Chapter 9
Repeat Playback

This chapter describes various repeat playback functions that you may want to use for entertainment and study purposes. You can play songs and specific passages within a song repeatedly.

All Repeat Playback functions are set using the remote control only. (They cannot be set with the Control Unit.)

All Song, Single Song, Random Repeat

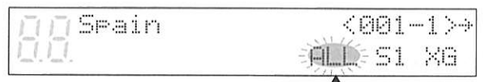
Using the [REPEAT] button on the remote control, you can select the following repeated playback modes.

Option	Description
ALL	All the songs on a disk are played repeatedly.
RPT	The selected song is played repeatedly.
RND	All the songs on a disk are played repeatedly in a random order.

1 **To select a Repeat mode, repeatedly press the [REPEAT] button on the remote control until the name of the desired mode appears on the display: ALL, RPT, or RND.**

Remote Control

The REPEAT indicator lights and the selected mode flashes on the display.



Flashes

2 **To start Repeat playback, press the [PLAY] button.**

Remote Control

3 **To cancel Repeat mode, repeatedly press the [REPEAT] button on the remote control until "OFF" appears on the display.**

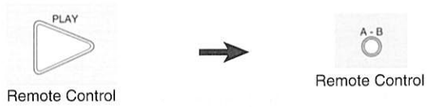
Remote Control

Segment A ~ B Repeat

In Segment A ~ B Repeat, playback is repeated between two specified points in a song; point A and point B. This function is useful when practicing or memorizing a difficult section of a song.

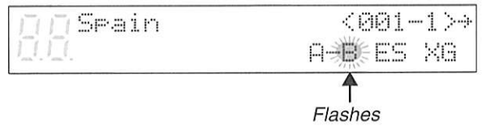
Once specified, points A and B are remembered until the disk is ejected or the Disklavier is switched off.

1 **To set the A point, start playback, then press the [A-B] button when the desired point is reached.**



Remote Control Remote Control

The A point is memorized and the "B" of "A-B" flashes on the display.

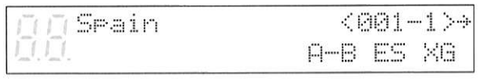


Flashes

2 **To set the B point, press the [A-B] button again.**

Remote Control

The B point is memorized and the "B" of "A-B" stops flashing.

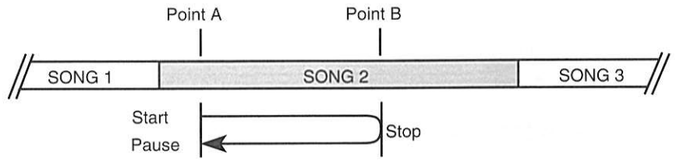


Playback stops, the song returns to point A, and Pause mode is engaged.

3 **To play back the specified section, press the [PLAY] button.**

Remote Control

Playback starts from point A, continues up to point B and then stops. The song returns to point A and Pause mode is engaged.



English

4 **To cancel Segment A ~ B Repeat, press the [REPEAT] button so that "OFF" flashes on the display.**

Remote Control

Flashes

Segment A ~ B Repeat is turned off, but points A and B are still remembered. Pressing the [A-B] button re-enables the mode.

Remote Control

Segment A ~ (Return & Pause) Repeat

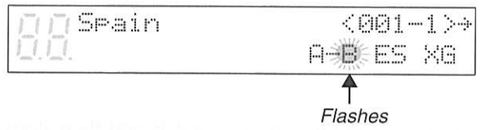
In Segment A ~ Repeat, playback can be repeatedly restarted from a specified point in a song. This is similar to Segment A ~ B Repeat except that only point A is specified. Like Segment A ~ B Repeat, this function is useful for practicing.

1 **To set the A point, start playback, then press the [A-B] button when the desired point is reached.**

Remote Control

Remote Control

The A point is memorized and the "B" of "A-B" flashes on the display.



Flashes

2 **When you want to return to point A, press the [⏮] button.**

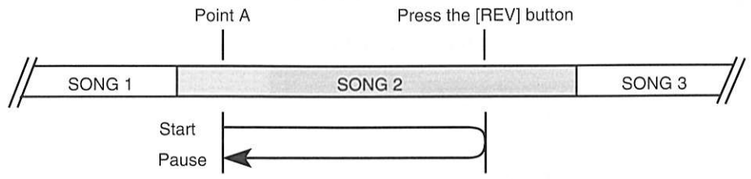
Remote Control

Alternatively, press the [PAUSE] button followed by the [⏮] button to reverse to point A.

Remote Control

Remote Control

Playback stops, the song returns to point A, and Pause mode is engaged.

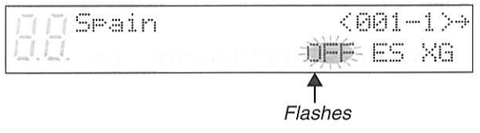


3 **To start playback from point A, press the [PLAY] button.**

Remote Control

4 **To cancel Segment A ~ Repeat, return to point A, and in Pause mode press the [A-B] button so that "OFF" flashes on the display.**

Remote Control



Flashes

Note: Segment A ~ Repeat cannot be canceled during playback.

Starting Playback from a Specified Point (Search)

Playback can be started from a specified point in a song. Instead of using fast forward or preview, you can use this function to go directly to a desired point within a song.

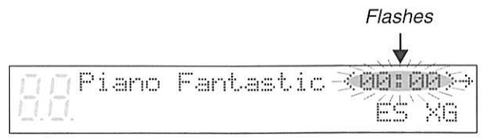
If the current song uses the minutes and seconds time format, you specify the point in minutes and seconds. If it uses the measures and beats time format, you specify the point in measures and beats.

Once a time value has been entered, it is remembered until the disk is ejected or the Disklavier is switched off. So if you want to search for the same point again, just press the search button again.

1 **Press the [SEARCH] button.**

Remote Control

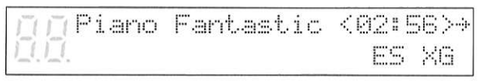
The time counter on the display flashes.



2 **Enter the time that you want to search for.**

For example, to search for 2:56, first press button [2], then button [5], then button [6].

Remote Control



If the time value is less than 10, that is, between 00:01 and 09:59, remember to press the [0] button first to set the first digit to zero.

If you enter a value higher than the entire song time, the search goes to the end of the song.

3 **Press the [SEARCH] button again to begin the search.**

Remote Control

If the Disklavier was already playing when you pressed the [SEARCH] button, playback will continue from the new point when the search is complete. If the Disklavier was not playing, Pause mode is engaged when the search is complete.

To search for a new point, repeat step 2.

Chapter 10
Auto Start & Space Playback

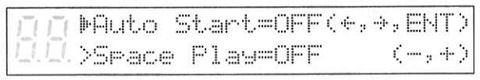
Auto Start enables you to set the Disklavier to automatically begin playback of songs stored either on the Memory Disk or floppy disk. Used in conjunction with a clock timer, songs can be automatically played back at a specified time.

Space Playback allows you to add specified intervals between songs.

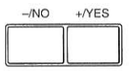
Setting Auto Start

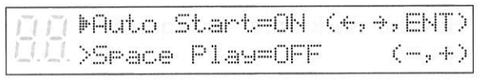
1 **Press and hold down the [FUNC.] button while switching ON the Control Unit.**

The following display appears.



2 **With the ▶ cursor next to the Auto Start parameter, press the [+/YES] button to set it to ON.**





3 **Press the [ENTER] button.**

You can also store the Auto Start setting by switching OFF the Disklavier.

Auto Start

1 **Insert a song disk into the disk drive, as necessary.**

If you want to play back songs from the Memory Disk, make sure there is no floppy disk inserted in the disk drive.

2 **Switch ON the Disklavier.**

The Disklavier will automatically begin playing back songs on the disk; you do not need to press the [PLAY/PAUSE] button.

You can also insert the song disk after switching ON the Disklavier. The Disklavier will automatically begin playing back songs on the disk.

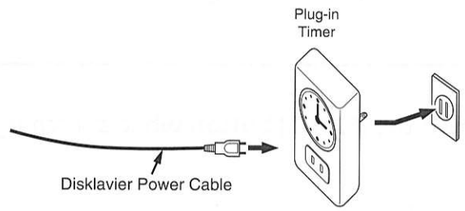
Timer-Controlled Playback

By using the Auto Start function and a clock timer, you can set the Disklavier to automatically begin playback at a specified time.

1 **Set the Auto Start function as described in "Setting Auto Start " on the previous page.**

2 **Switch OFF the Control Unit and then connect the Disklavier power cable to a clock timer as shown below.**

Also refer to the clock timer operating manual for details.



Note: Be sure to switch OFF the Control Unit before disconnecting the Disklavier power cable from the AC outlet. Otherwise, volume and balance settings may be altered to inappropriate settings when the Disklavier begins Auto Start.

3 **Insert a song disk into the disk drive, as necessary.**

If you want to play back songs from the Memory Disk, make sure there is no floppy disk inserted in the disk drive.

4 **Set the clock timer as required.**

5 **Press the [STANDBY / ON] button to put the Control Unit in ON mode.**

Be sure that the MAINS switch is on.

The Disklavier will automatically begin playback at the specified time.

Note: The [STANDBY / ON] button must be depressed in order for the Disklavier to begin playback at the specified time.

You can also replace the song disk after you set Timer-Controlled Playback.

Volume and balance settings can be adjusted after playback begins, but the adjustments will not be saved when the Disklavier is switched OFF by the timer. In order to save the adjusted settings, manually switch the Disklavier OFF then ON again.

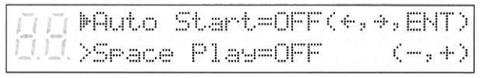
Depending on the capabilities of your clock timer, you can set the Disklavier to come on once, twice, or at regular intervals during the day.

Setting Space Playback

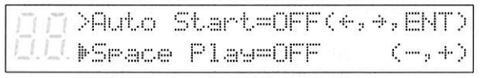
This function allows you to specify the pause time between songs during Auto Start.

1 **Press and hold down the [FUNC.] button while switching ON the Control Unit.**

The following display appears.



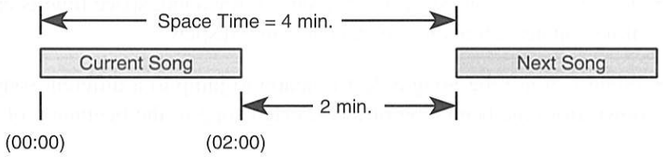
2 **Press the [→] cursor button to position the ▶ cursor next to the Space Play parameter, then use the [–/NO] [+/YES] buttons to set the mode.**



The following settings can be made:

Option	Description
OFF	Standard pause between songs.
001 to 300 min.*	A pause of a specified duration.
STOP	The Disklavier stops after one song. (One song playback)

* Space time is the length of time from the beginning of one song to the beginning of the next, as shown in the following diagram.



3 **Press the [ENTER] button.**

You can also store the Space Playback setting by switching OFF the Disklavier.

Space Playback

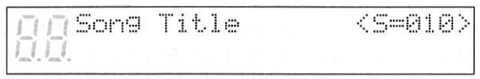
1 **Insert a song disk into the disk drive, as necessary.**

If you want to play back songs from the Memory Disk, make sure there is no floppy disk inserted in the disk drive.

2 **Press the [PLAY/PAUSE] button.**

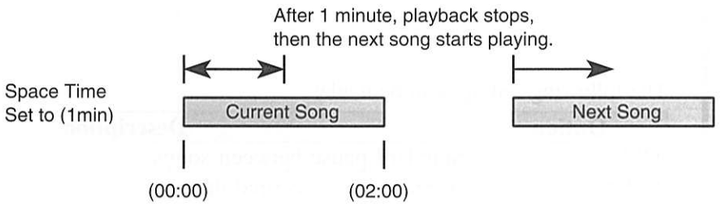
The Disklavier begins Space Playback.

During Space Playback, the space time is shown in the top right-hand corner of the display, and counts down until S=000.



The next song begins a minute after the counter shows S=000.

- If the current song is longer than the specified space time, the song is stopped when the space time has elapsed and the playback of the next song begins.



- If the current song is shorter than the specified space time, the Disklavier waits until the space time has elapsed to begin playback of the next song.
- If playback is paused, fast forwarded or rewound, space time is canceled and the space time counter returns to the standard time display.
- When you use the Song Select function to jump to a different song, space time counts down from the beginning of the selected song to the beginning of the next.

Chapter 11
Useful Functions for Learning Piano

This chapter describes useful functions for learning piano, such as practicing one hand while the Disklavier plays the other, operating the pedals, and using the built-in metronome.

Cancelling the Left-Hand or Right-Hand Piano Part

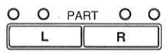
In L/R and Ensemble songs, the left-hand piano part is stored on track 1 (L) and the right-hand piano part is stored on track 2 (R). Either part can be cancelled using this Part Select function. This is useful when you want to practice one part yourself with the Disklavier playing the other.

1 **When an L/R song is selected, the green PART indicators light.**

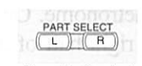
2 **To cancel the left-hand part, press the [PART L] button.**
To cancel the right-hand part, press the [PART R] button.

The corresponding PART indicator flashes to show you that the part has been cancelled.

3 **To switch a part back on again, press the corresponding [PART] button again.**



4 **A part can also be cancelled by using the [PART SELECT] buttons on the remote control.**



Remote Control

You can use this Part Select function in conjunction with the Pedal Cancel function on the next page to practice playing one part while the Disklavier plays the other part.

Operating the Pedals Yourself

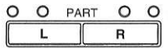
During playback, the Disklavier pedals play the pedal data that was recorded with the song. If, however, you want to practice your pedal playing, you can cancel pedal playback and play them yourself.

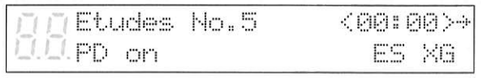
The Pedal Cancel function is set on the Control Unit.

1 **Hold down the [PART L] and [PART R] buttons until "PDoff" appears on the display.**

You can now play the pedals yourself. "PDoff" remains on the display until the pedals are turned on again.

2 **To turn the pedals back on, hold down the [PART L] and [PART R] buttons until "PD on" appears on the display.**





"PD on" flashes on the display for a few seconds, then goes off.

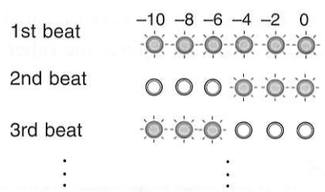
The pedals now play as normal.

Note: Even when PD on is set, the pedals do not move during song playback; only the internal mechanism operates.

Using the Metronome

The Disklavier's metronome can be used for practice playing, playback, and recording. You do not need to insert a floppy disk into the disk drive to use this function.

With each beat of the metronome a digital click is produced by the Control Unit. The click can be turned off. In addition to the click, the LED volume indicators function as a visual metronome. On the first beat of each measure, all the indicators flash. On the remaining beats, the left half and right half of the indicators flash alternately.

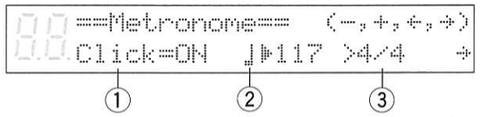


→ To adjust the volume of the metronome in *Silent* mode, see "Adjusting the Metronome Volume in *Silent* Mode" on page 48.

All metronome parameters are reset when a floppy disk is ejected or the Disklavier is switched off.

1 **To set the metronome, press the [METRONOME] button.**

The METRONOME indicator lights, the metronome starts, and the following display appears.

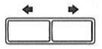


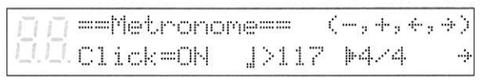
The ▶ symbol is used to show the currently selected parameter. It is moved by pressing the [←] [→] cursor buttons.

The following table shows the metronome parameters that can be set.

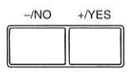
Parameter	Range	Default	Notes
① Click	ON/OFF	ON	Switches internal click on/off. If set to off, the volume indicators still flash
② Tempo	30 to 400 bpm	117	bpm (beats per minute), 1 beat = 1 quarter note (crotchet)
③ Time Signature	1/4, 2/4, 3/4, 4/4, 5/4, 6/4, 7/4, 8/4, 9/4	4/4	

2 **Use the [←][→] cursor buttons to position the ▶ cursor next to the parameter that you want to set: click, tempo, or time signature.**





3 **Use the [–/NO] [+/YES] buttons to set the selected parameter.**



4 **To stop the metronome, press the [METRONOME] button again.**

Playback with the Metronome

For songs recorded with the metronome using the measures and beats time format, you can play back the song along with the metronome.

1 **Play a song recorded using the measures and beats time format.**

2 **During playback, press the [METRONOME] button.**

The METRONOME indicator lights and the metronome starts to click to the tempo of the song.

3 **To stop the metronome, press the [METRONOME] button again.**

Note: This function cannot used with songs recorded using the minutes and seconds time format.

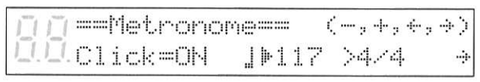
Adjusting the Metronome Volume in *Silent* Mode

In *Silent* mode, you will hear the metronome through your headphones. The volume of the *Silent* metronome can be adjusted in the range of 50 to 127.

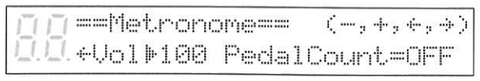
Note: The volume of the metronome can only be adjusted in *Silent* mode.

1 **In *Silent* mode, press the [METRONOME] button.**

The METRONOME indicator lights, the metronome starts, and the following display appears.



2 **Press the [→] cursor button to position the ▶ cursor next to the Vol parameter, then use the [–/NO] [+/YES] buttons to set the volume level.**



The volume can be set between 50 through 127.

Chapter 12
Playing the Keyboard with an Ensemble Voice

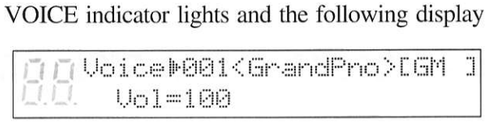
The Disklavier's [VOICE] button lets you assign a voice from the internal XG tone generator to accompany the piano you play yourself. The internal XG tone generator offers 148 instrumental voices and 11 drum kits for playing the keyboard.
In *Silent* mode you can also switch on the *Silent* piano tone generator to play with an Ensemble voice.

Assigning an Ensemble Voice

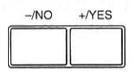
In normal mode, you will hear both the piano sound coming from the Disklavier and an Ensemble voice produced by the internal XG tone generator in unison. This is sometimes referred to as voice layering or unison.

1 **During playback or in Stop mode, press the [VOICE] button.**

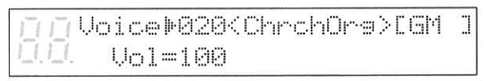
The VOICE indicator lights and the following display appears.



2 **Use the [–/NO] [+/YES] buttons to select a voice number.**



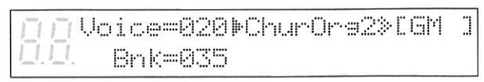
The voice name and number change accordingly.



See the "Internal XG Tone Generator Voice & Drum Kit List" supplemented on pages 56 and 57 for a listing of capital voices.

Setting the voice to "##" produces no sound from the internal XG tone generator for the piano parts.

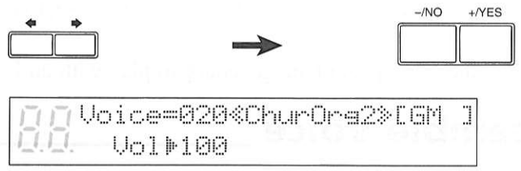
3 **Press the [→] cursor button, then use the [–/NO] [+/YES] buttons to select a bank.**



The bank number of the selected voice appears temporarily in place of the Vol parameter. Bank number automatically returns to 0 when voice number is changed.

→ See "XG Normal Voice List" on pages 10 and 11 in the Appendix section in the *Advanced Operation Manual* for a full listing of available voices.

4 **To adjust the volume, press the [➧] cursor button to position the ▶ cursor next to the Vol parameter, then use the [–/NO] [+/YES] buttons to set a value.**



Note: In Voice mode, the volume of the parts you play on the keyboard is set by the Vol parameter and is not affected by TG Master Balance.

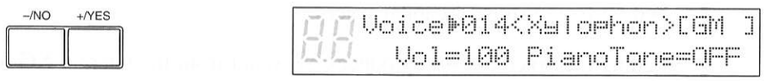
5 **To cancel this function, press the [VOICE] button again.**

Playing with an Ensemble Voice in *Silent* Mode

In *Silent* mode, you can choose whether or not to allow the *Silent* piano tone generator to sound along with the selected Ensemble voice by setting the PianoTone parameter. PianoTone is normally set to off. This allows you, for example, to record orchestral tracks without hearing the sound of the piano. By setting PianoTone on, you can hear Ensemble voices from both the internal XG tone generator and the silent digital piano tone generator in unison. (See Chapter 4 "Recording Ensemble Songs" in the *Advanced Operation Manual*.)

1 **In *Silent* mode, press the [VOICE] button.**

2 **Use the [–/NO] [+/YES] buttons to set a voice.**



3 **Press the [➧] cursor button to position the ▶ cursor next to the PianoTone parameter, then use the [–/NO] [+/YES] buttons to set it to ON or OFF.**

Chapter 13 Advanced Ensemble Song Playback

This chapter describes functions that will help you to better enjoy Ensemble song playback, such as tuning the tone generator, playing the piano parts on the tone generator, displaying Ensemble voices, and selecting tracks for the piano parts.

Tuning the Tone Generator (TG Master Tune)

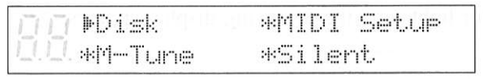
The TG Master Tune function allows you to tune the internal XG tone generator and the *Silent* piano tone generator together so that they match the Disklavier's acoustic piano. This is helpful when playing Ensemble songs.

Tuning settings are remembered even when the Disklavier is switched off. Each time the Disklavier is turned on, the tuning settings are sent automatically to the internal tone generator, so you need only perform this fine tuning operation once.

This function can also be used to tune a MIDI device connected to the MIDI OUT connector.

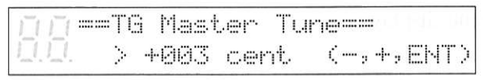
1 **Press the [FUNC.] button.**

The FUNC. indicator lights and the following display appears.



2 **Press the [➧] cursor button to position the ▶ cursor next to the M-Tune option, as shown below, then press the [ENTER] button.**

The following display appears.

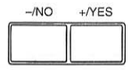


3 **Play a key on the Disklavier keyboard.**

This will cause the same note on the internal XG tone generator's digital piano voice as well as the acoustic piano to be sounded simultaneously.

Choose a key in the region where your sense of pitch is most sensitive (usually the A below Middle C is used for this).

4 **Use the [–/NO] [+/YES] buttons to tune the pitch of the digital piano (internal XG tone generator).**



The tone generator can be tuned from –050 to +050 in 1 cent steps (100 cents equals 1 semitone).

5 **When you've finished tuning, press the [ENTER] button to return to the normal display.**

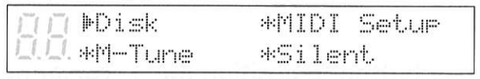
Playing the Piano Parts on the Tone Generator

Normally, piano parts are played back by the piano. You can, however, change this so that the piano parts are also played by the internal XG tone generator or a MIDI instrument connected to the MIDI OUT connector.

You could use this to double up the Disklavier piano parts with a different voice, say strings or vibes. This technique is sometimes referred to as voice layering or unison.

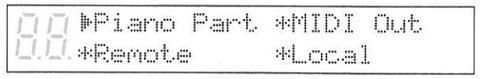
1 **Press the [FUNC.] button.**

The FUNC. indicator lights and the following display appears.



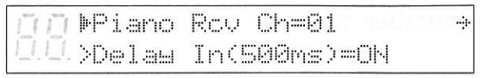
2 **Press the [➡] cursor button to position the ▶ cursor next to the MIDI Setup option, then press the [ENTER] button.**

The MIDI Setup menu display appears.

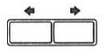


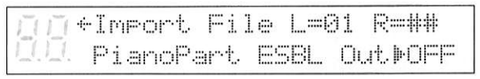
3 **With the ▶ cursor next to the Piano Part option, press the [ENTER] button.**

The following display appears.

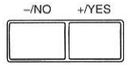


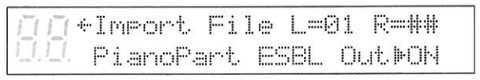
4 **Press the [➡] cursor button until the cursor is positioned next to the Piano Part ESBL OUT parameter.**





5 **Use the [–/NO] [+/YES] buttons to set the option to ON.**





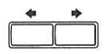
The piano parts are now played by the internal XG tone generator with the corresponding MIDI data being sent to the MIDI OUT connector.

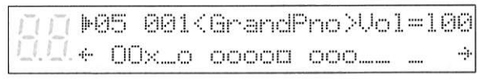
Displaying Ensemble Voices

When an Ensemble song starts playing back, MIDI Program Change messages are sent to the internal XG tone generator. These Program Change messages tell the tone generator which voices to select for each ensemble track.

During playback, you can display the voice assignments of each track and make changes as you like.

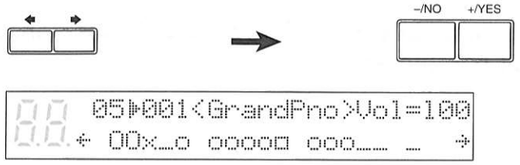
1 **Play back an Ensemble song, and press the [➡] cursor button until the display below appears.**





2 **Use the [–/NO] [+/YES] buttons to select the track whose voice you want to display.**

3 **To change the voice, press the [➧] cursor button to position the ▶ cursor next to the voice number, then use the [–/NO] [+/YES] buttons to select a voice.**



See the "Internal XG Tone Generator Voice & Drum Kit List" supplemented on pages 56 and 57 for a listing of capital voices.

Note: Changes made above are temporary changes that are valid only during playback. To make permanent changes, see Chapter 5 "Editing Tracks" in the *Advanced Operation Manual.*

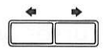
Selecting Tracks for the Piano Parts

Normally, the piano plays tracks 1 and 2, these being the left- and right-hand piano parts. However, you can change this so that the piano plays different tracks temporarily. For example, a vibraphone part on track 5, or a marimba part on track 7 could be played by the piano.

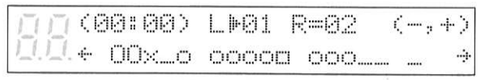
These assignments remain active throughout the song. However, when another PianoSoft or Disklavier song is played back, the piano will play tracks 1 and 2 as normal (L=01 and R=02).

The rhythm track (track 10) can be played on the piano. However, since this is a percussion part, the result will be odd, to say the least.

1 **Play back an Ensemble song then, press the [➧] cursor button.**

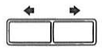


A display similar to the following appears.

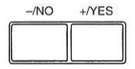


From the above display we can see that the Disklavier is currently set to play tracks 1 and 2. That is, "L=01" (track 1), and "R=02" (track 2).

2 **Press the [➧] cursor button to select the part whose track you want to change.**



3 **Use the [–/NO] [+/YES] buttons to choose a different track.**



You can choose from the following options.

Option	Description
##	The piano does not play.
01 - 16	The piano plays the specified track.
Prg	The piano plays the smallest track that contains a piano group voice.
Prg(all)	The piano plays all tracks that contain a piano group voice.

The number of the chosen track appears next to L= or R=, and the ▫ symbol moves across the display, indicating which track the Disklavier will play.

Note: Changes made above are temporary changes that are valid only during playback. To make permanent changes, see Chapter 5 "Editing Tracks" in the *Advanced Operation Manual.*

English

Appendix
Internal XG Tone Generator Voice & Drum Kit List

The following table lists the basic voices for the internal XG tone generator. These voices are available on any XG compatible generator or synthesizer.

For a complete listing of available voices, see the Appendix in the *Advanced Operations Manual.*

Internal XG Tone Generator Basic Voice List

Voice #	Display Name	Full Name
Piano		
001	GrandPno	Acoustic Grand Piano
002	BritePno	Bright Acoustic Piano
003	E.Grand	Electric Grand Piano
004	HnkyTonk	Honky-tonk Piano
005	E.Piano1	Electric Piano 1
006	E.Piano2	Electric Piano 2
007	Harpsi.	Harpsichord
008	Clavi.	Clavichord
Chromatic Percussion		
009	Celesta	Celesta1
010	Glocken	Glockenspiel
011	MusicBox	Music Box
012	Vibes	Vibraphone
013	Marimba	Marimba
014	Xylophon	Xylophone
015	TubulBel	Tubular Bells
016	Dulcimer	Dulcimer
Organ		
017	DrawOrgn	Drawbar Organ
018	PercOrgn	Percussive Organ
019	RockOrgn	Rock Organ
020	ChrchOrg	Church Organ
021	ReedOrgn	Reed Organ
022	Acordion	Accordion
023	Harmnica	Harmonica
024	TangoAcd	Tango Accordion
Guitar		
025	NylonGtr	Acoustic Nylon Guitar
026	SteelGtr	Acoustic Steel Guitar
027	Jazz Gtr	Electric Jazz Guitar
028	CleanGtr	Electric Clean Guitar
029	Mute.Gtr	Electric muted Guitar
030	Ovrdrive	Overdriven Guitar
031	Dist.Gtr	Distortion Guitar
032	GtrHarmo	Guitar Harmonics

Voice #	Display Name	Full Name
Bass		
033	Aco.Bass	Acoustic Bass
034	FngrBass	Electric Bass fingered
035	PickBass	Electric Bass picked
036	Fretless	Fretless Bass
037	SlapBas1	Slap Bass 1
038	SlapBas2	Slap Bass 2
039	SynBass1	Synth Bass 1
040	SynBass2	Synth Bass 2
Strings		
041	Violin	Violin
042	Viola	Viola
043	Cello	Cello
044	Contrabs	Contrabass
045	Trem.Str	Tremolo Strings
046	Pizz.Str	Pizzicato Strings
047	Harp	Orchestral Harp
048	Timpani	Timpani 1
Ensemble		
049	Strings1	String Ensemble1
050	Strings2	String Ensemble2
051	Syn.Str1	Synth Strings 1
052	Syn.Str2	Synth Strings 2
053	ChoirAah	Choir Aahs
054	VoiceOoh	Voice Oohs
055	SynVoice	Synth Voice
056	Orch.Hit	Orchestral Hit
Brass		
057	Trumpet	Trumpet
058	Trombone	Trombone
059	Tuba	Tuba
060	Mute.Trp	Muted Trumpet
061	Fr.Horn	French Horn
062	BrasSect	Brass Section
063	SynBras1	Synth Brass 1
064	SynBras2	Synth Brass 2

Voice #	Display Name	Full Name
Reed		
065	SprnoSax	Soprano Sax
066	Alto Sax	Alto Sax
067	TenorSax	Tenor Sax
068	BariSax	Baritone Sax
069	Oboe	Oboe
070	Eng.Horn	English Horn
071	Bassoon	Bassoon
072	Clarinet	Clarinet
Pipe		
073	Piccolo	Piccolo
074	Flute	Flute
075	Recorder	Recorder
076	PanFlute	Pan Flute
077	Bottle	Bottle Blow
078	Shakhchi	Shakuhachi
079	Whistle	Whistle
080	Ocarina	Ocarina
Synth Lead		
081	SquareLd	Lead 1 (square)
082	Saw.Lead	Lead 2 (saw tooth)
083	CaliopLd	Lead 3 (calliope)
084	Chiff Ld	Lead 4 (chiff)
085	ChranLd	Lead 5 (charang)
086	Voice Ld	Lead 6 (voice)
087	Fifth Ld	Lead 7 (fifths)
088	Bass &Ld	Lead 8 (bass+lead)
Synth Pad		
089	NewAgePd	Pad 1 (new age)
090	Warm Pad	Pad 2 (warm)
091	PolySyPd	Pad 3 (polysynth)
092	ChoirPad	Pad 4 (choir)
093	BowedPad	Pad 5 (bowed)
094	MetalPad	Pad 6 (metallic)
095	Halo Pad	Pad 7 (halo)
096	SweepPad	Pad 8 (sweep)

Voice #	Display Name	Full Name
Synth Effect		
097	Rain	SFX 1 (rain)
098	SoundTrk	SFX 2 (soundtrack)
099	Crystal	SFX 3 (crystal)
100	Atmosphr	SFX 4 (atmosphere)
101	Bright	SFX 5 (brightness)
102	Goblin	SFX 6 (goblins)
103	Echoes	SFX 7 (echoes)
104	Sci-Fi	SFX 8 (sci-fi)
Ethnic		
105	Sitar	Sitar
106	Banjo	Banjo
107	Shamisen	Shamisen
108	Koto	Koto
109	Kalimba	Kalimba
110	Bagpipe	Bag pipe
111	Fiddle	Fiddle
112	Shanai	Shanai
Percussive		
113	TnklBell	Tinkle Bell
114	Agogo	Agogo
115	SteelDrm	Steel Drums
116	WoodBlok	Woodblock
117	TaikoDrm	Taiko Drum
118	MelodTom	Melodic Tom
119	Syn.Drum	Synth Drum
120	RevCymbl	Reverse Cymbal
Sound Effects		
121	FretNoiz	Guitar Fret Noise
122	BrthNoiz	Breath Noise
123	Seashore	Seashore
124	Tweet	Bird Tweet
125	Telphone	Telephone Ring
126	Helicptr	Helicopter
127	Applause	Applause
128	Gunshot	Gun Shot

Internal XG Tone Generator Drum Kit List

Kit #	Display Name	Full Name
001	StandKit	Standard Kit
002	Stnd2Kit	Standard Kit #2
009	Room Kit	Room Kit
017	Rock Kit	Rock Kit
025	ElectKit	Electronic Kit
026	AnalgKit	Analog Kit
033	Jazz Kit	Jazz Kit
041	BrushKit	Brush Kit
049	ClascKit	Classic Kit
001	SFX Kit 1	SFX Kit1
002	SFX Kit 2	SFX Kit2

→ See "XG Drum Voice List" on page 14 in the Appendix section in the *Advanced Operation Manual* for a full listing of drum voices.

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