

QS300

Sound Lists and MIDI Data

Preset Voice List

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

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70	Dirty	2	Ld	POLY	Flanger 1	Rough, pushy synth lead
71	Chrystal	2	Ld	MONO	Delay L,R	Synth lead with sharp attack and touch-driven filter changes
72	Bottlelead	3	Ld	POLY	Delay L,R	Synth lead with bottle-air sounds
73	MgSolo-AT	4	Ld	MONO	DelayL,C,R	Classic fat synth lead
74	Feed Lead	3	Ld	MONO	Delay L,R	Synth lead. Sound changes to feedback when key is held.
75	Delylah	3	Ld	POLY	Delay L,R	Gentle clear synth lead
76	Mr. Duke	2	Ld	POLY	Echo	Mild synth lead with lightly clicking attack
77	Rave Hook	4	Ld	POLY	GateReverb	Fierce synth lead mixed with dance-hall orchestra hit
78	Mega Hook	4	Ld	POLY	CrossDelay	Rough synth lead, okay for dance music
79	Fluty	2	Ld	POLY	Delay L,R	Soft synth lead with mixed-in chorus
80	Sync It!	3	Ld	POLY	DelayL,C,R	Oscillator-synchronized synth lead
81	Tekk Line	3	Ld	POLY	CrossDelay	Pushy synth lead, built on unadorned sawtooth wave
82	Reso Comp	2	Sc	POLY	2 Band EQ	Versatile synth lead with strong resonance
83	Power Comp	3	Sc	POLY	2 Band EQ	Backing-type synth voice, clavi. sound
84	SeqQoir-MW	2	Sc	POLY	Phaser 1	Synth voice featuring MW-driven sound changes
85	Noise Vox	3	Sc	POLY	3 Band EQ	Dance-music synth lead, plus some intentionally messy noise
86	Tekk Chord	4	Sc	POLY	DelayL,C,R	Synth lead often used for dance music. Single key produces chordal sound.
87	Pulse Stab	3	Sc	POLY	Celeste 1	Pulse-based voice for sequence phrases
88	Acid Pulse	1	Sc	POLY	DelayL,C,R	Pulsed sequence-phrase voice, featuring touch-driven resonance changes
89	Saw Stab1	3	Sc	POLY	DelayL,C,R	Sawtooth-based sequence voice with rapid decay
90	Saw Stab2	3	Sc	POLY	Echo	Another sawtooth-based sequence voice, but with slow decay
91	Vel Choir	3	En	POLY	DelayL,C,R	Chorus voice. Use velocity to change between "Aah" and "Uuh."
92	Cathedral	4	En	POLY	Rev Hall 1	Grand, stately chorus
93	Gregorian	3	En	POLY	CrossDelay	Peaceful hymn-like chorus
94	Dance Pno1	3	Pf	POLY	Rev Room 1	Cheap fast-decay piano, for dance music
95	Jazzy Pno	2	Pf	POLY	2 Band EQ	Soft jazzy piano
96	Romantic	4	Pf	POLY	Rev Hall 1	Quiet but wide piano
97	DXorigin	3	Pf	POLY	Chorus 1	Hard FM electric piano sound, as produced by the original DX7
98	IceDX	3	Pf	POLY	2 Band EQ	Electric piano with FM-type dazzle
99	Suitcase	3	Pf	POLY	Auto PAN	Classic electric piano
100	Condenser	3	Pf	POLY	3 Band EQ	Electric piano, midway between acoustic and synth
101	Celesta EP	3	Pf	POLY	2 Band EQ	Florid electric piano, with celesta sound in attack
102	Wah Clavi	1	Pf	POLY	Auto Wah	Clavi. with auto-wah, offering wheel-driven filter control
103	Vai	2	Gt	POLY	Distortion	Distortion guitar, with severe distortion. Strong touch adds feedback.
104	Steve	3	Gt	POLY	Overdrive	Guitar voice with strong overdrive
105	Grunge	2	Gt	POLY	Overdrive	Heavyish distortion guitar, good for loose phrasing
106	Feedback	2	Gt	POLY	Distortion	Distortion guitar with wheel-driven feedback
107	Dimenzion	3	Gt	POLY	Celeste 4	Multidimensional electric guitar
108	Velo Strat	3	Gt	POLY	2 Band EQ	Clean expressive guitar. The attack changes with touch.
109	12Martin	3	Gt	POLY	2 Band EQ	An expansive 12-string guitar
110	Legato	4	St	POLY	Rev Stage1	Acoustic strings with smooth, legato envelope
111	Arco	4	St	POLY	Rev Stage1	Acoustic strings with clean, clear attack
112	BackStrngs	3	St	POLY	DelayL,C,R	Big strings sound, with tremolo
113	Quartet	4	St	POLY	Rev Room 1	String quartet
114	Marcato	4	St	POLY	2 Band EQ	Acoustic strings with marcato chop
115	Wedding	4	Cp	POLY	DelayL,C,R	Repeating church bells
116	Afro Drum	3	Et	POLY	2 Band EQ	Simple African log drum.
117	Emperor	4	Co	POLY	2 Band EQ	Orchestral voice, with tympany in the left hand
118	Kama Sutra	3	Co	POLY	2 Band EQ	Layered, ethnic sitar voice
119	Bahama	4	Co	POLY	2 Band EQ	Layered drum kit with steel drum
120	Foster	4	Co	POLY	2 Band EQ	Layered pianos (acoustic and electric)
121	AnalgSplit	4	Co	POLY	2 Band EQ	Split: Synth bass in left hand; synth lead in right
122	Jazzy Club	4	Co	POLY	2 Band EQ	Split: wood bass plus ride cymbal on the left; piano on the right
123	SectnSplit	4	Co	POLY	2 Band EQ	Split: baritone sax (left) and sax section (right)
124	Wood Sect	4	Co	POLY	2 Band EQ	Four-instrument wood section
125	Rock Set	4	Co	POLY	3 Band EQ	Split: electric bass and drum kit on left, organ on the right
126	Big Band	4	Co	POLY	Rev Plate	Another split: wood bass on left, brass with velocity-induced changes on right
127	Symphony	4	Co	POLY	Rev Stage1	Grand orchestra voice: strings, horn, tympany
128	CandleLite	4	Co	POLY	Rev Hall 1	Mild, layered piano and strings

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1	Aurora	3	Pd	POLY	Phaser 1	Pad voice with fantastical sound change
2	Tri Pad	2	Pd	POLY	CrossDelay	Simple, transparent pad
3	Expander	3	Pd	POLY	2 Band EQ	Classic analog-polysynth pad
4	DancePulse	2	Pd	POLY	Celeste 4	Simple dance-music pad
5	Rezzo	2	Pd	POLY	Symphonic	Simple resonant sawtooth-wave pad
6	Pulse Wmod	2	Pd	POLY	3 Band EQ	Simple pulsed pad
7	Seq Saw1	1	Ba	POLY	3 Band EQ	Simple synth bass; unadorned sawtooth waveform
8	Seq Saw2	1	Ba	POLY	2 Band EQ	Classic sawtooth-based synth bass
9	Seq Pulse	1	Ba	POLY	3 Band EQ	Classic square-wave-based synth bass
10	Seq+Sin-MW	2	Ba	POLY	3 Band EQ	Synth bass, with good realtime control from MW
11	Pulse25	1	Ba	MONO	3 Band EQ	Synth bass; based on Pulse 25 waveform
12	Amped	2	Ba	POLY	3 Band EQ	Amplified picked bass
13	Crawl	1	Ba	POLY	3 Band EQ	Electric bass with warm attack and reverb
14	These Days	3	Ba	POLY	Delay L,R	Electric bass with slow delay
15	Precision	2	Ba	POLY	2 Band EQ	Fingered bass with warm reverb
16	HvyWeather	3	Ba	POLY	DelayL,C,R	Reverberant fretless bass
17	Harmo Lead	2	Ba	POLY	3 Band EQ	Bass harmonics; good as solo lead
18	Opus	3	Fx	POLY	CrossDelay	Sharp, jumpy, spacy FX synth voice
19	Light&Body	3	Fx	POLY	Delay L,R	FX voice: looping synth sound with portamento
20	Sprite	3	Fx	POLY	2 Band EQ	Vibrant, refreshing FX voice
21	Sanctuary	4	Fx	POLY	Celeste 4	FX voice: chorus with mysterious formant changes
22	Eerie	2	Fx	POLY	Celeste 1	FX voice: synth sound with looping filter change
23	Slow Morph	3	Fx	POLY	CrossDelay	FX voice; changes slowly from pad to choir
24	Heli Drone	3	Fx	POLY	CrossDelay	Thunderous synth FX
25	Ambient-AT	1	Fx	POLY	Flanger 3	FX voice with strong filter sweep and aftertouch-driven pitchbend
26	Sub OscLtr	2	Br	POLY	Celeste 4	Powerful analog-polysynth brass
27	Obie Soft	1	Br	POLY	2 Band EQ	Fat analog-synth brass, gentle attack
28	Dance Saw	2	Br	POLY	CrossDelay	Simple analog-synth brass; unadorned sawtooth waveform
29	Brother	2	Br	POLY	3 Band EQ	Straight powerful acoustic brass section
30	Sforzando	2	Br	POLY	2 Band EQ	Sforzando brass; changes character as envelope develops
31	HrnSect ff	4	Br	POLY	2 Band EQ	Orchestra horn section
32	Big Ens	3	Br	POLY	Rev Stage1	Orchestral brass in large hall
33	Tijuana	3	Br	POLY	2 Band EQ	Live brass section, with mild reverb
34	Miles Away	1	Br	POLY	DelayL,C,R	Muted trumpet with clear attack
35	Back Horns	2	Br	POLY	2 Band EQ	Horn section; mild reverb
36	Shining	2	Se	POLY	Delay L,R	Hold down for explosive SE
37	Robo Chat	2	Se	POLY	CrossDelay	Robot conversation
38	Dance SE	1	Se	POLY	Phaser 1	Violent looping sound with LFO-driven waveform oscillation
39	S&H303	1	Se	POLY	Flanger 3	Sound effect based on LFO S&H waveform. Aftertouch bends the pitch.
40	Devil Bell	2	Se	POLY	Delay L,R	Continuous tubler bell
41	Rez Set4	4	Se	POLY	2 Band EQ	Split voice: four resonant SEs
42	Compact	2	Or	POLY	Rotary Sp.	Simulation of vintage organ
43	PhaseOrgan	2	Or	POLY	Phaser 1	Organ, with gentle phaser effect
44	Door	3	Or	POLY	2 Band EQ	Vox organ; very distinctive in high registers
45	Principal	4	Or	POLY	Rev Hall 1	Sounds like small street organ
46	Theatr Org	1	Or	POLY	Rotary Sp.	Electric organ in wide hall
47	Sixties	3	Or	POLY	3 Band EQ	Organ with 60s feel
48	DistHamOrg	3	Or	POLY	G-Amp.Sim.	Warm distortion organ
49	Click Jazz	3	Or	POLY	Rotary Sp.	Jazzy organ with clicking attack
50	Gospel	2	Or	POLY	Rotary Sp.	Refined, laid-back organ; good for gospel
51	Tango	2	Or	POLY	2 Band EQ	Accordion; good tango accompaniment
52	Musette	3	Or	POLY	2 Band EQ	Accordion with distinctive European acoustics
53	Jan	1	Ld	MONO	Phaser 1	Synth lead; the resonance changes considerably with touch
54	Thick	1	Ld	POLY	Delay L,R	Synth lead with fat attack and distinctive portamento
55	Saw Horn	1	Ld	POLY	Delay L,R	Thick versatile synth lead (sawtooth waveform)
56	Plucky	1	Ld	MONO	Delay L,R	Light and versatile synth lead (pulsed waveform)
57	Pure Sine	2	Ld	MONO	DelayL,C,R	Simple synth lead (sine wave)
58	Pure Tri	2	Ld	MONO	CrossDelay	Simple synth lead (triangular waveform)
59	Scat Line	2	Ld	POLY	Phaser 1	Synth lead with mixed-in vocal elements
60	Glass Cut	2	Sc	POLY	Symphonic	Versatile synth voice, good for both backing and leads
61	Syn Clavi	1	Sc	POLY	Phaser 1	Resonant synth clavi., based on pulsed waveform
62	SeqQoirVel	1	Sc	POLY	Phaser 1	Synth sound featuring mixed-in vocal elements and touch-driven filter changes
63	Vocoder	2	En	POLY	Symphonic	Vocoder simulation
64	Reso Choir	2	En	POLY	CrossDelay	Synth chorus with resonant, attack-driven filter changes
65	Tron Choir	2	En	POLY	2 Band EQ	Synth chorus; low-fi Melotron simulation
66	HybriChoir	2	En	POLY	DelayL,C,R	Hybrid Synth chorus: synth plus choir
67	Dance Pno2	2	Pf	POLY	Rev Room 1	Hard piano; good for dance music
68	CheapDance	2	Pf	POLY	2 Band EQ	Cheaper hard dance-music piano
69	Hard	2	Pf	POLY	2 Band EQ	Bright hard piano with clear attack

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70	Wire Piano	2	Pf	POLY	2 Band EQ	Piano with harpsichord-like attack component
71	Rock	2	Pf	POLY	2 Band EQ	Hard piano with limited touch response; good for rock
72	CP80Chorus	1	Pf	POLY	Celeste 4	Yamaha CP80 electric piano, with chorus effect
73	CP80 Heavy	1	Pf	POLY	3 Band EQ	CP80 shifted one octave down for heavy feel
74	Jazzy CP70	2	Pf	POLY	Auto PAN	Light, jazzy Yamaha CP electric piano
75	Wurlitz	2	Pf	POLY	3 Band EQ	Simulated Wurlitzer vintage electric piano
76	PanWurlitz	2	Pf	POLY	Tremolo	Simulated Wurlitzer electric piano with tremolo effect
77	Digi Roads	2	Pf	POLY	2 Band EQ	Simulated electric piano with digital-waveform attack
78	PhaseRoads	1	Pf	POLY	Phaser 1	Simulated electric piano with added phaser effect
79	Panning EP	1	Pf	POLY	Auto PAN	Another simulated electric piano, with autopan
80	Noisy Clav	2	Pf	POLY	Phaser 1	Highly distinctive synth clavi., with noisy attack
81	70thClavnt	2	Pf	POLY	3 Band EQ	Wowwy clavi.. The resonance changes with touch.
82	Cembalo	2	Pf	POLY	2 Band EQ	Large cembalo sound
83	Woman	2	Gt	POLY	Over Drive	Electric guitar with warm, overdrive-induced distortion
84	Half Drive	2	Gt	POLY	G-Amp.Sim.	Electric guitar, with slight amp-induced distortion
85	Cry-MW	3	Gt	POLY	Auto Wah	Distortion-type guitar. Use the MW to control the wah.
86	FunkWah-MW	2	Gt	POLY	Auto Wah	Clean guitar. Use the MW controls the wah.
87	ChrusStrat	4	Gt	POLY	Symphonic	Clean electric guitar, with chorus
88	Classic	3	Gt	POLY	2 Band EQ	Nylon guitar with great acoustics
89	Sevilla	2	Gt	POLY	2 Band EQ	Simulation of Spanish guitar
90	Benson	2	Gt	POLY	2 Band EQ	Jazz guitar with distinctive, mild attack
91	Hawai DoA	1	Gt	POLY	Rev Hall 1	Hawaiian steel guitar. Use of pitchbend is recommended.
92	MarcStrngs	2	St	POLY	Rev Hall 1	Acoustic strings with marcato attack
93	Ana Strngs	2	St	POLY	DelayL,C,R	Analog-synth strings with darkish, heavy feel
94	Chamber	3	St	POLY	Rev Room 1	Live-strings chamber group
95	SfzTremolo	3	St	POLY	2 Band EQ	Tremolo strings with sforzando development
96	Oct	3	St	POLY	Rev Stage 1	Live strings with octave overlap
97	StereoPizz	3	St	POLY	Rev Stage 1	Expansive string pizzicato
98	LoFi Str	2	St	POLY	2 Band EQ	Synth strings; low-fi Melotron simulation
99	ViennaWltz	2	St	POLY	Rev Hall 1	Acoustic strings. Use touch to control the attack speed and sound.
100	DarkStrngs	3	St	POLY	DelayL,C,R	Darkish mix of live and synth strings
101	Grapelli	2	St	POLY	Rev Room 1	Glossy solo violin
102	Hand Bell	3	Cp	POLY	2 Band EQ	Hand bell with sweet, showy attack
103	Jazz Vibes	3	Cp	POLY	Rotary Sp.	Mild jazz vibraphone, with tremolo
104	White Bell	4	Cp	POLY	Celeste 4	Beautiful resounding bell, plus pad layer
105	Bluez-MW	2	Rd	POLY	G-Amp.Sim.	Blues harp. Use the MW to control the wah.
106	Toots	1	Rd	POLY	2 Band EQ	Harmonica voice. Aftertouch applies pitchbend.
107	Alto	1	Rd	POLY	3 Band EQ	Strong, glossy alto sax
108	Solo Oboe	2	Rd	POLY	3 Band EQ	Mild oboe
109	PicoRecrdr	2	Rd	POLY	Rev Stage1	Cute piccolo recorder sound
110	Picco Solo	2	Rd	POLY	Rev Hall 1	Piccolo
111	PercuFlute	3	Rd	POLY	DelayL,C,R	Breathy, jazzy flute
112	Ravi	1	Et	POLY	2 Band EQ	Sitar with lingering, profound sound
113	Shaku	3	Et	POLY	2 Band EQ	Shakuhachi with strong husky breath
114	Rich Koto	2	Et	POLY	2 Band EQ	Koto with fat, solid string acoustics
115	Bali	2	Et	POLY	2 Band EQ	Ethic-sounding Indonesian balafon
116	Shami	2	Et	POLY	2 Band EQ	Strongly picked shamisen
117	Santur2	3	Et	POLY	2 Band EQ	Lingering santur
118	Zither	2	Et	POLY	2 Band EQ	Typical zither
119	Hack Brett	3	Et	POLY	EarlyRef.1	Hack brett (European plucked-string folk instrument)
120	Scott Pipe	4	Et	POLY	3 Band EQ	Bagpipe with distinctive clogged-breath sound
121	Xylopad	2	Et	POLY	Delay L,R	Percussion loop with ethnic feel
122	Strynx&Pno	3	Co	POLY	EarlyRef.1	Split at C3: strings in left hand, piano in right
123	Fairy	2	Co	POLY	Delay L,R	Layered harp and chorus
124	EP&Strings	2	Co	POLY	DelayL,C,R	Layered: DX electric piano + synth pad
125	70th Crime	3	Co	POLY	DelayL,C,R	Split at C3. Left: bass + sax. Right: slow pad.
126	Funk Split	3	Co	POLY	2 Band EQ	Split at A2. Left: layered bass + guitar. Right: guitar only.
127	Haendel	3	Co	POLY	Rev Hall 1	Layered chorus and pipe organ produce churchy sound.
128	Zamphir	4	Co	POLY	Rev Hall 1	Split at C3: organ in left hand, pan flute in right

XG Voice List

[illegible]

Same as Bank 0

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XG Voice List

Bank Select MSB=000 LSB=000

Bank Select MSB=000 LSB=Bank Number

Instrument Group	Pgm	Bank 67	Elem	Bank 68	Elem	Bank 69	Elem	Bank 70	Elem	Bank 71	Elem	Bank 72	Elem	Bank 96	Elem	Bank 97	Elem	Bank 98	Elem	Bank 99	Elem	Bank 100	Elem	Bank 101	Elem
Piano	1																								
	2																								
	3																								
	4																								
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Chromatic Percussion	9																								
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XG Voice List

Bank Select MSB=000 KSP										LSB=Bank Number																				
Instrument Group	Pgm	Bank 0	Stereo		Single		Slow		Fast Decay		Double Attack		Bright		Dark		Resonant		Attack		Release		Rezo Sweep		Muted					
			Elem	Bank 3	Elem	Bank 6	Elem	Bank 8	Elem	Bank 12	Elem	Bank 14	Elem	Bank 16	Elem	Bank 17	Elem	Bank 18	Elem	Bank 19	Elem	Bank 20	Elem	Bank 24	Elem	Bank 25	Elem	Bank 27	Elem	Bank 28
Reed	65	SprmoSax	1																											
	66	Alto Sax	1																											
	67	TenorSax	1																											
	68	Bari.Sax	1																											
	69	Oboe	2																											
	70	Eng. Horn	1																											
	71	Bassoon	1																											
	72	Clarinet	1																											
	73	Piccolo	1																											
	74	Flute	1																											
Pipe	75	Recorder	1																											
	76	PanFlute	1																											
	77	Bottle	2																											
	78	Shakchi	2																											
	79	Whistle	1																											
	80	Ocarina	1																											
	81	SquareLd	2				Square 2	1	LMSquare	2																				
	82	Saw Lead	2				Saw 2	1	ThickSaw	2																				
	83	CaliooLd	2																											
	84	Chiff Ld	2																											
Synth Pad	85	CharanLd	2																											
	86	Voice Ld	2																											
	87	Fifth Ld	2																											
	88	Bass & Ld	2																											
	89	NewAgePd	2																											
	90	Warm Pad	2																											
	91	PolySynPd	2																											
	92	ChoirPd	2																											
	93	BowedPd	2																											
	94	MetalPd	2																											
Synth Effects	95	Halo Pad	2																											
	96	SweepPd	2																											
	97	Rain	2																											
	98	SoundTrk	2																											
	99	Crystal	2																											
	100	Atmosphr	2																											
	101	Bright	2																											
	102	Goblins	2																											
	103	Echoes	2																											
	104	Sci-Fi	2						EchoPad2	2																				
Ethnic	105	Sitar	1																											
	106	Banjo	1																											
	107	Shamisen	1																											
	108	Koto	1																											
	109	Kalimba	1																											
	110	Bagpipe	2																											
	111	Fiddle	1																											
	112	Shanai	1																											
	113	TnkBell	2																											
	114	Agogo	2																											
Percussive	115	SteelDrum	2																											
	116	WoodBlock	1																											
	117	TalkoDrum	1																											
	118	MelodTom	2																											
	119	Syn Drum	1																											
	120	RevCymbal	1																											
	121	FretNoiz	2																											
	122	BrthNoiz	2																											
	123	Seashore	2																											
	124	Twist	2																											
Sound Effects	125	Telephone	1																											
	126	Helicopter	1																											
	127	Applause	1																											
	128	Gunshot	1																											

9

[illegible]

XG Voice List

Bank Select MSB=064 LSB=000

Bank Select MSB=000 LSB=Bank Number

Instrument Group	Pgm	Bank 67	Elem	Bank 68	Elem	Bank 69	Elem	Bank 70	Elem	Bank 71	Elem	Bank 72	Elem	Bank 96	Elem	Bank 97	Elem	Bank 98	Elem	Bank 99	Elem	Bank 100	Elem	Bank 101	Elem
Reed	65																								
	66																								
	67																								
	68																								
Pipe	69																								
	70																								
	71																								
	72																								
Synth Lead	73																								
	74																								
	75																								
	76																								
Synth Pad	77																								
	78																								
	79																								
	80																								
Synth Lead	81													Seq Ana	2										
	82																								
	83																								
	84																								
Synth Pad	85																								
	86																								
	87																								
	88																								
Synth Pad	89																								
	90																								
	91	SonarPad	2																						
	92	CC Pad	2																						
Synth Effects	93																								
	94																								
	95																								
	96																								
Synth Effects	97																								
	98																								
	99	XmasBell	2	VibeBell	2	DigiBell	2	AirBells	2	BellHarp	2	Gamelmba	2												
	100	Planet	2																						
Ethnic	101													Smokey	2										
	102	Ritual	2	ToHeaven	2			Night	2	Glisten	2			BelChoir	2										
	103	Creation	2	Stardust	2	Reso Pan	2																		
	104													Tanbra	2	Tamboura	2								
Ethnic	105													Rabab	2	Gopichint	2	Oud	2						
	106																								
	107																								
	108																								
Ethnic	109																								
	110																								
	111																								
	112																								
Percussive	113													Pungi	1	Hichriki	2								
	114													Bonang	2	Gender	2	Gamelan	2	S. Gamlan	2	Rama Cym	2	AsianBel	2
	115																								
	116													Castanet	1										
Percussive	117													Gr Cassa	1										
	118																								
	119																								
	120																								
Sound Effects	121																								
	122																								
	123																								
	124																								
Sound Effects	125																								
	126																								
	127																								
	128																								

: No sound

XG Drum Map

Bank Select MSB-Bank Number LSB=000														
Bank		Program #	127	127	127	127	127	127	127	127	127	127	127	126
Note#	Note	Key Alternate assign off	Standard 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	D -1	3	Surdo Open											
15	D# -1		Hi Q											
16	E -1		Whip Slap											
17	F -1	4	Scratch Push											
18	F# -1	4	Scratch Pull											
19	G -1		Finger Snap											
20	G# -1		Click Noise											
21	A -1		Metronome Click											
22	A# -1		Metronome Bell											
23	B -1		Seq Click L											
24	C 0		Seq Click H											
25	C# 0		Brush Tap											
26	D 0	0	Brush Swirl L											
27	D# 0	0	Brush Slap											
28	E 0	0	Brush Swirl H											
29	F 0	0	Snare Roll											
30	F# 0		Castanet											
31	G 0		Snare L		SD Rock M	Hi Q	SD Rock H							
32	G# 0		Sticks						Brush Slap L					
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 2											
35	B 0		Bass Drum M 2		Bass Drum H 3	BD Rock	BD Analog L			Gran Cassa				
36	C 1		Bass Drum H 2		BD Rock	BD Gate	BD Analog H			Gran Cassa Mute				
37	C# 1		Side Stick				Analog Side Stick			Marching Sn M				
38	D 1		Snare M	SD Room L	SD Rock	SD Rock L	Analog Snare L		Brush Slap					
39	D# 1		Hand Clap											
40	E 1		Snare H	SD Room H	SD Rock Rim	SD Rock H	Analog Snare H		Brush Tap	Marching Sn H				
41	F 1		Floor Tom L	Room Tom 1	Rock Tom 1	E Tom 1	Analog Tom 1	Jazz Tom 1	Brush Tom 1	Jazz Tom 1				
42	F# 1	1	Hi-Hat Closed				Analog HH Closed 1							
43	G 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				
44	G# 1	1	Hi-Hat Pedal				Analog HH Closed 2							
45	A 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				Analog HH Open							
47	B 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				
48	C 2		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	C# 2		Crash Cymbal 1				Analog Cymbal			Hand Cym.Open L				
50	D 2		High Tom				Analog Cymbal		Brush Tom 6	Jazz Tom 6				
51	D# 2		Ride Cymbal 1	Room Tom 6	Rock Tom 6	E Tom 6	Analog Tom 6	Jazz Tom 6		Hand Cym.Closed L				
52	E 2		Chinese Cymbal											
53	F 2		Ride Cymbal Cup								FL Key Click	Engine Start		
54	F# 2		Tam Bourine									Tire Screech		
55	G 2		Splash Cymbal									Car Passing		
56	G# 2		Cowbell				Analog Cowbell					Crash		
57	A 2		Crash Cymbal 2							Hand Cym.Open H		Siren		
58	A# 2		Vibraslap									Train		
59	B 2		Ride Cymbal 2							Hand Cym.Closed H		Jetplane		
60	C 3		Bongo C									Starship		
61	C# 3		Bongo L									Burst Noise		
62	D 3		Conga H Mute				Analog Conga H					Coaster		
63	D# 3		Conga H Open				Analog Conga M					Sv Marine		
64	E 3		Conga L				Analog Conga H							
65	F 3		Timbale H				Analog Conga L							
66	F# 3		Timbale L											
67	G 3		Agogo H											
: Same as Standard Kit														
: No Sound														

Bank Select MSB=Bank Number LSB=000														
Bank Program #		127	127	127	127	127	127	127	127	127	127	126	126	
Note#	Note	Key off	Alternate assign	1	2	9	17	25	26	33	41	49	1	
				Standard Kit	Room Kit	Rock Kit	Electro Kit	Analog Kit	Jazz Kit	Brush Kit	Classic Kit	SFX 1	SFX 2	
68	G# 3			Standard Kit									Rain	Laughter
69	A 3			Agogo L									Thunder	Screaming
70	A# 3			Cabasa									Wind	Punch
71	B 3	O		Mariacas					Analog Mariacas				Stream	Heartbeat
72	C 4	O		Samba Whistle H									Bubble	Footsteps
73	C# 4			Samba Whistle L									Feed	
74	D 4			Guiro Short										
75	D# 4	O		Guiro Long					Analog Claves					
76	E 4			Claves										
77	F 4			Wood Block H										
78	F# 4			Wood Block L										
79	G 4			Cuica Mute				Scratch Push	Scratch Push					
80	G# 4			Cuica Open				Scratch Pull	Scratch Pull					
81	A 4	2		Triangle Mute										
82	A# 4	2		Triangle Open										
83	B 4			Shaker										
84	C 4			Jingle Bell									Dog	Machine Gun
85	C# 5			Bell Tree									Horse Gallop	Laser Gun
86	D 5												Bird 2	Explosion
87	D# 5													FireWork
88	E 5													
89	F 5													
90	F# 5												Gorst	
91	G 5												Matou	

TG300B Voice List

TG300B Voice List

Bank Select MSB=Bank Number LSB=000

Instrument Group	Pgm	Bank 0	Elem	Bank 1	Elem	Bank 2	Elem	Bank 3	Elem	Bank 4	Elem	Bank 5	Elem	Bank 6	Elem	Bank 7	Elem	Bank 8	Elem	Bank 9	Elem	Bank 10	Elem	Bank 11	Elem	Bank 16	Elem	Bank 17	Elem	Bank 18	Elem	Bank 19	Elem
Piano	1	GrandPro	1															GrandProK	1							MelGrp	1						
	2	BrigPro	1															BrigProK	1														
	3	E Grand	2	ElGrPro1	2	ElGrPro2	2											ElGrProK	2														
	4	HxyTnk	2															HxyTnkK	2														
	5	ElPano1	2															ChorEP1	2							VX ElP1	2						
	9	ElPano2	2															ChorEP2	2							VX ElP2	2						
	8	Clavi	2															HarpstL3	2							HarpstK	1						
	9	Celesta	1															ClaviK	1														
Chromatic Percussion	10	MusicBox	2																														
	11	Glacken	1																														
	12	Vibes	1	Hard Vibe	2																												
	13	Marimba	1																														
	14	Xylophon	1																														
	15	TubulBel	1																														
	16	Dulcimer	1	Dulcimer 2	2																												
	17	DrawOrgn	1	70sDrOr1	2																												
Organ	18	PercOrgn	1	70sDrOr1	2																												
	19	RockOrgn	2																														
	20	ChrchOrg	2																														
	21	ReedOrgn	1																														
	22	Accordn	2																														
	23	Harmnica	1	Harmo 2	2																												
	24	TangoAcid	2																														
	25	NylonGtr	1																														
Guitar	26	SteelGtr	1																														
	27	JazzGtr	1	MelloGtr	1																												
	28	CleanGtr	1																														
	29	MuteGtr	1																														
	30	Overdrive	1																														
	31	DistGtr	1																														
	32	GtrHarmo	1																														
	33	AcroBass	1																														
Bass	34	FingBass	1	FingBass2	2																												
	35	PickBass	1																														
	36	Fretless	1	Fretless2	2	Fretless3	2	Fretless4	2	SynFretl	2	Smooth	2																				
	37	SlapBass1	1																														
	38	SlapBass2	1																														
	39	SynBass1	1	SynBass1DL	1																												
	40	SynBass2	2	ClkSynBa	2	ModulBa	2	Seq Bass	2																								
	41	Violin	1																														
Strings	42	Viola	1																														
	43	Cello	1																														
	44	Contrabs	1																														
	45	Trem.Str	1																														
	46	Pizz.Str	1																														
	47	Harp	1																														
	48	Timpani	1																														
Ensemble	49	Strings1	1	Slow Str	1																												
	50	Strings2	1	70s Str	1																												
	51	Syn.Str1	2	SynStr4	2																												
	52	Syn.Str2	2																														
	53	ChoirAah	1																														
	54	VoiceDoo	1																														
	55	SynVoice	1																														
	56	Orch.Hit	2	OrchHit2	2																												
Brass	57	Trumpet	1	Trumpet2	1																												
	58	Trombone	1	Tmbone2	1																												
	59	Tuba	1	Tuba 2	1																												
	60	Mute.Tp	1																														
	61	Fr.Horn	2	FrHorn2	2																												
	62	BrasSect	1																														
	63	SynBras1	2	PolyBras	2																												
	64	SynBras2	1	Soft Brs	2																												

TG300B Voice List

Bank Select MSB=Bank Number LSB=000

Instrument Group	Pgm	Bank 24	Elem	Bank 25	Elem	Bank 26	Elem	Bank 32	Elem	Bank 33	Elem	Bank 40	Elem	Bank 126	Elem	Bank 127	Elem
Piano	1													A-Piano1	2	a.piano1	1
	2													A-Piano2	2	a.piano2	1
	3													A-Piano3	2	a.piano3	1
	4													A-Piano4	2	a.piano4	1
	5	608ELP	1	HardELP	2	MelloEP1	2	ElPhoLK	1					A-Piano5	1	e.piano5	1
	6	DX Hard	2					ElPhoLK	1					A-Piano6	1	e.piano6	1
	7	HarpSL2	2											A-Piano7	1	e.piano7	1
Chromatic Percussion	8													E-Piano1	2	h.k.yink	2
	9													E-Piano2	2	e.organ1	2
	10													E-Piano3	2	e.organ2	2
	11													A-Guitr1	1	e.organ3	1
	12													A-Guitr2	2	e.organ4	1
	13	Log Drum	2											E-Guitr1	2	pipeorg1	2
	14													E-Guitr2	2	pipeorg2	2
	15													E-Guitr3	2	pipeorg3	2
	16													Slap-1	2	pipeorg4	2
	17	CheezOrg	2					DrawOrg2	2	EvenBar	2	Organ Ba	1	Slap-2	2	pipeorg5	2
Organ	18							PercOrg2	2					Slap-3	2	harpSL	1
	19	FstRotar	2											Slap-4	2	harpSL	2
	20	OrgFlute	2					TrmOrgFl	2					Slap-5	2	clavi1	1
	21													Slap-6	2	clavi2	1
	22													Slap-7	2	clavi3	1
	23													Slap-8	2	clavi4	1
	24													Finger-1	2	celesta1	1
	25	VelGtHrm	2					NylonGt2	1			LequintG	1	Finger-2	2	celesta2	1
	26							SteelGt2	1					Picked-1	1	synbrs2	2
	27													Picked-2	2	synbrs3	2
Bass	28													FretLSBs	1	synbrs4	2
	29													A-Bass	2	synbrs5	1
	30													Choir-1	1	synbrs6	1
	31													Choir-2	1	synbrs7	1
	32													Choir-3	2	synbrs8	1
	33													Choir-4	2	newgeqd	2
	34													Strings-1	2	synbrs9	2
	35													Strings-2	2	choir pd	2
	36													Strings-3	2	bowd pd	2
	37													Strings-4	2	soundrk	2
Strings	38													E-Organ1	2	atmosph	2
	39													E-Organ2	2	syn warm	2
	40													E-Organ3	2	synfunny	1
	41													E-Organ4	2	syncho1	2
	42													E-Organ5	2	rain	2
	43													E-Organ6	2	synboe	2
	44													E-Organ7	2	syncho2	2
	45													E-Organ8	2	synsolo	2
	46													E-Organ9	2	synrdorg	2
	47													SoftTP-1	1	synbell	1
Ensemble	48													SoftTP-2	1	squareld	2
	49	VeloStr	2											TP/TRB-1	1	strsect1	2
	50													TP/TRB-2	1	strsect2	2
	51													TP/TRB-3	1	strsect3	2
	52													TP/TRB-4	1	pizz.str	1
	53							Ch.Aahs2	2					TP/TRB-5	2	violin1	2
	54													TP/TRB-6	2	violin2	1
Brass	55													Sax-1	1	cello1	1
	56													Sax-2	1	cello2	1
	57	BriteTrp	2	WarmTrp	2									Sax-3	1	contrabs	1
	58													Sax-4	2	harp1	1
	59													Brass-1	1	harp2	1
	60													Brass-2	1	guitar1	1
	61													Brass-3	2	guitar2	1
	62													Brass-4	2	elecgrl	2
	63													Brass-5	2	elecgr2	2
	64													Orch-Hit	1	sttar	1

TG300B Voice List

Bank Select MSB=Bank Number LSB=000

Instrument Group	Pan	Bank 0	Elem	Bank 1	Elem	Bank 2	Elem	Bank 3	Elem	Bank 4	Elem	Bank 5	Elem	Bank 6	Elem	Bank 7	Elem	Bank 8	Elem	Bank 9	Elem	Bank 10	Elem	Bank 11	Elem	Bank 16	Elem	Bank 17	Elem	Bank 18	Elem	Bank 19	Elem
Reed	65	SynSax	1																														
	66	Alto Sax	1																														
	67	TenSax 2	1																														
	68	Bari Sax	1																														
	69	Oboe	2																														
	70	Eng Horn	1																														
	71	Bassoon	1																														
	72	Clarinet	1																														
	73	Piccolo	1																														
	74	Flute	1																														
Pipe	75	Recorder	1																														
	76	PanFlute	1																														
	77	Bottle	2																														
	78	ShakBeli	2																														
	79	Whistle	1																														
	80	Ocarina	1																														
	81	SquareLead	2	Square 2	1	Hollow	2	Mellow	2	SoloSine	2	Shmoog	2	LMSquare	2																		
	82	SawLead	2	Saw 2	1	PulseSaw	2	ThickSaw	2	Big Lead	2	VeloLead	2	HeavySyn	2	DynaSaw	1	SineLead	1	Dr. Lead	2												
	83	Calliope	2																														
	84	ChiffLead	2																														
Synth Pad	85	CharnLead	2																														
	86	VoiceLead	2																														
	87	FifthLead	2																														
	88	Bass & Lead	2	Big Five	2	Fat&Prky	2																										
	89	NewAgePd	2	Big&Low	2																												
	90	WarmPad	2	Fantasy2	2	Horn Pad	2	RoundStr	2	Soft Pad	2																						
	91	PolySynPd	2	ThickPad	2																												
	92	ChoirPad	2	PolyF80	2																												
	93	BowedPad	2	Heaven2	2																												
	94	MetalPad	2																														
Synth Effects	95	Halo Pad	2	Time Pad	2	Pan Pad	2																										
	96	SweepPad	2	PolarPad	2																												
	97	Rain	2	HrnoRain	2	AfronWind	2																										
	98	SoundFk	2	Ancestral	2	Prologue	2																										
	99	Crystal	2	SymMater	2	SRCryst	2	RadGlock	2	LowGlock	2	GlockChi	2	ClearBel	2	XmasBell	2	VibeBell	2	DigiBell	2												
	100	Atmospr	2	WarmAtms	2	NynHarp	2	Harp Vox	2	HoliwRls	2	NylonEP	2	AtmosPad	2																		
	101	Bright	2																														
	102	Goblins	2	GobSyn	2	50sSciFi	2																										
	103	Echoes	2	EchoBell	2	Echo Pan	2	EchoPad2	2	Big Pan	2																						
	104	Sci-Fi	2	Star 2	2																												
Ethnic	105	Star	1	Star 2	2	DetStar	2																										
	106	Banjo	1	MuteBnjo	1																												
	107	Shamisen	1	I suguru	1																												
	108	Koto	1																														
	109	Kalimba	1																														
	110	Bagpipe	2																														
	111	Fiddle	1																														
	112	Shana	1	Shana 2	1																												
	113	TaklBell	2																														
	114	Agogo	2																														
Percussive	115	SteelDrum	2																														
	116	WoodBlock	1																														
	117	TakoDrum	1																														
	118	MelodTom	2	Real Tom	2																												
	119	Syn Drum	1																														
	120	RevCymb	1																														
	121	FreeNoiz	2	CutmgNz	1	Str Slap	1	CtingNz2	2																								
	122	BrthVoiz	2	FLClick	1	Thunder	1	Wind	1	Stream	2	Bubble	2																				
	123	Seashore	2	Ran	1	Horse	1	Door 2	1	Scratch	1	WindChm	1	Scratch2	2																		
	124	Twet	2	Dog	1	Telephone	1	DoorSagk	1	Scratch	1	WindChm	1	Scratch2	2																		
125	Telephone	1	TelDial	1	CarEngin	1	Car Stop	1	CarCrash	1	Siren	1	Train	1	Jeplane	2	Starship	2	Burst	2													
126	Helicpr	1	Laughing	1	Scream	1	Punch	1	Heart	1	FootStep	1																					
127	Applause	1																															
Sound Effects	128	Gunshot	1	MchrdGun	1	LaserGun	2	Xplosion	2																								
	129	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1
	130	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1
	131	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1
	132	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1
	133	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1
	134	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1
	135	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1
	136	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1
	137	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1	Explosion	1

TG300B Voice List

Bank Select MSB=Bank Number LSB=000

Instrument Group	Elem	Bank 24	Elem	Bank 25	Elem	Bank 26	Elem	Bank 32	Elem	Bank 33	Elem	Bank 40	Elem	Bank 126	Elem	Bank 127	Elem
Reed	65															abass 1	1
	66															abass 2	1
	67															ebass 1	1
	68															ebass 2	1
	69															slapbas1	1
	70															slapbas2	1
	71															fretles1	1
	72															fretles2	1
Pipe	73															flute1	1
	74															flute2	1
	75															piccolo1	1
	76															piccolo2	2
	77															recorder	1
	78															pumpipes	2
	79															sax1	2
	80															sax2	1
Synth Lead	81															sax3	1
	82															sax4	1
	83															clarinet1	1
	84															clarinet2	1
	85															oboe	1
	86															eng.horn	1
	87															bassoon	1
	88															harmnica	1
Synth Pad	89															trumpet1	1
	90															trumpet2	1
	91															trmbone1	2
	92															trmbone2	2
	93															fr.horn1	1
	94															fr.horn2	2
	95															tuba	2
	96															brssecr1	1
Synth Effects	97															brssecr2	2
	98															vibet1	1
	99															vibet2	1
	100															synmallet	1
	101															maletwin	2
	102															glocken	2
	103															tubulbel	1
	104															xylophon	1
Ethnic	105															marimba	2
	106	Oud	2													koto	1
	107															sho	2
	108															shakchi	2
	109															whistle1	2
	110															whistle2	1
	111															bottle	2
	112															breath	2
Percussive	113															timpani	1
	114															melotom	1
	115															deepnar	1
	116															eperc1	1
	117															eperc2	1
	118															taiko	1
	119															taikorim	1
	120															cymbal	2
Sound Effects	121															castanet	1
	122															triangle	1
	123															orchehit	1
	124															telephone	1
	125															bird	1
	126															jam	1
	127															efctwar	2
	128															efctingl	2

Same as Standard Kit : No Sound

TG300B Drum Map

TG300B Drum Map

Note#	Program #		1	9	17	25	26	33	41	49	57	128
	Alternate Assign	Standard Kit										
25	C# 0	Snare Roll										
26	D 0	Finger Snap										
27	D# 0	Hi Q								Hi-Hat Closed		
28	E 0	Whip Slap								Hi-Hat Pedal		
29	F 0	Scratch Push								Hi-Hat Open		
30	F# 0	Scratch Pull								Ride Cymbal 1		
31	G 0	Sticks										
32	G# 0	Click Noise										
33	A 0	Metronome Click										
34	A# 0	Metronome Bell										
35	B 0	Bass Drum M										
36	C 1	Bass Drum H								BD Jazz		
37	C# 1	Side Stick								Gran Cassa		
38	D 1	Snare M										
39	D# 1	Hand Clap										
40	E 1	Snare H								Concert SD		
41	F 1	Floor Tom L								Castanet		
42	F# 1	Hi-Hat Closed								Concert SD		
43	G 1	Floor Tom H								Timpani F#		
44	G# 1	Hi-Hat Pedal								Timpani G#		
45	A 1	Low Tom								Timpani A#		
46	A# 1	Hi-Hat Open								Timpani B		
47	B 1	Mid Tom L								Timpani C		
48	C 2	Mid Tom H								Timpani C#		
49	C# 2	Crash Cymbal 1								Timpani D		
50	D 2	High Tom								Timpani D#		
51	D# 2	Ride Cymbal 1								Timpani E		
52	E 2	Chinese Cymbal								Timpani F		
53	F 2	Ride Cymbal Cup										
54	F# 2	Tambourine										
55	G 2	Splash Cymbal										
56	G# 2	Cowbell										
57	A 2	Crash Cymbal 2										
58	A# 2	Vibeslap										
59	B 2	Ride Cymbal 2										
60	C 3	Bongo H										
61	C# 3	Bongo L										
62	D 3	Conga H Mute										
63	D# 3	Conga H Open										
64	E 3	Conga L										
65	F 3	Timbale H										
66	F# 3	Timbale L										
67	G 3	Agogo H										
68	G# 3	Agogo L										
69	A 3	Catana										
70	A# 3	Maracas										
71	B 3	2 Samba Whistle H										
72	C 4	2 Samba Whistle L										
73	C# 4	3 Guiro Short										
74	D 4	3 Guiro Long										
75	D# 4	Claves										
76	E 4	Wood Block H										
77	F 4	Wood Block L										
78	F# 4	Cüca Mute										
79	G 4	Cüca Open										

: Same as Standard Kit : No Sound

TG300B Drum Map

Program #		1	9	17	25	26	33	41	49	57	128
Note#	Alternate Assign	Standard Kit	Room Kit	Power Kit	Electro Kit	Analog Kit	Jazz Kit	Brush Kit	Orchestra Kit	SFX Set	C/M Kit
80	G# 4	Triangle Mute								Thunder	Footsteps 1
81	A 4	Triangle Open								Wind	Footsteps 2
82	A# 4	Shaker								Seashore	Applause
83	B 4	Jingle Bell								Stream	Door Creaking
84	C 5	Bell Tree								Bubble	Door Slam
85	C# 5	Castanet									Scratch
86	D 5	Surdo Mute									Windchime
87	D# 5	Surdo Open									Engine Start
88	E 5								Applause		Tire Screech
89	F 5										Car Passing
90	F# 5										Crash
91	G 5										Siren
92	G# 5										Train
93	A 5										Jetplain
94	A# 5										Helicopter
95	B 5										Starship
96	C 6										Gunshot
97	C# 6										Machine Gun
98	D 6										Laser Gun
99	D# 6										Explosion
100	E 6										Dog
101	F 6										Horse Gallop
102	F# 6										Bird Tweet
103	G 6										Rain
104	G# 6										Thunder
105	A 6										Wind
106	A# 6										Seashore
107	B 6										Stream
108	C 7										Bubble

: No Sound

: Same as Standard Kit

QS300 Wave List

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

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

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

EG Template List

Attack-EG Templates

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

Pitch-EG Templates

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

Filter-EG Templates

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

Effect Type List

Reverb Type

[00] No Effect

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

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

[09] RevWhiteRm ~ [11] RevBasemnt

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

Chorus Type

[00] No Effect

[01] Chorus 1 ~ [08] Celeste 4

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

[09] Flanger 1 ~ [11] Flanger 3

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

Effect Type List

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

[00] No Effect

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

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

[09] DelayL,C,R

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

[10] Delay L,R

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

[11] Echo

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

[12] CrossDelay

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

Effect Type List

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

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

[15] GateReverb , [16] ReversGate

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

[17] Rev Karaoke1 ~ [19] Rev Karaoke3

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

[20] Chorus 1 ~ [27] Celeste 4

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

[28] Flanger 1 ~ [30] Flanger 3

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

[31] Symphonic

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

Effect Type List

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

Effect Type List

[37] Distortion , [38] Overdrive

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

[39] G-Amp.Sim.

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

[40] 3 Band EQ

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

[41] 2 Band EQ

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

[42] Auto Wah

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

[43] THRU

Style List

DEMONSTRATION PATTERNS

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

Style List

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

Phrase List

	Main(M)	Fill Loop(O)	Fill Cross(X)	Intro(I)	Ending(E)	Specific(S)	General(G)		Main(M)	Fill Loop(O)	Fill Cross(X)	Intro(I)	Ending(E)	Specific(S)	General(G)
	DRUMS								PERCUSSION						
8beat	PopBld A	PopBld A	PopBld A	Pop Bld	Pop Bld	LiteHH	Set 1		PopBld A	PnoBld B	08BtPopA	Pop Bld	PianoBld	Candy	2-4Tamb
	PopBld B	PopBld B	PopBld B	E.Ballad	E.Ballad	AcidJz	Set 2		PopBld B	08BtPopA	08BtPopB	Detroit	08BtPop	Conga	4Cowbell
	E.BlladA	E.BlladA	E.BlladA	PianoBld	PianoBld	Candy 1	China		08BtPopA	08BtPopB	08BtPopB	Big Band	Detroit	Cabasa	4Tambn1
	E.BlladB	E.BlladB	E.BlladB	08BtPop	08BtPop	Candy 1F	HiCrash		08BtPopB	DetroitA	RockPopB	Mambo	Rock Pop	OffCbsa	8Maracas
	PnoBld A	PnoBld A	PnoBld1A	Detroit	Detroit	Candy 2	LoCrash		DetroitB	RockPopB	Twist A	PopBossa	Big Band	Maracas	4Tambn2
	PnoBld B	PnoBld B	PnoBld1B	FolkRckA	FolkRckA	Candy 2F	Splash		RockPopB	Mambo A	12BtRegA	El Rock	12Bt.Reg	Triangle	8Tambn
	08BtPopA	08BtPopA	PnoBld2A	Rock Pop	Rock Pop	Gofer	China>		Mambo A	Mambo B	Mambo A	PsoDobl	Mambo	CivCnga	8Cabasa
	08BtPopB	08BtPopB	PnoBld2B	RkBoogy	RkBoogy	Gofer F	HiCrash>		Mambo B	SiBossaA	Mambo B	Rumba	PopBossa		Agogo
	DetroitA	DetroitA	08BtPopA	HardRock	HardRock	SeeYa	LoCrash>		SiBossaA	PpBossaA	SiBossaA		El Rock		Conga
	DetroitB	DetroitB	08BtPopB	Rkabilly	Rkabilly	SeeYa 1F	Splash>		SiBossaA	PpBossaB	PpBossaA		TangoHb.		Guiro
	FolkRckA	FolkRckA	DetroitA	Twist	Twist	SeeYa 2F	ChinaKk1		PpBossaB	ElRock A	PpBossaB		PsoDobl		JinglBel
	FolkRckB	FolkRckB	DetroitB	Boogie	Boogie	Speed	HiCrsKk1		ElRock A	ElRock B	ElRock A		Rumba		Quica
	RockPopA	RockPopA	FolkRckA	16Bt.R&R	16Bt.R&R	Drive	LoCrsKk1		ElRock B	TangoHbA	ElRock B				VibraSlp
	RockPopB	RockPopB	FolkRckB	BluShf 1	BluShf 1	Ring 1	SpshKk1		TangoHbB	TangoHbB	TangoHbA				Whistle1
	RkBoogyA	RkBoogyA	RockPopA	Soul	BluShf 2	Ring 2	RideKk 1		TangoArA	TangoArA	TangoHbB				Whistle2
	RkBoogyB	RkBoogyB	RockPopB	FastGosp	Soul	BD&Clap	ChinaKk2		PsoDoblA	TangoArB	TangoArA				WoodBlk1
	HrdRockA	HrdRockA	RkBoogyA	R&B	FastGosp	BD&FTom	HiCrsKk2		PsoDoblB	PsoDoblA	TangoArB				WoodBlk2
	HrdRockB	HrdRockB	RkBoogyB	C&W Bld	R&B	TomBt 1	LoCrsKk2		Rumba A	PsoDoblB	PsoDoblA				
	RkabilityA	RkabilityA	HrdRockA	C&W Shfl	C&W Bld	TomBt 2	SpshKk2		Rumba B	Rumba A	PsoDoblB				
	RkabilityB	RkabilityB	HrdRockB	C&W Rock	C&W Shfl	TomBt 3	RideKk 2		Rumba B	Rumba B	Rumba A				
	Twist A	Twist A	RkabilityA	J.Ballad	C&W Rock		ChinaKk3		ChaCha A	ChaCha A	Rumba B				
	Twist B	Twist B	RkabilityB	B.B.Bld1	J.Ballad		HiCrsKk3								
	Boogie A	Boogie A	Twist A	B.B.Bld2	B.B.Bld1		LoCrsKk3								
	Boogie B	Boogie B	Twist B	Big Band	B.B.Bld2		SpshKk3								
	16BtR&RA	16BtR&RA	Boogie A	BeBop	Big Band		RideKk3								
	16BtR&RB	16BtR&RB	Boogie B	BeBop	Big Band		2-4Clap		PopBld A	PopBld A	PopBld A	Pop Bld	Levee 1	8Bass 1	
	BluShf1A	BluShf1A	16BtR&RA	Ragtime	BeBop		2-4Kick		PopBld B	PopBld B	PopBld B	08Bt.Pop	Levee 2	8Bass 2	
	BluShf1B	BluShf1B	16BtR&RB	Dixie	Ragtime		2-4Side		E.BlladA	E.BlladB	E.BlladA	Detroit	Levee 3	8Bass 3	
	BluShf2A	BluShf2A	12Bt.Reg	Dixie	Dixie		2-4Snare		PnoBld A	PnoBld A	PnoBld A	FolkRckA		Hold L	
	BluShf2B	BluShf2B	Ska	12Bt.Reg	Ska		Clap-4		PnoBld B	PnoBld B	PnoBld B	Rock Pop		Hold 1	
	Soul A	Soul A	SlwBossa	Ska	SlwBossa		Side-4		08BtPopA	08BtPopA	08BtPopB	Twist		Hold 2	
	Soul B	Soul B	PopBossa	SlwBossa	SlwBossa		Snare-4		08BtPopB	08BtPopB	08BtPopB	Boogie		Hold 3	
	FastGspA	FastGspA	El Rock	PopBossa	PopBossa		Stop		DetroitA	DetroitB	DetroitB	HardRock		Hold 4	
	FastGspB	FastGspB	El Rock	PopBossa	PopBossa		44Kick		DetroitB	DetroitB	DetroitB	BluesShf			
	R&B A	R&B A	Polka 1	El Rock	Polka 1		4HiHat 1		FolkRckA	FolkRckB	FolkRckB	Soul			
	R&B B	R&B B	Polka 2	Polka 1	Polka 2		44Snare		FolkRckB	RockPopB	RockPopA	FastGosp			
	CW Bld A	CW Bld A	M.March1	M.March1	M.March1		4HiHat 2		RockPopA	RkBoogyB	RockPopB	R&B			
	CW Bld B	CW Bld B	M.March2	M.March2	M.March2		8HiHat 1		HrdRockA	RkBoogyA	RkBoogyA	C&W Shfl			
	CWShfl A	CWShfl A	TangoHb.	TangoHb.	TangoHb.		8HiHat 2		RkBoogyB	HrdRockB	RkBoogyA	C&W Rock			
	CWShfl B	CWShfl B	TangoArg	TangoArg	TangoArg		8HiHat 3		RkBoogyB	RkabilityA	HrdRockA	Big Band			
	CWRock A	CWRock A	PsoDobl	PsoDobl	PsoDobl		8HiHat 4		HrdRockA	RkabilityB	HrdRockB	Ragtime			
	CWRock B	CWRock B	Foxtrot1	Foxtrot1	Foxtrot1		8HiHat 5		Twist A	Twist A	RkabilityA	Dixie			
	J.BlladA	J.BlladA	Foxtrot2	Foxtrot2	Foxtrot2		4Ride 1		BluShf A	BluShf A	RkabilityB	Ska			
	J.BlladB	J.BlladB	Rumba	Rumba	Rumba		4Ride 2		BluShf B	Boogie A	RkabilityB	SlwBossa			
	BBBld 1A	BBBld 1A					8Ride 1		Soul A	Boogie B	Twist A	PopBossa			
	BBBld 1B	BBBld 1B					8Ride 2		Soul B	16BtR&RA	Twist B	El Rock			
	BBBld 2A	BBBld 2A					8Ride 3		FastGspA	BluShf A	Boogie B	Polka			
	BBBld 2B	BBBld 2B					8Ride 4		FastGspB	BluShf B	Boogie B	M.March			
	BigBandA	BigBandA					8Ride 5		R&B A	Soul A	BluShf A	TangoArg			
	BigBandB	BigBandB					8Ride 6		CW Bld A	Soul B	BluShf B	PsoDobl			
	BeBop A	BeBop A					8Ride 7		CWShfl A	FastGspA	Soul A	Rumba			
	BeBop B	BeBop B					8Ride 8		CWShfl B	FastGspB	Soul B				
	RagtimeA	RagtimeA					Kick 1		CWRock B	R&B B	FastGspB				
	RagtimeB	RagtimeB					Kick 2		J.BlladA	CW Bld A	R&B A				
	Dixie A	Dixie A					Kick 3		J.BlladB	CWShfl A	R&B B				
	Dixie B	Dixie B					Kick 4		B.B.BldA	CWShfl B	CW Bld A				
	12BtRegA	12BtRegA					Kick 5		B.B.BldB	CWRock A	CW Bld B				
	12BtRegB	12BtRegB					Kick 6		BigBandA	CWRock B	CWShfl A				
	Ska A	Ska A					Kick 7		BigBandB	J.BlladA	CWShfl B				
	Ska B	Ska B					Kick 8		BeBop A	J.BlladB	CWRock A				
	SiBossaA	SiBossaA					Kick 9		BeBop B	B.B.BldA	CWRock B				
	SiBossaB	SiBossaB					Kick10		RagtimeA	B.B.BldB	J.BlladA				
	PpBossaA	PpBossaA					Kick11		RagtimeB	BigBandA	J.BlladB				
	PpBossaB	PpBossaB					Side 1		Dixie A	BigBandB	B.B. BldA				
	ElRock A	ElRock A					Side 2		Dixie B	BeBop A	B.B. BldB				
	ElRock B	ElRock B					Snare 1		12BtRegA	RagtimeA	BigBandA				
	Polka A	Polka 1A					Snare 2		12BtRegB	Dixie A	BigBandB				
	Polka B	Polka 1B					Snare 3		Ska A	Dixie B	BeBop A				
	MMarch1A	Polka 2A					Snare 4		Ska B	12BtRegA	BeBop B				
	MMarch1B	Polka 2B					Snare 5		Mambo A	12BtRegB	RagtimeA				
	MMarch2A	MMarch1A					Snare 6		Mambo B	Ska A	Dixie A				
	MMarch2B	MMarch1B					Snare 7		SiBossaA	Ska B	Dixie B				
	TangoHbA	MMarch2A					Snare 8		SiBossaB	Mambo A	12BtRegA				
	TangoHbB	MMarch2B					Snare 9		PpBossaA	Mambo B	12BtRegB				
	TangoArA	MMarch2A					Snare 10		PpBossaB	SiBossaA	Ska A				
	PsoDoblA	MMarch2B					Snare 11		ElRock A	SiBossaB	Ska B				
	PsoDoblB	MMarch2B					Snare 12		ElRock B	PpBossaB	Mambo A				
	Foxttr1A	TangoArA					Snare 13		Polka A	Polka A	Mambo B				
	Foxttr1B	TangoArB					Tom 1		Polka B	Polka B	SiBossaA				
	Foxttr2A	PsoDoblA					Tom 2		M.MarchB	M.MarchB	SiBossaB				
	Foxttr2B	PsoDoblB					Tom 3		TangoHbA	TangoHbA	SiBossaA				
	Rumba A	PsoDoblB					Tom 4		TangoArA	TangoHbB	PpBossaB				
	Rumba B	Foxttr1A					Tom 5		TangoArB	TangoArA	ElRock A				
	ChaCha A	Foxttr1B					Tom 6		PsoDoblA	TangoArB	ElRock B				
		Foxttr2A					Count HH		PsoDoblB	PsoDoblA	Polka A				
		Foxttr2B					CountStk		FoxtrotA	PsoDoblB	Polka B				
		Rumba A							FoxtrotB	FoxtrotA	M.MarchA				
		Rumba B							Rumba A	FoxtrotB	TangoHbA				
		ChaCha A							Rumba B	TangoHbB	TangoArA				
									ChaCha A	TangoArB	PsoDoblA				
										PsoDoblB	PsoDoblB				
											FoxtrotA				
											FoxtrotB				
											Rumba A				
											Rumba B				
											ChaCha A				
											ChaCha B				

Phrase List

	Main(M)	Fill Loop(O)	Fill Cross(X)	Intro(I)	Ending(E)	Specific(S)	General(G)		Main(M)	Fill Loop(O)	Fill Cross(X)	Intro(I)	Ending(E)	Specific(S)	General(G)
	GUITAR CHORDS								KEYBOARD CHORDS						
8beat	E.BlladA	PnoBld B	PnoBld1B	08Bt.Pop	E.Ballad	Troll	Hold L		PopBld1A	PopBld1A	PopBld A	PopBld 1	PopBld 1	Group	P3Loop 1
	PnoBld1A	08BtPopA	PnoBld2B	FolkRckA	PnoBld 1	Candy	Hold 1		PopBld1B	PopBld1B	PopBld B	PopBld 2	PopBld 2	SeeYa 1	P3Loop 2
	PnoBld1B	08BtPopB	08BtPopA	Rock Pop	PnoBld 2	SeeYa 1	Hold 2		PopBld2A	PopBld2A	E.BlladA	08Bt.Pop	PopBld 3	SeeYa 2	P3Loop 3
	PnoBld2A	DetroitA	08BtPopB	Twist 1	08Bt.Pop	SeeYa 2	Hold 3		PopBld2B	PopBld2B	E.BlladB	Rock Pop	E.Ballad	SteamPG1	P3Loop 4
	PnoBld2B	DetroitB	DetroitA	Twist 2	Detroit	Seprate	Hold 4		PopBld3A	PopBld3A	PopBld1A	Boogie 1	PnoBld 1	SteamPG2	P3Loop 5
	08BtPopA	FolkRk1A	DetroitB	Boogie	FolkRk1A		BackBt 1		PopBld3B	PopBld3B	PopBld1B	Boogie 2	PnoBld 2		P3Loop 6
	08BtPopB	FolkRk1B	FolkRk1A	16Bt.R&R	FolkRk2A		BackBt 2		E.BlladA	E.BlladB	PopBld2A	Boogie 3	08Bt.Pop		P3Loop 7
	Dtroit1A	FolkRk2A	FolkRk1B	Soul 1	Rock Pop				E.BlladB	PnoBld A	PopBld2B	Soul	Rock Pop		P3Loop 8
	Dtroit2A	FolkRk2B	FolkRk2A	Soul 2	Rkability1				PnoBld A	PnoBld1B	PopBld3A	FastGosp	HardRock		P3Loop 9
	DetroitB	RockPopB	FolkRk2B	FastGosp	Rkability2				PnoBld1B	PnoBld2B	PopBld3B	C&W Shfl	Boogie 1		P3Loop10
	FolkRk1A	RkabilityA	RockPopA	C&W Bld.	Twist 1				PnoBld2B	08BtPopA	PnoBld B	Big Band	Boogie 2		P3Loop11
	FolkRk1B	RkabilityB	RockPopB	Big Band	Twist 2				08BtPopA	08BtPopB	08BtPopA	Ragtime	Boogie 3		P3Loop12
	FolkRk2A	Boogie A	RkabilityB	Dixie	Boogie				08BtPopB	RockPopB	08BtPopB	Dixie	BluesShf		P3_1Bt 1
	FolkRk2B	Boogie B	Rkbily1A	SlwBossa	16BtR&R1				RockPopA	RkBoogyA	RockPopA	Ska	Soul		P3_1Bt 2
	RockPopA	16 R&R1A	Rkbily2A	PopBossa	16BtR&R2				RockPopB	HrdRockA	RockPopB	PopBossa	FastGsp1		P3_1Bt 3
	RockPopB	16 R&R1B	Twist 1B	El Rock	Soul 1				RkBoogyB	HrdRockB	RkBoogyA	Polka 1	FastGsp2		P3_1Bt 4
	RkabilityA	16 R&R2A	Twist 2B	Polka 1	Soul 2				HrdRockA	Boogie1A	RkBoogyB	Polka 2	C&W Bld.		P3_1Bt 5
	Twist 1A	16 R&R2B	Boogie B	Polka 2	FastGosp				HrdRockB	Boogie1B	HrdRockA	M.March1	C&W Shfl		P3_1Bt 6
	Twist 2A	Soul 1A	16 R&R1A	TangoHb.	R&B				Boogie1A	Boogie2A	HrdRockB	M.March2	J.Bllad1		P3_1Bt 7
	Boogie A	Soul 1B	16 R&R1B	PsoDobl1	C&W Bld.				Boogie1B	Boogie2B	Twist A	TangoHb.	J.Bllad2		P3_1Bt 8
	Boogie B	Soul 2A	16 R&R2A	PsoDobl2	C&W Shfl				Boogie2A	Boogie3A	Twist B	TangoAr1	J.Bllad3		P3_1Bt 9
	16 R&R1A	Soul 2B	16 R&R2B	Rumba	C&W Rock				Boogie2B	Boogie3B	Boogie1A	TangoAr2	Big Band		P3_1Bt10
	16 R&R1B	FastGspA	Soul 1A		B.B.Bld				Boogie3A	BluShf A	Boogie1B		BeBop		P3_1Bt11
	16 R&R2A	FastGspB	Soul 1B		Big Band				Boogie3B	BluShf1B	Boogie2A		Ragtime		P3_1Bt12
	16 R&R2B	R&B A	Soul 2A		Ragtime				BluShf A	BluShf2B	Boogie2B		Dixie		P3_2Bt 1
	Soul 1A	R&B B	Soul 2B		Dixie				BluShf1B	Soul A	Boogie3A		12Bt.Reg		P3_2Bt 2
	Soul 1B	CW Bld A	FastGspB		SlwBossa				BluShf2B	FastGspB	Boogie3B		Ska 1		P3_2Bt 3
	Soul 2A	CWShfl B	CW Bld A		PopBossa				Soul A	FstGsp1A	BluShf1B		Ska 2		P3_2Bt 4
	Soul 2B	CWRock B	CW Bld B		Polka 1				Soul B	FstGsp2A	BluShf2B		Mambo		P3_2Bt 5
	FastGspA	BigBandA	CWShfl B		Polka 2				FstGsp1A	CWBld. A	Soul A		PopBossa		P3_2Bt 6
	FastGspB	RagtimeA	CWRock1B		TangoHb.				FstGsp2A	CWBld. B	FstGsp A		El Rock		P3_2Bt 7
	CW Bld B	Dixie A	CWRock1A		PsoDobl1				FstGsp B	CWShfl A	CWBld. A		Polka 1		P3_2Bt 8
	CWRock A	Dixie B	CWRock2A		PsoDobl2				CWBld. A	CWShfl B	CWBld. B		Polka 2		P3_2Bt 9
	CWRock B	12BtRegA	CWRock2B		Foxtrot				CWBld. B	CWShfl A	CWShfl B		M.March1		P3_2Bt10
	J.BlladA	12BtRegB	J.BlladB		Rumba 1				CWShfl A	JBllad2A	CWShfl B		M.March2		P3_2Bt11
	J.BlladB	SlBossaA	BigBandA		Rumba 2				CWShfl B	JBllad3A	J.BlladA		TangoHb.		P3_2Bt12
	B.B.BldB	SlBossaB	RagtimeA						JBllad1A	JBllad1B	JBllad1B		TangoArg		P3_3Bt 1
	RagtimeA	PpBossaA	Dixie A						JBllad1B	JBllad2B	JBllad2B		Foxtrot1		P3_3Bt 2
	RagtimeB	PpBossaB	Dixie B						JBllad2A	B.B.BldB	JBllad3B		Foxtrot2		P3_3Bt 3
	Dixie A	ElRock A	12BtRegA						JBllad2B	BigBandA	BigBandA				P3_3Bt 4
	Dixie B	Polka 1A	12BtRegB						J.Bllad3	BigBandB	BigBandB				P3_3Bt 5
	12BtRegB	Polka 1B	SlBossaA						B.B.BldA	BeBop A	BeBop A				P3_3Bt 6
	SlBossaA	Polka 2A	SlBossaB						B.B.BldB	BeBop B	BeBop B				P3_3Bt 7
	SlBossaB	Polka 2B	PpBossaA						BigBandA	RagtimeA	RagtimeA				P3_3Bt 8
	PpBossaA	TangoHbA	PpBossaB						BigBandB	Dixie A	RagtimeB				P3_3Bt 9
	PpBossaB	TangoHbB	Polka 1A						BeBop A	Dixie B	Dixie A				P3_3Bt10
	ElRock A	PsoDbl1A	Polka 2A						BeBop B	12Reg 1A	Dixie B				P3_3Bt11
	ElRock B	PsoDbl1B	Polka B						RagtimeA	12Reg 2A	12BtRegB				P3_3Bt12
	Polka 1A	PsoDbl2A	TangoHbA						RagtimeB	Ska 1A	12Reg 1A				P4Loop 1
	Polka 2A	PsoDbl2B	TangoHbB						Dixie B	Ska 1B	12Reg 2A				P4Loop 2
	Polka B	FoxtrotB	PsoDbl1A						12Reg 1A	Ska 2A	12Reg 3A				P4_1Bt 1
	TangoHbA	Rumba A	PsoDbl1B						12Reg 2A	Ska 2B	Ska 1A				P4_1Bt 2
	TangoHbB	Rumba B	PsoDbl2A						12Reg 1B	Mambo A	Ska 1B				P4_2Bt 1
	PsoDbl1A	PsoDbl2B							12Reg 2B	SlBssa1B	Ska 2A				P4_2Bt 2
	PsoDbl1B	FoxtrotA							Ska 1A	SlBssa2B	Ska 2B				P4_3Bt 1
	PsoDbl2A	FoxtrotB							Ska 1B	PpBossaA	Mambo A				P4_3Bt 2
	PsoDbl2B	Rumba 1A							Ska 2A	PpBossaB	PpBossaA				P5Loop 1
	FoxtrotA	Rumba 2A							Ska 2B	Polka 1A	PpBossaB				P5Loop 2
	FoxtrotB	Rumba 3A							Mambo A	Polka 2A	ElRock A				P5Loop 3
	Rumba 1A	ChaCha A							Mambo B	Polka 3A	ElRock B				P5_1Bt 1
	Rumba 2A	ChaCha B							SlBssa1B	M.MarchA	Polka B				P5_1Bt 2
	Rumba 3A								SlBssa2B	MMarch1B	Polka 1A				P5_1Bt 3
GUITAR RIFFS									SlBssa3B	MMarch2B	Polka 2A				P5_2Bt 1
PopBld1A	PopBld1A	PopBld A	08BtPop1	PopBld 1	BasicAcG			PpBossaA	TangoHbA	M.MarchA				P5_2Bt 2	
PopBld1B	PopBld2A	PopBld1B	08BtPop2	PopBld 2	MINadd9			PpBossaB	TangoHbB	M.MarchB				P5_2Bt 3	
PopBld2A	PopBld3A	PopBld2B	Rock Pop	08BtPop1	LongGt			ElRock A	TangAr1A	TangoHbA				P5_3Bt 1	
PopBld2B	PopBld B	08BtPp1A	RkBoogy1	08BtPop2	Beach			Polka B	TangAr1B	TangoHbB				P5_3Bt 2	
08BtPp1A	08BtPp1A	08BtPp1B	RkBoogy2	Rock Pop	SteamPG			Polka 1A	TangAr2A	TangAr1A				P5_3Bt 3	
08BtPp1B	08BtPp1B	08BtPp2A	SlwBossa	Rock Pop				Polka 2A	TangAr2B	TangAr2A					
08BtPp2A	08BtPp2A	08BtPp2B		RkBoogy1	Rock 1			MMarch1A	Foxttr1A	TangoArB					
08BtPp2B	08BtPp2B	RBoogy1A		RkBoogy2	Rock 2			MMarch1B	Foxttr1B	Foxttr1A					
RockPopA	RkBoogyB	RBoogy2A		HrdRock1	Rock 3			MMarch2A	Foxttr2A	Foxttr2A					
RockPopB	HrdRok1A	RkBoogyB		HrdRock2	Rock 4			MMarch2B	Foxttr2B	Foxttr3A					
RBoogy1B	HrdRok1A	HrdRok1A		SlwBossa	Rock 5			TangoHbA	Rumba B	Rumba B					
RBoogy2B	HrdRok2A	HrdRok1B			Rock 6			TangoHbB	ChaCha A	ChaCha A					
RkBoogyA	HrdRok2B	HrdRok2A						TangoArA							
HrdRok1A	RkabilityB	HrdRok2B						TangoArB							
HrdRok1B		RkabilityB						Foxttr1A							
HrdRok2A		SlBossaA						Foxttr1B							
HrdRok2B								Foxttr2A							
Soul A								Foxttr2B							
Soul B								Rumba B							
SlBossaA								KEYBOARD RIFFS							
SlBossaB								E.BlladA	HrdRockB	E.BlladA	Boogie	E.Ballad	Troll		
								HrdRockB	Twist 1A	HrdRockB	BluesShf	Twist 1	Progre		
								Twist 1A	Twist 1B	Twist 1A		Twist 2	BoogyWgy		
								Twist 1B	Twist 2A	Twist 1B		Boogie	BluesHrp		
								Twist 2A	Twist 2B	Twist 2A		BluesShf	SFields1		
								Twist 2B	Boogie A	Twist 2B		Mambo	SFields2		
								BluShf A	Boogie B	Boogie A		PsoDobl1			
								Mambo A	BluShf A	Boogie B		PsoDobl2			
								Mambo B	Mambo B	BluShf A		PsoDobl3			
								Polka B	Polka B	FastGspB					
								PsoDoblB	PsoDoblB	Mambo A					
								Rumba B	Rumba B	Mambo B					
										Polka B					
										PsoDbl1B					
										PsoDbl2B					
										Rumba B					

Phrase List

	Main(M)	Fill Loop(O)	Fill Cross(X)	Intro(I)	Ending(E)	Specific(S)	General(G)	Main(M)	Fill Loop(O)	Fill Cross(X)	Intro(I)	Ending(E)	Specific(S)	General(G)
	DRUMS							PERCUSSION						
16beat	16BtBldA	16BtBldA	16BtBldA	16Bt.Bld	16Bt.Bld	Venus 1	Set 1	16BtBldB	R&B BldA	16BtPopA	R&B Bld	R&B Bld	N.Y.!	16Shake1
	16BtBldB	16BtBldB	16BtBldB	R&B Bld	R&B Bld	Venus 2	Set 2	R&B BldB	R&B BldB	16BtPopB	24BtShfI	16Bt.Pop	Going	16Shake2
	R&B BldA	R&B BldA	R&B BldA	GroundBt	16Bt.Pop	Venus 2F	16HiHat1	16BtPopA	16BtPopA	GndBt B	DancePop	24BtShfI	RioDJ 1	16Shake3
	R&B BldB	R&B BldB	R&B BldB	24BtShfI	GroundBt	N.Y.!	16HiHat2	16BtPopB	16BtPopB	24BtShfB	EuroBeat	DscoFunk	RioDJ 2	16Tamb 1
	16BtPopA	16BtPopA	16BtPopA	DscoFunk	24BtShfI	N.Y.!	16HiHat3	GndBt B	GndBt B	DscFunkA	Fusion	DancePop	RioDJ 2F	16Tamb 2
	16BtPopB	16BtPopB	16BtPopB	Rap 1	DscoFunk	N.Y.!	16HiHat4	24BtShfA	24BtShfA	DscFunkB	Fusn.Shf	EuroBeat	RioDJ 3	16Tamb 3
	24BtShfA	GndBt A	GndBt A	Rap 2	Rap 1	N.Y.!	16HiHat5	24BtShfB	24BtShfB	DncePopA	Calypso	Funk Shf	RioDJ 3F	Conga 1
	24BtShfB	GndBt B	GndBt B	DnceShf1	Rap 2	Going 1	16HiHat6	DncePopA	DncePopA	DncePopB	J.Samba	Blugrass	Tired 1	Conga 2
	DscFunkA	24BtShfA	24BtShfA	DnceShf1	DnceShf1	Going 1F	16HiHat7	DncePopB	DncePopB	EuroBt A	Espagnol	Fusion	Tired 2	Conga 3
	DscFunkB	24BtShfB	24BtShfB	DancePop	DnceShf2	Going 2	16HiHat8	EuroBtA	EuroBt A	EuroBt B	Guanco	Fusn.Shf	Bonga	Bongo
	Rap 1A	DscFunkA	DscFunkA	Casa 1	DancePop	Going 2F	16HiHat9	EuroBt.B	EuroBt B	Funk A	Bomba 1	Calypso	ShakerPM	Triang 1
	Rap 1B	DscFunkB	DscFunkB	Casa 2	Casa 1	Moo!! 1	16HiHat10	Funk A	Funk A	BlugrasB	Bomba 2	J.Samba	Tambrin	Triang 2
	Rap 2A	Rap A	Rap A	EuroBeat	Casa 2	Moo!! 1F	16HiHat11	Fusion A	FunkShfA	Fsn.ShfB	Samba	Espagnol	Tmb&Cbs1	
	Rap 2B	Rap 1B	Rap 1B	Rave 1	EuroBeat	Moo!! 2	16HiHat12	Fsn.ShfB	FunkShfB	CalypsoA		Guanco 1	Tmb&Cbs2	
	DncShf1A	Rap 2B	Rap 2B	Rave 2	Rave	RioDJ 1	16HiHt13	CalypsoA	BlugrasA	CalypsoB		Guanco 2	TmbCowb	
	DncShf1B	DncShfB	DncShf1A	DncShf1A	Funk	RioDJ 1F	16HiHt14	CalypsoB	BlugrasB	CalypsoB	J.SambaA	Bomba 1	Tmb&Cng1	
	DncShf2A	DncShf1A	DncShf1B	Funk Shf	Blugrass	RioDJ 2	16HiHt15	J.SambaA	Fusion A	J.SambaB		Bomba 2	Tmb&Cng2	
	DncShf2B	DncShf2A	DncShf2A	Fusion	Fusion	RioDJ 2F	16HiHt16	J.SambaB	CalypsoA	SpagnolA			Trick&Cng	
	DncePopA	DncePopA	DncShf2B	Fusn.Shf	Fusn.Shf	RioDJ 3	16HiHt17	SpagnolB	CalypsoB	SpagnolB			Cbs&Bong	
	DncePopB	DncePopB	DncePopA	16Bt.Reg	16Bt.Reg1	Skunk 1	Kick 1	Guanco1A	J.SambaA	Guanco1A			Cng&Shkr	
	Casa 1A	Casa 1A	DncePopB	Calypso	16Bt.Reg2	Skunk 1F	Kick 2	Guanco1B	J.SambaB	Guanco1B			Mrc&Cng	
	Casa 1B	Casa 1B	Casa A	J.Samba	Calypso	Skunk 2	Kick 3	Guanco2A	SpagnolA	Guanco2A			Cng&CngCow	
	Casa 2A	Casa 2A	Casa 2A	Samba	J.Samba	Skunk 2F	Kick 4	Guanco2B	SpagnolB	Guanco2B			AccCabas	
	Casa 2B	Casa 2B	Casa 2B		Espagnol	GitUp 1	Kick 5	Bomba 1A	Guanco1A	Bomba 1A			Ballad 1	
	EuroBt A	EuroBt A	EuroBt A		Samba	GitUp 2	Kick 6	Bomba 1B	Guanco1B	Bomba 1B			Ballad 2	
	EuroBt B	EuroBt B	EuroBt B			Weighty	Kick 7	Bomba 2A	Guanco2A	Bomba 2A			Latina 1	
	Rave A	Rave A	Rave A			WeightyF	Kick 8	Bomba 2B	Guanco2B	Bomba 2B			Latina 2	
	Rave B	Rave 1B	Rave 1B			AcidJz 1	Kick 9	Samba A	Bomba 1A	Samba A			Latina 3	
	Funk A	Rave 2B	Rave 2B			AcidJz1F	Kick10	Samba B	Bomba 1B	Samba B			Latina 4	
	Funk B	Funk A	Funk A			AcidJz 2	Kick11		Bomba 2A				Latina 5	
	FunkShfA	Funk B	Funk B			AcidJz 3	Kick12		Bomba 2B				Latina 6	
	FunkShfB	FunkShfA	FunkShfA			AcidJz 4	Kick13		Samba A				AfEthno	
	BlugrasA	FunkShfB	BlugrasA			AcidJz 5	Kick14		Samba B				AnaCong1	
	BlugrasB	BlugrasA	BlugrasB			AcidJz5F	Kick15						AnaCong2	
	Fusion A	BlugrasB	Fusion A			House 1	Kick16						HiQ in1	
	Fusion B	Fusion A	Fusion B			House 2							HiQ in2	
	Fsn.ShfA	Fusion B	Fsn.ShfA			House 2F							HiQ in3	
	Fsn.ShfB	Fsn.ShfA	Fsn.ShfB			House 3							HiQ in4	
	16Reg 1A	Fsn.ShfB	16Reg 1A			House 3F							Scratch1	
	16Reg 1B	16Reg 1A	16Reg 1B			House 4							Scratch2	
	16Reg 2A	16Reg 1B	16Reg 2A			House 4F							Scratch3	
	16Reg 2B	16Reg 2A	16Reg 2B			House 5							Scratch4	
	CalypsoA	16Reg 2B	CalypsoA			House 5F								
	CalypsoB	CalypsoA	CalypsoB			House 6								
	J.SambaA	CalypsoB	J.SambaA			House 7								
	J.SambaB	J.SambaA	J.SambaB			House 8								
	SpagnolA	J.SambaB	SpagnolB			House 9								
	SpagnolB	SpagnolA	Samba A			House 9F								
	Samba A	Samba A	Samba B			House 10								
						House10F								
					House11F									
					House12F									
					Queen 1									
					Queen 2									
					Tekno									
					Tired 1									
					Tired 1F									
					Tired 2									
					HousReg									
					NoHHAna									
					BD&Clap									
					Rapper									
					Rapper F									
					BeBop 1									
					BeBop 2									
					BeBop 3									
					BeBop 4									
					HHTTrplt									
					Funny 1									
					Funny 2									
					S.Gang									
					Power									
					Power F									
					RimBeat									
					Latina									
					PwLatin									
					PwLatinF									
					TomRollF									
					BrushPM1									
					BrushPM2									
					BrushPM3									
					RideWrk1									
					RideWrk2									
				</										

Phrase List

	Main(M)	Fill Loop(O)	Fill Cross(X)	Intro(I)	Ending(E)	Specific(S)	General(G)		Main(M)	Fill Loop(O)	Fill Cross(X)	Intro(I)	Ending(E)	Specific(S)	General(G)
	GUITAR CHORDS								KEYBOARD CHORDS						
16beat	R&B BldA	R&B BldA	R&B BldB	R&B Bld	R&B Bld	N.Y.! 1		16BtBd1A	16BtBd1A	16BtBd1A	16BtBd1	16BtBld1	Venus		
	R&B BldB	R&B BldB	16BtPopA	16BtPopA	24BtShfI	N.Y.! 2		16BtBd1B	16BtBd1B	16BtBd1B	16BtBld2	16BtBld2	N.Y.! 1		
	16BtPopB	16BtPopA	16BtPopB	Funk Shf	DscFunk	Going		16BtBd2A	16BtBd2A	16BtBd2A	16BtBld3	16BtBld3	N.Y.! 2		
	24 Shf1A	16BtPopB	24BtShfB	Blugras1	Rap	Moo!!		16BtBd2B	16BtBd2B	16BtBd2B	R&B Bld1	GrndBt 1	Going		
	24 Shf2A	24BtShfA	DscFunkA	Blugras2	RioDJ	RioDJ		16BtBd3A	16BtBd3A	16BtBd3A	R&B Bld2	GrndBt 2	Moo!!		
	24BtShfB	24BtShfB	DnceShfA	Spagno1	Funk	70Disco		16BtBd3B	16BtBd3B	16BtBd3B	Casa	GrndBt 3	RioDJ 1		
	DscFunkA	Rap A	DnceShfB	Spagno12	Funk Shf	Fusion		16BtBd4A	16BtBd4A	16BtBld4	Rave 1	DncePop1	RioDJ 2		
	DscFunkB	DnceShfA	Casa A	Bomba 1	Blugras1	9999		16BtBd4B	16BtBd4B	16BtBld4	Rave 2	DncePop2	Skunk 1		
	Rap A	DnceShfB	Casa B	Bomba 2	Blugras2	GitUp		R&B Bd1A	R&B Bd1A	R&B BldB	Fusion 1	DscFunk1	Skunk 2		
	DnceShfA	Casa B	Funk B		Blugras3	GetFunk1		R&B Bd1B	R&B Bd2A	GrndBt1A	Fusion 2	DscFunk2	AcidJz 2		
	DnceShfB	Funk A	FunkShfA		Calypso	GetFunk2		R&B Bd2A	16BtPopA	GrndBt1B	J.Samba	DnceShf1	AcidJz 1		
	Casa B	Funk B	FunkShfB		J.Samba	B.O.W.		16BtPopA	GrndBt1A	GrndBt2A		DnceShf2	WideRng		
	Funk A	FunkShfA	Blugrs1A		Spagno1	Queen 1		GrndBt1A	GrndBt1B	GrndBt2B		DnceShf3	NrwrRng		
	Funk B	Blugrs1A	Blugrs1B		Spagno12	Queen 2		GrndBt1B	GrndBt2A	DscFunkA		Casa	Syncope		
	FunkShfA	Blugrs1B	Blugrs2A		Guanco 1	Dark?		GrndBt2A	GrndBt3A	DncShf1A		EuroBt.1	J-Pop		
	FunkShfB	Blugrs2A	Blugrs2B		Guanco 2			GrndBt3A	GrndBt3B	DncShf1B		EuroBt.2	PercSyn1		
	CalypsoA	Blugrs2B	Blugrs3A		Bomba 1			GrndBt3B	D.Funk1A	DncShf2A		EuroBt.3	PercSyn2		
	CalypsoB	Blugrs3A	Blugrs3B		Bomba 2			D.Funk1A	D.Funk2A	DncShf2B		Rave 1	PercSyn3		
	J.SambaA	Blugrs3B	J.SambaA		Samba			D.Funk2A	D.Funk B	DncShf3A		Rave 2	PercSyn4		
	Spanol1A	J.SambaA	Spanol1A					D.Funk B	DnceFunkB	DncShf3B		Funk	OffBeat		
	Spanol1B	J.SambaB	Spanol1B					DnceShfA	DncShf1A	DncPop1A		Fusion 1	JonesBr		
	Spanol2A	Spagno1A	Spanol2A					DncShf1B	DncShf1B	DncPop2B		Fusion 2	BrsFall		
	Spanol2A	Spanol1B	Spanol2B					DncShf2B	DncShf2A	DncPop3A		16BtReg1	PowerBr		
	Guanco1B	Spanol2B	Guanco1B					DncPop1A	DncShf2B	DncPop3B		16BtReg2	PwrFall1		
	Guanco2A	Bomba 1A	Guanco2B					DncPop1B	DncShf3B	Casa B		J.Samba	PwrFall2		
	Guanco2B	Bomba 1B	Bomba 1A					DncPop2A	DncPop1A	EuroBt.B		Samba			
	Bomba 1A	Bomba 2A	Bomba 2A					DncPop2B	DncPop2A	Rave B					
	Bomba 2A	Bomba 2B	Samba A					Casa 1A	DncPop2B	Fusion1A					
	Samba A	Samba A	Samba B					Casa 2A	DncPop3A	Fusion2A					
	Samba B	Samba B						Casa 2B	DncPop3B	Fsn.ShfA					
	GUITAR RIFFS							EuroBt1A	Casa A	16BtRegA					
	16BtBldA	R&B BldA	16BtBldA	R&B Bld	R&B Bld	RioDJ 1		EuroBt2A	EuroBt.B	16Reg 1B					
	16BtBldB	R&B BldB	16BtBldB	Fusion	Fusion	RioDJ 2		EuroBt3A	Rave B	16Reg 2B					
	R&B BldA	FunkShfA	FunkShfA			P'sM9		Rave 1A	Rave 1A	Samba A					
	R&B BldB	FunkShfB	Fsn.ShfB			Venus		Rave 2A	Rave 2A	Samba B					
	FunkShfA	Fusion A				GitUp		Rave 3A	Fusion1A						
	FunkShfB	Fusion B				70Disco		Fusion1A	Fusion2A						
	Fusion A					OctMute		Fusion2A	Fusion B						
	Fusion B					2 Single		Fusion B	Fsn.ShfA						
	Fsn.ShfA					Cut&Arp		Fsn.ShfA	16Reg 1A						
						Gypsy		16Reg 1A	16Reg 2A						
						Rapper		16Reg 1B	16Reg 3A						
						Cisco		16Reg 2A	16BtRegB						
						MidNote		16Reg 2B	J.SambaA						
						Satch		16Reg 3A	J.SambaB						
								J.SambaA	Samba A						
								J.SambaB	Samba B						
								Samba A							
								Samba B							
								KEYBOARD RIFFS							
	GrndBt A	GrndBt1A	GrndBt B	GroundBt	GroundBt	Sq-Exo		GrndBt1A	GrndBt1A	GrndBt1A	GroundBt	GroundBt	Sq-Exo		
	GrndBt B	GrndBt2A	GrndBt1A	Rap	Rap 1	Tiny		GrndBt2A	GrndBt2A	GrndBt2A	Rap	Rap 1	Tiny		
	Rap 1A	GrndBt3A	GrndBt2A	Casa 1	Rap 2	Sq-Rap		GrndBt3A	GrndBt2B	GrndBt3A	Casa 2	Rap 2	Sq-Rap		
	Rap 2A	Rap 1A	GrndBt2B	Casa	Casa	Sq-Up		Rap 2A	GrndBt3A	GrndBt3A	Rave	Casa	Sq-Up		
	Casa 1A	Rap 2A	GrndBt3A	Rave	EuroBeat	SqHeads		Casa 1A	Rap 2B	Rap 2B		EuroBeat	SqHeads		
	Casa 2A	Casa 1A	Rap 2B		SqTekno1			Casa 2A	Casa 1B	Casa 1B		Rave	SqTekno1		
	EuroBt.A	Casa 2A	Casa 1B		SqTekno2			Casa 3A	Casa 2B	Casa 2B		Fusn.Shf	SqTekno2		
	EuroBt.B	Casa 3A	Casa 2B		Mitch			Rave A	Rave A	EuroBt.B			Mitch		
	Rave A	Rave B	Rave A		RaveHit1			Rave B	Rave B	Rave A			RaveHit1		
	Funk A	Funk A	Rave B		RaveHit2			Funk A	Funk A	Rave B			RaveHit2		
	FunkShfA	FunkShfA	FunkShfA		RaveHit3			FunkShfA	FunkShfA	FunkShfA			RaveHit3		
	FunkShfB	FunkShfB	Fusion B		RaveHit4			FunkShfB	FunkShfB	Fusion B			RaveHit4		
	Fusion B	Fusion B	Fsn.ShfA		Paradi 1			Fsn.ShfA	Fsn.ShfA	Fsn.ShfA			Paradi 1		
	Fsn.ShfA	Fsn.ShfA	Fsn.ShfB		Paradi 2			Fsn.ShfB	Fsn.ShfB	Fsn.ShfB			Paradi 2		
	Fsn.ShfB	16BtRegB	16BtRegA		AcidJz 1			16BtRegB	16BtRegA	16BtRegA			AcidJz 1		
	16BtRegB	Bomba B	Bomba A		AcidJz 2			Bomba B	Bomba A	Bomba A			AcidJz 2		
	Bomba A		Bomba B		House			Bomba A	Bomba B	Bomba B			House		
	Bomba B				Rapper								Rapper		
					Latina 1								Latina 1		
					Latina 2								Latina 2		
					70sSoul								70sSoul		
					OnBeat								OnBeat		
					Jupiter1								Jupiter1		
					Jupiter2								Jupiter2		
					PwrBrs 1								PwrBrs 1		
					PwrBrs 2								PwrBrs 2		
					LatinBrs								LatinBrs		
					BsKalimb								BsKalimb		
					CWFidle								CWFidle		
					Down&Up								Down&Up		
					Chamois								Chamois		

Phrase List

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

Chord Type List

ABC Fingering Chart

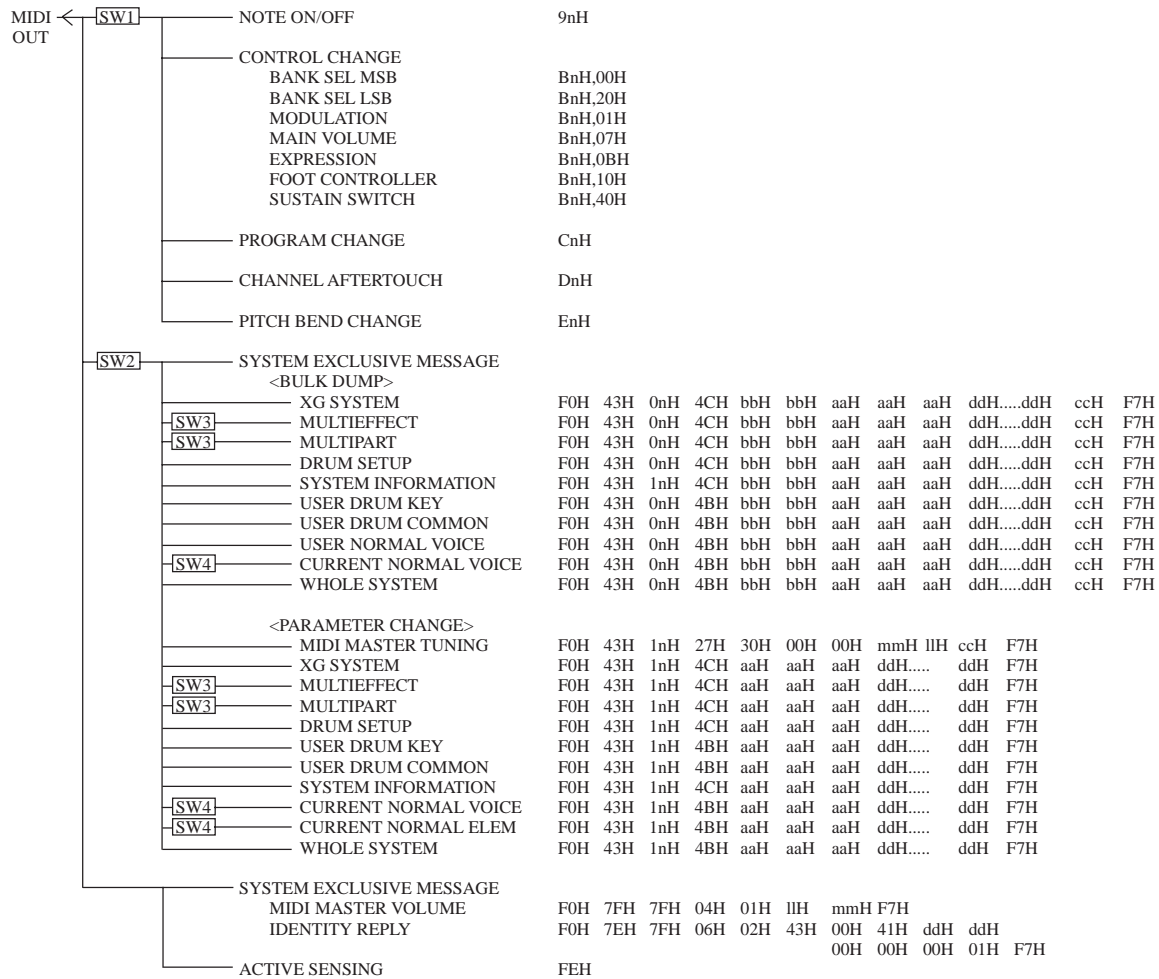
This chart shows the chord fingerings recognized by the QS300 ABC system. Three-, 4-, and 5-note fingerings can be used, depending on the inversion and tensions required. In the fingerings "1" is the root, "3" is the third, "7" is the seventh, and so on. The "Comment" column indicates inversions that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

Chord Type	3-Note Chord	4-Note Chord	5-Note Chord	Comment (based on C chord)
Maj7	1+3+7			Amadd9 when E is the lowest note.
	1+5+7			
		1+3+5+7		
Maj	1+3+5			
6	3+5+6			
		1+3+5+6		Am7 when lowest note is not C.
Maj9		1+3+7+9		
			1+3+5+7+9	
add9		1+3+5+9		
	3+5+9			Em7 when E is the lowest note.
min	1+b3+5			
min6		1+b3+5+6		F9 when Eb is the lowest note, Am7 (b5) when G or A is the lowest note.
	1+b3+6			
min7	1+b3+b7			Abadd9 when Eb or Bb is the lowest note.
		1+b3+5+b7		Eb6 when Eb is the lowest note.
min7(b5)		1+b3+b5+b7		Ebm6 when Eb is the lowest note, Ab9 when Gb is the lowest note.
mMaj7	1+b3+7			
		1+b3+5+7		
min9		1+b3+b7+9		
			1+b3+5+b7+9	
minadd9		1+b3+5+9		
	b3+5+9			Ebmaj7 when Eb or D is the lowest note.
min7(11)		1+b3+b7+11		F7sus4 when F or Bb is the lowest note.
			1+b3+5+b7+11	
7	1+3+b7			
		1+3+5+b7		
7(#5)	3+#5+b7			
		1+3+#5+b7		
7(b9)		1+3+b7+b9		
			1+3+5+b7+b9	
9		1+3+b7+9		
		3+5+b7+9		Em7(b5) when E or D is the lowest note, Gm6 when G is the lowest note.
			1+3+5+b7+9	
7(#9)	3+b7+#9			
		1+3+b7+#9		
		3+5+b7+#9		
			1+3+5+b7+#9	
7(#11)		1+3+b7+#11		F#7(#11) when F# or E is the lowest note.
			1+3+5+b7+#11	
7(b13)		3+5+b7+b13		
			1+3+5+b7+b13	
			1+3+b7+b9+b13	
			1+3+b7+9+b13	
			1+3+b7+#9+b13	
7(13)		1+3+b7+13		
		3+5+b7+13		
		3+b7+9+13		
			1+3+5+b7+13	
			1+3+b7+b9+13	
			1+3+b7+9+13	
7sus4	1+4+b7			Fsus4 when lowest note is not C.
		1+4+5+b7		Gm7(11) when G or Bb is the lowest note.
sus4	1+4+5			G7sus4 when G is the lowest note.
dim		1+b3+b5+6		Only C (root) accepted as lowest note.
aug	1+3+#5			Onl C (root) accepted as lowest note.

MIDI Data Format

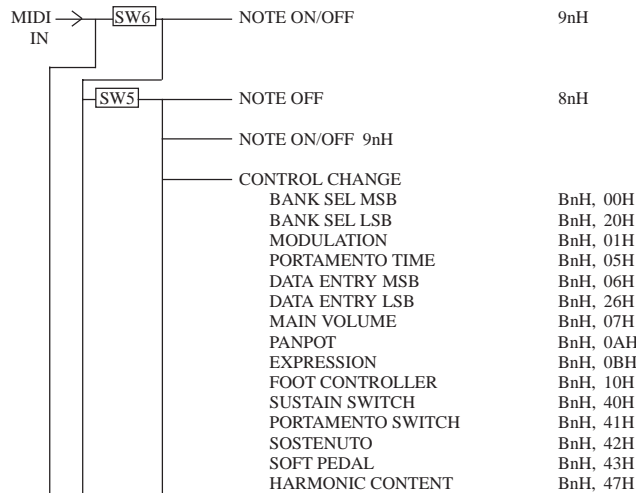
Synthesizer Part

(1) TRANSMIT FLOW



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

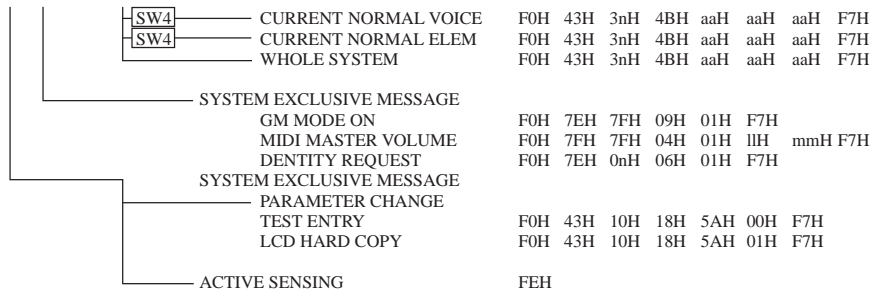
(2) RECEIVE FLOW



MIDI Data Format

	RELEASE TIME	BnH, 48H	
	ATTACK TIME	BnH, 49H	
	BRIGHTNESS	BnH, 4AH	
	PORTAMENTO CONTROL	BnH, 54H	
	EFFECT SEND LEVEL 1	BnH, 5BH	
	EFFECT SEND LEVEL 3	BnH, 5DH	
	EFFECT SEND LEVEL 4	BnH, 5EH	
	DATA ENTRY INC	BnH, 60H	
	DATA ENTRY DEC	BnH, 61H	
	ASSIGNABLE CONTROLLER	BnH, 00H..5FH	
	NRPN		
	VIBRATO RATE	BnH, 63H, 01H, 62H, 08H, 06H, mmH	
	VIBRATO DEPTH	BnH, 63H, 01H, 62H, 09H, 06H, mmH	
	VIBRATO DELAY	BnH, 63H, 01H, 62H, 0AH, 06H, mmH	
	FILTER CUTOFF FREQ.	BnH, 63H, 01H, 62H, 20H, 06H, mmH	
	FILTER RESONANCE	BnH, 63H, 01H, 62H, 21H, 06H, mmH	
	AEG ATTACK TIME	BnH, 63H, 01H, 62H, 63H, 06H, mmH	
	AEG DECAY TIME	BnH, 63H, 01H, 62H, 64H, 06H, mmH	
	AEG RELEASE TIME	BnH, 63H, 01H, 62H, 66H, 06H, mmH	
	DRUM INST		*1
	CUTOFF FREQ.	BnH, 63H, 14H, 62H, rrH, 06H, mmH	
	FILTER RESONANCE	BnH, 63H, 15H, 62H, rrH, 06H, mmH	
	AEG ATTACK RATE	BnH, 63H, 16H, 62H, rrH, 06H, mmH	
	AEG DECAY RATE	BnH, 63H, 17H, 62H, rrH, 06H, mmH	
	PITCH COARSE	BnH, 63H, 18H, 62H, rrH, 06H, mmH	
	LEVEL	BnH, 63H, 1AH, 62H, rrH, 06H, mmH	
	PANPOT	BnH, 63H, 1CH, 62H, rrH, 06H, mmH	
	REVERB SEND	BnH, 63H, 1DH, 62H, rrH, 06H, mmH	
	CHORUS SEND	BnH, 63H, 1EH, 62H, rrH, 06H, mmH	
	VARIATION SEND	BnH, 63H, 1FH, 62H, rrH, 06H, mmH	
	RPN		
	PITCH BEND SENS.	BnH, 64H, 00H, 65H, 00H, 06H, mmH	
	FINE TUNING	BnH, 64H, 01H, 65H, 00H, 06H, mmH, 26H, llH	
	COARSE TUNING	BnH, 64H, 02H, 65H, 00H, 06H, mmH	
	RPN RESET	BnH, 64H, 7FH, 65H, 7FH	
	ALL SOUND OFF	BnH, 78H, 00H	
	RESET ALL CONTROLLERS	BnH, 79H, 00H	
	ALL NOTES OFF	BnH, 7BH	
	OMNI MODE OFF	BnH, 7CH	
	OMNI MODE ON	BnH, 7DH	
	MONO MODE	BnH, 7EH	
	POLY MODE	BnH, 7FH	
SW7	PROGRAM CHANGE	CnH	
	CHANNEL AFTERTOUCH	DnH	
	PITCH BEND CHANGE	EnH	
SW2	SYSTEM EXCLUSIVE MESSAGE		
	<BULK DUMP>		
	XG SYSTEM	F0H 43H 0nH 4CH bbH bbH aaH aaH aaH ddH.....ddH ccH F7H	
SW3	MULTIEFFECT	F0H 43H 0nH 4CH bbH bbH aaH aaH aaH ddH.....ddH ccH F7H	
SW3	MULTIPART	F0H 43H 0nH 4CH bbH bbH aaH aaH aaH ddH.....ddH ccH F7H	
	DRUM SETUP	F0H 43H 0nH 4CH bbH bbH aaH aaH aaH ddH.....ddH ccH F7H	
	USER DRUM KEY	F0H 43H 0nH 4BH bbH bbH aaH aaH aaH ddH.....ddH ccH F7H	
	USER DRUM COMMON	F0H 43H 0nH 4BH bbH bbH aaH aaH aaH ddH.....ddH ccH F7H	
	USER NORMAL VOICE	F0H 43H 0nH 4BH bbH bbH aaH aaH aaH ddH.....ddH ccH F7H	
SW4	CURRENT NORMAL VOICE	F0H 43H 0nH 4BH bbH bbH aaH aaH aaH ddH.....ddH ccH F7H	
	WHOLE SYSTEM	F0H 43H 0nH 4BH bbH bbH aaH aaH aaH ddH.....ddH ccH F7H	
	<PARAMETER CHANGE>		
	MIDI MASTER TUNING	F0H 43H 1nH 27H 30H 00H 00H mmH llH ccH F7H	
	XG SYSTEM ON	F0H 43H 1nH 4CH 00H 00H 7EH 00H F7H	
	XG SYSTEM	F0H 43H 1nH 4CH aaH aaH aaH ddH..... ddH F7H	
SW3	MULTIEFFECT	F0H 43H 1nH 4CH aaH aaH aaH ddH..... ddH F7H	
SW3	MULTIPART	F0H 43H 1nH 4CH aaH aaH aaH ddH..... ddH F7H	
SW3	DRUM SETUP	F0H 43H 1nH 4CH aaH aaH aaH ddH..... ddH F7H	
	USER DRUM KEY	F0H 43H 1nH 4BH aaH aaH aaH ddH..... ddH F7H	
	USER DRUM COMMON	F0H 43H 1nH 4BH aaH aaH aaH ddH..... ddH F7H	
SW4	CURRENT NORMAL VOICE	F0H 43H 1nH 4BH aaH aaH aaH ddH..... ddH F7H	
SW4	CURRENT NORMAL ELEM	F0H 43H 1nH 4BH aaH aaH aaH ddH..... ddH F7H	
	WHOLE SYSTEM	F0H 43H 1nH 4BH aaH aaH aaH ddH..... ddH F7H	
	<BULK DUMP REQUEST>		
	XG SYSTEM	F0H 43H 2nH 4CH aaH aaH aaH F7H	
SW3	MULTIEFFECT	F0H 43H 2nH 4CH aaH aaH aaH F7H	
SW3	MULTIPART	F0H 43H 2nH 4CH aaH aaH aaH F7H	
SW3	DRUM SETUP	F0H 43H 2nH 4CH aaH aaH aaH F7H	
	SYSTEM INFORMATION	F0H 43H 2nH 4CH aaH aaH aaH F7H	
	USER DRUM KEY	F0H 43H 2nH 4BH aaH aaH aaH F7H	
	USER DRUM COMMON	F0H 43H 2nH 4BH aaH aaH aaH F7H	
	USER NORMAL VOICE	F0H 43H 2nH 4BH aaH aaH aaH F7H	
SW4	CURRENT NORMAL VOICE	F0H 43H 2nH 4BH aaH aaH aaH F7H	
	WHOLE SYSTEM	F0H 43H 2nH 4BH aaH aaH aaH F7H	
	<PARAMETER REQUEST>		
	XG SYSTEM	F0H 43H 3nH 4CH aaH aaH aaH F7H	
SW3	MULTIEFFECT	F0H 43H 3nH 4CH aaH aaH aaH F7H	
SW3	MULTIPART	F0H 43H 3nH 4CH aaH aaH aaH F7H	
SW3	DRUM SETUP	F0H 43H 3nH 4CH aaH aaH aaH F7H	
	USER DRUM KEY	F0H 43H 3nH 4BH aaH aaH aaH F7H	
	USER DRUM COMMON	F0H 43H 3nH 4BH aaH aaH aaH F7H	
	SYSTEM INFORMATION	F0H 43H 3nH 4CH aaH aaH aaH F7H	

MIDI Data Format



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

*1 Not effective in Voice Mode

(3) TRANSMIT/RECEIVE DATA

(3-1) CHANNEL VOICE MESSAGES

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

Receive only

- (3-1-2) NOTE ON/OFF
- | Field | Hex Value | Description |
|-------------|---------------|--|
| STATUS | 1001nnnn(9nH) | n = 0 ~ 15 VOICE CHANNEL NUMBER |
| NOTE NUMBER | 0kkkkkkk | k = 0 (C-2) ~ 127 (G8) (when receiving)
k = 36(C1) ~ 96(C6) (when transmitting)
k = 0 (C-2) ~ 127 (G8) (when transposed) |
| VELOCITY | 0vvvvvvv | (v≠0) NOTE ON
(v=0) NOTE OFF |

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

* PROGRAM NUMBER : XG DRUM VOICE NUMBER Correspondence

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

* PROGRAM NUMBER : XG SFX KIT NUMBER Correspondence

P = 1	DR10	SFX1
P = 2	DR11	SFX2

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

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

- (3-1-5) PITCH BEND CHANGE
- | Field | Hex Value | Description |
|--------|---------------|---------------------------------|
| STATUS | 1110nnnn(EnH) | n = 0 ~ 15 VOICE CHANNEL NUMBER |
| LSB | 0vvvvvvv | PITCH BEND CHANGE LSB |
| MSB | 0vvvvvvv | PITCH BEND CHANGE MSB |

Resolution: 14 bits

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

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

- * Transmitted Control Number
- | c | Control Number | Description | Notes |
|--------|-----------------|--|-------|
| c = 0 | BANK SEL MSB | ; v = 0:XG NORMAL,
63:USER/PRESET NORMAL,
64:SFX NORMAL,
126:XG SFX KIT,
127:XG DRUM | |
| c = 32 | BANK SEL LSB | ; v = 0 - 127 | *3 |
| c = 1 | MODULATION | ; v = 0 - 127 | *2 |
| c = 7 | MAIN VOLUME | ; v = 0 - 127 | |
| c = 11 | EXPRESSION | ; v = 0 - 127 | |
| c = 16 | FOOT CONTROLLER | ; v = 0 - 127 | *2 |
| c = 64 | SUSTAIN SWITCH | ; v = 0-63:OFF , 64-127:ON | *2 |

* Received Control Number

MIDI Data Format

c = 0	BANK SEL MSB	; v = 0:XG NORMAL, 63:USER/PRESET NORMAL, 64:SFX NORMAL, 126:XG SFX KIT, 127:XG DRUM	
c = 32	BANK SEL LSB	; v = 0 - 127	
c = 1	MODULATION	; v = 0 - 127	*2
c = 5	PORTAMENTO TIME	; v = 0 - 127	*2
c = 6	DATA ENTRY MSB	; v = 0 - 127	*1
c = 38	DATA ENTRY LSB	; v = 0 - 127	*1
c = 7	MAIN VOLUME	; v = 0 - 127	
c = 10	PANPOT	; v = 0 - 127	
c = 11	EXPRESSION	; v = 0 - 127	
c = 16	FOOT CONTROLLER	; v = 0 - 127	*2
c = 64	SUSTAIN SWITCH	; v = 0-63:OFF , 64-127:ON	*2
c = 65	PORTAMENTO SWITCH	; v = 0-63:OFF , 64-127:ON	*2
c = 66	SOSTENUTO	; v = 0-63:OFF , 64-127:ON	*2
c = 67	SOFT PEDAL	; v = 0-63:OFF , 64-127:ON	*2
c = 71	HARMONIC CONTENT	; v = 0:-64-64:0-127:+63	*2
c = 72	RELEASE TIME	; v = 0:-64-64:0-127:+63	*2
c = 73	ATTACK TIME	; v = 0:-64-64:0-127:+63	*2
c = 74	BRIGHTNESS	; v = 0:-64-64:0-127:+63	*2
c = 84	PORTAMENTO CONTROL	; v = 0 - 127	*2
c = 91	EFFECT SEND LEVEL 1	; v = 0 - 127	
c = 93	EFFECT SEND LEVEL 3	; v = 0 - 127	
c = 94	EFFECT SEND LEVEL 4	; v = 0:OFF , 1-127:ON (Connection = 0 if Insertion; 1 if System) v = 0 - 127 (Connection = 0 if Insertion; 1 if System)	
c = 96	DATA ENTRY INC	; v = 127	*1
c = 97	DATA ENTRY DEC	; v = 127	*1
c = 00..95	ASSIGNABLE CONT	; v = 0 - 127	*2

*1 Used only when setting RPN-designated parameter.

*2 Not effective for rhythm voices.

*3 If MSB ≠ 0, 63, or 127, then v=0.

If MSB = 0, then v can be any of the following: 0,1,3,5,8,12,14,16,17,18,19,20,24,25,27,28,32,33,34,35,36,37,38,39,40,
41,42,43,45,64,65,66,67,68,69,70,71,72,96,97,98,99,100,101

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

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

MODULATION controls vibrato depth.

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

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

Portamento time for PORTAMENTO CONTROL is always 0.

EFFECT SEND LEVEL 1 controls reverb send.

EFFECT SEND LEVEL 3 controls chorus send.

EFFECT SEND LEVEL 4 controls variation send.

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

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

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

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

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

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

(3-2) CHANNEL MODE MESSAGES

STATUS	101 1nnnn(BnH)	n = 0 ~ 15 VOICE CHANNEL NUMBER
CONTROL NUMBER	0cccccc	c = CONTROL NUMBER
CONTROL VALUE	0vvvvvvv	v = DATA VALUE

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

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

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

Resets the following controllers to the indicated values:

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

The RESET leaves the following values unchanged:

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

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

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

MIDI Data Format

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

(3-3) REGISTERED PARAMETER NUMBER

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

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

RPN LSB	D.ENTRY MSB	LSB	PARAMETER NAME	DATA RANGE
00H	00H	mmH	—	PITCH BEND SENSITIVITY
01H	00H	mmH	llH	MASTER FINE TUNE
02H	00H	mmH	—	MASTER COARSE TUNE
7FH	7FH	—	—	RPN RESET

{mmH,llH} = {00H,00H} - {40H,00H} - {7FH,7FH}
(-8192*100/8192) - 0 - (+8192*100/8192)
28H ~ 40H ~ 50H (-24 ~ 0 ~ +24 semitones)
RPN value becomes null; internal data remains unchanged.

(3-4) NON-REGISTERED PARAMETER NUMBER

STATUS	1011nnnn(BnH)	n = 0 ~ 15 VOICE CHANNEL NUMBER
LSB	01100010(62H)	
RPN LSB	0ppppppp	p = NRPN LSB (See table below.)
MSB	01100011(63H)	
RPN MSB	0qqqqqqq	q = NRPN MSB (See table below.)
DATA ENTRY MSB	00000110(06H)	
DATA VALUE	0mmmmmmm	m = Data Value

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

NRPN MSB	LSB	D.ENTRY MSB	LSB	PARAMETER NAME	DATA RANGE
01H	08H	mmH	—	VIBRATO RATE	00H - 40H - 7FH (-64 - 0 - +63)
01H	09H	mmH	—	VIBRATO DEPTH	00H - 40H - 7FH (-64 - 0 - +63)
01H	0AH	mmH	—	VIBRATO DELAY	00H - 40H - 7FH (-64 - 0 - +63)
01H	20H	mmH	—	FILTER CUTOFF FREQUENCY	00H - 40H - 7FH (-64 - 0 - +63)
01H	21H	mmH	—	FILTER RESONANCE	00H - 40H - 7FH (-64 - 0 - +63)
01H	63H	mmH	—	EG ATTACK TIME	00H - 40H - 7FH (-64 - 0 - +63)
01H	64H	mmH	—	EG DECAY TIME	00H - 40H - 7FH (-64 - 0 - +63)
01H	66H	mmH	—	EG RELEASE TIME	00H - 40H - 7FH (-64 - 0 - +63)
14H	rrH	mmH	—	DRUM INST FILTER CUTOFF FREQ.	00H - 40H - 7FH (-64 - 0 - +63)
15H	rrH	mmH	—	DRUM INST FILTER RESONANCE	00H - 40H - 7FH (-64 - 0 - +63)
16H	rrH	mmH	—	DRUM INST AEG ATTACK RATE	00H - 40H - 7FH (-64 - 0 - +63)
17H	rrH	mmH	—	DRUM INST AEG DECAY RATE	00H - 40H - 7FH (-64 - 0 - +63)
18H	rrH	mmH	—	DRUM INST PITCH COARSE	00H - 40H - 7FH (-64 - 0 - +63)
19H	rrH	mmH	—	DRUM INST PITCH FINE	00H - 40H - 7FH (-64 - 0 - +63)
1AH	rrH	mmH	—	DRUM INST LEVEL	00H - 7FH (0 ~ max)
1CH	rrH	mmH	—	DRUM INST PANPOT	00H,01H - 40H - 7FH (random,left - center - right)
1DH	rrH	mmH	—	DRUM INST REVERB SEND LEVEL	00H - 7FH (0 ~ max)
1EH	rrH	mmH	—	DRUM INST CHORUS SEND LEVEL	00H - 7FH (0 ~ max)
1FH	rrH	mmH	—	DRUM INST VARIATION SEND LEVEL	00H - 7FH (0 ~ max)

MSB values 14H ~ 1FH (drum-related) are effective only if channel is in drum mode.
rrH : drum instrument note number

(3-5) SYSTEM REALTIME MESSAGES

(3-5-1) ACTIVE SENSING

STATUS	11111110	(FEH)
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The unit sends this message approximately once every 175msec, except that the message is not sent while a Disk Read or Disk Write is in progress.

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

MIDI Data Format

(3-6) SYSTEM EXCLUSIVE MESSAGE

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

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

F0H 7EH 7FH 09H 01H F7H

Resets the following controllers to the indicated values.

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

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

F0H 7EH 0nH 06H 01H F7H (where n is the Device No. But message is valid regardless of device ("omni")).

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

F0H 7EH 7FH 06H 02H 43H 00H 41H ddH ddH 00H 00H 01H F7H
dd: Device Number Code
If QS300: 48 01
If B900: 4C 01
If SDX3000: 62 01

(3-6-2) UNIVERSAL REALTIME MESSAGE

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

F0H 7FH 7FH 04H 01H llH mmH F7H

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

(3-6-3) PARAMETER CHANGE

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

F0H 43H 1nH 27H 30H 00H 00H mmH llH ccH F7H

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

where T : Actual tuning value (-99 ~ +99)

M : One-byte value, where bits 0 to 3 of mm give the high-order nibble, and bits 0 to 3 of ll give the low-order nibble.

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

11110000	F0	Exclusive status
01000011	43	YAMAHA ID
0001nnnn	1n	Device Number
01001100	4C	Model ID
0aaaaaaa	00	Address High
0aaaaaaa	00	Address Mid
0aaaaaaa	7E	Address Low
00000000	00	Data
11110111	F7	End of Exclusive

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

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

(3-6-3-3) XG PARAMETER CHANGE

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

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

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

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

MIDI Data Format

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

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

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

The following five types of data are received.

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

(3-6-4) BULK DUMP

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

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

For address and byte count, refer to appended table.

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

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

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

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

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

11110000	F0	Exclusive status
01000011	43	YAMAHA ID
0000nnnn	0n	Device Number
01001011	4B	Model ID
0bbbbbbb	bbbbbbb	ByteCount
0bbbbbbb	bbbbbbb	ByteCount
0aaaaaaa	aaaaaa	Address High
0aaaaaaa	aaaaaa	Address Mid
0aaaaaaa	aaaaaa	Address Low
00000000	00	Data
0ccccccc	ccccccc	Checksum
11110111	F7	End of Exclusive

For address and byte count, refer to attached table.

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

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

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

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

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

(3-6-6) DUMP REQUEST

(3-6-6-1) XG DUMP REQUEST

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

For address and byte count, refer to appended table.

The following four data types are received.

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

MIDI Data Format

(3-6-6-2) QS300 NATIVE DUMP REQUEST

11110000	F0	Exclusive status
01000011	43	YAMAHA ID
0010nnnn	2n	Device Number
01001011	4B	Model ID
0aaaaaaa	aaaaaa	Address High
0aaaaaaa	aaaaaa	Address Mid
0aaaaaaa	aaaaaa	Address Low
11110111	F7	End of Exclusive

For address and byte count, refer to attached table.

The following six data types are received.

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

(3-6-5) XG PARAMETER REQUEST

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

For address and byte count, refer to appended table.

The following four data types are received.

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

(3-6-6) QS300 NATIVE PARAMETER REQUEST

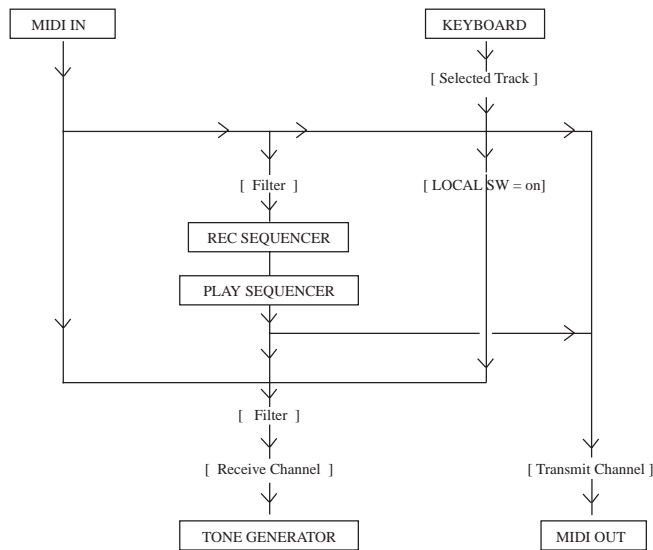
11110000	F0	Exclusive status
01000011	43	YAMAHA ID
0011nnnn	3n	Device Number
01001011	4B	Model ID
0aaaaaaa	aaaaaa	Address High
0aaaaaaa	aaaaaa	Address Mid
0aaaaaaa	aaaaaa	Address Low
11110111	F7	End of Exclusive

For address and byte count, refer to attached table.

The following five data types are received.

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

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



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

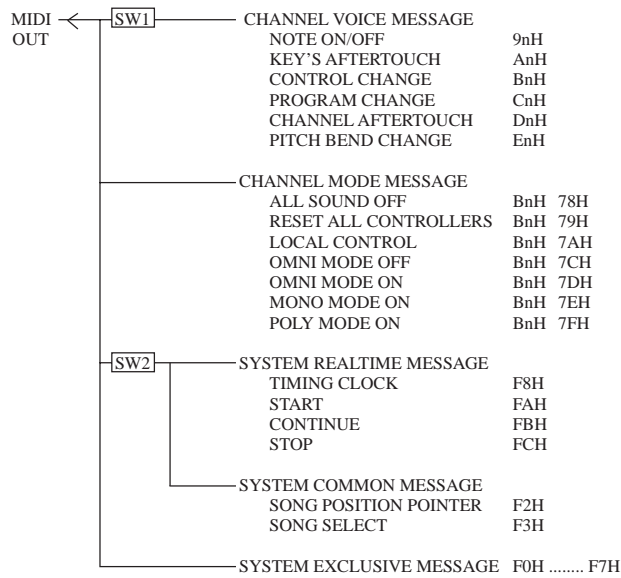
The ALL SOUND OFF message also makes no distinction; it shuts off all notes in the targeted channel, regardless of whether the source is local or MIDI.

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

MIDI Data Format

Sequencer Part

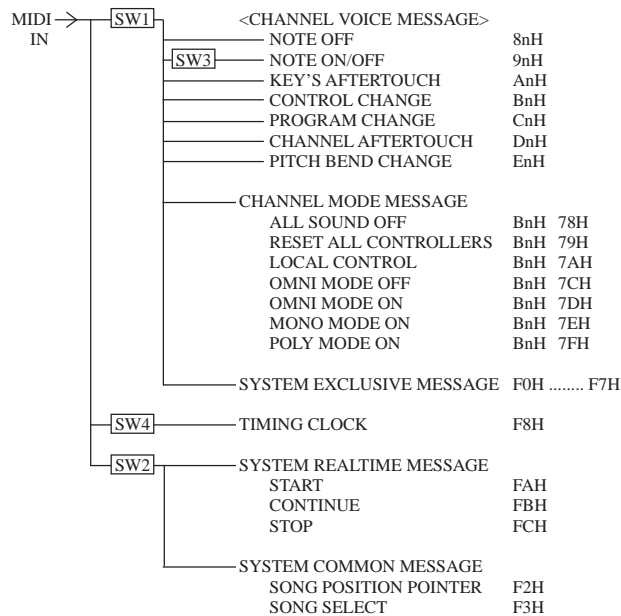
(1) TRANSMIT FLOW



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

SW2 MIDI Control
Transmission can be set on or off.

(2) RECEIVE FLOW



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

SW2 MIDI Control
Reception can be enabled or disabled.

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

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

MIDI Data Format

(3) TRANSMIT/RECEIVE DATA

(3-1) CHANNEL VOICE MESSAGE

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

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

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

(3-1-1) NOTE OFF

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

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

(3-1-2) NOTE ON/OFF

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

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

(3-1-3) POLYPHONIC KEY PRESSURE

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

(3-1-4) CONTROL CHANGE

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

All controller-change data is recorded/replayed.

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

(3-1-5) PROGRAM CHANGE

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

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

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

(3-1-6) CHANNEL PRESSURE

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

(3-1-7) PITCH BEND CHANGE

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

(3-2) CHANNEL MODE MESSAGE

The following messages are recorded/replayed.

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

(3-3) SYSTEM COMMON MESSAGE

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

(3-3-1) SONG POSITION POINTER

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

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

MIDI Data Format

(3-3-2) SONG SELECT

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

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

(3-4) SYSTEM REALTIME MESSAGE

Not recorded as sequence data.

(3-4-1) TIMING CLOCK

STATUS 11111000(F8H)

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

(3-4-2) START

STATUS 11111010(FAH)

Transmission, reception can be enabled/disabled.

(3-4-3) CONTINUE

STATUS 11111011(FBH)

Transmission, reception can be enabled/disabled.

(3-4-4) STOP

STATUS 11111100(FCH)

Transmission, reception can be enabled/disabled.

(3-5) SYSTEM EXCLUSIVE MESSAGE

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

<Table 1-1>

Parameter Base Address

	Parameter Change Address			Description			
SYSTEM	(H)	(M)	(L)	00 00 00	System		
	00	00	7D	Drum Setup Reset			
	00	00	7E	XG System On			
	00	00	7F	All Parameter Reset			
INFORMATION	01	00	00	System Information			
EFFECT 1	02	01	00	Effect1(Reverb,Chorus,Variation)"			
	02	40	00	Reserved			
	:	:	:	:			
MULTIPART	08	00	00	Multipart 1			
	:	:	:	:			
	08	0F	00	Multipart 16			
	08	10	00	Reserved			
DRUM	:	:	:	:			
	30	18	00	Drum Setup 1	Address	Parameter	
	31	18	00	Drum Setup 2	:	:	
	3n	18	00		note number 24		
	3n	19	00		note number 25		
	:	:	:	:	:	:	
	3F	nn	nn	Reserved	3n	54	00
							note number 84

<Table 1-2>

MIDI Parameter Change table (SYSTEM)

Address (H)	Size (H)	Data (H)	Parameter Name	Description	Default value(H)
00 00 00	4	0000	Master Tune	-102.4..+102.3[cent]	00 04 00 00
01		..07FF		1st bit3-0→bit15-12	(0400)
02				2nd bit3-0→bit11-8	(Not reset by
03				3rd bit3-0→bit7-4	XG ON, GM ON)
				4th bit3-0→bit3-0	
04	1	00..7F	Master Volume	0..127	7F
05	1	00..7F	not used		
06	1	28..58	Transpose	-24..+24[semitones]	40
7D	n		Drum Setup Reset	n=Drum Setup Number	
7E	00		XG System On	00=XG Sytem on (receive only)	
7F	00		All Parameter Reset	00=on (receive only)	
TOTAL	SIZE	06			

MIDI Data Format

<Table 1-3>

MIDI Parameter table (System information)

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

TOTAL SIZE 10

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

<Table 1-4>

MIDI Parameter Change table (EFFECT 1)

Address (H)		Size (H)	Data (H)	Parameter Name	Description	Default value(H)
02	01	00	2	Reverb Type MSB	Refer to Effect Type List	01(=HALL1)
				Reverb Type LSB	00 : basic type	00
		02	1	Reverb Parameter 1	Refer to Ef. Parameter List	depends on Reverb type
		03	1	Reverb Parameter 2	Refer to Ef. Parameter List	depends on Reverb type
		04	1	Reverb Parameter 3	Refer to Ef. Parameter List	depends on Reverb type
		05	1	Reverb Parameter 4	Refer to Ef. Parameter List	depends on Reverb type
		06	1	Reverb Parameter 5	Refer to Ef. Parameter List	depends on Reverb type
		07	1	Reverb Parameter 6	Refer to Ef. Parameter List	depends on Reverb type
		08	1	Reverb Parameter 7	Refer to Ef. Parameter List	depends on Reverb type
		09	1	Reverb Parameter 8	Refer to Ef. Parameter List	depends on Reverb type
		0A	1	Reverb Parameter 9	Refer to Ef. Parameter List	depends on Reverb type
		0B	1	Reverb Parameter 10	Refer to Ef. Parameter List	depends on Reverb type
		0C	1	Reverb Return	-∞..0..+6dB(0..96..127)	60
		0D	1	Reverb Pan	L63..C..R63(1..64..127)	40
TOTAL	SIZE	0E				
02	01	10	1	Reverb Parameter 11	Refer to Ef. Parameter List	depends on Reverb type
		11	1	Reverb Parameter 12	Refer to Ef. Parameter List	depends on Reverb type
		12	1	Reverb Parameter 13	Refer to Ef. Parameter List	depends on Reverb type
		13	1	Reverb Parameter 14	Refer to Ef. Parameter List	depends on Reverb type
		14	1	Reverb Parameter 15	Refer to Ef. Parameter List	depends on Reverb type
		15	1	Reverb Parameter 16	Refer to Ef. Parameter List	depends on Reverb type
TOTAL	SIZE	6				
02	01	20	2	Chorus type MSB	Refer to Effect Type List	41(=Chorus1)
				Chorus type LSB	00 : basic type	00
		22	1	Chorus Parameter 1	Refer to Ef. Parameter List	depends on Chorus type
		23	1	Chorus Parameter 2	Refer to Ef. Parameter List	depends on Chorus type
		24	1	Chorus Parameter 3	Refer to Ef. Parameter List	depends on Chorus type
		25	1	Chorus Parameter 4	Refer to Ef. Parameter List	depends on Chorus type
		26	1	Chorus Parameter 5	Refer to Ef. Parameter List	depends on Chorus type
		27	1	Chorus Parameter 6	Refer to Ef. Parameter List	depends on Chorus type
		28	1	Chorus Parameter 7	Refer to Ef. Parameter List	depends on Chorus type
		29	1	Chorus Parameter 8	Refer to Ef. Parameter List	depends on Chorus type
		2A	1	Chorus Parameter 9	Refer to Ef. Parameter List	depends on Chorus type
		2B	1	Chorus Parameter 10	Refer to Ef. Parameter List	depends on Chorus type
		2C	1	Chorus Return	-∞..0..+6dB(0..96..127)	60
		2D	1	Chorus Pan	L63..C..R63(1..64..127)	40
		2E	1	Send Chorus To Reverb	-∞..0..+6dB(0..96..127)	00
TOTAL	SIZE	0F				
02	01	30	1	Chorus Parameter 11	Refer to Ef. Parameter List	depends on Chorus type
		31	1	Chorus Parameter 12	Refer to Ef. Parameter List	depends on Chorus type
		32	1	Chorus Parameter 13	Refer to Ef. Parameter List	depends on Chorus type
		33	1	Chorus Parameter 14	Refer to Ef. Parameter List	depends on Chorus type
		34	1	Chorus Parameter 15	Refer to Ef. Parameter List	depends on Chorus type
		35	1	Chorus Parameter 16	Refer to Ef. Parameter List	depends on Chorus type
TOTAL	SIZE	6				
02	01	40	2	Variation Type MSB	Refer to Ef. Type List	“05(=DELAY L,C,R)”
				Variation Type LSB	00 : basic type	00
		42	2	Variation Param 1 MSB	Refer to Ef. Parameter List	depends on vari. type
				Variation Param 1 LSB	Refer to Ef. Parameter List	depends on vari. type
		44	2	Variation Param 2 MSB	Refer to Ef. Parameter List	depends on vari. type
				Variation Param 2 LSB	Refer to Ef. Parameter List	depends on vari. type
		46	2	Variation Param 3 MSB	Refer to Ef. Parameter List	depends on vari. type
				Variation Param 3 LSB	Refer to Ef. Parameter List	depends on vari. type
		48	2	Variation Param 4 MSB	Refer to Ef. Parameter List	depends on vari. type
				Variation Param 4 LSB	Refer to Ef. Parameter List	depends on vari. type
		4A	2	Variation Param 5 MSB	Refer to Ef. Parameter List	depends on vari. type
				Variation Param 5 LSB	Refer to Ef. Parameter List	depends on vari. type
		4C	2	Variation Param 6 MSB	Refer to Ef. Parameter List	depends on vari. type
				Variation Param 6 LSB	Refer to Ef. Parameter List	depends on vari. type
		4E	2	Variation Param 7 MSB	Refer to Ef. Parameter List	depends on vari. type
				Variation Param 7 LSB	Refer to Ef. Parameter List	depends on vari. type
		50	2	Variation Param 8 MSB	Refer to Ef. Parameter List	depends on vari. type
				Variation Param 8 LSB	Refer to Ef. Parameter List	depends on vari. type
		52	2	Variation Param 9 MSB	Refer to Ef. Parameter List	depends on vari. type
				Variation Param 9 LSB	Refer to Ef. Parameter List	depends on vari. type
		54	2	Variation Param 10 MSB	Refer to Ef. Parameter List	depends on vari. type
				Variation Param 10 LSB	Refer to Ef. Parameter List	depends on vari. type
		56	1	Variation Return	-∞..0..+6dB(0..96..127)	60
		57	1	Variation Pan	L63..C..R63(1..64..127)	40
		58	1	Send Variation To Rev.	-∞..0..+6dB(0..96..127)	00
		59	1	Send Variation To Cho.	-∞..0..+6dB(0..96..127)	00
		5A	1	Variation Connection	0:insertion,1:system	00
		5B	1	Variation Part	part1..32(0..31),off(127)	7F
		5C	1	MW Variation Ctrl Depth	-63..+63	00
		5D	1	PB Variation Ctrl Depth	-63..+63	00

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

<Table 1-5>

MIDI Parameter Change table (MULTIPART)

Address (H)		Size (H)	Data (H)	Parameter Name	Description	Default value(H)
08	nn	00	1	00..20	Element Reserve	0..32
	nn	01	1	00..7F	Bank Select MSB	0..127
	nn	02	1	00..7F	Bank Select LSB	0..127
	nn	03	1	00..7F	Program Number	1..128
	nn	04	1	00..0F, 7F	Rcv Channel	0..16;1..16,127;off
						Part No.
	nn	05	1	00..01	Mono/Poly Mode	0:mono,1:poly
	nn	06	1	00..02	Same Note Number	0:single
				Key On Assign	1:multi	00
					2:inst (for DRUM)	
	nn	07	1	00..02	Part Mode	0:normal
					1..3:drum thru, drum1..2	00 (All parts except 10)
	nn	08	1	28..58	Note Shift	01 (Part10)
	nn	09	2	00..FF	Detune	40
	nn	0A		1st	-24..+24[semitones]	08 00
				2nd	-12.8..+12.7[Hz]	(80)
				1st	bit3..0→bit7..4	
				2nd	bit3..0→bit3..0	
	nn	0B	1	00..7F	Volume	0..127
	nn	0C	1	00..7F	Velocity Sense Depth	0..127
	nn	0D	1	00..7F	Velocity Sense Offset	0..127
	nn	0E	1	00..7F	Pan	0:random
					L63..C..R63(1..64..127)	40
	nn	0F	1	00..7F	Note Limit Low	C-2..G8
	nn	10	1	00..7F	Note Limit High	C-2..G8
	nn	11	1	00..7F	Dry Level	0..127
	nn	12	1	00..7F	Chorus Send	0..127
	nn	13	1	00..7F	Reverb Send	0..127
	nn	14	1	00..7F	Variation Send	0..127
	nn	15	1	00..7F	Vibrato Rate	-64..+63
	nn	16	1	00..7F	Vibrato Depth	-64..+63
	nn	17	1	00..7F	Vibrato Delay	-64..+63
	nn	18	1	00..7F	Filter Cutoff Frequency	-64..+63
	nn	19	1	00..7F	Filter Resonance	-64..+63
	nn	1A	1	00..7F	EG Attack Time	-64..+63
	nn	1B	1	00..7F	EG Decay Time	-64..+63
	nn	1C	1	00..7F	EG Release Time	-64..+63
	nn	1D	1	28..58	MW Pitch Control	-24..+24[semitones]
	nn	1E	1	00..7F	MW Filter Control	-9600..+9450[cent]
	nn	1F	1	00..7F	MW Amplitude Control	-100..+100[%]
	nn	20	1	00..7F	MW LFO PMod Depth	0..127
	nn	21	1	00..7F	MW LFO FMod Depth	0..127
	nn	22	1	00..7F	MW LFO AMod Depth	0..127
	nn	23	1	28..58	Bend Pitch Control	-24..+24[semitones]
	nn	24	1	00..7F	Bend Filter Control	-9600..+9450[cent]
	nn	25	1	00..7F	Bend Amplitude Control	-100..+100[%]
	nn	26	1	00..7F	Bend LFO PMod Depth	0..127
	nn	27	1	00..7F	Bend LFO FMod Depth	0..127
	nn	28	1	00..7F	Bend LFO AMod Depth	0..127
TOTAL	SIZE	29				
	nn	30	1	00..01	Rcv Pitch Bend	off/on
	nn	31	1	00..01	Rcv Ch After touch	off/on
	nn	32	1	00..01	Rcv Program Change	off/on
	nn	33	1	00..01	Rcv Control Change	off/on
	nn	34	1	00..01	Rcv Key's After touch	off/on
	nn	35	1	00..01	Rcv Note Message	off/on
	nn	36	1	00..01	Rcv RPN	off/on
	nn	37	1	00..01	Rcv NRPN	off/on
	nn	38	1	00..01	Rcv Modulation	off/on
	nn	39	1	00..01	Rcv Volume	off/on
	nn	3A	1	00..01	Rcv Pan	off/on
	nn	3B	1	00..01	Rcv Expression	off/on
	nn	3C	1	00..01	Rcv Hold1	off/on
	nn	3D	1	00..01	Rcv Portamento	off/on
	nn	3E	1	00..01	Rcv Sostenute	off/on
	nn	3F	1	00..01	Rcv Soft Pedal	off/on
	nn	40	1	00..01	Rcv Bank Select	off/on
						01(XG),00(GM)
	nn	41	1	00..7F	Scale Tuning C	-64..+63[cent]
	nn	42	1	00..7F	Scale Tuning C#	-64..+63[cent]
	nn	43	1	00..7F	Scale Tuning D	-64..+63[cent]
	nn	44	1	00..7F	Scale Tuning D#	-64..+63[cent]
	nn	45	1	00..7F	Scale Tuning E	-64..+63[cent]
	nn	46	1	00..7F	Scale Tuning F	-64..+63[cent]
	nn	47	1	00..7F	Scale Tuning F#	-64..+63[cent]
	nn	48	1	00..7F	Scale Tuning G	-64..+63[cent]
	nn	49	1	00..7F	Scale Tuning G#	-64..+63[cent]
	nn	4A	1	00..7F	Scale Tuning A	-64..+63[cent]
	nn	4B	1	00..7F	Scale Tuning A#	-64..+63[cent]
	nn	4C	1	00..7F	Scale Tuning B	-64..+63[cent]

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nn	4D	1	28..58	Ch's AT Pitch Control	-24..+24[semitones]	40
nn	4E	1	00..7F	Ch's AT Filter Control	-9600..+9450[cent]	40
nn	4F	1	00..7F	Ch's AT Amp. Control	-100..+100[%]	40
nn	50	1	00..7F	Ch's AT LFO PMod Depth	0..127	00
nn	51	1	00..7F	Ch's AT LFO FMod Depth	0..127	00
nn	52	1	00	Ch's AT Reserved	0	00
nn	53	1	28..58	Key's AT Pitch Control	-24..+24[semitones]	40
nn	54	1	00..7F	Key's AT Filter Control	-9600..+9450[cent]	40
nn	55	1	00..7F	Key's AT Amp. Control	-100..+100[%]	40
nn	56	1	00..7F	Key's AT LFO PMod Depth	0..127	00
nn	57	1	00..7F	Key's AT LFO FMod Depth	0..127	00
nn	58	1	00	Key's AT Reserved	0	00
nn	59	1	00..5F	AC1(FC) Control Number	0..95	10
nn	5A	1	28..58	AC1(FC) Pitch Control	-24..+24[semitones]	40
nn	5B	1	00..7F	AC1(FC) Filter Control	-9600..+9450[cent]	40
nn	5C	1	00..7F	AC1(FC) Amplitude Cntrl	-100..+100[%]	40
nn	5D	1	00..7F	AC1(FC) LFO PMod Depth	0..127	00
nn	5E	1	00..7F	AC1(FC) LFO FMod Depth	0..127	00
nn	5F	1	00..7F	AC1(FC) LFO AMod Depth	0..127	00
nn	60	1	00..5F	AC2 Control Number	0..95	11
nn	61	1	28..58	AC2 Pitch Control	-24..+24[semitones]	40
nn	62	1	00..7F	AC2 Filter Control	-9600..+9450[cent]	40
nn	63	1	00..7F	AC2 Amplitude Cntrl	-100..+100[%]	7F
nn	64	1	00..7F	AC2 LFO PMod Depth	0..127	00
nn	65	1	00..7F	AC2 LFO FMod Depth	0..127	00
nn	66	1	00..7F	AC2 LFO AMod Depth	0..127	00
nn	67	1	00..01	Portamento Switch	off/on	00
nn	68	1	00..7F	Portamento Time	0..127	00
nn	69	1	00..7F	Pitch EG Initial Level	-64..+63	40
nn	6A	1	00..7F	Pitch EG Attack Time	-64..+63	40
nn	6B	1	00..7F	Pitch EG Release Level	-64..+63	40
nn	6C	1	00..7F	Pitch EG Release Time	-64..+63	40
nn	6D	1	00..7F	Velocity Limit Low	1..127	01
nn	6E	1	00..7F	Velocity Limit High	1..127	7F

TOTAL SIZE 3F

nn = PartNumber

The following parameters have no effect on drum parts:

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

<Table 1-6>

MIDI Parameter Change table (DRUM SETUP)

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

TOTAL SIZE 10

n:Drum Setup Number - 1

rr:note number(0D - 5B)

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

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

<Table 1-7>

Effect Type List

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

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

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

VARIATION TYPE(0~63)			TYPE LSB		
TYPE	MSB				
DEC	HEX		01	02	
000	0	[00]No Effect			
001	1	[01]Rev Hall 1	[02]Rev Hall 2		
002	2	[03]Rev Room 1	[04]	[05]Rev Room 3	
003	3	[06]Rev Stage1	[07]Rev Stage2		
004	4	[08]Rev Plate			
005	5	[09]DelayL,C,R			
006	6	[10]Delay L,R			
007	7	[11]Echo			
008	8	[12]CrossDelay			
009	9	[13]EarlyRef.1	[14]EarlyRef.2		
010	A	[15]GateReverb			
011	B	[16]ReversGate			
012	C	No Effect (sys), THRU (ins)			
:	:	:			
019	13	No Effect (sys), THRU (ins)			
020	14	[17]RevKaraok1	[18]RevKaraok2	[19]RevKaraok3	
021	15	No Effect (sys), THRU (ins)			
:	:	:			
063	3F	No Effect (sys), THRU (ins)			

VARIATION TYPE(64~127)			TYPE LSB		
TYPE	MSB				
DEC	HEX		01	02	08
064	40	[43]THRU			
065	41	[20]Chorus 1	[21]Chorus 2	[22]Chorus 3	[23]Chorus 4
066	42	[24]Celeste 1	[25]Celeste 2	[26]Celeste 3	[27]Celeste 4
067	43	[28]Flanger 1	[29]Flanger 2		[30]Flanger 3
068	44	[31]Symphonic			
069	45	[32]RotarySp.			
070	46	[33]Tremolo			
071	47	[34]Auto PAN			
072	48	[35]Phaser 1			[36]Phaser 2
073	49	[37]Distortion			
074	4A	[38]Overdrive			
075	4B	[39]G-Amp.Sim.			
076	4C	[40]3 Band EQ			
077	4D	[41]2 Band EQ			
078	4E	[42]Auto Wah			
079	4F	THRU			
:	:	:			
127	7F	THRU			

<Table 2-1>

Parameter Base Address

Parameter Change

Address

(H) (M) (L) Description

SYSTEM	00	00	00	All System
NORMALVOICE	10	00	00	Current Normal Voice
	11	00	00	User Normal Voice1 with Element(Bulk Dump Only)
	:	:	:	:
	11	7F	00	User Normal Voice128 with Element(Bulk Dump Only)
NORMAL ELEM	20	00	00	Current Normal Voice Element1(Parameter Change Only)
	:	:	:	:
	23	00	00	Current Normal Voice Element4(Parameter Change Only)
DRUM KEY	30	18	00	Drum Voice Key C0
	:	:	:	:
	30	54	00	Drum Voice Key C5
DRUM COMMON	40	00	00	Drum Voice Common

MIDI Data Format

<Table 2-2>

MIDI Parameter-Change Table (Whole System)

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

Address (H)	Size (H)	Data (H)	Parameter Name	Description	Default value(H)
00 00	00 04	0000	Master Tune	-102.4..+102.3[cent]	00 04 00
01 01	00 04	0000		1st bit3-0→bit15-12	(0400)
02 02	00 04	0000		2nd bit3-0→bit11-8	
03 03	00 04	0000		3rd bit3-0→bit7-4	
04 04	00 04	0000		4th bit3-0→bit3-0	
05 05	00 04	0000	Master Volume	0..127	7F(XG)
06 06	00 04	0000	Sequencer Transpose	-12..+12[semitones]	40
07 07	00 04	0000	Keyboard Transpose	-36..+36[semitones]	40
08 08	00 04	0000	Foot Volume Ctrl Number	7,11	07
09 09	00 04	0000	System Mode	0/1;XG/TG300B	00(XG)
0A 0A	00 04	0000	Local	0/1;off/on	01
0B 0B	00 04	0000	Device Number	0;off,1..16,17;all	17
0C 0C	00 04	0000	Voice Mode Receive Ch.	1..16;omni	16
0D 0D	00 04	0000	Voice Mode Transmit Ch.	1..16	00
0E 0E	00 04	0000	RX Filter Pitch Bend	0/1;off/on	01
0F 0F	00 04	0000	RX Filter Ch's AfterTch	0/1;off/on	01
10 10	00 04	0000	RX Filter ProgramChange	0/1;off/on	01
11 11	00 04	0000	RX Filter ControlChange	0/1;off/on	01
12 12	00 04	0000	RX Filter Key'sAfterTch	0/1;off/on	01
13 13	00 04	0000	RX Filter Note On/Off	0/1;off/on	01
14 14	00 04	0000	RX Filter NRPN	0/1;off/on	01
15 15	00 04	0000	RX Filter Bank Change	0/1;off/on	01
16 16	00 04	0000	RX Filter Sys.Exclusive	0/1;off/on	01
17 17	00 04	0000	MIDI Sync	0/1;int/ext	00
18 18	00 04	0000	MIDI Control	0/1;off/on	01
19 19	00 04	0000	Interval Time	1..9[*100msec]	00
1A 1A	00 04	0000	Click Beat	16,8,4,2,1	02
1B 1B	00 04	0000	Click Mode	off,rec,rec&play,always	01
1C 1C	00 04	0000	Click Level	0..127	127
1D 1D	00 04	0000	LCD Contrast	-15..+15	40
1E 1E	00 04	0000	Fingered on/off	0/1;off/on	0
1F 1F	00 04	0000	Fingered Chord Zone Lo	C-2..G8	24
20 20	00 04	0000	Fingered Chord Zone Hi	C-2..G8	36
21 21	00 04	0000	Greeting Message1	32..126(ASCII)	'W' (Greeting Message on QS300)
22 22	00 04	0000	Greeting Message2	32..126(ASCII)	'e'
23 23	00 04	0000	Greeting Message3	32..126(ASCII)	'l'
24 24	00 04	0000	Greeting Message4	32..126(ASCII)	'c'
25 25	00 04	0000	Greeting Message5	32..126(ASCII)	'o'
26 26	00 04	0000	Greeting Message6	32..126(ASCII)	'm'
27 27	00 04	0000	Greeting Message7	32..126(ASCII)	'e'
28 28	00 04	0000	Greeting Message8	32..126(ASCII)	' '
29 29	00 04	0000	Greeting Message9	32..126(ASCII)	'T'
2A 2A	00 04	0000	Greeting Message10	32..126(ASCII)	'o'
2B 2B	00 04	0000	Greeting Message11	32..126(ASCII)	' '
2C 2C	00 04	0000	Greeting Message12	32..126(ASCII)	' '
2D 2D	00 04	0000	Greeting Message13	32..126(ASCII)	'W'
2E 2E	00 04	0000	Greeting Message14	32..126(ASCII)	' '
2F 2F	00 04	0000	Greeting Message15	32..126(ASCII)	' '
30 30	00 04	0000	Greeting Message16	32..126(ASCII)	'W'
31 31	00 04	0000	Greeting Message17	32..126(ASCII)	'o'
32 32	00 04	0000	Greeting Message18	32..126(ASCII)	'r'
33 33	00 04	0000	Greeting Message19	32..126(ASCII)	'l'
34 34	00 04	0000	Greeting Message20	32..126(ASCII)	'd'
35 35	00 04	0000	Greeting Message21	32..126(ASCII)	' '
36 36	00 04	0000	Greeting Message22	32..126(ASCII)	' '
37 37	00 04	0000	Greeting Message23	32..126(ASCII)	' '
38 38	00 04	0000	Greeting Message24	32..126(ASCII)	' '
39 39	00 04	0000	Greeting Message25	32..126(ASCII)	'I'
3A 3A	00 04	0000	Greeting Message26	32..126(ASCII)	' '
3B 3B	00 04	0000	Greeting Message27	32..126(ASCII)	'a'
3C 3C	00 04	0000	Greeting Message28	32..126(ASCII)	'm'
3D 3D	00 04	0000	Greeting Message29	32..126(ASCII)	' '
3E 3E	00 04	0000	Greeting Message30	32..126(ASCII)	'r'
3F 3F	00 04	0000	Greeting Message31	32..126(ASCII)	'e'
40 40	00 04	0000	Greeting Message32	32..126(ASCII)	'a'
41 41	00 04	0000	Greeting Message33	32..126(ASCII)	'd'
42 42	00 04	0000	Greeting Message34	32..126(ASCII)	'y'
43 43	00 04	0000	Greeting Message35	32..126(ASCII)	' '
44 44	00 04	0000	Greeting Message36	32..126(ASCII)	'I'
45 45	00 04	0000	Greeting Message37	32..126(ASCII)	'I'
46 46	00 04	0000	Greeting Message38	32..126(ASCII)	' '
47 47	00 04	0000	Greeting Message39	32..126(ASCII)	' '
48 48	00 04	0000	Greeting Message40	32..126(ASCII)	' '
49 49	00 04	0000	Keyboard Velocity Curve normal...cross2		0:normal

TOTAL SIZE 49

MIDI Data Format

<Table 2-3>

MIDI Parameter Change table (NORMAL VOICE COMMON)

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

<Table 2-4>

MIDI Parameter Change table (NORMAL VOICE ELEMENT)

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

MIDI Data Format

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

TOTAL SIZE 17D

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

<Table 2-5>

MIDI Parameter Change table (DRUM VOICE KEY)

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

TOTAL SIZE 10

rr:note number(18 - 54)

<Table 2-6>

MIDI Parameter Change table (DRUM VOICE COMMON)

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

TOTAL SIZE 1