

YAMAHA

QS300

MUSIC PRODUCTION SYNTHESIZER

*Sound Lists and
MIDI Data*

Preset Voice List

No.	Voice Name	El	Cat	Mode	Variation	Comment
1	CrystaLake	3	Pd	POLY	Delay L,R	Layered: gaudy synth bell + heavy synth pad
2	Floyd	2	Pd	POLY	2 Band EQ	Synth pad: a mix of warm and high-toned sounds
3	CosmicRays	3	Pd	POLY	Symphonic	Synth pad with distinctive flashy attack
4	SoliPhase	3	Pd	POLY	Phaser 1	Analog-synth pad, with phaser effect
5	BigBellPad	4	Pd	POLY	2 Band EQ	Fat synth pad layered with attack bell
6	SpaceGlass	4	Pd	POLY	DelayL,C,R	Synth pad from outer space
7	Blue Water	4	Pd	POLY	RotarySp.	Pad voice; image of clear blue sea
8	CS 01	2	Ba	MONO	2 Band EQ	Bass voice from Yamaha's CS01 analog synth. Good for recent dance music.
9	Punch Bass	3	Ba	MONO	2 Band EQ	Synth bass with distinctive attack.
10	Solid	2	Ba	MONO	3 Band EQ	Fat and simple synth bass, from sawtooth waveform
11	Black	2	Ba	POLY	2 Band EQ	Funky synth bass with scratchy attack
12	Black2	2	Ba	POLY	3 Band EQ	Synth bass with resonant attack
13	Super Bass	3	Ba	MONO	2 Band EQ	Powerful, deep synth bass
14	Brut Bass	2	Ba	MONO	2 Band EQ	Synth bass with strong resonance and good filter development
15	Sub Bass	2	Ba	POLY	2 Band EQ	Sine-wave synth bass with ultra-low sound
16	FormantBas	4	Ba	POLY	Phaser 1	Synth bass. Sound changes markedly according to touch.
17	Sine	2	Ba	POLY	2 Band EQ	Synth bass built entirely from sine wave
18	Mogue	2	Ba	MONO	2 Band EQ	Vintage Moog-type synth bass
19	Kick Bass	3	Ba	MONO	2 Band EQ	Synth bass with heavy, bass-drum attack
20	Fng&Slap	3	Ba	POLY	2 Band EQ	Fingered bass or slap bass, depending on velocity
21	MellowWood	4	Ba	POLY	Rev Room 1	Gentle wood bass; good for slow play
22	AutumnWnd	4	Fx	POLY	DelayL,C,R	FX voice featuring wind-chime sound
23	MotherErth	4	Fx	POLY	Celeste 4	FX voice: gentle undulations, together with touch-induced porpoise voice
24	Moonraker	4	Fx	POLY	CrossDelay	Fantastical moonscapy FX voice
25	Mariana	4	Fx	POLY	DelayL,C,R	Deep-sea FX voice
26	Jewel Box	4	Fx	POLY	Delay L,R	Broken-up music box sound
27	SprinMorni	4	Fx	POLY	Delay L,R	Sunny refreshing FX voice
28	FeatherVce	4	Fx	POLY	CrossDelay	Strange FX voice with feathery fluttering chorus sound
29	Mont Blanc	4	Fx	POLY	CrossDelay	FX voice featuring babbling-brook sound
30	Reso Drone	4	Fx	POLY	CrossDelay	FX voice featuring sharp resonant attack, meandering filter
31	Coral	4	Fx	POLY	CrossDelay	FX voice: bright chorus with delay-like loop
32	JungleRoad	4	Fx	POLY	Echo	Split: left hand plays simple looping percussion; right hand plays simple flute sound
33	909 Kit	4	Dr	POLY	2 Band EQ	Split: analog bass drum, snare drum, and opened and closed high hats
34	SubTformer	2	Pc	MONO	3 Band EQ	Synth percussion with extreme resonance-based attack
35	PowerSyn	3	Br	POLY	2 Band EQ	Powerful synth brass
36	Matrix	3	Br	POLY	2 Band EQ	Typical polysynth brass with loose attack
37	Hit It	3	Br	POLY	2 Band EQ	Light thin brass; good for pop music
38	Tekk Brass	2	Br	POLY	2 Band EQ	Low-fi brass, for dance music
39	P5Brass-AT	3	Br	POLY	Echo	Fat tensioned synth brass, with aftertouch-induced filter development
40	Majesty	3	Br	POLY	DelayL,C,R	Expansive, serious horn-type synth brass
41	Sir	4	Br	POLY	2 Band EQ	Live brass section with wide, sophisticated detuning
42	40th Brass	4	Br	POLY	Rev Room 1	Clarinet, tenor sax, and muted trumpet ensemble
43	Brass Fall	4	Br	POLY	GateReverb	Pitch envelope produces simulated brass falls
44	Four	4	Br	POLY	Rev Room 1	Four-instrument brass section
45	Orch ff	4	Br	POLY	2 Band EQ	Orchestra brass, good for fanfares
46	StabSectAT	3	Br	POLY	2 Band EQ	Fast-attack brass. Aftertouch controls volume and brightness.
47	House Hit1	4	Se	POLY	Rev Room 1	Low-fi orchestra hit
48	House Hit2	4	Se	POLY	Rev Room 1	Another low-fi orchestra hit, but heavier on the brass
49	Major Hit	4	Se	POLY	Rev Room 1	Low-fi brass hit. Single key produces chord.
50	Tekk Hit	4	Se	POLY	Phaser 1	Orchestra hit with lots of noise
51	Rez Set1	4	Se	POLY	2 Band EQ	Split voice: three resonant SEs
52	Rez Set2	4	Se	POLY	2 Band EQ	Split voice: two resonant SEs
53	Rez Set3	4	Se	POLY	2 Band EQ	Split voice: two resonant SEs
54	Das Boot	4	Se	POLY	Rev Plate1	Sneaking intruder triggers alarm.
55	BeadsChoir	4	Se	POLY	CrossDelay	SE: rolling beads plus delay
56	Choir Wind	4	Se	POLY	2 Band EQ	Wind sound effect. The MW produces extreme changes.
57	Tape Spin	2	Se	POLY	2 Band EQ	Sound effect: recordly tape wound at high speed
58	Horror	4	Se	POLY	DelayL,C,R	Eerie SE: flying bats, and the approach of ... something.
59	Harbour	4	Se	POLY	Echo	Boat leaves harbor, crossed by flitting seagulls.
60	Factory	4	Se	POLY	Rev Room 1	Split: factory machinery below C4, sirens above
61	Nightmare	4	Se	POLY	Celeste 4	SE: Crying nocturnal insects drawing you into the dark.
62	Harp Minor	4	Se	POLY	CrossDelay	You can strum the harp with a single finger.
63	DanceOrgan	4	Or	POLY	3 Band EQ	Cheap for dance music organ
64	Beat Org	4	Or	POLY	2 Band EQ	Old, dry-sounding organ
65	Glassy	3	Or	POLY	RotarySp.	Versatile organ voice with vibrant high registers
66	Purple	3	Or	POLY	Distortion	Rock organ, wild distortion
67	Fest Hall	4	Or	POLY	Rev Hall 1	Grandiose pipe organ
68	Steyrisch	4	Or	POLY	2 Band EQ	Folky accordion
69	Acid Saw	2	Ld	MONO	Delay L,R	Synth lead with interesting filter, portamento, and wheel-driven changes

Preset Voice List

No.	Voice Name	El	Cat	Mode	Variation	Comment
70	Dirty	2	Ld	POLY	Flanger 1	Rough, pushy synth lead
71	Chrystal	2	Ld	MONO	Delay L,R	Synth lead with sharp attack and touch-driven filter changes
72	Bottlead	3	Ld	POLY	Delay L,R	Synth lead with bottle-air sounds
73	MgSolo-AT	4	Ld	MONO	DelayL,C,R	Classic fat synth lead
74	Feed Lead	3	Ld	MONO	Delay L,R	Synth lead. Sound changes to feedback when key is held.
75	Delylah	3	Ld	POLY	Delay L,R	Gentle clear synth lead
76	Mr. Duke	2	Ld	POLY	Echo	Mild synth lead with lightly clicking attack
77	Rave Hook	4	Ld	POLY	GateReverb	Fierce synth lead mixed with dance-hall orchestra hit
78	Mega Hook	4	Ld	POLY	CrossDelay	Rough synth lead, okay for dance music
79	Fluty	2	Ld	POLY	Delay L,R	Soft synth lead with mixed-in chorus
80	Sync It!	3	Ld	POLY	DelayL,C,R	Oscillator-synchronized synth lead
81	Tekk Line	3	Ld	POLY	CrossDelay	Pushy synth lead, built on unadorned sawtooth wave
82	Reso Comp	2	Sc	POLY	2 Band EQ	Versatile synth lead with strong resonance
83	Power Comp	3	Sc	POLY	2 Band EQ	Backing-type synth voice, clavi. sound
84	SeqQoir-MW	2	Sc	POLY	Phaser 1	Synth voice featuring MW-driven sound changes
85	Noise Vox	3	Sc	POLY	3 Band EQ	Dance-music synth lead, plus some intentionally messy noise
86	Tekk Chord	4	Sc	POLY	DelayL,C,R	Synth lead often used for dance music. Single key produces chordal sound.
87	Pulse Stab	3	Sc	POLY	Celeste 1	Pulse-based voice for sequence phrases
88	Acid Pulse	1	Sc	POLY	DelayL,C,R	Pulsed sequence-phrase voice, featuring touch-driven resonance changes
89	Saw Stab1	3	Sc	POLY	DelayL,C,R	Sawtooth-based sequence voice with rapid decay
90	Saw Stab2	3	Sc	POLY	Echo	Another sawtooth-based sequence voice, but with slow decay
91	Vel Choir	3	En	POLY	DelayL,C,R	Chorus voice. Use velocity to change between "Aah" and "Uuh."
92	Cathedral	4	En	POLY	Rev Hall 1	Grand, stately chorus
93	Gregorian	3	En	POLY	CrossDelay	Peaceful hymn-like chorus
94	Dance Pno1	3	Pf	POLY	Rev Room 1	Cheap fast-decay piano, for dance music
95	Jazzy Pno	2	Pf	POLY	2 Band EQ	Soft jazzy piano
96	Romantic	4	Pf	POLY	Rev Hall 1	Quiet but wide piano
97	DXorigin	3	Pf	POLY	Chorus 1	Hard FM electric piano sound, as produced by the original DX7
98	IceDX	3	Pf	POLY	2 Band EQ	Electric piano with FM-type dazzle
99	Suitcase	3	Pf	POLY	Auto PAN	Classic electric piano
100	Condenser	3	Pf	POLY	3 Band EQ	Electric piano, midway between acoustic and synth
101	Celesta EP	3	Pf	POLY	2 Band EQ	Florid electric piano, with celesta sound in attack
102	Wah Clavi	1	Pf	POLY	Auto Wah	Clavi. with auto-wah, offering wheel-driven filter control
103	Vai	2	Gt	POLY	Distortion	Distortion guitar, with severe distortion. Strong touch adds feedback.
104	Steve	3	Gt	POLY	Overdrive	Guitar voice with strong overdrive
105	Grunge	2	Gt	POLY	Overdrive	Heavyish distortion guitar, good for loose phrasing
106	Feedback	2	Gt	POLY	Distortion	Distortion guitar with wheel-driven feedback
107	Dimenzion	3	Gt	POLY	Celeste 4	Multidimensional electric guitar
108	Velo Strat	3	Gt	POLY	2 Band EQ	Clean expressive guitar. The attack changes with touch.
109	12Martin	3	Gt	POLY	2 Band EQ	An expansive 12-string guitar
110	Legato	4	St	POLY	Rev Stage1	Acoustic strings with smooth, legato envelope
111	Arco	4	St	POLY	Rev Stage1	Acoustic strings with clean, clear attack
112	BackStrngs	3	St	POLY	DelayL,C,R	Big strings sound, with tremolo
113	Quartet	4	St	POLY	Rev Room 1	String quartet
114	Marcato	4	St	POLY	2 Band EQ	Acoustic strings with marcato chop
115	Wedding	4	Cp	POLY	DelayL,C,R	Repeating church bells
116	Afro Drum	3	Et	POLY	2 Band EQ	Simple African log drum.
117	Emperor	4	Co	POLY	2 Band EQ	Orchestral voice, with tympany in the left hand
118	Kama Sutra	3	Co	POLY	2 Band EQ	Layered, ethnic sitar voice
119	Bahama	4	Co	POLY	2 Band EQ	Layered drum kit with steel drum
120	Foster	4	Co	POLY	2 Band EQ	Layered pianos (acoustic and electric)
121	AnalgSplit	4	Co	POLY	2 Band EQ	Split: Synth bass in left hand; synth lead in right
122	Jazzy Club	4	Co	POLY	2 Band EQ	Split: wood bass plus ride cymbal on the left; piano on the right
123	SectnSplit	4	Co	POLY	2 Band EQ	Split: baritone sax (left) and sax section (right)
124	Wood Sect	4	Co	POLY	2 Band EQ	Four-instrument wood section
125	Rock Set	4	Co	POLY	3 Band EQ	Split: electric bass and drum kit on left, organ on the right
126	Big Band	4	Co	POLY	Rev Plate	Another split: wood bass on left, brass with velocity-induced changes on right
127	Symphony	4	Co	POLY	Rev Stage1	Grand orchestra voice: strings, horn, tympany
128	CandleLite	4	Co	POLY	Rev Hall 1	Mild, layered piano and strings

User Voice List

No.	Voice Name	El	Cat	Mode	Variation	Comment
1	Aurora	3	Pd	POLY	Phaser 1	Pad voice with fantastical sound change
2	Tri Pad	2	Pd	POLY	CrossDelay	Simple, transparent pad
3	Expander	3	Pd	POLY	2 Band EQ	Classic analog-polysynth pad
4	DancePulse	2	Pd	POLY	Celeste 4	Simple dance-music pad
5	Rezzy	2	Pd	POLY	Symphonic	Simple resonant sawtooth-wave pad
6	Pulse Wmod	2	Pd	POLY	3 Band EQ	Simple pulsed pad
7	Seq Saw1	1	Ba	POLY	3 Band EQ	Simple synth bass; unadorned sawtooth waveform
8	Seq Saw2	1	Ba	POLY	2 Band EQ	Classic sawtooth-based synth bass
9	Seq Pulse	1	Ba	POLY	3 Band EQ	Classic square-wave-based synth bass
10	Seq+Sin-MW	2	Ba	POLY	3 Band EQ	Synth bass, with good realtime control from MW
11	Pulse25	1	Ba	MONO	3 Band EQ	Synth bass; based on Pulse 25 waveform
12	Amped	2	Ba	POLY	3 Band EQ	Amplified picked bass
13	Crawl	1	Ba	POLY	3 Band EQ	Electric bass with warm attack and reverb
14	These Days	3	Ba	POLY	Delay L,R	Electric bass with slow delay
15	Precision	2	Ba	POLY	2 Band EQ	Fingered bass with warm reverb
16	HvyWeather	3	Ba	POLY	DelayL,C,R	Reverberant fretless bass
17	Harmo Lead	2	Ba	POLY	3 Band EQ	Bass harmonics; good as solo lead
18	Opus	3	Fx	POLY	CrossDelay	Sharp, jumpy, spacy FX synth voice
19	Light&Body	3	Fx	POLY	Delay L,R	FX voice: looping synth sound with portamento
20	Sprite	3	Fx	POLY	2 Band EQ	Vibrant, refreshing FX voice
21	Sanctuary	4	Fx	POLY	Celeste 4	FX voice: chorus with mysterious formant changes
22	Eerie	2	Fx	POLY	Celeste 1	FX voice: synth sound with looping filter change
23	Slow Morph	3	Fx	POLY	CrossDelay	FX voice; changes slowly from pad to choir
24	Heli Drone	3	Fx	POLY	CrossDelay	Thunderous synth FX
25	Ambient-AT	1	Fx	POLY	Flanger 3	FX voice with strong filter sweep and aftertouch-driven pitchbend
26	Sub OscLtr	2	Br	POLY	Celeste 4	Powerful analog-polysynth brass
27	Obie Soft	1	Br	POLY	2 Band EQ	Fat analog-synth brass, gentle attack
28	Dance Saw	2	Br	POLY	CrossDelay	Simple analog-synth brass; unadorned sawtooth waveform
29	Brother	2	Br	POLY	3 Band EQ	Straight powerful acoustic brass section
30	Sforzando	2	Br	POLY	2 Band EQ	Sforzando brass; changes character as envelope develops
31	HrnSect ff	4	Br	POLY	2 Band EQ	Orchestra horn section
32	Big Ens	3	Br	POLY	Rev Stage1	Orchestral brass in large hall
33	Tijuana	3	Br	POLY	2 Band EQ	Live brass section, with mild reverb
34	Miles Away	1	Br	POLY	DelayL,C,R	Muted trumpet with clear attack
35	Back Horns	2	Br	POLY	2 Band EQ	Horn section; mild reverb
36	Shining	2	Se	POLY	Delay L,R	Hold down for explosive SE
37	Robo Chat	2	Se	POLY	CrossDelay	Robot conversation
38	Dance SE	1	Se	POLY	Phaser 1	Violent looping sound with LFO-driven waveform oscillation
39	S&H303	1	Se	POLY	Flanger 3	Sound effect based on LFO S&H waveform. Aftertouch bends the pitch.
40	Devil Bell	2	Se	POLY	Delay L,R	Continuous tubler bell
41	Rez Set4	4	Se	POLY	2 Band EQ	Split voice: four resonant SEs
42	Compact	2	Or	POLY	Rotary Sp.	Simulation of vintage organ
43	PhaseOrgan	2	Or	POLY	Phaser 1	Organ, with gentle phaser effect
44	Door	3	Or	POLY	2 Band EQ	Vox organ; very distinctive in high registers
45	Principal	4	Or	POLY	Rev Hall 1	Sounds like small street organ
46	Theatr Org	1	Or	POLY	Rotary Sp.	Electric organ in wide hall
47	Sixties	3	Or	POLY	3 Band EQ	Organ with 60s feel
48	DistHamOrg	3	Or	POLY	G-Amp.Sim.	Warm distortion organ
49	Click Jazz	3	Or	POLY	Rotary Sp.	Jazzy organ with clicking attack
50	Gospel	2	Or	POLY	Rotary Sp.	Refined, laid-back organ; good for gospel
51	Tango	2	Or	POLY	2 Band EQ	Accordion; good tango accompaniment
52	Musette	3	Or	POLY	2 Band EQ	Accordion with distinctive European acoustics
53	Jan	1	Ld	MONO	Phaser 1	Synth lead; the resonance changes considerably with touch
54	Thick	1	Ld	POLY	Delay L,R	Synth lead with fat attack and distinctive portamento
55	Saw Horn	1	Ld	POLY	Delay L,R	Thick versatile synth lead (sawtooth waveform)
56	Plucky	1	Ld	MONO	Delay L,R	Light and versatile synth lead (pulsed waveform)
57	Pure Sine	2	Ld	MONO	DelayL,C,R	Simple synth lead (sine wave)
58	Pure Tri	2	Ld	MONO	CrossDelay	Simple synth lead (triangular waveform)
59	Scat Line	2	Ld	POLY	Phaser 1	Synth lead with mixed-in vocal elements
60	Glass Cut	2	Sc	POLY	Symphonic	Versatile synth voice, good for both backing and leads
61	Syn Clavi	1	Sc	POLY	Phaser 1	Resonant synth clavi., based on pulsed waveform
62	SeqQoirVel	1	Sc	POLY	Phaser 1	Synth sound featuring mixed-in vocal elements and touch-driven filter changes
63	Vocoder	2	En	POLY	Symphonic	Vocoder simulation
64	Reso Choir	2	En	POLY	CrossDelay	Synth chorus with resonant, attack-driven filter changes
65	Tron Choir	2	En	POLY	2 Band EQ	Synth chorus; low-fi Melotron simulation
66	HybriChoir	2	En	POLY	DelayL,C,R	Hybrid Synth chorus: synth plus choir
67	Dance Pno2	2	Pf	POLY	Rev Room 1	Hard piano; good for dance music
68	CheapDance	2	Pf	POLY	2 Band EQ	Cheaper hard dance-music piano
69	Hard	2	Pf	POLY	2 Band EQ	Bright hard piano with clear attack

User Voice List

No.	Voice Name	El	Cat	Mode	Variation	Comment
70	Wire Piano	2	Pf	POLY	2 Band EQ	Piano with harpsichord-like attack component
71	Rock	2	Pf	POLY	2 Band EQ	Hard piano with limited touch response; good for rock
72	CP80Chorus	1	Pf	POLY	Celeste 4	Yamaha CP80 electric piano, with chorus effect
73	CP80 Heavy	1	Pf	POLY	3 Band EQ	CP80 shifted one octave down for heavy feel
74	Jazzy CP70	2	Pf	POLY	Auto PAN	Light, jazzy Yamaha CP electric piano
75	Wurlitz	2	Pf	POLY	3 Band EQ	Simulated Wurlitzer vintage electric piano
76	PanWurlitz	2	Pf	POLY	Tremolo	Simulated Wurlitzer electric piano with tremolo effect
77	Digi Roads	2	Pf	POLY	2 Band EQ	Simulated electric piano with digital-waveform attack
78	PhaseRoads	1	Pf	POLY	Phaser 1	Simulated electric piano with added phaser effect
79	Panning EP	1	Pf	POLY	Auto PAN	Another simulated electric piano, with autopan
80	Noisy Clav	2	Pf	POLY	Phaser 1	Highly distinctive synth clavi., with noisy attack
81	70thClavnt	2	Pf	POLY	3 Band EQ	Wowwy clavi.. The resonance changes with touch.
82	Cembalo	2	Pf	POLY	2 Band EQ	Large cembalo sound
83	Woman	2	Gt	POLY	Over Drive	Electric guitar with warm, overdrive-induced distortion
84	Half Drive	2	Gt	POLY	G-Amp.Sim.	Electric guitar, with slight amp-induced distortion
85	Cry-MW	3	Gt	POLY	Auto Wah	Distortion-type guitar. Use the MW to control the wah.
86	FunkWah-MW	2	Gt	POLY	Auto Wah	Clean guitar. Use the MW controls the wah.
87	ChrusStrat	4	Gt	POLY	Symphonic	Clean electric guitar, with chorus
88	Classic	3	Gt	POLY	2 Band EQ	Nylon guitar with great acoustics
89	Sevilla	2	Gt	POLY	2 Band EQ	Simulation of Spanish guitar
90	Benson	2	Gt	POLY	2 Band EQ	Jazz guitar with distinctive, mild attack
91	Hawai DoA	1	Gt	POLY	Rev Hall 1	Hawaiian steel guitar. Use of pitchbend is recommended.
92	MarcStrngs	2	St	POLY	Rev Hall 1	Acoustic strings with marcato attack
93	Ana Strngs	2	St	POLY	DelayL,C,R	Analog-synth strings with darkish, heavy feel
94	Chamber	3	St	POLY	Rev Room 1	Live-strings chamber group
95	SfzTremolo	3	St	POLY	2 Band EQ	Tremolo strings with sforzando development
96	Oct	3	St	POLY	Rev Stage 1	Live strings with octave overlap
97	StereoPizz	3	St	POLY	Rev Stage 1	Expansive string pizzicato
98	LoFi Str	2	St	POLY	2 Band EQ	Synth strings; low-fi Melotron simulation
99	ViennaWltz	2	St	POLY	Rev Hall 1	Acoustic strings. Use touch to control the attack speed and sound.
100	DarkStrngs	3	St	POLY	DelayL,C,R	Darkish mix of live and synth strings
101	Grapelli	2	St	POLY	Rev Room 1	Glossy solo violin
102	Hand Bell	3	Cp	POLY	2 Band EQ	Hand bell with sweet, showy attack
103	Jazz Vibes	3	Cp	POLY	Rotary Sp.	Mild jazz vibraphone, with tremolo
104	White Bell	4	Cp	POLY	Celeste 4	Beautiful resounding bell, plus pad layer
105	Bluez-MW	2	Rd	POLY	G-Amp.Sim.	Blues harp. Use the MW to control the wah.
106	Toots	1	Rd	POLY	2 Band EQ	Harmonica voice. Aftertouch applies pitchbend.
107	Alto	1	Rd	POLY	3 Band EQ	Strong, glossy alto sax
108	Solo Oboe	2	Rd	POLY	3 Band EQ	Mild oboe
109	PicoRecrdr	2	Rd	POLY	Rev Stage1	Cute piccolo recorder sound
110	Picco Solo	2	Rd	POLY	Rev Hall 1	Piccolo
111	PercuFlute	3	Rd	POLY	DelayL,C,R	Breathy, jazzy flute
112	Ravi	1	Et	POLY	2 Band EQ	Sitar with lingering, profound sound
113	Shaku	3	Et	POLY	2 Band EQ	Shakuhachi with strong husky breath
114	Rich Koto	2	Et	POLY	2 Band EQ	Koto with fat, solid string acoustics
115	Bali	2	Et	POLY	2 Band EQ	Ethic-sounding Indonesian balafon
116	Shami	2	Et	POLY	2 Band EQ	Strongly picked shamisen
117	Santur2	3	Et	POLY	2 Band EQ	Lingering santur
118	Zither	2	Et	POLY	2 Band EQ	Typical zither
119	Hack Brett	3	Et	POLY	EarlyRef.1	Hack brett (European plucked-string folk instrument)
120	Scott Pipe	4	Et	POLY	3 Band EQ	Bagpipe with distinctive clogged-breath sound
121	Xylopad	2	Et	POLY	Delay L,R	Percussion loop with ethnic feel
122	Strynx&Pno	3	Co	POLY	EarlyRef.1	Split at C3: strings in left hand, piano in right
123	Fairy	2	Co	POLY	Delay L,R	Layered harp and chorus
124	EP&Strings	2	Co	POLY	DelayL,C,R	Layered: DX electric piano + synth pad
125	70th Crime	3	Co	POLY	DelayL,C,R	Split at C3. Left: bass + sax. Right: slow pad.
126	Funk Split	3	Co	POLY	2 Band EQ	Split at A2. Left: layered bass + guitar. Right: guitar only.
127	Haendel	3	Co	POLY	Rev Hall 1	Layered chorus and pipe organ produce churchy sound.
128	Zamphir	4	Co	POLY	Rev Hall 1	Split at C3: organ in left hand, pan flute in right

XG Voice List

XG Voice List

Bank Select MSB=000 KSP
 LSB=Bank Number
 Stereo Bank 3
 Single Bank 6
 Slow Bank 8
 Fast Decay Bank 12
 Double Attack Bank 14
 Bright Bank 16
 Elem Bank 17
 Dark Bank 18
 Elem Bank 19
 Rsonant Bank 20
 Attack Bank 24
 Elem Bank 25
 Release Bank 27
 Rezo Sweep Elem Bank 28
 Muted Bank 28

Instrument Group	Bank 0	Bank 1	Bank 2	Bank 3	Bank 6	Bank 8	Bank 12	Bank 14	Bank 16	Bank 17	Bank 18	Bank 19	Bank 20	Bank 24	Bank 25	Bank 27	Bank 28	
Piano	1	GrandPho	1	GrandPhoK	1													
	2	BritePho	1	BritePhoK	1													
	3	E.Grand	2	E.GrandPhoK	2													
	4	HnkyTonk	2	HnkyTonkK	2													
	5	E.Piano1	2	E.Piano1K	1													
	6	E.Piano2	2	E.Piano2K	1													
	7	Harpst.	1	Harpst.K	1													
	8	Clavi	2	Clavi.K	1													
	9	Celesta	1															
	10	Glocken	1															
	Chromatic Percussion	11	MusicBox	2														
		12	Vibes	1	VibesK	1												
13		Marimba	1	MarimbaK	1													
14		Xylophon	1															
15		TubulBel	1															
16		Dulcimer	1															
17		DrawOrgn	1															
18		PercOrgn	1															
19		RockOrgn	2															
20		ChrchOrg	2															
21		ReedOrgn	1															
Organ		22	Acordion	2														
	23	Harmnica	1															
	24	TangoAcid	2															
	25	NylonGtr	1															
	26	SteelGtr	1															
	27	Jazz Gtr	1															
	28	CleanGtr	1															
	29	MuteGtr	1															
	30	Ovrdrive	1															
	31	Dist.Gtr	1															
	32	GrHarmo	1															
	Guitar	33	Aco.Bass	1														
34		FngrBass	1															
35		PickBass	1															
36		Fretless	1															
37		SlapBass1	1															
38		SlapBass2	1															
39		SynBass1	1															
40		SynBass2	2															
41		Violin	1															
42		Viola	1															
Bass		43	Cello	1														
		44	Contrabs	1														
	45	TrnmStr	1															
	46	PrzStr	1															
	47	Harp	1															
	48	Timpani	1															
	49	Strings1	1															
	50	Strings2	1															
	51	Syn.Str1	2															
	52	Syn.Str2	2															
	53	ChoirAah	1															
	Ensemble	54	VoiceOoh	1														
55		SynVoice	1															
56		Orch.Hrt	2															
57		Trumpet	1															
58		Trombone	1															
59		Tuba	1															
60		Mute.Trp	1															
61		Fr.Horn	1															
62		BrasSect	1															
63		SynBras1	2															
64		SynBras2	1															

: Same as Bank 0

XG Voice List

Bank Select MSB=064 LSB=000

Bank Select MSB=000 LSB=Bank Number

Instrument Group	Pgm	Bank 67	Elem	Bank 68	Elem	Bank 69	Elem	Bank 70	Elem	Bank 71	Elem	Bank 72	Elem	Bank 96	Elem	Bank 97	Elem	Bank 98	Elem	Bank 99	Elem	Bank 100	Elem	Bank 101	Elem	
Piano	1																									
	2																									
	3																									
	4																									
	5																									
	6																									
	7																									
8																										
Chromatic Percussion	9																									
	10																									
	11																									
	12																									
	13																									
	14																									
	15																									
	16																									
Organ	17																									
	18																									
	19																									
	20																									
	21																									
	22																									
	23																									
	24																									
	25																									
	26																									
	27																									
	28																									
29																										
30																										
31																										
32																										
Bass	33																									
	34																									
	35																									
	36																									
	37																									
	38																									
	39																									
	40																									
Strings	41																									
	42																									
	43																									
	44																									
	45																									
	46																									
	47																									
	48																									
	49																									
	50																									
Ensemble	51																									
	52																									
	53																									
	54																									
	55																									
	56																									
	57																									
Brass	58																									
	59																									
	60																									
	61																									
	62																									
	63																									
	64																									

█ : No sound

XG Voice List

Instrument Group	Bank Select MSB=000 LSB=Bank Number																			
	Bank 32	Bank 33	Bank 34	Bank 35	Octave 1	Octave 2	5th I	5th 2	Bend	Tutti	Bank 40	Bank 41	Bank 42	Bank 43	Bank 45	Velo-Xfade	Bank 64	Bank 65	Bank 66	
Reed																				
	65																			
	66																			
	67																			
	68																			
	69																			
	70																			
	71																			
	72																			
Pipe																				
	73																			
	74																			
	75																			
	76																			
	77																			
	78																			
	79																			
	80																			
Synth Lead	81																			
	82																			
	83																			
	84																			
	85																			
	86																			
	87																			
	88																			
Synth Pad	89																			
	90																			
	91																			
	92																			
	93																			
	94																			
	95																			
	96																			
	97																			
Synth Effects	98																			
	99																			
	100																			
	101																			
	102																			
	103																			
	104																			
Ethnic	105																			
	106																			
	107																			
	108																			
	109																			
	110																			
	111																			
	112																			
Percussive	113																			
	114																			
	115																			
	116																			
	117																			
	118																			
	119																			
	120																			
Sound Effects	121																			
	122																			
	123																			
	124																			
	125																			
	126																			
	127																			
	128																			

XG Voice List

Bank Select MSB=064 LSB=000

Pgm#	Bank 0	Elem
65	Tel Dial	1
66	DoorSeqk	1
67	Door Slam	1
68	Scratch	1
69	Scratch 2	2
70	WindChm	1
71	Telphon2	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	SubMarine	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	Xploston	2
116	FireWork	2
117		
118		
119		
120		
121		
122		
123		
124		
125		
126		
127		
128		

: No sound

Bank Select MSB=000 LSB=Bank Number

Instrument Group	Pgm#	Bank 67	Elem	Bank 68	Elem	Bank 69	Elem	Bank 70	Elem	Bank 71	Elem	Bank 72	Elem	Bank 96	Elem	Bank 97	Elem	Bank 98	Elem	Bank 99	Elem	Bank 100	Elem	Bank 101	Elem	
Reed	65																									
	66																									
	67																									
	68																									
	69																									
	70																									
	71																									
	72																									
	73																									
	74																									
Pipe	75																									
	76																									
	77																									
	78																									
	79																									
	80																									
	81																									
	82																									
	83																									
	84																									
Synth Lead	85																									
	86																									
	87																									
	88																									
	89																									
	90																									
	91																									
	92																									
	93																									
	94																									
Synth Pad	95																									
	96																									
	97																									
	98																									
	99																									
	100																									
	101																									
	102																									
	103																									
	104																									
Ethnic	105																									
	106																									
	107																									
	108																									
	109																									
	110																									
	111																									
	112																									
	113																									
	Percussive	114																								
115																										
116																										
117																										
118																										
119																										
120																										
121																										
122																										
123																										
124																										
125																										
126																										
127																										
128																										

XG Drum Map

XG Drum Map

Bank Select MSB=Bank Number LSB=000

Note#	Program #	Key off	Alternate assign	Bank Select MSB=Bank Number LSB=000												
				127	127	127	127	127	127	127	127	127	127	126	126	
	Note			Standard Kit	Room Kit	Rock Kit	Electro Kit	Analog Kit	Jazz Kit	Brush Kit	Classic Kit	SFX 1	SFX 2			
13	C# -1		3	Standard Kit												
14	D -1		3	Surdo Mute												
15	D# -1		3	Surdo Open												
16	E -1		4	Hi Q												
17	F -1		4	Whip Slap												
18	F# -1		4	Scratch Push												
19	G -1		4	Scratch Pull												
20	G# -1			Finger Snap												
21	A -1			Click Noise												
22	A# -1			Metronome Click												
23	B -1			Metronome Bell												
24	C 0			Seq Click L												
25	C# 0			Seq Click H												
26	D 0	O		Brush Tap												
27	D# 0	O		Brush Tap												
28	E 0	O		Brush Swirl L												
29	F 0	O		Brush Slap												
30	F# 0	O		Brush Swirl H												
31	G 0			Snare Roll 2												
32	G# 0			Snare L2												
33	A 0			Snare L												
34	A# 0			Sticks												
35	B 0			Bass Drum L												
36	C 1			Bass Drum M												
37	C# 1			Bass Drum H												
38	D 1			Open Rim Shot												
39	D# 1			Bass Drum M 2												
40	E 1			Bass Drum H 2												
41	F 1			Bass Drum H 2												
42	F# 1			Side Stick												
43	G 1			Snare M												
44	G# 1			Snare H												
45	A 1			Hand Clap												
46	A# 1			Floor Tom L												
47	B 1			Hi-Hat Closed												
48	C 2			Floor Tom H												
49	C# 2			Hi-Hat Pedal												
50	D 2			Low Tom												
51	D# 2			Hi-Hat Open												
52	E 2			Mid Tom L												
53	F 2			Mid Tom H												
54	F# 2			Crash Cymbal 1												
55	G 2			Ride Cymbal 1												
56	G# 2			Chinese Cymbal												
57	A 2			Ride Cymbal Cup												
58	A# 2			Tambourine												
59	B 2			Cowbell												
60	C 3			Splash Cymbal												
61	C# 3			Cowbell												
62	D 3			Crash Cymbal 2												
63	D# 3			Ride Cymbal 2												
64	E 3			Bongo L												
65	F 3			Bongo H												
66	F# 3			Bongo L												
67	G 3			Bongo H												

: Same as Standard Kit : No Sound

XG Drum Map

Bank Select MSB=Bank Number LSB=000

Note#	Program #	Bank #	127		127		127		127		127		127		126	
			Key	Alternate	Standard Kit	Standard2 Kit	Room Kit	Rock Kit	Electro Kit	Analog Kit	Jazz Kit	Brush Kit	Classic Kit	SFX 1	SFX 2	
off	assign															
68	G# 3															
69	A# 3															
70	A# 3															
71	B 3															
72	C 4															
73	C# 4															
74	D 4															
75	D# 4															
76	E 4															
77	F 4															
78	F# 4															
79	G 4															
80	G# 4															
81	A 4															
82	A# 4															
83	B 4															
84	C 5															
85	C# 5															
86	D 5															
87	D# 5															
88	E 5															
89	F 5															
90	F# 5															
91	G 5															

TG300B Voice List

TG300B Voice List

Bank Select MSB=Bank Number LSB=000

Instrument Group	Pgm	Bank 0	Bank 1	Bank 2	Bank 3	Bank 4	Bank 5	Bank 6	Bank 7	Bank 8	Bank 9	Bank 10	Bank 11	Bank 16	Bank 17	Bank 18	Bank 19	Elem	
Piano	1	GrandPho	1							GrandPhoK									
	2	BritePho	1							BritePhoK									
	3	E.Grand	2	ElGrPho2	2					ElGrPhoK									
	4	HbkYTonk	2							HbkYTonkK									
	5	ElPano1	2							Chor.F.P1									
	6	ElPano2	2							Chor.F.P2									
	7	Hapsi.	1							Hapsi.K									
	8	Clavi.	2																
Chromatic Percussion	9	Celesta	1																
	10	Glocken	1																
	11	MusicBox	2																
Organ	12	Vibes	1							VibesK									
	13	MariMba	1							MariMbaK									
	14	Xylophon	1																
	15	TubuBel	1																
	16	Dulcimer	1																
	17	DrawOrgn	1																
	18	PercOrgn	1																
	19	RockOrgn	2																
	20	ChrchOrg	2																
	21	RecdOrgn	1																
	22	Accordion	2																
	23	Harmnica	1																
	24	TangoAcid	2																
	Guitar	25	NylonGtr	1															
26		SteelGtr	1																
27		JazzGtr	1																
28		CleanGtr	1																
29		MuteGtr	1																
30		Ovrdrive	1																
31		DistGtr	1																
32		GrHarmo	1																
33		AcroBass	1																
34		EngBass	2																
Bass	35	PickBass	1																
	36	Fretles2	2	Fretles3	2	Fretles4	2	Smooth	2										
	37	SlpBass	1																
	38	SlpBass2	1																
	39	SynBass1	1																
	40	SynBass2	2																
	41	Violin	1																
	42	Viola	1																
	43	Cello	1																
	44	Contrabs	1																
Strings	45	Trem.Sir	1																
	46	Pizz.Sir	1																
	47	Harp	1																
	48	Timpani	1																
	49	Strings1	1																
	50	Strings2	1																
	51	Syn.Sir1	2																
	52	Syn.Sir2	2																
	53	ChoirAah	1																
	54	VoiceDoo	1																
Ensemble	55	SynVoice	1																
	56	OrchHit	2																
	57	Trumpet	1																
	58	Trombone	1																
	59	Tuba	1																
	60	Mute.Tip	1																
	61	Fr.Horn	2																
	62	BrasSect	1																
	63	SynBras3	2																
	Brass	64	SynBras2	1															

TG300B Voice List

Bank Select MSB=Bank Number LSB=000

Instrument Group	Pgm	Bank 24	Elem	Bank 25	Elem	Bank 26	Elem	Bank 32	Elem	Bank 33	Elem	Bank 40	Elem	Bank 126	Elem	Bank 127	Elem
Piano	1													A-Piano1	2	apiano1	1
	2													A-Piano2	2	apiano2	1
	3													A-Piano3	2	apiano3	1
	4													A-Piano4	2	apiano4	1
	5	68ELP	1	HardELP	2	MelloEP1	2	ElPhoLK	1					A-Piano5	1	epiano1	1
	6	DX Hard	2					ElPhoZK	1					A-Piano6	1	epiano2	1
	7	Hrps1.2	2											A-Piano7	1	epiano3	1
	8													E-Piano1	2	hkyink	2
Chromatic	9													E-Piano2	2	eorgan1	2
Percussion	10													E-Piano3	2	eorgan2	2
	11													A-Guir1	1	eorgan3	1
	12													A-Guir2	2	eorgan4	1
	13	Log Drum	2											A-Guir3	2	pipeorg1	2
	14													E-Guir1	2	pipeorg2	2
	15													E-Guir2	1	pipeorg3	2
	16													Slap-1	2	acordion	2
Organ	17	ChezOrg	2					DrawOrg2	2	Evenbar	2	Organ Ba	1	Slap-2	2	harps1	1
	18							PercOrg2	2					Slap-3	2	harps2	2
	19	FstRotar	2											Slap-4	2	harps3	1
	20	OrgFlute	2					TrmOrgFl	2					Slap-5	2	clavi1	1
	21													Slap-6	2	clavi2	1
	22													Slap-7	2	clavi3	1
	23													Slap-8	2	celesst1	1
	24													Finger-1	1	celesst2	1
Guitar	25	VelGtHrm	2					NylonG12	1			LequimG	1	Finger-2	1	synbrs1	2
	26							SteelG2	1					Picked-1	1	synbrs2	2
	27													Picked-2	1	synbrs3	2
	28													FrtsBS	1	synbrs4	2
	29													A-Bass	2	synbrs5	1
	30													Choir-1	1	synbrs6	1
	31													Choir-2	1	synbrs7	1
	32													Choir-3	2	synbrs8	2
	33													Choir-4	2	newgegrd	2
Bass	34													Strngs-1	2	synfano	2
	35													Strngs-2	2	choir pd	2
	36													Strngs-3	2	bowed pd	2
	37													Strngs-4	2	soundrk	2
	38													E-Organ1	2	atmosphr	2
	39													E-Organ2	2	syn warm	2
	40													E-Organ3	2	synfunny	1
Strings	41													E-Organ4	2	syncho1	2
	42													E-Organ5	2	rain	2
	43													E-Organ6	2	synboe	2
	44													E-Organ7	2	syncho2	2
	45													E-Organ8	2	synsolo	2
	46													E-Organ9	2	synrdog	2
	47													SoftTP-1	1	synhell	1
	48													SoftTP-2	1	square1	2
Ensemble	49	VeloStr	2											TP/TRB-1	1	srsect1	2
	50													TP/TRB-2	1	srsect2	2
	51													TP/TRB-3	1	srsect3	2
	52													TP/TRB-4	1	pizz.sr	1
	53													TP/TRB-5	2	violin 1	2
	54							Ch.Aahs2	2					TP/TRB-6	2	violin 2	1
	55													Sax-1	1	cello 1	1
	56													Sax-2	1	cello 2	1
	57	BriteTrp	2	WarmTrp	2									Sax-3	1	contrabs	1
Brass	58													Sax-4	2	harp 1	1
	59													Brass-1	1	harp 2	1
	60													Brass-2	1	guitar 1	1
	61													Brass-3	2	guitar 2	1
	62													Brass-4	2	elecgr1	2
	63													Brass-5	2	elecgr2	2
	64													Orch-Hit	1	sttar	1

TG300B Voice List

Bank Select MSB=Bank Number LSB=000

Instrument Group	Pgm#	Elem Bank 0	Elem Bank 1	Elem Bank 2	Elem Bank 3	Elem Bank 4	Elem Bank 5	Elem Bank 6	Elem Bank 7	Elem Bank 8	Elem Bank 9	Elem Bank 10	Elem Bank 11	Elem Bank 16	Elem Bank 17	Elem Bank 18	Elem Bank 19										
Reed	65	SynsSax	1																								
	66	Alto Sax	1																								
	67	Tmsax 2	1																								
	68	Bari Sax	1																								
	69	Oboe	2																								
	70	Eng. Horn	1																								
	71	Bassoon	1																								
	72	Clarinnet	1																								
	73	Piccolo	1																								
	74	Flute	1																								
Pipe	75	Recorder	1																								
	76	Pan/Flute	1																								
	77	Bottle	2																								
	78	Shakachi	2																								
	79	Whistle	1																								
	80	Ocarina	1																								
	81	SquareLd	2	Square 2	1	Hollow PulseSaw	2	1	Mellow ThickSaw	2	SoloSine	2	Shmoog VeloLead	2	LMSSquare	2	DynaSaw	2	SineLead	1	Dr. Lead	2	WaspSyn	2			
	82	Saw.Lead	2	Saw 2	1	PulseSaw	2	1	ThickSaw	2	Big Lead	2	2	2	2	2	2	2	2	2	2	2	2	2	2		
	83	Callropl	2																								
	84	Chiff Ld	2																								
Synth Pad	85	CharnalLd	2																								
	86	Voice Ld	2																								
	87	Fifth Ld	2																								
	88	Bass & Ld	2																								
	89	NewAgePd	2																								
	90	Warm Pad	2																								
	91	PolySynPd	2																								
	92	ChorPad	2																								
	93	BowesPad	2																								
	94	MetalPad	2																								
Synth Effects	95	Halo Pad	2																								
	96	SweepPad	2																								
	97	Rain	2																								
	98	ScandFlk	2																								
	99	Crystal	2																								
	100	Atmosphr	2																								
	101	Bright	2																								
	102	Goblins	2																								
	103	Echoes	2																								
	Ethnic	104	SG-F	2																							
105		Star	2																								
106		Banjo	1																								
107		Shamisen	1																								
108		Koto	1																								
109		Kalimba	1																								
110		Bagpipe	2																								
111		Fiddle	1																								
112		Shanat	1																								
Percussive		113	Tnk/Bell	2																							
	114	Agogo	2																								
	115	SteelDrum	2																								
	116	WoodBlok	1																								
	117	TakoDrum	1																								
	118	MelodTom	2																								
	119	Syn.Drum	1																								
	120	RevCymb	1																								
	Sound Effects	121	FretNoiz	2																							
		122	BrthNoiz	2																							
123		Seashore	2																								
124		Twet	2																								
125		Telephone	1																								
126		Helicopt	1																								
127		Applause	1																								
128		Gunshot	1																								

TG300B Voice List

Bank Select MSB=Bank Number LSB=000

Instrument Group	Elem	Bank 24	Elem	Bank 25	Elem	Bank 26	Elem	Bank 32	Elem	Bank 33	Elem	Bank 40	Elem	Bank 126	Elem	Bank 127	Elem
Reed	65															abass 1	1
	66															abass 2	1
	67															ebass 1	1
	68															ebass 2	1
	69															slapbas1	1
	70															slapbas2	1
	71															fretles1	1
	72															fretles2	1
	73															flute1	1
	74															flute2	1
	75															piccolo1	1
76															piccolo2	2	
77															recorder	1	
78															pumpipes	2	
79															sax1	2	
80															sax2	1	
Synth Lead	81															sax3	1
	82															sax4	1
	83															clarinet1	1
	84															clarinet2	1
	85															oboe	1
	86															eng.horn	1
	87															bassoon	1
	88															harmnica	1
	89															trumpet1	1
	90															trumpet2	1
Synth Pad	91															trbhone1	2
	92														trbhone2	2	
	93														fr.horn1	1	
	94														fr.horn2	2	
	95														tuba	2	
	96															bssscr1	1
	97															bssscr2	2
	98															vibe1	1
	99															vibe2	1
	100															symallet	1
Synth Effects	101															malotwin	2
	102															glocken	2
	103															tubulbel	1
	104															xylophon	1
	105															marimba	2
	106		Oud	2												koto	1
	107															sho	2
	108															shakkehi	2
	109															whistle1	2
	110															whistle2	1
Percussive	111															bottle	2
	112															breath	2
	113															timpani	1
	114															melotom	1
	115															deepshar	1
	116															eperc1	1
	117															eperc2	1
	118															taiko	1
	119															taikorim	1
	120															cymbal	2
Sound Effects	121															castanet	1
	122															triangle	1
	123															orchehit	1
	124															telephone	1
	125															bird	1
	126															jam	1
	127															etcrwar	2
	128															etcringl	2

█ : Same as Standard Kit █ : No Sound

TG300B Drum Map

TG300B Drum Map

Note#	Program #	Alternate Assign	Drum Map															
			1	9	17	25	26	33	41	49	57	128						
25	C# 0		Standard Kit	Room Kit	Power Kit	Electro Kit	Analog Kit	Jazz Kit	Brush Kit	Orchestra Kit	SFX Set	C/M Kit						
26	D 0		Share Roll															
27	D# 0		Finger Snap															
28	E 0		Hi Q															
29	F 0	7	Whip Slap															
30	F# 0	7	Scratch Push															
31	G 0		Scratch Pull															
32	G# 0		Sticks															
33	A 0		Click Noise															
34	A# 0		Metronome Click															
35	B 0		Metronome Bell															
36	C 1		Bass Drum M															
37	C# 1		Bass Drum H															
38	D 1		Side Stick															
39	D# 1		Snare M															
40	E 1		Hand Clap															
41	F 1		Snare H															
42	F# 1	1	Floor Tom L	Room Tom 1	Room Tom 1	SD Power	Analog Tom 1	Jazz Tom 1	Brush Tap	Concert SD	High-Q	SD Electro						
43	G 1		Hi-Hat Closed	Room Tom 2	Room Tom 2	E Tom 1	Analog HH Closed 1	Jazz Tom 2	Brush Slap	Concert SD	Slap							
44	G# 1	1	Floor Tom H	Room Tom 3	Room Tom 3	E Tom 2	Analog Tom 2	Jazz Tom 3	Brush Swirl	Timpani F#	Scratch Push							
45	A 1		Hi-Hat Pedal	Room Tom 4	Room Tom 4	E Tom 3	Analog HH Closed 2	Jazz Tom 4	Jazz Tom 1	Timpani G#	Scratch Pull							
46	A# 1	1	Low Tom	Room Tom 5	Room Tom 5	E Tom 4	Analog Tom 3	Jazz Tom 5	Jazz Tom 2	Timpani A#	Sticks							
47	B 1		Hi-Hat Open	Room Tom 6	Room Tom 6	E Tom 5	Analog HH Open	Jazz Tom 6	Jazz Tom 3	Timpani A	Square Click	Hi-Hat Open 1						
48	C 2		Mid-Tom H	Room Tom 7	Room Tom 7	E Tom 6	Analog Tom 4	Jazz Tom 7	Jazz Tom 4	Timpani B	Metronome Bell	Hi-Hat Open 2						
49	C# 2		Mid-Tom L	Room Tom 8	Room Tom 8	E Tom 7	Analog Tom 5	Jazz Tom 8	Jazz Tom 5	Timpani C	Metronome Click							
50	D 2		Crash Cymbal 1	Room Tom 9	Room Tom 9	E Tom 8	Analog Cymbal	Jazz Tom 9	Jazz Tom 6	Timpani C#	Guitar Fret Noise							
51	D# 2		High Tom	Room Tom 10	Room Tom 10	E Tom 9	Analog Cymbal	Jazz Tom 10	Jazz Tom 7	Timpani D	Guitar Cutting Down							
52	E 2		Ride Cymbal 1	Room Tom 11	Room Tom 11	Reverse Cymbal	Analog Tom 6	Jazz Tom 11	Jazz Tom 8	Timpani D#	Ac Bass Slap							
53	F 2		Chinese Cymbal	Room Tom 12	Room Tom 12	Reverse Cymbal	Analog Tom 7	Jazz Tom 12	Jazz Tom 9	Timpani E	FL Key Click							
54	F# 2		Ride Cymbal Cup	Room Tom 13	Room Tom 13	Reverse Cymbal	Analog Tom 8	Jazz Tom 13	Jazz Tom 10	Timpani F	Laughing							
55	G 2		Tambourine	Room Tom 14	Room Tom 14	Reverse Cymbal	Analog Tom 9	Jazz Tom 14	Jazz Tom 11	Timpani F#	Screaming							
56	G# 2		Cowbell	Room Tom 15	Room Tom 15	Reverse Cymbal	Analog Tom 10	Jazz Tom 15	Jazz Tom 12	Timpani G	Punch							
57	A 2		Splash Cymbal	Room Tom 16	Room Tom 16	Reverse Cymbal	Analog Tom 11	Jazz Tom 16	Jazz Tom 13	Timpani G#	Heartbeat							
58	A# 2		Crash Cymbal 2	Room Tom 17	Room Tom 17	Reverse Cymbal	Analog Tom 12	Jazz Tom 17	Jazz Tom 14	Timpani A#	Footsteps 1							
59	B 2		Ride Cymbal 2	Room Tom 18	Room Tom 18	Reverse Cymbal	Analog Tom 13	Jazz Tom 18	Jazz Tom 15	Timpani B	Footsteps 2							
60	C 3		Bongo H	Room Tom 19	Room Tom 19	Reverse Cymbal	Analog Tom 14	Jazz Tom 19	Jazz Tom 16	Timpani C	Applause							
61	C# 3		Bongo L	Room Tom 20	Room Tom 20	Reverse Cymbal	Analog Tom 15	Jazz Tom 20	Jazz Tom 17	Timpani C#	Door Creaking							
62	D 3		Conga H Mute	Room Tom 21	Room Tom 21	Reverse Cymbal	Analog Tom 16	Jazz Tom 21	Jazz Tom 18	Timpani D	Door Slam							
63	D# 3		Conga H Open	Room Tom 22	Room Tom 22	Reverse Cymbal	Analog Tom 17	Jazz Tom 22	Jazz Tom 19	Timpani D#	Scratch							
64	E 3		Conga L	Room Tom 23	Room Tom 23	Reverse Cymbal	Analog Tom 18	Jazz Tom 23	Jazz Tom 20	Timpani E	Engine Start							
65	F 3		Timbale H	Room Tom 24	Room Tom 24	Reverse Cymbal	Analog Tom 19	Jazz Tom 24	Jazz Tom 21	Timpani F	Tire Screech							
66	F# 3		Timbale L	Room Tom 25	Room Tom 25	Reverse Cymbal	Analog Tom 20	Jazz Tom 25	Jazz Tom 22	Timpani F#	Car Passing							
67	G 3		Agogo H	Room Tom 26	Room Tom 26	Reverse Cymbal	Analog Tom 21	Jazz Tom 26	Jazz Tom 23	Timpani G	Crash							
68	G# 3		Agogo L	Room Tom 27	Room Tom 27	Reverse Cymbal	Analog Tom 22	Jazz Tom 27	Jazz Tom 24	Timpani A	Siren							
69	A 3		Cabasa	Room Tom 28	Room Tom 28	Reverse Cymbal	Analog Tom 23	Jazz Tom 28	Jazz Tom 25	Timpani B	Train							
70	A# 3		Maracas	Room Tom 29	Room Tom 29	Reverse Cymbal	Analog Tom 24	Jazz Tom 29	Jazz Tom 26	Timpani C	Jeplane							
71	B 3	2	Samba Whistle H	Room Tom 30	Room Tom 30	Reverse Cymbal	Analog Tom 25	Jazz Tom 30	Jazz Tom 27	Timpani C#	Helicopter							
72	C 4	2	Samba Whistle L	Room Tom 31	Room Tom 31	Reverse Cymbal	Analog Tom 26	Jazz Tom 31	Jazz Tom 28	Timpani D	Starship							
73	C# 4	3	Güro Short	Room Tom 32	Room Tom 32	Reverse Cymbal	Analog Tom 27	Jazz Tom 32	Jazz Tom 29	Timpani D#	Gunshot							
74	D 4	3	Güro Long	Room Tom 33	Room Tom 33	Reverse Cymbal	Analog Tom 28	Jazz Tom 33	Jazz Tom 30	Timpani E	Machine Gun	Vibraslap						
75	D# 4		Claves	Room Tom 34	Room Tom 34	Reverse Cymbal	Analog Tom 29	Jazz Tom 34	Jazz Tom 31	Timpani F	Laser Gun							
76	E 4		Wood Block H	Room Tom 35	Room Tom 35	Reverse Cymbal	Analog Tom 30	Jazz Tom 35	Jazz Tom 32	Timpani F#	Explosion							
77	F 4		Wood Block L	Room Tom 36	Room Tom 36	Reverse Cymbal	Analog Tom 31	Jazz Tom 36	Jazz Tom 33	Timpani G	Dog	Laughing						
78	F# 4	4	Cüca Mute	Room Tom 37	Room Tom 37	Reverse Cymbal	Analog Tom 32	Jazz Tom 37	Jazz Tom 34	Timpani G#	Horse Gallop	Screaming						
79	G 4	4	Cüca Open	Room Tom 38	Room Tom 38	Reverse Cymbal	Analog Tom 33	Jazz Tom 38	Jazz Tom 35	Timpani A	Bird Tweet	Punch						
				Room Tom 39	Room Tom 39	Reverse Cymbal	Analog Tom 34	Jazz Tom 39	Jazz Tom 36	Timpani B	Rain	Heartbeat						

: Same as Standard Kit : No Sound

TG300B Drum Map

Program #	Note	Alternate Assign	1	9	17	25	26	33	41	49	57	128
			Standard Kit	Room Kit	Power Kit	Electro Kit	Analog Kit	Jazz Kit	Brush Kit	Orchestra Kit	SFX Set	C/M Kit
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							Applause		Engine Start
88	E 5											Tire Screech
89	F 5											Car Passing
90	F# 5											Crash
91	G 5											Siren
92	G# 5											Train
93	A 5											Jeep
94	A# 5											Helicopter
95	B 5											Starship
96	C 6											Cannon
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

█ : No Sound

█ : Same as Standard Kit

QS300 Wave List

No.	Grp	Name	MIDI Wave Number
0	Ap	Grand	37
1	Ap	Brite	38
2	Ap	Honky	39
3	Ep	Roads	56
4	Ep	CP80	172
5	Ep	DX7	55
6	Mk	Accordion	79
7	Mk	Bandoneon	241
8	Mk	Celesta	80
9	Mk	Clavi.	81
10	Mk	Harpsichrd	82
11	Cp	Glocken	105
12	Cp	Marimba	106
13	Cp	SteelDrum	107
14	Cp	Timpani	108
15	Cp	TinkleBell	109
16	Cp	TublarBell	110
17	Cp	Vibes	111
18	Cp	Xylophone	112
19	Ao	Pipe	86
20	Ao	Reed	87
21	Eo	Drawbar 1	83
22	Eo	Drawbar 2	240
23	Eo	Percussive	84
24	Eo	Rock 1	85
25	Eo	Rock 2	237
26	Ag	Nylon	71
27	Ag	Steel	72
28	Ag	12GtrUpper	190
29	Eg	Jazz Gtr	73
30	Eg	Clean	74
31	Eg	Muted	75
32	Eg	Overdrive	76
33	Eg	OvrdriveLp	183
34	Eg	Distortion	77
35	Eg	Harmonics1	78
36	Eg	Harmonics2	242
37	Ab	Upright	46
38	Eb	Finger	40
39	Eb	Fretless	41
40	Eb	Picked	42
41	Eb	Slap 1	43
42	Eb	Slap 2	44
43	Eb	Thump	45
44	Mb	Bass 1	97
45	Mb	Bass 2	98
46	Bw	Violin	88
47	Bw	Viola	89
48	Bw	Cello	90
49	Bw	ContraBass	91
50	Oe	SectionEns	92
51	Oe	Pizzicato	93
52	Oe	StrngEnsLp	180
53	Oe	Ensemble	231
54	Ch	Aah	53
55	Ch	Ooh	54
56	Ar	Trumpet	47
57	Ar	MutedTrp	48
58	Ar	Trombone	49
59	Ar	Tuba	50
60	Ar	FrenchHorn	51
61	Ar	TrumpetEns	52
62	Sr	Brass	99
63	Rd	Bassoon	113
64	Rd	Clarinet	114
65	Rd	EnglshHorn	115
66	Rd	Oboe	117
67	Rd	SopranoSax	120

No.	Grp	Name	MIDI Wave Number
68	Rd	SprSaxAtk	176
69	Rd	AltoSax	121
70	Rd	AltoSaxAtk	177
71	Rd	TenorSax	184
72	Rd	BaritonSax	123
73	Rd	BariSaxAtk	179
74	Rd	BariSaxLp	182
75	Rd	Flute	116
76	Pi	Piccolo	118
77	Pi	SprRecordr	119
78	Et	Banjo	57
79	Et	BagPipe	58
80	Et	Dulcimer	59
81	Et	Harmonica	60
82	Et	Harp	61
83	Et	Kalimba	62
84	Et	Koto	63
85	Et	Ocarina	64
86	Et	Shakuhachi	66
87	Et	Shamisen	67
88	Et	Sho	69
89	Et	Sitar	70
90	Et	Shanai	188
91	Et	PanFlute	243
92	Pc	SideStick	4
93	Pc	Snare 1	5
94	Pc	Snare 2	6
95	Pc	Snare 3	7
96	Pc	Snare 4	8
97	Pc	Snare 5	9
98	Pc	Snare 6	10
99	Pc	SnareBrush	11
100	Pc	Tom 1	12
101	Pc	Tom 2	13
102	Pc	Tom 3	14
103	Pc	Tom 4	15
104	Pc	Tom 5	16
105	Pc	Tom 6	17
106	Pc	Kick 1	18
107	Pc	Kick 2	19
108	Pc	Kick 3	20
109	Pc	Kick 4	21
110	Pc	GranCassa	22
111	Pc	Stick	23
112	Pc	Cymbal 1	24
113	Pc	Cymbal 2	25
114	Pc	Cymbal 3	26
115	Pc	Cymbal 4	27
116	Pc	LoopCymbal	29
117	Pc	Agogo	32
118	Pc	Castanet	33
119	Pc	WoodBlock	34
120	Pc	Taiko	35
121	Pc	Triangle	36
122	Me	BassSlap	128
123	Me	GtrStroke	138
124	Me	GtrFretNz	139
125	Me	KeyPad	143
126	Me	Metronome	146
127	Me	OrchHit	148
128	Me	WindChime	163
129	Me	TublrBelLp	189
130	Me	XylophonLp	191
131	Me	Scratch	245
132	Ne	Applause	124
133	Ne	Bird 1	125
134	Ne	Bird 2	126
135	Ne	Breath	127

No.	Grp	Name	MIDI Wave Number
136	Ne	Bubble	129
137	Ne	CarPass	130
138	Ne	CarCrash	131
139	Ne	CarStart	132
140	Ne	Dog	133
141	Ne	DoorSlam	134
142	Ne	DoorSqueak	135
143	Ne	FootStep	136
144	Ne	Gallop	137
145	Ne	Gun	140
146	Ne	Helicopter	141
147	Ne	HeartBeat	142
148	Ne	Laughing	144
149	Ne	MachineGun	145
150	Ne	Punch	149
151	Ne	Rain	150
152	Ne	Scream	151
153	Ne	Stream	152
154	Ne	Surf	153
155	Ne	TelDial	154
156	Ne	TelRing 1	155
157	Ne	TelRing 2	162
158	Ne	Thunder	156
159	Ne	TireSkid	157
160	Ne	Train	158
161	Ne	Wind	159
162	Ow	Square	94
163	Ow	Saw	95
164	Ow	Sine	195
165	Ow	Digi 1	196
166	Ow	Digi 2	197
167	Ow	Digi 3	198
168	Ow	Digi 4	199
169	Ow	Digi 5	200
170	Ow	Digi 6	201
171	Ow	Digi 7	202
172	Ow	Digi 8	203
173	Ow	Digi 9	204
174	Ow	Digi 10	205
175	Ow	Digi 11	206
176	Ow	Digi 12	207
177	Ow	Digi 13	208
178	Ow	Digi 14	209
179	Ow	Digi 15	210
180	Ow	Digi 16	211
181	Ow	Digi 17	212
182	Ow	Digi 19	213
183	Ow	Digi 20	214
184	Ow	Digi 21	215
185	Ow	Digi 22	216
186	Ow	Digi 23	217
187	Ow	Digi 24	218
188	Ow	Digi 25	219
189	Ow	Digi 26	220
190	Ow	Digi 27	221
191	Ow	Digi 28	222
192	Ow	Digi 29	223
193	Ow	Digi 30	224
194	Ow	Digi 31	225
195	Ow	Digi 32	226
196	Ow	Pulse 10	228
197	Ow	Pulse 25	229
198	Lw	Pad 1	102
199	Lw	Pad 2	227
200	Lw	Pad 3	230
201	Lw	Itopia	236
202	Mw	Mallet	104
203	Mw	Noise	147
204	Dr	Stndrd Kit	1

EG Template List

Attack-EG Templates

Name	Comment
Initial	Initial settings
A.Piano	Standard acoustic piano envelope; can also be used for electric piano voices.
Guitar	Standard guitar envelope. Good for both acoustic and electric guitars.
Bass	Standard bass envelope.
Brass	Standard brass envelope.
StabBrass	Brass envelope with sharp, strong attack.
STfast	Strings envelope with fast attack.
SlwPad	Strings envelope with slow attack; also good for synth pad.
SynBass1	Fast-release synth bass envelope.
SynBass2	Slow-release synth bass envelope.
Organ	Standard organ envelope.
TunePerc1	Vibraphone-type envelope, with long sustain and quick release.
TunePerc2	Marimba-type envelope. Sound dies out quickly; sustain and release are of equal length.
TunePerc3	Bell-type envelope with long-lasting aftertones. Sustain and release are of equal length.
Pluck	Sharp, plucked attack.
SynComp1	Long sustain and quick release; intended for synth voices.
SynComp2	Another synth-voice envelope, with aftertones. Sustain and release are of equal length.
SynLead	Standard synth-lead envelope.
PCmute	Sound dies quickly if you hold the key down; but aftertones linger if touch is staccato.
Wind	SE-type envelope: the sound rises slowly, then falls slowly.
Reverse	Sounds like reverse-cymbals played backwards: the sound rises slowly to a peak, then stops immediately.
Gate	Gate-type envelope.

Pitch-EG Templates

Name	Comment
Initial	Initial settings
UpSlow	Pitch rises slowly.
UpFast>	Pitch rises quickly.
DownSlow	Pitch drops slowly.
DownFast	Pitch drops quickly.
SynBrass	Synth-brass envelope, with distinctive attack.
BagPipe	Bagpipe-like pitch action; rapid pitch cycles.
Release+12	Pitch goes up an octave at release, producing cembalo-like sound.
Release-12	Pitch drops an octave at release. Use with synth voices.
Release-5	Pitch drops five steps at release. Good with guitar-like voices.
Atack+12	Pitch drops from high to normal during attack. Good for synth leads.
Atack-12	Pitch rises from low to normal during attack. Good for synth leads.
SynTom	Pitch envelope for synth tom.
Asia	Attack characteristics produce ethnic feel.
UpDown	SE-type envelope: pitch goes up, then comes down.
SlowDown	Another SE-type envelope: pitch drops slowly.
At&Re1Oct1	SE-type pitch envelope with interesting attack and release effects. (First of two)
At&Re1Oct2	SE-type pitch envelope with interesting attack and release effects. (Second of two)
Scaling 50%	Selects 50% pitch scaling. Good for ethnic sound.
Scaling 10%	Selects 10% pitch scaling. Good for both ethnic and SE voices.
Scaling 0%	No scaling; pitch is fixed.

Filter-EG Templates

Name	Comment
Initial	Initial settings
A. Piano	Standard acoustic-piano filter envelope.
Guitar	Standard filter envelope for guitar.
Bass	Standard filter envelope for bass.
Brass	Standard filter envelope for brass.
StabBrass	Brass filter envelope featuring sharp, strong attack.
SfzBrass	Sforzando brass.
SynBrass1	Bright, punchy synth-brass .
SynBrass2	Mild synth brass.
ResoClavi	Clavi. with resonance.
SynBaReso	Synth bass with strong resonance.
SynBaAtak	Synth bass with strong attack.
SynPad	Standard synth-pad filter envelope.
SlowAttack	Slow-attack synth pad.
Sweep	Typical filter-sweep envelope.
ResoAttack	Strong resonance in attack.
SynWah	For synth wah effect.
Velo+	Standard filter setup: brightness increases with velocity.
Vel-	Opposite of standard: brightness decreases with velocity.
ResoPerc1	Filter settings for resonant synth percussion. (First of three)
ResoPerc2	Filter settings for resonant synth percussion. (Second of three)
ResoPerc3	Filter settings for resonant synth percussion. (Third of three)

Effect Type List

Reverb Type

[00] No Effect

[01] Rev Hall 1 ~ [08] Rev Plate

No.	Parameter(MIDI)	Parameter(LCD)	Display	Value	Table
1	Reverb Time	ReverbTime	0.3~30.0s	0-69	table#1
2	Diffusion	Diffusion	0~10	0-10	
3	Initial Delay	Init.Delay	0.1~99.3ms	0-63	table#3
4	HPF Cutoff	HPF Cutoff	Thru~8.0kHz	0-52	table#5
5	LPF Cutoff	LPF Cutoff	1.0k~Thru	34-60	table#5
6					
7					
8					
9					
10					
11	Rev Delay		0.1~99.3ms	0-63	table#3
12	Density		0~3	0-3	
13	Rev/Er Balance		R<E63 ~ R=E ~ R63>E	1-127	
14					
15	Feedback Level		-63 ~ +63	1-127	
16					

[09] RevWhiteRm ~ [11] RevBasemnt

No.	Parameter(MIDI)	Parameter(LCD)	Display	Value	Table
1	Reverb Time	ReverbTime	0.3~30.0s	0-69	table#1
2	Diffusion	Diffusion	0~10	0-10	
3	Initial Delay	Init.Delay	0.199.3ms	0-63	table#3
4	HPF Cutoff	HPF Cutoff	Thru~8.0kHz	0-52	table#5
5	LPF Cutoff	LPF Cutoff	1.0k~Thru	34-60	table#5
6	Width		0.5~10.2m	0-37	
7	Height		0.5~20.2m	0-73	
8	Depth		0.5~30.2m	0-104	
9	Wall Vary		0~30	0-30	
10					
11	Rev Delay		0.1~99.3ms	0-63	table#3
12	Density		0~3	0-3	
13	Rev/Er Balance		R<E63 ~ R=E ~ R63>E	1-127	
14					
15	Feedback Level		-63 ~ +63	1-127	
16					

Chorus Type

[00] No Effect

[01] Chorus 1 ~ [08] Celeste 4

No.	Parameter(MIDI)	Parameter(LCD)	Display	Value	Table
1	LFO Frequency	LFO Freq	0.000~39.70Hz	0-127	table#6
2	LFO PM Depth	LFO PM Dep	0~127	0-127	
3	Feedback Level	FB Level	-63 ~ +63	1-127	
4	Delay Offset	DelayOffset	0.0~50.0ms	0-127	table#4
5					
6	EQ Low Freq.		50Hz~2.0kHz	8-40	table#5
7	EQ Low Gain		-12~+12dB	52-76	
8	EQ High Freq		500Hz~16.0kHz	28-58	table#5
9	EQ High Gain		-12~+12dB	52-76	
10					
11					
12					
13					
14					
15	Input Mode		mono/stereo	0-1	
16					

[09] Flanger 1 ~ [11] Flanger 3

No.	Parameter(MIDI)	Parameter(LCD)	Display	Value	Table
1	LFO Frequency	LFO Freq	0.000~39.70Hz	0-127	table#6
2	LFO Depth	LFO Depth	0~127	0-127	
3	Feedback Level	FB Level	-63 ~ +63	1-127	
4	Delay Offset	DelayOffset	0.0~50.0ms	0-127	table#4
5					
6	EQ Low Freq.		50Hz~2.0kHz	8-40	table#5
7	EQ Low Gain		-12~+12dB	52-76	
8	EQ High Freq		500Hz~16.0kHz	28-58	table#5
9	EQ High Gain		-12~+12dB	52-76	
10					
11					
12					
13					
14	LFO PhaseDiff.		-180~+180deg(reso=3)	4-124	
15					
16					

Effect Type List

Variation Type (“Wet/Dry” and “Ctrl” are available only in Insertion Mode.)

[00] No Effect

[01] Rev Hall 1 ~ [08] Rev Plate

No.	Parameter(MIDI)	Parameter(LCD)	Display	Value	Table	Ctrl
1	Reverb Time	ReverbTime	0.3~30.0s	0-69	table#1	
2	Diffusion	Diffusion	0~10	0-10		
3	Initial Delay	Init.Delay	0.1~99.3ms	0-63	table#3	
4	HPF Cutoff	HPF Cutoff	Thru~8.0kHz	0-52	table#5	
5	LPF Cutoff	LPF Cutoff	1.0k~Thru	34-60	table#5	
6						
7						
8						
9						
10	Wet/Dry	Wet/Dry	W<D63 ~ W=D ~ W63>D	1-127		●
11	Rev Delay		0.1~99.3ms	0-63	table#3	
12	Density		0~3	0-3		
13	Rev/Er Balance		R<E63 ~ R=E ~ R63>E	1-127		
14						
15	Feedback Level		-63 ~ +63	1-127		
16						

[09] DelayL,C,R

No.	Parameter(MIDI)	Parameter(LCD)	Display	Value	Table	Ctrl
1	Lch Delay	Lch Delay	0.1~720.0ms	1-7200		
2	Rch Delay	Rch Delay	0.1~720.0ms	1-7200		
3	Cch Delay	Cch Delay	0.1~720.0ms	1-7200		
4	Feedback Delay	FB Delay	0.1~720.0ms	1-7200		
5	Feedback Level	FB Level	-63 ~ +63	1-127		
6	Cch Level		0~127	0-127		
7	High Damp		0.1 ~ 1.0	1-10		
8						
9						
10	Wet/Dry	Wet/Dry	W<D63 ~ W=D ~ W63>D	1-127		●
11						
12						
13	EQ Low Freq.		50Hz~2.0kHz	8-40	table#5	
14	EQ Low Gain		-12~+12dB	52-76		
15	EQ High Freq.		500Hz~16.0kHz	28-58	table#5	
16	EQ High Gain		-12~+12dB	52-76		

[10] Delay L,R

No.	Parameter(MIDI)	Parameter(LCD)	Display	Value	Table	Ctrl
1	Lch Delay	Lch Delay	0.1~720.0ms	1-7200		
2	Rch Delay	Rch Delay	0.1~720.0ms	1-7200		
3	FeedbackDelay 1	FB Delay 1	0.1~720.0ms	1-7200		
4	FeedbackDelay 2	FB Delay 2	0.1~720.0ms	1-7200		
5	Feedback Level	FB Level	-63 ~ +63	1-127		
6	High Damp		0.1 ~ 1.0	1-10		
7						
8						
9						
10	Wet/Dry	Wet/Dry	W<D63 ~ W=D ~ W63>D	1-127		●
11						
12						
13	EQ Low Freq.		50Hz~2.0kHz	8-40	table#5	
14	EQ Low Gain		-12~+12dB	52-76		
15	EQ High Freq.		500Hz~16.0kHz	28-58	table#5	
16	EQ High Gain		-12~+12dB	52-76		

[11] Echo

No.	Parameter(MIDI)	Parameter(LCD)	Display	Value	Table	Ctrl
1	Lch Delay1	Lch Delay	0.1~360.0ms	1-3600		
2	LchFeedbakLevel	LchFBLevel	-63 ~ +63	1-127		
3	Rch Delay1	Rch Delay	0.1~360.0ms	1-3600		
4	RchFeedbakLevel	RchFBLevel	-63 ~ +63	1-127		
5	High Damp	High Damp	0.1~1.0	1-10		
6	Lch Delay2		0.1~360.0ms	1-3600		
7	Rch Delay2		0.1~360.0ms	1-3600		
8	Delay2 Level		0~127	0-127		
9						
10	Wet/Dry	Wet/Dry	W<D63 ~ W=D ~ W63>D	1-127		●
11						
12						
13	EQ Low Freq.		50Hz~2.0kHz	8-40	table#5	
14	EQ Low Gain		-12~+12dB	52-76		
15	EQ High Freq.		500Hz~16.0kHz	28-58	table#5	
16	EQ High Gain		-12~+12dB	52-76		

[12] CrossDelay

No.	Parameter(MIDI)	Parameter(LCD)	Display	Value	Table	Ctrl
1	L->R Delay	L->R Delay	0.1~360.0ms	1-3600		
2	R->L Delay	R->L Delay	0.1~360.0ms	1-3600		
3	Feedback Level	FB Level	-63 ~ +63	1-127		
4	Input Select	InputSelct	L,R ,L&R(L,R:MonoMix)	0-2		
5	High Damp	High Damp	0.1 ~ 1.0	1-10		
6						
7						
8						
9						
10	Wet/Dry	Wet/Dry	W<D63 ~ W=D ~ W63>D	1-127		●
11						
12						
13	EQ Low Freq.		50Hz~2.0kHz	8-40	table#5	
14	EQ Low Gain		-12~+12dB	52-76		
15	EQ High Freq.		500Hz~16.0kHz	28-58	table#5	
16	EQ High Gain		-12~+12dB	52-76		

Effect Type List

[13] EarlyRef.1 , [14] EarlyRef.2

No.	Parameter(MIDI)	Parameter(LCD)	Display	Value	Table	Ctrl
1	Type	Type	S-H,L-H,Rdm,Rvs,Plt,Spr	0-5		
2	Room Size	Room Size	0.1 ~ 7.0	0-44	table#7	
3	Diffusion	Diffusion	0-10	0-10		
4	Initial Delay	Init.Delay	0.1~200.0ms	0-127	table#3	
5	Feedback Level	FB Level	-63 ~ +63	1-127		
6	HPF Cutoff		Thru~8.0kHz	0-52	table#5	
7	LPF Cutoff		1.0k~Thru	34-60	table#5	
8						
9						
10	Wet/Dry	Wet/Dry	W<D63 ~ W=D ~ W63>D	1-127		●
11	Liveness		0-10	0-10		
12	Density		0-3	0-3		
13	High Damp		0.1 ~ 1.0	1-10		
14						
15						
16						

[15] GateReverb , [16] ReversGate

No.	Parameter(MIDI)	Parameter(LCD)	Display	Value	Table	Ctrl
1	Type	Type	TypeA,TypeB	0-1		
2	Room Size	Room Size	0.1 ~ 7.0	0-44	table#7	
3	Diffusion	Diffusion	0-10	0-10		
4	Initial Delay	Init.Delay	0.1~200.0ms	0-127	table#3	
5	Feedback Level	FB Level	-63 ~ +63	1-127		
6	HPF Cutoff		Thru~8.0kHz	0-52	table#5	
7	LPF Cutoff		1.0k~Thru	34-60	table#5	
8						
9						
10	Wet/Dry	Wet/Dry	W<D63 ~ W=D ~ W63>D	1-127		●
11	Liveness		0-10	0-10		
12	Density		0-3	0-3		
13	High Damp		0.1 ~ 1.0	1-10		
14						
15						
16						

[17] Rev Karaoke1 ~ [19] Rev Karaoke3

No.	Parameter(MIDI)	Parameter(LCD)	Display	Value	Table	Ctrl
1	Delay Time	Delay Time	0.1~400.0ms	0-127	table#2	
2	Feedback Level	FB Level	-63 ~ +63	1-127		
3	HPF Cutoff	HPF Cutoff	Thru~8.0kHz	0-52	table#5	
4	LPF Cutoff	LPF Cutoff	1.0k~Thru	34-60	table#5	
5						
6						
7						
8						
9						
10	Wet/Dry	Wet/Dry	W<D63 ~ W=D ~ W63>D	1-127		●
11						
12						
13						
14						
15						
16						

[20] Chorus 1 ~ [27] Celeste 4

No.	Parameter(MIDI)	Parameter(LCD)	Display	Value	Table	Ctrl
1	LFO Frequency	LFO Freq	0.000~39.70Hz	0-127	table#6	
2	LFO PM Depth	LFO PM Dep	0-127	0-127		
3	Feedback Level	FB Level	-63 ~ +63	1-127		
4	Delay Offset	DelayOffset	0.0~50.0ms	0-127	table#4	
5						
6	EQ Low Freq.		50Hz~2.0kHz	8-40	table#5	
7	EQ Low Gain		-12~+12dB	52-76		
8	EQ High Freq.		500Hz~16.0kHz	28-58	table#5	
9	EQ High Gain		-12~+12dB	52-76		
10	Wet/Dry	Wet/Dry	W<D63 ~ W=D ~ W63>D	1-127		●
11						
12						
13						
14						
15	Input Mode		mono/stereo	0-1		
16						

[28] Flanger 1 ~ [30] Flanger 3

No.	Parameter(MIDI)	Parameter(LCD)	Display	Value	Table	Ctrl
1	LFO Frequency	LFO Freq	0.000~39.70Hz	0-127	table#6	
2	LFO Depth	LFO Depth	0-127	0-127		
3	Feedback Level	FB Level	-63 ~ +63	1-127		
4	Delay Offset	DelayOffset	0.0~50.0ms	0-127	table#4	
5						
6	EQ Low Freq.		50Hz~2.0kHz	8-40	table#5	
7	EQ Low Gain		-12~+12dB	52-76		
8	EQ High Freq.		500Hz~16.0kHz	28-58	table#5	
9	EQ High Gain		-12~+12dB	52-76		
10	Wet/Dry	Wet/Dry	W<D63 ~ W=D ~ W63>D	1-127		●
11						
12						
13						
14	LFO PhaseDiff.		-180~+180deg	4-124		
15						
16						

[31] Symphonic

No.	Parameter(MIDI)	Parameter(LCD)	Display	Value	Table	Ctrl
1	LFO Frequency	LFO Freq	0.000~39.70Hz	0-127	table#6	
2	LFO Depth	LFO Depth	0-127	0-127		
3	Delay Offset	DelayOffset	0.0~50.0ms	0-127	table#4	
4						
5						
6	EQ Low Freq.		50Hz~2.0kHz	8-40	table#5	
7	EQ Low Gain		-12~+12dB	52-76		

Effect Type List

8	EQ High Freq.		500Hz~16.0kHz	28-58	table#5	
9	EQ High Gain		-12~+12dB	52-76		
10	Wet/Dry	Wet/Dry	W<D63 ~ W=D ~ W63>D	1-127		●
11						
12						
13						
14						
15						
16						
[32] Rotary Sp.						
No.	Parameter(MIDI)	Parameter(LCD)	Display	Value	Table	Ctrl
1	LFO Frequency	LFO Freq	0.000~39.70Hz	0-127	table#6	●
2	LFO Depth	LFO Depth	0~127	0-127		
3						
4						
5						
6	EQ Low Freq.		50Hz~2.0kHz	8-40	table#5	
7	EQ Low Gain		-12~+12dB	52-76		
8	EQ High Freq.		500Hz~16.0kHz	28-58	table#5	
9	EQ High Gain		-12~+12dB	52-76		
10	Wet/Dry	Wet/Dry	W<D63 ~ W=D ~ W63>D	1-127		
11						
12						
13						
14						
15						
16						
[33] Tremolo						
No.	Parameter(MIDI)	Parameter(LCD)	Display	Value	Table	Ctrl
1	LFO Frequency	LFO Freq	0.000~39.70Hz	0-127	table#6	●
2	AM Depth	AM Depth	0~127	0-127		
3	PM Depth	PM Depth	0~127	0-127		
4						
5						
6	EQ Low Freq.		50Hz~2.0kHz	8-40	table#5	
7	EQ Low Gain		-12~+12dB	52-76		
8	EQ High Freq.		500Hz~16.0kHz	28-58	table#5	
9	EQ High Gain		-12~+12dB	52-76		
10						
11						
12						
13						
14	LFO PhaseDiff.		-180~+180deg	4-124		
15	Input Mode		mono/stereo	0-1		
16						
[34] Auto PAN						
No.	Parameter(MIDI)	Parameter(LCD)	Display	Value	Table	Ctrl
1	LFO Frequency	LFO Freq	0.000~39.70Hz	0-127	table#6	●
2	L/R Depth	L/R Depth	0~127	0-127		
3	F/R Depth	F/R Depth	0~127	0-127		
4	PAN Direction	Direction	L<->R,L->R,L<-R,Lturn,Rturn,L/R	0-5		
5						
6	EQ Low Freq.		50Hz~2.0kHz	8-40	table#5	
7	EQ Low Gain		-12~+12dB	52-76		
8	EQ High Freq.		500Hz~16.0kHz	28-58	table#5	
9	EQ High Gain		-12~+12dB	52-76		
10						
11						
12						
13						
14						
15						
16						
[35] Phaser 1						
No.	Parameter(MIDI)	Parameter(LCD)	Display	Value	Table	Ctrl
1	LFO Frequency	LFO Freq	0.000~39.70Hz	0-127	table#6	
2	LFO Depth	LFO Depth	0~127	0-127		
3	PhaseShiftOffset	PhaseShift	0~127	0-127		
4	Feedback Level	FB Level	-63 ~ +63	1-127		
5						
6	EQ Low Freq.		50Hz~2.0kHz	8-40	table#5	
7	EQ Low Gain		-12~+12dB	52-76		
8	EQ High Freq.		500Hz~16.0kHz	28-58	table#5	
9	EQ High Gain		-12~+12dB	52-76		
10	Wet/Dry	Wet/Dry	W<D63 ~ W=D ~ W63>D	1-127		●
11	Stage		6,7,8,9,10	6-10		
12						
13						
14						
15						
16						
[36] Phaser 2						
No.	Parameter(MIDI)	Parameter(LCD)	Display	Value	Table	Ctrl
1	LFO Frequency	LFO Freq	0.000~39.70Hz	0-127	table#6	
2	LFO Depth	LFO Depth	0~127	0-127		
3	PhaseShiftOffset	PhaseShift	0~127	0-127		
4	Feedback Level	FB Level	-63 ~ +63	1-127		
5						
6	EQ Low Freq.		50Hz~2.0kHz	8-40	table#5	
7	EQ Low Gain		-12~+12dB	52-76		
8	EQ High Freq.		500Hz~16.0kHz	28-58	table#5	
9	EQ High Gain		-12~+12dB	52-76		
10	Wet/Dry	Wet/Dry	W<D63 ~ W=D ~ W63>D	1-127		●
11	Stage		3-5	3-5		
12						
13	LFO PhaseDiff.		-180~+180deg(reso=3)	4-124		
14						
15						
16						

Effect Type List

[37] Distortion , [38] Overdrive

No.	Parameter(MIDI)	Parameter(LCD)	Display	Value	Table	Ctrl
1	Drive	Drive	0~127	0-127		●
2	EQ LowFrequency	EQ LowFreq	50Hz~2.0kHz	8-40	table#5	
3	EQ Low Gain	EQ LowGain	-12~+12dB	52-76		
4	LPF Cutoff	LPF Cutoff	1.0k~Thru	34-60	table#5	
5	Output Level	OutputLvl	0~127	0-127		
6						
7	EQ Mid Frequency		500Hz~10.0kHz	28-54	table#5	
8	EQ Mid Gain		-12~+12dB	52-76		
9	EQ Mid Width		1.0~12.0	10-120		
10	Wet/Dry	Wet/Dry	W<D63 ~ W=D ~ W63>D	1-127		
11	Edge(Clip Curve)		0~127	0-127		
12						
13						
14						
15						
16						

[39] G-Amp.Sim.

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

[40] 3 Band EQ

No.	Parameter(MIDI)	Parameter(LCD)	Display	Value	Table	Ctrl
1	EQ Low Gain	Low Gain	-12~+12dB	52-76		
2	EQ MidFrequency	Mid Freq	500Hz~10.0kHz	28-54	table#5	
3	EQ Mid Gain	Mid Gain	-12~+12dB	52-76		
4	EQ Mid Width	Mid Width	1.0~12.0	10-120		
5	EQ High Gain	High Gain	-12~+12dB	52-76		
6	EQ Low Freq.		50Hz~2.0kHz	8-40	table#5	
7	EQ High Freq.		500Hz~16.0kHz	28-58	table#5	
8						
9						
10						
11						
12						
13						
14						
15						
16						

[41] 2 Band EQ

No.	Parameter(MIDI)	Parameter(LCD)	Display	Value	Table	Ctrl
1	EQ LowFrequency	Low Freq	50Hz~2.0kHz	8-40	table#5	
2	EQ Low Gain	Low Gain	-12~+12dB	52-76		
3	EQHighFrequency	High Freq	500Hz~16.0kHz	28-58	table#5	
4	EQ High Gain	High Gain	-12~+12dB	52-76		
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

[42] Auto Wah

No.	Parameter(MIDI)	Parameter(LCD)	Display	Value	Table	Ctrl
1	LFO Frequency	LFO Freq	0.000~39.70Hz	0-127	table#6	
2	LFO Depth	LFO Depth	0~127	0-127		
3	CutoffFreqOffset	CutoffFreq	50Hz~14.0kHz	0-127	table#8	●
4	Resonance	Resonance	1.0~12.0	10-120		
5						
6	EQ Low Freq.		50Hz~2.0kHz	8-40	table#5	
7	EQ Low Gain		-12~+12dB	52-76		
8	EQ High Freq.		500Hz~16.0kHz	28-58	table#5	
9	EQ High Gain		-12~+12dB	52-76		
10	Wet/Dry	Wet/Dry	W<D63 ~ W=D ~ W63>D	1-127		
11						
12						
13						
14						
15						
16						

[43] THRU

Style List

DEMONSTRATION PATTERNS

Style No.	Name	Tempo	Beat	Comment
001	Rave 1	133.0	4/4	Typical rave pattern. Pattern B includes accentuating orchestra hit.
002	Rave 2	128.0	4/4	Rave, with more pop feel than 001, and full track usage.
003	Eurobeat	126.0	4/4	Eurobeat pattern. Track 8 has strongest bass sound, but Track 3 produces similar phrasing.
004	Techno	130.0	4/4	Technopop pattern. Track 6 repeats the Track 5 phrase, delayed by approximately one beat.
005	House	120.0	4/4	House-music pattern, with drum-supplied swing.
006	DancePop	120.0	4/4	New-romantics pop sound. Track 4 and 5 produce slightly variant left/right chord phrases.
007	Casa	120.0	4/4	Slightly wild pattern based on house-type rhythm, with distinctive 16th-note left/right phrasing.
008	DnceShfl	114.0	4/4	Swinging dance shuffle. Interesting sounds in the Track 1 drum phrases.
009	GrndBeat	096.0	4/4	Cool, urbane, typical ground beat, with swinging 16th-note rhythm.
010	Acid 1	102.0	4/4	Typical acid-jazz pattern, with interesting mood from Track 2's triangle and conga.
011	Acid 2	115.0	4/4	Popsy acid-jazz pattern, with funky sound in the main B section.
012	DscFunk 1	120.0	4/4	Funky Afro-beat pattern, with slap-bass phrasing accentuating the attack.
013	DscFunk 2	106.0	4/4	Similar to Pattern 012, but calmer, more mature.
014	DscoSoul	120.0	4/4	Disco pattern, with great L/R guitar riffs and drum fill-in.
015	Rap 1	106.0	4/4	Hip-hop pattern. Distinctive scratch fill-in on Track 2.
016	Rap 2	098.0	4/4	New jack swing pattern: 16-beat swing plus cheap acoustic sound.
017	8BtDnce 1	120.0	4/4	Fairly swinging dance beat. The main point is the Latin percussion, including agogo and timbales.
018	8BtDnce 2	127.0	4/4	Funky dance beat, with strong accentuating brass phrases in Tracks 3 and 4.
019	SYBoogie	166.0	4/4	Triplet-based boogie pattern, with good supportive three-track bass phrasing.
020	PianoBld	078.0	4/4	Basic 8-beat ballad pattern. Great for piano-backed ballad singing.
021	PopBld 1	086.0	4/4	Another 8-beat ballad. Pattern A produces arpeggio phrasing; Pattern B uses block chords.
022	PopBld 2	068.0	4/4	Ballad-like pattern based on guitar backing. Good for slow-tempo pieces.
023	E.Ballad	078.0	4/4	Pretty harp arpeggios (Pattern A) and flashy brass (Pattern B).
024	16BtBld	078.0	4/4	A 16-beat ballad pattern with pretty, natural strings sound.
025	New Age	082.0	4/4	Distinctive, unusual ballad pattern, with kalimba used for guitar phrases in Tracks 7 and 8.
026	6/8 Bld	068.0	4/4	Slow rock ballad based on triplet rhythm. Also good for enka.
027	Sw.Waltz	108.0	3/4	Waltz pattern, good for light pop music, with a nice drum brush in Track 2.
028	FolkRock	104.0	4/4	Country-like folk rock pattern, with good right-side guitar rhythm.
029	8BtLite	124.0	4/4	Basic versatile 8-beat pop pattern. Good for pop, folk, others.
030	8BtPop 1	120.0	4/4	An eight-beat pop pattern with eighth-note piano chords and impressive analog-type drum.
031	8BtPop 2	120.0	4/4	Good with hard pop or street-rock pieces. Main feature is the powerful piano backing.
032	Detroit	190.0	4/4	Bouncy shuffle rock (Detroit sound), with accentuation on beats 2 and 4.
033	Amb.Pop	120.0	4/4	Expansive pop pattern. Note the use of pan, reverb, and clock shift.
034	Travels	142.0	4/4	Speedy 16-beat pop pattern, featuring great drum brush and ride cymbals.
035	Seq.Pop	135.0	4/4	Bright, lively pop pattern, carried mainly by the sequences on Tracks 5 and 6.
036	PowerPop	135.0	4/4	Energetic pop pattern, with impressive open high hat and powerful fill-in.
037	N.Y.	116.0	4/4	A 16-beat pattern, featuring high hat and ride cymbals.
038	J-Pop	125.0	4/4	A 16-beat pop pattern, with congas, claves, and triangle.
039	16BtPop	116.0	4/4	A 16-beat pop pattern with effective guitar action and electric drums.
040	24BtShfl	100.0	4/4	A 16-beat shuffle pattern, ideal for languid, moody pops.
041	Ethno	108.0	4/4	Shuffle pattern. Note the ethnic qualities in Tracks 5, 6, and 8.
042	Passion	100.0	4/4	African-beat pattern with distinctive use of toms: untamed power loose in the vast, endless plain.
043	R&B	160.0	4/4	Motown R&B. Use the fill section to full advantage.
044	Soul 1	102.0	4/4	Typical relaxed soul. Listen to the easy bass phrasing in Pattern A.
045	Soul 2	104.0	4/4	Another well-known soul pattern, with distinctive guitar rhythm in Track 4.
046	Funk 1	104.0	4/4	Basic funk pattern, with pleasing guitar cutting and organ play.
047	Funk 2	104.0	4/4	Another funk pattern. Combine with Pattern 046 to add variety.
048	R&B Bld	096.0	4/4	Warm, appealing R&B ballad pattern with 16-beat rhythm.
049	Blus Shfl	120.0	4/4	Shuffling blues. Take advantage of the difference between basic pattern B and break pattern A.
050	6/8Blues	094.0	4/4	Triplet-based blues, mixing a barrage of piano chords with a relaxed bass line.
051	SlwBlues	067.0	4/4	Slow blues pattern, with more shuffle than Pattern 050.
052	6/8Gospl	120.0	3/4	Slow, soulful gospel pattern.
053	FastGosp	120.0	4/4	Fast, energetic, joyful 16-beat gospel pattern.
054	PopRock 1	118.0	4/4	Basic 8-beat pop-rock pattern; goes well with a wide range of genres.
055	PopRock 2	154.0	4/4	Lively boogie-like pop-rock rhythm. The main point is the melodic bass line.
056	16BtR&R	106.0	4/4	A 16-beat rock pattern with unusual accenting and distinctive multi-tom drum phrasing.
057	HrdRock 1	138.0	4/4	Hard-rock pattern for medium-tempo play, with strong drums plus cowbell accent.
058	HrdRock 2	180.0	4/4	Classic, racing heavy-metal rock. Includes organ.
059	RockShfl	147.0	4/4	Hard rock pattern with shuffle beat. The piano on Track 6 and organ on Track 7 add considerable ambience.
060	RockBgy.	156.0	4/4	Danceable, boogie-type hard rock with powerful electric drumming.
061	HR Shfl	200.0	4/4	Racy hard rock with shuffle beat. Note the showy drum fill-in.
062	Rck&Rol 1	162.0	4/4	Boogie-type rock 'n' roll pattern with walking bass.
063	Boogie	200.0	4/4	Boogie-woogie pattern, more uptempo and with somewhat flatter swing than Pattern 062.
064	Twist	160.0	4/4	Twist-type rock 'n' roll with interesting accent and some bright brass phrasing.
065	Rkabilly	122.0	4/4	Typical rockabilly pattern, with interesting guitar play audible in Pattern B.
066	Swing	172.0	4/4	Fairly uptempo swing. Basic 4-instrument rhythm includes piano and guitar.
067	BePop	140.0	4/4	Bebop-type jazz pattern, with interesting hi-hat and snare drums.
068	JazzBld	082.0	4/4	Jazz-ballad pattern. The heavy use of drum brush is the key.

Style List

Style No.	Name	Tempo	Beat	Comments
069	B.B.Bld	082.0	4/4	Big-band jazz ballad pattern, best at slightly slow tempos.
070	Ragtime	106.0	4/4	Ragtime pattern with swing accent.
071	Dixie	200.0	4/4	Dixieland jazz pattern, featuring characteristic banjo phrases. Also note the snare drum fill-in.
072	J.Waltz	172.0	3/4	Slightly uptempo jazz waltz pattern, with drum brush producing strong jazz feel.
073	Fusion	104.0	4/4	Typical fusion pattern. Note the Latin-style piano in the main B section.
074	Fsn.Shfl	102.0	4/4	Another good fusion pattern: 16 beats with shuffle.
075	Mambo	110.0	4/4	Rhythmical mambo pattern. Characteristic percussion includes timbales and guiro.
076	Samba	108.0	4/4	Typical samba pattern from Brazil, featuring interesting piano play and pitched agogo bells.
077	J.Samba	112.0	4/4	Exciting, somewhat fast samba pattern. Also fits certain types of fusion.
078	SlwBossa	122.0	4/4	Another Brazilian rhythm: a typical, but slightly slow, bossa nova.
079	PopBossa	126.0	4/4	Popsy bossa nova, with drumstick accent.
080	R.Latin	126.0	4/4	Somewhat slow Latin rhythm. Moody percussion includes cowbell, guiro, congas.
081	Rumba	112.0	4/4	The famous Cuban rhythm. Note the guitar rhythm on Track 4.
082	Espagnol	116.0	4/4	Spanish dance pattern. Nice atmosphere created by strong hand clapping in the main B section.
083	Bomba	120.0	4/4	Puerto Rican folk music, with piercing agogo rhythm.
084	Guanco	108.0	4/4	Latin rhythm with pleasant guitar action. Delayed bass entry produces very distinctive sound.
085	Reggae 1	082.0	4/4	Reggae with shuffle beat.
086	Reggae 2	086.0	4/4	Somewhat heavy reggae pattern; unusual bass phrasing and organ play.
087	Ska	130.0	4/4	Another Jamaican rhythm, said to be the precursor of reggae. Note the off-beat accentuation.
088	Calypso	122.0	4/4	The well-known Caribbean calypso style. Pay attention to the timbales in the fill section.
089	BluGrass	120.0	4/4	Cheerful, uptempo bluegrass pattern; includes banjo.
090	C&W Rock	130.0	4/4	Basic country-and-western, with natural guitar chord strokes.
091	C&W Shfl	120.0	4/4	Country-and-western shuffle, with great brush drumming in the fill-in.
092	C&W Bld	076.0	4/4	Plain country-and-western ballad pattern. Good for other genres as well.
093	C&W Wltz	098.0	3/4	Country-style waltz; great for gentle, singable ballads.
094	M.March	120.0	4/4	March pattern. The marching drum in Track 1 brings out the atmosphere.
095	6/8March	126.0	4/4	March, with triplet rhythms. Includes tuba, horn, and other characteristic marching brass.
096	Polka	128.0	4/4	Lively well-known dance pattern, originating from Czechoslovakia. The accordion phrasing is the key.
097	Slowfox	108.0	4/4	Slow foxtrot pattern. Basically a dance rhythm, but might also work with swing jazz numbers.
098	Foxtrot	200.0	4/4	Fast, swinging fox trot. Makes you want to dance.
099	TangoArg	132.0	4/4	Tango pattern, with characteristic accordion and castanets.
100	V.Waltz	182.0	3/4	Classical waltz pattern. Includes clarinet and good use of pizzicato.

Phrase List

	Main(M)	Fill Loop(O)	Fill Cross(X)	Intro(I)	Ending(E)	Specific(S)	General(G)	Main(M)	Fill Loop(O)	Fill Cross(X)	Intro(I)	Ending(E)	Specific(S)	General(G)
	DRUMS							PERCUSSION						
16beat	16BtBldA 16BtBldB R&B BldA R&B BldB 16BtPopA 16BtPopB 24BtShfA 24BtShfB DscFunkA DscFunkB Rap 1A Rap 1B Rap 2A Rap 2B DncShf1A DncShf1B DncShf2A DncShf2B DncePopA DncePopB Casa 1A Casa 1B Casa 2A Casa 2B EuroBt A EuroBt B Rave A Rave B Funk A Funk B FunkShfA FunkShfB BlugrasA BlugrasB Fusion A Fusion B Fsn.ShfA Fsn.ShfB 16Reg 1A 16Reg 1B 16Reg 2A 16Reg 2B CalypsoA CalypsoB J.SambaA J.SambaB SpagnolB SpagnolA Samba A Samba B	16BtBldA 16BtBldB R&B BldA R&B BldB 16BtPopA 16BtPopB GrndBt A GrndBt B 24BtShfA 24BtShfB DncFunkA DncFunkB Casa 1A Casa 1B Casa 2A Casa 2B EuroBt A EuroBt B Rave A Rave B Funk A Funk B FunkShfA FunkShfB BlugrasA BlugrasB Fusion A Fusion B Fsn.ShfA Fsn.ShfB 16Reg 1A 16Reg 1B 16Reg 2A 16Reg 2B CalypsoA CalypsoB J.SambaA J.SambaB SpagnolB SpagnolA Samba A Samba B	16BtBldA 16BtBldB R&B BldA R&B BldB 16BtPopA 16BtPopB GrndBt A GrndBt B 24BtShfA 24BtShfB DncFunkA DncFunkB Casa 1A Casa 1B Casa 2A Casa 2B EuroBt A EuroBt B Rave A Rave B Funk A Funk B FunkShfA FunkShfB BlugrasA BlugrasB Fusion A Fusion B Fsn.ShfA Fsn.ShfB 16Reg 1A 16Reg 1B 16Reg 2A 16Reg 2B CalypsoA CalypsoB J.SambaA J.SambaB SpagnolB SpagnolA Samba A Samba B	16Bt.Bld R&B Bld 16Bt.Pop 24BtShf1 DscFunk Rap 1 Rap 2 DnceShf1 DnceShf2 DancePop Casa 1 Casa 2 EuroBeat Rave 1 Rave 2 Funk Fusion Fsn.Shf 16Bt.Reg 16Bt.Reg2 Calypso J.Samba Samba	16Bt.Bld R&B Bld 16Bt.Pop 24BtShf1 24BtShf2 DnceShf1 DnceShf2 DancePop Casa 1 Casa 2 EuroBeat Rave 1 Rave 2 Funk Blugras Fusion Fsn.Shf 16Bt.Reg1 16Bt.Reg2 Calypso J.Samba Espagnol Samba	Venus 1 Venus 2 Venus 2F N.Y.! 1 N.Y.! 1F N.Y.! 2 N.Y.! 2F Going 1 Going 1F Going 2 Going 2F Moo!! 1 Moo!! 1F Moo!! 2 RioDJ 1 RioDJ 1F RioDJ 2 RioDJ 2F Skunk 1 Skunk 1F Skunk 2 Skunk 2F Kick 5 Kick 6 Kick 7 Kick 8 Kick 9 Kick10 Kick11 Kick12 Kick13 Kick14 Kick15 Kick16	Set 1 Set 2 16HiHat1 16HiHat2 16HiHat3 16HiHat4 16HiHat5 16HiHat6 16HiHat7 16HiHat8 16HiHat9 16HiHat10 16HiHat11 16HiHat12 16HiHat13 16HiHat14 16HiHat15 16HiHat16 16HiHat17 Kick 1 Kick 2 Kick 3 Kick 4 Kick 5 Kick 6 Kick 7 Kick 8 Kick 9 Kick10 Kick11 Kick12 Kick13 Kick14 Kick15 Kick16	16BtBldB R&B BldB 16BtPopA 16BtPopB GrndBt B GrndBt A EuroBtA EuroBtB Funk A FunkShfA Fsn.ShfB CalypsoA BlugrasA BlugrasB J.SambaA J.SambaB CalypsoA SpagnolA SpagnolB J.SambaA J.SambaB Guanco1A Guanco1B Guanco2A Guanco2B BombA 1A BombA 1B BombA 2A BombA 2B Samba A Samba B	R&B BldA R&B BldB 16BtPopA 16BtPopB GrndBt B GrndBt A EuroBt A EuroBt B Funk A FunkShfA Fsn.ShfB CalypsoA BlugrasA BlugrasB J.SambaA J.SambaB CalypsoA SpagnolA SpagnolB J.SambaA J.SambaB Guanco1A Guanco1B Guanco2A Guanco2B BombA 1A BombA 1B BombA 2A BombA 2B Samba A Samba B	16BtPopA 16BtPopB GrndBt B GrndBt A EuroBt A EuroBt B Funk A FunkShfA Fsn.ShfB CalypsoA BlugrasA BlugrasB J.SambaA J.SambaB CalypsoA SpagnolA SpagnolB J.SambaA J.SambaB Guanco1A Guanco1B Guanco2A Guanco2B BombA 1A BombA 1B BombA 2A BombA 2B Samba A Samba B	R&B Bld 24BtShf1 DancePop EuroBeat Fusion DncePop EuroBt A EuroBt B Funk A FunkShfA Fsn.ShfB CalypsoA BlugrasA BlugrasB J.SambaA J.SambaB Espagnol Guanco 1 Guanco 2 BombA 1 BombA 2 Samba	R&B Bld 16Bt.Pop 24BtShf1 DscFunk DancePop EuroBeat Funk Shf Blugras Fusion EuroBt A EuroBt B Funk A FunkShfA Fsn.ShfB CalypsoA BlugrasA BlugrasB J.SambaA J.SambaB Espagnol Guanco 1 Guanco 2 BombA 1 BombA 2 Samba	N.Y.! Going RioDJ 1 RioDJ 2 RioDJ 2F RioDJ 3 RioDJ 3F Tired 1 Tired 2 Tired 3 Tmb&Cbs1 Tmb&Cbs2 Tmb&Cbs1 Tmb&Cng1 Tmb&Cng2 Tri&Cnga Cbs&Bong Cng&Shkr Mrcs&Cng Cnga&Cow AccCabas Ballad 1 Ballad 2 Latina 1 Latina 2 Latina 3 Latina 4 Latina 5 Latina 6 AEthno AnaCong1 AnaCong2 HiQ in1 HiQ in2 HiQ in3 HiQ in4 Scratch1 Scratch2 Scratch3 Scratch4	16Shake1 16Shake2 16Shake3 16Tamb 1 16Tamb 2 16Tamb 3 Conga 1 Conga 2 Conga 3 Bongo Triang 1 Triang 2
								BASS						
	16BtBldA 16BtBldB R&B BldA R&B BldB 16BtPopA 16BtPopB GrndBt A GrndBt B 24BtShfA 24BtShfB DscFunkA DscFunkB Rap A Rap B DncShf1A DncShf1B DncShf2A DncShf2B DncePopA DncePopB Casa 1A Casa 1B Casa 2A Casa 2B Rave A Rave B Funk A Funk B EuroBt1A EuroBt2A Rave 1A Rave 1B Rave 2A Funk B FunkShfA FunkShfB BlugrasB Fusion A Fusion B Fsn.ShfA Fsn.ShfB 16Reg 1A 16Reg 1B 16Reg 2A 16Reg 2B J.SambaB SpagnolA BombA A BombA B Samba A Samba B	16BtBldA 16BtBldB R&B BldA R&B BldB 16BtPopA 16BtPopB GrndBt A GrndBt B 24BtShfA 24BtShfB DscFunkA DscFunkB Rap A Rap B DncShf1A DncShf1B DncShf2A DncShf2B DncePopA DncePopB Casa 1A Casa 1B Casa 2A Casa 2B Rave A Rave B Funk A Funk B EuroBt1A EuroBt2A Rave 1A Rave 1B Rave 2A Funk B FunkShfA FunkShfB BlugrasB Fusion A Fusion B Fsn.ShfA Fsn.ShfB 16Reg 1A 16Reg 1B 16Reg 2A 16Reg 2B J.SambaB SpagnolA BombA A BombA B Samba A Samba B	16BtBldA 16BtBldB R&B BldA R&B BldB 16BtPopA 16BtPopB GrndBt A GrndBt B 24BtShfA 24BtShfB DscFunkA DscFunkB Rap A Rap B DncShf1A DncShf1B DncShf2A DncShf2B DncePopA DncePopB Casa 1A Casa 1B Casa 2A Casa 2B Rave A Rave B Funk A Funk B EuroBt1A EuroBt2A Rave 1A Rave 1B Rave 2A Funk B FunkShfA FunkShfB BlugrasB Fusion A Fusion B Fsn.ShfA Fsn.ShfB 16Reg 1A 16Reg 1B 16Reg 2A 16Reg 2B J.SambaB SpagnolA BombA A BombA B Samba A Samba B	16Bt.Bld R&B Bld 16Bt.Pop DscFunk Rap DnceShf1 DnceShf2 DnceShf1 DnceShf2 Casa 1 Casa 2 Rave 1 Rave 2 Rave 3 Funk Shf 16Bt.Reg1 16Bt.Reg2 J.Samba BombA Samba	16Bt.Bld R&B Bld 16Bt.Pop 24BtShf1 DscFunk Rap DnceShf1 DnceShf2 DnceShf1 DnceShf2 Casa 1 Casa 2 EuroBt.1 EuroBt.2 Rave 1 Rave 2 Funk Blugras Fusion Fsn.Shf 16Bt.Reg1 16Bt.Reg2 Calypso AcidJz 1 AcidJz 2 AcidJz 3 Espagnol Guanco BombA Samba	Venus 1 Venus 2 N.Y.! 1 N.Y.! 2 Going 1 Going 2 Moo!! 1 Moo!! 2 Moo!! 3 RioDJ 1 RioDJ 2 LowBass1 LowBass2 Skunk 1 Skunk 2 PowrSlp Slappy GitUp 1 GitUp 2 70Disco BsMuteG AcidJz 1 AcidJz 2 AcidJz 3 House 1 House 2 House 3 House 4 Queen 1 Queen 2 Heads Tekno BassSeq Unison Tired 1 Tired 2 HousReg 16Bass 1 16Bass 2 16Bass 3 16Bass 4 16Bass 5 16Bass 6 16Bass 7 16Bass 8 16Bass 9 16Bass10	16Bass 1 16Bass 2							

Phrase List

	Main(M)	Fill Loop(O)	Fill Cross(X)	Intro(I)	Ending(E)	Specific(S)	General(G)	Main(M)	Fill Loop(O)	Fill Cross(X)	Intro(I)	Ending(E)	Specific(S)	General(G)	
	DRUMS							GUITAR CHORDS							
3/4beat	6/8Bld A	6/8Bld A	6/8Bld A	6/8 Bld	6/8 Bld		China>	6/8Bld1A	6/8Bld A	6/8Bld A	C&W Wltz	6/8Bld 1			
	6/8Bld B	6/8Bld B	6/8Bld B	SynBoogy	SynBoogy		HiCrsh>	6/8Bld2A	6/8Gsp A	6/8Bld B	V.Waltz	6/8Bld 2			
	SyBoogyA	SyBoogyA	SyBoogyA	6/8Blu 1	6/8Blu 1		LoCrash>	6/8Bld B	CW WltzA	CW WltzB	J.Waltz	C&W Wltz			
	SyBoogyB	SyBoogyB	SyBoogyB	6/8Blu 2	6/8Blu 2		Splash>	6/8Gsp A	SwWaltzB	SwWaltzB		J.Waltz			
	6/8Blu1A	6/8Blu A	6/8Blu1A	6/8 Gosp	6/8 Gosp		Clap-3	6/8Gsp B	V.WaltzA	V.WaltzA		V.WaltzA			
	6/8Blu1B	6/8Blu B	6/8Blu1B	C&W Wltz	C&W Wltz		Side-3	CW WltzA	J.WaltzA	J.WaltzA		J.WaltzA			
	6/8Blu2A	6/8Gsp A	6/8Blu2A	SwWaltz1	SwWaltz1		Snare-3	SwWaltzB	J.WaltzB	J.WaltzB		J.WaltzB			
	6/8Blu2B	6/8Gsp B	6/8Gsp B	SwWaltz2	SwWaltz2			V.WaltzA							
	6/8Gsp A	CW WltzA	6/8Gsp B	68March1	68March1			V.WaltzB							
	6/8Gsp B	CW WltzB	CW WltzA	68March2	68March2			J.WaltzA							
	CW WltzA	SWaltz1A	CW WltzB	V.Waltz	V.Waltz			J.WaltzB							
	CW WltzB	SWaltz1B	SWaltz1A	J.Waltz	J.Waltz										
	SWaltz1A	SWaltz2A	SWaltz1B					GUITAR RIFFS							
	SWaltz1B	SWaltz2B	SWaltz2A					6/8Gsp B				6/8 Gosp			
	SWaltz2A	68Mrch1A	SWaltz2B					KEYBOARD CHORDS							
	SWaltz2B	68Mrch1B	68Mrch1A					6/8Bld A	6/8Bld A	6/8Bld A	SynBoogy	6/8 Bld1			
	68Mrch1A	68Mrch2A	68Mrch1B					6/8Bld1B	6/8Bld1B	6/8Bld1B	6/8Blues	6/8 Bld2			
	68Mrch1B	68Mrch2B	68Mrch2A					6/8Bld2B	6/8Bld2B	6/8Bld2B	6/8Gsp 1SynBoogy				
	68Mrch2A	V.WaltzA	68Mrch2B					SyBoogyA	SyBoogyA	SyBoogyA	6/8Gsp 2	6/8Blues			
	68Mrch2B	V.WaltzB	V.WaltzA					SyBoogyB	SyBoogyB	SyBoogyB	6/8March	6/8Gsp 1			
	V.WaltzA	J.WaltzA	V.WaltzB					6/8Blu A	6/8Blu B	6/8Gsp A	V.Waltz1	6/8Gsp 2			
	V.WaltzB	J.WaltzB	J.WaltzA					6/8Blu1B	6/8Gsp1A	CW WltzA	V.Waltz2	Sw.Waltz			
	J.WaltzA	J.WaltzB	J.WaltzA					6/8Blu2B	6/8Gsp2A	SwWaltzA	J.Waltz1	68March1			
	J.WaltzB		J.WaltzB					6/8Gsp A	SwWaltzA	SwWaltzB	J.Waltz2	68March2			
	PERCUSSION							6/8Gsp1B	SwWaltzB	68Mrch1A	J.Waltz3	V.Waltz1			
	6/8Bld B	6/8Bld B	6/8Bld B	6/8 Gosp				6/8Gsp2B	68Mrch1B	68Mrch1B	68Mrch1B	V.Waltz2			
	6/8Gsp A	6/8Gsp B						CW WltzB	68Mrch2A	68Mrch2A	68Mrch2A	J.Waltz1			
	6/8Gsp B							SwWaltzA	68Mrch2B	68Mrch2B	68Mrch2B	J.Waltz2			
	CW WltzA							SwWaltzB	68Mrch3B	68Mrch3B	68Mrch3B	J.Waltz3			
	BASS							68Mrch1A	68Mrch3B	VWaltz1A	VWaltz1A	VWaltz1B			
6/8Bld A	6/8Bld A	6/8Bld A	6/8 Bld	6/8 Bld			68Mrch1B	VWaltz1A	VWaltz1A	VWaltz1B					
6/8Bld B	6/8Bld B	6/8Bld B	SyBoogy1	SyBoogy1			68Mrch2A	VWaltz2A	VWaltz2A	VWaltz2B					
SBoogy1A	SBoogy1A	SBoogy1A	SyBoogy2	SyBoogy2			68Mrch2B	JWaltz1A	VWaltz2B	VWaltz2B					
SBoogy1B	SBoogy1B	SBoogy1B	SyBoogy3	SyBoogy3			68Mrch3B	JWaltz1B	JWaltz1A	JWaltz1A					
SBoogy2A	SBoogy2A	SBoogy2A	SyBoogy3	SyBoogy3			VWaltz1A	JWaltz2A	JWaltz1B	JWaltz1B					
SBoogy2B	SBoogy2B	SBoogy2B	6/8Blu 1	6/8Blu 1			VWaltz1B	JWaltz2B	JWaltz2A	JWaltz2A					
6/8Blu1A	SBoogy3A	SBoogy3A	6/8Blu 2	6/8Blu 2			VWaltz2A		JWaltz2B	JWaltz2B					
6/8Blu2A	SBoogy3B	SBoogy3B	6/8 Gosp	6/8 Gosp			VWaltz2B								
6/8Blu2B	6/8Gsp A	CW WltzA	C&W Wltz	C&W Wltz			JWaltz1A								
6/8Gsp A	6/8Gsp A	CW WltzA	6/8March	6/8March			JWaltz1B								
6/8Gsp B	CW WltzB	CW WltzB	SwWaltzA	SwWaltzA			JWaltz2A								
CW WltzA	SwWaltzA	SwWaltzB	V.Waltz	6/8March			JWaltz2B								
CW WltzB	SwWaltzB	68MarchA	J.Waltz	J.Waltz			JWaltz3A								
SwWaltzA	68MarchA	V.WaltzA					KEYBOARD RIFFS								
SwWaltzB	68MarchB	J.WaltzA					6/8Blu A	6/8Blu1B	SyBoogyA	SynBoogy	SynBoogy				
68MarchA	V.WaltzA	J.WaltzB					6/8Blu B	6/8Blu2B	6/8Blu A	6/8Blu 1	6/8Blues				
V.WaltzA	V.WaltzB						V.WaltzB	V.WaltzA	6/8Blu B	6/8Blu 2	V.Waltz				
J.WaltzA	J.WaltzA								V.WaltzA	V.Waltz					
J.WaltzB	J.WaltzB								V.WaltzB						

Chord Type List

ABC Fingering Chart

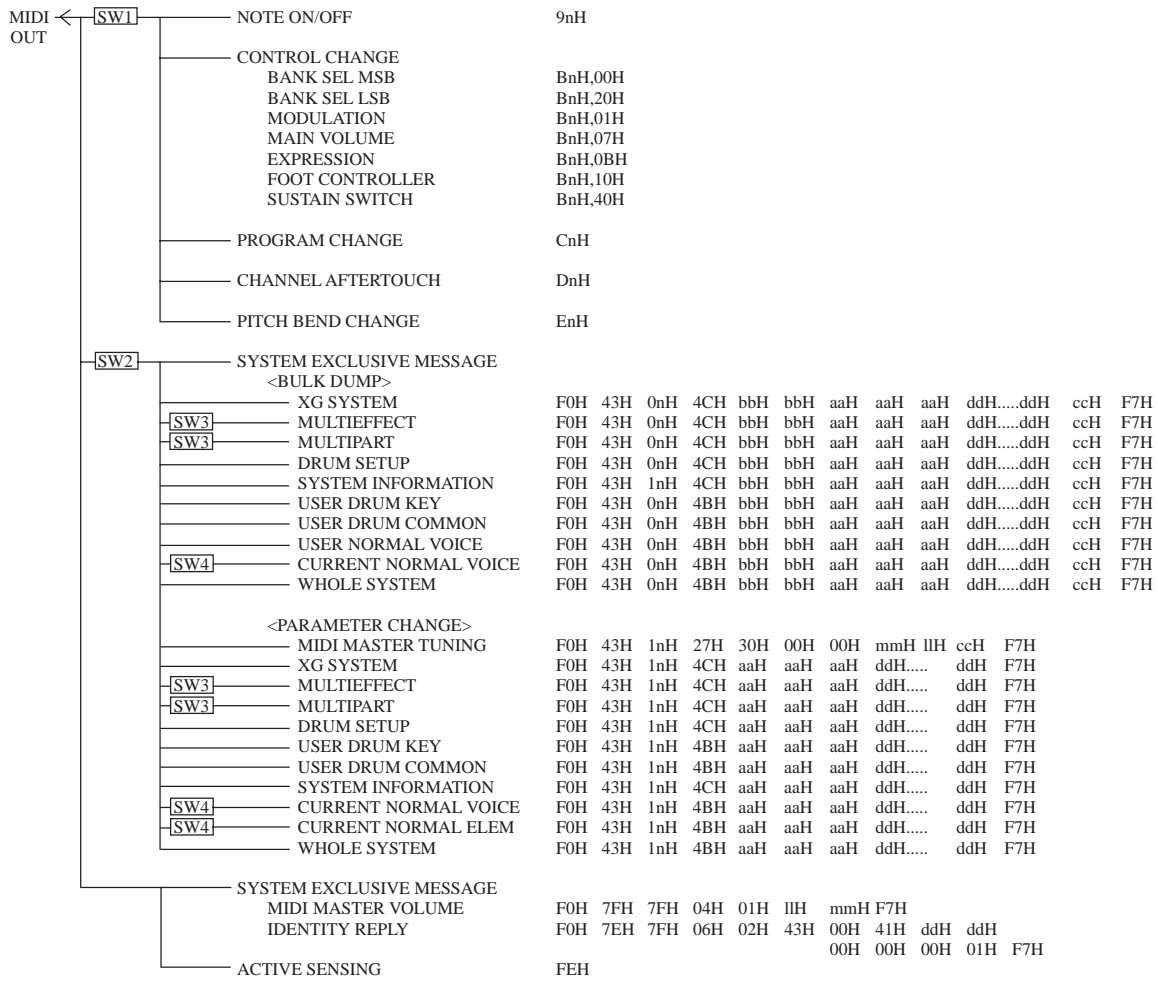
This chart shows the chord fingerings recognized by the QS300 ABC system. Three-, 4-, and 5-note fingerings can be used, depending on the inversion and tensions required. In the fingerings "1" is the root, "3" is the third, "7" is the seventh, and so on. The "Comment" column indicates inversions that should be avoided because they produce a different chord.

Chord Type	3-Note Chord	4-Note Chord	5-Note Chord	Comment (based on C chord)
Maj7	1+3+7			Amadd9 when E is the lowest note.
	1+5+7			
		1+3+5+7		
Maj	1+3+5			
6	3+5+6			
		1+3+5+6		Am7 when lowest note is not C.
Maj9		1+3+7+9		
			1+3+5+7+9	
add9		1+3+5+9		
	3+5+9			Em7 when E is the lowest note.
min	1+b3+5			
min6		1+b3+5+6		F9 when Eb is the lowest note, Am7 (b5) when G or A is the lowest note.
	1+b3+6			
min7	1+b3+b7			Abadd9 when Eb or Bb is the lowest note. Eb6 when Eb is the lowest note.
		1+b3+5+b7		
min7(b5)		1+b3+b5+b7		Eb6 when Eb is the lowest note.
		1+b3+b5+b7		Ab6 when Eb is the lowest note, Ab9 when Gb is the lowest note.
mMaj7	1+b3+7			
		1+b3+5+7		
min9		1+b3+b7+9		
			1+b3+5+b7+9	
minadd9		1+b3+5+9		
	b3+5+9			EbMaj7 when Eb or D is the lowest note.
min7(11)		1+b3+b7+11		F7sus4 when F or Bb is the lowest note.
			1+b3+5+b7+11	
7	1+3+b7			
		1+3+5+b7		
7(#5)	3+#5+b7			
		1+3+#5+b7		
7(b9)		1+3+b7+b9		
			1+3+5+b7+b9	
9		1+3+b7+9		Em7(b5) when E or D is the lowest note, Gm6 when G is the lowest note.
		3+5+b7+9		
			1+3+5+b7+9	
7(#9)	3+b7+#9			
		1+3+b7+#9		
		3+5+b7+#9		
			1+3+5+b7+#9	
7(#11)		1+3+b7+#11		F#7(#11) when F# or E is the lowest note.
			1+3+5+b7+#11	
7(b13)		3+5+b7+b13		
			1+3+5+b7+b13	
			1+3+b7+b9+b13	
			1+3+b7+9+b13	
			1+3+b7+#9+b13	
7(13)		1+3+b7+13		
		3+5+b7+13		
		3+b7+9+13		
			1+3+5+b7+13	
			1+3+b7+b9+13	
			1+3+b7+9+13	
7sus4	1+4+b7			Fsus4 when lowest note is not C.
		1+4+5+b7		Gm7(11) when G or Bb is the lowest note.
sus4	1+4+5			G7sus4 when G is the lowest note.
dim		1+b3+b5+6		Only C (root) accepted as lowest note.
aug	1+3+#5			Onl C (root) accepted as lowest note.

MIDI Data Format

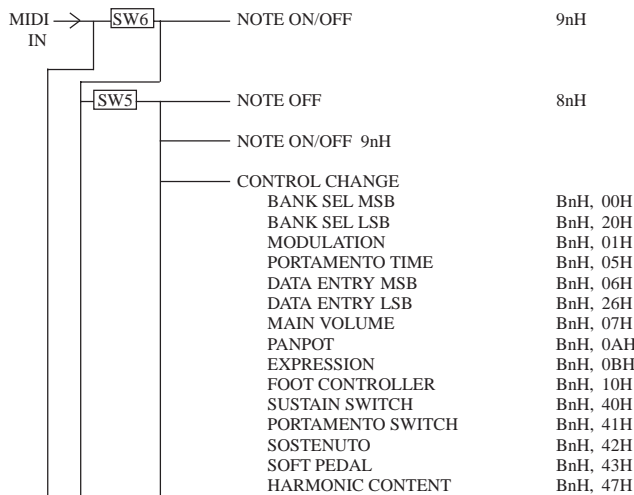
Synthesizer Part

(1) TRANSMIT FLOW



- [SW1] MIDI Transmit Channel
If Voice Mode, then equal to Keyboard Transmit Channel.
Otherwise, selected by Output MIDI Ch.
- [SW2] MIDI Device Number
If "all", message carries device number "1".
- [SW3] SONG,PATTERN,PHRASE MODE
- [SW4] NORMAL VOICE MODE

(2) RECEIVE FLOW



MIDI Data Format

RELEASE TIME BnH, 48H
 ATTACK TIME BnH, 49H
 BRIGHTNESS BnH, 4AH
 PORTAMENTO CONTROL BnH, 54H
 EFFECT SEND LEVEL 1 BnH, 5BH
 EFFECT SEND LEVEL 3 BnH, 5DH
 EFFECT SEND LEVEL 4 BnH, 5EH
 DATA ENTRY INC BnH, 60H
 DATA ENTRY DEC BnH, 61H
 ASSIGNABLE CONTROLLER BnH, 00H..5FH

NRPN

VIBRATO RATE BnH, 63H, 01H, 62H, 08H, 06H, mmH
 VIBRATO DEPTH BnH, 63H, 01H, 62H, 09H, 06H, mmH
 VIBRATO DELAY BnH, 63H, 01H, 62H, 0AH, 06H, mmH
 FILTER CUTOFF FREQ. BnH, 63H, 01H, 62H, 20H, 06H, mmH
 FILTER RESONANCE BnH, 63H, 01H, 62H, 21H, 06H, mmH
 AEG ATTACK TIME BnH, 63H, 01H, 62H, 63H, 06H, mmH
 AEG DECAY TIME BnH, 63H, 01H, 62H, 64H, 06H, mmH
 AEG RELEASE TIME BnH, 63H, 01H, 62H, 66H, 06H, mmH

DRUM INST

CUTOFF FREQ. BnH, 63H, 14H, 62H, rrH, 06H, mmH
 FILTER RESONANCE BnH, 63H, 15H, 62H, rrH, 06H, mmH
 AEG ATTACK RATE BnH, 63H, 16H, 62H, rrH, 06H, mmH
 AEG DECAY RATE BnH, 63H, 17H, 62H, rrH, 06H, mmH
 PITCH COARSE BnH, 63H, 18H, 62H, rrH, 06H, mmH
 LEVEL BnH, 63H, 1AH, 62H, rrH, 06H, mmH
 PANPOT BnH, 63H, 1CH, 62H, rrH, 06H, mmH
 REVERB SEND BnH, 63H, 1DH, 62H, rrH, 06H, mmH
 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, llH
 COARSE TUNING BnH, 64H, 02H, 65H, 00H, 06H, mmH
 RPN RESET BnH, 64H, 7FH, 65H, 7FH
 ALL SOUND 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

*1

[SW7] PROGRAM CHANGE CnH
 CHANNEL AFTERTOUCH DnH
 PITCH BEND CHANGE EnH

[SW2] SYSTEM EXCLUSIVE MESSAGE

<BULK DUMP>

XG SYSTEM F0H 43H 0nH 4CH bbH bbH aaH aaH ddH....ddH ccH F7H
 [SW3] MULTIEFFECT F0H 43H 0nH 4CH bbH bbH aaH aaH ddH....ddH ccH F7H
 [SW3] MULTIPART F0H 43H 0nH 4CH bbH bbH aaH aaH ddH....ddH ccH F7H
 DRUM SETUP F0H 43H 0nH 4CH bbH bbH aaH aaH ddH....ddH ccH F7H
 USER DRUM KEY F0H 43H 0nH 4BH bbH bbH aaH aaH ddH....ddH ccH F7H
 USER DRUM COMMON F0H 43H 0nH 4BH bbH bbH aaH aaH ddH....ddH ccH F7H
 USER NORMAL VOICE F0H 43H 0nH 4BH bbH bbH aaH aaH ddH....ddH ccH F7H
 [SW4] CURRENT NORMAL VOICE F0H 43H 0nH 4BH bbH bbH aaH aaH ddH....ddH ccH F7H
 WHOLE SYSTEM F0H 43H 0nH 4BH bbH bbH aaH aaH ddH....ddH ccH F7H

<PARAMETER CHANGE>

MIDI MASTER TUNING F0H 43H 1nH 27H 30H 00H 00H mmH llH ccH F7H
 XG SYSTEM ON F0H 43H 1nH 4CH 00H 00H 7EH 00H F7H
 XG SYSTEM F0H 43H 1nH 4CH aaH aaH aaH ddH.... ddH F7H
 [SW3] MULTIEFFECT F0H 43H 1nH 4CH aaH aaH aaH ddH.... ddH F7H
 [SW3] MULTIPART F0H 43H 1nH 4CH aaH aaH aaH ddH.... ddH F7H
 [SW3] DRUM SETUP F0H 43H 1nH 4CH aaH aaH aaH ddH.... ddH F7H
 USER DRUM KEY F0H 43H 1nH 4BH aaH aaH aaH ddH.... ddH F7H
 USER DRUM COMMON F0H 43H 1nH 4BH aaH aaH aaH ddH.... ddH F7H
 [SW4] CURRENT NORMAL VOICE F0H 43H 1nH 4BH aaH aaH aaH ddH.... ddH F7H
 [SW4] CURRENT NORMAL ELEM F0H 43H 1nH 4BH aaH aaH aaH ddH.... ddH F7H
 WHOLE SYSTEM F0H 43H 1nH 4BH aaH aaH aaH ddH.... ddH F7H

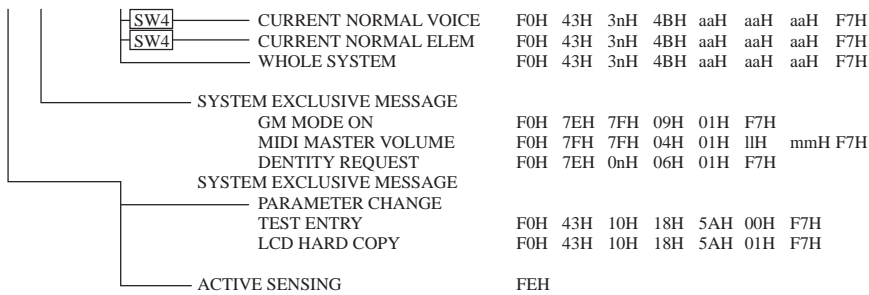
<BULK DUMP REQUEST>

XG SYSTEM F0H 43H 2nH 4CH aaH aaH aaH F7H
 [SW3] MULTIEFFECT F0H 43H 2nH 4CH aaH aaH aaH F7H
 [SW3] MULTIPART F0H 43H 2nH 4CH aaH aaH aaH F7H
 [SW3] DRUM SETUP F0H 43H 2nH 4CH aaH aaH aaH F7H
 SYSTEM INFORMATION F0H 43H 2nH 4CH aaH aaH aaH F7H
 USER DRUM KEY F0H 43H 2nH 4BH aaH aaH aaH F7H
 USER DRUM COMMON F0H 43H 2nH 4BH aaH aaH aaH F7H
 USER NORMAL VOICE F0H 43H 2nH 4BH aaH aaH aaH F7H
 [SW4] CURRENT NORMAL VOICE F0H 43H 2nH 4BH aaH aaH aaH F7H
 WHOLE SYSTEM F0H 43H 2nH 4BH aaH aaH aaH F7H

<PARAMETER REQUEST>

XG SYSTEM F0H 43H 3nH 4CH aaH aaH aaH F7H
 [SW3] MULTIEFFECT F0H 43H 3nH 4CH aaH aaH aaH F7H
 [SW3] MULTIPART F0H 43H 3nH 4CH aaH aaH aaH F7H
 [SW3] DRUM SETUP F0H 43H 3nH 4CH aaH aaH aaH F7H
 USER DRUM KEY F0H 43H 3nH 4BH aaH aaH aaH F7H
 USER DRUM COMMON F0H 43H 3nH 4BH aaH aaH aaH F7H
 SYSTEM INFORMATION F0H 43H 3nH 4CH aaH aaH aaH F7H

MIDI Data Format



- SW2 MIDI Device Number
- SW3 SONG,PATTERN,PHRASE MODE
- SW4 NORMAL VOICE MODE
- SW5 MIDI Receive Channel
If Voice Mode, then according to Voice Receive Channel.
- SW6 Receive Filter
- SW7 If Voice Mode, then Play Mode only.

*1 Not effective in Voice Mode

(3) TRANSMIT/RECEIVE DATA

(3-1) CHANNEL VOICE MESSAGES

(3-1-1) NOTE OFF
 STATUS 100nnnn(8nH) n = 0 ~ 15 VOICE CHANNEL NUMBER
 NOTE NUMBER 0kkkkkkk k = 0 (C-2) ~ 127 (G8)
 VELOCITY 0vvvvvvv v: ignored

Receive only

(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) (when transposed)
 VELOCITY 0vvvvvvv (v≠0) NOTE ON
 00000000 (v=0) NOTE OFF

(3-1-3) PROGRAM CHANGE
 STATUS 1100nnnn(CnH) n = 0 ~ 15 VOICE CHANNEL NUMBER
 PROGRAM NUMBER 0ppppppp p = 0 ~ 127

* PROGRAM NUMBER : XG DRUM VOICE NUMBER Correspondence

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

* PROGRAM NUMBER : XG SFX KIT NUMBER Correspondence

P = 1	DR10	SFX1
P = 2	DR11	SFX2

If received Program Change causes switch from one drum voice to another, the drum setup reinitializes to the values for the new drum voice.

(3-1-4) CHANNEL AFTERTOUCH
 STATUS 1101nnnn(DnH) n = 0 ~ 15 VOICE CHANNEL NUMBER
 VALUE 0vvvvvvv v = 0 ~ 127 AFTERTOUCH 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

Resolution: 14 bits

MSB		
00000000B (00H)	Minimum value	
01000000B (40H)	Center value	
01111111B (7FH)	Maximum value	

(3-1-6) CONTROL CHANGE
 STATUS 1011nnnn(BnH) n = 0 ~ 15 VOICE CHANNEL NUMBER
 CONTROL NUMBER 0ccccccc
 CONTROL VALUE 0vvvvvvv

* Transmitted Control Number
 c = 0 BANK SEL MSB ; v = 0:XG NORMAL,
 63:USER/PRESET NORMAL,
 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 = 7 MAIN VOLUME ; v = 0 - 127
 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

* Received Control Number

MIDI Data Format

c=0	BANK SEL MSB	; v = 0: XG NORMAL, 63: USER/PRESET NORMAL, 64: SFX NORMAL, 126: XG SFX KIT, 127: XG DRUM	
c=32	BANK SEL LSB	; v = 0 - 127	
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	*2
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	PORTAMENTO CONTROL	; v = 0 - 127	*2
c=91	EFFECT SEND LEVEL 1	; v = 0 - 127	
c=93	EFFECT SEND LEVEL 3	; v = 0 - 127	
c=94	EFFECT SEND LEVEL 4	; v = 0: OFF, 1-127: ON (Connection = 0 if Insertion; 1 if System) v = 0 - 127 (Connection = 0 if Insertion; 1 if System)	
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 setting RPN-designated parameter.

*2 Not effective for rhythm voices.

*3 If MSB ≠ 0, 63, or 127, then v=0.

If MSB = 0, then v can be any of the following: 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,
41,42,43,45,64,65,66,67,68,69,70,71,72,96,97,98,99,100,101

If MSB = 63, then v = 0 (Preset Normal) or 1 (User Normal)

If MSB = 127, then v = 0 (XG) or 111 (User Drum)

MODULATION controls vibrato depth.

PORTAMENTO TIME sets pitch-change speed used while Portamento Switch = On. PORTAMENTO TIME = 0 selects fastest portamento; 127 selects slowest (longest) portamento. To maintain conformity with GMx portamento control, this parameter is effective only in regard to the portamento switch (Ctrl#65).

PANPOT applies relative change to preset value (for both melody and rhythm voices). PANPOT is not effective on currently sounding note(s).

Portamento time for PORTAMENTO CONTROL is always 0.

EFFECT SEND LEVEL 1 controls reverb send.
EFFECT SEND LEVEL 3 controls chorus send.
EFFECT SEND LEVEL 4 controls variation send.

HARMONIC CONTENT adjusts the voice-set resonance. The adjustment is relative; a value of 64 applies zero change, with higher values producing more extreme resonance. On some voices the effective parameter range is narrower than the legal range.

RELEASE TIME applies relative adjustment to the voice-set envelope release time, with a value of 64 producing zero adjustment.

ATTACK TIME applies relative adjustment to the voice-set envelope attack time, with a value of 64 producing zero adjustment.

BRIGHTNESS applies relative adjustment to the cutoff frequency set by the voice, with value 64 producing zero adjustment. Lower values produce a softer sound. For some voices, the effective parameter range is narrower than the legal range.

Received BANK SELECT data does not become effective until receipt of the subsequent Program Change message. Note the following points about Bank Select operation.

- (a) Bank Select MSB values from 60h to 7Eh will switch off sound on models that do not support GMx. On this unit, these values currently operate as equivalent to MSB = 00h (allowing for future expansion of melodic voices).
- (b) All MSBs other than 0 and 60h-7Fh set voices OFF.
- (c) While the currently selected MSB is 0 or 60H-7Fh, incoming LSB values are recognized only if supported.

(3-2) CHANNEL MODE MESSAGES

STATUS	101Innnn(BnH)	n = 0 ~ 15 VOICE CHANNEL NUMBER
CONTROL NUMBER	0ccccccc	c = CONTROL NUMBER
CONTROL VALUE	0vvvvvvv	v = DATA VALUE

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

Switches off all sound from the channel, and cancels Channel Message conditions such as Note On and Hold On.

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

Resets the following controllers to the indicated values:

Pitchbend change	0 (center)
After touch	0 (min)
Modulation	0 (off)
Foot controller	0 (min)
Expression	127 (max)
Sustain Switch	0 (off)
Portamento Switch	1 (on)
Sostenuto switch	0 (off)
Soft pedal	0 (off)
NRPN	Null (Internal data remains unchanged.)
RPN	Null (Internal data remains unchanged.)
Portamento control	Reset
Assignable Controller	0 (min)

The RESET leaves the following values unchanged:

PROGRAM CHANGE, BANK SELECT MSB/LSB, VOLUME, PAN, HARMONIC CONTENT, RELEASE TIME, ATTACK TIME, BRIGHTNESS, DRY SEND LEVEL, EFFECT SEND LEVEL 1, EFFECT SEND LEVEL 3, EFFECT SEND LEVEL 4, PITCH BEND SENSITIVITY, FINE TUNING, COARSE TUNING

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

Switches off all of the channel's "on" notes. Notes being held by SUSTAIN or SOSTENUTO continue to sound until SUSTAIN/SOSTENUTO goes off.

MIDI Data Format

- (3-2-4) OMNI MODE OFF (CONTROL NUMBER = 7CH , DATA VALUE = 0)
Same processing as for All Notes Off. Voice Receive Channel becomes Channel 1 (OMNI = OFF).
- (3-2-5) OMNI MODE ON (CONTROL NUMBER = 7DH , DATA VALUE = 0)
Same processing as for All Notes Off (no OMNI ON action). Voice Receive Channel becomes "OMNI ON".
- (3-2-6) MONO (CONTROL NUMBER = 7EH , DATA VALUE = 0)
Generates "All Sound Off" operation. If the value of the third byte (mono number) is 0 to 16, the channel changes to Mode 4 (m=1); except that if operation is in Voice Mode, the mode may become Mode 2 (m=1), depending on the Voice Receive Channel.
- (3-2-7) POLY (CONTROL NUMBER = 7FH , DATA VALUE = 0)
Generates "All Sound Off" operation, and sets the channel to Mode 3; except that if operation is in Voice Mode, the mode may become Mode 1, depending on the Voice Receive Channel.

(3-3) REGISTERED PARAMETER NUMBER

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

First send the RPN MSB and LSB to select the control parameter, then set the value by Data Entry.

RPN	D.ENTRY		PARAMETER NAME	DATA RANGE	
LSB	MSB	MSB	LSB		
00H	00H	mmH	—	PITCH BEND SENSITIVITY	00H ~ 18H (0 to 24 semitones)
01H	00H	mmH	llH	MASTER FINE TUNE	{mmH,llH} = {00H,00H} - {40H,00H} - {7FH,7FH} (-8192*100/8192) - 0 - (+8192*100/8192)
02H	00H	mmH	—	MASTER COARSE TUNE	28H ~ 40H ~ 50H (-24 ~ 0 ~ +24 semitones)
7FH	7FH	—	—	RPN RESET	RPN value becomes null; internal data remains unchanged.

(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 table below.)
MSB	01100011(63H)	
RPN MSB	0qqqqqqq	q = NRPN MSB (See table below.)
DATA ENTRY MSB	00000110(06H)	
DATA VALUE	0mmmmmmm	m = Data Value

First send the NRPN MSB and LSB to select the control parameter, then set the value by Data Entry.

NRPN	D.ENTRY		PARAMETER NAME	DATA RANGE	
MSB	LSB	MSB	LSB		
01H	08H	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	21H	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 values 14H ~ 1FH (drum-related) are effective only if channel is in drum mode.
rrH : drum instrument note number

(3-5) SYSTEM REALTIME MESSAGES

(3-5-1) ACTIVE SENSING

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

The unit sends this message approximately once every 175msec, except that the message is not sent while a Disk Read or Disk Write is in progress.

The first time the unit receives this code, it will begin active sensing. If any time thereafter the unit receives no status or data for a period of 350ms, it will clear the MIDI buffer, force off the SUSTAIN SW and all currently sounding notes, and reset all control settings to predetermined values.

MIDI Data Format

(3-6) SYSTEM EXCLUSIVE MESSAGE

(3-6-1) UNIVERSAL NON-REALTIME MESSAGE

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

FOH 7EH 7FH 09H 01H F7H

Resets the following controllers to the indicated values.

VOLUME	100
PAN	Center
PROGRAM CHANGE	1 (Grandpno)
BANK SELECT MSB	0
REVERB DEPTH	4
Pitchbend change	0 (center)
Modulation	0 (off)
Expression	127 (max)
Sustain Switch	0 (off)
SOSTENUTO SWITCH	0 (off)
RPN	Null (Internal data remains unchanged.)
Portamento control	Reset
MIDI master volume	127 (max)
Pitchbend sensitivity	02 (2 semitones)
Fine tuning	0
Coarse tuning	0

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

FOH 7EH 0nH 06H 01H F7H (where n is the Device No. But message is valid regardless of device ("omni")).

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

FOH 7EH 7FH 06H 02H 43H 00H 41H ddH ddH 00H 00H 01H F7H
 dd; Device Number Code
 If QS300: 48 01
 If B900: 4C 01
 If SDX3000: 62 01

(3-6-2) UNIVERSAL REALTIME MESSAGE

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

FOH 7FH 7FH 04H 01H llH mmH F7H

Changes the Master Volume value, where mm gives the new volume setting. (Byte ll is ignored.)

(3-6-3) PARAMETER CHANGE

(3-6-3-1) MIDI MASTER TUNING

FOH 43H 1nH 27H 30H 00H 00H mmH llH ccH F7H

Changes the Master Tune value, where mm and ll give the new setting, as described below. (Values n and cc are ignored.)
 $T = M * 200 / 256 - 100$

where T : Actual tuning value (-99 ~ +99)
 M : One-byte value, where bits 0 to 3 of mm give the high-order nibble, and bits 0 to 3 of ll give the low-order nibble.

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

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

This message switches the SYSTEM MODE to XG. The message requires approximately 50ms to execute, so sufficient time should be allowed before the next message is sent.

The message resets all controllers. It also resets to their defaults all MultiPart and Multieffect values (see appended tables), as well as the Whole System values denoted by "(XG)" (again, see appended table).

(3-6-3-3) XG PARAMETER 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

Data size matches parameter size (2 or 4 bytes). For address and byte count, refer to attached table.

The following four data types can be sent or received. (The unit will send only upon receipt of a Parameter Change Request.)

System data	
Multieffect data	(Ignored if Voice Mode)
Multipart data	(Ignored if Voice Mode)
Drums setup data	

MIDI Data Format

(3-6-3-4) QS300 NATIVE PARAMETER CHANGE

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

Data size matches parameter size (2 or 4 bytes).
For address and byte count, refer to attached table.

The following five types of data are received.

System Data	
Current Normal Voice Data	(Effective only during Normal Voice Mode)
Current Normal Element Data	(Effective only during Normal Voice Mode)
User Drum Key Data	
User Drum Common Data	

(3-6-4) BULK DUMP

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

11110000	F0	Exclusive status
01000011	43	YAMAHA ID
0000nnnn	0n	Device Number
01001100	4C	Model ID
0bbbbbbb	bbbbbbb	ByteCount
0bbbbbbb	bbbbbbb	ByteCount
0aaaaaaa	aaaaaaa	Address High
0aaaaaaa	aaaaaaa	Address Mid
0aaaaaaa	aaaaaaa	Address Low
00000000	00	Data
0ccccccc	ccccccc	Checksum
11110111	F7	End of Exclusive

For address and byte count, refer to appended table.

The checksum value is set such that the sum of Byte Count, Start Address, Data, and Checksum has value zero in its seven least significant bits.

No more than 512 bytes should be sent in a single transmission. If the Dump Request asks for more than 512 bytes, data should be sent in packets of 512 bytes or less, with at least 120ms between transmission of consecutive packets.

The following five data types can be sent or received. (The unit will send only upon receipt of a Bulk Dump Request.)

System data	
Multieffect data (by module)	(Ignored if Voice Mode)
Multipart data (by part)	(Ignored if Voice Mode)
Drums setup data (by note)	
System Information	(Send only)

(3-6-4-2) QS300 NATIVE BULK DUMP

11110000	F0	Exclusive status
01000011	43	YAMAHA ID
0000nnnn	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	Checksum
11110111	F7	End of Exclusive

For address and byte count, refer to attached table.

Except for the addition of the Model ID byte, conditions are the same as for XG BULK DUMP, described above.

Note that it is assumed (regardless of Parameter Address values indicated in attached table) that Voice Data exists in the following continuous sequence starting from the Top Address: Voice Common, Voice Element 1, 2, 3, 4. (Whereas Parameter Change messages use different Top Address for Voice Common and Voice Elements, Bulk Dump always proceeds from Voice Common.)

Also note that Address (=1m nn 00) and Byte Count (=3D+50*4=17D) are fixed; any other values are ignored. (It is not possible to send or receive from midpoint to midpoint.)

The following five data types can be sent or received. (The unit will send only upon receipt of a Bulk Dump Request.)

All System Data	
User Normal Voice Data	(with Element Data following)
Current Normal Voice Data	(Effective only during Normal Voice Mode) (with Element Data following)
User Drum Key Data	
User Drum Common Data	

(3-6-6) DUMP REQUEST

(3-6-6-1) 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

For address and byte count, refer to appended table.

The following four data types are received.

System Data	
Multieffect data (by module)	(Ignored if Voice Mode)
Multipart data (by part)	(Ignored if Voice Mode)
Drums setup data (by note)	

MIDI Data Format

(3-6-6-2) QS300 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

For address and byte count, refer to attached table.

The following six data types are received.

- All System Data
- User Normal Voice Data
- Current Normal Voice Data (Effective only during Normal Voice Mode)
- User Drum Key Data
- User Drum Common Data
- System Information

(3-6-5) 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

For address and byte count, refer to appended table.

The following four data types are received.

- System Data
- Multieffect data (by module) (Ignored if Voice Mode)
- Multipart data (by part) (Ignored if Voice Mode)
- Drums Setup Data

(3-6-6) QS300 NATIVE PARAMETER REQUEST

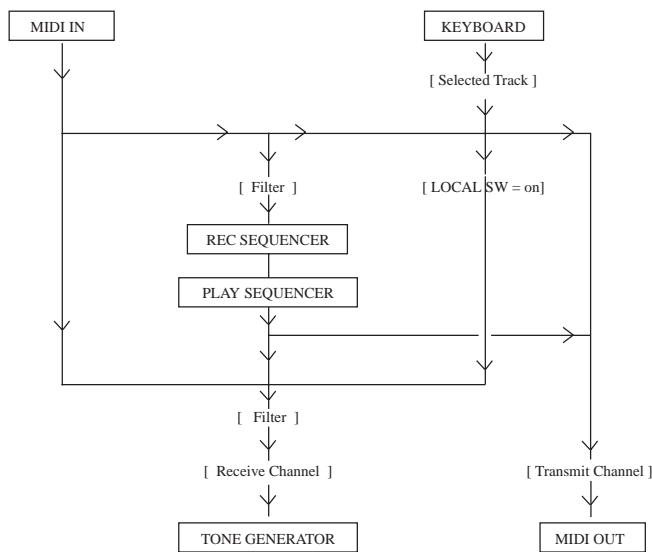
11110000	F0	Exclusive status
01000011	43	YAMAHA ID
0011nnnn	3n	Device Number
01001011	4B	Model ID
0aaaaaaa	aaaaaaa	Address High
0aaaaaaa	aaaaaaa	Address Mid
0aaaaaaa	aaaaaaa	Address Low
11110111	F7	End of Exclusive

For address and byte count, refer to attached table.

The following five data types are received.

- System Data
- Current Normal Voice Data (Effective only during Normal Voice Mode)
- Current Normal Element Data (Effective only during Normal Voice Mode)
- User Drum Key Data
- User Drum Common Data

(4) Structural Diagram: Keyboard Switch Section, Sequencer Section, and Tone Generator



The system distinguishes between note data received via MIDI and note data generated by the sequencer and local keyboard. But sustain, sostenuto, and all other controllers apply unconditionally to all notes, regardless of the source.

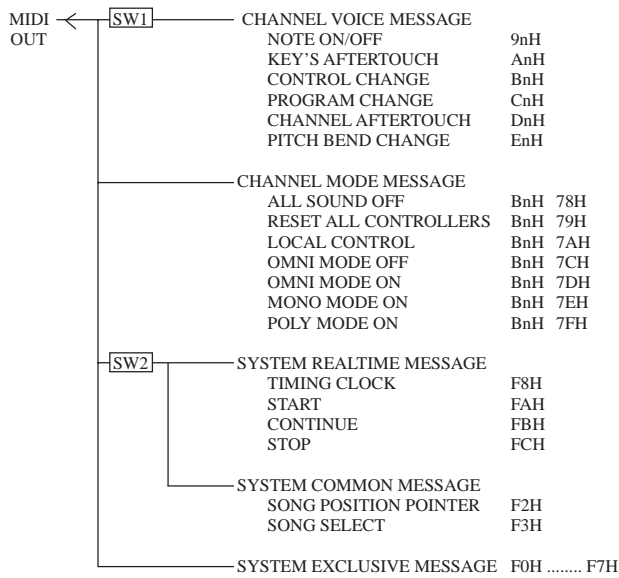
The ALL SOUND OFF message also makes no distinction; it shuts off all notes in the targeted channel, regardless of whether the source is local or MIDI.

ALL NOTES OFF received via MIDI is effective only on MIDI notes currently sounding through the targeted channel. The sequencer does not record this message.

MIDI Data Format

Sequencer Part

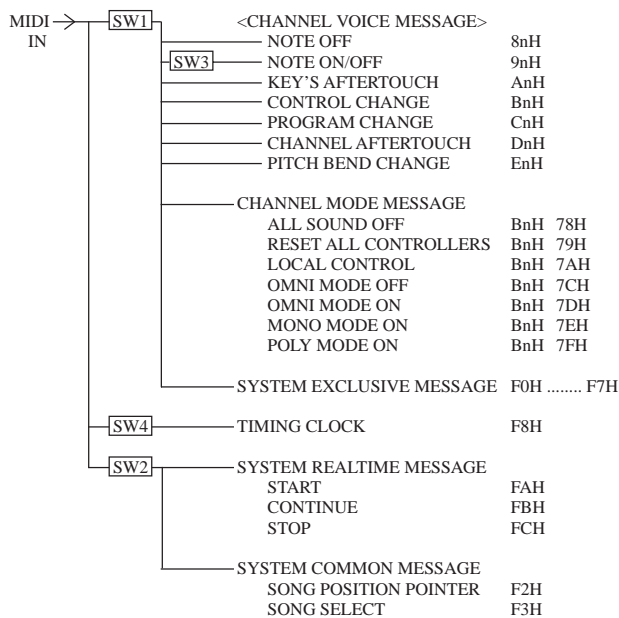
(1) TRANSMIT FLOW



SW1 MIDI Transmit Channel
Transmit enable/disable and Transmit Channel can be set separately for each track.

SW2 MIDI Control
Transmission can be set on or off.

(2) RECEIVE FLOW



SW1 Input Filter
Enables/disables reception for each filter item.

SW2 MIDI Control
Reception can be enabled or disabled.

SW3 Velocity Filter
Sets velocity step recording and edit-input On/Off.

SW4 Clock Condition Select
Select timing clock from (a) internal clock, (b) clock signal received over MIDI In.

MIDI Data Format

(3) TRANSMIT/RECEIVE DATA

(3-1) CHANNEL VOICE MESSAGE

Transmission occurs only while recording or play is in progress. You can set the transmit channel, and switch transmission on or off, by track.

Reception is enabled only while recording is in progress. Receive channel is always "omni on". For multitrack recording, tracks 0 to 15 record data from MIDI CH 0 to 15, respectively.

* RECORD MODE recording is "omni on," except for multitrack recording, where operation is "omni off" and MIDI CH 0 ~ 15 data is recorded onto tracks 0 ~ 15, respectively.

(3-1-1) NOTE OFF

STATUS	100nnnn(8nH)	n = 0 ~ 15 TRACK CHANNEL NUMBER
NOTE NUMBER	0kkkkkkk	k = 0 (C-2) ~ 127 (G8)
VELOCITY	0vvvvvvv	v: ignored

Record only. During playback, converts to 9nH kkH 00H.

(3-1-2) NOTE ON/OFF

STATUS	1001nnnn(9nH)	n = 0 ~ 15 TRACK CHANNEL NUMBER
NOTE NUMBER	0kkkkkkk	k = 0 (C-2) ~ 127 (G8)
VELOCITY	0vvvvvvv	(v≠0) NOTE ON (v=0) NOTE OFF
00000000		

During recording, can set velocity-step recording and edit-input On/Off.

(3-1-3) POLYPHONIC KEY PRESSURE

STATUS	1010nnnn(AnH)	n = 0 ~ 15 TRACK CHANNEL NUMBER
NOTE NUMBER	0kkkkkkk	k = 0 (C-2) ~ 127 (G8)
VALUE	0vvvvvvv	v = 0 - 127

(3-1-4) CONTROL CHANGE

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

All controller-change data is recorded/replayed.

Bank Select MSB and LSB are recorded together with subsequent Program Change data; it is not possible to record Bank Select data independently of Program Change. During replay, the unit transmits Bank Select data immediately ahead of Program Change data; the unit never sends Bank Select data independently.

(3-1-5) PROGRAM CHANGE

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

When PROGRAM CHANGE is received, the unit records it together with the last received BANK SELECT data. If no BANK SELECT data has been received, the unit uses MSB=0, LSB=0 for recording/replay.

During play, the unit always sends BANK SELECT along with PROGRAM CHANGE. PROGRAM CHANGE is never sent independently of BANK SELECT.

(3-1-6) CHANNEL PRESSURE

STATUS	1101nnnn(DnH)	n = 0 ~ 15 TRACK CHANNEL NUMBER
VALUE	0vvvvvvv	v = 0 ~ 127

(3-1-7) PITCH BEND CHANGE

STATUS	1110nnnn(EnH)	n = 0 ~ 15 TRACK CHANNEL NUMBER
LSB	0vvvvvvv	PITCH BEND LSB 0 ~ 127
MSB	0vvvvvvv	PITCH BEND MSB 0 ~ 127

(3-2) CHANNEL MODE MESSAGE

The following messages are recorded/replayed.

RESET ALL CONTROLLERS	BnH	78H
LOCAL CONTROL	BnH	7AH
OMNI MODE OFF	BnH	7CH
OMNI MODE ON	BnH	7DH
MONO MODE ON	BnH	7EH
POLY MODE ON	BnH	7FH

(3-3) SYSTEM COMMON MESSAGE

Used to control unit functioning. Both sending and receiving are supported. Messages are not recorded as sequence data.

(3-3-1) SONG POSITION POINTER

STATUS	11110010(F2H)	
LSB	0vvvvvvv	SONG POSITION LSB
MSB	0vvvvvvv	SONG POSITION MSB

Transmitted during SONG PLAY MODE to change the bar.
Receivable during SONG PLAY MODE standby.

MIDI Data Format

(3-3-2) SONG SELECT

STATUS 11110011(F3H)
 SONG NO 0vvvvvvv v = 0 - 9

Transmitted during SONG PLAY MODE to change the song.
 Receivable during SONG PLAY MODE standby.

(3-4) SYSTEM REALTIME MESSAGE

Not recorded as sequence data.

(3-4-1) TIMING CLOCK

STATUS 11111000(F8H)

Selects timing clock from (a) internal clock, (b) clock signal received over MIDI In.
 Sending and receiving can be enabled/disabled.

(3-4-2) START

STATUS 11111010(FAH)

Transmission, reception can be enabled/disabled.

(3-4-3) CONTINUE

STATUS 11111011(FBH)

Transmission, reception can be enabled/disabled.

(3-4-4) STOP

STATUS 11111100(FCH)

Transmission, reception can be enabled/disabled.

(3-5) SYSTEM EXCLUSIVE MESSAGE

All exclusive messages are recorded/replayed.
 Regardless of any time lags during reception, all message content (from F0 through F7) is recorded with equal time between bytes. For replay, intervals can be interposed after every 1Kbytes.

<Table 1-1>

Parameter Base Address

	Parameter Change Address			Description	Address	Parameter
	(H)	(M)	(L)			
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)"		
	:	:	:	Reserved		
MULTIPART	08	00	00	Multipart 1		
	:	:	:	:		
	08	0F	00	Multipart 16		
DRUM	08	10	00	Reserved		
	:	:	:	:		
	30	18	00	Drum Setup 1	→	Address
	31	18	00	Drum Setup 2		Parameter
					3n	18 00 note number 24
					3n	19 00 note number 25
					3n	54 00 note number 84

<Table 1-2>

MIDI Parameter Change table (SYSTEM)

Address (H)	Size (H)	Data (H)	Parameter Name	Description	Default value(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 reset by
03				3rd bit3-0→bit7-4	XG ON, GM ON)
04	1	00..7F	Master Volume	4th bit3-0→bit3-0	7F
05	1	00..7F	not used	0..127	
06	1	28..58	Transpose		40
7D	n	n	Drum Setup Reset	-24..+24[semitones]	
7E	00	00	XG System On	n=Drum Setup Number	
7F	00	00	All Parameter Reset	00=XG Sytem on (receive only)	
				00=on (receive only)	

TOTAL SIZE 06

MIDI Data Format

<Table 1-3>

MIDI Parameter table (System information)

Address (H)	Size (H)	Data (H)	Parameter Name	Description	Default value(H)
01 00 00	F	20..7F	Model Name	32..127(ASCII)	
:					
0E		20..7F			
0F	1	00..7F	XG Support Level	0..127	

TOTAL SIZE 10
(Send only. Issued in response to Dump Request. Bulk Dump only.)

<Table 1-4>

MIDI Parameter Change table (EFFECT 1)

Address (H)	Size (H)	Data (H)	Parameter Name	Description	Default value(H)
02 01 00	2	00..7F	Reverb Type MSB	Refer to Effect Type List	01(=HALL1)
		00..7F	Reverb Type LSB	00 : basic type	00
02	1	00..7F	Reverb Parameter 1	Refer to Ef. Parameter List	depends on Reverb type
03	1	00..7F	Reverb Parameter 2	Refer to Ef. Parameter List	depends on Reverb type
04	1	00..7F	Reverb Parameter 3	Refer to Ef. Parameter List	depends on Reverb type
05	1	00..7F	Reverb Parameter 4	Refer to Ef. Parameter List	depends on Reverb type
06	1	00..7F	Reverb Parameter 5	Refer to Ef. Parameter List	depends on Reverb type
07	1	00..7F	Reverb Parameter 6	Refer to Ef. Parameter List	depends on Reverb type
08	1	00..7F	Reverb Parameter 7	Refer to Ef. Parameter List	depends on Reverb type
09	1	00..7F	Reverb Parameter 8	Refer to Ef. Parameter List	depends on Reverb type
0A	1	00..7F	Reverb Parameter 9	Refer to Ef. Parameter List	depends on Reverb type
0B	1	00..7F	Reverb Parameter 10	Refer to Ef. Parameter List	depends on Reverb type
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	Refer to Ef. Parameter List	depends on Reverb type
		11 1 00..7F	Reverb Parameter 12	Refer to Ef. Parameter List	depends on Reverb type
		12 1 00..7F	Reverb Parameter 13	Refer to Ef. Parameter List	depends on Reverb type
		13 1 00..7F	Reverb Parameter 14	Refer to Ef. Parameter List	depends on Reverb type
		14 1 00..7F	Reverb Parameter 15	Refer to Ef. Parameter List	depends on Reverb type
		15 1 00..7F	Reverb Parameter 16	Refer to Ef. Parameter List	depends on Reverb type
TOTAL	SIZE	6			
02 01 20	2	00..7F	Chorus type MSB	Refer to Effect Type List	41(=Chorus1)
		00..7F	Chorus type LSB	00 : basic type	00
22	1	00..7F	Chorus Parameter 1	Refer to Ef. Parameter List	depends on Chorus type
23	1	00..7F	Chorus Parameter 2	Refer to Ef. Parameter List	depends on Chorus type
24	1	00..7F	Chorus Parameter 3	Refer to Ef. Parameter List	depends on Chorus type
25	1	00..7F	Chorus Parameter 4	Refer to Ef. Parameter List	depends on Chorus type
26	1	00..7F	Chorus Parameter 5	Refer to Ef. Parameter List	depends on Chorus type
27	1	00..7F	Chorus Parameter 6	Refer to Ef. Parameter List	depends on Chorus type
28	1	00..7F	Chorus Parameter 7	Refer to Ef. Parameter List	depends on Chorus type
29	1	00..7F	Chorus Parameter 8	Refer to Ef. Parameter List	depends on Chorus type
2A	1	00..7F	Chorus Parameter 9	Refer to Ef. Parameter List	depends on Chorus type
2B	1	00..7F	Chorus Parameter 10	Refer to Ef. Parameter List	depends on Chorus type
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	Refer to Ef. Parameter List	depends on Chorus type
		31 1 00..7F	Chorus Parameter 12	Refer to Ef. Parameter List	depends on Chorus type
		32 1 00..7F	Chorus Parameter 13	Refer to Ef. Parameter List	depends on Chorus type
		33 1 00..7F	Chorus Parameter 14	Refer to Ef. Parameter List	depends on Chorus type
		34 1 00..7F	Chorus Parameter 15	Refer to Ef. Parameter List	depends on Chorus type
		35 1 00..7F	Chorus Parameter 16	Refer to Ef. Parameter List	depends on Chorus type
TOTAL	SIZE	6			
02 01 40	2	00..7F	Variation Type MSB	Refer to Ef. Type List	"05(=DELAY L,C,R)"
		00..7F	Variation Type LSB	00 : basic type	00
42	2	00..7F	Variation Param 1 MSB	Refer to Ef. Parameter List	depends on vari. type
		00..7F	Variation Param 1 LSB	Refer to Ef. Parameter List	depends on vari. type
44	2	00..7F	Variation Param 2 MSB	Refer to Ef. Parameter List	depends on vari. type
		00..7F	Variation Param 2 LSB	Refer to Ef. Parameter List	depends on vari. type
46	2	00..7F	Variation Param 3 MSB	Refer to Ef. Parameter List	depends on vari. type
		00..7F	Variation Param 3 LSB	Refer to Ef. Parameter List	depends on vari. type
48	2	00..7F	Variation Param 4 MSB	Refer to Ef. Parameter List	depends on vari. type
		00..7F	Variation Param 4 LSB	Refer to Ef. Parameter List	depends on vari. type
4A	2	00..7F	Variation Param 5 MSB	Refer to Ef. Parameter List	depends on vari. type
		00..7F	Variation Param 5 LSB	Refer to Ef. Parameter List	depends on vari. type
4C	2	00..7F	Variation Param 6 MSB	Refer to Ef. Parameter List	depends on vari. type
		00..7F	Variation Param 6 LSB	Refer to Ef. Parameter List	depends on vari. type
4E	2	00..7F	Variation Param 7 MSB	Refer to Ef. Parameter List	depends on vari. type
		00..7F	Variation Param 7 LSB	Refer to Ef. Parameter List	depends on vari. type
50	2	00..7F	Variation Param 8 MSB	Refer to Ef. Parameter List	depends on vari. type
		00..7F	Variation Param 8 LSB	Refer to Ef. Parameter List	depends on vari. type
52	2	00..7F	Variation Param 9 MSB	Refer to Ef. Parameter List	depends on vari. type
		00..7F	Variation Param 9 LSB	Refer to Ef. Parameter List	depends on vari. type
54	2	00..7F	Variation Param 10 MSB	Refer to Ef. Parameter List	depends on vari. type
		00..7F	Variation Param 10 LSB	Refer to Ef. Parameter List	depends on vari. type
56	1	00..7F	Variation Return	-∞..0..+6dB(0.96..127)	60
57	1	01..7F	Variation Pan	L63..C..R63(1..64..127)	40
58	1	00..7F	Send Variation To Rev.	-∞..0..+6dB(0.96..127)	00
59	1	00..7F	Send Variation To Cho.	-∞..0..+6dB(0.96..127)	00
5A	1	00..01	Variation Connection	0:insertion,1:system	00
5B	1	00..1F	Variation Part	part1..32(0..31),off(127)	7F
5C	1	01..7F	MW Variation Ctrl Depth	-63..+63	00
5D	1	01..7F	PB Variation Ctrl Depth	-63..+63	00

MIDI Data Format

	5E	1	01..7F	AT Variation Ctrl Depth	-63..+63	00
	5F	1	01..7F	FC Variation Ctrl Depth	-63..+63	00
	60	1	01..7F	AC2 Variation CtrlDepth	-63..+63	00
TOTAL	SIZE	21				
02	01	70	1	00..7F	Variation Parameter 11	option Parameter depends on vari. type
		71	1	00..7F	Variation Parameter 12	option Parameter depends on vari. type
		72	1	00..7F	Variation Parameter 13	option Parameter depends on vari. type
		73	1	00..7F	Variation Parameter 14	option Parameter depends on vari. type
		74	1	00..7F	Variation Parameter 15	option Parameter depends on vari. type
		75	1	00..7F	Variation Parameter 16	option Parameter depends on vari. type
TOTAL	SIZE	6				

<Table 1-5>

MIDI Parameter Change table (MULTIPART)

Address (H)	Size (H)	Data (H)	Parameter Name	Description	Default value(H)	
08	nn	00	1	00..20	Element Reserve	0..32
	nn	01	1	00..7F	Bank Select MSB	0..127
	nn	02	1	00..7F	Bank Select LSB	0..127
	nn	03	1	00..7F	Program Number	1..128
	nn	04	1	00..0F, 7F	Rcv Channel	0..16;1..16,127;off
	nn	05	1	00..01	Mono/Poly Mode	0:mono,1:poly
	nn	06	1	00..02	Same Note Number	0:single
				Key On Assign	1:multi	
					2:inst (for DRUM)	
	nn	07	1	00..02	Part Mode	0:normal
					1..3:drum thru, drum1..2	
	nn	08	1	28..58	Note Shift	-24..+24[semitones]
	nn	09	2	00..FF	Detune	-12.8..+12.7[Hz]
	nn	0A			1st	bit3..0→bit7..4
					2nd bit3..0→bit3..0	
	nn	0B	1	00..7F	Volume	0..127
	nn	0C	1	00..7F	Velocity Sense Depth	0..127
	nn	0D	1	00..7F	Velocity Sense Offset	0..127
	nn	0E	1	00..7F	Pan	0:random
					L63..C..R63(1..64..127)	
	nn	0F	1	00..7F	Note Limit Low	C-2..G8
	nn	10	1	00..7F	Note Limit High	C-2..G8
	nn	11	1	00..7F	Dry Level	0..127
	nn	12	1	00..7F	Chorus Send	0..127
	nn	13	1	00..7F	Reverb Send	0..127
	nn	14	1	00..7F	Variation Send	0..127
	nn	15	1	00..7F	Vibrato Rate	-64..+63
	nn	16	1	00..7F	Vibrato Depth	-64..+63
	nn	17	1	00..7F	Vibrato Delay	-64..+63
	nn	18	1	00..7F	Filter Cutoff Frequency	-64..+63
	nn	19	1	00..7F	Filter Resonance	-64..+63
	nn	1A	1	00..7F	EG Attack Time	-64..+63
	nn	1B	1	00..7F	EG Decay Time	-64..+63
	nn	1C	1	00..7F	EG Release Time	-64..+63
	nn	1D	1	28..58	MW Pitch Control	-24..+24[semitones]
	nn	1E	1	00..7F	MW Filter Control	-9600..+9450[cent]
	nn	1F	1	00..7F	MW Amplitude Control	-100..+100[%]
	nn	20	1	00..7F	MW LFO PMod Depth	0..127
	nn	21	1	00..7F	MW LFO FMod Depth	0..127
	nn	22	1	00..7F	MW LFO AMod Depth	0..127
	nn	23	1	28..58	Bend Pitch Control	-24..+24[semitones]
	nn	24	1	00..7F	Bend Filter Control	-9600..+9450[cent]
	nn	25	1	00..7F	Bend Amplitude Control	-100..+100[%]
	nn	26	1	00..7F	Bend LFO PMod Depth	0..127
	nn	27	1	00..7F	Bend LFO FMod Depth	0..127
	nn	28	1	00..7F	Bend LFO AMod Depth	0..127
TOTAL	SIZE	29				
	nn	30	1	00..01	Rev Pitch Bend	off/on
	nn	31	1	00..01	Rev Ch After touch	off/on
	nn	32	1	00..01	Rev Program Change	off/on
	nn	33	1	00..01	Rev Control Change	off/on
	nn	34	1	00..01	Rev Key's After touch	off/on
	nn	35	1	00..01	Rev Note Message	off/on
	nn	36	1	00..01	Rev RPN	off/on
	nn	37	1	00..01	Rev NRPN	off/on
	nn	38	1	00..01	Rev Modulation	off/on
	nn	39	1	00..01	Rev Volume	off/on
	nn	3A	1	00..01	Rev Pan	off/on
	nn	3B	1	00..01	Rev Expression	off/on
	nn	3C	1	00..01	Rev Hold1	off/on
	nn	3D	1	00..01	Rev Portamento	off/on
	nn	3E	1	00..01	Rev Sostenuate	off/on
	nn	3F	1	00..01	Rev Soft Pedal	off/on
	nn	40	1	00..01	Rev Bank Select	off/on
					01(XG),00(GM)	
	nn	41	1	00..7F	Scale Tuning C	-64..+63[cent]
	nn	42	1	00..7F	Scale Tuning C#	-64..+63[cent]
	nn	43	1	00..7F	Scale Tuning D	-64..+63[cent]
	nn	44	1	00..7F	Scale Tuning D#	-64..+63[cent]
	nn	45	1	00..7F	Scale Tuning E	-64..+63[cent]
	nn	46	1	00..7F	Scale Tuning F	-64..+63[cent]
	nn	47	1	00..7F	Scale Tuning F#	-64..+63[cent]
	nn	48	1	00..7F	Scale Tuning G	-64..+63[cent]
	nn	49	1	00..7F	Scale Tuning G#	-64..+63[cent]
	nn	4A	1	00..7F	Scale Tuning A	-64..+63[cent]
	nn	4B	1	00..7F	Scale Tuning A#	-64..+63[cent]
	nn	4C	1	00..7F	Scale Tuning B	-64..+63[cent]

MIDI Data Format

nn	4D	1	28..58	Ch's AT Pitch Control	-24..+24[semitones]	40
nn	4E	1	00..7F	Ch's AT Filter Control	-9600..+9450[cent]	40
nn	4F	1	00..7F	Ch's AT Amp. Control	-100..+100[%]	40
nn	50	1	00..7F	Ch's AT LFO PMod Depth	0..127	00
nn	51	1	00..7F	Ch's AT LFO FMod Depth	0..127	00
nn	52	1	00	Ch's AT Reserved	0	00
nn	53	1	28..58	Key's AT Pitch Control	-24..+24[semitones]	40
nn	54	1	00..7F	Key's AT Filter Control	-9600..+9450[cent]	40
nn	55	1	00..7F	Key's AT Amp. Control	-100..+100[%]	40
nn	56	1	00..7F	Key's AT LFO PMod Depth	0..127	00
nn	57	1	00..7F	Key's AT LFO FMod Depth	0..127	00
nn	58	1	00	Key's AT Reserved	0	00
nn	59	1	00..5F	AC1(FC) Control Number	0..95	10
nn	5A	1	28..58	AC1(FC) Pitch Control	-24..+24[semitones]	40
nn	5B	1	00..7F	AC1(FC) Filter Control	-9600..+9450[cent]	40
nn	5C	1	00..7F	AC1(FC) Amplitude Cntrl	-100..+100[%]	40
nn	5D	1	00..7F	AC1(FC) LFO PMod Depth	0..127	00
nn	5E	1	00..7F	AC1(FC) LFO FMod Depth	0..127	00
nn	5F	1	00..7F	AC1(FC) LFO AMod Depth	0..127	00
nn	60	1	00..5F	AC2 Control Number	0..95	11
nn	61	1	28..58	AC2 Pitch Control	-24..+24[semitones]	40
nn	62	1	00..7F	AC2 Filter Control	-9600..+9450[cent]	40
nn	63	1	00..7F	AC2 Amplitude Cntrl	-100..+100[%]	7F
nn	64	1	00..7F	AC2 LFO PMod Depth	0..127	00
nn	65	1	00..7F	AC2 LFO FMod Depth	0..127	00
nn	66	1	00..7F	AC2 LFO AMod Depth	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	Pitch EG Initial Level	-64..+63	40
nn	6A	1	00..7F	Pitch EG Attack Time	-64..+63	40
nn	6B	1	00..7F	Pitch EG Release Level	-64..+63	40
nn	6C	1	00..7F	Pitch EG 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

The following parameters have no effect on drum parts:

- Bank Select LSB
- Amp EG
- Portamento
- Soft Pedal
- Mono/Poly
- Scale Tuning
- Pitch EG

<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	Relative 00
3n	rr	01	1	00..7F	Pitch Fine	-64..+63[cent]	Relative 00
3n	rr	02	1	00..7F	Level	0..127	Absolute XG Drum1
3n	rr	03	1	00..7F	Alternate Group	0:off,1..127	Absolute XG Drum1
3n	rr	04	1	00..7F	Pan	0:random L63..C..R63(1..64..127)	Absolute XG Drum1
3n	rr	05	1	00..7F	Reverb Send Level	0..127	Absolute XG Drum1
3n	rr	06	1	00..7F	Chorus Send Level	0..127	Absolute XG Drum1
3n	rr	07	1	00..7F	Variation Send Level	0..127	Absolute XG Drum1
3n	rr	08	1	00..01	Key Assign	0:single,1:multi	Absolute XG Drum1
3n	rr	09	1	00..01	Rcv Note Off	off/on (Ineffective on voices required to recognized Key Off under GMx.)	Absolute XG Drum1
3n	rr	0A	1	00..01	Rcv Note On	off/on	Absolute XG Drum1
3n	rr	0B	1	00..7F	Filter Cutoff Frequency	-64..63	Relative 00
3n	rr	0C	1	00..7F	Filter Resonance	-64..63	Relative 00
3n	rr	0D	1	00..7F	EG Attack Rate	-64..63	Relative 00
3n	rr	0E	1	00..7F	EG Decay1 Rate	-64..63	Relative 00
3n	rr	0F	1	00..7F	EG Decay2 Rate	-64..63	Relative 00

TOTAL SIZE 10

n:Drum Setup Number - 1

rr:note number(0D - 5B)

Receipt of XG SYSTEM ON or GM SYSTEM ON message generates reinitialization of all drum setup parameters.

The Drum Setup Reset message can be used to reinitialize individual drum setup parameters.

<Table 1-7>

Effect Type List

REVERB TYPE	MSB		TYPE LSB	
TYPE	DEC	HEX	00	01
000		0	[00]No Effect	
001		1	[01]Rev Hall 1	[02]Rev Hall 2
002		2	[03]Rev Room1	[04]Rev Room 2
003		3	[06]Rev Stage 1	[07]Rev Stage 2
004		4	[08]Rev Plate	[05]Rev Room 3
005		5	No Effect	
:		:	:	:
015	F		No Effect	
016	10		[09]Rev WhiteRm	
017	11		[10]Rev Tunnel	
018	12		No Effect	

MIDI Data Format

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

CHORUS TYPE		
TYPE	MSB	TYPE LSB
DEC	HEX	
	00	01 02 08
000	0	[00]No Effect
001	1	No Effect
:	:	:
064	40	No Effect
065	41	[01]Chorus 1 [02]Chorus 2 [03]Chorus 3 [04]Chorus 4
066	42	[05]Celeste 1 [06]Celeste 2 [07]Celeste 3 [08]Celeste 4
067	43	[09]Flanger 1 [10]Flanger 2 [11]Flanger 3
068	46	No Effect
069	45	No Effect
:	:	:
:	:	:
127	7F	No Effect

VARIATION TYPE(0-63)		
TYPE	MSB	TYPE LSB
DEC	HEX	
	00	01 02
000	0	[00]No Effect
001	1	[01]Rev Hall 1 [02]Rev Hall 2
002	2	[03]Rev Room 1 [04] [05]Rev Room 3
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]EarlyRef.1 [14]EarlyRef.2
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	
	00	01 02 08
064	40	[43]THRU
065	41	[20]Chorus 1 [21]Chorus 2 [22]Chorus 3 [23]Chorus 4
066	42	[24]Celeste 1 [25]Celeste 2 [26]Celeste 3 [27]Celeste 4
067	43	[28]Flanger 1 [29]Flanger 2 [30]Flanger 3
068	44	[31]Symphonic
069	45	[32]RotarySp.
070	46	[33]Tremolo
071	47	[34]Auto PAN
072	48	[35]Phaser 1 [36]Phaser 2
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

<Table 2-1>

Parameter Base Address

Parameter Change Address		(H) (M) (L) Description	
SYSTEM	00 00 00	All System	
NORMAL VOICE	10 00 00	Current Normal Voice	
	11 00 00	User Normal Voice 1 with Element(Bulk Dump Only)	
	:	:	
	11 7F 00	User Normal Voice 128 with Element(Bulk Dump Only)	
NORMAL ELEM	20 00 00	Current Normal Voice Element1(Parameter Change Only)	
	:	:	
	23 00 00	Current Normal Voice Element4(Parameter Change Only)	
DRUM KEY	30 18 00	Drum Voice Key C0	
	:	:	
	30 54 00	Drum Voice Key C5	
DRUM COMMON	40 00 00	Drum Voice Common	

MIDI Data Format

<Table 2-2>

MIDI Parameter-Change Table (Whole System)

“(XG)” indicates that the value resets whenever XG ON or GM ON is received.

Address (H)	Size (H)	Data (H)	Parameter Name	Description	Default value(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	
03				3rd bit3-0→bit7-4	
04	1	00..7F	Master Volume	0..127	7F(XG)
05	1	34..4C	Sequencer Transpose	-12..+12[semitones]	40
06	1	1C..64	Keyboard Transpose	-36..+36[semitones]	40
07	1	7,11	Foot Volume Ctrl Number	7,11	07
08	1	0,1	System Mode	0/1;XG/TG300B	00(XG)
09	1	0,1	Local	0/1:off/on	01
0A	1	0..17	Device Number	0:off,1..16,17:all	17
0B	1	0..16	Voice Mode Receive Ch.	1..16,omni	16
0C	1	0..15	Voice Mode Transmit Ch.	1..16	00
0D	1	0,1	RX Filter Pitch Bend	0/1:off/on	01
0E	1	0,1	RX Filter Ch's AfterTch	0/1:off/on	01
0F	1	0,1	RX Filter ProgramChange	0/1:off/on	01
10	1	0,1	RX Filter ControlChange	0/1:off/on	01
11	1	0,1	RX Filter Key'sAfterTch	0/1:off/on	01
12	1	0,1	RX Filter Note On/Off	0/1:off/on	01
13	1	0,1	RX Filter NRPN	0/1:off/on	01
14	1	0,1	RX Filter Bank Change	0/1:off/on	01
15	1	0,1	RX Filter Sys.Exclusive	0/1:off/on	01
16	1	0,1	MIDI Sync	0/1:int/ext	00
17	1	0,1	MIDI Control	0/1:off/on	01
18	1	0..8	Interval Time	1..9[*100msec]	00
19	1	0..4	Click Beat	16,8,4,2,1	02
1A	1	0..3	Click Mode	off,rec,rec&play,always	01
1B	1	0..127	Click Level	0..127	127
1C	1	31..4F	LCD Contrast	-15..+15	40
1D	1	0..1	Fingered on/off	0/1:off/on	0
1E	1	0..7F	Fingered Chord Zone Lo	C-2..G8	24
1F	1	0..7F	Fingered Chord Zone Hi	C-2..G8	36
20	1	20..7E	Greeting Message1	32..126(ASCII)	'W' (Greeting Message on QS300)
21	1	20..7E	Greeting Message2	32..126(ASCII)	'e'
22	1	20..7E	Greeting Message3	32..126(ASCII)	'l'
23	1	20..7E	Greeting Message4	32..126(ASCII)	'c'
24	1	20..7E	Greeting Message5	32..126(ASCII)	'o'
25	1	20..7E	Greeting Message6	32..126(ASCII)	'm'
26	1	20..7E	Greeting Message7	32..126(ASCII)	'e'
27	1	20..7E	Greeting Message8	32..126(ASCII)	''
28	1	20..7E	Greeting Message9	32..126(ASCII)	'T'
29	1	20..7E	Greeting Message10	32..126(ASCII)	'o'
2A	1	20..7E	Greeting Message11	32..126(ASCII)	''
2B	1	20..7E	Greeting Message12	32..126(ASCII)	''
2C	1	20..7E	Greeting Message13	32..126(ASCII)	'W'
2D	1	20..7E	Greeting Message14	32..126(ASCII)	''
2E	1	20..7E	Greeting Message15	32..126(ASCII)	''
2F	1	20..7E	Greeting Message16	32..126(ASCII)	'W'
30	1	20..7E	Greeting Message17	32..126(ASCII)	'o'
31	1	20..7E	Greeting Message18	32..126(ASCII)	'r'
32	1	20..7E	Greeting Message19	32..126(ASCII)	'l'
33	1	20..7E	Greeting Message20	32..126(ASCII)	'd'
34	1	20..7E	Greeting Message21	32..126(ASCII)	''
35	1	20..7E	Greeting Message22	32..126(ASCII)	''
36	1	20..7E	Greeting Message23	32..126(ASCII)	''
37	1	20..7E	Greeting Message24	32..126(ASCII)	''
38	1	20..7E	Greeting Message25	32..126(ASCII)	'T'
39	1	20..7E	Greeting Message26	32..126(ASCII)	''
3A	1	20..7E	Greeting Message27	32..126(ASCII)	'a'
3B	1	20..7E	Greeting Message28	32..126(ASCII)	'm'
3C	1	20..7E	Greeting Message29	32..126(ASCII)	''
3D	1	20..7E	Greeting Message30	32..126(ASCII)	'r'
3E	1	20..7E	Greeting Message31	32..126(ASCII)	'e'
3F	1	20..7E	Greeting Message32	32..126(ASCII)	'a'
40	1	20..7E	Greeting Message33	32..126(ASCII)	'd'
41	1	20..7E	Greeting Message34	32..126(ASCII)	'y'
42	1	20..7E	Greeting Message35	32..126(ASCII)	''
43	1	20..7E	Greeting Message36	32..126(ASCII)	'!'
44	1	20..7E	Greeting Message37	32..126(ASCII)	'!'
45	1	20..7E	Greeting Message38	32..126(ASCII)	''
46	1	20..7E	Greeting Message39	32..126(ASCII)	''
47	1	20..7E	Greeting Message40	32..126(ASCII)	''
48	1	0..7	Keyboard Velocity Curve normal...cross2		0:normal

TOTAL SIZE 49

MIDI Data Format

<Table 2-3>

MIDI Parameter Change table (NORMAL VOICE COMMON)

Address (H)	Size (H)	Data (H)	Parameter Name	Description	Default value(H)	
10	00	00	1	20..7E	Voice Name1	32..126(ASCII)
		01	1	20..7E	Voice Name2	32..126(ASCII)
		02	1	20..7E	Voice Name3	32..126(ASCII)
		03	1	20..7E	Voice Name4	32..126(ASCII)
		04	1	20..7E	Voice Name5	32..126(ASCII)
		05	1	20..7E	Voice Name6	32..126(ASCII)
		06	1	20..7E	Voice Name7	32..126(ASCII)
		07	1	20..7E	Voice Name8	32..126(ASCII)
		08	1	20..7E	Voice Name9	32..126(ASCII)
		09	1	20..7E	Voice Name10	32..126(ASCII)
		0A	1	00..15	Voice Category	00..21(---.Wv)
		0B	1	00..0F	Element Switch	Bit0..Bit3:EL1..EL4 0/1:off/on
		0C	1	00..7F	Voice Level	0..127
		0D	1	00..7F	Velocity Sens Depth	0..127
		0E	1	00..7F	Velocity Sens Offset	0..127
		0F	1	00..7F	Reverb Send Level	0..127
		10	1	00..7F	Chorus Send Level	0..127
		11	1	00..7F	Send Chorus To Reverb	-∞..0..+6dB(0..96..127)
		12	2	00..7F	Variation Type MSB	Refer to Ef. Program List
				00..7F	Variation Type LSB	00 : basic type
		14	2	00..7F	Variation Param 1 MSB	Refer to Ef. Program List
				00..7F	Variation Param 1 LSB	Refer to Ef. Program List
		16	2	00..7F	Variation Param 2 MSB	Refer to Ef. Program List
				00..7F	Variation Param 2 LSB	Refer to Ef. Program List
		18	2	00..7F	Variation Param 3 MSB	Refer to Ef. Program List
				00..7F	Variation Param 3 LSB	Refer to Ef. Program List
		1A	2	00..7F	Variation Param 4 MSB	Refer to Ef. Program List
				00..7F	Variation Param 4 LSB	Refer to Ef. Program List
		1C	2	00..7F	Variation Param 5 MSB	Refer to Ef. Program List
				00..7F	Variation Param 5 LSB	Refer to Ef. Program List
		1E	1	00..7F	Variation Attenuate Lvl	0..127
		1F	1	00..7F	Variation Param 10 LSB	Refer to Ef. Program List
		20	1	00..01	Play Mode	0/1:mono/poly
		21	1	00..01	Portament Switch	0/1:off/on
		22	1	00..127	Portamento Time	0..127
		23	1	28..58	Bend Wheel Pitch Ctrl.	-24..+24(semitones)
		24	1	00..7F	Bend Wheel Cutoff Ctrl.	-9600..+9600(cent)
		25	1	00..7F	Bend Wheel Amp Ctrl.	-100..+100(%)
		26	1	00..7F	Bend Wheel PM Ctrl.	0..127
		27	1	00..7F	Bend Wheel FM Ctrl.	0..127
		28	1	00..7F	Bend Wheel AM Ctrl.	0..127
		29	1	28..58	Mod. Wheel Pitch Ctrl.	-24..+24(semitones)
		2A	1	00..7F	Mod. Wheel Cutoff Ctrl.	-9600..+9600(cent)
		2B	1	00..7F	Mod. Wheel Amp Ctrl.	-100..+100(%)
		2C	1	00..7F	Mod. Wheel PM Ctrl.	0..127
		2D	1	00..7F	Mod. Wheel FM Ctrl.	0..127
		2E	1	00..7F	Mod. Wheel AM Ctrl.	0..127
		2F	1	01..7F	Mod. Wheel VariEf Ctrl	-63..+63
		30	1	28..58	After touch Pitch Ctrl	-24..+24(semitones)
		31	1	00..7F	After touch Cutoff Ctrl.	-9600..+9600(cent)
		32	1	00..7F	After touch Amp Ctrl.	-100..+100(%)
		33	1	00..7F	After touch PM Ctrl.	0..127
		34	1	00..7F	After touch FM Ctrl.	0..127
		35	1	00..7F	After touch AM Ctrl.	0..127
		36	1	28..58	Foot Cont. Pitch Ctrl.	-24..+24(semitones)
		37	1	00..7F	Foot Cont. Cutoff Ctrl.	-9600..+9600(cent)
		38	1	00..7F	Foot Cont. Amp Ctrl.	-100..+100(%)
		39	1	00..7F	Foot Cont. PM Ctrl.	0..127
		3A	1	00..7F	Foot Cont. FM Ctrl.	0..127
		3B	1	00..7F	Foot Cont. AM Ctrl.	0..127
		3C	1	01..7F	Foot Cont. VariEf Ctrl.	-63..+63

<Table 2-4>

MIDI Parameter Change table (NORMAL VOICE ELEMENT)

Address (H)	Size (H)	Data (H)	Parameter Name	Description	Default value(H)	
2e	00	00	2	0000	Wave Num	1st Bit13..7
				..3FFF		2nd Bit6..0
		02	1	00..7F	Note Limit Low	C-2..G8
		03	1	00..7F	Note Limit High	C-2..G8
		04	1	01..7F	Velocity Limit Low	1..127
		05	1	01..7F	Velocity Limit High	1..127
		06	1	00..01	Filter Curve	0..1(lin,Exp)
		07	1	00..02	LFO Wave	0;saw/1;tri/2;S&H
		08	1	00..01	LFO Phase Init	off/on
		09	1	00..3F	LFO Speed	0..63
		0A	1	00..7F	PLFO Delay	0..127
		0B	1	00..7F	PLFO Fade Time	0..127
		0C	1	00..3F	LFO PMD	0..63
		0D	1	00..0F	LFO FMD	0..15
		0E	1	00..1F	LFO AMD	0..31
		0F	1	20..60	Note Shift	-32..+32(semitones)
		10	1	0E..72	Detune	-50..+50(cent)
		11	1	00..05	Pitch Scaling Rate	100,50,20,10,5,0(%)
		12	1	00..7F	Pitch Scaling Center	C-2..G8
		13	1	00..03	Pitch EG Depth	1/2,1,2,4(oct)
		14	1	39..47	PEG Depth VelLevelSens.	-7..+7
		15	1	39..47	PEG Depth VelRateSens.	-7..+7
		16	1	39..47	PEG Depth Rate Scaling	-7..+7
		17	1	00..7F	PEGDpth RateScalCenter	C-2..G8
		18	1	00..3F	PEG Rate1(Attack)	0..63

MIDI Data Format

19	1	00..3F	PEG Rate2	0..63
1A	1	00..3F	PEG Rate3	0..63
1B	1	00..3F	PEG Rate4(Release)	0..63
1C	1	00..7F	PEG Level0	0..127
1D	1	00..7F	PEG Level1	0..127
1E	1	00..7F	PEG Level2	0..127
1F	1	00..7F	PEG Level3	0..127
20	1	00..7F	PEG Release Level	0..127
21	1	00..3F	Filter Resonance	0..63
22	1	00..07	Velocity Sens.	0..7
23	1	00..7F	Filter Cutoff Freq.	0..127
24	1	00..7C	Filter Scaling BP1	C-2..E8
25	1	01..7D	Filter Scaling BP2	C#-2..F8
26	1	02..7E	Filter Scaling BP3	D-2..F#8
27	1	03..7F	Filter Scaling BP4	D#-2..G8
28	1	00..7F	Filter Scaling Offset1	-63..+64
29	1	00..7F	Filter Scaling Offset2	-63..+64
2A	1	00..7F	Filter Scaling Offset3	-63..+64
2B	1	00..7F	Filter Scaling Offset4	-63..+64
2C	1	39..47	FEG VelocityLevelSens.	-7..+7
2D	1	39..47	FEG VelocityRateSens.	-7..+7
2E	1	39..47	FEG Rate Scaling	-7..+7
2F	1	00..7F	FEG RateScalingCenter	C-2..G8
30	1	00..3F	FEG Rate1	0..63
31	1	00..3F	FEG Rate2	0..63
32	1	00..3F	FEG Rate3	0..63
33	1	00..3F	FEG Rate4	0..63
34	1	00..7F	FEG Level0	0..127
35	1	00..7F	FEG Level1	0..127
36	1	00..7F	FEG Level2	0..127
37	1	00..7F	FEG Level3	0..127
38	1	00..7F	FEG Level4	0..127
39	1	00..7F	Element Level	0..127
3A	1	00..7C	Level Scaling BP1	C-2..E8
3B	1	01..7D	Level Scaling BP2	C#-2..F8
3C	1	02..7E	Level Scaling BP3	D-2..F#8
3D	1	03..7F	Level Scaling BP4	D#-2..G8
3E	1	00..7F	Level Scaling Offset1	-63..+64
3F	1	00..7F	Level Scaling Offset2	-63..+64
40	1	00..7F	Level Scaling Offset3	-63..+64
41	1	00..7F	Level Scaling Offset4	-63..+64
42	1	00..06	Velocity Curve	0..6
43	1	00..0F	Pan	(left..right),(scaling)
44	1	39..47	AEG Rate Scaling	-7..+7
45	1	00..7F	AEG RateScalingCenter	C-2..G8
46	1	00..0F	AEG Key On Delay	0..15
47	1	00..3F	AEG Attack Rate	0..63
48	1	00..3F	AEG Decay1 Rate	0..63
49	1	00..3F	AEG Decay2 Rate	0..63
4A	1	00..3F	AEG Release Rate	0..63
4B	1	00..7F	AEG Decay1 Level	0..127
4C	1	00..7F	AEG Decay2 Level	0..127
4D	2	0000	Address Offset	1st Bit13..7
		..3FFF		2nd Bit6..0
4F	1	39..47	Resonance Sensitivity	-7..+7

TOTAL SIZE 17D

e = 0 ;Current Normal Voice Element1 Address High Byte = 001000ee
 1 ;Current Normal Voice Element2 e:Element Number
 2 ;Current Normal Voice Element3
 3 ;Current Normal Voice Element4

<Table 2-5>

MIDI Parameter Change table (DRUM VOICE KEY)

Address (H)	Size (H)	Data (H)	Parameter Name	Description	Default value(H)		
30	rr	00	1	00..7F	Pitch Coarse	-64..+63	Relative
30	rr	01	1	00..7F	Pitch Fine	-64..+63[cent]	Relative
30	rr	02	1	00..7F	Level	0..127	Absolute
30	rr	03	1	00..7F	Alternate Group	0:off,1..127	Absolute
30	rr	04	1	00..7F	Pan	0:random	Absolute
					L63..C..R63(1..64..127)		
30	rr	05	1	00..7F	Reverb Send Level	0..127	Absolute
30	rr	06	1	00..7F	Chorus Send Level	0..127	Absolute
30	rr	07	1	00..7F	Variation Send Level	0..127	Absolute
30	rr	08	1	00..01	Key Assign	0;single,1;multi	Absolute
30	rr	09	1	00..01	Rcv Note Off	off/on	Absolute
					(Ineffective on voices required to recognized Key Off under GMx.)		
30	rr	0A	1	00..01	Rcv Note On	off/on	Absolute
30	rr	0B	1	00..7F	Filter Cutoff Frequency	-64..63	Relative
30	rr	0C	1	00..7F	Filter Resonance	-64..63	Relative
30	rr	0D	1	00..7F	EG Attack Rate	-64..63	Relative
30	rr	0E	1	00..7F	EG Decay1 Rate	-64..63	Relative
30	rr	0F	1	00..7F	EG Decay2 Rate	-64..63	Relative

TOTAL SIZE 10

rr:note number(18 - 54)

<Table 2-6>

MIDI Parameter Change table (DRUM VOICE COMMON)

Address (H)	Size (H)	Data (H)	Parameter Name	Description	Default value(H)	
40	00	00	1	00..10	Drum Map	0..10

TOTAL SIZE 1

