00..FF	Detune	-12.8..+12.7[Hz]	08 00
	nn	0A			1st bit3..0-bit7..4 2nd bit3..0-bit3..0	(80)	
	nn	0B	1	00..7F	Volume	0..127	64
	nn	0C	1	00..7F	Velocity Sense Depth	0..127	40
	nn	0D	1	00..7F	Velocity Sense Offset	0..127	40
	nn	0E	1	00..7F	Pan	0:random L63..C..R63(1..64..127)	40
	nn	0F	1	00..7F	Note Limit Low	C-2..G8	00
	nn	10	1	00..7F	Note Limit High	C-2..G8	7F
	nn	11	1	00..7F	Dry Level	0..127	7F
	nn	12	1	00..7F	Chorus Send	0..127	00
	nn	13	1	00..7F	Reverb Send	0..127	28
	nn	14	1	00..7F	Variation Send	0..127	00
	nn	15	1	00..7F	Vibrato Rate	-64..+63	40
	nn	16	1	00..7F	Vibrato Depth	-64..+63	40
	nn	17	1	00..7F	Vibrato Delay	-64..+63	40
	nn	18	1	00..7F	Filter Cutoff Freq.	-64..+63	40
	nn	19	1	00..7F	Filter Resonance	-64..+63	40
	nn	1A	1	00..7F	EG Attack Time	-64..+63	40
	nn	1B	1	00..7F	EG Decay Time	-64..+63	40
	nn	1C	1	00..7F	EG Release Time	-64..+63	40
	nn	1D	1	28..58	MW Pitch Control	-24..+24[semitones]	40
	nn	1E	1	00..7F	MW Filter Control	-9600..+9450[cent]	40
	nn	1F	1	00..7F	MW Amp. Control	-100..+100[%]	40
	nn	20	1	00..7F	MW LFO PMod Depth	0..127	0A
	nn	21	1	00..7F	MW LFO FMod Depth	0..127	00
	nn	22	1	00..7F	MW LFO AMod Depth	0..127	00
	nn	23	1	28..58	Bend Pitch Control	-24..+24[semitones]	42
	nn	24	1	00..7F	Bend Filter Control	-9600..+9450[cent]	40
	nn	25	1	00..7F	Bend Amp. Control	-100..+100[%]	40
	nn	26	1	00..7F	Bend LFO PMod Depth	0..127	00
	nn	27	1	00..7F	Bend LFO FMod Depth	0..127	00
	nn	28	1	00..7F	Bend LFO AMod Depth	0..127	00
TOTAL SIZE 29							

nn	30	1	00..01	Rcv Pitch Bend	off/on	01
nn	31	1	00..01	Rcv Ch After Touch	off/on	01
nn	32	1	00..01	Rcv Program Change	off/on	01
nn	33	1	00..01	Rcv Control Change	off/on	01
nn	34	1	00..01	Rcv Key's After Touch	off/on	01
nn	35	1	00..01	Rcv Note Message	off/on	01
nn	36	1	00..01	Rcv RPN	off/on	01
nn	37	1	00..01	Rcv NRPN	off/on	01(XG),00(GM)
nn	38	1	00..01	Rcv Modulation	off/on	01
nn	39	1	00..01	Rcv Volume	off/on	01
nn	3A	1	00..01	Rcv Pan	off/on	01
nn	3B	1	00..01	Rcv Expression	off/on	01
nn	3C	1	00..01	Rcv Hold1	off/on	01
nn	3D	1	00..01	Rcv Portamento	off/on	01
nn	3E	1	00..01	Rcv Sostenute	off/on	01
nn	3F	1	00..01	Rcv Soft Pedal	off/on	01
nn	40	1	00..01	Rcv Bank Select	off/on	01(XG),00(GM)

nn	41	1	00..7F	Scale Tuning C	-64..+63[cent]	40
nn	42	1	00..7F	Scale Tuning C#	-64..+63[cent]	40
nn	43	1	00..7F	Scale Tuning D	-64..+63[cent]	40
nn	44	1	00..7F	Scale Tuning D#	-64..+63[cent]	40
nn	45	1	00..7F	Scale Tuning E	-64..+63[cent]	40
nn	46	1	00..7F	Scale Tuning F	-64..+63[cent]	40
nn	47	1	00..7F	Scale Tuning F#	-64..+63[cent]	40
nn	48	1	00..7F	Scale Tuning G	-64..+63[cent]	40
nn	49	1	00..7F	Scale Tuning G#	-64..+63[cent]	40
nn	4A	1	00..7F	Scale Tuning A	-64..+63[cent]	40
nn	4B	1	00..7F	Scale Tuning A#	-64..+63[cent]	40
nn	4C	1	00..7F	Scale Tuning B	-64..+63[cent]	40

nn	4D	1	28..58	Ch's AT Pitch Cntrl	-24..+24[semitones]	40
nn	4E	1	00..7F	Ch's AT Filter Cntrl	-9600..+9450[cent]	40
nn	4F	1	00..7F	Ch's AT Amp. Cntrl	-100..+100[%]	40
nn	50	1	00..7F	Ch's AT LFO PMod	0..127	00
nn	51	1	00..7F	Ch's AT LFO FMod	0..127	00
nn	52	1	00..7F	Ch's AT LFO AMod	0..127	00

nn	53	1	28..58	Key's AT Pitch Cntrl	-24..+24[semitones]	40
nn	54	1	00..7F	Key's AT Filter Cntrl	-9600..+9450[cent]	40
nn	55	1	00..7F	Key's AT Amp. Cntrl	-100..+100[%]	40
nn	56	1	00..7F	Key's AT LFO PMod	0..127	00
nn	57	1	00..7F	Key's AT LFO FMod	0..127	00
nn	58	1	00..7F	Key's AT LFO AMod	0..127	00

nn	59	1	00..5F	AC1(FC) Cntrl Number	0..95	10
nn	5A	1	28..58	AC1(FC) Pitch Cntrl	-24..+24[semitones]	40
nn	5B	1	00..7F	AC1(FC) Filter Cntrl	-9600..+9450[cent]	40
nn	5C	1	00..7F	AC1(FC) Amp. Cntrl	-100..+100[%]	40
nn	5D	1	00..7F	AC1(FC) LFO PMod	0..127	00
nn	5E	1	00..7F	AC1(FC) LFO FMod	0..127	00
nn	5F	1	00..7F	AC1(FC) LFO AMod	0..127	00

nn	60	1	00..5F	AC2 Cntrl Number	0..95	11
nn	61	1	28..58	AC2 Pitch Cntrl	-24..+24[semitones]	40
nn	62	1	00..7F	AC2 Filter Cntrl	-9600..+9450[cent]	40
nn	63	1	00..7F	AC2 Amp. Cntrl	-100..+100[%]	7F
nn	64	1	00..7F	AC2 LFO PMod	0..127	00
nn	65	1	00..7F	AC2 LFO FMod	0..127	00
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 = 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

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	00
3n rr 01	1	00..7F	Pitch Fine	-64..+63[cent]	00
3n rr 02	1	00..7F	Level	0..127	XG Drum1
3n rr 03	1	00..7F	Alternate Group	0:off,1..127	XG Drum1
3n rr 04	1	00..7F	Pan	0:random L63..C..R63(1..64..127)	XG Drum1
3n rr 05	1	00..7F	Reverb Send Level	0..127	XG Drum1
3n rr 06	1	00..7F	Chorus Send Level	0..127	XG Drum1
3n rr 07	1	00..7F	Variation Send Level	0..127	XG Drum1
3n rr 08	1	00..01	Key Assign	0:single,1:multi	XG Drum1
3n rr 09	1	00..01	Rcv Note Off (depend on the note)	off/on	XG Drum1
3n rr 0A	1	00..01	Rcv Note On	off/on	XG Drum1
3n rr 0B	1	00..7F	Filter Cutoff Freq.	-64..63	00
3n rr 0C	1	00..7F	Filter Resonance	-64..63	00
3n rr 0D	1	00..7F	EG Attack Rate	-64..63	00
3n rr 0E	1	00..7F	EG Decay1 Rate	-64..63	00
3n rr 0F	1	00..7F	EG Decay2 Rate	-64..63	00
TOTAL SIZE 10					

n:Drum Setup Number - 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 Format

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	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	No Effect		
019 13	[11]Rev Basement		
020 14	No Effect		
:	:	:	:
127 7F	No Effect		

CHORUS TYPE			
TYPE	MSB	TYPE LSB	
DEC	HEX	01	02
000 0	[00]No Effect		
001 1	No Effect		
:	:	:	:
064 40	No Effect		
065 41	[01]Chorus1	[02]Chorus2	[03]Chorus3
066 42	[05]Celeste1	[06]Celeste2	[07]Celeste3
067 43	[09]Flinger1	[10]Flinger2	[11]Flinger3
068 46	No Effect		
069 45	No Effect		
:	:	:	:
127 7F	No Effect		

VARIATION TYPE(0 ~ 63)			
TYPE	MSB	TYPE LSB	
DEC	HEX	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	[09]DelayL,C,R		
006 6	[10]Delay L,R		
007 7	[11]Echo		
008 8	[12]CrossDelay		
009 9	[13]EarlyRef1	[14]EarlyRef2	
010 A	[15]GateReverb		
011 B	[16]ReversGate		
012 C	No Effect(sys),THRU(ins)		
:	:	:	:
019 13	No Effect(sys),THRU(ins)		
020 14	[17]RevKaraok1	[18]RevKaraok2	[19]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	01	02
064 40	[43]THRU		
065 41	[20]Chorus1	[21]Chorus2	[22]Chorus3
066 42	[24]Celeste1	[25]Celeste2	[26]Celeste3
067 43	[28]Flinger1	[29]Flinger2	[30]Flinger3
068 44	[31]Symphonic		
069 45	[32]RotarySp.		
070 46	[33]Tremolo		
071 47	[34]Auto PAN		
072 48	[35]Phaser1	[36]Phaser2	
073 49	[37]Distortion		
074 4A	[38]Overdrive		
075 4B	[39]G-Amp.Sim.		
076 4C	[40]3 Band EQ		
077 4D	[41]2 Band EQ		
078 4E	[42]Auto Wah		
079 4F	THRU		
:	:	:	:
127 7F	THRU		

MIDI Data Table <2-1 >

Parameter Bass Address

	Parameter Address	Change Address	Description
SYSTEM	50 00 00		CS1x System
Current Performance	60 00 00		Current Performance Common
	60 01 00		Current Performance Layer1
	60 02 00		Current Performance Layer1
	60 03 00		Current Performance Layer1
	60 04 00		Current Performance Layer1
User Performance 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 Performance 2	70 01 00		User Performance Common
:	71 01 00		User Performance Layer1
:	72 01 00		User Performance Layer2
:	73 01 00		User Performance Layer3
:	74 01 00		User Performance Layer4
:	:		:
User Performance 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

MIDI Data Table <2-2>

MIDI Parameter Change table (CS1x SYSTEM)

Address (H)	Size (H)	Data (H)	Parameter Name	Description Value(H)	Default
50 00 00	1	00...10	Performance	1(0)...16(f)	0(1)
			Receive Channel		
01 1			reserved		
02 1			reserved		
03 1			reserved		
04 1	0...11		Midi Device Number	1(0)...16(f),all(10),off(11)	10(all)
05 1			reserved		
06 1	0...3		Sound Module Mode	XG(1),PFM(3)	3(PFM)
07 1	1C...64		Keyboard Transpose	-36...+36(semitones)	40(+0)
08 1	00...07		Keyboard norm(0)...cross2(7)		00(norm)
			Velocity Curve		
09 1	00...7F		Keyboard Fix Velocity	off(0),1...127	00(off)
0a 1	00...0F		Keyboard	1(0)...16(f)	0(1)
			Transmit Channel		
0b 1	00...01		Midi Local	off(0),on(1)	1(on)
0c 1	0...5F		MW Control Number	0...95	1
0d 1	0...5F		FC Control Number	0...95	10
0e 1	0...5F		FV Control Number	0...95	11
0f 1	0...5F		Knob1 Control Number	0...95	4A
10 1	0...5F		Knob2 Control Number	0...95	47
11 1	0...5F		Knob3 Control Number	0...95	49
12 1	0...5F		Knob4 Control Number	0...95	48
13 1	0...5F		Knob5 Control Number	0...95	11
14 1	0...5F		Knob6 Control Number	0...95	12
15 1	0...5F		Foot Switch	0...95	40
			Control Number		
16 1	00...01		Scene Controller	MW(0),FC(1)0(MW)	
17 1	00...03		Scene Mode	off(0),S1Sw(1),S2Sw(2),S.Ctl(3)	0(off)
Total size 18					

MIDI Data Table <2-3>

MIDI Parameter Change table (Current Performance Common)

Address (H)	Size (H)	Data (H)	Parameter Name	Description Value(H)	Default
60 00 00	1	20...7F	Performance Name 1	Ascii Code	I
01 1	20...7F		Performance Name 2	Ascii Code	n
02 1	20...7F		Performance Name 3	Ascii Code	i
03 1	20...7F		Performance Name 4	Ascii Code	t
04 1	20...7F		Performance Name 5	Ascii Code	p
05 1	20...7F		Performance Name 6	Ascii Code	e
06 1	20...7F		Performance Name 7	Ascii Code	r
07 1	20...7F		Performance Name 8	Ascii Code	f
08 1	00...54		Performance Category	--Pf...Wv	--
09 1	00...7F		Common Volume	0...127	64(100)
0a 1	00...7F		Scene1 For Knob1	-64...+63	40(+0)
0b 1	00...7F		Scene1 For Knob2	-64...+63	40(+0)
0c 1	00...7F		Scene1 For Knob3	-64...+63	40(+0)
0d 1	00...7F		Scene1 For Knob4	-64...+63	40(+0)
0e 1	00...7F		Scene1 For Knob5	-64...+63	40(+0)
0f 1	00...7F		Scene1 For Knob6	-64...+63	40(+0)
10 1	00...7F		Scene2 For Knob1	-64...+63	40(+0)
11 1	00...7F		Scene2 For Knob2	-64...+63	40(+0)
12 1	00...7F		Scene2 For Knob3	-64...+63	40(+0)
13 1	00...7F		Scene2 For Knob4	-64...+63	40(+0)
14 1	00...7F		Scene2 For Knob5	-64...+63	40(+0)
15 1	00...7F		Scene2 For Knob6	-64...+63	40(+0)
16 1	00...7F		Knob1 Value	-64...+63	40(+0)
17 1	00...7F		Knob2 Value	-64...+63	40(+0)
18 1	00...7F		Knob3 Value	-64...+63	40(+0)
19 1	00...7F		Knob4 Value	-64...+63	40(+0)
1a 1	00...7F		Knob5 Value	-64...+63	40(+0)
1b 1	00...7F		Knob6 Value	-64...+63	40(+0)
1c 2	00...04		Knob6 Parameter1 MSB	layer1(0)...4(3)	00(layer1)
			Knob6 Parameter1 LSB	off(0),1...29	00(off)
1e 2	00...04		Knob6 Parameter2 MSB	layer1(0)...4(3)	01(layer2)
			Knob6 Parameter2 LSB	0(off),1...29	00(off)
20 2	00...04		Knob6 Parameter3 MSB	layer1(0)...4(3)	02(layer3)
			Knob6 Parameter3 LSB	0(off),1...29	00(off)
22 2	00...04		Knob6 Parameter4 MSB	layer1(0)...4(3)	03(layer4)
			Knob6 Parameter4 LSB	0(off),1...29	00(off)
24 1	20...60		Knob6 Sensitivity1	-32...+32	40(+0)
25 1	20...60		Knob6 Sensitivity2	-32...+32	40(+0)
26 1	20...60		Knob6 Sensitivity3	-32...+32	40(+0)
27 1	20...60		Knob6 Sensitivity4	-32...+32	40(+0)
28 1	00...10		Knob3 Parameter	off(0),1...20	00(off)
29 1	00...01		Arpeggiator Tempo MSB	0(MIDI),40(1)...240(201)	00 65(140)
			Arpeggiator Tempo LSB		
2b 1	00...17		Arpeggiator Type	0(Up10ct)...31(special17)	09(UpOnB10ct)
2c 1	00...09		Arpggiator Subdivide	0(3/8)...9(1/32)	07(1/16)
2d 1	00...05		Arpeggiator On/Off	0(off)/1(on)/2(hold)	00(off,split on)
Total size 2e					

Address (H)	Size (H)	Data (H)	Parameter Name	Description value(H)	Default
60 00 30	2	00...7F	Reverb Type MSB	See Effect Type List	01(=Hall)
		00...7F	Reverb Type LSB	00:basic type	00(basic)
32 2	00...7F		Chorus Type MSB	See Effect Type List	41(=Chorus1)
		00...7F	Chorus Tyle LSB	00:basic type	00(basic)
34 2	00...7F		Vari. Type MSB	See Effect Type List	05(=Delay L,C,R)
		00...7F	Vari. Type LSB	00:basic type	00(basic)
36 2	00...7F		Vari. Param 1 MSB	See Effect Parameter List	Depends On Vari. Type
		00...7F	Vari. Param 1 LSB	See Effect Parameter List	Depends On Variation Type
38 2	00...7F		Vari. Param 2 MSB	See Effect Parameter List	Depends On Variation Type
		00...7F	Vari. Param 2 LSB	See Effect Parameter List	Depends On Variation Type
3a 2	00...7F		Vari. Param 3 MSB	See Effect Parameter List	Depends On Variation Type
		00...7F	Vari. Param 3 LSB	See Effect Parameter List	Depends On Variation Type
3c 2	00...7F		Vari. Param 4 MSB	See Effect Parameter List	Depends On Variation Type
		00...7F	Vari. Param 4 LSB	See Effect Parameter List	Depends On Variation Type
3e 2	00...7F		Vari. Param 5 MSB	See Effect Parameter List	Depends On Variation Type
		00...7F	Vari. Param 5 LSB	See Effect Parameter List	Depends On Variation Type
40 2	00...7F		Vari. Param 10 MSB	See Effect Parameter List	Depends On Variation Type
		00...7F	Vari. Param 10 LSB	See Effect Parameter List	Depends On Variation Type
42 1			reserved		40
43 1	00...7F		FC Vari. Cntrl Depth	-64...+63	40(+0)
44 1	00...7F		Send Chorus To Reverb	0...127	20
45 1	00...7F		Vari on layer RevSend	0...127	28(40)
46 1	00...7F		Vati on layer ChoSend	0...127	0
Total size 17					

MIDI Data Format

Address (H)	Size (H)	Data (H)	Parameter Name	Description	Default Value(H)
60	0050	1	00...7F	MW Filter Control	-64...+63
51	1	00...7F	MW LFO PMod Depth	0...127	40(+0)
52	1	00...7F	MW LFO FMod Depth	0...127	0A(10)
53	1	28...58	Bend Pitch Control	-24...+24(semitones)	0
54	1	00...7F	FC Filter Control	-64...+63	42(+2semitones)
55	1	00	reserved		40(+0)
56	1	00...7F	FC LFO FMod Depth	0...127	00
57	1	00...01	Portamento Switch	off(0),on(1)	0(off)
58	1	00...7F	Portamento Time	0...127	0
Total size 09					

MIDI Data Table <2-4>

MIDI Parameter Change table (Current Performance Layer)

Address (H)	Size (H)	Data (H)	Parameter Name	Description	Default Value(H)
60	0L00	1	00...7F	Voice Bank Number MSB	0...127
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					
08 1 00...7F Velocity Sense Depth					
09 1 00...7F Velocity Sens Offset					
0a 1 00...7F Pan					
0b 1 00...7F Note Limit Low					
0c 1 00...7F Note Limit High					
0d 1 00...7F Chorus Send					
0e 1 00...7F Reverb Send					
0f 1 00...7F Variation Send					
10 1 00...02 LFO Key Sync					
11 1 00...7F Filter Cutoff Freq.					
12 1 01...7F Filter Resonance					
13 1 01...7F Amp. EG Attack Time					
14 1 01...7F Amp. EG Decay Time					
15 1 01...7F Amp. EG Release Time					
16 1 00...03 Receive Note(Mute)					
17 1 00...7F PitchEG Initial Level					
18 1 01...7F PitchEG Attack Time					
19 1 01...7F PitchEG Release Time					
1a 1 00...7F PitchEG Release Level					
1b 1 01...7F Velocity Limit Low					
1c 1 01...7F Velocity Limit High					
1d 1 00...7F Amp. EG Sustain Level					
1e 1 01...7F LFO Speed					
1f 1 00...7F LFO Wave					
20 1 21...5F LFO AMod Depth					
21 1 01...7F LFO PMod Depth					
22 1 31...4F LFO FMod Depth					
23 1 01...7F FilterEG Attack Time					
24 1 01...7F FilterEG Decay Time					
25 1 00...7F FilterEG Sus Level					
26 1 01...7F FilterEG Release Time					
27 1 00...7F PitchEG Attack Level					
28 1 01...7F PitchEG Decay Time					
Total size 29					
1 =1 ;Layer1					
2 ;Layer2					
3 ;Layer3					
4 ;Layer4					

MIDI Data Table <2-5>

MIDI Parameter Change table (User Performance Common)

Address (H)	Size (H)	Data (H)	Parameter Name	Description	Default Value(H)
70	pp00	1	00...7F	Performance Name 1	Ascii Code
01	1	20...7F	Performance Name 2	Ascii Code	I
02	1	20...7F	Performance Name 3	Ascii Code	0
03	1	20...7F	Performance Name 4	Ascii Code	0
04	1	20...7F	Performance Name 5	Ascii CodeP	0
05	1	20...7F	Performance Name 6	Ascii Codee	0
06	1	20...7F	Performance Name 7	Ascii Code	0
07	1	20...7F	Performance Name 8	Ascii CodeF	0
08	1	00...54	Performance Category	--,PF...WV--	0
09	1	00...7F	Common Volume	0...127	64(100)
0a	1	00...7F	Scene1 For Knob1	-64...+63	40(+0)
0b	1	00...7F	Scene1 For Knob2	-64...+63	40(+0)
0c	1	00...7F	Scene1 For Knob3	-64...+63	40(+0)
0d	1	00...7F	Scene1 For Knob4	-64...+63	40(+0)
0e	1	00...7F	Scene1 For Knob5	-64...+63	40(+0)
0f	1	00...7F	Scene1 For Knob6	-64...+63	40(+0)
10	1	00...7F	Scene2 For Knob1	-64...+63	40(+0)
11	1	00...7F	Scene2 For Knob2	-64...+63	40(+0)
12	1	00...7F	Scene2 For Knob3	-64...+63	40(+0)
13	1	00...7F	Scene2 For Knob4	-64...+63	40(+0)
14	1	00...7F	Scene2 For Knob5	-64...+63	40(+0)
15	1	00...7F	Scene2 For Knob6	-64...+63	40(+0)
16	1	00...7F	Knob1 Value	-64...+63	40(+0)
17	1	00...7F	Knob2 Value	-64...+63	40(+0)
18	1	00...7F	Knob3 Value	-64...+63	40(+0)
19	1	00...7F	Knob4 Value	-64...+63	40(+0)
1a	1	00...7F	Knob5 Value	-64...+63	40(+0)
1b	1	00...7F	Knob6 Value	-64...+63	40(+0)
1c	2	00...04	Knob6 Parameter1 MSB	layer1(0)...4(3)	00(layer1)
00...1E	Knob6 Parameter1 LSB	off(0),1...29	00(off)		
1e	2	00...04	Knob6 Parameter2 MSB	layer1(0)...4(3)	01(layer2)
00...1E	Knob6 Parameter2 LSB	0(off),1...29	00(off)		
20	2	00...04	Knob6 Parameter3 MSB	layer1(0)...4(3)	02(layer3)
00...1E	Knob6 Parameter3 LSB	0(off),1...29	00(off)		
22	2	00...04	Knob6 Parameter4 MSB	layer1(0)...4(3)	03(layer4)
00...1E	Knob6 Parameter4 LSB	0(off),1...29	00(off)		
24	1	20...60	Knob6 Sensitivity1	-32...+32	40(+0)
25	1	20...60	Knob6 Sensitivity2	-32...+32	40(+0)
26	1	20...60	Knob6 Sensitivity3	-32...+32	40(+0)
27	1	20...60	Knob6 Sensitivity4	-32...+32	40(+0)
28	1	00...10	Knob3 Parameter	off(0),1...16	00(off)
29	1	00...01	Arpeggiator Tempo MSB	0(MIDI),40(1)..240(201)	00 65(140)
00...7F	Arpeggiator Tempo LSB				

2b	1	00...17	Arpeggiator Type	0(Up10ct)...31(special17)	09(UpDnB10ct)
2c	1	00...09	Arpggiator Subdivide	0(3/8)...9(1/32)	07(1/16)
2d	1	00...05	Arpeggiator On/Off	0(off)/1(on)/2(hold)	00(off, split on)

Total size 2e

Address (H)	Size (H)	Data (H)	Parameter Name	Description	Default Value(H)
70	pp30	2	00...7F	Reverb Type MSB	See Effect Type List
			00...7F	Reverb Type LSB	00:basic type
			00...7F	Chorus Type MSB	See Effect Type List
			00...7F	Chorus Tyle LSB	00:basic type
34	2	00...7F	Var1. Type MSB	See Effect Type List	05(=Delay L,C,R)
			00...7F	Var1. Type LSB	00:basic type
36	2	00...7F	Var1. Param 1 MSB	See Effect Parameter List	Depends On Vari. Type
			00...7F	Var1. Param 1 LSB	See Effect Parameter List
38	2	00...7F	Var1. Param 2 MSB	See Effect Parameter List	Depends On Variation Type
			00...7F	Var1. Param 2 LSB	See Effect Parameter List
3a	2	00...7F	Var1. Param 3 MSB	See Effect Parameter List	Depends On Variation Type
			00...7F	Var1. Param 3 LSB	See Effect Parameter List
3c	2	00...7F	Var1. Param 4 MSB	See Effect Parameter List	Depends On Variation Type
			00...7F	Var1. Param 4 LSB	See Effect Parameter List
3e	2	00...7F	Var1. Param 5 MSB	See Effect Parameter List	Depends On Variation Type
			00...7F	Var1. Param 5 LSB	See Effect Parameter List
40	2	00...7F	Var1. Param 10 MSB	See Effect Parameter List	Depends On Variation Type
			00...7F	Var1. Param 10 LSB	See Effect Parameter List
42	1	40	reserved		40
43	1	00...7F	FC Vari. Cntrl Depth	-64...+63	40(+0)
44	1	00...7F	Send Chorus To Reverb	0...127	0
Total size 15					

Address (H)	Size (H)	Data (H)	Parameter Name	Description	Default Value(H)
70	pp50	1	00...7F	MW Filter Control	-64...+63
51	1	00...7F	MW LFO PMod Depth	0...127	40(+0)
52	1	00...7F	MW LFO FMod Depth	0...127	0A(10)
53	1	28...58	Bend Pitch Control	-24...+24(semitones)	0
54	1	00...7F	FC Filter Control	-64...+63	42(+2semitones)
55	1	00	reserved		40(+0)
56	1	00...7F	FC LFO FMod Depth	0...127	00
57	1	00...01	Portamento Switch	off(0),on(1)	0
58	1	00...7F	Portamento Time	0...127	0(off)
Total size 09					

pp = Performance Number(00...7F)

MIDI Data Table <2-6>

MIDI Parameter Change table (Current Performance Layer)

Address (H)	Size (H)	Data (H)	Parameter Name	Description	Default Value(H)
71	pp00	1	00...7F	Voice Bank Number MSB	0...127
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					
08 1 00...7F Velocity Sense Depth					
09 1 00...7F Velocity Sens Offset					
0a 1 00...7F Pan					
0b 1 00...7F Note Limit Low					
0c 1 00...7F Note Limit High					
0d 1 00...7F Chorus Send					
0e 1 00...7F Reverb Send					
0f 1 00...7F Variation Send					
10 1 00...02 LFO Key Sync					
11 1 00...7F Filter Cutoff Freq.					
12 1 01...7F Filter Resonance					
13 1 01...7F Amp. EG Attack Time					
14 1 01...7F Amp. EG Decay Time					
15 1 01...7F Amp. EG Release Time					
16 1 00...03 Receive Note(Mute)					
17 1 00...7F PitchEG Initial Level					
18 1 01...7F PitchEG Attack Time					
19 1 01...7F PitchEG Release Time					
1a 1 00...7F PitchEG Release Level					
1b 1 01...7F Velocity Limit Low					
1c 1 01...7F Velocity Limit High					
1d 1 00...7F Amp. EG Sustain Level					
1e 1 01...7F LFO Speed					
1f 1 00...7F LFO Wave					
20 1 21...5F LFO AMod Depth					
21 1 01...7F LFO PMod Depth					
22 1 31...4F LFO FMod Depth					
23 1 01...7F FilterEG Attack Time					
24 1 01...7F FilterEG Decay Time					
25 1 00...7F FilterEG Sus Level					
26 1 01...7F FilterEG Release Time					
27 1 00...7F PitchEG Attack Level					
28 1 01...7F PitchEG Decay Time					
Total size 29					

pp = Performance Number(00...7F)

1 =1 ;Layer1
2 ;Layer2
3 ;Layer3
4 ;Layer4

Function ...		Transmitted	Recognized	Remarks
Basic Channel	Default	1 - 16	1 - 16	Memorized
	Changed	1 - 16	1 - 16	
Mode	Default	3	1 - 4(m=1)	Memorized
	Messages Altered	x *****	1 - 4(m=1) x	
Note Number : True voice		0 - 127 *****	0 - 127 0 - 127	*1: Transpose
Velocity	Note ON	o 9nH, v=1-127	o v=1-127	
	Note OFF	x 9nH, v=0	x	
After Touch	Key's	x	o	*1:
	Ch's	x	o	*1:
Pitch Bender		o	o 0-24 semi	*1:
Control Change	0,1,7,11,32,64	o	o	*1:
	5,10,65-67	x	o	*1:
	6	o	o	Data Entry MSB
	38	x	o	Data Entry LSB
	0-95	o	o	Assignable Cntrl:
	71-74	o	o	Sound Controller:
	84	x	o	Portamento Cntrl:
	91,93,94	x	o	Effect SendLevel:
	96,97	x	o	*1:Data Inc,Dec
	98,99	x	o	*1:NRPN LSB,MSB
	100,101	x	o	*1:RPN LSB,MSB
	120	x	o	All Sound Off
	121	x	o	Reset All Cntrls:
Prog Change : True #		o 0 - 127 *****	o 0 - 127 0 - 127	*1:
System Exclusive		o	o	*3:
System Common	Song Pos	x	x	
	Song Sel	x	x	
	Tune	x	x	
System Real Time	Clock	x	x	
	Commands	x	x	
Aux Messages	Local ON/OFF	x	x	*1:
	All Notes OFF	x	o(123-127)	
	Active Sense	o	o	
Reset		x	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				

