General MIDI Patches

This chart shows the names of all 128 GM Instruments, and the MIDI Program Change numbers which select those Instruments.

Prog#	Instrument	Prog#	Instrument
PIANO		**CHROMATIC PERCUSSION**	
1	Acoustic Grand	9	Celesta
2	Bright Acoustic	10	Glockenspiel
3	Electric Grand	11	Music Box
4	Honky-Tonk	12	Vibraphone
5	Electric Piano 1	13	Marimba
6	Electric Piano 2	14	Xylophone
7	Harpsichord	15	Tubular Bells
8	Clavinet	16	Dulcimer
ORGAN		**GUITAR**	
17	Drawbar Organ	25	Nylon String Guitar
18	Percussive Organ	26	Steel String Guitar
19	Rock Organ	27	Electric Jazz Guitar
20	Church Organ	28	Electric Clean Guitar
21	Reed Organ	29	Electric Muted Guitar
22	Accordion	30	Overdriven Guitar
23	Harmonica	31	Distortion Guitar
24	Tango Accordion	32	Guitar Harmonics
BASS		**SOLO STRINGS**	
33	Acoustic Bass	41	Violin
34	Electric Bass(finger)	42	Viola
35	Electric Bass(pick)	43	Cello
36	Fretless Bass	44	Contrabass
37	Slap Bass 1	45	Tremolo Strings
38	Slap Bass 2	46	Pizzicato Strings
39	Synth Bass 1	47	Orchestral Strings
40	Synth Bass 2	48	Timpani
ENSEMBLE		**BRASS**	
49	String Ensemble 1	57	Trumpet
50	String Ensemble 2	58	Trombone
51	SynthStrings 1	59	Tuba
52	SynthStrings 2	60	Muted Trumpet
53	Choir Aahs	61	French Horn
54	Voice Oohs	62	Brass Section
55	Synth Voice	63	SynthBrass 1
56	Orchestra Hit	64	SynthBrass 2
REED		**PIPE**	
65	Soprano Sax	73	Piccolo
66	Alto Sax	74	Flute
67	Tenor Sax	75	Recorder
68	Baritone Sax	76	Pan Flute
69	Oboe	77	Blown Bottle
70	English Horn	78	Skakuhachi
71	Bassoon	79	Whistle
72	Clarinet	80	Ocarina

SYNTH LEAD
81 Lead 1 (square)
82 Lead 2 (sawtooth)
83 Lead 3 (calliope)
84 Lead 4 (chiff)
85 Lead 5 (charang)
86 Lead 6 (voice)
87 Lead 7 (fifths)
88 Lead 8 (bass+lead)

SYNTH PAD
89 Pad 1 (new age)
90 Pad 2 (warm)
91 Pad 3 (polysynth)
92 Pad 4 (choir)
93 Pad 5 (bowed)
94 Pad 6 (metallic)
95 Pad 7 (halo)
96 Pad 8 (sweep)

SYNTH EFFECTS
97 FX 1 (rain)
98 FX 2 (soundtrack)
99 FX 3 (crystal)
100 FX 4 (atmosphere)
101 FX 5 (brightness)
102 FX 6 (goblins)
103 FX 7 (echoes)
104 FX 8 (sci-fi)

ETHNIC
105 Sitar
106 Banjo
107 Shamisen
108 Koto
109 Kalimba
110 Bagpipe
111 Fiddle
112 Shanai

PERCUSSIVE
113 Tinkle Bell
114 Agogo
115 Steel Drums
116 Woodblock
117 Taiko Drum
118 Melodic Tom
119 Synth Drum
120 Reverse Cymbal

SOUND EFFECTS
121 Guitar Fret Noise
122 Breath Noise
123 Seashore
124 Bird Tweet
125 Telephone Ring
126 Helicopter
127 Applause
128 Gunshot

Note: Prog# refers to the MIDI Program Change number that causes this *Patch* to be selected. These decimal numbers are what the user normally sees on his module's display (or in a sequencer's "Event List"). ***Some MIDI modules count the first Patch as 0, not 1.*** For these sound modules the value that is sent in the Program Change message would actually be one less: the Patch number for Reverse Cymbal is sent as 119 rather than 120.