# Unofficial Nord Stage 2 and 3 Program File Documentation

## christian.florentz@gmail.com

## Let's get started

This file documents the Nord Stage program file structure. It is handmade by NUF users and is not officially supported by Nord Keyboards / Clavia DMI AB. While we certainly hope this document is useful, none of the authors or contributors place any guarantees as to the accuracy of the data.

We contacted Nord Keyboards / Clavia DMI AB support about this project, and the answer was that they are fine with this project, and it can be published:)

https://ns3-program-viewer.herokuapp.com web application is the project behind this initiative. Source is located here: https://github.com/Chris55/ns3-program-viewer

#### Summary

- Disclaimer
- Contributors
- License
- Revision
- Nord Stage 3 File Structure
- Nord Stage 2 File Structure

## Disclaimer

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## Contributors

- Christian Florentz (@florence)
- Andreas Gallenmueller (@gaaal)
- Thanks to other NUF members: @cookie, @gordon, @rpossemo, @hobster

#### Revision

rev	date	description
0.1	23-Sep-2020	Draft version
0.2	$26 ext{-Sep-}2020$	Added Delay section
1.0	$27 ext{-}Sep-2020$	Added Amp Sim / Eq section and bumped to v1.0
1.1	xx-xxx-2020	Fixed NS3 Organ mapping (0x00DB was missing)
		Added NS3 missing Organ Preset II options
		Simplified NS3 Morph implementation
		Added NS3 Synth Preset
		Fixed typo in offsets 0x011B, 0x011D, 0x011F, and 0x119
		Fixed NS3 panel starting offset
		Draft added Stage 2

License Rev 1.1 draft

#### License

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# Nord Stage 3 File Structure

This mapping corresponds to the Nord Stage 3 program file (file extension ns3f).

The file version used is 3.04 (generated with OS v2.54), and the file length is 592 bytes. Some older versions have a length of 574 bytes and a smaller header.

Offset 0x04 defines the file format.

Each memory offset corresponds to an 8-bit value.

```
0x01 \text{ (hex)} = 00000001 \text{ -> bit } 0 \text{ is '1'}

0x84 \text{ (hex)} = 10000100 \text{ -> bit } 7 \text{ and } 2 \text{ are '1'}
```

In the documentation --xxxxx (b5-0) means Bit5 to Bit0.

offset	bits	description
0x0000	ccccccc	ascii C - 0x43, 4-byte Clavia ID
0x0001	ccccccc	ascii B - $0x42$
0x0002	ccccccc	ascii I - $0x49$
0x0003	ccccccc	ascii N - 0x4E
0x0004	ffffffff	(f) file format
0x0005		0
0x0006		0
0x0007		0
8000x0	ccccccc	ascii n - 0x6E, 4-byte NS3 Program file ID
0x0009	ccccccc	ascii s - $0x73$ ,
A000x0	ccccccc	ascii $3 - 0x33$ ,
0x000B	ccccccc	ascii f - $0x66$ ,
0x000C	bbbbbbbb	(b) bank lsb $(0 = A, 1 = B)$
0x000D		0
0x000E	11111111	(l) location lsb $(0 = 11, 1 = 12)$
0x000F		0
0x0010	ccccccc	(c) program category
0x0011		
0x0012		
0x0013		
0x0014	iiiiiiii	(i) file version (16-bit)
0x0015	iiiiiiii	
0x0016		
0x0017		
0x0018	ccccccc	(c) CRC1 (32-bit)
0x0019	ccccccc	
0x001A	ccccccc	
0x001B	ccccccc	
0x001C		
0x001D		
0x001E		
0x001F		
0x0020		
0x0021		
0x0022		
0x0023		
0x0024		
0x0025		
0x0026		
0x0027		
0x0028		
0x0029		
0x002A		
0x002B		
0x002C		0
0x002D		0

offset	bits	description
0x002E	vvvvvvv	version 16-bit integer value in Big Endian format
0x002F	vvvvvvv	-
0x0030		11
0x0031	pppsssss	(p) panel, (s) split
0x0032	SSSSSSS	
0x0033	SSSSSSS	
0x0034	sddpvvvr	(d) piano layer detune, (p) organ pitch stick, (v) organ vibrato mode, (r) rotary speaker speed
0x0035	mwwwaaap	(m) rotary speaker stop mode, (w) rotary speaker speed morph wheel, (a) rotary speaker speed morph after touch, (p) rotary speaker speed morph control pedal
0x0036	pp	
0x0037		
0x0038	tttttccc	(t) transpose, (c) master clock rate
0x0039	ccccddd	(d) rotary speaker drive
0x003A	ddddk-ss	(k) dual keyboard, (s) dual keyboard style
0x003B	rrrr	(r) synth pitch stick range
0x003C		
0x003D		
0x003E		
0x003F		
0x0040		
0x0041		
0x0042		
0x0043	ozzzzvvv	(o) piano on, (z) piano kb zone, (v) piano volume
0x0044	VVVVWWWW	(w) piano volume morph wheel
0x0045	wwwwaaaa	(a) piano volume morph after touch
0x0046	aaaapppp	(p) piano volume morph control pedal
0x0047	ppppoooo	(o) piano octave shift
0x0048	pstttmmm	(p) piano pitch stick, (s) piano sustain pedal, (t) piano type, (m) piano model
0x0049	mmvviiii	(v) clavinet model, (i) piano sample name
0x004A	iiiiiiii	(*) out mot motor, (i) prono sample name
0x004B	iiiiiiii	
0x004C	iiiiiiii	
0x0040	iiiisrpk	(s) piano soft release,(r) piano string resonance, (p) piano pedal noise, (k) piano kb
	•	touch
0x004E	k-ttt	(t) piano timbre
0x004F		
0x0050		
0x0051		
0x0052	OZZZZVVV	(o) synth on, (z) synth kb zone, (v) synth volume
0x0053	VVVVWWWW	(w) synth volume morph wheel
0x0054	wwwwaaaa	(a) synth volume morph after touch
0x0055	aaaapppp	(p) synth volume morph control pedal
0x0056	ppppoooo	(o) synth octave shift
0x0057	psiiiiii	(p) synth pitch stick, (s) synth sustain pedal, (i) synth preset location
0x0058	iiiicccc	(c) synth preset name
0x0059	ccccccc	
0x005A	ccccccc	
0x005B	ccccccc	
0x005C	ccccccc	
0x005D	ccccccc	
0x005E	ccccccc	
0x005F	ccccccc	
0x0060	ccccccc	
0x0061	ccccccc	
0x0062	ccccccc	
0x0063	ccccccc	
0x0064	ccccccc	
0x0065	ccccccc	
0110000	3333366	

offset	bits	description
0x0066	ccccccc	
0x0067	ccccccc	
0x0068	ccccccc	
0x0069	ccccccc	
0x006A	ccccccc	
0x006B	ccccccc	
0x006C	ccccccc	
0x006D	ccccccc	
0x006E	cccc	
0x006F		
0x0070		
0x0070		
0x0071		
0x0072		
0x0074		
0x0075		
0x0076		
0x0077		( ) CDC2 (22.1 t)
0x0078	cccc	(c) CRC2 (32-bit)
0x0079	ccccccc	
0x007A	ccccccc	
0x007B	ccccccc	
0x007C	cccc	
0x007D		
0x007E		
0x007F		
0x0080	hosrrppc	(h) synth kh hold, (o) synth arp on, (o) synth arp kb sync, (r) synth arp range, (p)
		synth arp pattern, (c) synth arp master clock
0x0081	rrrrrrw	(r) synth arp rate, (w) synth arp rate morph wheel
0x0082	wwwwwwwa	(a) synth arp rate morph after touch
0x0083	aaaaaaap	(p) synth arp rate morph control pedal
0x0084	pppppppv	(v) synth voice
0x0085	vggggggg	(g) synth glide
0x0086	uuvvvlll	(g) synth unison, (v) synth vibrato, (l) synth lfo wave
0x0087	mrrrrrrr	(m) synth lfo master clock, (r) synth lfo rate
0x0088	WWWWWWW	(w) synth lfo rate morph wheel
0x0089	aaaaaaaa	(a) synth lfo rate morph after touch
0x008A	pppppppp	(r) synth lfo rate control pedal
0x008B	aaaaaaad	(a) synth mod env attack, (d) synth mod env decay
0x008C	ddddddrr	(a) synth mod env release
0x008D	rrrrvtt	(v) synth mod env velocity, (t) synth oscillator type
0x008E	twwwwww	(w) synth oscillator 1 wave form
0x008F	ww-ccccp	(c) synth oscillator config, (p) synth pitch
0x0090	ppppplll	(l) synth oscillator control
0x0091	llllwwww	(w) synth oscillator control morph wheel
0x0092	wwwwaaaa	(a) synth oscillator control morph after touch
0x0093	aaaapppp	(p) synth oscillator control morph control pedal
0x0094	ppppllll	(l) synth oscillator mod
0x0095	lllwwwww	(w) synth oscillator mod morph wheel
0x0096	wwwaaaaa	(a) synth oscillator mod morph after touch
0x0097	aaappppp	(p) synth oscillator mod morph control pedal
0x0097	ppptttff	(t) synth filter type, (f) synth filter freq
0x0098	fffffwww	(w) synth filter freq morph wheel
0x0099		(a) synth filter freq morph after touch
	wwwwwaaa	
0x009B	aaaaappp	(p) synth filter freq morph control pedal (h) synth filter by freq res
0x009C	ppppphhh	(h) synth filter hp freq res morph wheel
0x009D	hhhhwwww	(w) synth filter hp freq res morph efter touch
0x009E	wwwwaaaa	(a) synth filter hp freq res morph after touch
0x009F	aaaapppp	(p) synth filter hp freq res morph control pedal

offset	bits	description
0x00A0	ppppllll	(l) synth filter lfo amount
0x00A1	lllwwwww	(w) synth filter lfo amount morph wheel
0x00A2	wwwaaaaa	(a) synth filter lfo amount morph after touch
0x00A3	aaappppp	(p) synth filter lfo amount morph control pedal
0x00A4	pppmmmmm	(m) synth filter vel mod env amount
0x00A5	mmttddaa	(t) synth filter kb track, (d) synth filter drive, (a) synth amp env attack
0x00A6	aaaaaddd	(d) synth amp env decay
0x00A7	ddddrrrr	(r) synth amp env release
8A00x0	rrrvvsss	(r) synth amp env velocity, (s) synth sample id
0x00A9	SSSSSSS	(1) symmathy on viscology, (s) symmathy to the
AAOOxO	SSSSSSS	
0x00AB	SSSSSSS	
0x00AC	sssssf	(f) synth fast attack
0x00AD		0
0x00AE		0
0x00AF		0
0x00B0		0
0x00B1		0
0x00B2		0
0x00B3		0
0x00B4		0
0x00B5		07
0x00B6	OZZZZVVV	(o) organ on, (z) organ kb zone, (v) organ volume
0x00B7	VVVVWWW	(w) organ volume morph wheel
0x00B8	wwwwaaaa	(a) organ volume morph after touch
0x00B9	aaaapppp	(p) organ volume morph control pedal
0x00BA	ppppoooo	(o) organ octave shift
0x00BB	stttlp	(s) organ sustain-pedal,(t) organ type, (l) organ live mode, (p) organ preset 2 on
0x00BC		0
0x00BD		1A
0x00BE	1111wwww	organ preset 1 drawbar (1), (w) organ preset 1 drawbar 1 morph wheel
0x00BF	waaaaapp	(a) organ preset 1 drawbar 1 morph after touch, (p) organ preset 1 drawbar 2 morph
0x00C0	ppp2222w	control pedal organ preset 1 drawbar (2), (w) organ preset 1 drawbar 2 morph wheel
0x00C0	pppzzzzw wwwwaaaa	(a) organ preset 1 drawbar 2 morph after touch
0x00C1		(a) organ preset 1 drawbar 2 morph after touch (b) organ preset 1 drawbar 2 morph control pedal, organ preset 1 drawbar (3),
0x00C2	appppp33 33wwwwwa	(w) organ preset 1 drawbar 3 morph wheel, (a) organ preset 1 drawbar 3 morph
020000	JJWWWWWA	after touch
0x00C4	aaaapppp	(p) organ preset 1 drawbar 3 morph control pedal
0x00C5	p4444www	organ preset 1 drawbar (4), (w) organ preset 1 drawbar 4 morph wheel
0x00C6	wwaaaaap	(a) organ preset 1 drawbar 4 morph after touch, (p) organ preset 1 drawbar 4 morph
		control pedal,
0x00C7	pppp5555	organ preset 1 drawbar (5),
0x00C8	wwwwwaaa	(w) organ preset 1 drawbar 5 morph wheel, (a) organ preset 1 drawbar 5 morph
		after touch
0x00C9	aappppp6	(p) organ preset 1 drawbar 5 morph control pedal, organ preset 1 drawbar (6),
0x00CA	666wwwww	(w) organ preset 1 drawbar 6 morph wheel
0x00CB	aaaaappp	(a) organ preset 1 drawbar 6 morph after touch, (p) organ preset 1 drawbar 6 morph
		control pedal
0x00CC	pp7777ww	organ preset 1 drawbar (7), (w) organ preset 1 drawbar 7 morph wheel
0x00CD	wwwaaaaa	(a) organ preset 1 drawbar 7 morph after touch
0x00CE	ppppp888	(p) organ preset 1 drawbar 7 morph control pedal, organ preset 1 drawbar (8),
0x00CF	8wwwwwaa	(w) organ preset 1 drawbar 8 morph wheel, (a) organ preset 1 drawbar 8 morph
		after touch
0x00D0	aaappppp	(p) organ preset 1 drawbar 8 morph control pedal
0x00D1	9999wwww	organ preset 1 drawbar (9), (w) organ preset 1 drawbar 9 morph wheel
0x00D2	waaaaacc	(a) organ preset 1 drawbar 9 morph after touch, (c) organ preset 1 drawbar 9 morph
		control pedal

offset	bits	description
0x00D3	cccvphds	(v) organ vibrato on, (p) organ percussion on, (h) organ percussion harmonic third, (d) organ percussion decay fast, (s) organ percussion volume soft
0x00D4		0
0x00D5		0
0x00D6		0
0x00D7		
0x00D8		1A
0x00D9	1111wwww	organ preset 2 drawbar (1), (w) organ preset 2 drawbar 1 morph wheel
OxOODA	waaaaapp	(a) organ preset 2 drawbar 1 morph after touch, (p) organ preset 2 drawbar 2 morph control pedal
0x00DB	ppp2222w	organ preset 2 drawbar (2), (w) organ preset 2 drawbar 2 morph wheel
0x00DC	wwwwaaaa	(a) organ preset 2 drawbar 2 morph after touch
0x00DD	appppp33	(p) organ preset 2 drawbar 2 morph control pedal, organ preset 2 drawbar (3),
0x00DE	ЗЗwwwwwa	(w) organ preset 2 drawbar 3 morph wheel, (a) organ preset 2 drawbar 3 morph after touch
0x00DF	aaaapppp	(p) organ preset 2 drawbar 3 morph control pedal
0x00E0	p4444www	organ preset 2 drawbar (4), (w) organ preset 2 drawbar 4 morph wheel
0x00E1	wwaaaaap	(a) organ preset 2 drawbar 4 morph after touch, (p) organ preset 2 drawbar 4 morph control pedal,
0x00E2	pppp5555	organ preset 2 drawbar (5),
0x00E3	wwwwwaaa	(w) organ preset 2 drawbar 5 morph wheel, (a) organ preset 2 drawbar 5 morph after touch
0x00E4	aappppp6	(p) organ preset 2 drawbar 5 morph control pedal, organ preset 2 drawbar (6),
0x00E5	666wwwww	(w) organ preset 2 drawbar 6 morph wheel
0x00E6	aaaaappp	(a) organ preset 2 drawbar 6 morph after touch, (p) organ preset 2 drawbar 6 morph control pedal
0x00E7	pp7777ww	organ preset 2 drawbar (7), (w) organ preset 2 drawbar 7 morph wheel
0x00E8	wwwaaaaa	(a) organ preset 2 drawbar 7 morph after touch
0x00E9	ppppp888	(p) organ preset 2 drawbar 7 morph control pedal, organ preset 2 drawbar (8),
OxOOEA	8wwwwwaa	(w) organ preset 2 drawbar 8 morph wheel, (a) organ preset 2 drawbar 8 morph after touch
0x00EB	aaappppp	(p) organ preset 2 drawbar 8 morph control pedal
0x00EC	9999wwww	organ preset 2 drawbar (9), (w) organ preset 2 drawbar 9 morph wheel
0x00ED	waaaaacc	(a) organ preset 2 drawbar 9 morph after touch, (c) organ preset 2 drawbar 9 morph control pedal
0x00EE	cccvphds	(v) organ preset 2 vibrato on, (p) organ preset 2 percussion on, (v) organ preset 2 percussion harmonic third, (v) organ preset 2 percussion decay fast, (v) organ preset 2 percussion volume soft
0x00EF		
0x00F0		
0x00F1		
0x00F2		
0x00F3		
0x00F4	ozzzss	(o) extern on, (z) extern kb zone, (s) extern octave shift
0x00F5	s	
0x00F6	psmm	(p) extern pitch stick, (s) extern sustain pedal, (m) extern midi control
0x00F7	v	(v) extern midi cc
0x00F8	VVVVVWW	(w) extern midi cc morph wheel
0x00F9	wwwwwaa	(a) extern midi cc morph after touch
OxOOFA	aaaaaapp	(p) extern midi cc morph control pedal
0x00FB	pppppp	
0x00FC		
0x00FD	A	(v) extern midi program
0x00FE	wwwwwwaa	(a) extern midi program after touch
0x00FF	aaaaaapp	(p) extern midi program control pedal
0x0100	pppppp	
0x0101	v	(v) extern volume
0x0102	VVVVVWW	(w) extern volume morph wheel
0x0103	wwwwwwaa	(a) extern volume morph after touch

offset	bits	description
0x0104	aaaaaapp	(p) extern volume morph control pedal
0x0105	pppppp	
0x0106		
0x0107		
0x0108		
0x0109		
0x010A		
0x010B	ossnrrtt	(o) rotary speaker on, (s) rotary speaker source, (n) effect 1 on, (r) effect-1-source, (t) effect 1 type
0x010C	tcrrrrr	(c) effect 1 master clock, (r) effect 1 rate
0x010D	rwwwwww	(w) effect 1 rate morph wheel
0x010E	waaaaaaa	(a) effect 1 rate morph after touch
0x010F	appppppp	(p) effect 1 rate morph control pedal
0x0110	paaaaaaa	(a) effect 1 amount
0x0111	WWWWWWWW	(w) effect 1 amount morph wheel
0x0112	aaaaaaaa	(a) effect 1 amount morph after touch
0x0113	pppppppp	(p) effect 1 amount morph control pedal
0x0114	osstttrr	(o) effect 2 on, (s) effect 2 source, (t) effect 2 type, (r) effect 2 rate
0x0111	rrrrraaa	(a) effect 2 amount
0x0116	aaaawwww	(w) effect 2 amount morph wheel
0x0117	wwwwaaaa	(a) effect 2 amount morph after touch
0x0118	aaaapppp	(p) effect 2 amount morph control pedal
0x0119	ppppossm	(o) delay on, (s) delay source, (m) delay master clock
0x011A	tttttttx	(t) delay tempo, (x) delay tempo lsw
0x011B	xxxxxww	(w) delay tempo morph wheel
0x011C	WWWWWXX	(x) delay tempo morph wheel lsw
0x011D	xxxxxaaa	(a) delay tempo morph after touch
0x011E	aaaaaxxx	(x) delay tempo morph after touch lsw
0x011F	xxxxcccc	(c) delay tempo morph control pedal
0x0120	ccccxxxx	(x) delay tempo morph control pedal lsw
0x0121	xxxmmmmm	(t) delay mix
0x0122	mmwwwwww	(w) delay mix morph wheel
0x0123	wwaaaaaa	(a) delay mix morph after touch
0x0124	aapppppp	(p) delay mix morph control pedal
0x0125	ppoffbbb	(o) delay ping pong, (f) delay filter, (b) delay feedback
0x0126	bbbbwwww	(w) delay feedback morph wheel
0x0127	wwwwaaaa	(a) delay feedback morph after touch
0x0128	aaaapppp	(p) delay feedback morph control pedal
0x0129	ppppaoss	(a) delay analog mode, (o) amp sim eq on, (s) amp sim eq source
0x012A	aaattttt	(a) amp sim eq amp type, (a) amp sim eq treble
0x012B	ttmmmmmm	(m) amp sim eq mid res
0x012C	mbbbbbbb	(m) amp sim eq bass dry wet
0x012D	fffffffw	(f) amp sim eq mid flt freq
0x012E	wwwwwwwa	(f) amp sim eq mid flt freq morph wheel
0x012F	aaaaaaap	(f) amp sim eq mid flt freq morph after touch
0x0130	pppppppd	(f) amp sim eq mid flt freq morph control pedal, (d) amp sim eq drive
0x0131	ddddddww	(w) amp sime eq drive morph wheel
0x0132	wwwwwwaa	(a) amp sim eq drive morph after touch
0x0133	aaaaaapp	(p) amp sim eq drive morph control pedal
0x0134	ppppppot	(o) reverb on, (t) reverb type
0x0135	ttbrrrrr	(o) reverb bright, (r) reverb amount
0x0136	rrwwwwww	(w) reverb amount morph wheel
0x0137	wwaaaaaa	<ul><li>(a) reverb amount morph after touch</li><li>(p) reverb amount morph control pedal</li></ul>
0x0138 0x0139	aapppppp	(o) compressor on, (c) compressor amount
	ppoccccc ccf	(f) compressor fast
0x013A 0x013B	CC1	(1) Compressor rast
0x013b		
0x013C		
040100		

offset	bits	description
0x013E		
0x013F		
0x0140		
0x0141		
0x0142		
0x0143		
0x0144		
0x0145		
0x0146		
0x0147		
0x0148		
0x0149		
0x014A		Panel B, same as offset 0x43, offset from Panel A is 0x107 (263 bytes)
0x0240		1 (D. 1D.
0x0241		end of Panel B
0x0242		
0x0243		0
0x0244 0x0245		0
0x0245 $0x0246$		0
0x0240 0x0247		0
0x0247 0x0248		0
0x0248 $0x0249$		0
0x0248		5
0x024B		0
0x024C		0
0x024D		$\overset{\circ}{0}$
0x024E		0
0x024F		0

## Nord Stage 2 File Structure

```
bits
offset
                     description
0x0000
                     ascii C - 0x43, 4-byte Clavia ID
         ccccccc
0x0001
                     ascii B - 0x42
         ccccccc
0x0002
         ccccccc
                     ascii I - 0x49
                     ascii N - 0x4E
0x0003
         ccccccc
                     (f) file format
0x0004
         ffffffff
0x0005
         _____
                     0
0x0006
         _____
                     0
0x0007
8000x0
                     ascii n - 0x6E, 4-byte NS2 Program file ID
         \mathsf{ccccccc}
0x0009
                     ascii s - 0x73,
         ccccccc
0x000A
                     ascii 2 - 0x32,
         ccccccc
0x000B
         ccccccc
                     ascii p - 0x70,
0x000C
         ----bb
                     (b) bank (0 = A, 1 = B ...)
0x000D
                     (l) location lsb (0 = 01:1, 1 = 01:2 . . .)
0x000E
         --111111
0x000F
0x0010
         ccccccc
                     (c) program category
0x0011
         _____
0x0012
         _____
         -----
0x0013
                     (i) file version (16-bit)
0x0014
         iiiiiiii
0x0015
         iiiiiiii
0x0016
0x0017
                     CRC1 (32-bit)
0x0018
         ccccccc
0x0019
         ccccccc
0x001A
         ccccccc
0x001B
         ccccccc
0x001C
0x001D
0x001E
0x001F
0x0020
0x0021
0x0022
0x0023
0x0024
0x0025
0x0026
0x0027
0x0028
         _____
0x0029
         _____
0x002A
0x002B
0x002C
0x002D
                     (p) slot selection, (k) dual keyboard, (k) split point low,
0x002E
         ssk-llll
0x002F
                     (h) split point high, (t) three split zones, (w) two split zones
         hhhhtw--
0x0030
         -pttttt-
                     (p) organ pitch stick, (t) transpose
0x0031
         ---mmmmm
                     (m) master clock rate
0x0032
         mmm----
0x0033
         mm-----
0x0034
                     (m) organ model
0x0035
                     (v) organ b3 vibrato mode, (h) organ b3 harmonic third, (d) organ b3 decay fast, (s)
         vvvhds--
                     organ b3 volume soft
0x0036
                     (v) organ vox vibrato mode, (o) organ vox vibrato on
0x0037
         -AAO----
```

offset	bits	description
0x0038		
0x0039	-vvo	(v) organ farfisa vibrato mode, (o) organ farfisa vibrato on
0x003A		
0x003B	ddd	(o) piano slot detune
0x003C		
0x003D	otttrrrr	(o) reverb on, (t) reverb type, (r) reverb amount
0x003E	rrrocccc	(o) compressor on, (c) compressor amount
0x003F	cccossdd	(o) rotary speaker on, (s) rotary speaker source, (d) rotary speaker drive
0x0040	$\mathtt{dddddmrw}$	(m) rotary speaker stop mode, (r) rotary speaker speed, (w) rotary speaker speed
		morph wheel
0x0041	ac	(a) rotary speaker speed morph after touch, (c) rotary speaker speed morph control
		pedal
0x0042		
0x0043	WWWWWWW	(o) organ on, (w) organ volume morph wheel
0x0044	waaaaaaa	(a) organ volume morph after touch
0x0045	acccccc	(c) organ volume morph control pedal
0x0046	CVVVVVV	(v) organ volume
0x0047	zzzoooos	(z) organ kb zone, (o) organ octave shift, (s) organ sustain pedal
0x0048	OWWWWWWW	(o) piano on, (w) piano volume morph wheel
0x0049	waaaaaaa	(a) piano volume morph after touch
0x004A	acccccc	(c) piano volume morph control pedal
0x004B	CVVVVVV	(v) piano volume
0x004C	zzzoooop	(z) piano split zones, (o) piano octave shift, (p) piano pitch stick
0x004D	sowwwwww	(s) piano sustain pedal, (o) synth on, (w) synth volume morph wheel
0x004E	wwaaaaaa	(a) synth volume morph after touch
0x004F	aacccccc	(c) synth volume morph control pedal
0x0050	CCAAAAAA	(v) synth volume
0x0051	VZZZ0000	(z) synth kb zone, (o) synth octave shift
0x0052	ps	(p) synth pitch stick, (s) synth sustain pedal
0x0053		
0x0054		
0x0055		
0x0056		
0x0057		
0x0058		
0x0059	lg	(l) organ latch pedal, (g) organ kb gate
0x005A	lgtk	(l) piano latch pedal, (g) piano kb gate, (t) synth latch pedal, (k) synth kb gate
0x005B		(1) 19 4 11
0x005C	p	(b) organ b3 preset II
0x005D	p	(b) organ vox vox II
0x005E	p	(b) organ farfisa preset II
0x005F	wwwwwaaa	(w) organ b3 preset I drawbar 1 morph wheel, (a) organ b3 preset I drawbar 1
040060	2222221	morph after touch (p) organ b3 proset I drawbar 1 morph central podal (1) organ b3 proset I drawbar 1
0x0060	aappppp1	(p) organ b3 preset I drawbar 1 morph control pedal, (1) organ b3 preset I drawbar 1
0x0061 0x0062	111wwwww	<ul><li>(w) organ b3 preset I drawbar 2 morph wheel</li><li>(a) organ b3 preset I drawbar 2 morph after touch, (p) organ b3 preset I drawbar 2</li></ul>
0x0002	aaaaappp	morph control pedal
0x0063	pp2222ww	(2) organ b3 preset I drawbar 2, (w) organ b3 preset I drawbar 3 morph wheel
0x0064	wwwaaaaa	(a) organ b3 preset I drawbar 3 morph after touch
0x0065	ppppp333	(p) organ b3 preset I drawbar 3 morph control pedal, (3) organ b3 preset I drawbar
010000	ррррросс	3,
0x0066	3wwwwwaa	(w) organ b3 preset I drawbar 4 morph wheel, (a) organ b3 preset I drawbar 4
3110000	J. W W W W CC	morph after touch
0x0067	aaappppp	(p) organ b3 preset I drawbar 4 morph control pedal
0x0068	4444wwww	(4) organ b3 preset I drawbar 4, (w) organ b3 preset I drawbar 5 morph wheel
0x0069	waaaaapp	(a) organ b3 preset I drawbar 5 morph after touch, (p) organ b3 preset I drawbar 5
	rr	morph control pedal
0x006A	ppp5555w	(5) organ b3 preset I drawbar 5, (w) organ b3 preset I drawbar 6 morph wheel
0x006B	wwwwaaaa	(a) organ b3 preset I drawbar 6 morph after touch

offset	bits	description
0x006C	appppp66	(p) organ b3 preset I drawbar 6 morph control pedal, (6) organ b3 preset I drawbar 6
0x006D	66wwwwwa	(w) organ b3 preset I drawbar 7 morph wheel, (a) organ b3 preset I drawbar 7
		morph after touch
0x006E	aaaapppp	(p) organ b3 preset I drawbar 7 morph control pedal
0x006F	p7777www	(7) organ b3 preset I drawbar 7, (w) organ b3 preset I drawbar 8 morph wheel
0x0070	wwaaaaap	(a) organ b3 preset I drawbar 8 morph after touch, (p) organ b3 preset I drawbar 8
0x0071	nnnn0000	morph control pedal (8) organ b3 preset I drawbar 8
0x0071 $0x0072$	pppp8888 wwwwwaaa	(w) organ b3 preset I drawbar 9 morph wheel, (a) organ b3 preset I drawbar 9
		morph after touch
0x0073	aappppp9	(p) organ b3 preset I drawbar 9 morph control pedal, (9) organ b3 preset I drawbar 9
0x0074 0x0075	999vp	(v) organ b3 preset I vibrato chorus, (p) organ b3 preset I percussion
0x0073	wwwwaaa	(w) organ vox preset I drawbar 1 morph wheel, (a) organ vox preset I drawbar 1
		morph after touch
0x0077	aappppp1	(p) organ vox preset I drawbar 1 morph control pedal, (1) organ vox preset I drawbar 1
0x0078	111wwwww	(w) organ vox preset I drawbar 2 morph wheel
0x0079	aaaaappp	(a) organ vox preset I drawbar 2 morph after touch, (p) organ vox preset I drawbar 2 morph control pedal
0x007A	pp2222ww	(2) organ vox preset I drawbar 2, (w) organ vox preset I drawbar 3 morph wheel
0x007B	wwwaaaaa	(a) organ vox preset I drawbar 3 morph after touch
0x007C	ppppp333	(p) organ vox preset I drawbar 3 morph control pedal, (3) organ vox preset I drawbar 3,
0x007D	Зwwwwwaa	(w) organ vox preset I drawbar 4 morph wheel, (a) organ vox preset I drawbar 4 morph after touch
0x007E	aaappppp	(p) organ vox preset I drawbar 4 morph control pedal
0x007F	4444wwww	(4) organ vox preset I drawbar 4, (w) organ vox preset I drawbar 5 morph wheel
0x0080	waaaaapp	(a) organ vox preset I drawbar 5 morph after touch, (p) organ vox preset I drawbar 5 morph control pedal
0x0081	ppp5555w	(5) organ vox preset I drawbar 5, (w) organ vox preset I drawbar 6 morph wheel
0x0082	wwwwaaaa	(a) organ vox preset I drawbar 6 morph after touch
0x0083	appppp66	(p) organ vox preset I drawbar 6 morph control pedal, (6) organ vox preset I drawbar 6
0x0084	66wwwwwa	(w) organ vox preset I drawbar 7 morph wheel, (a) organ vox preset I drawbar 7 morph after touch
0x0085	aaaapppp	(p) organ vox preset I drawbar 7 morph control pedal
0x0086	p7777www	(7) organ vox preset I drawbar 7, (w) organ vox preset I drawbar 8 morph wheel
0x0087	wwaaaaap	(a) organ vox preset I drawbar 8 morph after touch, (p) organ vox preset I drawbar
0 0000	0000	8 morph control pedal
0x0088 0x0089	pppp8888 wwwwwaaa	(8) organ vox preset I drawbar 8 (w) organ vox preset I drawbar 9 morph wheel, (a) organ vox preset I drawbar 9
0x0009	wwwwwaaa	morph after touch
A800x0	aappppp9	(p) organ vox preset I drawbar 9 morph control pedal, (9) organ vox preset I
0x008B	999	drawbar 9
0x008C		
0x008D	wwaapp1h	(w,a,p,1) organ farfisa preset I drawbar 1, (h,a,p,2) organ farfisa preset I drawbar 2
0x008E	haapp2ww	(w,a,p,3) organ farfisa preset I drawbar 3
0x008F	aapp3wwa	(w,a,p,4) organ farfisa preset I drawbar 4, (w,a,p,3) organ farfisa preset I drawbar 4
0x0090	app4wwaa	(w,a,p,5) organ farfisa preset I drawbar 5
0x0091	pp5wwaad	(w,a,d,6) organ farfisa preset I drawbar 6
0x0092	d6wwaapp	(w,a,p,7) organ farfisa preset I drawbar 7
0x0093	7wwaapp8	(w,a,p,8) organ farfisa preset I drawbar 8
0x0094 0x0095	wwaapp9-	(w,a,p,9) organ farfisa preset I drawbar 9
0x0095	wwwwwaaa	(w) organ b3 preset II drawbar 1 morph wheel, (a) organ b3 preset II drawbar 1
		morph after touch

offset	bits	description
0x0097	aappppp1	(p) organ b3 preset II drawbar 1 morph control pedal, (1) organ b3 preset II
0x0098	111wwwww	drawbar 1 (w) organ b3 preset II drawbar 2 morph wheel
0x0099	aaaaappp	(a) organ b3 preset II drawbar 2 morph after touch, (p) organ b3 preset II drawbar 2 morph control pedal
0x009A	pp2222ww	(2) organ b3 preset II drawbar 2, (w) organ b3 preset II drawbar 3 morph wheel
0x009A 0x009B	wwwaaaaa	(a) organ b3 preset II drawbar 3 morph after touch
0x009C	ppppp333	(p) organ b3 preset II drawbar 3 morph control pedal, (3) organ b3 preset II
0.0000	pppppooo	drawbar 3,
0x009D	3wwwwwaa	(w) organ b3 preset II drawbar 4 morph wheel, (a) organ b3 preset II drawbar 4
		morph after touch
0x009E	aaappppp	(p) organ b3 preset II drawbar 4 morph control pedal
0x009F	4444wwww	(4) organ b3 preset II drawbar 4, (w) organ b3 preset II drawbar 5 morph wheel
0x00A0	waaaaapp	(a) organ b3 preset II drawbar 5 morph after touch, (p) organ b3 preset II drawbar
		5 morph control pedal
0x00A1	ppp5555w	(5) organ b3 preset II drawbar 5, (w) organ b3 preset II drawbar 6 morph wheel
0x00A2	wwwwaaaa	(a) organ b3 preset II drawbar 6 morph after touch
0x00A3	appppp66	(p) organ b3 preset II drawbar 6 morph control pedal, (6) organ b3 preset II
		drawbar 6
0x00A4	66wwwwwa	(w) organ b3 preset II drawbar 7 morph wheel, (a) organ b3 preset II drawbar 7
0 0045		morph after touch
0x00A5	aaaapppp	(p) organ b3 preset II drawbar 7 morph control pedal
0x00A6	p7777www	(7) organ b3 preset II drawbar 7, (w) organ b3 preset II drawbar 8 morph wheel (a) organ b3 preset II drawbar 8 morph after touch, (p) organ b3 preset II drawbar
0x00A7	wwaaaaap	8 morph control pedal
0x00A8	pppp8888	(8) organ b3 preset II drawbar 8
0x00A8	wwwwwaaa	(w) organ b3 preset II drawbar 9 morph wheel, (a) organ b3 preset II drawbar 9
OXOOHS	wwwwaaa	morph after touch
OxOOAA	aappppp9	(p) organ b3 preset II drawbar 9 morph control pedal, (9) organ b3 preset II
	111111	drawbar 9
OxOOAB	999vp	(v) organ b3 preset II vibrato chorus, (p) organ b3 preset II percussion
0x00AC		
OxOOAD	wwwwwaaa	(w) organ vox preset II drawbar 1 morph wheel, (a) organ vox preset II drawbar 1
		morph after touch
0x00AE	aappppp1	(p) organ vox preset II drawbar 1 morph control pedal, (1) organ vox preset II
		drawbar 1
0x00AF	111wwwww	(w) organ vox preset II drawbar 2 morph wheel
0x00B0	aaaaappp	(a) organ vox preset II drawbar 2 morph after touch, (p) organ vox preset II drawbar 2 morph control pedal
∩₩∩∩R1	pp2222ww	(2) organ vox preset II drawbar 2, (w) organ vox preset II drawbar 3 morph wheel
0x00B1 0x00B2	ppzzzzww wwwaaaaa	(a) organ vox preset II drawbar 3 morph after touch
0x00B2	ppppp333	(a) organ vox preset II drawbar 3 morph after touch (b) organ vox preset II drawbar 3 morph control pedal, (3) organ vox preset II
01.00D0	PPPPP000	drawbar 3,
0x00B4	3wwwwwaa	(w) organ vox preset II drawbar 4 morph wheel, (a) organ vox preset II drawbar 4
		morph after touch
0x00B5	aaappppp	(p) organ vox preset II drawbar 4 morph control pedal
0x00B6	4444wwww	(4) organ vox preset II drawbar 4, (w) organ vox preset II drawbar 5 morph wheel
0x00B7	waaaaapp	(a) organ vox preset II drawbar 5 morph after touch, (p) organ vox preset II
		drawbar 5 morph control pedal
0x00B8	ppp5555w	(5) organ vox preset II drawbar 5, (w) organ vox preset II drawbar 6 morph wheel
0x00B9	wwwwaaaa	(a) organ vox preset II drawbar 6 morph after touch
0x00BA	appppp66	(p) organ vox preset II drawbar 6 morph control pedal, (6) organ vox preset II
	2.0	drawbar 6
0x00BB	66wwwwwa	(w) organ vox preset II drawbar 7 morph wheel, (a) organ vox preset II drawbar 7
00000		morph after touch
0x00BC	aaaapppp	(p) organ vox preset II drawbar 7 morph control pedal
0x00BD 0x00BE	p7777www wwaaaaap	(7) organ vox preset II drawbar 7, (w) organ vox preset II drawbar 8 morph wheel (a) organ vox preset II drawbar 8 morph after touch, (p) organ vox preset II
OVOODE	wwaaaaap	drawbar 8 morph control pedal
		dramour o morph control poden

offset	bits	description
0x00BF	pppp8888	(8) organ vox preset II drawbar 8
0x00C0	wwwwwaaa	(w) organ vox preset II drawbar 9 morph wheel, (a) organ vox preset II drawbar 9
		morph after touch
0x00C1	aappppp9	(p) organ vox preset II drawbar 9 morph control pedal, (9) organ vox preset II
		drawbar 9
0x00C2	999	
0x00C3		
0x00C4	wwaapp1h	(w,a,p,1) organ farfisa preset II drawbar 1, (h,a,p,2) organ farfisa preset II drawbar 2
0x00C5	haapp2ww	(w,a,p,3) organ farfisa preset II drawbar 3
0x00C6	aapp3wwa	(w,a,p,4) organ farfisa preset II drawbar 4, (w,a,p,3) organ farfisa preset II drawbar 4
0x00C7	app4wwaa	(w,a,p,5) organ farfisa preset II drawbar 5
0x00C8	pp5wwaad	(w,a,d,6) organ farfisa preset II drawbar 6
0x00C9	d6wwaapp	(w,a,p,7) organ farfisa preset II drawbar 7
0x00CA	7wwaapp8	(w,a,p,8) organ farfisa preset II drawbar 8
0x00CB	wwaapp9-	(w,a,p,9) organ farfisa preset II drawbar 9
0x00CD		(t) pieno typo
0x00CD 0x00CE	ttt	(t) piano type (c) piano clavinet model
0x00CE 0x00CF	c clsnddhh	(c) piano ciavinet model (l) piano long release, (s) piano string resonance, (n) piano pedal noise, (d) piano
100040	CIBIIGUIII	dynamics, (h) piano clav eq hi
0x00D0	eeiiiiii	(e) piano clav eq, (s) piano sample id
0x00D0	iiiiiiii	(c) plane out og) (b) plane sample id
0x00D1	iiiiiiii	
0x00D3	iiiiiiii	
0x00D4	ii	
0x00D5		
0x00D6		
0x00D7		
0x00D8		
0x00D9	0	(o) synth arp on
0x00DA	mdddd-rr	(m) synth arp master clock, (d) synth arp master clock divisor, (r) synth arp rate
0x00DB	rrrrppn	(p) synth arp pattern, (n) synth arp master range
0x00DC	nvrrrrh-	(v) synth lfo master clock, (r) synth lfo rate clock divisor, (h) synth kb-hold
0x00DD		
0x00DE		
0x00DF	aaaaaaad	(a) synth mod env attack, (d) synth mod env decay
0x00E0	ddddddrr	(r) synth mod env release
0x00E1	rrrrvmm	(v) synth mod env velocity, (m) synth osc mode
0x00E2	mfffffff	(f) synth osc waveform
0x00E3	fffwwwww	(w) synth shape morph wheel
0x00E4	wwwaaaaa	(a) synth shape morph after touch
0x00E5 0x00E6	aaaccccc	(c) synth shape morph control pedal (s) synth shape
0x00E6 0x00E7	ssmmmmmm	(m) synth shape mod
0x00E7	m	(iii) of hell place inou
0x00E9		
0x00EA		
0x00EB		
0x00EC	sw	(s) synth skip sample attack, (w) synth filter freq morph wheel
0x00ED	wwwwwwa	(a) synth filter freq morph after touch
0x00EE	aaaaaaac	(c) synth filter freq morph control pedal
0x00EF	ccccccf	(f) synth filter freq
0x00F0	ffffffrr	(r) synth filter resonance
0x00F1	rrrr222	(m) synth filter mod 2
0x00F2	22221111	(l) synth filter mod 1
0x00F3	111kttta	(t) synth filter kb track, (t) synth filter type, (a) synth amp env attack
0x00F4	aaaaaadd	(d) synth amp env decay
0x00F5	dddddrrr	(r) synth amp env release
0x00F6	rrrrvttt	(v) synth amp env velocity, (t) synth lfo rate

offset	bits	description
0x00F7	ttttwwii	(w) synth lfo waveform, (i) synth sample id
0x00F8	iiiiiiii	
0x00F9	iiiiiiii	
OxOOFA	iiiiiiii	
0x00FB	iiiiiirr	(r) synth glide rate
0x00FC	rrrrmmu	(m) synth glide-voice-mode, (u) synth unison
0x00FD	uuvvv	(v) synth vibrato
0x00FE		
0x00FF		
0x0100		
0x0101		
0x0102		
0x0103		
0x0104		
0x0105		
0x0106		
0x0107		
0x0108		
0x0109		
0x010A		
0x010B		
0x010C		
0x010D		
0x010E		
0x010F		
0x0110		
0x0111		
0x0112		
0x0113		
0x0114		
0x0115 0x0116		
0x0110 0x0117		
0x0117		
0x0119		
0x011A		
0x011B		
0x011C		
0x011D		
0x011E		
0x011F		
0x0120		
0x0121		
0x0122		
0x0123		
0x0124		
0x0125		
0x0126		
0x0127		
0x0128		
0x0129		Piano Slot B, same as offset 0x30, offset from Slot A is 0xf9 (249 bytes)
0x012A		
0x012B		
0x012C		
0x012D		
0x012E 0x012F		
0x012F 0x0130		
0x0130		

offset	bits	description
0x0132		
0x0133		
0x0134		
0x0135		
0x0136		
0x0137		
0x0138		
0x0139		
0x013A		
0x013B		
0x013C		
0x0220		
0x0221		
0x0222		
0x0223		
0x0224		
0x0225		
0x0226		
0x0227		
0x0228		
0x0229		
0x022A 0x022B		
0x022b 0x022C		
0x022C 0x022D		
0x022b 0x022E		
0x022E 0x022F		
0x0221		
0x0231		
0x0232		
0x0233		
0x0234		

## NS3 Extern On

Offset in file: 0xF4 (b7)

0 = off, 1 = on

#### NS3 Extern Kb Zone

Offset in file: 0xF4 (b6-3)

See: Organ Kb Zone for detailed explanation.

## NS3 Extern Octave Shift

Offset in file: 0xF4 (b1-0) and 0xF5 (b7)

Octave Shift = value - 6

#### NS3 Extern Pitch Stick

Offset in file: 0xF6 (b7)

0 = off, 1 = on

#### NS3 Extern Sustain Pedal

Offset in file: 0xF6 (b6)

0 = off, 1 = on

## NS3 Extern Midi Control

Offset in file: 0xF6 (b1-0)

O = Midi CC

1 = Program

2 = Volume

#### NS3 Extern Midi CC

Offset in file: 0xF7 (b0) and 0xF8 (b7-2)

07-bit value = 0/127

## NS3 Extern Midi Program

Offset in file: 0xFD (b0) and 0xFE (b7-2)

07-bit value = 0/127

#### NS3 Extern Volume

Offset in file: 0x101 (b0) and 0x102 (b7-2)

07-bit value = 0/127

## NS3 Amp Sim Eq On

Offset in file: 0x129 (b2)

0 = off, 1 = on

# NS3 Amp Sim Eq Source

```
Offset in file: 0x10B (b3-2)
0 = Organ, 1, Piano, 2 = Synth
```

# NS3 Amp Sim Eq Amp Type

```
Offset in file: 0x12A (b7-5)

0 = Clean

1 = Twin

2 = JC

3 = Small

4 = LP24

5 = HP24
```

# NS3 Amp Sim Eq Treble

30 = -7.5 dB 31 = -7.2 dB 32 = -7.0 dB 33 = -6.8 dB 34 = -6.5 dB 35 = -6.2 dB 36 = -6.0 dB

```
Offset in file: 0x12A (b4-0) and 0x12B (b7-6)
```

```
treble (fixed 4 kHz) frequency boost/cut table:
   0 = -15.0 \text{ dB}
   1 = -14.8 \text{ dB}
   2 = -14.5 \text{ dB}
   3 = -14.2 \text{ dB}
   4 = -14.0 \text{ dB}
   5 = -13.8 \text{ dB}
   6 = -13.5 \text{ dB}
   7 = -13.2 \text{ dB}
   8 = -13.0 \text{ dB}
   9 = -12.8 \text{ dB}
   10 = -12.5 \text{ dB}
   11 = -12.2 \text{ dB}
   12 = -12.0 \text{ dB}
   13 = -11.8 \text{ dB}
   14 = -11.5 \text{ dB}
   15 = -11.2 \text{ dB}
   16 = -11.0 \text{ dB}
   17 = -10.8 \text{ dB}
   18 = -10.5 \text{ dB}
   19 = -10.2 \text{ dB}
   20 = -10.0 \text{ dB}
   21 = -9.8 \text{ dB}
   22 = -9.5 \text{ dB}
   23 = -9.2 \text{ dB}
   24 = -9.0 \text{ dB}
   25 = -8.8 \text{ dB}
   26 = -8.5 \text{ dB}
   27 = -8.2 \text{ dB}
   28 = -8.0 \text{ dB}
   29 = -7.8 \text{ dB}
```

- 37 = -5.8 dB38 = -5.5 dB
- 39 = -5.2 dB
- 40 = -5.0 dB
- 41 = -4.8 dB
- 42 = -4.5 dB
- 43 = -4.2 dB
- 44 = -4.0 dB
- 45 = -3.8 dB
- 46 = -3.5 dB
- 47 = -3.2 dB
- 48 = -3.0 dB
- 49 = -2.8 dB
- 50 = -2.5 dB
- 51 = -2.2 dB
- 52 = -2.0 dB
- 53 = -1.8 dB
- 54 = -1.5 dB
- 55 = -1.2 dB
- 56 = -1.0 dB
- 57 = -0.8 dB
- 58 = -0.5 dB
- 59 = -0.2 dB
- 60 = 0.0 dB
- 61 = +0.2 dB
- 62 = +0.5 dB
- 63 = +0.8 dB
- 64 = +1.0 dB
- 65 = +1.2 dB
- 66 = +1.5 dB
- 67 = +1.8 dB68 = +2.0 dB
- 69 = +2.2 dB
- 70 = +2.5 dB
- 71 = +2.8 dB
- 72 = +3.0 dB
- 73 = +3.2 dB
- 74 = +3.5 dB
- 75 = +3.8 dB
- 76 = +4.0 dB
- 77 = +4.2 dB
- 78 = +4.5 dB
- 79 = +4.8 dB
- 80 = +5.0 dB
- 81 = +5.2 dB82 = +5.5 dB
- 83 = +5.8 dB
- 84 = +6.0 dB
- 85 = +6.2 dB86 = +6.5 dB
- 87 = +6.8 dB
- 88 = +7.0 dB
- 89 = +7.2 dB
- 90 = +7.5 dB
- 91 = +7.8 dB
- 92 = +8.0 dB
- 93 = +8.2 dB94 = +8.5 dB
- 95 = +8.8 dB
- 96 = +9.0 dB
- 97 = +9.2 dB

```
98 = +9.5 \text{ dB}
99 = +9.8 \text{ dB}
100 = +10.0 \text{ dB}
101 = +10.2 dB
102 = +10.5 \text{ dB}
103 = +10.8 \text{ dB}
104 = +11.0 \text{ dB}
105 = +11.2 dB
106 = +11.5 \text{ dB}
107 = +11.8 \text{ dB}
108 = +12.0 \text{ dB}
109 = +12.2 \text{ dB}
110 = +12.5 \text{ dB}
111 = +12.8 \text{ dB}
112 = +13.0 \text{ dB}
113 = +13.2 \text{ dB}
114 = +13.5 \text{ dB}
115 = +13.8 \text{ dB}
116 = +14.0 \text{ dB}
117 = +14.2 \text{ dB}
118 = +14.5 \text{ dB}
119 = +14.8 \text{ dB}
120 = +15.0 \text{ dB}
121 = UNDEF
122 = UNDEF
123 = UNDEF
124 = UNDEF
125 = UNDEF
126 = UNDEF
127 = UNDEF
```

## NS3 Amp Sim Eq Mid Res

```
Offset in file: 0x12B (b5-0) and 0x12C (b7)
```

```
if Amp Type is LP24 or HP24 filter resonance = 0 to 10
else middle frequency boost/cut table:
   0 = -15.0 \text{ dB}
   1 = -14.8 \text{ dB}
   2 = -14.5 \text{ dB}
   3 = -14.2 \text{ dB}
   4 = -14.0 \text{ dB}
   5 = -13.8 \text{ dB}
   6 = -13.5 \text{ dB}
   7 = -13.2 \text{ dB}
   8 = -13.0 \text{ dB}
   9 = -12.8 \text{ dB}
   10 = -12.5 \text{ dB}
   11 = -12.2 \text{ dB}
   12 = -12.0 \text{ dB}
   13 = -11.8 \text{ dB}
   14 = -11.5 \text{ dB}
   15 = -11.2 \text{ dB}
   16 = -11.0 \text{ dB}
   17 = -10.8 \text{ dB}
   18 = -10.5 \text{ dB}
   19 = -10.2 \text{ dB}
   20 = -10.0 \text{ dB}
   21 = -9.8 \text{ dB}
   22 = -9.5 \text{ dB}
   23 = -9.2 \text{ dB}
```

- 24 = -9.0 dB25 = -8.8 dB26 = -8.5 dB27 = -8.2 dB28 = -8.0 dB29 = -7.8 dB30 = -7.5 dB31 = -7.2 dB32 = -7.0 dB33 = -6.8 dB34 = -6.5 dB35 = -6.2 dB36 = -6.0 dB37 = -5.8 dB38 = -5.5 dB39 = -5.2 dB40 = -5.0 dB41 = -4.8 dB42 = -4.5 dB43 = -4.2 dB44 = -4.0 dB45 = -3.8 dB46 = -3.5 dB47 = -3.2 dB48 = -3.0 dB49 = -2.8 dB50 = -2.5 dB
- 55 = -1.2 dB56 = -1.0 dB57 = -0.8 dB

51 = -2.2 dB52 = -2.0 dB53 = -1.8 dB54 = -1.5 dB

- 58 = -0.5 dB
- 59 = -0.2 dB
- 60 = 0.0 dB
- 61 = +0.2 dB62 = +0.5 dB
- 63 = +0.8 dB
- 64 = +1.0 dB
- 65 = +1.2 dB
- 66 = +1.5 dB
- 67 = +1.8 dB
- 68 = +2.0 dB69 = +2.2 dB
- 70 = +2.5 dB
- 71 = +2.8 dB
- 72 = +3.0 dB
- 73 = +3.2 dB
- 74 = +3.5 dB
- 75 = +3.8 dB
- 76 = +4.0 dB
- 77 = +4.2 dB
- 78 = +4.5 dB
- 79 = +4.8 dB
- 80 = +5.0 dB
- 81 = +5.2 dB
- 82 = +5.5 dB83 = +5.8 dB
- 84 = +6.0 dB

```
85 = +6.2 \text{ dB}
   86 = +6.5 \text{ dB}
   87 = +6.8 \text{ dB}
   88 = +7.0 \text{ dB}
   89 = +7.2 \text{ dB}
   90 = +7.5 \text{ dB}
   91 = +7.8 \text{ dB}
   92 = +8.0 \text{ dB}
   93 = +8.2 \text{ dB}
   94 = +8.5 \text{ dB}
   95 = +8.8 \text{ dB}
   96 = +9.0 \text{ dB}
   97 = +9.2 \text{ dB}
   98 = +9.5 \text{ dB}
   99 = +9.8 \text{ dB}
   100 = +10.0 \text{ dB}
   101 = +10.2 \text{ dB}
   102 = +10.5 \text{ dB}
   103 = +10.8 \text{ dB}
   104 = +11.0 \text{ dB}
   105 = +11.2 \text{ dB}
   106 = +11.5 \text{ dB}
   107 = +11.8 \text{ dB}
   108 = +12.0 \text{ dB}
   109 = +12.2 \text{ dB}
   110 = +12.5 \text{ dB}
   111 = +12.8 \text{ dB}
   112 = +13.0 \text{ dB}
   113 = +13.2 \text{ dB}
   114 = +13.5 \text{ dB}
   115 = +13.8 \text{ dB}
   116 = +14.0 \text{ dB}
   117 = +14.2 \text{ dB}
   118 = +14.5 \text{ dB}
   119 = +14.8 \text{ dB}
   120 = +15.0 \text{ dB}
   121 = UNDEF
   122 = UNDEF
   123 = UNDEF
   124 = UNDEF
   125 = UNDEF
   126 = UNDEF
   127 = UNDEF
NS3 Amp Sim Eq Bass Dry Wet
Offset in file: 0x12C (b6-0)
```

```
if Amp Type is LP24 or HP24 filter dry / wet = 0 to 10
else bass (fixed 100 Hz) frequency boost/cut table:
  0 = -15.0 \text{ dB}
  1 = -14.8 \text{ dB}
  2 = -14.5 \text{ dB}
  3 = -14.2 \text{ dB}
  4 = -14.0 \text{ dB}
  5 = -13.8 \text{ dB}
  6 = -13.5 \text{ dB}
  7 = -13.2 \text{ dB}
```

8 = -13.0 dB9 = -12.8 dB10 = -12.5 dB

- 11 = -12.2 dB
- 12 = -12.0 dB
- 13 = -11.8 dB
- 14 = -11.5 dB
- 15 = -11.2 dB
- 16 = -11.0 dB
- 17 = -10.8 dB
- 18 = -10.5 dB
- 19 = -10.2 dB
- 20 = -10.0 dB
- 21 = -9.8 dB
- 22 = -9.5 dB
- 23 = -9.2 dB
- 24 = -9.0 dB
- 25 = -8.8 dB
- 26 = -8.5 dB
- 27 = -8.2 dB
- 28 = -8.0 dB
- 29 = -7.8 dB
- 30 = -7.5 dB
- 31 = -7.2 dB
- 32 = -7.0 dB
- 33 = -6.8 dB
- 34 = -6.5 dB
- 35 = -6.2 dB
- 36 = -6.0 dB
- 37 = -5.8 dB
- 38 = -5.5 dB
- 39 = -5.2 dB
- 40 = -5.0 dB41 = -4.8 dB
- 42 = -4.5 dB
- 43 = -4.2 dB
- 44 = -4.0 dB
- 45 = -3.8 dB
- 46 = -3.5 dB
- 47 = -3.2 dB
- 48 = -3.0 dB
- 49 = -2.8 dB
- 50 = -2.5 dB
- 51 = -2.2 dB
- 52 = -2.0 dB
- 53 = -1.8 dB
- 54 = -1.5 dB
- 55 = -1.2 dB56 = -1.0 dB
- 57 = -0.8 dB
- 58 = -0.5 dB
- 59 = -0.2 dB
- 60 = 0.0 dB
- 61 = +0.2 dB
- 62 = +0.5 dB
- 63 = +0.8 dB64 = +1.0 dB
- 65 = +1.2 dB
- 66 = +1.5 dB
- 67 = +1.8 dB
- 68 = +2.0 dB
- 69 = +2.2 dB
- 70 = +2.5 dB
- 71 = +2.8 dB

72 = +3.0 dB73 = +3.2 dB74 = +3.5 dB75 = +3.8 dB76 = +4.0 dB77 = +4.2 dB78 = +4.5 dB79 = +4.8 dB80 = +5.0 dB81 = +5.2 dB82 = +5.5 dB83 = +5.8 dB84 = +6.0 dB85 = +6.2 dB86 = +6.5 dB87 = +6.8 dB88 = +7.0 dB89 = +7.2 dB90 = +7.5 dB91 = +7.8 dB92 = +8.0 dB93 = +8.2 dB94 = +8.5 dB95 = +8.8 dB96 = +9.0 dB97 = +9.2 dB98 = +9.5 dB99 = +9.8 dB100 = +10.0 dB101 = +10.2 dB102 = +10.5 dB103 = +10.8 dB104 = +11.0 dB105 = +11.2 dB106 = +11.5 dB107 = +11.8 dB108 = +12.0 dB109 = +12.2 dB110 = +12.5 dB111 = +12.8 dB112 = +13.0 dB113 = +13.2 dB114 = +13.5 dB115 = +13.8 dB116 = +14.0 dB117 = +14.2 dB118 = +14.5 dB119 = +14.8 dB120 = +15.0 dB121 = UNDEF122 = UNDEF 123 = UNDEF 124 = UNDEF 125 = UNDEF 126 = UNDEF

# NS3 Amp Sim Eq Mid Flt Freq

Offset in file: 0x12D (b7-1)

127 = UNDEF

See: Organ Volume for detailed Morph explanation.

7-bit value 0/127 = 200 Hz to 8.0 kHz

- 0 = 200 Hz
- 1 = 205 Hz
- 2 = 210 Hz
- 3 = 215 Hz
- 4 = 221 Hz
- 5 = 226 Hz
- 6 = 232 Hz
- 7 = 238 Hz
- 8 = 244 Hz
- 9 = 250 Hz
- 10 = 257 Hz
- 11 = 263 Hz
- 12 = 270 Hz
- 13 = 277 Hz14 = 284 Hz
- 15 = 291 Hz
- 16 = 299 Hz
- 17 = 306 Hz
- 18 = 314 Hz
- 19 = 322 Hz
- 20 = 330 Hz
- 21 = 339 Hz
- 22 = 347 Hz23 = 356 Hz
- 24 = 365 Hz
- 25 = 375 Hz
- 26 = 384 Hz
- 27 = 394 Hz
- 28 = 404 Hz
- 29 = 414 Hz
- 30 = 425 Hz
- 31 = 436 Hz
- 32 = 447 Hz33 = 458 Hz
- 34 = 470 Hz
- 35 = 482 Hz
- 36 = 494 Hz
- 37 = 507 Hz
- 38 = 520 Hz
- 39 = 533 Hz
- 40 = 546 Hz
- 41 = 560 Hz42 = 575 Hz
- 43 = 589 Hz44 = 604 Hz
- 45 = 620 Hz
- 46 = 635 Hz
- 47 = 652 Hz
- 48 = 668 Hz49 = 685 Hz
- 50 = 703 Hz
- 51 = 721 Hz
- 52 = 739 Hz
- 53 = 758 Hz54 = 777 Hz
- 55 = 797 Hz
- 56 = 817 Hz

- 57 = 838 Hz
- 58 = 859 Hz
- 59 = 881 Hz
- 60 = 904 Hz
- 61 = 927 Hz
- 62 = 950 Hz
- 63 = 975 Hz
- 64 = 999 Hz65 = 1.0 kHz
- 66 = 1.1 kHz
- 67 = 1.1 kHz
- 68 = 1.1 kHz
- 69 = 1.2 kHz
- 70 = 1.2 kHz
- 71 = 1.3 kHz
- 72 = 1.3 kHz
- 73 = 1.3 kHz
- 74 = 1.4 kHz
- 75 = 1.4 kHz
- 76 = 1.5 kHz
- 77 = 1.5 kHz
- 78 = 1.6 kHz
- 79 = 1.6 kHz
- 80 = 1.7 kHz
- 81 = 1.8 kHz
- 82 = 1.8 kHz
- 83 = 1.9 kHz
- 84 = 1.9 kHz
- 85 = 2.0 kHz
- 86 = 2.1 kHz
- 87 = 2.1 kHz
- 88 = 2.2 kHz
- 89 = 2.3 kHz
- 90 = 2.4 kHz
- 91 = 2.4 kHz
- 92 = 2.5 kHz93 = 2.6 kHz
- 94 = 2.7 kHz
- 95 = 2.8 kHz
- 96 = 2.9 kHz
- 97 = 3.0 kHz
- 98 = 3.1 kHz
- 99 = 3.2 kHz
- 100 = 3.3 kHz
- 101 = 3.4 kHz
- 102 = 3.5 kHz
- 103 = 3.6 kHz
- 104 = 3.7 kHz
- 105 = 3.9 kHz
- 106 = 4.0 kHz
- 107 = 4.1 kHz108 = 4.3 kHz
- 109 = 4.4 kHz
- 110 = 4.6 kHz
- 111 = 4.7 kHz
- 112 = 4.9 kHz
- 113 = 5.0 kHz
- 114 = 5.2 kHz115 = 5.4 kHz
- 116 = 5.6 kHz
- 117 = 5.8 kHz

```
118 = 5.9 \text{ kHz}
  119 = 6.1 \text{ kHz}
  120 = 6.3 \text{ kHz}
  121 = 6.6 \text{ kHz}
  122 = 6.8 \text{ kHz}
  123 = 7.0 \text{ kHz}
  124 = 7.2 \text{ kHz}
  125 = 7.5 \text{ kHz}
  126 = 7.7 \text{ kHz}
  127 = 8.0 \text{ kHz}
Morph Wheel:
0x12D (b0), 0x12E (b7-b1): 8-bit raw value
Morph After Touch:
0x12E (b0), 0x12F (b7-b1): 8-bit raw value
Morph Control Pedal:
0x12F (b0), 0x130 (b7-b1): 8-bit raw value
NS3 Amp Sim Eq Drive
Offset in file: 0x130 (b0) and 0x131 (b7-2)
See: Organ Volume for detailed Morph explanation.
7-bit value 0/127 = 0 to 10.0
Morph Wheel:
0x131 (b1-0) and 0x132 (b7-2): 8-bit raw value
Morph After Touch:
0x132 (b1-0) and 0x133 (b7-2): 8-bit raw value
Morph Control Pedal:
0x133 (b1-0) and 0x134 (b7-2): 8-bit raw value
```

# NS3 Compressor On

```
Offset in file: 0x139 (b5)

0 = off, 1 = on
```

# **NS3** Compressor Amount

```
Offset in file: 0x139 (b4-0) and 0x13A (b7-6)
7-bit value 0/127 = 0/10
```

## **NS3** Compressor Fast

```
Offset in file: 0x13A (b5)

0 = off, 1 = on
```

# NS3 Delay On

Offset in file: 0x119 (b3)

```
0 = off, 1 = on
```

#### **NS3** Delay Source

```
Offset in file: 0x119 (b2-1)
0 = Organ, 1, Piano, 2 = Synth
```

# NS3 Delay Master Clock

```
Offset in file: 0x119 (b0)

0 = off, 1 = on
```

```
NS3 Delay Tempo
Offset in file:
tempo is using 14-bit
MSW 0x11A (b7-1): 7-bit value
0/127 = 1.5 \text{ s} to 20 ms (same as MIDI #CC 94, see table below)
LSW 0x11A (b0) and 0x11B (b7-2): 7-bit value
LSW used for fine tempo value (only used with Tag Tempo)
When Tempo knob is used, LSW is always 0, possible MSW value:
  0 = 1500, 1.5 \text{ s} 40 \text{ bpm} (1/4)
   1 = 1420, 1.42 \text{ s} 42 \text{ bpm} (1/4)
  2 = 1360, 1.36 \text{ s} 44 \text{ bpm} (1/4)
  3 = 1300, 1.30 \text{ s} 46 \text{ bpm} (1/4)
   4 = 1250, 1.25 \text{ s} 48 \text{ bpm} (1/4)
   5 = 1200, 1.20 \text{ s} 50 \text{ bpm} (1/4)
   6 = 1150, 1.15 \text{ s} 52 \text{ bpm} (1/4)
   7 = 1100, 1.11 \text{ s } 54 \text{ bpm } (1/4)
   8 = 1070, 1.07 \text{ s} 56 \text{ bpm} (1/4)
   9 = 1030, 1.03 \text{ s} 58 \text{ bpm} (1/4)
   10 = 1000, 1.00 \text{ s} 60 \text{ bpm} (1/4)
   11 = 952,952 \text{ ms } 63 \text{ bpm } (1/4)
   12 = 909,909 \text{ ms } 66 \text{ bpm } (1/4)
   13 = 870,870 \text{ ms } 69 \text{ bpm } (1/4)
   14 = 833,833 \text{ ms } 72 \text{ bpm } (1/4)
   15 = 789,789 \text{ ms } 76 \text{ bpm } (1/4)
   16 = 750,750 \text{ ms } 80 \text{ bpm } (1/4)
   17 = 732,732 \text{ ms } 82 \text{ bpm } (1/4)
   18 = 714,714 \text{ ms } 84 \text{ bpm } (1/4)
   20 = 682,682 \text{ ms } 88 \text{ bpm } (1/4)
   21 = 667,667 \text{ ms } 90 \text{ bpm } (1/4)
  22 = 652,652 \text{ ms } 92 \text{ bpm } (1/4)
   19 = 698,698 \text{ ms } 86 \text{ bpm } (1/4)
   23 = 638,638 \text{ ms } 94 \text{ bpm } (1/4)
   24 = 625,625 \text{ ms } 96 \text{ bpm } (1/4)
   25 = 612,612 \text{ ms } 98 \text{ bpm } (1/4)
   26 = 600,600 \text{ ms } 100 \text{ bpm } (1/4)
   27 = 588,588 \text{ ms } 102 \text{ bpm } (1/4)
   28 = 577,577 \text{ ms } 104 \text{ bpm } (1/4)
   29 = 566,566 \text{ ms } 106 \text{ bpm } (1/4)
```

```
30 = 556,556 \text{ ms } 108 \text{ bpm } (1/4)
31 = 545,545 \text{ ms } 110 \text{ bpm } (1/4)
32 = 541,541 \text{ ms } 111 \text{ bpm } (1/4)
33 = 536,536 \text{ ms } 112 \text{ bpm } (1/4)
34 = 531,531 \text{ ms } 113 \text{ bpm } (1/4)
35 = 526,526 \text{ ms } 114 \text{ bpm } (1/4)
36 = 522,522 \text{ ms } 115 \text{ bpm } (1/4)
37 = 517,517 \text{ ms } 116 \text{ bpm } (1/4)
38 = 513,513 \text{ ms } 117 \text{ bpm } (1/4)
39 = 508,508 \text{ ms } 118 \text{ bpm } (1/4)
40 = 504,504 \text{ ms } 119 \text{ bpm } (1/4)
41 = 500,500 \text{ ms } 120 \text{ bpm } (1/4)
42 = 496,496 \text{ ms } 121 \text{ bpm } (1/4)
43 = 492,492 \text{ ms } 122 \text{ bpm } (1/4)
44 = 488,488 \text{ ms } 123 \text{ bpm } (1/4)
45 = 484,484 \text{ ms } 124 \text{ bpm } (1/4)
46 = 480,480 \text{ ms } 125 \text{ bpm } (1/4)
47 = 476,476 \text{ ms } 126 \text{ bpm } (1/4)
48 = 472,472 \text{ ms } 127 \text{ bpm } (1/4)
49 = 469,469 \text{ ms } 128 \text{ bpm } (1/4)
50 = 465,465 \text{ ms } 129 \text{ bpm } (1/4)
51 = 462,462 \text{ ms } 130 \text{ bpm } (1/4)
52 = 458,458 \text{ ms } 131 \text{ bpm } (1/4)
53 = 455,455 \text{ ms } 132 \text{ bpm } (1/4)
54 = 451,451 \text{ ms } 133 \text{ bpm } (1/4)
55 = 448,448 \text{ ms } 134 \text{ bpm } (1/4)
56 = 444,444 \text{ ms } 135 \text{ bpm } (1/4)
57 = 441,441 \text{ ms } 136 \text{ bpm } (1/4)
58 = 438,438 \text{ ms } 137 \text{ bpm } (1/4)
59 = 435,435 \text{ ms } 138 \text{ bpm } (1/4)
60 = 432,432 \text{ ms } 139 \text{ bpm } (1/4)
61 = 429,429 \text{ ms } 140 \text{ bpm } (1/4)
62 = 423,423 \text{ ms } 142 \text{ bpm } (1/4)
63 = 417,417 \text{ ms } 144 \text{ bpm } (1/4)
64 = 411,411 \text{ ms } 146 \text{ bpm } (1/4)
65 = 405,405 \text{ ms } 148 \text{ bpm } (1/4)
66 = 400,400 \text{ ms } 150 \text{ bpm } (1/4)
67 = 395,395 \text{ ms } 152 \text{ bpm } (1/4)
68 = 390,390 \text{ ms } 154 \text{ bpm } (1/4)
69 = 385,385 \text{ ms } 156 \text{ bpm } (1/4)
70 = 380,380 \text{ ms } 158 \text{ bpm } (1/4)
71 = 375,375 \text{ ms } 80 \text{ bpm } (1/8)
72 = 366,366 \text{ ms } 82 \text{ bpm } (1/8)
73 = 357,357 \text{ ms } 84 \text{ bpm } (1/8)
74 = 349,349 \text{ ms } 86 \text{ bpm } (1/8)
75 = 341,341 \text{ ms } 88 \text{ bpm } (1/8)
76 = 333,333 \text{ ms } 90 \text{ bpm } (1/8)
77 = 326,326 \text{ ms } 92 \text{ bpm } (1/8)
78 = 319,319 \text{ ms } 94 \text{ bpm } (1/8)
79 = 313,313 \text{ ms } 96 \text{ bpm } (1/8)
80 = 306,306 \text{ ms } 98 \text{ bpm } (1/8)
81 = 300,300 \text{ ms } 100 \text{ bpm } (1/8)
82 = 288,288 \text{ ms } 104 \text{ bpm } (1/8)
83 = 278,278 \text{ ms } 108 \text{ bpm } (1/8)
84 = 268,268 \text{ ms } 112 \text{ bpm } (1/8)
85 = 259,259 \text{ ms } 116 \text{ bpm } (1/8)
86 = 250,250 \text{ ms } 120 \text{ bpm } (1/8)
87 = 238,238 \text{ ms } 126 \text{ bpm } (1/8)
88 = 227,227 \text{ ms } 132 \text{ bpm } (1/8)
89 = 217,217 \text{ ms } 138 \text{ bpm } (1/8)
90 = 197,197 \text{ ms } 152 \text{ bpm } (1/8)
```

```
91 = 188,188 \text{ ms } 80 \text{ bpm } (1/16)
92 = 179,179 \text{ ms } 84 \text{ bpm } (1/16)
93 = 170,170 \text{ ms } 88 \text{ bpm } (1/16)
94 = 163,163 \text{ ms } 92 \text{ bpm } (1/16)
95 = 156,156 \text{ ms } 96 \text{ bpm } (1/16)
96 = 150,150 \text{ ms } 100 \text{ bpm } (1/16)
97 = 144,144 \text{ ms } 104 \text{ bpm } (1/16)
98 = 139,139 \text{ ms } 108 \text{ bpm } (1/16)
99 = 134,134 \text{ ms } 112 \text{ bpm } (1/16)
100 = 129,129 \text{ ms } 116 \text{ bpm } (1/16)
101 = 125,125 \text{ ms } 120 \text{ bpm } (1/16)
102 = 119,119 \text{ ms } 126 \text{ bpm } (1/16)
103 = 114,114 \text{ ms } 132 \text{ bpm } (1/16)
104 = 109,109 \text{ ms } 138 \text{ bpm } (1/16)
105 = 104,104 \text{ ms } 144 \text{ bpm } (1/16)
106 = 99,99 \text{ ms } 152 \text{ bpm } (1/16)
107 = 94,94 \text{ ms } 160 \text{ bpm } (1/16)
108 = 83,83 \text{ ms } 180 \text{ bpm } (1/16)
109 = 75,75 \text{ ms } 200 \text{ bpm } (1/16)
110 = 68,68 \text{ ms } 220 \text{ bpm } (1/16)
111 = 63,63 \text{ ms } 240 \text{ bpm } (1/16)
112 = 58,58 \text{ ms } 260 \text{ bpm } (1/16)
113 = 54,54 \text{ ms } 280 \text{ bpm } (1/16)
114 = 50,50 \text{ ms } 300 \text{ bpm } (1/16)
115 = 47,47 \text{ ms } 320 \text{ bpm } (1/16)
116 = 44,44 \text{ ms } 340 \text{ bpm } (1/16)
117 = 42,42 \text{ ms } 360 \text{ bpm } (1/16)
118 = 39,39 \text{ ms } 380 \text{ bpm } (1/16)
119 = 38,38 \text{ ms } 400 \text{ bpm } (1/16)
120 = 34,34 \text{ ms } 440 \text{ bpm } (1/16)
121 = 31,31 \text{ ms } 480 \text{ bpm } (1/16)
122 = 30,30 \text{ ms } 500 \text{ bpm } (1/16)
123 = 28,28 \text{ ms } 540 \text{ bpm } (1/16)
124 = 26,26 \text{ ms } 580 \text{ bpm } (1/16)
125 = 24,24 \text{ ms } 620 \text{ bpm } (1/16)
126 = 22,22 \text{ ms } 680 \text{ bpm } (1/16)
127 = 20,20 \text{ ms } 750 \text{ bpm } (1/16)
```

Note: When Tap Tempo is used, LSW is different from 0. A linear interpolation is done to define the fine tempo value.

```
if 'Delay Master Clock' is enabled 7-bit value 0/127 = 1/2 to 1/64
 0 = 1/2
  1 = 1/2
 2 = 1/2
 3 = 1/2
  4 = 1/2
  5 = 1/2
  6 = 1/2
  7 = 1/2
  8 = 1/4D
  9 = 1/4D
  10 = 1/4D
  11 = 1/4D
  12 = 1/4D
  13 = 1/4D
  14 = 1/4D
  15 = 1/4D
  16 = 1/2T
  17 = 1/2T
```

- 18 = 1/2T
- 19 = 1/2T
- 20 = 1/2T
- 21 = 1/2T
- 22 = 1/2T
- 23 = 1/4S
- 24 = 1/4S
- 25 = 1/4S
- 26 = 1/4S
- 27 = 1/4S
- 28 = 1/4S
- 29 = 1/4S
- 30 = 1/4S
- 31 = 1/4
- 32 = 1/4
- 33 = 1/4
- 34 = 1/4
- 35 = 1/436 = 1/4
- 37 = 1/4
- 38 = 1/8D
- 39 = 1/8D
- 40 = 1/8D
- 41 = 1/8D
- 42 = 1/8D
- 43 = 1/8D
- 44 = 1/8D
- 45 = 1/8D
- 46 = 1/4T
- 47 = 1/4T
- 48 = 1/4T
- 49 = 1/4T
- 50 = 1/4T
- 51 = 1/4T
- 52 = 1/4T
- 53 = 1/8S
- 54 = 1/8S
- 55 = 1/8S
- 56 = 1/8S57 = 1/8S
- 58 = 1/8S
- 59 = 1/8S
- 60 = 1/8S
- 61 = 1/8
- 62 = 1/8
- 63 = 1/8
- 64 = 1/8
- 65 = 1/8
- 66 = 1/8
- 67 = 1/8
- 68 = 1/16D
- 69 = 1/16D
- 70 = 1/16D
- 71 = 1/16D
- 72 = 1/16D73 = 1/16D
- 74 = 1/16D
- 75 = 1/16D
- 76 = 1/8T
- 77 = 1/8T
- 78 = 1/8T

```
79 = 1/8T
  80 = 1/8T
 81 = 1/8T
  82 = 1/8T
  83 = 1/16S
  84 = 1/16S
  85 = 1/16S
  86 = 1/16S
  87 = 1/16S
  88 = 1/16S
  89 = 1/16S
  90 = 1/16S
  91 = 1/16
  92 = 1/16
 93 = 1/16
 94 = 1/16
 95 = 1/16
  96 = 1/16
  97 = 1/16
  98 = 1/16T
  99 = 1/16T
  100 = 1/16T
  101 = 1/16T
  102 = 1/16T
  103 = 1/16T
  104 = 1/16T
  105 = 1/16T
  106 = 1/32
  107 = 1/32
  108 = 1/32
  109 = 1/32
  110 = 1/32
  111 = 1/32
  112 = 1/32
  113 = 1/32T
  114 = 1/32T
  115 = 1/32T
  116 = 1/32T
  117 = 1/32T
  118 = 1/32T
  119 = 1/32T
  120 = 1/32T
  121 = 1/64
  122 = 1/64
  123 = 1/64
  124 = 1/64
  125 = 1/64
  126 = 1/64
  127 = 1/64
Morph Wheel:
0x11B (b1-0), 0x11C (b7-0), and 0x11D (b7-3): 15-bit raw value
Morph After Touch:
0x11D (b2-0), 0x11E (b7-0), and 0x11F (b7-4): 15-bit raw value
Morph Control Pedal:
0x11F (b3-0), 0x120 (b7-0), and 0x121 (b7-5): 15-bit raw value
```

# NS3 Delay Ping Pong

```
Offset in file: 0x125 (b5)

O = off, 1 = on
```

# NS3 Delay Filter

```
Offset in file: 0x125 (b4-3)

0 = Bypass

1 = LP

2 = HP

3 = BP
```

# NS3 Delay Analog Mode

```
Offset in file: 0x129 (b3)

0 = off, 1 = on
```

# NS3 Delay Feedback

```
Offset in file: 0x125 (b2-0) and 0x126 (b7-4)
See: Organ Volume for detailed Morph explanation.
7-bit value 0/127 = 0/10
Morph Wheel:
0x126 (b3-b0) and 0x127 (b7-4): 8-bit raw value
Morph After Touch:
0x127 (b3-b0) and 0x128 (b7-4): 8-bit raw value
Morph Control Pedal:
0x128 (b3-b0) and 0x129 (b7-4): 8-bit raw value
NS3 Delay Mix
Offset in file: 0x121 (b4-0) and 0x122 (b7-6)
See: Organ Volume for detailed Morph explanation.
7-bit value 0/127 = 0/10
Morph Wheel:
0x122 (b5-b0) and 0x123 (b7-6): 8-bit raw value
Morph After Touch:
0x123 (b5-b0) and 0x124 (b7-6): 8-bit raw value
Morph Control Pedal:
0x124 (b5-b0) and 0x125 (b7-6): 8-bit raw value
```

# NS3 Effect 1 On

Offset in file: 0x10B (b4)

```
0 = off, 1 = on
```

#### NS3 Effect 1 Source

```
Offset in file: 0x10B (b3-2)
0 = Organ, 1, Piano, 2 = Synth
```

# NS3 Effect 1 Type

```
Offset in file: 0x10B (b1-0) and 0x10C (b7)

0 = A-Pan

1 = Trem

2 = RM

3 = WA-WA

4 = A-WA1

5 = A-WA2
```

## NS3 Effect 1 Amount

```
Offset in file: 0x110 (b6-0)

See: Organ Volume for detailed Morph explanation.

7-bit value 0/127 = 0/10

Morph Wheel:
0x111 (b7-b0): 8-bit raw value

Morph After Touch:
0x112 (b7-b0): 8-bit raw value

Morph Control Pedal:
0x113 (b7-b0): 8-bit raw value
```

Offset in file: 0x10C (b5-0) and 0x10D (b7)

See: Organ Volume for detailed Morph explanation.

# NS3 Effect 1 Rate

11 = 4/1T12 = 4/1T

```
7-bit value 0/127 = 0/10

if 'Effect 1 Master Clock' is enabled 7-bit value 0/127 = 4/1 to 1/32

0 = 4/1

1 = 4/1

2 = 4/1

3 = 4/1

4 = 4/1

5 = 4/1

6 = 4/1

7 = 4/1

8 = 4/1

9 = 4/1T
```

- 13 = 4/1T
- 14 = 4/1T
- 15 = 4/1T
- 16 = 4/1T
- 17 = 4/1T
- 18 = 2/1
- 19 = 2/1
- 20 = 2/1
- 21 = 2/1
- 22 = 2/1
- 23 = 2/1
- 24 = 2/1
- 25 = 2/1
- 26 = 2/1T
- 27 = 2/1T
- 28 = 2/1T
- 29 = 2/1T
- 30 = 2/1T
- 31 = 2/1T
- 32 = 2/1T
- 33 = 2/1T
- 34 = 2/1T
- 35 = 1/1
- 36 = 1/1
- 37 = 1/1
- 38 = 1/1
- 39 = 1/1
- 40 = 1/1
- 41 = 1/1
- 42 = 1/1
- 43 = 1/1T
- 44 = 1/1T
- 45 = 1/1T
- 46 = 1/1T47 = 1/1T
- 48 = 1/1T
- 49 = 1/1T
- 50 = 1/1T
- 51 = 1/1T
- 52 = 1/2
- 53 = 1/2
- 54 = 1/2
- 55 = 1/2
- 56 = 1/2
- 57 = 1/2
- 58 = 1/2
- 59 = 1/2
- 60 = 1/2T
- 61 = 1/2T
- 62 = 1/2T63 = 1/2T
- 64 = 1/2T
- 65 = 1/2T
- 66 = 1/2T
- 67 = 1/2T
- 68 = 1/2T
- 69 = 1/4
- 70 = 1/4
- 71 = 1/472 = 1/4
- 73 = 1/4

```
74 = 1/4
 75 = 1/4
 76 = 1/4
  77 = 1/4T
  78 = 1/4T
  79 = 1/4T
  80 = 1/4T
  81 = 1/4T
  82 = 1/4T
  83 = 1/4T
  84 = 1/4T
  85 = 1/4T
  86 = 1/8
  87 = 1/8
  88 = 1/8
  89 = 1/8
 90 = 1/8
  91 = 1/8
 92 = 1/8
  93 = 1/8
  94 = 1/8T
  95 = 1/8T
  96 = 1/8T
  97 = 1/8T
  98 = 1/8T
  99 = 1/8T
  100 = 1/8T
  101 = 1/8T
  102 = 1/8T
  103 = 1/16
  104 = 1/16
  105 = 1/16
  106 = 1/16
  107 = 1/16
  108 = 1/16
  109 = 1/16
  110 = 1/16
  111 = 1/16T
  112 = 1/16T
  113 = 1/16T
  114 = 1/16T
  115 = 1/16T
  116 = 1/16T
  117 = 1/16T
  118 = 1/16T
  119 = 1/16T
  120 = 1/32
  121 = 1/32
  122 = 1/32
  123 = 1/32
  124 = 1/32
  125 = 1/32
  126 = 1/32
  127 = 1/32
Morph Wheel:
0x10D (b6-b0) and 0x10E (b7): 8-bit raw value
Morph After Touch:
0x10E (b6-b0) and 0x10F (b7): 8-bit raw value
```

```
Morph Control Pedal: 0x10F (b6-b0) and 0x110 (b7): 8-bit raw value
```

#### NS3 Effect 1 Master Clock

```
Offset in file: 0x10C (b6)

0 = off, 1 = on
```

#### NS3 Effect 2 On

```
Offset in file: 0x114 (b7)

0 = off, 1 = on
```

#### NS3 Effect 2 Source

```
Offset in file: 0x114 (b6-5)
0 = Organ, 1, Piano, 2 = Synth
```

# NS3 Effect 2 Type

```
Offset in file: 0x114 (b4-2)
```

```
0 = PHAS1
```

1 = PHAS2

2 = FLANG

3 = VIBE

4 = CHOR1

5 = CHOR2

#### NS3 Effect 2 Amount

```
Offset in file: 0x115 (b2-0) and 0x116 (b7-4)
```

See: Organ Volume for detailed Morph explanation.

```
7-bit value 0/127 = 0/10
```

```
Morph Wheel:
```

```
0x116 (b3-b0) and 0x117 (b7-4): 8-bit raw value
```

### Morph After Touch:

```
0x117 (b3-b0) and 0x118 (b7-4): 8-bit raw value
```

#### Morph Control Pedal:

0x118 (b3-b0) and 0x119 (b7-4): 8-bit raw value

### NS3 Effect 2 Rate

```
Offset in file: 0x114 (b1-0) &nd 0x115 (b7-3)
```

7-bit value 0/127 = 0/10

# NS3 Reverb On

```
Offset in file: 0x114 (b7)

0 = off, 1 = on
```

# NS3 Reverb Type

```
Offset in file: 0x134 (b0) and 0x135 (b7-6)

0 = Room 1

1 = Room 2

2 = Stage 1

3 = Stage 2

4 = Hall 1

5 = Hall 2
```

#### **NS3** Reverb Amount

```
Offset in file: 0x135 (b4-0) and 0x136 (b7-6)

See: Organ Volume for detailed Morph explanation.

7-bit value 0/127 = 0/10

Morph Wheel:
0x136 (b5-b0) and 0x137 (b7-6): 8-bit raw value

Morph After Touch:
0x137 (b5-b0) and 0x138 (b7-6): 8-bit raw value

Morph Control Pedal:
0x138 (b5-b0) and 0x139 (b7-6): 8-bit raw value
```

# NS3 Reverb Bright

```
Offset in file: 0x135 (b5)

0 = off, 1 = on
```

# NS3 Rotary Speaker On

```
Offset in file: 0x10b (bit7)

0 = off, 1 = on
```

# **NS3 Rotary Speaker Source**

```
Offset in file: 0x10b (b6 and b5)
0 = 0rgan, 1, Piano, 2 = Synth
```

# **NS3 Rotary Speaker Drive**

```
Offset in file: 0x39 (b2 to b0) and 0x3a (b7 to b4) 7-bit value 0/127 converted to 0/10 Note: Same value is used for both panel A & B
```

# NS3 Rotary Speaker Stop Mode

```
Offset in file: 0x35 (bit7)

0 = enabled (Speed Stop), 1 = disabled (Speed Slow)

Note: Same value is used for both panel A & B

NS3 Rotary Speaker Speed

Offset in file: 0x34 (bit0)

0 = Slow/Stop, 1 = Fast
```

Morph Wheel: 0x35 (b6-4)
Morph After Touch: 0x35 (b3-1)
Morph Control Pedal: 0x35 (b0) and 0x36 (b7-6)

Morph Control Fedal. 0x35 (b0) and 0x36 (b7-6)

011 = 0x03 = morph off100 = 0x04 = morph on

Note: Same value is used for both panel A & B

# NS3 Organ On

```
Offset in file: 0xB6 (b7)

0 = off, 1 = on
```

# NS3 Organ Kb Zone

```
Offset in file: 0xB6 (b6-3)
```

```
0 = "o---"
1 = "-o--"
2 = "--o-"
3 = "---o"
4 = "oo--"
5 = "-oo-"
6 = "--oo"
7 = "ooo-"
8 = "-ooo"
```

# NS3 Organ Volume

Offset in file:

```
Volume:
0xB6 (b2-b0), 0xB7 (b7-4): 7-bit = 0/127 range
  0 = 0ff
   1 = -84.2 \text{ dB}
   2 = -72.1 \text{ dB}
   3 = -65.1 \text{ dB}
   4 = -60.1 \text{ dB}
   5 = -56.2 \text{ dB}
   6 = -53.0 \text{ dB}
   7 = -50.3 \text{ dB}
   8 = -48.0 \text{ dB}
   9 = -46.0 \text{ dB}
   10 = -44.2 \text{ dB}
   11 = -42.5 \text{ dB}
   12 = -41.0 \text{ dB}
   13 = -39.6 \text{ dB}
```

- 14 = -38.3 dB
- 15 = -37.1 dB
- 16 = -36.0 dB
- 17 = -34.9 dB
- 18 = -33.9 dB
- 19 = -33.0 dB
- 20 = -32.1 dB
- 21 = -31.1 dB
- 21 = -31.1 dB22 = -30.5 dB
- 23 = -29.7 dB
- 24 = -28.9 dB
- 25 = -28.2 dB
- 26 = -27.6 dB
- 27 = -26.9 dB
- 28 = -26.3 dB
- 29 = -25.7 dB
- 20.1 ab
- 30 = -25.1 dB31 = -24.5 dB
- 32 = -23.9 dB
- 33 = -23.4 dB
- 34 = -22.9 dB
- 35 = -22.4 dB
- 36 = -21.9 dB
- 37 = -21.4 dB
- 38 = -21.0 dB
- 39 = -20.5 dB
- 40 = -20.1 dB
- 41 = -19.6 dB
- 42 = -19.2 dB
- 43 = -18.8 dB
- 44 = -18.4 dB
- 45 = -18.0 dB
- 46 = -17.6 dB
- 47 = -17.3 dB
- 48 = -16.9 dB
- 49 = -16.5 dB50 = -16.2 dB
- 51 = -15.8 dB
- 52 = -15.5 dB
- 53 = -15.2 dB
- 54 = -14.9 dB
- 55 = -14.5 dB
- 56 = -14.2 dB57 = -13.9 dB
- 58 = -13.6 dB
- 59 = -13.3 dB
- 60 = -13.0 dB
- 61 = -12.7 dB
- 62 = -12.5 dB
- 63 = -12.2 dB
- 64 = -11.9 dB
- 65 = -11.6 dB
- 66 = -11.4 dB67 = -11.1 dB
- 68 = -10.9 dB
- 69 = -10.6 dB
- 70 = -10.3 dB
- 71 = -10.1 dB72 = -9.9 dB
- 73 = -9.6 dB
- 74 = -9.4 dB

75 = -9.1 dB

```
76 = -8.9 \text{ dB}
  77 = -8.7 \text{ dB}
   78 = -8.5 \text{ dB}
   79 = -8.2 \text{ dB}
   80 = -8.0 \text{ dB}
   81 = -7.8 \text{ dB}
   82 = -7.6 \text{ dB}
   83 = -7.4 \text{ dB}
   84 = -7.2 \text{ dB}
   85 = -7.0 \text{ dB}
   86 = -6.8 \text{ dB}
   87 = -6.6 \text{ dB}
   88 = -6.4 \text{ dB}
   89 = -6.2 \text{ dB}
   90 = -6.0 \text{ dB}
   91 = -5.8 \text{ dB}
   92 = -5.6 \text{ dB}
  93 = -5.4 \text{ dB}
   94 = -5.2 \text{ dB}
   95 = -5.0 \text{ dB}
   96 = -4.9 \text{ dB}
   97 = -4.7 \text{ dB}
   98 = -4.5 \text{ dB}
   99 = -4.3 \text{ dB}
   100 = -4.2 \text{ dB}
   101 = -4.0 \text{ dB}
   102 = -3.8 \text{ dB}
   103 = -3.6 \text{ dB}
   104 = -3.5 \text{ dB}
   105 = -3.3 \text{ dB}
   106 = -3.1 \text{ dB}
   107 = -3.0 \text{ dB}
   108 = -2.8 \text{ dB}
   109 = -2.7 \text{ dB}
   110 = -2.5 \text{ dB}
   111 = -2.3 \text{ dB}
   112 = -2.2 \text{ dB}
   113 = -2.0 \text{ dB}
   114 = -1.9 \text{ dB}
   115 = -1.7 \text{ dB}
   116 = -1.6 \text{ dB}
   117 = -1.4 \text{ dB}
   118 = -1.3 \text{ dB}
   119 = -1.1 dB
   120 = -1.0 \text{ dB}
   121 = -0.8 \text{ dB}
   122 = -0.7 \text{ dB}
   123 = -0.6 \text{ dB}
   124 = -0.4 dB
   125 = -0.3 \text{ dB}
   126 = -0.1 \text{ dB}
   127 = 0.0 \text{ dB}
Morph Wheel:
0xB7 (b3-b0), 0xB8 (b7-b4): 8-bit raw value
Morph After Touch:
0xB8 (b3-b0), 0xB9 (b7-b4): 8-bit raw value
```

Drawbar 4: 0xC5 (b6-3)

```
Morph Control Pedal:
0xB9 (b3-b0), 0xBA (b7-b4): 8-bit raw value
Morph Algorithm:
d = v = 127 ? 'none' : (v + o - 127) & 127;
where
$v is the 8-bit morph value
$o is the original 'From' value
$d is the final 'To' Morph value
NS3 Organ Octave Shift
Offset in file: 0xBA (b3-0)
Octave Shift = value - 6
NS3 Organ Pitch Stick
Offset in file: 0x34 (b4)
0 = off, 1 = on
Note: Same value is used for both panel A & B
NS3 Organ Sustain Pedal
Offset in file: 0xBB (b7)
0 = off, 1 = on
NS3 Organ Type
Offset in file: 0xBB (b6-4)
0 = B3
1 = Vox
2 = Farfisa
3 = Pipe1
4 = Pipe2
NS3 Organ Drawbars Preset 1
Offset in file: 0xBE
Drawbar value range is 0/8.
For Vox Organ each value is converted to 0/1: 0 (if value < 4) else 1
For Farfisa Organ drawbar 8 is not used and forced to 0
Drawbar 1: 0xBE (b7-4)
           Morph Wheel:
                                0xBE (b3-0) and 0xBF (b7)
           Morph After Touch:
                                0xBF (b6-2)
           Morph Control Pedal: 0xBF (b1-0) and 0xCO (b7-5)
Drawbar 2: 0xC0 (b4-1)
                                0xC0 (b0) and 0xC1 (b7-4)
           Morph Wheel:
           Morph After Touch:
                                0xC1 (b3-0) and 0xC2 (b7)
           Morph Control Pedal: 0xC2 (b6-2)
Drawbar 3: 0xC2 (b1-0) and 0xC3 (b7-6)
           Morph Wheel:
                                0xC3 (b5-1)
           Morph After Touch:
                                0xC3 (b0) and 0xC4 (b7-4)
           Morph Control Pedal: 0xC4 (b3-0) and 0xC5 (b7)
```

```
Morph Wheel:
                                0xC5 (b2-0) and 0xC6 (b7-6)
           Morph After Touch: 0xC6 (b5-b1)
           Morph Control Pedal: 0xC6 (b0) and 0xC7 (b7-4)
Drawbar 5: 0xC7 (b3-0)
          Morph Wheel:
                                0xC8 (b7-3)
           Morph After Touch:
                                0xC8 (b2-0) and 0xC9 (b7-6)
           Morph Control Pedal: 0xC9 (b5-1)
Drawbar 6: 0xC9 (b0) and 0xCA (b7-5)
           Morph Wheel:
                                0xCA (b4-0)
           Morph After Touch: 0xCB (b7-3)
           Morph Control Pedal: 0xCB (b2-0) and 0xCC (b7-6)
Drawbar 7: 0xCC (b5-2)
           Morph Wheel:
                                0xCC (b1-0) and 0xCD (b7-5)
           Morph After Touch: 0xCD (b4-0)
           Morph Control Pedal: 0xCE (b7-3)
Drawbar 8: 0xCE (b2-0) and 0xCF (b7)
          Morph Wheel:
                               0xCF (b6-2)
           Morph After Touch: 0xCF (b1-0) and 0xD0 (b7-5)
           Morph Control Pedal: 0xD0 (b4-0)
Drawbar 9: 0xD1 (b7-4)
           Morph Wheel:
                                0xD1 (b3-0) and 0xBF (b7)
           Morph After Touch:
                                0xD2 (b6-2)
           Morph Control Pedal: 0xD2 (b1-0) and 0xD3 (b7-5)
Morph Algorithm:
d = v == 8 ? '-' : v == 16 ? 8 : abs(v + 0 - 8);
where
$v is the 5-bit morph value
$o is the original 'From' value
$d is the final 'To' Morph value
NS3 Organ Vibrato On
Offset in file: 0xD3 (b4)
0 = off, 1 = on
NS3 Organ Vibrato Mode
Offset in file: 0x34 (b3-1)
0 = V1
1 = C1
2 = V2
3 = C2
4 = V3
5 = C3
if Organ type is Pipe1 or Pipe2, only C1 is allowed
if Organ type is Farfisa, mode C1/V3 are not available
if Organ type is Vox, mode C1/C2/C3 are not available
if Organ type is B3, all mode are available
NS3 Organ Percussion On
Offset in file: 0xD3 (b3)
0 = off, 1 = on
```

only if Organ type is B3

# NS3 Organ Percussion Volume Soft

Offset in file: 0xD3 (b0) 0 = off, 1 = on

only if Organ type is B3

# NS3 Organ Percussion Decay Fast

Offset in file: 0xD3 (b1)

0 = off, 1 = on

only if Organ type is B3

# NS3 Organ Percussion Harmonic Third

Offset in file: 0xD3 (b2)

0 = off, 1 = on

only if Organ type is B3

#### NS3 Organ Preset 2 On

Offset in file: 0xBB (b2)

0 = off, 1 = on

# NS3 Organ Preset 2 Drawbars

Offset in file: 0xD9

See: Organ Preset 1 Drawbars for detailed explanation.

Drawbar value range is 0/8.

For Vox Organ each value is converted to 0/1: 0 (if value < 4) else 1 For Farfisa Organ drawbar 8 is not used and forced to 0

Drawbar 1: 0xD9 (b7-4)

Morph Wheel: 0xD9 (b3-0) and 0xDA (b7)

Morph After Touch: 0xDA (b6-2)

Morph Control Pedal: 0xDA (b1-0) and 0xDB (b7-5)

Drawbar 2: 0xDB (b4-1)

Morph Wheel: 0xDB (b0) and 0xDC (b7-4)
Morph After Touch: 0xDC (b3-0) and 0xDD (b7)

Morph Control Pedal: 0xDD (b6-2)

Drawbar 3: 0xDD (b1-0) and 0xDE (b7-6)

Morph Wheel: 0xDE (b5-1)

Morph After Touch: 0xDE (b0) and 0xDF (b7-4) Morph Control Pedal: 0xDF (b3-0) and 0xEO (b7)

Drawbar 4: 0xE0 (b6-3)

Morph Wheel: 0xE0 (b2-0) and 0xE1 (b7-6)

Morph After Touch: 0xE1 (b5-b1)

Morph Control Pedal: 0xE1 (b0) and 0xE2 (b7-4)

Drawbar 5: 0xE2 (b3-0)

Morph Wheel: 0xE3 (b7-3)

Morph After Touch: 0xE3 (b2-0) and 0xE4 (b7-6)

Morph Control Pedal: 0xE4 (b5-1)

Drawbar 6: 0xE4 (b0) and 0xE5 (b7-5)

Morph Wheel: 0xE5 (b4-0)
Morph After Touch: 0xE6 (b7-3)

Morph Control Pedal: 0xE6 (b2-0) and 0xE7 (b7-6)

Drawbar 7: 0xE7 (b5-2)

Morph Wheel: 0xE7 (b1-0) and 0xE8 (b7-5)

Morph After Touch: 0xE8 (b4-0) Morph Control Pedal: 0xE9 (b7-3)

Drawbar 8: 0xE9 (b2-0) and 0xEA (b7)

Morph Wheel: 0xEA (b6-2)

Morph After Touch: 0xEA (b1-0) and 0xEB (b7-5)

Morph Control Pedal: 0xEB (b4-0)

Drawbar 9: 0xEC (b7-4)

Morph Wheel: 0xEC (b3-0) and 0xED (b7)

Morph After Touch: 0xED (b6-2)

Morph Control Pedal: 0xED (b1-0) and 0xEE (b7-5)

# NS3 Organ Preset 2 Vibrato On

Offset in file: 0xEE (b4)

0 = off, 1 = on

# NS3 Organ Preset 2 Percussion On

Offset in file: 0xEE (b3)

0 = off, 1 = on

only if Organ type is B3

#### NS3 Organ Preset 2 Percussion Volume Soft

Offset in file: 0xEE (b0)

0 = off, 1 = on

only if Organ type is B3

# NS3 Organ Preset 2 Percussion Decay Fast

Offset in file: 0xEE (b1)

0 = off, 1 = on

only if Organ type is B3

# NS3 Organ Preset 2 Percussion Harmonic Third

Offset in file: 0xEE (b2)

0 = off, 1 = on

only if Organ type is B3

Offset in file 0x31

# NS3 Organ Live Mode

```
Offset in file: 0xBB\ (b3)\ (NS3\ Compact\ model\ only) O = off, 1 = on
```

#### NS3 Panel Enabled And Selection

```
Enabled (b6-5):
0 = A only
1 = B only
2 = A & B

Selected Panel (b7):
A = 0, B = 1 (not used here)

Note: if Dual Keyboard is On, both panel are enabled.
```

#### NS3 Clavinet Model

```
Offset in file: 0x49~(b5-4) Clavinet D6 5.0.npno is a multi-file with all 4 pick-up variations. This setting defines the pick-up variation. 0 = CA 1 = CB 2 = DA 3 = DB
```

# NS3 Piano On

```
Offset in file: 0x43 (b7)

0 = off, 1 = on
```

#### NS3 Piano Kb Zone

```
Offset in file: 0x43 (b6-3)
```

See: Organ Kb Zone for detailed explanation.

#### NS3 Piano Volume

```
Offset in file: 0x43 (b2-0), 0x44 (b7-4)

See: Organ Volume for detailed explanation.

Morph Wheel:
0x44 (b3-b0), 0x45 (b7-b4): 8-bit raw value

Morph After Touch:
0x45 (b3-b0), 0x46 (b7-b4): 8-bit raw value

Morph Control Pedal:
0x46 (b3-b0), 0x47 (b7-b4): 8-bit raw value
```

#### NS3 Piano Octave Shift

```
Offset in file: 0x47 (b3-0)
Octave Shift = value - 6
```

# NS3 Piano Pitch Stick

```
Offset in file: 0x48 (b7)

O = off, 1 = on
```

### NS3 Piano Sustain Pedal

```
Offset in file: 0x48 (b6)

0 = off, 1 = on
```

# NS3 Piano Type

```
Offset in file: 0x48 (b5-3)
```

```
0 = Grand
1 = Upright
2 = Electric
3 = Clav
4 = Digital
```

# NS3 Piano Model

5 = Misc

```
Offset in file: 0x48 (b2-0) and 0x49 (b7-6) 0x00 0x00: model 1 0x00 0x01: model 2 ... and so on 0x02 0x01: model 10
```

#### NS3 Piano Name

```
Offset in file: 0x49 (b3-0) to 0x4D (b7-3) 32-bit piano sample hash code
```

# NS3 Piano Timbre

```
Offset in file: 0x4E (b5-3)

Grand, Upright, Digital, Misc Piano, and Harpsichord:
0 = None
1 = Soft
2 = Mid
3 = Bright

Electric Piano
0 = None
1 = Soft
```

# Clavinet

2 = Mid 3 = Bright 4 = Dyno1 5 = Dyno2

```
O = None

1 = Soft

2 = Treble

3 = Soft+Treble

4 = Brilliant

5 = Soft+Brill

6 = Treble+Brill

7 = Soft+Trb+Brill
```

# NS3 Piano KB Touch

```
Offset in file: 0x4D (b0) and 0x4E (b7)
```

- 0 = Normal
- 1 = KB Touch 1
- 2 = Touch 2
- 3 = Touch 3

# NS3 Piano Layer Detune

Offset in file: 0x34 (b6-5)

- 0 = 0ff
- 1 = 1
- 2 =
- 3 =

Note: Same value is used for both panel A & B

#### NS3 Piano Soft Release

```
Offset in file: 0x4D (b4)
```

$$0 = off, 1 = on$$

Not available on Clavinet and Digital Piano

#### NS3 Piano Pedal Noise

Offset in file: 0x4D (b2)

```
0 = off, 1 = on
```

Only on Grand, Upright, and Electric piano.

#### NS3 Piano String Resonance

```
Offset in file: 0x4D (b3)
```

0 = off, 1 = on

Only on Grand and Upright piano.

### **NS3** File Version

Offset in file: 0x14 and 0x15

16-bit integer value in Little Endian format, ex 304 = v3.04

#### Notes:

From [https://www.nordkeyboards.com/products/nord-stage-3/nord-stage-3-update-history](https://www.nord

#### Programs stored with OS version

OS version Program version

v0.92 (2017-06-15) v3.00 v3.01

v1.36 (2018-02-07)

v1.50 (2018-10-22) v3.02 v3.03 vx.xx

v3.04 vx.xx

#### **NS3** File Format

Offset in file: 0x04

NS3 Transpose Rev 1.1 draft

```
0 = \text{header type } 0 - \text{legacy mode no CRC (Byte 0x18 to 0x2B are missing)}

1 = \text{header type } 1 - \text{default mode with additional bytes 0x18 to 0x2B (20 bytes)}.
```

#### NS3 Transpose

```
Offset in file: 0x38 (b7-3)
Enabled: 0x38 (b7)
Value: 0x38 (b6-3)
   0 = -6 \text{ semi}
   1 = -5 \text{ semi}
   2 = -4 \text{ semi}
   3 = -3 \text{ semi}
   4 = -2 \text{ semi}
   5 = -1 \text{ semi}
   6 = 0 \text{ semi}
   7 = +1 \text{ semi}
   8 = +2 \text{ semi}
   9 = +3 \text{ semi}
   10 = +4 \text{ semi}
   11 = +5 \text{ semi}
   12 = +6 \text{ semi}
```

# NS3 Split

Offset in file: 0x31 (b4 to b0) to 0x34 (b7 only)

```
| 0X31
            0x32
                      0x33 |
                               0x34
                                    | description
| xxx4 3210 | 7654 3210 | 7654 3210 | 7xxx xxxx |
| xxx4 xxxx | xxxx xxxx | xxxx xxxx | xxxx xxxx | split off/on
| xxxx xxx0 | 765x xxxx | xxxx xxxx | xxxx xxxx | low note (0 = F2, 1 = C3, 9 = C7)
| xxxx xxxx | xxx4 321x | xxxx xxxx | xxxx xxxx | mid note
| xxxx xxxx | xxxx xxx0 | 765x xxxx | xxxx xxxx | high note
| xxxx xxxx | xxxx xxxx | xxxx xxx0 | 7xxx xxxx | high width
Test1: 06 07 20 01 : Split Off
     16 07 20 01 : Width Off 1
                Note -- C4
Test3:
     1E 07 20 01 : Width 1
                Note F2 C4
Test4: 1E 07 28 01 : Width 6
                        1
                Note F2
                        C4
Test5:
     1E 07 30 01 : Width 12
                       1
                           1
                Note F2
                        C4
Test6:
     18 07 30 01 : Width 12 Off Off
                Note F2
Test7: 18 27 30 01 : Width 12
                        Off Off
                Note C3
Test8: 18 47 30 01 : Width 12 Off Off
                Note F3
```

```
Test9: 18 67 30 01 : Width 12 Off Off
                     Note C4
Test10: 18 87 30 01 : Width 12 Off Off
                     Note F4
Test11: 18 A7 30 01 : Width 12
                               Off Off
                     Note C5
Test12: 18 C7 30 01 : Width 12
                     Note F5
Test13: 18 E7 30 01 : Width 12
                               Off Off
                     Note C6
Test14: 19 07 30 01 : Width 12 Off Off
                     Note F6
Test15: 19 27 30 01 : Width 12 Off Off
                     Note C7
Test16: 1B 27 30 01 : Width 12 Off 1
                                         ! From test 15 to 16 only High Width was changed manually !
                     Note F6
                                         ! Note Low in file is C7 but fixed on display to F6...
                               -- C7
Test17: 1B 27 30 81 : Width 12
                               Off 6
                     Note F6
Test18: 1B 27 31 01 : Width 12
                               Off 12
                     Note F6
Test19: 1C 23 30 01 : Width 12
                                   Off
                              1
                     Note C3 F3
                                        ! Note Mid in file is C3 but fixed on display to F3 !
```

# NS3 Master Clock Rate

Offset in file: 0x38 (b2-0) 0x39 (b7-3)

bpm = value + 30

# NS3 Dual Keyboard

Offset in file 0x3A (b3)

0 = Off

1 = 0n

Note: if Dual Keyboard is On, both panel are enabled.

# NS3 Dual Keyboard Style

Offset in file 0x3A (b1-0)

0 = Panel

1 = Organ

2 = Piano

3 = Synth

# NS3 Program Category

Offset in file: 0x10

0 = Acoustic

1 = Bass

2 = Wind4 = Fantasy 5 = FX6 = Lead7 = Organ8 = Pad10 = Pluck11 = String 12 = Synth13 = Vocal 14 = User17 = None21 = Grand22 = Upright 23 = EPiano124 = EPiano227 = Clavinet 28 = Harpsi 30 = Arpeggio

# NS3 Synth Filter Type

```
Offset in file: 0x98 (b4-2)

0 = LP12

1 = LP24

2 = Mini Moog

3 = LP+HP

4 = BP24
```

5 = HP24

255 = Undefined

# NS3 Synth Filter Kb Track

```
Offset in file: 0xA5 (b5-4)

0 = 0ff

1 = 1/3

2 = 2/3

3 = 1
```

# NS3 Synth Filter Drive

```
Offset in file: 0xA5 (b3-2)

0 = 0ff

1 = 1

2 = 2

3 = 3
```

# NS3 Synth Filter LFO Amount

```
Offset in file: 0xA0 (b3-0) and 0xA1 (b7-5)

See: Organ Volume for detailed Morph explanation.

0/127 value = 0 / 10

Morph Wheel:

0xA1 (b4-b0), 0xA2 (b7-b5): 8-bit raw value

Morph After Touch:

0xA2 (b4-b0), 0xA3 (b7-b5): 8-bit raw value
```

```
Morph Control Pedal:
0xA3 (b4-b0), 0xA4 (b7-b5): 8-bit raw value
```

# NS3 Synth Filter Vel Mod Env Amount

```
Offset in file: 0xA4 (b4-0) and 0xA5 (b7-6)
```

Filter modulation (vel/env mod) is using this single 7-bit value to define two settings with a single k Input Value is not the direct midi value as usual, instead it is coded on a special 0/120 range:

```
= 10.0 (100% left value) 'Vel Amount'
```

60 = 0.0 for both values

120 = 10.0 (100% right value) 'Mod Env Amount'

# NS3 Synth Filter Freq

Offset in file: 0x98 (b1-0) and 0x99 (b7-3)

See: Organ Volume for detailed Morph explanation.

```
0/127 value = 14 Hz / 21 kHz
   0 = 14 \text{ Hz}
   1 = 15 \text{ Hz}
   2 = 15 \text{ Hz}
   3 = 16 \text{ Hz}
   4 = 17 \text{ Hz}
   5 = 18 \text{ Hz}
   6 = 19 \text{ Hz}
   7 = 21 \text{ Hz}
   8 = 22 \text{ Hz}
   9 = 23 \text{ Hz}
```

11 = 26 Hz12 = 28 Hz13 = 29 Hz

10 = 24 Hz

14 = 31 Hz

15 = 33 Hz

16 = 35 Hz17 = 37 Hz

18 = 39 Hz

19 = 41 Hz20 = 44 Hz

21 = 46 Hz

22 = 49 Hz

23 = 52 Hz24 = 55 Hz

25 = 58 Hz

26 = 62 Hz

27 = 65 Hz28 = 69 Hz

29 = 73 Hz

30 = 78 Hz31 = 82 Hz

32 = 87 Hz

33 = 92 Hz34 = 98 Hz

35 = 104 Hz

36 = 110 Hz

37 = 117 Hz38 = 123 Hz

39 = 131 Hz

40 = 139 Hz41 = 147 Hz

- 42 = 156 Hz
- 43 = 165 Hz
- 44 = 175 Hz
- 45 = 185 Hz
- 46 = 196 Hz
- 47 = 208 Hz
- 48 = 220 Hz
- 49 = 233 Hz
- 49 233 Hz50 = 247 Hz
- 51 = 262 Hz
- 01 202 112
- 52 = 277 Hz
- 53 = 294 Hz
- 54 = 311 Hz
- 55 = 330 Hz
- 56 = 349 Hz
- 57 = 370 Hz
- 58 = 392 Hz
- 59 = 415 Hz
- 60 = 440 Hz
- 61 = 466 Hz
- 62 = 494 Hz63 = 523 Hz
- 05 525 112
- 64 = 554 Hz
- 65 = 587 Hz
- 66 = 622 Hz
- 67 = 659 Hz
- 68 = 698 Hz
- 69 = 740 Hz
- 70 = 784 Hz
- 71 = 831 Hz
- 72 = 880 Hz
- 73 = 932 Hz74 = 988 Hz
- 75 = 1.0 kHz
- 76 = 1.1 kHz
- 77 = 1.2 kHz
- 78 = 1.2 kHz
- 79 = 1.3 kHz
- 80 = 1.4 kHz
- 81 = 1.5 kHz
- 82 = 1.6 kHz
- 83 = 1.7 kHz84 = 1.8 kHz
- 85 = 1.9 kHz
- 86 = 2.0 kHz
- 87 = 2.1 kHz
- 88 = 2.2 kHz
- 89 = 2.3 kHz90 = 2.5 kHz
- 91 = 2.6 kHz
- 92 = 2.8 kHz
- 93 = 3.0 kHz
- 94 = 3.1 kHz95 = 3.3 kHz
- 96 = 3.5 kHz
- 97 = 3.7 kHz
- 98 = 4.0 kHz
- 99 = 4.2 kHz
- 100 = 4.4 kHz
- 101 = 4.7 kHz
- 102 = 5.0 kHz

```
103 = 5.3 \text{ kHz}
   104 = 5.6 \text{ kHz}
   105 = 5.9 \text{ kHz}
   106 = 6.3 \text{ kHz}
   107 = 6.6 \text{ kHz}
   108 = 7.0 \text{ kHz}
   109 = 7.5 \text{ kHz}
   110 = 7.9 \text{ kHz}
   111 = 8.4 \text{ kHz}
   112 = 8.9 \text{ kHz}
   113 = 9.4 \text{ kHz}
   114 = 10 \text{ kHz}
   115 = 11 \text{ kHz}
   116 = 11 \text{ kHz}
   117 = 12 \text{ kHz}
   118 = 13 \text{ kHz}
   119 = 13 \text{ kHz}
   120 = 14 \text{ kHz}
   121 = 15 \text{ kHz}
   122 = 16 \text{ kHz}
   123 = 17 \text{ kHz}
   124 = 18 \text{ kHz}
   125 = 19 \text{ kHz}
   126 = 20 \text{ kHz}
   127 = 21 \text{ kHz}
Morph Wheel:
0x99 (b2-b0), 0x9A (b7-b3): 8-bit raw value
Morph After Touch:
0x9A (b2-b0), 0x9B (b7-b3): 8-bit raw value
Morph Control Pedal:
0x9B (b2-b0), 0x9C (b7-b3): 8-bit raw value
NS3 Synth Filter HP Freq Res
Offset in file: 0x9C (b2-0) and 0x9D (b7-4)
for 'LP+HP' filter
  => Frequency High Pass value: 0/127 value = 14 Hz / 21 kHz
  0 = 14 \text{ Hz}
   1 = 15 \text{ Hz}
  2 = 15 \text{ Hz}
  3 = 16 \text{ Hz}
   4 = 17 \text{ Hz}
   5 = 18 \text{ Hz}
   6 = 19 \text{ Hz}
   7 = 21 \text{ Hz}
  8 = 22 \text{ Hz}
  9 = 23 \text{ Hz}
   10 = 24 \text{ Hz}
   11 = 26 \text{ Hz}
   12 = 28 \text{ Hz}
   13 = 29 \text{ Hz}
   14 = 31 \text{ Hz}
   15 = 33 \text{ Hz}
   16 = 35 \text{ Hz}
  17 = 37 \text{ Hz}
   18 = 39 \text{ Hz}
```

- 19 = 41 Hz
- 20 = 44 Hz
- 21 = 46 Hz
- 22 = 49 Hz
- 23 = 52 Hz
- 24 = 55 Hz
- 25 = 58 Hz
- 26 = 62 Hz
- 27 = 65 Hz
- 28 = 69 Hz
- 29 = 73 Hz
- 30 = 78 Hz
- 31 = 82 Hz
- 32 = 87 Hz
- 33 = 92 Hz
- 34 = 98 Hz
- 35 = 104 Hz
- 36 = 110 Hz
- 37 = 117 Hz
- 38 = 123 Hz
- 39 = 131 Hz
- 40 = 139 Hz
- 41 = 147 Hz
- 42 = 156 Hz
- 43 = 165 Hz
- 44 = 175 Hz
- 45 = 185 Hz
- 46 = 196 Hz
- 47 = 208 Hz
- 48 = 220 Hz49 = 233 Hz
- 50 = 247 Hz
- 51 = 262 Hz
- 52 = 277 Hz
- 53 = 294 Hz
- 54 = 311 Hz
- 55 = 330 Hz
- 56 = 349 Hz
- 57 = 370 Hz
- 58 = 392 Hz
- 59 = 415 Hz
- 60 = 440 Hz
- 61 = 466 Hz62 = 494 Hz
- 63 = 523 Hz
- 64 = 554 Hz
- 65 = 587 Hz
- 66 = 622 Hz
- 67 = 659 Hz
- 68 = 698 Hz
- 69 = 740 Hz
- 70 = 784 Hz
- 71 = 831 Hz72 = 880 Hz
- 73 = 932 Hz
- 74 = 988 Hz
- 75 = 1.0 kHz
- 76 = 1.1 kHz
- 77 = 1.2 kHz
- 78 = 1.2 kHz79 = 1.3 kHz

```
80 = 1.4 \text{ kHz}
   81 = 1.5 \text{ kHz}
   82 = 1.6 \text{ kHz}
   83 = 1.7 \text{ kHz}
   84 = 1.8 \text{ kHz}
   85 = 1.9 \text{ kHz}
   86 = 2.0 \text{ kHz}
   87 = 2.1 \text{ kHz}
   88 = 2.2 \text{ kHz}
   89 = 2.3 \text{ kHz}
   90 = 2.5 \text{ kHz}
   91 = 2.6 \text{ kHz}
   92 = 2.8 \text{ kHz}
   93 = 3.0 \text{ kHz}
   94 = 3.1 \text{ kHz}
   95 = 3.3 \text{ kHz}
   96 = 3.5 \text{ kHz}
   97 = 3.7 \text{ kHz}
   98 = 4.0 \text{ kHz}
   99 = 4.2 \text{ kHz}
   100 = 4.4 \text{ kHz}
   101 = 4.7 \text{ kHz}
   102 = 5.0 \text{ kHz}
   103 = 5.3 \text{ kHz}
   104 = 5.6 \text{ kHz}
   105 = 5.9 \text{ kHz}
   106 = 6.3 \text{ kHz}
   107 = 6.6 \text{ kHz}
   108 = 7.0 \text{ kHz}
   109 = 7.5 \text{ kHz}
   110 = 7.9 \text{ kHz}
   111 = 8.4 \text{ kHz}
   112 = 8.9 \text{ kHz}
   113 = 9.4 \text{ kHz}
   114 = 10 \text{ kHz}
   115 = 11 \text{ kHz}
   116 = 11 \text{ kHz}
   117 = 12 \text{ kHz}
   118 = 13 \text{ kHz}
   119 = 13 \text{ kHz}
   120 = 14 \text{ kHz}
   121 = 15 \text{ kHz}
   122 = 16 \text{ kHz}
   123 = 17 \text{ kHz}
   124 = 18 \text{ kHz}
   125 = 19 \text{ kHz}
   126 = 20 \text{ kHz}
   127 = 21 \text{ kHz}
for all other filters
```

=> Resonance: 0/127 value = 0 / 10

# NS3 Synth Sample ID

Offset in file: 0xA8 (b2-0) to 0xAC (b7-b3)

32-bit synth sample hash code.

# NS3 Synth On

Offset in file: 0x52 (b7)

```
0 = off, 1 = on
```

# NS3 Synth Kb Zone

Offset in file: 0x52 (b6-3)

See: Organ Kb Zone for detailed explanation.

# NS3 Synth Volume

```
Offset in file: 0x52 (b2-0) and 0x53 (b7-4)

See: Organ Volume for detailed explanation.

Morph Wheel:
0x53 (b3-b0), 0x54 (b7-b4): 8-bit raw value

Morph After Touch:
0x54 (b3-b0), 0x55 (b7-b4): 8-bit raw value

Morph Control Pedal:
0x55 (b3-b0), 0x56 (b7-b4): 8-bit raw value
```

# NS3 Synth Octave Shift

```
Offset in file: 0x56 (b3-0)
Octave Shift = value - 6
```

# NS3 Synth Pitch Stick

```
Offset in file: 0x57 (b7)

0 = off, 1 = on
```

# NS3 Synth Pitch Stick Range

```
Offset in file: 0x3b (b7-4)
```

```
0 = ±1 semi

1 = ±2 semi

2 = ±3 semi

3 = ±4 semi

4 = ±5 semi

5 = ±7 semi

6 = ±10 semi

7 = ±12 semi

8 = +2/-12 semi

9 = +2/-24 semi
```

# NS3 Synth Sustain Pedal

```
Offset in file: 0x57 (b6)

0 = off, 1 = on
```

# NS3 Synth Kb Hold

```
Offset in file: 0x80 (b7)

0 = off, 1 = on
```

# NS3 Synth Voice

```
Offset in file: 0x84 (b0) and 0x85 (b7)
```

0 = Poly
1 = Legato
2 = Mono

# NS3 Synth Glide

Offset in file: 0x85 (b6-0) 7 bits, range 0/10 0/127 value = 0/10

# NS3 Synth Unison

Offset in file: 0x86 (b7-6)

0 = Off 1 = 1

2 = 23 = 3

# NS3 Synth Vibrato

Offset in file: 0x86 (b5-3)

0 = Off
1 = Delay 1
2 = Delay 2
3 = Delay 3

4 = Wheel

5 = After Touch

# NS3 Synth Oscillator Type

Offset in file: 0x8D (b1-0) and 0x8E (b7)

0 = Classic
1 = Wave

2 = Formant

3 = Super

4 = Sample

# NS3 Synth Oscillator 1 Wave Form

Offset in file: 0x8E (b3-0) and 0x8F (b7/6)

ID	Classic	ı	Warre		ı	Forman	+		ı	Super		
ו עד	Classic	!	wave		!	rorman	L .		!	puber		
		l			ı				ı			
0	Sine		Wave	2nd Harm		Format	Wave	Aaa		Super	Wave	Saw
1	Triangle		Wave	3rd Harm	1	Format	Wave	Eee		Super	Wave	Saw 2
2	Saw		Wave	4th Harm		Format	Wave	Iii		Super	Wave	Square
3	Square		Wave	5th Harm		Format	Wave	000	-	Super	Wave	Square 2
4	Pulse 33		Wave	6th Harm		Format	Wave	Uuu		Super	Wave	Bright
5	Pulse 10		Wave	7th Harm		Format	Wave	Үуу		Super	Wave	Bright 2
6	ESaw		Wave	8th Harm		Format	Wave	AO		Super	Wave	Strings
7	ESquare		Wave	Organ 1		Format	Wave	ΑE		Super	Wave	Organ
8			Wave	Organ 2		Format	Wave	0E				
9			Wave	Principal								
10			Wave	Flute 1								
11			Wave	Flute 2								
12			Wave	Clarinet 1								
13			Wave	Clarinet 2								
14			Wave	Alto Sax	١							

15	1		Wave	Tenor Sax
16	1		Wave	2nd Spectra
17	1		Wave	3rd Spectra
18	1		Wave	4th Spectra
19	1		Wave	5th Spectra
20	1		Wave	6th Spectra
21	1		Wave	7th Spectra
22	1		Wave	8th Spectra
23	1		Wave	Saw Random
24	1		Wave	Saw Bright
25	1		Wave	Sqr Bright
26	1		Wave	Saw NoFund
27	1		Wave	EPiano 1
28	1	1	Wave	EPiano 2
29	1		Wave	EPiano 3
30	1		Wave	DX 1
31	1		Wave	DX 2
32	1		Wave	Full Tines
33	1		Wave	Ac Piano
34	1		Wave	Ice 1
35	1		Wave	Ice 2
36	1	1	Wave	Clavinet 1
37	1		Wave	Clavinet 2
38	1		Wave	Clavinet 3
39	1		Wave	Triplets
40	1	1	Wave	Bell
41	1	1	Wave	Bar 1
42	1	1	Wave	Bar 2
43	1		Wave	Tines
44	1	1	Wave	Marimba
45	1	1	Wave	Tubular Bells

# NS3 Synth Oscillator Config

Offset in file: 0x8F (b4-1)

O = None

1 = Pitch

2 = Shape

3 = Sync

4 = Detune

5 = MixSin

6 = MixTri

7 = MixSaw

8 = MixSqr

9 = MixBell

10 = MixNs1

11 = MixNs2

12 = FM1

13 = FM2

14 = RM

# NS3 Synth Oscillator Control

Offset in file: 0x90 (b2-0) and 0x91 (b7-4)

See: Organ Volume for detailed Morph explanation.

Type Midi value conversion
Pitch (1) 0/127 => 0/24
Shape (2) 0/127 => 0/100 %
Sync (3) 0/127 => 0/10

```
Detune (4)
                         0/127 \Rightarrow 0/4
Mix* (5 to 11)
                         0/127 \Rightarrow 100/0 \text{ to } 0/100
FM & RM (12 to 14)
                         0/127 \Rightarrow 0/100 \%
Morph Wheel:
0x91 (b3-b0), 0x92 (b7-b4): 8-bit raw value
Morph After Touch:
0x92 (b3-b0), 0x93 (b7-b4): 8-bit raw value
Morph Control Pedal:
0x93 (b3-b0), 0x94 (b7-b4): 8-bit raw value
```

# NS3 Synth Pitch

Offset in file: 0x8f (b0) and 0x90 (b7-3) Midi value = 6-bit value + b0 forced to zero to have a standard Midi 7-bit value value conversion: -12 (Sub) to +48

# NS3 Synth Oscillator Mod

Offset in file: 0x94 (b3-0) and 0x95 (b7-5)

120 = 10.0 (100% right value) 'Mod Env Amount'

Osc modulation (lfo/env mod) is using this single 7-bit value to define two settings with a single knob Input Value is not the direct midi value as usual, instead it is coded on a special 0/120 range: = 10.0 (100% left value) 'LFO Amount' 60 = 0.0 for both values

# NS3 Synth Fast Attack

Offset in file: 0xAC (b2) 0 = off, 1 = on

# NS3 Synth Mod Env Attack

```
Offset in file: 0x8B (b7-1)
0/127 \text{ value} = 0.5 \text{ ms} / 45 \text{ s}
   0 = 0.5 \text{ ms}
   1 = 0.6 \text{ ms}
   2 = 0.7 \text{ ms}
   3 = 0.9 \text{ ms}
   4 = 1.1 \text{ ms}
   5 = 1.3 \text{ ms}
   6 = 1.5 \text{ ms}
   7 = 1.8 \text{ ms}
   8 = 2.1 \text{ ms}
   9 = 2.5 \text{ ms}
   10 = 3.0 \text{ ms}
   11 = 3.5 \text{ ms}
   12 = 4.0 \text{ ms}
   13 = 4.7 \text{ ms}
   14 = 5.5 \text{ ms}
   15 = 6.3 \text{ ms}
   16 = 7.3 \text{ ms}
   17 = 8.4 \text{ ms}
   18 = 9.7 \text{ ms}
   19 = 11 \text{ ms}
   20 = 13 \text{ ms}
```

21 = 14 ms

- 22 = 16 ms
- 23 = 19 ms
- 24 = 21 ms
- 25 = 24 ms
- 26 = 27 ms
- 27 = 31 ms
- 28 = 34 ms
- 29 = 39 ms
- 30 = 43 ms
- 31 = 49 ms
- 32 = 54 ms
- 33 = 61 ms
- 34 = 68 ms
- 35 = 75 ms
- 36 = 84 ms
- 37 = 93 ms
- 38 = 103 ms
- 39 = 114 ms40 = 126 ms
- 41 = 139 ms
- 42 = 153 ms
- 43 = 169 ms
- 44 = 186 ms
- 45 = 204 ms46 = 224 ms
- 47 = 246 ms
- 48 = 269 ms
- 49 = 295 ms
- 50 = 322 ms
- 51 = 352 ms
- 52 = 384 ms
- 53 = 419 ms
- 54 = 456 ms
- 55 = 496 ms
- 56 = 540 ms
- 57 = 586 ms58 = 636 ms
- 59 = 690 ms
- 60 = 748 ms
- 61 = 810 ms
- 62 = 876 ms
- 63 = 947 ms
- 64 = 1.02 s
- 65 = 1.10 s
- 66 = 1.19 s
- 67 = 1.28 s
- 68 = 1.38 s
- 69 = 1.49 s
- 70 = 1.60 s71 = 1.72 s
- 72 = 1.85 s
- 73 = 1.99 s
- 74 = 2.13 s
- 75 = 2.28 s
- 76 = 2.45 s77 = 2.62 s
- 78 = 2.81 s
- 79 = 3.00 s
- 80 = 3.21 s
- 81 = 3.43 s
- 82 = 3.66 s

```
83 = 3.91 \text{ s}
84 = 4.17 s
85 = 4.45 \text{ s}
86 = 4.74 \text{ s}
87 = 5.05 \text{ s}
88 = 5.37 \text{ s}
89 = 5.72 \text{ s}
90 = 6.08 \text{ s}
91 = 6.47 \text{ s}
92 = 6.87 \text{ s}
93 = 7.30 \text{ s}
94 = 7.75 s
95 = 8.22 \text{ s}
96 = 8.72 \text{ s}
97 = 9.25 \text{ s}
98 = 9.80 s
99 = 10 s
100 = 11 s
101 = 12 s
102 = 12 s
103 = 13 s
104 = 14 s
105 = 15 s
106 = 15 s
107 = 16 s
108 = 17 s
109 = 18 s
110 = 19 s
111 = 20 s
112 = 21 s
113 = 22 s
114 = 24 s
115 = 25 s
116 = 26 s
117 = 27 s
118 = 29 s
119 = 30 s
120 = 32 s
121 = 34 s
122 = 35 s
123 = 37 s
124 = 39 s
125 = 41 s
126 = 43 s
127 = 45 s
```

# NS3 Synth Mod Env Decay

```
Offset in file: 0x8B (b0) and 0x8C (b7-2)
```

```
0/127 value = 3.0 ms / 45 s (Sustain)
0 = 3.0 ms
1 = 3.5 ms
2 = 4.0 ms
3 = 4.6 ms
4 = 5.3 ms
5 = 6.0 ms
6 = 6.9 ms
7 = 7.9 ms
8 = 9.0 ms
9 = 10 ms
```

- 10 = 12 ms
- 11 = 13 ms
- 12 = 15 ms
- 13 = 17 ms
- 14 = 19 ms
- 15 = 21 ms
- 16 = 23 ms
- 17 = 26 ms
- 18 = 29 ms
- 19 = 33 ms
- 20 = 36 ms
- 21 = 41 ms
- 22 = 45 ms
- 23 = 50 ms
- 24 = 55 ms
- 25 = 61 ms
- 26 = 68 ms
- 27 = 75 ms
- 28 = 82 ms
- 29 = 91 ms
- 30 = 100 ms
- 31 = 110 ms
- 32 = 120 ms
- 33 = 132 ms
- 34 = 144 ms
- 35 = 158 ms
- 36 = 173 ms
- 37 = 188 ms
- 38 = 206 ms
- 39 = 224 ms
- 40 = 244 ms
- 41 = 265 ms42 = 288 ms
- 43 = 313 ms
- 44 = 340 ms
- 45 = 368 ms
- 46 = 399 ms
- 47 = 432 ms
- 48 = 467 ms
- 49 = 505 ms
- 50 = 545 ms
- 51 = 588 ms
- 52 = 634 ms
- 53 = 683 ms
- 54 = 736 ms
- 55 = 792 ms
- 56 = 851 ms
- 57 = 915 ms
- 58 = 983 ms59 = 1.05 s
- 60 = 1.13 s
- 61 = 1.21 s
- 62 = 1.30 s
- 63 = 1.39 s
- 64 = 1.49 s65 = 1.59 s
- 66 = 1.70 s
- 67 = 1.82 s
- 68 = 1.94 s69 = 2.07 s
- 70 = 2.21 s

71 = 2.36 s72 = 2.51 s73 = 2.67 s74 = 2.85 s75 = 3.03 s76 = 3.22 s77 = 3.42 s78 = 3.64 s79 = 3.86 s80 = 4.10 s81 = 4.35 s82 = 4.61 s83 = 4.89 s84 = 5.18 s85 = 5.49 s86 = 5.81 s87 = 6.15 s88 = 6.50 s89 = 6.88 s90 = 7.27 s91 = 7.68 s92 = 8.11 s93 = 8.57 s94 = 9.04 s95 = 9.54 s96 = 10 s97 = 11 s98 = 11 s99 = 12 s100 = 12 s101 = 13 s102 = 14 s103 = 14 s104 = 15 s105 = 16 s106 = 17 s107 = 18 s108 = 19 s109 = 20 s110 = 20 s111 = 22 s112 = 23 s113 = 24 s114 = 25 s115 = 26 s116 = 27 s117 = 29 s118 = 30 s119 = 31 s120 = 33 s121 = 34 s122 = 36 s123 = 38 s124 = 39 s125 = 41 s126 = 43 s127 = 45 s

# NS3 Synth Mod Env Release

Offset in file: 0x8C (b1-0) and 0x8D (b7-3)

```
0/127 \text{ value} = 3.0 \text{ ms} / 45 \text{ s} (Inf)
   0 = 3.0 \text{ ms}
   1 = 3.5 \text{ ms}
   2 = 4.0 \text{ ms}
   3 = 4.6 \text{ ms}
   4 = 5.3 \text{ ms}
   5 = 6.0 \text{ ms}
   6 = 6.9 \text{ ms}
   7 = 7.9 \text{ ms}
   8 = 9.0 \text{ ms}
   9 = 10 \text{ ms}
   10 = 12 \text{ ms}
   11 = 13 \text{ ms}
   12 = 15 \text{ ms}
   13 = 17 \text{ ms}
   14 = 19 \text{ ms}
   15 = 21 \text{ ms}
   16 = 23 \text{ ms}
   17 = 26 \text{ ms}
   18 = 29 \text{ ms}
   19 = 33 \text{ ms}
   20 = 36 \text{ ms}
   21 = 41 \text{ ms}
   22 = 45 \text{ ms}
   23 = 50 \text{ ms}
   24 = 55 \text{ ms}
   25 = 61 \text{ ms}
   26 = 68 \text{ ms}
   27 = 75 \text{ ms}
   28 = 82 ms
   29 = 91 \text{ ms}
   30 = 100 \text{ ms}
   31 = 110 \text{ ms}
   32 = 120 \text{ ms}
   33 = 132 \text{ ms}
   34 = 144 \text{ ms}
   35 = 158 \text{ ms}
   36 = 173 \text{ ms}
   37 = 188 \text{ ms}
   38 = 206 \text{ ms}
   39 = 224 \text{ ms}
   40 = 244 \text{ ms}
   41 = 265 \text{ ms}
   42 = 288 \text{ ms}
   43 = 313 \text{ ms}
   44 = 340 \text{ ms}
   45 = 368 \text{ ms}
   46 = 399 \text{ ms}
   47 = 432 \text{ ms}
   48 = 467 \text{ ms}
   49 = 505 \text{ ms}
   50 = 545 \text{ ms}
   51 = 588 \text{ ms}
   52 = 634 \text{ ms}
   53 = 683 \text{ ms}
   54 = 736 \text{ ms}
   55 = 792 \text{ ms}
   56 = 851 \text{ ms}
   57 = 915 \text{ ms}
   58 = 983 \text{ ms}
```

59 = 1.05 s

60 = 1.13 s 61 = 1.21 s 62 = 1.30 s 63 = 1.39 s 64 = 1.49 s 65 = 1.59 s 66 = 1.70 s 67 = 1.82 s

68 = 1.94 s69 = 2.07 s70 = 2.21 s71 = 2.36 s72 = 2.51 s73 = 2.67 s74 = 2.85 s75 = 3.03 s76 = 3.22 s77 = 3.42 s78 = 3.64 s79 = 3.86 s80 = 4.10 s81 = 4.35 s82 = 4.61 s83 = 4.89 s84 = 5.18 s85 = 5.49 s86 = 5.81 s87 = 6.15 s88 = 6.50 s89 = 6.88 s90 = 7.27 s91 = 7.68 s92 = 8.11 s93 = 8.57 s94 = 9.04 s95 = 9.54 s96 = 10 s97 = 11 s98 = 11 s99 = 12 s100 = 12 s101 = 13 s102 = 14 s103 = 14 s104 = 15 s105 = 16 s106 = 17 s107 = 18 s108 = 19 s109 = 20 s110 = 20 s111 = 22 s112 = 23 s113 = 24 s114 = 25 s115 = 26 s116 = 27 s117 = 29 s118 = 30 s119 = 31 s120 = 33 s

```
121 = 34 s

122 = 36 s

123 = 38 s

124 = 39 s

125 = 41 s

126 = 43 s

127 = 45 s
```

# NS3 Synth Mod Env Velocity

```
Offset in file: 0x8D (b2)

0 = off, 1 = on
```

# NS3 Synth Amp Env Attack

```
Offset in file: 0xA5 (b1-0) and 0xA6 (b7-3)
```

```
0/127 \text{ value} = 0.5 \text{ ms} / 45 \text{ s}
   0 = 0.5 \text{ ms}
   1 = 0.6 \text{ ms}
   2 = 0.7 \text{ ms}
   3 = 0.9 \text{ ms}
   4 = 1.1 \text{ ms}
   5 = 1.3 \text{ ms}
   6 = 1.5 \text{ ms}
   7 = 1.8 \text{ ms}
   8 = 2.1 \text{ ms}
   9 = 2.5 \text{ ms}
   10 = 3.0 \text{ ms}
   11 = 3.5 \text{ ms}
   12 = 4.0 \text{ ms}
   13 = 4.7 \text{ ms}
   14 = 5.5 \text{ ms}
   15 = 6.3 \text{ ms}
   16 = 7.3 \text{ ms}
   17 = 8.4 \text{ ms}
   18 = 9.7 \text{ ms}
   19 = 11 \text{ ms}
   20 = 13 \text{ ms}
   21 = 14 \text{ ms}
   22 = 16 \text{ ms}
   23 = 19 \text{ ms}
   24 = 21 \text{ ms}
   25 = 24 \text{ ms}
   26 = 27 \text{ ms}
   27 = 31 \text{ ms}
   28 = 34 \text{ ms}
   29 = 39 \text{ ms}
   30 = 43 \text{ ms}
   31 = 49 \text{ ms}
   32 = 54 \text{ ms}
   33 = 61 \text{ ms}
   34 = 68 \text{ ms}
   35 = 75 \text{ ms}
   36 = 84 \text{ ms}
   37 = 93 \text{ ms}
   38 = 103 \text{ ms}
   39 = 114 \text{ ms}
   40 = 126 \text{ ms}
   41 = 139 \text{ ms}
```

42 = 153 ms

43 = 169 ms44 = 186 ms45 = 204 ms46 = 224 ms47 = 246 ms48 = 269 ms49 = 295 ms50 = 322 ms51 = 352 ms52 = 384 ms53 = 419 ms54 = 456 ms55 = 496 ms56 = 540 ms57 = 586 ms58 = 636 ms59 = 690 ms60 = 748 ms61 = 810 ms62 = 876 ms63 = 947 ms64 = 1.02 s65 = 1.10 s66 = 1.19 s67 = 1.28 s68 = 1.38 s69 = 1.49 s70 = 1.60 s71 = 1.72 s72 = 1.85 s73 = 1.99 s74 = 2.13 s75 = 2.28 s76 = 2.45 s77 = 2.62 s78 = 2.81 s79 = 3.00 s80 = 3.21 s81 = 3.43 s82 = 3.66 s83 = 3.91 s84 = 4.17 s85 = 4.45 s86 = 4.74 s87 = 5.05 s88 = 5.37 s89 = 5.72 s90 = 6.08 s91 = 6.47 s92 = 6.87 s93 = 7.30 s94 = 7.75 s95 = 8.22 s96 = 8.72 s97 = 9.25 s98 = 9.80 s99 = 10 s100 = 11 s101 = 12 s102 = 12 s

103 = 13 s

Unofficial Nord Stage 2 and 3 Program File Documentation

```
104 = 14 s
105 = 15 s
106 = 15 s
107 = 16 s
108 = 17 s
109 = 18 s
110 = 19 s
111 = 20 s
112 = 21 s
113 = 22 s
114 = 24 s
115 = 25 s
116 = 26 s
117 = 27 s
118 = 29 s
119 = 30 s
120 = 32 s
121 = 34 s
122 = 35 s
123 = 37 s
124 = 39 s
125 = 41 s
126 = 43 s
127 = 45 s
```

# NS3 Synth Amp Env Decay

```
Offset in file: 0xA6 (b2-0) and 0xA7 (b7-4)
```

```
0/127 value = 3.0 ms / 45 s (Sustain)
   0 = 3.0 \text{ ms}
   1 = 3.5 \text{ ms}
   2 = 4.0 \text{ ms}
   3 = 4.6 \text{ ms}
   4 = 5.3 \text{ ms}
   5 = 6.0 \text{ ms}
   6 = 6.9 \text{ ms}
   7 = 7.9 \text{ ms}
   8 = 9.0 \text{ ms}
   9 = 10 \text{ ms}
   10 = 12 \text{ ms}
   11 = 13 \text{ ms}
   12 = 15 \text{ ms}
   13 = 17 \text{ ms}
   14 = 19 \text{ ms}
   15 = 21 \text{ ms}
   16 = 23 \text{ ms}
   17 = 26 \text{ ms}
   18 = 29 \text{ ms}
   19 = 33 \text{ ms}
   20 = 36 \text{ ms}
   21 = 41 \text{ ms}
   22 = 45 \text{ ms}
   23 = 50 \text{ ms}
   24 = 55 \text{ ms}
   25 = 61 \text{ ms}
   26 = 68 \text{ ms}
   27 = 75 \text{ ms}
   28 = 82 \text{ ms}
   29 = 91 \text{ ms}
   30 = 100 \text{ ms}
```

31 = 110 ms32 = 120 ms33 = 132 ms34 = 144 ms35 = 158 ms36 = 173 ms37 = 188 ms38 = 206 ms39 = 224 ms40 = 244 ms41 = 265 ms42 = 288 ms43 = 313 ms44 = 340 ms45 = 368 ms46 = 399 ms47 = 432 ms48 = 467 ms49 = 505 ms50 = 545 ms51 = 588 ms52 = 634 ms53 = 683 ms54 = 736 ms55 = 792 ms56 = 851 ms57 = 915 ms58 = 983 ms59 = 1.05 s60 = 1.13 s61 = 1.21 s62 = 1.30 s63 = 1.39 s64 = 1.49 s65 = 1.59 s66 = 1.70 s67 = 1.82 s68 = 1.94 s69 = 2.07 s70 = 2.21 s71 = 2.36 s72 = 2.51 s73 = 2.67 s74 = 2.85 s75 = 3.03 s76 = 3.22 s77 = 3.42 s78 = 3.64 s79 = 3.86 s80 = 4.10 s81 = 4.35 s82 = 4.61 s83 = 4.89 s84 = 5.18 s85 = 5.49 s86 = 5.81 s87 = 6.15 s88 = 6.50 s89 = 6.88 s90 = 7.27 s

91 = 7.68 s

Unofficial Nord Stage 2 and 3 Program File Documentation

```
92 = 8.11 s
93 = 8.57 s
94 = 9.04 s
95 = 9.54 \text{ s}
96 = 10 s
97 = 11 s
98 = 11 s
99 = 12 s
100 = 12 s
101 = 13 s
102 = 14 s
103 = 14 s
104 = 15 s
105 = 16 s
106 = 17 s
107 = 18 s
108 = 19 s
109 = 20 s
110 = 20 s
111 = 22 s
112 = 23 s
113 = 24 s
114 = 25 s
115 = 26 s
116 = 27 s
117 = 29 s
118 = 30 s
119 = 31 s
120 = 33 s
121 = 34 s
122 = 36 s
123 = 38 s
124 = 39 s
125 = 41 s
126 = 43 s
127 = 45 s
```

# NS3 Synth Amp Env Release

```
Offset in file: 0xA7 (b3-0) and 0xA8 (b7-5)
```

```
0/127 \text{ value} = 3.0 \text{ ms} / 45 \text{ s}
   0 = 3.0 \text{ ms}
   1 = 3.5 \text{ ms}
   2 = 4.0 \text{ ms}
   3 = 4.6 \text{ ms}
   4 = 5.3 \text{ ms}
   5 = 6.0 \text{ ms}
   6 = 6.9 \text{ ms}
   7 = 7.9 \text{ ms}
   8 = 9.0 \text{ ms}
   9 = 10 \text{ ms}
   10 = 12 \text{ ms}
   11 = 13 \text{ ms}
   12 = 15 \text{ ms}
   13 = 17 \text{ ms}
   14 = 19 \text{ ms}
   15 = 21 \text{ ms}
   16 = 23 \text{ ms}
   17 = 26 \text{ ms}
   18 = 29 \text{ ms}
```

- 19 = 33 ms
- 20 = 36 ms
- 21 = 41 ms
- 22 = 45 ms
- 23 = 50 ms
- 24 = 55 ms
- 25 = 61 ms
- 26 = 68 ms
- 27 = 75 ms
- 28 = 82 ms
- 29 = 91 ms
- 30 = 100 ms
- 31 = 110 ms
- 32 = 120 ms
- 33 = 132 ms
- 34 = 144 ms
- 35 = 158 ms
- 36 = 173 ms
- 37 = 188 ms
- 38 = 206 ms
- 39 = 224 ms
- 40 = 244 ms
- 41 = 265 ms
- 42 = 288 ms
- 43 = 313 ms
- 44 = 340 ms
- 45 = 368 ms
- 46 = 399 ms47 = 432 ms
- 48 = 467 ms
- 49 = 505 ms
- 50 = 545 ms
- 51 = 588 ms
- 52 = 634 ms
- 53 = 683 ms
- 54 = 736 ms
- 55 = 792 ms
- 56 = 851 ms57 = 915 ms
- 58 = 983 ms
- 59 = 1.05 s
- 60 = 1.13 s61 = 1.21 s
- 62 = 1.30 s
- 63 = 1.39 s
- 64 = 1.49 s
- 65 = 1.59 s
- 66 = 1.70 s
- 67 = 1.82 s
- 68 = 1.94 s
- 69 = 2.07 s
- 70 = 2.21 s
- 71 = 2.36 s72 = 2.51 s
- 73 = 2.67 s
- 74 = 2.85 s
- 75 = 3.03 s
- 76 = 3.22 s77 = 3.42 s
- 78 = 3.64 s
- 79 = 3.86 s

80 = 4.10 s81 = 4.35 s82 = 4.61 s83 = 4.89 s84 = 5.18 s85 = 5.49 s86 = 5.81 s87 = 6.15 s88 = 6.50 s89 = 6.88 s90 = 7.27 s91 = 7.68 s92 = 8.11 s93 = 8.57 s94 = 9.04 s95 = 9.54 s96 = 10 s97 = 11 s98 = 11 s99 = 12 s100 = 12 s101 = 13 s102 = 14 s103 = 14 s104 = 15 s105 = 16 s106 = 17 s107 = 18 s108 = 19 s109 = 20 s110 = 20 s111 = 22 s112 = 23 s113 = 24 s114 = 25 s115 = 26 s116 = 27 s117 = 29 s118 = 30 s119 = 31 s120 = 33 s121 = 34 s122 = 36 s123 = 38 s124 = 39 s125 = 41 s126 = 43 s

## NS3 Synth Amp Env Velocity

Offset in file: 0xA8 (b4-3)

127 = 45 s

0 = Off

1 = 1

2 = 2

3 = 3

#### NS3 Synth Lfo Wave

Offset in file: 0x86 (b2-0)

```
0 = Triangle
1 = Saw
```

2 = Neg Saw

3 = Square

4 = S/H

## NS3 Synth Lfo Rate

Offset in file: 0x87 (b6-0)

See: Organ Volume for detailed Morph explanation.

```
0/127 value = 0.03 Hz / 523 Hz
   0 = 0.03 \text{ Hz}
   1 = 0.03 \text{ Hz}
   2 = 0.03 \text{ Hz}
   3 = 0.04 \text{ Hz}
   4 = 0.04 \text{ Hz}
   5 = 0.04 \text{ Hz}
   6 = 0.05 \text{ Hz}
   7 = 0.05 \text{ Hz}
   8 = 0.05 \text{ Hz}
   9 = 0.06 \text{ Hz}
   10 = 0.06 \text{ Hz}
   11 = 0.07 \text{ Hz}
   12 = 0.07 \text{ Hz}
   13 = 0.08 \text{ Hz}
   14 = 0.09 \text{ Hz}
   15 = 0.09 \text{ Hz}
   16 = 0.10 \text{ Hz}
   17 = 0.11 \text{ Hz}
   18 = 0.12 \text{ Hz}
   19 = 0.13 \text{ Hz}
   20 = 0.14 \text{ Hz}
   21 = 0.15 \text{ Hz}
   22 = 0.16 \text{ Hz}
   23 = 0.17 \text{ Hz}
   24 = 0.19 \text{ Hz}
   25 = 0.20 \text{ Hz}
   26 = 0.22 \text{ Hz}
   27 = 0.24 \text{ Hz}
   28 = 0.26 \text{ Hz}
   29 = 0.28 \text{ Hz}
   30 = 0.30 \text{ Hz}
   31 = 0.32 \text{ Hz}
   32 = 0.35 \text{ Hz}
   33 = 0.38 \text{ Hz}
   34 = 0.41 \text{ Hz}
   35 = 0.44 \text{ Hz}
   36 = 0.47 \text{ Hz}
   37 = 0.51 \text{ Hz}
   38 = 0.55 \text{ Hz}
   39 = 0.60 \text{ Hz}
   40 = 0.64 \text{ Hz}
   41 = 0.70 \text{ Hz}
   42 = 0.75 \text{ Hz}
   43 = 0.81 \text{ Hz}
   44 = 0.88 \text{ Hz}
   45 = 0.95 \text{ Hz}
   46 = 1.0 \text{ Hz}
   47 = 1.1 \text{ Hz}
```

48 = 1.2 Hz

- 49 = 1.3 Hz
- 50 = 1.4 Hz
- 51 = 1.5 Hz
- 52 = 1.6 Hz
- 53 = 1.8 Hz
- 54 = 1.9 Hz
- 55 = 2.0 Hz
- 56 = 2.2 Hz
- 57 = 2.4 Hz
- 58 = 2.6 Hz
- 59 = 2.8 Hz
- 60 = 3.0 Hz
- 61 = 3.2 Hz
- 62 = 3.5 Hz
- 63 = 3.8 Hz
- 64 = 4.1 Hz
- 65 = 4.4 Hz
- 66 = 4.8 Hz
- 67 = 5.2 Hz
- 68 = 5.6 Hz
- 69 = 6.0 Hz
- 70 = 6.5 Hz
- 71 = 7.0 Hz
- 72 = 7.6 Hz
- 73 = 8.2 Hz
- 74 = 8.8 Hz
- 75 = 9.5 Hz
- 76 = 10 Hz
- 77 = 11 Hz
- 78 = 12 Hz
- 79 = 13 Hz
- 80 = 14 Hz
- 81 = 15 Hz
- 82 = 16 Hz
- 83 = 18 Hz84 = 19 Hz
- 85 = 21 Hz
- 86 = 22 Hz
- 87 = 24 Hz
- 88 = 26 Hz
- 89 = 28 Hz
- 90 = 30 Hz
- 91 = 33 Hz
- 92 = 35 Hz
- 93 = 38 Hz94 = 41 Hz
- 95 = 45 Hz
- 96 = 48 Hz
- 97 = 52 Hz
- 98 = 56 Hz
- 99 = 61 Hz
- 100 = 65 Hz
- 101 = 71 Hz
- 102 = 76 Hz
- 103 = 82 Hz104 = 89 Hz
- 105 = 96 Hz
- 106 = 104 Hz
- 107 = 112 Hz
- 108 = 121 Hz
- 109 = 131 Hz

39 = 1/1T

```
110 = 141 \text{ Hz}
  111 = 153 \text{ Hz}
  112 = 165 \text{ Hz}
  113 = 178 \text{ Hz}
  114 = 192 \text{ Hz}
  115 = 208 \text{ Hz}
  116 = 224 \text{ Hz}
  117 = 242 \text{ Hz}
  118 = 262 \text{ Hz}
  119 = 283 \text{ Hz}
  120 = 305 \text{ Hz}
  121 = 330 \text{ Hz}
  122 = 356 \text{ Hz}
  123 = 385 \text{ Hz}
  124 = 415 \text{ Hz}
  125 = 449 \text{ Hz}
  126 = 484 \text{ Hz}
  127 = 523 \text{ Hz}
if LFO Master Clock is On, 0/127 value = 4/1 to 1/64 Master Clock Division
  0 = 4/1
  1 = 4/1
  2 = 4/1
  3 = 4/1
  4 = 4/1
  5 = 4/1
  6 = 4/1
  7 = 4/1
  8 = 4/1T
  9 = 4/1T
  10 = 4/1T
  11 = 4/1T
  12 = 4/1T
  13 = 4/1T
  14 = 4/1T
  15 = 4/1T
  16 = 2/1
  17 = 2/1
  18 = 2/1
  19 = 2/1
  20 = 2/1
  21 = 2/1
  22 = 2/1
  23 = 2/1T
  24 = 2/1T
  25 = 2/1T
  26 = 2/1T
  27 = 2/1T
  28 = 2/1T
  29 = 2/1T
  30 = 2/1T
  31 = 1/1
  32 = 1/1
  33 = 1/1
  34 = 1/1
  35 = 1/1
  36 = 1/1
  37 = 1/1
  38 = 1/1T
```

- 40 = 1/1T
- 41 = 1/1T
- 42 = 1/1T
- 43 = 1/1T
- 44 = 1/1T
- 45 = 1/1T
- 46 = 1/2
- 47 = 1/2
- 48 = 1/2
- 49 = 1/2
- 50 = 1/2
- 51 = 1/2
- 52 = 1/2
- 53 = 1/2T
- 54 = 1/2T
- 55 = 1/2T
- 56 = 1/2T
- 57 = 1/2T58 = 1/2T
- 59 = 1/2T
- 60 = 1/2T
- 61 = 1/4
- 62 = 1/4
- 63 = 1/4
- 64 = 1/4
- 65 = 1/4
- 66 = 1/4
- 67 = 1/4
- 68 = 1/4T
- 69 = 1/4T
- 70 = 1/4T
- 71 = 1/4T72 = 1/4T
- 73 = 1/4T
- 74 = 1/4T
- 75 = 1/4T
- 76 = 1/8
- 77 = 1/8
- 78 = 1/8
- 79 = 1/8
- 80 = 1/8
- 81 = 1/8
- 82 = 1/8
- 83 = 1/8T84 = 1/8T
- 85 = 1/8T
- 86 = 1/8T
- 87 = 1/8T
- 88 = 1/8T
- 89 = 1/8T
- 90 = 1/8T91 = 1/16
- 92 = 1/16
- 93 = 1/16
- 94 = 1/16
- 95 = 1/16
- 96 = 1/1697 = 1/16
- 98 = 1/16T
- 99 = 1/16T
- 100 = 1/16T

```
101 = 1/16T
  102 = 1/16T
  103 = 1/16T
  104 = 1/16T
  105 = 1/16T
  106 = 1/32
  107 = 1/32
  108 = 1/32
  109 = 1/32
  110 = 1/32
  111 = 1/32
  112 = 1/32
  113 = 1/32T
  114 = 1/32T
  115 = 1/32T
  116 = 1/32T
  117 = 1/32T
  118 = 1/32T
  119 = 1/32T
  120 = 1/32T
  121 = 1/64
  122 = 1/64
  123 = 1/64
  124 = 1/64
  125 = 1/64
  126 = 1/64
  127 = 1/64
Morph Wheel:
0x88 (b7-b0): 8-bit raw value
Morph After Touch:
0x89 (b7-b0): 8-bit raw value
Morph Control Pedal:
0x8A (b7-b0): 8-bit raw value
NS3 Synth Lfo Master Clock
Offset in file: 0x87 (b7)
0 = off, 1 = on
NS3 Synth Arp On
Offset in file: 0x80 (b6)
0 = off, 1 = on
NS3 Synth Arp Rate
Offset in file: 0x81 (b7-1)
See: Organ Volume for detailed Morph explanation.
0/127 value = 16 bpm / Fast 5
  0 = 16 \text{ bpm}
  1 = 16 \text{ bpm}
  2 = 18 \text{ bpm}
  3 = 20 \text{ bpm}
  4 = 24 \text{ bpm}
  5 = 26 \text{ bpm}
```

- 6 = 28 bpm
- 7 = 30 bpm
- 8 = 34 bpm
- 9 = 36 bpm
- 10 = 38 bpm
- 11 = 42 bpm
- 12 = 44 bpm
- 13 = 46 bpm
- 14 = 48 bpm
- 15 = 50 bpm
- 16 = 54 bpm
- 17 = 56 bpm
- 18 = 58 bpm
- 19 = 60 bpm
- 20 = 62 bpm
- 21 = 64 bpm
- 22 = 66 bpm
- 23 = 68 bpm
- 24 = 70 bpm
- 25 = 72 bpm
- 26 = 74 bpm
- 27 = 76 bpm
- 28 = 78 bpm
- 29 = 78 bpm
- 30 = 80 bpm
- 31 = 82 bpm
- 32 = 84 bpm
- 33 = 86 bpm
- 34 = 86 bpm
- 35 = 88 bpm36 = 90 bpm
- 37 = 92 bpm
- 38 = 94 bpm
- 39 = 94 bpm
- 40 = 96 bpm
- 41 = 98 bpm
- 42 = 100 bpm
- 43 = 100 bpm
- 44 = 102 bpm
- 45 = 104 bpm46 = 106 bpm
- 47 = 108 bpm
- 48 = 108 bpm
- 49 = 110 bpm
- 50 = 112 bpm
- 51 = 114 bpm
- 52 = 116 bpm
- 53 = 118 bpm
- 54 = 120 bpm
- 55 = 122 bpm
- 56 = 124 bpm57 = 126 bpm
- 58 = 128 bpm
- 59 = 130 bpm
- 60 = 132 bpm
- 61 = 134 bpm
- 62 = 138 bpm
- 63 = 140 bpm
- 64 = 142 bpm
- 65 = 146 bpm
- 66 = 148 bpm

- 67 = 152 bpm
- 68 = 154 bpm
- 69 = 158 bpm
- 70 = 162 bpm
- 71 = 166 bpm
- 72 = 170 bpm
- 72 170 bpm
- 73 = 174 bpm
- 74 = 178 bpm
- 75 = 182 bpm
- 76 = 186 bpm
- 77 = 190 bpm
- 78 = 196 bpm
- 79 = 200 bpm
- 80 = 204 bpm
- 81 = 210 bpm
- 82 = 216 bpm
- 83 = 220 bpm
- 84 = 226 bpm
- 85 = 232 bpm
- 86 = 238 bpm
- 87 = 244 bpm
- 88 = 252 bpm
- 89 = 258 bpm
- 00 200 bpm
- 90 = 266 bpm
- 91 = 274 bpm
- 92 = 282 bpm
- 93 = 290 bpm
- 94 = 298 bpm
- 95 = 308 bpm
- 96 = 318 bpm
- 97 = 328 bpm
- 98 = 338 bpm
- 99 = 350 bpm
- 100 = 362 bpm
- 101 = 376 bpm
- 102 = 392 bpm
- 103 = 410 bpm
- 104 = 428 bpm
- 105 = 450 bpm
- 106 = 472 bpm
- 107 = 494 bpm
- 108 = 520 bpm
- 109 = 546 bpm
- 110 = 574 bpm111 = 602 bpm
- 112 = 632 bpm
- 113 = 662 bpm
- 114 = 696 bpm
- 115 = 728 bpm
- 116 = 762 bpm
- 117 = 798 bpm
- 118 = 834 bpm119 = 872 bpm
- 120 = 910 bpm
- 121 = 950 bpm
- 122 = 990 bpm
- 123 = Fast 1
- 124 = Fast 2
- 125 = Fast 3
- 126 = Fast 4
- 127 = Fast 5

56 = 1/4T57 = 1/8

```
if Arpeggiator Master Clock is On, 0/127 value = 1/2 to 1/32 Master Clock Division
  0 = 1/2
  1 = 1/2
  2 = 1/2
  3 = 1/2
  4 = 1/2
  5 = 1/2
  6 = 1/2
  7 = 1/2
  8 = 1/2
  9 = 1/2
  10 = 1/2
  11 = 1/2
  12 = 1/2
  13 = 1/2
  14 = 1/2
  15 = 1/2T
  16 = 1/2T
  17 = 1/2T
  18 = 1/2T
  19 = 1/2T
  20 = 1/2T
  21 = 1/2T
  22 = 1/2T
  23 = 1/2T
  24 = 1/2T
  25 = 1/2T
  26 = 1/2T
  27 = 1/2T
  28 = 1/2T
  29 = 1/4
  30 = 1/4
  31 = 1/4
  32 = 1/4
  33 = 1/4
  34 = 1/4
  35 = 1/4
  36 = 1/4
  37 = 1/4
  38 = 1/4
  39 = 1/4
  40 = 1/4
  41 = 1/4
  42 = 1/4
  43 = 1/4T
  44 = 1/4T
  45 = 1/4T
  46 = 1/4T
  47 = 1/4T
  48 = 1/4T
  49 = 1/4T
  50 = 1/4T
  51 = 1/4T
 52 = 1/4T
 53 = 1/4T
 54 = 1/4T
  55 = 1/4T
```

- 58 = 1/8
- 59 = 1/8
- 60 = 1/8
- 61 = 1/8
- 62 = 1/8
- 63 = 1/8
- 64 = 1/8
- 65 = 1/8
- 66 = 1/8
- 67 = 1/8
- 68 = 1/8
- 69 = 1/8
- 70 = 1/8
- 71 = 1/8
- 72 = 1/8T
- 73 = 1/8T
- 74 = 1/8T
- 75 = 1/8T76 = 1/8T
- 77 = 1/8T
- 78 = 1/8T79 = 1/8T
- 80 = 1/8T
- 81 = 1/8T
- 82 = 1/8T
- 83 = 1/8T84 = 1/8T
- 85 = 1/8T
- 86 = 1/16
- 87 = 1/16
- 88 = 1/1689 = 1/16
- 90 = 1/16
- 91 = 1/16
- 92 = 1/16
- 93 = 1/16
- 94 = 1/16
- 95 = 1/16
- 96 = 1/16
- 97 = 1/16
- 98 = 1/16
- 99 = 1/16
- 100 = 1/16T
- 101 = 1/16T
- 102 = 1/16T
- 103 = 1/16T104 = 1/16T
- 105 = 1/16T
- 106 = 1/16T
- 107 = 1/16T
- 108 = 1/16T
- 109 = 1/16T
- 110 = 1/16T111 = 1/16T
- 112 = 1/16T
- 113 = 1/16T
- 114 = 1/32
- 115 = 1/32
- 116 = 1/32117 = 1/32
- 118 = 1/32

```
119 = 1/32
  120 = 1/32
  121 = 1/32
  122 = 1/32
  123 = 1/32
  124 = 1/32
  125 = 1/32
  126 = 1/32
  127 = 1/32
Morph Wheel:
0x81 (b0), 0x82 (b7-b1): 8-bit raw value
Morph After Touch:
0x82 (b0), 0x83 (b7-b1): 8-bit raw value
Morph Control Pedal:
0x83 (b0), 0x84 (b7-b1): 8-bit raw value
NS3 Synth Arp Kb Sync
```

```
Offset in file: 0x80 (b5)
0 = off, 1 = on
```

## NS3 Synth Arp Master Clock

```
Offset in file: 0x80 (b0)
0 = off, 1 = on
```

# NS3 Synth Arp Range

Offset in file: 0x80 (b4-3) 0 = 1 Octave

1 = 2 Octaves2 = 3 Octaves3 = 4 Octaves

## NS3 Synth Arp Pattern

```
Offset in file: 0x80 (b2-1)
```

0 = Up1 = Down2 = Up/Down3 = Random

#### **NS3 Synth Preset Location**

Offset in file: 0x57 (b5-0) and 0x58 (b7-4)

Preset location: 0-399: user preset 400-799: sample preset

#### NS3 Synth Preset Name

```
Offset in file: 0x58 (b3-0) to 0x6E (b7-4)
```

User Preset names are limited to 16 characters, Sample Preset name are up to 22 characters.

```
character 1: ((offset + 3) & 0xff) + 1
character 2: (offset + 2) & 0xff
character 3: (offset + 1) & 0xff
character 4: (offset + 0) & 0x7f
character 5: ((offset + 3 + 4) & 0xff) + 1
character 6: (offset + 2 + 4) & 0xff
```

## NS2 Compressor On

```
Offset in file: 0x3e (b4)

0 = off, 1 = on
```

## NS2 Compressor Amount

```
Offset in file: 0x3e (b3-0) and 0x3f (b7-5)
7-bit value 0/127 = 0/10
```

#### NS2 Reverb On

```
Offset in file: 0x3d (b7)

0 = off, 1 = on
```

## NS2 Reverb Type

```
Offset in file: 0x3d (b6-4)

0 = Room 1

1 = Room 2

2 = Stage 1

3 = Stage 2

4 = Hall 1

5 = Hall 2
```

## **NS2** Reverb Amount

```
Offset in file: 0x3d (b3-0) and 0x3e (b7-5)
7-bit value 0/127 = 0/10
```

## NS2 Rotary Speaker On

```
Offset in file: 0x3f (b4)

0 = off, 1 = on
```

#### **NS2** Rotary Speaker Source

```
Offset in file: 0x3f (b3-2)

0 = Organ

1 = Piano

2 = Synth
```

## **NS2** Rotary Speaker Drive

Offset in file: 0x3f (b1-0) and 0x40 (b7-3)

7-bit value 0/127 converted to 0/10

Note: Same value is used for both panel A & B

## NS2 Rotary Speaker Stop Mode

Offset in file: 0x40 (b2)

0 = disabled (Speed Slow), 1 = enabled (Speed Stop)

Note: Same value is used for both panel A & B

## NS2 Rotary Speaker Speed

Offset in file: 0x40 (b1)

0 = Slow/Stop, 1 = Fast

Morph Wheel: 0x40 (b0)
Morph After Touch: 0x41 (b7)
Morph Control Pedal: 0x41 (b6)

Note: Same value is used for both panel A & B

#### NS2 Organ B3 Preset 2

Offset in file: 0x5c (b7)

0 = off, 1 = on

#### NS2 Organ B3 Preset 1 Vibrato Chorus

Offset in file: 0x74 (b4)

0 = off, 1 = on

# NS2 Organ B3 Preset 1 Percussion

Offset in file: 0x74 (b3)

0 = off, 1 = on

## NS2 Organ B3 Preset 2 Vibrato Chorus

Offset in file: 0xab (b4)

0 = off, 1 = on

#### NS2 Organ B3 Preset 2 Percussion

Offset in file: 0xab (b3)

0 = off, 1 = on

#### NS2 Organ B3 Vibrato Mode

Offset in file: 0x35 (b7-5)

- 0 = V1
- 1 = C1
- 2 = V2
- 3 = C2
- 4 = V3

```
5 = C3
```

## NS2 Organ Vox Preset 2

```
Offset in file: 0x5d (b7)

0 = off, 1 = on
```

## NS2 Organ Vox Vibrato On

```
Offset in file: 0x37 (b4)

0 = off, 1 = on

(common for Preset I & II)
```

## NS2 Organ Vox Vibrato Mode

```
Offset in file: 0x37 (b6-5)

0 = Less (V1)

1 = More (V2)

2 = Original (V3)
```

## NS2 Organ Farfisa Preset 2

```
Offset in file: 0x5e (b7)

0 = off, 1 = on
```

## NS2 Organ Farfisa Vibrato On

```
Offset in file: 0x39 (b4)

0 = off, 1 = on
(common for Preset I & II)
```

## NS2 Organ Farfisa Vibrato Mode

```
Offset in file: 0x39 (b6-5)

0 = Light/Slow (V1)

1 = Light/Fast (V2)

2 = Heavy/Slow (C2)

3 = Heavy/Fast (C3)
```

#### NS2 Organ On

```
Offset in file: 0x43 (b7)

0 = off, 1 = on
```

# NS2 Organ Kb Zone

```
Offset in file: 0x47 (b7-5)

0 = L0

1 = L0 UP

2 = UP

3 = UP HI

4 = HI

5 = L0 UP HI
```

## NS2 Organ Volume

Offset in file: 0x46 (b6-0)

#### Volume:

- 0 = 0ff
- 1 = -84.2 dB
- 2 = -72.1 dB
- 3 = -65.1 dB
- 4 = -60.1 dB
- 5 = -56.2 dB
- 6 = -53.0 dB
- 7 = -50.3 dB
- 8 = -48.0 dB
- 9 = -46.0 dB
- 10 = -44.2 dB
- 11 = -42.5 dB
- 12 = -41.0 dB
- 13 = -39.6 dB
- 14 = -38.3 dB
- 15 = -37.1 dB
- 16 = -36.0 dB
- 17 = -34.9 dB
- 18 = -33.9 dB
- 19 = -33.0 dB
- 20 = -32.1 dB
- 21 = -31.1 dB
- 22 = -30.5 dB
- 23 = -29.7 dB
- 24 = -28.9 dB
- 25 = -28.2 dB
- 26 = -27.6 dB
- 27 = -26.9 dB
- 28 = -26.3 dB
- 29 = -25.7 dB
- 30 = -25.1 dB
- 31 = -24.5 dB32 = -23.9 dB
- 33 = -23.4 dB
- 34 = -22.9 dB
- 35 = -22.4 dB
- 36 = -21.9 dB
- 37 = -21.4 dB
- 38 = -21.0 dB
- 39 = -20.5 dB
- 40 = -20.1 dB41 = -19.6 dB
- 42 = -19.2 dB
- 43 = -18.8 dB
- 44 = -18.4 dB
- 45 = -18.0 dB
- 46 = -17.6 dB
- 47 = -17.3 dB
- 48 = -16.9 dB
- 49 = -16.5 dB50 = -16.2 dB
- 51 = -15.8 dB
- 52 = -15.5 dB
- 53 = -15.2 dB
- 54 = -14.9 dB
- 55 = -14.5 dB56 = -14.2 dB

- 57 = -13.9 dB
- 58 = -13.6 dB
- 59 = -13.3 dB
- 60 = -13.0 dB
- 61 = -12.7 dB
- 62 = -12.5 dB
- 63 = -12.2 dB
- 64 = -11.9 dB
- 65 = -11.6 dB
- 66 = -11.4 dB
- 67 = -11.1 dB
- 07 11.1 db
- 68 = -10.9 dB
- 69 = -10.6 dB
- 70 = -10.3 dB
- 71 = -10.1 dB
- 72 = -9.9 dB
- 73 = -9.6 dB
- 74 = -9.4 dB
- 75 = -9.1 dB
- 76 = -8.9 dB
- 77 = -8.7 dB
- 78 = -8.5 dB
- 79 = -8.2 dB
- 80 = -8.0 dB
- 81 = -7.8 dB
- 82 = -7.6 dB
- 83 = -7.4 dB
- 84 = -7.2 dB
- 85 = -7.0 dB
- 86 = -6.8 dB
- 87 = -6.6 dB
- 88 = -6.4 dB
- 89 = -6.2 dB
- 90 = -6.0 dB
- 91 = -5.8 dB
- 92 = -5.6 dB
- 93 = -5.4 dB94 = -5.2 dB
- 95 = -5.0 dB
- 95 -5.0 db
- 96 = -4.9 dB97 = -4.7 dB
- 98 = -4.5 dB
- 99 = -4.3 dB
- 100 = -4.2 dB
- 101 = -4.0 dB
- 102 = -3.8 dB
- 103 = -3.6 dB
- 104 = -3.5 dB
- 105 = -3.3 dB
- 106 = -3.1 dB
- 107 = -3.0 dB
- 108 = -2.8 dB
- 109 = -2.7 dB110 = -2.5 dB
- 111 = -2.3 dB
- 112 = -2.2 dB
- 113 = -2.0 dB114 = -1.9 dB
- 115 = -1.7 dB
- 116 = -1.6 dB
- 117 = -1.4 dB

```
118 = -1.3 \text{ dB}
  119 = -1.1 \text{ dB}
  120 = -1.0 \text{ dB}
  121 = -0.8 \text{ dB}
  122 = -0.7 \text{ dB}
  123 = -0.6 \text{ dB}
  124 = -0.4 \text{ dB}
  125 = -0.3 \text{ dB}
  126 = -0.1 \text{ dB}
  127 = 0.0 \text{ dB}
Morph Wheel:
offset in file 0x43 (b6-0) and 0x44 (b7)
Morph After Touch:
offset in file 0x44 (b6-0) and 0x45 (b7)
Morph Control Pedal:
offset in file 0x45 (b6-0) and 0x46 (b7)
NS2 Organ Octave Shift
Offset in file: 0x47 (b4-1)
Octave Shift = value - 7
NS2 Organ Pitch Stick
Offset in file: 0x30 (b6)
0 = off, 1 = on
```

#### NS2 Organ Sustain Pedal

Offset in file: 0x47 (b0) 0 = off, 1 = on

#### NS2 Organ Latch Pedal

Offset in file: 0x59 (b1) 0 = off, 1 = on

#### NS2 Organ Kb Gate

Offset in file: 0x59 (b0) 0 = off, 1 = on

#### NS2 Organ Model

Offset in file: 0x34 (b7-6)

0 = B31 = Vox2 = Farfisa

#### NS2 Organ Drawbars Preset 1

ORGAN B3 DRAWBARS Preset I all B3 Drawbars are 4-Bit fields, values from 0 - 8 Organ B3 Sub (drawbar 1)

```
offset in file 0x60 (b0) and 0x61 (b7-5)
    Morph Wheel offset in file 0x5f (b7-3)
               offset in file 0x5f (b2-0) and 0x60 (b7-6)
    Morph AT
    Morph Pedal offset in file 0x60 (b5-1)
Organ B3 Sub3 (drawbar 2)
offset in file 0x63 (b5-2)
    Morph Wheel offset in file 0x61 (b4-0)
              offset in file 0x62 (b7-3)
    Morph Pedal offset in file 0x62 (b2-0) and 0x63 (b7-6)
Organ B3 Fund (drawbar 3)
offset in file 0x65 (b2-0) and 0x66 (b7)
    Morph Wheel offset in file 0x63 (b1-0) and 0x64 (b7-5)
              offset in file 0x64 (b4-0)
    Morph AT
    Morph Pedal offset in file 0x65 (b7-3)
Organ B3 2nd (drawbar 4)
offset in file 0x68 (b7-4)
    Morph Wheel offset in file 0x66 (b6-2)
    Morph AT offset in file 0x66 (b1-0) and 0x67 (b7-5)
    Morph Pedal offset in file 0x67 (b4-0)
Organ B3 3rd (drawbar 5)
offset in file 0x6a (b4-1)
    Morph Wheel offset in file 0x68 (b3-0) and 0x69 (b7)
               offset in file 0x69 (b6-2)
    Morph AT
    Morph Pedal offset in file 0x69 (b1-0) and 0x6a (b7-5)
Organ B3 4th (drawbar 6)
offset in file 0x6c (b1-0) and 0x6d (b7-6)
    Morph Wheel offset in file 0x6a (b0) and 0x6b (b7-4)
               offset in file 0x6b (b3-0) and 0x6c (b7)
    Morph Pedal offset in file 0x6c (b6-2)
Organ B3 5th (drawbar 7)
offset in file 0x6f (b6-3)
    Morph Wheel offset in file 0x6d (b5-1)
    Morph AT offset in file 0x6d (b0) and 0x6e (b7-4)
    Morph Pedal offset in file 0x6e (b3-0) and 0x6f (b7)
Organ B3 6th (drawbar 8)
offset in file 0x71 (b3-0)
    Morph Wheel offset in file 0x6f (b2-0) and 0x70 (b7-6)
               offset in file 0x70 (b5-1)
    Morph AT
    Morph Pedal offset in file 0x70 (b0) and 0x71 (b7-4)
Organ B3 8th (drawbar 9)
offset in file 0x73 (b0) and 0x74 (b7-5)
    Morph Wheel offset in file 0x72 (b7-3)
    Morph AT
             offset in file 0x72 (b2-0) and 0x73 (b7-6)
    Morph Pedal offset in file 0x73 (b5-1)
ORGAN VOX DRAWBARS Preset I
Organ Vox 16' (drawbar 1)
offset in file 0x77 (b0) and 0x78 (b7-5)
Morph Wheel offset in file 0x76 (b7-3)
Morph AT
           offset in file 0x76 (b2-0) and 0x77 (b7-6)
Morph Pedal offset in file 0x77 (b6-1)
```

```
Organ Vox 8' (drawbar 2)
offset in file 0x7a (b5-2)
Morph Wheel offset in file 0x78 (b4-0)
Morph AT
           offset in file 0x79 (b7-3)
Morph Pedal offset in file 0x79 (b2-0) and 0x7a (b7-6)
Organ Vox 4' (drawbar 3)
offset in file 0x7c (b2-0) and 0x7d (b7)
Morph Wheel offset in file 0x7a (b1-0) and 0x7b (b7-5)
Morph AT
            offset in file 0x7b (b4-0)
Morph Pedal offset in file 0x7c (b7-3)
Organ Vox 2' (drawbar 4)
offset in file 0x7f (b7-4)
Morph Wheel offset in file 0x7d (b6-2)
           offset in file 0x7d (b1-0) and 0x7e (b7-5)
Morph Pedal offset in file 0x7e (b4-0)
Organ Vox II (drawbar 5)
offset in file 0x81 (b4-1)
Morph Wheel offset in file 0x7f (b3-0) and 0x80 (b7)
Morph AT
           offset in file 0x80 (b6-2)
Morph Pedal offset in file 0x80 (b1-0) and 0x81 (b7-5)
Organ Vox III (drawbar 6)
offset in file 0x83 (b1-0) and 0x84 (b7-6)
Morph Wheel offset in file 0x81 (b0) and 0x82 (b7-4)
            offset in file 0x82 (b3-0) and 0x83 (b7)
Morph Pedal offset in file 0x83 (b6-2)
Organ Vox IV (drawbar 7)
offset in file 0x86 (b6-3)
Morph Wheel offset in file 0x84 (b5-1)
           offset in file 0x84 (b0) and 0x85 (b7-4)
Morph AT
Morph Pedal offset in file 0x85 (b3-0) and 0x86 (b7)
Organ Vox SIN (drawbar 8)
offset in file 0x88 (b3-0)
Morph Wheel offset in file 0x86 (b2-0) and 0x87 (b7-6)
Morph AT
           offset in file 0x87 (b5-1)
Morph Pedal offset in file 0x87 (b0) and 0x88 (b7-4)
Organ Vox TRI (drawbar 9)
offset in file 0x8a (b0) and 0x8b (b7-5)
Morph Wheel offset in file 0x89 (b7-3)
            offset in file 0x89 (b2-0) and 0x8a (b7-6)
Morph Pedal offset in file 0x8a (b5-1)
ORGAN FARFISA DRAWBARS Preset I
Farfisa drawbars are 1-Bit values, ON or OFF
Organ Farfisa Bass16 (drawbar 1)
offset in file 0x8d (b1)
Morph Wheel offset in file 0x8d (b7-6)
           offset in file 0x8d (b5-4)
Morph AT
Morph Pedal offset in file 0x8d (b3-2)
Organ Farfisa Str16 (drawbar 2)
offset in file 0x8e (b2)
```

```
Morph Wheel offset in file 0x8d (b0) and 0x8e (b7)
           offset in file 0x8e (b6-5)
Morph AT
Morph Pedal offset in file 0x8e (b4-3)
Organ Farfisa Flu8 (drawbar 3)
offset in file 0x8f (b3)
Morph Wheel offset in file 0x8e (b1-0)
Morph AT
          offset in file 0x8f (b7-6)
Morph Pedal offset in file 0x8f (b5-4)
Organ Farfisa Oboe8 (drawbar 4)
offset in file 0x90 (b4)
Morph Wheel offset in file 0x8f (b2-1)
           offset in file 0x8f (b0) and 0x90 (b7)
Morph AT
Morph Pedal offset in file 0x90 (b6-5)
Organ Farfisa Trump8 (drawbar 5)
offset in file 0x91 (b5)
Morph Wheel offset in file 0x90 (b3-2)
           offset in file 0x90 (b1-0)
Morph AT
Morph Pedal offset in file 0x91 (b7-6)
Organ Farfisa Str8 (drawbar 6)
offset in file 0x92 (b6)
Morph Wheel offset in file 0x91 (b4-3)
Morph AT
           offset in file 0x91 (b2-1)
Morph Pedal offset in file 0x91 (b0) and 0x92 (b7)
Organ Farfisa Flu4 (drawbar 7)
offset in file 0x93 (b7)
Morph Wheel offset in file 0x92 (b5-4)
Morph AT
           offset in file 0x92 (b3-2)
Morph Pedal offset in file 0x92 (b1-0)
Organ Farfisa Str4 (drawbar 8)
offset in file 0x93 (b0)
Morph Wheel offset in file 0x93 (b6-5)
Morph AT
           offset in file 0x93 (b4-3)
Morph Pedal offset in file 0x93 (b2-1)
Organ Farfisa 2 2/3 (drawbar 9)
offset in file 0x94 (b1)
Morph Wheel offset in file 0x94 (b7-6)
Morph AT
           offset in file 0x94 (b5-4)
Morph Pedal offset in file 0x94 (b3-2)
NS2 Organ B3 Volume Soft
Offset in file: 0x35 (b2)
0 = \text{on}, 1 = \text{off}
only if Organ type is B3
NS2 Organ B3 Decay Fast
```

Offset in file: 0x35 (b3)

0 = off, 1 = on

only if Organ type is B3

#### NS2 Organ B3 Harmonic Third

```
Offset in file: 0x35 (b4)

0 = off, 1 = on

only if Organ type is B3
```

#### NS3 Organ Preset 2 On

```
Offset in file: 0xBB (b2)

0 = off, 1 = on
```

#### NS2 Organ Drawbars Preset 2

```
ORGAN B3 DRAWBARS Preset II
all B3 Drawbars are 4-Bit fields, values from 0 - 8
Organ B3 Sub (drawbar 1)
offset in file 0x97 (b0) and 0x98 (b7-5)
Morph Wheel offset in file 0x96 (b7-3)
Morph AT
           offset in file 0x96 (b2-0) and 0x97 (b7-6)
Morph Pedal offset in file 0x97 (b5-1)
Organ B3 Sub3 (drawbar 2)
offset in file 0x9a (b5-2)
Morph Wheel offset in file 0x98 (b4-0)
Morph AT
           offset in file 0x99 (b7-3)
Morph Pedal offset in file 0x99 (b2-0) and 0x9a (b7-6)
Organ B3 Fund (drawbar 3)
offset in file 0x9c (b2-0) and 0x9d (b7)
Morph Wheel offset in file 0x9a (b1-0) and 0x9b (b7-5)
Morph AT
           offset in file 0x9b (b4-0)
Morph Pedal offset in file 0x9c (b7-3)
Organ B3 2nd (drawbar 4)
offset in file 0x9f (b7-4)
Morph Wheel offset in file 0x9d (b6-2)
            offset in file 0x9d (b1-0) and 0x9e (b7-5)
Morph Pedal offset in file 0x9e (b4-0)
Organ B3 3rd (drawbar 5)
offset in file 0xa1 (b4-1)
Morph Wheel offset in file 0x9f (b3-0) and 0xa0 (b7)
           offset in file 0xa0 (b6-2)
Morph AT
Morph Pedal offset in file 0xa0 (b1-0) and 0xa1 (b7-5)
Organ B3 4th (drawbar 6)
offset in file 0xa3 (b1-0) and 0xa4 (b7-6)
Morph Wheel offset in file 0xa1 (b0) and 0xa2 (b7-4)
           offset in file 0xa2 (b3-0) and 0xa3 (b7)
Morph Pedal offset in file 0xa3 (b6-2)
Organ B3 5th (drawbar 7)
offset in file 0xa6 (b6-3)
Morph Wheel offset in file 0xa4 (b5-1)
            offset in file 0xa4 (b0) and 0xa5 (b7-4)
Morph Pedal offset in file 0xa5 (b3-0) and 0xa6 (b7)
Organ B3 6th (drawbar 8)
```

```
offset in file 0xa8 (b3-0)
Morph Wheel offset in file 0xa6 (b2-0) and 0xa7 (b7-6)
           offset in file 0xa7 (b5-1)
Morph AT
Morph Pedal offset in file 0xa7 (b0) and 0xa8 (b7-4)
Organ B3 8th (drawbar 9)
offset in file 0xaa (b0) and 0xab (b7-5)
Morph Wheel offset in file 0xa9 (b7-3)
           offset in file 0xa9 (b2-0) and 0xaa (b7-6)
Morph Pedal offset in file 0xaa (b5-1)
ORGAN VOX DRAWBARS Preset II
Organ Vox 16' (drawbar 1)
offset in file Oxae (b0) and Oxaf (b7-5)
Morph Wheel offset in file 0xad (b7-3)
Morph AT
           offset in file 0xad (b2-0) and 0xae (b7-6)
Morph Pedal offset in file Oxae (b6-1)
Organ Vox 8' (drawbar 2)
offset in file 0xb1 (b5-2)
Morph Wheel offset in file 0xaf (b4-0)
          offset in file 0xb0 (b7-3)
Morph AT
Morph Pedal offset in file 0xb0 (b2-0) and 0xb1 (b7-6)
Organ Vox 4' (drawbar 3)
offset in file 0xb3 (b2-0) and 0xb4 (b7)
Morph Wheel offset in file 0xb1 (b1-0) and 0xb2 (b7-5)
           offset in file 0xb2 (b4-0)
Morph AT
Morph Pedal offset in file 0xb3 (b7-3)
Organ Vox 2' (drawbar 4)
offset in file 0xb6 (b7-4)
Morph Wheel offset in file 0xb4 (b6-2)
Morph AT
           offset in file 0xb4 (b1-0) and 0xb5 (b7-5)
Morph Pedal offset in file 0xb5 (b4-0)
Organ Vox II (drawbar 5)
offset in file 0xb8 (b4-1)
Morph Wheel offset in file 0xb6 (b3-0) and 0xb7 (b7)
           offset in file 0xb7 (b6-2)
Morph AT
Morph Pedal offset in file 0xb7 (b1-0) and 0xb8 (b7-5)
Organ Vox III (drawbar 6)
offset in file 0xba (b1-0) and 0xbb (b7-6)
Morph Wheel offset in file 0xb8 (b0) and 0xb9 (b7-4)
            offset in file 0xb9 (b3-0) and 0xba (b7)
Morph Pedal offset in file Oxba (b6-2)
Organ Vox IV (drawbar 7)
offset in file 0xbd (b6-3)
Morph Wheel offset in file 0xbb (b5-1)
           offset in file 0xbb (b0) and 0xbc (b7-4)
Morph AT
Morph Pedal offset in file 0xbc (b3-0) and 0xbd (b7)
Organ Vox SIN (drawbar 8)
offset in file 0xbf (b3-0)
Morph Wheel offset in file 0xbd (b2-0) and 0xbe (b7-6)
Morph AT
            offset in file 0xbe (b5-1)
Morph Pedal offset in file Oxbe (b0) and Oxbf (b7-4)
```

```
Organ Vox TRI (drawbar 9)
offset in file 0xc1 (b0) and 0xc2 (b7-5)
Morph Wheel offset in file 0xc0 (b7-3)
Morph AT
           offset in file 0xc0 (b2-0) and 0xc1 (b7-6)
Morph Pedal offset in file 0xc1 (b5-1)
ORGAN FARFISA DRAWBARS Preset II
Farfisa drawbars are 1-Bit values, ON or OFF
Organ Farfisa Bass16 (drawbar 1)
offset in file 0xc4 (b1)
Morph Wheel offset in file 0xc4 (b7-6)
           offset in file 0xc4 (b5-4)
Morph AT
Morph Pedal offset in file 0xc4 (b3-2)
Organ Farfisa Str16 (drawbar 2)
offset in file 0xc5 (b2)
Morph Wheel offset in file 0xc4 (b0) and 0xc5 (b7)
Morph AT
          offset in file 0xc5 (b6-5)
Morph Pedal offset in file 0xc5 (b4-3)
Organ Farfisa Flu8 (drawbar 3)
offset in file 0xc6 (b3)
Morph Wheel offset in file 0xc5 (b1-0)
           offset in file 0xc6 (b7-6)
Morph AT
Morph Pedal offset in file 0xc6 (b5-4)
Organ Farfisa Oboe8 (drawbar 4)
offset in file 0xc7 (b4)
Morph Wheel offset in file 0xc6 (b2-1)
           offset in file 0xc6 (b0) and 0xc7 (b7)
Morph AT
Morph Pedal offset in file 0xc7 (b6-5)
Organ Farfisa Trump8 (drawbar 5)
offset in file 0xc8 (b5)
Morph Wheel offset in file 0xc7 (b3-2)
Morph AT
           offset in file 0xc7 (b1-0)
Morph Pedal offset in file 0xc8 (b7-6)
Organ Farfisa Str8 (drawbar 6)
offset in file 0xc9 (b6)
Morph Wheel offset in file 0xc8 (b4-3)
Morph AT
           offset in file 0xc8 (b2-1)
Morph Pedal offset in file 0xc8 (b0) and 0xc9 (b7)
Organ Farfisa Flu4 (drawbar 7)
offset in file 0xca (b7)
Morph Wheel offset in file 0xc9 (b5-4)
Morph AT
           offset in file 0xc9 (b3-2)
Morph Pedal offset in file 0xc9 (b1-0)
Organ Farfisa Str4 (drawbar 8)
offset in file 0xca (b0)
Morph Wheel offset in file Oxca (b6-5)
           offset in file 0xca (b4-3)
Morph AT
Morph Pedal offset in file 0xca (b2-1)
Organ Farfisa 2 2/3 (drawbar 9)
offset in file 0xcb (b1)
```

NS2 Piano On Rev 1.1 draft

```
Morph Wheel offset in file Oxcb (b7-6)
Morph AT offset in file Oxcb (b5-4)
Morph Pedal offset in file Oxcb (b3-2)
```

#### NS2 Piano On

```
Offset in file: 0x48 (b7)

0 = off, 1 = on
```

## NS2 Piano Kb Zone

```
Offset in file: 0x4C (b7-5)

0 = L0

1 = L0 UP

2 = UP

3 = UP HI

4 = HI

5 = L0 UP HI
```

#### NS2 Piano Volume

```
Offset in file: 0x4B (b6-0)

Morph Wheel:

0x48 (b6): polarity (1 = positive, 0 = negative)

0x48 (b5-b0), 0x49 (b7): 7-bit raw value

Morph After Touch:

0x49 (b6): polarity (1 = positive, 0 = negative)

0x49 (b5-b0), 0x4A (b7): 7-bit raw value

Morph Control Pedal:

0x4A (b6): polarity (1 = positive, 0 = negative)

0x4A (b5-b0), 0x4B (b7): 7-bit raw value

if polarity = 1 then Morph offset value = raw value

if polarity = 0 then Morph offset value = 128 - raw value

Final 'To' Morph value = 'From value (original volume)' + 'Morph offset value'

Morph Enabled if 'From value' <> 'Morph offset value'
```

#### NS2 Piano Octave Shift

```
Offset in file: 0x4C (b4-1)
Octave Shift = value - 7
```

#### NS2 Piano Pitch Stick

```
Offset in file: 0x4C (b0)

0 = off, 1 = on
```

## NS2 Piano Sustain Pedal

```
Offset in file: 0x4D (b7)

0 = off, 1 = on
```

#### NS2 Piano Latch Pedal

```
Offset in file: 0x5A (b7)
```

$$0 = off, 1 = on$$

#### NS2 Piano Kb Gate

```
Offset in file: 0x5A (b6)
```

$$0 = off, 1 = on$$

## NS2 Piano Type

Offset in file: 0xCD (b7-5)

- 0 = Grand
- 1 = Upright
- 2 = E Piano 1
- 3 = E Piano 2
- 4 = Clavinet
- 5 = Harpsi

## NS2 Piano Sample ID

Offset in file: 0xD0 (b5-0), 0xD1/0xD3 (b7-0), and 0xD4 (b7-6)

32-bit Nord Sample ID

#### NS2 Piano Slot Detune

Offset in file: 0x3B (b7-5)

- 0 = 0ff
- 1 = 1
- 2 = 2
- 3 = 3
- 4 = 4

## NS2 Piano Long Release

Offset in file: 0xCF (b6)

$$0 = off, 1 = on$$

#### **NS2** Piano String Resonance

Offset in file: 0xCF (b5)

$$0 = off, 1 = on$$

Only on Acoustic Grand or Upright Piano

## NS2 Piano Pedal Noise

Offset in file: 0xCF (b4)

$$0 = off, 1 = on$$

Only on Acoustic and Electric piano.

## **NS2** Piano Dynamics

Offset in file: 0xCF (b3-2)

- 0 = 0
- 1 = 1
- 2 = 23 = 3

#### NS2 Piano Clavinet Model

Offset in file: 0xCE (b0) and 0xCF (b7)

- 0 = A
- 1 = B
- 2 = C
- 3 = D

## NS2 Piano Clavinet Eq Hi

Offset in file: 0xCF (b1-0)

- 0 = 0ff
- 1 = Treble
- 2 = Brilliant
- 3 = Treble+Brilliant

#### NS2 Piano Clavinet Eq

Offset in file: 0xD0 (b7-6)

- 0 = Off
- 1 = Soft
- 2 = Medium
- 3 = Soft+Medium

#### NS2 File Version

Offset in file: 0x14 and 0x15

16-bit integer value in Little Endian format current supported version are 2 to 7

#### **NS2** File Format

Offset in file: 0x04

```
0 = header type 0 - legacy mode no CRC (Byte 0x18 to 0x2B are missing)
```

## 1 = header type 1 - default mode with additional bytes 0x18 to 0x2B (20 bytes).

#### NS2 Transpose

Offset in file: 0x30 (b5-1)

Enabled: (b5) Value: (b4-1)

- 0 = -6
- 1 = -5
- 2 = -43 = -3
- 4 = -2
- 5 = -1
- 6 = OFF
- 7 = +1
- 8 = +2
- 9 = +3
- 10 = +4
- 11 = +5
- 12 = +6

NS2 Split Rev 1.1 draft

## NS2 Split

```
3 SPLIT ZONES
Offset in file 0x2f (b3)
0 = OFF
1 = ON
2 SPLIT ZONES
Offset in file 0x2f (b2)
0 = OFF
1 = ON
SPLIT POINT LOW/ SPLIT POINT DUAL
Offset in file 0x2e (b3-0)
0 = F2
1 = C3
2 = F3
3 = C4
4 = F4
5 = C5
6 = F5
7 = C6
8 = F6
9 = C7
SPLIT POINT HIGH
Offset in file 0x2f (b7-4)
1 = C3
2 = F3
3 = C4
4 = F4
5 = C5
6 = F5
7 = C6
8 = F6
9 = C7
```

#### NS2 Master Clock Rate

```
Offset in file: 0x31 (b4-0) 0x32 (b7-5)
bpm = value + 30
```

## NS2 Dual Keyboard

```
Offset in file 0x2e (b5)

0 = 0ff

1 = 0n
```

Note: if Dual Keyboard is On, both panel are enabled.

## NS2 Program Category

```
Offset in file: 0x10

0 = Acoustic
1 = Bass
2 = Wind
4 = Fantasy
5 = FX
6 = Lead
7 = Organ
```

```
8 = Pad
10 = Pluck
11 = String
12 = Synth
13 = Vocal
14 = User
17 = None
21 = Grand
22 = Upright
23 = EPiano1
24 = EPiano2
27 = Clavinet
28 = Harpsi
30 = Arpeggio
255 = Undefined
```

Offset in file 0x2e

## NS2 Slot Enabled And Selection

```
Enabled (b6-5):
0 = Slot A
1 = Slot B
2 = Slot A&B with focus Slot A
3 = Slot A&B with focus Slot B
Note: if Dual Keyboard is On, both panel are enabled.
```

## NS2 Synth Filter Type

```
Offset in file: 0xf3 (b3-1)

0 = LP12

1 = LP24

2 = HP

3 = NOTCH

4 = BP
```

## NS2 Synth Filter Kb Track

```
Offset in file: 0xf3 (b4)

0 = 0FF

1 = 0N
```

#### NS2 Synth Filter Freq

```
Offset in file: 0xef (b0) and 0xf0 (b7-2)

See: Organ Volume for detailed Morph explanation.

0/127 value = 20 Hz / 21 kHz

0 = 20 Hz

1 = 21 Hz

2 = 22 Hz

3 = 24 Hz

4 = 25 Hz

5 = 26 Hz

6 = 28 Hz
```

8 = 31 Hz 9 = 33 Hz 10 = 35 Hz 11 = 37 Hz

7 = 29 Hz

- 12 = 39 Hz
- 13 = 41 Hz
- 14 = 43 Hz
- 15 = 45 Hz
- 16 = 48 Hz
- 17 = 51 Hz
- 18 = 54 Hz
- 19 = 57 Hz
- 20 = 60 Hz
- 21 = 63 Hz
- 22 = 67 Hz
- 23 = 70 Hz
- 24 = 74 Hz
- 25 = 79 Hz
- 26 = 83 Hz
- 27 = 88 Hz
- 28 = 93 Hz
- 29 = 98 Hz
- 30 = 103 Hz
- 31 = 109 Hz
- 32 = 115 Hz
- 33 = 122 Hz
- 34 = 129 Hz
- 35 = 136 Hz
- 36 = 144 Hz
- 37 = 152 Hz
- 38 = 160 Hz
- 39 = 169 Hz
- 40 = 179 Hz
- 41 = 189 Hz
- 42 = 200 Hz
- 43 = 211 Hz
- 44 = 223 Hz45 = 235 Hz
- 46 = 248 Hz
- 47 = 262 Hz
- 48 = 277 Hz
- 49 = 293 Hz
- 50 = 309 Hz
- 51 = 327 Hz
- 52 = 345 Hz
- 53 = 365 Hz
- 54 = 385 Hz
- 55 = 407 Hz
- 56 = 430 Hz
- 57 = 454 Hz
- 58 = 479 Hz
- 59 = 506 Hz
- 60 = 535 Hz
- 61 = 565 Hz
- 62 = 597 Hz63 = 631 Hz
- 64 = 666 Hz
- 65 = 704 Hz
- 66 = 743 Hz
- 67 = 785 Hz
- 68 = 829 Hz
- 69 = 876 Hz70 = 925 Hz
- 71 = 977 Hz
- 72 = 1 kHz

```
73 = 1.1 \text{ kHz}
74 = 1.2 \text{ kHz}
75 = 1.2 \text{ kHz}
76 = 1.3 \text{ kHz}
77 = 1.4 \text{ kHz}
78 = 1.4 \text{ kHz}
79 = 1.5 \text{ kHz}
80 = 1.6 \text{ kHz}
81 = 1.7 \text{ kHz}
82 = 1.8 \text{ kHz}
83 = 1.9 \text{ kHz}
84 = 2.0 \text{ kHz}
85 = 2.1 \text{ kHz}
86 = 2.2 \text{ kHz}
87 = 2.3 \text{ kHz}
88 = 2.5 \text{ kHz}
89 = 2.6 \text{ kHz}
90 = 2.8 \text{ kHz}
91 = 2.9 \text{ kHz}
92 = 3.1 \text{ kHz}
93 = 3.3 \text{ kHz}
94 = 3.4 \text{ kHz}
95 = 3.6 \text{ kHz}
96 = 3.8 \text{ kHz}
97 = 4.1 \text{ kHz}
98 = 4.3 \text{ kHz}
99 = 4.5 \text{ kHz}
100 = 4.8 \text{ kHz}
101 = 5.1 \text{ kHz}
102 = 5.3 \text{ kHz}
103 = 5.6 \text{ kHz}
104 = 6.0 \text{ kHz}
105 = 6.3 \text{ kHz}
106 = 6.6 \text{ kHz}
107 = 7.0 \text{ kHz}
108 = 7.4 \text{ kHz}
109 = 7.8 \text{ kHz}
110 = 8.3 \text{ kHz}
111 = 8.7 \text{ kHz}
112 = 9.2 \text{ kHz}
113 = 10 \text{ kHz}
114 = 10 \text{ kHz}
115 = 11 \text{ kHz}
116 = 11 \text{ kHz}
117 = 12 \text{ kHz}
118 = 13 \text{ kHz}
119 = 14 \text{ kHz}
120 = 14 \text{ kHz}
121 = 15 \text{ kHz}
122 = 16 \text{ kHz}
123 = 17 \text{ kHz}
124 = 18 \text{ kHz}
125 = 19 \text{ kHz}
126 = 20 \text{ kHz}
127 = 21 \text{ kHz}
```

## Morph Wheel:

Offset in file Oxec (b0) Oxed (b7-1)

#### Morph After Touch:

```
Offset in file Oxed (b0) Oxee (b7-1)

Morph Control Pedal:
Offset in file Oxee (b0) Oxef (b7-1)
```

#### NS2 Synth Filter Res

```
Offset in file: 0xf0 (b1-0) and 0xf1 (b7-3) 0/127 value = 0 / 10
```

## NS2 Synth Filter Mod 1

```
Offset in file: 0xf2 (b3-0) and 0xf3 (b7-5) 0/127 value = 0 / 10
```

#### NS2 Synth Filter Mod 2

```
Offset in file: 0xf1 (b2-0) and 0xf2 (b7-4) 
 VEL from 0 - 63 'Vel Amount' 
 MOD ENV from 64 - 127 'Mod Env Amount'
```

```
0 = 10.0
1 = 9.8
2 = 9.6
3 = 9.5
4 = 9.3
5 = 9.1
6 = 9.0
7 = 8.8
8 = 8.7
9 = 8.5
10 = 8.3
11 = 8.2
12 = 8.0
13 = 7.9
14 = 7.7
15 = 7.5
16 = 7.4
17 = 7.2
18 = 7.0
19 = 6.9
20 = 6.7
```

21 = 6.622 = 6.423 = 6.224 = 6.125 = 5.926 = 5.827 = 5.628 = 5.429 = 5.330 = 5.131 = 5.032 = 4.833 = 4.634 = 4.535 = 4.336 = 4.137 = 4.038 = 3.8

- 39 = 3.7
- 40 = 3.5
- 41 = 3.3
- 42 = 3.2
- 43 = 3.0
- 44 = 2.9
- 45 = 2.7
- 46 = 2.5
- 47 = 2.4
- 48 = 2.2
- 49 = 2.0
- 50 = 1.9
- 51 = 1.7
- 52 = 1.6
- 53 = 1.4
- 54 = 1.2
- 55 = 1.1
- 56 = 0.9
- 57 = 0.8
- 58 = 0.6
- 59 = 0.4
- 60 = 0.3
- 61 = 0.1
- 62 = 0.0
- 63 = 0.0
- 64 = 0.0
- 65 = 0.0
- 66 = 0.1
- 67 = 0.3
- 68 = 0.4
- 69 = 0.6
- 70 = 0.8
- 71 = 0.9
- 72 = 1.173 = 1.2
- 74 = 1.4
- 75 = 1.6
- 76 = 1.7
- 77 = 1.9
- 78 = 2.0
- 79 = 2.2
- 80 = 2.4
- 81 = 2.5 82 = 2.7
- 83 = 2.9
- 84 = 3.0
- 85 = 3.2
- 86 = 3.3
- 87 = 3.5
- 88 = 3.7
- 89 = 3.8
- 90 = 4.0
- 91 = 4.192 = 4.3
- 93 = 4.5
- 94 = 4.6
- 95 = 4.8
- 96 = 5.0
- 97 = 5.198 = 5.3
- 99 = 5.4

```
100 = 5.6
101 = 5.8
102 = 5.9
103 = 6.1
104 = 6.2
105 = 6.4
106 = 6.6
107 = 6.7
108 = 6.9
109 = 7.0
110 = 7.2
111 = 7.4
112 = 7.5
113 = 7.7
114 = 7.9
115 = 8.0
116 = 8.2
117 = 8.3
118 = 8.5
119 = 8.7
120 = 8.8
121 = 9.0
122 = 9.1
123 = 9.3
124 = 9.5
125 = 9.6
126 = 9.8
127 = 10.0
```

## NS2 Synth Sample ID

Offset in file: 0xf7 (b1-0) to 0xfb (b7-2) 32-bit synth sample hash code.

## NS2 Synth On

```
Offset in file: 0x4d (b6)

0 = off, 1 = on
```

#### NS2 Synth Kb Zone

```
Offset in file: 0x51 (b6-4)

0 = L0

1 = L0 UP

2 = UP

3 = UP HI

4 = HI

5 = L0 UP HI
```

## NS2 Synth Volume

```
Offset in file: 0x50 (b5-0) and 0x51 (b7)

Morph Wheel:
offset in file 0x4d (b5-0) 0x4e (b7-6)

Morph After Touch:
offset in file 0x4e (b5-0) 0x4f (b7-6)

Morph Control Pedal:
```

offset in file 0x4f (b5-0) 0x50 (b7-6)

## NS2 Synth Octave Shift

Offset in file: 0x51 (b3-0)Octave Shift = value - 7

## NS2 Synth Pitch Stick

Offset in file: 0x52 (b7)0 = off, 1 = on

## NS2 Synth Sustain Pedal

Offset in file: 0x52 (b6)0 = off, 1 = on

## NS2 Synth Latch Pedal

Offset in file: 0x5a (b5) 0 = off, 1 = on

## NS2 Synth Kb Gate

Offset in file: 0x5a (b4)0 = off, 1 = on

## NS2 Synth Kb Hold

Offset in file: 0xdc (b1)0 = off, 1 = on

## NS2 Synth Voice

Offset in file: 0xfc (b2-1)

0 = Off
1 = Legato
2 = Mono

# NS2 Synth Glide

Offset in file: 0xfb (b1-0) and 0xfc (b7-3) 0/127 value = 0 / 10

#### NS2 Synth Unison

Offset in file: 0xfc (b0) and 0xfd (b7-6)

0 = Off
1 = 1
2 = 2
3 = 3
4 = Multi 1
5 = Multi 2
6 = Multi 3

# NS2 Synth Vibrato

Offset in file: 0xfd (b5-3)

- 0 = Off
- 1 = Delay 1
- 2 = Delay 2
- 3 = Delay 3
- 4 = AT
- 5 = Wheel

## NS2 Synth Osc Mode

Offset in file: 0xe1 (b1-0) and 0xe2 (b7)

- 0 = TRI
- 1 = SAW
- 2 = PULSE
- 3 = SAMPLE
- 4 = FM
- 5 = WAVE

## NS2 Synth Osc WaveForm

Offset in file: 0xe2 (b6-0) and 0xe3 (b7-5)

ID	TRI	SAW	PULSE	SAMPLE	FM	WAVE
0		 		1	   Sin	
1	ShP	ShP	ShP	2	1 1 1	2
2	dtn	dtn	dtn	3	2 1	3
3	Snc	Snc	Snc	4	3 1	4
4	l			5	4 1	5
5	l			6	5 1	l 6 l
6	l			7	6 1	7
7	l			8	7 1	8
8	l			9	8 1	9
9	l			10	9 1	10
10	l			11	1.1	11
11	l			12	2.1	12
12	l			13	3.1	13
13	l			14	4.1	14
14	l			15	5.1	15
15	l			16	6.1	16
16	l			17	7.1	17
17	l			18	8.1	18
18	l			19	9.1	19
19	l			20	111	20
20	l			21	211	21
21	l			22	311	22
22	l			23	511	23
23	l			24	911	24
24	l			25	221	25
25	l			26	421	26
26	l			27	821	27
27	l			28	1.11	28
28	l			29	1.21	29
29	l			30	1.31	30
30	l			31	1.51	31
31	l			32	1.91	32
32	l			33	1.12	33
33	l			34	2.12	34
34	l			35	3.12	35

35		1	1	36	5.12	36
36		1	1	37	9.12	37
37		1	1	38	1 1	38
38		1	1	39	1 1	39
39		1	1	40	1 1	40
40		1	1	41	1 1	41
41		1	1	42	1 1	42
42		1	1	43	1 1	43
43		1	1	44	1 1	44
44		1	1	45	1 1	45 l
45		1	1	46	1 1	46
46		1	1	47	1 1	47
47		1	1	48	1 1	48
48		1	1	49	1 1	49
49		1	1	50	1 1	50
50		1	1	51	1 1	51
51		1	1	52	1 1	52
52		1	1	53	1 1	53
53		1	1	54	1 1	54
54		1	1	55	1 1	55
55		1	1	56	1 1	56
56		1	1	57	1 1	57
57		1	1	58	1 1	58
58		1	1	59	1 1	59
59		1	1	60	1 1	60 l
60		1	1	61	1 1	61
61		1	1	62	1 1	62
62		1	1	63	1 1	63
63		1	1	64	1 1	
		1	1		1 1	
998	1	1	1	999	1 1	
	1	1	1		1 1	
1023	1	1	1 1		1 1	1

## NS2 Synth Shape

Offset in file: 0xe6 (b4-0) and 0xe7 (7-6)

0/127 value = 0 / 10

Morph Wheel:

Offset in file 0xe3 (b4-0) 0xe4 (b7-5)

Morph After Touch:

Offset in file 0xe4 (b4-0) 0xe5 (b7-5)

Morph Control Pedal:

Offset in file 0xe5 (b4-0) 0xe6 (b7-5)

# NS2 Synth Shape Mod

Offset in file: 0xe7 (b5-0) and 0xe8 (b7)

LFO from 0-63

MOD ENV from 64-127

## NS2 Synth Skip Sample Attack

Offset in file: 0xec (b1)

0 = off, 1 = on

# NS2 Synth Mod Env Attack

Offset in file: 0xdf (b7-1)

- 0 = 0.5 ms
- 1 = 0.6 ms
- 2 = 0.7 ms
- 3 = 0.9 ms
- 4 = 1.1 ms
- 5 = 1.3 ms
- 6 = 1.5 ms
- 7 = 1.8 ms
- 8 = 2.1 ms
- 9 = 2.5 ms
- 10 = 3 ms
- 11 = 3.5 ms
- 12 = 4 ms
- 13 = 4.7 ms
- 14 = 5.5 ms
- 15 = 6.3 ms
- 16 = 7.3 ms
- 17 = 8.4 ms
- 18 = 9.7 ms
- 19 = 11 ms
- 20 = 13 ms
- 21 = 14 ms
- 22 = 16 ms
- 23 = 19 ms
- 24 = 21 ms
- 25 = 24 ms
- 26 = 27 ms
- 27 = 31 ms
- 28 = 34 ms
- 29 = 39 ms30 = 43 ms
- 31 = 49 ms
- 32 = 54 ms
- 33 = 61 ms
- 34 = 68 ms
- 35 = 75 ms
- 36 = 84 ms37 = 93 ms
- 38 = 103 ms
- 39 = 114 ms
- 40 = 126 ms
- 41 = 139 ms
- 42 = 153 ms
- 43 = 169 ms44 = 186 ms
- 45 = 204 ms
- 46 = 224 ms
- 47 = 246 ms
- 48 = 269 ms
- 49 = 295 ms
- 50 = 322 ms51 = 352 ms
- 52 = 384 ms
- 53 = 419 ms
- 54 = 456 ms
- 55 = 496 ms56 = 540 ms
- 57 = 586 ms

58 = 636 ms59 = 690 ms60 = 748 ms61 = 810 ms62 = 876 ms63 = 947 ms64 = 1.02 s65 = 1.1 s66 = 1.19 s67 = 1.28 s68 = 1.38 s69 = 1.49 s70 = 1.6 s71 = 1.72 s72 = 1.85 s73 = 1.99 s74 = 2.13 s75 = 2.28 s76 = 2.45 s77 = 2.62 s78 = 2.81 s79 = 3 s80 = 3.21 s81 = 3.43 s82 = 3.66 s83 = 3.91 s84 = 4.17 s85 = 4.45 s86 = 4.74 s87 = 5.05 s88 = 5.37 s89 = 5.72 s90 = 6.08 s91 = 6.47 s92 = 6.87 s93 = 7.3 s94 = 7.75 s95 = 8.22 s96 = 8.72 s97 = 9.25 s98 = 9.8 s99 = 10 s100 = 11 s101 = 12 s102 = 12 s103 = 13 s104 = 14 s105 = 15 s106 = 15 s107 = 16 s108 = 17 s109 = 18 s110 = 19 s111 = 20 s112 = 21 s113 = 22 s114 = 24 s115 = 25 s116 = 26 s117 = 27 s118 = 29 s

119 = 30 s 120 = 32 s 121 = 34 s 122 = 35 s 123 = 37 s 124 = 39 s 125 = 41 s 126 = 43 s 127 = 45 s

# NS2 Synth Mod Env Decay

Offset in file: 0xdf (b0) and 0xe0 (b7-2)

- ffset in file: 0x 0 = 3.0 ms 1 = 3.5 ms 2 = 4.0 ms 3 = 4.6 ms 4 = 5.3 ms 5 = 6.0 ms 6 = 6.9 ms 7 = 7.9 ms 8 = 9.0 ms 9 = 10 ms 10 = 12 ms 11 = 13 ms 12 = 15 ms 13 = 17 ms 14 = 19 ms
- 15 = 21 ms 16 = 23 ms
- 17 = 26 ms 18 = 29 ms
- 19 = 33 ms20 = 36 ms
- 21 = 41 ms
- 22 = 45 ms
- 23 = 50 ms24 = 55 ms
- 25 = 61 ms
- 26 = 68 ms
- 27 = 75 ms
- 28 = 82 ms29 = 91 ms
- 30 = 100 ms
- 31 = 110 ms32 = 120 ms
- 33 = 132 ms
- 34 = 144 ms35 = 158 ms
- 36 = 158 ms36 = 173 ms
- 37 = 188 ms
- 38 = 206 ms
- 39 = 224 ms
- 40 = 244 ms
- 41 = 265 ms
- 42 = 288 ms
- 43 = 313 ms44 = 340 ms
- 45 = 368 ms
- 46 = 399 ms

47 = 432 ms48 = 467 ms

49 = 505 ms50 = 545 ms51 = 588 ms52 = 634 ms53 = 683 ms54 = 736 ms55 = 792 ms56 = 851 ms57 = 915 ms58 = 983 ms59 = 1050 s60 = 1.13 s61 = 1.21 s62 = 1.3 s63 = 1.39 s64 = 1.49 s65 = 1.59 s66 = 1.7 s67 = 1.82 s68 = 1.94 s69 = 2.07 s70 = 2.21 s71 = 2.36 s72 = 2.51 s73 = 2.67 s74 = 2.85 s75 = 3.03 s76 = 3.22 s77 = 3.42 s78 = 3.64 s79 = 3.86 s80 = 4.1 s81 = 4.35 s82 = 4.61 s83 = 4.89 s84 = 5.18 s85 = 5.49 s86 = 5.81 s87 = 6.15 s88 = 6.5 s89 = 6.88 s90 = 7.27 s91 = 7.68 s92 = 8.11 s93 = 8.57 s94 = 9.04 s95 = 9.54 s96 = 10.0 s97 = 11 s98 = 11 s99 = 12 s100 = 12 s101 = 13 s102 = 14 s103 = 14 s104 = 15 s105 = 16 s106 = 17 s107 = 18 s

```
108 = 19 s
109 = 20 s
110 = 20 s
111 = 22 s
112 = 23 s
113 = 24 s
114 = 25 s
115 = 26 s
116 = 27 s
117 = 29 s
118 = 30 s
119 = 31 s
120 = 33 s
121 = 34 s
122 = 36 s
123 = 38 s
124 = 39 s
125 = 41 s
126 = 43 s
127 = 45 s
```

# NS2 Synth Mod Env Release

Offset in file: 0xe0 (b1-0) and 0xe1 (b7-3)

0 = 3.0 ms1 = 3.5 ms2 = 4.0 ms3 = 4.6 ms4 = 5.3 ms5 = 6.0 ms6 = 6.9 ms7 = 7.9 ms8 = 9.0 ms9 = 10 ms10 = 12 ms11 = 13 ms12 = 15 ms13 = 17 ms14 = 19 ms15 = 21 ms16 = 23 ms17 = 26 ms18 = 29 ms19 = 33 ms20 = 36 ms21 = 41 ms22 = 45 ms23 = 50 ms24 = 55 ms25 = 61 ms26 = 68 ms27 = 75 ms28 = 82 ms29 = 91 ms30 = 100 ms31 = 110 ms32 = 120 ms33 = 132 ms34 = 144 ms35 = 158 ms

36 = 173 ms37 = 188 ms38 = 206 ms39 = 224 ms40 = 244 ms41 = 265 ms42 = 288 ms43 = 313 ms44 = 340 ms45 = 368 ms46 = 399 ms47 = 432 ms48 = 467 ms49 = 505 ms50 = 545 ms51 = 588 ms52 = 634 ms53 = 683 ms54 = 736 ms55 = 792 ms56 = 851 ms57 = 915 ms58 = 983 ms59 = 1050 s60 = 1.13 s61 = 1.21 s62 = 1.3 s63 = 1.39 s64 = 1.49 s65 = 1.59 s66 = 1.7 s67 = 1.82 s68 = 1.94 s69 = 2.07 s70 = 2.21 s71 = 2.36 s72 = 2.51 s73 = 2.67 s74 = 2.85 s75 = 3.03 s76 = 3.22 s77 = 3.42 s78 = 3.64 s79 = 3.86 s80 = 4.1 s81 = 4.35 s82 = 4.61 s83 = 4.89 s84 = 5.18 s85 = 5.49 s86 = 5.81 s87 = 6.15 s88 = 6.5 s89 = 6.88 s90 = 7.27 s91 = 7.68 s92 = 8.11 s93 = 8.57 s94 = 9.04 s95 = 9.54 s

96 = 10.0 s

```
97 = 11 s
98 = 11 s
99 = 12 s
100 = 12 s
101 = 13 s
102 = 14 s
103 = 14 s
104 = 15 s
105 = 16 s
106 = 17 s
107 = 18 s
108 = 19 s
109 = 20 s
110 = 20 s
111 = 22 s
112 = 23 s
113 = 24 s
114 = 25 s
115 = 26 s
116 = 27 s
117 = 29 s
118 = 30 s
119 = 31 s
120 = 33 s
121 = 34 s
122 = 36 s
123 = 38 s
124 = 39 s
125 = 41 s
126 = 43 s
127 = 45 s
```

# NS2 Synth Mod Env Velocity

```
Offset in file: 0xe1 (b2)

O = off, 1 = on
```

# NS2 Synth Amp Env Attack

Offset in file: 0xf3 (b0) and 0xf4 (b7-2)

```
0 = 0.5 \text{ ms}
1 = 0.6 \text{ ms}
2 = 0.7 \text{ ms}
3 = 0.9 \text{ ms}
4 = 1.1 \text{ ms}
5 = 1.3 \text{ ms}
6 = 1.5 \text{ ms}
7 = 1.8 \text{ ms}
8 = 2.1 \text{ ms}
9 = 2.5 \text{ ms}
10 = 3 \text{ ms}
11 = 3.5 \text{ ms}
12 = 4 \text{ ms}
13 = 4.7 \text{ ms}
14 = 5.5 \text{ ms}
15 = 6.3 \text{ ms}
16 = 7.3 \text{ ms}
17 = 8.4 \text{ ms}
18 = 9.7 \text{ ms}
```

19 = 11 ms

- 20 = 13 ms
- 21 = 14 ms
- 22 = 16 ms
- 23 = 19 ms
- 24 = 21 ms
- 25 = 24 ms
- 26 = 27 ms
- 27 = 31 ms
- 28 = 34 ms
- 29 = 39 ms
- 30 = 43 ms
- 31 = 49 ms
- 32 = 54 ms
- 33 = 61 ms
- 34 = 68 ms
- 35 = 75 ms
- 36 = 84 ms
- 37 = 93 ms
- 38 = 103 ms
- 39 = 114 ms
- 40 = 126 ms
- 41 = 139 ms
- 42 = 153 ms
- 43 = 169 ms
- 44 = 186 ms
- 45 = 204 ms
- 46 = 224 ms
- 47 = 246 ms
- 48 = 269 ms
- 49 = 295 ms
- 50 = 322 ms
- 51 = 352 ms
- 52 = 384 ms53 = 419 ms
- 54 = 456 ms55 = 496 ms
- 56 = 540 ms
- 57 = 586 ms
- 58 = 636 ms
- 59 = 690 ms
- 60 = 748 ms
- 61 = 810 ms
- 62 = 876 ms
- 63 = 947 ms
- 64 = 1.02 s
- 65 = 1.1 s
- 66 = 1.19 s
- 67 = 1.28 s
- 68 = 1.38 s69 = 1.49 s
- 70 = 1.6 s
- 71 = 1.72 s
- 72 = 1.85 s
- 73 = 1.99 s
- 74 = 2.13 s75 = 2.28 s
- 76 = 2.45 s
- 77 = 2.62 s
- 78 = 2.81 s
- 79 = 3 s
- 80 = 3.21 s

81 = 3.43 s82 = 3.66 s83 = 3.91 s84 = 4.17 s85 = 4.45 s86 = 4.74 s87 = 5.05 s88 = 5.37 s89 = 5.72 s90 = 6.08 s91 = 6.47 s92 = 6.87 s93 = 7.3 s94 = 7.75 s95 = 8.22 s96 = 8.72 s97 = 9.25 s98 = 9.8 s99 = 10 s100 = 11 s101 = 12 s102 = 12 s103 = 13 s104 = 14 s105 = 15 s106 = 15 s107 = 16 s108 = 17 s109 = 18 s110 = 19 s111 = 20 s112 = 21 s113 = 22 s114 = 24 s115 = 25 s116 = 26 s117 = 27 s118 = 29 s119 = 30 s120 = 32 s121 = 34 s122 = 35 s123 = 37 s124 = 39 s125 = 41 s126 = 43 s127 = 45 s

# NS2 Synth Amp Env Decay

Offset in file: 0xf4 (b1-0) and 0xf5 (b7-3)

```
0 = 3.0 ms

1 = 3.5 ms

2 = 4.0 ms

3 = 4.6 ms

4 = 5.3 ms

5 = 6.0 ms

6 = 6.9 ms

7 = 7.9 ms

8 = 9.0 ms
```

- 9 = 10 ms
- 10 = 12 ms
- 11 = 13 ms
- 12 = 15 ms
- 13 = 17 ms
- 14 = 19 ms
- 15 = 21 ms
- 16 = 23 ms
- 17 = 26 ms
- 18 = 29 ms
- 19 = 33 ms
- 20 = 36 ms
- 21 = 41 ms
- 22 = 45 ms
- 23 = 50 ms
- 24 = 55 ms
- 25 = 61 ms26 = 68 ms
- 27 = 75 ms
- 28 = 82 ms29 = 91 ms
- 30 = 100 ms
- 31 = 110 ms
- 32 = 120 ms
- 33 = 132 ms
- 34 = 144 ms
- 35 = 158 ms
- 36 = 173 ms
- 37 = 188 ms38 = 206 ms
- 39 = 224 ms
- 40 = 244 ms
- 41 = 265 ms
- 42 = 288 ms
- 43 = 313 ms
- 44 = 340 ms
- 45 = 368 ms
- 46 = 399 ms47 = 432 ms
- 48 = 467 ms49 = 505 ms
- 50 = 545 ms
- 51 = 588 ms
- 52 = 634 ms
- 53 = 683 ms
- 54 = 736 ms
- 55 = 792 ms
- 56 = 851 ms
- 57 = 915 ms58 = 983 ms
- 59 = 1050 s
- 60 = 1.13 s
- 61 = 1.21 s
- 62 = 1.3 s63 = 1.39 s
- 64 = 1.49 s
- 65 = 1.59 s
- 66 = 1.7 s
- 67 = 1.82 s
- 68 = 1.94 s
- 69 = 2.07 s

70 = 2.21 s71 = 2.36 s72 = 2.51 s73 = 2.67 s74 = 2.85 s75 = 3.03 s76 = 3.22 s77 = 3.42 s78 = 3.64 s79 = 3.86 s80 = 4.1 s81 = 4.35 s82 = 4.61 s83 = 4.89 s84 = 5.18 s85 = 5.49 s86 = 5.81 s87 = 6.15 s88 = 6.5 s89 = 6.88 s90 = 7.27 s91 = 7.68 s92 = 8.11 s93 = 8.57 s94 = 9.04 s95 = 9.54 s96 = 10.0 s97 = 11 s98 = 11 s99 = 12 s100 = 12 s101 = 13 s102 = 14 s103 = 14 s104 = 15 s105 = 16 s106 = 17 s107 = 18 s108 = 19 s109 = 20 s110 = 20 s111 = 22 s112 = 23 s113 = 24 s114 = 25 s115 = 26 s116 = 27 s117 = 29 s118 = 30 s119 = 31 s120 = 33 s121 = 34 s122 = 36 s123 = 38 s124 = 39 s125 = 41 s126 = 43 s

127 = 45 s

# NS2 Synth Amp Env Release

Offset in file: 0xf5 (b2-0) and 0xf6 (b7-4)

- 0 = 3.0 ms
- 1 = 3.5 ms
- 2 = 4.0 ms
- 3 = 4.6 ms
- 4 = 5.3 ms
- 5 = 6.0 ms
- 5 0.0 ms
- 6 = 6.9 ms
- 7 = 7.9 ms
- 8 = 9.0 ms
- 9 = 10 ms
- 9 10 1115
- 10 = 12 ms
- 11 = 13 ms
- 12 = 15 ms13 = 17 ms
- 14 = 19 ms
- 15 = 21 ms
- 16 = 23 ms
- 17 = 26 ms
- 18 = 29 ms
- 19 = 33 ms
- 20 = 36 ms
- 20 30 ms
- 21 = 41 ms22 = 45 ms
- 23 = 50 ms
- 24 = 55 ms
- 25 = 61 ms
- 26 = 68 ms
- 27 = 75 ms
- 28 = 82 ms
- 29 = 91 ms
- 30 = 100 ms
- 31 = 110 ms
- 32 = 120 ms
- 33 = 132 ms
- 34 = 144 ms
- 35 = 158 ms
- 36 = 173 ms37 = 188 ms
- 38 = 206 ms
- 39 = 224 ms
- 40 = 244 ms
- 41 = 265 ms
- 42 = 288 ms
- 43 = 313 ms
- 44 = 340 ms
- 45 = 368 ms46 = 399 ms
- 47 = 432 ms
- 48 = 467 ms
- 49 = 505 ms
- 50 = 545 ms51 = 588 ms
- 52 = 634 ms
- 53 = 683 ms
- 54 = 736 ms
- 55 = 792 ms
- 56 = 851 ms57 = 915 ms

58 = 983 ms59 = 1050 s60 = 1.13 s61 = 1.21 s62 = 1.3 s63 = 1.39 s64 = 1.49 s65 = 1.59 s66 = 1.7 s67 = 1.82 s68 = 1.94 s69 = 2.07 s70 = 2.21 s71 = 2.36 s72 = 2.51 s73 = 2.67 s74 = 2.85 s75 = 3.03 s76 = 3.22 s77 = 3.42 s78 = 3.64 s79 = 3.86 s80 = 4.1 s81 = 4.35 s82 = 4.61 s83 = 4.89 s84 = 5.18 s85 = 5.49 s86 = 5.81 s87 = 6.15 s88 = 6.5 s89 = 6.88 s90 = 7.27 s91 = 7.68 s92 = 8.11 s93 = 8.57 s94 = 9.04 s95 = 9.54 s96 = 10.0 s97 = 11 s98 = 11 s99 = 12 s100 = 12 s101 = 13 s102 = 14 s103 = 14 s104 = 15 s105 = 16 s106 = 17 s107 = 18 s108 = 19 s109 = 20 s110 = 20 s111 = 22 s112 = 23 s113 = 24 s114 = 25 s115 = 26 s116 = 27 s117 = 29 s

118 = 30 s

```
119 = 31 s

120 = 33 s

121 = 34 s

122 = 36 s

123 = 38 s

124 = 39 s

125 = 41 s

126 = 43 s

127 = 45 s
```

# NS2 Synth Amp Env Velocity

```
Offset in file: 0xf6 (b3)

0 = off, 1 = on
```

#### NS2 Synth Lfo Wave

```
Offset in file: 0xf7 (b3-2)
```

- O = SQUARE 1 = SAW 2 = TRI
- 3 = S/H

#### NS2 Synth Lfo Rate

```
Offset in file: Oxdc (b5-2) (if LFO MST CLOCK = ON)
  0 = 4/1
  1 = 4/1T
  2 = 2/1
  3 = 2/1T
  4 = 1/1
  5 = 1/1T
  6 = 1/2
  7 = 1/2T
  8 = 1/4
  9 = 1/4T
  10 = 1/8
  11 = 1/8T
  12 = 1/16
  13 = 1/16T
  14 = 1/32
```

Offset in file: 0xf6 (b2-0) 0xf7 (b7-4) (if LFO MST CLOCK = OFF)

```
0 = 0.03 Hz

1 = 0.03 Hz

2 = 0.03 Hz

3 = 0.04 Hz

4 = 0.04 Hz

5 = 0.05 Hz

7 = 0.05 Hz

8 = 0.05 Hz

9 = 0.06 Hz

10 = 0.06 Hz

11 = 0.07 Hz

12 = 0.07 Hz
```

13 = 0.08 Hz

- 14 = 0.09 Hz
- 15 = 0.09 Hz
- 16 = 0.1 Hz
- 17 = 0.11 Hz
- 18 = 0.12 Hz
- 19 = 0.13 Hz
- 20 = 0.14 Hz
- 21 = 0.15 Hz
- 22 = 0.16 Hz
- 23 = 0.17 Hz
- 24 = 0.19 Hz
- 25 = 0.20 Hz
- 26 = 0.22 Hz
- 27 = 0.24 Hz
- 28 = 0.26 Hz
- 29 = 0.28 Hz
- 30 = 0.30 Hz
- 31 = 0.32 Hz
- 32 = 0.35 Hz
- 33 = 0.38 Hz
- 34 = 0.41 Hz
- 35 = 0.44 Hz
- 36 = 0.47 Hz
- 37 = 0.51 Hz
- 38 = 0.55 Hz
- 39 = 0.6 Hz
- 40 = 0.64 Hz
- 41 = 0.7 Hz
- 42 = 0.75 Hz
- 43 = 0.81 Hz
- 44 = 0.88 Hz
- 45 = 0.95 Hz
- 46 = 1.0 Hz
- 47 = 1.1 Hz
- 48 = 1.2 Hz
- 49 = 1.3 Hz
- 50 = 1.4 Hz51 = 1.5 Hz
- 52 = 1.6 Hz
- 53 = 1.8 Hz
- 54 = 1.9 Hz
- 55 = 2.0 Hz
- 56 = 2.2 Hz
- 57 = 2.4 Hz
- 58 = 2.6 Hz
- 59 = 2.8 Hz
- 60 = 3.0 Hz
- 61 = 3.2 Hz62 = 3.5 Hz
- 63 = 3.8 Hz
- 64 = 4.1 Hz
- 65 = 4.4 Hz
- 66 = 4.8 Hz67 = 5.2 Hz
- 68 = 5.6 Hz
- 69 = 6.0 Hz
- 70 = 6.5 Hz
- 71 = 7.0 Hz
- 72 = 7.6 Hz73 = 8.2 Hz
- 74 = 8.8 Hz

75 = 9.5 Hz76 = 10 Hz77 = 11 Hz78 = 12 Hz79 = 13 Hz80 = 14 Hz81 = 15 Hz82 = 16 Hz83 = 18 Hz84 = 19 Hz85 = 21 Hz86 = 22 Hz87 = 24 Hz88 = 26 Hz89 = 28 Hz90 = 30 Hz91 = 33 Hz92 = 35 Hz93 = 38 Hz94 = 41 Hz95 = 45 Hz96 = 48 Hz97 = 52 Hz98 = 56 Hz99 = 61 Hz100 = 65 Hz101 = 71 Hz102 = 76 Hz103 = 82 Hz104 = 89 Hz105 = 96 Hz106 = 104 Hz107 = 112 Hz108 = 121 Hz109 = 131 Hz110 = 141 Hz111 = 153 Hz112 = 165 Hz113 = 178 Hz114 = 192 Hz115 = 208 Hz116 = 224 Hz117 = 242 Hz118 = 262 Hz119 = 283 Hz120 = 305 Hz121 = 330 Hz122 = 356 Hz123 = 385 Hz124 = 415 Hz125 = 449 Hz126 = 484 Hz127 = 523 Hz

# NS2 Synth Lfo Master Clock

Offset in file: 0xdc (b6)

0 = off, 1 = on

#### NS2 Synth Arp On

```
Offset in file: 0xd9 (b0)

0 = off, 1 = on
```

40 = 88:8 BPM

#### NS2 Synth Arp Rate

```
Offset in file: Oxda (b6-3) (if MST CLK is ON)
  0 = 1/2
  1 = 1/2T
  2 = 1/4
  3 = 1/4T
  4 = 1/8
  5 = 1/8T
  6 = 1/16
  7 = 1/16T
  8 = 1/32
Offset in file: Oxda (b1-0) and Oxdb (b7-3) (if MST CLK is OFF)
  0 = 80 BPM
  1 = 82 BPM
  2 = 84 BPM
  3 = 86 \text{ BPM}
  4 = 88 \text{ BPM}
  5 = 90 BPM
  6 = 92 BPM
  7 = 94 BPM
  8 = 96 BPM
  9 = 98 BPM
  10 = 100 BPM
  11 = 102 BPM
  12 = 104 BPM
  13 = 106 BPM
  14 = 108 BPM
  15 = 110 BPM
  16 = 112 BPM
  17 = 114 BPM
  18 = 116 BPM
  19 = 118 BPM
  20 = 120 BPM
  21 = 122 BPM
  22 = 124 BPM
  23 = 126 BPM
  24 = 128 \text{ BPM}
  25 = 130 BPM
  26 = 132 BPM
  27 = 134 \text{ BPM}
  28 = 136 BPM
  29 = 138 BPM
  30 = 140 \text{ BPM}
  31 = 142 \text{ BPM}
  32 = 144 \text{ BPM}
  33 = 148 \text{ BPM}
  34 = 152 BPM
  35 = 156 BPM
  36 = 160 BPM
  37 = 82:8 BPM
  38 = 84:8 BPM
  39 = 86:8 BPM
```

41 = 90:8 BPM42 = 92:8 BPM43 = 94:8 BPM44 = 96:8 BPM 45 = 98:8 BPM46 = 100:8 BPM47 = 102:8 BPM48 = 104:8 BPM 49 = 106:8 BPM 50 = 108:8 BPM51 = 110:8 BPM 52 = 112:8 BPM 53 = 114:8 BPM54 = 116:8 BPM55 = 118:8 BPM 56 = 120:8 BPM57 = 122:8 BPM58 = 124:8 BPM59 = 126:8 BPM 60 = 128:8 BPM61 = 130:8 BPM62 = 132:8 BPM63 = 134:8 BPM64 = 136:8 BPM65 = 140:8 BPM66 = 144:8 BPM67 = 148:8 BPM68 = 152:8 BPM69 = 156:8 BPM70 = 160:8 BPM71 = 82:16 BPM 72 = 84:16 BPM73 = 86:16 BPM74 = 88:16 BPM 75 = 90:16 BPM76 = 92:16 BPM77 = 94:16 BPM78 = 96:16 BPM79 = 98:16 BPM80 = 100:16 BPM81 = 102:16 BPM 82 = 104:16 BPM 83 = 106:16 BPM 84 = 108:16 BPM85 = 110:16 BPM 86 = 112:16 BPM 87 = 114:16 BPM88 = 116:16 BPM 89 = 118:16 BPM 90 = 120:16 BPM 91 = 122:16 BPM92 = 124:16 BPM93 = 126:16 BPM94 = 128:16 BPM 95 = 130:16 BPM 96 = 132:16 BPM97 = 136:16 BPM 98 = 140:16 BPM 99 = 144:16 BPM100 = 148:16 BPM

101 = 152:16 BPM

102 = 156:16 BPM 103 = 160:16 BPM 104 = 82:32 BPM105 = 84:32 BPM106 = 86:32 BPM107 = 88:32 BPM108 = 90:32 BPM109 = 92:32 BPM 110 = 94:32 BPM111 = 96:32 BPM112 = 98:32 BPM 113 = 100:32 BPM 114 = 102:32 BPM115 = 104:32 BPM 116 = 106:32 BPM 117 = 108:32 BPM118 = 110:32 BPM119 = 112:32 BPM 120 = 114:32 BPM 121 = 116:32 BPM 122 = 118:32 BPM 123 = 120:32 BPM 124 = 122:32 BPM 125 = 124:32 BPM126 = 126:32 BPM 127 = 128:32 BPM

# NS2 Synth Arp Master Clock

```
Offset in file: 0xda (b7)

0 = off, 1 = on
```

#### NS2 Synth Arp Range

Offset in file: 0xdb (b0) and 0xdc (b7)

```
0 = 1 Octave
1 = 2 Octaves
2 = 3 Octaves
3 = 4 Octaves
```

#### NS2 Synth Arp Pattern

```
Offset in file: 0xdb (b2-1)
```

```
0 = UP
1 = DN
2 = UP/DN
3 = RANDOM
```