



# **XG Specifications**

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## Chapter 1. Format overview

Yamaha introduces a new tone-generator control format designed to meet the requirements of the coming multimedia environment. The new XG format - an extension of the existing GM format - provides broader capabilities suited to the demands of an increasingly sophisticated and diversified computerized environment. The new format enables a significantly higher level of musical expressiveness while at the same time ensuring the continued compatibility of existing sound data.

Yamaha shall use the XG format as the basis for forthcoming electronic instruments, music software, and tone-generating LSI circuitry, while working to maintain compatibility and scalability among Yamaha models.

### <Development Background>

Tone generators are utilized in a wide range of devices, from musical instruments to communications devices and computer games. The first international MIDI standard arose from the need to enable consistent external control of tone generators on all device types, regardless of manufacturer or model. Because tone generator voice arrangements tended to vary considerably among manufacturers and models, however, different MIDI devices often produced different types of sound in response to identical MIDI instructions.

In 1991, the MIDI standard committee enacted additional specifications, referred to as the GM (General MIDI) standard, for the purpose of standardizing voice arrangements and improving MIDI uniformity. The GM standard significantly enhanced acoustical compatibility among complying devices, leading in turn to an expanding base of GM software applications. But the GM standard also has its limitations. It provides support for only 128 voices, whereas many users now perceive the need for a greater number of voices suited to a wider range of musical genres. Users have also indicated a desire for greater control over voice modifications and effects so as to enable a higher level of expressiveness.

The advent of computer-based multimedia has added yet a different perspective, bringing increased attention to both image and sound technologies. Developments in multimedia-related sound and music processing parallel recent advances in the area of image compression, and are pointing the way to the future of multimedia. At present there are two fundamentally different approaches to the handling of sound and control data. One method is to digitally store sound data at the software side together with the control data, then send all of the data together to generate the playback. The second method is to have the software supply only control data to a tone generator installed on or connected to a computer. The tone generator processes the incoming data and generates the sound locally.

The first method offers highly realistic sound, but requires immense quantities of data and locks in a specific set of performance characteristics and voices. The second method requires far less data while allowing for entirely free variations in voices, tempos, and virtually all other performance characteristics. The second method is therefore ideal for interactive multimedia applications such as karaoke and repetitive computer-game sounds. MIDI-based applications are typical of this second type of approach. As multimedia technology advances, we face a pressing need to expand this approach to accommodate a larger number of voices and greater degree of expressive control. This is why Yamaha is pleased to propose the new XG format - the tone generator format for the 21st century.

## <Basic Concepts>

The XG format maintains the universality and compatibility of the MIDI and GM standards while significantly increasing the range of expressiveness and ensuring data continuity.

### **Specifically, the XG format does the following.**

- Enables production of extremely expressive sound data
- Significantly expands available voice types and variations
- Supports future compatibility of sound data among musical instruments, computers, and other devices
- Ensures that data will remain fully usable well into the future
- Supports standardized handling of new types of effects-inclusive data (such as karaoke data)

### **The XG format is founded on the following three principles:**

- Compatibility
- Scalability
- Expandability

#### **1. Compatibility**

XG compatible song data will be played back faithfully on any XG device, regardless of its model or manufacturer. Because the XG format maintains upward compatibility with the GM format, XG devices will also provide correct reproduction of GM sound data.

#### **2. Scalability**

Although the XG format provides detailed and extensive specification of voice sets and voice changes, it does not require XG machines to support the full range of functions. Designers are free to develop a wide range of products to meet various cost and performance objectives. Each XG machine will replay XG data in accordance with the device's level of sophistication. If a model does not support a variation voice, it will automatically play the corresponding basic voice instead. If a model includes a graphic equalizer, it can take full advantage of graphic equalizer functions so as to control frequency characteristics to best suit the musical genre being played - from lively rock to soothing classical.

#### **3. Expandability**

The XG format remains open to enhancements and extensions that will allow it to remain in step with future product developments.

## <Additions to the GM format>

The XG offers the following extensions to the GM format.

- **Voices**

The GM format supports 128 voices. The XG format provides for Bank Select messages that significantly expand the number of voices supported.

- 1. Voice Extension by Bank-Select LSB**

Variations of basic GM voices are stored in banks. Each bank is associated with a specific type of variation, so that voices are easy to locate.

- 2. Bank-Select MSB adds an SFX bank**

The Bank-Select LSB method is not useful for extension of distinctive SFX voices that have no meaningful variation (i.e., no meaningful substitution). For this reason the XG format supports a full SFX bank of extension effects, which you can select by sending a Bank-Select MSB value of 40H. Bank-Select MSB 7Eh or 7Fh, in contrast, can be used to set any channel to rhythm-part play.

- **Voice Modification**

The XG format allows creation of extremely expressive control data that can darken or lighten voices, delay or accelerate sound start-up, or implement many other types of control. Most controls are issued by Control Change messages, although System Exclusive messages are also used for detailed control.

- **Effects**

The XG format offers high-level effects support, enabling control of effects types, circuit operation, and internal parameter settings for both basic and elaborate effects. Devices equipped with graphic equalizers will be able to modify ambiance and sound to suit the specific type of music being played.

- **External Input**

Whereas existing tone generators create sound in response to internal data only, the XG format provides for real-time participation by adding support for input of external audio signals. External signals can be processed by the mixer in the same way as internal tone-generator data. A model that supports this function would allow you, for example, to create karaoke data that can automatically set the microphone echo used for playback.

**<New MIDI messages not available under GM format>**

**1. Control Change**

- Bank Select
- Portamento Time
- Portamento
- Sostenuto
- Soft Pedal
- Harmonic Content
- Release Time
- Attack Time
- Brightness
- Portamento Control
- Effects Send Level 1 (Reverb)
- Effects Send Level 2 (Chorus)
- Effects Send Level 3 (Variation)
- NRPN Part Parameter Control
- All Sound Off

**2. Channel Mode Messages**

**3. Polyphonic Aftertouch**

**4. System Exclusive Message**

- Parameter Change
  - System Parameters
  - Effect Parameters
    - Three system effect units are supported. One of these units can be switched to an insertion effect.
    - Graphic EQ and multiple insertion effects are supported as options.
  - Part Parameters
    - Filter cutoff and AEG value can be controlled by an offset value.
  - Display Parameters
  - External Input Control Parameters
  - Drum Setup Parameters
- Bulk Dump
- Parameter Request
- Dump Request

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## Chapter 2. MIDI Specifications

### 1. Key On / Key Off

Status: 9nH/8nH

If multi part parameter "Rcv NOTE MESSAGE" is OFF, the part ignores these messages.

### 2. Program Change

Status: CnH

Default: 00H

If multi part parameter "Rcv PROGRAM CHANGE" is OFF, the part ignores this message. Bank Select MSB/LSB must be set whenever this message is used, even when there is no need to change the Bank.

#### Melody Voices

As shown in table 1. Voices can be added through use of Bank Select LSB. (Refer to explanation of Bank Select.)

#### Rhythm Voices

As shown in table 2. Program Change messages can be used to change the voice (drum kit). If the tone generator does not have a drum kit corresponding to the specified program number, it will ignore the message and continue to use the current drum kit.

### 3. Pitchbend

Status: EnH

Default: 40H 00H

If multi part parameter "Rcv PITCH BEND" is OFF, the part ignores this message.

### 4. Control Change

Status: BnH

If multi part parameter "Rcv CONTROL CHANGE" is OFF, the part will continue to accept Channel Mode messages but will ignore all other Control Change messages.

Bank Select MSB/LSB: 00H/20H

Cntrl#	Parameter	Data Range
0	Bank Select MSB	0:Normal 64:SFX voice 126:SFX kit 127:Drum
32	Bank Select LSB	0 to 127
	Default: 00H 00H	

Reception for BankMSB=0-125 is switched on/off depending on the DRUM PART PROTECT MODE. (Channel 10 only)

When DRUM PART PROTECT MODE is “on,” only MSB=126,127 are received  
When DRUM PART PROTECT MODE is “off,” all MSB=0 - 127 are received  
DRUM PART PROTECT MODE is initialized by XG System On. (Default is “on”)  
Simply switching DRUM PART PROTECT MODE on/off will not change the sound.  
Bank Select via system exclusive messages can be used to switch sounds freely.

If the Multi Part Parameter “Rcv BANK SELECT” = OFF, the part ignores this message.  
Processing of Bank Select is suspended until the next program change is received.

The Bank Select MSB selects melody voice, SFX voice, or rhythm kit. The MSB allows even a channel other than channel 10 to be designated for rhythm play.  
Bank Select MSB values are as follows.

00H:	Melody voices
01H to 3FH:	not used
40H:	SFX voices
41H to 7DH:	not used
7EH:	SFX kit (SFX voices arranged over keyboard)
7FH:	Rhythm kit (Rhythm voices arranged over keyboard)

The Bank Select LSB indicates the extended portion of the melody voices. (SFX kit and rhythm kit voices do not currently support Bank Select LSB extension sets.) Each bank is defined as a specific type of variation, simplifying retrieval of the desired voice. Names of extension voices, like basic voices, are defined (see Table 1). Other banks and voices may be added in the future.

Some models do not support all of the LSB-selectable extension voices listed in Table 1. If support is included for one or more voices in an extension bank, however, all the other program change numbers in that bank are filled with the corresponding voices of Bank #0 (basic voices).

- Note 1: By default, channel 10 plays rhythm voices, while other channels use bank #0 melody voices. (Same as GM system - Level 1)
- Note 2: Receipt of Bank Select MSB/LSB does not immediately change the condition of the tone generator. The channel stores the received Bank-Select MSB/LSB setting, but does not apply it until receipt of the next Program Change message.
- Note 3: If the new Bank Select MSB is 00H (melody voice) but the tone generator does not support the melody voice corresponding to the last received Bank Select LSB, the channel reverts to the Bank Select LSB corresponding to its most recently played melody voice.
- Note 4: If the new Bank Select MSB is 7FH (rhythm voice), the tone generator unconditionally uses LSB 00H without using the most recently received Bank Select LSB. If the tone generator does not support a drum kit corresponding to the channel's most recently received Program Change, the channel will revert to the Program Change corresponding to its most recently played rhythm kit.
- Note 5: If a Bank Select MSB value of 01H - 7EH (model-specific area, SFX voice, or unused area) is received and the tone generator does not have a voice corresponding to the last received LSB and Program Change, the tone generator will produce no sound for that channel regardless of subsequent key on messages.



(Comment)

If you are producing song data, please be aware of the following points, in view of the above-listed items.

- The discussion and examples provided above are intended to clarify complex situations relevant to specifications for tone-generator manufacture. During general operation the bank select MSB, LSB and Program Change should always be sent together, keeping intervals of at least 1/480 between them.
- In a case where a melody voice is being changed first to bank LSB (A) voice and then to bank LSB (B) voice, and the change from A is possible but the change to B is not possible, A will be used as the substitute for B. If neither the change to A nor the change to B is possible, the voice of the previous bank will be the substitute for A and B.
- In a case where a rhythm voice is being changed first to program number kit (A) and then to program number kit (B), and the change from A is possible but the change to B is not possible, A will be used as the substitute for B. If neither the change to A nor the change to B is possible, the voice of the previous bank will be the substitute for A and B.

Modulation: 01H

Cntrl#	Parameter	Data Range
1	Modulation	0...127
		Default: 00H

When the Multi Part Parameter "Rcv MODULATION" is OFF, the part ignores this message.

By default, this message controls the vibrato depth, but this can be changed using system exclusive messages.

Portamento Time: 05H

Cntrl#	Parameter	Data Range
5	Portamento Time	0...127
		Default: 00H

Sets the pitch change speed used when Portamento is ON. Has no affect on portamento control. A value of 0 produces the shortest portamento time; a value of 127 selects the longest time.

Data Entry MSB/LSB: 06H/26H

Cntrl#	Parameter	Data Range
6	Data Entry MSB	0...127
38	Data Entry LSB	0...127

Main Volume: 07H

Cntrl#	Parameter	Data Range
7	Main Volume	0...127
		Default: 64H

If the Multi Part Parameter "Rcv MAIN VOLUME" is OFF, the part ignores this message.

Use this message to balance the volume among the different parts.

Panpot: 0AH

Cntrl#	Parameter	Data Range
10	Panpot	100...127
		Default: 40H

If the Multi Part Parameter "Rcv PAN" is OFF, the part ignores this message.

Applies relative change to the pan of each instrument in the rhythm part.

Expression: 0BH

Cntrl#	Parameter	Data Range
11	Expression	0...127
		Default: 7FH

If the Multi Part Parameter "Rcv EXPRESSION" is OFF, the part ignores this message.

Use this message to create changes in dynamics during a song.

Sustain: 40H

Cntrl#	Parameter	Data Range
64	Sustain	0...127 (0-63: Off, 64-127: On)
		Default: 00H

This shall also affect the release portion of the sound following note-off. (After Damper effect)  
If the Multi Part Parameter "Rcv SUSTAIN" is OFF, the part ignores this message.

Portamento: 41H

Cntrl#	Parameter	Data Range
66	Sostenuto	0...127 (0-63: Off, 64-127: On)
		Default: 00H

If the Multi Part Parameter "Rcv PORTAMENTO" is OFF, the part ignores this message.

Expression: 43H

Cntrl#	Parameter	Data Range
67	Soft Pedal	0...127 (0-63: Off, 64-127: On)
		Default: 00H

If the Multi Part Parameter "Rcv SOFT PEDAL" is OFF, the part ignores this message.

Harmonic Content: 47H

Cntrl#	Parameter	Data Range
71	Harmonic Content	0...127 (0:-64, 64:+0, 127:+63)
		Default: 40H

Adjusts the resonance specified by the voice. Since this parameter applies relative change, it specifies an increase or decrease relative to 64. Increasing the value will produce a more distinctive sound. On some voices, the effective range is narrower than the range which can be set.

**Release Time: 48H**

Cntrl#	Parameter	Data Range
72	Release Time	0...127 (0:-64, 64:+0, 127:+63) Default: 40H

Adjusts the envelope release time specified by the voice. Since this parameter applies relative change, it specifies an increase or decrease relative to 64. On some voices, the effective range is narrower than the range which can be set.

**Attach Time: 49H**

Cntrl#	Parameter	Data Range
73	Attack Time	0...127 (0:-64, 64:+0, 127:+63) Default: 40H

Adjusts the envelope attack time specified by the voice. Since this parameter applies relative change, it specifies an increase or decrease relative to 64. On some voices, the effective range is narrower than the range which can be set.

**Brightness: 4AH**

Cntrl#	Parameter	Data Range
74	Brightness	0...127 (0:-64, 64:+0, 127:+63) Default: 40H

Adjusts the filter cutoff frequency specified by the voice. Since this parameter applies relative change, it specifies an increase or decrease relative to 64. On some voices, the effective range is narrower than the range which can be set.

**Portamento Control: 54H**

Cntrl#	Parameter	Data Range
84	Portamento control	0...127 Default: 40H

Portamento time is always 0.

**Effect Send Level 1 (Reverb): 5BH**

Cntrl#	Parameter	Data Range
91	Effect 1 Depth	0...127 Default: 28H

Adjusts the reverb send level

**Effect Send Level 3 (Chorus): 5DH**

Cntrl#	Parameter	Data Range
93	Effect3 Depth	0...127 Default: 00H

Adjusts the chorus send level.

### Effect Send Level 4 (Variation): 5EH

Cntrl#	Parameter	Data Range
94	Effect4 Depth	0...127
		Default: 00H

Adjust the variation effect send level.

This is valid only when Variation Connection = System.

### Data Increment/Decrement: 60H/61H

Cntrl#	Parameter	Data Range
96	Increment	0...127
97	Decrement	0...127

The data byte is ignored.

### Non-registered Parameter Number (NRPN) LSB/MSB: 62H/63H

Cntrl#	Parameter	Data Range
98	NRPN LSB	0...127
99	NRPN MSB	0...127

If the Multi Part Parameter “Rcv NRPN” is OFF, the part ignores this message.

First transmit the NRPN MSB and NRPN LSB to specify the parameter that you wish to control, and then use Data Entry messages to specify the value of that parameter.

Once NRPN has been set, Data Entry messages subsequently received on that channel will be processed as values for the parameter which was specified by NRPN. Once you have completed the desired setting, you should set RPN to Null to prevent inadvertent changes.

The following NRPN messages can be received

NRPN	Data-entry			Data Range
MSB	LSB	MSB	parameter	
01H	08H	mmH	Vibrato Rate	mm:00H-40H-7FH(-64-0-+63)
01H	09H	mmH	Vibrato Depth	mm:00H-40H-7FH(-64-0-+63)
01H	0AH	mmH	Vibrato Delay	mm:00H-40H-7FH(-64-0-+63)
01H	20H	mmH	Filter Cutoff Frequency	mm:00H-40H-7FH(-64-0-+63)
01H	21H	mmH	Filter Resonance	mm:00H-40H-7FH(-64-0-+63)
01H	24H	mmH	HPF Cutoff Frequency	mm:00H-40H-7FH(-64-0-+63)**
01H	25H	mmH	HPF Resonance (reserved)	mm:00H-40H-7FH(-64-0-+63)**
01H	30H	mmH	EQ BASS	mm:00H-40H-7FH(-64-0-+63)**
01H	31H	mmH	EQ TREBLE	mm:00H-40H-7FH(-64-0-+63)**
01H	32H	mmH	EQ MID-BASS (reserved)	mm:00H-40H-7FH(-64-0-+63)**
01H	33H	mmH	EQ MID-TREBLE (reserved)	mm:00H-40H-7FH(-64-0-+63)**
01H	34H	mmH	EQ BASS Frequency	mm:00H-40H-7FH(-64-0-+63)**
01H	35H	mmH	EQ TREBLE Frequency	mm:00H-40H-7FH(-64-0-+63)**
01H	36H	mmH	EQ MID-BASS Frequency(reserved)	mm:00H-40H-7FH(-64-0-+63)**
01H	37H	mmH	EQ MID-TREBLE Frequency(reserved)	mm:00H-40H-7FH(-64-0-+63)**
01H	38H - 01H	3FH	are reserved for EQ	**
01H	63H	mmH	EG Attack Time	mm:00H-40H-7FH(-64-0-+63)
01H	64H	mmH	EG Decay Time	mm:00H-40H-7FH(-64-0-+63)
01H	66H	mmH	EG Release	mm:00H-40H-7FH(-64-0-+63)

14H	rrH	mmH	Drum Filter Cutoff Frequency	mm:00H-40H-7FH(-64-0-+63)
15H	rrH	mmH	Drum Filter Resonance	mm:00H-40H-7FH(-64-0-+63)
16H	rrH	mmH	Drum EG Attack Rate	mm:00H-40H-7FH(-64-0-+63)
17H	rrH	mmH	Drum EG Decay Rate	mm:00H-40H-7FH(-64-0-+63)
18H	rrH	mmH	Drum Pitch Coarse	mm:00H-40H-7FH(-64-0-+63)
19H	rrH	mmH	Drum Pitch Fine	mm:00H-40H-7FH(-64-0-+63)
1AH	rrH	mmH	Drum Level	mm:00H-7FH(0-Max)
1CH	rrH	mmH	Drum Pan	mm:00H-40H-7FH(Random,L-Center-R)
1DH	rrH	mmH	Drum Reverb Send Level	mm:00H-7FH(0-Max)
1EH	rrH	mmH	Drum Chorus Send Level	mm:00H-7FH(0-Max)
1FH	rrH	mmH	Drum Variation Send Level	mm:00H-7FH(0-Max)
24H	rrH	mmH	Drum HPF Cutoff Frequency	mm:00H-40H-7FH(-64-0-+63)**
25H	rrH	mmH	Drum HPF Resonance (reserved)	mm:00H-40H-7FH(-64-0-+63)**
30H	rrH	mmH	Drum EQ BASS	mm:00H-40H-7FH(-64-0-+63)**
31H	rrH	mmH	Drum EQ TREBLE	mm:00H-40H-7FH(-64-0-+63)**
32H	rrH	mmH	Drum EQ MID-BASS (reserved)	mm:00H-40H-7FH(-64-0-+63)**
33H	rrH	mmH	Drum EQ MID-TREBLE (reserved)	mm:00H-40H-7FH(-64-0-+63)**
34H	rrH	mmH	Drum EQ BASS Frequency	mm:00H-40H-7FH(-64-0-+63)**
35H	rrH	mmH	Drum EQ TREBLE Frequency	mm:00H-40H-7FH(-64-0-+63)**
36H	rrH	mmH	Drum EQ MID-BASS Freq.(reserved)	mm:00H-40H-7FH(-64-0-+63)**
37H	rrH	mmH	Drum EQ MID-TREBLE Freq.(reserved)	mm:00H-40H-7FH(-64-0-+63)**
38H	rrH - 3FH		up to rrH are reserved for EQ	**
40H	rrH	mmH	Drum VELOCITY PITCH SENS.	mm:00H-0FH(0-15)**
41H	rrH	mmH	Drum VELOCITY LPF CUTOFF SENS.	mm:00H-0FH(0-15)**

rr: drum instrument note number

If the Multi Part Parameter “Rcv NRPN” is OFF, that part will ignore NRPN messages  
MSB 14H - 1FH (for rhythm) are valid only if that part is set to Rhythm mode.

“\*\*” indicates extended parameters.

Registered Parameter Numbers (RPN): 64H/65H

Cntrl#	Parameter	Data Range
100	RPN LSB	0...127
101		Default: 7FH 7FH

If the Multi Part Parameter "Rcv RPN" is OFF, the part ignores this message.

The following parameters are supported.

RPN	MSB	LSB	Data-entry	Data Range
00H	00H	mmH	parameter itch Bend Sensitivity	mm:00H-7FH(0--+127) Default: 02H

The LSB value is ignored.

The minimum operational range shall be 00H00H~0CH00H (+/-octave).

01H	00H	mmH	Fine Tune	mm:00H-40H-7FH(-64-0-+63) Default: 40H 00H
02H	00H	mmH	Coarse Tune	mm:00H-40H-7FH(-64-0-+63) Default: 40H 00H
7FH	7FH	—	Null	

## 5. Channel Mode Messages

All Note Off: 78H

Cntrl#	Parameter	Data Range
120	—	0

This silences all currently-sounding notes on the respective part.

The content which has been set by channel messages will not be reset.

Reset All Controllers: 79H

Cntrl#	Parameter	Data Range
121	—	0

This message returns the following data to the default state.

Pitch Bend, Modulation, Expression, Sustain, Portamento, Sostenuto, Soft Pedal, Registered Parameter Number.

The Portamento Control settings will be reset. I.e., it resets the state in which the source (portamento control message) has already been received, but the target (the key-on toward which the pitch is moving) has not been received.

All Note Off: 7BH

Cntrl#	Parameter	Data Range
123	—	0

This message turns off all notes which are currently on for the respective part. However if Sustain or Sostenuto are on, the corresponding notes will not stop sounding until these are turned off.

OMNI OFF: 7CH

Cntrl#	Parameter	Data Range
124	—	0

This message performs the same processing as when All Note Off is received.

OMNI ON: 7DH

Cntrl#	Parameter	Data Range
125	—	0

This message performs the same processing as when All Note Off is received. The tone generator will not enter OMNI ON status.

MONO: 7EH

Cntrl#	Parameter	Data Range
126	Mono	0...16

This message performs the same processing as when All Sound Off is received, and if the 3rd byte (the mono number) is in the range of 0-16, the corresponding channel will be set to Mode 4 (m = 1).

MONO: 7EH

Cntrl#	Parameter	Data Range
127	—	0

This message performs the same processing as when All Sound Off is received, and sets the corresponding channel to Mode 3.

## 6. Channel Aftertouch

Status: DnH

With the default settings, this message has no effect.

If the Multi Part Parameter “Rcv CHANNEL AFTER TOUCH” is OFF, that part will ignore channel aftertouch.

## 7. Polyphonic Aftertouch

Status: AnH

With the default settings, this message has no effect.

If the Multi Part Parameter “Rcv POLYPHONIC AFTER TOUCH” is OFF, that part will ignore polyphonic aftertouch.

It is not required that the effect apply to the entire range of note numbers 0-127.



## 8. Exclusive Messages

### XG System On

F0H,43H,1nH,4CH,00H,00H,7EH,00H,F7H

11110000	F0	Exclusive status
01000011	43	YAMAHA ID
0001nnnn	1n	Device Number
01001100	4C	Model ID
00000000	00	Address High
00000000	00	Address Mid
01111110	7E	Address Low
00000000	00	Data
11110111	F7	End of Exclusive

When this message is received, the sound module mode will be reset to XG, and the tone generator will be reset to the XG default state, with the exception of MIDI Master Tuning.

Master Tuning can be adjusted in the following three ways.

- 1) XG Master Tuning (F0,43,1n,4C..)
- 2) MIDI Master Tuning (F0,43,1n,27..)
- 3) Setting from the front panel of the device
  - 1) is for setting the tuning of the song, and 2) and 3) are for tuning the system (i.e., tuning the pitch to match acoustic instruments).

These are not memorized separately; the last-received message will take priority.

When XG System On is received, the value last specified by 2) and 3) must be restored.

For example if MIDI Master Tune was used to change a setting of 440.0 Hz to 442.0 Hz, and subsequently XG Master Tune was used to change this to 339.0 Hz, the tone generator must return to 442.0 Hz when XG System On is received.

Since approximately 50 ms is required for this message to be executed, an appropriate interval must be allowed before the next message is transmitted.

### GM System On

F0H,7EH,7FH,09H,01H,F7H

11110000	F0	Exclusive status
01111110	7E	Universal Non-realtime ID
01111111	7F	Device ID
00001001	09	Sub ID1
00000001	01	Sub ID2
11110111	F7	End of Exclusive

This message returns all settings to their default values, with the exception of MIDI Master Tuning.

MIDI Master Tuning is handled in the same way as when XG System On is received.

### MIDI Master Volume

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

11110000	F0	Exclusive status
01111110	7F	Universal Realtime ID
01111111	7F	Device ID
00000100	04	Sub ID1
00000001	01	Sub ID2
01111111	11	Master Volume LSB
0mmmmmmmm	mm	Master Volume MSB
11110111	F7	End of Exclusive

This message simultaneously changes the volume of all channels (Universal System Exclusive).

### MIDI Master Tuning

F0H,43H,1nH,27H,30H,00H,00H,0mH,01H,ccH,F7H

11110000	F0	Exclusive status
01000011	43	YAMAHA ID
0001nnnn	1n	Device Number
00100111	27	Model ID
00110000	30	
00000000	00	
00000000	00	
0000mmmm	mm	Master Tune MSB
00001111	11	Master Tune LSB
0ccccccc	cc	Don't care
11110111	F7	End of Exclusive

This message simultaneously changes the pitch of all channels.

### Parameter Change

11110000	F0	Exclusive status
01000011	43	YAMAHA ID
0001nnnn	1n	Device Number
01001100	4C	Model ID
0aaaaaaa	aa	Address High
0aaaaaaa	aa	Address Mid
0aaaaaaa	aa	Address Low
0ddddddd	dd	Data
	11	
0ddddddd	dd	Data
11110111	F7	End of Exclusive

For parameters whose data size is two or four bytes, the appropriate number of data bytes are transmitted.

The following eight types of parameter change are supported.

- 1) System Data parameter change
- 2) Multi Effect Data parameter change
- 3) Multi EQ Data parameter change
- 4) Multi Part Data parameter change
- 5) Drums Setup Data parameter change
- 6) System Information
- 7) Display Data parameter change
- 8) AD Part Data parameter change

\* For 6) System Information, data is only transmitted in response to a Dump Request, and if these parameter changes are received, they will be ignored.

Not received when Rcv SYSTEM EXCLUSIVE is OFF.

#### Bulk Dump

11110000	F0	Exclusive status
01000011	43	YAMAHA ID
0000nnnn	0n	Device Number
01001100	4C	Model ID
0bbbbbbb	bb	Byte Count MSB
0bbbbbbb	bb	Byte Count LSB
0aaaaaaa	aa	Address High
0aaaaaaa	aa	Address Mid
0aaaaaaa	aa	Address Low
0ddddddd	dd	Data
0ddddddd	dd	Data
0ccccccc	cc	Checksum
11110111	F7	End of Exclusive

For the Address and Byte Count, refer to Tables 3-n.

Here, Byte Count indicates the "TOTAL SIZE" of the data given in tables 3-n. For bulk dump and dump request, the addresses shall indicate the beginning of the block.

"Block" indicates the unit of data described by "TOTAL SIZE" in tables 3-n.

Check-sum is the value which, produces a lower seven bits of zero when the Byte Count,

Address, Data, and the Check-sum itself are added.

If multiple bulk dumps are to be transmitted in succession, you must allow an interval of approximately 10 mSec between F7 and the following F0.

### Parameter Request

11110000	F0	Exclusive status
01000011	43	YAMAHA ID
0011nnnn	3n	Device Number
01001100	4C	Model ID
0aaaaaaa	aa	Address High
0aaaaaaa	aa	Address Mid
0aaaaaaa	aa	Address Low
11110111	F7	End of Exclusive

### Dump Request

11110000	F0	Exclusive status
01000011	43	YAMAHA ID
0010nnnn	2n	Device Number
01001100	4C	Model ID
0aaaaaaa	aa	Address High
0aaaaaaa	aa	Address Mid
0aaaaaaa	aa	Address Low
11110111	F7	End of Exclusive

Transmission/reception of dump request messages cannot be switched off except by setting "Exclusive" to OFF.

# XG EFFECT MAP

## REVERB TYPE

TYPE MSB		TYPE LSB				
DEC	HEX	00	01	02	...	08
000	0	NO EFFECT				
001	1	HALL 1	HALL 2			
002	2	ROOM 1	ROOM 2	ROOM 3		
003	3	STAGE 1	STAGE 2			
004	4	PLATE				
005	5	NO EFFECT				
:	:	:				
015	F	NO EFFECT				
016	10	WHITE ROOM				
017	11	TUNNEL				
018	12	CANYON				
019	13	BASEMENT				
020	14	NO EFFECT				
:	:	:				
127	7F	NO EFFECT				

ESSENTIAL EFFECT  
 OPTION EFFECT  
 NO EFFECT  
 same as BASIC EFFECT(LSB=00)

## CHORUS TYPE

TYPE MSB		TYPE LSB				
DEC	HEX	00	01	02	...	08
000	0	NO EFFECT				
001	1	NO EFFECT				
:	:	:				
064	40	NO EFFECT				
065	41	CHORUS 1	CHORUS 2	CHORUS 3		CHORUS 4
066	42	CELESTE 1	CELESTE 2	CELESTE 3		CELESTE 4
067	43	FLANGER 1	FLANGER 2			FLANGER 3
068	44	SYMPHONIC				
069	45	NO EFFECT				
:	:	:				
071	47	NO EFFECT				
072	48	PHASER 1				
073	49	NO EFFECT				
:	:	:				
086	56	NO EFFECT				
087	57	ENSEMBLE DETUNE				
088	58	NO EFFECT				
:	:	:				
127	7F	NO EFFECT				

ESSENTIAL EFFECT  
 OPTION EFFECT  
 NO EFFECT  
 same as BASIC EFFECT(LSB=0)

## VARIATION TYPE (0-63)

TYPE MSB		TYPE LSB				
DEC	HEX	00	01	02	...	08
000	0	NO EFFECT				
001	1	HALL 1	HALL 2			
002	2	ROOM 1	ROOM 2	ROOM 3		
003	3	STAGE 1	STAGE 2			
004	4	PLATE				
005	5	DELAY L,C,R				
006	6	DELAY L,R				
007	7	ECHO				
008	8	CROSS DELAY				
009	9	ER 1	ER 2			
010	A	GATE REVERB				
011	B	REVERSE GATE				
012	C	NO EFFECT or THRU				
:	:	:				
015	F	NO EFFECT or THRU				
016	10	WHITE ROOM				
017	11	TUNNEL				
018	12	CANYON				
019	13	BASEMENT				
020	14	KARAOKE 1	KARAOKE 2	KARAOKE 3		
021	15	NO EFFECT or THRU				
:	:	:				
63	3F	NO EFFECT or THRU				

ESSENTIAL EFFECT  
 OPTION EFFECT  
 NO EFFECT  
 same as BASIC EFFECT(LSB=0)

# XG EFFECT MAP

## VARIATION TYPE (64-127)

TYPE MSB		TYPE LSB					
DEC	HEX	00	01	02	...	08	
064	40	THRU					
065	41	CHORUS 1	CHORUS 2	CHORUS 3		CHORUS 4	
066	42	CELESTE 1	CELESTE 2	CELESTE 3		CELESTE 4	
067	43	FLANGER 1	FLANGER 2			FLANGER 3	
068	44	SYMPHONIC					
069	45	ROTARY SPEAKER					
070	46	TREMOLO					
071	47	AUTO PAN					
072	48	PHASER 1				PHASER 2	
073	49	DISTORTION	COMP+DISTORTION				
074	4A	OVER DRIVE					
075	4B	AMP SIMULATOR					
076	4C	3-BAND EQ					
077	4D	2-BAND EQ					
078	4E	AUTO WAH(LFO)	AUTO WAH+DIST	AUTO WAH+OVERDR			
079	4F	THRU					
080	50	PITCH CHANGE	PITCH CHANGE2				
081	51	AURAL EXCITER					
082	52	TOUCH WAH 1	TOUCH WAH+DIST	TOUCH WAH+OVERDR		TOUCH WAH 2	
083	53	COMPRESSOR					
084	54	NOISE GATE					
085	55	VOICE CANCEL					
086	56	2WAY ROTARY SPEAKER					
087	57	ENSEMBLE DETUNE					
088	58	AMBIENCE					
089	59	THRU					
:	:	:					
092	5C	THRU					
093	5D	TALKING MODULATOR					
094	5E	LO-FI					
095	5F	DIST+DELAY	OVERDRIVE+DELAY				
096	60	COMP+DIST+DELAY	COMP+OVERDRIVE+DELAY				
097	61	WAH+DIST+DELAY	WAH+OVERDRIVE+DELAY				
098	62	THRU					
:	:	:					
127	7F	THRU					

ESSENTIAL EFFECT  
 OPTION EFFECT  
 NO EFFECT or THRU  
 same as BASIC EFFECT(LSB=0)

## INSERTION EFFECT (DISTORTION) TYPE

TYPE MSB		TYPE LSB					
DEC	HEX	00	01	02	...	08	
000	0	THRU					
001	1	HALL 1	HALL 2				
002	2	ROOM 1	ROOM 2	ROOM 3			
003	3	STAGE 1	STAGE 2				
004	4	PLATE					
005	5	DELAY L,C,R					
006	6	DELAY L,R					
007	7	ECHO					
008	8	CROSS DELAY					
009	9	THRU					
:	:	:					
019	13	THRU					
020	14	KARAOKE 1	KARAOKE 2	KARAOKE 3			
021	15	THRU					
:	:	:					
063	3F	THRU					
064	40	THRU					
065	41	CHORUS 1	CHORUS 2	CHORUS 3		CHORUS 4	
066	42	CELESTE 1	CELESTE 2	CELESTE 3		CELESTE 4	
067	43	FLANGER 1	FLANGER 2			FLANGER 3	
068	44	SYMPHONIC					
069	45	ROTARY SPEAKER					
070	46	TREMOLO					
071	47	AUTO PAN					
072	48	PHASER 1					
073	49	DISTORTION					
074	4A	OVER DRIVE					
075	4B	AMP SIMULATOR					
076	4C	3-BAND EQ					
077	4D	2-BAND EQ					
078	4E	AUTO WAH(LFO)					
079	4F	THRU					
080	50	THRU					
081	51	AURAL EXCITER					
082	52	TOUCH WAH 1				TOUCH WAH 2	
083	53	COMPRESSOR					
084	54	NOISE GATE					
085	55	THRU					
086	56	THRU					
087	57	ENSEMBLE DETUNE					
088	58	THRU					
:	:	:					
127	7F	THRU					

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

## Multi EQ TYPE

TYPE MSB		
DEC	HEX	
000	0	Flat
001	1	Jazz
002	2	Pops
003	3	Rock
004	4	Concert
005	5	Flat
:	:	:
127	7F	Flat

## XG EFFECT PARAMETER LIST

### XG EFFECT PARAMETER LIST

HALL1, HALL2

ROOM1, ROOM2, ROOM3

STAGE1, STAGE2

PLATE (reverb, variation, insertion1, 2 block)

No.	Parameter	Display	Value	See Table	Control
1	Reverb Time	0.3~30.0s	0-69	table#4	
2	Diffusion	0~10	0-10		
3	Initial Delay	0.1~99.3ms	0-63	table#5	
4	HPF Cutoff	Thru~8.0kHz	0-52	table#3	
5	LPF Cutoff	1.0k~Thru	34-60	table#3	
6					
7					
8					
9					
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●
11	Rev Delay	0~63	0-63	table#5	
12	Density	0~4 (reverb, variation block) 0~2 (insertion1,2 block)	0-4 0-2		
13	Er/Rev Balance	E63>R ~ E=R ~ E<R63	1-127		
14	High Damp	0.1~1.0	1-10		
15	Feedback Level	-63~+63	1-127		
16					

WHITE ROOM

TUNNEL

CANYON

BASEMENT (reverb, variation block)

No.	Parameter	Display	Value	See Table	Control
1	Reverb Time	0.3~30.0s	0-69	table#4	
2	Diffusion	0~10	0-10		
3	Initial Delay	0.1~99.3ms	0-63	table#5	
4	HPF Cutoff	Thru~8.0kHz	0-52	table#3	
5	LPF Cutoff	1.0k~Thru	34-60	table#3	
6	Width	0.5~10.2m	0-37	table#11	
7	Height	0.5~20.2m	0-73	table#11	
8	Depth	0.5~30.2m	0-104	table#11	
9	Wall Vary	0~30	0-30		
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●
11	Rev Delay	0~63	0-63	table#5	
12	Density	0~4	0-4		
13	Er/Rev Balance	E63>R ~ E=R ~ E<R63	1-127		
14	High Damp	0.1~1.0	1-10		
15	Feedback Level	-63~+63	1-127		
16					

DELAY L,C,R (variation, insertion1,2 block)

No.	Parameter	Display	Value	See Table	Control
1	Lch Delay	0.1~1486.0ms (variation block)	1-14860		
		0.1~742.9ms (insertion1,2 block)	1-7429		
2	Rch Delay	0.1~1486.0ms (variation block)	1-14860		
		0.1~742.9ms (insertion1,2 block)	1-7429		
3	Cch Delay	0.1~1486.0ms (variation block)	1-14860		
		0.1~742.9ms (insertion1,2 block)	1-7429		
4	Feedback Delay	0.1~1486.0ms (variation block)	1-14860		
		0.1~742.9ms (insertion1,2 block)	1-7429		
5	Feedback Level	-63~+63	1-127		
6	Cch Level	0~127	0-127		
7	High Damp	0.1~1.0	1-10		
8					
9					
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●
11					
12					
13	EQ Low Frequency	32Hz~2.0kHz	4-40	table#3	
14	EQ Low Gain	-12~+12dB	52-76		
15	EQ High Frequency	500Hz~16.0kHz	28-58	table#3	
16	EQ High Gain	-12~+12dB	52-76		



## DELAY L,R (variation, insertion1,2 block)

No.	Parameter	Display	Value	See Table	Control
1	Lch Delay	0.1~1486.0ms (variation block)	1-14860		
		0.1~742.9ms (insertion1,2 block)	1-7429		
2	Rch Delay	0.1~1486.0ms (variation block)	1-14860		
		0.1~742.9ms (insertion1,2 block)	1-7429		
3	Feedback Delay 1	0.1~1486.0ms (variation block)	1-14860		
		0.1~742.9ms (insertion1,2 block)	1-7429		
4	Feedback Delay 2	0.1~1486.0ms (variation block)	1-14860		
		0.1~742.9ms (insertion1,2 block)	1-7429		
5	Feedback Level	-63~+63	1-127		
6	High Damp	0.1~1.0	1-10		
7					
8					
9					
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●
11					
12					
13	EQ Low Frequency	32Hz~2.0kHz	4-40	table#3	
14	EQ Low Gain	-12~+12dB	52-76		
15	EQ High Frequency	500Hz~16.0kHz	28-58	table#3	
16	EQ High Gain	-12~+12dB	52-76		

## ECHO (variation, insertion1,2 block)

No.	Parameter	Display	Value	See Table	Control
1	Lch Delay1	0.1~743.0ms (variation block)	1-7430		
		0.1~371.4ms (insertion1,2 block)	1-3714		
2	Lch Feedback Level	-63~+63	1-127		
3	Rch Delay1	0.1~743.0ms (variation block)	1-7430		
		0.1~371.4ms (insertion1,2 block)	1-3714		
4	Rch Feedback Level	-63~+63	1-127		
5	High Damp	0.1~1.0	1-10		
6	Lch Delay2	0.1~743.0ms (variation block)	1-7430		
		0.1~371.4ms (insertion1,2 block)	1-3714		
7	Rch Delay2	0.1~743.0ms (variation block)	1-7430		
		0.1~371.4ms (insertion1,2 block)	1-3714		
8	Delay2 Level	0~127	0-127		
9					
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●
11					
12					
13	EQ Low Frequency	32Hz~2.0kHz	4-40	table#3	
14	EQ Low Gain	-12~+12dB	52-76		
15	EQ High Frequency	500Hz~16.0kHz	28-58	table#3	
16	EQ High Gain	-12~+12dB	52-76		

## CROSS DELAY (variation, insertion1,2 block)

No.	Parameter	Display	Value	See Table	Control
1	L->R Delay	0.1~743.0ms (variation block)	1-7430		
		0.1~371.4ms (insertion1,2 block)	1-3714		
2	R->L Delay	0.1~743.0ms (variation block)	1-7430		
		0.1~371.4ms (insertion1,2 block)	1-3714		
3	Feedback Level	-63~+63	1-127		
4	Input Select	L, R, L&R	0-2		
5	High Damp	0.1~1.0	1-10		
6					
7					
8					
9					
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●
11					
12					
13	EQ Low Frequency	32Hz~2.0kHz	4-40	table#3	
14	EQ Low Gain	-12~+12dB	52-76		
15	EQ High Frequency	500Hz~16.0kHz	28-58	table#3	
16	EQ High Gain	-12~+12dB	52-76		

## XG EFFECT PARAMETER LIST

### EARLY REF1, EARLY REF2 (variation block)

No.	Parameter	Display	Value	See Table	Control
1	Type	S-H, L-H, Rdm, Rvs, Plt, Spr	0-5		
2	Room Size	0.1~7.0	0-44	table#6	
3	Diffusion	0-10	0-10		
4	Initial Delay	0.1~99.3ms	0-63	table#5	
5	Feedback Level	-63~+63	1-127		
6	HPF Cutoff	Thru~8.0kHz	0-52	table#3	
7	LPF Cutoff	1.0k~Thru	34-60	table#3	
8					
9					
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●
11	Liveness	0-10	0-10		
12	Density	0~3	0-3		
13	High Damp	0.1~1.0	1-10		
14					
15					
16					

### GATE REVERB

#### REVERSE GATE (variation block)

No.	Parameter	Display	Value	See Table	Control
1	Type	TypeA, TypeB	0-1		
2	Room Size	0.1~20.0	0-127	table#6	
3	Diffusion	0-10	0-10		
4	Initial Delay	0.1~99.3ms	0-63	table#5	
5	Feedback Level	-63~+63	1-127		
6	HPF Cutoff	Thru~8.0kHz	0-52	table#3	
7	LPF Cutoff	1.0k~Thru	34-60	table#3	
8					
9					
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●
11	Liveness	0-10	0-10		
12	Density	0~3	0-3		
13	High Damp	0.1~1.0	1-10		
14					
15					
16					

### KARAOKE1, 2, 3 (variation, insertion1, 2 block)

No.	Parameter	Display	Value	See Table	Control
1	Delay Time	0.1~400ms	0-127	table#7	
2	Feedback Level	-63~+63	1-127		
3	HPF Cutoff	Thru~8.0kHz	0-52	table#3	
4	LPF Cutoff	1.0k~Thru	34-60	table#3	
5					
6					
7					
8					
9					
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●
11					
12					
13					
14					
15					
16					

### CHORUS1,2,3,4

#### CELESTE1,2,3,4 (chorus, variation, insertion1,2 block)

No.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz~39.7Hz	0-127	table#1	
2	LFO Depth	0~127	0-127		
3	Feedback Level	-63~+63	1-127		
4	Delay Offset	0.0'50	0-127	table#2	
5					
6	EQ Low Frequency	32Hz~2.0kHz	4-40	table#3	
7	EQ Low Gain	-12~+12dB	52-76		
8	EQ High Frequency	500Hz~16.0kHz	28-58	table#3	
9	EQ High Gain	-12~+12dB	52-76		
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●
11	EQ Mid Frequency	100Hz~10.0kHz (variation block)	14-54	table#3	
12	EQ Mid Gain	-12~+12dB (variation block)	52-76		
13	EQ Mid Width	1.0~12.0 (variation block)	10-120		
14					
15	Input Mode	mono/stereo	0-1		
16					

**FLANGER1, 2, 3 (chorus, variation, insertion1, 2 block)**

No.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz~39.7Hz	0-127	table#1	
2	LFO Depth	0~127	0-127		
3	Feedback Level	-63~+63	1-127		
4	Delay Offset	0.0~50	0-127	table#2	
5					
6	EQ Low Frequency	32Hz~2.0kHz	4-40	table#3	
7	EQ Low Gain	-12~+12dB	52-76		
8	EQ High Frequency	500Hz~16.0kHz	28-58	table#3	
9	EQ High Gain	-12~+12dB	52-76		
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●
11	EQ Mid Frequency	100Hz~10.0kHz (variation block)	14-54	table#3	
12	EQ Mid Gain	-12~+12dB (variation block)	52-76		
13	EQ Mid Width	1.0~12.0 (variation block)	10-120		
14	LFO Phase Difference	-180~+180deg	4-124	resolution=3deg.	
15					
16					

**SYMPHONIC (chorus, variation, insertion1, 2 block)**

No.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz~39.7Hz	0-127	table#1	
2	LFO Depth	0~127	0-127		
3	Delay Offset	0.0~50	0-127	table#2	
4					
5					
6	EQ Low Frequency	32Hz~2.0kHz	4-40	table#3	
7	EQ Low Gain	-12~+12dB	52-76		
8	EQ High Frequency	500Hz~16.0kHz	28-58	table#3	
9	EQ High Gain	-12~+12dB	52-76		
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●
11	EQ Mid Frequency	100Hz~10.0kHz (variation block)	14-54	table#3	
12	EQ Mid Gain	-12~+12dB (variation block)	52-76		
13	EQ Mid Width	1.0~12.0 (variation block)	10-120		
14					
15					
16					

**ENSEMBLE DETUNE (chorus, variation, insertion1, 2 block)**

No.	Parameter	Display	Value	See Table	Control
1	Detune	-50~+50cent	14-114		
2	Lch Init Delay	0.0~50	0-127	table#2	
3	Rch Init Delay	0.0~50	0-127	table#2	
4					
5					
6					
7					
8					
9					
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●
11	EQ Low Frequency	32Hz~2.0kHz (variation, insertion1,2 block)	4-40	table#3	
12	EQ Low Gain	-12~+12dB (variation, insertion1,2 block)	52-76		
13	EQ High Frequency	500Hz~16.0kHz (variation, insertion1,2 block)	28-58	table#3	
14	EQ High Gain	-12~+12dB (variation, insertion1,2 block)	52-76		
15					
16					

**AMBIENCE (variation block)**

No.	Parameter	Display	Value	See Table	Control
1	Delay Time	0.0~50	0-127	table#2	
2	Output Phase	normal/invers	0-1		
3					
4					
5					
6	EQ Low Frequency	32Hz~2.0kHz	4-40	table#3	
7	EQ Low Gain	-12~+12dB	52-76		
8	EQ High Frequency	500Hz~16.0kHz	28-58	table#3	
9	EQ High Gain	-12~+12dB	52-76		
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●
11					
12					
13					
14					
15					
16					

## XG EFFECT PARAMETER LIST

### ROTARY SPEAKER (variation, insertion1, 2 block)

No.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz~39.7Hz	0-127	table#1	●
2	LFO Depth	0~127	0-127		
3					
4					
5					
6	EQ Low Frequency	32Hz~2.0kHz	4-40	table#3	
7	EQ Low Gain	-12~+12dB	52-76		
8	EQ High Frequency	500Hz~16.0kHz	28-58	table#3	
9	EQ High Gain	-12~+12dB	52-76		
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		
11	EQ Mid Frequency	100Hz~10.0kHz (variation block)	14-54	table#3	
12	EQ Mid Gain	-12~+12dB (variation block)	52-76		
13	EQ Mid Width	1.0~12.0 (variation block)	10-120		
14					
15					
16					

### 2WAY ROTARY SPEAKER (variation block)

No.	Parameter	Display	Value	See Table	Control
1	Rotor Speed	0.0Hz~39.7Hz	0-127	table#1	●
2	Drive Low	0~127	0-127		
3	Drive High	0~127	0-127		
4	Low/High	L63>H ~ L=H ~ L<H63	1-127		
5					
6	EQ Low Frequency	32Hz~2.0kHz	4-40	table#3	
7	EQ Low Gain	-12~+12dB	52-76		
8	EQ High Frequency	500Hz~16.0kHz	28-58	table#3	
9	EQ High Gain	-12~+12dB	52-76		
10					
11	Crossover Frequency	100Hz~10.0kHz	14-54	table#3	
12	Mic L-R Angle	0deg~180deg	0-60	resolution=3deg.	
13					
14					
15					
16					

### TREMOLO (variation, insertion1, 2 block)

No.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz~39.7Hz	0-127	table#1	●
2	AM Depth	0~127	0-127		
3	PM Depth	0~127	0-127		
4					
5					
6	EQ Low Frequency	32Hz~2.0kHz	4-40	table#3	
7	EQ Low Gain	-12~+12dB	52-76		
8	EQ High Frequency	500Hz~16.0kHz	28-58	table#3	
9	EQ High Gain	-12~+12dB	52-76		
10					
11	EQ Mid Frequency	100Hz~10.0kHz (variation block)	14-54	table#3	
12	EQ Mid Gain	-12~+12dB (variation block)	52-76		
13	EQ Mid Width	1.0~12.0 (variation block)	10-120		
14	LFO Phase Difference	-180~+180deg	4-124	resolution=3deg.	
15	Input Mode	mono/stereo	0-1		
16					

### AUTO PAN (variation, insertion1, 2 block)

No.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz~39.7Hz	0-127	table#1	●
2	L/R Depth	0~127	0-127		
3	F/R Depth	0~127	0-127		
4	PAN Direction	L<>R, L>R, L<R, Lturn, Rturn, L/R	0-5		
5					
6	EQ Low Frequency	32Hz~2.0kHz	4-40	table#3	
7	EQ Low Gain	-12~+12dB	52-76		
8	EQ High Frequency	500Hz~16.0kHz	28-58	table#3	
9	EQ High Gain	-12~+12dB	52-76		
10					
11	EQ Mid Frequency	100Hz~10.0kHz (variation block)	14-54	table#3	
12	EQ Mid Gain	-12~+12dB (variation block)	52-76		
13	EQ Mid Width	1.0~12.0 (variation block)	10-120		
14					
15					
16					

**PHASER 1 (chorus, variation, insertion1, 2 block)**

No.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz~39.7Hz	0-127	table#1	
2	LFO Depth	0~127	0-127		
3	Phase Shift Offset	0~127	0-127		
4	Feedback Level	-63~+63	1-127		
5					
6	EQ Low Frequency	32Hz~2.0kHz	4-40	table#3	
7	EQ Low Gain	-12~+12dB	52-76		
8	EQ High Frequency	500Hz~16.0kHz	28-58	table#3	
9	EQ High Gain	-12~+12dB	52-76		
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●
11	Stage	4, 5, 6 (chorus, insertion1,2 block)	4-6		
12	Diffusion	mono/stereo	0-1		
13					
14					
15					
16					

**PHASER 2 (variation block)**

No.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz~39.7Hz	0-127	table#1	
2	LFO Depth	0~127	0-127		
3	Phase Shift Offset	0~127	0-127		
4	Feedback Level	-63~+63	1-127		
5					
6	EQ Low Frequency	32Hz~2.0kHz	4-40	table#3	
7	EQ Low Gain	-12~+12dB	52-76		
8	EQ High Frequency	500Hz~16.0kHz	28-58	table#3	
9	EQ High Gain	-12~+12dB	52-76		
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●
11	Stage	3, 4, 5, 6	3-6		
12					
13	LFO Phase Difference	-180deg~+180deg	4-124	resolution=3deg.	
14					
15					
16					

**DISTORTION**

**OVERDRIVE (variation, insertion1, 2 block)**

No.	Parameter	Display	Value	See Table	Control
1	Drive	0~127	0-127		●
2	EQ Low Frequency	32Hz~2.0kHz	4-40	table#3	
3	EQ Low Gain	-12~+12dB	52-76		
4	LPF Cutoff	1.0k~Thru	34-60	table#3	
5	Output Level	0~127	0-127		
6					
7	EQ Mid Frequency	100Hz~10.0kHz	14-54	table#3	
8	EQ Mid Gain	-12~+12dB	52-76		
9	EQ Mid Width	1.0~12.0	10-120		
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		
11	Edge(Clip Curve)	0~127	0-127	mild' sharp	
12					
13					
14					
15					
16					

# XG EFFECT PARAMETER LIST

## COMP+DIST (variation block)

No.	Parameter	Display	Value	See Table	Control
1	Drive	0-127	0-127		●
2	EQ Low Frequency	32Hz~2.0kHz	4-40	table#3	
3	EQ Low Gain	-12~+12dB	52-76		
4	LPF Cutoff	1.0k~Thru	34-60	table#3	
5	Output Level	0-127	0-127		
6					
7	EQ Mid Frequency	100Hz~10.0kHz	14-54	table#3	
8	EQ Mid Gain	-12~+12dB	52-76		
9	EQ Mid Width	1.0~12.0	10-120		
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		
11	Edge(Clip Curve)	0-127	0-127	mild' sharp	
12	Attack	1ms~40ms	0-19	table#8	
13	Release	10ms~680ms	0-15	table#9	
14	Threshold	-48dB~-6dB	79-121		
15	Ratio	1.0~20.0	0-7	table#10	
16					

## AMP SIMULATOR (variation, insertion1, 2 block)

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

## 3BAND EQ(MONO) (variation, insertion1, 2 block)

No.	Parameter	Display	Value	See Table	Control
1	EQ Low Gain	-12~+12dB	52-76		
2	EQ Mid Frequency	100Hz~10.0kHz	14-54	table#3	
3	EQ Mid Gain	-12~+12dB	52-76		
4	EQ Mid Width	1.0~12.0	10-120		
5	EQ High Gain	-12~+12dB	52-76		
6	EQ Low Frequency	50Hz~2.0kHz	8-40	table#3	
7	EQ High Frequency	500Hz~16.0kHz	28-58	table#3	
8					
9					
10					
11					
12					
13					
14					
15	Input Mode	mono/stereo	0-1		
16					

## 2BAND EQ(STEREO) (variation, insertion1, 2 block)

No.	Parameter	Display	Value	See Table	Control
1	EQ Low Frequency	32Hz~2.0kHz	4-40	table#3	
2	EQ Low Gain	-12~+12dB	52-76		
3	EQ High Frequency	500Hz~16.0kHz	28-58	table#3	
4	EQ High Gain	-12~+12dB	52-76		
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

**AUTO WAH (variation, insertion1, 2 block)**

No.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz~39.7Hz	0-127	table#1	
2	LFO Depth	0~127	0-127		
3	Cutoff Frequency Offset	0~127	0-127		●
4	Resonance	1.0~12.0	10-120		
5					
6	EQ Low Frequency	32Hz~2.0kHz	4-40	table#3	
7	EQ Low Gain	-12~+12dB	52-76		
8	EQ High Frequency	500Hz~16.0kHz	28-58	table#3	
9	EQ High Gain	-12~+12dB	52-76		
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		
11	Drive	0~127 (variation block)	0-127		
12	EQ Low Gain(distortion)	-12~+12dB	52-76		
13	EQ Mid Gain(distortion)	-12~+12dB	52-76		
14	LPF Cutoff	1.0kHz~thru	34-60	table#3	
15					
16					

**AUTO WAH+DIST**

**AUTO WHA+ODRV (variation block)**

No.	Parameter	Display	Value	See Table	Control
1	LFO Frequency	0.00Hz~39.7Hz	0-127	table#1	
2	LFO Depth	0~127	0-127		
3	Cutoff Frequency Offset	0~127	0-127		●
4	Resonance	1.0~12.0	10-120		
5					
6	EQ Low Frequency	32Hz~2.0kHz	4-40	table#3	
7	EQ Low Gain	-12~+12dB	52-76		
8	EQ High Frequency	500Hz~16.0kHz	28-58	table#3	
9	EQ High Gain	-12~+12dB	52-76		
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		
11	Drive	0~127	0-127		
12	EQ Low Gain(distortion)	-12~+12dB	52-76		
13	EQ Mid Gain(distortion)	-12~+12dB	52-76		
14	LPF Cutoff	1.0kHz~thru	34-60	table#3	
15	Output Level	0~127	0-127		
16					

**TOUCH WAH 1 (variation, insertion1, 2 block)**

**TOUCH WAH+DIST (variation block)**

No.	Parameter	Display	Value	See Table	Control
1	Sensitive	0~127	0-127		
2	Cutoff Frequency Offset	0~127	0-127		●
3	Resonance	1.0~12.0	10-120		
4					
5					
6	EQ Low Frequency	32Hz~2.0kHz	4-40	table#3	
7	EQ Low Gain	-12~+12dB	52-76		
8	EQ High Frequency	500Hz~16.0kHz	28-58	table#3	
9	EQ High Gain	-12~+12dB	52-76		
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		
11	Drive	0~127 (variation block)	0-127		
12					
13					
14					
15					
16					

## XG EFFECT PARAMETER LIST

### TOUCH WAH 2 (variation, insertion1, 2 block) TOUCH WAH+ODRV (variation block)

No.	Parameter	Display	Value	See Table	Control
1	Sensitive	0-127	0-127		
2	Cutoff Frequency Offset	0-127	0-127		●
3	Resonance	1.0-12.0	10-120		
4					
5					
6	EQ Low Frequency	32Hz-2.0kHz	4-40	table#3	
7	EQ Low Gain	-12-+12dB	52-76		
8	EQ High Frequency	500Hz-16.0kHz	28-58	table#3	
9	EQ High Gain	-12-+12dB	52-76		
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		
11	Drive	0-127 (variation block)	0-127		
12	EQ Low Gain(distortion)	-12-+12dB (variation block)	52-76		
13	EQ .1.%... Gain(distortion)	-12-+12dB (variation block)	52-76		
14	LPF Cutoff	1.0kHz-thru (variation block)	34-60	table#3	
15	Output Level	0-127 (variation block)	0-127		
16	Release				

### PITCH CHANGE 1 (variation block)

No.	Parameter	Display	Value	See Table	Control
1	Pitch	-24-+24	40-88		
2	Initial Delay	0.1-400	0-127	table#7	
3	Fine 1	-50Hz-+50Hz	14-114		
4	Fine 2	-50Hz-+50Hz	14-114		
5	Feedback Level	-63-+63	1-127		
6					
7					
8					
9					
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●
11	Pan 1	L63-R63	1-127		
12	Output Level 1	0-127	0-127		
13	Pan 2	L63-R63	1-127		
14	Output Level 2	0-127	0-127		
15					
16					

### PITCH CHANGE 2 (variation block)

No.	Parameter	Display	Value	See Table	Control
1	Pitch	-24-+24	40-88		
2	Initial Delay	0-127	0-127	table#7	
3	Fine 1	-50-+50cent	14-114		
4	Fine 2	-50-+50cent	14-114		
5	Feedback Level	-99-+99%	1-127		
6					
7					
8					
9					
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●
11	Pan 1	L63-R63	1-127		
12	Output Level 1	0-127	0-127		
13	Pan 2	L63-R63	1-127		
14	Output Level 2	0-127	0-127		
15					
16					

### AURAL EXCITER® (variation, insertion1, 2 block)

No.	Parameter	Display	Value	See Table	Control
1	HPF Cutoff	500Hz-16.0kHz	28-58	table#3	
2	Drive	0-127	0-127		
3	Mix Level	0-127	0-127		
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

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**COMPRESSOR (variation, insertion1, 2 block)**

No.	Parameter	Display	Value	See Table	Control
1	Attack	1~40ms	0-19	table#8	
2	Release	10~680ms	0-15	table#9	
3	Threshold	-48~-6dB	79-121		
4	Ratio	1.0~20.0	0-7	table#10	
5	Output Level	0~127	0-127		
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

**NOISE GATE (variation, insertion1, 2 block)**

No.	Parameter	Display	Value	See Table	Control
1	Attack	1~40ms	0-19	table#8	
2	Release	10~680ms	0-15	table#9	
3	Threshold	-72~-30dB	55-97		
4	Output Level	0~127	0-127		
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

**VOICE CANCELAR (variation block)**

No.	Parameter	Display	Value	See Table	Control
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11	Low Adjust	0~26	0-26		
12	High Adjust	0~26	0-26		
13					
14					
15					
16					

**TALKING MODULATOR (variation block)**

No.	Parameter	Display	Value	See Table	Control
1	vowel	a, i, u, e, o	0-4		
2	move speed	1~62	1-62		
3	dirve	0~127	0-127		
4	output level	0~127	0-127		
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

## XG EFFECT PARAMETER LIST

### LO-FI (variation block)

No.	Parameter	Display	Value	See Table	Control
1	sampling freq control	44.1kHz~345Hz	0-127		
2	word length	1~127	1-127		
3	output gain	-6~+12dB	0-18		
4	LPF Cutoff	63Hz~thru	10-60		
5	filter type	Thru, PowerBass, Radio, Telephone, Clean, Low	0-5		
6	LPF resonance	1.0~12.0	10-120		
7	bit assign	0~6	0-6		
8	emphasis	off/on	0-1		
9					
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●
11					
12					
13					
14					
15	Input Mode	mono/stereo	0-1		
16					

### DIST+DELAY(variation block)

### OVERDRIVE+DELAY(variation block)

No.	Parameter	Display	Value	See Table	Control
1	Lch Delay Time	0.1~1486.0ms	1-14860		
2	Rch Delay Time	0.1~1486.0ms	1-14860		
3	Delay Feedback Time	0.1~1486.0ms	1-14860		
4	Delay Feedback Level	-63~+63	1-127		
5	Delay Mix	0~127	0-127		
6	Dist Drive	0~127	0-127		
7	Dist Output Level	0~127	0-127		
8	Dist EQ Low Gain	-12~+12dB	52-76		
9	Dist EQ Mid Gain	-12~+12dB	52-76		
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●
11					
12					
13					
14					
15					
16					

### COMP+DIST+DELAY(variation block)

### COMP+ODRV+DELAY(variation block)

No.	Parameter	Display	Value	See Table	Control
1	Delay Time	0.1~1486.0ms	1-14860		
2	Delay Feedback Level	-63~+63	1-127		
3	Delay Mix	0~127	0-127		
4	Dist Drive	0~127	0-127		
5	Dist Output Level	0~127	0-127		
6	Dist EQ Low Gain	-12~+12dB	52-76		
7	Dist EQ Mid Gain	-12~+12dB	52-76		
8					
9					
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●
11	Comp. Attack	1ms~40ms	0-19	table#8	
12	Comp. Release	10ms~680ms	0-15	table#9	
13	Comp. Threshold	-48dB~6dB	79-121		
14	Comp. Ratio	1.0~20.0	0-7	table#10	
15					
16					

WAH+DIST+DELAY(variation block)  
 WAH+ODRV+DELAY(variation block)

No.	Parameter	Display	Value	See Table	Control
1	Delay Time	0.1~1486.0ms	1-14860		
2	Delay Feedback Level	-63~+63	1-127		
3	Delay Mix	0-127	0-127		
4	Dist Drive	0-127	0-127		
5	Dist Output Level	0-127	0-127		
6	Dist EQ Low Gain	-12~+12dB	52-76		
7	Dist EQ Mid Gain	-12~+12dB	52-76		
8					
9					
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●
11	Wah Sensitive	0-127	0-127		
12	Wah Cutoff Freq Offset	0-127	0-127		
13	Wah Resonance	1.0~12.0	10-120		
14	Wah Release	10~680ms	52-67		
15					
16					

[Notes]

1. Reception of DRY/WET

- For SYSTEM  
 DRY/WET is received and will rewrite the value, but the sound will not change, and the effect block will internally remain at WET100%.
- For INSERTION  
 DRY/WET is received, and will affect the sound.

2. Changing the VAR CONNECTION

- EINSERTION->SYSTEM  
 The output sound of the VAR block will be WET 100%, but the DRY/WET value will be maintained. (dry/wet = D<W63 = 127 will not occur)
- ESYSTEM->INSERTION  
 The DRY/WET value will be maintained (not initialized), and the output sound of the VAR block will be the current DRY/WET balance.

3. AURAL EXCITER

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XG EFFECT PARAMETER TABLE

XG EFFECT PARAMETER TABLE

table#1

LFO Frequency			
Data	Value	Data	Value
0	0.00	64	2.69
1	0.08	65	2.77
2	0.08	66	2.86
3	0.16	67	2.94
4	0.16	68	3.02
5	0.25	69	3.11
6	0.25	70	3.19
7	0.33	71	3.28
8	0.33	72	3.36
9	0.42	73	3.44
10	0.42	74	3.53
11	0.50	75	3.61
12	0.50	76	3.70
13	0.58	77	3.86
14	0.58	78	4.03
15	0.67	79	4.20
16	0.67	80	4.37
17	0.75	81	4.54
18	0.75	82	4.71
19	0.84	83	4.87
20	0.84	84	5.04
21	0.92	85	5.21
22	0.92	86	5.38
23	1.00	87	5.55
24	1.00	88	5.72
25	1.09	89	6.05
26	1.09	90	6.39
27	1.17	91	6.72
28	1.17	92	7.06
29	1.26	93	7.40
30	1.26	94	7.73
31	1.34	95	8.07
32	1.34	96	8.41
33	1.43	97	8.74
34	1.43	98	9.08
35	1.51	99	9.42
36	1.51	100	9.75
37	1.59	101	10.0
38	1.59	102	10.7
39	1.68	103	11.4
40	1.68	104	12.1
41	1.76	105	12.7
42	1.76	106	13.4
43	1.85	107	14.1
44	1.85	108	14.8
45	1.93	109	15.4
46	1.93	110	16.1
47	2.01	111	16.8
48	2.01	112	17.4
49	2.10	113	18.1
50	2.10	114	19.5
51	2.18	115	20.8
52	2.18	116	22.2
53	2.27	117	23.5
54	2.27	118	24.8
55	2.35	119	26.2
56	2.35	120	27.5
57	2.43	121	28.9
58	2.43	122	30.2
59	2.52	123	31.6
60	2.52	124	32.9
61	2.60	125	34.3
62	2.60	126	37.0
63	2.69	127	39.7

table#2

Modulation Delay Offset			
Data	Value	Data	Value
0	0.0	64	6.4
1	0.1	65	6.5
2	0.2	66	6.6
3	0.3	67	6.7
4	0.4	68	6.8
5	0.5	69	6.9
6	0.6	70	7.0
7	0.7	71	7.1
8	0.8	72	7.2
9	0.9	73	7.3
10	1.0	74	7.4
11	1.1	75	7.5
12	1.2	76	7.6
13	1.3	77	7.7
14	1.4	78	7.8
15	1.5	79	7.9
16	1.6	80	8.0
17	1.7	81	8.1
18	1.8	82	8.2
19	1.9	83	8.3
20	2.0	84	8.4
21	2.1	85	8.5
22	2.2	86	8.6
23	2.3	87	8.7
24	2.4	88	8.8
25	2.5	89	8.9
26	2.6	90	9.0
27	2.7	91	9.1
28	2.8	92	9.2
29	2.9	93	9.3
30	3.0	94	9.4
31	3.1	95	9.5
32	3.2	96	9.6
33	3.3	97	9.7
34	3.4	98	9.8
35	3.5	99	9.9
36	3.6	100	10.0
37	3.7	101	11.1
38	3.8	102	12.2
39	3.9	103	13.3
40	4.0	104	14.4
41	4.1	105	15.5
42	4.2	106	17.1
43	4.3	107	18.6
44	4.4	108	20.2
45	4.5	109	21.8
46	4.6	110	23.3
47	4.7	111	24.9
48	4.8	112	26.5
49	4.9	113	28.0
50	5.0	114	29.6
51	5.1	115	31.2
52	5.2	116	32.8
53	5.3	117	34.3
54	5.4	118	35.9
55	5.5	119	37.5
56	5.6	120	39.0
57	5.7	121	40.6
58	5.8	122	42.2
59	5.9	123	43.7
60	6.0	124	45.3
61	6.1	125	46.9
62	6.2	126	48.4
63	6.3	127	50.0

table#3

EQ Frequency	
Data	Value
0	THRU(20)
1	22
2	25
3	28
4	32
5	36
6	40
7	45
8	50
9	56
10	63
11	70
12	80
13	90
14	100
15	110
16	125
17	140
18	160
19	180
20	200
21	225
22	250
23	280
24	315
25	355
26	400
27	450
28	500
29	560
30	630
31	700
32	800
33	900
34	1.0k
35	1.1k
36	1.2k
37	1.4k
38	1.6k
39	1.8k
40	2.0k
41	2.2k
42	2.5k
43	2.8k
44	3.2k
45	3.6k
46	4.0k
47	4.5k
48	5.0k
49	5.6k
50	6.3k
51	7.0k
52	8.0k
53	9.0k
54	10.0k
55	11.0k
56	12.0k
57	14.0k
58	16.0k
59	18.0k
60	THRU(20.0k)

table#4

Reverb time	
Data	Value
0	0.3
1	0.4
2	0.5
3	0.6
4	0.7
5	0.8
6	0.9
7	1.0
8	1.1
9	1.2
10	1.3
11	1.4
12	1.5
13	1.6
14	1.7
15	1.8
16	1.9
17	2.0
18	2.1
19	2.2
20	2.3
21	2.4
22	2.5
23	2.6
24	2.7
25	2.8
26	2.9
27	3.0
28	3.1
29	3.2
30	3.3
31	3.4
32	3.5
33	3.6
34	3.7
35	3.8
36	3.9
37	4.0
38	4.1
39	4.2
40	4.3
41	4.4
42	4.5
43	4.6
44	4.7
45	4.8
46	4.9
47	5.0
48	5.5
49	6.0
50	6.5
51	7.0
52	7.5
53	8.0
54	8.5
55	9.0
56	9.5
57	10.0
58	11.0
59	12.0
60	13.0
61	14.0
62	15.0
63	16.0
64	17.0
65	18.0
66	19.0
67	20.0
68	25.0
69	30.0

table#5

Delay Time(200.0ms)			
Data	Value	Data	Value
0	0.1	64	100.8
1	1.7	65	102.4
2	3.2	66	104.0
3	4.8	67	105.6
4	6.4	68	107.1
5	8.0	69	108.7
6	9.5	70	110.3
7	11.1	71	111.9
8	12.7	72	113.4
9	14.3	73	115.0
10	15.8	74	116.6
11	17.4	75	118.2
12	19.0	76	119.7
13	20.6	77	121.3
14	22.1	78	122.9
15	23.7	79	124.4
16	25.3	80	126.0
17	26.9	81	127.6
18	28.4	82	129.2
19	30.0	83	130.7
20	31.6	84	132.3
21	33.2	85	133.9
22	34.7	86	135.5
23	36.3	87	137.0
24	37.9	88	138.6
25	39.5	89	140.2
26	41.0	90	141.8
27	42.6	91	143.3
28	44.2	92	144.9
29	45.7	93	146.5
30	47.3	94	148.1
31	48.9	95	149.6
32	50.5	96	151.2
33	52.0	97	152.8
34	53.6	98	154.4
35	55.2	99	155.9
36	56.8	100	157.5
37	58.3	101	159.1
38	59.9	102	160.6
39	61.5	103	162.2
40	63.1	104	163.8
41	64.6	105	165.4
42	66.2	106	166.9
43	67.8	107	168.5
44	69.4	108	170.1
45	70.9	109	171.7
46	72.5	110	173.2
47	74.1	111	174.8
48	75.7	112	176.4
49	77.2	113	178.0
50	78.8	114	179.5
51	80.4	115	181.1
52	81.9	116	182.7
53	83.5	117	184.3
54	85.1	118	185.8
55	86.7	119	187.4
56	88.2	120	189.0
57	89.8	121	190.6
58	91.4	122	192.1
59	93.0	123	193.7
60	94.5	124	195.3
61	96.1	125	196.9
62	97.7	126	198.4
63	99.3	127	200.0

# XG EFFECT PARAMETER TABLE

table#6  
Room Size

Data	Value
0	0.1
1	0.3
2	0.4
3	0.6
4	0.7
5	0.9
6	1.0
7	1.2
8	1.4
9	1.5
10	1.7
11	1.8
12	2.0
13	2.1
14	2.3
15	2.5
16	2.6
17	2.8
18	2.9
19	3.1
20	3.2
21	3.4
22	3.5
23	3.7
24	3.9
25	4.0
26	4.2
27	4.3
28	4.5
29	4.6
30	4.8
31	5.0
32	5.1
33	5.3
34	5.4
35	5.6
36	5.7
37	5.9
38	6.1
39	6.2
40	6.4
41	6.5
42	6.7
43	6.8
44	7.0

table#7  
Delay Time(400.0ms)

Data	Value	Data	Value
0	0.1	64	201.6
1	3.2	65	204.8
2	6.4	66	207.9
3	9.5	67	211.1
4	12.7	68	214.2
5	15.8	69	217.4
6	19.0	70	220.5
7	22.1	71	223.7
8	25.3	72	226.8
9	28.4	73	230.0
10	31.6	74	233.1
11	34.7	75	236.3
12	37.9	76	239.4
13	41.0	77	242.6
14	44.2	78	245.7
15	47.3	79	248.9
16	50.5	80	252.0
17	53.6	81	255.2
18	56.8	82	258.3
19	59.9	83	261.5
20	63.1	84	264.6
21	66.2	85	267.7
22	69.4	86	270.9
23	72.5	87	274.0
24	75.7	88	277.2
25	78.8	89	280.3
26	82.0	90	283.5
27	85.1	91	286.6
28	88.3	92	289.8
29	91.4	93	292.9
30	94.6	94	296.1
31	97.7	95	299.2
32	100.9	96	302.4
33	104.0	97	305.5
34	107.2	98	308.7
35	110.3	99	311.8
36	113.5	100	315.0
37	116.6	101	318.1
38	119.8	102	321.3
39	122.9	103	324.4
40	126.1	104	327.6
41	129.2	105	330.7
42	132.4	106	333.9
43	135.5	107	337.0
44	138.6	108	340.2
45	141.8	109	343.3
46	144.9	110	346.5
47	148.1	111	349.6
48	151.2	112	352.8
49	154.4	113	355.9
50	157.5	114	359.1
51	160.7	115	362.2
52	163.8	116	365.4
53	167.0	117	368.5
54	170.1	118	371.7
55	173.3	119	374.8
56	176.4	120	378.0
57	179.6	121	381.1
58	182.7	122	384.3
59	185.9	123	387.4
60	189.0	124	390.6
61	192.2	125	393.7
62	195.3	126	396.9
63	198.5	127	400.0

table#8  
Compressor Attack Time

Data	Value
0	1
1	2
2	3
3	4
4	5
5	6
6	7
7	8
8	9
9	10
10	12
11	14
12	16
13	18
14	20
15	23
16	26
17	30
18	35
19	40

table#9  
Compressor Release Time

Data	Value
0	10
1	15
2	25
3	35
4	45
5	55
6	65
7	75
8	85
9	100
10	115
11	140
12	170
13	230
14	340
15	680

table#10  
Compressor Ratio

Data	Value
0	1.0
1	1.5
2	2.0
3	3.0
4	5.0
5	7.0
6	10.0
7	20.0

table#11  
Reverb Width;Depth;Height

Data	Value	Data	Value
0	0.5	64	17.6
1	0.8	65	17.9
2	1.0	66	18.2
3	1.3	67	18.5
4	1.5	68	18.8
5	1.8	69	19.1
6	2.0	70	19.4
7	2.3	71	19.7
8	2.6	72	20.0
9	2.8	73	20.2
10	3.1	74	20.5
11	3.3	75	20.8
12	3.6	76	21.1
13	3.9	77	21.4
14	4.1	78	21.7
15	4.4	79	22.0
16	4.6	80	22.4
17	4.9	81	22.7
18	5.2	82	23.0
19	5.4	83	23.3
20	5.7	84	23.6
21	5.9	85	23.9
22	6.2	86	24.2
23	6.5	87	24.5
24	6.7	88	24.9
25	7.0	89	25.2
26	7.2	90	25.5
27	7.5	91	25.8
28	7.8	92	26.1
29	8.0	93	26.5
30	8.3	94	26.8
31	8.6	95	27.1
32	8.8	96	27.5
33	9.1	97	27.8
34	9.4	98	28.1
35	9.6	99	28.5
36	9.9	100	28.8
37	10.2	101	29.2
38	10.4	102	29.5
39	10.7	103	29.9
40	11.0	104	30.2
41	11.2		
42	11.5		
43	11.8		
44	12.1		
45	12.3		
46	12.6		
47	12.9		
48	13.1		
49	13.4		
50	13.7		
51	14.0		
52	14.2		
53	14.5		
54	14.8		
55	15.1		
56	15.4		
57	15.6		
58	15.9		
59	16.2		
60	16.5		
61	16.8		
62	17.1		
63	17.3		

**XG EFFECT DEFAULT DATA**

**XG EFFECT DEFAULT DATA**

XG RESET(XG on) DEFAULT DATA

BLOCK	TYPE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
INS	DISTORTION	40	20	72	53	64	0	43	74	10	127	0	0	0	0	0	0

Reverb, Chorus, Variation, Insertion Block

TYPE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
NOEFFECT	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
HALL1	18	10	8	13	49	0	0	0	0	40	0	4	50	8	64	0
HALL2	25	10	28	6	46	0	0	0	0	40	13	3	74	7	64	0
ROOM1	5	10	16	4	49	0	0	0	0	40	5	3	64	8	64	0
ROOM2	12	10	5	4	38	0	0	0	0	40	0	4	50	8	64	0
ROOM3	9	10	47	5	36	0	0	0	0	40	0	4	60	8	64	0
STAGE1	19	10	16	7	54	0	0	0	0	40	0	3	64	6	64	0
STAGE2	11	10	16	7	51	0	0	0	0	40	2	2	64	6	64	0
PLATE	25	10	6	8	49	0	0	0	0	40	2	3	64	5	64	0
DELAYL,C,R	3333	1667	5000	5000	74	100	10	0	0	32	0	60	28	64	46	64
DELAYL,R	2500	3750	3752	3750	87	10	0	0	0	32	0	60	28	64	46	64
ECHO	1700	80	1780	80	10	1700	1780	0	0	40	0	60	28	64	46	64
CROSSDELAY	1700	1750	111	1	10	0	0	0	0	32	0	60	28	64	46	64
ER1	0	19	5	16	64	0	46	0	0	32	5	0	10	0	0	0
ER2	2	7	10	16	64	3	46	0	0	32	5	2	10	0	0	0
GATE REVERB	0	15	6	2	64	0	44	0	0	32	4	3	10	0	0	0
REVERSE GATE	1	19	8	3	64	0	47	0	0	32	6	3	10	0	0	0
WHITE ROOM	9	5	11	0	46	30	50	70	7	40	34	4	64	7	64	0
TUNNEL	48	6	19	0	44	33	52	70	16	40	20	4	64	7	64	0
CANYON	59	6	63	0	45	34	62	91	13	40	25	4	64	4	64	0
BASEMENT	3	6	3	0	34	26	29	59	15	40	32	4	64	8	64	0
KARAOKE1	63	97	0	48	0	0	0	0	0	64	2	0	0	0	0	0
KARAOKE2	55	105	0	50	0	0	0	0	0	64	1	0	0	0	0	0
KARAOKE3	43	110	14	53	0	0	0	0	0	64	0	0	0	0	0	0
CHORUS1	6	54	77	106	0	28	64	46	64	64	46	64	10	0	0	0
CHORUS2	8	63	64	30	0	28	62	42	58	64	46	64	10	0	0	0
CHORUS3	4	44	64	110	0	28	64	46	66	64	46	64	10	0	0	0
CHORUS4	9	32	69	104	0	28	64	46	64	64	46	64	10	0	1	0
CELESTE1	12	32	64	0	0	28	64	46	64	127	40	68	10	0	0	0
CELESTE2	28	18	90	2	0	28	62	42	60	84	40	68	10	0	0	0
CELESTE3	4	63	44	2	0	28	64	46	68	127	40	68	10	0	0	0
CELESTE4	8	29	64	0	0	28	64	51	66	127	40	68	10	0	1	0
FLANGER1	14	14	104	2	0	28	64	46	64	96	40	64	10	4	0	0
FLANGER2	32	17	26	2	0	28	64	46	60	96	40	64	10	4	0	0
FLANGER3	4	109	109	2	0	28	64	46	64	127	40	64	10	4	0	0
SYMPHONIC	12	25	16	0	0	28	64	46	64	127	46	64	10	0	0	0
ROTARY SPEAKER	81	35	0	0	0	24	60	45	54	127	33	52	30	0	0	0
TREMOLO	83	56	0	0	0	28	64	46	64	127	40	64	10	64	0	0
AUTOPAN	76	80	32	5	0	28	64	46	64	127	40	64	10	0	0	0
PHASER1	8	111	74	104	0	28	64	46	64	64	6	1	64	0	0	0
PHASER2	8	111	74	108	0	28	64	46	64	64	5	1	4	0	0	0
DISTORTION	40	20	72	53	48	0	43	74	10	127	120	0	0	0	0	0
COMP+DISTORTION	40	20	72	53	48	0	43	74	10	127	120	6	2	100	4	0
OVERDRIVE	29	24	68	45	55	0	41	72	10	127	104	0	0	0	0	0
AMP SIM.	39	1	48	55	0	0	0	0	0	127	112	0	0	0	0	0
3-BAND EQ	70	34	60	10	70	28	46	0	0	127	0	0	0	0	0	0
2-BAND EQ	28	70	46	70	0	0	0	0	0	127	34	64	10	0	0	0
AUTO WAH(LFO)	70	56	39	25	0	28	66	46	64	127	0	0	0	0	0	0
AUTO WAH+DIST	40	73	26	29	0	28	66	46	64	127	30	72	74	53	48	0
AUTO WAH+OVERDRIVE	48	64	32	23	0	28	66	46	64	127	29	68	72	45	55	0
PITCHCHANGE	64	0	74	54	64	0	0	0	0	64	1	127	127	127	0	0
PITCH CHANGE2	65	50	67	61	87	0	0	0	0	32	1	127	127	127	0	0
AURAL EXCITER	44	30	48	0	0	0	0	0	0	127	0	0	0	0	0	0
TOUCH WAH1	36	0	30	0	0	28	66	46	64	127	0	0	0	0	0	0
TOUCH WAH + DIST.	36	0	30	0	0	28	66	46	64	127	30	0	0	0	0	0
TOUCH WAH+OVERDRIVE	45	18	28	0	0	28	66	46	64	127	29	68	72	45	55	64
TOUCH WAH 2	68	18	60	0	0	28	66	46	64	127	0	72	74	53	57	64
COMPRESSOR	6	2	100	4	96	0	0	0	0	127	0	0	0	0	0	0
NOISE GATE	0	11	82	50	0	0	0	0	0	127	3	0	0	0	0	0
VOICE CANCEL	0	0	0	0	0	0	0	0	0	64	8	25	0	0	0	0
2WAY ROTARY SPEAKER	16	26	35	70	0	24	60	45	54	127	31	45	32	0	0	0
ENSEMBLE DETUNE	54	0	0	0	0	0	0	0	0	64	28	64	46	64	0	0
AMBIENCE	114	0	0	0	0	28	64	46	64	64	0	0	0	0	0	0
TALKING MODULATOR	0	15	31	63	0	0	0	0	0	0	0	0	0	0	0	0
LO-FI	2	60	6	54	5	10	1	1	0	127	0	0	0	0	1	0
DIST+DELAY	2500	3000	3750	74	70	40	48	72	74	127	0	0	0	0	0	0
OVERDRIVE+DELAY	1900	1400	2500	78	60	29	55	68	72	127	0	0	0	0	0	0
COMP+DIST+DELAY	3000	72	66	40	48	72	74	0	0	127	6	2	100	4	0	0
COMP+OVERDRIVE+DELAY	3000	72	66	29	55	68	72	0	0	127	6	2	100	4	0	0
WAH+DIST+DELAY	1600	84	64	30	48	69	72	0	0	127	40	0	30	64	0	0
WAH+OVERDRIVE+DELAY	1600	84	64	24	55	65	70	0	0	127	40	0	30	64	0	0
THRU	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Multi EQ Block

TYPE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Flat	64	12	7	0	64	28	7	0	64	34	7	0	64	46	7	0	64	52	7	0
Jazz	58	8	7	0	66	16	3	0	68	33	3	0	60	44	5	0	58	50	7	0
Pops	68	16	7	0	60	24	20	0	67	34	7	0	60	40	20	0	70	48	7	0
Rock	71	16	7	0	68	20	7	0	60	36	5	0	68	41	10	0	66	50	7	0
Concert	67	12	7	0	68	24	7	0	64	34	5	0	66	50	7	0	61	52	7	0

# XG PARAMETER CHANGE TABLE

Parameter changes added in this revision are enclosed in .

However, items indicated as (NOT USED) are areas which have been allocated for future expansion.

Tables 3-7-2 and 3-7-4 contain parameter changes which were added for the VL70-m.  
Table 3-8-2 contains parameter changes which were added for the DB60XG.

< Table 3-1 >

**XG PARAMETER CHANGE TABLE ( SYSTEM )**

Address (H)	Size (H)	Data (H)	Parameter	Extension	Description	Default value(H)
00 00 00	4	0000 - 07FF	MASTER TUNE		-102.4 - +102.3[cent]	00 04 00 00
		01			1st bit3-0→bit15-12	
		02			2nd bit3-0→bit11-8	
		03			3rd bit3-0→bit7-4	
		04	1 00 - 7F		4th bit3-0→bit3-0	
		04	1 00 - 7F		0 - 127	7F
		05	1 00 - 7F	[Ext.]	0 - 127	0
		06	1 28 - 58		-24 - +24[semitones]	40
TOTAL SIZE	7					

00 00 07	00 - 01	DRUM PART PROTECT MODE	00=OFF 01=ON	01
7D	n	DRUM SETUP RESET	n=Drum setup number (0 - 3)	
7E	0	XG SYSTEM ON	00=XG sytem ON	
7F	0	ALL PARAMETER RESET	00=ON	

< Table 3-2 >

**XG PARAMETER CHANGE TABLE ( System information )**

Address (H)	Size (H)	Data (H)	Parameter	Extension	Description	Default
01 00 00	E	20 - 7F	Model Name		32-127(ASCII)	
	:					
	0D	20 - 7F				
	0E	1 0				0
	0F	1 0				0
TOTAL SIZE	10					

Transmitted in response to a Dump Request. This message is not received.

< Table 3-3 >

**XG PARAMETER CHANGE TABLE ( EFFECT 1 )**

Address (H)	Size (H)	Data (H)	Parameter	Extension	Description	Default
02 01 00	2	00-7F	REVERB TYPE MSB		see XG EFFECT MAP	01(=HALL1)
		00-7F	REVERB TYPE LSB		00 : basic type	00
	02	1 00-7F	REVERB PARAMETER 1		see XG EFFECT PARAMETER LIST	depends on reverb type
	03	1 00-7F	REVERB PARAMETER 2		see XG EFFECT PARAMETER LIST	depends on reverb type
	04	1 00-7F	REVERB PARAMETER 3		see XG EFFECT PARAMETER LIST	depends on reverb type
	05	1 00-7F	REVERB PARAMETER 4		see XG EFFECT PARAMETER LIST	depends on reverb type
	06	1 00-7F	REVERB PARAMETER 5		see XG EFFECT PARAMETER LIST	depends on reverb type
	07	1 00-7F	REVERB PARAMETER 6		see XG EFFECT PARAMETER LIST	depends on reverb type
	08	1 00-7F	REVERB PARAMETER 7		see XG EFFECT PARAMETER LIST	depends on reverb type
	09	1 00-7F	REVERB PARAMETER 8		see XG EFFECT PARAMETER LIST	depends on reverb type
	0A	1 00-7F	REVERB PARAMETER 9		see XG EFFECT PARAMETER LIST	depends on reverb type
	0B	1 00-7F	REVERB PARAMETER 10		see XG EFFECT PARAMETER LIST	depends on reverb type
	0C	1 00-7F	REVERB RETURN		→dB...0dB...+6dB(0...64...127)	40
	0D	1 01-7F	REVERB PAN		L63...C...R63(1...64...127)	40
TOTAL SIZE	0E					
02 01 10	1	00-7F	REVERB PARAMETER 11	[Ext.]	see XG EFFECT PARAMETER LIST	depends on reverb type
	11	1 00-7F	REVERB PARAMETER 12	[Ext.]	see XG EFFECT PARAMETER LIST	depends on reverb type
	12	1 00-7F	REVERB PARAMETER 13	[Ext.]	see XG EFFECT PARAMETER LIST	depends on reverb type
	13	1 00-7F	REVERB PARAMETER 14	[Ext.]	see XG EFFECT PARAMETER LIST	depends on reverb type
	14	1 00-7F	REVERB PARAMETER 15	[Ext.]	see XG EFFECT PARAMETER LIST	depends on reverb type
	15	1 00-7F	REVERB PARAMETER 16	[Ext.]	see XG EFFECT PARAMETER LIST	depends on reverb type
TOTAL SIZE	6					
02 01 20	2	00-7F	CHORUS TYPE MSB		see XG EFFECT	41(=CHORUS1)
		00-7F	CHORUS TYPE LSB		00 : basic type	00
	22	1 00-7F	CHORUS PARAMETER 1		see XG EFFECT PARAMETER LIST	depends on chorus Type
	23	1 00-7F	CHORUS PARAMETER 2		see XG EFFECT PARAMETER LIST	depends on chorus Type
	24	1 00-7F	CHORUS PARAMETER 3		see XG EFFECT PARAMETER LIST	depends on chorus Type
	25	1 00-7F	CHORUS PARAMETER 4		see XG EFFECT PARAMETER LIST	depends on chorus Type
	26	1 00-7F	CHORUS PARAMETER 5		see XG EFFECT PARAMETER LIST	depends on chorus Type
	27	1 00-7F	CHORUS PARAMETER 6		see XG EFFECT PARAMETER LIST	depends on chorus Type
	28	1 00-7F	CHORUS PARAMETER 7		see XG EFFECT PARAMETER LIST	depends on chorus Type
	29	1 00-7F	CHORUS PARAMETER 8		see XG EFFECT PARAMETER LIST	depends on chorus Type
	2A	1 00-7F	CHORUS PARAMETER 9		see XG EFFECT PARAMETER LIST	depends on chorus Type
	2B	1 00-7F	CHORUS PARAMETER 10		see XG EFFECT PARAMETER LIST	depends on chorus Type
	2C	1 00-7F	CHORUS RETURN		→dB...0dB...+6dB(0...64...127)	40
	2D	1 01-7F	CHORUS PAN		L63...C...R63(1...64...127)	40
	2E	1 00-7F	SEND CHORUS TO REVERB		→dB...0dB...+6dB(0...64...127)	00
TOTAL SIZE	0F					

# XG PARAMETER CHANGE TABLE

02	01	30	1	00-7F	CHORUS PARAMETER 11	[Ext.]	see XG EFFECT PARAMETER LIST	depends on chorus Type
		31	1	00-7F	CHORUS PARAMETER 12	[Ext.]	see XG EFFECT PARAMETER LIST	depends on chorus Type
		32	1	00-7F	CHORUS PARAMETER 13	[Ext.]	see XG EFFECT PARAMETER LIST	depends on chorus Type
		33	1	00-7F	CHORUS PARAMETER 14	[Ext.]	see XG EFFECT PARAMETER LIST	depends on chorus Type
		34	1	00-7F	CHORUS PARAMETER 15	[Ext.]	see XG EFFECT PARAMETER LIST	depends on chorus Type
		35	1	00-7F	CHORUS PARAMETER 16	[Ext.]	see XG EFFECT PARAMETER LIST	depends on chorus Type
TOTAL SIZE		6						
02	01	40	2	00-7F	VARIATION TYPE MSB		see XG EFFECT MAP	05(=DELAY L,C,R)
				00-7F	VARIATION TYPE LSB		00 : basic type	00
		42	2	00-7F	VARIATION PARAMETER 1 MSB		see XG EFFECT PARAMETER LIST	depends on variation type
				00-7F	VARIATION PARAMETER 1 LSB		see XG EFFECT PARAMETER LIST	depends on variation type
		44	2	00-7F	VARIATION PARAMETER 2 MSB		see XG EFFECT PARAMETER LIST	depends on variation type
				00-7F	VARIATION PARAMETER 2 LSB		see XG EFFECT PARAMETER LIST	depends on variation type
		46	2	00-7F	VARIATION PARAMETER 3 MSB		see XG EFFECT PARAMETER LIST	depends on variation type
				00-7F	VARIATION PARAMETER 3 LSB		see XG EFFECT PARAMETER LIST	depends on variation type
		48	2	00-7F	VARIATION PARAMETER 4 MSB		see XG EFFECT PARAMETER LIST	depends on variation type
				00-7F	VARIATION PARAMETER 4 LSB		see XG EFFECT PARAMETER LIST	depends on variation type
		4A	2	00-7F	VARIATION PARAMETER 5 MSB		see XG EFFECT PARAMETER LIST	depends on variation type
				00-7F	VARIATION PARAMETER 5 LSB		see XG EFFECT PARAMETER LIST	depends on variation type
		4C	2	00-7F	VARIATION PARAMETER 6 MSB		see XG EFFECT PARAMETER LIST	depends on variation type
				00-7F	VARIATION PARAMETER 6 LSB		see XG EFFECT PARAMETER LIST	depends on variation type
		4E	2	00-7F	VARIATION PARAMETER 7 MSB		see XG EFFECT PARAMETER LIST	depends on variation type
				00-7F	VARIATION PARAMETER 7 LSB		see XG EFFECT PARAMETER LIST	depends on variation type
		50	2	00-7F	VARIATION PARAMETER 8 MSB		see XG EFFECT PARAMETER LIST	depends on variation type
				00-7F	VARIATION PARAMETER 8 LSB		see XG EFFECT PARAMETER LIST	depends on variation type
		52	2	00-7F	VARIATION PARAMETER 9 MSB		see XG EFFECT PARAMETER LIST	depends on variation type
				00-7F	VARIATION PARAMETER 9 LSB		see XG EFFECT PARAMETER LIST	depends on variation type
		54	2	00-7F	VARIATION PARAMETER 10 MSB		see XG EFFECT PARAMETER LIST	depends on variation type
				00-7F	VARIATION PARAMETER 10 LSB		see XG EFFECT PARAMETER LIST	depends on variation type
		56	1	00-7F	VARIATION RETURN		-->dB...0dB...+6dB(0...64...127)	40
		57	1	01-7F	VARIATION PAN		L63...C...R63(1...64...127)	40
		58	1	00-7F	SEND VARIATION TO REVERB		-->dB...0dB...+6dB(0...64...127)	00
		59	1	00-7F	SEND VARIATION TO CHORUS		-->dB...0dB...+6dB(0...64...127)	00
		5A	1	00-01	VARIATION CONNECTION		0:INSERTION,1:SYSTEM	00
		5B	1	00-7F	VARIATION PART		Part1...64(0...63)	7F
							AD1...AD63(64...126)	
							OFF(127)	
		5C	1	00-7F	MW VARIATION CONTROL DEPTH	[Ext.]	-64 - +63	40
		5D	1	00-7F	BEND VARIATION CONTROL DEPTH	[Ext.]	-64 - +63	40
		5E	1	00-7F	CAT VARIATION CONTROL DEPTH	[Ext.]	-64 - +63	40
		5F	1	00-7F	AC1 VARIATION CONTROL DEPTH	[Ext.]	-64 - +63	40
		60	1	00-7F	AC2 VARIATION CONTROL DEPTH	[Ext.]	-64 - +63	40
TOTAL SIZE		21						
02	01	70	1	00-7F	VARIATION PARAMETER 11	[Ext.]	see XG EFFECT PARAMETER LIST	depends on variation type
		71	1	00-7F	VARIATION PARAMETER 12	[Ext.]	see XG EFFECT PARAMETER LIST	depends on variation type
		72	1	00-7F	VARIATION PARAMETER 13	[Ext.]	see XG EFFECT PARAMETER LIST	depends on variation type
		73	1	00-7F	VARIATION PARAMETER 14	[Ext.]	see XG EFFECT PARAMETER LIST	depends on variation type
		74	1	00-7F	VARIATION PARAMETER 15	[Ext.]	see XG EFFECT PARAMETER LIST	depends on variation type
		75	1	00-7F	VARIATION PARAMETER 16	[Ext.]	see XG EFFECT PARAMETER LIST	depends on variation type
TOTAL SIZE		6						

If there are two or more Variation Effects, the second byte of the address indicates the variation effect number.

< Table 3-4 >

## XG PARAMETER CHANGE TABLE ( MULTI EQ )

Address (H)	Size (H)	Data (H)	Parameter	Extension	Description	Default value(H)
02	40	00	1	00 - 04	EQ type	0
					0:FLAT	
					1:JAZZ	
					2:POPS	
					3:ROCK	
					4:CONCERT	
01	1	34 -4C	EQ gain1	[Ext.]	-12 - +12[dB]	40
02	1	04-28	EQ frequency1	[Ext.]	32-2000[Hz]	0C
03	1	01-78	EQ Q1	[Ext.]	0.1-12.0	7
04	1	00-01	EQ shape1	[Ext.]	00:shelving, 01:peaking	0
05	1	34 -4C	EQ gain2	[Ext.]	-12 - +12[dB]	40
06	1	0E-36	EQ frequency2	[Ext.]	100-10.0[kHz]	1C
07	1	01-78	EQ Q2	[Ext.]	0.1-12.0	7
08	1		not used	[Ext.]		
09	1	34 -4C	EQ gain3	[Ext.]	-12 - +12[dB]	40
0A	1	0E-36	EQ frequency3	[Ext.]	100-10.0[kHz]	22
0B	1	01-78	EQ Q3	[Ext.]	0.1-12.0	7
0C	1		not used	[Ext.]		
0D	1	34 -4C	EQ gain4	[Ext.]	-12 - +12[dB]	40
0E	1	0E-36	EQ frequency4	[Ext.]	100-10.0[kHz]	2E
0F	1	01-78	EQ Q4	[Ext.]	0.1-12.0	7
10	1		not used	[Ext.]		
11	1	34 -4C	EQ gain5	[Ext.]	-12 - +12[dB]	40
12	1	1C-3A	EQ frequency5	[Ext.]	0.5-16.0[kHz]	34
13	1	01-78	EQ Q5	[Ext.]	0.1-12.0	7
14	1	00-01	EQ shape5	[Ext.]	00:shelving, 01:peaking	0
TOTAL SIZE		15				



# XG PARAMETER CHANGE TABLE

< Table 3-5 >

XG PARAMETER CHANGE TABLE ( EFFECT 2)

Address (H)	Size (H)	Data (H)	Parameter	[Ext.] Extension	Description	Default
03	n	00 2	00 - 7F		INSERTION EFFECT TYPE MSB	49(=DISTORTION)
			00 - 7F	[Ext.]	see XG EFFECT MAP	00
		02 1	00 - 7F	[Ext.]	00 : basic type	00
			INSERTION EFFECT PARAMETER1	[Ext.]	see XG EFFECT PARAMETER LIST	depends on insertion 1 type
		03 1	00 - 7F	[Ext.]	see XG EFFECT PARAMETER LIST	depends on insertion 1 type
			INSERTION EFFECT PARAMETER2	[Ext.]	see XG EFFECT PARAMETER LIST	depends on insertion 1 type
		04 1	00 - 7F	[Ext.]	see XG EFFECT PARAMETER LIST	depends on insertion 1 type
			INSERTION EFFECT PARAMETER3	[Ext.]	see XG EFFECT PARAMETER LIST	depends on insertion 1 type
		05 1	00 - 7F	[Ext.]	see XG EFFECT PARAMETER LIST	depends on insertion 1 type
			INSERTION EFFECT PARAMETER4	[Ext.]	see XG EFFECT PARAMETER LIST	depends on insertion 1 type
		06 1	00 - 7F	[Ext.]	see XG EFFECT PARAMETER LIST	depends on insertion 1 type
			INSERTION EFFECT PARAMETER5	[Ext.]	see XG EFFECT PARAMETER LIST	depends on insertion 1 type
		07 1	00 - 7F	[Ext.]	see XG EFFECT PARAMETER LIST	depends on insertion 1 type
			INSERTION EFFECT PARAMETER6	[Ext.]	see XG EFFECT PARAMETER LIST	depends on insertion 1 type
		08 1	00 - 7F	[Ext.]	see XG EFFECT PARAMETER LIST	depends on insertion 1 type
			INSERTION EFFECT PARAMETER7	[Ext.]	see XG EFFECT PARAMETER LIST	depends on insertion 1 type
		09 1	00 - 7F	[Ext.]	see XG EFFECT PARAMETER LIST	depends on insertion 1 type
			INSERTION EFFECT PARAMETER8	[Ext.]	see XG EFFECT PARAMETER LIST	depends on insertion 1 type
		0A 1	00 - 7F	[Ext.]	see XG EFFECT PARAMETER LIST	depends on insertion 1 type
			INSERTION EFFECT PARAMETER9	[Ext.]	see XG EFFECT PARAMETER LIST	depends on insertion 1 type
		0B 1	00 - 7F	[Ext.]	see XG EFFECT PARAMETER LIST	depends on insertion 1 type
			INSERTION EFFECT PARAMETER10	[Ext.]	see XG EFFECT PARAMETER LIST	depends on insertion 1 type
		0C 1	00 - 7F	[Ext.]	Part1...64(0...63)	7F
			INSERTION EFFECT PART	[Ext.]	AD1...AD63(64...126)	
				[Ext.]	OFF(127)	
		0D 1	00 - 7F	[Ext.]	MW INSERTION CONTROL DEPTH	40
		0E 1	00 - 7F	[Ext.]	BEND INSERTION CONTROL DEPTH	40
		0F 1	00 - 7F	[Ext.]	CAT INSERTION CONTROL DEPTH	40
		10 1	00 - 7F	[Ext.]	AC1 INSERTION CONTROL DEPTH	40
		11 1	00 - 7F	[Ext.]	AC2 INSERTION CONTROL DEPTH	40
TOTAL SIZE		12				
		20 1	00 - 7F	[Ext.]	INSERTION EFFECT PARAMETER11	depends on insertion 1 type
		21 1	00 - 7F	[Ext.]	INSERTION EFFECT PARAMETER12	depends on insertion 1 type
		22 1	00 - 7F	[Ext.]	INSERTION EFFECT PARAMETER13	depends on insertion 1 type
		23 1	00 - 7F	[Ext.]	INSERTION EFFECT PARAMETER14	depends on insertion 1 type
		24 1	00 - 7F	[Ext.]	INSERTION EFFECT PARAMETER15	depends on insertion 1 type
		25 1	00 - 7F	[Ext.]	INSERTION EFFECT PARAMETER16	depends on insertion 1 type
TOTAL SIZE		6				
	n	30 2	00 - 7F	[Ext.2]	INSERTION EFFECT PARAMETER1 MSB	depends on insertion 1 type
			00 - 7F	[Ext.2]	INSERTION EFFECT PARAMETER1 LSB	depends on insertion 1 type
		32 2	00 - 7F	[Ext.2]	INSERTION EFFECT PARAMETER2 MSB	depends on insertion 1 type
			00 - 7F	[Ext.2]	INSERTION EFFECT PARAMETER2 LSB	depends on insertion 1 type
		34 2	00 - 7F	[Ext.2]	INSERTION EFFECT PARAMETER3 MSB	depends on insertion 1 type
			00 - 7F	[Ext.2]	INSERTION EFFECT PARAMETER3 LSB	depends on insertion 1 type
		36 2	00 - 7F	[Ext.2]	INSERTION EFFECT PARAMETER4 MSB	depends on insertion 1 type
			00 - 7F	[Ext.2]	INSERTION EFFECT PARAMETER4 LSB	depends on insertion 1 type
		38 2	00 - 7F	[Ext.2]	INSERTION EFFECT PARAMETERS5 MSB	depends on insertion 1 type
			00 - 7F	[Ext.2]	INSERTION EFFECT PARAMETERS5 LSB	depends on insertion 1 type
		3A 2	00 - 7F	[Ext.2]	INSERTION EFFECT PARAMETER6 MSB	depends on insertion 1 type
			00 - 7F	[Ext.2]	INSERTION EFFECT PARAMETER6 LSB	depends on insertion 1 type
		3C 2	00 - 7F	[Ext.2]	INSERTION EFFECT PARAMETER7 MSB	depends on insertion 1 type
			00 - 7F	[Ext.2]	INSERTION EFFECT PARAMETER7 LSB	depends on insertion 1 type
		3E 2	00 - 7F	[Ext.2]	INSERTION EFFECT PARAMETERS8 MSB	depends on insertion 1 type
			00 - 7F	[Ext.2]	INSERTION EFFECT PARAMETERS8 LSB	depends on insertion 1 type
		40 2	00 - 7F	[Ext.2]	INSERTION EFFECT PARAMETER9 MSB	depends on insertion 1 type
			00 - 7F	[Ext.2]	INSERTION EFFECT PARAMETER9 LSB	depends on insertion 1 type
		42 2	00 - 7F	[Ext.2]	INSERTION EFFECT PARAMETER10 MSB	depends on insertion 1 type
			00 - 7F	[Ext.2]	INSERTION EFFECT PARAMETER10 LSB	depends on insertion 1 type
TOTAL SIZE		14				

The second byte of the address is the insertion effect number.  
n : insertion effect number

Note :  
When using an effect type which does not require an MSB, parameters of addresses 02-0B will be received, and parameters of addresses 30-42 will be ignored.  
When using an effect type which requires an MSB, parameters of addresses 30-42 will be received, and parameters of addresses 02-0B will be ignored.  
When bulk data which includes effect type data is transmitted, the parameters of addresses 02-0B are always transmitted, but for effect types which require an MSB, parameters of addresses 02-0B will be ignored for bulk reception as well.  
The following four effect types currently require an MSB.  
Delay L, C, R, Delay L, R, Echo, Cross Delay  
\*The data range will differ depending on the effect

< Table 3-6 >

XG PARAMETER CHANGE TABLE ( DISPLAY DATA )

Address	Size	Data	Parameter	[Ext.] Extension	Description	Default
06	00	00 20	20 - 7F	[Ext.]	DISPLAY LETTER	
		:		[Ext.]	32-127(ASCII)	
		1F				
TOTAL SIZE		20				
	vh	00 30	00 - 7F	[Ext.]	DISPLAY BITMAP Data0	0 - 127
		:				
		2F	Data47			
TOTAL SIZE		30				

v : Vertical expansion (0-7) Since each screen consists of 16 x 16 dots,  
h : Horizontal expansion (0-F) up to 256 dot horizontally and 128 dots vertically can be displayed

# XG PARAMETER CHANGE TABLE

Data is related to the displayed screen as follows

Seven pixels in the horizontal direction are one byte of data.

A bit value of 1 turns the pixel on, and 0 turns it off.

This data is located on the screen as follows.

	b6	b5	b4	b3	b2	b1	b0		b6	b5	b4	b3	b2	b1	b0
Data0	*	*	*	*	*	*	*	Data16	*	*	*	*	*	*	*
Data1								Data17							
Data2								Data18							
Data3								Data19							
Data4								Data20							
Data5								Data21							
Data6								Data22							
Data7								Data23							
Data8								Data24							
Data9								Data25							
Data10								Data26							
Data11								Data27							
Data12								Data28							
Data13								Data29							
Data14								Data30							
Data15								Data31							

	b6	b5	b4	b3	b2	b1	b0	("b" stands for "bit")
Data32	*	*	*	*	*	*	*	
Data33								
Data34								
Data35								
Data36								
Data37								
Data38								
Data39								
Data40								
Data41								
Data42								
Data43								
Data44								
Data45								
Data46								
Data47								

For Data32~Data47, only bit6 and bit5 are used

It is possible to limit reception of bitmap data to selected pixels only. In this case, other pixels will maintain their existing display state. Transmission of display data parameter changes can be started from any arbitrary point.

< Table 3-7-1 >

## XG PARAMETER CHANGE TABLE ( MULTI PART )

Address (H)	Size (H)	Data (H)	Parameter	Extension	Description	Default value(H)
08 nn	00 1	00 - 20	ELEMENT RESERVE		0 - 32	part10=0, other =2
nn	01 1	00 - 7F	BANK SELECT MSB		0 - 127	part10=7F, other=0
nn	02 1	00 - 7F	BANK SELECT LSB		0 - 127	0
nn	03 1	00 - 7F	PROGRAM NUMBER		1 - 128	0
nn	04 1	00 - 0F, 7F	Rev CHANNEL		1 - 16, OFF	Part No.
nn	05 1	00 - 01	MONO/POLY MODE		0:MONO 1:POLY	1
nn	06 1	00 - 02	SAME NOTE NUMBER KEY ON ASSIGN		0:SINGLE 1:MULTI 2:INST (for DRUM)	1
nn	07 1	00 - 05	PART MODE		0:NORMAL 1:DRUM 2 - 5:DRUMS1 - 4 -24 - +24[semitones]	00 (other than Part10) 02 (Part10) 04, 05 = [L3-80] 40
nn	08 1	28 - 58	NOTE SHIFT		-12.8 - +12.7[Hz] (for key A3)	08 00
nn	09 2	00 - FF	DETUNE		1st bit3-0→bit7-4 2nd bit3-0→bit3-0	(80)
nn	0A					
nn	0B 1	00 - 7F	VOLUME		0 - 127	64
nn	0C 1	00 - 7F	VELOCITY SENSE DEPTH		0 - 127	40
nn	0D 1	00 - 7F	VELOCITY SENSE OFFSET		0 - 127	40
nn	0E 1	00 - 7F	PAN		0:random L63...C...R63(1...64...127)	40
nn	0F 1	00 - 7F	NOTE LIMIT LOW		C-2 - G8	0
nn	10 1	00 - 7F	NOTE LIMIT HIGH		C-2 - G8	7F
nn	11 1	00 - 7F	DRY LEVEL		0 - 127	7F
nn	12 1	00 - 7F	CHORUS SEND		0 - 127	0
nn	13 1	00 - 7F	REVERB SEND		0 - 127	28
nn	14 1	00 - 7F	VARIATION SEND		0 - 127	0
nn	15 1	00 - 7F	VIBRATO RATE		-64 - +63	40
nn	16 1	00 - 7F	VIBRATO DEPTH		-64 - +63	40
nn	17 1	00 - 7F	VIBRATO DELAY		-64 - +63	40
nn	18 1	00 - 7F	FILTER CUTOFF FREQUENCY		-64 - +63	40
nn	19 1	00 - 7F	FILTER RESONANCE		-64 - +63	40
nn	1A 1	00 - 7F	EG ATTACK TIME		-64 - +63	40
nn	1B 1	00 - 7F	EG DECAY TIME		-64 - +63	40
nn	1C 1	00 - 7F	EG RELEASE TIME		-64 - +63	40
nn	1D 1	28 - 58	MW PITCH CONTROL		-24 - +24[semitones]	40
nn	1E 1	00 - 7F	MW FILTER CONTROL		-9600 - +9450[cent]	40
nn	1F 1	00 - 7F	MW AMPLITUDE CONTROL		-100 - +100[%]	40
nn	20 1	00 - 7F	MW LFO PMOD DEPTH		0 - 127	0A
nn	21 1	00 - 7F	MW LFO FMOD DEPTH		0 - 127	0
nn	22 1	00 - 7F	MW LFO AMOD DEPTH	[Ext.]	0 - 127	0
nn	23 1	28 - 58	BEND PITCH CONTROL		-24 - +24[semitones]	42
nn	24 1	00 - 7F	BEND FILTER CONTROL		-9600 - +9450[cent]	40
nn	25 1	00 - 7F	BEND AMPLITUDE CONTROL		-100 - +100[%]	40
nn	26 1	00 - 7F	BEND LFO PMOD DEPTH		0 - 127	0
nn	27 1	00 - 7F	BEND LFO FMOD DEPTH		0 - 127	0
nn	28 1	00 - 7F	BEND LFO AMOD DEPTH	[Ext.]	0 - 127	0
TOTAL SIZE	29					

# XG PARAMETER CHANGE TABLE

nn	30	1	00-01	Rev PITCH BEND	[Ext.]	OFF/ON	1
nn	31	1	00-01	Rev CH AFTER TOUCH(CAT)	[Ext.]	OFF/ON	1
nn	32	1	00-01	Rev PROGRAM CHANGE	[Ext.]	OFF/ON	1
nn	33	1	00-01	Rev CONTROL CHANGE	[Ext.]	OFF/ON	1
nn	34	1	00-01	Rev POLY AFTER TOUCH(PAT)	[Ext.]	OFF/ON	1
nn	35	1	00-01	Rev NOTE MESSAGE	[Ext.]	OFF/ON	1
nn	36	1	00-01	Rev RPN	[Ext.]	OFF/ON	1
nn	37	1	00-01	Rev NRPN	[Ext.]	OFF/ON	1
nn	38	1	00-01	Rev MODULATION	[Ext.]	OFF/ON	1
nn	39	1	00-01	Rev VOLUME	[Ext.]	OFF/ON	1
nn	3A	1	00-01	Rev PAN	[Ext.]	OFF/ON	1
nn	3B	1	00-01	Rev EXPRESSION	[Ext.]	OFF/ON	1
nn	3C	1	00-01	Rev HOLD1	[Ext.]	OFF/ON	1
nn	3D	1	00-01	Rev PORTAMENTO	[Ext.]	OFF/ON	1
nn	3E	1	00-01	Rev SOSTENUTO	[Ext.]	OFF/ON	1
nn	3F	1	00-01	Rev SOFT PEDAL	[Ext.]	OFF/ON	1
nn	40	1	00-01	Rev BANK SELECT	[Ext.]	OFF/ON	1
nn	41	1	00-7F	SCALE TUNING C	[Ext.]	-64 - +63[cent]	40
nn	42	1	00-7F	SCALE TUNING C#	[Ext.]	-64 - +63[cent]	40
nn	43	1	00-7F	SCALE TUNING D	[Ext.]	-64 - +63[cent]	40
nn	44	1	00-7F	SCALE TUNING D#	[Ext.]	-64 - +63[cent]	40
nn	45	1	00-7F	SCALE TUNING E	[Ext.]	-64 - +63[cent]	40
nn	46	1	00-7F	SCALE TUNING F	[Ext.]	-64 - +63[cent]	40
nn	47	1	00-7F	SCALE TUNING F#	[Ext.]	-64 - +63[cent]	40
nn	48	1	00-7F	SCALE TUNING G	[Ext.]	-64 - +63[cent]	40
nn	49	1	00-7F	SCALE TUNING G#	[Ext.]	-64 - +63[cent]	40
nn	4A	1	00-7F	SCALE TUNING A	[Ext.]	-64 - +63[cent]	40
nn	4B	1	00-7F	SCALE TUNING A#	[Ext.]	-64 - +63[cent]	40
nn	4C	1	00-7F	SCALE TUNING B	[Ext.]	-64 - +63[cent]	40
nn	4D	1	28-58	CAT PITCH CONTROL	[Ext.]	-24 - +24[semitones]	40
nn	4E	1	00-7F	CAT FILTER CONTROL	[Ext.]	-9600 - +9450[cent]	40
nn	4F	1	00-7F	CAT AMPLITUDE CONTROL	[Ext.]	-100 - +100[%]	40
nn	50	1	00-7F	CAT LFO PMOD DEPTH	[Ext.]	0 - 127	0
nn	51	1	00-7F	CAT LFO FMOD DEPTH	[Ext.]	0 - 127	0
nn	52	1	00-7F	CAT LFO AMOD DEPTH	[Ext.]	0 - 127	0
nn	53	1	28-58	PAT PITCH CONTROL	[Ext.]	-24 - +24[semitones]	40
nn	54	1	00-7F	PAT FILTER CONTROL	[Ext.]	-9600 - +9450[cent]	40
nn	55	1	00-7F	PAT AMPLITUDE CONTROL	[Ext.]	-100 - +100[%]	40
nn	56	1	00-7F	PAT LFO PMOD DEPTH	[Ext.]	0 - 127	0
nn	57	1	00-7F	PAT LFO FMOD DEPTH	[Ext.]	0 - 127	0
nn	58	1	00-7F	PAT LFO AMOD DEPTH	[Ext.]	0 - 127	0
nn	59	1	00-5F	AC1 CONTROLLER NUMBER	[Ext.]	0 - 95	10
nn	5A	1	28-58	AC1 PITCH CONTROL	[Ext.]	-24 - +24[semitones]	40
nn	5B	1	00-7F	AC1 FILTER CONTROL	[Ext.]	-9600 - +9450[cent]	40
nn	5C	1	00-7F	AC1 AMPLITUDE CONTROL	[Ext.]	-100 - +100[%]	40
nn	5D	1	00-7F	AC1 LFO PMOD DEPTH	[Ext.]	0 - 127	0
nn	5E	1	00-7F	AC1 LFO FMOD DEPTH	[Ext.]	0 - 127	0
nn	5F	1	00-7F	AC1 LFO AMOD DEPTH	[Ext.]	0 - 127	0
nn	60	1	00-5F	AC2 CONTROLLER NUMBER	[Ext.]	0 - 95	11
nn	61	1	28-58	AC2 PITCH CONTROL	[Ext.]	-24 - +24[semitones]	40
nn	62	1	00-7F	AC2 FILTER CONTROL	[Ext.]	-9600 - +9450[cent]	40
nn	63	1	00-7F	AC2 AMPLITUDE CONTROL	[Ext.]	-100 - +100[%]	40
nn	64	1	00-7F	AC2 LFO PMOD DEPTH	[Ext.]	0 - 127	0
nn	65	1	00-7F	AC2 LFO FMOD DEPTH	[Ext.]	0 - 127	0
nn	66	1	00-7F	AC2 LFO AMOD DEPTH	[Ext.]	0 - 127	0
nn	67	1	00-01	PORTAMENTO SWITCH	[Ext.]	OFF/ON	0
nn	68	1	00-7F	PORTAMENTO TIME	[Ext.]	0 - 127	0
nn	69	1	00-7F	PITCH EG INITIAL LEVEL	[Ext.]	-64 - +63	40
nn	6A	1	00-7F	PITCH EG ATTACK TIME	[Ext.]	-64 - +63	40
nn	6B	1	00-7F	PITCH EG RELEASE LEVEL	[Ext.]	-64 - +63	40
nn	6C	1	00-7F	PITCH EG RELEASE TIME	[Ext.]	-64 - +63	40
nn	6D	1	01-7F	VELOCITY LIMIT LOW	[Ext.]	1 - 127	0
nn	6E	1	01-7F	VELOCITY LIMIT HIGH	[Ext.]	1 - 127	7F
TOTAL SIZE			3F				

< Table 3-7-2 >

Address (H)	Size (H)	Data (H)	Parameter	Description	Default value(H)			
08	nn	70	1	28-58	BEND PITCH LOW CONTROL	[Ext.]	-24 - +24(semitones)	3E
	nn	71	1	00-7F	FILTER EG DEPTH	[Ext.]	-64 - +63	40
	nn	72	1	00-7F	EQ BASS	[Ext.2]	-64 - +63(-12 - +12[dB])	40
	nn	73	1	00-7F	EQ TREBLE	[Ext.2]	-64 - +63(-12 - +12[dB])	40
TOTAL SIZE				04				

For EQ BASS / EQ TREBLE, the VL70-m specifications control multiple bands, with a maximum of -12 - +12[dB]

# XG PARAMETER CHANGE TABLE

< Table 3-7-3 >

## XG ADDITIONAL PARAMETER CHANGE TABLE ( MULTI PART )

Address (H)	Size (H)	Data (H)	Parameter	[Ext.2] Extension	Description	Default value(H)
08 nn	74	1 00 - 7F	EQ MID-BASS	(NOT USED) [Ext.2]	-64 - +63(-12 - +12[dB])	40
	75	1 00 - 7F	EQ MID-TREBLE	(NOT USED) [Ext.2]	-64 - +63(-12 - +12[dB])	40
	76	1 04 - 28	EQ BASS frequency	[Ext.2]	32-2.0k[Hz]	0C
	77	1 1C - 3A	EQ TREBLE frequency	[Ext.2]	500-16.0k[Hz]	36
	78	1 0E - 36	EQ MID-BASS frequency	(NOT USED) [Ext.2]	100-10.0k[Hz]	22
	79	1 0E - 36	EQ MID-TREBLE frequency	(NOT USED) [Ext.2]	100-10.0k[Hz]	2E
	7A	1 01 - 78	EQ BASS Q	(NOT USED) [Ext.2]	0.1-12.0	7
	7B	1 01 - 78	EQ TREBLE Q	(NOT USED) [Ext.2]	0.1-12.0	7
	7C	1 01 - 78	EQ MID-BASS Q	(NOT USED) [Ext.2]	0.1-12.0	7
	7D	1 01 - 78	EQ MID-TREBLE Q	(NOT USED) [Ext.2]	0.1-12.0	7
	7E	1 00 - 01	EQ BASS shape	(NOT USED) [Ext.2]	00:shelving, 01:peaking	0
	7F	1 00 - 01	EQ TREBLE shape	(NOT USED) [Ext.2]	00:shelving, 01:peaking	0
TOTAL SIZE	0C					

A nn	10	1 00 - 67	OUTPUT SELECT	[Ext.2]	0-7 : Stereo1-8, 8-39 : Ind1+2, ...Ind63+64, 40-103 : Ind1-Ind64	0
TOTAL SIZE	1					

Note : OUTPUT SELECT will be Stereo Out1 if the received value is a non-implemented value.

A nn	20	1 00 - 7F	HIGH PASS FILTER CUTOFF FREQUENCY	[Ext.2]	-64 - +63	40
	21	1 00 - 7F	HIGH PASS FILTER RESONANCE	(NOT USED) [Ext.2]	-64 - +63	40
TOTAL SIZE	2					

A nn	22	1 00 - 7F	MW HPF CONTROL DEPTH	(NOT USED) [Ext.2]	-64 - +63	40
	23	1 00 - 7F	BEND HPF CONTROL DEPTH	(NOT USED) [Ext.2]	-64 - +63	40
	24	1 00 - 7F	CAT HPF CONTROL DEPTH	(NOT USED) [Ext.2]	-64 - +63	40
	25	1 00 - 7F	PAT HPF CONTROL DEPTH	(NOT USED) [Ext.2]	-64 - +63	40
	26	1 00 - 7F	AC1 HPF CONTROL DEPTH	(NOT USED) [Ext.2]	-64 - +63	40
	27	1 00 - 7F	AC2 HPF CONTROL DEPTH	(NOT USED) [Ext.2]	-64 - +63	40
TOTAL SIZE	6					

Proposal Reserve addresses A nn 28-3F for filters to be added in the future.

nn = PartNumber

For the DRUM PART, the following parameters have no effect.

EBANK SELECT LSB  
EPORTAMENTO  
ESoft PEDAL  
EMONO/POLY  
ESCALE TUNING  
EPOLY AFTER TOUCH  
EPITCH EG

< Table 3-7-4 >

## XG PARAMETER CHANGE TABLE ( MULTI PART for VL )

Address (H)	Size (H)	Data (H)	Parameter	[Ext.] Extension	Description	Default value(H)
09 nn	00	1 00 - 01	NOTE ASSIGN	[Ext.]	OFF/ON	1
	01	1	reseved			
	02	1 00 - 0F,7F	NOTE FILTER	[Ext.]	ch1 - ch16,THRU	7F
	03	1 00 - 62	PRESSURE CONTROL NO.	[Ext.]	off - 95, AT, VELOCITY, PB	0
	04	1 00 - 7F	PRESSURE CONTROL DEPTH	[Ext.]	-64 - +63	40
	05	1 00 - 62	EMBOUCHURE CONTROL NO.	[Ext.]	off - 95, AT, VELOCITY, PB	0
	06	1 00 - 7F	EMBOUCHURE CONTROL DEPTH	[Ext.]	-64 - +63	40
	07	1 00 - 62	TONGUING CONTROL NO.	[Ext.]	off - 95, AT, VELOCITY, PB	0
	08	1 00 - 7F	TONGUING CONTROL DEPTH	[Ext.]	-64 - +63	40
	09	1 00 - 62	SCREAM CONTROL NO.	[Ext.]	off - 95, AT, VELOCITY, PB	0
A	1	00 - 7F	SCREAM CONTROL DEPTH	[Ext.]	-64 - +63	40
B	1	00 - 62	BREATH CONTROL NO.	[Ext.]	off - 95, AT, VELOCITY, PB	0
C	1	00 - 7F	BREATH CONTROL DEPTH	[Ext.]	-64 - +63	40
D	1	00 - 62	GROWL CONTROL NO.	[Ext.]	off - 95, AT, VELOCITY, PB	0
E	1	00 - 7F	GROWL CONTROL DEPTH	[Ext.]	-64 - +63	40
F	1	00 - 62	THROAT FORMANT CONTROL NO.	[Ext.]	off - 95, AT, VELOCITY, PB	0
10	1	00 - 7F	THROAT FORMANT CONTROL DEPTH	[Ext.]	-64 - +63	40
11	1	00 - 62	HARMONIC ENHANCER CONTROL NO.	[Ext.]	off - 95, AT, VELOCITY, PB	0
12	1	00 - 7F	HARMONIC ENHANCER CONTROL DEPTH	[Ext.]	-64 - +63	40
13	1	00 - 62	DAMPING CONTROL NO.	[Ext.]	off - 95, AT, VELOCITY, PB	0
14	1	00 - 7F	DAMPING CONTROL DEPTH	[Ext.]	-64 - +63	40
15	1	00 - 62	ABSORPTION CONTROL NO.	[Ext.]	off - 95, AT, VELOCITY, PB	0
16	1	00 - 7F	ABSORPTION CONTROL DEPTH	[Ext.]	-64 - +63	40
TOTAL SIZE	17					

# XG PARAMETER CHANGE TABLE

< Table 3-8-1 >

XG PARAMETER CHANGE TABLE ( A/D PART )

Address (H)	Size (H)	Data (H)	Parameter	[Ext.] Extension	Description	Default value(H)
10 nn	00 1	00 - 01	INPUT GAIN	[Ext.]	0:MIC.1:LINE	0
	01 1	00 - 7F	BANK SELECT MSB	[Ext.]	0 - 127	0
	02 1	00 - 7F	BANK SELECT LSB	[Ext.]	0 - 127	0
	03 1	00 - 7F	PROGRAM NUMBER	[Ext.]	1 - 128	0
	04 1	00 - 1F, 7F	Rev CHANNEL	[Ext.]	A1 - A16,B1 - B16,OFF	7F
	05 1		NOT USED	[Ext.]		
	06 1		NOT USED	[Ext.]		
	07 1		NOT USED	[Ext.]		
	08 1		NOT USED	[Ext.]		
	09 1		NOT USED	[Ext.]		
	0A 1		NOT USED	[Ext.]		
	0B 1	00 - 7F	VOLUME	[Ext.]	0 - 127	0
	0C 1		NOT USED	[Ext.]		
	0D 1		NOT USED	[Ext.]		
	0E 1	01 - 7F	PAN	[Ext.]	L63...C...R63(1...64...127)	40
	0F 1		NOT USED	[Ext.]		
	10 1		NOT USED	[Ext.]		
	11 1	00 - 7F	DRY LEVEL	[Ext.]	0 - 127	7F
	12 1	00 - 7F	CHORUS SEND	[Ext.]	0 - 127	0
	13 1	00 - 7F	REVERB SEND	[Ext.]	0 - 127	0
	14 1	00 - 7F	VARIATION SEND	[Ext.]	0 - 127	0
TOTAL SIZE	15					
10 nn	30 1		NOT USED	[Ext.]		
	31 1		NOT USED	[Ext.]		
	32 1	00 - 01	Rev PROGRAM CHANGE	[Ext.]	OFF/ON	1
	33 1	00 - 01	Rev CONTROL CHANGE	[Ext.]	OFF/ON	1
	34 1		NOT USED	[Ext.]		
	35 1		NOT USED	[Ext.]		
	36 1		NOT USED	[Ext.]		
	37 1		NOT USED	[Ext.]		
	38 1		NOT USED	[Ext.]		
	39 1	00 - 01	Rev VOLUME	[Ext.]	OFF/ON	1
	3A 1	00 - 01	Rev PAN	[Ext.]	OFF/ON	1
	3B 1	00 - 01	Rev EXPRESSION	[Ext.]	OFF/ON	1
	3C 1		NOT USED	[Ext.]		
	3D 1		NOT USED	[Ext.]		
	3E 1		NOT USED	[Ext.]		
	3F 1		NOT USED	[Ext.]		
	40 1	00 - 01	Rev BANK SELECT	[Ext.]	OFF/ON	1
	41 1		NOT USED	[Ext.]		
	42 1		NOT USED	[Ext.]		
	43 1		NOT USED	[Ext.]		
	44 1		NOT USED	[Ext.]		
	45 1		NOT USED	[Ext.]		
	46 1		NOT USED	[Ext.]		
	47 1		NOT USED	[Ext.]		
	48 1		NOT USED	[Ext.]		
	49 1		NOT USED	[Ext.]		
	4A 1		NOT USED	[Ext.]		
	4B 1		NOT USED	[Ext.]		
	4C 1		NOT USED	[Ext.]		
	4D 1		NOT USED	[Ext.]		
	4E 1		NOT USED	[Ext.]		
	4F 1		NOT USED	[Ext.]		
	50 1		NOT USED	[Ext.]		
	51 1		NOT USED	[Ext.]		
	52 1		NOT USED	[Ext.]		
	53 1		NOT USED	[Ext.]		
	54 1		NOT USED	[Ext.]		
	55 1		NOT USED	[Ext.]		
	56 1		NOT USED	[Ext.]		
	57 1		NOT USED	[Ext.]		
	58 1		NOT USED	[Ext.]		
	59 1	00 - 5F	AC1 CONTROLLER NUMBER	[Ext.]	0 - 95	10
	5A 1		NOT USED	[Ext.]		
	5B 1		NOT USED	[Ext.]		
	5C 1		NOT USED	[Ext.]		
	5D 1		NOT USED	[Ext.]		
	5E 1		NOT USED	[Ext.]		
	5F 1		NOT USED	[Ext.]		
	60 1	00 - 5F	AC2 CONTROLLER NUM- BER	[Ext.]	0 - 95	11
TOTAL SIZE	31					
11 00 nn	64	00-01	A/D SETUP	[Ext.]	0:Mono x2 1:Stereo	
TOTAL SIZE	64					

nn:A/D Part number( 0 - 63 )

# XG PARAMETER CHANGE TABLE

< Table 3-8-2 >

XG PARAMETER CHANGE TABLE ( A/D SYSTEM )

Address (H)	Size (H)	Data (H)	Parameter	[Ext.] Extension	parameter change only Description	Default value(H)
11 00 00 1	00 - 01		A/D1,2 MONO/STEREO MODE	[Ext.]	0:MONO, 1:STEREO	0

This switches whether A/D input 1,2 will be used as two monaural inputs or as one stereo input. This allows insertion effects to be applied to a stereo source.

< Table 3-9-1 >

XG PARAMETER CHANGE TABLE ( DRUM SETUP )

Address (H)	Size (H)	Data (H)	Parameter		Extension	Description	Default
3n rr	00 1	00 - 7F	PITCH COARSE	relative value		-64 - +63	40
3n rr	01 1	00 - 7F	PITCH FINE	relative value		-64 - +63[cent]	40
3n rr	02 1	00 - 7F	LEVEL	relative value		0 - 127	depend on the note
3n rr	03 1	00 - 7F	ALTERNATE GROUP			0:OFF 1 - 127	depend on the note
3n rr	04 1	00 - 7F	PAN	relative value		0:random 1:L63 : 64:C(center) : 127:R63	depend on the note
3n rr	05 1	00 - 7F	REVERB SEND	relative value		0 - 127	depend on the note
3n rr	06 1	00 - 7F	CHORUS SEND	relative value		0 - 127	depend on the note
3n rr	07 1	00 - 7F	VARIATION SEND	relative value		0 - 127	7F
3n rr	08 1	00 - 01	KEY ASSIGN			0:SINGLE 1:MULTI	0
3n rr	09 1	00 - 01	Rev NOTE OFF			OFF/ON	depend on the note
3n rr	0A 1	00 - 01	Rev NOTE ON			OFF/ON	1
3n rr	0B 1	00 - 7F	FILTER CUTOFF FREQUENCY	relative value		-64 - +63	40
3n rr	0C 1	00 - 7F	FILTER RESONANCE	relative value		-64 - +63	40
3n rr	0D 1	00 - 7F	EG ATTACK	relative value		-64 - +63	40
3n rr	0E 1	00 - 7F	EG DECAY1	relative value		-64 - +63	40
3n rr	0F 1	00 - 7F	EG DECAY2	relative value		-64 - +63	40
TOTAL SIZE	10						

< Table 3-9-2 >

XG ADDITIONAL PARAMETER CHANGE TABLE ( DRUM SETUP )

Address (H)	Size (H)	Data (H)	Parameter		[Ext.] Extension	Description	Default value(H)
3n rr	20 1	00 - 7F	EQ BASS		[Ext.]	-64 - +63(-12 - +12[dB])	40
	21 1	00 - 7F	EQ TREBLE		[Ext.]	-64 - +63(-12 - +12[dB])	40
	22 1	00 - 7F	EQ MID-BASS	(NOT USED)	[Ext.]	-64 - +63(-12 - +12[dB])	40
	23 1	00 - 7F	EQ MID-TREBLE	(NOT USED)	[Ext.]	-64 - +63(-12 - +12[dB])	40
	24 1	04 - 28	EQ BASS frequency		[Ext.]	32-2,0k[Hz]	0C
	25 1	1C - 3A	EQ TREBLE frequency		[Ext.]	500-16,0k[Hz]	36
	26 1	0E - 36	EQ MID-BASS frequency	(NOT USED)	[Ext.]	100-10,0k[Hz]	22
	27 1	0E - 36	EQ MID-TREBLE frequency	(NOT USED)	[Ext.]	100-10,0k[Hz]	2E
	28 1	01 - 78	EQ BASS Q	(NOT USED)	[Ext.]	0,1-12,0	7
	29 1	01 - 78	EQ TREBLE Q	(NOT USED)	[Ext.]	0,1-12,0	7
	2A 1	01 - 78	EQ MID-BASS Q	(NOT USED)	[Ext.]	0,1-12,0	7
	2B 1	01 - 78	EQ MID-TREBLE Q	(NOT USED)	[Ext.]	0,1-12,0	7
	2C 1	00 - 01	EQ BASS shape	(NOT USED)	[Ext.]	00:shelving, 01:peaking	0
	2D 1	00 - 01	EQ TREBLE shape	(NOT USED)	[Ext.]	00:shelving, 01:peaking	0
TOTAL SIZE	0F						

3n nn	40 1	00 - 67	OUTPUT SELECT		[Ext.]	0-7 : Stereo1-8, 8-39 : Ind1+2, ...Ind63+64, 40-103 : Ind1-Ind64	0
TOTAL SIZE	1						

Note : OUTPUT SELECT will be Stereo Out 1 if the received value is a non-implemented value.

3n rr	50 1	00 - 7F	HIGH PASS FILTER CUTOFF FREQUENCY		[Ext.]	-64 - +63	40
	51 1	00 - 7F	HIGH PASS FILTER RESONANCE	(NOT USED)	[Ext.]	-64 - +63	40
TOTAL SIZE	2						

Proposal Reserve addresses 3n rr 52-5F for filters to be added in the future.

3n rr	60 1	00 - 0F	VELOCITY PITCH SENSE		[Ext.]	00 - 15	0
	61 1	00 - 0F	VELOCITY LPF CUTOFF SENSE		[Ext.]	00 - 15	0
TOTAL SIZE	2						

3n rr	70 4	7E - 7F	SOURCE DRUM KIT(Bank select MSB)	(NOT USED)	[Ext.]	126:SFX kit, 127:Drum kit	
		00 - 7F	SOURCE DRUM KIT(Bank select LSB)	(NOT USED)	[Ext.]		
		00 - 7F	SOURCE DRUM KIT(Program number)	(NOT USED)	[Ext.]		
		0D - 5B	SOURCE DRUM KIT(Note number)	(NOT USED)	[Ext.]		
TOTAL SIZE	4						

This message is used to replace instruments in a drumkit.

[Note]

n:Drum setup number shall have at least two setups. n=2,3; [Ext.]

r:note number(0D - 5B)

When the XG System On or GM System On messages are received, all drum setup parameters will be initialized.

Drum setup reset messages can be used to reset the various drum setup parameters.

A drum kit program change will reset the contents of the drum setup.

## < Regarding notation of extensions >

No symbol	Required by XG
[Ext.]	Extended parameters

[Table 1] XG VOICE MAP

[Table 1]

XG VOICE MAP

BANK	MSB	LSB	KSP		Stereo		Single		Slow				
			0	1	0	3	0	6	0	8			
Instrument Group	Pch#	(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E
Piano	1	Grand Piano	GrandPno	1	Grand Piano KSP	GrndPnoK	1						
	2	Bright Piano	BrightPno	1	Bright Piano KSP	BrnPnoK	1	Stereo Bright Piano **	StBrnPno **	2			
	3	Electric Grand Piano	ElGrand	2	Electric Grand Piano	ElGrPnoK	2						
	4	Honky-tonk Piano	HnkyTonk	2	Honky-tonk Piano KSP	HnkyTonkK	2						
	5	Electric Piano 1	E.Piano1	2	Electric Piano 1 KSP	El.Pno1K	1						
	6	Electric Piano 2	E.Piano2	2	Electric Piano 2 KSP	El.Pno2K	1						
	7	Harpichord	Harpchl	1	Harpichord KSP	HarpchlK	1						
	8	Clavi	Clavi	2	Clavi KSP	ClaviK	1						
Chromatic	9	Celesta	Celesta	1									
Percussion	10	Glockenspiel	Glocken	1									
	11	Music Box	MusicBox	2									
	12	Vibraphone	Vibes	1	Vibraphone KSP	VibesK	1						
	13	Marimba	Marimba	1	Marimba KSP	MarimbaK	1						
	14	Xylophone	Xylophon	1									
	15	Tubular Bells	TubaBell	1									
	16	Dulcimer	Dulcimer	1									
Organ	17	Drawbar Organ	DrawOrgn	1				Stereo Drawbar Organ	StDrawOr **	2			
	18	Percussive Organ	PercOrgn	1									
	19	Rock Organ	RockOrgn	2									
	20	Church Organ	ChrchOrg	2									
	21	Reed Organ	ReedOrgn	1									
	22	Accordion	Accordion	2									
	23	Harmonica	Harmonica	1									
	24	Tango Accordion	TangoAccd	2									
Guitar	25	Nylon Guitar	NylonGtr	1									
	26	Steel Guitar	SteelGtr	1									
	27	Jazz Guitar	JazzGtr	1									
	28	Clean Guitar	CleanGtr	1									
	29	Muted Guitar	MuteGtr	1									
	30	Overdriven Guitar	Ovrdrive	1									
	31	Distortion Guitar	DistGtr	1									
	32	Guitar Harmonics	GtrHarmo	1									
Bass	33	Acoustic Bass	Ac.Bass	1									
	34	Finger Bass	FngrBass	1									
	35	Pick Bass	PickBass	1									
	36	Fretless Bass	Fretless	1									
	37	Slap Bass 1	SlapBas1	1									
	38	Slap Bass 2	SlapBas2	1									
	39	Synth Bass 1	SynBas1	1									
	40	Synth Bass 2	SynBas2	2				Mellow Synth Bass	MelloSBa	1			
Strings	41	Violin	Violin	1							Slow Violin	SlowVln	1
	42	Viola	Viola	1									
	43	Cello	Cello	1									
	44	Contrabass	Contrabss	1									
	45	Tremolo Strings	TremStr	1							Slow Tremolo Strings	SwTrStr	1
	46	Pizzicato Strings	PizzStr	1									
	47	Orchestral Harp	Harp	1									
	48	Timpani	Timpani	1									
Ensemble	49	Strings 1	Strings1	1				Stereo Strings	S.Strngs	2			
	50	Strings 2	Strings2	1				Stereo Slow Strings	S.SlwStr	2			
	51	Synth Strings 1	SynStr1	2							Slow Strings	SlowStr	1
	52	Synth Strings 2	SynStr2	2							Legato Strings	LegatoSt	2
	53	Choir Aahs	ChoirAah	1							Memory **	Memory **	2
	54	Voice Oohs	VoiceOoh	1				Stereo Choir	S.Choir	2			
	55	Synth Voice	SynVoice	1									
	56	Orchestra Hit	Orch.Hit	2									
Brass	57	Trumpet	Trumpet	1									
	58	Trombone	Trombone	1									
	59	Tuba	Tuba	1									
	60	Muted Trumpet	MuteTrp	1									
	61	French Horn	Fr.Horn	1									
	62	Brass Section	Brsssect	1				Stereo Brass Section ***	StBrssSec ***	2	French Horn Solo	FHrSolo	1
	63	Synth Brass 1	SynBrss1	2									
	64	Synth Brass 2	SynBrss2	1									
Reed	65	Soprano Sax	SprnoSax	1							Vaque Soprano Sax **	VqSprnSx **	1
	66	Alto Sax	AltoSax	1									
	67	Tenor Sax	TenorSax	1									
	68	Baritone Sax	Bari.Sax	1									
	69	Oboe	Oboe	2									
	70	English Horn	Eng.Horn	1									
	71	Bassoon	Bassoon	1									
	72	Clarinet	Clarinet	1									
Pipe	73	Piccolo	Piccolo	1									
	74	Flute	Flute	1									
	75	Recorder	Recorder	1									
	76	Pan Flute	PanFlute	1									
	77	Blown Bottle	Bottle	2									
	78	Shakuhachi	Shakuhchi	2									
	79	Whistle	Whistle	1									
	80	Ocarina	Ocarina	1									
Synth Lead	81	Square Lead	SquareLd	2							Square Lead 2	SquarLd2	1
	82	Sawtooth Lead	SawLd	2							Sawtooth Lead 2	SawLd2	1
	83	Calliope Lead	CalliopeLd	2							Thick Sawtooth	ThickSaw	2
	84	Chiff Lead	ChiffLd	2									
	85	Charang Lead	CharanLd	2									
	86	Voice Lead	VoiceLd	2									
	87	Fifths Lead	FifthLd	2									
	88	Bass & Lead	BassLd	2							Fifths Lead Soft +	FifthLds +	2
Synth Pad	89	New Age Pad	NewAgePd	2									
	90	Warm Pad	WarmPad	2									
	91	Poly Synth Pad	PolySynPd	2									
	92	Choir Pad	ChoirPad	2									
	93	Bowed Pad	BowedPad	2									
	94	Metallic Pad	MetalPad	2									
	95	Halo Pad	HaloPad	2									
	96	Sweep Pad	SweepPad	2									
Synth Effects	97	Rain	Rain	2									
	98	Sound Track	SoundTrk	2									
	99	Crystal	Crystal	2									
	100	Atmosphere	Atmosphr	2									
	101	Brightness	Bright	2									
	102	Goblins	Goblins	2									
	103	Echoes	Echoes	2							Echoes 2	Echoes 2	2
	104	Sci-Fi	Sci-Fi	2									
	105	Star	Star	1									
Ethnic	106	Banjo	Banjo	1									
	107	Shamisen	Shamisen	1									
	108	Koto	Koto	1									
	109	Kalimba	Kalimba	1									
	110	Bagpipe	Bagpipe	2									
	111	Fiddle	Fiddle	1									
	112	Shanai	Shanai	1									
Percussive	113	Trinkle Bell	TrinkleBell	2									
	114	Agogo	Agogo	2									
	115	Steel Drums	SteelDrum	2									
	116	Woodblock	Woodblok	1									
	117	Talko Drum	TalkoDrum	1									
	118	Melodic Tom	MelodTom	2									
	119	Synth Drum	SynDrum	1									
	120	Reverse Cymbal	RevCymbal	1									
Sound Effects	121	Fret Noise	FretNoiz	2									
	122	Breath Noise	BrethNoiz	2									
	123	Seashore	Seashore	2									
	124	Bird Tweet	Tweet	2									
	125	Telephone Ring	Telephone	1									
	126	Helicopter	Helicopt	1									
	127	Applause	Applause	1									
	128	Gunshot	Gunshot	1									

Same as Bank0  
 \*\*: MU80 Extension  
 \*\*\*: MU90 Extension  
 +\*: MU100 Extension













[Table 1] XG VOICE MAP

Tutti 4			Tutti 5			Tutti 6			Other Waves 1			Other Waves 2			Other Waves 2		
0			0			0			0			0			0		
52*			53*			54*			64			65			66		
(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E
Concert Grand *			Concert Grand *			Bright Concert Grand *			Concert Grand *			Concert Grand KSP *			Double Concert Grand *		
									Bright Concert Grand *			BrConGrK *			MIDI Grand 3 *		
DX Mallet *	DXMallet *	2							60's Electric Piano 1	60sElP1	1	Old Electric Piano *	OldEP *	1	Tribeca *	Tribeca *	1
									Shinkawa *	Shinkawa *	2	Old Electric Piano Time	OldEP Tn *	2	Flips *	Flips *	1
									Synth Harpsichord *	SynHrps *	2						
									Pulse Clavi	PulseClv	1	Pierce Clavi	PierceCl	2	Clear Clavi *	ClrClavi *	1
									FM Celesta *	FMCelesta *	1						
									Orgel	Orgel	2	Small Orgel *	SmalOrgl *	2			
									Sine Marimba	SineMmb	2						
									Organ Bass	Organ Ba	1	70's Drawbar Organ 2	70sDrOr2	2	Cheezy Organ	CheezyOrg	2
									Jazz Organ ***	JazOrgn ***	1	Warm Jazz Organ ***	WarmJzOr ***	2	Click Organ ***	ClkOrgn ***	2
									Rotary Organ	RotaryOr	2	Slow Rotary	SlwRotar	2	Fast Rotary	FstRotar	2
									Organ Flute	OrgFlute	2	Tremolo Organ Flute	TrmOrgFl	2			
									Synth Reed Dark *	SyReedDk *	2						
									Tango Accordion 2	TngoAcc2	2	Tight Accordion *	TghtAcCd *	1	Tight Accordion Detuned	TghtAcCd	2
									Spanish Guitar *	ESGuitar *	1	Spanish Guitar Hard *	ESGtrHrd *	1	Spanish Guitar Mellow	ESGMllo	1
									Nashville *	Nashvll *	1	Nashville Resonant *	NashvRk *	1	Nashville 12 *	Nashv12 *	2
									Super Jazz Middle *	SuperJzM *	1	Super Jazz Bridge *	SuperJZB *	1	Super Jazz Detuned *	SuperJZD *	2
									Clean Guitar 2 **	CleanGt2 **	1	Mid Tone Guitar ***	MidTnGtr ***	1	Mid Tone Guitar Stereo ***	MidTnGtSt ***	1
									Wrench *	Wrench *	1	Wrench Heavy *	WrenchHv *	1	Wrench Double *	WrnchDbt *	2
									Manhattan Middle **	ManHntM **	1	Manhattan Bridge *	ManHntB *	1	Manhattan Detuned *	ManHntD *	2
									Bite *	Bite *	1	Bite Resonant *	Bite Res *	1	Bite Detuned *	Bite Dtd *	2
									Acoustic Harmonics **	AcclHarmo **	1	Guitar Feedback	GIFeedbk	1	Guitar Harmonics 2	GIHarmo2	1
									Boston *	Boston *	1	Boston Bright *	BostnBrt *	1	Coolth *	Coolth *	1
									Jazzy Bass **	JazzyBa **	1	Modulated Bass	ModBass	2	Chase *	Chase *	1
									Hard Pick *	HardPick *	1	Hard Pick Resonant *	HrdPkRk *	2	Pick Bass Plus *	PkBass + *	2
									Powered Fretless *	PowerdFretless *	1	Powered Fretless Reso-	PowerdFretless Reso-	1	Talking Bass *	TalkinBa *	1
									Slapper ***	Slapper ***	1	Thumb & Slap ***	Thum&Slp ***	1	Glitzly Slap *	GlitzlySlp *	2
									Orbiter	Orbiter	2	Square Bass	SqrBass	2	Rubber Bass	RubberBa	2
									X Wire Bass	XWireBa	2	Attack Pulse ***	AtkPulse ***	1	CS Light ***	CS Light ***	1
									Cadenza *	Cadenza *	1	Cadenza Dark *	CadenzDk *	1			
									Sonata *	Sonata *	1						
									Fear *	Fear *	1	Fear Detuned *	Fear Dtd *	2	Apocalypse *	Apocypse *	2
Lento *	Lento *	2							Super Strings *	SprStrng *	1	Super Strings Stereo *	SprStrSt *	2	Iriste *	Iriste *	1
									70's Strings	70s Str	1	String Ensemble 3	Strngs3	1			
									Synth Strings 4	Syn Str4	2	Synth Strings 5	Syn Str5	2	Solitude *	Solitude *	2
									Hope *	Hope *	2	Virgo *	Virgo *	2	Platinum *	Platinum *	1
									Strings & Choir Aahs **	StrngAah **	1	Male Choir Aahs **	Male Aah **	1	Scroll *	Scroll *	2
									Voice Doo **	VoiceDoo **	1	Hmn *	Hmn *	1	Whirl Choir *	WhrChoir *	2
									Analog Voice	AnaVoice	1	Aspirate *	Aspirate *	1	Aspirate Detuned *	AsprateD *	2
									Impact	Impact	2	Brass Slap **	BrssSlap **	2	Double Hit *	DoubleHit *	2
									Dark Trumpet ***	Dark Trp ***	1	Dark Trumpet Soft ***	DrkTrpSt ***	1	Soft Trumpet *	Soft Trp *	1
									Bright Trombone ***	BrghtTrb ***	1	Mellow Trombone ***	MellowTb ***	1	JJJ *	JJJ *	1
									Muted Trumpet 2 **	MuteTrp2 **	1	Backstairs *	Bkstairs *	1			
									Synth Horn *	Syn Horn *	1						
									Super Brass *	SprBrass *	2	Super Brass Cut *	SprBrCut *	1	Super Brass Blown *	SprBrBlw *	2
									Analog Brass 1	AnaBrss1	2	Synth Then *	SynthThn *	1	Sync Brass *	SyncBrss *	1
									Analog Brass 2	AnaBrss2	2	Soft Cut *	Soft Cut *	1	Analog Horns Soft *	AnaHornsS *	2
									Meditation *	Meditation *	1	Meditation Resonant *	MdtatnRk *	1			
									Alto Sax Powered *	ASaxPwrd *	1	Fake Alto *	FakeAlto *	1	Fake Alto Plus *	FakeAlto+ *	2
									Tenor Sax 2	TnrSax 2	1	Super tenor *	SprTenor *	1	Super Tenor Plus *	SprTnr + *	2
									Heinz *	Heinz *	1	Heinz Unison *	HeinzUni *	2			
									Boehm *	Boehm *	1	Boehm Breathly *	Boehm Br *	2	Pastorale *	Pastoral *	2
									Pipilth *	Pipilth *	2	Home *	Home *	1			
									Pan Flute 2 **	PanFlu2 **	1	Meadow *	Meadow *	1			
									Bottle Legato *	BottLgt *	2						
									Reverie *	Reverie *	2						
									Opalina *	Opalina *	1						
									Mellow	Mellow	2	Solo Sine	SoloSine	2	Sine Lead	SineLead	1
									Digger ***	Digger ***	1	Dunce *	Dunce *	2	Brass Sawtooth *	BrassSaw *	1
									Vent Synth **	Vent Syn **	2	Pure Pad	PureLead	2	Electro Primitive *	ElPrimv *	2
									Rubby	Rubby	2	Hard Sync ***	HardSync ***	1			
									Distorted Lead	DistLead	2	Wire Lead	WireLead	2	Synth Pluck ***	SynPluck ***	1
									Vox Lead	Vox Lead	2	Breathy Layer ***	BrLayer ***	2	Cypher 1 *	Cypher 1 *	1
									Fat & Perky	Fat&Prky	2	Soft Whirl	Soft Wrl	2	Cant *	Cant *	2
									Fantasy	Fantasy	2	Libra *	Libra *	2			
									Horn Pad	Horn Pad	2	Rotary Strings	RotarStr	2			
									Poly Pad 80	PolyPd80	2	Click Pad	ClickPad	2	Analog Pad	Ana Pad	2
									Heaven	Heaven	2	Light Pad **	Lite Pad **	2	Itopia	Itopia	2
									Glacier	Glacier	2	Glass Pad	GlassPad	2	Square Twang *	SqrTwang *	2
									Tine Pad	Tine Pad	2	Pan Pad	Pan Pad	2	Queever *	Queever *	2
									Aries *	Aries *	2						
									Polar Pad	PolarPad	2	Sweepy **	Sweepy **	2	Celestial	Celestial	2
									Harmo Rain	HrmoRain	2	African Wind	AfrcnWnd	2	Carib	Carib	2
									Ancestral	Ancestrl	2	Rave **	Rave **	2	Fairy ***	Fairy ***	2
									Synth Mallet	SynMallet	1	Soft Crystal	StcCryst	2	Loud Glockenspiel	LoudGlok	2
									Nylon Harp	NylnHarp	2	Harp Vox	Harp Vox	2	Atmosphere Pad	AtmosPad	2
									Fantasy Bells	FantaBell	2						
									Goblins Synth	GobSynth	2	Creepier	Creepier	2	Ring Pad	Ring Pad	2
									Echo Bells	EchoBell	2	Big Pan	Big Pan	2	Synth Piano	SynPiano	2
									Starz	Starz	2	Odin **	Odin **	2			
									Raga Synth *	Raga Syn *	2						
									Electric Banjo *	El Banjo *	1						
									FM Koto *	FM Koto *	2						
									Big Kalimba **	BigKalim **	2						
									Thistle *	Thistle *	2						
									Shanai 2	Shanai 2	1						
									Tickle Bell *	TcklBell *	2						
									Melodic Tom 2	MelTom2	1	Real Tom	Real Tom	2	Rock Tom	Rock Tom	2
									Analog Tom	Ana Tom	1	Electronic Percussion	ElecPerc	2			
									Reverse Cymbal 2 **	Rev Cym2 **	1						



[Table 1] XG VOICE MAP

Other Waves 9			Other Waves 10			Other Waves 11			Other Waves 12			Other Waves 13			Other Waves 14		
0			0			0			0			0			0		
72			73**			74**			75**			78**			77**		
(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E
Brooklyn *+	Brooklyn *+	1	Diploid 3 *+	Diploid3 *+	2	Phunky DX *+	PhunkyDX *+	2	Nasal DX *+	Nasal DX *+	1	Nasal DX Detuned *+	NasIDXDr *+	2	Din *+	Din *+	2
Kitayama *+	Kitayama *+	2	Turnpike 1 *+	Turnpk1 *+	2	Turnpike 2 *+	Turnpk2 *+	2	Cerritos *+	Cerritos *+	1	Sunset *+	Sunset *+	1	Soft DX *+	Soft DX *+	2
Hardy Pluck Plus *+	HrdyPlk *+	2	FM Clavi Double *+	FMClavDb *+	2												
Chapel Organ ***	ChapelOr ***	2	Dim Chorus *+	DimChors *+	2	Dawn *+	Dawn *+	1	Mellorgan *+	Mellorgn *+	2	Fuzzorgan *+	Fuzzorgn *+	2	FMO *+	FMO *+	1
Spoony *+	Spoony *+	1	Super Rotary *+	SprRotry *+	2	Lo Fl Organ *+	LoFlOrgn *+	2	Beep Organ *+	BeepOrgn *+	1	Belief *+	Belief *+	2	Snap Organ *+	SnapOrgn *+	1
Roughcaster Middle *+	RghcastM *+	1															
Hammer Stereo *+	HammerSt *+	2	FM Chorus Guitar *+	FMChoGtr *+	2	FM Chorus Guitar Soft *+	FMChoGS *+	2	Pesky Guitar *+	PeskyGtr *+	1	Clavi Guitar *+	ClaviGtr *+	2			
Stimuli *+	Stimuli *+	1	Running Pulse *+	RunPulse *+	1	Talking Pulse *+	TalkPuls *+	1	Node *+	Node *+	1	Stainer *+	Stainer *+	1	Stainer Attack *+	StainAtk *+	1
Keel Powered *+	KeelPwr *+	2	Plain Pulse *+	PlnPulse *+	2	Powered Pulse *+	PwrPuls *+	1	Powered Pulse Bright *+	PwrPulsB *+	1	Powered Sawtooth *+	PwrSaw *+	1			
Euro Hit ***	Euro Hit ***	1	Euro Hit Plus ***	EuroHit+ ***	2	Blowout *+	Blowout *+	2									
Vague Brothers *+	VagueBro *+	2															
Alum *+	Alum *+	2	Query *+	Query *+	2	FM Slow Sweep *+	FMSlwSwp *+	2	Sync Lead Double *+	SyncLdDb *+	2	Curse *+	Curse *+	2	Octave Beep *+	OctvBeep *+	1
Straight Pulse *+	StrIPuls *+	1	PWMania *+	PWMania *+	1	Mod Saw *+	Mod Saw *+	1	Toad *+	Toad *+	1	Fat Octave *+	FatOctav *+	1	Overdose *+	Overdose *+	2
Gamelimba	Gamelimba	2	Bounce *+	Bounce *+	2												
Puffy **	Puffy **	2	Mimicry *+	Mimicry *+	2	Parasite *+	Parasite *+	2	Cicada *+	Cicada *+	2	Beacon *+	Beacon	2			



[Table 1] XG VOICE MAP

Other Waves 15			Other Waves 16			Other Waves 17			Other Waves 18			Other Waves 19			Other Waves 20			Other Waves 21		
0 78*			0 79*			0 80*			0 81*			0 82*			0 83*			0 84*		
(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E
Resonant DX *+	Reso DX *+	1	Piercing DX *+	PiercnDX *+	2	Shivering DX	ShvrngDX *+	1	Shivering DX Plus	ShvrnDX+ *+	1	Rattling DX *+	RattnDX *+	1	Rattling DX Plus *+	RattnDX+ *+	2	Tinker DX	TinkerDX	1
Sweep Square *+	SweepSqr *+	1	Sweep Square Plus *+	SwpSqr *+	2	Stinks *+	Stlnks *+	1	Stinks Resonant *+	StlnksRes *+	1	Resonant Square *+	Reso Sqr *+	1	Dagger *+	Dagger *+	1	Zinc *+	Zinc *+	2
PWM Decay *+	PWMDecay *+	1	Saw Decay *+	SawDecay *+	1															







[Table 1] XG VOICE MAP

Phrase, Looped			Phrase, Looped, Poly			SFX, Timbre			SFX, Timbre, Poly			SFX, Phrase			SFX, Phrase, Poly			
48			48			48			48			48			48			
(full name)	(in B)	E	(full name)	(in B)	E	(full name)	(in B)	E	(full name)	(in B)	E	(full name)	(in B)	E	(full name)	(in B)	E	
Reflex 1 +	Reflex 1 +	2	Insanity +*	Insanity +*	2	Distant Fire +*	DstnFire +*	2	Lightning +*	Ltning +*	2	Zipzap +*	Zipzap +*	1	Escape +*	Escape +*	2	
Reflex 2 +	Reflex 2 +	2	Habakkuk +*	Habakkuk +*	2	Blow Noise +*	BlowNoiz +*	1	Out +*	Out +*	2	Zipzap +*	Zipzap +*	2	Zipzap +*	Zipzap +*	2	
Precession +*	Precession +*	2				Fall +*	Fall +*	1	Lust +*	Lust +*	1	Soud +*	Soud +*	2	Soud +*	Soud +*	2	
Random Walk +*	RndmWalk +*	1				Chaff +*	Chaff +*	2	Lust Stereo +*	Lust St +*	2		Hinayana +*	Hinayana +*	2	Hinayana +*	Hinayana +*	2
Random Run +*	RandmRun +*	1							Soft Hit Plus +*	SoftHit+ +*	2		Boot +*	Boot +*	2	Boot +*	Boot +*	2
									Cough Plus +*	Cough + +*	2		Anathema +*	Anathema +*	2	Anathema +*	Anathema +*	2
									Ruin +*	Ruin +*	1		Germ 1 +*	Germ 1 +*	2	Germ 1 +*	Germ 1 +*	2
									Ruin Stereo +*	Ruin St +*	2		Germ 2 +*	Germ 2 +*	2	Germ 2 +*	Germ 2 +*	2
									Vein Plus +*	Vein + +*	2		Malfunction +*	Malfnctn +*	2	Malfunction +*	Malfnctn +*	2
									Universe +*	Universe +*	1							
									Universe Sweep +*	UnivsWrp +*	2							
									Xe Plus +*	Xe + +*	2							
									Daze +*	Daze +*	2							
									Refusal +*	Refusal +*	1							
									Refusal Plus +*	Refusal+ +*	2							
									Lie +*	Lie +*	1							
									Malice +*	Malice +*	2							
									Doubt +*	Doubt +*	1							
									Doubt Double +*	DoubtDbl +*	2							





[ Table 2 ] XG DRUM MAP

127			127			127		
0			0			0		
4			5			6		
Bright Kit ***		BriteKit ***	Skim Kit ****		Skim Kit ****	Slim Kit *****		Slim Kit *****
(full name)	(in 12)	E	(full name)	(in 12)	E	(full name)	(in 12)	E
Surdo Mute B ***	Surdo Mute B ***	1	Surdo Mute V ***	Surdo Mute V ***	1	Surdo Mute V ***	Surdo Mute V ***	1
Surdo Open B ***	Surdo Open B ***	1	Surdo Open V ***	Surdo Open V ***	1	Surdo Open V ***	Surdo Open V ***	1
Hi Q B ***	Hi Q B ***	1						
Whip Slap B ***	Whip Slap B ***	1						
Scratch H B ***	Scratch H B ***	1						
Scratch L B ***	Scratch L B ***	1						
Finger Snap B ***	FingerSnap B ***	1						
Click Noise B ***	ClickNoise B ***	1						
Metronome Click B ***	MtrnmClick B ***	1						
Metronome Bell B ***	Mtrnm Bell B ***	1						
Seq Click L B ***	SeqClick L B ***	1						
Seq Click H B ***	SeqClick H B ***	1						
Brush Tap B ***	Brush Tap B ***	1	Brush Tap V ***	Brush Tap V ***	1	Brush Tap V ***	Brush Tap V ***	1
Brush Swirl B ***	BrushSwirl B ***	1	Brush Swirl V ***	BrushSwirl V ***	1	Brush Swirl V ***	BrushSwirl V ***	1
Brush Slap B ***	Brush Slap B ***	1	Brush Slap V ***	Brush Slap V ***	1	Brush Slap V ***	Brush Slap V ***	1
Brush Tap Swirl B ***	BrshTapSwirlB ***	1	Brush Tap Swirl L ****	BrshTapSwirlL ****	1	Brush Tap Swirl L ****	BrshTapSwirlL ****	1
Snare Roll B ***	Snare Roll B ***	1	Snare Roll V ***	Snare Roll V ***	1	Snare Roll V ***	Snare Roll V ***	1
Castanet B ***	Castanet B ***	1	Castanet Sk ****	Castanet Sk ****	1	Castanet H ****	Castanet H ****	1
Snare Soft B ***	Snare Soft B ***	1	Snare Dry Q ****	Snare Dry Q ****	1	Snare Rough Q ****	SnareRough Q ****	1
Sticks B ***	Sticks B ***	1				Sticks Q ****	Sticks Q ****	1
Kick Soft B ***	Kick Soft B ***	1	Kick Dry Soft HPF ****	KckDrySftHPF ****	1	Kick Soft Dark ****	KickSoftDark ****	1
Open Rim Shot B ***	OpenRimShotB ***	1	Open Rim Shot Dry HPF ****	Rim Dry HPF ****	1	Open Rim Shot Sl ****	OpenRim Sl ****	1
Kick Tight B ***	Kick Tight B ***	1	Kick Dry Tight Q ****	KckDryTght Q ****	1	Kick Tight Short L ****	KckTghtShrtl ****	1
Kick B ***	Kick B ***	1	Kick Dry Mute HPF ****	KckDryMu HPF ****	1	Kick Short Dark ****	KckShort D ****	1
Side Stick B ***	Side Stick B ***	1	Side Stick Dry Q ****	SdStck Dry Q ****	1	Side Stick Q ****	Side Stick Q ****	1
Snare B ***	Snare B ***	1	Snare Dry H ****	Snare Dry H ****	1	Snare Short HPF ****	Snr Shrt HPF ****	1
Hand Clap B ***	Hand Clap B ***	1	Hand Clap Sk ****	Hand Clap Sk ****	1	Hand Clap Dark ****	Hand Clap D ****	1
Snare Tight B ***	SnareTight B ***	1	Snare Dry Mute Q ****	Snr Dry Mu Q ****	1	Snare Tight Mute ****	Snr Tght Mu ****	1
Floor Tom L B ***	FloorTom L B ***	1	Floor Tom L Short Sk ****	FlrTmLShrtSk ****	1	Floor Tom L Tight ****	FlrTomL Tght ****	1
Hi-Hat Closed L B ***	HiHatCloseLB ***	1	Hi-Hat Closed H ****	Hat Closed H ****	1	Hi-Hat Closed L Q ****	HiHatCloseLQ ****	1
Floor Tom H B ***	FloorTom H B ***	1	Floor Tom H Short Sk ****	FlrTmHShrtSk ****	1	Floor Tom H Tight ****	FlrTomH Tght ****	1
Hi-Hat Pedal B ***	HiHatPedal B ***	1	Hi-Hat Pedal H ****	Hat Pedal H ****	1	Hi-Hat Pedal Q ****	HiHatPedal Q ****	1
Low Tom B ***	Low Tom B ***	1	Low Tom Short Sk ****	LowTomShrtSk ****	1	Low Tom Tight ****	LowTom Tght ****	1
Hi-Hat Open B ***	HiHat Open B ***	1	Hi-Hat Open H ****	Hi-HatOpen H ****	1	Hi-Hat Open Q ****	HiHat Open Q ****	1
Mid Tom L B ***	Mid Tom L B ***	1	Mid Tom L Short Sk ****	MidTmLShrtSk ****	1	Mid Tom L Tight ****	MidTomL Tght ****	1
Mid Tom H B ***	Mid Tom H B ***	1	Mid Tom H Short Sk ****	MidTmHShrtSk ****	1	Mid Tom H Tight ****	MidTomH Tght ****	1
Crash Cymbal 1 B ***	CrashCym 1 B ***	1	Crash Cymbal 1 Q ****	CrashCym 1 Q ****	1	Crash Cymbal 1 L ****	CrashCym 1 L ****	1
High Tom B ***	High Tom B ***	1	High Tom Short Sk ****	HghtTmShrtSk ****	1	High Tom Tight ****	HghtTom Tght ****	1
Ride Cymbal 1 B ***	RideCymbal1B ***	1	Ride Cymbal 1 Sk ****	RideCym1 Sk ****	1	Ride Cymbal 1 L ****	RideCymbal1L ****	1
Chinese Cymbal B ***	ChineseCym B ***	1	Chinese Cymbal HPF ****	Chinese HPF ****	1	Chinese Cymbal L ****	ChineseCym L ****	1
Ride Cymbal Cup Short ***	RideCupShort ***	1	Ride Cup Q ****	Ride Cup Q ****	1	Ride Cymbal Cup L ****	RideCymCup L ****	1
Tambourine B ***	Tambourine B ***	1	Tambourine Q ****	Tambourine Q ****	1			
Splash Cymbal B ***	Splash Cym B ***	1	Splash Cymbal H ****	Splash Cym H ****	1	Splash Cymbal L Short ****	SplashLShort ****	1
Cowbell L ***	Cowbell L ***	1	Cowbell HPF ****	Cowbell HPF ****	1	Cowbell Dark ****	Cowbell Dark ****	1
Crash Cymbal 2 B ***	CrashCym 2 B ***	1	Crash Cymbal 2 Dark ****	CrashCym 2 D ****	1	Crash Cymbal 2 L ****	CrashCym 2 L ****	1
Vibraslap B ***	Vibraslap B ***	1						
Ride Cymbal 2 B ***	RideCymbal2B ***	1	Ride Cymbal 2 Q ****	RideCymbal2Q ****	1	Ride Cymbal 2 L ****	RideCymbal2L ****	1
Bongo H B ***	Bongo H B ***	1	Bongo H HPF ****	Bongo H HPF ****	1	Bongo H V ***	Bongo H V ***	1
Bongo L B ***	Bongo L B ***	1	Bongo L HPF ****	Bongo L HPF ****	1	Bongo L V ***	Bongo L V ***	1
Conga H Mute B ***	CongaHMute B ***	1	Conga H Mute HPF ****	CongaHMute HPF ****	1	Conga H Mute V ***	CongaHMute V ***	1
Conga H Open B ***	CongaHOpen B ***	1	Conga H Open HPF ****	CongaHOpenHPF ****	1	Conga H Open V ***	CongaHOpen V ***	1
Conga L B ***	Conga L B ***	1	Conga L HPF ****	Conga L HPF ****	1	Conga L H ****	Conga L H ****	1
Timbale H B ***	Timbale H B ***	1	Timbale H HPF ****	TimbaleH HPF ****	1	Timbale H V ***	Timbale H V ***	1
Timbale L B ***	Timbale L B ***	1	Timbale L HPF ****	TimbaleL HPF ****	1	Timbale L V ***	Timbale L V ***	1
Agogo H B ***	Agogo H B ***	1	Agogo H HPF ****	Agogo H HPF ****	1	Agogo H V ***	Agogo H V ***	1
Agogo L B ***	Agogo L B ***	1	Agogo L HPF ****	Agogo L HPF ****	1	Agogo L V ***	Agogo L V ***	1
Cabasa B ***	Cabasa B ***	1	Cabasa BPF ****	Cabasa BPF ****	1			
Maracas B ***	Maracas B ***	1	Maracas L ****	Maracas L ****	1	Maracas Q ****	Maracas Q ****	1
Samba Whistle H B ***	SambaWhstlHB ***	1	Samba Whistle H BPF ****	WhistleH BPF ****	1	Samba Whistle H V ***	SambaWhislHV ***	1
Samba Whistle L B ***	SambaWhstlL B ***	1	Samba Whistle L BPF ****	WhistleL BPF ****	1	Samba Whistle L V ***	SambaWhislLV ***	1
Guiro Short B ***	GuiroShort B ***	1						
Guiro Long B ***	Guiro Long B ***	1						
Claves B ***	Claves B ***	1						
Wood Block H B ***	WoodBlockH B ***	1						
Wood Block L B ***	WoodBlockL B ***	1						
Cuica Mute B ***	Cuica Mute B ***	1						
Cuica Open B ***	Cuica Open B ***	1	Cuica Open H ****	Cuica Open H ****	1	Cuica Open H ****	Cuica Open H ****	1
Triangle Mute B ***	TrianglMuteB ***	1						
Triangle Open B ***	TrianglOpenB ***	1						
Shaker B ***	Shaker B ***	1						
Jingle Bells B ***	JingleBellsB ***	1						
Bell Tree B ***	Bell Tree B ***	1						























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STANDARD

Note	Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
	C	F														
C#-1	Surdo Mute	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64
D-1	Surdo Open	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64
D#-1	Hi Q	64	64	63	0	51	127	127	127	0	0	1	64	64	64	64
E-1	Whip Slap	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64
F-1	Scratch Push	64	64	93	4	52	63	63	127	0	0	1	64	64	64	64
F#-1	Scratch Pull	64	64	116	4	52	63	63	127	0	0	1	64	64	64	64
G-1	Finger Snap	64	64	127	0	64	75	0	127	0	0	1	64	64	64	64
G#-1	Click Noise	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
A-1	Metronome Click	64	64	94	0	64	63	63	127	0	0	1	64	64	64	64
Bb-1	Metronome Bell	64	64	98	0	64	63	63	127	0	0	1	64	64	64	64
B-1	Seq Click L	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64
C 0	Seq Click H	64	64	96	0	64	127	127	127	0	0	1	64	64	64	64
C#0	Brush Tap	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64
D 0	Brush Swirl L	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64
D#0	Brush Slap	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64
E 0	Brush Swirl H	64	64	45	0	64	127	127	127	0	1	1	64	64	64	64
F 0	Snare Roll	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64
F#0	Castanet	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64
G 0	Snare L	64	64	75	0	64	127	127	127	0	0	1	64	64	64	64
G#0	Sticks	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
A 0	Bass Drum L	64	64	116	0	64	32	32	127	0	0	1	64	64	64	64
Bb0	Open Rim Shot	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
B 0	Bass Drum M	64	64	102	0	64	32	32	127	0	0	1	64	64	64	64
C 1	Bass Drum H	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64
C#1	Side Stick	64	64	93	0	64	127	127	127	0	0	1	64	64	64	64
D 1	Snare M	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
D#1	Hand Clap	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64
E 1	Snare H	64	64	123	0	64	127	127	127	0	0	1	64	64	64	64
F 1	Floor Tom L	64	64	111	0	24	127	127	127	0	0	1	64	64	64	64
F#1	Hi-Hat Closed	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64
G 1	Floor Tom H	64	64	113	0	39	127	127	127	0	0	1	64	64	64	64
G#1	Hi-Hat Pedal	64	64	97	1	77	32	32	127	0	0	1	64	64	64	64
A 1	Low Tom	64	64	104	0	52	127	127	127	0	0	1	64	64	64	64
Bb1	Hi-Hat Open	64	64	96	1	77	32	32	127	0	0	1	64	64	64	64
B 1	Mid Tom L	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64
C 2	Mid Tom H	64	64	103	0	83	127	127	127	0	0	1	64	64	64	64
C#2	Crash Cymbal 1	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64
D 2	High Tom	64	64	116	0	104	127	127	127	0	0	1	64	64	64	64
D#2	Ride Cymbal 1	64	64	105	0	34	127	127	127	0	0	1	64	64	64	64
E 2	Chinese Cymbal	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64
F 2	Ride Cymbal Cup	64	64	107	0	46	127	127	127	0	0	1	64	64	64	64
F#2	Tambourine	64	64	120	0	64	63	63	127	0	0	1	64	64	64	64
G 2	Splash Cymbal	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
G#2	Cowbell	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64
A 2	Crash Cymbal 2	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64
Bb2	Vibraslap	64	64	106	0	25	127	127	127	0	0	1	64	64	64	64
B 2	Ride Cymbal 2	64	64	110	0	46	127	127	127	0	0	1	64	64	64	64
C 3	Bongo H	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64
C#3	Bongo L	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64
D 3	Conga H Mute	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64
D#3	Conga H Open	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64
E 3	Conga L	64	64	111	0	64	95	95	127	0	0	1	64	64	64	64
F 3	Timbale H	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64
F#3	Timbale L	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64
G 3	Agogo H	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64
G#3	Agogo L	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64
A 3	Cabasa	64	64	90	0	28	63	63	127	0	0	1	64	64	64	64
Bb3	Maracas	64	64	103	0	21	63	63	127	0	0	1	64	64	64	64
B 3	Samba Whistle H	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64
C 4	Samba Whistle L	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64
C#4	Guiro Short	64	64	124	0	95	63	63	127	0	0	1	64	64	64	64
D 4	Guiro Long	64	64	106	0	110	63	63	127	0	1	1	64	64	64	64
D#4	Claves	64	64	88	0	64	95	95	127	0	0	1	64	64	64	64
E 4	Wood Block H	64	64	107	0	104	95	95	127	0	0	1	64	64	64	64
F 4	Wood Block L	64	64	96	0	104	95	95	127	0	0	1	64	64	64	64
F#4	Cuica Mute	64	64	97	0	21	127	127	127	0	0	1	64	64	64	64
G 4	Cuica Open	64	64	107	0	34	127	127	127	0	0	1	64	64	64	64
G#4	Triangle Mute	64	64	127	2	25	95	95	127	0	0	1	64	64	64	64
A 4	Triangle Open	64	64	127	2	25	127	127	127	0	0	1	64	64	64	64
Bb4	Shaker	64	64	106	0	83	63	63	127	0	0	1	64	64	64	64
B 4	Jingle Bell	64	64	123	0	105	127	127	127	0	0	1	64	64	64	64
C 5	Bell Tree	64	64	68	0	64	127	127	127	0	0	1	64	64	64	64

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STANDARD2

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
C#-1	Surdo Mute	64	64	102		3	51	95	95	127	0	0	1	64	64	64	64
D -1	Surdo Open	64	64	121		3	51	95	95	127	0	0	1	64	64	64	64
D#-1	Hi Q	64	64	63		0	51	127	127	127	0	0	1	64	64	64	64
E -1	Whip Slap	64	64	127		0	51	127	127	127	0	0	1	64	64	64	64
F -1	Scratch Push	64	64	93		4	52	63	63	127	0	0	1	64	64	64	64
F#-1	Scratch Pull	64	64	116		4	52	63	63	127	0	0	1	64	64	64	64
G -1	Finger Snap	64	64	127		0	64	75	0	127	0	0	1	64	64	64	64
G#-1	Click Noise	64	64	127		0	64	127	127	127	0	0	1	64	64	64	64
A -1	Metronome Click	64	64	94		0	64	63	63	127	0	0	1	64	64	64	64
Bb-1	Metronome Bell	64	64	98		0	64	63	63	127	0	0	1	64	64	64	64
B -1	Seq Click L	64	64	87		0	64	127	127	127	0	0	1	64	64	64	64
C 0	Seq Click H	64	64	96		0	64	127	127	127	0	0	1	64	64	64	64
C#0	Brush Tap	64	64	49		0	64	127	127	127	0	0	1	64	64	64	64
D 0	Brush Swirl L	64	64	47		0	64	127	127	127	0	1	1	64	64	64	64
D#0	Brush Slap	64	64	52		0	64	127	127	127	0	0	1	64	64	64	64
E 0	Brush Swirl H	64	64	45		0	64	127	127	127	0	1	1	64	64	64	64
F 0	Snare Roll 2	64	64	79		0	64	127	127	0	0	1	1	64	64	64	64
F#0	Castanet	64	64	127		0	64	63	63	127	0	0	1	64	64	64	64
G 0	Snare L 2	64	64	75		0	64	127	127	0	0	0	1	64	64	64	64
G#0	Sticks	64	64	127		0	64	127	127	127	0	0	1	64	64	64	64
A 0	Bass Drum L	64	64	116		0	64	32	32	127	0	0	1	64	64	64	64
Bb0	Open Rim Shot 2	64	64	127		0	64	127	127	0	0	0	1	64	64	64	64
B 0	Bass Drum M 2	64	64	102		0	64	32	32	0	0	0	1	64	64	64	64
C 1	Bass Drum H 2	64	64	127		0	64	32	32	0	0	0	1	64	64	64	64
C#1	Side Stick	64	64	93		0	64	127	127	127	0	0	1	64	64	64	64
D 1	Snare M 2	64	64	127		0	64	127	127	0	0	0	1	64	64	64	64
D#1	Hand Clap	64	64	110		0	64	127	127	127	0	0	1	64	64	64	64
E 1	Snare H 2	64	64	123		0	64	127	127	0	0	0	1	64	64	64	64
F 1	Floor Tom L	64	64	111		0	24	127	127	127	0	0	1	64	64	64	64
F#1	Hi-Hat Closed	64	64	91		1	77	32	32	127	0	0	1	64	64	64	64
G 1	Floor Tom H	64	64	113		0	39	127	127	127	0	0	1	64	64	64	64
G#1	Hi-Hat Pedal	64	64	97		1	77	32	32	127	0	0	1	64	64	64	64
A 1	Low Tom	64	64	104		0	52	127	127	127	0	0	1	64	64	64	64
Bb1	Hi-Hat Open	64	64	96		1	77	32	32	127	0	0	1	64	64	64	64
B 1	Mid Tom L	64	64	87		0	64	127	127	127	0	0	1	64	64	64	64
C 2	Mid Tom H	64	64	103		0	83	127	127	127	0	0	1	64	64	64	64
C#2	Crash Cymbal 1	64	64	127		0	69	127	127	127	0	0	1	64	64	64	64
D 2	High Tom	64	64	116		0	104	127	127	127	0	0	1	64	64	64	64
D#2	Ride Cymbal 1	64	64	105		0	34	127	127	127	0	0	1	64	64	64	64
E 2	Chinese Cymbal	64	64	120		0	34	127	127	127	0	0	1	64	64	64	64
F 2	Ride Cymbal Cup	64	64	107		0	46	127	127	127	0	0	1	64	64	64	64
F#2	Tambourine	64	64	120		0	64	63	63	127	0	0	1	64	64	64	64
G 2	Splash Cymbal	64	64	127		0	64	127	127	127	0	0	1	64	64	64	64
G#2	Cowbell	64	64	118		0	77	63	63	127	0	0	1	64	64	64	64
A 2	Crash Cymbal 2	64	64	127		0	51	127	127	127	0	0	1	64	64	64	64
Bb2	Vibraslap	64	64	106		0	25	127	127	127	0	0	1	64	64	64	64
B 2	Ride Cymbal 2	64	64	110		0	46	127	127	127	0	0	1	64	64	64	64
C 3	Bongo H	64	64	110		0	110	95	95	127	0	0	1	64	64	64	64
C#3	Bongo L	64	64	87		0	110	95	95	127	0	0	1	64	64	64	64
D 3	Conga H Mute	64	64	73		0	39	127	127	127	0	0	1	64	64	64	64
D#3	Conga H Open	64	64	89		0	25	127	127	127	0	0	1	64	64	64	64
E 3	Conga L	64	64	111		0	64	95	95	127	0	0	1	64	64	64	64
F 3	Timbale H	64	64	91		0	64	127	127	127	0	0	1	64	64	64	64
F#3	Timbale L	64	64	95		0	64	127	127	127	0	0	1	64	64	64	64
G 3	Agogo H	64	64	108		0	34	100	100	127	0	0	1	64	64	64	64
G#3	Agogo L	64	64	108		0	34	100	100	127	0	0	1	64	64	64	64
A 3	Cabasa	64	64	90		0	28	63	63	127	0	0	1	64	64	64	64
Bb3	Maracas	64	64	103		0	21	63	63	127	0	0	1	64	64	64	64
B 3	Samba Whistle H	64	64	103		0	101	127	127	127	0	1	1	64	64	64	64
C 4	Samba Whistle L	64	64	110		0	101	127	127	127	0	1	1	64	64	64	64
C#4	Guero Short	64	64	124		0	95	63	63	127	0	0	1	64	64	64	64
D 4	Guero Long	64	64	106		0	110	63	63	127	0	1	1	64	64	64	64
D#4	Claves	64	64	88		0	64	95	95	127	0	0	1	64	64	64	64
E 4	Wood Block H	64	64	107		0	104	95	95	127	0	0	1	64	64	64	64
F 4	Wood Block L	64	64	96		0	104	95	95	127	0	0	1	64	64	64	64
F#4	Cuica Mute	64	64	97		0	21	127	127	127	0	0	1	64	64	64	64
G 4	Cuica Open	64	64	107		0	34	127	127	127	0	0	1	64	64	64	64
G#4	Triangle Mute	64	64	127		2	25	95	95	127	0	0	1	64	64	64	64
A 4	Triangle Open	64	64	127		2	25	127	127	127	0	0	1	64	64	64	64
Bb4	Shaker	64	64	106		0	83	63	63	127	0	0	1	64	64	64	64
B 4	Jingle Bell	64	64	123		0	105	127	127	127	0	0	1	64	64	64	64
C 5	Bell Tree	64	64	68		0	64	127	127	127	0	0	1	64	64	64	64

XG DRUM DEFAULT DATA

ROOM

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
C#-1	Surdo Mute	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64
D-1	Surdo Open	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64
D#-1	Hi Q	64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64
E-1	Whip Slap	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
F-1	Scratch Push	64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64
F#-1	Scratch Pull	64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64
G-1	Finger Snap	64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64
G#-1	Click Noise	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A-1	Metronome Click	64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64
Bb-1	Metronome Bell	64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64
B-1	Seq Click L	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64
C 0	Seq Click H	64	64	96	0	64	127	127	127	0	0	1	64	64	64	64	64
C#0	Brush Tap	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64
D 0	Brush Swirl L	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64
D#0	Brush Slap	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64
E 0	Brush Swirl H	64	64	45	0	64	127	127	127	0	1	1	64	64	64	64	64
F 0	Snare Roll 2	64	64	79	0	64	127	127	0	0	1	1	64	64	64	64	64
F#0	Castanet	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64
G 0	Snare L 2	64	64	75	0	64	127	127	0	0	0	1	64	64	64	64	64
G#0	Sticks	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A 0	Bass Drum L	64	64	116	0	64	32	32	127	0	0	1	64	64	64	64	64
Bb0	Open Rim Shot 2	64	64	127	0	64	127	127	0	0	0	1	64	64	64	64	64
B 0	Bass Drum M 2	64	64	102	0	64	32	32	0	0	0	1	64	64	64	64	64
C 1	Bass Drum H 2	64	64	127	0	64	32	32	0	0	0	1	64	64	64	64	64
C#1	Side Stick	64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64
D 1	Snare M 2	64	64	127	0	64	127	127	0	0	0	1	64	64	64	64	64
D#1	Hand Clap	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64
E 1	Snare H 2	64	64	123	0	64	127	127	0	0	0	1	64	64	64	64	64
F 1	Floor Tom L	64	64	111	0	24	127	127	127	0	0	1	64	64	64	64	64
F#1	Hi-Hat Closed	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64
G 1	Floor Tom H	64	64	113	0	39	127	127	127	0	0	1	64	64	64	64	64
G#1	Hi-Hat Pedal	64	64	97	1	77	32	32	127	0	0	1	64	64	64	64	64
A 1	Low Tom	64	64	104	0	52	127	127	127	0	0	1	64	64	64	64	64
Bb1	Hi-Hat Open	64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64
B 1	Mid Tom L	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64
C 2	Mid Tom H	64	64	103	0	83	127	127	127	0	0	1	64	64	64	64	64
C#2	Crash Cymbal 1	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64
D 2	High Tom	64	64	116	0	104	127	127	127	0	0	1	64	64	64	64	64
D#2	Ride Cymbal 1	64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64
E 2	Chinese Cymbal	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64
F 2	Ride Cymbal Cup	64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64
F#2	Tambourine	64	64	120	0	64	63	63	127	0	0	1	64	64	64	64	64
G 2	Splash Cymbal	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#2	Cowbell	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64
A 2	Crash Cymbal 2	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
Bb2	Vibraslap	64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64
B 2	Ride Cymbal 2	64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64
C 3	Bongo H	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64
C#3	Bongo L	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64
D 3	Conga H Mute	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64
D#3	Conga H Open	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64
E 3	Conga L	64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64
F 3	Timbale H	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64
F#3	Timbale L	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64
G 3	Agogo H	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
G#3	Agogo L	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
A 3	Cabasa	64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64
Bb3	Maracas	64	64	103	0	21	63	63	127	0	0	1	64	64	64	64	64
B 3	Samba Whistle H	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64
C 4	Samba Whistle L	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64
C#4	Guiro Short	64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64
D 4	Guiro Long	64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64
D#4	Claves	64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64
E 4	Wood Block H	64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64
F 4	Wood Block L	64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64
F#4	Cuica Mute	64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64
G 4	Cuica Open	64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64
G#4	Triangle Mute	64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64
A 4	Triangle Open	64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64
Bb4	Shaker	64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64
B 4	Jingle Bell	64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64
C 5	Bell Tree	64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64

ROCK

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
C#-1	Surdo Mute	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64
D -1	Surdo Open	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64
D#-1	Hi Q	64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64
E -1	Whip Slap	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
F -1	Scratch Push	64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64
F#-1	Scratch Pull	64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64
G -1	Finger Snap	64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64
G#-1	Click Noise	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A -1	Metronome Click	64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64
Bb-1	Metronome Bell	64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64
B -1	Seq Click L	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64
C 0	Seq Click H	64	64	96	0	64	127	127	127	0	0	1	64	64	64	64	64
C#0	Brush Tap	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64
D 0	Brush Swirl L	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64
D#0	Brush Slap	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64
E 0	Brush Swirl H	64	64	45	0	64	127	127	127	0	1	1	64	64	64	64	64
F 0	Snare Roll 2	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64
F#0	Castanet	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64
G 0	Snare L 2	64	64	121	0	64	127	127	127	0	0	1	64	64	64	64	64
G#0	Sticks	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A 0	Bass Drum L	64	64	111	0	64	32	32	127	0	0	1	64	64	64	64	64
Bb0	Open Rim Shot 2	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
B 0	Bass Drum M 2	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64
C 1	Bass Drum H 2	64	64	119	0	64	32	32	127	0	0	1	64	64	64	64	64
C#1	Side Stick	64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64
D 1	Snare M 2	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64
D#1	Hand Clap	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64
E 1	Snare H 2	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64
F 1	Floor Tom L	64	64	123	0	24	127	127	127	0	0	1	64	64	64	64	64
F#1	Hi-Hat Closed	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64
G 1	Floor Tom H	64	64	127	0	39	127	127	127	0	0	1	64	64	64	64	64
G#1	Hi-Hat Pedal	64	64	97	1	77	32	32	127	0	0	1	64	64	64	64	64
A 1	Low Tom	64	64	117	0	52	127	127	127	0	0	1	64	64	64	64	64
Bb1	Hi-Hat Open	64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64
B 1	Mid Tom L	64	64	121	0	64	127	127	127	0	0	1	64	64	64	64	64
C 2	Mid Tom H	64	64	123	0	83	127	127	127	0	0	1	64	64	64	64	64
C#2	Crash Cymbal 1	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64
D 2	High Tom	64	64	124	0	95	127	127	127	0	0	1	64	64	64	64	64
D#2	Ride Cymbal 1	64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64
E 2	Chinese Cymbal	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64
F 2	Ride Cymbal Cup	64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64
F#2	Tambourine	64	64	120	0	64	63	63	127	0	0	1	64	64	64	64	64
G 2	Splash Cymbal	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#2	Cowbell	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64
A 2	Crash Cymbal 2	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
Bb2	Vibraslap	64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64
B 2	Ride Cymbal 2	64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64
C 3	Bongo H	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64
C#3	Bongo L	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64
D 3	Conga H Mute	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64
D#3	Conga H Open	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64
E 3	Conga L	64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64
F 3	Timbale H	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64
F#3	Timbale L	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64
G 3	Agogo H	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
G#3	Agogo L	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
A 3	Cabasa	64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64
Bb3	Maracas	64	64	103	0	21	63	63	127	0	0	1	64	64	64	64	64
B 3	Samba Whistle H	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64
C 4	Samba Whistle L	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64
C#4	Guiro Short	64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64
D 4	Guiro Long	64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64
D#4	Claves	64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64
E 4	Wood Block H	64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64
F 4	Wood Block L	64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64
F#4	Cuica Mute	64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64
G 4	Cuica Open	64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64
G#4	Triangle Mute	64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64
A 4	Triangle Open	64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64
Bb4	Shaker	64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64
B 4	Jingle Bell	64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64
C 5	Bell Tree	64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64

# XG DRUM DEFAULT DATA

## ELECTRO

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
C#-1	Surdo Mute	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64
D -1	Surdo Open	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64
D#-1	Hi Q	64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64
E -1	Whip Slap	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
F -1	Scratch Push	64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64
F#-1	Scratch Pull	64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64
G -1	Finger Snap	64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64
G#-1	Click Noise	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A -1	Metronome Click	64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64
Bb-1	Metronome Bell	64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64
B -1	Seq Click L	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64
C 0	Seq Click H	64	64	96	0	64	127	127	127	0	0	1	64	64	64	64	64
C#0	Brush Tap	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64
D 0	Brush Swirl L	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64
D#0	Brush Slap	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64
E 0	Brush Swirl H	64	64	100	0	64	127	127	127	0	1	1	64	64	64	64	64
F 0	Snare Roll 2	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64
F#0	Castanet	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64
G 0	Snare L 2	64	64	114	0	64	127	127	127	0	0	1	64	64	64	64	64
G#0	Sticks	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A 0	Bass Drum L	64	64	123	0	64	32	32	127	0	0	1	64	64	64	64	64
Bb0	Open Rim Shot 2	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
B 0	Bass Drum M 2	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64
C 1	Bass Drum H 2	64	64	122	0	64	32	32	127	0	0	1	64	64	64	64	64
C#1	Side Stick	64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64
D 1	Snare M 2	64	64	107	0	64	127	127	127	0	0	1	64	64	64	64	64
D#1	Hand Clap	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64
E 1	Snare H 2	64	64	102	0	64	127	127	127	0	0	1	64	64	64	64	64
F 1	Floor Tom L	64	64	92	0	24	127	127	127	0	0	1	64	64	64	64	64
F#1	Hi-Hat Closed	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64
G 1	Floor Tom H	64	64	94	0	39	127	127	127	0	0	1	64	64	64	64	64
G#1	Hi-Hat Pedal	64	64	97	1	77	32	32	127	0	0	1	64	64	64	64	64
A 1	Low Tom	64	64	97	0	52	127	127	127	0	0	1	64	64	64	64	64
Bb1	Hi-Hat Open	64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64
B 1	Mid Tom L	64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64
C 2	Mid Tom H	64	64	102	0	83	127	127	127	0	0	1	64	64	64	64	64
C#2	Crash Cymbal 1	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64
D 2	High Tom	64	64	97	0	101	127	127	127	0	0	1	64	64	64	64	64
D#2	Ride Cymbal 1	64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64
E 2	Chinese Cymbal	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64
F 2	Ride Cymbal Cup	64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64
F#2	Tambourine	64	64	120	0	64	63	63	127	0	0	1	64	64	64	64	64
G 2	Splash Cymbal	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#2	Cowbell	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64
A 2	Crash Cymbal 2	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
Bb2	Vibraslap	64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64
B 2	Ride Cymbal 2	64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64
C 3	Bongo H	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64
C#3	Bongo L	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64
D 3	Conga H Mute	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64
D#3	Conga H Open	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64
E 3	Conga L	64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64
F 3	Timbale H	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64
F#3	Timbale L	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64
G 3	Agogo H	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
G#3	Agogo L	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
A 3	Cabasa	64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64
Bb3	Maracas	64	64	103	0	21	63	63	127	0	0	1	64	64	64	64	64
B 3	Samba Whistle H	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64
C 4	Samba Whistle L	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64
C#4	Guero Short	64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64
D 4	Guero Long	64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64
D#4	Claves	64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64
E 4	Wood Block H	64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64
F 4	Wood Block L	64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64
F#4	Cuica Mute	64	64	89	4	21	127	127	127	0	0	1	64	64	64	64	64
G 4	Cuica Open	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64
G#4	Triangle Mute	64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64
A 4	Triangle Open	64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64
Bb4	Shaker	64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64
B 4	Jingle Bell	64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64
C 5	Bell Tree	64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64

ANALOG

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
C#-1	Surdo Mute	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64
D-1	Surdo Open	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64
D#-1	Hi Q	64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64
E-1	Whip Slap	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
F-1	Scratch Push	64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64
F#-1	Scratch Pull	64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64
G-1	Finger Snap	64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64
G#-1	Click Noise	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A-1	Metronome Click	64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64
Bb-1	Metronome Bell	64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64
B-1	Seq Click L	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64
C 0	Seq Click H	64	64	96	0	64	127	127	127	0	0	1	64	64	64	64	64
C#0	Brush Tap	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64
D 0	Brush Swirl L	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64
D#0	Brush Slap	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64
E 0	Brush Swirl H	64	64	100	0	64	127	127	127	0	1	1	64	64	64	64	64
F 0	Snare Roll 2	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64
F#0	Castanet	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64
G 0	Snare L 2	64	64	120	0	64	127	127	127	0	0	1	64	64	64	64	64
G#0	Sticks	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A 0	Bass Drum L	64	64	111	0	64	32	32	127	0	0	1	64	64	64	64	64
Bb0	Open Rim Shot 2	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
B 0	Bass Drum M 2	64	64	123	0	64	32	32	127	0	0	1	64	64	64	64	64
C 1	Bass Drum H 2	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64
C#1	Side Stick	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D 1	Snare M 2	64	64	107	0	64	127	127	127	0	0	1	64	64	64	64	64
D#1	Hand Clap	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64
E 1	Snare H 2	64	64	102	0	64	127	127	127	0	0	1	64	64	64	64	64
F 1	Floor Tom L	64	64	127	0	24	127	127	127	0	0	1	64	64	64	64	64
F#1	Hi-Hat Closed	64	64	108	1	77	32	32	127	0	0	1	64	64	64	64	64
G 1	Floor Tom H	64	64	112	0	39	127	127	127	0	0	1	64	64	64	64	64
G#1	Hi-Hat Pedal	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64
A 1	Low Tom	64	64	108	0	52	127	127	127	0	0	1	64	64	64	64	64
Bb1	Hi-Hat Open	64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64
B 1	Mid Tom L	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64
C 2	Mid Tom H	64	64	109	0	83	127	127	127	0	0	1	64	64	64	64	64
C#2	Crash Cymbal 1	64	64	109	0	69	127	127	127	0	0	1	64	64	64	64	64
D 2	High Tom	64	64	109	0	101	127	127	127	0	0	1	64	64	64	64	64
D#2	Ride Cymbal 1	64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64
E 2	Chinese Cymbal	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64
F 2	Ride Cymbal Cup	64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64
F#2	Tambourine	64	64	120	0	64	63	63	127	0	0	1	64	64	64	64	64
G 2	Splash Cymbal	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#2	Cowbell	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64
A 2	Crash Cymbal 2	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
Bb2	Vibraslap	64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64
B 2	Ride Cymbal 2	64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64
C 3	Bongo H	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64
C#3	Bongo L	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64
D 3	Conga H Mute	64	64	89	0	39	127	127	127	0	0	1	64	64	64	64	64
D#3	Conga H Open	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64
E 3	Conga L	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64
F 3	Timbale H	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64
F#3	Timbale L	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64
G 3	Agogo H	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
G#3	Agogo L	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
A 3	Cabasa	64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64
Bb3	Maracas	64	64	96	0	21	63	63	127	0	0	1	64	64	64	64	64
B 3	Samba Whistle H	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64
C 4	Samba Whistle L	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64
C#4	Guiro Short	64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64
D 4	Guiro Long	64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64
D#4	Claves	64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64
E 4	Wood Block H	64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64
F 4	Wood Block L	64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64
F#4	Cuica Mute	64	64	89	4	21	127	127	127	0	0	1	64	64	64	64	64
G 4	Cuica Open	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64
G#4	Triangle Mute	64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64
A 4	Triangle Open	64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64
Bb4	Shaker	64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64
B 4	Jingle Bell	64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64
C 5	Bell Tree	64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64

# XG DRUM DEFAULT DATA

## JAZZ

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
C#-1	Surdo Mute	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64
D -1	Surdo Open	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64
D#-1	Hi Q	64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64
E -1	Whip Slap	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
F -1	Scratch Push	64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64
F#-1	Scratch Pull	64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64
G -1	Finger Snap	64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64
G#-1	Click Noise	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A -1	Metronome Click	64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64
Bb-1	Metronome Bell	64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64
B -1	Seq Click L	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64
C 0	Seq Click H	64	64	96	0	64	127	127	127	0	0	1	64	64	64	64	64
C#0	Brush Tap	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64
D 0	Brush Swirl L	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64
D#0	Brush Slap	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64
E 0	Brush Swirl H	64	64	45	0	64	127	127	127	0	1	1	64	64	64	64	64
F 0	Snare Roll 2	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64
F#0	Castanet	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64
G 0	Snare L 2	64	64	75	0	64	127	127	127	0	0	1	64	64	64	64	64
G#0	Sticks	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A 0	Bass Drum L	64	64	116	0	64	32	32	127	0	0	1	64	64	64	64	64
Bb0	Open Rim Shot 2	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
B 0	Bass Drum M 2	64	64	102	0	64	32	32	127	0	0	1	64	64	64	64	64
C 1	Bass Drum H 2	64	64	120	0	64	32	32	127	0	0	1	64	64	64	64	64
C#1	Side Stick	64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64
D 1	Snare M 2	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D#1	Hand Clap	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64
E 1	Snare H 2	64	64	123	0	64	127	127	127	0	0	1	64	64	64	64	64
F 1	Floor Tom L	64	64	113	0	24	127	127	127	0	0	1	64	64	64	64	64
F#1	Hi-Hat Closed	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64
G 1	Floor Tom H	64	64	122	0	39	127	127	127	0	0	1	64	64	64	64	64
G#1	Hi-Hat Pedal	64	64	97	1	77	32	32	127	0	0	1	64	64	64	64	64
A 1	Low Tom	64	64	112	0	52	127	127	127	0	0	1	64	64	64	64	64
Bb1	Hi-Hat Open	64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64
B 1	Mid Tom L	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
C 2	Mid Tom H	64	64	110	0	83	127	127	127	0	0	1	64	64	64	64	64
C#2	Crash Cymbal 1	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64
D 2	High Tom	64	64	116	0	104	127	127	127	0	0	1	64	64	64	64	64
D#2	Ride Cymbal 1	64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64
E 2	Chinese Cymbal	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64
F 2	Ride Cymbal Cup	64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64
F#2	Tambourine	64	64	120	0	64	63	63	127	0	0	1	64	64	64	64	64
G 2	Splash Cymbal	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#2	Cowbell	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64
A 2	Crash Cymbal 2	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
Bb2	Vibraslap	64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64
B 2	Ride Cymbal 2	64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64
C 3	Bongo H	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64
C#3	Bongo L	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64
D 3	Conga H Mute	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64
D#3	Conga H Open	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64
E 3	Conga L	64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64
F 3	Timbale H	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64
F#3	Timbale L	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64
G 3	Agogo H	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
G#3	Agogo L	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
A 3	Cabasa	64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64
Bb3	Maracas	64	64	103	0	21	63	63	127	0	0	1	64	64	64	64	64
B 3	Samba Whistle H	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64
C 4	Samba Whistle L	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64
C#4	Guero Short	64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64
D 4	Guero Long	64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64
D#4	Claves	64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64
E 4	Wood Block H	64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64
F 4	Wood Block L	64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64
F#4	Cuica Mute	64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64
G 4	Cuica Open	64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64
G#4	Triangle Mute	64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64
A 4	Triangle Open	64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64
Bb4	Shaker	64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64
B 4	Jingle Bell	64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64
C 5	Bell Tree	64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64



BRUSH

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
C#-1	Surdo Mute	64	64	102		3	51	95	95	127	0	0	1	64	64	64	64
D -1	Surdo Open	64	64	121		3	51	95	95	127	0	0	1	64	64	64	64
D#-1	Hi Q	64	64	63		0	51	127	127	127	0	0	1	64	64	64	64
E -1	Whip Slap	64	64	127		0	51	127	127	127	0	0	1	64	64	64	64
F -1	Scratch Push	64	64	93		4	52	63	63	127	0	0	1	64	64	64	64
F#-1	Scratch Pull	64	64	116		4	52	63	63	127	0	0	1	64	64	64	64
G -1	Finger Snap	64	64	127		0	64	75	0	127	0	0	1	64	64	64	64
G#-1	Click Noise	64	64	127		0	64	127	127	127	0	0	1	64	64	64	64
A -1	Metronome Click	64	64	94		0	64	63	63	127	0	0	1	64	64	64	64
Bb-1	Metronome Bell	64	64	98		0	64	63	63	127	0	0	1	64	64	64	64
B -1	Seq Click L	64	64	87		0	64	127	127	127	0	0	1	64	64	64	64
C 0	Seq Click H	64	64	96		0	64	127	127	127	0	0	1	64	64	64	64
C#0	Brush Tap	64	64	49		0	64	127	127	127	0	0	1	64	64	64	64
D 0	Brush Swirl L	64	64	47		0	64	127	127	127	0	1	1	64	64	64	64
D#0	Brush Slap	64	64	52		0	64	127	127	127	0	0	1	64	64	64	64
E 0	Brush Swirl H	64	64	45		0	64	127	127	127	0	1	1	64	64	64	64
F 0	Snare Roll 2	64	64	79		0	64	127	127	127	0	1	1	64	64	64	64
F#0	Castanet	64	64	127		0	64	63	63	127	0	0	1	64	64	64	64
G 0	Snare L 2	64	64	85		0	64	127	127	127	0	0	1	64	64	64	64
G#0	Sticks	64	64	127		0	64	127	127	127	0	0	1	64	64	64	64
A 0	Bass Drum L	64	64	116		0	64	32	32	127	0	0	1	64	64	64	64
Bb0	Open Rim Shot 2	64	64	127		0	64	127	127	127	0	0	1	64	64	64	64
B 0	Bass Drum M 2	64	64	102		0	64	32	32	127	0	0	1	64	64	64	64
C 1	Bass Drum H 2	64	64	117		0	64	32	32	127	0	0	1	64	64	64	64
C#1	Side Stick	64	64	93		0	64	127	127	127	0	0	1	64	64	64	64
D 1	Snare M 2	64	64	84		0	64	127	127	127	0	0	1	64	64	64	64
D#1	Hand Clap	64	64	110		0	64	127	127	127	0	0	1	64	64	64	64
E 1	Snare H 2	64	64	74		0	64	127	127	127	0	0	1	64	64	64	64
F 1	Floor Tom L	64	64	127		0	24	127	127	127	0	0	1	64	64	64	64
F#1	Hi-Hat Closed	64	64	91		1	77	32	32	127	0	0	1	64	64	64	64
G 1	Floor Tom H	64	64	127		0	39	127	127	127	0	0	1	64	64	64	64
G#1	Hi-Hat Pedal	64	64	97		1	77	32	32	127	0	0	1	64	64	64	64
A 1	Low Tom	64	64	127		0	52	127	127	127	0	0	1	64	64	64	64
Bb1	Hi-Hat Open	64	64	96		1	77	32	32	127	0	0	1	64	64	64	64
B 1	Mid Tom L	64	64	127		0	64	127	127	127	0	0	1	64	64	64	64
C 2	Mid Tom H	64	64	120		0	83	127	127	127	0	0	1	64	64	64	64
C#2	Crash Cymbal 1	64	64	127		0	69	127	127	127	0	0	1	64	64	64	64
D 2	High Tom	64	64	122		0	104	127	127	127	0	0	1	64	64	64	64
D#2	Ride Cymbal 1	64	64	105		0	34	127	127	127	0	0	1	64	64	64	64
E 2	Chinese Cymbal	64	64	120		0	34	127	127	127	0	0	1	64	64	64	64
F 2	Ride Cymbal Cup	64	64	107		0	46	127	127	127	0	0	1	64	64	64	64
F#2	Tambourine	64	64	120		0	64	63	63	127	0	0	1	64	64	64	64
G 2	Splash Cymbal	64	64	127		0	64	127	127	127	0	0	1	64	64	64	64
G#2	Cowbell	64	64	118		0	77	63	63	127	0	0	1	64	64	64	64
A 2	Crash Cymbal 2	64	64	127		0	51	127	127	127	0	0	1	64	64	64	64
Bb2	Vibraslap	64	64	106		0	25	127	127	127	0	0	1	64	64	64	64
B 2	Ride Cymbal 2	64	64	110		0	46	127	127	127	0	0	1	64	64	64	64
C 3	Bongo H	64	64	110		0	110	95	95	127	0	0	1	64	64	64	64
C#3	Bongo L	64	64	87		0	110	95	95	127	0	0	1	64	64	64	64
D 3	Conga H Mute	64	64	73		0	39	127	127	127	0	0	1	64	64	64	64
D#3	Conga H Open	64	64	89		0	25	127	127	127	0	0	1	64	64	64	64
E 3	Conga L	64	64	111		0	64	95	95	127	0	0	1	64	64	64	64
F 3	Timbale H	64	64	91		0	64	127	127	127	0	0	1	64	64	64	64
F#3	Timbale L	64	64	95		0	64	127	127	127	0	0	1	64	64	64	64
G 3	Agogo H	64	64	108		0	34	100	100	127	0	0	1	64	64	64	64
G#3	Agogo L	64	64	108		0	34	100	100	127	0	0	1	64	64	64	64
A 3	Cabasa	64	64	90		0	28	63	63	127	0	0	1	64	64	64	64
Bb3	Maracas	64	64	103		0	21	63	63	127	0	0	1	64	64	64	64
B 3	Samba Whistle H	64	64	103		0	101	127	127	127	0	1	1	64	64	64	64
C 4	Samba Whistle L	64	64	110		0	101	127	127	127	0	1	1	64	64	64	64
C#4	Guiro Short	64	64	124		0	95	63	63	127	0	0	1	64	64	64	64
D 4	Guiro Long	64	64	106		0	110	63	63	127	0	1	1	64	64	64	64
D#4	Claves	64	64	88		0	64	95	95	127	0	0	1	64	64	64	64
E 4	Wood Block H	64	64	107		0	104	95	95	127	0	0	1	64	64	64	64
F 4	Wood Block L	64	64	96		0	104	95	95	127	0	0	1	64	64	64	64
F#4	Cuica Mute	64	64	97		0	21	127	127	127	0	0	1	64	64	64	64
G 4	Cuica Open	64	64	107		0	34	127	127	127	0	0	1	64	64	64	64
G#4	Triangle Mute	64	64	127		2	25	95	95	127	0	0	1	64	64	64	64
A 4	Triangle Open	64	64	127		2	25	127	127	127	0	0	1	64	64	64	64
Bb4	Shaker	64	64	106		0	83	63	63	127	0	0	1	64	64	64	64
B 4	Jingle Bell	64	64	123		0	105	127	127	127	0	0	1	64	64	64	64
C 5	Bell Tree	64	64	68		0	64	127	127	127	0	0	1	64	64	64	64

# XG DRUM DEFAULT DATA

## CLASSIC

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
C#-1	Surdo Mute	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64
D -1	Surdo Open	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64
D#-1	Hi Q	64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64
E -1	Whip Slap	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
F -1	Scratch Push	64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64
F#-1	Scratch Pull	64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64
G -1	Finger Snap	64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64
G#-1	Click Noise	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A -1	Metronome Click	64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64
Bb-1	Metronome Bell	64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64
B -1	Seq Click L	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64
C 0	Seq Click H	64	64	96	0	64	127	127	127	0	0	1	64	64	64	64	64
C#0	Brush Tap	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64
D 0	Brush Swirl L	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64
D#0	Brush Slap	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64
E 0	Brush Swirl H	64	64	45	0	64	127	127	127	0	1	1	64	64	64	64	64
F 0	Snare Roll 2	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64
F#0	Castanet	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64
G 0	Snare L 2	64	64	75	0	64	127	127	127	0	0	1	64	64	64	64	64
G#0	Sticks	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A 0	Bass Drum L	64	64	116	0	64	32	32	127	0	0	1	64	64	64	64	64
Bb0	Open Rim Shot 2	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
B 0	Bass Drum M 2	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64
C 1	Bass Drum H 2	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64
C#1	Side Stick	64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64
D 1	Snare M 2	64	64	79	0	64	127	127	127	0	0	1	64	64	64	0	64
D#1	Hand Clap	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64
E 1	Snare H 2	64	64	79	0	64	127	127	127	0	0	1	64	64	64	64	64
F 1	Floor Tom L	64	64	111	0	24	127	127	127	0	0	1	64	64	64	64	64
F#1	Hi-Hat Closed	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64
G 1	Floor Tom H	64	64	113	0	39	127	127	127	0	0	1	64	64	64	64	64
G#1	Hi-Hat Pedal	64	64	97	1	77	32	32	127	0	0	1	64	64	64	64	64
A 1	Low Tom	64	64	104	0	52	127	127	127	0	0	1	64	64	64	64	64
Bb1	Hi-Hat Open	64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64
B 1	Mid Tom L	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64
C 2	Mid Tom H	64	64	103	0	83	127	127	127	0	0	1	64	64	64	64	64
C#2	Crash Cymbal 1	64	64	123	0	64	127	127	127	0	0	1	64	64	64	64	64
D 2	High Tom	64	64	116	0	104	127	127	127	0	0	1	64	64	64	64	64
D#2	Ride Cymbal 1	64	64	124	0	34	127	127	127	0	0	1	64	64	64	64	64
E 2	Chinese Cymbal	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64
F 2	Ride Cymbal Cup	64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64
F#2	Tambourine	64	64	120	0	64	63	63	127	0	0	1	64	64	64	64	64
G 2	Splash Cymbal	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#2	Cowbell	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64
A 2	Crash Cymbal 2	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
Bb2	Vibraslap	64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64
B 2	Ride Cymbal 2	64	64	106	0	46	127	127	127	0	0	1	64	64	64	64	64
C 3	Bongo H	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64
C#3	Bongo L	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64
D 3	Conga H Mute	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64
D#3	Conga H Open	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64
E 3	Conga L	64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64
F 3	Timbale H	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64
F#3	Timbale L	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64
G 3	Agogo H	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
G#3	Agogo L	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
A 3	Cabasa	64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64
Bb3	Maracas	64	64	103	0	21	63	63	127	0	0	1	64	64	64	64	64
B 3	Samba Whistle H	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64
C 4	Samba Whistle L	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64
C#4	Guero Short	64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64
D 4	Guero Long	64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64
D#4	Claves	64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64
E 4	Wood Block H	64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64
F 4	Wood Block L	64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64
F#4	Cuica Mute	64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64
G 4	Cuica Open	64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64
G#4	Triangle Mute	64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64
A 4	Triangle Open	64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64
Bb4	Shaker	64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64
B 4	Jingle Bell	64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64
C 5	Bell Tree	64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64

XG DRUM DEFAULT DATA

SFX1

Note	Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
	C	F														
C#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
E-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
Bb-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
B-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
C 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
C#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
E 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
Bb0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
B 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
C 1	Guitar Cutting Noise	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
C#1	Guitar Cutting Noise 2	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
D 1	Dist. Cut Noise **	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
D#1	String Slap	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
E 1	Bass Slide **	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
F 1	Pick Scrape **	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
F#1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
G 1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
G#1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
A 1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
Bb1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
B 1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
C 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
C#2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
D 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
D#2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
E 2	FL.Key Click	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
F 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
F#2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
G 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
G#2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
A 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
Bb2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
B 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
C 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
C#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
D 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
D#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
E 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
F 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
F#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
G 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
G#3	Rain	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
A 3	Thunder	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
Bb3	Wind	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
B 3	Stream	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
C 4	Bubble	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
C#4	Feed	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
D 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
D#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
E 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
F 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
F#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
G 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
G#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
A 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
Bb4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
B 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
C 5	Dog	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
C#5	Horse Gallop	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
D 5	Bird 2	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
D#5	Kitty **	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
E 5	Growl **	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
F 5	Haunted **	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
F#5	Ghost	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
G 5	Maou	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64

\*\* : [Ext.]

On the MU50, Rcv.NoteOff is 0, and the other parameters are the same.

# XG DRUM DEFAULT DATA

## SFX2

Note	Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
	C	F														
C#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D -1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
E -1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F -1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G -1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A -1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
Bb-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
B -1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
C 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
C#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
E 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
Bb0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
B 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
C 1	Dial Tone	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
C#1	Door Creaking	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
D 1	Door Slam	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
D#1	Scratch	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
E 1	Scratch 2	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
F 1	Windchime	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
F#1	Telephone Ring2	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
G 1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
G#1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
A 1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
Bb1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
B 1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
C 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
C#2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
D 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
D#2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
E 2	Engine Start	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
F 2	Tire Screech	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
F#2	Car Passing	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
G 2	Crash	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
G#2	Siren	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
A 2	Train	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
Bb2	Jetplane	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
B 2	Starship	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
C 3	Burst Noise	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
C#3	Coaster	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
D 3	SbMarine	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
D#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
E 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
F 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
F#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
G 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
G#3	Laughing	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
A 3	Screaming	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
Bb3	Punch	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
B 3	Heartbeat	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
C 4	Footsteps	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
C#4	Applaus2 **	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
D 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
D#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
E 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
F 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
F#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
G 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
G#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
A 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
Bb4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
B 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
C 5	Machine Gun	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
C#5	Laser Gun	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
D 5	Explosion	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
D#5	FireWork	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64

\*\* : [Ext.]

On the MU50, Rcv.NoteOff is 0, and the other parameters are the same.

# XG DRUM DEFAULT DATA

: Same as Standard Kit  
 : No Sound

\*\* MU90 Extension  
 \*\*\* MU100 Extension

VelP is the velocity sensitivity to pitch  
 VelC is the velocity sensitivity to cutoff (LPF)

## SKIM

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2	HPF	VelP	VelC	
		C	F																		
C#-1	Surdo Mute V ***	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	66	67
D-1	Surdo Open V ***	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	66	68
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
E-1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F-1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
G-1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
A-1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
B-1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C#0	Brush Tap V ***	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	66	66
D 0	Brush Swirl V ***	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	64	65
D#0	Brush Slap V ***	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	66	65
E 0	Brush Tap Swirl L ****	64	64	69	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	64	64
F 0	Snare Roll V ***	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	66	66
F#0	Castanet Sk ****	64	64	111	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
G 0	Snare Dry Q ****	64	64	118	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
A 0	Kick Dry Soft HPF ****	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb0	Open Rim Shot Dry HPF ****	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	66
B 0	Kick Dry Tight Q****	64	64	122	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	65	64
C 1	Kick Dry Mute HPF ****	64	64	127	0	63	32	32	127	0	0	1	64	64	64	64	64	64	64	64	69
C#1	Side Stick Dry Q ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
D 1	Snare Dry H ****	64	64	109	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
D#1	Hand Clap Sk ****	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
E 1	Snare Dry Mute Q ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F 1	Floor Tom L Short Sk ****	64	64	127	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F#1	Hi-Hat Closed H ****	64	64	108	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64
G 1	Floor Tom H Short Sk ****	64	64	112	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G#1	Hi-Hat Pedal H ****	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64
A 1	Low Tom Short Sk ****	64	64	108	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb1	Hi-Hat Open H ****	64	64	112	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64
B 1	Mid Tom L Short Sk ****	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C 2	Mid Tom H Short Sk ****	64	64	117	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C#2	Crash Cymbal 1 Q ****	64	64	111	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
D 2	High Tom Short Sk ****	64	64	127	0	101	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
D#2	Ride Cymbal 1 Sk ****	64	64	116	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64	65
E 2	Chinese Cymbal HPF ****	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F 2	Ride Cup Q ****	64	64	127	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F#2	Tambourine Q ****	64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
G 2	Splash Cymbal H ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G#2	Cowbell HPF ****	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
A 2	Crash Cymbal 2 Dark ****	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
B 2	Ride Cymbal 2 Q ****	64	64	122	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C 3	Bongo H HPF ****	64	64	110	0	114	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64
C#3	Bongo L HPF ****	64	64	87	0	114	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64
D 3	Conga H Mute HPF ****	64	64	105	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
D#3	Conga H Open HPF ****	64	64	107	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
E 3	Conga L HPF ****	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64
F 3	Timbale H HPF ****	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F#3	Timbale L HPF ****	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G 3	Agogo H HPF ****	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	64	64
G#3	Agogo L HPF ****	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	64	64
A 3	Cabasa BPF ****	64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb3	Maracas L ****	64	64	96	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
B 3	Samba Whistle H BPF ****	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	64	64
C 4	Samba Whistle L BPF ****	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	64	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64
F#4		64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G 4	Cuica Open H ****	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64

XG DRUM DEFAULT DATA

SLIM

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2	HPF	VelP	VelC	
		C	F																		
C#-1	Surdo Mute V ***	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	66	67
D -1	Surdo Open V ***	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	66	68
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
B -1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C#0	Brush Tap V ***	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	66	66
D 0	Brush Swirl V ***	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	64	65
D#0	Brush Slap V ***	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	66	65
E 0	Brush Tap Swirl L ****	64	64	69	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	64	64
F 0	Snare Roll V ***	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	66	66
F#0	Castanet H ****	64	64	111	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
G 0	Snare Rough Q ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G#0	Sticks Q ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
A 0	Kick Soft Dark ****	64	64	114	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb0	Open Rim Shot Sl ****	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	66
B 0	Kick Tight Short L ****	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	70	64
C 1	Kick Short Dark ****	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	64	69
C#1	Side Stick Q ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
D 1	Snare Short HPF ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	65	64
D#1	Hand Clap Dark ****	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
E 1	Snare Tight Mute ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F 1	Floor Tom L Tight ****	64	64	127	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F#1	Hi-Hat Closed L Q ****	64	64	120	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64
G 1	Floor Tom H Tight ****	64	64	120	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G#1	Hi-Hat Pedal Q ****	64	64	116	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64
A 1	Low Tom Tight ****	64	64	108	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb1	Hi-Hat Open Q ****	64	64	124	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64
B 1	Mid Tom L Tight ****	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C 2	Mid Tom H Tight ****	64	64	117	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C#2	Crash Cymbal 1 L ****	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
D 2	High Tom Tight ****	64	64	127	0	101	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
D#2	Ride Cymbal 1 L ****	64	64	127	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64	65
E 2	Chinese Cymbal L ****	64	64	94	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F 2	Ride Cymbal Cup L ****	64	64	127	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F#2		64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
G 2	Splash Cymbal L Short ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G#2	Cowbell Dark ****	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
A 2	Crash Cymbal 2 L ****	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
B 2	Ride Cymbal 2 L ****	64	64	124	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C 3	Bongo H V ***	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	65	65
C#3	Bongo L V ***	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	65	65
D 3	Conga H Mute V ***	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	65	65
D#3	Conga H Open V ***	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	65	65
E 3	Conga L H ****	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64
F 3	Timbale H V ***	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	65	65
F#3	Timbale L V ***	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	66	65
G 3	Agogo H V ***	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	65	64
G#3	Agogo L V ***	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	65	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb3	Maracas Q ****	64	64	96	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
B 3	Samba Whistle H V ***	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	65	64
C 4	Samba Whistle L V ***	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	65	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64
F#4		64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G 4	Cuica Open H ****	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64

TRAMP

Note	Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2	HPF	VelP	VelC		
	C	F																			
C#-1	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	66	67	
D-1	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	64	66	68
D#-1	64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
E-1	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F-1	64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F#-1	64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G-1	64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
A-1	64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
Bb-1	64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
B-1	64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
C 0	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
C#0	Brush Tap V ***	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	66	66
D 0	Brush Swirl V ***	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	64	65
D#0	Brush Slap V ***	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	66	65
E 0	Reverse Cymbal ***	64	64	100	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	64	64
F 0	Snare Roll V ***	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	66	66
F#0	Hi Q 2 ***	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
G 0	Snare Techno 3 Q ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G#0	Sticks Q ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
A 0	Kick Techno Q 2 ****	64	64	104	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb0	Rim Gate Lo-Fj ****	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	66
B 0	Kick Techno L Q ****	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	70	64
C 1	Kick Techno 2 Gate ****	64	64	127	0	63	32	32	127	0	0	1	64	64	64	64	64	64	64	64	69
C#1	Side Stick Analog Q ****	64	64	116	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
D 1	Snare Clap ***	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	65	64
D#1	Hand Clap Dark ****	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
E 1	Snare Dry 2 Gate ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F 1	Tom Analog 7 ****	64	64	127	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F#1	Hi-Hat Closed 3 Dark ****	64	64	108	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64
G 1	Tom Analog 8 ****	64	64	120	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G#1	Hi-Hat Closed Analog 2 L****	64	64	116	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64
A 1	Tom Analog 9 ****	64	64	108	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb1	Hi-Hat Open 3 Dark ****	64	64	109	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64
B 1	Tom Analog 10 ****	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C 2	Tom Analog 11 ****	64	64	117	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C#2	Crash Analog Dark ****	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
D 2	Tom Analog 12 ****	64	64	127	0	101	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
D#2	Ride Cymbal 1 Dark ****	64	64	127	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64	65
E 2	Chinese Cymbal L ****	64	64	94	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F 2	Ride Cymbal Cup Dark ****	64	64	127	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F#2	Tambourine Dark ****	64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
G 2	Splash Cymbal L Q ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G#2	Cowbell Analog Q ***	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
A 2	Crash Cymbal 2 Q ****	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
B 2	Ride Cymbal 2 D ****	64	64	124	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C 3	Bongo H V ***	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	65	65
C#3	Bongo L V ***	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	65	65
D 3	Conga Analog H Long ****	64	64	105	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
D#3	Conga Analog M Long ****	64	64	107	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
E 3	Conga Analog L Long ****	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64
F 3	Timbale H V ***	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	65	65
F#3	Timbale L V ***	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	66	65
G 3	Agogo H V ***	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	65	64
G#3	Agogo L V ***	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	65	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb3	Maracas 2 ***	64	64	96	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
B 3	Samba Whistle H V ***	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	65	64
C 4	Samba Whistle L V ***	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	65	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64
F#4	Scratch H 2 ***	64	64	89	4	21	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G 4	Scratch L 3 ***	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64

XG DRUM DEFAULT DATA

AMBER

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2	HPF	VelP	VelC		
		C	F																			
C#-1	Surdo Mute V ***	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	66	67	
D -1	Surdo Open V ***	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	64	66	68
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
B -1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
C#0	Brush Tap V ***	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	66	66	
D 0	Brush Swirl V ***	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	64	64	65
D#0	Brush Slap V ***	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	66	65
E 0	Brush Tap Swirl L ****	64	64	69	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	64	64	64
F 0	Snare Roll V ***	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	64	66	66
F#0		64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G 0	Open Rim Shot 3 Soft ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G#0	Sticks Q ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
A 0	KickDrySoft3 ****	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64	64
Bb0	Open Rim Shot Dry ****	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	66
B 0	Kick Comp 1 L ****	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	64	70	64
C 1	Kick Comp 1 H ****	64	64	127	0	63	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64	69
C#1	Side Stick Dry L ****	64	64	103	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
D 1	Snare Dry Mute L ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
D#1	Hand Clap Dark ****	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
E 1	Hip Snare Long ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F 1	Floor Tom Tech L ****	64	64	127	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F#1	Hi-Hat Closed Tech ****	64	64	108	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G 1	Floor Tom Tech H ****	64	64	112	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G#1	Hi-Hat Pedal Tech ****	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64	64
A 1	Low Tom Tech ****	64	64	108	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
Bb1	Hi-Hat Open 3 Dark ****	64	64	109	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64	64
B 1	Mid Tom Tech L ****	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
C 2	Mid Tom Tech H ****	64	64	117	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
C#2	Crash Cymbal Dark ****	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
D 2	High Tom Tech ****	64	64	127	0	101	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
D#2	Ride Cymbal 1 Dark ****	64	64	127	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	65
E 2	Chinese Cymbal H2 ****	64	64	94	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F 2	Ride Cymbal Cup Dark ****	64	64	127	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F#2	Tambourine Dark ****	64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G 2	Splash Cymbal L Q ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G#2	Cowbell Lo-Fi ****	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
A 2	Crash Cymbal 2 Q ****	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
B 2	Ride Cymbal 2 V ***	64	64	124	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
C 3	Bongo H V ***	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	64	65	65
C#3	Bongo L V ***	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	64	65	65
D 3	Conga H Mute V ***	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	64	65	65
D#3	Conga H Open V ***	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64	65	65
E 3	Conga L 2 ****	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F 3	Timbale H V ***	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	65	65
F#3	Timbale L V ***	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	66	65
G 3	Agogo H V ***	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	64	65	64
G#3	Agogo L V ***	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	64	65	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
Bb3	Maracas Q ****	64	64	96	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
B 3	Samba Whistle H V ***	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	64	65	64
C 4	Samba Whistle L V ***	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	64	65	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F#4		64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G 4	Cuica Open H ****	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64



XG DRUM DEFAULT DATA

COFFIN

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2	HPF	VelP	VelC		
		C	F																			
C#-1	Surdo Mute V ***	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	66	67	
D-1	Surdo Open V ***	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	64	66	68
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
E-1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F-1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G-1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
A-1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
B-1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
C#0	Brush Tap V ***	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	66	66	
D 0	Brush Swirl V ***	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	64	64	65
D#0	Brush Slap V ***	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	66	65
E 0	Brush Tap Swirl L ****	64	64	69	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	64	64	64
F 0	Snare Roll V ***	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	64	66	66
F#0		64	64	111	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G 0	Rim Gate 4 ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G#0	Sticks Q ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
A 0	Kick Cough L ****	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64	64
Bb0	Rim Gate 5 ****	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	66
B 0	Kick Comp 2 L ****	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	64	70	64
C 1	Kick Comp 2 H ****	64	64	127	0	63	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64	69
C#1	Side Stick Dry L ****	64	64	103	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
D 1	Snare Tin L ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
D#1	Hand Clap Dark ****	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
E 1	Snare Can L ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F 1	Floor Tom Tech L ****	64	64	127	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F#1	Hi-Hat Closed Tech ****	64	64	108	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G 1	Floor Tom Tech H ****	64	64	112	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G#1	Hi-Hat Pedal Tech ****	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64	64
A 1	Low Tom Tech ****	64	64	108	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
Bb1	Hi-Hat Open 3 Dark ****	64	64	109	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64	64
B 1	Mid Tom Tech L ****	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
C 2	Mid Tom Tech H ****	64	64	117	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
C#2	Crash Cymbal Dark 2 ****	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
D 2	High Tom Tech ****	64	64	127	0	101	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
D#2	Ride Cymbal Hard 2 ****	64	64	90	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	65
E 2	Chinese Cymbal Q ****	64	64	94	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F 2	Ride Cymbal Cup 5 ****	64	64	127	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F#2	Tambourine Dark ****	64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G 2	Tech Splash Cymbal ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G#2	Cowbell Lo-Fi ****	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
A 2	Crash Cymbal 2 Q ****	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
B 2	Ride Cymbal 5 ****	64	64	124	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
C 3	Bongo H V ***	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	64	65	65
C#3	Bongo L V ***	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	64	65	65
D 3	Conga H Mute V ***	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	64	65	65
D#3	Conga H Open V ***	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64	65	65
E 3	Conga L 2 ****	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F 3	Timbale H V ***	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	65	65
F#3	Timbale L V ***	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	66	65
G 3	Agogo H V ***	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	64	65	64
G#3	Agogo L V ***	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	64	65	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
Bb3	Maracas Q ****	64	64	96	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
B 3	Samba Whistle H V ***	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	64	65	64
C 4	Samba Whistle L V ***	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	64	65	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F#4		64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G 4	Cuica Open H ****	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64

# XG DRUM DEFAULT DATA

## ROGUE

Note	Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2	HPF	VelP	VelC	
	C	F																		
C#-1	Surdo Mute V ***	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	66	67
D-1	Surdo Open V ***	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	66	68
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64
E-1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F-1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	64
G-1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
A-1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64
B-1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C#0	Brush Tap V ***	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	66	66
D 0	Brush Swirl V ***	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	65
D#0	Brush Slap V ***	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	66	65
E 0	Brush Tap Swirl L ****	64	64	69	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	64
F 0	Snare Roll V ***	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	66	66
F#0	Castanet H ****	64	64	111	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64
G 0	Snare Brass Soft ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
A 0	Kick Soft 2 ****	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	64
Bb0	Open Rim Shot 2 ****	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	66
B 0	Kick Dark 2 ****	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	70	64
C 1	Kick Tight 4 ****	64	64	118	0	63	32	32	127	0	0	1	64	64	64	64	64	64	64	69
C#1	Side Stick Tight ****	64	64	99	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D 1	Snare Snappy Short ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D#1		64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
E 1	Snare Brass Hard ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F 1	Floor Tom L Tight ****	64	64	127	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F#1	Hi-Hat Closed 3 ****	64	64	108	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64
G 1	Floor Tom H Tight ****	64	64	112	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G#1	Hi-Hat Pedal 3 ****	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64
A 1	Low Tom Tight ****	64	64	108	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	64
Bb1	Hi-Hat Open 3 ****	64	64	112	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64
B 1	Mid Tom L Tight ****	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C 2	Mid Tom H Tight ****	64	64	109	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C#2	Crash Cymbal 3 ****	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D 2	High Tom Tight ****	64	64	109	0	101	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D#2	Ride Cymbal 3 ****	64	64	90	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	65
E 2	Chinese Cymbal 2 ****	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F 2	Ride Cymbal Cup 2 ****	64	64	92	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F#2		64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64
G 2	Splash Cymbal V ***	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	65	65
G#2	Cowbell Mid ****	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	64
A 2	Crash Cymbal 4 ****	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64
B 2	Ride Cymbal 4 Q ****	64	64	124	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C 3	Bongo H V ***	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	65	65
C#3	Bongo L V ***	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	65	65
D 3	Conga H Mute 2 ****	64	64	105	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D#3	Conga H Open 2 ****	64	64	107	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64
E 3	Conga L 2 ****	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	64
F 3	Timbale H V ***	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	65	65
F#3	Timbale L V ***	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	66	65
G 3	Agogo H V ***	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	65	64
G#3	Agogo L V ***	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	65	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	64
Bb3	Maracas Q ****	64	64	96	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	64
B 3	Samba Whistle H V ***	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	65	64
C 4	Samba Whistle L V ***	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	65	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	64
F#4		64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G 4	Cuica Open H ****	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64

XG DRUM DEFAULT DATA

HOB

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2	HPF	VelP	VelC		
		C	F																			
C#-1	Surdo Mute V ***	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	66	67	
D-1	Surdo Open V ***	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	64	66	68
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
E-1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F-1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G-1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
A-1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
B-1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
C#0	Brush Tap V ***	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	66	66	
D 0	Brush Swirl V ***	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	64	64	65
D#0	Brush Slap V ***	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	66	65
E 0	Brush Tap Swirl L ****	64	64	69	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	64	64	64
F 0	Snare Roll V ***	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	64	66	66
F#0	Castanet H ****	64	64	111	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G 0	Snare Brass Soft H ****	64	64	118	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
A 0	Kick Soft 2 H ****	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64	64
Bb0	Open Rim Shot H Short 2 ****	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	66
B 0	Kick Dark 2 H ****	64	64	122	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	64	65	64
C 1	Kick Tight 4 H ****	64	64	127	0	63	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64	69
C#1	Side Stick Tight H ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
D 1	Snare Snappy Short H ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
D#1		64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
E 1	Snare Brass Hard H ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F 1	Floor Tom L Tight H ****	64	64	127	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F#1	Hi-Hat Closed 3 H ****	64	64	108	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G 1	Floor Tom H Tight H ****	64	64	112	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G#1	Hi-Hat Pedal 3 H ****	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64	64
A 1	Low Tom Tight H ****	64	64	108	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
Bb1	Hi-Hat Open 3 H ****	64	64	112	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64	64
B 1	Mid Tom L Tight H ****	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
C 2	Mid Tom H Tight H ****	64	64	117	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
C#2	Crash Cymbal 3 H ****	64	64	111	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
D 2	High Tom Tight H ****	64	64	127	0	101	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
D#2	Ride Cymbal 3 H ****	64	64	116	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	65
E 2	Chinese Cymbal 2 H ****	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F 2	Ride Cymbal Cup 2 H ****	64	64	127	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F#2	Tambourine H ****	64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G 2	Splash Cymbal H ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G#2	Cowbell H ****	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
A 2	Crash Cymbal 4 H ****	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
B 2	Ride Cymbal 4 ****	64	64	122	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
C 3	Bongo H V ***	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	64	65	65
C#3	Bongo L V ***	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	64	65	65
D 3	Conga H Mute 2 H****	64	64	105	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
D#3	Conga H Open 2 H****	64	64	107	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
E 3	Conga L 2 H ****	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F 3	Timbale H V ***	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	65	65
F#3	Timbale L V ***	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	66	65
G 3	Agogo H V ***	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	64	65	64
G#3	Agogo L V ***	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	64	65	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
Bb3	Maracas Q ****	64	64	96	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
B 3	Samba Whistle H V ***	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	64	65	64
C 4	Samba Whistle L V ***	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	64	65	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64	64
F#4		64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G 4	Cuica Open H ****	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	64

XG DRUM DEFAULT DATA

APOGEE

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2	HPF	VelP	VelC	
		C	F																		
C#-1	Surdo Mute V ***	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	66	67
D -1	Surdo Open V ***	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	66	68
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
B -1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C#0	Brush Tap V ***	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	66	66
D 0	Brush Swirl V ***	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	64	65
D#0	Brush Slap V ***	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	66	65
E 0	Reverse Cymbal ***	64	64	100	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	64	64
F 0		64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	64	64
F#0	Hi Q 2 ***	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
G 0	Snare Analog 4 ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
A 0	Kick Techno 3 ****	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb0	Open Rim Shot L ****	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	66
B 0	Kick Techno 4 ****	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	70	64
C 1	Kick Techno Tight 2 ****	64	64	118	0	63	32	32	127	0	0	1	64	64	64	64	64	64	64	64	69
C#1	Side Stick Analog 2 ****	64	64	115	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
D 1	Snare Analog 5 ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
D#1	Clap Ambience ****	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
E 1	Snare Analog 6 ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F 1	Tom Techno 1 ****	64	64	127	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F#1	Hi-Hat Closed Analog 3 ****	64	64	108	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64
G 1	Tom Techno 2 ****	64	64	112	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G#1	Hi-Hat Closed Analog 4 ****	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64
A 1	Tom Techno 3 ****	64	64	108	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb1	Hi-Hat Open Analog 2 ****	64	64	112	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64	64
B 1	Tom Techno 4 ****	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C 2	Tom Techno 5 ****	64	64	117	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C#2	Crash Analog ***	64	64	109	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
D 2	Tom Techno 6 ****	64	64	127	0	101	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
D#2	Ride Cymbal Analog 1 ****	64	64	90	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64	65
E 2		64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F 2	Ride Cymbal Cup Q ****	64	64	127	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F#2		64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
G 2	Splash Cymbal V ***	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	65	65
G#2	Cowbell Analog L ****	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
A 2	Crash Cymbal 2 V ***	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	65	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
B 2	Ride Cymbal Analog 2 ****	64	64	86	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C 3	Bongo H V ***	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	65	65
C#3	Bongo L V ***	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	65	65
D 3	Conga Analog H Long ****	64	64	105	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
D#3	Conga Analog M Long ****	64	64	107	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
E 3	Conga Analog L Long ****	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64
F 3	Timbale H V ***	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	65	65
F#3	Timbale L V ***	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	66	65
G 3	Agogo H V ***	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	65	64
G#3	Agogo L V ***	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	65	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb3	Maracas 2 ***	64	64	96	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
B 3	Samba Whistle H V ***	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	65	64
C 4	Samba Whistle L V ***	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	65	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	64	64
D#4	Claves 2 ***	64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64
F#4	Scratch H 2 ***	64	64	89	4	21	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G 4	Scratch L 3 ***	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64



# XG DRUM DEFAULT DATA

## BRUSH2

Note	Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2	HPF	VelP	VelC		
	C	F																			
C#-1	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	66	67	
D -1	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	66	68	
D#-1	64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	
E -1	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	
F -1	64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	
F#-1	64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	
G -1	64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	64	64	
G#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	
A -1	64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	
Bb-1	64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64	
B -1	64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	
C 0	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64	
C#0	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	66	66	
D 0	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	64	65	
D#0	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	66	65	
E 0	Brush Tap Swirl L ****	64	64	69	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	64	
F 0	Snare Roll V ***	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	66	66	
F#0	Castanet H ****	64	64	111	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	
G 0	Snare Dry Hard ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	
A 0	Kick Release ****	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	64	
Bb0	Open Rim Shot Dry L ****	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	66	
B 0	Kick Cloudy H ****	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	70	64	
C 1	Kick Cloudy L ****	64	64	118	0	63	32	32	127	0	0	1	64	64	64	64	64	64	64	69	
C#1	Side Stick B 2 ****	64	64	115	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	
D 1	Brush Slap 3 Q ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	
D#1		64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	
E 1	Brush Snare Loud ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	
F 1	Tom Brush 7 ****	64	64	127	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	64	
F#1	Hi-Hat Closed 4 ****	64	64	108	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64	
G 1	Tom Brush 8 ****	64	64	112	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	64	
G#1	Hi-Hat Pedal 4 ****	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64	
A 1	Tom Brush 9 ****	64	64	108	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	64	
Bb1	Hi-Hat Open 4 ****	64	64	112	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64	
B 1	Tom Brush 10 ****	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	
C 2	Tom Brush 11 ****	64	64	117	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	64	
C#2	Crash Cymbal 4 ****	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	64	
D 2	Tom Brush 12 ****	64	64	127	0	101	127	127	127	0	0	1	64	64	64	64	64	64	64	64	
D#2	Ride Cymbal 1 H ****	64	64	90	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	65	
E 2		64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64	
F 2	Ride Cymbal Cup 6 ****	64	64	127	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	64	
F#2		64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	
G 2	Splash Cymbal V ***	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	65	65	
G#2	Cowbell 2 ****	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	64	
A 2		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64	
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64	
B 2	Ride Cymbal 6 ****	64	64	86	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	64	
C 3		64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	65	65	
C#3		64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	65	65	
D 3	Conga H Mute V ***	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64	64	65	65	
D#3	Conga H Open V ***	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	65	65	
E 3	Conga L 2 ****	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	64	
F 3		64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	65	65
F#3		64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	66	65	
G 3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	65	64	
G#3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	65	64	
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	64	
Bb3	Maracas Q ****	64	64	96	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	64	
B 3		64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	65	64	
C 4		64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	65	64	
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	64	
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	64	
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	64	
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	64	
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	64	
F#4		64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	64	
G 4	Cuica Open H ****	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64	
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	64	
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64	
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	64	
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	64	
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	

TECHNO K/S

Note	Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2	HPF	VelP	VelC
	C	F																	
C#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
E-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
A-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
Bb-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
B-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
E 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
A 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
Bb0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
B 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C 1	Heavy Techno Kick 1 ****	64	64	118	0	64	32	32	127	0	0	1	64	64	64	64	64	64	69
C#1	Heavy Techno Kick 2 ****	64	64	119	0	64	33	29	127	0	0	1	64	64	64	64	64	64	64
D 1	Psychedelic Kick ****	64	64	127	0	64	33	32	127	0	0	1	64	64	64	64	64	64	64
D#1	Gate Tekno Kick ****	64	64	127	0	64	30	30	127	0	0	1	64	64	64	64	64	64	64
E 1	Rap Kick ****	64	64	127	0	64	33	32	127	0	0	1	64	64	64	64	64	64	64
F 1	Heavy Techno Kick 3 ****	64	64	127	0	64	30	30	127	0	0	1	64	64	64	64	64	64	64
F#1	Heavy Techno Kick 4 ****	64	64	108	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64
G 1	Future Kick ****	64	64	112	0	64	29	33	127	0	0	1	64	64	64	64	64	64	64
G#1	Asian Kick ****	64	64	119	1	64	32	32	127	0	0	1	64	64	64	64	64	64	64
A 1	Imbalance Kick ****	64	64	125	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64
Bb1	Justice Kick ****	64	64	119	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64
B 1	Minimal Kick ****	64	64	114	0	64	25	30	127	0	0	1	64	64	64	64	64	64	64
C 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
C#2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
D 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
D#2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
E 2	Radio Snare ****	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
F 2	Cold Dry Snare 1 ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
F#2	Slap Snare ****	64	64	116	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
G 2	Cold Dry Snare 2 ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	65
G#2	Cold Dry Snare 3 ****	64	64	124	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
A 2	Lo-Fi Metal Snare ****	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
Bb2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
B 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
C 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
C#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
D 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
D#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
E 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
F 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
F#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
G 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
G#3	Hi Pitch Slap H ****	64	64	116	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
A 3	Hi Pitch Slap L ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
Bb3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
B 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
C 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
C#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
D 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
D#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
E 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
F 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
F#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
G 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
G#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
A 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
Bb4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
B 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
C 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64

\*\*\* : [Ext.]  
On the MU50, Rcv.NoteOff is 0, and the other parameters are the same.

# XG DRUM DEFAULT DATA

## TECHNO HI

Note	Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2	HPF	VelP	VelC
	C	F																	
C#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
E-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
A-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
Bb-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
B-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
E 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
A 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
Bb0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
B 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C 1	Hyper Tom H 1 ****	64	64	118	0	64	127	127	127	0	0	1	64	64	64	64	64	64	69
C#1	Asian Tom H ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
D 1	Lo-Fi Tom H ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
D#1	Hyper Tom H 2 ****	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
E 1	Flanged Tom H ****	64	64	86	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
F 1	Minimal Tom H ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
F#1	Vox Drum H ****	64	64	108	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
G 1	Android Walk 1 H ****	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
G#1	Android Walk 2 H ****	64	64	119	1	64	127	127	127	0	0	1	64	64	64	64	64	64	64
A 1	Electro Blip H ****	64	64	125	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
Bb1	Wood Percussions H ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
B 1	Wood Door Open H ****	64	64	114	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
C 2	Reso Noise Burst H ****	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
C#2	LFO Metal Attack H ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
D 2	Steel Conga H ****	64	64	116	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
D#2	Rate Down Snare H ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	65
E 2	Pop Ambient H ****	64	64	124	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
F 2	Tunnel Ambient H ****	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
F#2	VibraSlap H ****	64	64	116	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
G 2	Gun Shot Slap H ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
G#2	Punch Snare H ****	64	64	118	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64
A 2	Bomb Snare H ****	64	64	101	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
Bb2	Space Tambourine H ****	64	64	121	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
B 2	Ambient Cow Bell H ****	64	64	125	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
C 3	Chink Hat H ****	64	64	110	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64
C#3	Coal Mine 1 H ****	64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64
D 3	Coal Mine 2 H ****	64	64	105	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
D#3	Hammer Hit 1 H ****	64	64	107	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
E 3	Hammer Hit 2 H ****	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64
F 3	Hammer Hit 3 H ****	64	64	104	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
F#3	Insensible Hah H ****	64	64	115	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
G 3	Robot 1 H ****	64	64	108	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
G#3	Insensible Fuh H ****	64	64	108	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
A 3	Robot 2 H ****	64	64	101	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
Bb3	Rude Loop Cymbal H ****	64	64	117	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
B 3	Noise Burst H ****	64	64	103	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
C 4	Fizzer H ****	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
C#4	Lo-Fi Shaker H ****	64	64	103	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
D 4	Temple Gong H ****	64	64	106	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
D#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
E 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
F 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
F#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
G 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
G#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
A 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
Bb4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
B 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
C 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64



TECHNO LO

Note	Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2	HPF	VelP	VelC	
	C	F																		
C#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
D-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
D#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
E-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
A-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
B-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
D 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
D#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
E 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
A 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
B 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C 1	Hyper Tom L 1 ****	64	64	118	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	69
C#1	Asian Tom L ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D 1	Lo-Fi Tom L ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D#1	Hyper Tom L 2 ****	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
E 1	Flanged Tom L ****	64	64	86	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F 1	Minimal Tom L ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F#1	Vox Drum L ****	64	64	108	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G 1	Android Walk 1 L ****	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G#1	Android Walk 2 L ****	64	64	119	1	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
A 1	Electro Blijp L ****	64	64	125	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
Bb1	Wood Percussions L ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
B 1	Wood Door Open L ****	64	64	114	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C 2	Reso Noise Burst L ****	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C#2	LFO Metal Attack L ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D 2	Steel Conga L ****	64	64	116	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D#2	Rate Down Snare L ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	65
E 2	Pop Ambient L ****	64	64	124	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F 2	Tunnel Ambient L ****	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F#2	Vibraslap L ****	64	64	116	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G 2	Gun Shot Slap L ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G#2	Punch Snare L ****	64	64	118	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64
A 2	Bomb Snare L ****	64	64	101	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
Bb2	Space Tambourine L ****	64	64	121	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
B 2	Ambient Cow Bell L ****	64	64	125	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C 3	Chink Hat L ****	64	64	110	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	64
C#3	Coal Mine 1 L ****	64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	64
D 3	Coal Mine 2 L ****	64	64	105	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D#3	Hammer Hit 1 L ****	64	64	107	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
E 3	Hammer Hit 2 L ****	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	64
F 3	Hammer Hit 3 L ****	64	64	104	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F#3	Insensible Hah L ****	64	64	115	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G 3	Robot 1 L ****	64	64	108	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G#3	Insensible Fuh L ****	64	64	108	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
A 3	Robot 2 L ****	64	64	101	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
Bb3	Rude Loop Cymbal L ****	64	64	117	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
B 3	Noise Burst L ****	64	64	103	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C 4	Fizzer L ****	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C#4	Lo-Fi Shaker L ****	64	64	103	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D 4	Temple Gong L ****	64	64	106	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
E 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
A 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
Bb4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
B 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64							

XG DRUM DEFAULT DATA

SAKURA

Note	Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2	HPF	VelP	VelC	
	C	F																		
C#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
D-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
D#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
E-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
A-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
B-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
D 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
D#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
E 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
G#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
A 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
B 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C 1	Dora ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C#1	Tsuzumi Pon ****	64	64	127	0	43	127	127	127	0	0	1	64	64	64	64	64	64	72	64
D 1	Tsuzumi Pu ****	64	64	127	0	49	127	127	127	0	0	1	64	64	64	64	64	64	71	64
D#1	Tsuzumi Ta ****	64	64	127	0	56	127	127	127	0	0	1	64	64	64	64	64	64	69	64
E 1	Tsuzumi Chon ****	64	64	86	0	78	127	127	127	0	0	1	64	64	64	64	64	64	70	64
F 1	Tsuzumi Tsu ****	64	64	127	0	95	127	127	127	0	0	1	64	64	64	64	64	64	66	64
F#1	Shimetaiko Ten ****	64	64	108	0	74	127	127	127	0	0	1	64	64	64	64	64	64	65	64
G 1	Shimetaiko Tsu ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	65	64
G#1	Yagura Open ****	64	64	119	1	64	127	127	127	0	0	1	64	64	64	64	64	64	66	64
A 1	Ohdaiko Rim ****	64	64	125	0	64	127	127	127	0	0	1	64	64	64	64	64	64	66	64
Bb1	Oriental Tambourine ****	64	64	116	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
B 1	Oriental Drum 1 ****	64	64	127	0	49	127	127	127	0	0	1	64	64	64	64	64	64	67	64
C 2	Oriental Drum 2 ****	64	64	119	0	57	127	127	127	0	0	1	64	64	64	64	64	64	67	64
C#2	Oriental Drum 3 ****	64	64	115	0	64	127	127	127	0	0	1	64	64	64	64	64	64	68	64
D 2	Oriental Rim 1 ****	64	64	116	0	64	127	127	127	0	0	1	64	64	64	64	64	64	66	64
D#2	Oriental Rim 2 ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	68	65
E 2	Oriental Rim 3 ****	64	64	124	0	72	127	127	127	0	0	1	64	64	64	64	64	64	70	64
F 2	Oriental Rim 4 ****	64	64	112	0	79	127	127	127	0	0	1	64	64	64	64	64	64	66	64
F#2	Oriental Metal Rim 1 ****	64	64	121	0	52	127	127	127	0	0	1	64	64	64	64	64	64	67	64
G 2	Oriental Metal Rim 2 ****	64	64	127	0	59	127	127	127	0	0	1	64	64	64	64	64	64	65	64
G#2	Oriental Metal Rim 3 ****	64	64	118	0	72	63	63	127	0	0	1	64	64	64	64	64	64	66	64
A 2	Oriental Metal Rim 4 ****	64	64	101	0	81	127	127	127	0	0	1	64	64	64	64	64	64	66	64
Bb2	Oriental Metal Rim 5 ****	64	64	121	0	84	127	127	127	0	0	1	64	64	64	64	64	64	66	64
B 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
E 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
A 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
Bb3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
B 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
E 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
A 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
Bb4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
B 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64

SMALL LATIN

Note	Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2	HPF	VelP	VelC
	C	F																	
C#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
E-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
A-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
Bb-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
B-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
E 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
A 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
Bb0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
B 0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C 1	Latin Cymbal Short ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
C#1	Claves SL 1 ****	64	64	107	0	43	127	127	127	0	0	1	64	64	64	64	64	64	64
D 1	Claves SL 2 ****	64	64	127	0	49	127	127	127	0	0	1	64	64	64	64	64	64	64
D#1	Claves SL 3 ****	64	64	127	0	56	127	127	127	0	0	1	64	64	64	64	64	64	64
E 1	Claves SL 4 ****	64	64	86	0	78	127	127	127	0	0	1	64	64	64	64	64	64	64
F 1	Claves SL 5 ****	64	64	127	0	95	127	127	127	0	0	1	64	64	64	64	64	64	64
F#1	Muted Percussion SL 1 ****	64	64	108	0	74	127	127	127	0	0	1	64	64	64	64	64	64	64
G 1	Muted Percussion SL 2 ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
G#1	Muted Percussion SL 3 ****	64	64	119	1	64	127	127	127	0	0	1	64	64	64	64	64	64	64
A 1	Muted Percussion SL 4 ****	64	64	125	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
Bb1	Pandiero ****	64	64	116	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
B 1	Surdo Mute SL 1 ****	64	64	127	0	49	127	127	127	0	0	1	64	64	64	64	64	64	64
C 2	Surdo Mute SL 2 ****	64	64	119	0	57	127	127	127	0	0	1	64	64	64	64	64	64	64
C#2	Surdo Open SL ****	64	64	115	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
D 2	Surdo Rim SL ****	64	64	116	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
D#2	Tamborim Mute ****	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	65
E 2	Tamborim Open ****	64	64	124	0	72	127	127	127	0	0	1	64	64	64	64	64	64	64
F 2	TimbaleL Drum ****	64	64	112	0	79	127	127	127	0	0	1	64	64	64	64	64	64	64
F#2	TimbaleH Drum ****	64	64	121	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64
G 2	TimbaleL Rim ****	64	64	127	0	59	127	127	127	0	0	1	64	64	64	64	64	64	64
G#2	TimbaleH Rim ****	64	64	118	0	72	63	63	127	0	0	1	64	64	64	64	64	64	64
A 2	Timbale Paila 1 ****	64	64	101	0	81	127	127	127	0	0	1	64	64	64	64	64	64	64
Bb2	Timbale Paila 2 ****	64	64	121	0	84	127	127	127	0	0	1	64	64	64	64	64	64	64
B 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
C 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
C#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
D 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
D#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
E 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
F 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
F#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
G 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
G#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
A 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
Bb3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
B 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
C 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
C#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
D 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
D#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
E 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
F 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
F#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
G 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
G#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
A 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
Bb4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
B 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
C 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64

XG DRUM DEFAULT DATA

MU100Native

Note	Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2	HPF	VelP	VelC	
	C	F																		
C#-1	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64
D -1	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	64	64
D#-1	64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
E -1	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
F -1	64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
F#-1	64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
G -1	64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	64	64
G#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
A -1	64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
Bb-1	64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64	64
B -1	64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C 0	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
C#0	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
D 0	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	64	64
D#0	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64	64
E 0	64	64	45	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	64	64
F 0	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	64	64
F#0	Castanet#	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64
G 0	Snare Soft#	64	64	75	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
A 0		64	64	116	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	64
Bb0	Open Rim Shot#	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
B 0		64	64	102	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	64
C 1		64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	64
C#1	Side Stick#	64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D 1	Snare#	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D#1		64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
E 1	Snare Tight#	64	64	123	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F 1		64	64	111	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F#1	Hi-Hat Closed#	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64
G 1		64	64	113	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G#1	Hi-Hat Pedal#	64	64	92	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64
A 1		64	64	99	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	64
Bb1	Hi-Hat Open#	64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	64
B 1		64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C 2		64	64	99	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C#2	Crash Cymbal 1#	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D 2		64	64	116	0	104	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D#2	Ride Cymbal 1#	64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	65
E 2	Chinese Cymbal#	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F 2		64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F#2		64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	64
G 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G#2	Cowbell#	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	64
A 2	Crash Cymbal 2#	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64
B 2	Ride Cymbal 2#	64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C 3		64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	64
C#3		64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	64
D 3	Conga H Mute#	64	64	105	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	64
D#3	Conga H Open#	64	64	107	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64
E 3	Conga L#	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	64
F 3		64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
F#3		64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G 3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	64
G#3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	64
Bb3		64	64	99	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	64
B 3		64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	64
C 4		64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	64
F#4		64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G 4		64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	64

## VOICE EXTENSION METHOD

Bank No. 1 ~ 63 : Voices that can be created by modifying voice parameters

Bank No.	Discription	Note (example)	Bank No.	Discription	Note (example)
0	Capitol Tone Voice	GM Basic tone	32		Detune with same wave
1	Voices that can be added without tonal change	Key Scaled Panning (L to R)	33	Voices that can be added by modifying the pitch (or equivalent operation) including 1 element<->2 element extension of same-type voices	Detune with same wave
2		Key Scaled Panning (R to L)	34		Detune with same wave
3		Stereo	35		Octave Layered
4		With LFO	36		Octave Layered
5		Without LFO	37		5th Layered
6		Single Element	38		5th Layered
7			39		Bend UP/Down
8	Voices that can be added mainly by modifying AEG (or equivalent operation)	Slow Attack	40	Voices that can be added without with completely different waves	Tutti
9		Fast Attack	41		Tutti
10		Long Release	42		Tutti
11		Short Release	43		Velocity Switch
12		Fast Decay	44		Velocity Switch
13		Slow Decay	45		Velocity X-fade
14		Double Attack	46		Velocity X-fade
15		47	Breathy WW		
16	Voices that can be added mainly by modifying Cutoff (or equivalent operation) or modifying Q (or equivalent operation)	Bright	48		
17		Bright	49		
18		Dark	50		
19		Dark	51		
20		Resonant	52		
21			53		
22			54		
23		55			
24	Voices that can be added mainly by mainly by modifying FEG (or equivalent operation)	Attack Transient	56		
25		Release Transient	57		
26		Sweep	58		
27		Rezo Sweep	59		
28		Muted	60		
29			61		
30			62		
31		63			

Bank No. 64 ~ 127 : Voices which can be created by changing the wave

Bank No.	Discription	Note (example)	Bank No.	Discription	Note (example)
64	Sounds of the same instrument produced by completely different types of wave		96	Voices which are not unacceptably incompatible with capital tones, even though from the perspective of category and instrumental family they are entirely different instruments	Dulcimer → Cimbalom
65			97		Nylon Gt. → Ukulele
66			98		
67			99		
68			100		
69			101		
70			102		
71			103		
72			104		
73			105		
74			106		
75			107		
76			108		
77			109		
78			110		
79			111		
80		112	User voices which are not unacceptably incompatible with capital tones		
81		113			
82		114			
83		115			
84		116			
85		117			
86		118			
87		119			
88		120			
89		121			
90		122			
91		123			
92		124			
93		125			
94		126			
95		127			

## BANK MSB CATEGORY

Upper 4 bits of Bank MSB	Lower 4 bits of Bank MSB							
	0 XG normal	1	2 Non-proxy for User Voice	3	4 Non-proxy for non Pitch Sound	5 Non-proxy for Proxy Track	6 Proxy for XG normal	7
0	XG PCM		XG for PCM	MU100 Exclusive	XG for PCM	XG for PCM	XG for PCM	
1			XG for VA		XG for VA	XG for VA	XG for VA	
2			XG for SG		XG for SG	XG for SG	XG for SG	
3			XG for FM		XG for FM	XG for FM	XG for FM	
4			XG Extension		XG Extension	XG Extension	XG Extension	
5			XG Extension		XG Extension	XG Extension	XG Extension	
6			XG Extension		XG Extension	XG Extension	XG Extension	
7			XG Extension		XG Extension	XG Extension	XG Extension	
8			XG Extension		XG Extension	XG Extension	XG Extension	
9			XG Extension		XG Extension	XG Extension	XG Extension	
A			XG Extension		XG Extension	XG Extension	XG Extension	
B			XG Extension		XG Extension	XG Extension	XG Extension	
C			XG Extension		XG Extension	XG Extension	XG Extension	
D			XG Extension		XG Extension	XG Extension	XG Extension	
E			XG Extension		XG Extension	XG Extension	XG Extension	XG SFX kit
F			XG Extension	Free Bank	XG Extension	XG Extension	XG Extension	XG Drum kit

Bank MSB	Meaning and operation
20...2F	User voice banks mapped by method of tone generation
30 (MU100 Exclusive)	MU100 sound bank
3F (Free Bank)	User voice bank. Maps sounds that are not assigned by tone generation method as are 20...2F.
50...5F	If a sound is not mapped, it will be silent. At the minimum, these have the same map as the proxies of 60...6F. For example, the sound of MSB=65, LSB=50, PGM#=10 is mapped to MSB=55, LSB=50, PGM#=10. In addition to this, it is permitted to map sounds that are qualitatively different than the capital sounds. Operation of velocity and volume etc. conforms to the XG specification.
60...6F	If a sound is not mapped, it will sound with the Bank MSB=0 sound. These shall be tonally similar to the capital sounds supported by XG. Operation of velocity and volume etc. conforms to the XG specification.
Gray columns	Banks which must be registered in the XG specification
Blank	Banks reserved for future use

# XG VOICE MAP (LEVEL 3)

Capital Voices on MU Basic Map			Capital Voices on MU100 Native			KSP			Stereo			Single		
0			0			1			3			6		
(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E
1 Grand Piano	GrandPno	1	? Grand Piano #	? GrandP#	1	Grand Piano KSP	GrndPnoK	1						
2 Bright Piano	BritePno	1	? Bright Piano #	? BriteP#	1	Bright Piano KSP	BrtPnoK	1	Stereo Bright Piano	? SbrtPno	2			
3 Electric Grand Piano	ElGrand	1				Electric Grand Piano KSP	ElGrPnoK	2						
4 Honky-tonk Piano	HnkyTonk	2				Honky-tonk Piano KSP	HnkyTonkK	2						
5 Electric Piano 1	E.Piano1	2	? Electric Piano 1 #	? E.Piano1#	2	Electric Piano 1 KSP	El.Pno1K	1						
6 Electric Piano 2	E.Piano2	2	? Electric Piano 2 #	? E.Piano2#	1	Electric Piano 2 KSP	El.Pno2K	1						
7 Harpsichord	Hrpschd	1				Harpsichord KSP	HrpschdK	1						
8 Clavi	Clavi	2	? Clavi #	? Clavi#	2	Clavi KSP	ClaviK	1						
9 Celesta	Celesta	1												
10 Glockenspiel	Glocken	1												
11 Music Box	MusicBox	2												
12 Vibraphone	Vibes	1				Vibraphone KSP	VibesK	1						
13 Marimba	Marimba	1				Marimba KSP	MarimbaK	1						
14 Xylophone	Xylophon	1												
15 Tubular Bells	TubulBel	1												
16 Dulcimer	Dulcimer	1												
17 Drawbar Organ	DrawOrgn	1	? Drawbar Organ #	? DrawOrg#	2				? Stereo Drawbar Organ *	? StDrawOr	2			
18 Percussive Organ	PercOrgn	1	? Percussive Organ #	? PercOrg#	2									
19 Rock Organ	RockOrgn	2	? Rock Organ #	? RockOrg#	2									
20 Church Organ	ChrchOrg	1												
21 Reed Organ	ReedOrgn	1												
22 Accordion	Accordion	2												
23 Harmonica	Harmonica	1												
24 Tango Accordion	TangoAcnd	2	? Tango Accordion #	? TangoAc#	2									
25 Nylon Guitar	NylonGtr	1	? Nylon Guitar #	? NylonG#	1									
26 Steel Guitar	SteelGtr	1	? Steel Guitar #	? SteelG#	1									
27 Jazz Guitar	JazzGtr	1	? Jazz Guitar #	? JazzG#	2									
28 Clean Guitar	CleanGtr	1												
29 Muted Guitar	MuteGtr	1	? Muted Guitar #	? MuteG#	2									
30 Overdriven Guitar	Ovrdrive	1	? Overdriven Guitar #	? Ovrdrv#	2									
31 Distortion Guitar	Dist.Gtr	1	? Distortion Guitar #	? DistG#	1									
32 Guitar Harmonics	GtrHarmon	1												
33 Acoustic Bass	AcousticB	1	? Acoustic Bass #	? AcousticB#	1									
34 Finger Bass	FngerBass	1	? Finger Bass #	? FngerBa#	1									
35 Pick Bass	PickBass	1										? Pick Bass 2	? PickBa 2	1
36 Fretless Bass	Fretless	1	? Fretless Bass #	? Fretless#	1									
37 Slap Bass 1	SlapBass1	1	? Slap Bass 1 #	? SlapBa1#	2									
38 Slap Bass 2	SlapBass2	1	? Slap Bass 2 #	? SlapBa2#	2									
39 Synth Bass 1	SynBass1	1												
40 Synth Bass 2	SynBass2	2												
41 Violin	Violin	1	? Violin #	? Violin#	1							Mellow Synth Bass	MelloSBa	1
42 Viola	Viola	1												
43 Cello	Cello	1												
44 Contrabass	Contrabs	1												
45 Tremolo Strings	Trem.Str	1	? Tremolo Strings #	? TremStr#	2									
46 Pizzicato Strings	Pizz.Str	1												
47 Orchestral Harp	Harp	1												
48 Timpani	Timpani	1												
49 Strings 1	Strings1	1	? Strings 1 #	? Strngs1#	1				Stereo Strings	S.Strngs	2			
50 Strings 2	Strings2	1	? Strings 2 #	? Strngs2#	1				Stereo Slow Strings	S.SlwStr	2			
51 Synth Strings 1	SynStr1	2												
52 Synth Strings 2	SynStr2	2												
53 Choir Aahs	ChoirAah	1												
54 Voice Oohs	VoiceOoh	1							Stereo Choir	S.Choir	2			
55 Synth Voice	SynVoice	1												
56 Orchestra Hit	Orch.Hit	2												
57 Trumpet	Trumpet	1	? Trumpet #	? Trumpet#	1									
58 Trombone	Trombone	1	? Trombone #	? Trombone#	1									
59 Tuba	Tuba	1												
60 Muted Trumpet	MuteTrp	1	? Muted Trumpet #	? MuteTrp#	2									
61 French Horn	Fr.Horn	1												
62 Brass Section	BrssSect	1	? Brass Section #	? BrssSec#	2				Stereo Brass Section ***	StBrSec ***	2	French Horn Solo	FrHrSolo	1
63 Synth Brass 1	SynBrss1	2												
64 Synth Brass 2	SynBrss2	1												
65 Soprano Sax	SprnoSax	1												
66 Alto Sax	AltoSax	1	? Alto Sax #	? AltoSax#	2									
67 Tenor Sax	TenorSax	1												
68 Baritone Sax	Bari.Sax	1												
69 Oboe	Oboe	2	? Oboe #	? Oboe#	1									
70 English Horn	Eng.Horn	1												
71 Bassoon	Bassoon	1												
72 Clarinet	Clarinet	1												
73 Piccolo	Piccolo	1												
74 Flute	Flute	1	? Flute #	? Flute#	1									
75 Recorder	Recorder	1												
76 Pan Flute	PanFlute	1	? Pan Flute #	? PanFlut#	1									
77 Blown Bottle	Bottle	2												
78 Shakuhachi	Shakhchi	2												
79 Whistle	Whistle	1												
80 Ocarina	Ocarina	1												
81 Square Lead	SquareLd	2										Square Lead 2	SuarLd2	1
82 Sawtooth Lead	Saw.Ld	2										Sawtooth Lead 2	Saw.Ld 2	1
83 Calliope Lead	CallioLd	2												
84 Chiff Lead	Chiff.Ld	2												
85 Charang Lead	Charan.Ld	2												
86 Voice Lead	Voice.Ld	2												
87 Fifths Lead	Fifths.Ld	2												
88 Bass & Lead	Bass&Ld	2												
89 New Age Pad	NewAgePd	2												
90 Warm Pad	Warm Pad	2												
91 Poly Synth Pad	PolySynPd	2												
92 Choir Pad	ChoirPad	2												
93 Bowed Pad	BowedPad	2												
94 Metallic Pad	MetalPad	2												
95 Halo Pad	Halo Pad	2												
96 Sweep Pad	SweepPad	2												
97 Rain	Rain	2												
98 Sound Track	SoundTrk	2												
99 Crystal	Crystal	2												
100 Atmosphere	Atmosphr	2												
101 Brightness	Bright	2												
102 Goblets	Goblets	2												
103 Echoes	Echoes	2												
104 Sci-Fi	Sci-Fi	2												
105 Sitar	Sitar	1												
106 Banjo	Banjo	1												
107 Shamisen	Shamisen	1												
108 Koto	Koto	1												
109 Kalimba	Kalimba	1												
110 Banjo	Banjo	2												
111 Fiddle	Fiddle	1												
112 Shanai	Shanai	1												
113 Trinkle Bell	TrinkleBell	2												
114 Ancho	Ancho	2												
115 Steel Drums	SteelDrum	2												
116 Woodblock	Woodblok	1												
117 Taiko Drum	TaikoDrum	1												
118 Melodic Tom	MelodicTom	2												
119 Synth Drum	Syn Drum	1												
120 Reverse Cymbal	RevCymb	1												
121 Fret Noise	FretNoiz	2												
122 Breath Noise	BreathNoiz	2												
123 Seashore	Seashore	2												
124 Bird Tweet	BirdTweet	2												
125 Telephone Ring	Telephone	1												
126 Helicopter	Helicopt	1												
127 Applause	Applause	1												
128 Gunshot	Gunshot	1												

128 128 128 32 32 32 10 10 10 6 6 6 5 5 5





Dark 1			Dark 2			Resonant			LFO - Cutoff Freq			Vel - Cutoff Freq		
0 18			0 19			0 20			0 ? 21			0 ? 22		
(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E
Mellow Grand Piano	MelloGrp	1				? Resonant Bright Piano	? ResoBrip	1						
Mellow Electric Piano 1	MelloEP1	2												
Mellow Guitar	MelloGtr	1												
Finger Dark	FingDrk	2												
Synth Bass 1 Dark	SynBa1Dk	1				Fast Resonant Bass	FastResB	1	? Cosmic Slap	? CsmicSlp	2	? Wah Slap	? Wah Slap	2
Click Synth Bass	ClkSynBa	2	Synth Bass 2 Dark	SynBa2Dk	1				? TL66	? TL66	2	? Zealot	? Zealot	2
? Zephyr	? Zephyr	2							? Trade Wind	? TradeWnd	2			
Trombone 2	Trmbone2	2												
Mild Brass ***	MildBrss ***	2				Resonant Synth Brass	RezSynBr	2						
Soft Brass	Soft Brs	2												
? Alto Sax Legato	? ASax Lgt	1												
Hollow	Hollow	1	Shroud	Shroud	2									
Dynamic Sawtooth	Dyna Saw	1	Digital Sawtooth	Digi Saw	2	Big Lead	Big Lead	2						
Sine Pad	Sine Pad	2												
						Shwimmer	Shwimmer	2						
Tiny Bells	TinyBell	2												
Warm Atmosphere	WarmAtms	2	Hollow Release	HollwRls	2									

16 16 16 4 4 4 5 5 5 3 3 3 2 2 2









XG VOICE MAP (LEVEL 3)

Tutti 4			Tutti 5			Tutti 6			Other Waves 1			Other Waves 2		
0 ? 52			0 ? 53			0 ? 54			0 64			0 65		
(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E
									? Concert Grand	? ConGrnd 1	1	? Concert Grand KSP	? ConGrndK	1
									? Bright Concert Grand	? BrConGrd	1	? Bright Concert Grand KSP	? BrConGrdK	1
? DX Mallet	? DXMallet	2							60's Electric Piano 1	60sElP1	1	? Old Electric Piano	? OldEP	1
									? Shirakawa	? Shirakawa	2	? Old Electric Piano Tine	? OldEP Tn	2
									? Synth Harpsichord	? SynHrpsl	2			
									Pulse Clavi	PulseClv	1	Pierce Clavi	PierceCl	2
									? FM Celesta	? FMCelsta	1			
									Orgel	Orgel	2	? Small Orgel	? SmalOrgl	2
									Sine Marimba	SineMrrmb	2			
									Organ Bass	Organ Ba	1	? 70's Drawbar Organ 2	? 70sDrOrg	2
									Jazz Organ ***	JazOrgn ***	1	Warm Jazz Organ ***	WarmJzOr ***	2
									Rotary Organ	RotaryOr	2	Slow Rotary	SlwRotar	2
									Organ Flute	OrgFlute	2	Tremolo Organ Flute	TrmOrgFl	2
									? Synth Reed Dark	? SyReedDk	2			
									Tango Accordion 2	TngoAcc2	2	? Tight Accordion	? TightAcc	1
									? Spanish Guitar	? ESguitar	1	? Spanish Guitar Hard	? ESgTrHrd	1
									? Nashville	? Nashville	1	? Nashville Resonant	? NashvLR	1
									? Super Jazz Middle	? SuperJzm	1	? Super Jazz Bridge	? SuperJzB	2
									Clean Guitar 2 **	CleanGt2 **	1	Mid Tone Guitar ***	MidT.Gtr ***	1
									? Wrench	? Wrench	1	? Wrench Heavy	? WrenchHv	1
									? Manhattan Middle	? Manhtnm	1	? Manhattan Bridge	? ManhtnB	1
									? Bile	? Bile	1	? Bile Resonant	? Bile Res	1
									Acoustic Harmonics **	AcclHarmo **	1	Guitar Feedback	GtFeedbk	1
									? Boston	? Boston	1	? Boston Bright	? BostnBrt	1
									Jazzy Bass **	Jazzy Ba **	1	Modulated Bass	Mod Bass	2
									? Hard Pick	? HardPick	1	? Hard Pick Resonant	? HrdPckRes	2
									? Powered Fretless	? PwrFrtls	1	? Powered Fretless Resonant	? PwrFrtlR	2
									Slapper ***	Slapper ***	1	Thumb & Slap ***	Thum&Slp ***	2
									Orbiter	Orbiter	2	Square Bass	Sqr Bass	2
									X Wire Bass	X WireBa	2	Attack Pulse ***	AtkPulse ***	1
									? Cadenza	? Cadenza	1	? Cadenza Dark	? CadenzDk	1
									? Sonata	? Sonata	1	? Viola Section	? Via Sec	2
									?? Cello Section	?? CelloSec	2	?? Hard Attack Cello Section	?? Hrd Vcs	2
									?? Contrabass Section	?? CB Sec	2	?? Hard Attack Contrabass Section	?? Hrd Cbs	2
									? Fear	? Fear	1	? Fear Detuned	? Fear Did	2
									?? Collegno	?? Collegno	2			
									?? Electric Harp	?? ElHarp	1			
? Lento	? Lento	2							? Super Strings	? SprStrng	1	? Super Strings Stereo	? SprStrSt	2
									70's Strings	70s Str	1	String Ensemble 3	Strngs3	1
									Synth Strings 4	Syn Str4	2	Synth Strings 5	Syn Str5	2
									? Hope	? Hope	2	? Virgo	? Virgo	2
									Strings & Choir Aahs **	Strng&ChAah **	1	Male Choir Aahs **	Male Aah **	1
									Voice Doo **	VoiceDoo **	1	? Hmn	? Hmn	1
									Analog Voice	AnaVoice	1	? Aspirate	? Aspirate	1
									Impact	Impact	2	Brass Slap **	BrssSlap **	2
									Dark Trumpet ***	Dark Trp ***	1	Dark Trumpet Soft ***	Dk TrpSft ***	1
									Bright Trombone ***	BrightTbr ***	1	Mellow Trombone ***	MellowTb ***	1
									Muted Trumpet 2 **	MuteTrp2 **	1	? Backstairs	? Bkstairs	1
? Bund	? Bund	2	? Fake Horns	? FakeHorn	2	? Fake Horns Octave	? FkHrnOct	2	? Synth Horn	? Syn Horn	1	? Horn Orchestra 2	? HornOrc2	2
									? Super Brass	? SprBrass	2	? Super Brass Cut	? SprBrCut	1
									Analog Brass 1	AnaBras1	2	? Synth Then	? SynthThn	1
									Analog Brass 2	AnaBras2	2	? Soft Cut	? Soft Cut	1
									? Meditation	? Meditation	1	? Meditation Resonant	? MediatRes	1
									? Alto Sax Powered	? ASaxPwrtd	1	? Fake Alto	? FakeAlto	1
									Tenor Sax 2	TnrSax 2	1	? Super Tenor	? SprTenor	1
									? Heinz	? Heinz	1	? Heinz Unison	? HeinzUni	2
									? Boehm	? Boehm	1	? Boehm Breathy	? Boehm Br	2
									? Pipith	? Pipith	2	? Home	? Home	1
									Pan Flute 2 **	PanFlut2 **	1	? Meadow	? Meadow	1
									? Bottle Legato	? BottlLgt	2			
									? Reverie	? Reverie	2			
									? Opalina	? Opalina	1			
									Mellow	Mellow	2	Solo Sine	SoloSine	2
									Digger ***	Digger ***	1	? Dunce	? Dunce	2
									Wirt Synth **	Wirt Syn **	1	Purr Pad	PurrLead	2
									Rubby	Rubby	2	Hard Sync ***	HardSync ***	1
									Distorted Lead	DistLead	2	Wire Lead	WireLead	2
									Vox Lead	Vox Lead	2	Breathy Layer ***	Br Layer ***	2
									Fat & Perky	Fat&Prky	2	Soft Whirl	Soft Wri	2
									Fantasy	Fantasy	2	? Libra	? Libra	2
									Horn Pad	Horn Pad	2	Rotary Strings	RotarStr	2
									Poly Pad 50	PolyPbd0	2	Click Pad	ClckPad	2
									Heaven	Heaven	2	Light Pad **	Lite Pad **	2
									Glacier	Glacier	2	Glass Pad	GlassPad	2
									Tine Pad	Tine Pad	2	Pan Pad	Pan Pad	2
									? Aries	? Aries	2	? Chorus Pad	? ChorusPd	2
									Polar Pad	PolarPad	2	Sweepy **	Sweepy **	2
									Harmo Rain	HrmoRain	2	African Wind	AfrcnWind	2
									Ancestral	Ancestrl	2	Rave **	Rave **	2
									Synth Mallet	SynMallet	1	Soft Crystal	SftCrysl	2
									Nylon Harp	NylHarp	2	Hard Vox	Hrd Vox	2
									FantaBelt	FantaBel	2	? Shining Star	? ShinStar	2
									Goblins Synth	GobSynth	2	Creep	Creep	2
									Echo Bells	EchoBell	2	Big Pan	Big Pan	2
									Starz	Starz	2	Odin **	Odin **	2
									? Raga Synth	? Raga Syn	2			
									? Electric Banjo	? El Banjo	1			
									? FM Koto	? FM Koto	2			
									Big Kalimba **	BigKalim **	2			
									? Thistle	? Thistle	2			
									Shara 2	Shara 2	1			
									? Tickle Belt	? TcklBelt	2			
									Melodic Tom 2	MelTom2	1	Real Tom	Real Tom	2
									Analog Tom	Ana Tom	1	Electronic Percussion	ElecPerc	2
									Reverse Cymbal 2 **	Rev Cym2 **	1	? Reverse Cymbal 3	? Rev Cym3	1

3 3 3 1 1 1 1 1 95 95 95 79 79 79

XG VOICE MAP (LEVEL 3)

Other Waves 3			Other Waves 4			Other Waves 5			Other Waves 6			Other Waves 7		
0 66			0 67			0 68			0 69			0 70		
(full name)	(n 8)	E	(full name)	(n 8)	E	(full name)	(n 8)	E	(full name)	(n 8)	E	(full name)	(n 8)	E
? Double Concert Grand	? DblConGr	2	? MIDI Grand 1	? MIDIGrd1	2	? MIDI Grand 2	? MIDIGrd2	2						
? MIDI Grand 3	? MIDIGrd3	2	? MIDI Grand 4	? MIDIGrd4	2	? Old Piano		2						
? Tribeca	? Tribeca	1	? Diploid 1	? Diploid1	2	? Flips	? Flips	1	? Soho	? Soho	1	? Flips Detuned	? FlipsDtd	2
? Flips	? Flips	1	? Flips Detuned	? FlipsDtd	2	? Flicks	? Flicks	1	? Flicks Detuned	? FlicksDtd	2	? Bright DX	? BrightDX	1
? Clear Clavi	? ClrClavi	1	? Sweep Clavi	? SwpClavi	1	? Synth Clavi	? SynClavi	1	? Super Clavi	? SprClavi	2	? Guitar Clavi	? GtrClavi	2
Cheezy Organ	CheezOrg	2	Drawbar Organ 3	DrawOrg3	2	Stadium Organ ***	StadiumOrg ***	1	Stadium Organ 2 ***	StadiumO2 ***	2	Gospel Organ ***	GospelOrg ***	1
Click Organ ***	ClkOrgn ***	2	? Grace	? Grace	2	? Crunchy Grace	? CrnGrace	2	? Dim Click	? DimClick	2	? Dusk	? Dusk	2
Fast Rotary	FstRotar	2	? Glacial Rotary	? GlacRtr	2									
? Tight Accordion Detuned	? TghtAcCd	2												
? Spanish Guitar Mellow	? EsGtMllo	1	? Spanish Guitar Decay	? EsGtRcyc	1									
? Nashville 1 2	? Nashv112	2												
? Super Jazz Detuned	? SuperJzD	2	? Super Jazz Resonant	? SuperJzR	1	? DX Jazz Guitar	? DX_JzGtr	1	? DX Jazz Guitar Detuned	? DX_JzGt D	2	? Pulse Jazz	? PulsJazz	1
Mid Tone Guitar Stereo ***	MtGTGtS ***	1	Nasal Guitar ***	NasalGtr ***	1	Nasal Guitar Stereo ***	NasGTST ***	2	? Hammer Middle	? Hammer M	1	? Hammer Bridge	? Hammer B	1
? Wrench Double	? WrnchDbl	2	? Tin	? Tin	2									
? Manhattan Detuned	? ManhntnD	2	? Manhattan Powered	? ManhntnP	2									
? Bite Detuned	? Bite Dtd	2	? Bite Plus	? Bite +	2	? Burnout	? Burnout	2	? Bombay	? Bombay	2	? Bombay Sustained	? Bombay S	2
Guitar Harmonics 2	GtHrmo2	1	? Shmla	? Shmla	2									
? Cooth	? Cooth	1	? Cooth Bright	? Cooth B	1									
? Chase	? Chase	1	? Chase Resonant	? ChaseRes	1	? Blue Bass	? BlueBass	1	? Jazzy Bass 2	?? JazzyBa2	2	?? Fng Bass 3	?? FngBas3	2
? Pk Bass Plus	? PkBas +	2	? Pk Bass 4	?? PkBa 4	2									
? Talking Bass	? TalknBa	1	? Noisy Fretless	? NoizFrl	2									
? Glitzy Slap	? GlitzSlp	2	? FM Slap	? FM Slap	1	? FM Slap Detuned	? FMSlpDtd	2						
Rubber Bass	RubberBa	2	Fish ***	Fish ***	1	Hard Resonance ***	HardReso ***	1	? Wah Saw	? Wah Saw	1	? Pluto	? Pluto	1
CS Light ***	CS Light ***	1	Metal Bass ***	MtBas ***	1	? Forced Oscillation Bass	? FrcOscBa	1	? Cubit	? Cubit	1	? Cubit Plus	? Cubit +	2
?? Violin Section	?? Vin Sec	2	?? Hard Attack Violin Section	?? Hrd Vlns	2	?? Slow Attack Violin Section	?? Slw Vlns	1						
?? Hard Attack Viola Section	?? Hrd Vlas	2	?? Slow Attack Viola Section	?? Slw Vlas	1									
?? Slow Attack Cello Section	?? Slw Vcs	1												
?? Slow Attack Contrabass Section	?? Slw Cbs	1												
? Apocalypse	? Apoclyps	2												
? Triste	? Triste	1	? Basso	? Basso	2	?? Staccato High	?? Stacc H	2	?? Staccato Low	?? Stacc L	2	?? Hall Strings	?? Hall Str	1
? Solitude	? Solitude	2	? Fate	? Fate	1	? Thullium	? Thullium	1	? Brook	? Brook	1	? Brook Stereo	? Brook St	2
? Platinum	? Platinum	2	? Octave PWM	? OctavPWM	2	? Taurus	? Taurus	2	? Frost	? Frost	2	? Leo	? Leo	2
? Scroll	? Scroll	2	? Scroll Plus	? Scroll +	2									
? Whirl Choir	? WhrlChoir	2												
? Aspirate Detuned	? AsprateD	2	? Facula	? Facula	2									
Double Hit ***	DoubleHit ***	2	Brass Stab 80 **	BrStab80 **	2	Bass Hit ***	Bass Hit ***	1	Bass Hit Plus ***	BassHit+ ***	2	6th Hit ***	6th Hit ***	1
? Soft Trumpet	? Soft Trp	1	? Blow	? Blow	1	? Blow Double	? Blow Dbl	2	? 4th Trumpet	?? 4th Trp	2	?? Synth Trumpet	?? Synth Trp	1
? JJ	? JJ	1												
? Super Brass Blown	? SprBrBlw	2	? Powered Sforzando	? Pwrd Sfrz	2	? Powered Sforzando Bright	? PwrSfrzBr	2	? Alto & Trumpet	? Alto&Trp	2	? Tenor & Trumpet	? Tnr&Trp	2
? Sync Brass	? SyncBrss	1	? Sync Brass Stereo	? SyncBrSt	2	? Analog Horns 1	? AnalHorn1	1	? Analog Horns 2	? AnaHorn2	1	? Analog Horns Octave	? AnHrnOct	2
? Analog Horns Soft	? AnaHrnS	2												
? Fake Alto Plus	? FakeAlto +	2	? Fake Alto Detuned	? FakeAltd	2	? Tenor & Alto	? Tnr&Alto	2						
? Super Tenor Plus	? SprTnr +	2	? Super Tenor Stereo	? SprTnrSt	2									
?? Oboe Expression	?? Oboe Exp	1												
? Pastoral	? Pastoral	2	? Shepherd	? Shepherd	2									
Sine Lead	SineLead	1	Pulse Lead ***	Pulse Ld ***	1	Sync Lead ***	SyncLead ***	1	? Forced Oscillation	? FrcdOsc	1	? Accent	? Accent	1
? Brass Sawtooth	? BrassSaw	1	? Sawtooth River	? SawRiver	2	? Brass Pulse Double	? BrPulsDb	2	? Sawtooth Trumpet	? Saw Trp	1	? Hue	? Hue	1
? Electro Primitive	? EIPrmtv	2												
Synth Pluck ***	SynPluck ***	1												
? Cypher 1	? Cypher 1	1	? Cypher 2	? Cypher 2	1	? Cypher 3	? Cypher 3	2	? Super Cypher	? SprCyphr	2			
? Cant	? Cant	2	? Mogul	? Mogul	1	? Distance	? Distance	2	? Sync B&L	? Sync B&L	1	?? Bass Lead	?? Ba Lead	1
?? Bell Pad	?? Bell Pad	2												
Analog Pad	Ana_Pad	2	Square Pad	SquaPad	2	Snow Pad ***	Snow Pad ***	2	? Pixie	? Pixie	2	? Pisces	? Pisces	2
Idopia	Idopia	2	CC Pad	CC Pad	2	Cosmic Pad ***	CosmicPd ***	2						
? Square Twang	? SqrTwang	2	?? Square Pad 8	?? SquarPd8	2									
? Queever	? Queever	2												
Celestial	Celsttal	2	? Monsoon	? Monsoon	2	? lo	? lo	2						
Carib ***	Carib ***	2												
Fairy ***	Fairy ***	2	? Hermit	? Hermit	2									
Loud Glockenspiel	LoudGlock	2	Christmas Bells	ChristBel	2	Vibraphone Bells	VibeBell	2	Digital Bells	DigiBell	2	Air Bells	AirBells	2
Atmosphere Pad	AtmosPad	2	Planet	Planet	2	? Lyra	? Lyra	2	? Akasaka	? Akasaka	2	? Digital Bermuda	? DigiBermuda	2
?? Bright Stab	?? BriStab	2												
Ring Pad	Ring Pad	2	Ritual	Ritual	2	To Heaven	ToHeaven	2	Milky Way **	MilkyWay **	2	Night	Night	2
Synth Piano	SynPiano	2	Creation	Creation	2	Star Dust	StarDust	2	Resonant & Panning	Reso&Pan	2	?? Analog Echo	?? Ana Echo	2
Rock Tom	Rock Tom	2												
?? Synth percussion	?? Syn Perc	2												

66 66 66 49 49 49 34 34 34 27 27 27 26 26 26





Other Waves 13			Other Waves 14			Other Waves 15			Other Waves 16			Other Waves 17		
0 ? 76			0 ? 77			0 ? 78			0 ? 79			0 ? 80		
(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E	(full name)	(in 8)	E
? Nasal DX Detuned	? NaslDXDt	2	? Din	? Din	2	? Resonant DX	? Reso DX	1	? Piercing DX	? PiercnDX	2	? Shivering DX	? ShvrngDX	1
? Sunset	? Sunset	1	? Soft DX	? Soft DX	2									
? Fuzzorgan	? Fuzzorgn	2	? FMO	? FMO	1	?? 70's Drawbar Organ 3	?? 70sDrOr3	2						
? Bellef	? Bellef	2	? Snap Organ	? SnapOrgn	1									
? Clavi Guitar	? ClaviGr	2												
? Stainer	? Stainer	1	? Stainer Attack	? StainAtk	1	? Sweep Square	? SweepSqr	1	? Sweep Square Plus	? SwpSqr +	2	? Stinks	? Stinks	1
? Powered Sawtooth	? Pwrtd Saw	1												
? Curse	? Curse	2	? Octave Beep	? OctvBeep	1	?? Sine Lead 2	?? Sine Ld2	1	?? Square Lead 3	?? SquarLd3	1	?? Square Lead 4	?? SquarLd4	1
? Fat Octave	? FatOctav	1	? Overdose	? Overdose	2	? PWM Decay	? PWMDe-	1	? Saw Decay	? SawDecay	1	?? Fat Saw Lead	?? FatSawLd	1
? Beacon	? Beacon	2												

10 10 10 7 7 7 5 5 5 4 4 4 4 4











XG DRUM MAP (LEVEL 3)

127			127			127		
0			0			0		
4			5			6		
Bright Kit ***		BriteKit ***	Skim Kit ****		Skim Kit ****	Slim Kit ****		Slim Kit ****
(full name)	(in 12)	E	(full name)	(in 12)	E	(full name)	(in 12)	E
Surdo Mute B ***	Surdo Mute B ***	1	Surdo Mute V ***	Surdo Mute V ***	1	Surdo Mute V ***	Surdo Mute V ***	1
Surdo Open B ***	Surdo Open B ***	1	Surdo Open V ***	Surdo Open V ***	1	Surdo Open V ***	Surdo Open V ***	1
Hi Q B ***	Hi Q B ***	1						
Whip Slap B ***	Whip Slap B ***	1						
Scratch H B ***	Scratch H B ***	1						
Scratch L B ***	Scratch L B ***	1						
Finger Snap B ***	FingerSnap B ***	1						
Click Noise B ***	ClickNoise B ***	1						
Metronome Click B ***	MtrnmClick B ***	1						
Metronome Bell B ***	Mtrnm Bell B ***	1						
Seq Click L B ***	SeqClick L B ***	1						
Seq Click H B ***	SeqClick H B ***	1						
Brush Tap B ***	Brush Tap B ***	1	Brush Tap V ***	Brush Tap V ***	1	Brush Tap V ***	Brush Tap V ***	1
Brush Swirl B ***	BrushSwirl B ***	1	Brush Swirl V ***	BrushSwirl V ***	1	Brush Swirl V ***	BrushSwirl V ***	1
Brush Slap B ***	Brush Slap B ***	1	Brush Slap V ***	Brush Slap V ***	1	Brush Slap V ***	Brush Slap V ***	1
Brush Tap Swirl B ***	BrshTapSwrlB ***	1	Brush Tap Swirl L ****	BrshTapSwrlL ****	1	Brush Tap Swirl L ****	BrshTapSwrlL ****	1
Snare Roll B ***	Snare Roll B ***	1	Snare Roll V ***	Snare Roll V ***	1	Snare Roll V ***	Snare Roll V ***	1
Castanet B ***	Castanet B ***	1	Castanet Sk ****	Castanet Sk ****	1	Castanet H ****	Castanet H ****	1
Snare Soft B ***	Snare Soft B ***	1	Snare Dry Q ****	Snare Dry Q ****	1	Snare Rough Q ****	SnareRough Q ****	1
Sticks B ***	Sticks B ***	1						
Kick Soft B ***	Kick Soft B ***	1	Kick Dry Soft HPF ****	KckDryShHPF ****	1	Kick Soft Dark ****	KickSoftDark ****	1
Open Rim Shot B ***	OpenRimShotB ***	1	Open Rim Shot Dry HPF ****	Rim Dry HPF ****	1	Open Rim Shot Sl ****	OpenRim Sl ****	1
Kick Tight B ***	Kick Tight B ***	1	Kick Dry Tight Q ****	KckDryTght Q ****	1	Kick Tight Short L ****	KckTghtShrtl ****	1
Kick B ***	Kick B ***	1	Kick Dry Mute HPF ****	KckDryMu HPF ****	1	Kick Short Dark ****	Kick Short D ****	1
Side Stick B ***	Side Stick B ***	1	Side Stick Dry Q ****	SdStck Dry Q ****	1	Side Stick Q ****	Side Stck Q ****	1
Snare B ***	Snare B ***	1	Snare Dry H ****	Snare Dry H ****	1	Snare Short HPF ****	Snr Shrt HPF ****	1
Hand Clap B ***	Hand Clap B ***	1	Hand Clap Sk ****	Hand Clap Sk ****	1	Hand Clap Dark ****	Hand Clap D ****	1
Snare Tight B ***	SnareTight B ***	1	Snare Dry Mute Q ****	Snr Dry Mu Q ****	1	Snare Tight Mute ****	Snr Tght Mu ****	1
Floor Tom L B ***	FloorTom L B ***	1	Floor Tom L Short Sk ****	FlrTmLShrtSk ****	1	Floor Tom L Tight ****	FlrTomL Tght ****	1
Hi-Hat Closed L B ***	HiHatCloseL B ***	1	Hi-Hat Closed H ****	Hat Closed H ****	1	Hi-Hat Closed L Q ****	HiHatCloseLQ ****	1
Floor Tom H B ***	FloorTom H B ***	1	Floor Tom H Short Sk ****	FlrTmHShrtSk ****	1	Floor Tom H Tight ****	FlrTomH Tght ****	1
Hi-Hat Pedal B ***	HiHatPedal B ***	1	Hi-Hat Pedal H ****	Hat Pedal H ****	1	Hi-Hat Pedal Q ****	HiHatPedalQ ****	1
Low Tom B ***	Low Tom B ***	1	Low Tom Short Sk ****	LowTomShrtSk ****	1	Low Tom Tight ****	LowTom Tght ****	1
Hi-Hat Open B ***	HiHat Open B ***	1	Hi-Hat Open H ****	Hi-HatOpen H ****	1	Hi-Hat Open Q ****	HiHat Open Q ****	1
Mid Tom L B ***	Mid Tom L B ***	1	Mid Tom L Short Sk ****	MidTmLShrtSk ****	1	Mid Tom L Tight ****	MidTomL Tght ****	1
Mid Tom H B ***	Mid Tom H B ***	1	Mid Tom H Short Sk ****	MidTmHShrtSk ****	1	Mid Tom H Tight ****	MidTomH Tght ****	1
Crash Cymbal 1 B ***	CrashCym 1 B ***	1	Crash Cymbal 1 Q ****	CrashCym 1 Q ****	1	Crash Cymbal 1 L ****	CrashCym 1 L ****	1
High Tom B ***	High Tom B ***	1	High Tom Short Sk ****	HighTmShrtSk ****	1	High Tom Tight ****	HighTom Tght ****	1
Ride Cymbal 1 B ***	RideCymbal1B ***	1	Ride Cymbal 1 Sk ****	RideCym1 Sk ****	1	Ride Cymbal 1 L ****	RideCymbal1L ****	1
Chinese Cymbal B ***	ChineseCym B ***	1	Chinese Cymbal HPF ****	Chinese HPF ****	1	Chinese Cymbal L ****	ChineseCym L ****	1
Ride Cymbal Cup Short ***	RideCupShort ***	1	Ride Cup Q ****	Ride Cup Q ****	1	Ride Cymbal Cup L ****	RideCymCup L ****	1
Tambourine B ***	Tambourine B ***	1	Tambourine Q ****	Tambourine Q ****	1			
Splash Cymbal B ***	Splash Cym B ***	1	Splash Cymbal H ****	Splash Cym H ****	1	Splash Cymbal L Short ****	SplashLShort ****	1
Cowbell L ***	Cowbell L ***	1	Cowbell HPF ****	Cowbell HPF ****	1	Cowbell Dark ****	Cowbell Dark ****	1
Crash Cymbal 2 B ***	CrashCym 2 B ***	1	Crash Cymbal 2 Dark ****	CrashCym 2 D ****	1	Crash Cymbal 2 L ****	CrashCym 2 L ****	1
Vibraslap B ***	Vibraslap B ***	1						
Ride Cymbal 2 B ***	RideCymbal2B ***	1	Ride Cymbal 2 Q ****	RideCymbal2Q ****	1	Ride Cymbal 2 L ****	RideCymbal2L ****	1
Bongo H B ***	Bongo H B ***	1	Bongo H HPF ****	Bongo H HPF ****	1	Bongo H V ****	Bongo H V ****	1
Bongo L B ***	Bongo L B ***	1	Bongo L HPF ****	Bongo L HPF ****	1	Bongo L V ****	Bongo L V ****	1
Conga H Mute B ***	CongaHMute B ***	1	Conga H Mute HPF ****	CongaHMu HPF ****	1	Conga H Mute V ****	CongaHMute V ****	1
Conga H Open B ***	CongaHOpen B ***	1	Conga H Open HPF ****	CongaHOpnHPF ****	1	Conga H Open V ****	CongaHOpen V ****	1
Conga L B ***	Conga L B ***	1	Conga L HPF ****	Conga L HPF ****	1	Conga L H ****	Conga L H ****	1
Timbale H B ***	Timbale H B ***	1	Timbale H HPF ****	TimbaleH HPF ****	1	Timbale H V ****	Timbale H V ****	1
Timbale L B ***	Timbale L B ***	1	Timbale L HPF ****	TimbaleL HPF ****	1	Timbale L V ****	Timbale L V ****	1
Agogo H B ***	Agogo H B ***	1	Agogo H HPF ****	Agogo H HPF ****	1	Agogo H V ****	Agogo H V ****	1
Agogo L B ***	Agogo L B ***	1	Agogo L HPF ****	Agogo L HPF ****	1	Agogo L V ****	Agogo L V ****	1
Cabasa B ***	Cabasa B ***	1	Cabasa BPF ****	Cabasa BPF ****	1			
Maracas B ***	Maracas B ***	1	Maracas L ****	Maracas L ****	1	Maracas Q ****	Maracas Q ****	1
Samba Whistle H B ***	SambaWhstlHB ***	1	Samba Whistle H BPF ****	WhistleH BPF ****	1	Samba Whistle H V ****	SambaWhstlHV ****	1
Samba Whistle L B ***	SambaWhstlLB ***	1	Samba Whistle L BPF ****	WhistleL BPF ****	1	Samba Whistle L V ****	SambaWhstlLV ****	1
Guiro Short B ***	GuiroShort B ***	1						
Guiro Long B ***	Guiro Long B ***	1						
Claves B ***	Claves B ***	1						
Wood Block H B ***	WoodBlockH B ***	1						
Wood Block L B ***	WoodBlockL B ***	1						
Cuica Mute B ***	Cuica Mute B ***	1						
Cuica Open B ***	Cuica Open B ***	1	Cuica Open H ****	Cuica Open H ****	1	Cuica Open H ****	Cuica Open H ****	1
Triangle Mute B ***	TrianglMuteB ***	1						
Triangle Open B ***	TrianglOpenB ***	1						
Shaker B ***	Shaker B ***	1						
Jingle Bells B ***	JingleBellsB ***	1						
Bell Tree B ***	Bell Tree B ***	1						























