YAMAHA® YAMA Format Specifications

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 tonegenerating 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 acoustics 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 the computer-based multimedia age 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 just control data to a tone generator on a computer or other such device. 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. It is designed to ensure data continuity, and to provide equipment manufacturers with considerable flexibility in designing machines that satisfy its requirements.

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

Any XG machine, regardless of model or manufacturer, will provide faithful reproduction of any XG sound data. Because the XG format maintains upward compatibility with the GM format, XG machines 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 machine'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. To select a variation, specify the desired bank by sending the appropriate Bank-Select LSB value. 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. 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 commands, although System Exclusive messages are also used.

• 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 ambience 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 categories of system effects are supported. One of these categories can be switched with insertion effects.

Graphic EQ and multiple insertion effects are supported as options.

Part Parameters

Filter cutoff and AEG value can be controlled by offset.

Display Parameters

External Input Control Parameters

Drum Setup Parameters

Bulk Dump

Parameter Request

Dump Request

1. Key On / Key Off

Status:

9nH/8nH

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

2. Program Change

Status:

CnH

Default: 00H

If multipart parameter "Rcv PROGRAM CHANGE" is OFF, the part ignores this message.

Melody Voice

As indicated in XG Voice List. Voices can be added through use of Bank Select LSB. (Refer to description of Bank Select, below.)

Rhythm Voice

As indicated in XG Drum Map. Program Change message 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.

Bank Select MSB/LSB should be set whenever this message is used, even when there's no need of changing the Bank.

3. Pitchbend

Status:

EnH

Default:

40H 00H

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

4. Control Change

Status:

BnH

If multipart 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

0 Bank Select MSB Data Range

32

Bank Select LSB

64:SFX voice 126:SFX kit 127:Drum 0:Normal

0 to 127

Default: 00 00H

If multipart parameter "Rcv BANK SELECT" is OFF, the part ignores this message.

The new bank selection does not become effective until receipt of the next Program Change message.

The Bank Select MSB selects melody voice, SFX voice, or rhythm kit. The MSB allows any channel to be designated for rhythm play.

Bank Select MSB values are as follows.

00H:

Melody voice

40H:

01H to 3FH: not used

SFX voice

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 selects from the extended melody voice set. (SFX kit and rhythm kit voices do not currently support Bank Select LSB extension sets.) Each bank is set for a specific type of variation, simplifying retrieval of the desired voice. Names of extensional 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 extensional voices listed in Table 1. If support is included for one or more voices in an extensional bank, however, all the other program change numbers in that bank are filled with the corresponding voices of the Bank #0 (basic voices).

- Note 1: Under default selection, Channel 10 plays rhythm voices, while other channels take Bank #0 melody voices. (Same as GM system Level 1)
- Note 2: Receipt of Bank Select MSB/LSB does not immediately change the voice. 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. 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 (SFX voice, or unused MSB) 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.
- (Commentary) Users employing the XG Format to generate music data should note the following general points.
- The discussion and examples provided above are intended to clarify operating specifications relevant to tone-generator manufacture. During general operation the MSB, LSB and Program Change should always be sent together, keeping intervals of at least 1/480 between them.
- For melody voice play : If the channel cannot play from the bank selected by the last LSB specification, it will revert to the most recent playable LSB specifications.
- For rhythm voice play: If the channel cannot play the kit selected by the last received Program Number, it will revert to the most recent playable Program Number.

Modulation: 01H

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

If multipart parameter "Rcv MODULATION" is OFF, the part ignores this message.

Upon initialization this message applies to vibrato depth, but content can be changed by use of System Exclusive message.

Portamento Time: 05H

Cntrl# Parameter Data Range
5 Portamento Time 0 to 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; value 127 selects the longest time.

Data Entry MSB/LSB: 06H/26H

Cntrl# Parameter Data Range Data Entry MSB 0 to 127 38 0 to 127 Data Entry LSB

Main Volume: 07H

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

If multipart parameter "Rcv 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 0 to 127 Default: 40H

If multipart parameter "Rcv PAN" is OFF, the part ignores this message.

Produces relative variations in pan among different installments of the rhythm part.

Expression: 0BH

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

If multipart parameter "Rcv EXPRESSION" is OFF, the part ignores this message.

This message is used to control intonation expression (diminuendo and crescendo) during play.

Sustain: 40H

Cntrl# Parameter Data Range

Sustain 0 to 127 (0-63:Off 64-127:On)

Default: 00H

This message should be effective in a release portion of voices after Note Off. (After Dumper Effect)

If multipart parameter "Rcv SUSTAIN" is OFF, the part ignores this message.

Portamento: 41H

Cntrl# Parameter Data Range

0 to 127 (0-63:Off 64-127:On) Portamento

Default: 00H

If multipart parameter "Rcv PORTAMENTO" is OFF, the part ignores this message.

Sostenuto: 42H

Cntrl# Parameter Data Range

0 to 127 (0-63:Off 64-127:On) Default: 00H 66 Sostenuto

If multipart parameter "Rcv SOSTENUTO" is OFF, the part ignores this message.

Soft Pedal: 43H

Cntrl# Parameter Data Range

67 Soft Pedal 0 to 127 (0-63:Off 64-127:On)

Default: 00H

If multipart parameter "Rcv SOFT PEDAL" is OFF, the part ignores this message.

Harmonic Content: 47H

Cntrl# Parameter Data Range

71 Harmonic Content 0 to 127 (0:-64 64:+0 127:+63)

Default: 40H

Applies adjustment to the resonance value set by the voice. This parameter specifies relative change, with value 64 producing zero adjustment. As values get higher the sound becomes increasingly eccentric. Note that for some voices the effective parameter range is narrower than the legal parameter range.

Release Time: 48H

Cntrl# Parameter Data Range

72 Release Time 0 to 127 (0:-64 64:+0 127:+63)

Default: 40H

Applies adjustment to the envelope release time set by the voice. This parameter specifies relative change, with value 64 producing zero adjustment. For some voices the effective parameter range is narrower than the legal parameter range.

Attack Time: 49H

Cntrl# Parameter Data Range

73 Attack Time 0 to 127 (0:-64 64:+0 127:+63)

Default: 40H

Applies adjustment to the envelope attack time set by the voice. This parameter specifies relative change, with value 64 producing zero adjustment. For some voices the effective parameter range is narrower than the legal parameter range.

Brightness: 4AH

Cntrl# Parameter Data Range

74 Brightness 0 to 127 (0:-64 64:+0 127:+63)

Default: 40H

Applies adjustment to the filter cutoff frequency set by the voice. This parameter specifies relative change, with value 64 producing zero adjustment. For some voices the effective parameter range is narrower than the legal parameter range.

Portamento Control: 54H

Cntrl# Parameter Data Range 84 Portamento Control 0 to 127

Portamento Time is always 0.

Effect Send Level 1 (reverb): 5BH

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

Adjusts the reverb send level.

Effect Send Level 3 (chorus): 5DH

Cntrl# Parameter Data Range
93 Effect 3 Depth 0 to 127
Default: 00H

Adjusts the chorus send level.

Effect Send Level 4 (variation): 5EH

Cntrl# Parameter Data Range 94 Effect-4 Depth 0 to 127 Default: 00H

Adjusts the variation effect send level. Effective only if "Variation Connection = System".

Data Increment/Decrement: 60H/61H

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

The data byte would be ignored.

NRPN (Non-registered parameter number) LSB/MSB: 62H/63H

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

If multipart parameter "Rcv NRPN" is OFF, the part ignores this message.

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

Once you have selected an NRPN on a given channel, the channel will apply subsequent Data Entry to the selected parameter. After making the necessary settings you should set RPN to Null to reduce the risk of operational errors.

The following NRPN values are supported.

NRPN		Data Entry	Parameter	Data Range
MSB	LSB	MSB		
01H	180	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	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 Frequence	cy mm:00H-40H-7FH(-64-0-+63)
				rr:drum instrument note number
15H	rrH	mmH	Drum Filter Resonance	mm:00H-40H-7FH(-64-0-+63)
				rr:drum instrument note number
16H	rrH	mmH	Drum EG Attack Rate	mm:00H-40H-7FH(-64-0-+63)
				rr:drum instrument note number
17H	rrH	mmH	Drum EG Decay Rate	mm:00H-40H-7FH(-64-0-+63)
				rr:drum instrument note number
18H	rrH	mmH	Drum Pitch Coarse	mm:00H-40H-7FH(-64-0-+63)
				rr:drum instrument note number
19H	rrH	mmH	Drum Pitch Fine	mm:00H-40H-7FH(-64-0-+63)
				rr:drum instrument note number
1AH	rrH	mmH	Drum Level	mm:00H-7FH(0-Max)
				rr:drum instrument note number
1CH	rrH	mmH	Drum Pan	mm:00H-40H-7FH(Random,L-Center-R)
				rr:drum instrument note number
1DH	rrH	mmH	Drum Reverb Send Level	mm:00H-7FH(0-Max)
				rr:drum instrument note number
1EH	rrH	mmH	Drum Chorus Send Level	mm:00H-7FH(0-Max)
				rr:drum instrument note number
1FH	rrH	mmH	Drum Variation Send Level	mm:00H-7FH(0-Max)
				rr:drum instrument note number

If multipart parameter "Rcv NRPN" is OFF, the part ignores this message. Note that MSB values 14H through 1FH (drum parameters) are effective only for rhythm parts.

RPN (Registered parameter number) LSB/MSB: 64H/65H

Cntrl#	Parameter	Data Range
100	RPN LSB	0 to 127
101	RPN MSB	0 to 127
		Default: 7F 7FH

If multipart parameter "Rcv RPN" is OFF, the part ignores this message.

The following parameters are supported.

RPN		Data	Parameter		Data I	Range
		Entry				
MSB	LSB	MSB				
00H	00H	mmH	Pitchbend	Sensitivity	mm:	00H-7FH (0-+127)
						Default: 02H

LSB value is ignored.

Minimum operational range is 00H00H-0CH00H (± octave).

RPN		Data Entry	Parameter	Data Range
MSB	LSB	MSB		
00H	01H	mmH	Fine Tune	mm: 00H-40H-7FH (-64-0-+63)
				Default: 40 00H
00H	02H	mmH	Coarse Tune	mm: 00H-40H-7FH (-64-0-+63)
				Default: 40 00H
7FH	7FH		Null	

5. Channel Mode Messages

All Sound Off: 78H

Cntrl# Data Range Parameter 120

Switches off sound from all parts.

Does not reset the settings established by Channel Messages.

Reset All Controllers: 79H

Cntrl# Parameter Data Range 121

Resets the following values to the default:

Pitchbend, Modulation, Expression, Sustain, Portamento, Sostenuto, Registered Parameter Number

Resets Portamento Control. setting. Specifically, clears condition in which source (Portamento Control Message) has been received but target (new Key On) has not.

All Notes Off: 7BH

Cntrl# Parameter Data Range 123

Switches off all currently "on" notes in all parts. Any notes being held by sustain or sostenuto continue to sound until sustain/sostenuto goes off.

OMNI Off: 7CH

Cntrl# Parameter Data Range 124

Same processing as for All Notes Off.

OMNI On: 7DH

Cntrl# Data Range Parameter 125 0

Same processing as for All Notes Off. ("OMNI ON" operation not supported.)

MONO: 7EH

Cntrl# Parameter Data Range 126 0 to 16 Mono

Generates "All Sound Off" operation. If the value of the third byte (mono number) is 0~16, the channel changes to Mode 4 (m=1).

POLY: 7FH

Cntrl# Data Range Parameter 127

Generates "All Sound Off" operation, and sets the channel to Mode 3.

6. Channel Aftertouch

Status: DnH

The message is not effective under initial settings.

If multipart parameter "Rcv CHANNEL AFTERTOUCH" is Off, the part ignores this message.

7. Polyphonic Aftertouch

Status: AnH

If multipart parameter "Rcv POLYPHONIC AFTERTOUCH" is Off, the part ignores this message.

It is not necessary for the effect to apply to all note numbers $(0\sim127)$.

8. Exclusive Messages

XG System On

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

```
11110000
           FO Exclusive status
01000011
           43 YAMAHA ID
0001nnnn
           1n Device Number
01001100
           4C Model ID
0000000
           00 Address High
           00 Address Mid
00000000
01111110
           7E Address Low
00000000
           00 Data
11110111
           F7 End of Exclusive
```

This message switches SOUND MODULE MODE to XG and initializes all the parameters to the XG default settings, with the exception of Master Tune value.

Master Tune can be modified either with System Exclusive messages or on the front panel of a tone generator. Two System Exclusive messages are available i.e. MIDI Master Tuning (F0, 43, 1n, 27, 30, 00, 00, mm, ll, cc, F7) and XG Parameter Change Master Tune (F0, 43, 1n, 4C, 00, 00, 00, dd, dd, dd, dd, dd, F7). If the parameter is modified with F0, 43, 1n, 4C, 00, 00, 00, ... and then the XG System On comes, it will be reset to the value which has previously been modified with F0, 43, 1n, 27, ... or on the front panel e.g.:

On the other hand, the value set with F0, 43, 1n, 27, ... or on the front panel would not be reset to any earlier one with a reception of XG System On :

Master Tune value ± 0 Default ± 0 Modified either with F0, 43, 1n, 27, ..., on the front panel, or with F0, 43, 1n, ± 0 , ± 0 ,

With regard to the relation between the modification with F0, 43, 1n, 27, ... and the one on the front panel, the last executed one will take the priority.

The message requires approximately 50msec to execute, so sufficient time should be allowed before the next message is sent.

GM System On

FOH, 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
```

Initializes all the parameters to the XG default settings, with the exception of Master Tune value.

As for the Master Tune, reception of this message should be implemented in the same way as the case with XG System On.

MIDI Master Volume

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

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

Changes volume of all channels. ("Universal System Exclusive")

MIDI Master Tuning

FOH, 43H, 1nH, 27H, 30H, 00H, 00H, mmH, 11H, ccH, F7H

```
11110000
          FO Exclusive status
01000011
          43 YAMAHA ID
0001nnnn 1n Device Number
00100111 27 Model ID
00110000
          30 Sub ID2
00000000
          00
00000000
          00
Ommmmmmm mm Master Tune MSB
Olllllll ll Master Tune LSB
Occcccc cc Don't care
11110111
          F7 End of Exclusive
```

Changes tuning of all channels.

Parameter Change

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

Includes 2 or 4 bytes of data, depending on parameter size.

The following eight types of parameter change are provided.

- 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

System Exclusive messages are not accepted if "Rcv System Exclusive" is OFF.

^{*6)} System Information is sent in response to dump requests. Received parameter changes are ignored.

Bulk Dump

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

For information about "Address" and "Byte Count" fields, refer to Table 3.

Here the "Byte Count" refers to "Total Size" of Data shown on Table 3-n.

The "Address" in Bulk Dump / Dump Request refers to the address at the beginning of each block.

The "block" refers to a unit of data stream which is enclosed by "Total Size" on Table 3-n.

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

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
```

Sending or receiving of dump request cannot be switched off except by setting "Exclusive" to OFF.

XG EFFECT MAP

XG EFFECT TYPE is defined as following tables :

REVERB TYPE

TYPE	TYPE MSB TYPE LSB							
DEC	HEX	00	01	02		08		
000	0	NO EFFECT						
001	1	HALL1	HALL2					
002	2	ROOM1	ROOM2	ROOM3				
003	3	STAGE1	STAGE2					
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 (XG minimum)
OPTION EFFECT
NO EFFECT
same as BASIC EFFECT (LSB=0)

CHORUS TYPE

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	CHORUS1	CHORUS2	CHORUS3		CHORUS4	
066	42	CELESTE1	CELESTE2	CELESTE3		CELESTE4	
067	43	FLANGER1	FLANGER2			FLANGER3	
068	44	SYMPHONIC					
069	45	NO EFFECT					
:	:	:					
071	47	NO EFFECT					
072	48	PHASER					
073	49	NO EFFECT					
:	:	:					
127	7F	NO EFFECT					

ESSENTIAL EFFECT (XG minimum)
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	HALL1	HALL2				
002	2	ROOM1	ROOM2	ROOM3			
003	3	STAGE1	STAGE2				
004	4	PLATE					
005	5	DELAY L,C,R					
006	6	DELAY L,R					
007	7	ECHO					
008	8	CROSS DELAY					
009	9	ER1	ER2				
010	A	GATE REVERB					
011	В	REVERSE GATE					
012	C	NO EFFECT or THRU					
:	:	:					
019	13	NO EFFECT or THRU					
020	14	KARAOKE1	KARAOKE2	KARAOKE3			
021	15	NO EFFECT or THRU					
:		:					
063	3F	NO EFFECT or THRU					

ESSENTIAL EFFECT (XG minimum)
OPTION EFFECT
NO EFFECT(SYSTEM),THRU(INSERTION same as BASIC EFFECT (LSB=0)

VARIATION TYPE (64 ~ 127)

TYPE	MSB	TYPE LSB			
DEC	HEX	00	01	02	 08
064	40	THRU			
065	41	CHORUS1	CHORUS2	CHORUS3	CHORUS4
066	42	CELESTE1	CELESTE2	CELESTE3	CELESTE4
067	43	FLANGER1	FLANGER2		FLANGER3
068	44	SYMPHONIC			
069	45	ROTARY SPEAKER			
070	46	TREMOLO			
071	47	AUTO PAN			
072	48	PHASER1			PHASER2
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	PITCH CHANGE			
081	51	AURAL EXCITER®			
082	52	TOUCH WAH	TOUCH WAH+DIST		
083	53	COMPRESSOR			
084	54	NOISE GATE			
085	55	VOICE CANCEL			
086	56	THRU			
:	:	:			
127	7F	THRU			

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

DISTORTION(INSERTION EFFECT 1) TYPE

TYPE MSB TYPE LSB						
DEC	HEX	00	01	02		08
000	0	THRU				
:	:	:				
063	3F	THRU				
064	40	THRU				
065	41	THRU				
:	:	:				
072	48	THRU				
073	49	DISTORTION				
074	4A	OVER DRIVE				
076	4C	3BAND EQ				
077	4D	THRU				
:	:	:				
127	7F	THRU				

THRU same as BASIC EFFECT (LSB=0)

XG EFFECT PARAMETER LIST

BASIC EFFECT TYPE

DASIC EFFECT TIF	L			
No. Parameter CHORUS1,2,3 CELESTE1,2,3	Display	Value	See Table	Control
1 LFO Frequency 2 LFO PM Depth 3 Feedback Level	0.00 ~ 39.7Hz 0 ~ 127 -63 ~ +63	0-127 0-127 1-127	table#1	
4 Delay Offset	0 ~ 127	0-127	table#2	
6 EQ Low Frequency	32Hz ~ 2.0kHz	4-40	table#3	
7 EQ Low Gain 8 EQ High Frequency 9 EQ High Gain 10 Dry/Wet	-12 ~ +12dB 500Hz ~ 16.0kHz -12 ~ +12dB D63>W ~ D=W ~ D <w63< td=""><td>52-76 28-58 52-76 1-127</td><td>table#3</td><td>$\sqrt{}$</td></w63<>	52-76 28-58 52-76 1-127	table#3	$\sqrt{}$
11 EQ Mid Frequency 12 EQ Mid Gain 13 EQ Mid Width 14 LFO AM Depth 15 Input Mode 16	100Hz ~ 10.0kHz -12 ~ +12dB 1.0 ~ 12.0 0 ~ 127 mono/stereo	14-54 52-76 10-120 0-127 0-1	table#3	
FLANGER1,FLANGER2 1 LFO Frequency	0.00 ~ 39.7Hz	0-127	table#1	
2 LFO Depth3 Feedback Level4 Delay Offset	0 ~ 127 -63 ~ +63 0 ~ 63	0-127 1-127 0-63	table#2	
5 6 EQ Low Frequency	32Hz ~ 2.0kHz	4-40	table#3	
7 EQ Low Gain 8 EQ High Frequency	-12 ~ +12dB 500Hz ~ 16.0kHz	52-76 28-58	table#3	
9 EQ High Gain 10 Dry/Wet	-12 ~ +12dB D63>W ~ D=W ~ D <w63< td=""><td>52-76 1-127</td><td></td><td>\checkmark</td></w63<>	52-76 1-127		\checkmark
11 EQ Mid Frequency 12 EQ Mid Gain 13 EQ Mid Width 14 LFO Phase Difference 15 Input Mode 16	100Hz ~ 10.0kHz -12 ~ +12dB 1.0 ~ 12.0 -180 ~ +180deg mono/stereo	14-54 52-76 10-120 4-124 0-1	table#3	
SYMPHONIC 1 LFO Frequency	0.00 ~ 39.7Hz	0-127	table#1	
2 LFO Depth 3 Delay Offset 4	0 ~ 127 0 ~ 127	0-127	table#2	
5 6 EQ Low Frequency	32Hz ~ 2.0kHz	4-40	table#3	
7 EQ Low Gain 8 EQ High Frequency	-12 ~ +12dB 500Hz ~ 16.0kHz	52-76 28-58 52-76	table#3	
9 EQ High Gain 10 Dry/Wet	-12 ~ +12dB D63>W ~ D=W ~ D <w63< td=""><td>1-127</td><td></td><td>\checkmark</td></w63<>	1-127		\checkmark
11 EQ Mid Frequency 12 EQ Mid Gain 13 EQ Mid Width 14 15	100Hz ~ 10.0kHz -12 ~ +12dB 1.0 ~ 12.0	14-54 52-76 10-120	table#3	
ROTARY SPEAKER 1 LFO Frequency 2 LFO Depth 3	0.00 ~ 39.7Hz 0 ~ 127	0-127 0-127	table#1	V
5 6 EQ Low Frequency 7 EQ Low Gain	$32Hz \sim 2.0kHz$ -12 ~ +12dB	4-40 52-76	table#3	
8 EQ High Frequency 9 EQ High Gain	500Hz ~ 16.0kHz -12 ~ +12dB	28-58 52-76	table#3	
10 Dry/Wet	D63>W ~ D=W ~ D <w63< td=""><td>1-127</td><td></td><td></td></w63<>	1-127		
11 EQ Mid Frequency 12 EQ Mid Gain 13 EQ Mid Width 14 15	100Hz ~ 10.0kHz -12 ~ +12dB 1.0 ~ 12.0	14-54 52-76 10-120	table#3	

No. Parameter	Display	Value	See Table	Control
TREMOLO 1 LFO Frequency 2 AM Depth 3 PM Depth 4 5	0.00 ~ 39.7Hz 0 ~ 127 0 ~ 127	0-127 0-127 0-127	table#1	V
6 EQ Low Frequency 7 EQ Low Gain 8 EQ High Frequency 9 EQ High Gain	32Hz ~ 2.0kHz -12 ~ +12dB 500Hz ~ 16.0kHz -12 ~ +12dB	4-40 52-76 28-58 52-76	table#3	
11 EQ Mid Frequency12 EQ Mid Gain13 EQ Mid Width14 LFO Phase Difference15 Input Mode16	100Hz ~ 10.0kHz -12 ~ +12dB 1.0 ~ 12.0 -180 ~ +180deg mono/stereo	14-54 52-76 10-120 4-124 0-1	table#3	
AUTO PAN 1 LFO Frequency 2 L/R Depth 3 F/R Depth 4 PAN Direction 5	0.00 ~ 39.7Hz 0 ~ 127 0 ~ 127 L<->R,L->R,L<-R,Lturn,Rturn,L/R	0-127 0-127 0-127 0-5	table#1	\checkmark
6 EQ Low Frequency 7 EQ Low Gain 8 EQ High Frequency 9 EQ High Gain 10	32 Hz ~ 2.0 kHz $-12 \sim +12$ dB 500 Hz ~ 16.0 kHz $-12 \sim +12$ dB	4-40 52-76 28-58 52-76	table#3	
11 EQ Mid Frequency 12 EQ Mid Gain 13 EQ Mid Width 14 15	100Hz ~ 10.0kHz -12 ~ +12dB 1.0 ~ 12.0	14-54 52-76 10-120	table#3	
PHASER1(íPëä) 1 LFO Frequency 2 LFO Depth 3 Phase Shift Offset 4 Feedback Level 5	0.00 ~ 39.7Hz 0 ~ 127 0 ~ 127 -63 ~ +63	0-127 0-127 0-127 1-127	table#1	
6 EQ Low Frequency 7 EQ Low Gain 8 EQ High Frequency 9 EQ High Gain 10 Dry/Wet	32Hz ~ 2.0kHz -12 ~ +12dB 500Hz ~ 16.0kHz -12 ~ +12dB D63>W ~ D=W ~ D <w63< td=""><td>4-40 52-76 28-58 52-76 1-127</td><td>table#3</td><td>\checkmark</td></w63<>	4-40 52-76 28-58 52-76 1-127	table#3	\checkmark
11 Stage 12 Diffusion 13 LFO Phase Difference 14 15	1 ~ 10 Mono/Stereo -180 ~ +180deg	1-10 0-1 4-124		
DISTORTION OVERDRIVE 1 Drive 2 EQ Low Frequency 3 EQ Low Gain 4 LPF Cutoff 5 Output Level 6	0 ~ 127 32Hz ~ 2.0kHz -12 ~ +12dB 1.0k ~ Thru 0 ~ 127	0-127 4-40 52-76 34-60 0-127	table#3	V
7 EQ Mid Frequency 8 EQ Mid Gain 9 EQ Mid Width 10 Dry/Wet	100Hz ~ 10.0kHz -12 ~ +12dB 1.0 ~ 12.0 D63>W ~ D=W ~ D <w63< td=""><td>14-54 52-76 10-120 1-127</td><td>table#3</td><td></td></w63<>	14-54 52-76 10-120 1-127	table#3	
11 Edge(Clip Curve) 12 13 14 15	0 ~ 127	0-127		
GUITAR AMP SIMULATOR 1 Drive 2 AMP Type	0 ~ 127 Off,Stack,Combo,Tube	0-127 0-3		V

```
Display
1.0k ~ Thru
0 ~ 127
No. Parameter
                                                                     Value See Table
                                                                                           Control
    3 LPF Cutoff
                                                                     34-60 table#3
    4 Output Level
                                                                     0 - 127
   8
                               D63>W \sim D=W \sim D<W63
   10 Dry/Wet
                                                                     1-127
   11 Edge(Clip Curve)
                               0 \sim 127
                                                                     0-127
   13
   14
   15
   16
MONO EQ(3BAND)
    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
                               -12 ~ +12dB
32Hz ~ 2.0kHz
    5 EQ High Gain
                                                                     52-76
   6 EQ Low Frequency
7 EQ High Frequency
                                                                      4-40 table#3
                               500Hz ~ 16.0kHz
                                                                     28-58 table#3
    8
   10
   11
   12.
   13
   14
   15
   16
STEREO EQ(2BAND)
    1 EQ Low Frequency
                               32 Hz \sim 2.0 kHz
                                                                      4-40 table#3
    2 EQ Low Gain
                               -12\sim+12\mathrm{dB}
                                                                     52-76
                               500 \mathrm{Hz} \sim 16.0 \mathrm{kHz}
    3 EQ High Frequency
                                                                     28-58 table#3
    4 EQ High Gain
                               -12\sim+12\mathrm{dB}
                                                                     52-76
    6
    8
    9
   10
   11 EQ Mid Frequency
                               100 \mathrm{Hz} \sim 10.0 \mathrm{kHz}
                                                                     14-54 table#3
   12 EQ Mid Gain
                               -12 \sim +12dB
                                                                     52-76
   13 EQ Mid Width
                               1.0 ~ 12.0
                                                                     10-120
   15
   16
AUTO WAH
    1 LFO Frequency
                               0.00 \sim 39.7 Hz
                                                                     0-127 table#1
    2 LFO Depth
                               0 \sim 127
                                                                     0-127
    3 Cutoff Frequency Offset 0 ~ 127
                                                                     0-127
                                                                     10-120
    4 Resonance
                               1.0 \sim 12.0
                               32 Hz \sim 2.0 kHz
                                                                      4-40 table#3
    6 EQ Low Frequency
                                                                     52-76
                                -12 ~ +12dB
    7 EQ Low Gain
                               500Hz ~ 16.0kHz
                                                                     28-58 table#3
    8 EQ High Frequency
                               -12 ~ +12dB
D63>W ~ D=W ~ D<W63
                                                                     52-76
   9 EQ High Gain
   10 Dry/Wet
                                                                     1-127
   11 Drive
                               0 \sim 127
                                                                     0-127
   12
   13
   14
   15
   16
HALL1,HALL2
ROOM1,ROOM2,ROOM3
STAGE1,STAGE2
PLATE
    1 Reverb Time
                               0.3 \sim 30.0s
                                                                      0-69
                                                                             table#4
    2 Diffusion
                               0 \sim 10
                                                                      0-10
    3 Initial Delay
                               0 \sim 63
                                                                      0-63
                                                                             table#5
    4 HPF Cutoff
                               Thru \sim 8.0 \text{kHz}
                                                                      0-52
                                                                             table#3
```

No. Parameter 5 LPF Cutoff 6 7	Display 1.0k ~ Thru	Value 34-60		Control
8 9 10 Dry/Wet	D63>W ~ D=W ~ D <w63< td=""><td>1-127</td><td></td><td>$\sqrt{}$</td></w63<>	1-127		$\sqrt{}$
11 Rev Delay 12 Density 13 Rev/Er Balance 14 High Damp 15 Feedback Level 16	0 ~ 63 0 ~ 4 R <e63 r="E" r63="" ~="">E 0.1 ~ 1.0 -63 ~ +63</e63>	0-63 0-4 1-127 1-10 1-127	table#5	
DELAY L,C,R 1 Lch Delay 2 Rch Delay 3 Cch Delay 4 Feedback Delay 5 Feedback Level 6 Cch Level 7 High Damp 8	0.1 ~ 715.0ms 0.1 ~ 715.0ms 0.1 ~ 715.0ms 0.1 ~ 715.0ms 0.1 ~ 715.0ms -63 ~ +63 0 ~ 127 0.1 ~ 1.0	1-7150 1-7150 1-7150 1-7150 1-127 0-127 1-10		
10 Dry/Wet	D63>W ~ D=W ~ D <w63< td=""><td>1-127</td><td></td><td>V</td></w63<>	1-127		V
11 HPF Cutoff12 LPF Cutoff13 EQ Low Frequency14 EQ Low Gain15 EQ High Frequency16 EQ High Gain	Thru ~ 8.0kHz 1.0k ~ Thru 50Hz ~ 2.0kHz -12 ~ +12dB 500Hz ~ 16.0kHz -12 ~+12dB	0-52 34-60 8-40 52-76 28-58 52-76	table#3 table#3 table#3	
DELAY L,R 1 Lch Delay 2 Rch Delay 3 Feedback Delay 1 4 Feedback Delay 2 5 Feedback Level 6 High Damp 7 8	0.1 ~ 715.0ms 0.1 ~ 715.0ms 0.1 ~ 715.0ms 0.1 ~ 715.0ms 0.1 ~ 715.0ms -63 ~ +63 0.1 ~ 1.0	1-7150 1-7150 1-7150 1-7150 1-127 1-10		
10 Dry/Wet	$D63>W \sim D=W \sim D$	1-127		$\sqrt{}$
11 HPF Cutoff 12 LPF Cutoff 13 EQ Low Frequency 14 EQ Low Gain 15 EQ High Frequency 16 EQ High Gain	Thru ~ 8.0kHz 1.0k ~ Thru 50Hz ~ 2.0kHz -12 ~ +12dB 500Hz ~ 16.0kHz -12 ~ +12dB	0-52 34-60 8-40 52-76 28-58 52-76	table#3 table#3 table#3	
ECHO 1 Lch Delay1 2 Lch Feedback Level 3 Rch Delay1 4 Rch Feedback Level 5 High Damp 6 Lch Delay2 7 Rch Delay2 8 Delay2 Level	0.1 ~ 355.0ms -63 ~ +63 0.1 ~ 355.0ms -63 ~ +63 0.1 ~ 1.0 0.1 ~ 355.0ms 0.1 ~ 355.0ms 0 ~ 127	1-3550 1-127 1-3550 1-127 1-10 1-3550 1-3550 0-127		
10 Dry/Wet	D63>W ~ D=W ~ D <w63< td=""><td>1-127</td><td></td><td>$\sqrt{}$</td></w63<>	1-127		$\sqrt{}$
11 HPF Cutoff 12 LPF Cutoff 13 EQ Low Frequency 14 EQ Low Gain 15 EQ High Frequency 16 EQ High Gain	Thru ~ 8.0kHz 1.0k ~ Thru 50Hz ~ 2.0kHz -12 ~ +12dB 500Hz ~ 16.0kHz -12 ~ +12dB	0-52 34-60 8-40 52-76 28-58 52-76	table#3 table#3 table#3	
CROSS DELAY 1 L->R Delay 2 R->L Delay 3 Feedback Level 4 Input Select 5 High Damp 6 7 8 9	0.1 ~ 355.0ms 0.1 ~ 355.0ms -63 ~ +63 L,R,L&R 0.1 ~ 1.0	1-3550 1-3550 1-127 0-2 1-10		

No. Parameter	Display	Value	See Table	Control
10 Dry/Wet	D63>W ~ D=W ~ D <w63< td=""><td>1-127</td><td>Sec Table</td><td>V</td></w63<>	1-127	Sec Table	V
11 HPF Cutoff 12 LPF Cutoff	Thru ~ 8.0kHz 1.0k ~ Thru	0-52 34-60	table#3 table#3	
13 EQ Low Frequency	50Hz ~ 2.0kHz	8-40	table#3	
14 EQ Low Gain15 EQ High Frequency	-12 ~ +12dB 500Hz ~ 16.0kHz	52-76 28-58	table#3	
16 EQ High Gain	-12 ~ +12dB	52-76	tuoie#3	
EARLY REF1,EARLY REF2		0.5		
1 Type 2 Room Size	S-H, L-H, Rdm, Rvs, Plt, Spr 0.1 ~ 7.0	0-5 0-44	table#6	
3 Diffusion4 Initial Delay	0 ~ 10 0 ~ 63	0-10 0-63	table#5	
5 Feedback Level	-63 ~ +63	1-127	table#3	
6 HPF Cutoff 7 LPF Cutoff	Thru ~ 8.0kHz 1.0k ~ Thru	0-52 34-60		
8				
10 Dry/Wet	D63>W ~ D=W ~ D <w63< td=""><td>1-127</td><td></td><td>$\sqrt{}$</td></w63<>	1-127		$\sqrt{}$
11 Liveness	0 ~ 10	0-10		
12 Density 13 High Damp	0 ~ 3 0.1 ~ 1.0	0-3 1-10		
14 15				
16				
GATE REVERB REVERSE GATE				
1 Type	TypeA,TypeB	0-1		
2 Room Size 3 Diffusion	0.1 ~ 7.0 0 ~ 10	0-44 0-10	table#6	
4 Initial Delay 5 Feedback Level	0 ~ 63 -63 ~ +63	0-63 1-127	table#5	
6 HPF Cutoff	Thru ~ 8.0kHz	0-52	table#3	
7 LPF Cutoff 8	1.0k ~ Thru	34-60	table#3	
9 10 Dry/Wet	D63>W ~ D=W ~ D <w63< td=""><td>1-127</td><td></td><td>V</td></w63<>	1-127		V
•	0 ~ 10	0-10		•
11 Liveness 12 Density	0 ~ 10 0 ~ 3	0-10		
13 High Damp 14	0.1 ~ 1.0	1-10		
15 16				
10				
OPTION EFFECT T	YPE			
PITCH CHANGE				
1 Pitch 2 Initial Delay	-24 ~ +24 0 ~ 127	40-88 0-127	table#7	
3 Fine 1	-50 ~ +50	14-114		
4 Fine 25 Feedback Gain	-50 ~ +50 -63 ~ +63%	14-114 1-127		
6 7				
8				
9 10 Dry/Wet	D63>W ~ D=W ~ D <w63< td=""><td>1-127</td><td></td><td>$\sqrt{}$</td></w63<>	1-127		$\sqrt{}$
11 Pan 1	L63 ~ R63	1-127		
12 Output Level 1 13 Pan 2	0 ~ 127 L63 ~ R63	0-127 1-127		
14 Output Level 2 15	0 ~ 127	0-127		
16				
AURAL EXICETER®	50011 1.50111	- a -:		
1 HPF cutoff 2 Drive	500Hz ~ 16.0kHz 0 ~ 127	28-58 0-127		
3 Mix Level 4	0 ~ 127	0-127		
5				
6 7				
8				
-				

No. Parameter 10	Display	Value	See Table	Control
11 12 13 14 15				
TOUCH WAH,WAH+DIST 1 Sensitivity 2 Cutoff Frequency Offset 3 Resonance 4 5	0 ~ 127 0 ~ 127 1.0 ~ 12.0	0-127 0-127 10-120		√
6 EQ Low Frequency 7 EQ Low Gain 8 EQ High Frequency 9 EQ High Gain 10 Dry/Wet	32Hz ~ 2.0kHz -12 ~ +12dB 500Hz ~ 16.0kHz -12 ~ +12dB D63>W ~ D=W ~ D <w63< td=""><td>4-40 52-76 28-58 52-76 1-127</td><td>table#3</td><td></td></w63<>	4-40 52-76 28-58 52-76 1-127	table#3	
11 Drive 12 13 14 15	0 ~ 127	0-127		
COMPRESSOR 1 Attack 2 Release 3 Threshold 4 Ratio 5 Output Level 6 7 8 9 10	1 ~ 40ms 10 ~ 680ms -48 ~ -6dB 1.0 ~ 20.0 0 ~ 127	0-19 0-15 79-121 0-7 0-127	table#8 table#9 table#10	
11 12 13 14 15				
NOISE GATE 1 Attack 2 Release 3 Threshold 4 Output Level 5 6 7 8 9 10	1 ~ 40ms 10 ~ 680ms -72 ~ -30dB 0 ~ 127	0-19 0-15 55-97 0-127	table#8 table#9	\checkmark
11 Ratio 12 13 14 15	1.0 ~ 20.0	0-7	table#10	
WHITE ROOM TUNNEL CANYON BASEMENT 1 Reverb Time 2 Diffusion 3 Initial Delay 4 HPF Cutoff 5 LPF Cutoff 6 Width 7 Heigt 8 Depth 9 Wall Vary 10 Dry/Wet	0.3 ~ 30.0s 0 ~ 10 0 ~ 63 Thru ~ 8.0kHz 1.0k ~ Thru 0.5 ~ 10.2m 0.5 ~ 20.2m 0.5 ~ 30.2m 0 ~ 30 D63>W ~ D=W ~ D <w63< td=""><td>0-69 0-10 0-63 0-52 34-60 0-37 0-73 0-104 0-30 1-127</td><td>table#4 table#5 table#3 table#3 table#11 table#11</td><td>√</td></w63<>	0-69 0-10 0-63 0-52 34-60 0-37 0-73 0-104 0-30 1-127	table#4 table#5 table#3 table#3 table#11 table#11	√

No. Parameter 11 Rev Delay 12 Density 13 Rev/Er Balance 14 High Damp 15 Feedback Level 16	Display 0 ~ 63 0 ~ 4 R <e63 r="E" r63="" ~="">E 0.1 ~ 1.0 -63 ~ +63</e63>	Value 0-63 0-4 1-127 1-10 1-127	See Table table#5	Control
KARAOKE1,2,3 1 Delay Time 2 Feedback Level 3 HPF Cutoff 4 LPF Cutoff 5 6 7 8	0 ~ 127 -63 ~ +63 Thru ~ 8.0kHz 1.0k ~ Thru	0-127 1-127 0-52 34-60	table#7	
10 Dry/Wet	D63>W ~ D=W ~ D <w63< td=""><td>1-127</td><td></td><td>\checkmark</td></w63<>	1-127		\checkmark
11 12 13 14 15				
VOICE CANCEL 1 2 3 4 5 6 7 8 9 10				
11 Low Adjust 12 High Adjust 13 14 15	0 ~ 26 0 ~ 26	0-26 0-26		

1. DRY/WET receipt

• When Variation Connection is set to SYS

The tone generator receives DRY/WET and data value is over written, but it does not affect sound and remains

WET = 100% inside the effect block.

The tone generator receives DRY/WET and it affects sound.

• When Variation Connection is set to INS

2. Variation Connection switching

• INS >> SYS

Sound from Variation block is set WET 100% but DRY/WET value is kept unchanged i.e. won't be set as

DRY/WET = D < W63 = 127.

• SYS >> INS

DRY/WET value remains unchanged - not initialized - and sound from Variation block reflects current DRY/WET balance

3.AURAL EXCITER ®
Aural Exciter ® is registered trademark of APHEX SYSTEM, LTD.
Lisencing from APHEX SYSTEM, LTD. is needed in an application of this effect program.

XG EFFECT PARAMETER TABLE

Data 0.00

0.08

0.08

0.16

0.16

0.25

0.25

0.33

0.33

0.42

0.42

0.50

0.50

0.58

0.58

0.67

0.67

0.75

0.75

0.84

0.84

0.92

0.92

1.00

1.00

1.09

1.09

1.17

1.17

1.20

1.26

1.34

1.34

1.43

1.43

1.51

1.51

1.59

1.59

1.68

1.68

1.76

1.76

1.85

1.85

1.93

1.93

2.01

2.0

2.10

2.10

2.18

2.18

2.27

2.27

2.35

2.35

2.43

2.43

2.52

2.52

2.60

2.60

Value

2.77

2.86

2.94

3.02

3.11

3.19

3.28

3.36

3.44

3.53

3.61

3.70

3.86

4.03

4.20

4.37

4.71 4.87

5.04

5.21

5.38

5.55

5.72

6.05

6.39

6.72

7.06

7.40

7.73

8.07

8.41

8.74

9.08

9.42

9.75

10.0

10.7

11.4

12.1

12.7

13.4

14.1

14.8

15.4

16.1

16.8

17.4

18.1

19.5

20.8

22.2

23.5

24.8

26.2

28.9

30.2

31.6

32.9

34.3

37.0

39.7

64

65

66

67

68

69

70

71

72

73

74

75

76

77

78

79

80

81

82

83 84

85

86

87

88

89

90

91

92

93

94

95

96

97

98

99

100

101

102

103

104

105

106

107

108

109

110

111

112

113

114

115

116

117

118

119

120

121

122

123

124

125

126

127

Data

LFO Frequency Value

10

11

12

13

14

15

16

17

18

19

20

21

23

24

25

26

28

29

30

31

32

33

34

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Modulation	n Delay Off	set	
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	101	12.2
39	3.9	102	13.3
40	4.0	103	14.4
41			
	4.1	105	15.5
42	4.2	106	17.1
43	4.3	107 108	18.6 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
02	6.3	127	50.0

table#3

EQ Frequ	
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
20	200
	250
22	
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	10.0k
56	12.0k
57	14.0k
58	16.0k

18.0k

60 THRU(20.0k)

table#4

Kevero um	ie		
Data	Value	Data	Value
0	0.3	64	17.0
1	0.4	65	18.0
2	0.5	66	19.0
3	0.6	67	20.0
4	0.7	68	25.0
5	0.8	69	30.0
6	0.9		

1.0 1.1 1.2 10 1.3 11 1.4 12 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 22 23 2.6 2.7 24 25 2.8 26 2.9 27 3.0 28 3.1 29 3.2 3.3 30 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 4.3 40 41 4.4 42 4.5 4.6 43 44 4.7 45 4.8 46 47 5.0 5.5 48 49 6.0 50 6.5 51 52 7.5 8.0 53 54 8.5 55 9.0 57 10.0 11.0 58 59 12.0 60 13.0 61 14.0 62 15.0 16.0

table#5

Delay Tim	e(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
	14.3	73 74	115.0
10	15.8		116.6
11	17.4 19.0	75 76	118.2 119.7
13	20.6	77	121.3
13	22.1	78	121.3
15	23.7	79	124.4
16	25.3	80	126.0
17			127.6
18	26.9 28.4	81 82	127.6
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	116 117	182.7 184.3
53 54	83.5 85.1	117	185.8
55	86.7	118	187.4
56	88.2	120	189.0
57	89.8	120	190.6
58	91.4	121	190.6
59	93.0	122	192.1
60	93.0	123	195.7
61	96.1	125	196.9
62	97.7	125	198.4
63	99.3	127	200.0
55			

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				

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.
8	25.3	72	226.8
9	28.4	73	230.0
10	31.6	74	233.
11	34.7	75	236.3
12	37.9	76	239.4
13	41.0	77	242.0
14	44.2	78	245.
15	47.3	79	248.9
16	50.5	80	252.0
17	53.6	81	255.
18	56.8	82	
19	59.9	83	258.3
		84	
20	63.1	85	264.0
21	66.2		267.
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	286.0
28	88.3	92	289.
29	91.4	93	292.9
30	94.6	94	296.
31	97.7	95	299.2
32	100.9	96	302.4
33	104.0	97	305.
34	107.2	98	308.
35	110.3	99	311.
36	113.5	100	315.0
37	116.6	101	318.
38	119.8	102	321.
39	122.9	103	324.4
40	126.1	104	327.0
41	129.2	105	330.
42	132.4	106	333.9
43	135.5	107	337.0
44	138.6	108	340.2
45	141.8	109	343.
46	144.9	110	346.
47	148.1	111	349.
48	151.2	112	352.
49	154.4	113	355.9
50	157.5	114	359.
51	160.7	115	362.2
52	163.8	116	365.4
53	167.0	117	368.
54	170.1	118	371.
55	173.3	119	374.
56	176.4	120	378.0
57	179.6	121	381.
58	182.7	122	384.3
59	185.9	123	387.4
60	189.0	124	390.0
		125	393.
61	192.2		
62	192.2 195.3	126	396.9

table#8

Compressor Attack Time

Data	Value
0	1
1	2
2	3 4 5
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

Compresso	or Kelease 1
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 Rano				
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

	dth;Depth;I		
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		

44 46 47

58 59 60

61 62 12.6 12.9

13.1 13.4 13.7 14.2 14.5

15.1 15.4 15.6

15.9 16.2 16.5 16.8 17.1

17.3

XG EFFECT DEFAULT DATA

XG EFFECT				. 1		_										
XG RESET(XG on) DEFA	_		21	- 41	-1		71	اه	- 61	101	441	12	12	121	15	16
BLOCK TYPE DIST DISTORTION	40	20	72	53	64	6	43	74	10	10	11	12	13	14	15	16
DIST DISTORTION	40	20	12	- 33	04		43	/4	10	127	۰	U	U	U	٥	U
REVERB BLOCK																
TYPE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
NOEFFECT HALL1	0 18	10	0	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
WHITEROOM	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 BASEMENT	59 3	6	63	0	45 34	34 26	62 29	91 59	13	40	25 32	4	64 64	8	64 64	0
DASEMENT		0		- 0	34		27	37	13	40	32		0+	0	04	U
CHORUS 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
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 CELESTE2	12 28	32 18	90	0	0	28	64	46	64	127 84	40	68	10	0	0	0
CELESTE2 CELESTE3	4	63	44	2	0	28	64	46	68	127	40	68 68	10	0	0	0
CELESTE3 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
-														-		
VADIATION DI OCU										υ	sed only b	y the syste	em			
VARIATION BLOCK TYPE	1	21	21	4		61	71	QΙ	9	10	111	12	121	14	15	16
NOEFFECT	0	0	3	0	5	6	0	8	0	0	11	0	13	0	15	16 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	1750	1780	80	10	1700	1780	0	0	40	0	60	28	64	46	64
CROSSDELAY	1700	1750	111	1 l	10	0	0	0	0	32	0	60	28	64	46	64
ER1 ER2	0	19 7	10	16	64	0	46 46	0	0	32	5	0	10		0	0
GATE REVERB	0	15	6	16	64	3	44	0	0	32	5	2	10	0	0	0
REVERSE GATE	1	19	8	3	64	0	47	0	0	32	6	3	10	0	0	0
KARAOKE1	63	97	0	48	04	0	0	0	0	64	2	0	0	0	0	0
KARAOKE2	55	105	0	50	0	0	0	0	ő	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	- 20												
CHORUS3	4	44		30	0	28	62	42	58	64	46	64	10	0	0	0
CHORUS4	9		64	110	0	28	62 64	46	66	64	46	64 64	10 10	0	0	0
CELESTE1		32	69				62	46 46			46 46	64	10	0		
	12	32	69 64	110 104 0	0 0	28 28 28	62 64 64 64	46 46 46	66 64 64	64 64 127	46 46 40	64 64 64 68	10 10 10 10	0 0 0	0 1 0	0 0
CELESTE2	28	32 18	69 64 90	110 104 0 2	0 0 0	28 28 28 28	62 64 64 64 62	46 46 46 42	66 64 64 60	64 64 127 84	46 46 40 40	64 64 64 68 68	10 10 10 10 10	0 0 0 0	0 1 0 0	0 0 0
CELESTE3	28 4	32 18 63	69 64 90 44	110 104 0 2	0 0 0 0	28 28 28 28 28 28	62 64 64 64 62 64	46 46 46 42 46	66 64 64 60 68	64 64 127 84 127	46 46 40 40 40	64 64 64 68 68	10 10 10 10 10 10	0 0 0 0 0	0 1 0 0	0 0 0 0
CELESTE3 CELESTE4	28 4 8	32 18 63 29	69 64 90 44 64	110 104 0 2 2 0	0 0 0 0 0	28 28 28 28 28 28 28	62 64 64 64 62 64 64	46 46 46 42 46 51	66 64 64 60 68 66	64 64 127 84 127 127	46 46 40 40 40 40	64 64 64 68 68 68	10 10 10 10 10 10 10	0 0 0 0 0	0 1 0 0 0	0 0 0 0 0
CELESTE3 CELESTE4 FLANGER1	28 4 8 14	32 18 63 29 14	69 64 90 44 64 104	110 104 0 2 2 0 2	0 0 0 0 0 0	28 28 28 28 28 28 28 28	62 64 64 64 62 64 64 64	46 46 46 42 46 51 46	66 64 64 60 68 66 64	64 64 127 84 127 127 96	46 46 40 40 40 40 40	64 64 64 68 68 68 68 68	10 10 10 10 10 10 10 10	0 0 0 0 0 0 0 0	0 1 0 0 0 1	0 0 0 0 0 0
CELESTE3 CELESTE4	28 4 8	32 18 63 29	69 64 90 44 64	110 104 0 2 2 0	0 0 0 0 0	28 28 28 28 28 28 28	62 64 64 64 62 64 64	46 46 46 42 46 51	66 64 64 60 68 66	64 64 127 84 127 127	46 46 40 40 40 40	64 64 64 68 68 68	10 10 10 10 10 10 10	0 0 0 0 0	0 1 0 0 0	0 0 0 0 0
CELESTE3 CELESTE4 FLANGER1 FLANGER2	28 4 8 14 32	32 18 63 29 14 17	69 64 90 44 64 104 26	110 104 0 2 2 0 2 2 2	0 0 0 0 0 0	28 28 28 28 28 28 28 28 28	62 64 64 64 62 64 64 64 64	46 46 42 46 51 46 46	66 64 64 60 68 66 64 60	64 64 127 84 127 127 96	46 46 40 40 40 40 40 40	64 64 68 68 68 68 68 64 64	10 10 10 10 10 10 10 10 10	0 0 0 0 0 0 0 0 4 4	0 1 0 0 0 0 1	0 0 0 0 0 0 0
CELESTE3 CELESTE4 FLANGER1 FLANGER2 FLANGER3	28 4 8 14 32 4 12 81	32 18 63 29 14 17 109 25 35	69 64 90 44 64 104 26 109	110 104 0 2 2 0 2 2 2 2 2	0 0 0 0 0 0 0 0	28 28 28 28 28 28 28 28 28 28 28 28 28	62 64 64 64 62 64 64 64 64 64 64 66	46 46 42 46 51 46 46 46 46	66 64 64 60 68 66 64 60 64 64 54	64 64 127 84 127 127 96 96 127 127	46 40 40 40 40 40 40 40 40 46 33	64 64 68 68 68 68 64 64 64	10 10 10 10 10 10 10 10 10 10 10 10 10 30	0 0 0 0 0 0 0 0 4 4 4	0 1 0 0 0 1 0 0 0 0 0	0 0 0 0 0 0 0 0 0
CELESTE3 CELESTE4 FLANGER1 FLANGER2 FLANGER3 SYMPHONIC ROTARYSPEAKER TREMOLO	28 4 8 14 32 4 12 81 83	32 18 63 29 14 17 109 25 35 56	69 64 90 44 64 104 26 109 16 0	110 104 0 2 2 2 0 2 2 2 2 0 0 0 0	0 0 0 0 0 0 0 0 0 0	28 28 28 28 28 28 28 28 28 28 28 28 28 2	62 64 64 64 62 64 64 64 64 64 64 64 64	46 46 42 46 51 46 46 46 46 45	66 64 64 60 68 66 64 60 64 64 64 64	64 64 127 84 127 127 96 96 127 127 127 127	46 46 40 40 40 40 40 40 40 40 46 33 40	64 64 64 68 68 68 68 64 64 64 64 52 64	10 10 10 10 10 10 10 10 10 10 10 10 10	0 0 0 0 0 0 0 0 4 4 4 4 0 0	0 1 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0
CELESTE3 CELESTE4 FLANGER1 FLANGER2 FLANGER3 SYMPHONIC ROTARYSPEAKER TREMOLO AUTOPAN	28 4 8 14 32 4 12 81 83 76	32 18 63 29 14 17 109 25 35 56 80	69 64 90 44 64 104 26 109 16 0 32	110 104 0 2 2 2 0 2 2 2 2 0 0 0 0 0 0 0 5	0 0 0 0 0 0 0 0 0 0	28 28 28 28 28 28 28 28 28 28 28 28 28 2	62 64 64 64 62 64 64 64 64 64 64 64 64 64	46 46 42 46 51 46 46 46 46 46 46 46	66 64 64 60 68 66 64 60 64 64 64 64	64 64 127 84 127 127 96 96 127 127 127 127	46 46 40 40 40 40 40 40 40 40 40 40 40 40 40	64 64 68 68 68 68 64 64 64 64 64 64 64	10 10 10 10 10 10 10 10 10 10 10 10 10 1	0 0 0 0 0 0 0 0 4 4 4 4 0 0 64	0 1 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0
CELESTE3 CELESTE4 FLANGER1 FLANGER2 FLANGER3 SYMPHONIC ROTARYSPEAKER TREMOLO AUTOPAN PHASER1	28 4 8 14 32 4 12 81 83 76 8	32 18 63 29 14 17 109 25 35 56 80 111	69 64 90 44 64 104 26 109 16 0 0 32 74	110 104 0 2 2 0 2 2 2 2 2 0 0 0 0 0 0 0 5 100 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	28 28 28 28 28 28 28 28 28 28 28 28 28 2	62 64 64 64 62 64 64 64 64 64 64 64 64 64	46 46 46 42 46 51 46 46 46 46 46 46 46	66 64 64 60 68 66 64 64 64 64 64 64	64 64 127 84 127 127 96 96 127 127 127 127 127 64	46 46 40 40 40 40 40 40 40 40 46 33 40 40 6	64 64 68 68 68 68 64 64 64 64 64 52 64 64	10 10 10 10 10 10 10 10 10 10 10 10 10 1	0 0 0 0 0 0 0 0 4 4 4 4 0 0 6 6 6 0	0 1 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0
CELESTE3 CELESTE4 FLANGER1 FLANGER2 FLANGER3 SYMPHONIC ROTARYSPEAKER TREMOLO AUTOPAN PHASER1 PHASER1	28 4 8 14 32 4 12 81 83 76 8	32 18 63 29 14 17 109 25 35 56 80 111	69 64 90 44 64 104 26 109 16 0 0 32 74 74	110 104 0 2 2 0 2 2 2 0 0 0 0 5 104 108	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	28 28 28 28 28 28 28 28 28 28 28 24 28 28 28 28	62 64 64 64 62 64 64 64 64 64 64 64 64 64	46 46 46 42 46 51 46 46 46 46 46 46 46 46	66 64 64 60 68 66 64 64 64 64 64 64	64 64 127 84 127 127 96 96 127 127 127 127 127 127 64	46 46 40 40 40 40 40 40 40 40 40 40 40 5	64 64 68 68 68 68 64 64 64 64 64 64 64 1	10 10 10 10 10 10 10 10 10 10 10 10 10 1	0 0 0 0 0 0 0 0 4 4 4 4 0 0 64 0 0	0 1 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0
CELESTE3 CELESTE4 FLANGER1 FLANGER2 FLANGER3 SYMPHONIC ROTARYSPEAKER TREMOLO AUTOPAN PHASER1 PHASER1 DISTORTION	28 4 8 14 32 4 12 81 83 76 8 8	32 18 63 29 14 17 109 25 35 56 80 111 111 20	69 64 90 44 64 104 26 109 16 0 0 32 74 74	110 104 0 2 2 2 2 2 2 2 0 0 0 0 0 5 5 104 108	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	28 28 28 28 28 28 28 28 28 28	62 64 64 64 62 64 64 64 64 64 64 64 64 64 64	46 46 42 46 51 46 46 46 45 46 46 46 46 46 46 46	66 64 64 68 66 64 64 64 64 64 64 64 64	64 64 127 84 127 127 96 96 127 127 127 127 127 64 64	46 40 40 40 40 40 40 40 40 46 33 40 40 6 5	64 64 64 68 68 68 68 64 64 64 64 64 61 64 64 64 64 64 64 64 64 64 64 64 64 64	10 10 10 10 10 10 10 10 10 10 10 10 10 1	0 0 0 0 0 0 0 0 4 4 4 4 4 0 0 0 0 0 0 0	0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
CELESTE3 CELESTE4 FLANGER1 FLANGER2 FLANGER3 SYMPHONIC ROTARYSPEAKER TREMOLO AUTOPAN PHASER1 PHASER2 DISTORTION OVERDRIVE	28 4 8 14 32 4 12 81 83 76 8 8 8 40 29	32 18 63 29 14 17 109 25 35 56 80 111 111 20 24	69 64 90 44 64 104 26 109 16 0 0 0 32 74 74 72 68	110 104 0 2 2 2 2 2 2 2 0 0 0 0 5 104 108 53 45	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	28 28 28 28 28 28 28 28 28 28	62 64 64 64 62 64 64 64 64 64 64 64 64 64 64 64 64	46 46 46 42 46 51 46 46 46 45 46 46 46 46 47 47	66 64 64 60 68 66 64 64 64 64 64 64 64 10	64 64 127 84 127 127 96 96 127 127 127 127 127 64 64 127	46 40 40 40 40 40 40 40 40 46 33 40 40 5 120	64 64 64 68 68 68 68 64 64 64 64 52 64 64 1 1 0	10 10 10 10 10 10 10 10 10 10 10 10 10 1	0 0 0 0 0 0 0 0 4 4 4 4 0 0 0 64 0 0	0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
CELESTE3 CELESTE4 FLANGER1 FLANGER2 FLANGER3 SYMPHONIC ROTARYSPEAKER TREMOLO AUTOPAN PHASER1 PHASER2 DISTORTION OVERDRIVE AMP SIM.	28 4 8 14 32 4 12 81 83 76 88 88 40 29 39	32 18 63 29 14 17 109 25 35 56 80 111 111 20 24	69 64 90 44 64 104 26 0 0 0 32 74 74 72 68	110 104 0 2 2 2 2 2 2 2 2 0 0 0 0 0 5 104 108 5 5 104 108 5 5 5 5 5 5 5 7 5 7 7 8 7 8 7 8 7 8 7	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	28 28 28 28 28 28 28 28 28 28	62 64 64 64 64 64 64 64 64 64 64 64 64 64	46 46 46 42 46 51 46 46 46 46 46 46 46 47 74 72	66 64 64 60 68 66 64 64 64 64 64 64 10	64 64 127 84 127 127 127 96 96 127 127 127 127 64 64 64 127 127	46 46 40 40 40 40 40 40 40 40 6 5 120 104 112	64 64 68 68 68 68 64 64 64 64 64 1 1 0 0	10 10 10 10 10 10 10 10 10 10 10 10 10 1	0 0 0 0 0 0 0 0 4 4 4 4 0 0 0 0 0 0 0 0	0 1 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
CELESTE3 CELESTE4 FLANGER1 FLANGER2 FLANGER3 SYMPHONIC ROTARYSPEAKER TREMOLO AUTOPAN PHASER1 PHASER1 PHASER2 DISTORTION OVERDRIVE AMP SIM. 3-BAND EQ	28 4 8 14 32 4 12 81 83 76 88 88 40 29 39 70	32 18 63 29 14 17 109 25 35 56 80 111 111 20 24 1 34	69 64 90 44 104 26 109 16 0 0 32 74 74 72 68 48 60	110 104 0 2 2 0 2 2 2 2 2 2 0 0 0 5 104 108 53 45 55 10	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	28 28 28 28 28 28 28 28 28 28	62 64 64 64 62 64 64 64 64 64 64 64 64 64 64 64 64 64	46 46 42 46 46 46 46 46 46 46 46 46 47 72 0	66 64 64 60 68 66 64 64 64 64 64 64 10 10	64 64 127 84 127 96 96 127 127 127 127 64 64 127 127 127	46 46 40 40 40 40 40 40 40 46 33 40 40 6 5 120 104	64 64 68 68 68 68 64 64 64 64 1 1 0 0	10 10 10 10 10 10 10 10 10 10 10 10 10 1	0 0 0 0 0 0 0 0 4 4 4 4 4 0 0 64 0 0 0 0	0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
CELESTE3 CELESTE4 FLANGER1 FLANGER2 FLANGER3 SYMPHONIC ROTARYSPEAKER TREMOLO AUTOPAN PHASER1 PHASER1 PHASER2 DISTORTION OVERDRIVE AMP SIM. 3-BAND EQ 2-BAND EQ	28 8 14 32 81 12 81 83 76 8 8 8 40 29 39 70 28	32 18 63 29 14 17 109 25 35 56 80 111 111 20 24 4 70	69 64 90 44 64 104 26 109 16 0 0 32 74 74 72 68 48 60 46	110 104 0 2 2 2 0 0 0 0 0 5 5 104 108 53 45 55 10	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	28 28 28 28 28 28 28 28 28 28	62 64 64 64 62 64 64 64 64 64 64 64 64 64 64 64 64 64	46 46 46 42 46 46 46 46 46 46 46 46 46 47 72 0 0	66 64 64 60 68 66 64 64 64 64 64 64 0 0 0	64 64 127 84 127 96 96 127 127 127 127 127 64 64 127 127 127 127 127	46 46 40 40 40 40 40 40 40 40 5 120 104 112 0 34	64 64 64 68 68 68 68 64 64 64 52 64 61 1 1 0 0 0	10 10 10 10 10 10 10 10 10 10 10 10 10 1	0 0 0 0 0 0 0 4 4 4 4 0 0 0 0 0 0 0 0 0	0 1 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
CELESTE3 CELESTE4 FLANGER1 FLANGER2 FLANGER3 SYMPHONIC ROTARYSPEAKER TREMOLO AUTOPAN PHASER1 PHASER2 DISTORTION OVERDRIVE AMP SIM. 3-BAND EQ 2-BAND EQ AUTOWAH(LFO)	28 4 8 14 32 4 12 81 83 76 8 8 8 40 29 39 70	32 18 63 29 14 17 109 25 35 56 80 111 111 20 24 1 34	69 64 90 44 104 26 109 16 0 0 32 74 74 72 68 48 60	110 104 0 2 2 2 2 2 2 2 2 0 0 0 5 104 108 53 45 55 10 70 25	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	28 28 28 28 28 28 28 28 28 28	62 64 64 64 62 64 64 64 64 64 64 64 64 64 64 64 64 64	46 46 42 46 46 46 46 46 46 46 46 46 47 72 0	66 64 64 60 68 66 64 64 64 64 64 10 0 0	64 64 64 127 84 127 127 96 96 127 127 127 127 127 127 127 127 127 127	46 46 40 40 40 40 40 40 46 33 40 6 5 120 104 112 0 34	64 64 64 68 68 68 64 64 64 64 64 0 0 0 0 64	10 10 10 10 10 10 10 10 10 10 10 10 10 4 4 0 0 0	0 0 0 0 0 0 0 0 4 4 4 4 0 0 0 0 0 0 0 0	0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
CELESTE3 CELESTE4 FLANGER1 FLANGER2 FLANGER3 SYMPHONIC ROTARYSPEAKER TREMOLO AUTOPAN PHASER1 PHASER2 DISTORTION OVERDRIVE AMP SIM. 3-BAND EQ 2-BAND EQ AUTOWAH(LFO) PITCHCHANGE	28 8 14 32 81 12 81 83 76 8 8 8 40 29 39 70 28	32 18 63 29 14 17 109 25 35 56 80 111 111 20 24 1 70 56	69 64 90 44 104 26 109 16 0 0 32 74 74 72 68 48 60 39	110 104 0 2 2 2 2 2 2 2 2 0 0 0 5 5 104 108 53 45 55 10 70 25 54	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	28 28 28 28 28 28 28 28 28 28	62 64 64 64 64 64 64 64 64 64 64 64 64 64	46 46 46 42 46 46 46 46 46 46 46 46 47 47 72 0 0	66 64 64 60 68 66 64 64 64 64 64 64 0 0 0	64 64 127 84 127 96 96 127 127 127 127 127 64 64 127 127 127 127 127	46 46 40 40 40 40 40 40 40 40 5 120 104 112 0 34	64 64 68 68 68 68 64 64 64 64 1 1 0 0 0 0 0	10 10 10 10 10 10 10 10 10 10 10 10 10 1	0 0 0 0 0 0 0 4 4 4 4 0 0 0 64 0 0 0 0 0	0 1 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
CELESTE3 CELESTE4 FLANGER1 FLANGER2 FLANGER3 SYMPHONIC ROTARYSPEAKER TREMOLO AUTOPAN PHASER1 PHASER2 DISTORTION OVERDRIVE AMP SIM. 3-BAND EQ 2-BAND EQ AUTOWAH(LFO)	28 4 8 14 32 4 12 81 83 76 88 8 8 9 70 70 64	32 18 63 29 14 17 109 25 35 56 80 111 111 20 24 70 56	69 64 90 44 104 26 109 16 0 0 32 74 74 74 48 60 46 39 74	110 104 0 2 2 2 2 2 2 2 2 0 0 0 5 104 108 53 45 55 10 70 25	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	28 28 28 28 28 28 28 28 28 28	62 64 64 64 62 64 64 64 64 64 64 64 64 64 64 64 64 64	46 46 46 46 46 46 46 46 46 46 46 46 47 72 0 0 0 0	66 64 64 68 68 66 64 64 64 64 64 61 10 0 0 64	64 64 127 84 127 96 96 127 127 127 127 127 127 127 127 127 127	46 46 40 40 40 40 40 40 40 46 33 40 6 5 120 104 112 0 34	64 64 64 68 68 68 64 64 64 64 64 0 0 0 0 64	10 10 10 10 10 10 10 10 10 10 10 10 10 64 4 0 0 0 0	0 0 0 0 0 0 0 0 4 4 4 4 0 0 0 0 0 0 0 0	0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
CELESTE3 CELESTE4 FLANGER1 FLANGER2 FLANGER3 SYMPHONIC ROTARYSPEAKER TREMOLO AUTOPAN PHASER1 PHASER1 PHASER2 DISTORTION OVERDRIVE AMP SIM. 3-BAND EQ 2-BAND EQ AUTOWAH(LFO) PITCHCHANGE AURAL EXCITER®	28 4 8 14 32 4 12 81 83 76 8 8 9 39 70 28 70 64 44	32 18 63 29 14 17 109 25 35 56 80 111 111 20 24 70 56 0	69 64 90 44 104 26 109 16 0 0 32 74 74 72 68 48 60 46 39 74	110 104 0 2 2 2 2 2 2 2 2 0 0 0 5 5 104 108 53 45 55 55 10 70 2 2 5 5 6 7 7 7 7 8 9 7 9 9 9 9 9 9 9 9 9 9 9 9 9	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	28 28 28 28 28 28 28 28 28 28	62 64 64 64 62 64 64 64 64 64 64 64 64 64 64 65 60 66 60 66 60 60 60 60 60 60 60 60 60	46 46 46 42 46 51 46 46 46 45 46 46 46 47 74 72 0 0 0	66 64 64 60 68 68 66 64 64 64 64 64 61 10 0 0	64 64 127 84 127 127 96 127 127 127 127 127 64 64 127 127 127 127 127 127 127 127	46 46 40 40 40 40 40 40 40 40 40 5 5 120 104 112 0 33 0	64 64 68 68 68 68 64 64 64 64 61 1 0 0 0 0 0 64 0 127 0	10 10 10 10 10 10 10 10 10 10 10 10 10 64 4 0 0 0 0 0 10 10 10 10 10 10 10 10 10 10	0 0 0 0 0 0 0 4 4 4 4 0 0 0 64 0 0 0 0 0	0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
CELESTE3 CELESTE4 FLANGER1 FLANGER1 FLANGER3 FLANGER3 SYMPHONIC ROTARYSPEAKER TREMOLO AUTOPAN PHASER1 PHASER2 DISTORTION OVERDRIVE AMP SIM. 3-BAND EQ 2-BAND EQ AUTOWAH(LFO) PITCHCHANGE AURAL EXCITER® TOUCH WAH	28 4 8 14 32 4 12 81 83 76 8 8 40 29 70 28 70 64 44 44 36	32 18 63 29 14 17 109 25 35 56 80 111 111 20 24 4 70 56 0 0 0	69 64 90 44 64 104 26 109 16 0 0 32 74 74 72 68 48 60 39 74 44 48 39	110 104 0 2 2 2 2 2 2 2 0 0 0 5 104 108 55 10 45 55 10 25 55 10 25 55 10 25 10 10 10 10 10 10 10 10 10 10 10 10 10	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	28 28 28 28 28 28 28 28 28 28	62 64 64 64 64 64 64 64 64 64 64 64 64 64	46 46 46 42 46 46 46 46 46 46 46 46 46 46 46 46 46	66 64 64 60 68 66 64 64 64 64 64 10 0 0 0 64 64	64 64 127 84 127 127 96 127 127 127 127 127 127 127 127 127 127	46 46 40 40 40 40 40 40 40 40 40 5 5 120 104 112 0 33 40 0 0 0 0 0	64 64 64 68 68 68 68 64 64 64 64 1 1 0 0 0 0 0 127 0 0	10 10 10 10 10 10 10 10 10 10 10 10 10 1	0 0 0 0 0 0 0 0 4 4 4 4 4 0 0 0 0 0 0 0	0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
CELESTE3 CELESTE4 FLANGER1 FLANGER1 FLANGER3 FLANGER3 SYMPHONIC ROTARYSPEAKER TREMOLO AUTOPAN PHASER1 PHASER2 DISTORTION OVERDRIVE AMP SIM. 3-BAND EQ 2-BAND EQ AUTOWAH(LFO) PITCHCHANGE AUTOWAH EXCITER® TOUCH WAH TOUC	28 4 8 8 14 12 12 83 76 88 88 89 70 29 70 28 70 64 44 44 36 36 60 0	32 188 63 299 144 177 1099 255 355 566 800 1111 1111 344 700 566 000 000 000 000 000 000 0	69 64 90 44 64 104 26 109 16 0 0 32 74 74 72 68 48 60 46 39 74 48 30 30 30 30 82	110 104 0 2 2 2 2 2 2 2 0 0 0 5 5 104 108 5 5 5 5 10 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	28 28 28 28 28 28 28 28 28 28 28 20 0 0 0	62 64 64 64 64 64 64 64 64 64 64 64 64 64	46 46 42 46 51 46 46 46 46 46 46 46 46 46 46 46 46 46	66 64 64 66 66 66 64 64 64 64 64 64 60 0 0 0	64 64 64 127 84 127 127 96 96 127 127 127 127 127 127 127 127 127 127	46 46 40 40 40 40 40 40 40 40 5 5 120 0 34 112 0 0 30 0 3	64 64 64 68 68 68 68 64 64 64 52 64 64 0 0 0 0 0 0 0 0 0 0	10 10 10 10 10 10 10 10 10 10 10 10 10 1	0 0 0 0 0 0 0 0 4 4 4 4 0 0 0 0 0 0 0 0	0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
CELESTE3 CELESTE4 FLANGER1 FLANGER2 FLANGER3 SYMPHONIC ROTARYSPEAKER TREMOLO AUTOPAN PHASER1 PHASER2 DISTORTION OVERDRIVE AMP SIM. 3-BAND EQ 2-BAND EQ AUTOWAH(LFO) PITCHCHANGE AURAL EXCITER® TOUCH WAH TOUCH WAH TOUCH WAH TOUCH WAH TOUCH WAH TOUCH WAH TOUCH CANCEL	28 4 8 14 32 4 12 81 83 88 88 40 29 39 70 64 44 44 36 66 60 0	32 188 63 299 144 177 109 25 56 80 111 111 20 24 14 17 20 35 56 00 00 00 00 00 00 00 00 00 0	699 644 644 1044 266 1099 60 0 0 322 688 60 446 469 374 488 30 30 100 82	110 104 0 0 2 2 2 2 2 2 2 2 2 2 2 2 2 2 5 5 104 108 53 45 55 10 70 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	28 28 28 28 28 28 28 28 28 28 28 28 29 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	62 64 64 64 62 64 64 64 64 64 64 64 64 64 64 60 0 0 66 66 66 66	46 46 46 42 46 46 46 46 46 46 46 47 72 0 0 0 0 0 46 46 46 46 46 46 46 46 46 46 46 46 46	66 64 64 66 68 66 64 64 64 64 64 10 0 0 0 0 0 64 64 0 0 0 0 0 0 0 0 0 0 0	64 64 64 127 127 127 127 127 127 127 127 127 127	46 46 40 40 40 40 40 40 40 40 40 40 5 120 104 112 0 33 1 0 0 0 33 0 0 0 0 0 0 0 0 0 0 0 0	64 64 68 68 68 68 64 64 64 64 61 1 0 0 0 0 0 127 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	10 10 10 10 10 10 10 10 10 10 10 10 10 1	0 0 0 0 0 0 0 0 4 4 4 4 0 0 0 0 0 0 0 0	0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
CELESTE3 CELESTE4 FLANGER1 FLANGER1 FLANGER3 FLANGER3 SYMPHONIC ROTARYSPEAKER TREMOLO AUTOPAN PHASER1 PHASER2 DISTORTION OVERDRIVE AMP SIM. 3-BAND EQ 2-BAND EQ AUTOWAH(LFO) PITCHCHANGE AUTOWAH EXCITER® TOUCH WAH TOUC	28 4 8 8 14 12 12 83 76 88 88 89 70 29 70 28 70 64 44 44 36 36 60 0	32 188 63 299 144 177 1099 255 355 566 800 1111 1111 344 700 566 000 000 000 000 000 000 0	69 64 90 44 64 104 26 109 16 0 0 32 74 74 72 68 48 60 46 39 74 48 30 30 30 30 82	110 104 0 2 2 2 2 2 2 2 0 0 0 5 5 104 108 5 5 5 5 10 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	28 28 28 28 28 28 28 28 28 28 28 20 0 0 0	62 64 64 64 64 64 64 64 64 64 64 64 64 64	46 46 42 46 51 46 46 46 46 46 46 46 46 46 46 46 46 46	66 64 64 66 66 66 64 64 64 64 64 64 60 0 0 0	64 64 64 127 84 127 127 96 96 127 127 127 127 127 127 127 127 127 127	46 46 40 40 40 40 40 40 40 40 5 5 120 0 34 112 0 0 30 0 3	64 64 64 68 68 68 68 64 64 64 52 64 64 0 0 0 0 0 0 0 0 0 0	10 10 10 10 10 10 10 10 10 10 10 10 10 1	0 0 0 0 0 0 0 0 4 4 4 4 0 0 0 0 0 0 0 0	0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
CELESTE3 CELESTE4 FLANGER1 FLANGER1 FLANGER3 SYMPHONIC ROTARYSPEAKER TREMOLO AUTOPAN PHASER1 PHASER2 DISTORTION OVERDRIVE AMP SIM. 3-BAND EQ 2-BAND EQ AUTOWAH(LFO) PITCHCHANGE AUTOWAH EXCITER® TOUCH WAH TOUCH WAH TOUCH WAH TOUCH WAH TOUCH COMPRESSOR NOISE GATE VOICE CANCEL THRU	28 4 8 14 32 4 12 81 83 88 88 40 29 39 70 64 44 44 36 66 60 0	32 188 63 299 144 177 109 25 56 80 111 111 20 24 14 17 20 35 56 00 00 00 00 00 00 00 00 00 0	699 644 644 1044 266 1099 60 0 0 322 688 60 446 469 374 488 30 30 100 82	110 104 0 0 2 2 2 2 2 2 2 2 2 2 2 2 2 2 5 5 104 108 53 45 55 10 70 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	28 28 28 28 28 28 28 28 28 28 28 28 29 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	62 64 64 64 62 64 64 64 64 64 64 64 64 64 64 60 0 0 66 66 66 66	46 46 46 42 46 46 46 46 46 46 46 47 72 0 0 0 0 0 46 46 46 46 46 46 46 46 46 46 46 46 46	66 64 64 66 68 66 64 64 64 64 64 10 0 0 0 0 0 64 64 0 0 0 0 0 0 0 0 0 0 0	64 64 64 127 127 127 127 127 127 127 127 127 127	46 46 40 40 40 40 40 40 40 40 40 40 5 120 104 112 0 33 1 0 0 0 33 0 0 0 0 0 0 0 0 0 0 0 0	64 64 68 68 68 68 64 64 64 64 61 1 0 0 0 0 0 127 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	10 10 10 10 10 10 10 10 10 10 10 10 10 1	0 0 0 0 0 0 0 0 4 4 4 4 0 0 0 0 0 0 0 0	0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
CELESTE3 CELESTE4 FLANGER1 FLANGER1 FLANGER3 SYMPHONIC ROTARYSPEAKER TREMOLO AUTOPAN PHASER1 PHASER2 DISTORTION OVERDRIVE AMP SIM. 3-BAND EQ 2-BAND EQ AUTOWAH(LFO) PITCHCHANGE AURAL EXCITER® TOUCH WAH TOUCH WAH TOUCH WAH TOUCH WAH TOUCH WAH TOUCH WAH TOUCH CANCEL THRU DISTORTION BLOCK	28 4 8 8 14 12 81 12 81 83 76 8 8 8 4 40 29 70 64 44 44 43 66 66 66 60 60 60 60 60 60 60	32 18 63 29 14 17 109 25 35 56 80 111 111 20 24 4 70 0 30 0 0 0 0 0 0 0 0 0 0 0 0 0	69 64 90 44 64 104 26 109 16 0 0 0 32 74 74 72 26 88 88 60 46 46 39 74 48 80 90 90 90 90 90 90 90 90 90 90 90 90 90	110 104 0 0 2 2 2 2 2 2 2 2 2 2 2 2 2 2 3 5 104 108 53 45 55 54 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	28 28 28 28 28 28 28 28 28 28 28 28 28 2	62 64 64 64 62 64 64 64 64 64 64 64 64 64 64 60 0 0 66 66 66 66	46 46 42 46 46 46 46 46 46 46 47 72 0 0 0 0 0 0 0 0 0	66 64 60 68 68 66 64 64 64 64 64 64 10 0 0 0 0 64 64 64 0 0 0 0 0 0 0 0 0 0 0	64 64 64 127 84 127 96 96 127 127 127 127 127 127 127 127 127 127	46 46 40 40 40 40 40 40 40 40 40 40 40 5 120 104 112 0 33 10 10 10 10 10 10 10 10 10 10 10 10 10	64 64 68 68 68 68 64 64 64 64 64 61 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	10 10 10 10 10 10 10 10 10 10 10 10 10 1	0 0 0 0 0 0 0 0 4 4 4 4 0 0 0 0 0 0 0 0	0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
CELESTE3 CELESTE4 FLANGER1 FLANGER1 FLANGER2 FLANGER3 SYMPHONIC ROTARYSPEAKER TREMOLO AUTOPAN PHASER1 PHASER2 DISTORTION OVERDRIVE AMP SIM. 3-BAND EQ 2-BAND EQ AUTOWAH(LFO) PITCHCHANGE AURAL EXCITER® TOUCH WAH + DIST. COMPRESSOR NOISE GATE VOICE CANCEL THRU DISTORTION BLOCK TYPE	28 4 8 8 14 32 4 12 81 83 76 8 8 8 4 40 29 39 70 64 44 43 66 60 00 00 00 00 00 00 00 00	32 18 63 29 14 17 109 25 56 80 111 111 34 70 56 6 0 0 0 0 0	69 64 90 44 64 104 26 109 16 0 0 32 74 77 77 48 88 48 30 30 100 82 0 0	110 104 0 0 2 2 2 2 2 2 0 0 0 5 104 108 53 45 55 55 54 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	28 28 28 28 28 28 28 28 28 28 28 29 0 0 0 0 28 28 0 0 0 0 0 0 0 0 0 0 0 0 0	62 64 64 64 62 64 64 64 64 64 64 64 64 60 0 0 0 0 0	46 46 46 42 46 46 46 46 46 46 47 72 0 0 0 0 0 0 0 0	66 64 64 60 68 66 64 64 64 64 64 64 60 0 0 0 0 0 0	64 64 64 127 84 127 127 127 127 127 127 127 127 127 127	46 46 40 40 40 40 40 40 40 40 40 40 6 5 5 120 104 112 0 0 0 33 34 0 0 0 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0	64 64 64 68 68 68 68 64 64 64 64 61 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	10 10 10 10 10 10 10 10 10 10 10 10 10 1	0 0 0 0 0 0 0 0 4 4 4 4 0 0 0 0 0 0 0 0	0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
CELESTE3 CELESTE4 FLANGER1 FLANGER1 FLANGER3 SYMPHONIC ROTARYSPEAKER TREMOLO AUTOPAN PHASER1 PHASER2 DISTORTION OVERDRIVE AMP SIM. 3-BAND EQ 2-BAND EQ AUTOWAH(LFO) PITCHCHANGE AURAL EXCITER® TOUCH WAH TOUCH WAH TOUCH WAH TOUCH WAH TOUCH WAH TOUCH WAH TOUCH CANCEL THRU DISTORTION BLOCK	28 4 8 8 14 12 81 12 81 83 76 8 8 8 4 40 29 70 64 44 44 43 66 66 66 60 60 60 60 60 60 60	32 18 63 29 14 17 109 25 35 56 80 111 111 20 24 4 70 0 30 0 0 0 0 0 0 0 0 0 0 0 0 0	69 64 90 44 64 104 26 109 16 0 0 0 32 74 74 72 26 88 88 60 46 46 39 74 48 80 90 90 90 90 90 90 90 90 90 90 90 90 90	110 104 0 0 2 2 2 2 2 2 2 2 2 2 2 2 2 2 3 5 104 108 53 45 55 54 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	28 28 28 28 28 28 28 28 28 28 28 28 28 2	62 64 64 64 62 64 64 64 64 64 64 64 64 64 64 60 0 0 66 66 66 66	46 46 42 46 46 46 46 46 46 46 47 72 0 0 0 0 0 0 0 0 0	66 64 60 68 68 66 64 64 64 64 64 64 10 0 0 0 0 64 64 64 0 0 0 0 0 0 0 0 0 0 0	64 64 64 127 84 127 96 96 127 127 127 127 127 127 127 127 127 127	46 46 40 40 40 40 40 40 40 40 40 40 40 5 120 104 112 0 33 10 10 10 10 10 10 10 10 10 10 10 10 10	64 64 68 68 68 68 64 64 64 64 64 61 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	10 10 10 10 10 10 10 10 10 10 10 10 10 1	0 0 0 0 0 0 0 0 4 4 4 4 0 0 0 0 0 0 0 0	0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
CELESTE3 CELESTE4 FLANGER1 FLANGER1 FLANGER3 FLANGER3 SYMPHONIC ROTARYSPEAKER TREMOLO AUTOPAN PHASER1 PHASER2 DISTORTION OVERDRIVE AMP SIM. 3-BAND EQ 2-BAND EQ AUTOWAH(LFO) PITCHCHANGE AUTOLH WAH TOUCH CANCEL THRU DISTORTION BLOCK TYPE DISTORTION	28 4 4 32 81 14 12 81 83 76 6 8 8 8 8 8 70 64 44 36 6 6 0 0 0 0 0 0 0 0 0 0 0 0 0	32 18 63 29 14 17 109 25 56 80 0 24 111 111 20 20 24 0 0 0 0 0 0 0 0 0 0 0 0 0	69 64 90 44 44 26 109 16 0 0 0 32 74 74 77 48 48 48 30 30 30 0 0 0 0 0 0 0 0 0 0 0 0 0	110 104 0 2 2 2 2 2 2 2 2 2 0 0 0 5 5 104 108 53 45 55 50 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	28 28 28 28 28 28 28 28 28 28 29 20 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	62 64 64 64 64 64 64 64 64 64 64 64 64 64	46 46 42 46 46 46 46 46 46 46 47 72 0 0 0 0 0 0 0 0 0	66 64 64 60 68 66 66 64 64 64 64 64 64 64 64 64 60 0 0 0	64 64 64 127 84 127 96 96 127 127 127 127 127 127 127 127 127 127	46 46 40 40 40 40 40 40 40 40 40 40 40 40 40	64 64 68 68 68 68 64 64 64 64 64 0 0 0 0 0 0 0 0 0 0 0 0	10 10 10 10 10 10 10 10 10 10 10 10 10 1	0 0 0 0 0 0 0 0 4 4 4 4 0 0 0 0 0 0 0 0	0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

[Table 3-1]

[Table 3-1]			
XG PARAMETER CHANGE TABLE (SYSTEM) Address Size Data Parameter (H) (H) (H) (H)	Extension	Description	Default value(H)
0 0 0 4 0000 - 07FF MASTER TUNE 1 2 3		-102.4 - +102.3[cent] 1st bit3-0 >> bit15-12 2nd bit3-0 >> bit11-8 3rd bit3-0 >> bit7-4	00 04 00 00
4 1 00 - 7F MASTER VOLUME 5 1 00 - 7F MASTER ATTENUATOR 6 1 28 - 58 TRANSPOSE 7D n DRUM SETUP RESET 7E 0 XG SYSTEM ON	[Ext.]	4th bit3-0 >> bit3-0 0 - 127 0 - 127 -24 - +24[semitones] n=Drum setup number 00=XG sytem ON	7F 0 40
7F 0 ALL PARAMETER RESET TOTAL SIZE 7		00=AC Sylein ON 00=ON	
[Table 3-2] XG PARAMETER CHANGE TABLE (System information)			
Address Size Data Parameter (H) (H) (H)		Description	
1 0 0 E 20 - 7F Model Name :		32-127(ASCII)	
0D 20 - 7F 0E 1 0 0F 1 0			0
TOTAL SIZE 10			
Transmitted in responce to Dump Request. Receipt is not available.			
[Table 3-3]			
XG PARAMETER CHANGE TABLE (EFFECT 1) Address Size Data Parameter		Description	Default
(H) (H) (H) 2 1 0 2 00-7F REVERB TYPE MSB		XG EFFECT MAP éQèΔ	01(=HALL1)
00-7F REVERB TYPE LSB 2 1 00-7F REVERB PARAMETER 1 3 1 00-7F REVERB PARAMETER 2		00 : basic type Refer to XG EFFECT PARAMETER LIST do.	00 depends on reverb type do.
4 1 00-7F REVERB PARAMETER 3 5 1 00-7F REVERB PARAMETER 4		do. do.	do. do.
6 1 00-7F REVERB PARAMETER 5 7 1 00-7F REVERB PARAMETER 6		do. do.	do. do.
8 1 00-7F REVERB PARAMETER 7 9 1 00-7F REVERB PARAMETER 8		do. do.	do. do.
0A 1 00-7F REVERB PARAMETER 9 0B 1 00-7F REVERB PARAMETER 10		do. do.	do. do.
0C 1 00-7F REVERB RETURN 0D 1 01-7F REVERB PAN		-∞dB0dB+6dB(064127) L63CR63(164127)	40 40
TOTAL SIZE0E		,	
2 1 10 1 00-7F REVERB PARAMETER 11 11 1 00-7F REVERB PARAMETER 12	[Ext.] [Ext.]	Refer to XG EFFECT PARAMETER LIST do.	depends on reverb type do.
12 1 00-7F REVERB PARAMETER 13 13 1 00-7F REVERB PARAMETER 14	[Ext.] [Ext.]	do. do.	do. do.
14 1 00-7F REVERB PARAMETER 15 15 1 00-7F REVERB PARAMETER 16	[Ext.] [Ext.]	do. do.	do. do.
TOTAL SIZE 6		D. C M.C. PETERCTIMA D.	(IV GWODWGI)
2 1 20 2 00-7F CHORUS TYPE MSB 00-7F CHORUS TYPE LSB		Refer to XG EFFECT MAP 00: basic type	41(=CHORUS1) 00
22 1 00-7F CHORUS PARAMETER 1 23 1 00-7F CHORUS PARAMETER 2 24 1 00-7F CHORUS PARAMETER 3		Refer to XG EFFECT PARAMETER LIST do. do.	depends on chorus Type do.
25 1 00-7F CHORUS PARAMETER 4		do.	do. do.
26 1 00-7F CHORUS PARAMETER 5 27 1 00-7F CHORUS PARAMETER 6		do. do.	do. do.
28 1 00-7F CHORUS PARAMETER 7 29 1 00-7F CHORUS PARAMETER 8		do. do.	do. do.
2A 1 00-7F CHORUS PARAMETER 9 2B 1 00-7F CHORUS PARAMETER 10		do. do.	do. do.
2C 1 00-7F CHORUS RETURN 2D 1 01-7F CHORUS PAN		-∞dB0dB+6dB(064127) L63CR63(164127)	40 40
2E 1 00-7F SEND CHORUS TO REVERB TOTAL SIZE0F		-∞dB0dB+6dB(064127)	00
2 1 30 1 00-7F CHORUS PARAMETER 11 31 1 00-7F CHORUS PARAMETER 12	[Ext.] [Ext.]	Refer to XG EFFECT PARAMETER LIST do.	depends on chorus Type do.
32 1 00-7F CHORUS PARAMETER 13 33 1 00-7F CHORUS PARAMETER 14	[Ext.] [Ext.]	do. do.	do. do.
34 1 00-7F CHORUS PARAMETER 15	[Ext.]	do.	do.
35 1 00-7F CHORUS PARAMETER 16 TOTAL SIZE 6	[Ext.]	do.	do.
2 1 40 2 00-7F VARIATION TYPE MSB 00-7F VARIATION TYPE LSB		Refer to XG EFFECT MAP 00 : basic type	05(=DELAY L,C,R) 00
42 2 00-7F VARIATION PARAMETER I MSB 00-7F VARIATION PARAMETER I LSB		Refer to XG EFFECT PARAMETER LIST do.	depends on variation type do.
44 2 00-7F VARIATION PARAMETER 2 MSB 00-7F VARIATION PARAMETER 2 LSB		do. do. do.	do. do. do.
46 2 00-7F VARIATION PARAMETER 3 MSB		do. do.	do. do.
VC Charifications was 1 26			

00-7F 48 2 00-7F 00-7F 4A 2 00-7F 00-7F 4C 2 00-7F 00-7F 4E 2 00-7F 00-7F 50 2 00-7F 00-7F 52 2 00-7F 00-7F 54 2 00-7F 55 1 00-7F 56 1 00-7F 57 1 01-7F 58 1 00-7F 59 1 00-7F 5A 1 00-01 5B 1 00-7F 5D 1 00-7F	VARIATION PARAMETER 3 LSB VARIATION PARAMETER 4 MSB VARIATION PARAMETER 4 LSB VARIATION PARAMETER 5 LSB VARIATION PARAMETER 5 LSB VARIATION PARAMETER 6 MSB VARIATION PARAMETER 6 LSB VARIATION PARAMETER 7 LSB VARIATION PARAMETER 7 LSB VARIATION PARAMETER 8 MSB VARIATION PARAMETER 8 LSB VARIATION PARAMETER 8 LSB VARIATION PARAMETER 9 MSB VARIATION PARAMETER 10 MSB VARIATION PARAMETER 10 MSB VARIATION PARAMETER 10 LSB VARIATION CONTROL DEPTH MW VARIATION CONTROL DEPTH	[Ext.]	do.	do.
5D 1 00-7F 5E 1 00-7F 5F 1 00-7F 60 1 00-7F TOTAL SIZE 21	BEND VARIATION CONTROL DEPTH CAT VARIATION CONTROL DEPTH ACI VARIATION CONTROL DEPTH AC2 VARIATION CONTROL DEPTH	[Ext.] [Ext.] [Ext.] [Ext.]	-64 - +63 -64 - +63 -64 - +63 -64 - +63	40 40 40 40
2 1 70 1 00-7F 71 1 00-7F 72 1 00-7F 73 1 00-7F 74 1 00-7F 75 1 00-7F TOTAL SIZE 6	VARIATION PARAMETER 11 VARIATION PARAMETER 12 VARIATION PARAMETER 13 VARIATION PARAMETER 14 VARIATION PARAMETER 15 VARIATION PARAMETER 16	[Ext.] [Ext.] [Ext.] [Ext.] [Ext.] [Ext.]	Refer to XG EFFECT PARAMETER LIST do. do. do. do. do. do. do.	depends on variation type do. do. do. do. do.
[Table 3-4]				
XG PARAMETER CHANGE TA Address Size Data	ABLE (MULTI EQ) Parameter	[Ext.]	Description	Default
(H) (H) (H) 2 40 0 1 00 - 04	EQ type	[Ext.]	0:FLAT 1:JAZZ 2:POPS 3:ROCK 4:CLASSIC	value(H) 0
1 1 34 -4C 2 1 04-28 3 1 01-78 4 1 00-01 5 1 34 -4C 6 1 0E-36 7 1 01-78	EQ gain1 EQ frequency1 EQ Q1 EQ shape1 EQ gain2 EQ frequency2 EQ Q2	[Ext.] [Ext.] [Ext.] [Ext.] [Ext.] [Ext.]	-12 - +12[dB] 32-2000[Hz] 0.1-12.0 00:shelving, 01:peaking -12 - +12[dB] 100-10.0[kHz] 0.1-12.0	40 0C 7 0 40 1C 7
8 1 9 1 34 -4C 0A 1 0E-36 0B 1 01-78 0C 1 0D 1 34 -4C	not used EQ gain3 EQ frequency3 EQ Q3 not used EQ gain4	[Ext.] [Ext.] [Ext.] [Ext.] [Ext.] [Ext.]	-12 - +12[dB] 100-10.0[kHz] 0.1-12.0	40 22 7 40
0E 1 0E-36 0F 1 01-78 10 1 11 1 34-4C	EQ frequency4 EQ Q4 not used EQ gain5	[Ext.] [Ext.] [Ext.] [Ext.]	100-10.0[kHz] 0.1-12.0 -12 - +12[dB]	2E 7 40
12 1 1C-3A 13 1 01-78 14 1 00-01	EQ frequency5 EQ Q5 EQ shape5	[Ext.] [Ext.] [Ext.]	0.5-16.0[kHz] 0.1-12.0 00:shelving, 01:peaking	3C 7 0
TOTAL SIZE 15				
[Table 3-5] XG PARAMETER CHANGE TA Address Size Data (H) (H) (H)	ABLE (EFFECT 2) Parameter	[Ext.]	Description	Default
(H) (H) (H) (H) 3 0 0 2 00-7F 00-7F 00-7F 2 1 00-7F 4 1 00-7F 5 1 00-7F 6 1 00-7F 7 1 00-7F 8 1 00-7F 9 1 00-7F 0A 1 00-7F 0B 1 00-7F 0B 1 00-7F 0C 1 00-7F	INSERTION EFFECT 1 TYPE MSB INSERTION EFFECT 1 TYPE LSB INSERTION EFFECT 1 PARAMETER1 INSERTION EFFECT 1 PARAMETER2 INSERTION EFFECT 1 PARAMETER3 INSERTION EFFECT 1 PARAMETER4 INSERTION EFFECT 1 PARAMETER5 INSERTION EFFECT 1 PARAMETER6 INSERTION EFFECT 1 PARAMETER7 INSERTION EFFECT 1 PARAMETER7 INSERTION EFFECT 1 PARAMETER8 INSERTION EFFECT 1 PARAMETER8 INSERTION EFFECT 1 PARAMETER9 INSERTION EFFECT 1 PARAMETER9 INSERTION EFFECT 1 PARAMETER10 INSERTION EFFECT 1 PARAMETER10	[Ext.]	Refer to XG EFFECT MAP 00 : basic type Refer to XG EFFECT PARAMETER LIST do. do. do. do. do. do. do. do. do. AD. AD. AD. AD. AD. AD. AD. AD. AD. AD	49(=DISTORTION) 00 depends on insertion 1 type do. do. do. do. do. do. do. do. do. fo. do. do. fo. fo. fo. fo. fo.
0D 1 00-7F 0E 1 00-7F 0F 1 00-7F 10 1 00-7F 11 1 00-7F	MW INSERTION CONTROL DEPTH BEND INSERTION CONTROL DEPTH CAT INSERTION CONTROL DEPTH AC1 INSERTION CONTROL DEPTH AC2 INSERTION CONTROL DEPTH	[Ext.] [Ext.] [Ext.] [Ext.]	-64 - 63 -64 - 63 -64 - 63 -64 - 63	40 40 40 40 40

TOTAL	SIZE	12

20	1 00-7F	INSERTION EFFECT 1 PARAMETER11	[Ext.]	Refer to XG EFFECT PARAMETER LIST	depends on insertion 1 type
21	1 00-7F	INSERTION EFFECT 1 PARAMETER12	[Ext.]	do.	do.
22	1 00-7F	INSERTION EFFECT 1 PARAMETER13	[Ext.]	do.	do.
23	1 00-7F	INSERTION EFFECT 1 PARAMETER14	[Ext.]	do.	do.
24	1 00-7F	INSERTION EFFECT 1 PARAMETER15	[Ext.]	do.	do.
25	1 00-7F	INSERTION EFFECT 1 PARAMETER16	[Ext.]	do.	do.
TOTAL SIZE	6				

*Data Range differs according to Effect Type.

[Table 3-6]

XG PARAMETER CHANGE TA	ABLE (DISPLAY DATA)	[Ext.]		
Address Size Data	Parameter		Description	Default
(H) (H)	(H)			
6 0 0 20 20 - 7F	DISPLAY LETTER	[Ext.]	32-127(ASCII)	
:				
1F				
TOTAL SIZE 20				
7 vh 0 30 00 - 7F	DISPLAY BITMAP Data0	[Ext.]	0 - 127	
:	:			
2F	Data47			

TOTAL SIZE 30

v: Vertical extension (0 ~ 7) h: Horizontal extension (0 ~ F) Single display is 16 x 16 dots, so maximum display is 256 dots (h) by 128 dots (v).

Relation of data and display:

Each data byte defines seven contiguous pixels in the horizontal direction.

A bitvalue of "1" sets the pixel ON, "0" sets it off.

Alignment of data on the screen is as follows:

ignificant of data on the serven is	as follows .		
b6 b5 b4 b3 b2 b1 b0	b6 b5 b4 b3 b2 b1 b0		b6 b5 b4 b3 b2 b1 b0 ("b" stands for "bit")
Data0 * * * * * * *	Data16 * * * * * * *	Data32	* *
Data1	Data17	Data33	
Data2	Data18	Data34	
Data3	Data19	Data35	
Data4	Data20	Data36	
Data5	Data21	Data37	
Data6	Data22	Data38	
Data7	Data23	Data39	
Data8	Data24	Data40	
Data9	Data25	Data41	
Data10	Data26	Data42	
Data11	Data27	Data43	
Data12	Data28	Data44	
Data13	Data29	Data45	
Data14	Data30	Data46	
Data15	Data31	Data47	

For Data32~Data 47, only b6 and b5 are effective.

It is possible to limit reception of bitmap data to selected pixels only, while leaving unselected pixels in their existing display state. It is also possible to start transmission of Display Data parameter-change data from any arbitrary point.

[Table 3-7]

			ABLE (MULTI PART)		
Address H)		Size Data H) (H)	Parameter	Description	Default value(H)
8 nn	0	1 00 - 20	ELEMENT RESERVE	0 - 32	part10=0, other =2
nn	1	1 00 - 7F	BANK SELECT MSB	0 - 127	part10=7F, other=0
nn	2	1 00 - 7F	BANK SELECT LSB	0 - 127	0
nn	3	1 00 - 7F	PROGRAM NUMBER	1 - 128	0
nn	4	1 00 - 0F, 7F	Rcv CHANNEL	1 - 16,OFF	Part No.
nn	5	1 00 - 01	MONO/POLY MODE	0:MONO	1
				1:POLY	
nn	6	1 00 - 02	SAME NOTE NUMBER	0:SINGLE	1
			KEY ON ASSIGN	1:MULTI	
				2:INST (for DRUM)	
nn	7	1 00 - 05	PART MODE	0:NORMAL	00 (Part10à»äO)
				1:DRUM	02 (Part10)
				2 - 5:DRUMS1 - 4	04.05 = [L3-80]
nn	8	1 28 - 58	NOTE SHIFT	-24 - +24[semitones]	40
nn	9	2 00 - FF	DETUNE	-12.8 - +12.7[Hz]	08 00
nn	0A			1st bit3-0 >> bit7-4	(80)
				2nd bit3-0 >> bit3-0	
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	40
				L63CR63(164127)	
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 nn 18 nn 19 nn 1A nn 1B nn 1C	1 00 - 7F 1 00 - 7F 1 00 - 7F 1 00 - 7F	VIBRATO DELAY FILTER CUTOFF FREQUENCY FILTER RESONANCE EG ATTACK TIME EG DECAY TIME EG RELEASE TIME		-64 - +63 -64 - +63 -64 - +63 -64 - +63 -64 - +63	40 40 40 40 40 40
nn 1D nn 1E nn 1F nn 20 nn 21 nn 22	1 00 - 7F 1 00 - 7F 1 00 - 7F 1 00 - 7F 1 00 - 7F	MW PITCH CONTROL MW FILTER CONTROL MW AMPLITUDE CONTROL MW LFO PMOD DEPTH MW LFO FMOD DEPTH MW LFO AMOD DEPTH	[Ext.]	-24 - +24[semitones] -9600 - +9450[cent] -100 - +100[%] 0 - 127 0 - 127	40 40 40 0A 0 0
nn 23 nn 24 nn 25 nn 26 nn 27 nn 28 TOTAL SIZE	1 00 - 7F 1 00 - 7F 1 00 - 7F 1 00 - 7F 1 00 - 7F	BEND PITCH CONTROL BEND FILTER CONTROL BEND AMPLITUDE CONTROL BEND LFO PMOD DEPTH BEND LFO FMOD DEPTH BEND LFO AMOD DEPTH	[Ext.]	-24 - +24[semitones] -9600 - +9450[cent] -100 - +100[%] 0 - 127 0 - 127 0 - 127	42 40 40 0 0
nn 30 nn 31 nn 32 nn 33 nn 34 nn 35 nn 36 nn 37 nn 38 nn 39 nn 3A nn 3B nn 3C nn 3C nn 3F nn 40	1 00 - 01 1 00 - 01	Rev PITCH BEND Rev CH AFTER TOUCH(CAT) Rev PROGRAM CHANGE Rev CONTROL CHANGE Rev POLY AFTER TOUCH(PAT) Rev NOTE MESSAGE Rev RPN Rev NRPN Rev MODULATION Rev VOLUME Rev PAN Rev EXPRESSION Rev HOLDI Rev PORTAMENTO Rev SOSTENUTO Rev SOFT PEDAL Rev BANK SELECT SCALE TUNING C	[Ext.]	OFF/ON	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
nn 41 nn 42 nn 43 nn 44 nn 45 nn 46 nn 47 nn 48 nn 49 nn 48 nn 48 nn 49	1 00 - 7F 1 00 - 7F	SCALE TUNING C# SCALE TUNING D SCALE TUNING D# SCALE TUNING E SCALE TUNING F SCALE TUNING F# SCALE TUNING G SCALE TUNING G# SCALE TUNING A# SCALE TUNING A# SCALE TUNING B	[Ext.]	-64 - +63[cent] -64 - +63[cent]	40 40 40 40 40 40 40 40 40 40 40
nn 4D nn 4E nn 4F nn 50 nn 51 nn 52	1 00 - 7F 1 00 - 7F 1 00 - 7F 1 00 - 7F	CAT PITCH CONTROL CAT FILTER CONTROL CAT AMPLITUDE CONTROL CAT LFO PMOD DEPTH CAT LFO FMOD DEPTH CAT LFO AMOD DEPTH	[Ext.] [Ext.] [Ext.] [Ext.] [Ext.] [Ext.]	-24 - +24[semitones] -9600 - +9450[cent] -100 - +100[%] 0 - 127 0 - 127 0 - 127	40 40 40 0 0
nn 53 nn 54 nn 55 nn 56 nn 57 nn 58	1 00 - 7F 1 00 - 7F 1 00 - 7F 1 00 - 7F	PAT PITCH CONTROL PAT FILTER CONTROL PAT AMPLITUDE CONTROL PAT LFO PMOD DEPTH PAT LFO FMOD DEPTH PAT LFO AMOD DEPTH	[Ext.] [Ext.] [Ext.] [Ext.] [Ext.]	-24 - +24[semitones] -9600 - +9450[cent] -100 - +100[%] 0 - 127 0 - 127	40 40 40 0 0
nn 59 nn 5A nn 5B nn 5C nn 5D nn 5E nn 5F	1 28 - 58 1 00 - 7F 1 00 - 7F 1 00 - 7F 1 00 - 7F	ACI CONTROLLER NUMBER ACI PITCH CONTROL ACI FILTER CONTROL ACI AMPLITUDE CONTROL ACI LFO PMOD DEPTH ACI LFO FMOD DEPTH ACI LFO AMOD DEPTH	[Ext.] [Ext.] [Ext.] [Ext.] [Ext.] [Ext.] [Ext.]	0 - 95 -24 - +24[semitones] -9600 - +9450[cent] -100 - +100[%] 0 - 127 0 - 127 0 - 127	10 40 40 40 0 0
nn 60 nn 61 nn 62 nn 63 nn 64 nn 65 nn 66	1 28 - 58 1 00 - 7F 1 00 - 7F 1 00 - 7F 1 00 - 7F	AC2 CONTROLLER NUMBER AC2 PITCH CONTROL AC2 FILTER CONTROL AC2 AMPLITUDE CONTROL AC2 LFO PMOD DEPTH AC2 LFO FMOD DEPTH AC2 LFO AMOD DEPTH	[Ext.] [Ext.] [Ext.] [Ext.] [Ext.] [Ext.] [Ext.]	0 - 95 -24 - +24[semitones] -9600 - +9450[cent] -100 - +100[%] 0 - 127 0 - 127 0 - 127	11 40 40 40 0 0
nn 67 nn 68		PORTAMENTO SWITCH PORTAMENTO TIME	[Ext.] [Ext.]	OFF/ON 0 - 127	0
nn 69 nn 6A nn 6B nn 6C nn 6D nn 6E TOTAL SIZE	1 00 - 7F 1 00 - 7F 1 00 - 7F 1 01 - 7F 1 01 - 7F	PITCH EG INITIAL LEVEL PITCH EG ATTACK TIME PITCH EG RELEASE LEVEL PITCH EG RELEASE TIME VELOCITY LIMIT LOW VELOCITY LIMIT HIGH	[Ext.] [Ext.] [Ext.] [Ext.] [Ext.]	-64 - +63 -64 - +63 -64 - +63 -64 - +63 1 - 127	40 40 40 40 0 7F

nn = PartNumber
For DRUM PART, the following parameters are ineffective.

• BANK SELECT LSB
• PORTAMENTO

- SOFT PEDAL
 MONO/POLY
 SCALE TUNING
 POLY AFTER TOUCH
 PITCH EG

[Table 3-8]

dress Si	ze Data	ABLE (A/D PART) Parameter	[Ext.]	Description	Defau
(H) nn 0	1 00 - 01	INPUT GAIN	[Ext.]	0:MIC,1:LINE	value 0
1	1 00 - 7F	BANK SELECT MSB	[Ext.]	0 - 127	0
2	1 00 - 7F	BANK SELECT LSB	[Ext.]	0 - 127	0
3	1 00 - 7F	PROGRAM NUMBER	[Ext.]	1 - 128	0
4	1 00 - 1F, 7F	Rcv CHANNEL	[Ext.]	A1 - A16,B1 - B16,OFF	7F
5	1	NOT USED	[Ext.]		
6	1	NOT USED	[Ext.]		
7	1	NOT USED	[Ext.]		
8	1	NOT USED	[Ext.]		
9	1	NOT USED	[Ext.]		
0A 0B	1 1 00 - 7F	NOT USED	[Ext.]	0 - 127	0
0C	1 00 - 7F	VOLUME NOT USED	[Ext.] [Ext.]	0 - 127	U
0D	1	NOT USED	[Ext.]		
0E	1 01 - 7F	PAN	[Ext.]	L63CR63(164127)	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
TAL SIZE	15				
nn 30	1	NOT USED	[Ext.]		
31	1	NOT USED	[Ext.]	OFF/ON	
32	1 00 - 01	Rev PROGRAM CHANGE	[Ext.]	OFF/ON	1
33	1 00 - 01	Rev CONTROL CHANGE	[Ext.]	OFF/ON	1
34 35	1	NOT USED	[Ext.]		
35 36	1	NOT USED NOT USED	[Ext.] [Ext.]		
37	1	NOT USED	[Ext.]		
38	1	NOT USED	[Ext.]		
39	1 00 - 01	Rcv VOLUME	[Ext.]	OFF/ON	1
3A	1 00 - 01	Rcv PAN	[Ext.]	OFF/ON	1
3B	1 00 - 01	Rcv EXPRESSION	[Ext.]	OFF/ON	1
3C	1	NOT USED	[Ext.]		
3D	1	NOT USED	[Ext.]		
3E	1	NOT USED	[Ext.]		
3F 40	1 1 00 - 01	NOT USED Rcv BANK SELECT	[Ext.] [Ext.]	OFF/ON	1
				511,611	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 49	1	NOT USED	[Ext.]		
49 4A	1	NOT USED NOT USED	[Ext.] [Ext.]		
4A 4B	1	NOT USED 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 5F	1	NOT USED NOT USED	[Ext.] [Ext.]		
60	1 00 - 5F	AC2 CONTROLLER NUMBER	[Ext.]	0 - 95	11
TAL SIZE	31	A D CETTUR		0.14	
00					
00 nn ΓAL SIZE	64 00-01	A/D SETUP	[Ext.]	0:Mono x2 1:Stereo	

[Table 3-9]

XG PARAMETER CHANGE TA	BLE (DRUM SETUP)		
Address Size Data	Parameter	Description	Default
(H) (H) (H)			
3n rr 0 1 00 - 7F	PITCH COARSE	-64 - +63	40
3n rr 1 1 00 - 7F	PITCH FINE	-64 - +63[cent]	40
3n rr 2 1 00 - 7F	LEVEL	0 - 127	depend on the note
3n rr 3 1 00 - 7F	ALTERNATE GROUP	0:OFF	depend on the note
		1 - 127	
3n rr 4 1 00 - 7F	PAN	0:random	depend on the note
		1:L63	
		:	
		64:C(center)	
		:	
		127:R63	
3n rr 5 1 00 - 7F	REVERB SEND	0 - 127	depend on the note
3n rr 6 1 00 - 7F	CHORUS SEND	0 - 127	depend on the note
3n rr 7 1 00 - 7F	VARIATION SEND	0 - 127	7F
3n rr 8 1 00 - 01	KEY ASSIGN	0:SINGLE	0
		1:MULTI	
3n rr 9 1 00 - 01	Rcv NOTE OFF	OFF/ON	depend on the note
3n rr 0A 1 00 - 01	Rcv NOTE ON	OFF/ON	1
3n rr 0B 1 00 - 7F	FILTER CUTOFF FREQUENCY	-64 - +63	40
3n rr 0C 1 00 - 7F	FILTER RESONANCE	-64 - +63	40
3n rr 0D 1 00 - 7F	EG ATTACK	-64 - +63	40
3n rr 0E 1 00 - 7F	EG DECAY1	-64 - +63	40
3n rr 0F 1 00 - 7F	EG DECAY2	-64 - +63	40
TOTAL SIZE 10			

<Extension Table notation>

XG minimum requirement Optional parameter vacant [Ext.]

[[]notes]
n: Drum setup number (A minimum of two setups is required.) n=2,3: [Ext.]
rr:note number(0D - 54)
Receipt of "XG System On" or "GM System On" message generates reinitialization of all DRUM SETUP parameters.
"Drum Setup Reset" message can be used to reinitialize drum setup parameters.
Program Changes for the drum kit will reset the contents of the drum setup.
VARIATION TYPE "KARAOKE1, KARAOKE2, KARAOKE3" should be supported when A/D PART is implemented.

Table 1] XG VOICE MAP

			Bank Select	MSB=00 KSP	Stereo	Single	Slow	Fast Decay	Double Attack	Bright		Dark		Rsonant	Attack	Release	Rezo Sweep
Instrument Group	1	Pch#	Bank 0	Bank 1	Bank 3	Bank 6	Bank 8	Bank 12	Bank 14	Bank 16	Bank 17	Bank 18	Bank 19	Bank 20	Bank 24	Bank 25	Bank 27
Piano	F		GrandPno BritePno	GrndPnoK BritPnoK								MelloGrP					
	L	3	E.Grand HnkyTonk	ElGrPnoK													
		5	E.Piano1	HnkyTnkK El.Pno1K								MelloEP1					
		7	E.Piano2 Harpsi.	El.Pno2K Harpsi.K												Harpsi.2	
Chromatic		9	Clavi. Celesta Glocken	Clavi. K													ClaviWah
Percussion	1	11	MusicBox														
	F	12	Vibes Marimba	VibesK MarimbaK													
	1	14	Xylophon TubulBel														
Organ		16	Dulcimer DrawOrgn														
Organ	l	18	PercOron												70sPcOr1		
		20	RockOrgn ChrchOrg ReedOrgn														
	L	22	Acordion Harmnica TangoAcd														
		24	TangoAcd														
Guitar			NylonGtr SteelGtr Jazz Gtr							NylonGt2 SteelGt2						NylonGt3	
		27 28	Jazz Gtr CleanGtr									MelloGtr					
	H	29 30	CleanGtr Mute.Gtr Ovrdrive														
	┢	31	Dist.Gtr GtrHarmo					DstRthmG **							DistGtr2 **		
Bass	F	33	Aco.Bass FngrBass									FingrDrk					FlangeBa
		35 36	PickBass														
	l	37	SlapBas1 SlapBas2														ResoSlap
		39	SynBass1 SynBass2			MelloSB1		Seq Bass				SynBa1Dk Cll-SynBa	SynBa2Dk	FastResB	AcidBass		
Strings		41	Violin			menost I	SlowVln	oeq pass				ClkSynBa	эупрадДК				
		43	Viola Cello														
		44 45	Contrabs Trem.Str				SlowTrStr										
	1	47	Pizz.Str Harp														
Ensemble	H	48	Timpani Strings1		S.Strngs		SlowStr								ArcoStr		
	1	50 51	Strings2 Syn.Str1		S.SlwStr		LegatoSt										ResoStr
	l	52	Syn.Str2 ChoirAah		S.Choir					Ch.Aahs2							
	F	53 54	VoiceOoh		3.Chon					Cii.Aalisz							
	L	56	SynVoice Orch.Hit Trumpet							T	D 1: M						
Brass	l	58	Trombone							Trumpet2	BriteTrp	Trmbone2					
		60	Tuba Mute.Trp							Tuba 2							
		62	Fr.Hom BrasSect			FrHrSolo			SfrzndBr **								
	l	63 64	SynBras1 SynBras2					QuackBr				Soft Brs		RezSynBr	PolyBrss		SynBras3
Reed		65 66	SprnoSax Alto Sax														
		67	TenorSax Bari.Sax														
		69	Oboe Eng.Hom														
		71 72	Bassoon Clarinet														
Pipe	F	73	Piccolo														
	l	75	Recorder														
	E	77	PanFlute Bottle														
	E	79	Shakhchi Whistle														
Synth Lead	E	81 82	SquareLd			Square 2 Saw 2	LMSquare					Hollow	Shmoog DigiSaw				
		83	Saw.Lead CaliopLd			Saw 2	ThickSaw					DynaSaw	DigiSaw	Big Lead	HeavySyn	WaspySyn	
		84 85	Chiff Ld CharanLd														
	l	86	Voice Ld Fifth Ld												SynthAah		
Synth Pad	F	88 89	Bass &Ld NewAgePd							Big&Low							
	F	90 91	Warm Pad PolySyPd							ThickPad	Soft Pad	SinePad					
	П	92 93	ChoirPad BowedPad														
	H	94	MetalPad Halo Pad														
Synth Effects		96	SweepPad											Shwimmer			Converge
Synth Effects	F	98	Rain SoundTrk Crystal					SumDirCo	Poncorn			TinuDall					Prologue
		100	Atmosphr					SynDrCmp	Popcorn			TinyBell WarmAtms	HollwRls				
		102	Bright Goblins														
	L	103 104	Echoes Sci-Fi				EchoPad2		Echo Pan								
Ethnic		105 106	Sitar Banjo														
	H	107 108	Shamisen Koto														
	l	109	Kalimba														
	F	111 112	Bagpipe Fiddle Shanai														
Percussive		113	TnklBell Agogo														
		115	SteelDrm														
		117	WoodBlok TaikoDrm														
	L	118	MelodTom Syn.Drum RevCymbl														
Sound Effects		121	FretNoiz														
	H	122	BrthNoiz Seashore														
	F	124	Tweet Telphone														
		126	Helicptr Applause														
	1	128	Gunshot														1

**: [Ext.]

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		Muted	Detune 1	Detune 2	Detune 3	Octave 1	Octave 2	5th 1	5th 2	Bend	Tutti	1		Velo-Switch	Velo-Xfade	other wave
Instrument Group	Pch#	Bank 28	Bank 32	Bank 33	Bank 34	Bank 35	Bank 36	Bank 37	Bank 38	Bank 39	Bank 40	Bank 41	Bank 42	Bank 43	Bank 45	Bank 64
Piano	1 2 3										PianoStr	Dream				
	3 4 5		Det.CP80								ElGrPno1	ElGrPno2				
	6		Chor.EP1 Chor.EP2	DX Hard	DXLegend	Heresi 2					HardEl.P DX Phase	DX+Analg	DXKotoEP		VX ELPI VX ELP2	60sEl.P
Chromatic	7 8 9					Harpsi.3										PulseClv
Percussion	10 11 12															Orgel
	13														HardVibe	SineMrmb
	14 15 16					Dulcimr2										
Organ	17 18		DetDrwOr DetPrcOr	60sDrOr1 LiteOrg	60sDrOr2	70sDrOr1	DrawOrg2	60sDrOr3 PercOrg2	EvenBar		16+2"2/3					Organ Ba
	20		ChurOrg3			ChurOrg2					NotreDam					RotaryOr OrgFlute
	21 22 23 24		AccordIt								Puff Org					
Guitar	24		Harmo 2											VelGtHrm		TngoAcd2
Guitar	25 26 27		JazzAmp			12StrGtr					Nyln&Stl	Stl&Body		veiGtrim		
	28		ChorusGt								FunkGtr1	MuteStlG		FunkGtr2	Jazz Man	CleanGt2 **
	30 31 32					DistGtr3 **	PowerGt2 **	PowerGt1 **	Dst.5ths **		FeedbkGt	FeedbGt2		Gt.Pinch RkRythm2 **	RockRthm **	
Bass	33 34										JazzRthm D- 8 D- EC			ECl	VXUprght	AcoHarmo **
	35 36	MutePkBa	Fretles2	Fretles3	Fretles4						Ba&DstEG			FngrSlap	FngBass2	JazzBass **
	37		PunchThm											VeloSlap		
	38 39 40		SmthBa 2			Clv Bass					TeknoBa ModulrBa	DX Bass				Oscar X WireBa
Strings	41 42 43															
	43 44 45										Susp Str					
	46										YangChin					
Ensemble	47 48 49					60sStrng						Orchstr2 Kingdom	TremOrch		VeloStr	
	50 51					Syn Str 3 **					Warm Str	Kingdom				70s Str Syn Str4
	51 52 53		MelChoir								ChoirStr					StrngAah **
	54 55 56					OrchHit2					SynVox2	Choral				VoiceDoo ** AnaVoice Impact
Brass	57 58		WarmTrp													
	59 60															MuteTrp2 **
	61 62 63		FrHom2			Tp&TbSec		HornOrch		BrssFall **	BrssSec2	HiBrass	MelloBrs		A VIII	
Reed	63 64 65		JumpBrss								SynBrss4	ChoirBrs			AnaVelBr VelBrss2	AnaBrss1 AnaBrss2
Reed	66										Sax Sect BrthTnSx	SoftTenr		HyprAlto		TnrSax 2
	68 69 70															
	70 71 72															
Pipe	72 73 74															
	75															PanFlut2 **
	76 77 78															
	79 80															
Synth Lead	81 82										PulseSaw	Dr. Lead			VeloLead	Mellow
	83 84 85															Vent Syn ** Rubby DistLead
	86 87					Big Five										VoxLead
Synth Pad	88 89 90															Fat&Prky Fantasy2
	91															Horn Pad PolyPd80 Heaven2
	92 93 94															Glacier Tine Pad
	95 96															PolarPad
Synth Effects	97 98					De #Cle.					Clark C	Class Da'	Charles Par		ClaviPad	HrmoRain Ancestrl
	99 100 101					RndGlock					GlockChi NylonEP	ClearBel	ChorBell			NylnHarp FantaBel
	102 103 104															GobSyn EchoBell
Ethnic	105		DetSitar			Sitar 2										Starz
	106 107 108	MuteBnjo														
	108 109 110															BigKalim **
	111 112															Shanai2
Percussive	113 114															
	115 116 117															
	118															Mel Tom2
Sound Effects	119 120															Ana Tom Rev Cym2 **
unu Lastelli	121 122 123															
	123 124 125															
	125 126 127 128															
	128															

:Same as Bank0

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Instrument Group	Pch#	Bank 65	Bank 66	Bank 67	Bank 68	Bank 69	Bank 70	Bank 71	Bank 72	Bank 96	Bank 97	Bank 98	Bank 99	Bank 100	Bank 101
Piano	2 3 4														
	4 5 6 7														
	- 8	PierceCl													
Chromatic Percussion	9 10														
	11 12 13									Balafon **	Balafon2	Log Drum			
	14 15 16									ChrchBel Cimbalom	Carillon Santur	Log Dium			
Organ	17	70sDrOr2	CheezOrg	DrawOrg3						Cimbalom	Santur				
	18 19 20	SloRotar TrmOrgFl	FstRotar												
	21 22 23 24														
Guitar	23									Ukulele					
Outui	25 26 27 28 29 30									Mandolin PdlSteel **					
	28 29									Mu.DstGt **					
	31	GtFeedbk	GtrHrmo2												
Bass	33	ModAlem													
	35 36 37									SynFretl	Smooth				
	38 39 40	SqrBass	RubberBa							Hammer					
Strings	41														
	42 43 44														
	45														
	46 47 48														
Ensemble	49 50 51	Str Ens3 SS Str													
	52 53 54	Male Aah **													
	54 55 56	BrssStab **	DoublHit **	BrStab80 **						VoiceHmn **					
Brass	57 58	DISSOLU	Dodolilit	DIStation -						FluglHrn					
	59 60 61														
	61 62 63 64														
Reed	65														
	66 67 68														
	69														
	70 71 72									BassClar **					
Pipe	73 74 75														
	76 77 78									Kawala **					
	78 79 80														
Synth Lead	81 82	SoloSine	SineLead							Seq Ana					
	83 84 85	Pure Pad													
	85 86 87 88	WireLead													
Synth Pad	89	SoftWurl													
	90 91 92	RotarStr ClickPad Lite Pad **	Ana Pad	SquarPad CC Pad											
	93	GlassPad Pan Pad	Itopia	CC Pau											
	95 96	Sweepy**	Celstial												
Synth Effects	97 98 99	AfrenWnd Rave SftCryst	Caribean LoudGlok	XmasBell	VibeBell	DigiBell	AirBells	BellHarp	Gamelmba						
	100	Harp Vox		Planet						Smokey BelChoir					
	102	50sSciFi Big Pan Odyssey**	Ring Pad SynPiano	Ritual Creation	ToHeaven Stardust	MilkyWay** Reso Pan	Night	Glisten	Puffy **	BelChoir					
Ethnic	105	_ayaacy								Tambra Rabab	Tamboura Gopichnt	Oud			
	107									Tsugaru ** T. Koto	Kanoon				
	109														
Percussive	111 112 113									Pungi Bonang	Hichriki Gender	Gamelan	S.Gamlan	Rama Cym	AsianBel
	114									Atrigane ** Tablas **	GlasPerc	ThaiBell			
	116 117 118	Real Tom	Rock Tom							Castanet Gr.Cassa					
	119	ElecPerc								RevSnar1 **	RevSnar2 **	RevKick1 **	RevConBD **	Rev Tom1 **	Rev Tom2 **
Sound Effects	121														
	123 124 125														
	126 127 128														
	128			:Same as Bank0											

:Same as Bank0

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Bank Select MSB=64

,		SFX
Instrument Group	Pch#	Bank 0
Piano		
Piano	2	CuttngNz CttngNz2 DstCutNz **
	3 4 5	Str Slap
	6	Str Slap B.Slide ** P.Scrape **
	7 8	
Chromatic Percussion	9 10	
	11 12	
	13 14 15	
	15 16	
Organ	17 18	Fl.KClik
	19 20	
	21	
	23 24	
Guitar	25 26	
	27	
	28 29	
	30 31 32	
Bass	32 33	Rain
	34	Thunder Wind
	35 36 37	Stream
	38 39	Bubble Feed**
	40	
Strings	41 42	
	43 44	
	45 46	
	47 48	
Ensemble	49 50	Dog Horse
	51	Bird 2
	52 53	Growl **
	54 55 56	Haunted ** Ghost Maou
Brass	56 57	Maou
	58 59	
	60	
	62	
	63 64	
Reed	65 66	Tel.Dial** DoorSqek Door Slam
	68	Scratch
	69 70	Scratch 2** WindChm Telphon2
	71	Telphon2
Pipe	73 74	
	75	
	76 77	
	78 79 80	
Synth Lead	81	CarEngin
	82 83	CarEngin Car Stop Car Pass CarCrash
	84 85	CarCrash Siren
	86 87	Siren Train Jetplane
	88	Starship
Synth Pad	89 90	Burst Coaster
	91	SbMarine
	93	
	95 96	
Synth Effects	96 97 98	Laughing Scream
	99	Punch
	100	Heart FootStep
	102	Applaus2**
Ethnic	104	
	106	
	107	
	109 110	
	111	
Percussive	113	MchinGun LaserGun
	115	Xplosion
	116 117	FireWork
	118 119 120	
Sound Effects	120 121	
	121 122 123 124	
	124	
	125 126 127	
	127	

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[Table 2] XG DRUM MAP

		MSB#	ŧ	127	127	127	127	127	127	127	127	127	126	126
	Prog	gram #		1	2	9	17	25	26	33	41	49	1	2
		Key	Alternate											
Note#	Note	off	assign	Standard Kit	Standard2 Kit	Room Kit	Rock Kit	Electro Kit	Analog Kit	Jazz Kit	Brush Kit	Classic Kit	SFX 1	SFX 2
13	C# -1		3	Surdo Mute										
14			3	Surdo Open										
15				Hi Q										
16				Whip Slap										
	F -1		4	Scratch Push										
18			4	Scratch Pull										
19				Finger Snap										
20	G# -1			Click Noise										
21	A -1			Metronome Click Metronome Bell										
22	A# -1													
23				Seq Click L										
24	C 0			Seq Click H										
25	C# 0			Brush Tap										
26	D 0			Brush Swirl L										
27				Brush Slap										
28				Brush Swirl H				Reverse Cymbal	Reverse Cymbal					
29		0		Snare Roll	Snare Roll 2									
30	F# 0			Castanet				Hi Q	Hi Q					
31	G 0			Snare L	Snare L 2		SD Rock M	Snare M	SD Rock H		Brush Slap L			
32	G# 0			Sticks										
33	A 0			Bass Drum L			Bass Drum M	Bass Drum H 4	Bass Drum M			Bass Drum L2		
34	A# 0			Open Rim Shot	Open Rim Shot 2									
35	B 0			Bass Drum M	Bass Drum M 2		Bass Drum H 3	BD Rock	BD Analog L			Gran Cassa		
36				Bass Drum H	Bass Drum H 2	BD Room**	BD Rock	BD Gate	BD Analog H	BD Jazz	BD Soft	Gran Cassa Mute	Guitar Cutting Noise	Dial Tone
37				Side Stick					Analog Side Stick				Guitar Cutting Noise 2	Door Creaking
38	D 1			Snare M	Snare M 2	SD Room L	SD Rock	SD Rock L	Analog Snare L		Brush Slap	Marching Sn M	Dist. Cut Noise **	Door Slam
39	D# 1			Hand Clap								,	String Slap	Scratch
40				Snare H	Snare H 2	SD Room H	SD Rock Rim	SD Rock H	Analog Snare H		Brush Tap	Marching Sn H	Bass Slide **	Scratch 2
41		\vdash		Floor Tom L		Room Tom 1	Rock Tom 1	E Tom 1	Analog Tom 1	Jazz Tom 1	Brush Tom 1	Jazz Tom 1	Pick Scrape **	Windchime
42			1	Hi-Hat Closed		ROOM TOM T	ROCK TOM T	E Tom I	Analog HH Closed 1	July Tom I	Drush Tom T	Julia Tom I	1 lek iserape	Telephone Ring2
	G 1		- 1	Floor Tom H		Room Tom 2	Rock Tom 2	E Tom 2	Analog Tom 2	Jazz Tom 2	Brush Tom 2	Jazz Tom 2		relephone King2
44			1	Hi-Hat Pedal		Room Tom 2	ROCK TOIL 2	L Tom 2	Analog HH Closed 2	Jazz Tom 2	Diusii Tom 2	Jazz Tom 2		
45			1	Low Tom		Room Tom 3	Rock Tom 3	E Tom 3	Analog Tom 3	Jazz Tom 3	Brush Tom 3	Jazz Tom 3		
46	A# 1	-	1	Hi-Hat Open		KOOIII TOIII 5	ROCK TOILLS	E 10III 3	Analog HH Open	Jazz Tom 5	DIUSII TOIII 3	Jazz Tolli 5		
			1			D T 4	D. 1 T 4	E.E 4		T. T 4	D 1 T 4	I. T 4		
47 48	D 1	-		Mid Tom L		Room Tom 4	Rock Tom 4	E Tom 4	Analog Tom 4	Jazz Tom 4	Brush Tom 4	Jazz Tom 4		
				Mid Tom H		Room Tom 5	Rock Tom 5	E Tom 5	Analog Tom 5	Jazz Tom 5	Brush Tom 5	Jazz Tom 5		
49				Crash Cymbal 1		D	D 1 m	n.m	Analog Cymbal	. m	n 1 m (Hand Cym.Open L		
50		_		High Tom		Room Tom 6	Rock Tom 6	E Tom 6	Analog Tom 6	Jazz Tom 6	Brush Tom 6	Jazz Tom 6		
51	D# 2			Ride Cymbal 1								Hand Cym.Closed L		
52				Chinese Cymbal									FL.Key Click	Engine Start
53				Ride Cymbal Cup										Tire Screech
54				Tambourine										Car Passing
55				Splash Cymbal										Crash
56	G# 2			Cowbell					Analog Cowbell					Siren
57				Crash Cymbal 2								Hand Cym.Open H		Train
58	A# 2			Vibraslap										Jetplane
59	B 2			Ride Cymbal 2								Hand Cym.Closed H		Starship
60	C 3			Bongo H										Burst Noise
61				Bongo L										Coaster
62				Conga H Mute					Analog Conga H					SbMarine
63	D# 3			Conga H Open					Analog Conga M					
64	E 3			Conga L					Analog Conga L					
65	F 3			Timbale H										
66				Timbale L										
67				Agogo H										
68	G# 3			Agogo L									Rain	Laughing
69				Cabasa									Thunder	Screaming
70				Maracas					Analog Maracas				Wind	Punch
71		0		Samba Whistle H									Stream	Heartbeat
72				Samba Whistle L									Bubble	Footsteps
73	C# 4			Guiro Short									Feed	Applaus2 **
74	D 4			Guiro Long										
75	D# 4			Claves					Analog Claves					
76				Wood Block H										
	F 4			Wood Block L										
78				Cuica Mute				Scratch Push	Scratch Push					
79	G 4	t		Cuica Open				Scratch Pull	Scratch Pull					
80		\vdash	2.	Triangle Mute										
81	A 4	t	2	Triangle Open										
82		\vdash		Shaker										
83	B 4	\vdash		Jingle Bell										
		\vdash		Bell Tree									Dog	Machina Gun
84 85	C# 5	\vdash		Den Hee									Horse Gallop	Machine Gun Laser Gun
		1												
86 87													Bird 2	Explosion
		\vdash											Kitty **	FireWork
88		\vdash											Growl **	
89		\vdash											Haunted **	
	F# 5	\vdash											Ghost	
91	G 5												Maou	

: Same as Standard Kit

**: [Ext.]

: No Sound

XG DRUM DEFAULT DATA

STANDARD

Cell Surdo Mule	Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	0	Att	D1	D2
D-1 Surdo Open 64 64 64 63 0 0 51 127 0 0 0 1 1 64 64 64 64 64 64 64 64 64 64 64 64 64			C															
Discription									, ,			_	1					64
E-1 Whip Slap File Scratch Push 64 64 64 64 64 64 64 6																		64 64
F-1 Scrick Pish		_ `											_					64
G-1 Finger Snap				64	93	4		63	63	127	0	0	1	64	64	64	64	64
G#-1 Click Noise 64 64 94 06 64 127 0 0 64 127 127 0 0 0 1 1 64 64 64 64 64 147 147 147 147 147 147 147 147 147 14													_					64
A-1 Metronome Click 64 64 94 0 0 64 63 03 63 127 0 0 0 1 64 64 65 64 64 65 64 65 65 65 65 65 65 65 65 65 65 65 65 65									,									64
Bi-1 Seq Click													_					64 64
B-1 Seq Click I. 64 64 87 00 64 127 127 127 00 0 1 64 64 64 64 64 64 64 64 64 64 64 64 64																		64
Ceb Brish Tap	B -1	Seq Click L	64	64			64			127	0	0	1	64	64	64	64	64
DOB Brush Swirt		•																64
Diff Brash Slap												_						64 64
Bush Swirl H							_				_	_				_		64
Feb Castamet												_	-					64
GO Sarar L 64 64 75 0 64 127 127 127 127 0 0 1 64 64 64 64 64 64 64 64 64 64 64 64 64		Snare Roll					_	_			_	_	1			_		64
Single S													-					64
A0 Bass Drum L 64 64 116 0 64 32 32 127 0 0 0 1 64 64 64 64 64 64 64																		64 64
BBO Bias Drum M							_	_			_	_				_		64
C1 Bass Drum H 64 64 192 0 64 32 32 32 127 0 0 0 1 64 64 64 64 64 D1 Sanar M 64 64 93 0 64 127 127 127 127 0 0 0 1 1 64 64 64 64 D1 Sanar M 64 64 64 110 0 64 127 127 127 127 0 0 0 1 1 64 64 64 64 64 D1 Sanar M 64 64 64 110 0 64 127 127 127 127 0 0 0 1 64 64 64 64 64 64 64 64 64 64 64 64 64													-					64
Side Stick							_				_	_				_		64
D1 Snare M													-					64
					, ,													64 64
E1 Snare H 64 64 123 0 64 127 127 127 0 0 0 1 64 64 64 64 64 64 11 10 24 127 127 127 0 0 0 1 64 64 64 64 64 64 64 64 64 11 10 24 127 127 127 0 0 0 1 64 64 64 64 64 64 64 64 64 64 64 64 64							_				_	_				_		64
Fift Hi-Hat Closed 64 64 91 1 77 32 32 127 0 0 1 64 64 64 64 61 61 62 63 64 64 64 61 61 63 64 64 64 64 64 64 64	E 1		64	64	123	0	64	127	127	127	0	0	1	64	64	64	64	64
G1 Hi-Har Pedal								_			_	_				_		64
G#I Hi-Hat Pedal 64 64 97 1 77 32 32 127 0 0 1 64 64 64 64 64 A1 Low Tom 64 64 104 0 52 127 127 127 0 0 1 64 64 64 64 64 64 B1 Mid Tom L 64 64 87 0 64 127 127 127 0 0 1 64 64 64 64 64 B1 Mid Tom L 64 64 87 0 64 127 127 127 0 0 1 64 64 64 64 64 C2 Mid Tom H 64 64 87 0 64 127 127 127 0 0 1 64 64 64 64 64 64 64													-					64 64
A1																		64
B1 Mid Tom L 64 64 87 0 64 127 127 127 127 0 0 1 64 64 64 64 64 64 103 0 83 127 127 120 0 0 1 64 64 64 64 127 0 9 127 127 127 0 0 1 64 120 0 34 127 127 127 0 0 1 64 64 64 120 0 44 127 127 127 127 0 0 1 64 64 64 127 0 0 1 <t< td=""><td>-</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>_</td><td>_</td><td></td><td></td><td>_</td><td>_</td><td></td><td>64</td></t<>	-										_	_			_	_		64
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D2													-					64 64
D#2 Ride Cymbal 64 64 105 0 34 127 127 127 0 0 1 64 64 64 64 64 64 62 62																		64
F 2 Ride Cymbal Cup 64 64 107 0 46 127 127 127 0 0 1 64 64 64 64 120 0 64 63 63 127 0 0 1 64 100 0 1 64 64 64 64 100 0 1 64 64 64 64 100 0 1 64 64 64 64 110 0 110	-						_				_	_			_	_		64
F#2 Tambourine 64 64 120 0 64 63 63 127 0 0 1 64 64 64 64 64 64 62 Splash Cymbal 64 64 127 0 64 127 127 127 127 0 0 1 64 64 64 64 64 64 64 127 0 51 127 127 127 0 0 1 64 64 64 64 64 64 64 64 64 127 0 51 127 127 127 0 0 1 1 64 64 64 64 64 64 64 127 0 51 127 127 127 0 0 1 1 64 64 64 64 64 64 128 127 0 51 127 127 127 0 0 1 1 64 64 64 64 64 64 128 127 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1																		64
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G#2 Cowbell 64 64 64 118 0 77 63 63 127 0 0 1 64 <t></t>																		64
Bb2 Vibraslap 64 64 106 0 25 127 127 127 0 0 1 64 64 64 64 64 B2 Ride Cymbal 2 64 64 110 0 46 127 127 127 0 0 1 64 64 64 64 64 64 C3 Bongo H 64 64 64 110 0 110 95 95 127 0 0 1 64 64 64 64 64 C3 Bongo H 64 64 64 64 87 0 110 95 95 127 0 0 1 64 64 64 64 64 D3 Conga H Mute 64 64 64 87 0 110 95 95 127 0 0 1 64 64 64 64 64 D3 Conga H Open 64 64 88 0 25 127 127 127 0 0 1 64 64 64 64 E3 Conga L 64 64 64 111 0 64 95 95 127 0 0 1 64 64 64 64 E3 Conga L 64 64 64 91 0 64 127 127 127 0 0 1 64 64 64 64 E3 Timbale H 64 64 95 0 64 127 127 127 0 0 1 64 64 64 64 64 64 63 Agogo H 64 64 64 108 0 34 100 100 127 0 0 1 64 64 64 64 64 G4 G4 G4													_					64
B 2 Ride Cymbal 2 64 64 110 0 46 127 127 127 0 0 1 64 64 64 64 64 110 0 110 95 95 127 0 0 1 64 91 0 64 127 127 127 0 0 1 64 64 64 64																		64
C3 Bongo H 64 64 110 0 110 95 95 127 0 0 1 64 64 64 64 64 87 0 110 95 95 127 0 0 1 64 64 64 64 64 64 87 0 110 95 95 127 0 0 1 64 <t>108 0 34 100<</t>													_					64
C#3 Bongo L 64 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 0 0 1 64																		64 64
D 3 Conga H Mute 64 64 73 0 39 127 127 10 0 1 64 64 64 64 64 64 64 64 64 89 0 25 127 127 0 0 1 64																		64
E3 Conga L 64 64 111 0 64 95 95 127 0 0 1 64 64 64 64 64 64 64 65 F3 Timbale H 64 64 91 0 64 127 127 127 0 0 1 64 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 G3 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 A3 Cabasa 64 64 90 0 28 63 63 127 0 0 1 64 64 64 64 64 B3 Samba Whistle H 64 64 103 0 21 63 63 127 0 0 1 64 64 64 64 64 B3 Samba Whistle H 64 64 103 0 101 127 127 127 127 1 1 1 64 64 64 64 64 C#4 Samba Whistle L 64 64 103 0 101 127 127 127 0 1 1 64 64 64 64 64 C#4 Guiro Short 64 64 110 0 101 127 127 127 0 1 1 64 64 64 64 64 D#4 Guiro Long 64 64 106 0 110 63 63 127 0 0 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 E4 Wood Block H 64 64 107 0 104 95 95 127 0 0 1 64 64 64 64 64 F#4 Cuica Mute 64 64 107 0 104 95 95 127 0 0 1 64 64 64 64 64 G#4 Cuica Open 64 64 127 2 25 95 95 127 0 0 1 64 64 64 64 64 G#4 Triangle Open 64 64 127 2 25 95 95 127 0 0 1 64 64 64 64 64 B4 Jingle Bell 64 64 106 0 83 63 63 127 0 0 1 64 64 64 64 64 64 B4 Jingle Bell 64 64 107 0 3 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	D 3	Conga H Mute	64		73								1					64
F3 Timbale H 64 64 91 0 64 127 127 127 0 0 1 64 64 64 64 64 64 64 64 65 F#3 Timbale L 64 64 95 0 64 127 127 127 0 0 1 1 64 64 64 64 64 64 G3 Agogo H 64 64 108 0 34 100 100 127 0 0 1 1 64 64 64 64 64 A3 Agogo L 64 64 108 0 34 100 1027 0 0 1 1 64 64 64 64 64 B3 Agogo L 64 64 108 0 34 100 1027 0 0 1 1 64 64 64 64 64 B3 Samba Whistle H 64 64 103 0 21 63 63 127 0 0 1 1 64 64 64 64 64 B3 Samba Whistle H 64 64 103 0 101 127 127 127 0 0 1 1 64 64 64 64 64 C4 Samba Whistle L 64 64 110 0 101 127 127 127 0 1 1 1 64 64 64 64 64 C4 Samba Whistle L 64 64 110 0 101 127 127 127 0 1 1 1 64 64 64 64 C4 Guiro Short 64 64 110 0 101 127 127 127 0 0 1 1 64 64 64 64 D4 Guiro Long 64 64 106 0 110 63 63 127 0 0 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 E4 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 64 107 0 34 127 127 127 127 0 0 1 64 64 64 64 64 G4 Cuica Open 64 64 107 0 34 127 127 127 0 0 1 64 64 64 64 64 G4 Cuica Open 64 64 127 2 25 95 95 127 0 0 1 64 64 64 64 64 A4 Triangle Open 64 64 127 2 25 95 95 127 0 0 1 64 64 64 64 64 B4 Jingle Bell 64 64 106 0 83 63 63 127 0 0 1 64 64 64 64 64 B4 Jingle Bell 64 64 107 0 108 127 127 127 127 0 0 1 64 64 64 64 64 B4 Jingle Bell 64 64 64 107 0 108 127 127 127 127 0 0 1 64 64 64 64 64 64 B4 Jingle Bell 64 64 64 107 0 108 127 127 127 0 0 1 1 64 64 64 64 64 B4 Jingle Bell 64 64 64 107 0 108 127 127 127 0 0 1 1 64 64 64 64 64 B4 Jingle Bell 64 64 64 107 0 108 127 127 127 0 0 1 1 64 64 64 64 64 B4 Jingle Bell 64 64 64 107 0 108 127 127 127 0 0 1 1 64 64 64 64 64 B4 Jingle Bell 64 64 64 107 0 108 127 127 127 0 0 1 1 64 64 64 64 64 B4 Jingle Bell 64 64 64 107 0 108 127 127 127 0 0 1 1 64 64 64 64 64 B4 Jingle Bell 64 64 64 107 0 108 127 127 127 0 0 1 1 64 64 64 64 64 B4 Jingle Bell 64 64 64 108 108 108 127 127 127 0 0 1 1 64 64 64 64 64 B4 Jingle Bell 64 64 64 127 12 127 127 127 0 0 1 1 64 64 64 64 64 B4 Jingle Bell 64 64 64 108 108 108 108 108 108 10													1					64
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G 3 Agogo H 64 64 108 0 34 100 100 127 0 0 1 64 64 64 64 64 64 64 A 3 Agogo L 64 64 64 108 0 34 100 100 127 0 0 1 64 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 64 BB 3 Samba Whistle H 64 64 103 0 101 127 127 127 0 1 1 1 64 64 64 64 64 C4 Samba Whistle L 64 64 110 0 101 127 127 127 0 1 1 1 64 64 64 64 64 C4 G4												_	_					
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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												_						
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E 4 Wood Block H 64 64 107 0 104 95 95 127 0 0 1 64		ŭ																
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G 4 Cuica Open 64 64 107 0 34 127 127 127 0 0 1 64 64 64 64 64 64 64 64 64 Triangle Mute 64 64 127 2 25 95 95 127 0 0 1 64 64 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 64 64 64 64 64 64 64 64																		
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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															_	_		
B 4 Jingle Bell 64 64 123 0 105 127 127 127 0 0 1 64 64 64 64								_										
	-						_			_	_	_						64 64
C DELITE	C 5	Bell Tree	64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	

STANDARD2

C= Surdo Mute	Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
D-1 Surdo Open 64 64 64 121 3 51 95 95 127 0 0 0 1 64 64 64 64 64 64 64 64 64 64 64 64 64	C# 1	Comb. Mark	C		100			05	05	107	0	0		- (1	- (1	- (1	- (1	- (1
Def. Hi Q																		64 64
F-1 Scratch Push			_				_						_		_		_	64
Fe+	E -1	Whip Slap							127									64
G-1+ Tinger Snap G-1 Finger Sn													_		_		_	64
G#+1 Click Noise 64 64 127 0 64 127 127 0 0 0 1 1 64 64 64 64 64 64 64 64 64 64 64 64 64																		64
A-1 Metronome Click 64 64 94 0 0 64 63 63 127 0 0 0 1 64 64 64 64 64 64 64 64 64 64 64 64 64																		64 64
B-1 Seq Click L 64 64 87 0 64 127 127 127 0 0 1 1 64 64 64 64 64 65 0 5 0 5 0 64 127 127 127 0 0 0 1 64 64 64 64 64 65 0 6 64 64 127 127 127 0 0 0 1 64 64 64 64 64 64 64 64 64 64 64 64 64													_		_		_	64
CO	Bb-1	Metronome Bell	64	64	98	0	64		63	127	0	0	1	64	64	64	64	64
Brush Tap													_	_	_		_	64
DO Brush Swirt		•																64
Dept																		64 64
Bo Use Brush Swirl H 64 64 64 70 0 64 127 127 1 1 1 64 64 64 64 64 79 0 64 127 127 0 0 1 1 64 127 12 12 0 0 0 1 64 64 64 64 64 64 64 64 64 64 64 64 64 64 64													_	_	_		_	64
Fig. Castanet		•																64
GO Sarer L 2 64 64 75 0 64 127 127 0 0 0 0 1 64 64 64 64 64 64 64 65 66 66 66 66 66 66 66 66 66 66 66 66	F 0	Snare Roll 2	64	64		0	64	127	127		0	1	1	64	64	64	64	64
Sicks																		64
AO Bass Drum L 64 64 116 0 64 32 32 127 0 0 1 64 64 64 64 64 64 64 64 127 0 66 127 77 0 0 0 1 64 64 64 64 64 127 0 64 32 32 0 0 0 1 64 127 0 0 0 1 64 64 64 64 127 0 0 0 1 64 64 64 127 0 0 0 1 64 64 64 164 104 0 1 64 64 64 164 104 0 1																		64 64
BBO Open Rim Shot 2			_			_							_	_	_		_	64
BO Bass Drum M 2 64 64 102 0 64 32 32 0 0 1 64 64 64 64 C II Bass Drum M 2 64 64 127 0 64 127 127 127 127 0 0 1 64 111 0 0 0 1 64 64 64 111 0 2 1 64 64 64 111 177 32 32 127 0 0 1 64 64																		64
C#H Side Stick 64 64 64 64 64 64 64 6					102													64
DI Brare M 2																		64
D#1 Hand Clap																		64
E1 Snare H 2			_			_							_	_	_		_	64 64
F1 Floor Tom L 64 64 111 0 24 127 127 127 0 0 1 64 64 64 64 64 64 64																		64
G1 Floor Tom H					111				127	127								64
Hi-Hat Pedal																		64
A1 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 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 64 64 64 64 64																		64
B1 Hi-Hat Open			_			_	_						_	_	_		_	64 64
B1 Mid Tom L 64 64 87 0 64 127 127 127 0 0 1 64 64 64 64 64 C2 Mid Tom H 64 64 64 103 0 83 127 127 127 0 0 1 64 64 64 64 64 C2 C2 Carsh Cymbal 64 64 127 0 69 127 127 127 0 0 1 64 64 64 64 C4 D2 High Tom 64 64 116 0 104 127 127 127 0 0 1 64 64 64 64 D2 High Tom 64 64 105 0 34 127 127 127 0 0 1 64 64 64 64 C4 D2 High Tom 64 64 105 0 34 127 127 127 0 0 1 64 64 64 64 64 C4 C4 C4																		64
C#2 Crash Cymbal I 64 64 127 0 69 127 127 127 0 0 I 64 64 64 64 64 64 116 0 104 127 127 127 0 0 I 64 64 64 105 0 34 127 127 127 0 0 1 64																		64
D2																		64
D#2 Ride Cymbal 64 64 64 105 0 34 127 127 127 0 0 1 64 64 64 64 64 62 64 64																		64
E 2 Chinese Cymbal 64 64 120 0 34 127 127 127 0 0 1 64 64 64 64 64 64 F2 Ride Cymbal Cup 64 64 107 0 46 127 127 127 0 0 1 64 64 64 64 64 64 64 64 64 64 64 64 64			_			_							_	_	_		_	64 64
F 2 Ride Cymbal Cup 64 64 107 0 46 127 127 127 0 0 1 64 64 64 64 120 0 64 63 63 127 0 0 1 64 64 64 64 120 0 64 63 1327 0 0 1 64 100 0 16 64 64 64 64 110 0 46 127 0 0 1 64 64 64 64 110 0																		64
G 2 Splash Cymbal 64 64 127 0 64 127 127 127 127 0 0 1 64																		64
G#2 Cowbell 64 64 118 0 77 63 63 127 0 0 1 64 <t></t>	F#2			64			64				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
Bb2 Vibras ap 64 64 106 0 25 127 127 127 0 0 1 64 64 64 64 B2 Ride Cymbal 2 64 64 110 0 46 127 127 127 0 0 1 64 64 64 64 64 C3 Bongo H 64 64 110 0 110 95 95 127 0 0 1 64 64 64 64 64 C3 Bongo L 64 64 64 64 87 0 110 95 95 127 0 0 1 64 64 64 64 C4 D3 Conga H Mute 64 64 64 73 0 39 127 127 127 0 0 1 64 64 64 64 C4 D#3 Conga H Open 64 64 64 64 64 E3 Conga L 64 64 64 64 64 E3 Timbale H 64 64 64 64 64 E3 Timbale L 64 64 64 E3 E3 Timbale L 64 64 64 E3 E3 E3 E3 E3 E3 E3 E																		64 64
B 2 Ride Cymbal 2 64 64 110 0 46 127 127 127 0 0 1 64 64 64 64 110 0 110 95 95 127 0 0 1 64 64 64 64 64 64 87 0 110 95 95 127 0 0 1 64 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 73 0 39 127 127 127 0 0 1 64																		64
D3 Conga H Mute 64 64 73 0 39 127 127 127 0 0 1 64 64 64 64 99 0 25 127 127 127 0 0 1 64 64 64 64 64 89 0 25 127 127 127 0 0 1 64 64 64 64 64 110 0 64 95 95 127 0 0 1 64 64 64 64 64 64 64 64 64 64 64 64 64 64 64 64 64 64 64 95 0 64 127 127 127 0 0 1 64 64 64 64 95 0 64 127 127 127 0 0 1 64 64 64 64 108 0	C 3	Bongo H	64	64	110	0	110	95	95	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 64 111 0 64 95 95 127 0 0 1 64 64 64 64 64 91 0 64 127 127 127 0 0 1 64 64 64 64 64 64 64 91 0 64 127 127 127 0 0 1 64 <																		64
E 3		Ü																64
F3 Timbale H 64 64 91 0 64 127 127 127 0 0 1 64 64 64 64 64 64 64 95 0 64 127 127 127 0 0 1 64 64 64 64 64 95 0 64 127 127 127 0 0 1 64 64 64 64 64 64 108 0 34 100 100 127 0 0 1 64 <t></t>		ŭ																64 64
F#3 Timbale L 64 64 95 0 64 127 127 127 0 0 1 64 64 64 64 64 108 0 34 100 100 127 0 0 1 64 64 64 64 64 108 0 34 100 100 127 0 0 1 64 64 64 64 64 108 0 34 100 100 127 0 0 1 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	F#3	m: 1 1 T	64		95	0	64	127	127	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 BB5 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 C4 Samba Whistle L 64 64 110 0 101 127 127 127 0 1 1 64 64 64 64 64 C#4 Guiro Short 64 64 110 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 0 1 64 64 64 64 64 D 4 Guiro Long 64 64 88 0 64 95 95 127 0 0 1 64 64 64 64 64 E 4 Wood Block H 64 64 64 107 0 104 95 95 127 0 0 1 64 64 64 64 64 E 4 Wood Block L 64 64 96 0 104 95 95 127 0 0 1 64 64 64 64 64 E 4 Wood Block L 64 64 96 0 104 95 95 127 0 0 1 64 64 64 64 64 64 E 4 Wood Block L 64 64 64 96 0 104 95 95 127 0 0 1 64 64 64 64 64 64 64 64 64 64 64 64 64													_					64
Bb3 Maracas 64 64 103 0 21 63 63 127 0 0 1 64 64 64 64 64 103 0 101 127 127 127 0 1 1 64 64 64 64 64 103 0 101 127 127 127 0 1 1 64 64 64 64 64 110 0 101 127 127 127 0 1 1 64 88																		64
B 3 Samba Whistle H 64 64 103 0 101 127 127 127 0 1 1 64 64 64 64 64 C4 Samba Whistle L 64 64 110 0 101 127 127 127 0 1 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 D4 Guiro Long 64 64 106 0 110 63 63 127 0 1 1 64 64 64 64 64 E4 Wood Block H 64 64 64 107 0 104 95 95 127 0 0 1 64 64 64 64 64 E4 Wood Block L 64 64 64 96 0 104 95 95 127 0 0 1 64 64 64 64 64 E#4 Wood Block L 64 64 64 97 0 104 95 95 127 0 0 1 64 64 64 64 64 E#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 0 104 95 95 127 0 0 1 64 64 64 64 64 G#4 Cuica Mute 64 64 107 0 104 95 95 127 0 0 1 64 64 64 64 64 G#4 Cuica Mute 64 64 107 0 104 95 95 127 0 0 1 64 64 64 64 64 G#4 Cuica Mute 64 64 107 0 34 127 127 127 0 0 1 64 64 64 64 64 G#4 Triangle Mute 64 64 64 107 0 34 127 127 127 0 0 1 64 64 64 64 64 G#4 Triangle Open 64 64 127 2 25 95 95 127 0 0 1 64 64 64 64 64 BBb4 Shaker 64 64 64 106 0 83 63 127 127 127 0 0 1 64 64 64 64 64 BBb4 Shaker 64 64 64 127 2 25 127 127 127 0 0 1 64 64 64 64 64 BB Jingle Bell 64 64 64 123 0 105 127 127 127 0 0 1 64 64 64 64 64 64 BB Jingle Bell 64 64 64 64 64 64 64 64 64 64 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 C#4 Guiro Short 64 64 124 0 95 63 63 127 0 0 1 64 6																		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
D#4 Claves 64 64 88 0 64 95 95 127 0 0 1 64 64 64 64 64 64 107 0 104 95 95 127 0 0 1 64 64 64 64 64 64 64 64 64 64 64 64 96 0 104 95 95 127 0 0 1 64 </td <td></td> <td>Guiro Short</td> <td></td> <td>64</td>		Guiro Short																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 <t< td=""><td></td><td>ŭ</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>64</td></t<>		ŭ																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
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 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 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													_					64 64
G 4																		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																		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	G#4					2				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
			_			_	_						_	_	_		_	64
TO DELL'ILEE 1 041 041 061 UL 041 12/1 12/1 12/1 UL UL 11 641 641 641 641	C 5	Bell Tree	64	64		0	64	127	127	127	0	0	1	64	64	64	64	64 64

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
G# 4	g 1 16	C	F	400			0.5	0.5	105								
C#-1 D -1	Surdo Mute Surdo Open	64 64	64 64	102 121	3	51 51	95 95	95 95	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
D#-1	Hi O	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 G#-1	Finger Snap Click Noise	64 64	64 64	127 127	0	64 64	75 127	127	127 127	0	0	1	64 64	64 64	64 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 C#0	Seq Click H Brush Tap	64 64	64 64	96 49	0	64 64	127 127	127 127	127 127	0	0	1	64 64	64 64	64 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	64 64	64 64	79 127	0	64 64	127	127	127	0	1	1	64 64	64 64	64	64 64	64 64
F#0 G 0	Castanet Snare L	64	64	75	0	64	63 127	63 127	127 127	0	0	1	64	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	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
B 0 C 1	Bass Drum M BD Room	64 64	64 64	102 127	0	64 64	32	32	127 127	0	0	1	64 64	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
D 1	SD Room L	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 F 1	SD Room H Room Tom 1	64 64	64 64	123 123	0	64 24	127 127	127 127	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
г 1 F#1	Hi-Hat Closed	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64
G 1	Room Tom 2	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	Room Tom 3	64	64	117	0	52	127	127	127	0	0	1	64	64	64	64	64
Bb1 B 1	Hi-Hat Open Room Tom 4	64 64	64 64	96 121	1	77 64	32 127	32 127	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
C 2	Room Tom 5	64	64	126	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	Room Tom 6	64	64	124	0	95	127	127	127	0	0	1	64	64	64	64	64
D#2 E 2	Ride Cymbal 1 Chinese Cymbal	64 64	64 64	105 120	0	34 34	127 127	127 127	127 127	0	0	1	64 64	64 64	64 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 A 2	Cowbell	64 64	64 64	118 127	0	77 51	63 127	63 127	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
Bb2	Crash Cymbal 2 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 D#3	Conga H Mute Conga H Open	64 64	64 64	73 89	0	39 25	127 127	127 127	127 127	0	0	1	64 64	64 64	64 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 G#3	Agogo H Agogo L	64 64	64 64	108 108	0	34 34	100	100	127 127	0	0	1	64 64	64 64	64 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
C 4	Samba Whistle L	64	64	110 124	0	101	127	127	127	0	1	1	64	64	64	64	64
C#4 D 4	Guiro Short Guiro Long	64 64	64 64	106	0	95 110	63	63	127 127	0	0	1	64 64	64 64	64 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
F#4 G 4	Cuica Mute Cuica Open	64 64	64 64	97 107	0	21 34	127 127	127 127	127 127	0	0	1	64 64	64 64	64 64	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	64
Bb4	Shaker	64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64
B 4 C 5	Jingle Bell Bell Tree	64 64	64 64	123 68	0	105 64	127 127	127 127	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
$\cup J$	DOII 1100	04	04	00	U	04	14/	14/	14/	U	U		04	04	04	04	04

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
G# 4	g 1 16	C	F	400			0.5	0.5	105								
C#-1 D -1	Surdo Mute Surdo Open	64 64	64 64	102 121	3	51 51	95 95	95 95	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
D#-1	Hi O	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 G#-1	Finger Snap Click Noise	64 64	64 64	127 127	0	64 64	75 127	127	127 127	0	0	1	64 64	64 64	64 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 C#0	Seq Click H	64 64	64 64	96 49	0	64 64	127 127	127 127	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
D 0	Brush Tap Brush Swirl L	64	64	49	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	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64
F#0 G 0	Castanet SD Rock M	64 64	64 64	127 121	0	64 64	63 127	63 127	127 127	0	0	1	64 64	64 64	64 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 M	64	64	111	0	64	32	32	127	0	0	1	64	64	64	64	64
Bb0	Open Rim Shot	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
B 0	Bass Drum H 3	64 64	64 64	127	0	64 64	32	32	127	0	0	1	64	64	64	64 64	64 64
C 1 C#1	BD Rock Side Stick	64	64	119 93	0	64	32 127	32 127	127 127	0	0	1	64 64	64 64	64 64	64	64
D 1	SD Rock	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	SD Rock Rim	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64
F 1	Rock Tom 1	64 64	64 64	123 91	0	24	127	127	127	0	0	1	64	64	64	64 64	64 64
F#1 G 1	Hi-Hat Closed Rock Tom 2	64	64	127	1	77 39	32 127	32 127	127 127	0	0	1	64 64	64 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	Rock Tom 3	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 C 2	Rock Tom 4 Rock Tom 5	64 64	64 64	121 123	0	64 83	127 127	127 127	127 127	0	0	1	64 64	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
D 2	Rock Tom 6	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 F 2	Chinese Cymbal	64 64	64 64	120 107	0	34 46	127 127	127 127	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
г 2 F#2	Ride Cymbal Cup 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 B 2	Vibraslap Ride Cymbal 2	64 64	64 64	106 110	0	25 46	127 127	127 127	127 127	0	0	1	64 64	64 64	64 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 E 3	Conga H Open Conga L	64 64	64 64	89 111	0	25 64	127 95	127 95	127 127	0	0	1	64 64	64 64	64 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		100	100	127	0	0	1	64	64	64	64	64
A 3 Bb3	Cabasa Maracas	64 64	64 64	90 103	0	28 21	63 63	63	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
В 3	Samba Whistle H	64	64	103	0		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	64
C#4	Guiro Short	64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64
D 4 D#4	Guiro Long	64 64	64 64	106 88	0		63 95	63	127 127	0	1	1	64 64	64	64	64 64	64 64
D#4 E 4	Claves Wood Block H	64	64	107	0	64 104	95	95 95	127	0	0	1	64	64 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
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 A 4	Triangle Mute	64 64	64 64	127 127	2	25 25	95 127	95 127	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
Bb4	Triangle Open 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		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

ELECTRO

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
C# 1	0 1 16	C	F	102	- 2		0.5	0.5	107		_						
C#-1 D -1	Surdo Mute Surdo Open	64 64	64 64	102 121	3	51 51	95 95	95 95	127 127	0	0	1	64 64	64 64	64 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 F#-1	Scratch Push	64 64	64 64	93 116	4	52 52	63	63	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
G-1	Scratch Pull Finger Snap	64	64	127	0	64	75	0.5	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 C 0	Seq Click L Seq Click H	64 64	64 64	87 96	0	64 64	127 127	127 127	127 127	0	0	1	64 64	64 64	64 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	Reverse Cymbal	64	64	100	0	64	127	127	127	0	1	1	64	64	64	64	64
F 0 F#0	Snare Roll Hi O	64 64	64 64	79 127	0	64 64	127 63	127 63	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
G 0	Snare M	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 H 4	64	64	123	0	64	32	32	127	0	0	1	64	64	64	64	64
Bb0 B 0	Open Rim Shot BD Rock	64 64	64 64	127 127	0	64 64	127 32	127 32	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
C 1	BD Gate	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	SD Rock L	64	64	107	0	64	127	127	127	0	0	1	64	64	64	64	64
D#1 E 1	Hand Clap	64	64	110 102	0	64	127	127 127	127	0	0	1	64	64	64	64	64
F 1	SD Rock H E Tom 1	64 64	64 64	92	0	64 24	127 127	127	127 127	0	0	1	64 64	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
G 1	E Tom 2	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 Bb1	E Tom 3 Hi-Hat Open	64 64	64 64	97 96	0	52 77	127 32	127 32	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
В 1	E Tom 4	64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64
C 2	E Tom 5	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	E Tom 6	64	64	97	0	101	127	127	127	0	0	1	64	64	64	64	64
D#2 E 2	Ride Cymbal 1 Chinese Cymbal	64 64	64 64	105 120	0	34 34	127 127	127 127	127 127	0	0	1	64 64	64 64	64 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 A 2	Cowbell Crash Cymbal 2	64 64	64 64	118 127	0	77 51	63 127	63 127	127 127	0	0	1	64 64	64 64	64 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 D 3	Bongo L Congo H Muto	64 64	64 64	87 73	0	110 39	95 127	95 127	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
D#3	Conga H Mute 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 G#3	Agogo H Agogo L	64 64	64 64	108 108	0	34 34	100	100	127 127	0	0	1	64 64	64 64	64 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
C 4 C#4	Samba Whistle L Guiro Short	64 64	64 64	110 124	0	101 95	127 63	127 63	127 127	0	0	1	64 64	64 64	64 64	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	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
F#4 G 4	Scratch Push Scratch Pull	64 64	64 64	89 94	4	21 34	127 127	127 127	127 127	0	0	1	64 64	64 64	64 64	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	64
Bb4	Shaker	64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64
B 4 C 5	Jingle Bell Bell Tree	64 64	64 64	123 68	0	105 64	127 127	127 127	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
$\cup J$	DOI TICC	04	04	00	U	04	14/	14/	14/	U	U	1	04	04	04	04	04

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
G# 4	g 1 16	C	F	400			0.5	0.5	105								
C#-1 D -1	Surdo Mute Surdo Open	64 64	64 64	102 121	3	51 51	95 95	95 95	127 127	0	0	1	64 64	64 64	64 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 G -1	Scratch Pull	64 64	64 64	116 127	4	52 64	63 75	63	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
G#-1	Finger Snap 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 C#0	Seq Click H Brush Tap	64 64	64 64	96 49	0	64 64	127 127	127 127	127 127	0	0	1	64 64	64 64	64 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	Reverse Cymbal	64	64	100	0	64	127	127	127	0	1	1	64	64	64	64	64
F 0 F#0	Snare Roll Hi O	64 64	64 64	79 127	0	64 64	127 63	127 63	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
G 0	SD Rock H	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 M	64	64	111	0	64	32	32	127	0	0	1	64	64	64	64	64
Bb0	Open Rim Shot	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
B 0 C 1	BD Analog L BD Analog H	64 64	64 64	123 127	0	64 64	32 32	32	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
C#1	Analog Side Stick	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D 1	Analog Snare L	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 F 1	Analog Snare H Analog Tom 1	64 64	64 64	102 127	0	64 24	127 127	127 127	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
F#1	Analog HH Closed 1	64	64	108	1	77	32	32	127	0	0	1	64	64	64	64	64
G 1	Analog Tom 2	64	64	112	0	39	127	127	127	0	0	1	64	64	64	64	64
G#1	Analog HH Closed 2	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64
A 1	Analog Tom 3	64	64	108	0	52	127	127	127	0	0	1	64	64	64	64	64
Bb1 B 1	Analog HH Open Analog Tom 4	64 64	64 64	96 112	1	77 64	32 127	32 127	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
C 2	Analog Tom 5	64	64	109	0	83	127	127	127	0	0	1	64	64	64	64	64
C#2	Analog Cymbal	64	64	109	0	69	127	127	127	0	0	1	64	64	64	64	64
D 2	Analog Tom 6	64	64	109	0	101	127	127	127	0	0	1	64	64	64	64	64
D#2 E 2	Ride Cymbal 1 Chinese Cymbal	64 64	64 64	105 120	0	34 34	127 127	127 127	127 127	0	0	1	64 64	64 64	64 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	Analog Cowbell	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64
A 2 Bb2	Crash Cymbal 2 Vibraslap	64 64	64 64	127 106	0	51 25	127 127	127 127	127 127	0	0	1	64 64	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
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 D#3	Analog Conga H Analog Conga M	64 64	64 64	89 89	0	39 25	127 127	127 127	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
E 3	Analog Conga M Analog 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 Agogo L	64 64	64 64	108 108	0	34 34	100	100	127 127	0	0	1	64 64	64	64 64	64 64	64 64
G#3 A 3	Agogo L Cabasa	64	64	90	0	28	63	63	127	0	0	1	64	64 64	64	64	64
Bb3	Analog Maracas	64	64	96	0	21	63	63	127	0	0	1	64	64	64		64
В 3	Samba Whistle H	64	64	103	0		127	127	127	0	1	1		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 D 4	Guiro Short Guiro Long	64 64	64 64	124 106	0	95 110	63 63	63 63	127 127	0	0	1	64 64	64 64	64 64		64 64
D#4	Analog 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
F#4 G 4	Scratch Push Scratch Pull	64 64	64 64	89 94	4	21 34	127 127	127 127	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
G#4	Triangle Mute	64	64	127	2		95	95	127	0	0	1		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
B 4	Jingle Bell	64	64	123	0	_	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

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 D#-1	Surdo Open Hi O	64 64	64 64	121 63	3	51 51	95 127	95 127	127 127	0	0	1	64 64	64 64	64 64	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	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	127	127	0	0	1		64	64	64	64
G#-1 A -1	Click Noise Metronome Click	64 64	64 64	127 94	0	64 64	127 63	127 63	127 127	0	0	1	64 64	64 64	64 64	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	64
C#0	Brush Tap	64	64	49	0	64	127	127	127	0	0	1		64	64	64	64
D 0 D#0	Brush Swirl L Brush Slap	64 64	64 64	47 52	0	64 64	127 127	127 127	127 127	0	0	1	64 64	64 64	64 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
F 0	Snare Roll	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	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 Bb0	Bass Drum L Open Rim Shot	64 64	64 64	116 127	0	64 64	32 127	32 127	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
В 0	Bass Drum M	64	64	102	0	64	32	32	127	0	0	1		64	64	64	64
C 1	BD Jazz	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
D 1	Snare M	64	64	127	0	64	127	127	127	0	0	1		64	64	64	64
D#1 E 1	Hand Clap Snare H	64 64	64 64	110 123	0	64 64	127 127	127 127	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
F 1	Jazz Tom 1	64	64	113	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	64
G 1	Jazz Tom 2	64	64	122	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 Bb1	Jazz Tom 3 Hi-Hat Open	64 64	64 64	112 96	0	52 77	127 32	127 32	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
В 1	Jazz Tom 4	64	64	127	0	64	127	127	127	0	0	1		64	64	64	64
C 2	Jazz Tom 5	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
D 2	Jazz Tom 6	64	64	116	0	104	127	127	127	0	0	1		64	64	64	64
D#2 E 2	Ride Cymbal 1 Chinese Cymbal	64 64	64 64	105 120	0	34 34	127 127	127 127	127 127	0	0	1	64 64	64 64	64 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
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
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	64
Bb2 B 2	Vibraslap Ride Cymbal 2	64 64	64 64	106 110	0	25 46	127 127	127 127	127 127	0	0	1	64 64	64 64	64 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
D#3	Conga H Open	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64
E 3 F 3	Conga L Timbale H	64 64	64 64	111 91	0	64 64	95 127	95 127	127 127	0	0	1	64 64	64 64	64 64	64 64	64 64
F#3	Timbale II	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
G#3	Agogo L	64	64	108	0	34	100	100	127	0	0	1		64		64	64
A 3	Cabasa	64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64
Bb3 B 3	Maracas Samba Whistle H	64 64	64 64	103	0	21 101	63 127	63 127	127 127	0	0	1		64 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
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 F 4	Wood Block H Wood Block L	64 64	64 64	107 96	0	104 104	95 95	95 95	127 127	0	0	1		64	64 64	64 64	64
F#4	Cuica Mute	64	64	96	0	21	127	127	127	0	0	1	64	64 64	64	64	64 64
G 4	Cuica Open	64	64	107	0	34	127	127	127	0	0	1		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
B 4 C 5	Jingle Bell Bell Tree	64 64	64 64	123 68	0	105 64	127 127	127 127	127 127	0	0	1	64 64	64 64		64 64	64 64
C 3	2011 1100	0+	0+	00	U	0+	12/	12/	121	U	U		0+	0+	0+	0+	04

CH-1 More Dopen 64 64 64 127 0 51 127 127 127 0 0 0 1 1 64 64 64 64 127 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Note		Pitch	Е	Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
D-1 Surdo Open 10-1 Hi Q	C#-1	Surdo Mute	0	r 64	102	3	51	95	95	127	0	0	1	64	64	64	64	64
E-1 Wing Ship Fig. 1 Scratch Pull 64													1					64
F=1 Scratch Push		,											_					64
Fig. 1 Serrich Pull													1					64
G-1 Finger Snap 6-8 6-8 127 0 64 75 0 127 0 0 1 64 64 64 64 64 64 64													1					64 64
G#-I Click Noise																		64
Bi-1 Seq.Click G4 G4 G5 G8 G8 G8 G8 G8 G8 G8													_					64
B=1 Seq Click I. 641 641 87 00 641 127 127 127 00 0 1 1 641 641 641 641 641 641 641 641 641	A -1	Metronome Click	64	64			64	63	63	127	0	0	1	64	64	64	64	64
CO Seq Click H 64 64 99 0 0 64 127 127 127 0 0 0 1 64 64 64 64 64 64 67 80 80 80 80 80 80 80 80 80 80 80 80 80													_					64
C90 Brush Tap													_					64 64
DO Brush Slap		•																64
E0 Brosh Swirt H 64 64 45 79 0 64 127 127 127 0 1 1 1 64 64 64 64 64 64 64 64 65 67 8 18 60 8 18 18 18 18 18 18 18 18 18 18 18 18 1												_	_					64
FO Sanare Roll 64 64 79 0 64 127 127 127 127 0 0 1 1 1 64 64 64 64 64 64 65 64 66 65 64 66 65 65 65 65 65 65 65 65 65 65 65 65												0						64
Fig. Castamet												_	_					64
GO Brush Slap L. 64 64 88 00 64 127 127 127 127 0 0 1 1 64 64 64 64 64 64 64 64 64 64 64 64 64	-								_				-	_				64 64
Sincks													_					64
BBO Bass Drum M													_					64
BO Bass Drum M 64 64 102 0 64 32 32 127 0 0 1 64 64 64 64 64 117 0 64 32 32 127 0 0 1 64 <t< td=""><td>A 0</td><td>Bass Drum L</td><td>64</td><td>64</td><td>116</td><td>0</td><td>64</td><td>32</td><td>32</td><td>127</td><td>0</td><td>0</td><td>_</td><td>64</td><td>64</td><td>64</td><td>64</td><td>64</td></t<>	A 0	Bass Drum L	64	64	116	0	64	32	32	127	0	0	_	64	64	64	64	64
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Fig.	E -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
Fig. 1 6.1 6.1 6.1 6.1 6.1 6.1 6.1 6.1 6.1 6.	F -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
GB-1	F#-1			64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A-1 B-1 G-1 G-1 G-1 G-1 G-1 G-2 G-2 G	G -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
BB-1	G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
8-1	A -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
CO C	Bb-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
CRO	B -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
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D1 Dist. Cut Noise** 64 64 127 0 64 127 127 127 127 0 1 1 1 6 64 64 64 64 64 65 65 1 E I Bass Silap ** 64 64 127 0 64 127 127 127 127 0 1 1 1 6 64 64 64 64 64 65 1 E I Bass Silate** 64 64 127 0 64 127 127 127 127 0 1 1 1 6 64 64 64 64 65 65 F I Pick Scrape ** 64 64 127 0 64 127 127 127 127 0 1 1 1 6 64 64 64 64 65 65 F I Pick Scrape ** 65 1 64 64 127 0 64 127 127 127 127 0 1 0 1 1 64 64 64 64 65 65 G I G I G I G I G I G I G I G I G I G								_					_		_		_	
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F1 Pick Scrape **								_							_		_	64
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D2	C 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D#2	C#2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
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G3 Rain 64 64 127 0 64 127 127 127 0 0 1 1 64 64 64 64 64 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
G#3 Rain 64 64 127 0 64 127 127 127 127 0 1 1 64 <th< td=""><td>F#3</td><td></td><td>64</td><td>64</td><td>127</td><td>0</td><td>64</td><td>127</td><td>127</td><td>127</td><td>0</td><td>0</td><td>1</td><td>64</td><td>64</td><td>64</td><td>64</td><td>64</td></th<>	F#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
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Bb3 Wind 64 64 127 0 64 127 127 127 127 0 1 1 64 <t></t>												_	_					64
B 3 Stream 64 64 127 0 64 127 127 127 127 0 1 1 64 <																		64
C 4 Bubble 64 64 127 0 64 127 127 127 127 0 1 1 64 <																		64
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A 4 64 64 64 127 0 64 127 127 127 127 0 0 1 64 64																		64
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** : [Ext.]	G 5	Maou			127	0	64	127	127	127	0	1	1	64	64	64	64	64

**: [Ext.]
With MU50, value for Rcv. Note Off is "0".

D-1																		
GS-1	Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	0	Att	D1	D2
D-1 64 66 127 0 66 127 127 127 127 127 10 0 1 1 64 64 64 65 65 65 65 65			C	F														
Display	C#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
Display	D -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F-1 64 64 127 0 64 127 127 127 127 0 0 0 0 1 64 64 65 65 65 65 65 65	D#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
19-1	E -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G-1	F -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
GH-1 GH-1	F#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A-1 64 64 127 0 64 127 127 127 127 10 0 0 0 0 0 64 64 64 6	G -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
Sh-1	G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
8-1	A -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
CO C	Bb-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
CRO	B -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
DOD	C 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
Decorate George George Decorate George Decorate George Geor	C#0		64			0	64			127	0	0	1	64	64	64	64	64
EO	D 0		64	64			64				0	0	1	64	64	64	64	64
FO																		
F80																		
GO													_					
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BBO				_									_					
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Dial Fore																		
Dept Creaking 64 64 127 0 65 127 127 127 127 10 1 1 64 64 64 64 64 64		Dial Tons		_									_					
Date Door Slam				_				_										
DFI																		
E1 Scratch 2 64 64 127 0 64 127 127 127 127 0 1 1 64 64 64 64 64 65 64 64				_									_					
FI Windchime 64 64 127 0 64 127 127 127 0 0 1 1 1 64 64 64 64 64				_				_										
Fill Telephone Ring2																		
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G#I A1 A1 A1 A1 A2 A4		rerephone King2		_				_									_	
A1 64 64 127 0 64 127 127 127 127 0 0 1 64 64 64 64 64 64 64																		
BB1				_									_		_			
B1			_	_				_									_	
C2																		
C#2 64 64 64 127 0 64 127 10 64 12 64 64 127 0 64 12 64 64 127 0 64 12 64 64 64 64 127 0 64 127 127 127 127 0 0 1 64 64 64 64 127 0 64 127 127 127 127 0 1 1 64 64 64 64 127 0 64 127 0 1 1 64 64 64 64 127 0 64 127 0 1 1 64 64 64 127 0 64 127 0 64 127 127 127 127 0 1 1 64 64 64 64 127 0 64 127 127 127 127 0 <th< td=""><td></td><td></td><td></td><td>_</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>_</td><td></td><td>_</td><td></td><td></td><td></td></th<>				_									_		_			
D2			_	_				_					1				_	
E2 Engine Start 64 64 127 0 64 127 127 127 0 1 1 1 64 64 64 64 64 64 64 64 64 64 64 64 64																		64
F2 Tire Screech 64 64 127 0 64 127 127 127 0 1 1 1 64 64 64 64 64 64 64 64 64 64 64 64 64				_									_		_			64
F2 Tire Screech 64 64 127 0 64 127 127 127 0 1 1 1 64 64 64 64 64 64 64 64 64 64 64 64 64	E 2	Engine Start	_	_			64	_					1		64		_	64
G 2 Crash 64 64 127 0 64 127 127 127 127 0 1 1 64 64 64 64 64 64	F 2		64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
G#2 Siren	F#2	Car Passing	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
A 2 Train 64 64 127 0 64 127 127 127 127 1 1 64 64 64 64 64 64 127 0 64 127 10 64 127 127 0 1 1 64 64 64 64 64 64 127 0 64 127 12 0 1 1 64 64 64 64 64 127 0 64 127 0 64 127 0 64 127 0 64 127 0 64 127 0 64 127 0 64 127 0 64 127 0 64 127 0 64 127 0 64 127 127 127 127 0 0 1 64 64 64 127 0 64 127 127 127 127 0 0	G 2	Crash	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
Bb2 Starship	G#2	Siren	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
B 2 Starship 64 64 127 0 64 127 1 1 64 64 64 64 127 0 64 127 0 64 127 0 64 127 0 64 127 0 64 127 0 1 1 64 127 0 64 127 0 0 1 64 64 64 64 64 127 0 64 127 127 127 0 0 1 64 64 64 64 64 127 0 0 1 64 64 64 64 64 <t>64 64 64 127<</t>	A 2	Train	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
C 3 Burst Noise 64 64 127 0 64 127 127 127 127 0 1 1 64 64 64 64 64 64 64 127 0 64 127 127 127 127 0 1 1 64	Bb2	Jetplane	64	64		0	64			127	0	1	1	64	64	64	64	64
C#3 Coaster 64 64 127 0 64 127 127 127 127 0 1 1 64 64 64 64 127 0 64 127 0 1 1 64 64 64 64 127 0 64 127 0 1 1 64 64 64 64 64 127 0 0 1 64 64 64 64 64 64 127 0 64 127 0 0 1 64 64 64 64 64 64 64 64 64 64 64 64 64 127 0 64 127 0 64 127 0 64 127 0 64 127 0 64 127 127 127 0 0 1 64 64 64 64 64 64 64 127 0 64 </td <td>B 2</td> <td>Starship</td> <td>64</td> <td>64</td> <td>127</td> <td>0</td> <td>64</td> <td>127</td> <td>127</td> <td>127</td> <td>0</td> <td>1</td> <td>1</td> <td>64</td> <td>64</td> <td>64</td> <td>64</td> <td>64</td>	B 2	Starship	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
D3 SbMarine 64 64 127 0 64 127 127 127 127 0 1 1 64 64 64 64 64 127 0 64 127 127 127 127 0 0 1 64 64 64 64 64 64 64 64 64 64 64 64 127 0 64 127 0 0 1 64 127 0 64 127 0 0 1 64 64 64 127 0 64 127 127 127 127 0 0 1 64 64 64 64 127 0 64 127 127 127 127 0 1	C 3	Burst Noise	64	64		0	64	127	127	127	0	1	1	64	64	64	64	64
D#3 64 64 127 0 64 127 127 127 127 0 0 1 64 64 64 64 64 127 0 64 127 127 127 127 0 0 1 64 64 64 64 127 0 64 127 0 0 1 64 64 64 64 127 0 0 1 64 64 64 64 127 0 0 1 64 64 64 127 0 0 1 64 64 64 127 0 64 127 0 0 1 1 64 64 64 127 0 64 127 127 127 0 0 1 1 64 64 64 127 0 64 127 127 127 0 0 1 1 64 64 64															_			64
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G#3 Laughing 64 64 127 0 64 127 127 127 127 0 1 1 64																		
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Bb3 Punch													_		_			
B 3 Heartbeat 64 64 127 0 64 127 127 127 127 0 1 1 64																		
C 4 Footsteps 64 64 127 0 64 127 127 127 127 0 1 1 64																		
C#4 Applaus2 ** 64 64 127 0 64 127 127 127 127 0 1 1 64															_			64
D4 64 64 127 0 64 127 127 127 127 0 0 1 64																		
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F 4 64 64 127 0 64 127 127 127 127 0 0 1 64 6																		64
G 4 64 64 127 0 64 127 127 127 127 0 0 1 64 6													1					64
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A 4 64 64 64 127 0 64 127 127 127 127 0 0 1 64 64	G 4		64			0	64			127	0	0	1	64	64	64	64	64
Bb4 64 64 64 127 0 64 127 127 127 127 0 0 1 64 6															_			64
B 4 64 64 64 127 0 64 127 127 127 127 0 0 1 64 <																		64
C 5 Machine Gun 64 64 127 0 64 127 127 127 127 0 1 1 64																		64
C#5 Laser Gun 64 64 127 0 64 127 127 127 127 0 1 1 64			_	_	_	_		_					_		_		_	64
D 5 Explosion 64 64 127 0 64 127 127 127 127 0 1 1 64																		64
D#5 FireWork 64 64 127 0 64 127 127 127 127 0 1 1 64																		
E 5 64 64 127 0 64 127 127 127 127 0 0 1 64 64 64 64 64 F 5 64 64 127 0 64 127 127 127 127 0 0 1 64 64 64 64 64 F#5 64 64 127 0 64 127 127 127 127 0 0 1 64 64 64 64 G 5 64 64 127 0 64 127 127 127 127 0 0 1 64 64 64 64 64					_	_		_					_		_		_	_
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**: [Ext.]
With MU50, value for Rcv. Note Off is "0".

XG BANK EXPANSION DEFINITION -tentative-

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	•	Key Scaled Panning (L to R)	33		do.
2		Key Scaled Panning (R to L)	34		do.
3	Voices that can be added without changing	Stereo		Voices which can be added by modifying the pitch	Octave Layered
4		With LFO	36	inclding expansion by means of 1 element <>	do.
5		Without LFO		2 elements changing of the same sound character	5th Layered
6		Single Element	38		do.
7			39		Bend UP/Down
8		Slow Attack	40		Tutti
9		Fast Attack		Voices which can be added by layering	do.
10		Long Release	42	with an entirely different type of wave	do.
	Voices that can be added mainly by	Short Release	43		Velosity Switch
	AEG changes (or by equivalent operations)	Fast Decay	44		do.
13	4	Slow Decay	45		Velosity X-fade
14		Double Attack	46		do.
15			47		Breathy WW
16		Bright	48		
17		do.	49		
18		Dark	50		
	Voices which can be added mainly by	do.	51		
	Cutoff changes (or equivalent operations) or	Resonant	52		
	changes in Q (or equivalent operations).		53		
22	4		54 55		
23		Atta da Tura di ant			
24 25		Attack Transient Release Transient	56 57		
25			58		
		Sweep Days Sweep	59		
	Voices which can be added mainly by FEG changes (or equivalent operations)	Rezo Sweep Muted	60		
29		Muteu	61		
30			62		
31	4		62		
31			0.5		

Bank No.64-127: Voices that can be created by changing the wave.

Bank No.	Discription	Note (example)	Bank No.	Discription	Note (example)
64			96		Dulcimer->Cimbalom
65			97		Nylon Gt>Ukulele
66	Identical instrumental sounds which can be		98	Voices which are not unacceptably incompatible	Ť
67	created with entirely different types of wave.		99	with capital tones, even though from a perspective	
68			100	of category and instrumental family they are	
69			101	entirely different instruments.	
70			102	•	
71			103		
72			104		
73			105		
74	1		106		
75			107		
76			108		
77			109		
78			110		
79			111		
80			112		
81			113		
82				User voices which are not unacceptably	
83				incompatible with capital tones.	
84			116		
85			117		
86			118		
87			119		
88			120		
89			121		
90			122		
91			123		
92			124		
93			125		
94			126		
95			127		