XG Specifications

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Contents

Attached Tables

1. Overview of the XG Format

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

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

1.1. Development Background

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

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

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

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

1.2. Basic Concepts

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

Specifically, the XG format does the following.

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

The XG format is founded on the following three principles:

- Compatibility
- Scalability
- Expandability

1. Compatibility

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

2. Scalability

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

3. Expandability

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

1.3. Extensions From GM

XG adds the following extensions to the GM standard.

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

    1. Voice Extension by Bank Select LSB

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

2. Bank Select MSB adds an SFX bank

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

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

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

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

1.4. Newly Supported MIDI Messages (Added Messages Not Supported under GM)

1. Control Change

Bank Select
Portamento Time
Portamento
Sostenuto
Soft Pedal
Harmonic Content
Release Time
Attack Time
Brightness
Portamento Control
Effect Send 1 (Reverb)
Effect Send 3 (Chorus)
Effect Send 4 (Variation)
NRPN-based control of part parameters and drum setup parameters
All Sound Off

2. Channel Mode Messages

3. Polyphonic Aftertouch

4. System Exclusive Messages

Parameter Change

System Parameters

Effect Parameters

Three system effect units are supported. One of these units can be switched to an insertion effect. Master EQ and multiple insertion effects are supported as options.

Part Parameters

Filter cutoff and AEG value can be controlled by an offset value.

Display Parameters

External Input Control Parameters

Drum Setup Parameters

Bulk Dump

Parameter Request

Dump Request

2. Tone-Generation Model

This chapter explains the XG system's overall structure and tone-generation model. It is explains how these are related to the major tone-generation parameters.

2.1. Overall Design

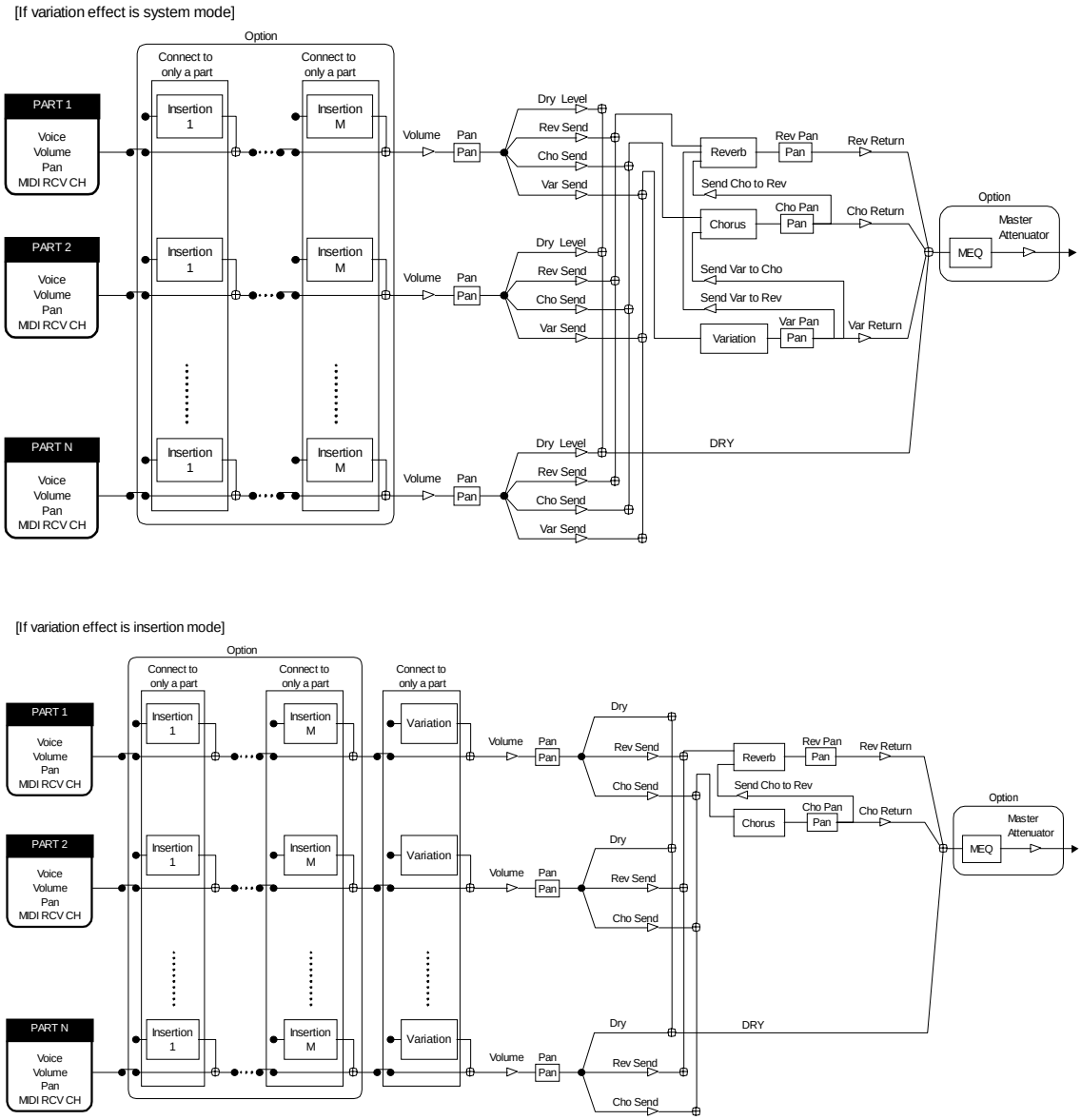


Fig. 1 Overall Design

Figure 1 shows the overall structure of the XG tone-generator design. The tone generation consists of multiple parts, together with an effects section that operates on the output of these parts (where the insertion effects, master EQ, and master attenuator are provided as optional effects). The manner in which the effects section is connected varies according to whether the variation effect mode is set to "system mode" or "insertion mode." For details about insertion effects, see Section 4 below.

2.2. Tone-Generation Model

Figure 2 shows the XG tone-generation model. Specifically, the Figure shows the model of the tone-generation module provided for each part. The module includes an oscillator, LPF, amplifier, and pan (with HPF and EQ available as options).

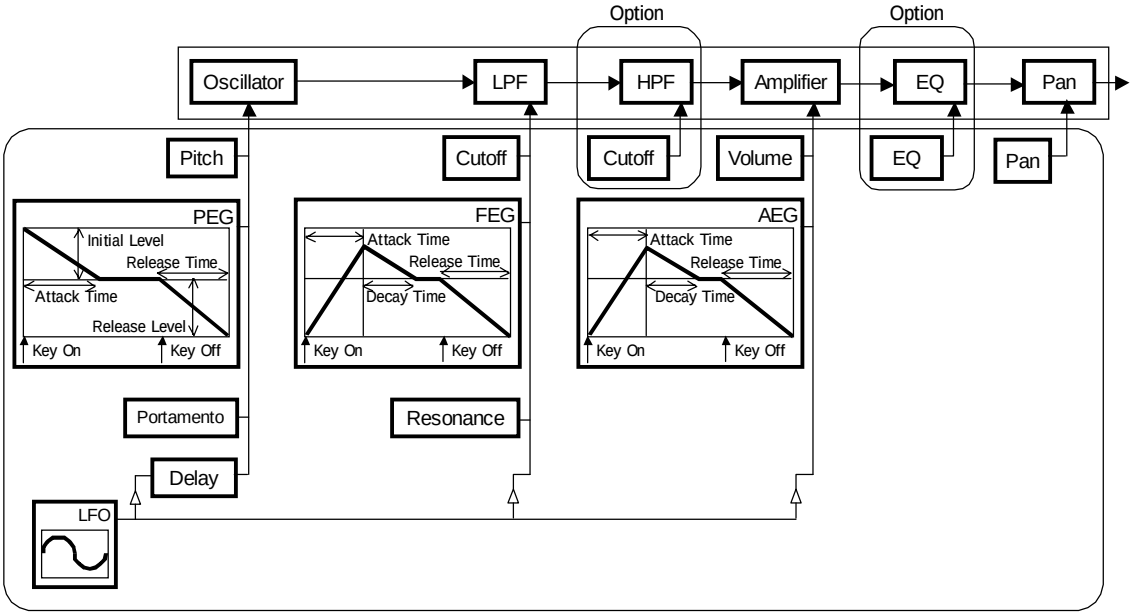


Fig. 2 Tone-Generation Model

The module includes a pitch envelope generator (PEG) that time-modulates the pitch, an amplitude envelope generator (AEG) that time-modulates the volume, and a filter envelope generator (FEG) that time-modulates the low-pass-filter's cutoff frequency. An LFO (low frequency oscillator) implements periodic modulation of pitch, filtering, and volume.

These features are mainly controlled using the various part parameters that can be set for each part.

2.3. Correspondence Between Parameters and Tone-Generation Model

MIDI messages operate on one the modules shown in Fig. 2. This section shows which module(s) each message operates on.

Abbreviations used in the tables below are as follows.

MIDI: Data received through MIDI messages.

PART: Part parameters

SYS: System parameters

DSU: Drum setup parameters

VCE: Values set by voice parameters

Data sources are indicated as follows.

MIDI: BEND denotes Pitch Bend data.

MIDI: MW denotes data from Modulation Wheel.

MIDI: CAT is channel aftertouch data.

MIDI: PAT is Polyphonic aftertouch data.

MIDI: AC1 is data from Assignable Controller #1.

MIDI: AC2 is data from Assignable Controller #2.

PITCH
- VCE: Pitch
- MIDI: NOTE NUMBER
- MIDI: VELOCITY
- MIDI: BEND
- MIDI: MW
- MIDI: CAT
- MIDI: PAT
- MIDI: AC1
- MIDI: AC2
- MIDI: FINE TUNING
- MIDI: COARSE TUNING
- SYS: MASTER TUNE
- SYS: TRANSPOSE
- PART: NOTE SHIFT
- PART: DETUNE

- PART: MW PITCH CONTROL
- PART: BEND PITCH CONTROL (MIDI: PITCH BEND SENSITIVITY)
- PART: SCALE TUNING C…B
- PART: CAT PITCH CONTROL
- PART: PAT PITCH CONTROL
- PART: AC1 PITCH CONTROL
- PART: AC2 PITCH CONTROL
- DSU: PITCH COARSE (MIDI: DRUM PITCH COARSE)
- DSU: PITCH FINE (MIDI: DRUM PITCH FINE)
- DSU: VELOCITY PITCH SENSITIVITY

PEG
- VCE: PEG
- PART: EG ATTACK TIME (MIDI: ATTACK TIME, MIDI: EG ATTACK TIME)
- PART: EG DECAY TIME (MIDI: EG DECAY TIME)
- PART: EG RELEASE TIME (MIDI: RELEASE TIME, MIDI :EG RELEASE TIME)
- PART: PITCH EG INITIAL LEVEL
- PART: PITCH EG ATTACK TIME
- PART: PITCH EG RELEASE LEVEL
- PART: PITCH EG RELEASE TIME

PORTAMENTO
- PART: PORTAMENTO SWITCH (MIDI: PORTAMENTO)
- PART: PORTAMENTO TIME (MIDI: PORTAMENTO TIME)

LFO
- VCE: LFO
- MIDI: BEND
- MIDI: MW
- MIDI: CAT
- MIDI: PAT
- MIDI: AC1
- MIDI: AC2
- PART: VIBRATO RATE (MIDI: VIBRATO RATE)
- PART: VIBRATO DEPTH (MIDI: VIBRATO DEPTH)

- PART: MW LFO PMOD DEPTH
- PART: MW LFO FMOD DEPTH
- PART: MW LFO AMOD DEPTH
- PART: BEND LFO PMOD DEPTH
- PART: BEND LFO FMOD DEPTH
- PART: BEND LFO AMOD DEPTH
- PART: CAT LFO PMOD DEPTH
- PART: CAT LFO FMOD DEPTH
- PART: CAT LFO AMOD DEPTH
- PART: PAT LFO PMOD DEPTH
- PART: PAT LFO FMOD DEPTH
- PART: PAT LFO AMOD DEPTH
- PART: AC1 LFO PMOD DEPTH
- PART: AC1 LFO FMOD DEPTH
- PART: AC1 LFO AMOD DEPTH
- PART: AC2 LFO PMOD DEPTH
- PART: AC2 LFO FMOD DEPTH
- PART: AC2 LFO AMOD DEPTH

DELAY

- VCE: LFO DELAY
- PART: VIBRATO DELAY (MIDI: VIBRATO DELAY)

LOW-PASS-FILTER CUTOFF

- VCE: LPF CUTOFF FREQUENCY
- MIDI: VELOCITY
- MIDI: BEND
- MIDI: MW
- MIDI: CAT
- MIDI: PAT
- MIDI: AC1
- MIDI: AC2
- PART: FILTER CUTOFF FREQUENCY (MIDI: BRIGHTNESS, MIDI: FILTER CUTOFF FREQUENCY)
- PART: MW FILTER CONTROL

- PART: BEND FILTER CONTROL
- PART: CAT FILTER CONTROL
- PART: PAT FILTER CONTROL
- PART: AC1 FILTER CONTROL
- PART: AC2 FILTER CONTROL
- DSU: CUTOFF (MIDI: DRUM FILTER CUTOFF FREQUENCY)
- DSU: VELOCITY CUTOFF SENSITIVITY

LOW-PASS-FILTER RESONANCE

- VCE: FILTER RESONANCE
- PART: RESONANCE (MIDI: HARMONIC CONTENT, MIDI: FILTER RESONANCE)
- DSU: RESONANCE (MIDI: DRUM FILTER RESONANCE)

HIGH PASS FILTER CUTOFF

- VCE: HPF CUTOFF FREQUENCY
- PART: HPF CUTOFF FREQUENCY (MIDI: HPF CUTOFF FREQUENCY)
- DSU: HPF CUTOFF FREQUENCY (MIDI: DRUM HPF CUTOFF FREQUENCY)

FEG

- VCE: FEG
- PART: EG ATTACK TIME (MIDI: ATTACK TIME, MIDI: EG ATTACK TIME)
- PART: EG DECAY TIME (MIDI: EG DECAY TIME)
- PART: EG RELEASE TIME (MIDI: RELEASE TIME, MIDI: EG RELEASE TIME)

VOLUME

- VCE: VOLUME
- MIDI: VELOCITY
- MIDI: BEND
- MIDI: MW
- MIDI: CAT
- MIDI: PAT
- MIDI: AC1
- MIDI: AC2
- MIDI: EXPRESSION

- SYS: MASTER VOLUME
- SYS: MASTER ATTENUATOR
- PART: VOLUME (MIDI: MAIN VOLUME)
- PART: VELOCITY SENSE DEPTH
- PART: VELOCITY SENSE OFFSET
- PART: MW AMPLITUDE CONTROL
- PART: BEND AMPLITUDE CONTROL
- PART: CAT AMPLITUDE CONTROL
- PART: PAT AMPLITUDE CONTROL
- PART: AC1 AMPLITUDE CONTROL
- PART: AC2 AMPLITUDE CONTROL
- DSU: LEVEL (MIDI: DRUM LEVEL)

AEG
- VCE: AEG
- PART: EG ATTACK TIME (MIDI: ATTACK TIME, MIDI: EG ATTACK TIME)
- PART: EG DECAY TIME (MIDI: EG DECAY TIME)
- PART: EG RELEASE TIME (MIDI: RELEASE TIME, MIDI: EG RELEASE TIME)
- DSU: EG ATTACK (MIDI: DRUM EG ATTACK RATE)
- DSU: EG DECAY1 (MIDI: DRUM EG DECAY RATE)
- DSU: EG DECAY2 (MIDI:DRUM EG DECAY RATE)

EQ
- PART: EQ BASS
- PART: EQ TREBLE
- PART: EQ MID-BASS
- PART: EQ MID-TREBLE
- PART: EQ BASS FREQUENCY
- PART: EQ TREBLE FREQUENCY
- PART: EQ MID-BASS FREQUENCY
- PART: EQ MID-TREBLE FREQUENCY
- PART: EQ BASS Q
- PART: EQ TREBLE Q
- PART: EQ MID-BASS Q
- PART: EQ MID-TREBLE Q

- PART: EQ BASS SHAPE
- PART: EQ TREBLE SHAPE

PAN
- VCE: PAN
- PART: PAN(MIDI:PANPOT)
- DSU: PAN(MIDI:DRUM PAN)

3. MIDI Specifications

This chapter sets forth the specifications or the MIDI messages that should be supported under XG. Messages are grouped into sections as indicated below.

A Note about Typographical Conventions

Feature explanations that are not preceded by a special heading are *required*. The ***Optional*** heading indicates a feature that is optional, while the ***Recommended*** heading indicates a feature or capability whose implementation is recommended for purposes of compatibility. The ***Note to XG Data Writers*** heading indicates noteworthy information related to generation of XG data.

Hexadecimal values always have an H suffix (as in 00H); a value without an H suffix is a decimal value. Uppercase A to F represent hexadecimal digits, whereas other uppercase letters and all lowercase letters may be used to represent variables.

3.1. Channel Messages

3.1.1. Key On / Key Off

Status: 9nH/8nH

If multi-part parameter "Rcv NOTE MESSAGE" is OFF, the part ignores these messages. Note that playback of received Key ON messages takes priority over other play. Specifically, if there are currently no resources left to play the sound for the received Key On, the system shall shut off a playing note or take other such action so as to obtain the resource and play the Key ON. There are no specific rules provided for determining which note of which part shall be shut off to get the required resource.

Recommended: If a Key Off is received for a note and there are multiple instances of that note currently playing, the Key Off should preferably switch off the first received of these notes.

3.1.2. Program Change

Status: CnH

Default: 00H

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

Melody Voices
As shown in Attached Chart 6, voices can be added through use of Bank Select LSB. (Refer to explanation of Bank Select.)

Rhythm Voices
As shown in Attached Chart 7, Program Change messages can be used to change the voice (drum kit). If the tone generator does not have a drum kit corresponding to the specified program number, it will ignore the message and continue to use the current drum kit.

Example: Assume that Analog Kit is selected on part 2, and then part 2 is changed to Piano. If Part 2 is then changed to a drum kit that is not supported by the tone generator, it shall revert to playing the Analog Kit.

If the part mode is set to Drum Setup, this message initializes the settings. Even if the message simply reselects the currently selected kit, the settings shall be reinitialized.

Example: Assume that Part 10 is set to Drum Setup 1, and NRPN or other means have been used to adjust the filter cutoff for the Snare at Note Number 38. If the Program Change message is then received and reselects the same kit, the snare cutoff shall revert to the kit's snare default value.

Part Mode
If Program Change makes a change from normal voice to drum kit, the part mode shall revert to what it was before normal mode was invoked. Upon receipt of XG System On, the system shall virtually set this "revert-to" mode to Drum Setup 2 for all Parts 1 to 16, except for Part 10.

Example: If Part 2 is set to Drum Kit after XG System On, it shall be set to Drum Setup 2 mode.

Example: If Part 3 is changed from Drum Setup 1 to Normal Mode and then changed, by Program Change, to Drum Kit, it shall be set to Drum Setup 1 mode.

Example: If Part 4 is changed from Drum Setup 1 to Drum Mode, and then to Normal Mode, and then by Program Change to Drum Kit, it shall be set to Drum Mode.

Note to XG Data Writers: The Bank Select message should always be sent, even if you are not changing the bank.

3.1.3. Channel Aftertouch

Status: DnH

If Multi-Part Parameter "Rcv CHANNEL AFTERTOUCH" is OFF, the part will ignore this message.

The tone-generation parameters that will get channel aftertouch, as well as the depth of this aftertouch, are as set by part parameters at addresses 08H nnH 4DH to 52H (CAT pitch control – CAT LFO AMOD control). By default, channel aftertouch is not used.

3.1.4. Polyphonic Aftertouch

Status: AnH

If Multi-Part Parameter "Rcv POLYPHONIC AFTERTOUCH" is OFF, the part will ignore this message.
Note that it is not necessary to extend this effect to all note numbers 0 to 127. The tone-generation parameters that will get polyphonic aftertouch, as well as the depth of this aftertouch, are as set by part parameters at addresses 08H nnH 53H to 58H (PAT pitch control – PAT LFO AMOD control). By default, polyphonic aftertouch is not used.

3.1.5. Pitch Bend

Status: EnH

Default: 40H 00H

If Multi-Part Parameter "Rcv PITCH BEND" is OFF, the part will ignore this message.. The targeted tone-generation parameters, as well as the depth, are as set by part parameters at addresses 08H nnH 23H to 28H (BEND pitch control – BEND LFO AMOD control). By default, Pitch Bend is set to apply to pitch only.

3.1.6. Control Change

Status: BnH

If Multi-Part Parameter "Rcv CONTROL CHANGE" is OFF, the part will ignore all Control Change messages other than Channel Mode messages.

3.1.6.1. Bank Select MSB / LSB

Ctrl#	Parameter	Data Range
00H	Bank Select MSB	0:Normal, 64:SFX voice, 126:SFX kit, 127:Drum
20H	Bank Select LSB	00H…7FH
		Default: 00H 00H

If Multi-Part Parameter "Rcv BANK SELECT" is OFF, the part ignores this message.

The Bank Select processing itself is not carried out until a Program Change is received. The Bank Select MSB selects melody voice, SFX voices, or rhythm kit, and makes it possible for channels other than 10 to be designated as rhythm channels. Bank Select MSB values are as follows.

00H :	Melody voice
01H,…,3FH :	Model-exclusive area
40H:	SFX voice
41H,…,77H:	Area reserved for XG extensions
78H:	GM Level-2 Rhythm Kit (Rhythm voices arranged over keyboard)
79H:	GM Level-2 Melody Voice
7AH,…,7DH:	Area reserved for XG extensions
7EH:	SFX kit (SFX voices arranged over keyboard)
7FH:	Rhythm kit (Rhythm voices arranged over keyboard)

The Bank Select LSB expresses an extension area for melody voices. (SFX kit and rhythm kit voices do not currently support Bank Select LSB extension sets.) Each bank is defined as a specific type of variation, simplifying retrieval of the desired voice. Extension voices, like basic voices, have defined names (see Attached Chart 6). Other banks and voices may be added in the future.

Some models do not support all of the LSB-selectable extension voices listed in Attached Chart 6. If support is included for one or more voices in an extension bank, however, then all the other program change numbers in that bank are filled with the corresponding voices of Bank #0 (basic voices).

Note 1: By default, channel 10 plays rhythm voices, while other channels use bank #0 melody voices. (Same as GM system, level 1).

Note 2: If the new Bank Select MSB is 00H (melody voice) but the tone generator does not support the

melody voice corresponding to the last received Bank Select LSB, the channel reverts to the Bank Select LSB corresponding to its most recently played melody voice.

Note 3: If the new Bank Select MSB is 7FH (rhythm voice) the tone generator unconditionally uses LSB 00H without using the most recently received Bank Select LSB. If the tone generator does not support a drum kit corresponding to the channel's most recently received Program Change, the channel will revert to the Program Change corresponding to its most recently played rhythm kit.

Note 4: If a Bank Select MSB value of 01H–77H or 7AH–7EH (model-exclusive area, SFX voice, or XG extension voice) is received and the tone generator does not have a voice corresponding to the last received LSB and Program Change, the tone generator shall produce no sound for that channel regardless of subsequent Key On messages.

Note to XG Data Writers: If you are producing song data, please be aware of the following points with respect to the issues presented above.

- The discussion and examples provided above are intended to clarify complex situations relevant to specifications for tone-generator manufacture. During general operation the Bank Select MSB, LSB and Program Change should always be sent together, with an interval of at least 1/480 between each signal.

- In the case where a melody voice is being changed first to a voice in bank-LSB A and then to a voice in bank-LSB B, and the change to A is possible but the change to B is not possible, A will be used as the substitute for B. If neither the change to A nor the change to B is possible, the voice of the previous bank will substituted for A and B.

- In the case where a rhythm voice is being changed first program number kit A and then to program number kit B, and the change to A is possible but the change to B is not possible, A will be used as the substitute for B. If neither the change to A nor the change to B is possible, the voice of the previous bank will substituted for A and B.

3.1.6.2. Modulation

Ctrl#	Parameter	Data Range
01H	Modulation	00H…7FH
		Default: 00H

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

The targeted tone-generation parameters and the depth are as set by part parameters at addresses 08H nnH 1DH to 22H (MW pitch control – MW LFO AMOD control). By default, this message controls vibrato depth (LFO PMOD DEPTH) only.

3.1.6.3. Portamento Time

Ctrl#	Parameter	Data Range
05H	Portamento Time	00H…7FH
		Default: 00H

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

3.1.6.4. Data Entry MSB / LSB

Ctrl#	Parameter	Data Range
06H	Data Entry MSB	00H…7FH
26H	Data Entry LSB	00H…7FH

3.1.6.5. Main Volume

Ctrl#	Parameter	Data Range
07H	Main Volume	00H…7FH
		Default: 64H

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

Note to XG Data Writers: Use this message to balance the volume among the different parts.

3.1.6.6. Panpot

Ctrl#	Parameter	Data Range
0AH	Panpot	00H...7FH (0:L63, 1…127:L63…R63)
		Default: 40H

If Multi-Part Parameter "Rcv PAN" is OFF, the part ignores this message. This message applies relative change to the pan of each instrument in the rhythm part.

3.1.6.7. Expression

Ctrl#	Parameter	Data Range

0BH	Expression	00H…7FH
		Default:7FH

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

Note to XG Data Writers: Use this message to produce intonation-type dynamics during the song.

3.1.6.8. Sustain (Hold)

Ctrl#	Parameter	Data Range
40H	Sustain	00H…7FH (0…63: Off, 64…127: On)
		Default: 00H

This setting also affects the release part of the sound following note-off (after-damper effect). If the Multi Part Parameter “Rcv HOLD1” is OFF, the part ignores this message.

3.1.6.9. Portamento

Ctrl#	Parameter	Data Range
41H	Portamento	00H…7FH (0…63: Off, 64…127: On)
		Default : 00H

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

3.1.6.10. Sostenuto

Ctrl#	Parameter	Data Range
42H	Sostenuto	00H…7FH (0…63: Off, 64…127:On)
		Default: 00H

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

3.1.6.11. Soft Pedal

Ctrl#	Parameter	Data Range
43H	Soft Pedal	00H…7FH (0···63: Off, 64···127: On)
		Default: 00H

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

3.1.6.12. Harmonic Content

Ctrl#	Parameter	Data Range
47H	Harmonic Content	00H…7FH (0: –64, 64: +0, 127: +63)
		Default: 40H

Applies adjustment to the resonance set by the voice. Since this parameter applies relative change, it specifies an increase or decrease relative to 64. On some voices, the effective range is narrower than the range which can be set.

3.1.6.13. Release Time

Ctrl#	Parameter	Data Range
48H	Release Time	00H…7FH (0: –64, 64: +0, 127: +63)
		Default: 40H

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

3.1.6.14. Attack Time

Ctrl#	Parameter	Data Range
49H	Attack Time	00H…7FH (0: –64, 64: +0, 127: +63)
		Default: 40H

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

3.1.6.15. Brightness

Ctrl#	Parameter	Data Range
4AH	Brightness	00H…7FH (0: –64, 64: +0, 127: +63)
		Default: 40H

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

3.1.6.16. Portamento Control

Ctrl#	Parameter	Data Range
54H	Portamento Control	00H…7FH

Portamento time is always 0.

3.1.6.17. Effect Send 1 (Reverb)

Ctrl#	Parameter	Data Range
5BH	Effect1 Depth	00H…7FH
		Default: 28H

Adjusts the reverb send.

3.1.6.18. Effect Send 3 (Chorus)

Ctrl#	Parameter	Data Range
5DH	Effect3 Depth	00H…7FH
		Default: 00H

Adjusts the chorus send.

3.1.6.19. Effect Send 4 (Variation)

Ctrl#	Parameter	Data Range
5EH	Effect4 Depth	00H…7FH
		Default: 00H

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

3.1.6.20. Data Increment/Decrement

Ctrl#	Parameter	Data Range
60H	Increment	00H…7FH
61H	Decrement	00H…7FH

The data byte is ignored.

3.1.6.21. Non-Registered Parameter Number (NRPN) LSB/MSB

Ctrl#	Parameter	Data Range
62H	NRPN LSB	00H…7FH
63H	NRPN MSB	00H…7FH

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

First transmit the NRPN MSB and NRPN LSB to specify the parameter that you wish to control, and then use Data Entry messages to specify the value of that parameter. Once an NRPN has been set, Data Entry messages subsequently received on that channel will be processed as values for the parameter corresponding to that NRPN.

Receipt of the following NRPN messages shall be supported.

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

<u>Note to XG Data Writers:</u> Once you have completed the desired setting, you should set RPN to Null to prevent inadvertent changes.

MSB parameters 14H to 41H (rhythm parameters) are effective only if the part is in rhythm mode.

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

where rr: drum instrument note number

*<u>Optional:</u> The ** marking means that the parameter is optional, and may be implemented on tone generators that have the capability for it.*

3.1.6.22. Registered Parameter Number（RPN）LSB/MSB

Ctrl#	Parameter	Data Range
64H	RPN LSB	00H…7FH
65H	RPN MSB	00H…7FH
		Default: 7FH 7FH

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

The following parameters are supported.

RPN		Data Entry		
LSB	**MSB**	**MSB**	**Parameter**	**Data Range**
00H	00H	mmH	Pitch Bend Sensitivity	mm:00H – 7FH (0…+127) Default:02H

LSB value is ignored. Minimum movement range shall be 00H 00H to 0CH 00H (± octave).

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

3.1.7. Channel Mode Messages

3.1.7.1. All Sound Off

Ctrl#	Parameter	Data Range
78H	All Sound Off	0

Silences all currently sounding notes on the respective part. This message does not generate a reset of content set by Channel Messages.

3.1.7.2. Reset All Controllers

Ctrl#	Parameter	Data Range
79H	Reset All Controllers	0

This message returns the following data to the default state:
Pitch Bend, Modulation, Expression, Sustain, Portamento, Sostenuto, Soft Pedal, Registered Parameter Number.

It also sets off reception of Portamento Control. It does not reset the Portamento source key.

3.1.7.3. All Notes Off

Ctrl#	Parameter	Data Range
7BH	All Note Off	0

For the relevant part, turns all notes that are ON to OFF. If a note that is ON is currently in the sustain or sostenuto phase, does not stop playing of that note until that phase is turned OFF.

3.1.7.4. Omni OFF

Ctrl#	Parameter	Data Range
7CH	Omni Off	0

Same processing as All Note Off.

3.1.7.5. Omni ON

Ctrl#	Parameter	Data Range
7DH	Omni On	0

Same processing as All Notes Off. (Does not implement OMNI ON.)

3.1.7.6. Mono

Ctrl#	Parameter	Data Range
7EH	Mono	0…16

Same processing as All Sound Off. If the third byte (the mono count) is a value from 0 to 16, sets the relevant channel to Mode 4 (m=1).

3.1.7.7. Poly

Ctrl#	Parameter	Data Range
7FH	Poly	0

Same processing as All Sound Off, and sets the relevant channel to Mode 3.

3.2. System Exclusive Messages

3.2.1. XG System Exclusive Message

Four system exclusive formats are used to set and get XG-defined parameters, as follows.

Parameter Change

Use to set the value of a single parameter.

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

A single message shall be used to set the data value, even if the value's data size consists of multiple bytes. The tone generator shall not accept the message if the number of sent data bytes is less than the required number of data bytes. It shall not be possible, when sending data for a multibyte parameter (such as master tuning), to send the high-order byte only.

Bulk Dump

Use to set parameters as a block.

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

For information about the Address and Byte Count fields, see Attached Chart 5. Note that "Byte Count" here corresponds to the "TOTAL SIZE" figures shown in the table. Set the address to the beginning of the block, where "block" refers to the data indicated in the "TOTAL SIZE" figures in Attached Chart 5.

The checksum shall be set such that the low-order 7 bits of the sum of the Byte Count, the Address, the Data, and the Checksum itself are 0. For details about support for reception of block-unit bulk dumps, see Attached Chart 5.

Note to XG Data Writers: If sending consecutive bulk dumps, leave an interval of about 10ms between the F7 and the next F0.

Parameter Request

Optional: Gets the value of a specified parameter. Upon receiving the message, the tone generator shall send the parameter-change setting currently at the specified address. This feature is optional because it has no meaning on tone generators without MIDI OUT capability.

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

Dump Request

Optional: Gets the values for the specified block. Upon receiving the message, the tone generator shall send a bulk dump of the settings (the data) in the specified block. This feature is optional because it has no meaning on tone generators without MIDI OUT capability.

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

3.2.1.1. System Data Parameters

3.2.1.1.1. Master Tuning

Address: 00H 00H 00H

Data: 4 bytes (aaH bbH ccH ddH)

Default: 00H 04H 00H 00H

Range: (–102.4…0…+102.3 cent)

Master tuning is calculated as follows (in 0.1 cent units):

aaH × 1000H + bbH × 0100H + ccH × 0010H + ddH × 0001H) –0400H (in 0.1 cent units).

For operating specifications, refer to the Master Tuning section in Chapter 4.

Note to XG Data Writers: Should not be used while song play is in progress, since some implementations may not change note pitch if this message is received while the note is sounding. Rather, this message should be used to make initial settings.

3.2.1.1.2. Master Volume

Address: 00H 00H 04H

Data: 1 byte

Default: 7FH

Range: 00H…7FH

For operating specifications, refer to the tone-generator model presented in Chapter 2. Note that this parameter value may also be changed by Universal System Exclusive's Master Volume message.

3.2.1.1.3. Master Attenuator

Address: 00H 00H 05H

Data: 1 byte

Default: 00H

Range: 00H…7FH (0dB…－∞dB)

Optional: This parameter is optional.

3.2.1.1.4. Master Transpose

Address: 00H 00H 06H

Data: 1 byte

Default: 40H

Range: 28H…58H (–24…0…+24)

Causes transposition of Key On notes that are received. Has no effect on notes that have already been received. Each increment transposes by a semitone: A value of 40H sets 0 transposition, while 41H transposes up one semitone and 3FH transposes down 1 semitone. The range therefore allows for transposition up to two octaves in each direction (±24 semitones). For information about how transposition is related to each part, refer to the tone-generation model described in Section 2 above.

3.2.1.1.5. Drum Setup Reset

Address: 00H 00H 7DH

Data: 1 byte

Default: —

Range: 00H… (Drum setup count – 1)

Initializes the drum setup parameters designated by the data byte. Does not change the drum setup's kit number.

3.2.1.1.6. XG System On

Address: 00H 00H 7EH

Data: 1 byte

Default: —

This message is accepted only if the data value is 00H, and is ignored otherwise. This message resets the tone-generator mode to the XG initial state. For details about the handling of the MIDI Master Tuning setting, refer to the Master Tuning section in Chapter 4.

<u>Recommended:</u> On devices with multiple tone-generator modes, non-XG modes should also recognize this message so that they respond by switching into XG mode.

3.2.1.1.7. All Parameter Reset

Address: 00H 00H 7FH

Data: 1 byte

Default: —

This message is accepted only if the data value is 00H, and is ignored otherwise. This message resets the tone-generator mode to its factory defaults.

3.2.1.2. System Information

Optional: This feature is optional because it has no meaning on tone generators without MIDI OUT capability.

3.2.1.3. Multi Effect Data Parameters

These messages are used to control the XG format's required effects: reverb, chorus, and variation. Each parameter operates on the selected effect type, as shown in Attached Chart 2. For information about effects connections and volume control, refer to the tone-generator model given in Chapter 2.

The effect type is set by two bytes: MSB and LSB. If the model does not have the designated effect, it shall select a substitute as follows.

(1) If the model does not include effect designated by the given MSB…

If selecting a system-type effect (reverb, chorus, or system-mode variation), then "no effect" shall be applied (that is, output shall be 0). If selecting an insertion-type effect (insertion-mode variation or insertion effect), then the setting shall be to "Thru" (that is, the input will be output without change).

Example: If MSB=0x10, LSB=0x00 is set for reverb, a model that does not provide the White Room effect will use No Effect.

(2) If the model does not include effect designated by the given LSB…

In this case, a substitute LSB shall be used. The substitute shall be calculated as follows:

Substitute LSB = Integer part of (given LSB/32) × 32

This substitute LSB will be a multiple of 32 (0, 32, 64, or 96), so that it will necessarily select an supported effect.

With respect to LSB substitution approach described in (2) above, however, it must be noted that this approach is based on the XG extension, and some older models will not support this rule and will simply change non-supported LSBs to 0. Newly developed models, however, shall be implemented so that the substitution approach is supported.

Note also that if an effect type has been set, that effect parameter settings (with the exception of the Pan and various Send settings) shall be initialized to type's defaults. Parameter settings shall be initialized even if the same effect type is resent.

3.2.1.4. Multi EQ Data Parameters

Optional: This feature is optional.

3.2.1.5. Insertion Effect Data Parameters

Optional: This feature is optional.

3.2.1.6. Display Data Parameters

Optional: This feature is optional.

3.2.1.7. Multi Part Data Parameters

These messages are used to control part parameters. For details about those part parameters that can also be accessed by Channel Messages, refer to the description of the corresponding Channel Messages.

Note that these Multi Part Data Parameters messages designate a specific part by setting the part number in the middle byte of the address (where 00H is part 1, 01H is part 2, …, 0FH is part 16).

3.2.1.7.1. Bank Select MSB

Address: 08H nnH 01H

Refer to the explanation of Control Change Bank Select MSB (CC# 00H).

3.2.1.7.2. Bank Select LSB

Address: 08H nnH 02H

Refer to the explanation of Control Change Bank Select LSB (CC# 20H).

3.2.1.7.3. Program Change

Address: 08H nnH 03H

Refer to the Program Change section.

3.2.1.7.4. Receive Channel

Address: 08H nnH 04H

Data: 1 byte

Default: nnH

Range: 00H…3FH, 7FH

Sets the MIDI Channel No. that is received by the part. By default, the MIDI Channel No. is the same to the Part No. A data value of 7FH disables reception, so that the part will not receive Channel messages. If multiple parts are set to the same Channel No., then any Channel message for that Channel No. shall be received by all of those parts.

3.2.1.7.5. Mono Mode / Poly Mode

Address: 08H nnH 05H

Data: 1 byte

Default: 01H

Range: 00H, 01H

A value of 00H selects Mono mode; a value of 01H selects Poly mode. For information about these modes, refer to the selection on Channel Mode messages.

3.2.1.7.6. Note Assign

Address: 08H nnH 06H

Data: 1 byte

Default: 01H

Range: 00H…02H

Determines how the part will respond if it receives a Key On for a note (note No.) that is already playing.

00H: Single Key Off the currently playing note, and then play a new Note On for that note.

01H: Multi Leave currently playing note on, and play a new Note On as well. (The designer is free, however, to set an upper limit on the number of instances of the same note

that can be played.)

02H: Inst Effective only on rhythm parts. Gives priority to rhythm-instrument settings.

3.2.1.7.7. Part Mode

Address: 08H nnH 07H

Data: 1 byte

Default: 00H (Part 10 only, 02H)

Range: 00H…(Drum setup count +1)

Sets the part's mode.

00H: Normal Mode

Received Note Numbers control the notes that are played.

01H: Drum Mode

Received Note Numbers control the instruments that are played. It is not possible to change the voice parameter settings for each individual drum instrument, since voice settings are set independently for the part as a whole.

02H: Drum Setup 1

03H: Drum Setup 2

(*N*+1): Drum Setup *N*

Received Note Numbers control the instruments that are played, but it is possible to change the voice parameter settings for each drum instrument. Voices are shared by all parts with the same Setup mode.

When the part mode is changed, the Bank Select and Program Change values will automatically change as well. If the part mode is changed to Normal Mode or Drum Mode, the voice that was in use the last time that mode was in effect is now reselected. If the part mode is changed to one of the Drum Setup modes, then voices in that Setup are used as is.

Example: A part on which the organ voice is selected is changed to Drum Mode, and then changed back to Normal mode. On reentry into Normal mode, the part again uses the organ voice.

Example: Assume that Drum Setup 1 is set to Analog Kit. In that case, when you set a part to Drum Setup 1, that part selects the analog kit.

Example: Assume that Parts 1 and 2 are both set to Drum Setup 1. If a Program Change is now sent to Part 1 to change to the Jazz Kit, then Part 2's voices also automatically change to the Jazz Kit.

3.2.1.7.8. Note Shift

Address: 08H nnH 08H

Data: 1 byte

Default: 40H

Range: 28H…58H (–24…0…+24)

Causes transposition of Key On notes that are received. Has no effect on notes that have already been received. Each increment transposes by a semitone: A value of 40H sets 0 transposition, whiles 41H transposes up one semitone and 3FH transposes down 1 semitone. The range therefore allows for transposition up to two octaves in each direction (±24 semitones). For information about how this feature is related to master transpositionrefer to the tone-generation model described in Section 2 above.

3.2.1.7.9. Detune

Address: 08H nnH 09H-0AH

Data: 2 bytes

Default: 08H 00H

Range: 00H 00H…0FH 0FH (–12.8 …12.7)

Fine-tunes the pitch of Key Ons that are received. For information about the relation between this feature and fine tuning, refer to the tone-generation model described in Section 2 above.

3.2.1.7.10. Volume

Address: 08H nnH 0BH

Data: 1 byte

Default: 64H

Range: 00H…7FH

Refer to the explanation of Control Change Volume (CC# 0BH).

3.2.1.7.11. Sensitivity Depth

Address: 08H nnH 0CH

Data: 1 byte

Default: 40H

Range: 00H…7FH

Increases or reduces the velocity-change range applied to received Key On notes. Refer to the tone-generation model.

3.2.1.7.12. Velocity Offset

Address: 08H nnH 0DH

Data: 1 byte

Default: 40H

Range: 00H…7FH

Increases or reduces the velocity-change range applied to received Key On notes. Refer to the tone-generation model.

3.2.1.7.13. Pan

Address: 08H nnH 0EH

Data: 1 byte

Default: 40H

Range: 00H…7FH

A data value of 00H selects "random pan," which applies random panning to each received Key On note. For information about other data values (01H to 7FH), refer to the explanation of Control Change Pan (CC# 0AH).

3.2.1.7.14. Note Limit Low

Address: 08H nnH 0FH

Data: 1 byte

Default: 00H

Range: 00H…7FH（C-2…G8）

Sets the lowest Note Number that can be received.

3.2.1.7.15. Note Limit High

Address: 08H nnH 10H

Data: 1 byte

Default: 00H

Range: 00H…7FH (C-2…G8)

Sets the highest Note Number that can be received.

3.2.1.7.16. Drum Level

Address: 08H nnH 11H

Data: 1 byte

Default: 7FH

Range: 00H…7FH

Sets the part's drum level. Refer to the tone-generation model described in Section 2 above.

3.2.1.7.17. Chorus Send

Address: 08H nnH 12H

Data: 1 byte

Default: 00H

Range: 00H…7FH

Sets the part's chorus send. Refer to the explanation of Control Change Chorus Send (CC# 5DH).

3.2.1.7.18. Reverb Send

Address: 08H nnH 13H

Data: 1 byte

Default: 28H

Range: 00H…7FH

Sets the part's reverb. Refer to the explanation of Control Change Reverb Send (CC# 5BH).

3.2.1.7.19. Variation Send

Address: 08H nnH 14H

Data: 1 byte

Default: 00H

Range: 00H…7FH

Sets the part's variation send. Refer to the explanation of Control Change Variation Send (CC# 5EH).

3.2.1.7.20. Vibrato Rate

Address: 08H nnH 15H

Data: 1 byte

Default: 40H

Range: 00H…7FH (–64…0…+63）

Changes the vibrato rate of the currently selected voice. For information, refer to the explanation of NRPN 01H/08H (vibrato rate).

3.2.1.7.21. Vibrato Depth

Address: 08H nnH 16H

Data: 1 byte

Default: 40H

Range: 00H…7FH (–64…0...+63）

Changes the vibrato depth of the currently selected voice. For information, refer to the explanation of NRPN 01H/09H (vibrato depth).

3.2.1.7.22. Vibrato Delay

Address: 08H nnH 17H

Data: 1 byte

Default: 40H

Range: 00H…7FH (–64…0…+63）

Changes the vibrato delay of the currently selected voice. For information, refer to the explanation of NRPN 01H/0AH (vibrato delay).

3.2.1.7.23. Low-Pass-Filter Cutoff

Address: 08H nnH 18H

Data: 1 byte

Default: 40H

Range: 00H…7FH (–64…0…+63）

Raises or lowers the cutoff frequency of the low-pass-filter for the currently selected voice. Refer to Control Change Brightness (CC# 4AH).

3.2.1.7.24. Low-Pass-Filter Resonance

Address: 08H nnH 19H

Data: 1 byte

Default: 40H

Range: 00H…7FH (–64…0…+63）

Raises or lowers the resonance of the low-pass-filter for the currently selected voice. Refer to Control Change Harmonic Content (CC# 47H).

3.2.1.7.25. EG Attack Time

Address: 08H nnH 1AH

Data: 1 byte

Default: 40H

Range: 00H…7FH (–64…0...+63)

Raises or lowers the attack time of the selected voice. Refer to Control Change Attack Time (CC# 49H).

3.2.1.7.26. EG Decay Time

Address: 08H nnH 1BH

Data: 1 byte

Default: 40H

Range: 00H…7Fh (–64…0…+63）

Raises or lowers the decay time of the selected voice. Refer to NRPN 01H/64H (EG Decay Time).

3.2.1.7.27. EG Release Time

Address: 08H nnH 1CH

Data: 1 byte

Default: 40H

Range: 00H… 7FH (–64…0…+63）

Raises or lowers the release time of the selected voice. Refer to Control Change Release Time (CC# 48H).

3.2.1.7.28. MW Pitch Control

Address: 08H nnH 1DH

Data: 1 byte

Default: 40H

Range: 28H…58H (–24…0…+24）

Sets the width of the modulation (CC#01) pitch control. The data value gives the pitch change that occurs when the modulation is at its maximum value (7FH). Functionally similar to Pitch Bend, but different in that modulation cannot move the pitch both up and down. For details, refer to the tone-generation model given in Section 2.

Example: If data value is 4CH, pitch change when modulation is at maximum value is up 1 octave.

Example: If data value is 3EH, pitch change when modulation is at maximum value is down 2 semitones.

Example: If data value is 40H, modulation has no effect on the pitch.

Example: Regardless of data value, a modulation of 0 has no effect on the pitch.

3.2.1.7.29. MW Low-Pass-Filter Control

Address: 08H nnH 1EH

Data: 1 byte

Default: 40H

Range: 00H…7FH (–9600 cent…0 …+9450 cent）

Sets the width of the modulation (CC#01) control of the low-pass-filter cutoff frequency. The data value gives the cutoff-frequency change that occurs when the modulation is at its maximum value (7FH).

Example: If data value is 7FH, cutoff frequency when the modulation is at maximum value is +9450 cents.

Example: If data value is 00H, cutoff frequency when the modulation is at maximum value is 9600 cents.

3.2.1.7.30. MW Amplitude Control

Address: 08H nnH 1FH

Data: 1 byte

Default: 40H

Range: 00H…7FH (–100%…0…+100%）

Sets the width of the modulation (CC#01) control of the volume. The data value gives the volume-change range when the modulation is at its maximum value (7FH).

3.2.1.7.31. MW LFO PMOD Control

Address: 08H nnH 20H

Data: 1 byte

Default: 0AH

Range: 00H…7FH

Sets the LFO pitch control depth controlled by modulation (CC#01). The data value gives the change range when the modulation is at its maximum value (7FH).

3.2.1.7.32. MW LFO FMOD Control

Address: 08H nnH 21H

Data: 1 byte

Default: 00H

Range: 00H…7FH

Sets the LFO filter control depth controlled by modulation (CC#01). The data value gives the change range when the modulation is at its maximum value (7FH). For information, refer to the tone-generation model presented in Chapter 2.

3.2.1.7.33. MW LFO AMOD Control

Address: 08H nnH 22H

Data: 1 byte

Default: 00H

Range: 00H…7FH

Optional: This parameter is optional. It specifies the depth of the modulation's LFO volume control (CC# 01H). The data value sets the volume change range for the maximum modulation value (7FH). For details, refer to the tone-generation model presented in Chapter 2.

3.2.1.7.34. BEND Pitch Control

Address: 08H nnH 23H

Data: 1 byte

Default: 42H (+2 semitones)

Range: 28H…58H (–24…0…+24 semitones)

Sets the pitch control range for Pitch Bend (EnH aahH bbH). Specifically, the data value sets the pitch change range when Pitch Bend is at its maximum value (7FH/7FH). The Pitch Bend allows up and down pitch control around a center Pitch Bend value (40H/00H). For details, refer to the tone-generation model in Section 2.

Recommended: When this parameter value is changed, the change should preferably also operate on notes that are currently playing.

Example: If the data value is set to 34H, the maximum Pitch Bend value will drop the pitch by 1 octave, and the minimum Pitch Bend value will raise the pitch by 1 octave.

3.2.1.7.35. BEND Low-Pass-Filter Control

3.2.1.7.36. BEND Amplitude Control

3.2.1.7.37. BEND LFO PMOD Control

3.2.1.7.38. BEND LFO FMOD Control

3.2.1.7.39. BEND LFO AMOD Control

These set the control width of the various tone-generation parameters controlled by Pitch Bend (EnH aaH bbH).

Optional: The BEND LFO AMOD Control is optional. All other of the above controls are required.

3.2.1.7.40. Rcv PITCH BEND

3.2.1.7.41. Rcv CHANNEL AFTER

3.2.1.7.42. Rcv PROGRAM CHANGE

3.2.1.7.43. Rcv CONTROL CHANGE

3.2.1.7.44. Rcv POLY AFTERTOUCH

3.2.1.7.45. Rcv NOTE MESSAGE

3.2.1.7.46. Rcv RPN

3.2.1.7.47. Rcv NRPN

3.2.1.7.48. Rcv MODULATION

3.2.1.7.49. Rcv VOLUME

3.2.1.7.50. Rcv PAN

3.2.1.7.51. Rcv EXPRESSION

3.2.1.7.52. Rcv HOLD1

3.2.1.7.53. Rcv PORTAMENTO

3.2.1.7.54. Rcv SOSTENUTO

3.2.1.7.55. Rcv SOFT PEDAL

3.2.1.7.56. Rcv BANK SELECT

Address: 08H nnH 30H…40H

Data: 1 byte

Default: 01H

Range: 00H, 01H (OFF, ON)

<u>Optional:</u> All of these parameters are optional. Each of these parameters (with the exception of Rcv CONTROL CHANGE) is used to enable or disable reception of the corresponding Channel Messages. The Rcv CONTROL CHANGE parameter is used to enable or disable reception of all Channel Change messages: if Rcv CONTROL CHANGE is OFF, the part will not accept any Control Change messages; if Rcv CONTROL CHANGE is ON, the part will accept or refuse Control Change messages according to the enable/disable settings for the other parameters described above.

3.2.1.7.57. Scale Tuning

Address: 08H nnH 41H…4CH

Data: 1 byte

Default: 40H

Range: 00H…7FH (–64…0…+63 cents)

<u>Optional:</u> This parameter is optional. The parameter sets the note tuning for received Key Ons for each

scale.

3.2.1.7.58. CAT Pitch Control

3.2.1.7.59. CAT Low-Pass-Filter Control

3.2.1.7.60. CAT Amplitude Control

3.2.1.7.61. CAT LFO PMOD Control

3.2.1.7.62. CAT LFO FMOD Control

3.2.1.7.63. CAT LFO AMOD Control

Address: 08H nnH 4DH…52H

Data: 1 byte

Default: —

Range: —

Optional: All of these parameters are optional. Each of these parameters set the control width of the corresponding CAT control (DnH aaH). Refer to the tone-generation model presented in Section 2.

3.2.1.7.64. PAT Pitch Control

3.2.1.7.65. PAT Low-Pass-Filter Control

3.2.1.7.66. PAT Amplitude Control

3.2.1.7.67. PAT LFO PMOD Control

3.2.1.7.68. PAT LFO FMOD Control

3.2.1.7.69. PAT LFO AMOD Control

Address: 08H nnH 53H···58H

Data: 1 byte

Default: —

Range: —

Optional: All of these parameters are optional. Each of these parameters set the control width of the corresponding PAT control (AnH nnH ppH). These messages allow control to implemented on each note. Refer to the tone-generation model presented in Section 2.

3.2.1.7.70. AC1 Control Number

Address: 08H nnH 59H

Data: 1 byte

Default: 10H

Range: 00H…5FH (0…95)

Optional: This parameter is optional. The parameter sets the CC# for Assignable Controller 1.

3.2.1.7.71. AC1 Pitch Control

3.2.1.7.72. AC1 Low-Pass-Filter Control

3.2.1.7.73. AC1 Amplitude Control

3.2.1.7.74. AC1 LFO PMOD Control

3.2.1.7.75. AC1 LFO FMOD Control

3.2.1.7.76. AC1 LFO AMOD Control

Address: 08H nnH 5AH…5FH

Data: 1 byte

Default: —

Range: —

Optional: These parameters are all optional. These parameters set the control widths for the tone-generation parameters controlled by Assignable Controller 1 (BnH aaH bbH). Refer to the tone-generation model presented in Section 2.

3.2.1.7.77. AC2 Control Change Number

Address: 08H nnH 60H

Data: 1 byte

Default: 10H

Range: 00H…5FH (0…95)

Optional: This parameter is optional. The parameter sets the CC# for Assignable Controller 2.

3.2.1.7.78. AC2 Pitch Control

3.2.1.7.79. AC2 Low-Pass-Filter Control

3.2.1.7.80. AC2 Amplitude Control

3.2.1.7.81. AC2 LFO PMOD Control

3.2.1.7.82. AC2 LFO FMOD Control

3.2.1.7.83. AC2 LFO AMOD Control

Address: 08H nnH 61H…66H

Data: 1 byte

Default: —

Range: —

Optional: These parameters are all optional. These parameters set the control widths for the tone-generation parameters controlled by Assignable Controller 2 (BnH aaH bbH). Refer to the tone-generation model presented in Section 2.

3.2.1.7.84. Portamento Switch

Address: 08H nnH 67H

Data: 1 byte

Default: 00H

Range: 00H, 01H (OFF, ON)

Optional: This parameter is optional. For information about its function, refer to the explanation of Control Change Portamento (CC# 41H). But note that, for this message, 00H = OFF and 01H = ON.

3.2.1.7.85. Portamento Time

Address: 08H nnH 68H

Data: 1 byte

Default: 00H

Range: 00H…7FH (0…127)

Optional: This parameter is optional. Refer to the explanation of Control Change Portamento Time (CC# 05H).

3.2.1.7.86. Pitch-EG Initial Level

Address: 08H nnH 69H

Data: 1 byte

Default: 00H

Range: 00H…7FH (–64…0…+63)

Optional: This parameter is optional. It implements a relative change in the Pitch EG's initial level. Refer to the tone-generation model in Chapter 2.

3.2.1.7.87. Pitch-EG Attack Time

Address: 08H nnH 6A

Data: 1 byte

Default: 00H

Range: 00H…7FH (–64…0…+63)

Optional: This parameter is optional. It implements a relative change in the Pitch EG's attack time. Refer to the tone-generation model in Chapter 2.

3.2.1.7.88. Pitch-EG Release Level

Address: 08H nnH 6BH

Data: 1 byte

Default: 00H

Range: 00H…7FH (–64…0…+63）

Optional: This parameter is optional. It implements a relative change in the Pitch EG's release level. Refer to the tone-generation model in Chapter 2.

3.2.1.7.89. Pitch-EG Release Time

Address: 08H nnH 6CH

Data: 1 byte

Default: 00H

Range: 00H…7FH (–64…0…+63）

Optional: This parameter is optional. It implements a relative change in the Pitch EG's release time. Refer to the tone-generation model in Chapter 2.

3.2.1.7.90. Velocity Limit Low

Address: 08H nnH 6DH

Data: 1 byte

Default: 01H

Range: 01H…7FH (1…127)

Optional: This parameter is optional. It sets the lower-limit velocity for received Key Ons. Key Ons that

have velocity values that are below this limit are ignored.

3.2.1.7.91. Velocity Limit High

Address: 08H nnH 6DH

Data: 1 byte

Default: 7FH

Range: 01H…7FH (1…127)

Optional: This parameter is optional. It sets the upper-limit velocity for received Key Ons. Key Ons that have velocity values that are above this limit are ignored.

3.2.1.8. AD Part Data Parameters

Optional: This functionality is optional.

3.2.1.9. Drum Setup Data Parameters

These messages set the drum setup parameters. The setup number (*n*) is given by the low-order 4 bits of the high-order byte of the address. The instrument number (rr) is given by the middle-order byte of the address.

Example: Message 31H 26H 00H selects Drum Setup Number 2, drum instrument note number 26H.

3.2.1.9.1. Pitch Coarse

Address: 3nH rrH 00H

Data: 1 byte

Default: 40H

Range: 00H...7FH (– 64…0…+63）

Raises or lowers the pitch of the specified instrument, in semitones. Refer to the explanation of NRPN 18H/rrH (Drum Instrument Pitch Coarse).

3.2.1.9.2. Pitch Fine

Address: 3nH rrH 01H

Data: 1 byte

Default: 40H

Range: 00H…7FH (–64…0…+63 cent)

Raises or lowers the pitch of the specified instrument, in cents. Refer to the explanation of NRPN 19H/rrH (Drum Instrument Pitch Fine).

3.2.1.9.3. Level

Address: 3nH rrH 02H

Data: 1 byte

Default: —

Range: 00H…7FH

Sets the level of the specified instrument. Refer to the explanation of NRPN 1AH/rrH (Drum Instrument Level).

3.2.1.9.4. Alternate Group

Address: 3nH rrH 03H

Data: 1 byte

Default: —

Range: 00H…7FH (Off, 1…127)

Sets the group for the specified instrument. Playback of instruments within a given group is mutually exclusive.

3.2.1.9.5. Pan

Address: 3nH rrH 04H

Data: 1 byte

Default: —

Range: 00H…7FH (Random, L63…Center…R63)

Sets the pan for the specified instrument. Refer to NRPN 1CH/rrH (Drum Instrument Pan).

3.2.1.9.6. Reverb Send

Address: 3nH rrH 05H

Data: 1 byte

Default: —

Range: 00H…7FH (0…127)

Sets the reverb send for the specified instrument. Refer to NRPN 1DH/rrH (Drum Instrument Reverb Send).

3.2.1.9.7. Chorus Send

Address: 3nH rrH 06H

Data: 1 byte

Default: —

Range: 00H…7FH (0…127)

Sets the chorus send for the specified instrument. Refer to NRPN 1EH/rrH (Drum Instrument Chorus Send).

3.2.1.9.8. Variation Send

Address: 3nH rrH 07H

Data: 1 byte

Default: —

Range: 00H…7FH (0…127)

Sets the variation send for the specified instrument. Refer to NRPN 1DH/rrH (Drum Instrument Variation Send).

3.2.1.9.9. Key Assign

Address: 3nH rrH 08H

Data: 1 byte

Default: 00

Range: 00H, 01H (Single, Multiple)

Sets single-instance play or multiple-instance play for the specified instrument. Effective when part mode's Note Assign (address = 08H nnH 06H) is set to Inst 02H.

3.2.1.9.10. Rcv Note Off

Address: 3nH rrH 09H

Data: 1 byte

Default: 00

Range: 00H, 01H (OFF, ON)

Enables or disables receipt of Note Offs.

3.2.1.9.11. Rcv Note On

Address: 3nH rrH 0AH

Data: 1 byte

Default: 00

Range: 00H, 01H (OFF, ON)

Enables or disables receipt of Note Ons.

3.2.1.9.12. Low-Pass-Filter Cutoff

Address: 3nH rrH 0BH

Data: 1 byte

Default: 40H

Range: 00H…7FH (–64…0…+63)

Sets the increase/decrease of the low-pass-filter cutoff frequency for the specified instrument. Refer to NRPN 14H/rrH (Drum Instrument Cutoff Frequency).

3.2.1.9.13. Low-Pass-Filter Resonance

Address: 3nH rrH 0CH

Data: 1 byte

Default: 40H

Range: 00H…7FH (–64…0…+63)

Raises or lowers the low-pass-filter resonance for the specified instrument. Refer to NRPN 14H/rrH (Drum Instrument Filter Resonance).

3.2.1.9.14. EG Attack Rate

Address: 3nH rrH 0DH

Data: 1 byte

Default: 40H

Range: 00H…7FH (–64…0…+63)

Raises or lowers the EG attack rate for the specified instrument. Refer to NRPN 16H/rrH (EG Attack Rate).

3.2.1.9.15. EG Decay-1 Rate

Address: 3nH rrH 0EH

Data: 1 byte

Default: 40H

Range: 00H…7FH (–64…0…+63)

Raises or lowers the EG decay-1 rate for the specified instrument. Note that NRPN 17H/rrH (Drum EG Decay Rate) sets both this decay-1 rate and the decay-2 rate described immediately below to the same value.

3.2.1.9.16. EG Decay-2 Rate

Address: 3nH rrH 0FH

Data: 1 byte

Default: 40H

Range: 00H…7FH (–64…0…+63）

Raises or lowers the EG decay-2 rate for the specified instrument. Note that NRPN 17H/rrH (Drum EG Decay Rate) sets both this decay-2 rate and the decay-1 rate described immediately below to the same value.

3.2.2. Yamaha System Exclusive

Optional: This message is optional, and is provided for the purpose of maintaining compatability with pre-XG models.

3.2.2.1. MIDI Master Tuning

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

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

Changes pitch on all channels at one time.

3.2.3. Universal System Exclusive

XG systems shall support the following Universal System Exclusives.

3.2.3.1. GM System On

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

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

Returns all settings, other than MIDI Master Tuning, to their defaults. Acts on MIDI Master Tuning in the same was as an XG System On.

3.2.3.2. MIDI Master Volume

F0H,7FH,7FH,04H,01H,xxH,yyH,F7H

11110000	F0	Exclusive status
01111111	7F	Universal Realtime ID
01111111	7F	Device ID
00000100	04	Sub-ID 1
00000001	01	Sub-ID 2
0xxxxxxx	xx	Master Volume LSB
0yyyyyyy	yy	Master Volume MSB
11110111	F7	End of Exclusive

Changes volume on all channels at one time (Universal System Exclusive).

4. Issues

This section presents important points about implementation of certain functions and specifications.

4.1. Master Tuning

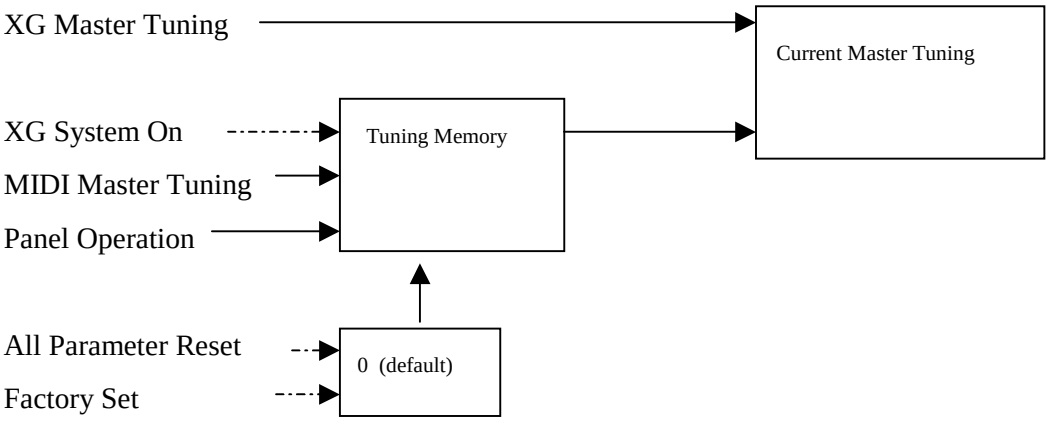
XG provides three way of changing the master tuning, as follows.

(1) XG Master Tuning（F0H,43H,1nH,4CH…F7）

(2) MIDI Master Tuning (F0H,43H,1nH,27H…F7)

(3) Panel Settings

Method (1) is for tuning of the song, while methods (2) and (3) are for tuning of the system (to match with the pitch of acoustic instruments, etc.). The latest setting is effective. In the figure below, the solid lines indicates the value setting, and the dotted lines are the output trigger.



On receipt of XG System On, the setting must return to the most recent of the values (the latest (2) value or the latest (3) value, whichever is more recent).

Example: Assume that MIDI Master Tuning changes the tuning from 440.0Hz to 442.0Hz, and then XG Master Tuning changes the tuning to 339.0Hz. In that case, when XG System On is received, the turning must return to 442.0Hz.

Note to XG Data Writers: This message takes about 50ms to execute. Be sure to leave an adequate interval between this message and the next.

4.2. About Variation Effects and Insertion-Only Effects

Variation effects are used by both System Mode and Insertion Mode. In the case of System Mode, the effector receives sends from all parts (as with the reverb effects), applies the effect to this input, and then outputs the result. In the case of Insertion Mode, the variation effect is connected to the output of a single part only, so that it operates as a "part-specific" effect. If thinking in terms of a music control environment, in System Mode the operation is analogous to having the effector connected to a mixer,

while in Insertion Mode the operation is like using a effector (such as a guitar effector) that connects directly to a specific instrument.

The XG format offer insertion-only effects as an optional feature. These are dedicated effects that cannot be set up in System mode. It is possible to connect multiple insertion effects to a single part. If you do this, the part output goes through the insertion effects sequentially (1, 2, …*n*, starting with the effect that is closest to the part output), and then passes through the variation effect (if Insertion Mode).

Note to XG Data Writers: Avoid using too many connection stages, as use of too many stages may introduce DC components and other disturbances that may adversely effect the output sound.

[Attached Chart 1]

XG EFFECT MAP

XGlite does not include Insertion or Multi EQ.

REVERB

TYPE MSB		TYPE LSB																					
DEC	HEX	0		1		2		3		4		5		6		7		8		9 - 31	
		name	O	name	O	name	O	name	O	name	O	name	O	name	O	name	O	name	O	name	O
0	00	NO EFFECT																			
1	01	HALL 1		HALL 2	-	LARGE HALL	+	MEDIUM HALL	+					HALL M	+	HALL L	+				
2	02	ROOM 1		ROOM 2	-	ROOM 3	-	WARM ROOM	+	WOODY ROOM	+	ROOM S	+	ROOM M	+	ROOM L	+				
3	03	STAGE 1		STAGE 2	-																
4	04	PLATE		RICH PLATE	+											GM PLATE	+				
5	05	NO EFFECT																			
:	:	:																			
15	0F	NO EFFECT																			
16	10	WHITE ROOM	+																		
17	11	TUNNEL	+																		
18	12	CANYON	+																		
19	13	BASEMENT	+																		
20	14	NO EFFECT																			
:	:	:																			
127	7F	NO EFFECT																			

same as BASIC EFFECT(LSB=0)

O : Option • • • Blank : XG Standard, XGLite Standard

\+ : XG Option, XGLite Option

\- : XG Standard, XGLite Option

[Attached Chart 1]

REVERB

TYPE MSB		TYPE LSB			
DEC	HEX	32		33 - 63	
		name	O	name	O
0	00	NO EFFECT			
1	01	NO EFFECT			
2	02	NO EFFECT			
3	03	NO EFFECT			
4	04	NO EFFECT			
5	05	NO EFFECT			
:	:	:			
15	0F	NO EFFECT			
16	10	NO EFFECT			
17	11	NO EFFECT			
18	12	NO EFFECT			
19	13	NO EFFECT			
20	14	NO EFFECT			
:	:	:			
127	7F	NO EFFECT			

same as BASIC EFFECT(LSB=32)

REVERB

TYPE MSB		TYPE LSB			
DEC	HEX	64		65 - 95	
		name	O	name	O
0	00	NO EFFECT			
1	01	NO EFFECT			
2	02	NO EFFECT			
3	03	NO EFFECT			
4	04	NO EFFECT			
5	05	NO EFFECT			
:	:	:			
15	0F	NO EFFECT			
16	10	NO EFFECT			
17	11	NO EFFECT			
18	12	NO EFFECT			
19	13	NO EFFECT			
20	14	NO EFFECT			
:	:	:			
127	7F	NO EFFECT			

same as BASIC EFFECT(LSB=64)

REVERB

TYPE MSB		TYPE LSB			
DEC	HEX	96		97 - 127	
		name	O	name	O
0	00	NO EFFECT			
1	01	NO EFFECT			
2	02	NO EFFECT			
3	03	NO EFFECT			
4	04	NO EFFECT			
5	05	NO EFFECT			
:	:	:			
15	0F	NO EFFECT			
16	10	NO EFFECT			
17	11	NO EFFECT			
18	12	NO EFFECT			
19	13	NO EFFECT			
20	14	NO EFFECT			
:	:	:			
127	7F	NO EFFECT			

same as BASIC EFFECT(LSB=96)

[Attached Chart 1]

CHORUS

TYPE MSB		TYPE LSB																					
DEC	HEX	0		1		2		3		4		5		6		7		8		9 - 31	
		name	O	name	O	name	O	name	O	name	O	name	O	name	O	name	O	name	O	name	O
0	00	NO EFFECT																			
1	01	NO EFFECT																			
:	:	:																			
64	40	NO EFFECT																			
65	41	CHORUS 1		CHORUS 2	-	CHORUS 3	-	GM CHORUS 1	+	GM CHORUS 2	+	GM CHORUS 3	+	GM CHORUS 4	+	FB CHORUS	+	CHORUS 4	+		
66	42	CELESTE 1		CELESTE 2	-	CELESTE 3	-											CELESTE 4	+		
67	43	FLANGER 1		FLANGER 2	-											GM FLANGER	+	FLANGER 3	+		
68	44	SYMPHONIC	+																		
69	45	NO EFFECT																			
:	:	:																			
71	47	NO EFFECT																			
72	48	PHASER 1	+																		
73	49	NO EFFECT																			
:	:	:																			
86	56	NO EFFECT																			
87	57	ENSEMBLE DETUNE	+																		
88	58	NO EFFECT																			
:	:	:																			
127	7F	NO EFFECT																			

same as BASIC EFFECT(LSB=0)

O : Option • • • Blank : XG Standard, XGLite Standard

\+ : XG Option, XGLite Option

\- : XG Standard, XGLite Option

[Attached Chart 1]

CHORUS

TYPE MSB		TYPE LSB			
DEC	HEX	32		33 - 63	
		name	O	name	O
0	00	NO EFFECT			
1	01	NO EFFECT			
:	:	:			
64	40	NO EFFECT			
65	41	NO EFFECT			
66	42	NO EFFECT			
67	43	NO EFFECT			
68	44	NO EFFECT			
69	45	NO EFFECT			
:	:	:			
71	47	NO EFFECT			
72	48	NO EFFECT			
73	49	NO EFFECT			
:	:	:			
86	56	NO EFFECT			
87	57	NO EFFECT			
88	58	NO EFFECT			
:	:	:			
127	7F	NO EFFECT			

same as BASIC EFFECT(LSB=32)

CHORUS

TYPE MSB		TYPE LSB			
DEC	HEX	64		65 - 95	
		name	O	name	O
0	00	NO EFFECT			
1	01	NO EFFECT			
:	:	:			
64	40	NO EFFECT			
65	41	NO EFFECT			
66	42	NO EFFECT			
67	43	NO EFFECT			
68	44	NO EFFECT			
69	45	NO EFFECT			
:	:	:			
71	47	NO EFFECT			
72	48	NO EFFECT			
73	49	NO EFFECT			
:	:	:			
86	56	NO EFFECT			
87	57	NO EFFECT			
88	58	NO EFFECT			
:	:	:			
127	7F	NO EFFECT			

same as BASIC EFFECT(LSB=64)

CHORUS

TYPE MSB		TYPE LSB			
DEC	HEX	96		97 - 127	
		name	O	name	O
0	00	NO EFFECT			
1	01	NO EFFECT			
:	:	:			
64	40	NO EFFECT			
65	41	NO EFFECT			
66	42	NO EFFECT			
67	43	NO EFFECT			
68	44	NO EFFECT			
69	45	NO EFFECT			
:	:	:			
71	47	NO EFFECT			
72	48	NO EFFECT			
73	49	NO EFFECT			
:	:	:			
86	56	NO EFFECT			
87	57	NO EFFECT			
88	58	NO EFFECT			
:	:	:			
127	7F	NO EFFECT			

same as BASIC EFFECT(LSB=96)

[Attached Chart 1]

VARIATION/INSERTION

TYPE MSB		TYPE LSB										INSERTION ADDRESS
DEC	HEX	0		1		2		3				
		name	O	name	O	name	O	name	O			Type
0	00	NO EFFECT or THRU	-									Byte
1	01	HALL 1	-	HALL 2	-	LARGE HALL	+	MEDIUM HALL	+			Byte
2	02	ROOM 1	-	ROOM 2	-	ROOM 3	-	WARM ROOM	+			Byte
3	03	STAGE 1	-	STAGE 2	-							Byte
4	04	PLATE	-	RICH PLATE	+							Byte
5	05	DELAY L,C,R	-									Word
6	06	DELAY L,R	-									Word
7	07	ECHO	-									Word
8	08	CROSS DELAY	-									Word
9	09	ER 1	-	ER 2	-							Byte
10	0A	GATE REVERB	-									Byte
11	0B	REVERSE GATE	-									Byte
12	0C	NO EFFECT or THRU	-									Byte
:	:	:										Byte
15	0F	NO EFFECT or THRU	-									Byte
16	10	WHITE ROOM	+									Byte
17	11	TUNNEL	+									Byte
18	12	CANYON	+									Byte
19	13	BASEMENT	+									Byte
20	14	KARAOKE 1	+	KARAOKE 2	+	KARAOKE 3	+					Byte
21	15	TEMPO DELAY	+									Byte
22	16	TEMPO CROSS	+									Byte
23	17	NO EFFECT or THRU	-									Byte
:	:	:										Byte
63	3F	NO EFFECT or THRU	-									Byte
64	40	NO EFFECT or THRU	-									Byte
65	41	CHORUS 1	-	CHORUS 2	-	CHORUS 3	-	GM CHORUS 1	+			Byte
66	42	CELESTE 1	-	CELESTE 2	-	CELESTE 3	-					Byte
67	43	FLANGER 1	-	FLANGER 2	-							Byte
68	44	SYMPHONIC	-									Byte
69	45	ROTARY SPEAKER	-	DISTORTION+ROTARY SPEAKER	+	OVERDIRVE+ROTARY SPEAKER	+	AMP SIMULATOR+ROTARY SPEAKER	+			Byte
70	46	TREMOLO	-									Byte
71	47	AUTO PAN	-	AUTO PAN2	+							Byte
72	48	PHASER 1	-									Byte
73	49	DISTORTION	-	COMPRESSOR+DISTORTION	+							Byte
74	4A	OVER DRIVE	-									Byte
75	4B	AMP SIMULATOR	-	AMP SIMULATOR2	+							Byte
76	4C	3-BAND EQ	-									Byte
77	4D	2-BAND EQ	-									Byte
78	4E	AUTO WAH	-	AUTO WAH+DISTORTION	+	AUTO WAH+OVERDRIVE	+					Byte
79	4F	NO EFFECT or THRU	-									Byte
80	50	PITCH CHANGE	+	PITCH CHANGE2	+							Byte
81	51	HARMONIC ENHANCER	+									Byte
82	52	TOUCH WAH 1	+	TOUCH WAH+DISTORTION	+	TOUCH WAH+OVERDRIVE	+					Byte
83	53	COMPRESSOR	+									Byte
84	54	NOISE GATE	+									Byte
85	55	VOICE CANCEL	+									Byte
86	56	2WAY ROTARY SPEAKER	+	DISTORTION+2WAY ROTARY SPEAKER	+	OVERDIRVE+2WAY ROTARY SPEAKER	+	AMP SIMULATOR+2WAY ROTARY SPEAKER	+			Byte
87	57	ENSEMBLE DETUNE	+									Byte
88	58	AMBIENCE	+									Byte
89	59	VOCODER HARMONY	+									Byte
90	5A	CHORDAL HARMONY	+									Byte
91	5B	DETUNE HARMONY	+									Byte
92	5C	CHROMATIC HARMONY	+									Byte
93	5D	TALKING MODULATOR	+									Byte
94	5E	LO-FI	+									Byte
95	5F	DISTORTION+DELAY	+	OVERDRIVE +DELAY	+							Word
96	60	COMPRESSOR+DISTORTION+DELAY	+	COMPRESSOR+OVERDRIVE+DELAY	+							Word
97	61	WAH+DISTORTION+DELAY	+	WAH+OVERDRIVE+DELAY	+							Word
98	62	V DISTORTION HARD	+	V DISTORTION HARD+DELAY	+	V DISTORTION SOFT	+	V DISTORTION SOFT+DELAY	+			Word
99	63	DUAL ROTOR SPEAKER1	+	DUAL ROTOR SPEAKER2	+							Byte
100	64	DISTORTION+TEMPO DELAY	+	OVERDRIVE+TEMPO DELAY	+							Byte
101	65	COMPRESSOR+DISTORTION+TEMPO DELAY	+	COMPRESSOR+OVERDRIVE+TEMPO DELAY	+							Byte
102	66	WAH+DISTORTION+TEMPO DELAY	+	WAH+OVERDRIVE+TEMPO DELAY	+							Byte
103	67	V DISTORTION HARD+TEMPO DELAY	+	V DISTORTION SOFT+ TEMPO DELAY	+							Byte
104	68	V-FLANGER	+									Byte
105	69	MULTI BAND COMP BASIC	+									Byte
106	6A	NO EFFECT or THRU	-									Byte
107	6B	TEMPO FLANGER	+									Byte
108	6C	TEMPO PHASER	+									Byte
109	6D	DYNAMIC FILTER	+									Byte
110	6E	DYNAMIC FLANGER	+									Byte
111	6F	DYNAMIC PHASER	+									Byte
112	70	DYNAMIC RING MODULATOR	+									Byte
113	71	RING MODULATOR	+									Byte
114	72	SLICE	+									Byte
115	73	ISOLATOR	+									Byte
116	74	LOW RESOLUTION	+									Byte
117	75	DIGITAL TURNTABLE	+									Byte
118	76	DIGITAL SCRATCH	+									Byte
119	77	VIBE VIBRATE	+									Byte
120	78	NO EFFECT or THRU	-									Byte
:	:	:										:
126	7E	NO EFFECT or THRU	-									Byte
127	7F	NO EFFECT or THRU(3D系)	-	3D MANUAL	+	3D AUTO	+	WIDE STEREO	+			Byte

same as BASIC EFFECT(LSB=0)

If system effect, assigns "NO EFFECT". If insertion effect, assigns "THRU".

O : Option ・・・Blank : XG Standard, XGLite Standard

\+ : XG Option, XGLite Option

\- : XG Standard, XGLite Option

[Attached Chart 1]

VARIATION/INSERTION

TYPE MSB DEC	TYPE MSB HEX	TYPE LSB 0		4		5		6		7		8		9 - 31		INSERTION ADDRESS
		name	O	name	O	name	O	name	O	name	O	name	O	name	O	Type
0	00	NO EFFECT or THRU	-													Byte
1	01	HALL 1	-					HALL M	+	HALL L	+					Byte
2	02	ROOM 1	-	WOODY ROOM	+	ROOM S	+	ROOM M	+	ROOM L	+					Byte
3	03	STAGE 1	-													Byte
4	04	PLATE	-							GM PLATE	+					Byte
5	05	DELAY L,C,R	-													Word
6	06	DELAY L,R	-													Word
7	07	ECHO	-													Word
8	08	CROSS DELAY	-													Word
9	09	ER 1	-													Byte
10	0A	GATE REVERB	-													Byte
11	0B	REVERSE GATE	-													Byte
12	0C	NO EFFECT or THRU	-													Byte
:	:	:														Byte
15	0F	NO EFFECT or THRU	-													Byte
16	10	WHITE ROOM	+													Byte
17	11	TUNNEL	+													Byte
18	12	CANYON	+													Byte
19	13	BASEMENT	+													Byte
20	14	KARAOKE 1	+													Byte
21	15	TEMPO DELAY	+									TEMPO ECHO	+			Byte
22	16	TEMPO CROSS	+													Byte
23	17	NO EFFECT or THRU	-													Byte
:	:	:														Byte
63	3F	NO EFFECT or THRU	-													Byte
64	40	NO EFFECT or THRU	-													Byte
65	41	CHORUS 1	-	GM CHORUS 2	+	GM CHORUS 3	+	GM CHORUS 4	+	FB CHORUS	+	CHORUS 4	+			Byte
66	42	CELESTE 1	-									CELESTE 4	+			Byte
67	43	FLANGER 1	-							GM FLANGER	+	FLANGER 3	+			Byte
68	44	SYMPHONIC	-													Byte
69	45	ROTARY SPEAKER	-													Byte
70	46	TREMOLO	-													Byte
71	47	AUTO PAN	-													Byte
72	48	PHASER 1	-									PHASER 2	+			Byte
73	49	DISTORTION	-									STEREO DISTORTION	+			Byte
74	4A	OVER DRIVE	-									STEREO OVERDRIVE	+			Byte
75	4B	AMP SIMULATOR	-									STEREO AMP SIMULATOR	+			Byte
76	4C	3-BAND EQ	-													Byte
77	4D	2-BAND EQ	-													Byte
78	4E	AUTO WAH	-													Byte
79	4F	NO EFFECT or THRU	-													Byte
80	50	PITCH CHANGE	+													Byte
81	51	HARMONIC ENHANCER	+													Byte
82	52	TOUCH WAH 1	+									TOUCH WAH 2	+			Byte
83	53	COMPRESSOR	+													Byte
84	54	NOISE GATE	+													Byte
85	55	VOICE CANCEL	+													Byte
86	56	2WAY ROTARY SPEAKER	+													Byte
87	57	ENSEMBLE DETUNE	+													Byte
88	58	AMBIENCE	+													Byte
89	59	VOCODER HARMONY	+													Byte
90	5A	CHORDAL HARMONY	+													Byte
91	5B	DETUNE HARMONY	+													Byte
92	5C	CHROMATIC HARMONY	+													Byte
93	5D	TALKING MODULATOR	+													Byte
94	5E	LO-FI	+													Byte
95	5F	DISTORTION+DELAY	+													Word
96	60	COMPRESSOR+DISTORTION+DELAY	+													Word
97	61	WAH+DISTORTION+DELAY	+													Word
98	62	V DISTORTION HARD	+													Word
99	63	DUAL ROTOR SPEAKER1	+													Byte
100	64	DISTORTION+TEMPO DELAY	+													Byte
101	65	COMPRESSOR+DISTORTION+TEMPO DELAY	+													Byte
102	66	WAH+DISTORTION+TEMPO DELAY	+													Byte
103	67	V DISTORTION HARD+TEMPO DELAY	+													Byte
104	68	NO EFFECT or THRU	-													Byte
105	69	NO EFFECT or THRU	-													Byte
106	6A	NO EFFECT or THRU	-													Byte
107	6B	NO EFFECT or THRU	-													Byte
108	6C	NO EFFECT or THRU	-													Byte
109	6D	NO EFFECT or THRU	-													Byte
110	6E	NO EFFECT or THRU	-													Byte
111	6F	NO EFFECT or THRU	-													Byte
112	70	NO EFFECT or THRU	-													Byte
113	71	NO EFFECT or THRU	-													Byte
114	72	NO EFFECT or THRU	-													Byte
115	73	NO EFFECT or THRU	-													Byte
116	74	NO EFFECT or THRU	-													Byte
117	75	NO EFFECT or THRU	-													Byte
118	76	NO EFFECT or THRU	-													Byte
119	77	NO EFFECT or THRU	-													Byte
120	78	NO EFFECT or THRU	-													Byte
:	:	:														:
126	7E	NO EFFECT or THRU	-													Byte
127	7F	NO EFFECT or THRU(3D系)	-													Byte

same as BASIC EFFECT(LSB=0)

If system effect, assigns "NO EFFECT". If insertion effect, assigns "THRU".

O : Option ・・・Blank : XG Standard, XGLite Standard

\+ : XG Option, XGLite Option

\- : XG Standard, XGLite Option

[Attached Chart 1]

VARIATION/INSERTION

TYPE MSB		TYPE LSB					INSERTION
DEC	HEX	32		33 - 63			ADDRESS
		name	O	name	O		Type
0	00	NO EFFECT or THRU	-				Byte
1	01	NO EFFECT or THRU	-				Byte
2	02	NO EFFECT or THRU	-				Byte
3	03	NO EFFECT or THRU	-				Byte
4	04	NO EFFECT or THRU	-				Byte
5	05	NO EFFECT or THRU	-				Byte
6	06	NO EFFECT or THRU	-				Byte
7	07	NO EFFECT or THRU	-				Byte
8	08	NO EFFECT or THRU	-				Byte
9	09	NO EFFECT or THRU	-				Byte
10	0A	NO EFFECT or THRU	-				Byte
11	0B	NO EFFECT or THRU	-				Byte
12	0C	NO EFFECT or THRU	-				Byte
:	:	:					:
15	0F	NO EFFECT or THRU	-				Byte
16	10	NO EFFECT or THRU	-				Byte
17	11	NO EFFECT or THRU	-				Byte
18	12	NO EFFECT or THRU	-				Byte
19	13	NO EFFECT or THRU	-				Byte
20	14	NO EFFECT or THRU	-				Byte
21	15	NO EFFECT or THRU	-				Byte
22	16	NO EFFECT or THRU	-				Byte
23	17	NO EFFECT or THRU	-				Byte
:	:	:					
63	3F	NO EFFECT or THRU	-				Byte
64	40	NO EFFECT or THRU	-				Byte
65	41	NO EFFECT or THRU	-				Byte
66	42	NO EFFECT or THRU	-				Byte
67	43	NO EFFECT or THRU	-				Byte
68	44	NO EFFECT or THRU	-				Byte
69	45	NO EFFECT or THRU	-				Byte
70	46	NO EFFECT or THRU	-				Byte
71	47	NO EFFECT or THRU	-				Byte
72	48	NO EFFECT or THRU	-				Byte
73	49	NO EFFECT or THRU	-				Byte
74	4A	NO EFFECT or THRU	-				Byte
75	4B	NO EFFECT or THRU	-				Byte
76	4C	NO EFFECT or THRU	-				Byte
77	4D	NO EFFECT or THRU	-				Byte
78	4E	NO EFFECT or THRU	-				Byte
79	4F	NO EFFECT or THRU	-				Byte
80	50	NO EFFECT or THRU	-				Byte
81	51	NO EFFECT or THRU	-				Byte
82	52	NO EFFECT or THRU	-				Byte
83	53	NO EFFECT or THRU	-				Byte
84	54	NO EFFECT or THRU	-				Byte
85	55	NO EFFECT or THRU	-				Byte
86	56	NO EFFECT or THRU	-				Byte
87	57	NO EFFECT or THRU	-				Byte
88	58	NO EFFECT or THRU	-				Byte
89	59	VOCODER HARMONY	+				Byte
90	5A	CHORDAL HARMONY	+				Byte
91	5B	NO EFFECT or THRU	-				Byte
92	5C	NO EFFECT or THRU	-				Byte
93	5D	NO EFFECT or THRU	-				Byte
94	5E	NO EFFECT or THRU	-				Byte
95	5F	NO EFFECT or THRU	-				Byte
96	60	NO EFFECT or THRU	-				Byte
97	61	NO EFFECT or THRU	-				Byte
98	62	NO EFFECT or THRU	-				Byte
99	63	NO EFFECT or THRU	-				Byte
100	64	NO EFFECT or THRU	-				Byte
101	65	NO EFFECT or THRU	-				Byte
102	66	NO EFFECT or THRU	-				Byte
103	67	NO EFFECT or THRU	-				Byte
104	68	NO EFFECT or THRU	-				Byte
105	69	NO EFFECT or THRU	-				Byte
106	6A	NO EFFECT or THRU	-				Byte
107	6B	NO EFFECT or THRU	-				Byte
108	6C	NO EFFECT or THRU	-				Byte
109	6D	NO EFFECT or THRU	-				Byte
110	6E	NO EFFECT or THRU	-				Byte
111	6F	NO EFFECT or THRU	-				Byte
112	70	NO EFFECT or THRU	-				Byte
113	71	NO EFFECT or THRU	-				Byte
114	72	NO EFFECT or THRU	-				Byte
115	73	NO EFFECT or THRU	-				Byte
116	74	NO EFFECT or THRU	-				Byte
117	75	NO EFFECT or THRU	-				Byte
118	76	NO EFFECT or THRU	-				Byte
119	77	NO EFFECT or THRU	-				Byte
120	78	NO EFFECT or THRU	-				Byte
:	:	:					:
126	7E	NO EFFECT or THRU	-				Byte
127	7F	NO EFFECT or THRU	-				Byte

same as BASIC EFFECT(LSB=32)

VARIATION/INSERTION

TYPE MSB		TYPE LSB					INSERTION
DEC	HEX	64		65 - 95			ADDRESS
		name	O	name	O		Type
0	00	NO EFFECT or THRU	-				Byte
1	01	NO EFFECT or THRU	-				Byte
2	02	NO EFFECT or THRU	-				Byte
3	03	NO EFFECT or THRU	-				Byte
4	04	NO EFFECT or THRU	-				Byte
5	05	NO EFFECT or THRU	-				Byte
6	06	NO EFFECT or THRU	-				Byte
7	07	NO EFFECT or THRU	-				Byte
8	08	NO EFFECT or THRU	-				Byte
9	09	NO EFFECT or THRU	-				Byte
10	0A	NO EFFECT or THRU	-				Byte
11	0B	NO EFFECT or THRU	-				Byte
12	0C	NO EFFECT or THRU	-				Byte
:	:	:					:
15	0F	NO EFFECT or THRU	-				Byte
16	10	NO EFFECT or THRU	-				Byte
17	11	NO EFFECT or THRU	-				Byte
18	12	NO EFFECT or THRU	-				Byte
19	13	NO EFFECT or THRU	-				Byte
20	14	NO EFFECT or THRU	-				Byte
21	15	NO EFFECT or THRU	-				Byte
22	16	NO EFFECT or THRU	-				Byte
23	17	NO EFFECT or THRU	-				Byte
:	:	:					:
63	3F	NO EFFECT or THRU	-				Byte
64	40	NO EFFECT or THRU	-				Byte
65	41	NO EFFECT or THRU	-				Byte
66	42	NO EFFECT or THRU	-				Byte
67	43	NO EFFECT or THRU	-				Byte
68	44	NO EFFECT or THRU	-				Byte
69	45	NO EFFECT or THRU	-				Byte
70	46	NO EFFECT or THRU	-				Byte
71	47	NO EFFECT or THRU	-				Byte
72	48	NO EFFECT or THRU	-				Byte
73	49	NO EFFECT or THRU	-				Byte
74	4A	NO EFFECT or THRU	-				Byte
75	4B	NO EFFECT or THRU	-				Byte
76	4C	NO EFFECT or THRU	-				Byte
77	4D	NO EFFECT or THRU	-				Byte
78	4E	NO EFFECT or THRU	-				Byte
79	4F	NO EFFECT or THRU	-				Byte
80	50	NO EFFECT or THRU	-				Byte
81	51	NO EFFECT or THRU	-				Byte
82	52	NO EFFECT or THRU	-				Byte
83	53	NO EFFECT or THRU	-				Byte
84	54	NO EFFECT or THRU	-				Byte
85	55	NO EFFECT or THRU	-				Byte
86	56	NO EFFECT or THRU	-				Byte
87	57	NO EFFECT or THRU	-				Byte
88	58	NO EFFECT or THRU	-				Byte
89	59	NO EFFECT or THRU	-				Byte
90	5A	NO EFFECT or THRU	-				Byte
91	5B	NO EFFECT or THRU	-				Byte
92	5C	NO EFFECT or THRU	-				Byte
93	5D	NO EFFECT or THRU	-				Byte
94	5E	NO EFFECT or THRU	-				Byte
95	5F	NO EFFECT or THRU	-				Byte
96	60	NO EFFECT or THRU	-				Byte
97	61	NO EFFECT or THRU	-				Byte
98	62	NO EFFECT or THRU	-				Byte
99	63	NO EFFECT or THRU	-				Byte
100	64	NO EFFECT or THRU	-				Byte
101	65	NO EFFECT or THRU	-				Byte
102	66	NO EFFECT or THRU	-				Byte
103	67	NO EFFECT or THRU	-				Byte
104	68	NO EFFECT or THRU	-				Byte
105	69	NO EFFECT or THRU	-				Byte
106	6A	NO EFFECT or THRU	-				Byte
107	6B	NO EFFECT or THRU	-				Byte
108	6C	NO EFFECT or THRU	-				Byte
109	6D	NO EFFECT or THRU	-				Byte
110	6E	NO EFFECT or THRU	-				Byte
111	6F	NO EFFECT or THRU	-				Byte
112	70	NO EFFECT or THRU	-				Byte
113	71	NO EFFECT or THRU	-				Byte
114	72	NO EFFECT or THRU	-				Byte
115	73	NO EFFECT or THRU	-				Byte
116	74	NO EFFECT or THRU	-				Byte
117	75	NO EFFECT or THRU	-				Byte
118	76	NO EFFECT or THRU	-				Byte
119	77	NO EFFECT or THRU	-				Byte
120	78	NO EFFECT or THRU	-				Byte
:	:	:					:
126	7E	NO EFFECT or THRU	-				Byte
127	7F	NO EFFECT or THRU	-				Byte

same as BASIC EFFECT(LSB=64)

VARIATION/INSERTION

TYPE MSB		TYPE LSB					INSERTION
DEC	HEX	96		97 - 127			ADDRESS
		name	O	name	O		Type
0	00	NO EFFECT or THRU	-				Byte
1	01	NO EFFECT or THRU	-				Byte
2	02	NO EFFECT or THRU	-				Byte
3	03	NO EFFECT or THRU	-				Byte
4	04	NO EFFECT or THRU	-				Byte
5	05	NO EFFECT or THRU	-				Byte
6	06	NO EFFECT or THRU	-				Byte
7	07	NO EFFECT or THRU	-				Byte
8	08	NO EFFECT or THRU	-				Byte
9	09	NO EFFECT or THRU	-				Byte
10	0A	NO EFFECT or THRU	-				Byte
11	0B	NO EFFECT or THRU	-				Byte
12	0C	NO EFFECT or THRU	-				Byte
:	:	:					:
15	0F	NO EFFECT or THRU	-				Byte
16	10	NO EFFECT or THRU	-				Byte
17	11	NO EFFECT or THRU	-				Byte
18	12	NO EFFECT or THRU	-				Byte
19	13	NO EFFECT or THRU	-				Byte
20	14	NO EFFECT or THRU	-				Byte
21	15	NO EFFECT or THRU	-				Byte
22	16	NO EFFECT or THRU	-				Byte
23	17	NO EFFECT or THRU	-				Byte
:	:	:					
63	3F	NO EFFECT or THRU	-				Byte
64	40	NO EFFECT or THRU	-				Byte
65	41	NO EFFECT or THRU	-				Byte
66	42	NO EFFECT or THRU	-				Byte
67	43	NO EFFECT or THRU	-				Byte
68	44	NO EFFECT or THRU	-				Byte
69	45	NO EFFECT or THRU	-				Byte
70	46	NO EFFECT or THRU	-				Byte
71	47	NO EFFECT or THRU	-				Byte
72	48	NO EFFECT or THRU	-				Byte
73	49	NO EFFECT or THRU	-				Byte
74	4A	NO EFFECT or THRU	-				Byte
75	4B	NO EFFECT or THRU	-				Byte
76	4C	NO EFFECT or THRU	-				Byte
77	4D	NO EFFECT or THRU	-				Byte
78	4E	NO EFFECT or THRU	-				Byte
79	4F	NO EFFECT or THRU	-				Byte
80	50	NO EFFECT or THRU	-				Byte
81	51	NO EFFECT or THRU	-				Byte
82	52	NO EFFECT or THRU	-				Byte
83	53	NO EFFECT or THRU	-				Byte
84	54	NO EFFECT or THRU	-				Byte
85	55	NO EFFECT or THRU	-				Byte
86	56	NO EFFECT or THRU	-				Byte
87	57	NO EFFECT or THRU	-				Byte
88	58	NO EFFECT or THRU	-				Byte
89	59	NO EFFECT or THRU	-				Byte
90	5A	NO EFFECT or THRU	-				Byte
91	5B	NO EFFECT or THRU	-				Byte
92	5C	NO EFFECT or THRU	-				Byte
93	5D	NO EFFECT or THRU	-				Byte
94	5E	NO EFFECT or THRU	-				Byte
95	5F	NO EFFECT or THRU	-				Byte
96	60	NO EFFECT or THRU	-				Byte
97	61	NO EFFECT or THRU	-				Byte
98	62	NO EFFECT or THRU	-				Byte
99	63	NO EFFECT or THRU	-				Byte
100	64	NO EFFECT or THRU	-				Byte
101	65	NO EFFECT or THRU	-				Byte
102	66	NO EFFECT or THRU	-				Byte
103	67	NO EFFECT or THRU	-				Byte
104	68	NO EFFECT or THRU	-				Byte
105	69	NO EFFECT or THRU	-				Byte
106	6A	NO EFFECT or THRU	-				Byte
107	6B	NO EFFECT or THRU	-				Byte
108	6C	NO EFFECT or THRU	-				Byte
109	6D	NO EFFECT or THRU	-				Byte
110	6E	NO EFFECT or THRU	-				Byte
111	6F	NO EFFECT or THRU	-				Byte
112	70	NO EFFECT or THRU	-				Byte
113	71	NO EFFECT or THRU	-				Byte
114	72	NO EFFECT or THRU	-				Byte
115	73	NO EFFECT or THRU	-				Byte
116	74	NO EFFECT or THRU	-				Byte
117	75	NO EFFECT or THRU	-				Byte
118	76	NO EFFECT or THRU	-				Byte
119	77	NO EFFECT or THRU	-				Byte
120	78	NO EFFECT or THRU	-				Byte
:	:	:					:
126	7E	NO EFFECT or THRU	-				Byte
127	7F	NO EFFECT or THRU	-				Byte

same as BASIC EFFECT(LSB=96)

[Attached Chart 1]

MULTI EQ

TYPE			
DEC	HEX	name	O
0	00	Flat	+
1	01	Jazz	+
2	02	Pops	+
3	03	Rock	+
4	04	Concert	+
5	05	Flat	+
:	:	:	
127	7F	Flat	+

O : Option ・・・Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

[Attached Chart 2]

XG EFFECT PARAMETER LIST

Option -
R : Reverb
C : Chorus
V : Variation
I : Insertion

Blank : XG Standard, XGlite Standard
+ : XG Option, XGlite Option
- : XG Standard, XGlite Option

Data Range -
[] : unit
() : XG Standard Data Range

NO EFFECT

No.	Parameter Name	Option				Data Range		Default Data		See Table	Control	Notes
		R	C	V	I		Display		Display			
1	-					0	-	0	-			
2	-					0	-	0	-			
3	-					0	-	0	-			
4	-					0	-	0	-			
5	-					0	-	0	-			
6	-					0	-	0	-			
7	-					0	-	0	-			
8	-					0	-	0	-			
9	-					0	-	0	-			
10	-					0	-	0	-			
11	-					0	-	0	-			
12	-					0	-	0	-			
13	-					0	-	0	-			
14	-					0	-	0	-			
15	-					0	-	0	-			
16	-					0	-	0	-			

Only System effects can be assigned.

HALL 1

No.	Parameter Name	Option				Data Range		Default Data		See Table	Control	Notes
		R		V	I		Display		Display			
1	Reverb Time			-	+	0 - 69	0.3 〜 30.0 [sec]	18	2.1[sec]	table#4		
2	Diffusion			-	+	0 - 10	0 〜 10	10	10			
3	Initial Delay			-	+	0 - 63	0.1 〜 99.3 [ms]	8	12.7[ms]	table#5		
4	HPF Cutoff			-	+	0 - 52	Thru 〜 8.0[kHz]	13	90[Hz]	table#3		
5	LPF Cutoff			-	+	34 - 60	1.0[kHz] 〜 Thru	49	5.6[kHz]	table#3		
6	-					0	-	0	-			
7	-					0	-	0	-			
8	-					0	-	0	-			
9	-					0	-	0	-			
10	Dry/Wet Balance			-	+	1 - 127	D63>W 〜 D=W 〜 D<W63	40	D24>W	table#15	●	
11	Rev Delay	+		+	+	0 - 63	0.1 〜 99.3 [ms]	0	0.1[ms]	table#5		
12	Density	+		+	+	0 - 4	0 〜 4	4	4			
13	Er/Rev Balance	+		+	+	1 - 127	E63>R 〜 E=R 〜 E<R63	50	E14>R			
14	High Damp	+		+	+	1 - 10	0.1 〜 1.0	8	0.8			
15	Feedback Level	+		+	+	1 - 127	-63 〜 +63	64	+0	table#16		
16	-					0	-	0	-			

HALL 2

No.	Parameter Name	Option				Data Range		Default Data		See Table	Control	Notes
		R		V	I		Display		Display			
1	Reverb Time	-		-	+	0 - 69	0.3 〜 30.0 [sec]	25	2.8[sec]	table#4		
2	Diffusion	-		-	+	0 - 10	0 〜 10	10	10			
3	Initial Delay	-		-	+	0 - 63	0.1 〜 99.3 [ms]	28	44.2[ms]	table#5		
4	HPF Cutoff	-		-	+	0 - 52	Thru 〜 8.0[kHz]	6	40[Hz]	table#3		
5	LPF Cutoff	-		-	+	34 - 60	1.0[kHz] 〜 Thru	46	4.0[kHz]	table#3		
6	-					0	-	0	-			
7	-					0	-	0	-			
8	-					0	-	0	-			
9	-					0	-	0	-			
10	Dry/Wet Balance	-		-	+	1 - 127	D63>W 〜 D=W 〜 D<W63	40	D24>W	table#15	●	
11	Rev Delay	+		+	+	0 - 63	0.1 〜 99.3 [ms]	13	20.6[ms]	table#5		
12	Density	+		+	+	0 - 4	0 〜 4	3	3			
13	Er/Rev Balance	+		+	+	1 - 127	E63>R 〜 E=R 〜 E<R63	74	E<R10			
14	High Damp	+		+	+	1 - 10	0.1 〜 1.0	7	0.7			
15	Feedback Level	+		+	+	1 - 127	-63 〜 +63	64	+0	table#16		
16	-					0	-	0	-			

LARGE HALL

No.	Parameter Name	Option				Data Range		Default Data		See Table	Control	Notes
		R		V	I		Display		Display			
1	Reverb Time	+		+	+	0-69	0.3 〜 30.0 [sec]	18	2.1[sec]	table#4		
2	Diffusion	+		+	+	0-10	0 〜 10	10	10			
3	Initial Delay	+		+	+	0-63	0.1 〜 99.3 [ms]	8	12.7[ms]	table#5		
4	HPF Cutoff	+		+	+	0-52	Thru 〜 8.0[kHz]	13	90[Hz]	table#3		
5	LPF Cutoff	+		+	+	34-60	1.0[kHz] 〜 Thru	49	5.6[kHz]	table#3		
6	-					0	-	0	-			
7	-					0	-	0	-			
8	-					0	-	0	-			
9	-					0	-	0	-			
10	Dry/Wet	+		+	+	1-127	D63>W 〜 D=W 〜 D<W63	40	D24>W		●	
11	-					0	-	0	-			
12	-					0	-	0	-			
13	-					0	-	0	-			
14	Feedback High Damp	+		+	+	1-10	0.1〜1.0	8	0.8			
15	-					0	-	0	-			
16	-					0	-	0	-			

MEDIUM HALL

No.	Parameter Name	Option				Data Range		Default Data		See Table	Control	Notes
		R		V	I		Display		Display			
1	Reverb Time	+		+	+	0-69	0.3 〜 30.0 [sec]	15	1.8[sec]	table#4		
2	Diffusion	+		+	+	0-10	0 〜 10	10	10			
3	Initial Delay	+		+	+	0-63	0.1 〜 99.3 [ms]	14	22.1[ms]	table#5		
4	HPF Cutoff	+		+	+	0-52	Thru 〜 8.0 [kHz]	13	90[Hz]	table#3		
5	LPF Cutoff	+		+	+	34-60	1.0[kHz] 〜 Thru	49	5.6[kHz]	table#3		
6	-					0	-	0	-			
7	-					0	-	0	-			
8	-					0	-	0	-			
9	-					0	-	0	-			
10	Dry/Wet	+		+	+	1-127	D63>W 〜 D=W 〜 D<W63	40	D24>W		●	
11	-					0	-	0	-			
12	-					0	-	0	-			
13	-					0	-	0	-			
14	Feedback High Damp	+		+	+	1-10	0.1〜1.0	8	0.8			
15	-					0	-	0	-			
16	-					0	-	0	-			

[Attached Chart 2]

HALL M

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
		R	V	I		Display		Display			
1	Reverb Time	+	+	+	0 - 69	0.3 ～ 30.0 [sec]	18	2.1[sec]	table#4		
2	Diffusion	+	+	+	0 - 10	0 ～ 10	10	10			
3	Initial Delay	+	+	+	0 - 63	0.1 ～ 99.3 [ms]	8	12.7[ms]	table#5		
4	HPF Cutoff Frequency	+	+	+	0 - 52	Thru ～ 8.0[kHz]	13	90[Hz]	table#3		
5	LPF Cutoff Frequency	+	+	+	34 - 60	1.0[kHz] ～ Thru	49	5.6[kHz]	table#3		
6	-				0	-	0	-			
7	-				0	-	0	-			
8	-				0	-	0	-			
9	-				0	-	0	-			
10	Dry/Wet Balance	+	+	+	1 - 127	D63>W ～ D=W ～ D<W63	40	D24>W	table#15	●	
11	Reverb Delay	+	+	+	0 - 63	0.1 ～ 99.3 [ms]	0	0.1[ms]	table#5		
12	Density	+	+	+	0 - 4	0 ～ 4	4	4			
13	Er/Rev Balance	+	+	+	1 - 127	E63>R ～ E=R ～ E<R63	50	E14>R			
14	Feedback High Damp	+	+	+	1 - 10	0.1 ～ 1.0	8	0.8			
15	Feedback Level	+	+	+	1 - 127	-63 ～ +63	64	0	table#16		
16	-				0	-	0	-			

HALL L

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
		R	V	I		Display		Display			
1	Reverb Time	+	+	+	0 - 69	0.3 ～ 30.0 [sec]	18	2.1[sec]	table#4		
2	Diffusion	+	+	+	0 - 10	0 ～ 10	10	10			
3	Initial Delay	+	+	+	0 - 63	0.1 ～ 99.3 [ms]	28	44.2[ms]	table#5		
4	HPF Cutoff Frequency	+	+	+	0 - 52	Thru ～ 8.0[kHz]	6	40[Hz]	table#3		
5	LPF Cutoff Frequency	+	+	+	34 - 60	1.0[kHz] ～ Thru	46	4.0[kHz]	table#3		
6	-				0	-	0	-			
7	-				0	-	0	-			
8	-				0	-	0	-			
9	-				0	-	0	-			
10	Dry/Wet Balance	+	+	+	1 - 127	D63>W ～ D=W ～ D<W63	40	D24>W	table#15	●	
11	Reverb Delay	+	+	+	0 - 63	0.1 ～ 99.3 [ms]	13	20.6[ms]	table#5		
12	Density	+	+	+	0 - 4	0 ～ 4	3	3			
13	Er/Rev Balance	+	+	+	1 - 127	E63>R ～ E=R ～ E<R63	74	E<R10			
14	Feedback High Damp	+	+	+	1 - 10	0.1 ～ 1.0	7	0.7			
15	Feedback Level	+	+	+	1 - 127	-63 ～ +63	64	0	table#16		
16	-				0	-	0	-			

ROOM 1

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
		R	V	I		Display		Display			
1	Reverb Time		-	+	0 - 69	0.3 ～ 30.0 [sec]	5	0.8[sec]	table#4		
2	Diffusion		-	+	0 - 10	0 ～ 10	10	10			
3	Initial Delay		-	+	0 - 63	0.1 ～ 99.3 [ms]	16	25.3[ms]	table#5		
4	HPF Cutoff		-	+	0 - 52	Thru ～ 8.0[kHz]	4	32[Hz]	table#3		
5	LPF Cutoff		-	+	34 - 60	1.0[kHz] ～ Thru	49	5.6[kHz]	table#3		
6	-				0	-	0	-			
7	-				0	-	0	-			
8	-				0	-	0	-			
9	-				0	-	0	-			
10	Dry/Wet Balance		-	+	1 - 127	D63>W ～ D=W ～ D<W63	40	D24>W	table#15	●	
11	Rev Delay	+	+	+	0 - 63	0.1 ～ 99.3 [ms]	5	8.0[ms]	table#5		
12	Density	+	+	+	0 - 4	0 ～ 4	3	3			
13	Er/Rev Balance	+	+	+	1 - 127	E63>R ～ E=R ～ E<R63	64	(E=R)			
14	High Damp	+	+	+	1 - 10	0.1 ～ 1.0	8	0.8			
15	Feedback Level	+	+	+	1 - 127	-63 ～ +63	64	+0	table#16		
16	-				0	-	0	-			

ROOM 2

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
		R	V	I		Display		Display			
1	Reverb Time	-	-	+	0 - 69	0.3 ～ 30.0 [sec]	12	1.5[sec]	table#4		
2	Diffusion	-	-	+	0 - 10	0 ～ 10	10	10			
3	Initial Delay	-	-	+	0 - 63	0.1 ～ 99.3 [ms]	5	8.0[ms]	table#5		
4	HPF Cutoff	-	-	+	0 - 52	Thru ～ 8.0[kHz]	4	32[Hz]	table#3		
5	LPF Cutoff	-	-	+	34 - 60	1.0[kHz] ～ Thru	38	1.6[kHz]	table#3		
6	-				0	-	0	-			
7	-				0	-	0	-			
8	-				0	-	0	-			
9	-				0	-	0	-			
10	Dry/Wet Balance	-	-	+	1 - 127	D63>W ～ D=W ～ D<W63	40	D24>W	table#15	●	
11	Rev Delay	+	+	+	0 - 63	0.1 ～ 99.3 [ms]	0	0.1[ms]	table#5		
12	Density	+	+	+	0 - 4	0 ～ 4	4	4			
13	Er/Rev Balance	+	+	+	1 - 127	E63>R ～ E=R ～ E<R63	50	E14>R			
14	High Damp	+	+	+	1 - 10	0.1 ～ 1.0	8	0.8			
15	Feedback Level	+	+	+	1 - 127	-63 ～ +63	64	+0	table#16		
16	-				0	-	0	-			

ROOM 3

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
		R	V	I		Display		Display			
1	Reverb Time	-	-	+	0 - 69	0.3 ～ 30.0 [sec]	9	1.2[sec]	table#4		
2	Diffusion	-	-	+	0 - 10	0 ～ 10	10	10			
3	Initial Delay	-	-	+	0 - 63	0.1 ～ 99.3 [ms]	47	74.1[ms]	table#5		
4	HPF Cutoff	-	-	+	0 - 52	Thru ～ 8.0[kHz]	5	36[Hz]	table#3		
5	LPF Cutoff	-	-	+	34 - 60	1.0[kHz] ～ Thru	36	1.2[kHz]	table#3		
6	-				0	-	0	-			
7	-				0	-	0	-			
8	-				0	-	0	-			
9	-				0	-	0	-			
10	Dry/Wet Balance	-	-	+	1 - 127	D63>W ～ D=W ～ D<W63	40	D24>W	table#15	●	
11	Rev Delay	+	+	+	0 - 63	0.1 ～ 99.3 [ms]	0	0.1[ms]	table#5		
12	Density	+	+	+	0 - 4	0 ～ 4	4	4			
13	Er/Rev Balance	+	+	+	1 - 127	E63>R ～ E=R ～ E<R63	60	E4>R			
14	High Damp	+	+	+	1 - 10	0.1 ～ 1.0	8	0.8			
15	Feedback Level	+	+	+	1 - 127	-63 ～ +63	64	+0	table#16		
16	-				0	-	0	-			

WARM ROOM

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
		R	V	I		Display		Display			
1	Reverb Time	+	+	+	0-69	0.3 ～ 30.0 [sec]	3	0.6[sec]	table#4		
2	Diffusion	+	+	+	0-10	0 ～ 10	10	10			
3	Initial Delay	+	+	+	0-63	0.1 ～ 99.3 [ms]	8	12.7[ms]	table#5		
4	HPF Cutoff	+	+	+	0-52	Thru ～ 8.0[kHz]	8	50[Hz]	table#3		
5	LPF Cutoff	+	+	+	34-60	1.0[kHz] ～ Thru	48	5.0[kHz]	table#3		
6	-				0	-	0	-			
7	-				0	-	0	-			
8	-				0	-	0	-			
9	-				0	-	0	-			
10	Dry/Wet	+	+	+	1-127	D63>W ～ D=W ～ D<W63	40	D24>W		●	
11	-				0	-	0	-			
12	-				0	-	0	-			
13	-				0	-	0	-			
14	Feedback High Damp	+	+	+	1-10	0.1 ～ 1.0	7	0.7			
15	-				0	-	0	-			
16	-				0	-	0	-			

[Attached Chart 2]

WOODY ROOM

No.	Parameter Name	Option				Data Range	Default Data		See Table	Control	Notes
		R		V	I	Display		Display			
1	Reverb Time	+		+	+	0-69	0.3 ～ 30.0 [sec]	5	0.8[sec]	table#4	
2	Diffusion	+		+	+	0-10	0 ～ 10	10	10		
3	Initial Delay	+		+	+	0-63	0.1 ～ 99.3 [ms]	16	25.3[ms]	table#5	
4	HPF Cutoff	+		+	+	0-52	Thru ～ 8.0[kHz]	4	32[Hz]	table#3	
5	LPF Cutoff	+		+	+	34-60	1.0[kHz] ～ Thru	49	5.6[kHz]	table#3	
6	-					0	-	0	-		
7	-					0	-	0	-		
8	-					0	-	0	-		
9	-					0	-	0	-		
10	Dry/Wet	+		+	+	1-127	D63>W ～ D=W ～ D<W63	40	D24>W		●
11	-					0	-	0	-		
12	-					0	-	0	-		
13	-					0	-	0	-		
14	Feedback High Damp	+		+	+	1-10	0.1～1.0	8	0.8		
15	-					0	-	0	-		
16	-					0	-	0	-		

ROOM S

No.	Parameter Name	Option				Data Range	Default Data		See Table	Control	Notes
		R		V	I	Display		Display			
1	Reverb Time	+		+	+	0 - 69	0.3 ～ 30.0 [sec]	11	1.4[sec]	table#4	
2	Diffusion	+		+	+	0 - 10	0 ～ 10	10	10		
3	Initial Delay	+		+	+	0 - 63	0.1 ～ 99.3 [ms]	5	8.0[ms]	table#5	
4	HPF Cutoff Frequency	+		+	+	0 - 52	Thru ～ 8.0[kHz]	4	32[Hz]	table#3	
5	LPF Cutoff Frequency	+		+	+	34 - 60	1.0[kHz] ～ Thru	38	1.6[kHz]	table#3	
6	-					0	-	0	-		
7	-					0	-	0	-		
8	-					0	-	0	-		
9	-					0	-	0	-		
10	Dry/Wet Balance	+		+	+	1 - 127	D63>W ～ D=W ～ D<W63	40	D24>W	table#15	●
11	Reverb Delay	+		+	+	0 - 63	0.1 ～ 99.3 [ms]	0	0.1[ms]	table#5	
12	Density	+		+	+	0 - 4	0 ～ 4	4	4		
13	Er/Rev Balance	+		+	+	1 - 127	E63>R ～ E=R ～ E<R63	50	E14>R		
14	Feedback High Damp	+		+	+	1 - 10	0.1 ～ 1.0	8	0.8		
15	Feedback Level	+		+	+	1 - 127	-63 ～ +63	64	0	table#16	
16	-					0	-	0	-		

ROOM M

No.	Parameter Name	Option				Data Range	Default Data		See Table	Control	Notes
		R		V	I	Display		Display			
1	Reverb Time	+		+	+	0 - 69	0.3 ～ 30.0 [sec]	13	1.6[sec]	table#4	
2	Diffusion	+		+	+	0 - 10	0 ～ 10	10	10		
3	Initial Delay	+		+	+	0 - 63	0.1 ～ 99.3 [ms]	16	25.3[ms]	table#5	
4	HPF Cutoff Frequency	+		+	+	0 - 52	Thru ～ 8.0[kHz]	4	32[Hz]	table#3	
5	LPF Cutoff Frequency	+		+	+	34 - 60	1.0[kHz] ～ Thru	49	5.6[kHz]	table#3	
6	-					0	-	0	-		
7	-					0	-	0	-		
8	-					0	-	0	-		
9	-					0	-	0	-		
10	Dry/Wet Balance	+		+	+	1 - 127	D63>W ～ D=W ～ D<W63	40	D24>W	table#15	●
11	Reverb Delay	+		+	+	0 - 63	0.1 ～ 99.3 [ms]	5	8.0[ms]	table#5	
12	Density	+		+	+	0 - 4	0 ～ 4	3	3		
13	Er/Rev Balance	+		+	+	1 - 127	E63>R ～ E=R ～ E<R63	64	E=R		
14	Feedback High Damp	+		+	+	1 - 10	0.1 ～ 1.0	8	0.8		
15	Feedback Level	+		+	+	1 - 127	-63 ～ +63	64	0	table#16	
16	-					0	-	0	-		

ROOM L

No.	Parameter Name	Option				Data Range	Default Data		See Table	Control	Notes
		R		V	I	Display		Display			
1	Reverb Time	+		+	+	0 - 69	0.3 ～ 30.0 [sec]	15	1.8[sec]	table#4	
2	Diffusion	+		+	+	0 - 10	0 ～ 10	10	10		
3	Initial Delay	+		+	+	0 - 63	0.1 ～ 99.3 [ms]	47	74.1[ms]	table#5	
4	HPF Cutoff Frequency	+		+	+	0 - 52	Thru ～ 8.0[kHz]	5	36[Hz]	table#3	
5	LPF Cutoff Frequency	+		+	+	34 - 60	1.0[kHz] ～ Thru	36	1.2[kHz]	table#3	
6	-					0	-	0	-		
7	-					0	-	0	-		
8	-					0	-	0	-		
9	-					0	-	0	-		
10	Dry/Wet Balance	+		+	+	1 - 127	D63>W ～ D=W ～ D<W63	40	D24>W	table#15	●
11	Reverb Delay	+		+	+	0 - 63	0.1 ～ 99.3 [ms]	0	0.1[ms]	table#5	
12	Density	+		+	+	0 - 4	0 ～ 4	4	4		
13	Er/Rev Balance	+		+	+	1 - 127	E63>R ～ E=R ～ E<R63	60	E4>R		
14	Feedback High Damp	+		+	+	1 - 10	0.1 ～ 1.0	8	0.8		
15	Feedback Level	+		+	+	1 - 127	-63 ～ +63	64	0	table#16	
16	-					0	-	0	-		

STAGE 1

No.	Parameter Name	Option				Data Range	Default Data		See Table	Control	Notes
		R		V	I	Display		Display			
1	Reverb Time			-	+	0 - 69	0.3 ～ 30.0 [sec]	19	2.2[sec]	table#4	
2	Diffusion			-	+	0 - 10	0 ～ 10	10	10		
3	Initial Delay			-	+	0 - 63	0.1 ～ 99.3 [ms]	16	25.3[ms]	table#5	
4	HPF Cutoff			-	+	0 - 52	Thru ～ 8.0[kHz]	7	45[Hz]	table#3	
5	LPF Cutoff			-	+	34 - 60	1.0[kHz] ～ Thru	54	10[kHz]	table#3	
6	-					0	-	0	-		
7	-					0	-	0	-		
8	-					0	-	0	-		
9	-					0	-	0	-		
10	Dry/Wet Balance			-	+	1 - 127	D63>W ～ D=W ～ D<W63	40	D24>W	table#15	●
11	Rev Delay	+		+	+	0 - 63	0.1 ～ 99.3 [ms]	0	0.1[ms]	table#5	
12	Density	+		+	+	0 - 4	0 ～ 4	3	3		
13	Er/Rev Balance	+		+	+	1 - 127	E63>R ～ E=R ～ E<R63	64	E=R		
14	High Damp	+		+	+	1 - 10	0.1 ～ 1.0	6	0.6		
15	Feedback Level	+		+	+	1 - 127	-63 ～ +63	64	+0	table#16	
16	-					0	-	0	-		

STAGE 2

No.	Parameter Name	Option				Data Range	Default Data		See Table	Control	Notes
		R		V	I	Display		Display			
1	Reverb Time	-		-	+	0 - 69	0.3 ～ 30.0 [sec]	11	1.4[sec]	table#4	
2	Diffusion	-		-	+	0 - 10	0 ～ 10	10	10		
3	Initial Delay	-		-	+	0 - 63	0.1 ～ 99.3 [ms]	16	25.3[ms]	table#5	
4	HPF Cutoff	-		-	+	0 - 52	Thru ～ 8.0[kHz]	7	45[Hz]	table#3	
5	LPF Cutoff	-		-	+	34 - 60	1.0[kHz] ～ Thru	51	7.0[kHz]	table#3	
6	-					0	-	0	-		
7	-					0	-	0	-		
8	-					0	-	0	-		
9	-					0	-	0	-		
10	Dry/Wet Balance	-		-	+	1 - 127	D63>W ～ D=W ～ D<W63	40	D24>W	table#15	●
11	Rev Delay	+		+	+	0 - 63	0.1 ～ 99.3 [ms]	2	3.2[ms]	table#5	
12	Density	+		+	+	0 - 4	0 ～ 4	2	2		
13	Er/Rev Balance	+		+	+	1 - 127	E63>R ～ E=R ～ E<R63	64	E=R		
14	High Damp	+		+	+	1 - 10	0.1 ～ 1.0	6	0.6		
15	Feedback Level	+		+	+	1 - 127	-63 ～ +63	64	+0	table#16	
16	-					0	-	0	-		

[Attached Chart 2]

PLATE

No.	Parameter Name	Option				Data Range	Default Data		See Table	Control	Notes
		R		V	I	Display		Display			
1	Reverb Time			-	+	0 - 69	0.3 ～ 30.0 [sec]	25	2.8[sec]	table#4	
2	Diffusion			-	+	0 - 10	0 ～ 10	10	10		
3	Initial Delay			-	+	0 - 63	0.1 ～ 99.3 [ms]	6	9.5[ms]	table#5	
4	HPF Cutoff			-	+	0 - 52	Thru ～ 8.0[kHz]	8	50[Hz]	table#3	
5	LPF Cutoff			-	+	34 - 60	1.0[kHz] ～ Thru	49	5.6[kHz]	table#3	
6	-					0	-	0	-		
7	-					0	-	0	-		
8	-					0	-	0	-		
9	-					0	-	0	-		
10	Dry/Wet Balance			-	+	1 - 127	D63>W ～ D=W ～ D<W63	40	D24>W	table#15	●
11	Rev Delay	+		+	+	0 - 63	0.1 ～ 99.3 [ms]	2	3.2[ms]	table#5	
12	Density	+		+	+	0 - 4	0 ～ 4	3	2		
13	Er/Rev Balance	+		+	+	1 - 127	E63>R ～ E=R ～ E<R63	64	E=R		
14	High Damp	+		+	+	1 - 10	0.1 ～ 1.0	5	0.5		
15	Feedback Level	+		+	+	1 - 127	-63 ～ +63	64	+0	table#16	
16	-					0	-	0	-		

RICH PLATE

No.	Parameter Name	Option				Data Range	Default Data		See Table	Control	Notes
		R		V	I	Display		Display			
1	Reverb Time	+		+	+	0-69	0.3 ～ 30.0 [sec]	23	2.6[sec]	table#4	
2	Diffusion	+		+	+	0-10	0 ～ 10	10	10		
3	Initial Delay	+		+	+	0-63	0.1 ～ 99.3 [ms]	6	9.5[ms]	table#5	
4	HPF Cutoff	+		+	+	0-52	Thru ～ 8.0[kHz]	8	50[Hz]	table#3	
5	LPF Cutoff	+		+	+	34-60	1.0[kHz] ～ Thru	49	5.6[kHz]	table#3	
6	-					0	-	0	-		
7	-					0	-	0	-		
8	-					0	-	0	-		
9	-					0	-	0	-		
10	Dry/Wet	+		+	+	1-127	D63>W ～ D=W ～ D<W63	40	D24>W		●
11	-					0	-	0	-		
12	-					0	-	0	-		
13	-					0	-	0	-		
14	Feedback High Damp	+		+	+	1-10	0.1 ～ 1.0	5	0.5		
15	-					0	-	0	-		
16	-					0	-	0	-		

GM PLATE

No.	Parameter Name	Option				Data Range	Default Data		See Table	Control	Notes
		R		V	I	Display		Display			
1	Reverb Time	+		+	+	0 - 69	0.3 ～ 30.0 [sec]	13	1.6[sec]	table#4	
2	Diffusion	+		+	+	0 - 10	0 ～ 10	10	10		
3	Initial Delay	+		+	+	0 - 63	0.1 ～ 99.3 [ms]	6	9.5[ms]	table#5	
4	HPF Cutoff Frequency	+		+	+	0 - 52	Thru ～ 8.0[kHz]	8	50[Hz]	table#3	
5	LPF Cutoff Frequency	+		+	+	34 - 60	1.0[kHz] ～ Thru	49	5.6[kHz]	table#3	
6	-					0	-	0	-		
7	-					0	-	0	-		
8	-					0	-	0	-		
9	-					0	-	0	-		
10	Dry/Wet Balance	+		+	+	1 - 127	D63>W ～ D=W ～ D<W63	40	D24>W	table#15	●
11	Reverb Delay	+		+	+	0 - 63	0.1 ～ 99.3 [ms]	2	3.2[ms]	table#5	
12	Density	+		+	+	0 - 4	0 ～ 4	3	3		
13	Er/Rev Balance	+		+	+	1 - 127	E63>R ～ E=R ～ E<R63	64	E=R		
14	Feedback High Damp	+		+	+	1 - 10	0.1 ～ 1.0	5	0.5		
15	Feedback Level	+		+	+	1 - 127	-63 ～ +63	64	0	table#16	
16	-					0	-	0	-		

DELAY L,C,R

No.	Parameter Name	Option				Data Range	Default Data		See Table	Control	Notes
				V	I	Display		Display			
1	Lch Delay			-	+	1 - 16383(1 - 7150)	0.1 ～ 1638.3(0.1 ～ 715.0) [ms]	3333	333.3[ms]		
2	Rch Delay			-	+	1 - 16383(1 - 7150)	0.1 ～ 1638.3(0.1 ～ 715.0) [ms]	1667	166.7[ms]		
3	Cch Delay			-	+	1 - 16383(1 - 7150)	0.1 ～ 1638.3(0.1 ～ 715.0) [ms]	5000	500.0[ms]		
4	Feedback Delay			-	+	1 - 16383(1 - 7150)	0.1 ～ 1638.3(0.1 ～ 715.0) [ms]	5000	500.0[ms]		
5	Feedback Level			-	+	1 - 127	-63 ～ +63	74	+10	table#16	
6	Cch Level			-	+	0 - 127	0 ～ 127	100	100	table#18	
7	High Damp			-	+	1 - 10	0.1 ～ 1.0	10	1.0		
8	-					0	-	0	-		
9	-					0	-	0	-		
10	Dry/Wet Balance			-	+	1 - 127	D63>W ～ D=W ～ D<W63	32	D32>W	table#15	●
11	-					0	-	0	-		
12	-					0	-	0	-		
13	EQ Low Frequency			+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3	
14	EQ Low Gain			+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]		
15	EQ High Frequency			+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3	
16	EQ High Gain			+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]		

DELAY L,R

No.	Parameter Name	Option				Data Range	Default Data		See Table	Control	Notes
				V	I	Display		Display			
1	Lch Delay			-	+	1 - 16383(1 - 7150)	0.1 ～ 1638.3(0.1 ～ 715.0) [ms]	2500	250.0[ms]		
2	Rch Delay			-	+	1 - 16383(1 - 7150)	0.1 ～ 1638.3(0.1 ～ 715.0) [ms]	3750	375.0[ms]		
3	Feedback Delay 1			-	+	1 - 16383(1 - 7150)	0.1 ～ 1638.3(0.1 ～ 715.0) [ms]	3752	375.2[ms]		
4	Feedback Delay 2			-	+	1 - 16383(1 - 7150)	0.1 ～ 1638.3(0.1 ～ 715.0) [ms]	3750	375.0[ms]		
5	Feedback Level			-	+	1 - 127	-63 ～ +63	87	+23	table#16	
6	High Damp			-	+	1 - 10	0.1 ～ 1.0	10	1.0		
7	-					0	-	0	-		
8	-					0	-	0	-		
9	-					0	-	0	-		
10	Dry/Wet Balance			-	+	1 - 127	D63>W ～ D=W ～ D<W63	32	D32>W	table#15	●
11	-					0	-	0	-		
12	-					0	-	0	-		
13	EQ Low Frequency			+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3	
14	EQ Low Gain			+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]		
15	EQ High Frequency			+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3	
16	EQ High Gain			+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]		

ECHO

No.	Parameter Name	Option				Data Range	Default Data		See Table	Control	Notes
				V	I	Display		Display			
1	Lch Delay1			-	+	1 - 16383(1 - 3550)	0.1 ～ 1638.3(0.1 ～ 355.0) [ms]	1700	170.0[ms]		
2	Lch Feedback Level			-	+	1 - 127	-63 ～ +63	80	+16	table#16	
3	Rch Delay1			-	+	1 - 16383(1 - 3550)	0.1 ～ 1638.3(0.1 ～ 355.0) [ms]	1780	178.0[ms]		
4	Rch Feedback Level			-	+	1 - 127	-63 ～ +63	80	+16	table#16	
5	High Damp			-	+	1 - 10	0.1 ～ 1.0	10	1.0		
6	Lch Delay2			-	+	1 - 16383(1 - 3550)	0.1 ～ 1638.3(0.1 ～ 355.0) [ms]	1700	170.0[ms]		
7	Rch Delay2			-	+	1 - 16383(1 - 3550)	0.1 ～ 1638.3(0.1 ～ 355.0) [ms]	1780	178.0[ms]		
8	Delay2 Level			-	+	0 - 127	0 ～ 127	0	0	table#18	
9	-					0	-	0	-		
10	Dry/Wet Balance			-	+	1 - 127	D63>W ～ D=W ～ D<W63	40	D24>W	table#15	●
11	-					0	-	0	-		
12	-					0	-	0	-		
13	EQ Low Frequency			+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3	
14	EQ Low Gain			+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]		
15	EQ High Frequency			+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3	
16	EQ High Gain			+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]		

[Attached Chart 2]

CROSS DELAY

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	L->R Delay		-	+	1 - 16383(1 - 3550)	0.1 ～ 1638.3(0.1 ～ 355.0) [ms]	1700	170.0[Hz]			
2	R->L Delay		-	+	1 - 16383(1 - 3550)	0.1 ～ 1638.3(0.1 ～ 355.0) [ms]	1750	175.0[Hz]			
3	Feedback Level		-	+	1 - 127	-63 ～ +63	111	+47	table#16		
4	Input Select		-	+	0 - 2	L,R,L&R	1	R			
5	High Damp		-	+	1 - 10	0.1 ～ 1.0	10	1.0			
6	-				0	-	0	-			
7	-				0	-	0	-			
8	-				0	-	0	-			
9	-				0	-	0	-			
10	Dry/Wet Balance		-	+	1 - 127	D63>W ～ D=W ～ D<W63	32	D32>W	table#15	●	
11	-				0	-	0	-			
12	-				0	-	0	-			
13	EQ Low Frequency		+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3		
14	EQ Low Gain		+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
15	EQ High Frequency		+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
16	EQ High Gain		+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			

EARLY REF 1

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Type		-	+	0 - 5	S-H,L-H,Rdm,Rvs,Plt,Spr	0	S-H			
2	Room Size		-	+	0 - 44	0.1 ～ 7.0	19	3.1	table#6		
3	Diffusion		-	+	0 - 10	0 ～ 10	5	5			
4	Initial Delay		-	+	0 - 127(0 - 63)	0.1 ～ 200.0(0.1 ～ 99.3) [ms]	16	25.3[ms]	table#5		
5	Feedback Level		-	+	1 - 127	-63 ～ +63	64	+0	table#16		
6	HPF Cutoff		-	+	0 - 52	Thru ～ 8.0[kHz]	0	Thru	table#3		
7	LPF Cutoff		-	+	34 - 60	1.0[kHz] ～ Thru	46	4.0[kHz]	table#3		
8	-				0	-	0	-			
9	-				0	-	0	-			
10	Dry/Wet Balance		-	+	1 - 127	D63>W ～ D=W ～ D<W63	32	D32>W	table#15	●	
11	Liveness		+	+	0 - 10	0 ～ 10	5	5			
12	Density		+	+	0 - 3	0 ～ 3	0	0			
13	High Damp		+	+	1 - 10	0.1 ～ 1.0	10	1.0			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

EARLY REF 2

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Type		-	+	0 - 5	S-H,L-H,Rdm,Rvs,Plt,Spr	2	Rdm			
2	Room Size		-	+	0 - 44	0.1 ～ 7.0	7	1.2	table#6		
3	Diffusion		-	+	0 - 10	0 ～ 10	10	10			
4	Initial Delay		-	+	0 - 127(0 - 63)	0.1 ～ 200.0(0.1 ～ 99.3) [ms]	16	25.3[ms]	table#5		
5	Feedback Level		-	+	1 - 127	-63 ～ +63	64	+0	table#16		
6	HPF Cutoff		-	+	0 - 52	Thru ～ 8.0[kHz]	3	28[Hz]	table#3		
7	LPF Cutoff		-	+	34 - 60	1.0[kHz] ～ Thru	46	4.0[kHz]	table#3		
8	-				0	-	0	-			
9	-				0	-	0	-			
10	Dry/Wet Balance		-	+	1 - 127	D63>W ～ D=W ～ D<W63	32	D32>W	table#15	●	
11	Liveness		+	+	0 - 10	0 ～ 10	5	5			
12	Density		+	+	0 - 3	0 ～ 3	2	2			
13	High Damp		+	+	1 - 10	0.1 ～ 1.0	10	1.0			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

GATE REVERB

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Type		-	+	0 - 1	TypeA,TypeB	0	TypeA			
2	Room Size		-	+	0 - 44	0.1 ～ 7.0	15	2.5	table#6		
3	Diffusion		-	+	0 - 10	0 ～ 10	6	6			
4	Initial Delay		-	+	0 - 127(0 - 63)	0.1 ～ 200.0(0.1 ～ 99.3) [ms]	2	3.2	table#5		
5	Feedback Level		-	+	1 - 127	-63 ～ +63	64	+0	table#16		
6	HPF Cutoff		-	+	0 - 52	Thru ～ 8.0[kHz]	0	Thru	table#3		
7	LPF Cutoff		-	+	34 - 60	1.0[kHz] ～ Thru	44	3.2[kHz]	table#3		
8	-				0	-	0	-			
9	-				0	-	0	-			
10	Dry/Wet Balance		-	+	1 - 127	D63>W ～ D=W ～ D<W63	32	D32>W	table#15	●	
11	Liveness		+	+	0 - 10	0 ～ 10	4	4			
12	Density		+	+	0 - 3	0 ～ 3	3	3			
13	High Damp		+	+	1 - 10	0.1 ～ 1.0	10	1.0			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

REVERSE GATE

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Type		-	+	0 - 1	TypeA,TypeB	1	TypeB			
2	Room Size		-	+	0 - 44	0.1 ～ 7.0	19	3.1	table#6		
3	Diffusion		-	+	0 - 10	0 ～ 10	8	8			
4	Initial Delay		-	+	0 - 127(0 - 63)	0.1 ～ 200.0(0.1 ～ 99.3) [ms]	3	4.8[ms]	table#5		
5	Feedback Level		-	+	1 - 127	-63 ～ +63	64	+0	table#16		
6	HPF Cutoff		-	+	0 - 52	Thru ～ 8.0[kHz]	0	Thru	table#3		
7	LPF Cutoff		-	+	34 - 60	1.0[kHz] ～ Thru	47	4.5[kHz]	table#3		
8	-				0	-	0	-			
9	-				0	-	0	-			
10	Dry/Wet Balance		-	+	1 - 127	D63>W ～ D=W ～ D<W63	32	D32>W	table#15	●	
11	Liveness		+	+	0 - 10	0 ～ 10	6	6			
12	Density		+	+	0 - 3	0 ～ 3	3	3			
13	High Damp		+	+	1 - 10	0.1 ～ 1.0	10	1.0			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

WHITE ROOM

No.	Parameter Name	Option				Data Range		Default Data		See Table	Control	Notes
		R		V	I		Display		Display			
1	Reverb Time	+		+	+	0 - 69	0.3 ～ 30.0 [sec]	9	1.2[sec]	table#4		
2	Diffusion	+		+	+	0 - 10	0 ～ 10	5	5			
3	Initial Delay	+		+	+	0 - 63	0.1 ～ 99.3 [ms]	11	17.4[ms]	table#5		
4	HPF Cutoff	+		+	+	0 - 52	Thru ～ 8.0[kHz]	0	Thru	table#3		
5	LPF Cutoff	+		+	+	34 - 60	1.0[kHz] ～ Thru	46	4.0[kHz]	table#3		
6	Width	+		+	+	0 - 37	0.5 ～ 10.2 [m]	30	8.3[m]	table#11		
7	Height	+		+	+	0 - 73	0.5 ～ 20.2 [m]	50	13.7[m]	table#11		
8	Depth	+		+	+	0 - 104	0.5 ～ 30.2 [m]	70	19.4[m]	table#11		
9	Wall Vary	+		+	+	0 - 30	0 ～ 30	7	7			
10	Dry/Wet Balance	+		+	+	1 - 127	D63>W ～ D=W ～ D<W63	40	D24>W	table#15	●	
11	Rev Delay	+		+	+	0 - 63	0.1 ～ 99.3 [ms]	34	53.6[ms]	table#5		
12	Density	+		+	+	0 - 4	0 ～ 4	4	4			
13	Er/Rev Balance	+		+	+	1 - 127	E63>R ～ E=R ～ E<R63	64	E=R			
14	High Damp	+		+	+	1 - 10	0.1 ～ 1.0	7	0.7			
15	Feedback Level	+		+	+	1 - 127	-63 ～ +63	64	+0	table#16		
16	-					0	-	0	-			

[Attached Chart 2]

TUNNEL

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
		R	V	I		Display		Display			
1	Reverb Time	+	+	+	0 - 69	0.3 ～ 30.0 [sec]	48	5.5[sec]	table#4		
2	Diffusion	+	+	+	0 - 10	0 ～ 10	6	6			
3	Initial Delay	+	+	+	0 - 63	0.1 ～ 99.3 [ms]	19	30.0[ms]	table#5		
4	HPF Cutoff	+	+	+	0 - 52	Thru ～ 8.0[kHz]	0	Thru	table#3		
5	LPF Cutoff	+	+	+	34 - 60	1.0[kHz] ～ Thru	44	3.2[kHz]	table#3		
6	Width	+	+	+	0 - 37	0.5 ～ 10.2 [m]	33	9.1[m]	table#11		
7	Height	+	+	+	0 - 73	0.5 ～ 20.2 [m]	52	14.2[m]	table#11		
8	Depth	+	+	+	0 - 104	0.5 ～ 30.2 [m]	70	19.4[m]	table#11		
9	Wall Vary	+	+	+	0 - 30	0 ～ 30	16	16			
10	Dry/Wet Balance	+	+	+	1 - 127	D63>W ～ D=W ～ D<W63	40	D24>W	table#15	●	
11	Rev Delay	+	+	+	0 - 63	0.1 ～ 99.3 [ms]	20	31.6[ms]	table#5		
12	Density	+	+	+	0 - 4	0 ～ 4	4	4			
13	Er/Rev Balance	+	+	+	1 - 127	E63>R ～ E=R ～ E<R63	64	E=R			
14	High Damp	+	+	+	1 - 10	0.1 ～ 1.0	7	0.7			
15	Feedback Level	+	+	+	1 - 127	-63 ～ +63	64	+0	table#16		
16	-				0	-	0	-			

CANYON

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
		R	V	I		Display		Display			
1	Reverb Time	+	+	+	0 - 69	0.3 ～ 30.0 [sec]	59	12.0[sec]	table#4		
2	Diffusion	+	+	+	0 - 10	0 ～ 10	6	6			
3	Initial Delay	+	+	+	0 - 63	0.1 ～ 99.3 [ms]	63	99.3[ms]	table#5		
4	HPF Cutoff	+	+	+	0 - 52	Thru ～ 8.0[kHz]	0	Thru	table#3		
5	LPF Cutoff	+	+	+	34 - 60	1.0[kHz] ～ Thru	45	3.6[kHz]	table#3		
6	Width	+	+	+	0 - 37	0.5 ～ 10.2 [m]	34	9.4[m]	table#11		
7	Height	+	+	+	0 - 73	0.5 ～ 20.2 [m]	62	17.1[m]	table#11		
8	Depth	+	+	+	0 - 104	0.5 ～ 30.2 [m]	91	25.8[m]	table#11		
9	Wall Vary	+	+	+	0 - 30	0 ～ 30	13	13			
10	Dry/Wet Balance	+	+	+	1 - 127	D63>W ～ D=W ～ D<W63	40	D24>W	table#15	●	
11	Rev Delay	+	+	+	0 - 63	0.1 ～ 99.3 [ms]	25	39.5[ms]	table#5		
12	Density	+	+	+	0 - 4	0 ～ 4	4	4			
13	Er/Rev Balance	+	+	+	1 - 127	E63>R ～ E=R ～ E<R63	64	E=R			
14	High Damp	+	+	+	1 - 10	0.1 ～ 1.0	4	0.4			
15	Feedback Level	+	+	+	1 - 127	-63 ～ +63	64	+0	table#16		
16	-				0	-	0	-			

BASEMENT

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
		R	V	I		Display		Display			
1	Reverb Time	+	+	+	0 - 69	0.3 ～ 30.0 [sec]	3	0.6[sec]	table#4		
2	Diffusion	+	+	+	0 - 10	0 ～ 10	6	6			
3	Initial Delay	+	+	+	0 - 63	0.1 ～ 99.3 [ms]	3	4.8[ms]	table#5		
4	HPF Cutoff	+	+	+	0 - 52	Thru ～ 8.0[kHz]	0	Thru	table#3		
5	LPF Cutoff	+	+	+	34 - 60	1.0[kHz] ～ Thru	34	1.0[kHz]	table#3		
6	Width	+	+	+	0 - 37	0.5 ～ 10.2 [m]	26	7.2[m]	table#11		
7	Height	+	+	+	0 - 73	0.5 ～ 20.2 [m]	29	8.0[m]	table#11		
8	Depth	+	+	+	0 - 104	0.5 ～ 30.2 [m]	59	16.2[m]	table#11		
9	Wall Vary	+	+	+	0 - 30	0 ～ 30	15	15			
10	Dry/Wet Balance	+	+	+	1 - 127	D63>W ～ D=W ～ D<W63	40	D24>W	table#15	●	
11	Rev Delay	+	+	+	0 - 63	0.1 ～ 99.3 [ms]	32	50.5[ms]	table#5		
12	Density	+	+	+	0 - 4	0 ～ 4	4	4			
13	Er/Rev Balance	+	+	+	1 - 127	E63>R ～ E=R ～ E<R63	64	E=R			
14	High Damp	+	+	+	1 - 10	0.1 ～ 1.0	8	0.8			
15	Feedback Level	+	+	+	1 - 127	-63 ～ +63	64	+0	table#16		
16	-				0	-	0	-			

KARAOKE 1

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Delay Time		+	+	0 - 127	0.1 ～ 400 [ms]	63	198.5[ms]	table#7		
2	Feedback Level		+	+	1 - 127	-63 ～ +63	97	+33	table#16		
3	HPF Cutoff		+	+	0 - 52	Thru ～ 8.0[kHz]	0	Thru	table#3		
4	LPF Cutoff		+	+	34 - 60	1.0[kHz] ～ Thru	48	5.0[kHz]	table#3		
5	-				0	-	0	-			
6	-				0	-	0	-			
7	-				0	-	0	-			
8	-				0	-	0	-			
9	-				0	-	0	-			
10	Dry/Wet Balance		+	+	1 - 127	D63>W ～ D=W ～ D<W63	64	D=W	table#15	●	
11	Density		+	+	0 - 3	0 ～ 3	2	2			
12	-				0	-	0	-			
13	-				0	-	0	-			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

KARAOKE 2

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Delay Time		+	+	0 - 127	0.1 ～ 400 [ms]	55	173.3[ms]	table#7		
2	Feedback Level		+	+	1 - 127	-63 ～ +63	105	+41	table#16		
3	HPF Cutoff		+	+	0 - 52	Thru ～ 8.0[kHz]	0	Thru	table#3		
4	LPF Cutoff		+	+	34 - 60	1.0[kHz] ～ Thru	50	6.3[kHz]	table#3		
5	-				0	-	0	-			
6	-				0	-	0	-			
7	-				0	-	0	-			
8	-				0	-	0	-			
9	-				0	-	0	-			
10	Dry/Wet Balance		+	+	1 - 127	D63>W ～ D=W ～ D<W63	64	D=W	table#15	●	
11	Density		+	+	0 - 3	0 ～ 3	1	1			
12	-				0	-	0	-			
13	-				0	-	0	-			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

KARAOKE 3

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Delay Time		+	+	0 - 127	0.1 ～ 400 [ms]	43	135.5[ms]	table#7		
2	Feedback Level		+	+	1 - 127	-63 ～ +63	110	+46	table#16		
3	HPF Cutoff		+	+	0 - 52	Thru ～ 8.0[kHz]	14	100[Hz]	table#3		
4	LPF Cutoff		+	+	34 - 60	1.0[kHz] ～ Thru	53	9.0[kHz]	table#3		
5	-				0	-	0	-			
6	-				0	-	0	-			
7	-				0	-	0	-			
8	-				0	-	0	-			
9	-				0	-	0	-			
10	Dry/Wet Balance		+	+	1 - 127	D63>W ～ D=W ～ D<W63	64	D=W	table#15	●	
11	Density		+	+	0 - 3	0 ～ 3	0	0			
12	-				0	-	0	-			
13	-				0	-	0	-			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

[Attached Chart 2]

TEMPO DELAY

No.	Parameter Name	Option V	Option I	Data Range	Data Range Display	Default Data	Default Data Display	See Table	Control	Notes
1	Delay Time	+	+	0 - 19	64th/3 ～ 4thx6	10	8th	table#14		
2	Feedback Level	+	+	1 - 127	-63 ～ +63	80	+16	table#16		
3	Feedback High Dump	+	+	1 - 10	0.1 ～ 1.0	10	1.0			
4	L/R Diffusion	+	+	1 - 127	-63 ～ +63 [ms]	78	+14[ms]			
5	Lag	+	+	1 - 127	-63 ～ 63 [ms]	64	+0[ms]			
6	-			0	-	0	-			
7	-			0	-	0	-			
8	-			0	-	0	-			
9	-			0	-	0	-			
10	Dry/Wet Balance	+	+	1 - 127	D63>W ～ D=W ～ D<W63	39	D25	table#15	●	
11	-			0	-	0	-			
12	-			0	-	0	-			
13	EQ Low Frequency	+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3		
14	EQ Low Gain	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
15	EQ High Frequency	+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
16	EQ High Gain	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			

TEMPO ECHO

No.	Parameter Name	Option V	Option I	Data Range	Data Range Display	Default Data	Default Data Display	See Table	Control	Notes
1	Delay Time	+	+	0 - 19	64th/3 ～ 4thx6	11	4th	table#14		
2	Feedback Level	+	+	1 - 127	-63 ～ +63	92	+28	table#16		
3	Feedback High Dump	+	+	1 - 10	0.1 ～ 1.0	10	1.0			
4	L/R Diffusion	+	+	1 - 127	-63 ～ 63 [ms]	78	+14[ms]			
5	Lag	+	+	1 - 127	-63 ～ 63 [ms]	64	+0[ms]			
6	-			0	-	0	-			
7	-			0	-	0	-			
8	-			0	-	0	-			
9	-			0	-	0	-			
10	Dry/Wet Balance	+	+	1 - 127	D63>W ～ D=W ～ D<W63	40	D24	table#15	●	
11	-			0	-	0	-			
12	-			0	-	0	-			
13	EQ Low Frequency	+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3		
14	EQ Low Gain	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
15	EQ High Frequency	+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
16	EQ High Gain	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			

TEMPO CROSS

No.	Parameter Name	Option V	Option I	Data Range	Data Range Display	Default Data	Default Data Display	See Table	Control	Notes
1	Delay Time L>R	+	+	0 - 19	64th/3 ～ 4thx6	8	8th	table#14		
2	Delay Time R>L	+	+	0 - 19	64th/3 ～ 4thx6	8	8th	table#14		
3	Feedback Level	+	+	1 - 127	-63 ～ +63	102	+38	table#16		
4	Input Select	+	+	0 - 2	L,R,L&R	1	R			
5	Feedback High Dump	+	+	1 - 10	0.1 ～ 1.0	10	1.0			
6	Lag	+	+	1 - 127	-63 ～ 63 [ms]	64	+0[dB]			
7	-			0	-	0	-			
8	-			0	-	0	-			
9	-			0	-	0	-			
10	Dry/Wet Balance	+	+	1 - 127	D63>W ～ D=W ～ D<W63	34	D30	table#15	●	
11	-			0	-	0	-			
12	-			0	-	0	-			
13	EQ Low Frequency	+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3		
14	EQ Low Gain	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
15	EQ High Frequency	+	+	28 - 58	500 ～ 16.0k [Hz]	46	4[kHz]	table#3		
16	EQ High Gain	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			

THRU

No.	Parameter Name	Option V	Option I	Data Range	Data Range Display	Default Data	Default Data Display	See Table	Control	Notes
1	-			0	-	0	-			
2	-			0	-	0	-			
3	-			0	-	0	-			
4	-			0	-	0	-			
5	-			0	-	0	-			
6	-			0	-	0	-			
7	-			0	-	0	-			
8	-			0	-	0	-			
9	-			0	-	0	-			
10	-			0	-	0	-			
11	-			0	-	0	-			
12	-			0	-	0	-			
13	-			0	-	0	-			
14	-			0	-	0	-			
15	-			0	-	0	-			
16	-			0	-	0	-			

Only insertion-type effects can be assigned.

CHORUS 1

No.	Parameter Name	Option C	Option V	Option I	Data Range	Data Range Display	Default Data	Default Data Display	See Table	Control	Notes
1	LFO Frequency	-		+	0 - 127	0.00 ～ 39.7 [Hz]	6	0.25[Hz]	table#1		
2	LFO Depth	-		+	0 - 127	0 ～ 127	54	54	table#19		
3	Feedback Level	-		+	1 - 127	-63 ～ +63	77	+13	table#17		
4	Delay Offset	-		+	0 - 127	0.0 ～ 50.0 [ms]	106	17.1[ms]	table#2		
5	-				0	-	0	-			
6	EQ Low Frequency	-		+	4 - 40(8 - 40)	32 ～ 2.0k(50 ～ 2.0k) [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain	-		+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
8	EQ High Frequency	-		+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain	-		+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
10	Dry/Wet Balance	-		+	1 - 127	D63>W ～ D=W ～ D<W63	64	D=W	table#15	●	
11	EQ Mid Frequency	+	+	+	14 - 54	100 ～ 10.0k [Hz]	46	4.0[kHz]	table#3		
12	EQ Mid Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
13	EQ Mid Width	+	+	+	10 - 120	1.0 ～ 12.0	10	1.0			
14	-				0	-	0	-			
15	Input Mode	+	+	+	0 - 1	Mono,Stereo	0	Mono			
16	-				0	-	0	-			

CHORUS 2

No.	Parameter Name	Option C	Option V	Option I	Data Range	Data Range Display	Default Data	Default Data Display	See Table	Control	Notes
1	LFO Frequency	-	-	+	0 - 127	0.00 ～ 39.7 [Hz]	8	0.34[Hz]	table#1		
2	LFO Depth	-	-	+	0 - 127	0 ～ 127	63	63	table#19		
3	Feedback Level	-	-	+	1 - 127	-63 ～ +63	64	+0	table#17		
4	Delay Offset	-	-	+	0 - 127	0.0 ～ 50.0 [ms]	30	3.0[ms]	table#2		
5	-				0	-	0	-			
6	EQ Low Frequency	-	-	+	4 - 40(8 - 40)	32 ～ 2.0k(50 ～ 2.0k) [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain	-	-	+	52 - 76	-12 ～ +12 [dB]	62	-2[dB]			
8	EQ High Frequency	-	-	+	28 - 58	500 ～ 16.0k [Hz]	42	2.5[kHz]	table#3		
9	EQ High Gain	-	-	+	52 - 76	-12 ～ +12 [dB]	58	-6[dB]			
10	Dry/Wet Balance	-	-	+	1 - 127	D63>W ～ D=W ～ D<W63	64	D=W	table#15	●	
11	EQ Mid Frequency	+	+	+	14 - 54	100 ～ 10.0k [Hz]	46	4.0[kHz]	table#3		
12	EQ Mid Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
13	EQ Mid Width	+	+	+	10 - 120	1.0 ～ 12.0	10	1.0			
14	-				0	-	0	-			
15	Input Mode	+	+	+	0 - 1	Mono,Stereo	0	Mono			
16	-				0	-	0	-			

[Attached Chart 2]

CHORUS 3

No.	Parameter Name	Option C	Option V	Option I	Data Range	Data Range Display	Default Data	Default Data Display	See Table	Control	Notes
1	LFO Frequency	-	-	+	0 - 127	0.00 ～ 39.7 [Hz]	4	0.17[Hz]	table#1		
2	LFO Depth	-	-	+	0 - 127	0 ～ 127	44	44	table#19		
3	Feedback Level	-	-	+	1 - 127	-63 ～ +63	64	+0	table#17		
4	Delay Offset	-	-	+	0 - 127	0.0 ～ 50.0 [ms]	110	23.3[ms]	table#2		
5	-				0	-	0	-			
6	EQ Low Frequency	-	-	+	4 - 40(8 - 40)	32 ～ 2.0k(50 ～ 2.0k) [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain	-	-	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
8	EQ High Frequency	-	-	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain	-	-	+	52 - 76	-12 ～ +12 [dB]	66	+2[dB]			
10	Dry/Wet Balance	-	-	+	1 - 127	D63>W ～ D=W ～ D<W63	64	D=W	table#15	●	
11	EQ Mid Frequency	+	+	+	14 - 54	100 ～ 10.0k [Hz]	46	4.0[kHz]	table#3		
12	EQ Mid Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
13	EQ Mid Width	+	+	+	10 - 120	1.0 ～ 12.0	10	1.0			
14	-				0	-	0	-			
15	Input Mode	+	+	+	0 - 1	Mono,Stereo	0	Mono			
16	-				0	-	0	-			

GM CHORUS 1

No.	Parameter Name	Option C	Option V	Option I	Data Range	Data Range Display	Default Data	Default Data Display	See Table	Control	Notes
1	LFO Frequency	+	+	+	0 - 127	0.0 ～ 39.7 [Hz]	9	0.38[Hz]	table#1		
2	LFO Depth	+	+	+	0 - 127	0 ～ 127	10	10	table#19		
3	Feedback Level	+	+	+	1 - 127	-63 ～ +63	64	+0	table#17		
4	Delay Offset	+	+	+	0 - 127	0.0 ～ 50.0 [ms]	109	21.8[ms]	table#2		
5	-				0	-	0	-			
6	EQ Low Frequency	+	+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
8	EQ High Frequency	+	+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
10	Dry/Wet Balance	+	+	+	1 - 127	D63>W ～ D=W ～ D<W63	64	D=W	table#15	●	
11	EQ Mid Frequency	+	+	+	14 - 54	100 ～ 10.0k [Hz]	46	4.0[kHz]	table#3		
12	EQ Mid Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
13	EQ Mid Width	+	+	+	10 - 120	1.0 ～ 12.0	10	1.0			
14	-				0	-	0	-			
15	Input Mode	+	+	+	0 - 1	Mono,Stereo	0	Mono			
16	-				0	-	0	-			

GM CHORUS 2

No.	Parameter Name	Option C	Option V	Option I	Data Range	Data Range Display	Default Data	Default Data Display	See Table	Control	Notes
1	LFO Frequency	+	+	+	0 - 127	0.0 ～ 39.7 [Hz]	26	1.09[Hz]	table#1		
2	LFO Depth	+	+	+	0 - 127	0 ～ 127	34	34	table#19		
3	Feedback Level	+	+	+	1 - 127	-63 ～ +63	67	+3	table#17		
4	Delay Offset	+	+	+	0 - 127	0.0 ～ 50.0 [ms]	105	15.5[ms]	table#2		
5	-				0	-	0	-			
6	EQ Low Frequency	+	+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
8	EQ High Frequency	+	+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
10	Dry/Wet Balance	+	+	+	1 - 127	D63>W ～ D=W ～ D<W63	64	D=W	table#15	●	
11	EQ Mid Frequency	+	+	+	14 - 54	100 ～ 10.0k [Hz]	46	4.0[kHz]	table#3		
12	EQ Mid Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
13	EQ Mid Width	+	+	+	10 - 120	1.0 ～ 12.0	10	1.0			
14	-				0	-	0	-			
15	Input Mode	+	+	+	0 - 1	Mono,Stereo	0	Mono			
16	-				0	-	0	-			

GM CHORUS 3

No.	Parameter Name	Option C	Option V	Option I	Data Range	Data Range Display	Default Data	Default Data Display	See Table	Control	Notes
1	LFO Frequency	+	+	+	0 - 127	0.0 ～ 39.7 [Hz]	9	0.38[Hz]	table#1		
2	LFO Depth	+	+	+	0 - 127	0 ～ 127	34	34	table#19		
3	Feedback Level	+	+	+	1 - 127	-63 ～ +63	69	+5	table#17		
4	Delay Offset	+	+	+	0 - 127	0.0 ～ 50.0 [ms]	105	15.5[ms]	table#2		
5	-				0	-	0	-			
6	EQ Low Frequency	+	+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
8	EQ High Frequency	+	+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	66	+2[dB]			
10	Dry/Wet Balance	+	+	+	1 - 127	D63>W ～ D=W ～ D<W63	64	D=W	table#15	●	
11	EQ Mid Frequency	+	+	+	14 - 54	100 ～ 10.0k [Hz]	46	4.0[kHz]	table#3		
12	EQ Mid Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
13	EQ Mid Width	+	+	+	10 - 120	1.0 ～ 12.0	10	1.0			
14	-				0	-	0	-			
15	Input Mode	+	+	+	0 - 1	Mono,Stereo	0	Mono			
16	-				0	-	0	-			

GM CHORUS 4

No.	Parameter Name	Option C	Option V	Option I	Data Range	Data Range Display	Default Data	Default Data Display	See Table	Control	Notes
1	LFO Frequency	+	+	+	0 - 127	0.0 ～ 39.7 [Hz]	26	1.09[Hz]	table#1		
2	LFO Depth	+	+	+	0 - 127	0 ～ 127	29	29	table#19		
3	Feedback Level	+	+	+	1 - 127	-63 ～ +63	75	+11	table#17		
4	Delay Offset	+	+	+	0 - 127	0.0 ～ 50.0 [ms]	102	12.2[ms]	table#2		
5	-				0	-	0	-			
6	EQ Low Frequency	+	+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
8	EQ High Frequency	+	+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
10	Dry/Wet Balance	+	+	+	1 - 127	D63>W ～ D=W ～ D<W63	64	D=W	table#15	●	
11	EQ Mid Frequency	+	+	+	14 - 54	100 ～ 10.0k [Hz]	46	4.0[kHz]	table#3		
12	EQ Mid Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
13	EQ Mid Width	+	+	+	10 - 120	1.0 ～ 12.0	10	1.0			
14	-				0	-	0	-			
15	Input Mode	+	+	+	0 - 1	Mono,Stereo	0	Mono			
16	-				0	-	0	-			

FB CHORUS

No.	Parameter Name	Option C	Option V	Option I	Data Range	Data Range Display	Default Data	Default Data Display	See Table	Control	Notes
1	LFO Frequency	+	+	+	0 - 127	0.0 ～ 39.7 [Hz]	6	0.25[Hz]	table#1		
2	LFO Depth	+	+	+	0 - 127	0 ～ 127	43	43	table#19		
3	Feedback Level	+	+	+	1 - 127	-63 ～ +63	107	+43	table#17		
4	Delay Offset	+	+	+	0 - 127	0.0 ～ 50.0 [ms]	111	24.9[ms]	table#2		
5	-				0	-	0	-			
6	EQ Low Frequency	+	+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
8	EQ High Frequency	+	+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
10	Dry/Wet Balance	+	+	+	1 - 127	D63>W ～ D=W ～ D<W63	64	D=W	table#15	●	
11	EQ Mid Frequency	+	+	+	14 - 54	100 ～ 10.0k [Hz]	46	4.0[kHz]	table#3		
12	EQ Mid Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
13	EQ Mid Width	+	+	+	10 - 120	1.0 ～ 12.0	10	1.0			
14	-				0	-	0	-			
15	Input Mode	+	+	+	0 - 1	Mono,Stereo	0	Mono			
16	-				0	-	0	-			

[Attached Chart 2]

CHORUS 4

No.	Parameter Name	Option C	Option V	Option I	Data Range	Data Range Display	Default Data	Default Data Display	See Table	Control	Notes
1	LFO Frequency	+	+	+	0 - 127	0.00 ～ 39.7 [Hz]	9	0.38[Hz]	table#1		
2	LFO Depth	+	+	+	0 - 127	0 ～ 127	32	32	table#19		
3	Feedback Level	+	+	+	1 - 127	-63 ～ +63	69	+5	table#17		
4	Delay Offset	+	+	+	0 - 127	0.0 ～ 50.0 [ms]	104	14.4[ms]	table#2		
5	-				0	-	0	-			
6	EQ Low Frequency	+	+	+	4 - 40(8 - 40)	32 ～ 2.0k(50 ～ 2.0k) [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
8	EQ High Frequency	+	+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
10	Dry/Wet Balance	+	+	+	1 - 127	D63>W ～ D=W ～ D<W63	64	D=W	table#15	●	
11	EQ Mid Frequency	+	+	+	14 - 54	100 ～ 10.0k [Hz]	46	4.0[kHz]	table#3		
12	EQ Mid Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
13	EQ Mid Width	+	+	+	10 - 120	1.0 ～ 12.0	10	1.0			
14	-				0	-	0	-			
15	Input Mode	+	+	+	0 - 1	Mono,Stereo	1	Stereo			
16	-				0	-	0	-			

CELESTE 1

No.	Parameter Name	Option C	Option V	Option I	Data Range	Data Range Display	Default Data	Default Data Display	See Table	Control	Notes
1	LFO Frequency		-	+	0 - 127	0.00 ～ 39.7 [Hz]	12	0.51[Hz]	table#1		
2	LFO Depth		-	+	0 - 127	0 ～ 127	32	32	table#19		
3	Feedback Level		-	+	1 - 127	-63 ～ +63	64	+0	table#17		
4	Delay Offset		-	+	0 - 127	0.0 ～ 50.0 [ms]	0	0.0[ms]	table#2		
5	-				0	-	0	-			
6	EQ Low Frequency		-	+	4 - 40(8 - 40)	32 ～ 2.0k(50 ～ 2.0k) [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain		-	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
8	EQ High Frequency		-	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain		-	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
10	Dry/Wet Balance		-	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15	●	
11	EQ Mid Frequency	+	+	+	14 - 54	100 ～ 10.0k [Hz]	40	2.0[kHz]	table#3		
12	EQ Mid Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	68	+4[dB]			
13	EQ Mid Width	+	+	+	10 - 120	1.0 ～ 12.0	10	1.0			
14	-				0	-	0	-			
15	Input Mode	+	+	+	0 - 1	Mono,Stereo	0	Mono			
16	-				0	-	0	-			

CELESTE 2

No.	Parameter Name	Option C	Option V	Option I	Data Range	Data Range Display	Default Data	Default Data Display	See Table	Control	Notes
1	LFO Frequency	-	-	+	0 - 127	0.00 ～ 39.7 [Hz]	28	1.18[Hz]	table#1		
2	LFO Depth	-	-	+	0 - 127	0 ～ 127	18	18	table#19		
3	Feedback Level	-	-	+	1 - 127	-63 ～ +63	90	+26	table#17		
4	Delay Offset	-	-	+	0 - 127	0.0 ～ 50.0 [ms]	2	0.2[ms]	table#2		
5	-				0	-	0	-			
6	EQ Low Frequency	-	-	+	4 - 40(8 - 40)	32 ～ 2.0k(50 ～ 2.0k) [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain	-	-	+	52 - 76	-12 ～ +12 [dB]	62	-2[dB]			
8	EQ High Frequency	-	-	+	28 - 58	500 ～ 16.0k [Hz]	42	2.5[kHz]	table#3		
9	EQ High Gain	-	-	+	52 - 76	-12 ～ +12 [dB]	60	-4[dB]			
10	Dry/Wet Balance	-	-	+	1 - 127	D63>W ～ D=W ～ D<W63	84	D<W20	table#15	●	
11	EQ Mid Frequency	+	+	+	14 - 54	100 ～ 10.0k [Hz]	40	2.0[kHz]	table#3		
12	EQ Mid Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	68	+4[dB]			
13	EQ Mid Width	+	+	+	10 - 120	1.0 ～ 12.0	10	1.0			
14	-				0	-	0	-			
15	Input Mode	+	+	+	0 - 1	Mono,Stereo	0	Mono			
16	-				0	-	0	-			

CELESTE 3

No.	Parameter Name	Option C	Option V	Option I	Data Range	Data Range Display	Default Data	Default Data Display	See Table	Control	Notes
1	LFO Frequency	-	-	+	0 - 127	0.00 ～ 39.7 [Hz]	4	0.17[Hz]	table#1		
2	LFO Depth	-	-	+	0 - 127	0 ～ 127	63	63	table#19		
3	Feedback Level	-	-	+	1 - 127	-63 ～ +63	44	-20	table#17		
4	Delay Offset	-	-	+	0 - 127	0.0 ～ 50.0 [ms]	2	0.2[ms]	table#2		
5	-				0	-	0	-			
6	EQ Low Frequency	-	-	+	4 - 40(8 - 40)	32 ～ 2.0k(50 ～ 2.0k) [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain	-	-	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
8	EQ High Frequency	-	-	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain	-	-	+	52 - 76	-12 ～ +12 [dB]	68	+4[dB]			
10	Dry/Wet Balance	-	-	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15	●	
11	EQ Mid Frequency	+	+	+	14 - 54	100 ～ 10.0k [Hz]	40	2.0[kHz]	table#3		
12	EQ Mid Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	68	+4[dB]			
13	EQ Mid Width	+	+	+	10 - 120	1.0 ～ 12.0	10	1.0			
14	-				0	-	0	-			
15	Input Mode	+	+	+	0 - 1	Mono,Stereo	0	Mono			
16	-				0	-	0	-			

CELESTE 4

No.	Parameter Name	Option C	Option V	Option I	Data Range	Data Range Display	Default Data	Default Data Display	See Table	Control	Notes
1	LFO Frequency	+	+	+	0 - 127	0.00 ～ 39.7 [Hz]	8	0.34[Hz]	table#1		
2	LFO Depth	+	+	+	0 - 127	0 ～ 127	29	29	table#19		
3	Feedback Level	+	+	+	1 - 127	-63 ～ +63	64	+0	table#17		
4	Delay Offset	+	+	+	0 - 127	0.0 ～ 50.0 [ms]	0	0.0[ms]	table#2		
5	-				0	-	0	-			
6	EQ Low Frequency	+	+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
8	EQ High Frequency	+	+	+	28 - 58	500 ～ 16.0k [Hz]	51	7.0[kHz]	table#3		
9	EQ High Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	66	+2[dB]			
10	Dry/Wet Balance	+	+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15	●	
11	EQ Mid Frequency	+	+	+	14 - 54	100 ～ 10.0k [Hz]	40	2.0[kHz]	table#3		
12	EQ Mid Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	68	+4[dB]			
13	EQ Mid Width	+	+	+	10 - 120	1.0 ～ 12.0	10	1.0			
14	-				0	-	0	-			
15	Input Mode	+	+	+	0 - 1	Mono,Stereo	1	Stereo			
16	-				0	-	0	-			

FLANGER 1

No.	Parameter Name	Option C	Option V	Option I	Data Range	Data Range Display	Default Data	Default Data Display	See Table	Control	Notes
1	LFO Frequency		-	+	0 - 127	0.00 ～ 39.7 [Hz]	14	0.59[Hz]	table#1		
2	LFO Depth		-	+	0 - 127	0 ～ 127	14	14	table#19		
3	Feedback Level		-	+	1 - 127	-63 ～ +63	104	+40	table#16		
4	Delay Offset		-	+	0 - 127	0.0 ～ 50.0 [ms]	2	0.2[ms]	table#2		
5	-				0	-	0	-			
6	EQ Low Frequency		-	+	4 - 40(8 - 40)	32 ～ 2.0k(50 ～ 2.0k) [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain		-	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
8	EQ High Frequency		-	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain		-	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
10	Dry/Wet Balance		-	+	1 - 127	D63>W ～ D=W ～ D<W63	96	D<W32	table#15	●	
11	EQ Mid Frequency	+	+	+	14 - 54	100 ～ 10.0k [Hz]	40	2.0[kHz]	table#3		
12	EQ Mid Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
13	EQ Mid Width	+	+	+	10 - 120	1.0 ～ 12.0	10	1.0			
14	LFO Phase Difference	+	+	+	4 - 124	-180 ～ +180 [deg]	4	-180[deg]			resolution=3deg.
15	-				0	-	0	-			
16	-				0	-	0	-			

[Attached Chart 2]

FLANGER 2

No.	Parameter Name	Option C	Option V	Option I	Data Range	Data Range Display	Default Data	Default Data Display	See Table	Control	Notes
1	LFO Frequency	-	-	+	0 - 127	0.00 ～ 39.7 [Hz]	32	1.35[Hz]	table#1		
2	LFO Depth	-	-	+	0 - 127	0 ～ 127	17	17	table#19		
3	Feedback Level	-	-	+	1 - 127	-63 ～ +63	26	-38	table#16		
4	Delay Offset	-	-	+	0 - 127	0.0 ～ 50.0 [ms]	2	0.2[ms]	table#2		
5	-				0	-	0	-			
6	EQ Low Frequency	-	-	+	4 - 40(8 - 40)	32 ～ 2.0k(50 ～ 2.0k) [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain	-	-	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
8	EQ High Frequency	-	-	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain	-	-	+	52 - 76	-12 ～ +12 [dB]	60	-4[dB]			
10	Dry/Wet Balance	-	-	+	1 - 127	D63>W ～ D=W ～ D<W63	96	D<W32	table#15	●	
11	EQ Mid Frequency	+	+	+	14 - 54	100 ～ 10.0k [Hz]	40	2.0[kHz]	table#3		
12	EQ Mid Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
13	EQ Mid Width	+	+	+	10 - 120	1.0 ～ 12.0	10	1.0			
14	LFO Phase Difference	+	+	+	4 - 124	-180 ～ +180 [deg]	4	-180[deg]			resolution=3deg.
15	-				0	-	0	-			
16	-				0	-	0	-			

GM FLANGER

No.	Parameter Name	Option C	Option V	Option I	Data Range	Data Range Display	Default Data	Default Data Display	See Table	Control	Notes
1	LFO Frequency	+	+	+	0 - 127	0.0 ～ 39.7 [Hz]	3	0.13[Hz]	table#1		
2	LFO Depth	+	+	+	0 - 127	0 ～ 127	21	21	table#19		
3	Feedback Level	+	+	+	1 - 127	-63 ～ +63	120	+56	table#16		
4	Delay Offset	+	+	+	0 - 127	0.0 ～ 50.0 [ms]	1	0.1[ms]	table#2		
5	-				0	-	0	-			
6	EQ Low Frequency	+	+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
8	EQ High Frequency	+	+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
10	Dry/Wet Balance	+	+	+	1 - 127	D63>W ～ D=W ～ D<W63	96	D<W32	table#15	●	
11	EQ Mid Frequency	+	+	+	14 - 54	100 ～ 10.0k [Hz]	40	2.0[kHz]	table#3		
12	EQ Mid Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
13	EQ Mid Width	+	+	+	10 - 120	1.0 ～ 12.0	10	1.0			
14	LFO Phase Difference	+	+	+	4 - 124	-180 ～ +180 [deg]	4	-180[deg]			resolution=3[deg]
15	-				0	-	0	-			
16	-				0	-	0	-			

FLANGER 3

No.	Parameter Name	Option C	Option V	Option I	Data Range	Data Range Display	Default Data	Default Data Display	See Table	Control	Notes
1	LFO Frequency	+	+	+	0 - 127	0.00 ～ 39.7 [Hz]	4	0.17[Hz]	table#1		
2	LFO Depth	+	+	+	0 - 127	0 ～ 127	109	109	table#19		
3	Feedback Level	+	+	+	1 - 127	-63 ～ +63	109	+45	table#16		
4	Delay Offset	+	+	+	0 - 127	0.0 ～ 50.0 [ms]	2	0.2[ms]	table#2		
5	-				0	-	0	-			
6	EQ Low Frequency	+	+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
8	EQ High Frequency	+	+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
10	Dry/Wet Balance	+	+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15	●	
11	EQ Mid Frequency	+	+	+	14 - 54	100 ～ 10.0k [Hz]	40	2.0[kHz]	table#3		
12	EQ Mid Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
13	EQ Mid Width	+	+	+	10 - 120	1.0 ～ 12.0	10	1.0			
14	LFO Phase Difference	+	+	+	4 - 124	-180 ～ +180 [deg]	4	-180[deg]			resolution=3[deg]
15	-				0	-	0	-			
16	-				0	-	0	-			

SYMPHONIC

No.	Parameter Name	Option C	Option V	Option I	Data Range	Data Range Display	Default Data	Default Data Display	See Table	Control	Notes
1	LFO Frequency	+	-	+	0 - 127	0.00 ～ 39.7 [Hz]	12	0.51[Hz]	table#1		
2	LFO Depth	+	-	+	0 - 127	0 ～ 127	25	25	table#19		
3	Delay Offset	+	-	+	0 - 127	0.0 ～ 50.0 [ms]	16	1.6[ms]	table#2		
4	-				0	-	0	-			
5	-				0	-	0	-			
6	EQ Low Frequency	+	-	+	4 - 40(8 - 40)	32 ～ 2.0k(50 ～ 2.0k) [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain	+	-	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
8	EQ High Frequency	+	-	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain	+	-	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
10	Dry/Wet Balance	+	-	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15	●	
11	EQ Mid Frequency	+	+	+	14 - 54	100 ～ 10.0k [Hz]	46	4.0[kHz]	table#3		
12	EQ Mid Gain	+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
13	EQ Mid Width	+	+	+	10 - 120	1.0 ～ 12.0	10	1.0			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

ROTARY SPEAKER

No.	Parameter Name	Option V	Option I	Data Range	Data Range Display	Default Data	Default Data Display	See Table	Control	Notes
1	LFO Frequency	-	+	0 - 127	0.00 ～ 39.7 [Hz]	81	4.54[Hz]	table#1	●	
2	LFO Depth	-	+	0 - 127	0 ～ 127	35	35	table#19		
3	-			0	-	0	-			
4	-			0	-	0	-			
5	-			0	-	0	-			
6	EQ Low Frequency	-	+	4 - 40(8 - 40)	32 ～ 2.0k(50 ～ 2.0k) [Hz]	24	315[Hz]	table#3		
7	EQ Low Gain	-	+	52 - 76	-12 ～ +12 [dB]	60	-4[dB]			
8	EQ High Frequency	-	+	28 - 58	500 ～ 16.0k [Hz]	45	3.6[kHz]	table#3		
9	EQ High Gain	-	+	52 - 76	-12 ～ +12 [dB]	54	-10[dB]			
10	Dry/Wet Balance	-	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15		
11	EQ Mid Frequency	+	+	14 - 54	100 ～ 10.0k [Hz]	33	900[Hz]	table#3		
12	EQ Mid Gain	+	+	52 - 76	-12 ～ +12 [dB]	52	-12[dB]			
13	EQ Mid Width	+	+	10 - 120	1.0 ～ 12.0	30	3.0			
14	-			0	-	0	-			
15	-			0	-	0	-			
16	-			0	-	0	-			

DISTORTION+ROTARY SPEAKER

No.	Parameter Name	Option V	Option I	Data Range	Data Range Display	Default Data	Default Data Display	See Table	Control	Notes
1	LFO Frequency	+	+	0 - 127	0.0 ～ 39.7 [Hz]	6	0.25[Hz]	table#1	●	
2	LFO Depth	+	+	0 - 127	0 ～ 127	92	92	table#19		
3	-			0	-	0	-			
4	-			0	-	0	-			
5	-			0	-	0	-			
6	EQ Low Frequency	+	+	4 - 40	32 ～ 2.0k [Hz]	26	400[Hz]	table#3		
7	EQ Low Gain	+	+	52 - 76	-12 ～ +12 [dB]	68	+4[dB]			
8	EQ High Frequency	+	+	28 - 58	500 ～ 16.0k [Hz]	56	12.0[kHz]	table#3		
9	EQ High Gain	+	+	52 - 76	-12 ～ +12 [dB]	52	-12[dB]			
10	Dry/Wet Balance	+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15		
11	-			0	-	0	-			
12	-			0	-	0	-			
13	-			0	-	0	-			
14	Drive	+	+	0 - 127	0 ～ 127	5	5			
15	LPF Cutoff	+	+	34 - 60	1.0[kHz] ～ Thru	49	5.6[kHz]	table#3		
16	Output Level	+	+	0 - 127	0 ～ 127	55	55	table#18		

[Attached Chart 2]

OVERDRIVE+ROTARY SPEAKER

No.	Parameter Name	Option			Data Range	Default Data		See Table	Control	Notes
			V	I	Display		Display			
1	LFO Frequency		+	+	0 - 127	0.0 ～ 39.7 [Hz]	7	0.29[Hz]	table#1	●	
2	LFO Depth		+	+	0 - 127	0 ～ 127	90	90	table#19		
3	-				0	-	0	-			
4	-				0	-	0	-			
5	-				0	-	0	-			
6	EQ Low Frequency		+	+	4 - 40	32 ～ 2.0k [Hz]	24	315[Hz]	table#3		
7	EQ Low Gain		+	+	52 - 76	-12 ～ +12 [dB]	66	+2[dB]			
8	EQ High Frequency		+	+	28 - 58	500 ～ 16.0k [Hz]	56	12.0[kHz]	table#3		
9	EQ High Gain		+	+	52 - 76	-12 ～ +12 [dB]	52	-12[dB]			
10	Dry/Wet Balance		+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15		
11	-				0	-	0	-			
12	-				0	-	0	-			
13	-				0	-	0	-			
14	Drive		+	+	0 - 127	0 ～ 127	4	4			
15	LPF Cutoff		+	+	34 - 60	1.0[kHz] ～ Thru	47	4.5[kHz]	table#3		
16	Output Level		+	+	0 - 127	0 ～ 127	45	45	table#18		

AMP SIMULATOR+ROTARY SPEAKER

No.	Parameter Name	Option			Data Range	Default Data		See Table	Control	Notes
			V	I	Display		Display			
1	LFO Frequency		+	+	0 - 127	0.0 ～ 39.7 [Hz]	5	0.21[Hz]	table#1	●	
2	LFO Depth		+	+	0 - 127	0 ～ 127	90	90	table#19		
3	AMP Type		+	+	0 - 3	Off,Stack,Combo,Tube	3	Tube			
4	-				0	-	0	-			
5	-				0	-	0	-			
6	EQ Low Frequency		+	+	4 - 40	32 ～ 2.0k [Hz]	25	355[Hz]	table#3		
7	EQ Low Gain		+	+	52 - 76	-12 ～ +12 [dB]	68	+4[dB]			
8	EQ High Frequency		+	+	28 - 58	500 ～ 16.0k [Hz]	56	12[kHz]	table#3		
9	EQ High Gain		+	+	52 - 76	-12 ～ +12 [dB]	52	-12[dB]			
10	Dry/Wet Balance		+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15		
11	-				0	-	0	-			
12	-				0	-	0	-			
13	-				0	-	0	-			
14	Drive		+	+	0 - 127	0 ～ 127	4	4			
15	LPF Cutoff		+	+	34 - 60	1.0[kHz] ～ Thru	48	5.0[kHz]	table#3		
16	Output Level		+	+	0 - 127	0 ～ 127	45	45	table#18		

TREMOLO

No.	Parameter Name	Option			Data Range	Default Data		See Table	Control	Notes
			V	I	Display		Display			
1	LFO Frequency		-	+	0 - 127	0.00 ～ 39.7 [Hz]	83	4.88[Hz]	table#1	●	
2	AM Depth		-	+	0 - 127	0 ～ 127	56	56			
3	PM Depth		-	+	0 - 127	0 ～ 127	0	0			
4	-				0	-	0	-			
5	-				0	-	0	-			
6	EQ Low Frequency		-	+	4 - 40(8 - 40)	32 ～ 2.0k(50 ～ 2.0k) [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain		-	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
8	EQ High Frequency		-	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain		-	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
10	-				127	-	127	-			
11	EQ Mid Frequency		+	+	14 - 54	100 ～ 10.0k [Hz]	40	2.0[kHz]	table#3		
12	EQ Mid Gain		+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
13	EQ Mid Width		+	+	10 - 120	1.0 ～ 12.0	10	1.0			
14	LFO Phase Difference		+	+	4 - 124	-180 ～ +180 [deg]	64	+0[deg]			resolution=3deg.
15	Input Mode		+	+	0 - 1	Mono,Stereo	0	Mono			
16	-				0	-	0	-			

AUTO PAN

No.	Parameter Name	Option			Data Range	Default Data		See Table	Control	Notes
			V	I	Display		Display			
1	LFO Frequency		-	+	0 - 127	0.00 ～ 39.7 [Hz]	76	3.70[Hz]	table#1	●	
2	L/R Depth		-	+	0 - 127	0 ～ 127	80	80			
3	F/R Depth		-	+	0 - 127	0 ～ 127	32	32			
4	PAN Direction		-	+	0 - 5	L<>R,L->R,L<-R,Lturn,Rturn,L/R	5	L/R			
5	-				0	-	0	-			
6	EQ Low Frequency		-	+	4 - 40(8 - 40)	32 ～ 2.0k(50 ～ 2.0k) [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain		-	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
8	EQ High Frequency		-	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain		-	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
10	-				127	-	127	-			
11	EQ Mid Frequency		+	+	14 - 54	100 ～ 10.0k [Hz]	40	2.0[kHz]	table#3		
12	EQ Mid Gain		+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
13	EQ Mid Width		+	+	10 - 120	1.0 ～ 12.0	10	1.0			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

AUTO PAN2

No.	Parameter Name	Option			Data Range	Default Data		See Table	Control	Notes
			V	I	Display		Display			
1	LFO Freq		+	+	0 - 127	0.0 ～ 39.70 [Hz]	67	2.94[Hz]	table#1	●	
2	L/R Depth		+	+	0 - 127	0 ～ 127	127	127			
3	F/R Depth		+	+	0 - 127	0 ～ 127	32	32			
4	PAN Direction		+	+	0 - 5	L<>R,L>>R,L<<R,Lturn,Rturn,L/R	5	L/R			
5	LFO Wave		+	+	0 - 28	0 ～ 28	15	15			
6	EQ Low Frequency		+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain		+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
8	EQ High Frequency		+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain		+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
10	-				127	-	127	-			
11	EQ Mid Frequency		+	+	14 - 54	100 ～ 10.0k [Hz]	40	2.0[kHz]	table#3		
12	EQ Mid Gain		+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
13	EQ Mid Width		+	+	1 - 120	0.1 ～ 12.0	10	1.0			
14	-				0	-	0	-			
15	Input Mode		+	+	0 - 1	Mono,Stereo	0	Mono			
16	-				0	-	0	-			

PHASER 1

No.	Parameter Name	Option				Data Range	Default Data		See Table	Control	Notes
			C	V	I	Display		Display			
1	LFO Frequency		+	-	+	0 - 127	0.00 ～ 39.7 [Hz]	8	0.34[Hz]	table#1		
2	LFO Depth		+	-	+	0 - 127	0 ～ 127	111	111	table#19		
3	Phase Shift Offset		+	-	+	0 - 127	0 ～ 127	74	74			
4	Feedback Level		+	-	+	1 - 127	-63 ～ +63	104	+40	table#16		
5	-					0	-	0	-			
6	EQ Low Frequency		+	-	+	4 - 40(8 - 40)	32 ～ 2.0k(50 ～ 2.0k) [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain		+	-	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
8	EQ High Frequency		+	-	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain		+	-	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
10	Dry/Wet Balance		+	-	+	1 - 127	D63>W ～ D=W ～ D<W63	64	D=W	table#15	●	
11	Stage		+	+	+	4 - 22	4 ～ 22	6	6			
12	Diffusion		+	+	+	0 - 1	Mono,Stereo	1	Stereo			
13	-					0	-	0	-			
14	-					0	-	0	-			
15	-					0	-	0	-			
16	-					0	-	0	-			

[Attached Chart 2]

PHASER 2

No.	Parameter Name	Option V	Option I	Data Range	Default Data	Default Data Display	See Table	Control	Notes
				Display					
1	LFO Frequency	+	+	0 - 127	0.00 ～ 39.7 [Hz]	8	0.34[Hz]	table#1	
2	LFO Depth	+	+	0 - 127	0 ～ 127	111	111	table#19	
3	Phase Shift Offset	+	+	0 - 127	0 ～ 127	74	74		
4	Feedback Level	+	+	1 - 127	-63 ～ +63	108	+44	table#16	
5	-			0	-	0	-		
6	EQ Low Frequency	+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3	
7	EQ Low Gain	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]		
8	EQ High Frequency	+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3	
9	EQ High Gain	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]		
10	Dry/Wet Balance	+	+	1 - 127	D63>W ～ D=W ～ D<W63	64	D=W	table#15	●
11	Stage	+	+	3 - 11	3 ～ 11	5	5		
12	-			0	-	0	-		
13	LFO Phase Difference	+	+	4 - 124	-180 ～ +180 [deg]	4	-180[deg]		resolution=3deg.
14	-			0	-	0	-		
15	-			0	-	0	-		
16	-			0	-	0	-		

DISTORTION

No.	Parameter Name	Option V	Option I	Data Range	Default Data	Default Data Display	See Table	Control	Notes
				Display					
1	Drive	-	+	0 - 127	0 ～ 127	40	40		●
2	EQ Low Frequency	-	+	4 - 40(8 - 40)	32 ～ 2.0k(50 ～ 2.0k) [Hz]	20	200[Hz]	table#3	
3	EQ Low Gain	-	+	52 - 76	-12 ～ +12 [dB]	72	+8[dB]		
4	LPF Cutoff	-	+	34 - 60	1.0[kHz] ～ Thru	53	9.0[kHz]	table#3	
5	Output Level	-	+	0 - 127	0 ～ 127	48	48	table#18	
6	-			0	-	0	-		
7	EQ Mid Frequency	-	+	14 - 54(28 - 54)	100 ～ 10.0k(500 ～ 10.0k) [Hz]	43	2.8[kHz]	table#3	
8	EQ Mid Gain	-	+	52 - 76	-12 ～ +12 [dB]	74	+10		
9	EQ Mid Width	-	+	10 - 120	1.0 ～ 12.0	10	1.0		
10	Dry/Wet Balance	-	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15	
11	Edge(Clip Curve)	+	+	0 - 127	0 ～ 127	120	120		mild～sharp
12	-			0	-	0	-		
13	-			0	-	0	-		
14	-			0	-	0	-		
15	-			0	-	0	-		
16	-			0	-	0	-		

COMPRESSOR+DISTORTION

No.	Parameter Name	Option V	Option I	Data Range	Default Data	Default Data Display	See Table	Control	Notes
				Display					
1	Drive	+	+	0 - 127	0 ～ 127	40	40		●
2	EQ Low Frequency	+	+	4 - 40	32 ～ 2.0k [Hz]	20	200[Hz]	table#3	
3	EQ Low Gain	+	+	52 - 76	-12 ～ +12 [dB]	72	+8[dB]		
4	LPF Cutoff	+	+	34 - 60	1.0[kHz] ～ Thru	53	9.0[kHz]	table#3	
5	Output Level	+	+	0 - 127	0 ～ 127	48	48	table#18	
6	-			0	-	0	-		
7	EQ Mid Frequency	+	+	14 - 54	100 ～ 10.0k [Hz]	43	2.8[kHz]	table#3	
8	EQ Mid Gain	+	+	52 - 76	-12 ～ +12 [dB]	74	+10[dB]		
9	EQ Mid Width	+	+	10 - 120	1.0 ～ 12.0	10	1.0		
10	Dry/Wet Balance	+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15	
11	Edge(Clip Curve)	+	+	0 - 127	0 ～ 127	120	120		mild～sharp
12	Attack	+	+	0 - 19	1 ～ 40 [ms]	6	7[ms]	table#8	
13	Release	+	+	0 - 15	10 ～ 680 [ms]	2	25[ms]	table#9	
14	Threshold	+	+	79 - 121	-48 ～ -6 [dB]	100	-27[dB]		
15	Ratio	+	+	0 - 7	1.0 ～ 20.0	4	5.0	table#10	
16	-			0	-	0	-		

STEREO DISTORTION

No.	Parameter Name	Option V	Option I	Data Range	Default Data	Default Data Display	See Table	Control	Notes
				Display					
1	Drive	+	+	0 - 127	0 ～ 127	18	18		●
2	EQ Low Frequency	+	+	4 - 40	32 ～ 2.0k [Hz]	27	450[Hz]	table#3	
3	EQ Low Gain	+	+	52 - 76	-12 ～ +12 [dB]	71	+7[dB]		
4	LPF Cutoff	+	+	34 - 60	1.0[kHz] ～ Thru	48	5.0[kHz]	table#3	
5	Output Level	+	+	0 - 127	0 ～ 127	84	84	table#18	
6	-			0	-	0	-		
7	EQ Mid Frequency	+	+	14 - 54	100 ～ 10.0k [Hz]	32	800[Hz]	table#3	
8	EQ Mid Gain	+	+	52 - 76	-12 ～ +12 [dB]	66	+2[dB]		
9	EQ Mid Width	+	+	10 - 120	1.0 ～ 12.0	10	1.0		
10	Dry/Wet Balance	+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15	
11	Edge(Clip Curve)	+	+	0 - 127	0 ～ 127	105	105		mild ～ sharp
12	-			0	-	0	-		
13	-			0	-	0	-		
14	-			0	-	0	-		
15	-			0	-	0	-		
16	-			0	-	0	-		

OVERDRIVE

No.	Parameter Name	Option V	Option I	Data Range	Default Data	Default Data Display	See Table	Control	Notes
				Display					
1	Drive	-	+	0 - 127	0 ～ 127	29	29		●
2	EQ Low Frequency	-	+	4 - 40(8 - 40)	32 ～ 2.0k(50 ～ 2.0k) [Hz]	24	315[Hz]	table#3	
3	EQ Low Gain	-	+	52 - 76	-12 ～ +12 [dB]	68	+4[dB]		
4	LPF Cutoff	-	+	34 - 60	1.0[kHz] ～ Thru	45	3.6[kHz]	table#3	
5	Output Level	-	+	0 - 127	0 ～ 127	55	55	table#18	
6	-			0	-	0	-		
7	EQ Mid Frequency	-	+	14 - 54(28 - 54)	100 ～ 10.0k(500 ～ 10.0k) [Hz]	41	2.2[kHz]	table#3	
8	EQ Mid Gain	-	+	52 - 76	-12 ～ +12 [dB]	72	+8[dB]		
9	EQ Mid Width	-	+	10 - 120	1.0 ～ 12.0	10	1.0		
10	Dry/Wet Balance	-	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15	
11	Edge(Clip Curve)	+	+	0 - 127	0 ～ 127	104	104		mild～sharp
12	-			0	-	0	-		
13	-			0	-	0	-		
14	-			0	-	0	-		
15	-			0	-	0	-		
16	-			0	-	0	-		

STEREO OVER DRIVE

No.	Parameter Name	Option V	Option I	Data Range	Default Data	Default Data Display	See Table	Control	Notes
				Display					
1	Drive	+	+	0 - 127	0 ～ 127	10	10		●
2	EQ Low Frequency	+	+	4 - 40	32 ～ 2.0k [Hz]	24	315[Hz]	table#3	
3	EQ Low Gain	+	+	52 - 76	-12 ～ +12 [dB]	69	+5[dB]		
4	LPF Cutoff	+	+	34 - 60	1.0[kHz] ～ Thru	46	4.0[kHz]	table#3	
5	Output Level	+	+	0 - 127	0 ～ 127	105	105	table#18	
6	-			0	-	0	-		
7	EQ Mid Frequency	+	+	14 - 54	100 ～ 10.0k [Hz]	41	2.2[kHz]	table#3	
8	EQ Mid Gain	+	+	52 - 76	-12 ～ +12 [dB]	66	+2[dB]		
9	EQ Mid Width	+	+	10 - 120	1.0 ～ 12.0	10	1.0		
10	Dry/Wet Balance	+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15	
11	Edge(Clip Curve)	+	+	0 - 127	0 ～ 127	104	104		mild ～ sharp
12	-			0	-	0	-		
13	-			0	-	0	-		
14	-			0	-	0	-		
15	-			0	-	0	-		
16	-			0	-	0	-		

[Attached Chart 2]

AMP SIMULATOR

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Drive		-	+	0 - 127	0 〜 127	39	39		●	
2	AMP Type		-	+	0 - 3	Off,Stack,Combo,Tube	1	Stack			
3	LPF Cutoff		-	+	34 - 60	1.0[kHz] 〜 Thru	48	5.0[kHz]	table#3		
4	Output Level		-	+	0 - 127	0 〜 127	55	55	table#18		
5	-				0	-	0	-			
6	-				0	-	0	-			
7	-				0	-	0	-			
8	-				0	-	0	-			
9	-				0	-	0	-			
10	Dry/Wet Balance		-	+	1 - 127	D63>W 〜 D=W 〜 D<W63	127	D<W63	table#15		
11	Edge(Clip Curve)		+	+	0 - 127	0 〜 127	112	112			mild〜sharp
12	-				0	-	0	-			
13	-				0	-	0	-			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

AMP SIMULATOR2

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Drive		+	+	0 - 127	0〜127	50	50		●	
2	AMP Type		+	+	0 - 6	Off,Stack,Combo,Tube,Crunch,Hi gain,British	3	tube			
3	LPF Cutoff Frequency		+	+	34 - 60	1.0[kHz] 〜 Thru	48	5.0[kHz]	table#3		
4	Output Level		+	+	0 - 127	0〜127	70	70			
5	-				0	-	0	-			
6	-				0	-	0	-			
7	-				0	-	0	-			
8	-				0	-	0	-			
9	-				0	-	0	-			
10	Dry/Wet Balance		+	+	1 - 127	D63>W 〜 D=W 〜 D<W63	127	D<W63	table#15		
11	-				0	-	0	-			
12	-				0	-	0	-			
13	-				0	-	0	-			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

STEREO AMP SIMULATOR

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Drive		+	+	0 - 127	0 〜 127	16	16		●	
2	AMP Type		+	+	0 - 3	Off,Stack,Combo,Tube	2	Combo			
3	LPF Cutoff		+	+	34 - 60	1[kHz] 〜 Thru	46	4.0[kHz]	table#3		
4	Output Level		+	+	0 - 127	0 〜 127	119	119	table#18		
5	-				0	-	0	-			
6	-				0	-	0	-			
7	-				0	-	0	-			
8	-				0	-	0	-			
9	-				0	-	0	-			
10	Dry/Wet Balance		+	+	1 - 127	D63>W 〜 D=W 〜 D<W63	127	D<W63	table#15		
11	Edge		+	+	0 - 127	0 〜 127	106	106			mild 〜 sharp
12	-				0	-	0	-			
13	-				0	-	0	-			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

3BAND EQ

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	EQ Low Gain		-	+	52 - 76	-12 〜 +12 [dB]	70	+6[dB]			
2	EQ Mid Frequency		-	+	14 - 54(28 - 54)	100 〜 10.0k(500 〜 10.0k) [Hz]	34	1.0[kHz]	table#3		
3	EQ Mid Gain		-	+	52 - 76	-12 〜 +12 [dB]	60	-4[dB]			
4	EQ Mid Width		-	+	10 - 120	1.0 〜 12.0	10	1.0			
5	EQ High Gain		-	+	52 - 76	-12 〜 +12 [dB]	70	+6[dB]			
6	EQ Low Frequency		-	+	8 - 40	50 〜 2.0k [Hz]	28	500[Hz]	table#3		
7	EQ High Frequency		-	+	28 - 58	500 〜 16.0k [Hz]	46	4.0[kHz]	table#3		
8	-				0	-	0	-			
9	-				0	-	0	-			
10	-				127	-	127	-			
11	-				0	-	0	-			
12	-				0	-	0	-			
13	-				0	-	0	-			
14	-				0	-	0	-			
15	Input Mode		+	+	0 - 1	Mono,Stereo	0	Mono			
16	-				0	-	0	-			

2BAND EQ

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	EQ Low Frequency		-	+	4 - 40(8 - 40)	32 〜 2.0k(50 〜 2.0k) [Hz]	28	500[Hz]	table#3		
2	EQ Low Gain		-	+	52 - 76	-12 〜 +12 [dB]	70	+6[dB]			
3	EQ High Frequency		-	+	28 - 58	500 〜 16.0k [Hz]	46	4.0[kHz]	table#3		
4	EQ High Gain		-	+	52 - 76	-12 〜 +12 [dB]	70	+6[dB]			
5	-				0	-	0	-			
6	-				0	-	0	-			
7	-				0	-	0	-			
8	-				0	-	0	-			
9	-				0	-	0	-			
10	-				127	-	127	-			
11	-				0	-	0	-			
12	-				0	-	0	-			
13	-				0	-	0	-			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

AUTO WAH

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	LFO Frequency		-	+	0 - 127	0.00 〜 39.7 [Hz]	70	3.20[Hz]	table#1		
2	LFO Depth		-	+	0 - 127	0 〜 127	56	56	table#19		
3	Cutoff Frequency Offset		-	+	0 - 127	0 〜 127	39	39		●	
4	Resonance		-	+	10 - 120	1.0 〜 12.0	25	2.5			
5	-				0	-	0	-			
6	EQ Low Frequency		-	+	4 - 40(8 - 40)	32 〜 2.0k(50 〜 2.0k) [Hz]	28	500{Hz]	table#3		
7	EQ Low Gain		-	+	52 - 76	-12 〜 +12 [dB]	66	+2[dB]			
8	EQ High Frequency		-	+	28 - 58	500 〜 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain		-	+	52 - 76	-12 〜 +12 [dB]	64	+0[dB]			
10	Dry/Wet Balance		-	+	1 - 127	D63>W 〜 D=W 〜 D<W63	127	D<W63	table#15		
11	Drive		+	+	0 - 127	0 〜 127	0	0			
12	-				0	-	0	-			
13	-				0	-	0	-			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

[Attached Chart 2]

AUTO WAH+DISTORTION

No.	Parameter Name	Option			Data Range	Display	Default Data	Display	See Table	Control	Notes
			V	I							
1	LFO Frequency		+	+	0 - 127	0.00 ～ 39.7 [Hz]	40	1.68[Hz]	table#1		
2	LFO Depth		+	+	0 - 127	0 ～ 127	73	73	table#19		
3	Cutoff Frequency Offset		+	+	0 - 127	0 ～ 127	26	26		●	
4	Resonance		+	+	10 - 120	1.0 ～ 12.0	29	2.9			
5	-				0	-	0	-			
6	EQ Low Frequency		+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain		+	+	52 - 76	-12 ～ +12 [dB]	66	+2[dB]			
8	EQ High Frequency		+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain		+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
10	Dry/Wet Balance		+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15		
11	Drive		+	+	0 - 127	0 ～ 127	30	30			
12	Distortion EQ Low Gain		+	+	52 - 76	-12 ～ +12 [dB]	72	+8[dB]			
13	Distortion EQ Mid Gain		+	+	52 - 76	-12 ～ +12 [dB]	74	+10[dB]			
14	LPF Cutoff		+	+	34 - 60	1.0[kHz] ～ Thru	53	9.0[kHz]	table#3		
15	Output Level		+	+	0 - 127	0 ～ 127	48	48	table#18		
16	-				0	-	0	-			

AUTO WAH+OVER DRIVE

No.	Parameter Name	Option			Data Range	Display	Default Data	Display	See Table	Control	Notes
			V	I							
1	LFO Frequency		+	+	0 - 127	0.00 ～ 39.7 [Hz]	48	2.02[Hz]	table#1		
2	LFO Depth		+	+	0 - 127	0 ～ 127	64	64	table#19		
3	Cutoff Frequency Offset		+	+	0 - 127	0 ～ 127	32	32		●	
4	Resonance		+	+	10 - 120	1.0 ～ 12.0	23	2.3			
5	-				0	-	0	-			
6	EQ Low Frequency		+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain		+	+	52 - 76	-12 ～ +12 [dB]	66	+2[dB]			
8	EQ High Frequency		+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain		+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
10	Dry/Wet Balance		+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15		
11	Drive		+	+	0 - 127	0 ～ 127	29	29			
12	Distortion EQ Low Gain		+	+	52 - 76	-12 ～ +12 [dB]	68	+4[dB]			
13	Distortion EQ Mid Gain		+	+	52 - 76	-12 ～ +12 [dB]	72	+8[dB]			
14	LPF Cutoff		+	+	34 - 60	1.0[kHz] ～ Thru	45	3.6[kHz]	table#3		
15	Output Level		+	+	0 - 127	0 ～ 127	55	55	table#18		
16	-				0	-	0	-			

PITCH CHANGE

No.	Parameter Name	Option			Data Range	Display	Default Data	Display	See Table	Control	Notes
			V	I							
1	Pitch		+	+	40 - 88	-24 ～ +24	64	+0			
2	Initial Delay		+	+	0 - 127	0.1 ～ 400.0 [ms]	0	0.1[ms]	table#7		
3	Fine 1		+	+	14 - 114	-50 ～ +50	74	+10			Unitless value
4	Fine 2		+	+	14 - 114	-50 ～ +50	54	-10			Unitless value
5	Feedback Level		+	+	1 - 127	-99 ～ +99 [%]	64	+0[%]			
6	-				0	-	0	-			
7	-				0	-	0	-			
8	-				0	-	0	-			
9	-				0	-	0	-			
10	Dry/Wet Balance		+	+	1 - 127	D63>W ～ D=W ～ D<W63	64	D=W	table#15	●	
11	Pan 1		+	+	1 - 127	L63 ～ R63	1	L63			
12	Output Level 1		+	+	0 - 127	0 ～ 127	127	127	table#18		
13	Pan 2		+	+	1 - 127	L63 ～ R63	127	R63			
14	Output Level 2		+	+	0 - 127	0 ～ 127	127	127	table#18		
15	-				0	-	0	-			
16	-				0	-	0	-			

PITCH CHANGE 2

No.	Parameter Name	Option			Data Range	Display	Default Data	Display	See Table	Control	Notes
			V	I							
1	Pitch		+	+	40 - 88	-24 ～ +24	65	+1			
2	Initial Delay		+	+	0 - 127	0.1 ～ 400.0 [ms]	50	157.5[ms]	table#7		
3	Fine 1		+	+	14 - 114	-50 ～ +50 [cent]	67	+3[cent]			
4	Fine 2		+	+	14 - 114	-50 ～ +50 [cent]	61	-3[cent]			
5	Feedback Level		+	+	1 - 127	-99 ～ +99 [%]	87	+23[%]			
6	-				0	-	0	-			
7	-				0	-	0	-			
8	-				0	-	0	-			
9	-				0	-	0	-			
10	Dry/Wet Balance		+	+	1 - 127	D63>W ～ D=W ～ D<W63	32	D32>W	table#15	●	
11	Pan 1		+	+	1 - 127	L63 ～ R63	1	L63			
12	Output Level 1		+	+	0 - 127	0 ～ 127	127	127	table#18		
13	Pan 2		+	+	1 - 127	L63 ～ R63	127	R63			
14	Output Level 2		+	+	0 - 127	0 ～ 127	127	127	table#18		
15	-				0	-	0	-			
16	-				0	-	0	-			

HARMONIC ENHANCER

No.	Parameter Name	Option			Data Range	Display	Default Data	Display	See Table	Control	Notes
			V	I							
1	HPF Cutoff		+	+	28 - 58	500 ～ 16.0k [Hz]	44	3.2[kHz]	table#3		
2	Drive		+	+	0 - 127	0 ～ 127	30	30			
3	Mix Level		+	+	0 - 127	0 ～ 127	48	48			
4	-				0	-	0	-			
5	-				0	-	0	-			
6	-				0	-	0	-			
7	-				0	-	0	-			
8	-				0	-	0	-			
9	-				0	-	0	-			
10	-				127	-	127	-			
11	-				0	-	0	-			
12	-				0	-	0	-			
13	-				0	-	0	-			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

TOUCH WAH 1

No.	Parameter Name	Option			Data Range	Display	Default Data	Display	See Table	Control	Notes
			V	I							
1	Sensitivity		+	+	0 - 127	0 ～ 127	36	36			
2	Cutoff Frequency Offset		+	+	0 - 127	0 ～ 127	0	0		●	
3	Resonance		+	+	10 - 120	1.0 ～ 12.0	30	3.0			
4	-				0	-	0	-			
5	-				0	-	0	-			
6	EQ Low Frequency		+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain		+	+	52 - 76	-12 ～ +12 [dB]	66	+2[dB]			
8	EQ High Frequency		+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain		+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
10	Dry/Wet Balance		+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15		
11	Drive		+	+	0 - 127	0 ～ 127	0	0			
12	-				0	-	0	-			
13	-				0	-	0	-			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

[Attached Chart 2]

TOUCH WAH+DISTORTION

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Sensitivity		+	+	0 - 127	0 ～ 127	36	36			
2	Cutoff Frequency Offset		+	+	0 - 127	0 ～ 127	0	0		●	
3	Resonance		+	+	10 - 120	1.0 ～ 12.0	30	3.0			
4	-				0	-	0	-			
5	-				0	-	0	-			
6	EQ Low Frequency		+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain		+	+	52 - 76	-12 ～ +12 [dB]	66	+2[dB]			
8	EQ High Frequency		+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain		+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
10	Dry/Wet Balance		+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15		
11	Drive		+	+	0 - 127	0 ～ 127	30	30			
12	-				0	-	0	-			
13	-				0	-	0	-			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

TOUCH WAH+OVER DRIVE

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Sensitivity		+	+	0 - 127	0 ～ 127	45	45			
2	Cutoff Frequency Offset		+	+	0 - 127	0 ～ 127	18	18		●	
3	Resonance		+	+	10 - 120	1.0 ～ 12.0	28	2.8			
4	-				0	-	0	-			
5	-				0	-	0	-			
6	EQ Low Frequency		+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain		+	+	52 - 76	-12 ～ +12 [dB]	66	+2[dB]			
8	EQ High Frequency		+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain		+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
10	Dry/Wet Balance		+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15		
11	Drive		+	+	0 - 127	0 ～ 127	29	29			
12	Distortion EQ Low Gain		+	+	52 - 76	-12 ～ +12 [dB]	68	+4[dB]			
13	Distortion EQ Mid Gain		+	+	52 - 76	-12 ～ +12 [dB]	72	+8[dB]			
14	LPF Cutoff		+	+	34 - 60	1.0[kHz] ～ Thru	45	3.6[kHz]	table#3		
15	Output Level		+	+	0 - 127	0 ～ 127	55	55	table#18		
16	Release		+	+	52 - 67	10 ～ 680 [ms]	64	170[ms]	table#12		

TOUCH WAH 2

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Sensitivity		+	+	0 - 127	0 ～ 127	68	68			
2	Cutoff Frequency Offset		+	+	0 - 127	0 ～ 127	18	18		●	
3	Resonance		+	+	10 - 120	1.0 ～ 12.0	60	6.0			
4	-				0	-	0	-			
5	-				0	-	0	-			
6	EQ Low Frequency		+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain		+	+	52 - 76	-12 ～ +12 [dB]	66	+2[dB]			
8	EQ High Frequency		+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain		+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
10	Dry/Wet Balance		+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15		
11	Drive		+	+	0 - 127	0 ～ 127	0	0			
12	Distortion EQ Low Gain		+	+	52 - 76	-12 ～ +12 [dB]	72	+8[dB]			
13	Distortion EQ Mid Gain		+	+	52 - 76	-12 ～ +12 [dB]	74	+10[dB]			
14	LPF Cutoff		+	+	34 - 60	1.0[kHz] ～ Thru	53	9.0[kHz]	table#3		
15	Output Level		+	+	0 - 127	0 ～ 127	57	57	table#18		
16	Release		+	+	52 - 67	10 ～ 680 [ms]	64	170	table#12		

COMPRESSOR

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Attack		+	+	0 - 19	1 ～ 40 [ms]	6	7[ms]	table#8		
2	Release		+	+	0 - 15	10 ～ 680 [ms]	2	25[ms]	table#9		
3	Threshold		+	+	79 - 121	-48 ～ -6 [dB]	100	-27[dB]			
4	Ratio		+	+	0 - 7	1.0 ～ 20.0	4	5.0	table#10		
5	Output Level		+	+	0 - 127	0 ～ 127	96	96	table#18		
6	-				0	-	0	-			
7	-				0	-	0	-			
8	-				0	-	0	-			
9	-				0	-	0	-			
10	-				127	-	127	-			
11	-				0	-	0	-			
12	-				0	-	0	-			
13	-				0	-	0	-			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

NOISE GATE

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Attack		+	+	0 - 19	1 ～ 40 [ms]	0	1[ms]	table#8		
2	Release		+	+	0 - 15	10 ～ 680 [ms]	11	140[ms]	table#9		
3	Threshold		+	+	55 - 97	-72 ～ -30 [dB]	82	-45[dB]			
4	Output Level		+	+	0 - 127	0 ～ 127	50	50	table#18		
5	-				0	-	0	-			
6	-				0	-	0	-			
7	-				0	-	0	-			
8	-				0	-	0	-			
9	-				0	-	0	-			
10	-				127	-	127	-			
11	-				0	-	0	-			
12	-				0	-	0	-			
13	-				0	-	0	-			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

VOICE CANCEL

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	-				0	-	0	-			
2	-				0	-	0	-			
3	-				0	-	0	-			
4	-				0	-	0	-			
5	-				0	-	0	-			
6	-				0	-	0	-			
7	-				0	-	0	-			
8	-				0	-	0	-			
9	-				0	-	0	-			
10	-				64	-	64	-			
11	Low Adjust		+	+	0 - 26	0 ～ 26	8	8			
12	High Adjust		+	+	0 - 26	0 ～ 26	25	25			
13	-				0	-	0	-			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

※Recommended for use with insertion effects.

[Attached Chart 2]

2WAY ROTARY SPEAKER

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Rotor Speed		+	+	0 - 127	0.0 ～ 39.7 [Hz]	16	0.67[Hz]	table#1	●	
2	Drive Low		+	+	0 - 127	0 ～ 127	26	26			
3	Drive High		+	+	0 - 127	0 ～ 127	35	35			
4	Low/High Balance		+	+	1 - 127	L63>H ～ L=H ～ L<H63	70	L<H6			
5	-				0	-	0	-			
6	EQ Low Frequency		+	+	4 - 40	32 ～ 2.0k [Hz]	24	315[Hz]	table#3		
7	EQ Low Gain		+	+	52 - 76	-12 ～ +12 [dB]	60	-4[dB]			
8	EQ High Frequency		+	+	28 - 58	500 ～ 16.0k [Hz]	45	3.6[kHz]	table#3		
9	EQ High Gain		+	+	52 - 76	-12 ～ +12 [dB]	54	-10[dB]			
10	-				127	-	127	-			
11	Crossover Frequency		+	+	14 - 54	100 ～ 10.0k [Hz]	31	700[Hz]	table#3		
12	Mic L-R Angle		+	+	0 - 60	0 ～ 180 [deg]	45	135[deg]			resolution=3deg.
13	-				0	-	0	-			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

DISTORTION+2WAY ROTARY SPEAKER

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Rotor Speed		+	+	0 - 127	0.0 ～ 39.7 [Hz]	6	0.25[Hz]	table#1	●	
2	Drive Low		+	+	0 - 127	0 ～ 127	28	28			
3	Drive High		+	+	0 - 127	0 ～ 127	30	30			
4	Low/High Balance		+	+	1 - 127	L63>H ～ L=H ～ L<H63	64	L=H			
5	-				0	-	0	-			
6	EQ Low Frequency		+	+	4 - 40	32 ～ 2.0k [Hz]	24	315[Hz]	table#3		
7	EQ Low Gain		+	+	52 - 76	-12 ～ +12 [dB]	66	+2[dB]			
8	EQ High Frequency		+	+	28 - 58	500 ～ 16.0k [Hz]	56	12[kHz]	table#3		
9	EQ High Gain		+	+	52 - 76	-12 ～ +12 [dB]	59	-5[dB]			
10	-				127	-	127	-			
11	Crossover Frequency		+	+	14 - 54	100 ～ 10.0k [Hz]	36	1.2[kHz]	table#3		
12	Mic L-R Angle		+	+	0 - 60	0 ～ 180 [deg]	60	180[deg]			resolution=3deg.
13	-				0	-	0	-			
14	Drive		+	+	0 - 127	0 ～ 127	3	3			
15	LPF Cutoff		+	+	34 - 60	1.0[kHz] ～ Thru	48	5.0[kHz]	table#3		
16	Output Level		+	+	0 - 127	0 ～ 127	60	60	table#18		

OVER DRIVE+2WAY ROTARY SPEAKER

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Rotor Speed		+	+	0 - 127	0.0 ～ 39.7 [Hz]	5	0.21[Hz]	table#1	●	
2	Drive Low		+	+	0 - 127	0 ～ 127	28	28			
3	Drive High		+	+	0 - 127	0 ～ 127	30	30			
4	Low/High Balance		+	+	1 - 127	L63>H ～ L=H ～ L<H63	62	L2			
5	-				0	-	0	-			
6	EQ Low Frequency		+	+	4 - 40	32 ～ 2.0k [Hz]	20	200[Hz]	table#3		
7	EQ Low Gain		+	+	52 - 76	-12 ～ +12 [dB]	67	+3[dB]			
8	EQ High Frequency		+	+	28 - 58	500 ～ 16.0k [Hz]	56	12.0[kHz]	table#3		
9	EQ High Gain		+	+	52 - 76	-12 ～ +12 [dB]	60	-4[dB]			
10	-				127	-	127	-			
11	Crossover Frequency		+	+	14 - 54	100 ～ 10.0k [Hz]	33	900[Hz]	table#3		
12	Mic L-R Angle		+	+	0 - 60	0 ～ 180 [deg]	60	180[deg]			resolution=3deg.
13	-				0	-	0	-			
14	Drive		+	+	0 - 127	0 ～ 127	4	4			
15	LPF Cutoff		+	+	34 - 60	1.0[kHz] ～ Thru	46	4.0[kHz]	table#3		
16	Output Level		+	+	0 - 127	0 ～ 127	50	50	table#18		

AMP SIMULATOR+2WAY ROTARY SPEAKER

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Rotor Speed		+	+	0 - 127	0.0 ～ 39.7 [Hz]	8	0.34[Hz]	table#1	●	
2	Drive Low		+	+	0 - 127	0 ～ 127	27	27			
3	Drive High		+	+	0 - 127	0 ～ 127	29	29			
4	Low/High Balance		+	+	1 - 127	L63>H ～ L=H ～ L<H63	64	L=H			
5	-				0	-	0	-			
6	EQ Low Frequency		+	+	4 - 40	32 ～ 2.0k [Hz]	17	140[Hz]	table#3		
7	EQ Low Gain		+	+	52 - 76	-12 ～ +12 [dB]	66	+2[dB]			
8	EQ High Frequency		+	+	28 - 58	500 ～ 16.0k [Hz]	58	16[kHz]	table#3		
9	EQ High Gain		+	+	52 - 76	-12 ～ +12 [dB]	52	-12[dB]			
10	-				127	-	127	-			
11	Crossover Frequency		+	+	14 - 54	100 ～ 10.0k [Hz]	33	900[Hz]	table#3		
12	Mic L-R Angle		+	+	0 - 60	0 ～ 180 [deg]	60	180[deg]			resolution=3deg.
13	AMP Type		+	+	0 - 3	Off,Stack,Combo,Tube	3	Tube			
14	Drive		+	+	0 - 127	0 ～ 127	3	3			
15	LPF Cutoff		+	+	34 - 60	1.0[kHz] ～ Thru	48	5.0[kHz]	table#3		
16	Output Level		+	+	0 - 127	0 ～ 127	52	52	table#18		

ENSEMBLE DETUNE

No.	Parameter Name	Option				Data Range		Default Data		See Table	Control	Notes
			C	V	I		Display		Display			
1	Detune		+	+	+	14 - 114	-50 ～ +50 [cent]	54	-10[cent]			
2	Lch Init Delay		+	+	+	0 - 127	0.0 ～ 50.0 [ms]	0	0.0[ms]	table#2		
3	Rch Init Delay		+	+	+	0 - 127	0.0 ～ 50.0 [ms]	0	0.0[ms]	table#2		
4	-					0	-	0	-			
5	-					0	-	0	-			
6	-					0	-	0	-			
7	-					0	-	0	-			
8	-					0	-	0	-			
9	-					0	-	0	-			
10	Dry/Wet Balance		+	+	+	1 - 127	D63>W ～ D=W ～ D<W63	64	D=W	table#15	●	
11	EQ Low Frequency		+	+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3		
12	EQ Low Gain		+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
13	EQ High Frequency		+	+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
14	EQ High Gain		+	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
15	-					0	-	0	-			
16	-					0	-	0	-			

AMBIENCE

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Delay Time		+	+	0 - 127	0.0 ～ 50.0 [ms]	114	29.6[ms]	table#2		
2	Output Phase		+	+	0 - 1	Normal,Invers	0	Normal			
3	-					0	-	0	-			
4	-					0	-	0	-			
5	-					0	-	0	-			
6	EQ Low Frequency		+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain		+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
8	EQ High Frequency		+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain		+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]			
10	Dry/Wet Balance		+	+	1 - 127	D63>W ～ D=W ～ D<W63	64	D=W	table#15	●	
11	-					0	-	0	-			
12	-					0	-	0	-			
13	-					0	-	0	-			
14	-					0	-	0	-			
15	-					0	-	0	-			
16	-					0	-	0	-			

[Attached Chart 2]

VOCODER HARMONY

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Mode		+	+	0 - 7	no trns,auto trans,-3 oct trns,-2 oct trns, -1 oct trns,+1 oct trns,+2 oct trns,+3 oct trns	0	no trns			
2	Harmony Gender Type		+	+	0 - 1	off,auto	0	off			
3	Lead Gender Type		+	+	0 - 3	off,unis,male,fem.	0	off			
4	Lead Gender Depth		+	+	0 - 127	-64 ～ +63	64	+0			
5	Lead Pitch correction		+	+	0 - 1	off,on	0	off			
6	Auto Upper Gender Threshold		+	+	0 - 12	0 ～ 12	1	1			
7	Auto Lower Gender Threshold		+	+	0 - 12	0 ～ 12	1	1			
8	Upper Gender Depth		+	+	0 - 127	-64 ～ +63	84	+20			
9	Lower Gender Depth		+	+	0 - 127	-64 ～ +63	44	-20			
10	Lead/Harmony		+	+	1 - 127	L63>H ～ L=H ～ L<H63	64	L=H			
11	Vibrato depth		+	+	0 - 127	0 ～ 127	39	39			
12	Vibrato rate		+	+	0 - 127	0 ～ 127	47	47			
13	Vibrato delay		+	+	0 - 127	0 ～ 127	0	0			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

CHORDAL HARMONY

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Mode		+	+	0 - 9	duet above,duet below,duet abv+b,trio above, trio a&b,trio below,trio a&b+b,quar above, quar a&b,quar below	0	duet above			
2	Harmony Gender Type		+	+	0 - 1	off,auto	0	off			
3	Lead Gender Type		+	+	0 - 3	off,unis,male,fem.	0	off			
4	Lead Gender Depth		+	+	0 - 127	-64 ～ +63	64	+0			
5	Lead Pitch Correction		+	+	0 - 1	off,on	0	off			
6	Auto Upper Gender Threshold		+	+	0 - 12	0 ～ 12	1	1			
7	Auto Lower Gender Threshold		+	+	0 - 12	0 ～ 12	1	1			
8	Upper Gender Depth		+	+	0 - 127	-64 ～ +63	84	+20			
9	Lower Gender Depth		+	+	0 - 127	-64 ～ +63	44	-20			
10	Lead/Harmony		+	+	1 - 127	L63>H ～ L=H ～ L<H63	64	L=H			
11	Vibrato depth		+	+	0 - 127	0 ～ 127	39	39			
12	Vibrato rate		+	+	0 - 127	0 ～ 127	47	47			
13	Vibrato delay		+	+	0 - 127	0 ～ 127	0	0			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

DETUNE HARMONY

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Mode		+	+	0 - 3	low,mid-low,mid-high,high	0	low			
2	-				0	-	0	-			
3	Lead Gender Type		+	+	0 - 3	off,unis,male,fem.	0	off			
4	Lead Gender Depth		+	+	0 - 127	-64 ～ +63	64	+0			
5	-				0	-	0	-			
6	-				0	-	0	-			
7	-				0	-	0	-			
8	-				0	-	0	-			
9	-				0	-	0	-			
10	Lead/Harmony		+	+	1 - 127	L63>H ～ L=H ～ L<H63	64	L=H			
11	Vibrato depth		+	+	0 - 127	0 ～ 127	39	39			
12	Vibrato rate		+	+	0 - 127	0 ～ 127	47	47			
13	Vibrato delay		+	+	0 - 127	0 ～ 127	0	0			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

CHROMATIC HARMONY

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Mode		+	+	0 - 6	oct below,3rd below,5th below,unison,3rd above, 5th above,oct above	0	oct below			
2	Harmony Gender Type		+	+	0 - 1	off,auto	0	off			
3	Lead Gender Type		+	+	0 - 3	off,unis,male,fem.	0	off			
4	Lead Gender Depth		+	+	0 - 127	-64 ～ +63	64	+0			
5	Lead Pitch Correction		+	+	0 - 1	off,on	0	off			
6	Auto Upper Gender Threshold		+	+	0 - 12	0 ～ 12	1	1			
7	Auto Lower Gender Threshold		+	+	0 - 12	0 ～ 12	1	1			
8	Upper Gender Depth		+	+	0 - 127	-64 ～ +63	84	+20			
9	Lower Gender Depth		+	+	0 - 127	-64 ～ +63	44	-20			
10	Lead/Harmony		+	+	1 - 127	L63>H ～ L=H ～ L<H63	64	L=H			
11	Vibrato depth		+	+	0 - 127	0 ～ 127	39	39			
12	Vibrato rate		+	+	0 - 127	0 ～ 127	47	47			
13	Vibrato delay		+	+	0 - 127	0 ～ 127	0	0			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

TALKING MODULATOR

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Vowel		+	+	0 - 4	a,i,u,e,o	0	a			
2	Move Speed		+	+	1 - 62	1 ～ 62	15	15		●	
3	Dirve		+	+	0 - 127	0 ～ 127	31	31			
4	Output Level		+	+	0 - 127	0 ～ 127	63	63	table#18		
5	-				0	-	0	-			
6	-				0	-	0	-			
7	-				0	-	0	-			
8	-				0	-	0	-			
9	-				0	-	0	-			
10	-				127	-	127	-			
11	-				0	-	0	-			
12	-				0	-	0	-			
13	-				0	-	0	-			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

LO-FI

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Sampling Freq Control		+	+	0 - 127	44.1k ～ 345 [Hz]	2	14.7[kHz]	table#13		
2	Word Length		+	+	1 - 127	1 ～ 127	60	60			
3	Output Gain		+	+	0 - 42	-6 ～ +36 [dB]	6	+0[dB]			
4	LPF Cutoff		+	+	10 - 60	63[Hz] ～ Thru	54	10[kHz]	table#3		
5	Filter type		+	+	0 - 5	Thru,PowerBass,Radio,Telephone,Clean,Low	5	Low			
6	LPF Resonance		+	+	10 - 120	1.0 ～ 12.0	10	1.0			
7	Bit Assign		+	+	0 - 6	0 ～ 6	1	1			
8	Emphasis		+	+	0 - 1	Off,On	1	On			
9	-				0	-	0	-			
10	Dry/Wet Balance		+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15	●	
11	-				0	-	0	-			
12	-				0	-	0	-			
13	-				0	-	0	-			
14	-				0	-	0	-			
15	Input Mode		+	+	0 - 1	Mono,Stereo	1	Stereo			
16	-				0	-	0	-			

[Attached Chart 2]

DISTORTION+DELAY

No.	Parameter Name	Option				Data Range		Default Data		See Table	Control	Notes
				V	I		Display		Display			
1	Lch Delay Time			+	+	1 - 16383	0.1 ～ 1638.3 [ms]	2500	250.0[ms]			
2	Rch Delay Time			+	+	1 - 16383	0.1 ～ 1638.3 [ms]	3000	300.0[ms]			
3	Delay Feedback Time			+	+	1 - 16383	0.1 ～ 1638.3 [ms]	3750	375.0[ms]			
4	Delay Feedback Level			+	+	1 - 127	-63 ～ +63	74	+10	table#16		
5	Delay Mix			+	+	0 - 127	0 ～ 127	70	70			
6	Dist Drive			+	+	0 - 127	0 ～ 127	40	40			
7	Dist Output Level			+	+	0 - 127	0 ～ 127	48	48	table#18		
8	Dist EQ Low Gain			+	+	52 - 76	-12 ～ +12 [dB]	72	+8[dB]			
9	Dist EQ Mid Gain			+	+	52 - 76	-12 ～ +12 [dB]	74	+10[dB]			
10	Dry/Wet Balance			+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15	●	
11	-					0	-	0	-			
12	-					0	-	0	-			
13	-					0	-	0	-			
14	-					0	-	0	-			
15	-					0	-	0	-			
16	-					0	-	0	-			

OVER DRIVE+DELAY

No.	Parameter Name	Option				Data Range		Default Data		See Table	Control	Notes
				V	I		Display		Display			
1	Lch Delay Time			+	+	1 - 16383	0.1 ～ 1638.3 [ms]	1900	190.0[ms]			
2	Rch Delay Time			+	+	1 - 16383	0.1 ～ 1638.3 [ms]	1400	140.0[ms]			
3	Delay Feedback Time			+	+	1 - 16383	0.1 ～ 1638.3 [ms]	2500	250.0[ms]			
4	Delay Feedback Level			+	+	1 - 127	-63 ～ +63	78	+14	table#16		
5	Delay Mix			+	+	0 - 127	0 ～ 127	60	60			
6	Dist Drive			+	+	0 - 127	0 ～ 127	29	29			
7	Dist Output Level			+	+	0 - 127	0 ～ 127	55	55	table#18		
8	Dist EQ Low Gain			+	+	52 - 76	-12 ～ +12 [dB]	68	+4[dB]			
9	Dist EQ Mid Gain			+	+	52 - 76	-12 ～ +12 [dB]	72	+8[dB]			
10	Dry/Wet Balance			+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15	●	
11	-					0	-	0	-			
12	-					0	-	0	-			
13	-					0	-	0	-			
14	-					0	-	0	-			
15	-					0	-	0	-			
16	-					0	-	0	-			

COMPRESSOR+DISTORTION+DELAY

No.	Parameter Name	Option				Data Range		Default Data		See Table	Control	Notes
				V	I		Display		Display			
1	Delay Time			+	+	1 - 16383	0.1 ～ 1638.3 [ms]	3000	300.0[ms]			
2	Delay Feedback Level			+	+	1 - 127	-63 ～ +63	72	+8	table#16		
3	Delay Mix			+	+	0 - 127	0 ～ 127	66	66			
4	Dist Drive			+	+	0 - 127	0 ～ 127	40	40			
5	Dist Output Level			+	+	0 - 127	0 ～ 127	48	48	table#18		
6	Dist EQ Low Gain			+	+	52 - 76	-12 ～ +12 [dB]	72	+8[dB]			
7	Dist EQ Mid Gain			+	+	52 - 76	-12 ～ +12 [dB]	74	+10[dB]			
8	-					0	-	0	-			
9	-					0	-	0	-			
10	Dry/Wet Balance			+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15	●	
11	Comp. Attack			+	+	0 - 19	1 ～ 40 [ms]	6	7[ms]	table#8		
12	Comp. Release			+	+	0 - 15	10 ～ 680 [ms]	2	25[ms]	table#9		
13	Comp. Threshold			+	+	79 - 121	-48 ～ -6 [dB]	100	-27[dB]			
14	Comp. Ratio			+	+	0 - 7	1.0 ～ 20.0	4	5.0	table#10		
15	-					0	-	0	-			
16	-					0	-	0	-			

COMPRESSOR+OVER DRIVE+DELAY

No.	Parameter Name	Option				Data Range		Default Data		See Table	Control	Notes
				V	I		Display		Display			
1	Delay Time			+	+	1 - 16383	0.1 ～ 1638.3 [ms]	3000	300.0[ms]			
2	Delay Feedback Level			+	+	1 - 127	-63 ～ +63	72	+8	table#16		
3	Delay Mix			+	+	0 - 127	0 ～ 127	66	66			
4	Dist Drive			+	+	0 - 127	0 ～ 127	29	29			
5	Dist Output Level			+	+	0 - 127	0 ～ 127	55	55	table#18		
6	Dist EQ Low Gain			+	+	52 - 76	-12 ～ +12 [dB]	68	+4[dB]			
7	Dist EQ Mid Gain			+	+	52 - 76	-12 ～ +12 [dB]	72	+8[dB]			
8	-					0	-	0	-			
9	-					0	-	0	-			
10	Dry/Wet Balance			+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15	●	
11	Comp. Attack			+	+	0 - 19	1 ～ 40 [ms]	6	7[ms]	table#8		
12	Comp. Release			+	+	0 - 15	10 ～ 680 [ms]	2	25[ms]	table#9		
13	Comp. Threshold			+	+	79 - 121	-48 ～ -6 [dB]	100	-27[dB]			
14	Comp. Ratio			+	+	0 - 7	1.0 ～ 20.0	4	5.0	table#10		
15	-					0	-	0	-			
16	-					0	-	0	-			

WAH+DISTORTION+DELAY

No.	Parameter Name	Option				Data Range		Default Data		See Table	Control	Notes
				V	I		Display		Display			
1	Delay Time			+	+	1 - 16383	0.1 ～ 1638.3 [ms]	1600	160.0[ms]			
2	Delay Feedback Level			+	+	1 - 127	-63 ～ +63	84	+20	table#16		
3	Delay Mix			+	+	0 - 127	0 ～ 127	64	64			
4	Dist Drive			+	+	0 - 127	0 ～ 127	30	30			
5	Dist Output Level			+	+	0 - 127	0 ～ 127	48	48	table#18		
6	Dist EQ Low Gain			+	+	52 - 76	-12 ～ +12 [dB]	69	+5[dB]			
7	Dist EQ Mid Gain			+	+	52 - 76	-12 ～ +12 [dB]	72	+8[dB]			
8	-					0	-	0	-			
9	-					0	-	0	-			
10	Dry/Wet Balance			+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15	●	
11	Wah Sensitivity			+	+	0 - 127	0 ～ 127	40	40			
12	Wah Cutoff Freq Offset			+	+	0 - 127	0 ～ 127	0	0			
13	Wah Resonance			+	+	10 - 120	1.0 ～ 12.0	30	3.0			
14	Wah Release			+	+	52 - 67	10 ～ 680 [ms]	64	170[ms]	table#12		
15	-					0	-	0	-			
16	-					0	-	0	-			

WAH+OVER DRIVE+DELAY

No.	Parameter Name	Option				Data Range		Default Data		See Table	Control	Notes
				V	I		Display		Display			
1	Delay Time			+	+	1 - 16383	0.1 ～ 1638.3 [ms]	1600	160.0[ms]			
2	Delay Feedback Level			+	+	1 - 127	-63 ～ +63	84	+20	table#16		
3	Delay Mix			+	+	0 - 127	0 ～ 127	64	64			
4	Dist Drive			+	+	0 - 127	0 ～ 127	24	24			
5	Dist Output Level			+	+	0 - 127	0 ～ 127	55	55	table#18		
6	Dist EQ Low Gain			+	+	52 - 76	-12 ～ +12 [dB]	65	+1[dB]			
7	Dist EQ Mid Gain			+	+	52 - 76	-12 ～ +12 [dB]	70	+6[dB]			
8	-					0	-	0	-			
9	-					0	-	0	-			
10	Dry/Wet Balance			+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15	●	
11	Wah Sensitivity			+	+	0 - 127	0 ～ 127	40	40			
12	Wah Cutoff Freq Offset			+	+	0 - 127	0 ～ 127	0	0			
13	Wah Resonance			+	+	10 - 120	1.0 ～ 12.0	30	3.0			
14	Wah Release			+	+	52 - 67	10 ～ 680 [ms]	64	170[ms]	table#12		
15	-					0	-	0	-			
16	-					0	-	0	-			

[Attached Chart 2]

V DISTORTION HARD

No.	Parameter Name	Option			Data Range	Default Data		See Table	Control	Notes
			V	I	Display		Display			
1	Overdrive		+	+	0 - 100	0 〜 100 [%]	22	22[%]			
2	Device		+	+	0 - 4	Transistor,Vintage Tube,Dist1,Dist2,Fuzz	3	Dist2			
3	Speaker		+	+	0 - 5	Flat,Stack,Combo,Twin,Radio,Megaphone	2	Combo			
4	Presence		+	+	0 - 20	0 〜 20	6	6			
5	Output Level		+	+	0 - 100	0 〜 100 [%]	88	88[%]			
6	-				0	-	0	-			
7	-				0	-	0	-			
8	-				0	-	0	-			
9	-				0	-	0	-			
10	Dry/Wet Balance		+	+	1 - 127	D63>W 〜 D=W 〜 D<W63	127	D<W63	table#15	●	
11	-				0	-	0	-			
12	-				0	-	0	-			
13	-				0	-	0	-			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

V DISTORTION HARD+DELAY

No.	Parameter Name	Option			Data Range	Default Data		See Table	Control	Notes
			V	I	Display		Display			
1	Overdrive		+	+	0 - 100	0 〜 100 [%]	22	22[%]			
2	Device		+	+	0 - 4	Transistor,Vintage Tube,Dist1,Dist2,Fuzz	3	Dist2			
3	Speaker		+	+	0 - 5	Flat,Stack,Combo,Twin,Radio,Megaphone	2	Combo			
4	Presence		+	+	0 - 20	0 〜 20	5	5			
5	Output Level		+	+	0 - 100	0 〜 100 [%]	82	82[%]			
6	Delay Time L		+	+	1 - 16383	0.1 〜 1638.3 [ms]	2500	250.0[ms]			
7	Delay Time R		+	+	1 - 16383	0.1 〜 1638.3 [ms]	5000	500.0[ms]			
8	Delay Feedback Time		+	+	1 - 16383	0.1 〜 1638.3 [ms]	5000	500.0[ms]			
9	Delay Feedback Level		+	+	1 - 127	-63 〜 +63	85	+21	table#16		
10	Dry/Wet Balance		+	+	1 - 127	D63>W 〜 D=W 〜 D<W63	127	D<W63	table#15	●	
11	Delay Mix		+	+	0 - 127	0 〜 127	46	46			
12	-				0	-	0	-			
13	-				0	-	0	-			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

V DISTORTION SOFT

No.	Parameter Name	Option			Data Range	Default Data		See Table	Control	Notes
			V	I	Display		Display			
1	Overdrive		+	+	0 - 100	0 〜 100 [%]	13	13[%]			
2	Device		+	+	0 - 4	Transistor,Vintage Tube,Dist1,Dist2,Fuzz	3	Dist2			
3	Speaker		+	+	0 - 5	Flat,Stack,Combo,Twin,Radio,Megaphone	2	Combo			
4	Presence		+	+	0 - 20	0 〜 20	6	6			
5	Output Level		+	+	0 - 100	0 〜 100 [%]	98	98[%]			
6	-				0	-	0	-			
7	-				0	-	0	-			
8	-				0	-	0	-			
9	-				0	-	0	-			
10	Dry/Wet Balance		+	+	1 - 127	D63>W 〜 D=W 〜 D<W63	127	D<W63	table#15	●	
11	-				0	-	0	-			
12	-				0	-	0	-			
13	-				0	-	0	-			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

V DISTORTION SOFT+DELAY

No.	Parameter Name	Option			Data Range	Default Data		See Table	Control	Notes
			V	I	Display		Display			
1	Overdrive		+	+	0 - 100	0 〜 100 [%]	14	14[%]			
2	Device		+	+	0 - 4	Transistor,Vintage Tube,Dist1,Dist2,Fuzz	3	Dist2			
3	Speaker		+	+	0 - 5	Flat,Stack,Combo,Twin,Radio,Megaphone	2	Combo			
4	Presence		+	+	0 - 20	0 〜 20	6	6			
5	Output Level		+	+	0 - 100	0 〜 100 [%]	92	92[%]			
6	Delay Time L		+	+	1 - 16383	0.1 〜 1638.3 [ms]	2500	250.0[ms]			
7	Delay Time R		+	+	1 - 16383	0.1 〜 1638.3 [ms]	5000	500.0[ms]			
8	Delay Feedback Time		+	+	1 - 16383	0.1 〜 1638.3 [ms]	5000	500.0[ms]			
9	Delay Feedback Level		+	+	1 - 127	-63 〜 +63	76	+12	table#16		
10	Dry/Wet Balance		+	+	1 - 127	D63>W 〜 D=W 〜 D<W63	127	D<W63	table#15	●	
11	Delay Mix		+	+	0 - 127	0 〜 127	44	44			
12	-				0	-	0	-			
13	-				0	-	0	-			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

DUAL ROTOR SPEAKER 1

No.	Parameter Name	Option			Data Range	Default Data		See Table	Control	Notes
			V	I	Display		Display			
1	Rotor Speed Slow		+	+	0 - 63	0.0 〜 2.65 [Hz]	15	0.63[Hz]	table#1		
2	Horn Speed Slow		+	+	0 - 63	0.0 〜 2.65 [Hz]	18	0.76[Hz]	table#1		
3	Rotor Speed Fast		+	+	64 - 127	2.69 〜 39.7 [Hz]	89	6.06[Hz]	table#1		
4	Horn Speed Fast		+	+	64 - 127	2.69 〜 39.7 [Hz]	91	6.73[Hz]	table#1		
5	Rotor Slow-Fast Time		+	+	0 - 127	0 〜 127	54	54			
6	Horn Slow-Fast Time		+	+	0 - 127	0 〜 127	22	22			
7	Drive Low		+	+	0 - 127	0 〜 127	20	20			
8	Drive High		+	+	0 - 127	0 〜 127	22	22			
9	Low/High Balance		+	+	1 - 127	L63>H 〜 L=H 〜 L<H63	52	L12			
10	-				127	-	127	-			
11	EQ Low Frequency		+	+	4 - 40	32 〜 2.0k [Hz]	14	100[Hz]	table#3		
12	EQ Low Gain		+	+	52 - 76	-12 〜 +12 [dB]	72	+8[dB]			
13	EQ High Frequency		+	+	28 - 58	500 〜 16.0k [Hz]	34	1.0[kHz]	table#3		
14	EQ High Gain		+	+	52 - 76	-12 〜 +12 [dB]	61	-3[dB]			
15	Mic L-R Angle		+	+	0 - 60	0 〜 180 [deg]	60	180[deg]			resolution=3deg.
16	Speed Control		+	+	0/1	Slow,Fast	0	Slow		●	

DUAL ROTOR SPEAKER 2

No.	Parameter Name	Option			Data Range	Default Data		See Table	Control	Notes
			V	I	Display		Display			
1	Rotor Speed Slow		+	+	0 - 63	0.0 〜 2.65 [Hz]	14	0.59[Hz]	table#1		
2	Horn Speed Slow		+	+	0 - 63	0.0 〜 2.65 [Hz]	18	0.76[Hz]	table#1		
3	Rotor Speed Fast		+	+	64 - 127	2.69 〜 39.7 [Hz]	91	6.73[Hz]	table#1		
4	Horn Speed Fast		+	+	64 - 127	2.69 〜 39.7 [Hz]	95	8.08[Hz]	table#1		
5	Rotor Slow-Fast Time		+	+	0 - 127	0 〜 127	54	54			
6	Horn Slow-Fast Time		+	+	0 - 127	0 〜 127	22	22			
7	Drive Low		+	+	0 - 127	0 〜 127	22	22			
8	Drive High		+	+	0 - 127	0 〜 127	29	29			
9	Low/High Balance		+	+	1 - 127	L63>H 〜 L=H 〜 L<H63	64	L=H			
10	-				127	-	127	-			
11	EQ Low Frequency		+	+	4 - 40	32 〜 2.0k [Hz]	34	1.0[kHz]	table#3		
12	EQ Low Gain		+	+	52 - 76	-12 〜 +12 [dB]	64	+0[dB]			
13	EQ High Frequency		+	+	28 - 58	500 〜 16.0k [Hz]	34	1.0[kHz]	table#3		
14	EQ High Gain		+	+	52 - 76	-12 〜 +12 [dB]	64	+0[dB]			
15	Mic L-R Angle		+	+	0 - 60	0 〜 180 [deg]	60	180[deg]			resolution=3deg.
16	Speed Control		+	+	0,1	Slow,Fast	0	Slow		●	

[Attached Chart 2]

DISTORTION+TEMPO DELAY

No.	Parameter Name	Option			Data Range	Default Data		See Table	Control	Notes
			V	I	Display		Display			
1	Delay Time		+	+	0 - 19	64th/3 ～ 4thx6	11	4th	table#14	
2	Delay Feedback Level		+	+	1 - 127	-63 ～ +63	86	+22	table#16	
3	Delay Mix		+	+	0 - 127	0 ～ 127	62	62		
4	Dist Drive		+	+	0 - 127	0 ～ 127	8	8		
5	Dist Output Level		+	+	0 - 127	0 ～ 127	88	88	table#18	
6	Dist EQ Low Gain		+	+	52 - 76	-12 ～ +12 [dB]	70	+6[dB]		
7	Dist EQ Mid Gain		+	+	52 - 76	-12 ～ +12 [dB]	68	+4[dB]		
8	L/R Diffusion		+	+	1 - 127	-63 ～ +63 [ms]	64	+0[ms]		
9	Lag		+	+	1 - 127	-63 ～ +63 [ms]	64	+0[ms]		
10	Dry/Wet Balance		+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15	●
11	-				0	-	0	-		
12	-				0	-	0	-		
13	-				0	-	0	-		
14	-				0	-	0	-		
15	-				0	-	0	-		
16	-				0	-	0	-		

OVER DRIVE+TEMPO DELAY

No.	Parameter Name	Option			Data Range	Default Data		See Table	Control	Notes
			V	I	Display		Display			
1	Delay Time		+	+	0 - 19	64th/3 ～ 4thx6	11	4th	table#14	
2	Delay Feedback Level		+	+	1 - 127	-63 ～ +63	78	+14	table#16	
3	Delay Mix		+	+	0 - 127	0 ～ 127	64	64		
4	Dist Drive		+	+	0 - 127	0 ～ 127	10	10		
5	Dist Output Level		+	+	0 - 127	0 ～ 127	110	110	table#18	
6	Dist EQ Low Gain		+	+	52 - 76	-12 ～ +12 [dB]	68	+4[dB]		
7	Dist EQ Mid Gain		+	+	52 - 76	-12 ～ +12 [dB]	70	+6[dB]		
8	L/R Diffusion		+	+	1 - 127	-63 ～ +63 [ms]	70	+6[ms]		
9	Lag		+	+	1 - 127	-63 ～ +63 [ms]	64	+0[ms]		
10	Dry/Wet Balance		+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15	●
11	-				0	-	0	-		
12	-				0	-	0	-		
13	-				0	-	0	-		
14	-				0	-	0	-		
15	-				0	-	0	-		
16	-				0	-	0	-		

COMPRESSOR+DISTORTION+TEMPO DELAY

No.	Parameter Name	Option			Data Range	Default Data		See Table	Control	Notes
			V	I	Display		Display			
1	Delay Time		+	+	0 - 19	64th/3 ～ 4thx6	11	4th	table#14	
2	Delay Feedback Level		+	+	1 - 127	-63 ～ +63	76	+12	table#16	
3	Delay Mix		+	+	0 - 127	0 ～ 127	62	62		
4	Dist Drive		+	+	0 - 127	0 ～ 127	10	10		
5	Dist Output Level		+	+	0 - 127	0 ～ 127	90	90	table#18	
6	Dist EQ Low Gain		+	+	52 - 76	-12 ～ +12 [dB]	72	+8[dB]		
7	Dist EQ Mid Gain		+	+	52 - 76	-12 ～ +12 [dB]	74	+10[dB]		
8	L/R Diffusion		+	+	1 - 127	-63 ～ +63 [ms]	70	+6[ms]		
9	Lag		+	+	1 - 127	-63 ～ +63 [ms]	64	+0[ms]		
10	Dry/Wet Balance		+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15	●
11	Comp. Attack		+	+	0 - 19	1 ～ 40 [ms]	4	5[ms]	table#8	
12	Comp. Release		+	+	0 - 15	10 ～ 680 [ms]	4	45[ms]	table#9	
13	Comp. Threshold		+	+	79 - 121	-48 ～ -6 [dB]	101	-26[dB]		
14	Comp. Ratio		+	+	0 - 7	1.0 ～ -20.0	3	3.0	table#10	
15	-				0	-	0	-		
16	-				0	-	0	-		

COMPRESSOR+OVER DRIVE+TEMPO DELAY

No.	Parameter Name	Option			Data Range	Default Data		See Table	Control	Notes
			V	I	Display		Display			
1	Delay Time		+	+	0 - 19	64th/3 ～ 4thx6	11	4th	table#14	
2	Delay Feedback Level		+	+	1 - 127	-63 ～ +63	74	+10	table#16	
3	Delay Mix		+	+	0 - 127	0 ～ 127	62	62		
4	Dist Drive		+	+	0 - 127	0 ～ 127	9	9		
5	Dist Output Level		+	+	0 - 127	0 ～ 127	94	94	table#18	
6	Dist EQ Low Gain		+	+	52 - 76	-12 ～ +12 [dB]	74	+10[dB]		
7	Dist EQ Mid Gain		+	+	52 - 76	-12 ～ +12 [dB]	74	+10[dB]		
8	L/R Diffusion		+	+	1 - 127	-63 ～ +63 [ms]	70	+6[ms]		
9	Lag		+	+	1 - 127	-63 ～ +63 [ms]	64	+0[ms]		
10	Dry/Wet Balance		+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15	●
11	Comp. Attack		+	+	0 - 19	1 ～ 40 [ms]	8	9[ms]	table#8	
12	Comp. Release		+	+	0 - 15	10 ～ 680 [ms]	9	100[ms]	table#9	
13	Comp. Threshold		+	+	79 - 121	-48 ～ -6 [dB]	103	-24[dB]		
14	Comp. Ratio		+	+	0 - 7	1.0 ～ -20.0	3	3.0	table#10	
15	-				0	-	0	-		
16	-				0	-	0	-		

WAH+DISTORTION+TEMPO DELAY

No.	Parameter Name	Option			Data Range	Default Data		See Table	Control	Notes
			V	I	Display		Display			
1	Delay Time		+	+	0 - 19	64th/3 ～ 4thx6	11	4th	table#14	
2	Delay Feedback Level		+	+	1 - 127	-63 ～ +63	86	+22	table#16	
3	Delay Mix		+	+	0 - 127	0 ～ 127	52	52		
4	Dist Drive		+	+	0 - 127	0 ～ 127	10	10		
5	Dist Output Level		+	+	0 - 127	0 ～ 127	120	120	table#18	
6	Dist EQ Low Gain		+	+	52 - 76	-12 ～ +12 [dB]	68	+4[dB]		
7	Dist EQ Mid Gain		+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]		
8	L/R Diffusion		+	+	1 - 127	-63 ～ +63 [ms]	70	+6[ms]		
9	Lag		+	+	1 - 127	-63 ～ +63 [ms]	64	0[ms]		
10	Dry/Wet Balance		+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15	●
11	Wah Sensitivity		+	+	0 - 127	0 ～ 127	50	50		
12	Wah Cutoff Freq Offset		+	+	0 - 127	0 ～ 127	0	0		
13	Wah Resonance		+	+	10 - 120	1.0 ～ 12.0	30	3.0		
14	Wah Release		+	+	52 - 67	10 ～ 680 [ms]	64	170[ms]	table#12	
15	-				0	-	0	-		
16	-				0	-	0	-		

WAH+OVER DRIVE+TEMPO DELAY

No.	Parameter Name	Option			Data Range	Default Data		See Table	Control	Notes
			V	I	Display		Display			
1	Delay Time		+	+	0 - 19	64th/3 ～ 4thx6	11	4th	table#14	
2	Delay Feedback Level		+	+	1 - 127	-63 ～ +63	84	+20	table#16	
3	Delay Mix		+	+	0 - 127	0 ～ 127	58	58		
4	Dist Drive		+	+	0 - 127	0 ～ 127	16	16		
5	Dist Output Level		+	+	0 - 127	0 ～ 127	127	127	table#18	
6	Dist EQ Low Gain		+	+	52 - 76	-12 ～ +12 [dB]	68	+4[dB]		
7	Dist EQ Mid Gain		+	+	52 - 76	-12 ～ +12 [dB]	65	+1[dB]		
8	L/R Diffusion		+	+	1 - 127	-63 ～ +63 [ms]	70	+6[ms]		
9	Lag		+	+	1 - 127	-63 ～ +63 [ms]	64	0[ms]		
10	Dry/Wet Balance		+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15	●
11	Wah Sensitivity		+	+	0 - 127	0 ～ 127	64	64		
12	Wah Cutoff Freq Offset		+	+	0 - 127	0 ～ 127	0	0		
13	Wah Resonance		+	+	10 - 120	1.0 ～ 12.0	30	3.0		
14	Wah Release		+	+	52 - 67	10 ～ 680 [ms]	64	170[ms]	table#12	
15	-				0	-	0	-		
16	-				0	-	0	-		

[Attached Chart 2]

V DISTORTION HARD+TEMPO DELAY

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
		V	I		Display		Display				
1	Overdrive	+	+	0 - 100	0 ～ 100 [%]	22	22[%]				
2	Device	+	+	0 - 4	Transistor,Vintage Tube,Dist1,Dist2,Fuzz	3	Dist2				
3	Speaker	+	+	0 - 5	Flat,Stack,Combo,Twin,Radio,Megaphone	2	Combo				
4	Presence	+	+	0 - 20	0 ～ 20	5	5				
5	Output Level	+	+	0 - 100	0 ～ 100 [%]	82	82[%]				
6	Delay Time	+	+	0 - 19	64th/3 ～ 4thx6	11	4th		table#14		
7	Delay Feedback Level	+	+	1 - 127	-63 ～ +63	90	+26		table#16		
8	L/R Diffusion	+	+	1 - 127	-63 ～ +63 [ms]	72	+8[ms]				
9	Lag	+	+	1 - 127	-63 ～ +63 [ms]	64	0[ms]				
10	Dry/Wet Balance	+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63		table#15	●	
11	Delay Mix	+	+	0 - 127	0 ～ 127	64	64				
12	-			0	-	0	-				
13	-			0	-	0	-				
14	-			0	-	0	-				
15	-			0	-	0	-				
16	-			0	-	0	-				

V DISTORTION SOFT+TEMPO DELAY

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
		V	I		Display		Display				
1	Overdrive	+	+	0 - 100	0 ～ 100 [%]	14	14[%]				
2	Device	+	+	0 - 4	Transistor,Vintage Tube,Dist1,Dist2,Fuzz	3	Dist2				
3	Speaker	+	+	0 - 5	Flat,Stack,Combo,Twin,Radio,Megaphone	2	Combo				
4	Presence	+	+	0 - 20	0 ～ 20	6	6				
5	Output Level	+	+	0 - 100	0 ～ 100 [%]	90	90[%]				
6	Delay Time	+	+	0 - 19	64th/3 ～ 4thx6	11	4th		table#14		
7	Delay Feedback Level	+	+	1 - 127	-63 ～ +63	92	+28		table#16		
8	L/R Diffusion	+	+	1 - 127	-63 ～ +63 [ms]	77	+13[ms]				
9	Lag	+	+	1 - 127	-63 ～ +63 [ms]	64	+0[ms]				
10	Dry/Wet Balance	+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63		table#15	●	
11	Delay Mix	+	+	0 - 127	0 ～ 127	66	66				
12	-			0	-	0	-				
13	-			0	-	0	-				
14	-			0	-	0	-				
15	-			0	-	0	-				
16	-			0	-	0	-				

V-FLANGER

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
		V	I		Display		Display				
1	LFO Freq	+	+	0 - 127	0.0 ～ 39.70 [Hz]	5	0.21[Hz]		table#1		
2	LFO Depth	+	+	0 - 127	0 ～ 127	45	45				
3	LFO Wave	+	+	0 - 2	Triangle,Sine,Random	0	Triangle				
4	Delay Offset	+	+	0 - 139	0.09 ～ 36.21 [ms]	17	0.46[ms]		table#23		
5	Feedback Level	+	+	0 - 200	-100 ～ +100 [%]	184	+84[%]				
6	EQ Low Frequency	+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]		table#3		
7	EQ Low Gain	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]				
8	EQ High Frequency	+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]		table#3		
9	EQ High Gain	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]				
10	Dry/Wet Balance	+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63		table#15	●	
11	EQ mid frequency	+	+	14 - 54	100 ～ 10.0k [Hz]	46	4.0[kHz]		table#3		
12	EQ mid gain	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]				
13	EQ mid width	+	+	1 - 120	0.1 ～ 12.0	10	1.0				
14	Modulation Phase	+	+	0 - 16	-180 ～ +180 [deg]	16	+180[deg]		table#24		
15	Feedback High Damp	+	+	1 - 10	0.1 ～ 1.0	9	0.9				
16	Analog Feel	+	+	0 - 10	0 ～ 10	5	5				

MULTI BAND COMP BASIC

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
		V	I		Display		Display				
1	Type	+	+	0 - 12	Normal, Low, Mid, High, Low/High, Low/Mid, Mid/High, Full Bit, Wild, Attacky, Low End, Hard,	9	Attacky				
2	Threshold Offset	+	+	32 - 96	-32 ～ +32	64	+0			●	
3	Low Gain Offset	+	+	1 - 127	-63 ～ +63	64	+0				
4	Mid Gain Offset	+	+	1 - 127	-63 ～ +63	64	+0				
5	High Gain Offset	+	+	1 - 127	-63 ～ +63	64	+0				
6	-			0	-	0	-				
7	-			0	-	0	-				
8	-			0	-	0	-				
9	-			0	-	0	-				
10	-			0	-	0	-				
11	-			0	-	0	-				
12	-			0	-	0	-				
13	-			0	-	0	-				
14	-			0	-	0	-				
15	-			0	-	0	-				
16	-			0	-	0	-				

TEMPO FLANGER

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
		V	I		Display		Display				
1	LFO Freq	+	+	5 - 21	16th ～ 4thx8	17	4thx4		table#14		
2	LFO Depth	+	+	0 - 127	0 ～ 127	10	10				
3	Feedback Level	+	+	1 - 127	-63 ～ +63	12	-52				
4	Delay Offset	+	+	0 - 127	0.0 ～ 50.0 [ms]	2	0.2[ms]		table#2		
5	LFO Phase Reset	+	+	0 - 2	Off (free run), KeyOnReset, SEQ Start Reset	0	Off				**Abbr: off, KeyOn, SeqStart**
6	EQ Low Frequency	+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]		table#3		
7	EQ Low Gain	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]				
8	EQ High Frequency	+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]		table#3		
9	EQ High Gain	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]				
10	Dry/Wet Balance	+	+	1 - 127	D63>W ～ D=W ～ D<W63	96	D<W32		table#15	●	
11	EQ mid frequency	+	+	14 - 54	100 ～ 10.0k [Hz]	40	2.0[kHz]		table#3		
12	EQ mid gain	+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]				
13	EQ mid width	+	+	10 - 120	1.0 ～ 12.0	10	1.0				
14	LFO phase difference	+	+	4 - 124	-180 ～ +180 [deg]	64	+0[deg]				
15	-			0	-	0	-				
16	-			0	-	0	-				

[Attached Chart 2]

TEMPO PHASER

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	LFO Freq		+	+	5 - 21	16th 〜 4thx8	17	4thx4	table#14		
2	LFO Depth		+	+	0 - 127	0 〜 127	48	48			
3	Phase Shift Offset		+	+	0 - 127	0 〜 127	67	67			
4	Feedback Level		+	+	1 - 127	-63 〜 +63	108	+44			
5	LFO Phase Reset		+	+	0 - 2	Off (free run), KeyOnReset, SEQ Start Reset	0	Off			
6	EQ Low Frequency		+	+	4 - 40	32 〜 2.0k [Hz]	28	500[Hz]	table#3		
7	EQ Low Gain		+	+	52 - 76	-12 〜 +12 [dB]	64	+0[dB]			
8	EQ High Frequency		+	+	28 - 58	500 〜 16.0k [Hz]	46	4.0[kHz]	table#3		
9	EQ High Gain		+	+	52 - 76	-12 〜 +12 [dB]	64	+0[dB]			
10	Dry/Wet Balance		+	+	1 - 127	D63>W 〜 D=W 〜 D<W63	64	D=W	table#15	●	
11	Stage		+	+	3 - 6	3,4,5,6	6	6			
12	-				0	-	0	-			
13	LFO phase difference		+	+	4 - 124	-180 〜 +180 [deg]	64	+0[deg]			
14	-				0	-	0	-			
15	-				0	-	0	-			
16	-				0	-	0	-			

DYNA FILTER

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Filter Type		+	+	0 - 5	LPF(12dB), LPF(18dB), LPF(24dB), HPF, BPF, BEF	1	LPF(18[dB])			
2	Sensitivity		+	+	0 - 127	0 〜 127	110	110		●	
3	Dyna Level Offset		+	+	0 - 127	0 〜 127	0	0			
4	Resonance		+	+	0 - 127	-16 〜 +111	66	+50			
5	Attack Time		+	+	0 - 127	0.3 〜 227 [ms]	19	30[ms]	table#20		
6	Release Time		+	+	0 - 127	2.6 〜 2171 [ms]	40	121.6[ms]	table#21		
7	Release Curve		+	+	0 - 127	0 〜 127	110	110			
8	Direction		+	+	0 - 1	Up,Down	0	Up			
9	Dyna Threshold Level		+	+	0 - 127	0 〜 127	0	0			
10	Dry/Wet Balance		+	+	1 - 127	D63>W 〜 D=W 〜 D<W63	96	D<W32	table#15		
11	-				0	-	0	-			
12	-				0	-	0	-			
13	EQ Low Frequency		+	+	4 - 40	32 〜 2.0k [Hz]	28	500[Hz]	table#3		
14	EQ Low Gain		+	+	52 - 76	-12 〜 +12 [dB]	64	+0[dB]			
15	EQ High Frequency		+	+	28 - 58	500 〜 16.0k [Hz]	46	4.0[kHz]	table#3		
16	EQ High Gain		+	+	52 - 76	-12 〜 +12 [dB]	64	+0[dB]			

DYNA FLANGER

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Sensitivity		+	+	0 - 127	0 〜 127	122	122		●	
2	Delay Time Offset		+	+	0 - 127	0 〜 127	1	1			
3	Feedback Level		+	+	1 - 127	-63 〜 +63	6	-58			
4	Attack Time		+	+	0 - 127	0.3 〜 227 [ms]	63	110.0[ms]	table#20		
5	Release Time		+	+	0 - 127	2.6 〜 2171 [ms]	65	390.8[ms]	table#21		
6	Release Curve		+	+	0 - 127	0 〜 127	100	100			
7	Direction		+	+	0 - 1	Up,Down	0	Up			
8	Dyna Threshold Level		+	+	0 - 127	0 〜 127	0	0			
9	Dyna Level Offset		+	+	0 - 127	0 〜 127	0	0			
10	Dry/Wet Balance		+	+	1 - 127	D63>W 〜 D=W 〜 D<W63	96	D<W32	table#15		
11	-				0	-	0	-			
12	-				0	-	0	-			
13	EQ Low Frequency		+	+	4 - 40	32 〜 2.0k [Hz]	28	500[Hz]	table#3		
14	EQ Low Gain		+	+	52 - 76	-12 〜 +12 [dB]	64	+0[dB]			
15	EQ High Frequency		+	+	28 - 58	500 〜 16.0k [Hz]	46	4.0[kHz]	table#3		
16	EQ High Gain		+	+	52 - 76	-12 〜 +12 [dB]	64	+0[dB]			

DYNA PHASER

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Sensitivity		+	+	0 - 127	0 〜 127	98	98		●	
2	Dyna Level Offset		+	+	0 - 127	0 〜 127	0	0			
3	Feedback Level		+	+	1 - 127	-63 〜 +63	113	+49			
4	Attack Time		+	+	0 - 127	0.3 〜 227 [ms]	30	50.0[ms]	table#20		
5	Release Time		+	+	0 - 127	2.6 〜 2171 [ms]	52	173.7[ms]	table#21		
6	Release Curve		+	+	0 - 127	0 〜 127	25	25			
7	Direction		+	+	0 - 1	Up,Down	0	Up			
8	Dyna Threshold Level		+	+	0 - 127	0 〜 127	0	0			
9	-				0	-	0	-			
10	Dry/Wet Balance		+	+	1 - 127	D63>W 〜 D=W 〜 D<W63	32	D32>W	table#15		
11	Stage		+	+	4 - 6	4,5,6	6	6			
12	-				0	-	0	-			
13	EQ Low Frequency		+	+	4 - 40	32 〜 2.0k [Hz]	28	500[Hz]	table#3		
14	EQ Low Gain		+	+	52 - 76	-12 〜 +12 [dB]	64	+0[dB]			
15	EQ High Frequency		+	+	28 - 58	500 〜 16.0k [Hz]	46	4.0[kHz]	table#3		
16	EQ High Gain		+	+	52 - 76	-12 〜 +12 [dB]	64	+0[dB]			

DYNA RING MODULATOR

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Sensitivity		+	+	0 - 127	0 〜 127	70	70		●	
2	HPF Cutoff Frequency		+	+	0 - 52	Thru 〜 8.0[kHz]	0	Thru	table#3		
3	LPF Cutoff Frequency		+	+	34 - 60	1.0[kHz] 〜 Thru	60	Thru	table#3		
4	Attack Time		+	+	0 - 127	0.3 〜 227 [ms]	12	18[ms]	table#20		
5	Release Time		+	+	0 - 127	2.6 〜 2171 [ms]	58	238.8[ms]	table#21		
6	Release Curve		+	+	0 - 127	0 〜 127	70	70			
7	Direction		+	+	0 - 1	Up,Down	0	Up			
8	Dyna Threshold Level		+	+	0 - 127	0 〜 127	0	0			
9	Dyna Level Offset		+	+	0 - 127	0 〜 127	10	10			
10	Dry/Wet Balance		+	+	1 - 127	D63>W 〜 D=W 〜 D<W63	64	D=W	table#15		
11	-				0	-	0	-			
12	-				0	-	0	-			
13	EQ Low Frequency		+	+	4 - 40	32 〜 2.0k [Hz]	28	500[Hz]	table#3		
14	EQ Low Gain		+	+	52 - 76	-12 〜 +12 [dB]	64	+0[dB]			
15	EQ High Frequency		+	+	28 - 58	500 〜 16.0k [Hz]	46	4.0[kHz]	table#3		
16	EQ High Gain		+	+	52 - 76	-12 〜 +12 [dB]	64	+0[dB]			

RING MODULATOR

No.	Parameter Name	Option			Data Range		Default Data		See Table	Control	Notes
			V	I		Display		Display			
1	Carrier Freq Course		+	+	0 - 127	0.5 〜 5k [Hz]	98	1.0[kHz]	table#22	●	
2	Carrier Freq Fine		+	+	0 - 127	0 〜 127	0	0			
3	LFO Wave		+	+	0 - 1	Triangle,Sine	0	Tri			
4	LFO Depth		+	+	0 - 127	0 〜 127	0	0			
5	LFO Freq		+	+	0 - 127	0.0 〜 39.70 [Hz]	64	2.69[Hz]	table#1		
6	HPF Cutoff Frequency		+	+	0 - 52	Thru 〜 8.0[kHz]	0	Thru	table#3		
7	LPF Cutoff Frequency		+	+	34 - 60	1.0[kHz] 〜 Thru	60	Thru	table#3		
8	-				0	-	0	-			
9	-				0	-	0	-			
10	Dry/Wet Balance		+	+	1 - 127	D63>W 〜 D=W 〜 D<W63	127	D<W63	table#15		
11	-				0	-	0	-			
12	-				0	-	0	-			
13	EQ Low Frequency		+	+	4 - 40	32 〜 2.0k [Hz]	28	500[Hz]	table#3		
14	EQ Low Gain		+	+	52 - 76	-12 〜 +12 [dB]	64	+0[dB]			
15	EQ High Frequency		+	+	28 - 58	500 〜 16.0k [Hz]	46	4.0[kHz]	table#3		
16	EQ High Gain		+	+	52 - 76	-12 〜 +12 [dB]	64	+0[dB]			

[Attached Chart 2]

SLICE

No.	Parameter Name	Option				Data Range	Default Data		See Table	Control	Notes
				V	I	Display		Display			
1	Divide Type			+	+	5 - 11	16th ～ 4th	5	16th	table#14	
2	Gate Time			+	+	0 - 100	0 ～ 100 [%]	30	30[%]		●
3	Pan Aeg Type			+	+	0 - 4	A ～ E	2	C		
4	Pan Aeg Min Level			+	+	0 - 127	0 ～ 127	127	127		
5	Pan Depth			+	+	1 - 127	-63 ～ +63	64	0		
6	Divide Min Level			+	+	0 - 127	0 ～ 127	1	1		
7	Pan Type			+	+	0 - 9	A ～ J	0	A		
8	Drive			+	+	0 - 127	0 ～ 127	0	0		
9	AEG Phase			+	+	0 - 15	0 ～ 15（×１６分音符）	0	0		
10	Dry/Wet Balance			+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15	
11	-					0	-	0	-		
12	-					0	-	0	-		
13	EQ Low Frequency			+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3	
14	EQ Low Gain			+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]		
15	EQ High Frequency			+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3	
16	EQ High Gain			+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]		

ISOLATOR

No.	Parameter Name	Option				Data Range	Default Data		See Table	Control	Notes
				V	I	Display		Display			
1	On/off SW			+	+	0 - 1	Off,On	1	On		●
2	Low Level			+	+	0 - 127	0 ～ 127	64	64		
3	Mid Level			+	+	0 - 127	0 ～ 127	64	64		
4	High Level			+	+	0 - 127	0 ～ 127	64	64		
5	Low Mute			+	+	0 - 1	Off,On	0	Off		
6	Mid Mute			+	+	0 - 1	Off,On	1	On		
7	High Mute			+	+	0 - 1	Off,On	0	Off		
8	-					0	-	0	-		
9	-					0	-	0	-		
10	-					0	-	0	-		
11	-					0	-	0	-		
12	-					0	-	0	-		
13	-					0	-	0	-		
14	-					0	-	0	-		
15	-					0	-	0	-		
16	-					0	-	0	-		

LOW RESOLUTION

No.	Parameter Name	Option				Data Range	Default Data		See Table	Control	Notes
				V	I	Display		Display			
1	Mod Depth			+	+	0 - 127	0 ～ 127	3	3		●
2	Mod Delay Offset			+	+	1 - 127	1 ～ 127	1	1		
3	Mod Feedback			+	+	1 - 127	-63 ～ +63	66	+2		
4	Resolution			+	+	0 - 7	1,1/2 ～ 1/128	0	1		
5	Mod Mix Balance			+	+	0 - 127	0 ～ 127	64	64		
6	Phase Inverse R			+	+	0 - 2	Off,Wet,Wet+Dry	0	Off		
7	-					0	-	0	-		
8	-					0	-	0	-		
9	-					0	-	0	-		
10	Dry/Wet Balance			+	+	1 - 127	D63>W ～ D=W ～ D<W63	127	D<W63	table#15	
11	-					0	-	0	-		
12	-					0	-	0	-		
13	-					0	-	0	-		
14	-					0	-	0	-		
15	-					0	-	0	-		
16	-					0	-	0	-		

DIGITAL TURNTABLE

No.	Parameter Name	Option				Data Range	Default Data		See Table	Control	Notes
				V	I	Display		Display			
1	Click Density			+	+	0 - 5	0 ～ 5	1	1		●
2	Click Level			+	+	0 - 127	0 ～ 127	20	20		
3	Noise Tone			+	+	0 - 6	0 ～ 6	2	2		
4	Noise Mod Speed			+	+	0 - 127	0.00 ～ 39.7 [Hz]	15	110[Hz]	table#1	
5	Noise Mod Depth			+	+	0 - 127	0 ～ 127	72	72		
6	Dry Send to Noise			+	+	0 - 127	0 ～ 127	4	4		
7	Noise LPF Freq			+	+	34 - 60	1.0[kHz] ～ Thru	52	8.0[kHz]	table#3	
8	Noise LPF Q			+	+	10 - 120	1.0 ～ 12.0	15	1.5		
9	Noise Level			+	+	0 - 127	0 ～ 127	20	20		
10	-					127	-	127	-		
11	Dry Level			+	+	0 - 127	0 ～ 127	127	127		
12	Dry LPF Frequency			+	+	34 - 60	1.0[kHz] ～ Thru	49	5.6[kHz]	table#3	
13	-					0	-	0	-		
14	-					0	-	0	-		
15	-					0	-	0	-		
16	-					0	-	0	-		

DIGITAL SCRATCH

No.	Parameter Name	Option				Data Range	Default Data		See Table	Control	Notes
				V	I	Display		Display			
1	Input Level			+	+	0 - 127	0 ～ 127	80	80		●
2	Initial Delay			+	+	1 - 4600	0.1 ～ 460.0 [ms]	1800	180.0[ms]		
3	Scratch Speed			+	+	1 - 127	1 ～ 127	9	9		
4	Scratch Depth			+	+	0 - 127	0 ～ 127	90	90		
5	Auto Pan Speed			+	+	0 - 127	0.00 ～ 39.7 [Hz]	16	0.67[Hz]	table#1	
6	Auto Pan Depth			+	+	0 - 127	0 ～ 127	127	127		
7	EQ Frequency			+	+	14 - 54	100 ～ 10.0k [Hz]	46	4.0[kHz]	table#3	
8	EQ Gain			+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]		
9	EQ Width			+	+	10 - 120	1.0 ～ 12.0	20	2.0		
10	Dry/Wet Balance			+	+	1 - 127	D63>W ～ D=W ～ D<W63	64	D=W	table#15	
11	HPF Frequency			+	+	0 - 52	20 ～ 8.0k [Hz]	12	80[Hz]	table#3	
12	-					0	-	0	-		
13	-					0	-	0	-		
14	-					0	-	0	-		
15	-					0	-	0	-		
16	-					0	-	0	-		

VIBE VIBRATE

No.	Parameter Name	Option				Data Range	Default Data		See Table	Control	Notes
				V	I	Display		Display			
1	Vibrate Speed			+	+	0 - 127	0.0 ～ 39.70 [Hz]	69	2.94[Hz]	table#1	
2	Vibrate Depth(AM)			+	+	0 - 127	0 ～ 127	56	56		
3	Vibrate Depth(PM)			+	+	0 - 127	0 ～ 127	12	12		
4	-					0	-	0	-		
5	-					0	-	0	-		
6	EQ Low Frequency			+	+	4 - 40	32 ～ 2.0k [Hz]	28	500[Hz]	table#3	
7	EQ Low Gain			+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]		
8	EQ High Frequency			+	+	28 - 58	500 ～ 16.0k [Hz]	46	4.0[kHz]	table#3	
9	EQ High Gain			+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]		
10	Dry/Wet Balance			+	+	1 - 127	D63>W ～ D=W ～ D<W63	38	D26>W	table#15	
11	EQ Mid Frequency			+	+	14 - 54	100 ～ 10.0k [Hz]	40	2.0[kHz]	table#3	
12	EQ Mid Gain			+	+	52 - 76	-12 ～ +12 [dB]	64	+0[dB]		
13	EQ Mid Width			+	+	10 - 120	0.1 ～ 12.0	10	1.0		
14	LFO Phase Difference			+	+	4 - 124	-180 ～ +180 [deg]	64	+000		resolution=3reg.
15	Input Mode			+	+	0 - 1	Mono/Stereo	1	Stereo		
16	Vibrate SW			+	+	0 - 1	Off,On	1	On		●

[Attached Chart 2]

3D MANUAL

No.	Parameter Name	Option				Data Range		Default Data		See Table	Control	Notes
				V	I		Display		Display			
1	Azimuth			+	+	4 - 124	-180 〜 +180 [deg]	64	+0[deg]		●	
2	Elevation			+	+	49 - 79	-90 〜 +90 [deg]	64	+0[deg]			
3	Distance			+	+	0 - 127	0 〜 127	40	40			
4	-					0	-	0	-			
5	-					0	-	0	-			
6	Output Mode			+	+	0 - 1	Speaker,Headphone	0	Speaker			
7	-					0	-	0	-			
8	-					0	-	0	-			
9	-					0	-	0	-			
10	-					127	-	127	-			
11	-					0	-	0	-			
12	-					0	-	0	-			
13	-					0	-	0	-			
14	-					0	-	0	-			
15	-					0	-	0	-			
16	-					0	-	0	-			

3D AUTO

No.	Parameter Name	Option				Data Range		Default Data		See Table	Control	Notes
				V	I		Display		Display			
1	Azimuth			+	+	4 - 124	-180 〜 +180 [deg]	64	+0[deg]			
2	Elevation			+	+	49 - 79	-90 〜 +90 [deg]	64	+0[deg]			
3	Distance			+	+	0 - 127	0 〜 127	40	40			
4	Turn Mode			+	+	0 - 2	L Turn,R Turn,Stop	2	Stop			
5	Turn Speed			+	+	0 - 100	0.00 〜 1.0 [Hz]	10	0.10[Hz]		●	Fastest speed depends on the CPU.
6	Output Mode			+	+	0 - 1	Speaker,Headphone	0	Speaker			
7	-					0	-	0	-			
8	-					0	-	0	-			
9	-					0	-	0	-			
10	-					127	-	127	-			
11	-					0	-	0	-			
12	-					0	-	0	-			
13	-					0	-	0	-			
14	-					0	-	0	-			
15	-					0	-	0	-			
16	-					0	-	0	-			

WIDE STEREO

No.	Parameter Name	Option				Data Range		Default Data		See Table	Control	Notes
				V	I		Display		Display			
1	Wide			+	+	64 - 94	0 〜 90 [deg]	89	75[deg]		●	
2	Output Mode			+	+	0 - 1	Speaker,Headphone	0	Speaker			
3	-					0	-	0	-			
4	-					0	-	0	-			
5	-					0	-	0	-			
6	-					0	-	0	-			
7	-					0	-	0	-			
8	-					0	-	0	-			
9	-					0	-	0	-			
10	-					127	-	127	-			
11	-					0	-	0	-			
12	-					0	-	0	-			
13	-					0	-	0	-			
14	-					0	-	0	-			
15	-					0	-	0	-			
16	-					0	-	0	-			

[Attached Chart 3]

XG EFFECT PARAMETER TABLE

table#1
LFO Frequency

Data	Value[Hz]	Data	Value[Hz]
0	0.00	64	2.69
1	0.04	65	2.78
2	0.08	66	2.86
3	0.13	67	2.94
4	0.17	68	3.03
5	0.21	69	3.11
6	0.25	70	3.20
7	0.29	71	3.28
8	0.34	72	3.37
9	0.38	73	3.45
10	0.42	74	3.53
11	0.46	75	3.62
12	0.51	76	3.70
13	0.55	77	3.87
14	0.59	78	4.04
15	0.63	79	4.21
16	0.67	80	4.37
17	0.72	81	4.54
18	0.76	82	4.71
19	0.80	83	4.88
20	0.84	84	5.05
21	0.88	85	5.22
22	0.93	86	5.38
23	0.97	87	5.55
24	1.01	88	5.72
25	1.05	89	6.06
26	1.09	90	6.39
27	1.14	91	6.73
28	1.18	92	7.07
29	1.22	93	7.40
30	1.26	94	7.74
31	1.30	95	8.08
32	1.35	96	8.41
33	1.39	97	8.75
34	1.43	98	9.08
35	1.47	99	9.42
36	1.51	100	9.76
37	1.56	101	10.1
38	1.60	102	10.8
39	1.64	103	11.4
40	1.68	104	12.1
41	1.72	105	12.8
42	1.77	106	13.5
43	1.81	107	14.1
44	1.85	108	14.8
45	1.89	109	15.5
46	1.94	110	16.2
47	1.98	111	16.8
48	2.02	112	17.5
49	2.06	113	18.2
50	2.10	114	19.5
51	2.15	115	20.9
52	2.19	116	22.2
53	2.23	117	23.6
54	2.27	118	24.9
55	2.31	119	26.2
56	2.36	120	27.6
57	2.40	121	28.9
58	2.44	122	30.3
59	2.48	123	31.6
60	2.52	124	33.0
61	2.57	125	34.3
62	2.61	126	37.0
63	2.65	127	39.7

table#2
Modulation Delay Offset

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

table#3
EQ Frequency

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

table#4
Reverb time

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

table#5
Delay Time(0.1〜200.0[ms])

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

table#6
Room Size

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

table#7
Delay Time(0.1〜400.0[ms])

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

[Attached Chart 3]

table#8
Compressor Attack Time

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

table#9
Compressor Release Time

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

table#10
Compressor Ratio

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

table#11
Reverb Width;Depth;Height

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

table#12
Wah Release Time

Data	Value[ms]
52	10
53	15
54	25
55	35
56	45
57	55
58	65
59	75
60	85
61	100
62	115
63	140
64	170
65	230
66	340
67	680

table#13
LO-FI Sampling Frequency Control

Data	Value[Hz]	Data	Value[Hz]
0	44.1k	64	678.0
1	22.1k	65	668.0
2	14.7k	66	658.0
3	11.0k	67	649.0
4	8.8k	68	639.0
5	7.4k	69	630.0
6	6.3k	70	621.0
7	5.5k	71	613.0
8	4.9k	72	604.0
9	4.4k	73	596.0
10	4.0k	74	588.0
11	3.7k	75	580.0
12	3.4k	76	573.0
13	3.2k	77	565.0
14	2.9k	78	558.0
15	2.8k	79	551.0
16	2.6k	80	544.0
17	2.5k	81	538.0
18	2.3k	82	531.0
19	2.2k	83	525.0
20	2.1k	84	519.0
21	2.0k	85	513.0
22	1.92k	86	507.0
23	1.84k	87	501.0
24	1.76k	88	496.0
25	1.70k	89	490.0
26	1.63k	90	485.0
27	1.58k	91	479.0
28	1.52k	92	474.0
29	1.47k	93	469.0
30	1.42k	94	464.0
31	1.38k	95	459.0
32	1.34k	96	455.0
33	1.30k	97	450.0
34	1.26k	98	445.0
35	1.23k	99	441.0
36	1.19k	100	437.0
37	1.16k	101	432.0
38	1.13k	102	428.0
39	1.10k	103	424.0
40	1.08k	104	420.0
41	1.05k	105	416.0
42	1.03k	106	412.0
43	1.00k	107	408.0
44	980.0	108	405.0
45	959.0	109	401.0
46	938.0	110	397.0
47	919.0	111	394.0
48	900.0	112	390.0
49	882.0	113	387.0
50	865.0	114	383.0
51	848.0	115	380.0
52	832.0	116	377.0
53	817.0	117	374.0
54	802.0	118	371.0
55	788.0	119	368.0
56	774.0	120	364.0
57	760.0	121	361.0
58	747.0	122	359.0
59	735.0	123	356.0
60	723.0	124	353.0
61	711.0	125	350.0
62	700.0	126	347.0
63	689.0	127	345.0

[Attached Chart 3]

XG EFFECT PARAMETER TABLE

table#14
Tempo

Data	Value	Data	Value
0	64th/3	64	4thX51
1	64th.	65	4thX52
2	32th	66	4thX53
3	32th/3	67	4thX54
4	32th.	68	4thX55
5	16th	69	4thX56
6	16th/3	70	4thX57
7	16th.	71	4thX58
8	8th	72	4thX59
9	8th/3	73	4thX60
10	8th.	74	4thX61
11	4th	75	4thX62
12	4th/3	76	4thX63
13	4th.	77	4thX64
14	2nd		
15	2nd/3		
16	2nd.		
17	4thX4		
18	4thX5		
19	4thX6		
20	4thX7		
21	4thX8		
22	4thX9		
23	4thX10		
24	4thX11		
25	4thX12		
26	4thX13		
27	4thX14		
28	4thX15		
29	4thX16		
30	4thX17		
31	4thX18		
32	4thX19		
33	4thX20		
34	4thX21		
35	4thX22		
36	4thX23		
37	4thX24		
38	4thX25		
39	4thX26		
40	4thX27		
41	4thX28		
42	4thX29		
43	4thX30		
44	4thX31		
45	4thX32		
46	4thX33		
47	4thX34		
48	4thX35		
49	4thX36		
50	4thX37		
51	4thX38		
52	4thX39		
53	4thX40		
54	4thX41		
55	4thX42		
56	4thX43		
57	4thX44		
58	4thX45		
59	4thX46		
60	4thX47		
61	4thX48		
62	4thX49		
63	4thX50		

table#15
Dry/Wet

Data	Dry[dB]	Wet[dB]	Data	Dry[dB]	Wet[dB]
1	0.00	-∞	65	-0.28	0.00
2	0.00	-71.97	66	-0.56	0.00
3	0.00	-59.93	67	-0.85	0.00
4	0.00	-52.89	68	-1.14	0.00
5	0.00	-47.89	69	-1.44	0.00
6	0.00	-44.01	70	-1.74	0.00
7	0.00	-40.85	71	-2.05	0.00
8	0.00	-38.17	72	-2.36	0.00
9	0.00	-35.85	73	-2.68	0.00
10	0.00	-33.80	74	-3.00	0.00
11	0.00	-31.97	75	-3.33	0.00
12	0.00	-30.32	76	-3.67	0.00
13	0.00	-28.81	77	-4.01	0.00
14	0.00	-27.42	78	-4.37	0.00
15	0.00	-26.13	79	-4.72	0.00
16	0.00	-24.93	80	-5.09	0.00
17	0.00	-23.81	81	-5.46	0.00
18	0.00	-22.76	82	-5.85	0.00
19	0.00	-21.76	83	-6.24	0.00
20	0.00	-20.82	84	-6.63	0.00
21	0.00	-19.93	85	-7.04	0.00
22	0.00	-19.08	86	-7.46	0.00
23	0.00	-18.28	87	-7.89	0.00
24	0.00	-17.50	88	-8.33	0.00
25	0.00	-16.77	89	-8.78	0.00
26	0.00	-16.06	90	-9.25	0.00
27	0.00	-15.37	91	-9.72	0.00
28	0.00	-14.72	92	-10.21	0.00
29	0.00	-14.09	93	-10.71	0.00
30	0.00	-13.48	94	-11.23	0.00
31	0.00	-12.89	95	-11.77	0.00
32	0.00	-12.32	96	-12.32	0.00
33	0.00	-11.77	97	-12.89	0.00
34	0.00	-11.23	98	-13.48	0.00
35	0.00	-10.71	99	-14.09	0.00
36	0.00	-10.21	100	-14.72	0.00
37	0.00	-9.72	101	-15.37	0.00
38	0.00	-9.25	102	-16.06	0.00
39	0.00	-8.78	103	-16.77	0.00
40	0.00	-8.33	104	-17.50	0.00
41	0.00	-7.89	105	-18.28	0.00
42	0.00	-7.46	106	-19.08	0.00
43	0.00	-7.04	107	-19.93	0.00
44	0.00	-6.63	108	-20.82	0.00
45	0.00	-6.24	109	-21.76	0.00
46	0.00	-5.85	110	-22.76	0.00
47	0.00	-5.46	111	-23.81	0.00
48	0.00	-5.09	112	-24.93	0.00
49	0.00	-4.72	113	-26.13	0.00
50	0.00	-4.37	114	-27.42	0.00
51	0.00	-4.01	115	-28.81	0.00
52	0.00	-3.67	116	-30.32	0.00
53	0.00	-3.33	117	-31.97	0.00
54	0.00	-3.00	118	-33.80	0.00
55	0.00	-2.68	119	-35.85	0.00
56	0.00	-2.36	120	-38.17	0.00
57	0.00	-2.05	121	-40.85	0.00
58	0.00	-1.74	122	-44.01	0.00
59	0.00	-1.44	123	-47.89	0.00
60	0.00	-1.14	124	-52.89	0.00
61	0.00	-0.85	125	-59.93	0.00
62	0.00	-0.56	126	-71.97	0.00
63	0.00	-0.28	127	-∞	0.00
64	0.00	0.00			

table#16
Feedback Level (Reverb, Delay, Flange)

Data	Value[%]	Data	Value[%]
1	-99.21	65	1.57
2	-97.63	66	3.15
3	-96.06	67	4.72
4	-94.48	68	6.30
5	-92.91	69	7.87
6	-91.33	70	9.45
7	-89.76	71	11.02
8	-88.18	72	12.60
9	-86.61	73	14.17
10	-85.03	74	15.75
11	-83.46	75	17.32
12	-81.88	76	18.90
13	-80.31	77	20.47
14	-78.74	78	22.05
15	-77.16	79	23.62
16	-75.59	80	25.20
17	-74.01	81	26.77
18	-72.44	82	28.34
19	-70.86	83	29.92
20	-69.29	84	31.49
21	-67.71	85	33.07
22	-66.14	86	34.64
23	-64.56	87	36.22
24	-62.99	88	37.79
25	-61.41	89	39.37
26	-59.84	90	40.94
27	-58.26	91	42.52
28	-56.69	92	44.09
29	-55.11	93	45.67
30	-53.54	94	47.24
31	-51.97	95	48.82
32	-50.39	96	50.39
33	-48.82	97	51.97
34	-47.24	98	53.54
35	-45.67	99	55.11
36	-44.09	100	56.69
37	-42.52	101	58.26
38	-40.94	102	59.84
39	-39.37	103	61.41
40	-37.79	104	62.99
41	-36.22	105	64.56
42	-34.64	106	66.14
43	-33.07	107	67.71
44	-31.49	108	69.29
45	-29.92	109	70.86
46	-28.34	110	72.44
47	-26.77	111	74.01
48	-25.20	112	75.59
49	-23.62	113	77.16
50	-22.05	114	78.74
51	-20.47	115	80.31
52	-18.90	116	81.88
53	-17.32	117	83.46
54	-15.75	118	85.03
55	-14.17	119	86.61
56	-12.60	120	88.18
57	-11.02	121	89.76
58	-9.45	122	91.33
59	-7.87	123	92.91
60	-6.30	124	94.48
61	-4.72	125	96.06
62	-3.15	126	97.63
63	-1.57	127	99.21
64	0.00		

table#17
Feedback Level (Chorus)

Data	Value[%]	Data	Value[%]
1	-72.29	65	1.15
2	-71.14	66	2.29
3	-70.00	67	3.44
4	-68.85	68	4.59
5	-67.70	69	5.74
6	-66.55	70	6.88
7	-65.41	71	8.03
8	-64.26	72	9.18
9	-63.11	73	10.33
10	-61.96	74	11.47
11	-60.82	75	12.62
12	-59.67	76	13.77
13	-58.52	77	14.92
14	-57.37	78	16.06
15	-56.23	79	17.21
16	-55.08	80	18.36
17	-53.93	81	19.51
18	-52.78	82	20.65
19	-51.64	83	21.80
20	-50.49	84	22.95
21	-49.34	85	24.10
22	-48.19	86	25.24
23	-47.05	87	26.39
24	-45.90	88	27.54
25	-44.75	89	28.69
26	-43.60	90	29.83
27	-42.46	91	30.98
28	-41.31	92	32.13
29	-40.16	93	33.28
30	-39.01	94	34.42
31	-37.87	95	35.57
32	-36.72	96	36.72
33	-35.57	97	37.87
34	-34.42	98	39.01
35	-33.28	99	40.16
36	-32.13	100	41.31
37	-30.98	101	42.46
38	-29.83	102	43.60
39	-28.69	103	44.75
40	-27.54	104	45.90
41	-26.39	105	47.05
42	-25.24	106	48.19
43	-24.10	107	49.34
44	-22.95	108	50.49
45	-21.80	109	51.64
46	-20.65	110	52.78
47	-19.51	111	53.93
48	-18.36	112	55.08
49	-17.21	113	56.23
50	-16.06	114	57.37
51	-14.92	115	58.52
52	-13.77	116	59.67
53	-12.62	117	60.82
54	-11.47	118	61.96
55	-10.33	119	63.11
56	-9.18	120	64.26
57	-8.03	121	65.41
58	-6.88	122	66.55
59	-5.74	123	67.70
60	-4.59	124	68.85
61	-3.44	125	70.00
62	-2.29	126	71.14
63	-1.15	127	72.29
64	0.00		

table#18
Level

Data	Value[dB]	Data	Value[dB]
0	-∞	64	-11.90
1	-84.15	65	-11.64
2	-72.11	66	-11.37
3	-65.07	67	-11.11
4	-60.07	68	-10.85
5	-56.19	69	-10.60
6	-53.03	70	-10.35
7	-50.35	71	-10.10
8	-48.03	72	-9.86
9	-45.98	73	-9.62
10	-44.15	74	-9.38
11	-42.50	75	-9.15
12	-40.98	76	-8.92
13	-39.59	77	-8.69
14	-38.31	78	-8.47
15	-37.11	79	-8.25
16	-35.99	80	-8.03
17	-34.93	81	-7.81
18	-33.94	82	-7.60
19	-33.00	83	-7.39
20	-32.11	84	-7.18
21	-31.26	85	-6.98
22	-30.46	86	-6.77
23	-29.68	87	-6.57
24	-28.94	88	-6.37
25	-28.23	89	-6.18
26	-27.55	90	-5.98
27	-26.90	91	-5.79
28	-26.27	92	-5.60
29	-25.66	93	-5.41
30	-25.07	94	-5.23
31	-24.50	95	-5.04
32	-23.95	96	-4.86
33	-23.41	97	-4.68
34	-22.89	98	-4.50
35	-22.39	99	-4.33
36	-21.90	100	-4.15
37	-21.42	101	-3.98
38	-20.96	102	-3.81
39	-20.51	103	-3.64
40	-20.07	104	-3.47
41	-19.64	105	-3.30
42	-19.22	106	-3.14
43	-18.81	107	-2.98
44	-18.41	108	-2.82
45	-18.02	109	-2.66
46	-17.64	110	-2.50
47	-17.27	111	-2.34
48	-16.90	112	-2.18
49	-16.54	113	-2.03
50	-16.19	114	-1.88
51	-15.85	115	-1.72
52	-15.51	116	-1.57
53	-15.18	117	-1.42
54	-14.86	118	-1.28
55	-14.54	119	-1.13
56	-14.22	120	-0.98
57	-13.92	121	-0.84
58	-13.62	122	-0.70
59	-13.32	123	-0.56
60	-13.03	124	-0.42
61	-12.74	125	-0.28
62	-12.46	126	-0.14
63	-12.18	127	0.00

table#19
LFO Depth

Data	Value[%]	Data	Value[%]
0	0.00	64	50.39
1	0.78	65	51.17
2	1.56	66	51.95
3	2.34	67	52.73
4	3.13	68	53.52
5	3.91	69	54.30
6	4.69	70	55.08
7	5.47	71	55.86
8	6.25	72	56.64
9	7.03	73	57.42
10	7.81	74	58.20
11	8.59	75	58.98
12	9.38	76	59.77
13	10.16	77	60.55
14	10.94	78	61.33
15	11.72	79	62.11
16	12.50	80	62.89
17	13.28	81	63.67
18	14.06	82	64.45
19	14.84	83	65.23
20	15.63	84	66.02
21	16.41	85	66.80
22	17.19	86	67.58
23	17.97	87	68.36
24	18.75	88	69.14
25	19.53	89	69.92
26	20.31	90	70.70
27	21.09	91	71.48
28	21.88	92	72.27
29	22.66	93	73.05
30	23.44	94	73.83
31	24.22	95	74.61
32	25.20	96	75.59
33	25.98	97	76.37
34	26.76	98	77.15
35	27.54	99	77.93
36	28.32	100	78.71
37	29.10	101	79.49
38	29.88	102	80.27
39	30.66	103	81.05
40	31.45	104	81.84
41	32.23	105	82.62
42	33.01	106	83.40
43	33.79	107	84.18
44	34.57	108	84.96
45	35.35	109	85.74
46	36.13	110	86.52
47	36.91	111	87.30
48	37.70	112	88.09
49	38.48	113	88.87
50	39.26	114	89.65
51	40.04	115	90.43
52	40.82	116	91.21
53	41.60	117	91.99
54	42.38	118	92.77
55	43.16	119	93.55
56	43.95	120	94.34
57	44.73	121	95.12
58	45.51	122	95.90
59	46.29	123	96.68
60	47.07	124	97.46
61	47.85	125	98.24
62	48.63	126	99.02
63	49.41	127	100.00

[Attached Chart 3]

XG EFFECT PARAMETER TABLES

Table#20
Dyna Attack Time

Data	Value[ms]	Data	Value[ms]
0	0.3	64	112
1	0.9	65	114
2	1.8	66	116
3	2.7	67	118
4	3.6	68	120
5	5.4	69	121
6	7.2	70	123
7	9.0	71	125
8	10.0	72	127
9	12.0	73	129
10	14.0	74	130
11	16.0	75	132
12	18.0	76	134
13	20.0	77	136
14	21.0	78	138
15	23.0	79	140
16	25.0	80	141
17	27.0	81	143
18	29.0	82	145
19	30.0	83	147
20	32.0	84	149
21	34.0	85	150
22	36.0	86	152
23	38.0	87	154
24	40.0	88	156
25	41.0	89	158
26	43.0	90	160
27	45.0	91	161
28	47.0	92	163
29	49.0	93	165
30	50.0	94	167
31	52.0	95	169
32	54.0	96	170
33	56.0	97	172
34	58.0	98	174
35	60.0	99	176
36	61.0	100	178
37	63.0	101	180
38	65.0	102	181
39	67.0	103	183
40	69.0	104	185
41	70.0	105	187
42	72.0	106	189
43	74.0	107	190
44	76.0	108	192
45	78.0	109	194
46	80.0	110	196
47	81.0	111	198
48	83.0	112	200
49	85.0	113	201
50	87.0	114	203
51	89.0	115	205
52	90.0	116	207
53	92.0	117	209
54	94.0	118	210
55	96.0	119	212
56	98.0	120	214
57	100.0	121	216
58	101.0	122	218
59	103.0	123	220
60	105.0	124	221
61	107.0	125	223
62	109.0	126	225
63	110.0	127	227

Table#21
Dyna Release Time

Data	Value[ms]	Data	Value[ms]
0	2.6	64	369.1
1	3.0	65	390.8
2	3.4	66	412.5
3	3.9	67	434.2
4	4.3	68	456.0
5	4.7	69	477.7
6	5.2	70	499.4
7	5.6	71	521.1
8	6.0	72	542.8
9	6.5	73	564.5
10	6.9	74	586.2
11	7.3	75	608.0
12	7.8	76	629.7
13	8.2	77	651.4
14	8.6	78	673.1
15	13.0	79	694.8
16	17.3	80	716.5
17	21.7	81	738.3
18	26.0	82	760.0
19	30.4	83	781.7
20	34.7	84	803.4
21	39.0	85	825.1
22	43.4	86	846.8
23	47.7	87	868.5
24	52.1	88	890.3
25	56.4	89	912.0
26	60.8	90	933.7
27	65.1	91	955.4
28	69.4	92	977.1
29	73.8	93	998.8
30	78.1	94	1020.5
31	82.5	95	1042.3
32	86.8	96	1064.0
33	91.2	97	1085.7
34	95.5	98	1107.4
35	99.8	99	1129.1
36	104.2	100	1150.8
37	108.5	101	1172.5
38	112.9	102	1194.3
39	117.2	103	1216.0
40	121.6	104	1237.7
41	125.9	105	1259.4
42	130.2	106	1281.1
43	134.6	107	1302.8
44	138.9	108	1346.3
45	143.3	109	1389.7
46	147.6	110	1433.1
47	152.0	111	1476.6
48	156.3	112	1520.0
49	160.6	113	1563.4
50	165.0	114	1606.8
51	169.3	115	1650.3
52	173.7	116	1693.7
53	178.0	117	1737.1
54	182.4	118	1780.6
55	186.7	119	1824.0
56	195.4	120	1867.4
57	217.1	121	1910.8
58	238.8	122	1954.3
59	260.5	123	1997.7
60	282.2	124	2041.1
61	304.0	125	2084.6
62	325.7	126	2128.0
63	347.4	127	2171.4

Table#22
Ring Mod Carrier Freq Course

Data	Value[Hz]	Data	Value[Hz]
0	0.7	64	151.4
1	1.3	65	160.2
2	2.0	66	169.6
3	2.7	67	179.0
4	3.4	68	189.1
5	4.0	69	199.9
6	4.7	70	211.3
7	5.4	71	223.4
8	6.1	72	236.2
9	6.7	73	249.7
10	7.4	74	263.8
11	8.1	75	279.3
12	8.7	76	294.7
13	9.4	77	311.6
14	10.1	78	329.7
15	10.8	79	348.6
16	11.4	80	368.1
17	12.1	81	389.6
18	12.8	82	411.8
19	13.5	83	435.4
20	14.1	84	459.6
21	14.8	85	485.9
22	15.5	86	514.1
23	16.2	87	543.1
24	16.8	88	574.0
25	17.5	89	607.0
26	18.2	90	642.0
27	19.5	91	678.3
28	20.9	92	717.3
29	21.5	93	757.7
30	22.9	94	801.5
31	24.2	95	847.2
32	25.6	96	895.0
33	26.9	97	946.1
34	28.9	98	1000.7
35	30.3	99	1057.2
36	32.3	100	1117.7
37	33.6	101	1181.7
38	35.7	102	1249.0
39	37.7	103	1320.3
40	39.7	104	1395.7
41	42.4	105	1475.1
42	44.4	106	1559.2
43	47.1	107	1648.7
44	49.8	108	1742.9
45	52.5	109	1841.8
46	55.9	110	1947.5
47	59.2	111	2058.5
48	62.6	112	2175.6
49	65.9	113	2300.1
50	70.0	114	2431.3
51	73.3	115	2569.9
52	78.1	116	2716.6
53	82.1	117	2871.4
54	86.8	118	3035.6
55	92.2	119	3208.5
56	96.9	120	3391.6
57	103.0	121	3585.4
58	108.3	122	3790.0
59	115.1	123	4006.6
60	121.1	124	4234.8
61	128.5	125	4477.0
62	135.9	126	4732.1
63	143.3	127	5002.6

Table#23
V-Flanger Delay Offset

Data	Value[ms]	Data	Value[ms]	Data	Value[ms]
0	0.1	64	4.7	128	31.4
1	0.1	65	5.0	129	31.8
2	0.1	66	5.2	130	32.3
3	0.2	67	5.5	131	32.7
4	0.2	68	5.8	132	33.1
5	0.2	69	6.0	133	33.6
6	0.2	70	6.4	134	34.0
7	0.2	71	6.7	135	34.5
8	0.3	72	7.0	136	34.9
9	0.3	73	7.4	137	35.3
10	0.3	74	7.7	138	35.8
11	0.3	75	8.1	139	36.2
12	0.4	76	8.5		
13	0.4	77	9.0		
14	0.4	78	9.4		
15	0.4	79	9.9		
16	0.4	80	10.3		
17	0.5	81	10.7		
18	0.5	82	11.2		
19	0.5	83	11.6		
20	0.5	84	12.1		
21	0.6	85	12.5		
22	0.6	86	12.9		
23	0.6	87	13.4		
24	0.7	88	13.8		
25	0.7	89	14.2		
26	0.7	90	14.7		
27	0.8	91	15.1		
28	0.8	92	15.6		
29	0.8	93	16.0		
30	0.9	94	16.4		
31	0.9	95	16.9		
32	1.0	96	17.3		
33	1.0	97	17.8		
34	1.1	98	18.2		
35	1.1	99	18.6		
36	1.2	100	19.1		
37	1.2	101	19.5		
38	1.3	102	20.0		
39	1.4	103	20.4		
40	1.4	104	20.8		
41	1.5	105	21.3		
42	1.6	106	21.7		
43	1.7	107	22.2		
44	1.8	108	22.6		
45	1.8	109	23.0		
46	1.9	110	23.5		
47	2.0	111	23.9		
48	2.1	112	24.4		
49	2.3	113	24.8		
50	2.4	114	25.2		
51	2.5	115	25.7		
52	2.6	116	26.1		
53	2.7	117	26.5		
54	2.9	118	27.0		
55	3.0	119	27.4		
56	3.2	120	27.9		
57	3.3	121	28.3		
58	3.5	122	28.7		
59	3.7	123	29.2		
60	3.9	124	29.6		
61	4.1	125	30.1		
62	4.3	126	30.5		
63	4.5	127	30.9		

table#24
Modulation Phase

Data	Value[deg]
0	-180
1	-158
2	-135
3	-113
4	-90
5	-68
6	-45
7	-23
8	0
9	23
10	45
11	68
12	90
13	113
14	135
15	158
16	180

[Attached Chart 4]

XG EFFECT PARAMETER DEFAULTS

Reverb, Chorus, Variation, Insertion Block

TYPE	Parameter Number															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
NOEFFECT	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
HALL 1	18	10	8	13	49	0	0	0	0	40	0	4	50	8	64	0
HALL 2	25	10	28	6	46	0	0	0	0	40	13	3	74	7	64	0
LARGE HALL	18	10	8	13	49	0	0	0	0	40	0	0	0	8	0	0
MEDIUM HALL	15	10	14	13	49	0	0	0	0	40	0	0	0	8	0	0
HALL M	18	10	8	13	49	0	0	0	0	40	0	4	50	8	64	0
HALL L	18	10	28	6	46	0	0	0	0	40	13	3	74	7	64	0
ROOM 1	5	10	16	4	49	0	0	0	0	40	5	3	64	8	64	0
ROOM 2	12	10	5	4	38	0	0	0	0	40	0	4	50	8	64	0
ROOM 3	9	10	47	5	36	0	0	0	0	40	0	4	60	8	64	0
WARM ROOM	3	10	8	8	48	0	0	0	0	40	0	0	0	7	0	0
WOODY ROOM	5	10	16	4	49	0	0	0	0	40	0	0	0	8	0	0
ROOM S	11	10	5	4	38	0	0	0	0	40	0	4	50	8	64	0
ROOM M	13	10	16	4	49	0	0	0	0	40	5	3	64	8	64	0
ROOM L	15	10	47	5	36	0	0	0	0	40	0	4	60	8	64	0
STAGE 1	19	10	16	7	54	0	0	0	0	40	0	3	64	6	64	0
STAGE 2	11	10	16	7	51	0	0	0	0	40	2	2	64	6	64	0
PLATE	25	10	6	8	49	0	0	0	0	40	2	3	64	5	64	0
RICH PLATE	23	10	6	8	49	0	0	0	0	40	0	0	0	5	0	0
GM PLATE	13	10	6	8	49	0	0	0	0	40	2	3	64	5	64	0
DELAYL,C,R	3333	1667	5000	5000	74	100	10	0	0	32	0	0	28	64	46	64
DELAYL,R	2500	3750	3752	3750	87	10	0	0	0	32	0	0	28	64	46	64
ECHO	1700	80	1780	80	10	1700	1780	0	0	40	0	0	28	64	46	64
CROSS DELAY	1700	1750	111	1	10	0	0	0	0	32	0	0	28	64	46	64
EARLY REF1	0	19	5	16	64	0	46	0	0	32	5	0	10	0	0	0
EARLY REF2	2	7	10	16	64	3	46	0	0	32	5	2	10	0	0	0
GATE REVERB	0	15	6	2	64	0	44	0	0	32	4	3	10	0	0	0
REVERSE GATE	1	19	8	3	64	0	47	0	0	32	6	3	10	0	0	0
WHITE ROOM	9	5	11	0	46	30	50	70	7	40	34	4	64	7	64	0
TUNNEL	48	6	19	0	44	33	52	70	16	40	20	4	64	7	64	0
CANYON	59	6	63	0	45	34	62	91	13	40	25	4	64	4	64	0
BASEMENT	3	6	3	0	34	26	29	59	15	40	32	4	64	8	64	0
KARAOKE 1	63	97	0	48	0	0	0	0	0	64	2	0	0	0	0	0
KARAOKE 2	55	105	0	50	0	0	0	0	0	64	1	0	0	0	0	0
KARAOKE 3	43	110	14	53	0	0	0	0	0	64	0	0	0	0	0	0
TEMPO DELAY	10	80	10	78	64	0	0	0	0	39	0	0	28	64	46	64
TEMPO ECHO	11	92	10	78	64	0	0	0	0	40	0	0	28	64	46	64
TEMPO CROSS	8	8	102	1	10	64	0	0	0	34	0	0	28	64	46	64
THRU	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
CHORUS 1	6	54	77	106	0	28	64	46	64	64	46	64	10	0	0	0
CHORUS 2	8	63	64	30	0	28	62	42	58	64	46	64	10	0	0	0
CHORUS 3	4	44	64	110	0	28	64	46	66	64	46	64	10	0	0	0
GM CHORUS 1	9	10	64	109	0	28	64	46	64	64	46	64	10	0	0	0
GM CHORUS 2	26	34	67	105	0	28	64	46	64	64	46	64	10	0	0	0
GM CHORUS 3	9	34	69	105	0	28	64	46	66	64	46	64	10	0	0	0
GM CHORUS 4	26	29	75	102	0	28	64	46	64	64	46	64	10	0	0	0
FB CHORUS	6	43	107	111	0	28	64	46	64	64	46	64	10	0	0	0
CHORUS 4	9	32	69	104	0	28	64	46	64	64	46	64	10	0	1	0
CELESTE 1	12	32	64	0	0	28	64	46	64	127	40	68	10	0	0	0
CELESTE 2	28	18	90	2	0	28	62	42	60	84	40	68	10	0	0	0
CELESTE 3	4	63	44	2	0	28	64	46	68	127	40	68	10	0	0	0
CELESTE 4	8	29	64	0	0	28	64	51	66	127	40	68	10	0	1	0
FLANGER 1	14	14	104	2	0	28	64	46	64	96	40	64	10	4	0	0
FLANGER 2	32	17	26	2	0	28	64	46	60	96	40	64	10	4	0	0
GM FLANGER	3	21	120	1	0	28	64	46	64	96	40	64	10	4	0	0
FLANGER 3	4	109	109	2	0	28	64	46	64	127	40	64	10	4	0	0
SYMPHONIC	12	25	16	0	0	28	64	46	64	127	46	64	10	0	0	0
ROTARY SPEAKER	81	35	0	0	0	24	60	45	54	127	33	52	30	0	0	0
DISTORTION+ROTARY SPEAKER	6	92	0	0	0	26	68	56	52	127	0	0	0	5	49	55
OVER DRIVE+ROTARY SPEAKER	7	90	0	0	0	24	66	56	52	127	0	0	0	4	47	45
AMP SIMULATOR+ROTARY SPEAKER	5	90	3	0	0	25	68	56	52	127	0	0	0	4	48	45
TREMOLO	83	56	0	0	0	28	64	46	64	127	40	64	10	64	0	0
AUTOPAN	76	80	32	5	0	28	64	46	64	127	40	64	10	0	0	0
AUTO PAN2	67	127	32	5	15	28	64	46	64	127	40	64	10	0	0	0
PHASER 1	8	111	74	104	0	28	64	46	64	64	6	1	0	0	0	0
PHASER 2	8	111	74	108	0	28	64	46	64	64	5	0	4	0	0	0
DISTORTION	40	20	72	53	48	0	43	74	10	127	120	0	0	0	0	0
COMPRESSOR+DISTORTION	40	20	72	53	48	0	43	74	10	127	120	6	2	100	4	0

[Attached Chart 4]

STEREO DISTORTION	18	27	71	48	84	0	32	66	10	127	105	0	0	0	0	0
OVER DRIVE	29	24	68	45	55	0	41	72	10	127	104	0	0	0	0	0
STEREO OVER DRIVE	10	24	69	46	105	0	41	66	10	127	104	0	0	0	0	0
AMP SIMULATOR	39	1	48	55	0	0	0	0	0	127	112	0	0	0	0	0
AMP SIMLATOR2	50	3	48	70	0	0	0	0	0	127	0	0	0	0	0	0
STEREO AMP SIMULATOR	16	2	46	119	0	0	0	0	0	127	106	0	0	0	0	0
3-BAND EQ	70	34	60	10	70	28	46	0	0	127	0	0	0	0	0	0
2-BAND EQ	28	70	46	70	0	0	0	0	0	127	34	64	10	0	0	0
AUTO WAH	70	56	39	25	0	28	66	46	64	127	0	0	0	0	0	0
AUTO WAH+DISTORTION	40	73	26	29	0	28	66	46	64	127	30	72	74	53	48	0
AUTO WAH+OVER DRIVE	48	64	32	23	0	28	66	46	64	127	29	68	72	45	55	0
PITCH CHANGE	64	0	74	54	64	0	0	0	0	64	1	127	127	127	0	0
PITCH CHANGE 2	65	50	67	61	87	0	0	0	0	32	1	127	127	127	0	0
HARMONIC ENHANCER	44	30	48	0	0	0	0	0	0	127	0	0	0	0	0	0
TOUCH WAH 1	36	0	30	0	0	28	66	46	64	127	0	0	0	0	0	0
TOUCH WAH+DISTORTION	36	0	30	0	0	28	66	46	64	127	30	0	0	0	0	0
TOUCH WAH+OVER DRIVE	45	18	28	0	0	28	66	46	64	127	29	68	72	45	55	64
TOUCH WAH 2	68	18	60	0	0	28	66	46	64	127	0	72	74	53	57	64
COMPRESSOR	6	2	100	4	96	0	0	0	0	127	0	0	0	0	0	0
NOISE GATE	0	11	82	50	0	0	0	0	0	127	0	0	0	0	0	0
VOICE CANCEL	0	0	0	0	0	0	0	0	0	64	8	25	0	0	0	0
2WAY ROTARY SPEAKER	16	26	35	70	0	24	60	45	54	127	31	45	0	0	0	0
DISTORTION+2WAY ROTARY SP	6	28	30	64	0	24	66	56	59	127	36	60	0	3	48	60
OVER DRIVE+2WAY ROTARY SPEAKER	5	28	30	62	0	20	67	56	60	127	33	60	0	4	46	50
AMP SIMULATOR+2WAY ROTARY SPEAKER	8	27	29	64	0	17	66	58	52	127	33	60	3	3	48	52
ENSEMBLE DETUNE	54	0	0	0	0	0	0	0	0	64	28	64	46	64	0	0
AMBIENCE	114	0	0	0	0	28	64	46	64	64	0	0	0	0	0	0
VOCODER HARMONY	0	0	0	64	0	1	1	84	44	64	39	47	0	0	0	0
CHORDAL HARMONY	0	0	0	64	0	1	1	84	44	64	39	47	0	0	0	0
DETUNE HARMONY	0	0	0	64	0	0	0	0	0	64	39	47	0	0	0	0
CHROMATIC HARMONY	0	0	0	64	0	1	1	84	44	64	39	47	0	0	0	0
TALKING MODULATOR	0	15	31	63	0	0	0	0	0	127	0	0	0	0	0	0
LO-FI	2	60	6	54	5	10	1	1	0	127	0	0	0	0	1	0
DISTORTION+DELAY	2500	3000	3750	74	70	40	48	72	74	127	0	0	0	0	0	0
OVER DRIVE+DELAY	1900	1400	2500	78	60	29	55	68	72	127	0	0	0	0	0	0
COMPRESSOR+DISTORTION+DELAY	3000	72	66	40	48	72	74	0	0	127	6	2	100	4	0	0
COMPRESSOR+OVER DRIVE+DELAY	3000	72	66	29	55	68	72	0	0	127	6	2	100	4	0	0
WAH+DISTORTION+DELAY	1600	84	64	30	48	69	72	0	0	127	40	0	30	64	0	0
WAH+OVER DRIVE+DELAY	1600	84	64	24	55	65	70	0	0	127	40	0	30	64	0	0
V DISTORTION HARD	22	3	2	6	88	0	0	0	0	127	0	0	0	0	0	0
V DISTORTION HARD+DELAY	22	3	2	5	82	2500	5000	5000	85	127	46	0	0	0	0	0
V DISTORTION SOFT	13	3	2	6	98	0	0	0	0	127	0	0	0	0	0	0
V DISTORTION SOFT+DELAY	14	3	2	6	92	2500	5000	5000	76	127	44	0	0	0	0	0
DUAL ROTOR SPEAKER 1	15	18	89	91	54	22	20	22	52	127	14	72	34	61	60	0
DUAL ROTOR SPEAKER 2	14	18	91	95	54	22	22	29	64	127	34	64	34	64	60	0
DISTORTION+TEMPO DELAY	11	86	62	8	88	70	68	64	64	127	0	0	0	0	0	0
OVER DRIVE+TEMPO DELAY	11	78	64	10	110	68	70	70	64	127	0	0	0	0	0	0
COMPRESSOR+DISTORTION+TEMPO DELAY	11	76	62	10	90	72	74	70	64	127	4	4	101	3	0	0
COMPRESSOR+OVER DRIVE+TEMPO DELAY	11	74	62	9	94	74	74	70	64	127	8	9	103	3	0	0
WAH+DISTORTION+TEMPO DELAY	11	86	52	10	120	68	64	70	64	127	50	0	30	64	0	0
WAH+OVER DRIVE+TEMPO DELAY	11	84	58	16	127	68	65	70	64	127	64	0	30	64	0	0
V DISTORTION HARD+TEMPO DELAY	22	3	2	5	82	11	90	72	64	127	64	0	0	0	0	0
V DISTORTION SOFT+TEMPO DELAY	14	3	2	6	90	11	92	77	64	127	66	0	0	0	0	0
V-FLANGER	5	45	0	17	184	28	64	46	64	127	46	64	10	16	9	5
MULTI BAND COMP BASIC	9	64	64	64	64	0	0	0	0	0	0	0	0	0	0	0
TEMPO FLANGER	17	10	12	2	0	28	64	46	64	96	40	64	10	64	0	0
TEMPO PHASER	17	48	67	108	0	28	64	46	64	64	6	0	64	0	0	0
DYNA FILTER	1	110	0	66	19	40	110	0	0	96	0	0	28	64	46	64
DYNA FLANGER	122	1	6	63	65	100	0	0	0	96	0	0	28	64	46	64
DYNA PHASER	98	0	113	30	52	25	0	0	0	32	6	0	28	64	46	64
DYNA RING MODULATOR	70	0	60	12	58	70	0	0	10	64	0	0	28	64	46	64
RING MODULATOR	98	0	0	0	64	0	60	0	0	127	0	0	28	64	46	64
SLICE	5	30	2	127	64	1	0	0	0	127	0	0	28	64	46	64
ISOLATOR	1	64	64	64	0	1	0	0	0	0	0	0	0	0	0	0
LOW RESOLUTION	3	1	66	0	64	0	0	0	0	127	0	0	0	0	0	0
DIGITAL TURNTABLE	1	20	2	15	72	4	52	15	20	127	127	49	0	0	0	0
DIGITAL SCRATCH	80	1800	9	90	16	127	46	64	20	64	12	0	0	0	0	0
VIBE VIBRATE	69	56	12	0	0	28	64	46	64	38	40	64	10	64	1	1
3D MANUAL	64	64	40	0	0	0	0	0	0	127	0	0	0	0	0	0
3D AUTO	64	64	40	2	10	0	0	0	0	127	0	0	0	0	0	0
WIDE STEREO	89	0	0	0	0	0	0	0	0	127	0	0	0	0	0	0

[Attached Chart 4]

XG EFFECT PARAMETER DEFAULTS

Multi EQ Block

TYPE	Parameter															
	Gain1	Frequency1	Q1	Shape1	Gain2	Frequency2	Q2	Gain3	Frequency3	Q3	Gain4	Frequency4	Q4	Gain5	Frequency5	Q5	Shape5
Flat	64	12	7	0	64	28	7	64	34	7	64	46	7	64	52	7	0
Jazz	58	8	7	0	66	16	3	68	33	3	60	44	5	58	50	7	0
Pops	68	16	7	0	60	24	20	67	34	7	60	40	20	70	48	7	0
Rock	71	16	7	0	68	20	7	60	36	5	68	41	10	66	50	7	0
Concert	67	12	7	0	68	24	7	64	34	5	66	50	7	61	52	7	0

[Attached Chart 5]

Parameter Addresses

XG PARAMETER CHANGE TABLE (SYSTEM)

Address (H)			Size (H)	Data (H)	Parameter	Option	Description	Default Value (H)
00	00	00	4	00	MASTER TUNE		-102.4 - +102.3[cent]	00 04 00 00
				00 - 7F			1st bit3-0→bit15-12	
				00 - 7F			2nd bit3-0→bit11-8	
				00 - 7F			3rd bit3-0→bit7-4	
							4th bit3-0→bit3-0	
		04	1	00 - 7F	MASTER VOLUME		0 - 127	7F
		05	1	00 - 7F	MASTER ATTENUATOR	[Opt.]	0 - 127	00
		06	1	28 - 58	TRANSPOSE		-24 - +24[semitones]	40
		7D		n	DRUM SETUP RESET		n=Drum setup number (0 - 3)	
		7E		00	XG SYSTEM ON		00=XG sytem ON	
		7F		00	ALL PARAMETER RESET		00=ON	
TOTAL SIZE			07					

XG PARAMETER CHANGE TABLE (SYSTEM INFORMATI)

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

Sent in response to dump request. Not received.

XG PARAMETER CHANGE TABLE (EFFECT 1)

Address (H)			Size (H)	Data (H)	Parameter	Option	Description	Default Value (H)
02	01	00	2	00 - 7F	REVERB TYPE MSB		See XG EFFECT TYPE LIST	01(=HALL1)
				00 - 7F	REVERB TYPE LSB		00 : basic type	00
		02	1	00 - 7F	REVERB PARAMETER 1		See XG EFFECT PARAMETER LIST	depends on reverb type
		03	1	00 - 7F	REVERB PARAMETER 2		〃	〃
		04	1	00 - 7F	REVERB PARAMETER 3		〃	〃
		05	1	00 - 7F	REVERB PARAMETER 4		〃	〃
		06	1	00 - 7F	REVERB PARAMETER 5		〃	〃
		07	1	00 - 7F	REVERB PARAMETER 6		〃	〃
		08	1	00 - 7F	REVERB PARAMETER 7		〃	〃
		09	1	00 - 7F	REVERB PARAMETER 8		〃	〃
		0A	1	00 - 7F	REVERB PARAMETER 9		〃	〃
		0B	1	00 - 7F	REVERB PARAMETER 10		〃	〃
		0C	1	00 - 7F	REVERB RETURN		-∞dB...0dB...+6dB(0...64...127)	40
		0D	1	01 - 7F	REVERB PAN		L63...C...R63(1...64...127)	40
TOTAL SIZE			0E					
02	01	10	1	00 - 7F	REVERB PARAMETER 11	[Opt.]		depends on reverb type
		11	1	00 - 7F	REVERB PARAMETER 12	[Opt.]	〃	〃
		12	1	00 - 7F	REVERB PARAMETER 13	[Opt.]	〃	〃
		13	1	00 - 7F	REVERB PARAMETER 14	[Opt.]	〃	〃
		14	1	00 - 7F	REVERB PARAMETER 15	[Opt.]	〃	〃
		15	1	00 - 7F	REVERB PARAMETER 16	[Opt.]	〃	〃
TOTAL SIZE			06					
02	01	20	2	00 - 7F	CHORUS TYPE MSB		See XG EFFECT PARAMETER LIST	41(=CHORUS1)
				00 - 7F	CHORUS TYPE LSB		00 : basic type	00
		22	1	00 - 7F	CHORUS PARAMETER 1		See XG EFFECT PARAMETER LIST	depends on chorus Type
		23	1	00 - 7F	CHORUS PARAMETER 2		〃	〃
		24	1	00 - 7F	CHORUS PARAMETER 3		〃	〃
		25	1	00 - 7F	CHORUS PARAMETER 4		〃	〃
		26	1	00 - 7F	CHORUS PARAMETER 5		〃	〃
		27	1	00 - 7F	CHORUS PARAMETER 6		〃	〃
		28	1	00 - 7F	CHORUS PARAMETER 7		〃	〃
		29	1	00 - 7F	CHORUS PARAMETER 8		〃	〃
		2A	1	00 - 7F	CHORUS PARAMETER 9		〃	〃
		2B	1	00 - 7F	CHORUS PARAMETER 10		〃	〃
		2C	1	00 - 7F	CHORUS RETURN		-∞dB...0dB...+6dB(0...64...127)	40
		2D	1	01 - 7F	CHORUS PAN		L63...C...R63(1...64...127)	40
		2E	1	00 - 7F	SEND CHORUS TO REVERB		-∞dB...0dB...+6dB(0...64...127)	00
TOTAL SIZE			0F					
02	01	30	1	00 - 7F	CHORUS PARAMETER 11	[Opt.]	See XG EFFECT PARAMETER LIST	depends on chorus Type
		31	1	00 - 7F	CHORUS PARAMETER 12	[Opt.]	〃	〃
		32	1	00 - 7F	CHORUS PARAMETER 13	[Opt.]	〃	〃
		33	1	00 - 7F	CHORUS PARAMETER 14	[Opt.]	〃	〃
		34	1	00 - 7F	CHORUS PARAMETER 15	[Opt.]	〃	〃
		35	1	00 - 7F	CHORUS PARAMETER 16	[Opt.]	〃	〃
TOTAL SIZE			06					
02	01	40	2	00 - 7F	VARIATION TYPE MSB		See XG EFFECT TYPE LIST	05(=DELAY L,C,R)
				00 - 7F	VARIATION TYPE LSB		00 : basic type	00
		42	2	00 - 7F	VARIATION PARAMETER 1 MSB		See XG EFFECT PARAMETER LIST	depends on variation type
				00 - 7F	VARIATION PARAMETER 1 LSB		〃	〃
		44	2	00 - 7F	VARIATION PARAMETER 2 MSB		〃	〃
				00 - 7F	VARIATION PARAMETER 2 LSB		〃	〃
		46	2	00 - 7F	VARIATION PARAMETER 3 MSB		〃	〃
				00 - 7F	VARIATION PARAMETER 3 LSB		〃	〃
		48	2	00 - 7F	VARIATION PARAMETER 4 MSB		〃	〃
				00 - 7F	VARIATION PARAMETER 4 LSB		〃	〃
		4A	2	00 - 7F	VARIATION PARAMETER 5 MSB		〃	〃
				00 - 7F	VARIATION PARAMETER 5 LSB		〃	〃
		4C	2	00 - 7F	VARIATION PARAMETER 6 MSB		〃	〃
				00 - 7F	VARIATION PARAMETER 6 LSB		〃	〃
		4E	2	00 - 7F	VARIATION PARAMETER 7 MSB		〃	〃
				00 - 7F	VARIATION PARAMETER 7 LSB		〃	〃
		50	2	00 - 7F	VARIATION PARAMETER 8 MSB		〃	〃
				00 - 7F	VARIATION PARAMETER 8 LSB		〃	〃
		52	2	00 - 7F	VARIATION PARAMETER 9 MSB		〃	〃
				00 - 7F	VARIATION PARAMETER 9 LSB		〃	〃
		54	2	00 - 7F	VARIATION PARAMETER 10 MSB		〃	〃
				00 - 7F	VARIATION PARAMETER 10 LSB		〃	〃
		56	1	00 - 7F	VARIATION RETURN		-∞dB...0dB...+6dB(0...64...127)	40
		57	1	01 - 7F	VARIATION PAN		L63...C...R63(1...64...127)	40
		58	1	00 - 7F	SEND VARIATION TO REVERB		-∞dB...0dB...+6dB(0...64...127)	00
		59	1	00 - 7F	SEND VARIATION TO CHORUS		-∞dB...0dB...+6dB(0...64...127)	00
		5A	1	00 - 01	VARIATION CONNECTION		0:INSERTION,1:SYSTEM	00
		5B	1	00 - 7F	VARIATION PART		Part1...64(0...63)	7F
							AD1...AD63(64...126)	
							OFF(127)	
		5C	1	00 - 7F	MW VARIATION CONTROL DEPTH	[Opt.]	-64 - +63	40
		5D	1	00 - 7F	BEND VARIATION CONTROL DEPTH	[Opt.]	-64 - +63	40
		5E	1	00 - 7F	CAT VARIATION CONTROL DEPTH	[Opt.]	-64 - +63	40
		5F	1	00 - 7F	AC1 VARIATION CONTROL DEPTH	[Opt.]	-64 - +63	40
		60	1	00 - 7F	AC2 VARIATION CONTROL DEPTH	[Opt.]	-64 - +63	40
TOTAL SIZE			21					
02	01	61	1	00 - 7F	CBC1 VARIATION CONTROL DEPTH	[Opt.]	-64 - +63	40
TOTAL SIZE			01					

[Attached Chart 5]

02	01	62	1	00 - 7F	CBC2 VARIATION CONTROL DEPTH	[Opt.]	-64 - +63	40
TOTAL SIZE			01					
02	01	70	1	00 - 7F	VARIATION PARAMETER 11	[Opt.]	See XG EFFECT PARAMETER LIST	depends on variation type
		71	1	00 - 7F	VARIATION PARAMETER 12	[Opt.]	〃	〃
		72	1	00 - 7F	VARIATION PARAMETER 13	[Opt.]	〃	〃
		73	1	00 - 7F	VARIATION PARAMETER 14	[Opt.]	〃	〃
		74	1	00 - 7F	VARIATION PARAMETER 15	[Opt.]	〃	〃
		75	1	00 - 7F	VARIATION PARAMETER 16	[Opt.]	〃	〃
TOTAL SIZE			06					

If multiple variation effects, the second byte of the address gives the effect number.

XG PARAMETER CHANGE TABLE(MULTI EQ) [Opt.]

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

XG PARAMETER CHANGE TABLE(EFFECT 2) [Opt.]

Address (H)			Size (H)	Data (H)	Parameter	Option	Description	Default Value (H)
03	nn	00	2	00 - 7F	INSERTION EFFECT TYPE MSB	[Opt.]	See XG EFFECT TYPE LIST+J63	49(=DISTORTION)
				00 - 7F	INSERTION EFFECT TYPE LSB	[Opt.]	00 : basic type	00
		02	1	00 - 7F	INSERTION EFFECT PARAMETER1	[Opt.]	See XG EFFECT PARAMETER LIST	depends on insertion type
		03	1	00 - 7F	INSERTION EFFECT PARAMETER2	[Opt.]	〃	〃
		04	1	00 - 7F	INSERTION EFFECT PARAMETER3	[Opt.]	〃	〃
		05	1	00 - 7F	INSERTION EFFECT PARAMETER4	[Opt.]	〃	〃
		06	1	00 - 7F	INSERTION EFFECT PARAMETER5	[Opt.]	〃	〃
		07	1	00 - 7F	INSERTION EFFECT PARAMETER6	[Opt.]	〃	〃
		08	1	00 - 7F	INSERTION EFFECT PARAMETER7	[Opt.]	〃	〃
		09	1	00 - 7F	INSERTION EFFECT PARAMETER8	[Opt.]	〃	〃
		0A	1	00 - 7F	INSERTION EFFECT PARAMETER9	[Opt.]	〃	〃
		0B	1	00 - 7F	INSERTION EFFECT PARAMETER10	[Opt.]	〃	〃
		0C	1	00 - 7F	INSERTION EFFECT PART	[Opt.]	Part1...64(0...63) AD1...AD63(64...126) OFF(127)	7F
		0D	1	00 - 7F	MW INSERTION CONTROL DEPTH	[Opt.]	-64 - 63	40
		0E	1	00 - 7F	BEND INSERTION CONTROL DEPTH	[Opt.]	-64 - 63	40
		0F	1	00 - 7F	CAT INSERTION CONTROL DEPTH	[Opt.]	-64 - 63	40
		10	1	00 - 7F	AC1 INSERTION CONTROL DEPTH	[Opt.]	-64 - 63	40
		11	1	00 - 7F	AC2 INSERTION CONTROL DEPTH	[Opt.]	-64 - 63	40
TOTAL SIZE			12					
03	nn	12	1	00 - 7F	CBC1 INSERTION CONTROL DEPTH	[Opt.]	-64 - 63	40
TOTAL SIZE			01					
03	nn	13	1	00 - 7F	CBC2 INSERTION CONTROL DEPTH	[Opt.]	-64 - 63	40
TOTAL SIZE			01					
03	nn	20	1	00 - 7F	INSERTION EFFECT PARAMETER11	[Opt.]	See XG EFFECT PARAMETER LIST	depends on insertion type
		21	1	00 - 7F	INSERTION EFFECT PARAMETER12	[Opt.]	〃	〃
		22	1	00 - 7F	INSERTION EFFECT PARAMETER13	[Opt.]	〃	〃
		23	1	00 - 7F	INSERTION EFFECT PARAMETER14	[Opt.]	〃	〃
		24	1	00 - 7F	INSERTION EFFECT PARAMETER15	[Opt.]	〃	〃
		25	1	00 - 7F	INSERTION EFFECT PARAMETER16	[Opt.]	〃	〃
TOTAL SIZE			06					
03	nn	30	2	00 - 7F	INSERTION EFFECT PARAMETER1 MSB	[Opt.]	See XG EFFECT PARAMETER LIST	depends on insertion type
				00 - 7F	INSERTION EFFECT PARAMETER1 LSB	[Opt.]	〃	〃
		32	2	00 - 7F	INSERTION EFFECT PARAMETER2 MSB	[Opt.]	〃	〃
				00 - 7F	INSERTION EFFECT PARAMETER2 LSB	[Opt.]	〃	〃
		34	2	00 - 7F	INSERTION EFFECT PARAMETER3 MSB	[Opt.]	〃	〃
				00 - 7F	INSERTION EFFECT PARAMETER3 LSB	[Opt.]	〃	〃
		36	2	00 - 7F	INSERTION EFFECT PARAMETER4 MSB	[Opt.]	〃	〃
				00 - 7F	INSERTION EFFECT PARAMETER4 LSB	[Opt.]	〃	〃
		38	2	00 - 7F	INSERTION EFFECT PARAMETER5 MSB	[Opt.]	〃	〃
				00 - 7F	INSERTION EFFECT PARAMETER5 LSB	[Opt.]	〃	〃
		3A	2	00 - 7F	INSERTION EFFECT PARAMETER6 MSB	[Opt.]	〃	〃
				00 - 7F	INSERTION EFFECT PARAMETER6 LSB	[Opt.]	〃	〃
		3C	2	00 - 7F	INSERTION EFFECT PARAMETER7 MSB	[Opt.]	〃	〃
				00 - 7F	INSERTION EFFECT PARAMETER7 LSB	[Opt.]	〃	〃
		3E	2	00 - 7F	INSERTION EFFECT PARAMETER8 MSB	[Opt.]	〃	〃
				00 - 7F	INSERTION EFFECT PARAMETER8 LSB	[Opt.]	〃	〃
		40	2	00 - 7F	INSERTION EFFECT PARAMETER9 MSB	[Opt.]	〃	〃
				00 - 7F	INSERTION EFFECT PARAMETER9 LSB	[Opt.]	〃	〃
		42	2	00 - 7F	INSERTION EFFECT PARAMETER10 MSB	[Opt.]	〃	〃
				00 - 7F	INSERTION EFFECT PARAMETER10 LSB	[Opt.]	〃	〃
TOTAL SIZE			14					

nn = Insertion Effect Number

Second byte of the address gives the insertion effect number.

Note: If effect type does not require MSB, accept parameters with addresses 02 to 0B, and ignore parameters with addresses from 30 to 42.
If effect type requires MSB, accept parameters with addresses 30 to 42 and ignore parameters with addresses 02 to 0B.
Bulk transmissions that include effect-type information will always send parameters at addresses 02 to 0B, but
if the effect type requires the MSB, the bulk receiving side shall ignore parameters at addresses 02 to 0B.
At present, the folloiwng four effect types require MSBs.
Delay L,C,R, Delay L,R, Echo, Cross Delay
*Data range varies according to effect-type value.

XG PARAMETER CHANGE TABLE(DISPLAY DATA) [Opt.]

Address			Size (H)	Data (H)	Parameter (H)	Option	Description	Default Value (H)
06	00	00	20	20 - 7F :	DISPLAY LETTER	[Opt.]	32-127(ASCII)	

[Attached Chart 5]

				20 - 7F			
TOTAL SIZE			20				
07	vh	00	30	00 - 7F	DISPLAY BITMAP Data0	[Opt.]	0 - 127
				:	:		
				00 - 7F	DISPLAY BITMAP Data47		
TOTAL SIZE			30				

v : vertical extension (0 to 7)
h : horizontal extension (0 to F)

Each screen is 16×16 dots, so display can show up to 256 × 128 dots (h × v)

Relation between data and display screen is as follows.

A single data byte gives up to 7 pixels in horizontal direction.
A bit value of 1 means dot is displayed; a value of 0 means not displayed.
Data arrangement on screen is as follows:

	b6 b5 b4 b3 b2 b1 b0	b6 b5 b4 b3 b2 b1 b0	b6 b5 b4 b3 b2 b1 b0
Data0	* * * * * * *	Data16 * * * * * * *	Data32 * * - - - - -
Data1		Data17	Data33
Data2		Data18	Data34
Data3		Data19	Data35
Data4		Data20	Data36
Data5		Data21	Data37
Data6		Data22	Data38
Data7		Data23	Data39
Data8		Data24	Data40
Data9		Data25	Data41
Data10		Data26	Data42
Data11		Data27	Data43
Data12		Data28	Data44
Data13		Data29	Data45
Data14		Data30	Data46
Data15		Data31	Data47

For data 32 to 47, only bits 6 and 5 are used.

It is possible to accept data for any arbitrary subset of pixels (rather than for all pixels). Pixels for which data is not received will retain their previous state.
DISPLAY DATA parameter change data can be sent continuously from any location.

XG PARAMETER CHANGE TABLE(MULTI PART)

Address (H)			Size (H)	Data (H)	Parameter	Option	Description	Default Value (H)
08	pp	00	1	00 - 20	ELEMENT RESERVE		0 - 32	part10=00, other=02
	pp	01	1	00 - 7F	BANK SELECT MSB		0 - 127	part10=7F, other=00
	pp	02	1	00 - 7F	BANK SELECT LSB		0 - 127	00
	pp	03	1	00 - 7F	PROGRAM NUMBER		1 - 128	00
	pp	04	1	00 - 0F,7F	Rcv CHANNEL		1 - 16,OFF	Part No.
	pp	05	1	00 - 01	MONO/POLY MODE		0:MONO 1:POLY	01
	pp	06	1	00 - 02	SAME NOTE NUMBER KEY ON ASSIGN		0:SINGLE 1:MULTI 2:INST (for DRUM)	01
	pp	07	1	00 - 05	PART MODE		0:NORMAL 1:DRUM 2 - 5:DRUMS1 - 4	00 (Part10**以外**) 02 (Part10) 04,05 = [L3-80]
	pp	08	1	28 - 58	NOTE SHIFT		-24 - +24[semitones]	40
	pp	09	2	00 - FF	DETUNE		-12.8 - +12.7[Hz] (if key A3) 1st bit3-0→bit7-4 2nd bit3-0→bit3-0	08 00 (80)
	pp	0B	1	00 - 7F	VOLUME		0 - 127	64
	pp	0C	1	00 - 7F	VELOCITY SENSE DEPTH		0 - 127	40
	pp	0D	1	00 - 7F	VELOCITY SENSE OFFSET		0 - 127	40
	pp	0E	1	00 - 7F	PAN		0:random L63...C...R63(1...64...127)	40
	pp	0F	1	00 - 7F	NOTE LIMIT LOW		C-2 - G8	00
	pp	10	1	00 - 7F	NOTE LIMIT HIGH		C-2 - G8	7F
	pp	11	1	00 - 7F	DRY LEVEL		0 - 127	7F
	pp	12	1	00 - 7F	CHORUS SEND		0 - 127	00
	pp	13	1	00 - 7F	REVERB SEND		0 - 127	28
	pp	14	1	00 - 7F	VARIATION SEND		0 - 127	00
	pp	15	1	00 - 7F	VIBRATO RATE		-64 - +63	40
	pp	16	1	00 - 7F	VIBRATO DEPTH		-64 - +63	40
	pp	17	1	00 - 7F	VIBRATO DELAY		-64 - +63	40
	pp	18	1	00 - 7F	FILTER CUTOFF FREQUENCY		-64 - +63	40
	pp	19	1	00 - 7F	FILTER RESONANCE		-64 - +63	40
	pp	1A	1	00 - 7F	EG ATTACK TIME		-64 - +63	40
	pp	1B	1	00 - 7F	EG DECAY TIME		-64 - +63	40
	pp	1C	1	00 - 7F	EG RELEASE TIME		-64 - +63	40
	pp	1D	1	28 - 58	MW PITCH CONTROL		-24 - +24[semitones]	40
	pp	1E	1	00 - 7F	MW FILTER CONTROL		-9600 - +9450[cent]	40
	pp	1F	1	00 - 7F	MW AMPLITUDE CONTROL		-100 - +100[%]	40
	pp	20	1	00 - 7F	MW LFO PMOD DEPTH		0 - 127	0A
	pp	21	1	00 - 7F	MW LFO FMOD DEPTH		0 - 127	00
	pp	22	1	00 - 7F	MW LFO AMOD DEPTH	[Opt.]	0 - 127	00
	pp	23	1	28 - 58	BEND PITCH CONTROL		-24 - +24[semitones]	42
	pp	24	1	00 - 7F	BEND FILTER CONTROL		-9600 - +9450[cent]	40
	pp	25	1	00 - 7F	BEND AMPLITUDE CONTROL		-100 - +100[%]	40
	pp	26	1	00 - 7F	BEND LFO PMOD DEPTH		0 - 127	00
	pp	27	1	00 - 7F	BEND LFO FMOD DEPTH		0 - 127	00
	pp	28	1	00 - 7F	BEND LFO AMOD DEPTH	[Opt.]	0 - 127	00
TOTAL SIZE			29					
08	pp	30	1	00 - 01	RCV PITCH BEND	[Opt.]	OFF/ON	01
	pp	31	1	00 - 01	RCV CH AFTER TOUCH(CAT)	[Opt.]	OFF/ON	01
	pp	32	1	00 - 01	RCV PROGRAM CHANGE	[Opt.]	OFF/ON	01
	pp	33	1	00 - 01	RCV CONTROL CHANGE	[Opt.]	OFF/ON	01
	pp	34	1	00 - 01	RCV POLY AFTER TOUCH(PAT)	[Opt.]	OFF/ON	01
	pp	35	1	00 - 01	RCV NOTE MESSAGE	[Opt.]	OFF/ON	01
	pp	36	1	00 - 01	RCV RPN	[Opt.]	OFF/ON	01
	pp	37	1	00 - 01	RCV NRPN	[Opt.]	OFF/ON	01
	pp	38	1	00 - 01	RCV MODULATION	[Opt.]	OFF/ON	01
	pp	39	1	00 - 01	RCV VOLUME	[Opt.]	OFF/ON	01
	pp	3A	1	00 - 01	RCV PAN	[Opt.]	OFF/ON	01
	pp	3B	1	00 - 01	RCV EXPRESSION	[Opt.]	OFF/ON	01
	pp	3C	1	00 - 01	RCV HOLD1	[Opt.]	OFF/ON	01
	pp	3D	1	00 - 01	RCV PORTAMENTO	[Opt.]	OFF/ON	01
	pp	3E	1	00 - 01	RCV SOSTENUTO	[Opt.]	OFF/ON	01
	pp	3F	1	00 - 01	RCV SOFT PEDAL	[Opt.]	OFF/ON	01
	pp	40	1	00 - 01	RCV BANK SELECT	[Opt.]	OFF/ON	01
	pp	41	1	00 - 7F	SCALE TUNING C	[Opt.]	-64 - +63[cent]	40
	pp	42	1	00 - 7F	SCALE TUNING C#	[Opt.]	-64 - +63[cent]	40
	pp	43	1	00 - 7F	SCALE TUNING D	[Opt.]	-64 - +63[cent]	40
	pp	44	1	00 - 7F	SCALE TUNING D#	[Opt.]	-64 - +63[cent]	40
	pp	45	1	00 - 7F	SCALE TUNING E	[Opt.]	-64 - +63[cent]	40
	pp	46	1	00 - 7F	SCALE TUNING F	[Opt.]	-64 - +63[cent]	40
	pp	47	1	00 - 7F	SCALE TUNING F#	[Opt.]	-64 - +63[cent]	40
	pp	48	1	00 - 7F	SCALE TUNING G	[Opt.]	-64 - +63[cent]	40
	pp	49	1	00 - 7F	SCALE TUNING G#	[Opt.]	-64 - +63[cent]	40

[Attached Chart 5]

	pp	4A	1	00 - 7F	SCALE TUNING A	[Opt.]	-64 - +63[cent]	40
	pp	4B	1	00 - 7F	SCALE TUNING A#	[Opt.]	-64 - +63[cent]	40
	pp	4C	1	00 - 7F	SCALE TUNING B	[Opt.]	-64 - +63[cent]	40
	pp	4D	1	28 - 58	CAT PITCH CONTROL	[Opt.]	-24 - +24[semitones]	40
	pp	4E	1	00 - 7F	CAT FILTER CONTROL	[Opt.]	-9600 - +9450[cent]	40
	pp	4F	1	00 - 7F	CAT AMPLITUDE CONTROL	[Opt.]	-100 - +100[%]	40
	pp	50	1	00 - 7F	CAT LFO PMOD DEPTH	[Opt.]	0 - 127	00
	pp	51	1	00 - 7F	CAT LFO FMOD DEPTH	[Opt.]	0 - 127	00
	pp	52	1	00 - 7F	CAT LFO AMOD DEPTH	[Opt.]	0 - 127	00
	pp	53	1	28 - 58	PAT PITCH CONTROL	[Opt.]	-24 - +24[semitones]	40
	pp	54	1	00 - 7F	PAT FILTER CONTROL	[Opt.]	-9600 - +9450[cent]	40
	pp	55	1	00 - 7F	PAT AMPLITUDE CONTROL	[Opt.]	-100 - +100[%]	40
	pp	56	1	00 - 7F	PAT LFO PMOD DEPTH	[Opt.]	0 - 127	00
	pp	57	1	00 - 7F	PAT LFO FMOD DEPTH	[Opt.]	0 - 127	00
	pp	58	1	00 - 7F	PAT LFO AMOD DEPTH	[Opt.]	0 - 127	00
	pp	59	1	00 - 5F	AC1 CONTROLLER NUMBER	[Opt.]	0 - 95	10
	pp	5A	1	28 - 58	AC1 PITCH CONTROL	[Opt.]	-24 - +24[semitones]	40
	pp	5B	1	00 - 7F	AC1 FILTER CONTROL	[Opt.]	-9600 - +9450[cent]	40
	pp	5C	1	00 - 7F	AC1 AMPLITUDE CONTROL	[Opt.]	-100 - +100[%]	40
	pp	5D	1	00 - 7F	AC1 LFO PMOD DEPTH	[Opt.]	0 - 127	00
	pp	5E	1	00 - 7F	AC1 LFO FMOD DEPTH	[Opt.]	0 - 127	00
	pp	5F	1	00 - 7F	AC1 LFO AMOD DEPTH	[Opt.]	0 - 127	00
	pp	60	1	00 - 5F	AC2 CONTROLLER NUMBER	[Opt.]	0 - 95	11
	pp	61	1	28 - 58	AC2 PITCH CONTROL	[Opt.]	-24 - +24[semitones]	40
	pp	62	1	00 - 7F	AC2 FILTER CONTROL	[Opt.]	-9600 - +9450[cent]	40
	pp	63	1	00 - 7F	AC2 AMPLITUDE CONTROL	[Opt.]	-100 - +100[%]	40
	pp	64	1	00 - 7F	AC2 LFO PMOD DEPTH	[Opt.]	0 - 127	00
	pp	65	1	00 - 7F	AC2 LFO FMOD DEPTH	[Opt.]	0 - 127	00
	pp	66	1	00 - 7F	AC2 LFO AMOD DEPTH	[Opt.]	0 - 127	00
	pp	67	1	00 - 01	PORTAMENTO SWITCH	[Opt.]	OFF/ON	00
	pp	68	1	00 - 7F	PORTAMENTO TIME	[Opt.]	0 - 127	00
	pp	69	1	00 - 7F	PITCH EG INITIAL LEVEL	[Opt.]	-64 - +63	40
	pp	6A	1	00 - 7F	PITCH EG ATTACK TIME	[Opt.]	-64 - +63	40
	pp	6B	1	00 - 7F	PITCH EG RELEASE LEVEL	[Opt.]	-64 - +63	40
	pp	6C	1	00 - 7F	PITCH EG RELEASE TIME	[Opt.]	-64 - +63	40
	pp	6D	1	01 - 7F	VELOCITY LIMIT LOW	[Opt.]	1 - 127	00
	pp	6E	1	01 - 7F	VELOCITY LIMIT HIGH	[Opt.]	1 - 127	7F
TOTAL SIZE		3F						

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

For EQ BASS/EQ TREBLE, the VL70-m spec controls multiple bands; maximum is -12 - +12[dB].

XG ADDITIONAL PARAMETER CHANGE TABLE(MULTI PART)

Address (H)			Size (H)	Data (H)	Parameter		Option	Description	Default Value (H)
08	pp	74	1	00 - 7F	EQ MID-BASS	(NOT USED)	[Opt.]	-64 - +63(-12 - +12[dB])	40
		75	1	00 - 7F	EQ MID-TREBLE	(NOT USED)	[Opt.]	-64 - +63(-12 - +12[dB])	40
		76	1	04 - 28	EQ BASS frequency		[Opt.]	32-2.0k[Hz]	0C
		77	1	1C - 3A	EQ TREBLE frequency		[Opt.]	500-16.0k[Hz]	36
		78	1	0E - 36	EQ MID-BASS frequency	(NOT USED)	[Opt.]	100-10.0k[Hz]	22
		79	1	0E - 36	EQ MID-TREBLE frequency	(NOT USED)	[Opt.]	100-10.0k[Hz]	2E
		7A	1	01 - 78	EQ BASS Q	(NOT USED)	[Opt.]	0.1-12.0	07
		7B	1	01 - 78	EQ TREBLE Q	(NOT USED)	[Opt.]	0.1-12.0	07
		7C	1	01 - 78	EQ MID-BASS Q	(NOT USED)	[Opt.]	0.1-12.0	07
		7D	1	01 - 78	EQ MID-TREBLE Q	(NOT USED)	[Opt.]	0.1-12.0	07
		7E	1	00 - 01	EQ BASS shape	(NOT USED)	[Opt.]	00:shelving, 01:peaking	00
		7F	1	00 - 01	EQ TREBLE shape	(NOT USED)	[Opt.]	00:shelving, 01:peaking	00
TOTAL SIZE		0C							
0A	pp	10	1	00 - 67	OUTPUT SELECT		[Opt.]	0-7 : Stereo1-8, 8-39 : Ind1+2, ...Ind63+64, 40-103 : Ind1-Ind64	00
TOTAL SIZE		01							

Note: If the received OUTPUT SELECT value is not supported, the value shall be understood to select Stereo Output 1.

0A	pp	20	1	00 - 7F	HIGH PASS FILTER CUTOFF FREQUENCY		[Opt.]	-64 - +63	40
		21	1	00 - 7F	HIGH PASS FILTER RESONANCE	(NOT USED)	[Opt.]	-64 - +63	40
TOTAL SIZE		02							
0A	pp	22	1	00 - 7F	MW HPF CONTROL DEPTH	(NOT USED)	[Opt.]	-64 - +63	40
		23	1	00 - 7F	BEND HPF CONTROL DEPTH	(NOT USED)	[Opt.]	-64 - +63	40
		24	1	00 - 7F	CAT HPF CONTROL DEPTH	(NOT USED)	[Opt.]	-64 - +63	40
		25	1	00 - 7F	PAT HPF CONTROL DEPTH	(NOT USED)	[Opt.]	-64 - +63	40
		26	1	00 - 7F	AC1 HPF CONTROL DEPTH	(NOT USED)	[Opt.]	-64 - +63	40
		27	1	00 - 7F	AC2 HPF CONTROL DEPTH	(NOT USED)	[Opt.]	-64 - +63	40
TOTAL SIZE		06							

Addresses A nn 28 to 3F are reserved for future filter additions.

0A	pp	30	1	00 - 5F	CBC1 Control Number		[Opt.]	0 - 95	12
		31	1	24 - 58	CBC1 Pitch Control		[Opt.]	-24 - +24[semitones]	40
		32	1	00 - 7F	CBC1 LPF Control		[Opt.]	-64(-9600) - +63(9450)[cent]	40
		33	1	00 - 7F	CBC1 Amplitude Control		[Opt.]	-100 - +100[%]	40
		34	1	00 - 7F	CBC1 LFO PMod Control Depth		[Opt.]	0 - 127	00
		35	1	00 - 7F	CBC1 LFO FMod Control Depth		[Opt.]	0 - 127	00
		36	1	00 - 7F	CBC1 LFO AMod Control Depth		[Opt.]	0 - 127	00
TOTAL SIZE		07							
0A	pp	38	1	00 - 5F	CBC2 Control Number		[Opt.]	0 - 95	13
		39	1	24 - 58	CBC2 Pitch Control		[Opt.]	-24 - +24[semitones]	40
		3A	1	00 - 7F	CBC2 LPF Control		[Opt.]	-64(-9600) - +63(9450)[cent]	40
		3B	1	00 - 7F	CBC2 Amplitude Control		[Opt.]	-100 - +100[%]	40
		3C	1	00 - 7F	CBC2 LFO PMod Control Depth		[Opt.]	0 - 127	00
		3D	1	00 - 7F	CBC2 LFO FMod Control Depth		[Opt.]	0 - 127	00
		3E	1	00 - 7F	CBC2 LFO AMod Control Depth		[Opt.]	0 - 127	00
TOTAL SIZE		07							
0A	pp	40	1	00 - 7F	MW OFFSET LEVEL CONTROL		[Opt.]	-100 - 100[%]	40
		41	1	00 - 7F	BEND OFFSET LEVEL CONTROL		[Opt.]	-100 - 100[%]	40
		42	1	00 - 7F	CAT OFFSET LEVEL CONTROL		[Opt.]	-100 - 100[%]	40
		43	1	00 - 7F	PAT OFFSET LEVEL CONTROL		[Opt.]	-100 - 100[%]	40
		44	1	00 - 7F	AC1 OFFSET LEVEL CONTROL		[Opt.]	-100 - 100[%]	40
		45	1	00 - 7F	AC2 OFFSET LEVEL CONTROL		[Opt.]	-100 - 100[%]	40
TOTAL SIZE		6							

pp = PartNumber

If drum part, the following parameters have no effect.

- BANK SELECT LSB
- PORTAMENTO
- SOFT PEDAL

[Attached Chart 5]

・MONO/POLY
・SCALE TUNING
・POLY AFTER TOUCH
・PITCH EG

XG PARAMETER CHANGE TABLE(MULTI PART for VL)

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

XG PARAMETER CHANGE TABLE(AD PART)

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

pp = AD Part Number

XG PARAMETER CHANGE TABLE(AD PART CONFIGURATION)

Address (H)			Size (H)	Data (H)	Parameter		Description	Default Value (H)
11	pp	00	1	00 - 01	MONO/STEREO	[Opt.]	0: MONO	AD Part1,2=depends on bank select MSB/LSB

[Attached Chart 5]

							1: STEREO	and program number, other parts=00
TOTAL SIZE	01							
This parameter is effective only if AD Part Number is even.								
11	pp	01	3	00 - 7F	INPUT CATEGORY	[Opt.]	Off, Analog, USB, mLan, Y2(MEL), S/PDIF, AES/EBU, ADAT, TASCAM, **Undefind** (9-63) PCI1…PCI62(64-126), Ext. Device(127)	depends on the model
				00 - 7F	INPUT SUB CATEGORY	[Opt.]		depends on the model
				00 - 7F	INPUT SERIAL NUMBER	[Opt.]		depends on the model
TOTAL SIZE	03							
NOT initialized at XG SYSTEM On.								

pp = AD Part Number

XG PARAMETER CHANGE TABLE(AD PART ADDITIONAL) [Opt.]

Address (H)			Size (H)	Data (H)	Prameter		Description	Default Value (H)
12	pp	30	1	00 - 5F	CBC1 Control Number	[Opt.]	0 - 95	16
TOTAL SIZE	01							
12	pp	38	1	00 - 5F	CBC2 Control Number	[Opt.]	0 - 95	16
TOTAL SIZE	01							

pp = AD Part Number

XG PARAMETER CHANGE TABLE(DRUM SETUP)

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

XG ADDITIONAL PARAMETER CHANGE TABLE(DRUM SETUP) [Opt.]

Address (H)			Size (H)	Data (H)	Parameter		Option	Description	Default Value (H)
3n	rr	20	1	00 - 7F	EQ BASS		[Opt.]	-64 - +63(-12 - +12[dB])	40
		21	1	00 - 7F	EQ TREBLE		[Opt.]	-64 - +63(-12 - +12[dB])	40
		22	1	00 - 7F	EQ MID-BASS	(NOT USED)	[Opt.]	-64 - +63(-12 - +12[dB])	40
		23	1	00 - 7F	EQ MID-TREBLE	(NOT USED)	[Opt.]	-64 - +63(-12 - +12[dB])	40
		24	1	04 - 28	EQ BASS frequency		[Opt.]	32-2.0k[Hz]	0C
		25	1	1C - 3A	EQ TREBLE frequency		[Opt.]	500-16.0k[Hz]	36
		26	1	0E - 36	EQ MID-BASS frequency	(NOT USED)	[Opt.]	100-10.0k[Hz]	22
		27	1	0E - 36	EQ MID-TREBLE frequency	(NOT USED)	[Opt.]	100-10.0k[Hz]	2E
		28	1	01 - 78	EQ BASS Q	(NOT USED)	[Opt.]	0.1-12.0	07
		29	1	01 - 78	EQ TREBLE Q	(NOT USED)	[Opt.]	0.1-12.0	07
		2A	1	01 - 78	EQ MID-BASS Q	(NOT USED)	[Opt.]	0.1-12.0	07
		2B	1	01 - 78	EQ MID-TREBLE Q	(NOT USED)	[Opt.]	0.1-12.0	07
		2C	1	00 - 01	EQ BASS shape	(NOT USED)	[Opt.]	00:shelving, 01:peaking	00
		2D	1	00 - 01	EQ TREBLE shape	(NOT USED)	[Opt.]	00:shelving, 01:peaking	00
TOTAL SIZE	0F								
3n	rr	40	1	00 - 67	OUTPUT SELECT		[Opt.]	0-7 : Stereo1-8, 8-39 : Ind1+2, ...Ind63+64, 40-103 : Ind1-Ind64	00
TOTAL SIZE	01								

Note: If the received OUTPUT SELECT value is not supported, the value shall be understood to select Stereo Output 1.

3n	rr	50	1	00 - 7F	HIGH PASS FILTER CUTOFF FREQUENCY		[Opt.]	-64 - +63	40
		51	1	00 - 7F	HIGH PASS FILTER RESONANCE	(NOT USED)	[Opt.]	-64 - +63	40
TOTAL SIZE	02								

Suggested: Reserve address 3n rr 52 to 5F for future filter additions.

3n	rr	60	1	30 - 50	VELOCITY PITCH SENSE		[Opt.]	-16 - +16	depends on the note
		61	1	30 - 50	VELOCITY LPF CUTOFF SENSE		[Opt.]	-16 - +16	depends on the note
TOTAL SIZE	02								
3n	rr	70	4	7E - 7F	SOURCE DRUM KIT(Bank select MSB)	(NOT USED)	[Opt.]	126:SFX kit, 127:Drum kit	depends on the note
				00 - 7F	SOURCE DRUM KIT(Bank select LSB)	(NOT USED)	[Opt.]		depends on the note
				00 - 7F	SOURCE DRUM KIT(Program number)	(NOT USED)	[Opt.]		depends on the note
				0D - 5B	SOURCE DRUM KIT(Note number)	(NOT USED)	[Opt.]		depends on the note
TOTAL SIZE	04								

This message is used for switching the drum kit.

[Note]
n = Drum Setup Number At least two setups must be provided. n=2,3: [Opt.]
rr = Note Number (0D - 5B)
On reception of XG System On or GM System On message, all drum setup parameters are reinitialized.
The Drum Setup Reset message can be used to initialized the drum setup parameters.
Drum kit program change resets the drum seup content.

XG PARAMETER CHANGE TABLE (PLUGIN) [Opt.]

Address (H)			Size (H)	Data (H)	Parameter	Option	Description	Default Value (H)
70	nn	mm	1	00 - 7F	Part Assign	[Opt.]	Part1 - Part16, OFF	00
TOTAL SIZE	01							
					This message specifies the part to which the plugin specified by Address Mid, Low is assigned.			
71	nn	pp	1	00 - 0F	Note Filter	[Opt.]	Part1 - Part16	--
TOTAL SIZE	01							
					If the plugin specified by Address Mid has been assigned to the part specified by Address Low, the Part Note On messages designated by the data are ignored. (To do this, the part's RcvNote Messages must be turned off.)			

nn = PB Type LSB (0:PLG100-VL, 1:PLG100-SG, 2:PLG100-DX ...)

[Attached Chart 5]

mm = Board identifer (sequential number used to distinguish among multiple identical PBs on a given device).
pp = Part Number

The following indications are used to indicate whether features are mandatory or optional:

Unmarked	Mandatory Parameter (on XG)
[Opt.]	Optional Parameter

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
- E - Standard Number of Element
- O - Option
  - Blank : XG Standard, XGLite Standard
  - + : XG Option, XGLite Option
  - - : XG Standard, XGLite Option

					KSP			Stereo			Single		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			1			3			6		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1		Grand Piano KSP	1							
	2	Bright Piano	1		Bright Piano KSP	1		Stereo Bright Piano	2	+			
	3	Electric Grand Piano	2		Electric Grand Piano KSP	2							
	4	Honky-tonk Piano	2		Honky-tonk Piano KSP	2							
	5	Electric Piano 1	2		Electric Piano 1 KSP	1							
	6	Electric Piano 2	2		Electric Piano 2 KSP	1							
	7	Harpsichord	1		Harpsichord KSP	1							
	8	Clavi	2		Clavi KSP	1							
Chromatic	9	Celesta	1										
Percussion	10	Glockenspiel	1										
	11	Music Box	2										
	12	Vibraphone	1		Vibraphone KSP	1							
	13	Marimba	1		Marimba KSP	1							
	14	Xylophone	1										
	15	Tubular Bells	1										
	16	Dulcimer	1										
Organ	17	Drawbar Organ	1					Stereo Drawbar Organ	2	+			
	18	Percussive Organ	1										
	19	Rock Organ	2										
	20	Church Organ	2										
	21	Reed Organ	1										
	22	Accordion	2										
	23	Hamonica	1										
	24	Tango Accordion	2										
Guitar	25	Nylon Guitar	1										
	26	Steel Guitar	1										
	27	Jazz Guitar	1										
	28	Clean Guitar	1										
	29	Muted Guitar	1										
	30	Overdriven Guitar	1										
	31	Distortion Guitar	1										
	32	Guitar Harmonics	1										
Bass	33	Acoustic Bass	1										
	34	Finger Bass	1										
	35	Pick Bass	1								Pick Bass 2	1	+
	36	Fretless Bass	1										
	37	Slap Bass 1	1										
	38	Slap Bass 2	1										
	39	Synth Bass 1	1										
	40	Synth Bass 2	2								Mellow Synth Bass	1	
Strings	41	Violin	1										
	42	Viola	1										
	43	Cello	1										
	44	Contrabass	1										
	45	Tremolo Strings	1										
	46	Pizzicato Strings	1										
	47	Orchestral Harp	1										
	48	Timpani	1										
Ensemble	49	Strings 1	1					Stereo Strings	2				
	50	Strings 2	1					Stereo Slow Strings	2				
	51	Synth Strings 1	2										
	52	Synth Strings 2	2										
	53	Choir Aahs	1					Stereo Choir	2				
	54	Voice Oohs	1										
	55	Synth Voice	1										
	56	Orchestra Hit	2										
Brass	57	Trumpet	1										
	58	Trombone	1										
	59	Tuba	1										
	60	Muted Trumpet	1										
	61	French Horn	1								French Horn Solo	1	
	62	Brass Section	1					Stereo Brass Section	2	+			
	63	Synth Brass 1	2										
	64	Synth Brass 2	1										

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
- E - Standard Number of Element
- O - Option
  - Blank : XG Standard, XGLite Standard
  - + : XG Option, XGLite Option
  - - : XG Standard, XGLite Option

					Slow			Fast Decay			Double Attack		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			8			12			14		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1										
	2	Bright Piano	1										
	3	Electric Grand Piano	2										
	4	Honky-tonk Piano	2										
	5	Electric Piano 1	2										
	6	Electric Piano 2	2					Chorus Electric Piano Decay	2	+			
	7	Harpsichord	1										
	8	Clavi	2										
Chromatic	9	Celesta	1										
Percussion	10	Glockenspiel	1										
	11	Music Box	2										
	12	Vibraphone	1										
	13	Marimba	1										
	14	Xylophone	1										
	15	Tubular Bells	1										
	16	Dulcimer	1										
Organ	17	Drawbar Organ	1										
	18	Percussive Organ	1										
	19	Rock Organ	2										
	20	Church Organ	2										
	21	Reed Organ	1										
	22	Accordion	2										
	23	Hamonica	1										
	24	Tango Accordion	2										
Guitar	25	Nylon Guitar	1										
	26	Steel Guitar	1										
	27	Jazz Guitar	1										
	28	Clean Guitar	1										
	29	Muted Guitar	1										
	30	Overdriven Guitar	1										
	31	Distortion Guitar	1					Distorted Rhythm Guitar	2	+			
	32	Guitar Harmonics	1										
Bass	33	Acoustic Bass	1										
	34	Finger Bass	1										
	35	Pick Bass	1										
	36	Fretless Bass	1										
	37	Slap Bass 1	1										
	38	Slap Bass 2	1										
	39	Synth Bass 1	1										
	40	Synth Bass 2	2					Sequenced Bass	2				
Strings	41	Violin	1		Slow Violin	1							
	42	Viola	1										
	43	Cello	1										
	44	Contrabass	1										
	45	Tremolo Strings	1		Slow Tremolo Strings	1							
	46	Pizzicato Strings	1										
	47	Orchestral Harp	1										
	48	Timpani	1										
Ensemble	49	Strings 1	1		Slow Strings	1					Sforzando Strings	1	+
	50	Strings 2	1		Legato Strings	2							
	51	Synth Strings 1	2		Memory	2	+						
	52	Synth Strings 2	2										
	53	Choir Aahs	1										
	54	Voice Oohs	1										
	55	Synth Voice	1										
	56	Orchestra Hit	2					Lo-Fi Hit	2	+			
Brass	57	Trumpet	1										
	58	Trombone	1										
	59	Tuba	1										
	60	Muted Trumpet	1										
	61	French Horn	1										
	62	Brass Section	1								Sforzando Brass	2	+
	63	Synth Brass 1	2					Quack Brass	2	-			
	64	Synth Brass 2	1										

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
- E - Standard Number of Element
- O - Option
  - Blank : XG Standard, XGLite Standard
  - + : XG Option, XGLite Option
  - - : XG Standard, XGLite Option

					Bright 1			Bright 2			Dark 1		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			16			17			18		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1								Mellow Grand Piano	1	-
	2	Bright Piano	1										
	3	Electric Grand Piano	2										
	4	Honky-tonk Piano	2										
	5	Electric Piano 1	2								Mellow Electric Piano 1	2	-
	6	Electric Piano 2	2										
	7	Harpsichord	1										
	8	Clavi	2										
Chromatic	9	Celesta	1										
Percussion	10	Glockenspiel	1										
	11	Music Box	2										
	12	Vibraphone	1										
	13	Marimba	1										
	14	Xylophone	1										
	15	Tubular Bells	1										
	16	Dulcimer	1										
Organ	17	Drawbar Organ	1										
	18	Percussive Organ	1										
	19	Rock Organ	2										
	20	Church Organ	2										
	21	Reed Organ	1										
	22	Accordion	2										
	23	Hamonica	1										
	24	Tango Accordion	2										
Guitar	25	Nylon Guitar	1		Nylon Guitar 2	1	-						
	26	Steel Guitar	1		Steel Guitar 2	1	-						
	27	Jazz Guitar	1								Mellow Guitar	1	-
	28	Clean Guitar	1										
	29	Muted Guitar	1										
	30	Overdriven Guitar	1										
	31	Distortion Guitar	1										
	32	Guitar Harmonics	1										
Bass	33	Acoustic Bass	1										
	34	Finger Bass	1								Finger Dark	2	
	35	Pick Bass	1										
	36	Fretless Bass	1										
	37	Slap Bass 1	1										
	38	Slap Bass 2	1		Bright Slap Split	2	+						
	39	Synth Bass 1	1								Synth Bass 1 Dark	1	-
	40	Synth Bass 2	2								Click Synth Bass	2	
Strings	41	Violin	1										
	42	Viola	1										
	43	Cello	1										
	44	Contrabass	1										
	45	Tremolo Strings	1										
	46	Pizzicato Strings	1										
	47	Orchestral Harp	1										
	48	Timpani	1										
Ensemble	49	Strings 1	1										
	50	Strings 2	1										
	51	Synth Strings 1	2								Zephyr	2	+
	52	Synth Strings 2	2										
	53	Choir Aahs	1		Choir Aahs 2	2	-						
	54	Voice Oohs	1										
	55	Synth Voice	1										
	56	Orchestra Hit	2										
Brass	57	Trumpet	1		Trumpet 2	1	-	Bright Trumpet	2	-			
	58	Trombone	1								Trombone 2	2	
	59	Tuba	1		Tuba 2	1	-						
	60	Muted Trumpet	1										
	61	French Horn	1										
	62	Brass Section	1								Mild Brass	2	+
	63	Synth Brass 1	2										
	64	Synth Brass 2	1								Soft Brass	2	

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
- E - Standard Number of Element
- O - Option
  - Blank : XG Standard, XGLite Standard
  - + : XG Option, XGLite Option
  - - : XG Standard, XGLite Option

					Dark 2			Resonant			LFO - Cutoff Freq		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			19			20			21		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1										
	2	Bright Piano	1					Resonant Bright Piano	1	+			
	3	Electric Grand Piano	2										
	4	Honky-tonk Piano	2										
	5	Electric Piano 1	2										
	6	Electric Piano 2	2										
	7	Harpsichord	1										
	8	Clavi	2										
Chromatic	9	Celesta	1										
Percussion	10	Glockenspiel	1										
	11	Music Box	2										
	12	Vibraphone	1										
	13	Marimba	1										
	14	Xylophone	1										
	15	Tubular Bells	1										
	16	Dulcimer	1										
Organ	17	Drawbar Organ	1										
	18	Percussive Organ	1										
	19	Rock Organ	2										
	20	Church Organ	2										
	21	Reed Organ	1										
	22	Accordion	2										
	23	Hamonica	1										
	24	Tango Accordion	2										
Guitar	25	Nylon Guitar	1										
	26	Steel Guitar	1										
	27	Jazz Guitar	1										
	28	Clean Guitar	1										
	29	Muted Guitar	1										
	30	Overdriven Guitar	1										
	31	Distortion Guitar	1										
	32	Guitar Harmonics	1										
Bass	33	Acoustic Bass	1										
	34	Finger Bass	1										
	35	Pick Bass	1										
	36	Fretless Bass	1										
	37	Slap Bass 1	1								Cosmic Slap	2	+
	38	Slap Bass 2	1										
	39	Synth Bass 1	1					Fast Resonant Bass	1	-	TL66	2	+
	40	Synth Bass 2	2		Synth Bass 2 Dark	1							
Strings	41	Violin	1										
	42	Viola	1										
	43	Cello	1										
	44	Contrabass	1										
	45	Tremolo Strings	1										
	46	Pizzicato Strings	1										
	47	Orchestral Harp	1										
	48	Timpani	1										
Ensemble	49	Strings 1	1										
	50	Strings 2	1										
	51	Synth Strings 1	2										
	52	Synth Strings 2	2								Trade Wind	2	+
	53	Choir Aahs	1										
	54	Voice Oohs	1										
	55	Synth Voice	1										
	56	Orchestra Hit	2										
Brass	57	Trumpet	1										
	58	Trombone	1										
	59	Tuba	1										
	60	Muted Trumpet	1										
	61	French Horn	1										
	62	Brass Section	1										
	63	Synth Brass 1	2					Resonant Synth Brass	2				
	64	Synth Brass 2	1										

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Vel - Cutoff Freq			Attack			Release			Sweep		
Bank Select MSB		0			0			0			0			0		
Bank Select LSB		0			22			24			25			26		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1													
	2	Bright Piano	1													
	3	Electric Grand Piano	2													
	4	Honky-tonk Piano	2													
	5	Electric Piano 1	2													
	6	Electric Piano 2	2													
	7	Harpsichord	1								Harpsichord 2	2	-			
	8	Clavi	2													
Chromatic	9	Celesta	1													
Percussion	10	Glockenspiel	1													
	11	Music Box	2													
	12	Vibraphone	1													
	13	Marimba	1													
	14	Xylophone	1													
	15	Tubular Bells	1													
	16	Dulcimer	1													
Organ	17	Drawbar Organ	1													
	18	Percussive Organ	1					70's Percussive Organ 1	2							
	19	Rock Organ	2													
	20	Church Organ	2													
	21	Reed Organ	1													
	22	Accordion	2													
	23	Hamonica	1													
	24	Tango Accordion	2													
Guitar	25	Nylon Guitar	1								Nylon Guitar 3	2	-			
	26	Steel Guitar	1													
	27	Jazz Guitar	1													
	28	Clean Guitar	1													
	29	Muted Guitar	1													
	30	Overdriven Guitar	1													
	31	Distortion Guitar	1					Distortion Guitar 2	2	+						
	32	Guitar Harmonics	1													
Bass	33	Acoustic Bass	1													
	34	Finger Bass	1													
	35	Pick Bass	1													
	36	Fretless Bass	1													
	37	Slap Bass 1	1													
	38	Slap Bass 2	1		Wah Slap	2	+									
	39	Synth Bass 1	1					Acid Bass	1	-						
	40	Synth Bass 2	2		Zealot	2	+									
Strings	41	Violin	1													
	42	Viola	1													
	43	Cello	1													
	44	Contrabass	1													
	45	Tremolo Strings	1													
	46	Pizzicato Strings	1													
	47	Orchestral Harp	1													
	48	Timpani	1													
Ensemble	49	Strings 1	1					Arco Strings	2	-						
	50	Strings 2	1													
	51	Synth Strings 1	2													
	52	Synth Strings 2	2													
	53	Choir Aahs	1													
	54	Voice Oohs	1													
	55	Synth Voice	1													
	56	Orchestra Hit	2													
Brass	57	Trumpet	1													
	58	Trombone	1													
	59	Tuba	1													
	60	Muted Trumpet	1													
	61	French Horn	1													
	62	Brass Section	1													
	63	Synth Brass 1	2					Poly Brass	2	-						
	64	Synth Brass 2	1													

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Resonant Sweep			Muted			Complex - FEG		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			27			28			29		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1										
	2	Bright Piano	1										
	3	Electric Grand Piano	2										
	4	Honky-tonk Piano	2										
	5	Electric Piano 1	2										
	6	Electric Piano 2	2										
	7	Harpsichord	1										
	8	Clavi	2		Clavi Wah	2	-						
Chromatic	9	Celesta	1										
Percussion	10	Glockenspiel	1										
	11	Music Box	2										
	12	Vibraphone	1										
	13	Marimba	1										
	14	Xylophone	1										
	15	Tubular Bells	1										
	16	Dulcimer	1										
Organ	17	Drawbar Organ	1										
	18	Percussive Organ	1										
	19	Rock Organ	2										
	20	Church Organ	2										
	21	Reed Organ	1										
	22	Accordion	2										
	23	Hamonica	1										
	24	Tango Accordion	2										
Guitar	25	Nylon Guitar	1										
	26	Steel Guitar	1										
	27	Jazz Guitar	1										
	28	Clean Guitar	1										
	29	Muted Guitar	1										
	30	Overdriven Guitar	1										
	31	Distortion Guitar	1										
	32	Guitar Harmonics	1										
Bass	33	Acoustic Bass	1										
	34	Finger Bass	1		Flange Bass	2	-						
	35	Pick Bass	1					Muted Pick Bass	1				
	36	Fretless Bass	1										
	37	Slap Bass 1	1		Resonant Slap	1	-						
	38	Slap Bass 2	1										
	39	Synth Bass 1	1		Resonant Bass	1	+	Muted Pulse Bass	1	+	Slow Attack	1	+
	40	Synth Bass 2	2										
Strings	41	Violin	1										
	42	Viola	1										
	43	Cello	1										
	44	Contrabass	1										
	45	Tremolo Strings	1										
	46	Pizzicato Strings	1										
	47	Orchestral Harp	1										
	48	Timpani	1										
Ensemble	49	Strings 1	1										
	50	Strings 2	1										
	51	Synth Strings 1	2		Resonant Strings	2	-						
	52	Synth Strings 2	2										
	53	Choir Aahs	1										
	54	Voice Oohs	1										
	55	Synth Voice	1										
	56	Orchestra Hit	2										
Brass	57	Trumpet	1										
	58	Trombone	1										
	59	Tuba	1										
	60	Muted Trumpet	1										
	61	French Horn	1										
	62	Brass Section	1										
	63	Synth Brass 1	2		Synth Brass 3	2	-				Analog Sforzando	2	+
	64	Synth Brass 2	1										

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
- E - Standard Number of Element
- O - Option
  - Blank : XG Standard, XGLite Standard
  - + : XG Option, XGLite Option
  - - : XG Standard, XGLite Option

					Detune 1			Detune 2			Detune 3		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			32			33			34		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1										
	2	Bright Piano	1		Detuned Bright Piano	2	+						
	3	Electric Grand Piano	2		Detuned CP80	2							
	4	Honky-tonk Piano	2										
	5	Electric Piano 1	2		Chorus Electric Piano 1	2							
	6	Electric Piano 2	2		Chorus Electric Piano 2	2	-	DX Electric Piano Hard	2	-	DX Legend	2	-
	7	Harpsichord	1		Harpsichord Detune	2	+						
	8	Clavi	2										
Chromatic	9	Celesta	1										
Percussion	10	Glockenspiel	1										
	11	Music Box	2										
	12	Vibraphone	1										
	13	Marimba	1										
	14	Xylophone	1										
	15	Tubular Bells	1										
	16	Dulcimer	1										
Organ	17	Drawbar Organ	1		Detuned Drawbar Organ	2		60's Drawbar Organ 1	2		60's Drawbar Organ 2	2	
	18	Percussive Organ	1		Detuned Percussive Organ	2		Light Organ	2				
	19	Rock Organ	2										
	20	Church Organ	2		Church Organ 3	2							
	21	Reed Organ	1		Reed Organ Detuned	2	+						
	22	Accordion	2		Accord It	2	-						
	23	Hamonica	1		Harmonica 2	2							
	24	Tango Accordion	2										
Guitar	25	Nylon Guitar	1		Nylon Guitar Detuned	2	+						
	26	Steel Guitar	1		Steel Guitar Detuned	2	+						
	27	Jazz Guitar	1		Jazz Amp	2							
	28	Clean Guitar	1		Chorus Guitar	2		Chorus Guitar Light	2	+			
	29	Muted Guitar	1										
	30	Overdriven Guitar	1		Overdriven Guitar Detuned	2	+						
	31	Distortion Guitar	1										
	32	Guitar Harmonics	1										
Bass	33	Acoustic Bass	1										
	34	Finger Bass	1		Finger Bass Detuned	2	+						
	35	Pick Bass	1										
	36	Fretless Bass	1		Fretless Bass 2	2		Fretless Bass 3	2		Fretless Bass 4	2	
	37	Slap Bass 1	1		Punch Thumb Bass	2							
	38	Slap Bass 2	1										
	39	Synth Bass 1	1										
	40	Synth Bass 2	2		Smooth Synth Bass	2	-						
Strings	41	Violin	1										
	42	Viola	1										
	43	Cello	1										
	44	Contrabass	1										
	45	Tremolo Strings	1										
	46	Pizzicato Strings	1										
	47	Orchestral Harp	1										
	48	Timpani	1										
Ensemble	49	Strings 1	1										
	50	Strings 2	1										
	51	Synth Strings 1	2										
	52	Synth Strings 2	2										
	53	Choir Aahs	1		Mellow Choir	2							
	54	Voice Oohs	1										
	55	Synth Voice	1										
	56	Orchestra Hit	2										
Brass	57	Trumpet	1		Warm Trumpet	2							
	58	Trombone	1										
	59	Tuba	1										
	60	Muted Trumpet	1										
	61	French Horn	1		French Horn 2	2							
	62	Brass Section	1										
	63	Synth Brass 1	2		Jump Brass	2	-						
	64	Synth Brass 2	1										

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Octave 1			Octave 2		
Bank Select MSB		0			0			0		
Bank Select LSB		0			35			36		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1							
	2	Bright Piano	1							
	3	Electric Grand Piano	2		Synth CP	2	+			
	4	Honky-tonk Piano	2							
	5	Electric Piano 1	2							
	6	Electric Piano 2	2							
	7	Harpsichord	1		Harpsichord 3	2				
	8	Clavi	2							
Chromatic	9	Celesta	1							
Percussion	10	Glockenspiel	1							
	11	Music Box	2							
	12	Vibraphone	1							
	13	Marimba	1							
	14	Xylophone	1							
	15	Tubular Bells	1							
	16	Dulcimer	1		Dulcimer 2	2				
Organ	17	Drawbar Organ	1		70's Drawbar Organ 1	2		Drawbar Organ 2	2	-
	18	Percussive Organ	1							
	19	Rock Organ	2							
	20	Church Organ	2		Church Organ 2	2				
	21	Reed Organ	1							
	22	Accordion	2							
	23	Hamonica	1							
	24	Tango Accordion	2							
Guitar	25	Nylon Guitar	1							
	26	Steel Guitar	1		12-string Guitar	2				
	27	Jazz Guitar	1							
	28	Clean Guitar	1							
	29	Muted Guitar	1							
	30	Overdriven Guitar	1							
	31	Distortion Guitar	1		Distortion Guitar 3	2	+	Power Guitar 2	2	+
	32	Guitar Harmonics	1							
Bass	33	Acoustic Bass	1							
	34	Finger Bass	1							
	35	Pick Bass	1							
	36	Fretless Bass	1							
	37	Slap Bass 1	1							
	38	Slap Bass 2	1							
	39	Synth Bass 1	1		Clavi Bass	2	-			
	40	Synth Bass 2	2							
Strings	41	Violin	1							
	42	Viola	1							
	43	Cello	1							
	44	Contrabass	1							
	45	Tremolo Strings	1							
	46	Pizzicato Strings	1		Pizzicato Octave	2	+			
	47	Orchestral Harp	1							
	48	Timpani	1							
Ensemble	49	Strings 1	1		60's Strings	2				
	50	Strings 2	1							
	51	Synth Strings 1	2		Synth Strings 3	2	+			
	52	Synth Strings 2	2							
	53	Choir Aahs	1							
	54	Voice Oohs	1							
	55	Synth Voice	1							
	56	Orchestra Hit	2		Orchestra Hit 2	2				
Brass	57	Trumpet	1							
	58	Trombone	1							
	59	Tuba	1							
	60	Muted Trumpet	1							
	61	French Horn	1							
	62	Brass Section	1		Trumpet & Trombone Section	2		Trumpet & Trombone Section 2	2	+
	63	Synth Brass 1	2							
	64	Synth Brass 2	1							

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
- E - Standard Number of Element
- O - Option
  - Blank : XG Standard, XGLite Standard
  - + : XG Option, XGLite Option
  - - : XG Standard, XGLite Option

					5th 1			5th 2			Bend		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			37			38			39		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1										
	2	Bright Piano	1										
	3	Electric Grand Piano	2										
	4	Honky-tonk Piano	2										
	5	Electric Piano 1	2										
	6	Electric Piano 2	2										
	7	Harpsichord	1										
	8	Clavi	2										
Chromatic	9	Celesta	1										
Percussion	10	Glockenspiel	1										
	11	Music Box	2										
	12	Vibraphone	1										
	13	Marimba	1										
	14	Xylophone	1										
	15	Tubular Bells	1										
	16	Dulcimer	1										
Organ	17	Drawbar Organ	1		60's Drawbar Organ 3	2		Even Bar	2	-			
	18	Percussive Organ	1		Percussive Organ 2	2							
	19	Rock Organ	2										
	20	Church Organ	2										
	21	Reed Organ	1										
	22	Accordion	2										
	23	Hamonica	1										
	24	Tango Accordion	2										
Guitar	25	Nylon Guitar	1										
	26	Steel Guitar	1										
	27	Jazz Guitar	1										
	28	Clean Guitar	1										
	29	Muted Guitar	1										
	30	Overdriven Guitar	1										
	31	Distortion Guitar	1		Power Guitar 1	2	+	Distorted Fifths	2	+			
	32	Guitar Harmonics	1										
Bass	33	Acoustic Bass	1										
	34	Finger Bass	1										
	35	Pick Bass	1										
	36	Fretless Bass	1										
	37	Slap Bass 1	1										
	38	Slap Bass 2	1										
	39	Synth Bass 1	1										
	40	Synth Bass 2	2										
Strings	41	Violin	1										
	42	Viola	1										
	43	Cello	1										
	44	Contrabass	1										
	45	Tremolo Strings	1										
	46	Pizzicato Strings	1										
	47	Orchestral Harp	1										
	48	Timpani	1										
Ensemble	49	Strings 1	1										
	50	Strings 2	1										
	51	Synth Strings 1	2								Monarchy	2	+
	52	Synth Strings 2	2								Worm Hole	2	+
	53	Choir Aahs	1								Gasp	2	+
	54	Voice Oohs	1										
	55	Synth Voice	1										
	56	Orchestra Hit	2										
Brass	57	Trumpet	1										
	58	Trombone	1										
	59	Tuba	1										
	60	Muted Trumpet	1										
	61	French Horn	1		Horn Orchestra	2							
	62	Brass Section	1								Brass Fall	1	+
	63	Synth Brass 1	2										
	64	Synth Brass 2	1										

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
- E - Standard Number of Element
- O - Option
  - Blank : XG Standard, XGLite Standard
  - + : XG Option, XGLite Option
  - - : XG Standard, XGLite Option

					Tutti 1			Tutti 2		
Bank Select MSB		0			0			0		
Bank Select LSB		0			40			41		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1		Piano Strings	2		Dream	2	
	2	Bright Piano	1		Synth Pad Piano	2	+			
	3	Electric Grand Piano	2		Layered CP 1	2	-	Layered CP 2	2	-
	4	Honky-tonk Piano	2							
	5	Electric Piano 1	2		Hard Electric Piano	2	-			
	6	Electric Piano 2	2		DX Phase Electric Piano	2	-	DX + Analog Electric Piano	2	
	7	Harpsichord	1		Electric Harpsichord	2	+			
	8	Clavi	2		Cosmic Clavi	2	+			
Chromatic	9	Celesta	1							
Percussion	10	Glockenspiel	1							
	11	Music Box	2							
	12	Vibraphone	1							
	13	Marimba	1							
	14	Xylophone	1							
	15	Tubular Bells	1							
	16	Dulcimer	1							
Organ	17	Drawbar Organ	1		16+2"2/3	2				
	18	Percussive Organ	1							
	19	Rock Organ	2							
	20	Church Organ	2		Notre Dame	2				
	21	Reed Organ	1		Puff Organ	2				
	22	Accordion	2							
	23	Hamonica	1							
	24	Tango Accordion	2							
Guitar	25	Nylon Guitar	1		Wayside	2	+			
	26	Steel Guitar	1		Nylon & Steel Guitar	2		Steel Guitar with Body Sound	2	
	27	Jazz Guitar	1		Organ Guitar	2	+	Octave Plate	2	+
	28	Clean Guitar	1							
	29	Muted Guitar	1		Funk Guitar 1	2		Muted Steel Guitar	2	
	30	Overdriven Guitar	1		Parallel	2	+			
	31	Distortion Guitar	1		Feedback Guitar	2		Feedback Guitar 2	2	
	32	Guitar Harmonics	1							
Bass	33	Acoustic Bass	1		Jazz Rhythm	2		Pick Acoustic Bass	2	+
	34	Finger Bass	1		Bass & Distorted Electric Guitar	2				
	35	Pick Bass	1		Pick Bass & Muted Guitar	2	+			
	36	Fretless Bass	1							
	37	Slap Bass 1	1							
	38	Slap Bass 2	1							
	39	Synth Bass 1	1		Techno Synth Bass	2		Kick'n'Bass	2	+
	40	Synth Bass 2	2		Modular Synth Bass	2	-	DX Bass	2	
Strings	41	Violin	1		Unison	2	+			
	42	Viola	1		Viola Double	2	+			
	43	Cello	1							
	44	Contrabass	1							
	45	Tremolo Strings	1		Suspense Strings	2				
	46	Pizzicato Strings	1		Sleep	2	+			
	47	Orchestral Harp	1		Yang Chin	2				
	48	Timpani	1							
Ensemble	49	Strings 1	1		Orchestra	2		Orchestra 2	2	
	50	Strings 2	1		Warm Strings	2		Kingdom	2	
	51	Synth Strings 1	2		Grand Pad	2	+	Sweep Strings	2	+
	52	Synth Strings 2	2							
	53	Choir Aahs	1		Choir Strings	2		Dead Sea	2	+
	54	Voice Oohs	1							
	55	Synth Voice	1		Synth Voice 2	2		Choral	2	
	56	Orchestra Hit	2		Throne	2	+			
Brass	57	Trumpet	1							
	58	Trombone	1							
	59	Tuba	1							
	60	Muted Trumpet	1		Backyard	2	+			
	61	French Horn	1							
	62	Brass Section	1		Brass Section 2	2	-	High Brass	2	-
	63	Synth Brass 1	2		Synth Brass with Sub Oscillator	2	+			
	64	Synth Brass 2	1		Synth Brass 4	2	-	Choir Brass	2	

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Tutti 3			Velocity Switch		
Bank Select MSB		0			0			0		
Bank Select LSB		0			42			43		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1							
	2	Bright Piano	1							
	3	Electric Grand Piano	2							
	4	Honky-tonk Piano	2							
	5	Electric Piano 1	2							
	6	Electric Piano 2	2		DX Koto Electric Piano	2	-			
	7	Harpsichord	1							
	8	Clavi	2							
Chromatic	9	Celesta	1							
Percussion	10	Glockenspiel	1							
	11	Music Box	2							
	12	Vibraphone	1							
	13	Marimba	1							
	14	Xylophone	1							
	15	Tubular Bells	1							
	16	Dulcimer	1							
Organ	17	Drawbar Organ	1							
	18	Percussive Organ	1							
	19	Rock Organ	2							
	20	Church Organ	2							
	21	Reed Organ	1							
	22	Accordion	2							
	23	Hamonica	1							
	24	Tango Accordion	2							
Guitar	25	Nylon Guitar	1					Velocity Guitar Harmonics	2	
	26	Steel Guitar	1							
	27	Jazz Guitar	1							
	28	Clean Guitar	1							
	29	Muted Guitar	1					Funk Guitar 2	2	-
	30	Overdriven Guitar	1					Guitar Pinch	2	
	31	Distortion Guitar	1		Twin Distortion	2	+	Rock Rhythm Guitar 2	2	+
	32	Guitar Harmonics	1							
Bass	33	Acoustic Bass	1					Blink Bass	2	+
	34	Finger Bass	1					Finger Slap Bass	2	
	35	Pick Bass	1							
	36	Fretless Bass	1							
	37	Slap Bass 1	1							
	38	Slap Bass 2	1					Velocity Switch Slap	2	
	39	Synth Bass 1	1		NEP	2	+			
	40	Synth Bass 2	2		DX Bass Bright	2	+			
Strings	41	Violin	1							
	42	Viola	1							
	43	Cello	1							
	44	Contrabass	1							
	45	Tremolo Strings	1							
	46	Pizzicato Strings	1							
	47	Orchestral Harp	1							
	48	Timpani	1					Roll & Hit	2	+
Ensemble	49	Strings 1	1		Tremolo Orchestra	2				
	50	Strings 2	1							
	51	Synth Strings 1	2		Sweep Strings Octave	2	+			
	52	Synth Strings 2	2							
	53	Choir Aahs	1							
	54	Voice Oohs	1							
	55	Synth Voice	1							
	56	Orchestra Hit	2							
Brass	57	Trumpet	1							
	58	Trombone	1							
	59	Tuba	1							
	60	Muted Trumpet	1							
	61	French Horn	1							
	62	Brass Section	1		Mellow Brass	2	-			
	63	Synth Brass 1	2							
	64	Synth Brass 2	1		Analog Horns Rich	2	+			

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Velocity Cross Fade			Detune 4			Tutti 4		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			45			48			52		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1										
	2	Bright Piano	1										
	3	Electric Grand Piano	2										
	4	Honky-tonk Piano	2										
	5	Electric Piano 1	2		Velocity Crossfade Electric Piano 1	2	-						
	6	Electric Piano 2	2		Velocity Crossfade Electric Piano 2	2	-	Chorus Electric Piano KSP	2	+	DX Mallet	2	+
	7	Harpsichord	1										
	8	Clavi	2										
Chromatic	9	Celesta	1										
Percussion	10	Glockenspiel	1										
	11	Music Box	2										
	12	Vibraphone	1		Hard Vibraphone	2	-						
	13	Marimba	1										
	14	Xylophone	1										
	15	Tubular Bells	1										
	16	Dulcimer	1										
Organ	17	Drawbar Organ	1										
	18	Percussive Organ	1										
	19	Rock Organ	2										
	20	Church Organ	2										
	21	Reed Organ	1										
	22	Accordion	2										
	23	Hamonica	1										
	24	Tango Accordion	2										
Guitar	25	Nylon Guitar	1										
	26	Steel Guitar	1										
	27	Jazz Guitar	1										
	28	Clean Guitar	1										
	29	Muted Guitar	1		Jazz Man	1							
	30	Overdriven Guitar	1										
	31	Distortion Guitar	1		Rock Rhythm Guitar 1	2	+						
	32	Guitar Harmonics	1										
Bass	33	Acoustic Bass	1		Velocity Crossfade Upright Bass	2							
	34	Finger Bass	1		Finger Bass 2	2							
	35	Pick Bass	1										
	36	Fretless Bass	1										
	37	Slap Bass 1	1										
	38	Slap Bass 2	1										
	39	Synth Bass 1	1										
	40	Synth Bass 2	2										
Strings	41	Violin	1										
	42	Viola	1										
	43	Cello	1										
	44	Contrabass	1										
	45	Tremolo Strings	1										
	46	Pizzicato Strings	1										
	47	Orchestral Harp	1										
	48	Timpani	1										
Ensemble	49	Strings 1	1		Velocity Strings	2					Lento	2	+
	50	Strings 2	1										
	51	Synth Strings 1	2										
	52	Synth Strings 2	2										
	53	Choir Aahs	1										
	54	Voice Oohs	1										
	55	Synth Voice	1										
	56	Orchestra Hit	2										
Brass	57	Trumpet	1										
	58	Trombone	1										
	59	Tuba	1										
	60	Muted Trumpet	1										
	61	French Horn	1										
	62	Brass Section	1								Bund	2	+
	63	Synth Brass 1	2		Analog Velocity Brass 1	2	-						
	64	Synth Brass 2	1		Analog Velocity Brass 2	2	-						

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
- E - Standard Number of Element
- O - Option
  - Blank : XG Standard, XGLite Standard
  - + : XG Option, XGLite Option
  - - : XG Standard, XGLite Option

					Tutti 5			Tutti 6			Other Waves 1		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			53			54			64		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1								Concert Grand	1	+
	2	Bright Piano	1								Bright Concert Grand	1	+
	3	Electric Grand Piano	2										
	4	Honky-tonk Piano	2										
	5	Electric Piano 1	2								60's Electric Piano 1	1	-
	6	Electric Piano 2	2								Shirakawa	2	+
	7	Harpsichord	1								Synth Harpsichord	2	+
	8	Clavi	2								Pulse Clavi	1	-
Chromatic	9	Celesta	1								FM Celesta	1	+
Percussion	10	Glockenspiel	1										
	11	Music Box	2								Orgel	2	
	12	Vibraphone	1										
	13	Marimba	1								Sine Marimba	2	
	14	Xylophone	1										
	15	Tubular Bells	1										
	16	Dulcimer	1										
Organ	17	Drawbar Organ	1								Organ Bass	1	
	18	Percussive Organ	1								Jazz Organ	1	+
	19	Rock Organ	2								Rotary Organ	2	
	20	Church Organ	2								Organ Flute	2	
	21	Reed Organ	1								Synth Reed Dark	2	+
	22	Accordion	2										
	23	Hamonica	1										
	24	Tango Accordion	2								Tango Accordion 2	2	
Guitar	25	Nylon Guitar	1								Spanish Guitar	1	+
	26	Steel Guitar	1								Nashville	1	+
	27	Jazz Guitar	1								Super Jazz Middle	1	+
	28	Clean Guitar	1								Clean Guitar 2	1	+
	29	Muted Guitar	1								Wrench	1	+
	30	Overdriven Guitar	1								Manhattan Middle	1	+
	31	Distortion Guitar	1								Bite	1	+
	32	Guitar Harmonics	1								Acoustic Harmonics	1	+
Bass	33	Acoustic Bass	1								Boston	1	+
	34	Finger Bass	1								Jazzy Bass	1	+
	35	Pick Bass	1								Hard Pick	1	+
	36	Fretless Bass	1								Powered Fretless	1	+
	37	Slap Bass 1	1								Slapper	1	+
	38	Slap Bass 2	1										
	39	Synth Bass 1	1								Orbiter	2	-
	40	Synth Bass 2	2								X Wire Bass	2	-
Strings	41	Violin	1								Cadenza	1	+
	42	Viola	1								Sonata	1	+
	43	Cello	1								Cello Section	2	+
	44	Contrabass	1								Contrabass Section	2	+
	45	Tremolo Strings	1								Fear	1	+
	46	Pizzicato Strings	1								Collegno	2	+
	47	Orchestral Harp	1								Electric Harp	1	+
	48	Timpani	1										
Ensemble	49	Strings 1	1								Super Strings	1	+
	50	Strings 2	1								70's Strings	1	-
	51	Synth Strings 1	2								Synth Strings 4	2	-
	52	Synth Strings 2	2								Hope	2	+
	53	Choir Aahs	1								Strings & Choir Aahs	1	+
	54	Voice Oohs	1								Voice Doo	1	+
	55	Synth Voice	1								Analog Voice	1	
	56	Orchestra Hit	2								Impact	2	
Brass	57	Trumpet	1								Dark Trumpet	1	+
	58	Trombone	1								Bright Trombone	1	+
	59	Tuba	1								Hard Attack Tuba	2	+
	60	Muted Trumpet	1								Muted Trumpet 2	1	+
	61	French Horn	1								Synth Horn	1	+
	62	Brass Section	1		Fake Horns	2	+	Fake Horns Octave	2	+	Super Brass	2	+
	63	Synth Brass 1	2								Analog Brass 1	2	-
	64	Synth Brass 2	1								Analog Brass 2	2	-

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Other Waves 2			Other Waves 3		
Bank Select MSB		0			0			0		
Bank Select LSB		0			65			66		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1		Concert Grand KSP	1	+	Double Concert Grand	2	+
	2	Bright Piano	1		Bright Concert Grand KSP	1	+	MIDI Grand 3	2	+
	3	Electric Grand Piano	2							
	4	Honky-tonk Piano	2							
	5	Electric Piano 1	2		Old Electric Piano	1	+	Tribecca	1	+
	6	Electric Piano 2	2		Old Electric Piano Tine	2	+	Flips	1	+
	7	Harpsichord	1							
	8	Clavi	2		Pierce Clavi	2	-	Clear Clavi	1	+
Chromatic	9	Celesta	1							
Percussion	10	Glockenspiel	1							
	11	Music Box	2		Small Orgel	2	+			
	12	Vibraphone	1							
	13	Marimba	1							
	14	Xylophone	1							
	15	Tubular Bells	1							
	16	Dulcimer	1							
Organ	17	Drawbar Organ	1		70's Drawbar Organ 2	2		Cheezy Organ	2	
	18	Percussive Organ	1		Warm Jazz Organ	2	+	Click Organ	2	+
	19	Rock Organ	2		Slow Rotary	2		Fast Rotary	2	
	20	Church Organ	2		Tremolo Organ Flute	2				
	21	Reed Organ	1							
	22	Accordion	2							
	23	Hamonica	1							
	24	Tango Accordion	2		Tight Accordion	1	+	Tight Accordion Detuned	2	+
Guitar	25	Nylon Guitar	1		Spanish Guitar Hard	1	+	Spanish Guitar Mellow	1	+
	26	Steel Guitar	1		Nashville Resonant	1	+	Nashville 12	2	+
	27	Jazz Guitar	1		Super Jazz Bridge	1	+	Super Jazz Detuned	2	+
	28	Clean Guitar	1		Mid Tone Guitar	1	+	Mid Tone Guitar Stereo	1	+
	29	Muted Guitar	1		Wrench Heavy	1	+	Wrench Double	2	+
	30	Overdriven Guitar	1		Manhattan Bridge	1	+	Manhattan Detuned	2	+
	31	Distortion Guitar	1		Bite Resonant	1	+	Bite Detuned	2	+
	32	Guitar Harmonics	1		Guitar Feedback	1		Guitar Harmonics 2	1	
Bass	33	Acoustic Bass	1		Boston Bright	1	+	Coolth	1	+
	34	Finger Bass	1		Modulated Bass	2		Chase	1	+
	35	Pick Bass	1		Hard Pick Resonant	2	+	Pick Bass Plus	2	+
	36	Fretless Bass	1		Powered Fretless Resonant	1	+	Talking Bass	1	+
	37	Slap Bass 1	1		Thumb & Slap	2	+	Glitzy Slap	2	+
	38	Slap Bass 2	1							
	39	Synth Bass 1	1		Square Bass	2	-	Rubber Bass	2	-
	40	Synth Bass 2	2		Attack Pulse	1	+	CS Light	1	+
Strings	41	Violin	1		Cadenza Dark	1	+	Violin Section	2	+
	42	Viola	1		Viola Section	2	+	Hard Attack Viola Section	2	+
	43	Cello	1		Hard Attack Cello Section	2	+	Slow Attack Cello Section	1	+
	44	Contrabass	1		Hard Attack Contrabass Section	2	+	Slow Attack Contrabass Section	1	+
	45	Tremolo Strings	1		Fear Detuned	2	+	Apocalypse	2	+
	46	Pizzicato Strings	1							
	47	Orchestral Harp	1							
	48	Timpani	1							
Ensemble	49	Strings 1	1		Super Strings Stereo	2	+	Triste	1	+
	50	Strings 2	1		String Ensemble 3	1	-			
	51	Synth Strings 1	2		Synth Strings 5	2	-	Solitude	2	+
	52	Synth Strings 2	2		Virgo	2	+	Platinum	1	+
	53	Choir Aahs	1		Male Choir Aahs	1	+	Scroll	2	+
	54	Voice Oohs	1		Hmn	1	+	Whirl Choir	2	+
	55	Synth Voice	1		Aspirate	1	+	Aspirate Detuned	2	+
	56	Orchestra Hit	2		Brass Stab	2	+	Double Hit	2	+
Brass	57	Trumpet	1		Dark Trumpet Soft	1	+	Soft Trumpet	1	+
	58	Trombone	1		Mellow Trombone	1	+	JJJ	1	+
	59	Tuba	1		Slow Attack Tuba	2	+	Euphonium	2	+
	60	Muted Trumpet	1		Backstairs	1	+			
	61	French Horn	1		Horn Orchestra 2	2	+	Bright French Horn	1	+
	62	Brass Section	1		Super Brass Cut	1	+	Super Brass Blown	2	+
	63	Synth Brass 1	2		Synth Then	1	+	Sync Brass	1	+
	64	Synth Brass 2	1		Soft Cut	1	+	Analog Horns Soft	2	+

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Other Waves 4			Other Waves 5		
Bank Select MSB		0			0			0		
Bank Select LSB		0			67			68		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1		MIDI Grand 1	2	+	MIDI Grand 2	2	+
	2	Bright Piano	1		MIDI Grand 4	2	+	Old Piano	2	+
	3	Electric Grand Piano	2							
	4	Honky-tonk Piano	2							
	5	Electric Piano 1	2		Diploid 1	2	+	Flops	1	+
	6	Electric Piano 2	2		Flips Detuned	2	+	Flicks	1	+
	7	Harpsichord	1							
	8	Clavi	2		Sweep Clavi	1	+	Synth Clavi	1	+
Chromatic	9	Celesta	1							
Percussion	10	Glockenspiel	1							
	11	Music Box	2							
	12	Vibraphone	1							
	13	Marimba	1							
	14	Xylophone	1							
	15	Tubular Bells	1							
	16	Dulcimer	1							
Organ	17	Drawbar Organ	1		Drawbar Organ 3	2		Stadium Organ	1	+
	18	Percussive Organ	1		Grace	2	+	Crunchy Grace	2	+
	19	Rock Organ	2		Glacial Rotary	2	+			
	20	Church Organ	2							
	21	Reed Organ	1							
	22	Accordion	2							
	23	Hamonica	1							
	24	Tango Accordion	2							
Guitar	25	Nylon Guitar	1		Spanish Guitar Decay	1	+			
	26	Steel Guitar	1		Old Sample	2	+			
	27	Jazz Guitar	1		Super Jazz Resonant	1	+	DX Jazz Guitar	1	+
	28	Clean Guitar	1		Nasal Guitar	1	+	Nasal Guitar Stereo	2	+
	29	Muted Guitar	1		Tin	2	+	Groovey Muted Guitar	2	+
	30	Overdriven Guitar	1		Manhattan Powered	2	+			
	31	Distortion Guitar	1		Bite Plus	2	+	Burnout	2	+
	32	Guitar Harmonics	1		Shimla	2	+			
Bass	33	Acoustic Bass	1		Coolth Bright	1	+			
	34	Finger Bass	1		Chase Resonant	1	+	Blue Bass	1	+
	35	Pick Bass	1		Pick Bass 4	2	+			
	36	Fretless Bass	1		Noisy Fretless	2	+			
	37	Slap Bass 1	1		FM Slap	1	+	FM Slap Detuned	2	+
	38	Slap Bass 2	1							
	39	Synth Bass 1	1		Fish	1	+	Hard Resonance	1	+
	40	Synth Bass 2	2		Metal Bass	1	+	Forced Oscillation Bass	1	+
Strings	41	Violin	1		Hard Attack Violin Section	2	+	Slow Attack Violin Section	1	+
	42	Viola	1		Slow Attack Viola Section	1	+			
	43	Cello	1							
	44	Contrabass	1							
	45	Tremolo Strings	1		Bright Tremolo Strings	4	+			
	46	Pizzicato Strings	1							
	47	Orchestral Harp	1							
	48	Timpani	1							
Ensemble	49	Strings 1	1		Basso	2	+	Staccato High	2	+
	50	Strings 2	1							
	51	Synth Strings 1	2		Fate	1	+	Thulium	1	+
	52	Synth Strings 2	2		Octave PWM	2	+	Taurus	2	+
	53	Choir Aahs	1		Scroll Plus	2	+	Aah Stereo	2	+
	54	Voice Oohs	1		Ooh Stereo	2	+			
	55	Synth Voice	1		Facula	2	+			
	56	Orchestra Hit	2		Brass Stab 80	2	+	Bass Hit	1	+
Brass	57	Trumpet	1		Blow	1	+	Blow Double	2	+
	58	Trombone	1		Brilliant Trombone	1	+	Hard Attack Trombone	2	+
	59	Tuba	1							
	60	Muted Trumpet	1							
	61	French Horn	1		Hard Attack French Horn	2	+			
	62	Brass Section	1		Powered Sforzando	2	+	Powered Sforzando Bright	2	+
	63	Synth Brass 1	2		Sync Brass Stereo	2	+	Analog Horns 1	1	+
	64	Synth Brass 2	1							

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Other Waves 6			Other Waves 7		
Bank Select MSB		0			0			0		
Bank Select LSB		0			69			70		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1		Oldest Acoustic Piano	1	+			
	2	Bright Piano	1							
	3	Electric Grand Piano	2							
	4	Honky-tonk Piano	2							
	5	Electric Piano 1	2		Soho	1	+	Flops Detuned	2	+
	6	Electric Piano 2	2		Flicks Detuned	2	+	Bright DX	1	+
	7	Harpsichord	1							
	8	Clavi	2		Super Clavi	2	+	Guitar Clavi	2	+
Chromatic	9	Celesta	1							
Percussion	10	Glockenspiel	1							
	11	Music Box	2							
	12	Vibraphone	1							
	13	Marimba	1							
	14	Xylophone	1							
	15	Tubular Bells	1							
	16	Dulcimer	1							
Organ	17	Drawbar Organ	1		Stadium Organ 2	2	+	Gospel Organ	1	+
	18	Percussive Organ	1		Dim Click	2	+	Dusk	2	+
	19	Rock Organ	2							
	20	Church Organ	2							
	21	Reed Organ	1							
	22	Accordion	2							
	23	Hamonica	1							
	24	Tango Accordion	2							
Guitar	25	Nylon Guitar	1							
	26	Steel Guitar	1							
	27	Jazz Guitar	1		DX Jazz Guitar Detuned	2	+	Pulse Jazz	1	+
	28	Clean Guitar	1		Hammer Middle	1	+	Hammer Bridge	1	+
	29	Muted Guitar	1							
	30	Overdriven Guitar	1							
	31	Distortion Guitar	1		Bombay	2	+	Bombay Sustained	2	+
	32	Guitar Harmonics	1							
Bass	33	Acoustic Bass	1							
	34	Finger Bass	1		Jazzy Bass 2	2	+			
	35	Pick Bass	1							
	36	Fretless Bass	1							
	37	Slap Bass 1	1							
	38	Slap Bass 2	1							
	39	Synth Bass 1	1		Wah Saw	1	+	Pluto	1	+
	40	Synth Bass 2	2		Cubit	1	+	Cubit Plus	2	+
Strings	41	Violin	1							
	42	Viola	1							
	43	Cello	1							
	44	Contrabass	1							
	45	Tremolo Strings	1							
	46	Pizzicato Strings	1							
	47	Orchestral Harp	1							
	48	Timpani	1							
Ensemble	49	Strings 1	1		Staccato Low	2	+	Hall Strings	1	+
	50	Strings 2	1							
	51	Synth Strings 1	2		Brook	1	+	Brook Stereo	2	+
	52	Synth Strings 2	2		Frost	2	+	Leo	2	+
	53	Choir Aahs	1		Aah Mix	3	+	Aah with Orchestra	4	+
	54	Voice Oohs	1							
	55	Synth Voice	1							
	56	Orchestra Hit	2		Bass Hit Plus	2	+	6th Hit	1	+
Brass	57	Trumpet	1		4th Trumpet	2	+	Synth Trumpet	1	+
	58	Trombone	1		Bright Bass Trombone	1	+	Hard Attack Bass Trombone	2	+
	59	Tuba	1							
	60	Muted Trumpet	1							
	61	French Horn	1							
	62	Brass Section	1		Alto & Trumpet	2	+	Tenor & Trumpet	2	+
	63	Synth Brass 1	2		Analog Horns 2	1	+	Analog Horns Octave	2	+
	64	Synth Brass 2	1							

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Other Waves 8			Other Waves 9			Other Waves 10		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			71			72			73		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1										
	2	Bright Piano	1										
	3	Electric Grand Piano	2										
	4	Honky-tonk Piano	2										
	5	Electric Piano 1	2		Diploid 2	2	+	Brooklyn	1	+	Diploid 3	2	+
	6	Electric Piano 2	2		Bright DX Detuned	2	+	Kitayama	2	+	Turnpike 1	2	+
	7	Harpsichord	1										
	8	Clavi	2		Hardy Pluck	1	+	Hardy Pluck Plus	2	+	FM Clavi Double	2	+
Chromatic	9	Celesta	1										
Percussion	10	Glockenspiel	1										
	11	Music Box	2										
	12	Vibraphone	1										
	13	Marimba	1										
	14	Xylophone	1										
	15	Tubular Bells	1										
	16	Dulcimer	1										
Organ	17	Drawbar Organ	1		Click Gospel Organ	2	+	Chapel Organ	2	+	Dim Chorus	2	+
	18	Percussive Organ	1		FM Click	1	+	Spoony	1	+	Super Rotary	2	+
	19	Rock Organ	2										
	20	Church Organ	2										
	21	Reed Organ	1										
	22	Accordion	2										
	23	Hamonica	1										
	24	Tango Accordion	2										
Guitar	25	Nylon Guitar	1										
	26	Steel Guitar	1										
	27	Jazz Guitar	1		Roughcaster Neck	1	+	Roughcaster Middle	1	+			
	28	Clean Guitar	1		Hammer Double	2	+	Hammer Stereo	2	+	FM Chorus Guitar	2	+
	29	Muted Guitar	1										
	30	Overdriven Guitar	1										
	31	Distortion Guitar	1		Jaipur	2	+						
	32	Guitar Harmonics	1										
Bass	33	Acoustic Bass	1										
	34	Finger Bass	1										
	35	Pick Bass	1										
	36	Fretless Bass	1										
	37	Slap Bass 1	1										
	38	Slap Bass 2	1										
	39	Synth Bass 1	1		Pluto Plus	2	+	Stimuli	1	+	Running Pulse	1	+
	40	Synth Bass 2	2		Keel	1	+	Keel Powered	2	+	Plain Pulse	2	+
Strings	41	Violin	1										
	42	Viola	1										
	43	Cello	1										
	44	Contrabass	1										
	45	Tremolo Strings	1										
	46	Pizzicato Strings	1										
	47	Orchestral Harp	1										
	48	Timpani	1										
Ensemble	49	Strings 1	1		Strings + French Horn	2	+	Solid Strings	4	+	Swell Strings	3	+
	50	Strings 2	1										
	51	Synth Strings 1	2		Old Syhth Strings	2	+						
	52	Synth Strings 2	2		Solar Plexus	2	+	Sun Rise	2	+			
	53	Choir Aahs	1										
	54	Voice Oohs	1										
	55	Synth Voice	1										
	56	Orchestra Hit	2		6th Hit Plus	2	+	Euro Hit	1	+	Euro Hit Plus	2	+
Brass	57	Trumpet	1		Sweet Trumpet	3	+	Mewllow Sweet Trumpet	3	+	Normal Trumpets	2	+
	58	Trombone	1										
	59	Tuba	1										
	60	Muted Trumpet	1										
	61	French Horn	1										
	62	Brass Section	1		Brass Brothers	2	+	Vague Brothers	2	+	Brass Section 3	2	+
	63	Synth Brass 1	2		Sawtooth Brass Powered	2	+						
	64	Synth Brass 2	1										

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Other Waves 11			Other Waves 12			Other Waves 13		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			74			75			76		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1										
	2	Bright Piano	1										
	3	Electric Grand Piano	2										
	4	Honky-tonk Piano	2										
	5	Electric Piano 1	2		Phunky DX	2	+	Nasal DX	1	+	Nasal DX Detuned	2	+
	6	Electric Piano 2	2		Turnpike 2	2	+	Cerritos	1	+	Sunset	1	+
	7	Harpsichord	1										
	8	Clavi	2		Robot Clavi	2	+						
Chromatic	9	Celesta	1										
Percussion	10	Glockenspiel	1										
	11	Music Box	2										
	12	Vibraphone	1										
	13	Marimba	1										
	14	Xylophone	1										
	15	Tubular Bells	1										
	16	Dulcimer	1										
Organ	17	Drawbar Organ	1		Dawn	1	+	Mellorgan	2	+	Fuzzorgan	2	+
	18	Percussive Organ	1		Lo Fi Organ	2	+	Beep Organ	1	+	Belief	2	+
	19	Rock Organ	2										
	20	Church Organ	2										
	21	Reed Organ	1										
	22	Accordion	2										
	23	Hamonica	1										
	24	Tango Accordion	2										
Guitar	25	Nylon Guitar	1										
	26	Steel Guitar	1										
	27	Jazz Guitar	1										
	28	Clean Guitar	1		FM Chorus Guitar Soft	2	+	Pesky Guitar	1	+	Clavi Guitar	2	+
	29	Muted Guitar	1										
	30	Overdriven Guitar	1										
	31	Distortion Guitar	1										
	32	Guitar Harmonics	1										
Bass	33	Acoustic Bass	1										
	34	Finger Bass	1										
	35	Pick Bass	1										
	36	Fretless Bass	1										
	37	Slap Bass 1	1										
	38	Slap Bass 2	1										
	39	Synth Bass 1	1		Talking Pulse	1	+	Node	1	+	Stainer	1	+
	40	Synth Bass 2	2		Powered Pulse	1	+	Powered Pulse Bright	1	+	Powered Sawtooth	1	+
Strings	41	Violin	1										
	42	Viola	1										
	43	Cello	1										
	44	Contrabass	1										
	45	Tremolo Strings	1										
	46	Pizzicato Strings	1										
	47	Orchestral Harp	1										
	48	Timpani	1										
Ensemble	49	Strings 1	1		Strings + Brass Section	4	+	3 Octave Strings	3	+	5 Part Strings	4	+
	50	Strings 2	1										
	51	Synth Strings 1	2										
	52	Synth Strings 2	2										
	53	Choir Aahs	1										
	54	Voice Oohs	1										
	55	Synth Voice	1										
	56	Orchestra Hit	2		Blowout	2	+	Triceratops	4	+			
Brass	57	Trumpet	1		Brilliant Trumpet	1	+	Fanfare	3	+			
	58	Trombone	1										
	59	Tuba	1										
	60	Muted Trumpet	1										
	61	French Horn	1										
	62	Brass Section	1		Sforzando Brass 2	2	+	Octave Brass	2	+	Alps	4	+
	63	Synth Brass 1	2										
	64	Synth Brass 2	1										

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Other Waves 14			Other Waves 15			Other Waves 16		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			77			78			79		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1										
	2	Bright Piano	1										
	3	Electric Grand Piano	2										
	4	Honky-tonk Piano	2										
	5	Electric Piano 1	2		Din	2	+	4 Way EP	4	+	Easy EP	1	+
	6	Electric Piano 2	2		Soft DX	2	+	Resonant DX	1	+	Piercing DX	2	+
	7	Harpsichord	1										
	8	Clavi	2										
Chromatic	9	Celesta	1										
Percussion	10	Glockenspiel	1										
	11	Music Box	2										
	12	Vibraphone	1										
	13	Marimba	1										
	14	Xylophone	1										
	15	Tubular Bells	1										
	16	Dulcimer	1										
Organ	17	Drawbar Organ	1		FMO	1	+	70's Drawbar Organ 3	2	+	Mood Organ	1	+
	18	Percussive Organ	1		Snap Organ	1	+						
	19	Rock Organ	2										
	20	Church Organ	2										
	21	Reed Organ	1										
	22	Accordion	2										
	23	Hamonica	1										
	24	Tango Accordion	2										
Guitar	25	Nylon Guitar	1										
	26	Steel Guitar	1										
	27	Jazz Guitar	1										
	28	Clean Guitar	1										
	29	Muted Guitar	1										
	30	Overdriven Guitar	1										
	31	Distortion Guitar	1										
	32	Guitar Harmonics	1										
Bass	33	Acoustic Bass	1										
	34	Finger Bass	1										
	35	Pick Bass	1										
	36	Fretless Bass	1										
	37	Slap Bass 1	1										
	38	Slap Bass 2	1										
	39	Synth Bass 1	1		Stainer Attack	1	+	Sweep Square	1	+	Sweep Square Plus	2	+
	40	Synth Bass 2	2		Smooth Bass	2	+	Synth Attack	2	+			
Strings	41	Violin	1										
	42	Viola	1										
	43	Cello	1										
	44	Contrabass	1										
	45	Tremolo Strings	1										
	46	Pizzicato Strings	1										
	47	Orchestral Harp	1										
	48	Timpani	1										
Ensemble	49	Strings 1	1										
	50	Strings 2	1										
	51	Synth Strings 1	2										
	52	Synth Strings 2	2										
	53	Choir Aahs	1										
	54	Voice Oohs	1										
	55	Synth Voice	1										
	56	Orchestra Hit	2										
Brass	57	Trumpet	1										
	58	Trombone	1										
	59	Tuba	1										
	60	Muted Trumpet	1										
	61	French Horn	1										
	62	Brass Section	1		Symphonic Brass Ensemble	4	+	Phoenix	4	+			
	63	Synth Brass 1	2										
	64	Synth Brass 2	1										

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Other Waves 17			Other Waves 18		
Bank Select MSB		0			0			0		
Bank Select LSB		0			80			81		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1							
	2	Bright Piano	1							
	3	Electric Grand Piano	2							
	4	Honky-tonk Piano	2							
	5	Electric Piano 1	2		Sine EP	1	+	Cheap EP	2	+
	6	Electric Piano 2	2		Shivering DX	1	+	Shivering DX Plus	1	+
	7	Harpsichord	1							
	8	Clavi	2							
Chromatic	9	Celesta	1							
Percussion	10	Glockenspiel	1							
	11	Music Box	2							
	12	Vibraphone	1							
	13	Marimba	1							
	14	Xylophone	1							
	15	Tubular Bells	1							
	16	Dulcimer	1							
Organ	17	Drawbar Organ	1							
	18	Percussive Organ	1							
	19	Rock Organ	2							
	20	Church Organ	2							
	21	Reed Organ	1							
	22	Accordion	2							
	23	Hamonica	1							
	24	Tango Accordion	2							
Guitar	25	Nylon Guitar	1							
	26	Steel Guitar	1							
	27	Jazz Guitar	1							
	28	Clean Guitar	1							
	29	Muted Guitar	1							
	30	Overdriven Guitar	1							
	31	Distortion Guitar	1							
	32	Guitar Harmonics	1							
Bass	33	Acoustic Bass	1							
	34	Finger Bass	1							
	35	Pick Bass	1							
	36	Fretless Bass	1							
	37	Slap Bass 1	1							
	38	Slap Bass 2	1							
	39	Synth Bass 1	1		Stinks	1	+	Stinks Resonant	1	+
	40	Synth Bass 2	2							
Strings	41	Violin	1							
	42	Viola	1							
	43	Cello	1							
	44	Contrabass	1							
	45	Tremolo Strings	1							
	46	Pizzicato Strings	1							
	47	Orchestral Harp	1							
	48	Timpani	1							
Ensemble	49	Strings 1	1							
	50	Strings 2	1							
	51	Synth Strings 1	2							
	52	Synth Strings 2	2							
	53	Choir Aahs	1							
	54	Voice Oohs	1							
	55	Synth Voice	1							
	56	Orchestra Hit	2							
Brass	57	Trumpet	1							
	58	Trombone	1							
	59	Tuba	1							
	60	Muted Trumpet	1							
	61	French Horn	1							
	62	Brass Section	1							
	63	Synth Brass 1	2							
	64	Synth Brass 2	1							

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Other Waves 19			Other Waves 20		
Bank Select MSB		0			0			0		
Bank Select LSB		0			82			83		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1							
	2	Bright Piano	1							
	3	Electric Grand Piano	2							
	4	Honky-tonk Piano	2							
	5	Electric Piano 1	2							
	6	Electric Piano 2	2		Rattling DX	1	+	Rattling DX Plus	2	+
	7	Harpsichord	1							
	8	Clavi	2							
Chromatic	9	Celesta	1							
Percussion	10	Glockenspiel	1							
	11	Music Box	2							
	12	Vibraphone	1							
	13	Marimba	1							
	14	Xylophone	1							
	15	Tubular Bells	1							
	16	Dulcimer	1							
Organ	17	Drawbar Organ	1							
	18	Percussive Organ	1							
	19	Rock Organ	2							
	20	Church Organ	2							
	21	Reed Organ	1							
	22	Accordion	2							
	23	Hamonica	1							
	24	Tango Accordion	2							
Guitar	25	Nylon Guitar	1							
	26	Steel Guitar	1							
	27	Jazz Guitar	1							
	28	Clean Guitar	1							
	29	Muted Guitar	1							
	30	Overdriven Guitar	1							
	31	Distortion Guitar	1							
	32	Guitar Harmonics	1							
Bass	33	Acoustic Bass	1							
	34	Finger Bass	1							
	35	Pick Bass	1							
	36	Fretless Bass	1							
	37	Slap Bass 1	1							
	38	Slap Bass 2	1							
	39	Synth Bass 1	1		Resonant Square	1	+	Dagger	1	+
	40	Synth Bass 2	2							
Strings	41	Violin	1							
	42	Viola	1							
	43	Cello	1							
	44	Contrabass	1							
	45	Tremolo Strings	1							
	46	Pizzicato Strings	1							
	47	Orchestral Harp	1							
	48	Timpani	1							
Ensemble	49	Strings 1	1							
	50	Strings 2	1							
	51	Synth Strings 1	2							
	52	Synth Strings 2	2							
	53	Choir Aahs	1							
	54	Voice Oohs	1							
	55	Synth Voice	1							
	56	Orchestra Hit	2							
Brass	57	Trumpet	1							
	58	Trombone	1							
	59	Tuba	1							
	60	Muted Trumpet	1							
	61	French Horn	1							
	62	Brass Section	1							
	63	Synth Brass 1	2							
	64	Synth Brass 2	1							

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Other Waves 21			Other Waves 22		
Bank Select MSB		0			0			0		
Bank Select LSB		0			84			85		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1							
	2	Bright Piano	1							
	3	Electric Grand Piano	2							
	4	Honky-tonk Piano	2							
	5	Electric Piano 1	2							
	6	Electric Piano 2	2		Tinker DX	1	+	Tinker DX Plus	2	+
	7	Harpsichord	1							
	8	Clavi	2							
Chromatic	9	Celesta	1							
Percussion	10	Glockenspiel	1							
	11	Music Box	2							
	12	Vibraphone	1							
	13	Marimba	1							
	14	Xylophone	1							
	15	Tubular Bells	1							
	16	Dulcimer	1							
Organ	17	Drawbar Organ	1							
	18	Percussive Organ	1							
	19	Rock Organ	2							
	20	Church Organ	2							
	21	Reed Organ	1							
	22	Accordion	2							
	23	Hamonica	1							
	24	Tango Accordion	2							
Guitar	25	Nylon Guitar	1							
	26	Steel Guitar	1							
	27	Jazz Guitar	1							
	28	Clean Guitar	1							
	29	Muted Guitar	1							
	30	Overdriven Guitar	1							
	31	Distortion Guitar	1							
	32	Guitar Harmonics	1							
Bass	33	Acoustic Bass	1							
	34	Finger Bass	1							
	35	Pick Bass	1							
	36	Fretless Bass	1							
	37	Slap Bass 1	1							
	38	Slap Bass 2	1							
	39	Synth Bass 1	1		Zinc	2	+	SweePWM	2	+
	40	Synth Bass 2	2							
Strings	41	Violin	1							
	42	Viola	1							
	43	Cello	1							
	44	Contrabass	1							
	45	Tremolo Strings	1							
	46	Pizzicato Strings	1							
	47	Orchestral Harp	1							
	48	Timpani	1							
Ensemble	49	Strings 1	1							
	50	Strings 2	1							
	51	Synth Strings 1	2							
	52	Synth Strings 2	2							
	53	Choir Aahs	1							
	54	Voice Oohs	1							
	55	Synth Voice	1							
	56	Orchestra Hit	2							
Brass	57	Trumpet	1							
	58	Trombone	1							
	59	Tuba	1							
	60	Muted Trumpet	1							
	61	French Horn	1							
	62	Brass Section	1							
	63	Synth Brass 1	2							
	64	Synth Brass 2	1							

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Other Waves 23			Other Waves 24		
Bank Select MSB		0			0			0		
Bank Select LSB		0			86			87		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1							
	2	Bright Piano	1							
	3	Electric Grand Piano	2							
	4	Honky-tonk Piano	2							
	5	Electric Piano 1	2							
	6	Electric Piano 2	2							
	7	Harpsichord	1							
	8	Clavi	2							
Chromatic	9	Celesta	1							
Percussion	10	Glockenspiel	1							
	11	Music Box	2							
	12	Vibraphone	1							
	13	Marimba	1							
	14	Xylophone	1							
	15	Tubular Bells	1							
	16	Dulcimer	1							
Organ	17	Drawbar Organ	1							
	18	Percussive Organ	1							
	19	Rock Organ	2							
	20	Church Organ	2							
	21	Reed Organ	1							
	22	Accordion	2							
	23	Hamonica	1							
	24	Tango Accordion	2							
Guitar	25	Nylon Guitar	1							
	26	Steel Guitar	1							
	27	Jazz Guitar	1							
	28	Clean Guitar	1							
	29	Muted Guitar	1							
	30	Overdriven Guitar	1							
	31	Distortion Guitar	1							
	32	Guitar Harmonics	1							
Bass	33	Acoustic Bass	1							
	34	Finger Bass	1							
	35	Pick Bass	1							
	36	Fretless Bass	1							
	37	Slap Bass 1	1							
	38	Slap Bass 2	1							
	39	Synth Bass 1	1		SweePWM Stereo	2	+	Slow Wah	1	+
	40	Synth Bass 2	2							
Strings	41	Violin	1							
	42	Viola	1							
	43	Cello	1							
	44	Contrabass	1							
	45	Tremolo Strings	1							
	46	Pizzicato Strings	1							
	47	Orchestral Harp	1							
	48	Timpani	1							
Ensemble	49	Strings 1	1							
	50	Strings 2	1							
	51	Synth Strings 1	2							
	52	Synth Strings 2	2							
	53	Choir Aahs	1							
	54	Voice Oohs	1							
	55	Synth Voice	1							
	56	Orchestra Hit	2							
Brass	57	Trumpet	1							
	58	Trombone	1							
	59	Tuba	1							
	60	Muted Trumpet	1							
	61	French Horn	1							
	62	Brass Section	1							
	63	Synth Brass 1	2							
	64	Synth Brass 2	1							

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Other Waves 25			Other Waves 26		
Bank Select MSB		0			0			0		
Bank Select LSB		0			88			89		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1							
	2	Bright Piano	1							
	3	Electric Grand Piano	2							
	4	Honky-tonk Piano	2							
	5	Electric Piano 1	2							
	6	Electric Piano 2	2							
	7	Harpsichord	1							
	8	Clavi	2							
Chromatic	9	Celesta	1							
Percussion	10	Glockenspiel	1							
	11	Music Box	2							
	12	Vibraphone	1							
	13	Marimba	1							
	14	Xylophone	1							
	15	Tubular Bells	1							
	16	Dulcimer	1							
Organ	17	Drawbar Organ	1							
	18	Percussive Organ	1							
	19	Rock Organ	2							
	20	Church Organ	2							
	21	Reed Organ	1							
	22	Accordion	2							
	23	Hamonica	1							
	24	Tango Accordion	2							
Guitar	25	Nylon Guitar	1							
	26	Steel Guitar	1							
	27	Jazz Guitar	1							
	28	Clean Guitar	1							
	29	Muted Guitar	1							
	30	Overdriven Guitar	1							
	31	Distortion Guitar	1							
	32	Guitar Harmonics	1							
Bass	33	Acoustic Bass	1							
	34	Finger Bass	1							
	35	Pick Bass	1							
	36	Fretless Bass	1							
	37	Slap Bass 1	1							
	38	Slap Bass 2	1							
	39	Synth Bass 1	1		Crook	2	+	Fast Fretless Bass	1	+
	40	Synth Bass 2	2							
Strings	41	Violin	1							
	42	Viola	1							
	43	Cello	1							
	44	Contrabass	1							
	45	Tremolo Strings	1							
	46	Pizzicato Strings	1							
	47	Orchestral Harp	1							
	48	Timpani	1							
Ensemble	49	Strings 1	1							
	50	Strings 2	1							
	51	Synth Strings 1	2							
	52	Synth Strings 2	2							
	53	Choir Aahs	1							
	54	Voice Oohs	1							
	55	Synth Voice	1							
	56	Orchestra Hit	2							
Brass	57	Trumpet	1							
	58	Trombone	1							
	59	Tuba	1							
	60	Muted Trumpet	1							
	61	French Horn	1							
	62	Brass Section	1							
	63	Synth Brass 1	2							
	64	Synth Brass 2	1							

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Other Waves 27			Other Waves 28		
Bank Select MSB		0			0			0		
Bank Select LSB		0			90			91		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1							
	2	Bright Piano	1							
	3	Electric Grand Piano	2							
	4	Honky-tonk Piano	2							
	5	Electric Piano 1	2							
	6	Electric Piano 2	2							
	7	Harpsichord	1							
	8	Clavi	2							
Chromatic	9	Celesta	1							
Percussion	10	Glockenspiel	1							
	11	Music Box	2							
	12	Vibraphone	1							
	13	Marimba	1							
	14	Xylophone	1							
	15	Tubular Bells	1							
	16	Dulcimer	1							
Organ	17	Drawbar Organ	1							
	18	Percussive Organ	1							
	19	Rock Organ	2							
	20	Church Organ	2							
	21	Reed Organ	1							
	22	Accordion	2							
	23	Hamonica	1							
	24	Tango Accordion	2							
Guitar	25	Nylon Guitar	1							
	26	Steel Guitar	1							
	27	Jazz Guitar	1							
	28	Clean Guitar	1							
	29	Muted Guitar	1							
	30	Overdriven Guitar	1							
	31	Distortion Guitar	1							
	32	Guitar Harmonics	1							
Bass	33	Acoustic Bass	1							
	34	Finger Bass	1							
	35	Pick Bass	1							
	36	Fretless Bass	1							
	37	Slap Bass 1	1							
	38	Slap Bass 2	1							
	39	Synth Bass 1	1		Rubber30	1	+	Fast Resonant Bass 2	1	+
	40	Synth Bass 2	2							
Strings	41	Violin	1							
	42	Viola	1							
	43	Cello	1							
	44	Contrabass	1							
	45	Tremolo Strings	1							
	46	Pizzicato Strings	1							
	47	Orchestral Harp	1							
	48	Timpani	1							
Ensemble	49	Strings 1	1							
	50	Strings 2	1							
	51	Synth Strings 1	2							
	52	Synth Strings 2	2							
	53	Choir Aahs	1							
	54	Voice Oohs	1							
	55	Synth Voice	1							
	56	Orchestra Hit	2							
Brass	57	Trumpet	1							
	58	Trombone	1							
	59	Tuba	1							
	60	Muted Trumpet	1							
	61	French Horn	1							
	62	Brass Section	1							
	63	Synth Brass 1	2							
	64	Synth Brass 2	1							

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
- E - Standard Number of Element
- O - Option
  - Blank : XG Standard, XGLite Standard
  - + : XG Option, XGLite Option
  - - : XG Standard, XGLite Option

					Other Waves 29			Other Waves 30		
Bank Select MSB		0			0			0		
Bank Select LSB		0			92			93		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1							
	2	Bright Piano	1							
	3	Electric Grand Piano	2							
	4	Honky-tonk Piano	2							
	5	Electric Piano 1	2							
	6	Electric Piano 2	2							
	7	Harpsichord	1							
	8	Clavi	2							
Chromatic	9	Celesta	1							
Percussion	10	Glockenspiel	1							
	11	Music Box	2							
	12	Vibraphone	1							
	13	Marimba	1							
	14	Xylophone	1							
	15	Tubular Bells	1							
	16	Dulcimer	1							
Organ	17	Drawbar Organ	1							
	18	Percussive Organ	1							
	19	Rock Organ	2							
	20	Church Organ	2							
	21	Reed Organ	1							
	22	Accordion	2							
	23	Hamonica	1							
	24	Tango Accordion	2							
Guitar	25	Nylon Guitar	1							
	26	Steel Guitar	1							
	27	Jazz Guitar	1							
	28	Clean Guitar	1							
	29	Muted Guitar	1							
	30	Overdriven Guitar	1							
	31	Distortion Guitar	1							
	32	Guitar Harmonics	1							
Bass	33	Acoustic Bass	1							
	34	Finger Bass	1							
	35	Pick Bass	1							
	36	Fretless Bass	1							
	37	Slap Bass 1	1							
	38	Slap Bass 2	1							
	39	Synth Bass 1	1		Minneapolis Bass	2	+	Miami Bass	2	+
	40	Synth Bass 2	2							
Strings	41	Violin	1							
	42	Viola	1							
	43	Cello	1							
	44	Contrabass	1							
	45	Tremolo Strings	1							
	46	Pizzicato Strings	1							
	47	Orchestral Harp	1							
	48	Timpani	1							
Ensemble	49	Strings 1	1							
	50	Strings 2	1							
	51	Synth Strings 1	2							
	52	Synth Strings 2	2							
	53	Choir Aahs	1							
	54	Voice Oohs	1							
	55	Synth Voice	1							
	56	Orchestra Hit	2							
Brass	57	Trumpet	1							
	58	Trombone	1							
	59	Tuba	1							
	60	Muted Trumpet	1							
	61	French Horn	1							
	62	Brass Section	1							
	63	Synth Brass 1	2							
	64	Synth Brass 2	1							

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Other Waves 31			Other Instruments 1			Other Instruments 2		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			94			96			97		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1										
	2	Bright Piano	1										
	3	Electric Grand Piano	2										
	4	Honky-tonk Piano	2										
	5	Electric Piano 1	2										
	6	Electric Piano 2	2										
	7	Harpsichord	1										
	8	Clavi	2										
Chromatic	9	Celesta	1										
Percussion	10	Glockenspiel	1										
	11	Music Box	2										
	12	Vibraphone	1										
	13	Marimba	1					Balafon	2	+	Balimba	2	
	14	Xylophone	1										
	15	Tubular Bells	1					Church Bells	2		Carillon	2	
	16	Dulcimer	1					Cimbalom	2		Santur	2	
Organ	17	Drawbar Organ	1										
	18	Percussive Organ	1										
	19	Rock Organ	2										
	20	Church Organ	2										
	21	Reed Organ	1										
	22	Accordion	2										
	23	Hamonica	1										
	24	Tango Accordion	2										
Guitar	25	Nylon Guitar	1					Ukulele	1				
	26	Steel Guitar	1					Mandolin	2		Mandolin Ensemble	2	+
	27	Jazz Guitar	1					Pedal Steel Guitar	1	+			
	28	Clean Guitar	1										
	29	Muted Guitar	1					Muted Distortion Guitar	2	+			
	30	Overdriven Guitar	1										
	31	Distortion Guitar	1										
	32	Guitar Harmonics	1										
Bass	33	Acoustic Bass	1					Walking Synth Bass	1	+	Dim & Cool	1	+
	34	Finger Bass	1										
	35	Pick Bass	1										
	36	Fretless Bass	1					Synth Fretless	2	-	Smooth Fretless	2	-
	37	Slap Bass 1	1										
	38	Slap Bass 2	1										
	39	Synth Bass 1	1		Resonace Talking Box	2	+	Hammer	2	-			
	40	Synth Bass 2	2										
Strings	41	Violin	1										
	42	Viola	1										
	43	Cello	1										
	44	Contrabass	1										
	45	Tremolo Strings	1										
	46	Pizzicato Strings	1										
	47	Orchestral Harp	1					Violin Harp	1	+	Violin Harp Detuned	2	+
	48	Timpani	1										
Ensemble	49	Strings 1	1										
	50	Strings 2	1										
	51	Synth Strings 1	2										
	52	Synth Strings 2	2										
	53	Choir Aahs	1										
	54	Voice Oohs	1					Voice Humming	1	+			
	55	Synth Voice	1										
	56	Orchestra Hit	2										
Brass	57	Trumpet	1					Flugel Horn	1	+	Cornet	2	+
	58	Trombone	1										
	59	Tuba	1										
	60	Muted Trumpet	1										
	61	French Horn	1										
	62	Brass Section	1										
	63	Synth Brass 1	2										
	64	Synth Brass 2	1										

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Other Instruments 3		
Bank Select MSB		0			0		
Bank Select LSB		0			98		
Instrument Group	PGM#	Name	E	O	Name	E	O
Piano	1	Grand Piano	1				
	2	Bright Piano	1				
	3	Electric Grand Piano	2				
	4	Honky-tonk Piano	2				
	5	Electric Piano 1	2				
	6	Electric Piano 2	2				
	7	Harpsichord	1				
	8	Clavi	2				
Chromatic	9	Celesta	1				
Percussion	10	Glockenspiel	1				
	11	Music Box	2				
	12	Vibraphone	1				
	13	Marimba	1		Log Drums	2	
	14	Xylophone	1				
	15	Tubular Bells	1				
	16	Dulcimer	1		Yang Qin	2	+
Organ	17	Drawbar Organ	1				
	18	Percussive Organ	1				
	19	Rock Organ	2				
	20	Church Organ	2				
	21	Reed Organ	1				
	22	Accordion	2				
	23	Hamonica	1				
	24	Tango Accordion	2				
Guitar	25	Nylon Guitar	1				
	26	Steel Guitar	1				
	27	Jazz Guitar	1				
	28	Clean Guitar	1				
	29	Muted Guitar	1				
	30	Overdriven Guitar	1				
	31	Distortion Guitar	1				
	32	Guitar Harmonics	1				
Bass	33	Acoustic Bass	1				
	34	Finger Bass	1				
	35	Pick Bass	1				
	36	Fretless Bass	1				
	37	Slap Bass 1	1				
	38	Slap Bass 2	1				
	39	Synth Bass 1	1				
	40	Synth Bass 2	2				
Strings	41	Violin	1				
	42	Viola	1				
	43	Cello	1				
	44	Contrabass	1				
	45	Tremolo Strings	1				
	46	Pizzicato Strings	1				
	47	Orchestral Harp	1				
	48	Timpani	1				
Ensemble	49	Strings 1	1				
	50	Strings 2	1				
	51	Synth Strings 1	2				
	52	Synth Strings 2	2				
	53	Choir Aahs	1				
	54	Voice Oohs	1				
	55	Synth Voice	1				
	56	Orchestra Hit	2				
Brass	57	Trumpet	1				
	58	Trombone	1				
	59	Tuba	1				
	60	Muted Trumpet	1				
	61	French Horn	1				
	62	Brass Section	1				
	63	Synth Brass 1	2				
	64	Synth Brass 2	1				

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
- E - Standard Number of Element
- O - Option
  - Blank : XG Standard, XGLite Standard
  - + : XG Option, XGLite Option
  - - : XG Standard, XGLite Option

					Other Instruments 4			Other Instruments 5			Other Instruments 6		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			99			100			101		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1										
	2	Bright Piano	1										
	3	Electric Grand Piano	2										
	4	Honky-tonk Piano	2										
	5	Electric Piano 1	2										
	6	Electric Piano 2	2										
	7	Harpsichord	1										
	8	Clavi	2										
Chromatic	9	Celesta	1										
Percussion	10	Glockenspiel	1										
	11	Music Box	2										
	12	Vibraphone	1										
	13	Marimba	1										
	14	Xylophone	1										
	15	Tubular Bells	1										
	16	Dulcimer	1										
Organ	17	Drawbar Organ	1										
	18	Percussive Organ	1										
	19	Rock Organ	2										
	20	Church Organ	2										
	21	Reed Organ	1										
	22	Accordion	2										
	23	Hamonica	1										
	24	Tango Accordion	2										
Guitar	25	Nylon Guitar	1										
	26	Steel Guitar	1										
	27	Jazz Guitar	1										
	28	Clean Guitar	1										
	29	Muted Guitar	1										
	30	Overdriven Guitar	1										
	31	Distortion Guitar	1										
	32	Guitar Harmonics	1										
Bass	33	Acoustic Bass	1										
	34	Finger Bass	1										
	35	Pick Bass	1										
	36	Fretless Bass	1										
	37	Slap Bass 1	1										
	38	Slap Bass 2	1										
	39	Synth Bass 1	1										
	40	Synth Bass 2	2										
Strings	41	Violin	1										
	42	Viola	1										
	43	Cello	1										
	44	Contrabass	1										
	45	Tremolo Strings	1										
	46	Pizzicato Strings	1										
	47	Orchestral Harp	1										
	48	Timpani	1										
Ensemble	49	Strings 1	1										
	50	Strings 2	1										
	51	Synth Strings 1	2										
	52	Synth Strings 2	2										
	53	Choir Aahs	1										
	54	Voice Oohs	1										
	55	Synth Voice	1										
	56	Orchestra Hit	2										
Brass	57	Trumpet	1										
	58	Trombone	1										
	59	Tuba	1										
	60	Muted Trumpet	1										
	61	French Horn	1										
	62	Brass Section	1										
	63	Synth Brass 1	2										
	64	Synth Brass 2	1										

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
- E - Standard Number of Element
- O - Option
  - Blank : XG Standard, XGLite Standard
  - + : XG Option, XGLite Option
  - - : XG Standard, XGLite Option

					KSP			Stereo			Single		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			1			3			6		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1										
	66	Alto Sax	1										
	67	Tenor Sax	1										
	68	Baritone Sax	1										
	69	Oboe	2										
	70	English Horn	1										
	71	Bassoon	1										
	72	Clarinet	1										
Pipe	73	Piccolo	1										
	74	Flute	1										
	75	Recorder	1										
	76	Pan Flute	1										
	77	Blown Bottle	2										
	78	Shakuhachi	2										
	79	Whistle	1										
	80	Ocarina	1										
Synth Lead	81	Square Lead	2								Square Lead 2	1	
	82	Sawtooth Lead	2								Sawtooth Lead 2	1	
	83	Calliope Lead	2										
	84	Chiff Lead	2										
	85	Charang Lead	2										
	86	Voice Lead	2										
	87	Fifths Lead	2										
	88	Bass & Lead	2										
Synth Pad	89	New Age Pad	2										
	90	Warm Pad	2										
	91	Poly Synth Pad	2										
	92	Choir Pad	2										
	93	Bowed Pad	2										
	94	Metallic Pad	2										
	95	Halo Pad	2										
	96	Sweep Pad	2										
Synth Effects	97	Rain	2										
	98	Sound Track	2										
	99	Crystal	2										
	100	Atmosphere	2										
	101	Brightness	2										
	102	Goblins	2										
	103	Echoes	2										
	104	Sci-Fi	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										
Percussive	113	Tinkle Bell	2										
	114	Agogo	2										
	115	Steel Drums	2										
	116	Woodblock	1										
	117	Taiko Drum	1										
	118	Melodic Tom	2										
	119	Synth Drum	1										
	120	Reverse Cymbal	1										
Sound Effects	121	Fret Noise	2										
	122	Breath Noise	2										
	123	Seashore	2										
	124	Bird Tweet	2										
	125	Telephone Ring	1										
	126	Helicopter	1										
	127	Applause	1										
	128	Gunshot	1										

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Slow			Fast Decay			Double Attack		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			8			12			14		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1		Vague Soprano Sax	1	+						
	66	Alto Sax	1										
	67	Tenor Sax	1										
	68	Baritone Sax	1										
	69	Oboe	2										
	70	English Horn	1										
	71	Bassoon	1										
	72	Clarinet	1										
Pipe	73	Piccolo	1										
	74	Flute	1										
	75	Recorder	1										
	76	Pan Flute	1										
	77	Blown Bottle	2										
	78	Shakuhachi	2										
	79	Whistle	1										
	80	Ocarina	1										
Synth Lead	81	Square Lead	2		LM Square	2							
	82	Sawtooth Lead	2		Thick Sawtooth	2							
	83	Calliope Lead	2										
	84	Chiff Lead	2										
	85	Charang Lead	2										
	86	Voice Lead	2										
	87	Fifths Lead	2		Fifths Lead Soft	2	+						
	88	Bass & Lead	2										
Synth Pad	89	New Age Pad	2										
	90	Warm Pad	2										
	91	Poly Synth Pad	2										
	92	Choir Pad	2										
	93	Bowed Pad	2										
	94	Metallic Pad	2										
	95	Halo Pad	2										
	96	Sweep Pad	2										
Synth Effects	97	Rain	2										
	98	Sound Track	2										
	99	Crystal	2					Synth Drum Comp	2		Popcorn	2	
	100	Atmosphere	2										
	101	Brightness	2										
	102	Goblins	2										
	103	Echoes	2		Echoes 2	2	-				Echo Pan	2	-
	104	Sci-Fi	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										
Percussive	113	Tinkle Bell	2										
	114	Agogo	2										
	115	Steel Drums	2										
	116	Woodblock	1										
	117	Taiko Drum	1										
	118	Melodic Tom	2										
	119	Synth Drum	1										
	120	Reverse Cymbal	1										
Sound Effects	121	Fret Noise	2										
	122	Breath Noise	2										
	123	Seashore	2										
	124	Bird Tweet	2										
	125	Telephone Ring	1										
	126	Helicopter	1										
	127	Applause	1										
	128	Gunshot	1										

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Bright 1			Bright 2			Dark 1		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			16			17			18		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1										
	66	Alto Sax	1								Alto Sax Legato	1	+
	67	Tenor Sax	1										
	68	Baritone Sax	1										
	69	Oboe	2										
	70	English Horn	1										
	71	Bassoon	1										
	72	Clarinet	1										
Pipe	73	Piccolo	1										
	74	Flute	1										
	75	Recorder	1										
	76	Pan Flute	1										
	77	Blown Bottle	2										
	78	Shakuhachi	2										
	79	Whistle	1										
	80	Ocarina	1										
Synth Lead	81	Square Lead	2								Hollow	1	
	82	Sawtooth Lead	2								Dynamic Sawtooth	1	
	83	Calliope Lead	2										
	84	Chiff Lead	2										
	85	Charang Lead	2										
	86	Voice Lead	2										
	87	Fifths Lead	2										
	88	Bass & Lead	2		Big & Low	2							
Synth Pad	89	New Age Pad	2										
	90	Warm Pad	2		Thick Pad	2	-	Soft Pad	2	-	Sine Pad	2	-
	91	Poly Synth Pad	2										
	92	Choir Pad	2										
	93	Bowed Pad	2										
	94	Metallic Pad	2										
	95	Halo Pad	2										
	96	Sweep Pad	2										
Synth Effects	97	Rain	2										
	98	Sound Track	2										
	99	Crystal	2								Tiny Bells	2	
	100	Atmosphere	2								Warm Atmosphere	2	
	101	Brightness	2										
	102	Goblins	2										
	103	Echoes	2										
	104	Sci-Fi	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										
Percussive	113	Tinkle Bell	2										
	114	Agogo	2										
	115	Steel Drums	2										
	116	Woodblock	1										
	117	Taiko Drum	1										
	118	Melodic Tom	2										
	119	Synth Drum	1										
	120	Reverse Cymbal	1										
Sound Effects	121	Fret Noise	2										
	122	Breath Noise	2										
	123	Seashore	2										
	124	Bird Tweet	2										
	125	Telephone Ring	1										
	126	Helicopter	1										
	127	Applause	1										
	128	Gunshot	1										

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Dark 2			Resonant			LFO - Cutoff Freq		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			19			20			21		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1										
	66	Alto Sax	1										
	67	Tenor Sax	1										
	68	Baritone Sax	1										
	69	Oboe	2										
	70	English Horn	1										
	71	Bassoon	1										
	72	Clarinet	1										
Pipe	73	Piccolo	1										
	74	Flute	1										
	75	Recorder	1										
	76	Pan Flute	1										
	77	Blown Bottle	2										
	78	Shakuhachi	2										
	79	Whistle	1										
	80	Ocarina	1										
Synth Lead	81	Square Lead	2		Shroud	2							
	82	Sawtooth Lead	2		Digital Sawtooth	2		Big Lead	2				
	83	Calliope Lead	2										
	84	Chiff Lead	2										
	85	Charang Lead	2										
	86	Voice Lead	2										
	87	Fifths Lead	2										
	88	Bass & Lead	2										
Synth Pad	89	New Age Pad	2										
	90	Warm Pad	2										
	91	Poly Synth Pad	2										
	92	Choir Pad	2										
	93	Bowed Pad	2										
	94	Metallic Pad	2										
	95	Halo Pad	2										
	96	Sweep Pad	2					Shwimmer	2	-			
Synth Effects	97	Rain	2										
	98	Sound Track	2										
	99	Crystal	2										
	100	Atmosphere	2		Hollow Release	2							
	101	Brightness	2										
	102	Goblins	2										
	103	Echoes	2										
	104	Sci-Fi	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										
Percussive	113	Tinkle Bell	2										
	114	Agogo	2										
	115	Steel Drums	2										
	116	Woodblock	1										
	117	Taiko Drum	1										
	118	Melodic Tom	2										
	119	Synth Drum	1										
	120	Reverse Cymbal	1										
Sound Effects	121	Fret Noise	2										
	122	Breath Noise	2										
	123	Seashore	2										
	124	Bird Tweet	2										
	125	Telephone Ring	1										
	126	Helicopter	1										
	127	Applause	1										
	128	Gunshot	1										

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Vel - Cutoff Freq			Attack			Release			Sweep		
Bank Select MSB		0			0			0			0			0		
Bank Select LSB		0			22			24			25			26		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1													
	66	Alto Sax	1													
	67	Tenor Sax	1													
	68	Baritone Sax	1													
	69	Oboe	2													
	70	English Horn	1													
	71	Bassoon	1													
	72	Clarinet	1													
Pipe	73	Piccolo	1													
	74	Flute	1													
	75	Recorder	1													
	76	Pan Flute	1													
	77	Blown Bottle	2													
	78	Shakuhachi	2													
	79	Whistle	1													
	80	Ocarina	1													
Synth Lead	81	Square Lead	2													
	82	Sawtooth Lead	2					Heavy Synth	2	-	Waspy Synth	2	-	Mondo	1	+
	83	Calliope Lead	2													
	84	Chiff Lead	2													
	85	Charang Lead	2													
	86	Voice Lead	2					Synth Aahs	2	-						
	87	Fifths Lead	2													
	88	Bass & Lead	2													
Synth Pad	89	New Age Pad	2													
	90	Warm Pad	2													
	91	Poly Synth Pad	2													
	92	Choir Pad	2													
	93	Bowed Pad	2													
	94	Metallic Pad	2													
	95	Halo Pad	2													
	96	Sweep Pad	2													
Synth Effects	97	Rain	2													
	98	Sound Track	2													
	99	Crystal	2													
	100	Atmosphere	2													
	101	Brightness	2													
	102	Goblins	2													
	103	Echoes	2													
	104	Sci-Fi	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													
Percussive	113	Tinkle Bell	2													
	114	Agogo	2													
	115	Steel Drums	2													
	116	Woodblock	1													
	117	Taiko Drum	1													
	118	Melodic Tom	2													
	119	Synth Drum	1													
	120	Reverse Cymbal	1													
Sound Effects	121	Fret Noise	2													
	122	Breath Noise	2													
	123	Seashore	2													
	124	Bird Tweet	2													
	125	Telephone Ring	1													
	126	Helicopter	1													
	127	Applause	1													
	128	Gunshot	1													

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
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- : XG Standard, XGLite Option

					Resonant Sweep			Muted			Complex - FEG		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			27			28			29		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1										
	66	Alto Sax	1										
	67	Tenor Sax	1										
	68	Baritone Sax	1										
	69	Oboe	2										
	70	English Horn	1										
	71	Bassoon	1										
	72	Clarinet	1										
Pipe	73	Piccolo	1										
	74	Flute	1										
	75	Recorder	1										
	76	Pan Flute	1										
	77	Blown Bottle	2										
	78	Shakuhachi	2										
	79	Whistle	1										
	80	Ocarina	1										
Synth Lead	81	Square Lead	2										
	82	Sawtooth Lead	2		Rezzy Sawtooth	1	+						
	83	Calliope Lead	2										
	84	Chiff Lead	2										
	85	Charang Lead	2										
	86	Voice Lead	2										
	87	Fifths Lead	2										
	88	Bass & Lead	2										
Synth Pad	89	New Age Pad	2										
	90	Warm Pad	2										
	91	Poly Synth Pad	2										
	92	Choir Pad	2										
	93	Bowed Pad	2										
	94	Metallic Pad	2										
	95	Halo Pad	2										
	96	Sweep Pad	2		Converge	2	-						
Synth Effects	97	Rain	2										
	98	Sound Track	2		Prologue	2							
	99	Crystal	2										
	100	Atmosphere	2										
	101	Brightness	2										
	102	Goblins	2										
	103	Echoes	2										
	104	Sci-Fi	2										
Ethnic	105	Sitar	1										
	106	Banjo	1					Muted Banjo	1				
	107	Shamisen	1										
	108	Koto	1										
	109	Kalimba	1										
	110	Bagpipe	2										
	111	Fiddle	1										
	112	Shanai	1										
Percussive	113	Tinkle Bell	2										
	114	Agogo	2										
	115	Steel Drums	2										
	116	Woodblock	1										
	117	Taiko Drum	1										
	118	Melodic Tom	2										
	119	Synth Drum	1										
	120	Reverse Cymbal	1										
Sound Effects	121	Fret Noise	2										
	122	Breath Noise	2										
	123	Seashore	2										
	124	Bird Tweet	2										
	125	Telephone Ring	1										
	126	Helicopter	1										
	127	Applause	1										
	128	Gunshot	1										

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Detune 1			Detune 2			Detune 3		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			32			33			34		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1										
	66	Alto Sax	1										
	67	Tenor Sax	1										
	68	Baritone Sax	1										
	69	Oboe	2										
	70	English Horn	1										
	71	Bassoon	1										
	72	Clarinet	1										
Pipe	73	Piccolo	1										
	74	Flute	1										
	75	Recorder	1										
	76	Pan Flute	1										
	77	Blown Bottle	2										
	78	Shakuhachi	2										
	79	Whistle	1										
	80	Ocarina	1										
Synth Lead	81	Square Lead	2										
	82	Sawtooth Lead	2		Double Sawtooth	2	+						
	83	Calliope Lead	2										
	84	Chiff Lead	2										
	85	Charang Lead	2										
	86	Voice Lead	2										
	87	Fifths Lead	2										
	88	Bass & Lead	2										
Synth Pad	89	New Age Pad	2										
	90	Warm Pad	2										
	91	Poly Synth Pad	2										
	92	Choir Pad	2										
	93	Bowed Pad	2										
	94	Metallic Pad	2										
	95	Halo Pad	2										
	96	Sweep Pad	2										
Synth Effects	97	Rain	2										
	98	Sound Track	2										
	99	Crystal	2										
	100	Atmosphere	2										
	101	Brightness	2										
	102	Goblins	2										
	103	Echoes	2										
	104	Sci-Fi	2										
Ethnic	105	Sitar	1		Detuned Sitar	2							
	106	Banjo	1										
	107	Shamisen	1										
	108	Koto	1										
	109	Kalimba	1										
	110	Bagpipe	2										
	111	Fiddle	1										
	112	Shanai	1										
Percussive	113	Tinkle Bell	2										
	114	Agogo	2										
	115	Steel Drums	2										
	116	Woodblock	1										
	117	Taiko Drum	1										
	118	Melodic Tom	2										
	119	Synth Drum	1										
	120	Reverse Cymbal	1										
Sound Effects	121	Fret Noise	2										
	122	Breath Noise	2										
	123	Seashore	2										
	124	Bird Tweet	2										
	125	Telephone Ring	1										
	126	Helicopter	1										
	127	Applause	1										
	128	Gunshot	1										

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

			Octave 1			Octave 2					
Bank Select MSB		0			0			0			
Bank Select LSB		0			35			36			
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	
Reed	65	Soprano Sax	1								
	66	Alto Sax	1								
	67	Tenor Sax	1								
	68	Baritone Sax	1								
	69	Oboe	2								
	70	English Horn	1								
	71	Bassoon	1								
	72	Clarinet	1								
Pipe	73	Piccolo	1								
	74	Flute	1								
	75	Recorder	1								
	76	Pan Flute	1								
	77	Blown Bottle	2								
	78	Shakuhachi	2								
	79	Whistle	1								
	80	Ocarina	1								
Synth Lead	81	Square Lead	2		2 Oscillators	2	+				
	82	Sawtooth Lead	2		Toy Lead	2	+	Dim Sawtooth	2	+	
	83	Calliope Lead	2								
	84	Chiff Lead	2								
	85	Charang Lead	2								
	86	Voice Lead	2								
	87	Fifths Lead	2		Big Five	2					
	88	Bass & Lead	2								
Synth Pad	89	New Age Pad	2								
	90	Warm Pad	2								
	91	Poly Synth Pad	2								
	92	Choir Pad	2								
	93	Bowed Pad	2								
	94	Metallic Pad	2								
	95	Halo Pad	2								
	96	Sweep Pad	2								
Synth Effects	97	Rain	2								
	98	Sound Track	2								
	99	Crystal	2		Round Glockenspiel	2					
	100	Atmosphere	2								
	101	Brightness	2								
	102	Goblins	2								
	103	Echoes	2								
	104	Sci-Fi	2								
Ethnic	105	Sitar	1		Sitar 2	2					
	106	Banjo	1								
	107	Shamisen	1								
	108	Koto	1								
	109	Kalimba	1								
	110	Bagpipe	2								
	111	Fiddle	1								
	112	Shanai	1								
Percussive	113	Tinkle Bell	2								
	114	Agogo	2								
	115	Steel Drums	2								
	116	Woodblock	1								
	117	Taiko Drum	1								
	118	Melodic Tom	2								
	119	Synth Drum	1								
	120	Reverse Cymbal	1								
Sound Effects	121	Fret Noise	2								
	122	Breath Noise	2								
	123	Seashore	2								
	124	Bird Tweet	2								
	125	Telephone Ring	1								
	126	Helicopter	1								
	127	Applause	1								
	128	Gunshot	1								

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					5th 1			5th 2			Bend		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			37			38			39		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1										
	66	Alto Sax	1										
	67	Tenor Sax	1										
	68	Baritone Sax	1										
	69	Oboe	2										
	70	English Horn	1										
	71	Bassoon	1										
	72	Clarinet	1										
Pipe	73	Piccolo	1										
	74	Flute	1										
	75	Recorder	1										
	76	Pan Flute	1										
	77	Blown Bottle	2										
	78	Shakuhachi	2										
	79	Whistle	1										
	80	Ocarina	1										
Synth Lead	81	Square Lead	2										
	82	Sawtooth Lead	2										
	83	Calliope Lead	2										
	84	Chiff Lead	2										
	85	Charang Lead	2										
	86	Voice Lead	2										
	87	Fifths Lead	2										
	88	Bass & Lead	2										
Synth Pad	89	New Age Pad	2										
	90	Warm Pad	2										
	91	Poly Synth Pad	2										
	92	Choir Pad	2										
	93	Bowed Pad	2										
	94	Metallic Pad	2										
	95	Halo Pad	2										
	96	Sweep Pad	2										
Synth Effects	97	Rain	2										
	98	Sound Track	2										
	99	Crystal	2										
	100	Atmosphere	2										
	101	Brightness	2										
	102	Goblins	2										
	103	Echoes	2										
	104	Sci-Fi	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										
Percussive	113	Tinkle Bell	2										
	114	Agogo	2										
	115	Steel Drums	2										
	116	Woodblock	1										
	117	Taiko Drum	1										
	118	Melodic Tom	2										
	119	Synth Drum	1										
	120	Reverse Cymbal	1										
Sound Effects	121	Fret Noise	2										
	122	Breath Noise	2										
	123	Seashore	2										
	124	Bird Tweet	2										
	125	Telephone Ring	1										
	126	Helicopter	1										
	127	Applause	1										
	128	Gunshot	1										

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
- E - Standard Number of Element
- O - Option
  - Blank : XG Standard, XGLite Standard
  - + : XG Option, XGLite Option
  - - : XG Standard, XGLite Option

					Tutti 1			Tutti 2		
Bank Select MSB		0			0			0		
Bank Select LSB		0			40			41		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1							
	66	Alto Sax	1		Sax Section	2				
	67	Tenor Sax	1		Breathy Tenor Sax	2		Soft Tenor Sax	2	-
	68	Baritone Sax	1							
	69	Oboe	2							
	70	English Horn	1							
	71	Bassoon	1							
	72	Clarinet	1		Synth & Clarinet	2	+			
Pipe	73	Piccolo	1							
	74	Flute	1		Neat Breath	2	+			
	75	Recorder	1							
	76	Pan Flute	1							
	77	Blown Bottle	2							
	78	Shakuhachi	2							
	79	Whistle	1							
	80	Ocarina	1							
Synth Lead	81	Square Lead	2							
	82	Sawtooth Lead	2		Pulse Sawtooth	2	-	Dr. Lead	2	-
	83	Calliope Lead	2		Novice	2	+			
	84	Chiff Lead	2		Salt Lead	2	+			
	85	Charang Lead	2							
	86	Voice Lead	2							
	87	Fifths Lead	2							
	88	Bass & Lead	2							
Synth Pad	89	New Age Pad	2							
	90	Warm Pad	2		Vishnu	2	+			
	91	Poly Synth Pad	2							
	92	Choir Pad	2							
	93	Bowed Pad	2							
	94	Metallic Pad	2							
	95	Halo Pad	2		Tiu	2	+			
	96	Sweep Pad	2							
Synth Effects	97	Rain	2							
	98	Sound Track	2							
	99	Crystal	2		Glockenspiel Chimes	2		Clear Bells	2	
	100	Atmosphere	2		Nylon Electric Piano	2				
	101	Brightness	2							
	102	Goblins	2							
	103	Echoes	2							
	104	Sci-Fi	2							
Ethnic	105	Sitar	1		Bhuj	2	+			
	106	Banjo	1							
	107	Shamisen	1							
	108	Koto	1							
	109	Kalimba	1							
	110	Bagpipe	2							
	111	Fiddle	1							
	112	Shanai	1							
Percussive	113	Tinkle Bell	2							
	114	Agogo	2							
	115	Steel Drums	2							
	116	Woodblock	1							
	117	Taiko Drum	1							
	118	Melodic Tom	2							
	119	Synth Drum	1							
	120	Reverse Cymbal	1							
Sound Effects	121	Fret Noise	2							
	122	Breath Noise	2							
	123	Seashore	2							
	124	Bird Tweet	2							
	125	Telephone Ring	1							
	126	Helicopter	1							
	127	Applause	1							
	128	Gunshot	1							

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Tutti 3			Velocity Switch		
Bank Select MSB		0			0			0		
Bank Select LSB		0			42			43		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1							
	66	Alto Sax	1					Hyper Alto Sax	2	-
	67	Tenor Sax	1							
	68	Baritone Sax	1							
	69	Oboe	2							
	70	English Horn	1							
	71	Bassoon	1							
	72	Clarinet	1							
Pipe	73	Piccolo	1							
	74	Flute	1							
	75	Recorder	1							
	76	Pan Flute	1							
	77	Blown Bottle	2							
	78	Shakuhachi	2							
	79	Whistle	1							
	80	Ocarina	1							
Synth Lead	81	Square Lead	2							
	82	Sawtooth Lead	2							
	83	Calliope Lead	2							
	84	Chiff Lead	2							
	85	Charang Lead	2							
	86	Voice Lead	2							
	87	Fifths Lead	2							
	88	Bass & Lead	2							
Synth Pad	89	New Age Pad	2							
	90	Warm Pad	2							
	91	Poly Synth Pad	2							
	92	Choir Pad	2							
	93	Bowed Pad	2							
	94	Metallic Pad	2							
	95	Halo Pad	2							
	96	Sweep Pad	2							
Synth Effects	97	Rain	2							
	98	Sound Track	2							
	99	Crystal	2		Chorus Bells	2				
	100	Atmosphere	2							
	101	Brightness	2							
	102	Goblins	2							
	103	Echoes	2							
	104	Sci-Fi	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							
Percussive	113	Tinkle Bell	2							
	114	Agogo	2							
	115	Steel Drums	2							
	116	Woodblock	1							
	117	Taiko Drum	1							
	118	Melodic Tom	2							
	119	Synth Drum	1							
	120	Reverse Cymbal	1							
Sound Effects	121	Fret Noise	2							
	122	Breath Noise	2							
	123	Seashore	2							
	124	Bird Tweet	2							
	125	Telephone Ring	1							
	126	Helicopter	1							
	127	Applause	1							
	128	Gunshot	1							

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Velocity Cross Fade			Detune 4			Tutti 4		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			45			48			52		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1										
	66	Alto Sax	1										
	67	Tenor Sax	1										
	68	Baritone Sax	1										
	69	Oboe	2										
	70	English Horn	1										
	71	Bassoon	1										
	72	Clarinet	1										
Pipe	73	Piccolo	1										
	74	Flute	1										
	75	Recorder	1										
	76	Pan Flute	1										
	77	Blown Bottle	2										
	78	Shakuhachi	2										
	79	Whistle	1										
	80	Ocarina	1										
Synth Lead	81	Square Lead	2										
	82	Sawtooth Lead	2		Velocity Lead	2	-						
	83	Calliope Lead	2										
	84	Chiff Lead	2										
	85	Charang Lead	2										
	86	Voice Lead	2										
	87	Fifths Lead	2										
	88	Bass & Lead	2										
Synth Pad	89	New Age Pad	2										
	90	Warm Pad	2										
	91	Poly Synth Pad	2										
	92	Choir Pad	2										
	93	Bowed Pad	2										
	94	Metallic Pad	2										
	95	Halo Pad	2										
	96	Sweep Pad	2										
Synth Effects	97	Rain	2		Clavi Pad	2	-						
	98	Sound Track	2										
	99	Crystal	2										
	100	Atmosphere	2										
	101	Brightness	2										
	102	Goblins	2										
	103	Echoes	2										
	104	Sci-Fi	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										
Percussive	113	Tinkle Bell	2										
	114	Agogo	2										
	115	Steel Drums	2										
	116	Woodblock	1										
	117	Taiko Drum	1										
	118	Melodic Tom	2										
	119	Synth Drum	1										
	120	Reverse Cymbal	1										
Sound Effects	121	Fret Noise	2										
	122	Breath Noise	2										
	123	Seashore	2										
	124	Bird Tweet	2										
	125	Telephone Ring	1										
	126	Helicopter	1										
	127	Applause	1										
	128	Gunshot	1										

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
- E - Standard Number of Element
- O - Option
  - Blank : XG Standard, XGLite Standard
  - + : XG Option, XGLite Option
  - - : XG Standard, XGLite Option

					Tutti 5			Tutti 6			Other Waves 1		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			53			54			64		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1								Meditation	1	+
	66	Alto Sax	1								Alto Sax Powered	1	+
	67	Tenor Sax	1								Tenor Sax 2	1	-
	68	Baritone Sax	1										
	69	Oboe	2								Heinz	1	+
	70	English Horn	1										
	71	Bassoon	1										
	72	Clarinet	1										
Pipe	73	Piccolo	1										
	74	Flute	1								Boehm	1	+
	75	Recorder	1								Piplith	2	+
	76	Pan Flute	1								Pan Flute 2	1	+
	77	Blown Bottle	2								Bottle Legato	2	+
	78	Shakuhachi	2										
	79	Whistle	1								Reverie	2	+
	80	Ocarina	1								Opalina	1	+
Synth Lead	81	Square Lead	2								Mellow	2	
	82	Sawtooth Lead	2								Digger	1	+
	83	Calliope Lead	2								Vent Synth	2	+
	84	Chiff Lead	2								Rubby	2	-
	85	Charang Lead	2								Distorted Lead	2	
	86	Voice Lead	2								Vox Lead	2	-
	87	Fifths Lead	2										
	88	Bass & Lead	2								Fat & Perky	2	
Synth Pad	89	New Age Pad	2								Fantasy	2	
	90	Warm Pad	2								Horn Pad	2	-
	91	Poly Synth Pad	2								Poly Pad 80	2	-
	92	Choir Pad	2								Heaven	2	-
	93	Bowed Pad	2								Glacier	2	-
	94	Metallic Pad	2								Tine Pad	2	-
	95	Halo Pad	2								Aries	2	+
	96	Sweep Pad	2								Polar Pad	2	-
Synth Effects	97	Rain	2								Harmo Rain	2	-
	98	Sound Track	2								Ancestral	2	-
	99	Crystal	2								Synth Mallet	1	-
	100	Atmosphere	2								Nylon Harp	2	
	101	Brightness	2								Fantasy Bells	2	-
	102	Goblins	2								Goblins Synth	2	
	103	Echoes	2								Echo Bells	2	-
	104	Sci-Fi	2								Starz	2	-
Ethnic	105	Sitar	1								Raga Synth	2	+
	106	Banjo	1								Electric Banjo	1	+
	107	Shamisen	1										
	108	Koto	1								FM Koto	2	+
	109	Kalimba	1								Big Kalimba	2	+
	110	Bagpipe	2								Thistle	2	+
	111	Fiddle	1										
	112	Shanai	1								Shanai 2	1	-
Percussive	113	Tinkle Bell	2								Tickle Bell	2	+
	114	Agogo	2										
	115	Steel Drums	2										
	116	Woodblock	1										
	117	Taiko Drum	1										
	118	Melodic Tom	2								Melodic Tom 2	1	
	119	Synth Drum	1								Analog Tom	1	
	120	Reverse Cymbal	1								Reverse Cymbal 2	1	+
Sound Effects	121	Fret Noise	2										
	122	Breath Noise	2										
	123	Seashore	2										
	124	Bird Tweet	2										
	125	Telephone Ring	1										
	126	Helicopter	1										
	127	Applause	1										
	128	Gunshot	1										

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Other Waves 2			Other Waves 3		
Bank Select MSB		0			0			0		
Bank Select LSB		0			65			66		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1		Meditation Resonant	1	+			
	66	Alto Sax	1		Fake Alto	1	+	Fake Alto Plus	2	+
	67	Tenor Sax	1		Super Tenor	1	+	Super Tenor Plus	2	+
	68	Baritone Sax	1							
	69	Oboe	2		Heinz Unison	2	+	Oboe Expression	1	+
	70	English Horn	1							
	71	Bassoon	1							
	72	Clarinet	1							
Pipe	73	Piccolo	1							
	74	Flute	1		Boehm Breathy	2	+	Pastorale	2	+
	75	Recorder	1		Home	1	+			
	76	Pan Flute	1		Meadow	1	+			
	77	Blown Bottle	2							
	78	Shakuhachi	2							
	79	Whistle	1							
	80	Ocarina	1							
Synth Lead	81	Square Lead	2		Solo Sine	2		Sine Lead	1	
	82	Sawtooth Lead	2		Dunce	2	+	Brass Sawtooth	1	+
	83	Calliope Lead	2		Pure Lead	2		Electro Primitive	2	+
	84	Chiff Lead	2		Hard Sync	1	+			
	85	Charang Lead	2		Wire Lead	2	-	Synth Pluck	1	+
	86	Voice Lead	2		Breathy Layer	2	+	Cypher 1	1	+
	87	Fifths Lead	2							
	88	Bass & Lead	2		Soft Whirl	2		Cant	2	+
Synth Pad	89	New Age Pad	2		Libra	2	+	Bell Pad	2	+
	90	Warm Pad	2		Rotary Strings	2	-	Light Pad	2	+
	91	Poly Synth Pad	2		Click Pad	2	-	Analog Pad	2	-
	92	Choir Pad	2		Light Pad	2	+	Itopia	2	
	93	Bowed Pad	2		Glass Pad	2	-	Square Twang	2	+
	94	Metallic Pad	2		Pan Pad	2	-	Queever	2	+
	95	Halo Pad	2		Chorus Pad	2	+			
	96	Sweep Pad	2		Sweepy	2	+	Celestial	2	-
Synth Effects	97	Rain	2		African Wind	2		Carib	2	
	98	Sound Track	2		Rave	2	+	Fairy	2	+
	99	Crystal	2		Soft Crystal	2		Loud Glockenspiel	2	-
	100	Atmosphere	2		Harp Vox	2		Atmosphere Pad	2	
	101	Brightness	2		Shining Star	2	+	Bright Stab	2	+
	102	Goblins	2		Creeper	2		Ring Pad	2	-
	103	Echoes	2		Big Pan	2	-	Synth Piano	2	-
	104	Sci-Fi	2		Odin	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							
Percussive	113	Tinkle Bell	2							
	114	Agogo	2							
	115	Steel Drums	2							
	116	Woodblock	1							
	117	Taiko Drum	1							
	118	Melodic Tom	2		Real Tom	2		Rock Tom	2	
	119	Synth Drum	1		Electronic Percussion	2		Synth percussion	2	+
	120	Reverse Cymbal	1		Reverse Cymbal 3	1	+			
Sound Effects	121	Fret Noise	2							
	122	Breath Noise	2							
	123	Seashore	2							
	124	Bird Tweet	2							
	125	Telephone Ring	1							
	126	Helicopter	1							
	127	Applause	1							
	128	Gunshot	1							

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Other Waves 4			Other Waves 5		
Bank Select MSB		0			0			0		
Bank Select LSB		0			67			68		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1							
	66	Alto Sax	1		Fake Alto Detuned	2	+			
	67	Tenor Sax	1		Super Tenor Stereo	2	+	Tenor & Alto	2	+
	68	Baritone Sax	1							
	69	Oboe	2							
	70	English Horn	1							
	71	Bassoon	1							
	72	Clarinet	1							
Pipe	73	Piccolo	1							
	74	Flute	1		Shepherd	2	+			
	75	Recorder	1							
	76	Pan Flute	1							
	77	Blown Bottle	2							
	78	Shakuhachi	2							
	79	Whistle	1							
	80	Ocarina	1							
Synth Lead	81	Square Lead	2		Pulse Lead	1	+	Sync Lead	1	+
	82	Sawtooth Lead	2		Sawtooth River	2	+	Brass Pulse Double	2	+
	83	Calliope Lead	2							
	84	Chiff Lead	2							
	85	Charang Lead	2		The Sync Lead	2	+			
	86	Voice Lead	2		Cypher 2	1	+	Cypher 3	2	+
	87	Fifths Lead	2							
	88	Bass & Lead	2		Mogul	1	+	Distance	2	+
Synth Pad	89	New Age Pad	2							
	90	Warm Pad	2							
	91	Poly Synth Pad	2		Square Pad	2	-	Snow Pad	2	+
	92	Choir Pad	2		CC Pad	2	-	Cosmic Pad	2	+
	93	Bowed Pad	2		Square Pad 8	2	+			
	94	Metallic Pad	2							
	95	Halo Pad	2							
	96	Sweep Pad	2		Monsoon	2	+	Io	2	+
Synth Effects	97	Rain	2							
	98	Sound Track	2		Hermit	2	+			
	99	Crystal	2		Christmas Bells	2	-	Vibraphone Bells	2	-
	100	Atmosphere	2		Planet	2	-	Lyra	2	+
	101	Brightness	2							
	102	Goblins	2		Ritual	2		To Heaven	2	
	103	Echoes	2		Creation	2	-	Star Dust	2	-
	104	Sci-Fi	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							
Percussive	113	Tinkle Bell	2							
	114	Agogo	2							
	115	Steel Drums	2							
	116	Woodblock	1							
	117	Taiko Drum	1							
	118	Melodic Tom	2		Tim's Set	4	+			
	119	Synth Drum	1							
	120	Reverse Cymbal	1							
Sound Effects	121	Fret Noise	2							
	122	Breath Noise	2							
	123	Seashore	2							
	124	Bird Tweet	2							
	125	Telephone Ring	1							
	126	Helicopter	1							
	127	Applause	1							
	128	Gunshot	1							

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Other Waves 6			Other Waves 7		
Bank Select MSB		0			0			0		
Bank Select LSB		0			69			70		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1							
	66	Alto Sax	1							
	67	Tenor Sax	1							
	68	Baritone Sax	1							
	69	Oboe	2							
	70	English Horn	1							
	71	Bassoon	1							
	72	Clarinet	1							
Pipe	73	Piccolo	1							
	74	Flute	1							
	75	Recorder	1							
	76	Pan Flute	1							
	77	Blown Bottle	2							
	78	Shakuhachi	2							
	79	Whistle	1							
	80	Ocarina	1							
Synth Lead	81	Square Lead	2		Forced Oscillation	1	+	Accent	1	+
	82	Sawtooth Lead	2		Sawtooth Trumpet	1	+	Hue	1	+
	83	Calliope Lead	2							
	84	Chiff Lead	2							
	85	Charang Lead	2							
	86	Voice Lead	2		Super Cypher	2	+			
	87	Fifths Lead	2							
	88	Bass & Lead	2		Sync B&L	1	+	Bass Lead	1	+
Synth Pad	89	New Age Pad	2							
	90	Warm Pad	2							
	91	Poly Synth Pad	2		Pixie	2	+	Pisces	2	+
	92	Choir Pad	2		Aah Pad	2	+	Ooh Pad	2	+
	93	Bowed Pad	2							
	94	Metallic Pad	2							
	95	Halo Pad	2							
	96	Sweep Pad	2							
Synth Effects	97	Rain	2							
	98	Sound Track	2							
	99	Crystal	2		Digital Bells	2	-	Air Bells	2	
	100	Atmosphere	2		Akasaka	2	+	Digital Bermuda	2	+
	101	Brightness	2							
	102	Goblins	2		Milky Way	2	+	Night	2	
	103	Echoes	2		Resonant & Panning	2	-	Analog Echo	2	+
	104	Sci-Fi	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							
Percussive	113	Tinkle Bell	2							
	114	Agogo	2							
	115	Steel Drums	2							
	116	Woodblock	1							
	117	Taiko Drum	1							
	118	Melodic Tom	2							
	119	Synth Drum	1							
	120	Reverse Cymbal	1							
Sound Effects	121	Fret Noise	2							
	122	Breath Noise	2							
	123	Seashore	2							
	124	Bird Tweet	2							
	125	Telephone Ring	1							
	126	Helicopter	1							
	127	Applause	1							
	128	Gunshot	1							

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Other Waves 8			Other Waves 9			Other Waves 10		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			71			72			73		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1										
	66	Alto Sax	1										
	67	Tenor Sax	1										
	68	Baritone Sax	1										
	69	Oboe	2										
	70	English Horn	1										
	71	Bassoon	1										
	72	Clarinet	1										
Pipe	73	Piccolo	1										
	74	Flute	1										
	75	Recorder	1										
	76	Pan Flute	1										
	77	Blown Bottle	2										
	78	Shakuhachi	2										
	79	Whistle	1										
	80	Ocarina	1										
Synth Lead	81	Square Lead	2		Brick	1	+	Alum	2	+	Query	2	+
	82	Sawtooth Lead	2		Straight Sawtooth	1	+	Straight Pulse	1	+	PWMania	1	+
	83	Calliope Lead	2										
	84	Chiff Lead	2										
	85	Charang Lead	2										
	86	Voice Lead	2										
	87	Fifths Lead	2										
	88	Bass & Lead	2										
Synth Pad	89	New Age Pad	2										
	90	Warm Pad	2										
	91	Poly Synth Pad	2		Spiral	2	+	Poly Synth Pad 2	2	+	Poly Synth Pad King	2	+
	92	Choir Pad	2		Ooh Aah	4	+						
	93	Bowed Pad	2										
	94	Metallic Pad	2										
	95	Halo Pad	2										
	96	Sweep Pad	2										
Synth Effects	97	Rain	2										
	98	Sound Track	2										
	99	Crystal	2		Bell Harp	2		Gamelimba	2		Bounce	2	+
	100	Atmosphere	2		Cloud Pad	2	+	Pulse Key	2	+	Noise Piano	2	+
	101	Brightness	2										
	102	Goblins	2		Glisten	2		Puffy	2	+	Mimicry	2	+
	103	Echoes	2										
	104	Sci-Fi	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										
Percussive	113	Tinkle Bell	2										
	114	Agogo	2										
	115	Steel Drums	2										
	116	Woodblock	1										
	117	Taiko Drum	1										
	118	Melodic Tom	2										
	119	Synth Drum	1										
	120	Reverse Cymbal	1										
Sound Effects	121	Fret Noise	2										
	122	Breath Noise	2										
	123	Seashore	2										
	124	Bird Tweet	2										
	125	Telephone Ring	1										
	126	Helicopter	1										
	127	Applause	1										
	128	Gunshot	1										

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Other Waves 11			Other Waves 12			Other Waves 13		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			74			75			76		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1										
	66	Alto Sax	1										
	67	Tenor Sax	1										
	68	Baritone Sax	1										
	69	Oboe	2										
	70	English Horn	1										
	71	Bassoon	1										
	72	Clarinet	1										
Pipe	73	Piccolo	1										
	74	Flute	1										
	75	Recorder	1										
	76	Pan Flute	1										
	77	Blown Bottle	2										
	78	Shakuhachi	2										
	79	Whistle	1										
	80	Ocarina	1										
Synth Lead	81	Square Lead	2		FM Slow Sweep	2	+	Sync Lead Double	2	+	Curse	2	+
	82	Sawtooth Lead	2		Mod Saw	1	+	Toad	1	+	Fat Octave	1	+
	83	Calliope Lead	2										
	84	Chiff Lead	2										
	85	Charang Lead	2										
	86	Voice Lead	2										
	87	Fifths Lead	2										
	88	Bass & Lead	2										
Synth Pad	89	New Age Pad	2										
	90	Warm Pad	2										
	91	Poly Synth Pad	2										
	92	Choir Pad	2										
	93	Bowed Pad	2										
	94	Metallic Pad	2										
	95	Halo Pad	2										
	96	Sweep Pad	2										
Synth Effects	97	Rain	2										
	98	Sound Track	2										
	99	Crystal	2		Analog Bell	1	+						
	100	Atmosphere	2										
	101	Brightness	2										
	102	Goblins	2		Parasite	2	+	Cicada	2	+	Beacon	2	+
	103	Echoes	2										
	104	Sci-Fi	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										
Percussive	113	Tinkle Bell	2										
	114	Agogo	2										
	115	Steel Drums	2										
	116	Woodblock	1										
	117	Taiko Drum	1										
	118	Melodic Tom	2										
	119	Synth Drum	1										
	120	Reverse Cymbal	1										
Sound Effects	121	Fret Noise	2										
	122	Breath Noise	2										
	123	Seashore	2										
	124	Bird Tweet	2										
	125	Telephone Ring	1										
	126	Helicopter	1										
	127	Applause	1										
	128	Gunshot	1										

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Other Waves 14			Other Waves 15			Other Waves 16		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			77			78			79		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1										
	66	Alto Sax	1										
	67	Tenor Sax	1										
	68	Baritone Sax	1										
	69	Oboe	2										
	70	English Horn	1										
	71	Bassoon	1										
	72	Clarinet	1										
Pipe	73	Piccolo	1										
	74	Flute	1										
	75	Recorder	1										
	76	Pan Flute	1										
	77	Blown Bottle	2										
	78	Shakuhachi	2										
	79	Whistle	1										
	80	Ocarina	1										
Synth Lead	81	Square Lead	2		Octave Beep	1	+	Sine Lead 2	1	+	Square Lead 3	1	+
	82	Sawtooth Lead	2		Overdose	2	+	PWM Decay	1	+	Saw Decay	1	+
	83	Calliope Lead	2										
	84	Chiff Lead	2										
	85	Charang Lead	2										
	86	Voice Lead	2										
	87	Fifths Lead	2										
	88	Bass & Lead	2										
Synth Pad	89	New Age Pad	2										
	90	Warm Pad	2										
	91	Poly Synth Pad	2										
	92	Choir Pad	2										
	93	Bowed Pad	2										
	94	Metallic Pad	2										
	95	Halo Pad	2										
	96	Sweep Pad	2										
Synth Effects	97	Rain	2										
	98	Sound Track	2										
	99	Crystal	2										
	100	Atmosphere	2										
	101	Brightness	2										
	102	Goblins	2		Goblins' Talk	4	+	Temple	4	+			
	103	Echoes	2										
	104	Sci-Fi	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										
Percussive	113	Tinkle Bell	2										
	114	Agogo	2										
	115	Steel Drums	2										
	116	Woodblock	1										
	117	Taiko Drum	1										
	118	Melodic Tom	2										
	119	Synth Drum	1										
	120	Reverse Cymbal	1										
Sound Effects	121	Fret Noise	2										
	122	Breath Noise	2										
	123	Seashore	2										
	124	Bird Tweet	2										
	125	Telephone Ring	1										
	126	Helicopter	1										
	127	Applause	1										
	128	Gunshot	1										

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Other Waves 17			Other Waves 18		
Bank Select MSB		0			0			0		
Bank Select LSB		0			80			81		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1							
	66	Alto Sax	1							
	67	Tenor Sax	1							
	68	Baritone Sax	1							
	69	Oboe	2							
	70	English Horn	1							
	71	Bassoon	1							
	72	Clarinet	1							
Pipe	73	Piccolo	1							
	74	Flute	1							
	75	Recorder	1							
	76	Pan Flute	1							
	77	Blown Bottle	2							
	78	Shakuhachi	2							
	79	Whistle	1							
	80	Ocarina	1							
Synth Lead	81	Square Lead	2		Square Lead 4	1	+			
	82	Sawtooth Lead	2		Fat Saw Lead	1	+	Duck Lead	1	+
	83	Calliope Lead	2							
	84	Chiff Lead	2							
	85	Charang Lead	2							
	86	Voice Lead	2							
	87	Fifths Lead	2							
	88	Bass & Lead	2							
Synth Pad	89	New Age Pad	2							
	90	Warm Pad	2							
	91	Poly Synth Pad	2							
	92	Choir Pad	2							
	93	Bowed Pad	2							
	94	Metallic Pad	2							
	95	Halo Pad	2							
	96	Sweep Pad	2							
Synth Effects	97	Rain	2							
	98	Sound Track	2							
	99	Crystal	2							
	100	Atmosphere	2							
	101	Brightness	2							
	102	Goblins	2							
	103	Echoes	2							
	104	Sci-Fi	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							
Percussive	113	Tinkle Bell	2							
	114	Agogo	2							
	115	Steel Drums	2							
	116	Woodblock	1							
	117	Taiko Drum	1							
	118	Melodic Tom	2							
	119	Synth Drum	1							
	120	Reverse Cymbal	1							
Sound Effects	121	Fret Noise	2							
	122	Breath Noise	2							
	123	Seashore	2							
	124	Bird Tweet	2							
	125	Telephone Ring	1							
	126	Helicopter	1							
	127	Applause	1							
	128	Gunshot	1							

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
- E - Standard Number of Element
- O - Option
  - Blank : XG Standard, XGLite Standard
  - + : XG Option, XGLite Option
  - - : XG Standard, XGLite Option

					Other Waves 19			Other Waves 20		
Bank Select MSB		0			0			0		
Bank Select LSB		0			82			83		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1							
	66	Alto Sax	1							
	67	Tenor Sax	1							
	68	Baritone Sax	1							
	69	Oboe	2							
	70	English Horn	1							
	71	Bassoon	1							
	72	Clarinet	1							
Pipe	73	Piccolo	1							
	74	Flute	1							
	75	Recorder	1							
	76	Pan Flute	1							
	77	Blown Bottle	2							
	78	Shakuhachi	2							
	79	Whistle	1							
	80	Ocarina	1							
Synth Lead	81	Square Lead	2							
	82	Sawtooth Lead	2		Boost Saw	1	+	Mr.Saw	2	+
	83	Calliope Lead	2							
	84	Chiff Lead	2							
	85	Charang Lead	2							
	86	Voice Lead	2							
	87	Fifths Lead	2							
	88	Bass & Lead	2							
Synth Pad	89	New Age Pad	2							
	90	Warm Pad	2							
	91	Poly Synth Pad	2							
	92	Choir Pad	2							
	93	Bowed Pad	2							
	94	Metallic Pad	2							
	95	Halo Pad	2							
	96	Sweep Pad	2							
Synth Effects	97	Rain	2							
	98	Sound Track	2							
	99	Crystal	2							
	100	Atmosphere	2							
	101	Brightness	2							
	102	Goblins	2							
	103	Echoes	2							
	104	Sci-Fi	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							
Percussive	113	Tinkle Bell	2							
	114	Agogo	2							
	115	Steel Drums	2							
	116	Woodblock	1							
	117	Taiko Drum	1							
	118	Melodic Tom	2							
	119	Synth Drum	1							
	120	Reverse Cymbal	1							
Sound Effects	121	Fret Noise	2							
	122	Breath Noise	2							
	123	Seashore	2							
	124	Bird Tweet	2							
	125	Telephone Ring	1							
	126	Helicopter	1							
	127	Applause	1							
	128	Gunshot	1							

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Other Waves 21			Other Waves 22		
Bank Select MSB		0			0			0		
Bank Select LSB		0			84			85		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1							
	66	Alto Sax	1							
	67	Tenor Sax	1							
	68	Baritone Sax	1							
	69	Oboe	2							
	70	English Horn	1							
	71	Bassoon	1							
	72	Clarinet	1							
Pipe	73	Piccolo	1							
	74	Flute	1							
	75	Recorder	1							
	76	Pan Flute	1							
	77	Blown Bottle	2							
	78	Shakuhachi	2							
	79	Whistle	1							
	80	Ocarina	1							
Synth Lead	81	Square Lead	2							
	82	Sawtooth Lead	2		Thin Saw Lead	1	+	Mouth Saw	1	+
	83	Calliope Lead	2							
	84	Chiff Lead	2							
	85	Charang Lead	2							
	86	Voice Lead	2							
	87	Fifths Lead	2							
	88	Bass & Lead	2							
Synth Pad	89	New Age Pad	2							
	90	Warm Pad	2							
	91	Poly Synth Pad	2							
	92	Choir Pad	2							
	93	Bowed Pad	2							
	94	Metallic Pad	2							
	95	Halo Pad	2							
	96	Sweep Pad	2							
Synth Effects	97	Rain	2							
	98	Sound Track	2							
	99	Crystal	2							
	100	Atmosphere	2							
	101	Brightness	2							
	102	Goblins	2							
	103	Echoes	2							
	104	Sci-Fi	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							
Percussive	113	Tinkle Bell	2							
	114	Agogo	2							
	115	Steel Drums	2							
	116	Woodblock	1							
	117	Taiko Drum	1							
	118	Melodic Tom	2							
	119	Synth Drum	1							
	120	Reverse Cymbal	1							
Sound Effects	121	Fret Noise	2							
	122	Breath Noise	2							
	123	Seashore	2							
	124	Bird Tweet	2							
	125	Telephone Ring	1							
	126	Helicopter	1							
	127	Applause	1							
	128	Gunshot	1							

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Other Waves 23			Other Waves 24		
Bank Select MSB		0			0			0		
Bank Select LSB		0			86			87		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1							
	66	Alto Sax	1							
	67	Tenor Sax	1							
	68	Baritone Sax	1							
	69	Oboe	2							
	70	English Horn	1							
	71	Bassoon	1							
	72	Clarinet	1							
Pipe	73	Piccolo	1							
	74	Flute	1							
	75	Recorder	1							
	76	Pan Flute	1							
	77	Blown Bottle	2							
	78	Shakuhachi	2							
	79	Whistle	1							
	80	Ocarina	1							
Synth Lead	81	Square Lead	2							
	82	Sawtooth Lead	2		Dr.Lead 2	2	+	Saw Unison	2	+
	83	Calliope Lead	2							
	84	Chiff Lead	2							
	85	Charang Lead	2							
	86	Voice Lead	2							
	87	Fifths Lead	2							
	88	Bass & Lead	2							
Synth Pad	89	New Age Pad	2							
	90	Warm Pad	2							
	91	Poly Synth Pad	2							
	92	Choir Pad	2							
	93	Bowed Pad	2							
	94	Metallic Pad	2							
	95	Halo Pad	2							
	96	Sweep Pad	2							
Synth Effects	97	Rain	2							
	98	Sound Track	2							
	99	Crystal	2							
	100	Atmosphere	2							
	101	Brightness	2							
	102	Goblins	2							
	103	Echoes	2							
	104	Sci-Fi	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							
Percussive	113	Tinkle Bell	2							
	114	Agogo	2							
	115	Steel Drums	2							
	116	Woodblock	1							
	117	Taiko Drum	1							
	118	Melodic Tom	2							
	119	Synth Drum	1							
	120	Reverse Cymbal	1							
Sound Effects	121	Fret Noise	2							
	122	Breath Noise	2							
	123	Seashore	2							
	124	Bird Tweet	2							
	125	Telephone Ring	1							
	126	Helicopter	1							
	127	Applause	1							
	128	Gunshot	1							

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

					Other Waves 25			Other Waves 26		
Bank Select MSB		0			0			0		
Bank Select LSB		0			88			89		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1							
	66	Alto Sax	1							
	67	Tenor Sax	1							
	68	Baritone Sax	1							
	69	Oboe	2							
	70	English Horn	1							
	71	Bassoon	1							
	72	Clarinet	1							
Pipe	73	Piccolo	1							
	74	Flute	1							
	75	Recorder	1							
	76	Pan Flute	1							
	77	Blown Bottle	2							
	78	Shakuhachi	2							
	79	Whistle	1							
	80	Ocarina	1							
Synth Lead	81	Square Lead	2							
	82	Sawtooth Lead	2		Octave Saw Lead	2	+	Sequenced Saw 1	2	+
	83	Calliope Lead	2							
	84	Chiff Lead	2							
	85	Charang Lead	2							
	86	Voice Lead	2							
	87	Fifths Lead	2							
	88	Bass & Lead	2							
Synth Pad	89	New Age Pad	2							
	90	Warm Pad	2							
	91	Poly Synth Pad	2							
	92	Choir Pad	2							
	93	Bowed Pad	2							
	94	Metallic Pad	2							
	95	Halo Pad	2							
	96	Sweep Pad	2							
Synth Effects	97	Rain	2							
	98	Sound Track	2							
	99	Crystal	2							
	100	Atmosphere	2							
	101	Brightness	2							
	102	Goblins	2							
	103	Echoes	2							
	104	Sci-Fi	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							
Percussive	113	Tinkle Bell	2							
	114	Agogo	2							
	115	Steel Drums	2							
	116	Woodblock	1							
	117	Taiko Drum	1							
	118	Melodic Tom	2							
	119	Synth Drum	1							
	120	Reverse Cymbal	1							
Sound Effects	121	Fret Noise	2							
	122	Breath Noise	2							
	123	Seashore	2							
	124	Bird Tweet	2							
	125	Telephone Ring	1							
	126	Helicopter	1							
	127	Applause	1							
	128	Gunshot	1							

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
- E - Standard Number of Element
- O - Option
  - Blank : XG Standard, XGLite Standard
  - + : XG Option, XGLite Option
  - - : XG Standard, XGLite Option

					Other Waves 27			Other Waves 28		
Bank Select MSB		0			0			0		
Bank Select LSB		0			90			91		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1							
	66	Alto Sax	1							
	67	Tenor Sax	1							
	68	Baritone Sax	1							
	69	Oboe	2							
	70	English Horn	1							
	71	Bassoon	1							
	72	Clarinet	1							
Pipe	73	Piccolo	1							
	74	Flute	1							
	75	Recorder	1							
	76	Pan Flute	1							
	77	Blown Bottle	2							
	78	Shakuhachi	2							
	79	Whistle	1							
	80	Ocarina	1							
Synth Lead	81	Square Lead	2							
	82	Sawtooth Lead	2		Sequenced Saw 2	1	+	Simple Saw Lead	1	+
	83	Calliope Lead	2							
	84	Chiff Lead	2							
	85	Charang Lead	2							
	86	Voice Lead	2							
	87	Fifths Lead	2							
	88	Bass & Lead	2							
Synth Pad	89	New Age Pad	2							
	90	Warm Pad	2							
	91	Poly Synth Pad	2							
	92	Choir Pad	2							
	93	Bowed Pad	2							
	94	Metallic Pad	2							
	95	Halo Pad	2							
	96	Sweep Pad	2							
Synth Effects	97	Rain	2							
	98	Sound Track	2							
	99	Crystal	2							
	100	Atmosphere	2							
	101	Brightness	2							
	102	Goblins	2							
	103	Echoes	2							
	104	Sci-Fi	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							
Percussive	113	Tinkle Bell	2							
	114	Agogo	2							
	115	Steel Drums	2							
	116	Woodblock	1							
	117	Taiko Drum	1							
	118	Melodic Tom	2							
	119	Synth Drum	1							
	120	Reverse Cymbal	1							
Sound Effects	121	Fret Noise	2							
	122	Breath Noise	2							
	123	Seashore	2							
	124	Bird Tweet	2							
	125	Telephone Ring	1							
	126	Helicopter	1							
	127	Applause	1							
	128	Gunshot	1							

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
- E - Standard Number of Element
- O - Option
  - Blank : XG Standard, XGLite Standard
  - + : XG Option, XGLite Option
  - - : XG Standard, XGLite Option

					Other Waves 29			Other Waves 30		
Bank Select MSB		0			0			0		
Bank Select LSB		0			92			93		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1							
	66	Alto Sax	1							
	67	Tenor Sax	1							
	68	Baritone Sax	1							
	69	Oboe	2							
	70	English Horn	1							
	71	Bassoon	1							
	72	Clarinet	1							
Pipe	73	Piccolo	1							
	74	Flute	1							
	75	Recorder	1							
	76	Pan Flute	1							
	77	Blown Bottle	2							
	78	Shakuhachi	2							
	79	Whistle	1							
	80	Ocarina	1							
Synth Lead	81	Square Lead	2							
	82	Sawtooth Lead	2							
	83	Calliope Lead	2							
	84	Chiff Lead	2							
	85	Charang Lead	2							
	86	Voice Lead	2							
	87	Fifths Lead	2							
	88	Bass & Lead	2							
Synth Pad	89	New Age Pad	2							
	90	Warm Pad	2							
	91	Poly Synth Pad	2							
	92	Choir Pad	2							
	93	Bowed Pad	2							
	94	Metallic Pad	2							
	95	Halo Pad	2							
	96	Sweep Pad	2							
Synth Effects	97	Rain	2							
	98	Sound Track	2							
	99	Crystal	2							
	100	Atmosphere	2							
	101	Brightness	2							
	102	Goblins	2							
	103	Echoes	2							
	104	Sci-Fi	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							
Percussive	113	Tinkle Bell	2							
	114	Agogo	2							
	115	Steel Drums	2							
	116	Woodblock	1							
	117	Taiko Drum	1							
	118	Melodic Tom	2							
	119	Synth Drum	1							
	120	Reverse Cymbal	1							
Sound Effects	121	Fret Noise	2							
	122	Breath Noise	2							
	123	Seashore	2							
	124	Bird Tweet	2							
	125	Telephone Ring	1							
	126	Helicopter	1							
	127	Applause	1							
	128	Gunshot	1							

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
- E - Standard Number of Element
- O - Option
  - Blank : XG Standard, XGLite Standard
  - + : XG Option, XGLite Option
  - - : XG Standard, XGLite Option

					Other Waves 31			Other Instruments 1			Other Instruments 2		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			94			96			97		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1										
	66	Alto Sax	1										
	67	Tenor Sax	1										
	68	Baritone Sax	1										
	69	Oboe	2										
	70	English Horn	1										
	71	Bassoon	1										
	72	Clarinet	1					Bass Clarinet	1	+			
Pipe	73	Piccolo	1					Bang Di	2	+			
	74	Flute	1					Qu Di	1	+			
	75	Recorder	1										
	76	Pan Flute	1					Kawala	2	+			
	77	Blown Bottle	2										
	78	Shakuhachi	2										
	79	Whistle	1										
	80	Ocarina	1										
Synth Lead	81	Square Lead	2										
	82	Sawtooth Lead	2					Sequenced Analog	2				
	83	Calliope Lead	2										
	84	Chiff Lead	2										
	85	Charang Lead	2										
	86	Voice Lead	2										
	87	Fifths Lead	2										
	88	Bass & Lead	2										
Synth Pad	89	New Age Pad	2										
	90	Warm Pad	2										
	91	Poly Synth Pad	2										
	92	Choir Pad	2										
	93	Bowed Pad	2										
	94	Metallic Pad	2										
	95	Halo Pad	2										
	96	Sweep Pad	2										
Synth Effects	97	Rain	2										
	98	Sound Track	2										
	99	Crystal	2										
	100	Atmosphere	2										
	101	Brightness	2					Smokey	2	-			
	102	Goblins	2					Bell Choir	2		Dharma	2	+
	103	Echoes	2										
	104	Sci-Fi	2										
Ethnic	105	Sitar	1					Tambra	2	-	Tamboura	2	
	106	Banjo	1					Rabab	2		Gopichant	2	
	107	Shamisen	1					Tsugaru	2	+			
	108	Koto	1					Taisho-kin	2		Kanoon	2	
	109	Kalimba	1										
	110	Bagpipe	2					Sheng	1	+			
	111	Fiddle	1					Er Hu	1	+	Ban Hu	1	+
	112	Shanai	1					Pungi	1	-	Hichiriki	2	-
Percussive	113	Tinkle Bell	2					Bonang	2		Altair	2	
	114	Agogo	2					Atarigane	2	+			
	115	Steel Drums	2					Tablas	2	+	Glass Percussion	2	
	116	Woodblock	1					Castanets	1				
	117	Taiko Drum	1					Gran Cassa	1				
	118	Melodic Tom	2										
	119	Synth Drum	1										
	120	Reverse Cymbal	1					Reverse Snare 1	1	+	Reverse Snare 2	1	+
Sound Effects	121	Fret Noise	2										
	122	Breath Noise	2										
	123	Seashore	2										
	124	Bird Tweet	2										
	125	Telephone Ring	1										
	126	Helicopter	1										
	127	Applause	1										
	128	Gunshot	1										

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
E - Standard Number of Element
O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

Other Instruments 3

Bank Select MSB		0			0		
Bank Select LSB		0			98		
Instrument Group	PGM#	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1				
	66	Alto Sax	1				
	67	Tenor Sax	1				
	68	Baritone Sax	1				
	69	Oboe	2				
	70	English Horn	1				
	71	Bassoon	1				
	72	Clarinet	1				
Pipe	73	Piccolo	1				
	74	Flute	1				
	75	Recorder	1				
	76	Pan Flute	1				
	77	Blown Bottle	2				
	78	Shakuhachi	2				
	79	Whistle	1				
	80	Ocarina	1				
Synth Lead	81	Square Lead	2				
	82	Sawtooth Lead	2				
	83	Calliope Lead	2				
	84	Chiff Lead	2				
	85	Charang Lead	2				
	86	Voice Lead	2				
	87	Fifths Lead	2				
	88	Bass & Lead	2				
Synth Pad	89	New Age Pad	2				
	90	Warm Pad	2				
	91	Poly Synth Pad	2				
	92	Choir Pad	2				
	93	Bowed Pad	2				
	94	Metallic Pad	2				
	95	Halo Pad	2				
	96	Sweep Pad	2				
Synth Effects	97	Rain	2				
	98	Sound Track	2				
	99	Crystal	2				
	100	Atmosphere	2				
	101	Brightness	2				
	102	Goblins	2				
	103	Echoes	2				
	104	Sci-Fi	2				
Ethnic	105	Sitar	1				
	106	Banjo	1		Oud	2	
	107	Shamisen	1				
	108	Koto	1		Zheng	1	+
	109	Kalimba	1				
	110	Bagpipe	2				
	111	Fiddle	1		Jing Hu	1	+
	112	Shanai	1		Suo Na	2	+
Percussive	113	Tinkle Bell	2		Gamelan Gongs	2	
	114	Agogo	2				
	115	Steel Drums	2		Thai Bells	2	
	116	Woodblock	1				
	117	Taiko Drum	1				
	118	Melodic Tom	2				
	119	Synth Drum	1				
	120	Reverse Cymbal	1		Reverse Kick 1	1	+
Sound Effects	121	Fret Noise	2				
	122	Breath Noise	2				
	123	Seashore	2				
	124	Bird Tweet	2				
	125	Telephone Ring	1				
	126	Helicopter	1				
	127	Applause	1				
	128	Gunshot	1				

[Attached Chart 6]

Melody Voice Map
(NORMAL VOICES)

- Same as Bank 0
- E - Standard Number of Element
- O - Option
  - Blank : XG Standard, XGLite Standard
  - + : XG Option, XGLite Option
  - - : XG Standard, XGLite Option

					Other Instruments 4			Other Instruments 5			Other Instruments 6		
Bank Select MSB		0			0			0			0		
Bank Select LSB		0			99			100			101		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1										
	66	Alto Sax	1										
	67	Tenor Sax	1										
	68	Baritone Sax	1										
	69	Oboe	2										
	70	English Horn	1										
	71	Bassoon	1										
	72	Clarinet	1										
Pipe	73	Piccolo	1										
	74	Flute	1										
	75	Recorder	1										
	76	Pan Flute	1										
	77	Blown Bottle	2										
	78	Shakuhachi	2										
	79	Whistle	1										
	80	Ocarina	1										
Synth Lead	81	Square Lead	2										
	82	Sawtooth Lead	2										
	83	Calliope Lead	2										
	84	Chiff Lead	2										
	85	Charang Lead	2										
	86	Voice Lead	2										
	87	Fifths Lead	2										
	88	Bass & Lead	2										
Synth Pad	89	New Age Pad	2										
	90	Warm Pad	2										
	91	Poly Synth Pad	2										
	92	Choir Pad	2										
	93	Bowed Pad	2										
	94	Metallic Pad	2										
	95	Halo Pad	2										
	96	Sweep Pad	2										
Synth Effects	97	Rain	2										
	98	Sound Track	2										
	99	Crystal	2										
	100	Atmosphere	2										
	101	Brightness	2										
	102	Goblins	2										
	103	Echoes	2										
	104	Sci-Fi	2										
Ethnic	105	Sitar	1										
	106	Banjo	1		Pi Pa	2	+						
	107	Shamisen	1										
	108	Koto	1										
	109	Kalimba	1										
	110	Bagpipe	2										
	111	Fiddle	1										
	112	Shanai	1										
Percussive	113	Tinkle Bell	2		Stereo Gamelan Gongs	2		Rama Cymbal	2		Asian Bells	2	-
	114	Agogo	2										
	115	Steel Drums	2										
	116	Woodblock	1										
	117	Taiko Drum	1										
	118	Melodic Tom	2										
	119	Synth Drum	1										
	120	Reverse Cymbal	1		Reverse Concert Bass Drum	1	+	Reverse Tom 1	1	+	Reverse Tom 2	1	+
Sound Effects	121	Fret Noise	2										
	122	Breath Noise	2										
	123	Seashore	2										
	124	Bird Tweet	2										
	125	Telephone Ring	1										
	126	Helicopter	1										
	127	Applause	1										
	128	Gunshot	1										

[Attached Chart 6]

Melody Voice Map
(SFX VOICES)

- No Sound
E - Standard Number of Element
O - Option
Blank: XG Standard, XGLite Standard
+: XG Option, XGLite Option
-: XG Standard, XGLite Option

Bank Select MSB	64		
Bank Select LSB	0		
PGM#	Name	E	O
1	Cutting Noise	1	
2	Cutting Noise 2	2	
3	Distorted Cutting Noise	2	+
4	String Slap	1	
5	Bass Slide	2	+
6	Pick Scrape	1	+
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17	Flute Key Click	1	
18			
19			
20			
21			
22			
23			
24			
25			
26			
27			
28			
29			
30			
31			
32			
33	Shower	2	
34	Thunder	1	
35	Wind	1	
36	Stream	2	
37	Bubble	2	
38	Feed	2	
39	Cave	2	+
40			
41			
42			
43			
44			
45			
46			
47			
48			
49	Dog	1	
50	Horse	1	
51	Bird Tweet 2	1	
52	Kitty	1	+
53	Growl	1	+
54	Haunted	2	+
55	Ghost	2	-
56	Maou	2	
57	Insects	2	+
58	Bacteria	2	+
59			
60			
61			
62			
63			
64			

[Attached Chart 6]

Melody Voice Map
(SFX VOICES)

- No Sound
E - Standard Number of Element
O - Option
Blank: XG Standard, XGLite Standard
+: XG Option, XGLite Option
-: XG Standard, XGLite Option

Bank Select MSB	64		
Bank Select LSB	0		
PGM#	Name	E	O
65	Phone Call	1	
66	Door Squeak	1	
67	Door Slam	1	
68	Scratch Cut	1	
69	Scratch Split	2	
70	Wind Chime	1	
71	Telephone Ring 2	1	
72	Another Scratch	2	+
73	Turn Table	4	+
74			
75			
76			
77			
78			
79			
80			
81	Car Engine Ignition	1	
82	Car Tires Squeal	1	
83	Car Passing	1	
84	Car Crash	1	
85	Siren	2	
86	Train	1	
87	Jet Plane	2	
88	Starship	2	
89	Burst	2	
90	Roller Coaster	2	
91	Submarine	2	
92	Connectivity	2	+
93	Mystery	2	+
94	Charging	3	+
95			
96			
97	Laugh	1	
98	Scream	1	
99	Punch	1	
100	Heartbeat	1	
101	Footsteps	1	
102	Applause 2	1	+
103			
104			
105			
106			
107			
108			
109			
110			
111			
112			
113	Machine Gun	1	
114	Laser Gun	2	
115	Explosion	2	
116	Firework	2	
117	Fireball	2	+
118			
119			
120			
121			
122			
123			
124			
125			
126			
127			
128			

[Attached Chart 6]

Melody Voice Map
(GM LEVEL-2 VOICES)

- Same as LSB 0
E - Standard Number of Element
O - Option
Blank: XG Standard, XGLite Standard
+: XG Option, XGLite Option
-: XG Standard, XGLite Option

Bank Select MSB		121			121			121		
Bank Select LSB		0			1			2		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1	+	Grand Piano KSP	1	+	Mellow Grand Piano	1	+
	2	Bright Piano	1	+	Bright Piano KSP	1	+			
	3	Electric Grand Piano	2	+	Electric Grand Piano KSP	2	+			
	4	Honky-tonk Piano	2	+	Honky-tonk Piano KSP	2	+			
	5	Electric Piano 1	2	+	Chorus Electric Piano 1	2	+	Velocity Crossfade Electric Piano 1	2	+
	6	Electric Pisno 2	2	+	Chorus Electric Piano 2	2	+	Velocity Crossfade Electric Piano 2	2	+
	7	Harpsichord	1	+	Harpsichord 3	2	+	Harpsichord KSP	1	+
	8	Clavi	2	+	Pulse Clavi	1	+			
Chromatic	9	Celesta	1	+						
Percussion	10	Glockenspiel	1	+						
	11	Music Box	2	+						
	12	Vibraphone	1	+	Vibrahone KSP	1	+			
	13	Marimba	1	+	Marimba KSP	1	+			
	14	Xylophone	1	+						
	15	Tubular Bells	1	+	Church Bells	2	+	Carillon	2	+
	16	Dulcimer	1	+						
Organ	17	Drawbar Organ	1	+	Detuned Drawbar Organ	2	+	60's Drawbar Organ 1	2	+
	18	Percussive Organ	1	+	Detuned Percussive Organ	2	+	Percussive Organ 2	2	+
	19	Rock Organ	2	+						
	20	Church Organ	2	+	Church Organ 2	2	+	Church Organ 3	2	+
	21	Reed Organ	1	+	Puff Organ	2	+			
	22	Accordion	2	+	Accord It	2	+			
	23	Hamonica	1	+						
	24	Tango Accordion	2	+						
Guitar	25	Nylon Guitar	1	+	Ukulele	1	+	Nylon Guitar 3	2	+
	26	Steel Guitar	1	+	12-String Guitar	2	+	Mandolin	2	+
	27	Jazz Guitar	1	+	Pedal Steel Guitar	1	+			
	28	Clean Guitar	1	+	Chorus Guitar	2	+	Mid Tone Guitar	1	+
	29	Muted Guitar	1	+	Funk Guitar 1	2	+	Funk Guitar 2	2	+
	30	Overdriven Guitar	1	+	Guitar Pinch	2	+			
	31	Distortion Guitar	1	+	Feedback Guitar	2	+	Distorted Rhythm Guitar	2	+
	32	Guitar Harmonics	1	+	Guitar Feedback	1	+			
Bass	33	Acoustic Bass	1	+						
	34	Finger Bass	1	+	Finger Slap Bass	2	+			
	35	Pick Bass	1	+						
	36	Fretless Bass	1	+						
	37	Slap Bass 1	1	+						
	38	Slap Bass 2	1	+						
	39	Synth Bass 1	1	+	Synth Bass 1 Dark	1	+	Acid Bass	1	+
	40	Synth Bass 2	2	+	DX Bass	2	+	Rubber Bass	2	+
Strings	41	Violin	1	+	Slow Violin	1	+			
	42	Viola	1	+						
	43	Cello	1	+						
	44	Contrabass	1	+						
	45	Tremolo Strings	1	+						
	46	Pizzicato Strings	1	+						
	47	Orchestral Harp	1	+	Yang Chin	2	+			
	48	Timpani	1	+						
Ensemble	49	Strings 1	1	+	Orchestra	2	+	60's Strings	2	+
	50	Strings 2	1	+						
	51	Synth Strings 1	2	+	Synth Strings 3	2	+			
	52	Synth Strings 2	2	+						
	53	Choir Aahs	1	+	Choir Aahs 2	2	+			
	54	Voice Oohs	1	+	Voice Humming	1	+			
	55	Synth Voice	1	+	Analog Voice	1	+			
	56	Orchestra Hit	2	+	Bass Hit Plus	2	+	6th Hit	1	+
Brass	57	Trumpet	1	+	Dark Trumpet Soft	1	+			
	58	Trombone	1	+	Trombone 2	2	+	Bright Trombone	1	+
	59	Tuba	1	+						
	60	Muted Trumpet	1	+	Muted Trumpet 2	2	+			
	61	French Hom	2	+	French Hom 2	2	+			
	62	Brass Section	1	+	Brass Section 2	2	+			
	63	Synth Brass 1	2	+	Synth Brass 3	2	+	Analog Brass 1	2	+
	64	Synth Brass 2	1	+	Synth Brass 4	2	+	Analog Brass 2	2	+

[Attached Chart 6]

Melody Voice Map
(GM LEVEL-2 VOICES)

- Same as LSB 0
E - Standard Number of Element
O - Option
Blank: XG Standard, XGLite Standard
+: XG Option, XGLite Option
-: XG Standard, XGLite Option

Bank Select MSB		121			121			121			121		
Bank Select LSB		0			3			4			5		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1	+									
	2	Bright Piano	1	+									
	3	Electric Grand Piano	2	+									
	4	Honky-tonk Piano	2	+									
	5	Electric Piano 1	2	+	60's Electric Piano 1	1	+						
	6	Electric Pisno 2	2	+	DX Legend	2	+	DX Phase Electric Piano	2	+			
	7	Harpsichord	1	+	Harpsichord 2	2	+						
	8	Clavi	2	+									
Chromatic	9	Celesta	1	+									
Percussion	10	Glockenspiel	1	+									
	11	Music Box	2	+									
	12	Vibraphone	1	+									
	13	Marimba	1	+									
	14	Xylophone	1	+									
	15	Tubular Bells	1	+									
	16	Dulcimer	1	+									
Organ	17	Drawbar Organ	1	+	Drawbar Organ 2	2	+						
	18	Percussive Organ	1	+									
	19	Rock Organ	2	+									
	20	Church Organ	2	+									
	21	Reed Organ	1	+									
	22	Accordion	2	+									
	23	Hamonica	1	+									
	24	Tango Accordion	2	+									
Guitar	25	Nylon Guitar	1	+	Nylon Guitar 2	1	+						
	26	Steel Guitar	1	+	Steel Guitar with Body Sound	2	+						
	27	Jazz Guitar	1	+									
	28	Clean Guitar	1	+									
	29	Muted Guitar	1	+	Jazz Man	2	+						
	30	Overdriven Guitar	1	+									
	31	Distortion Guitar	1	+									
	32	Guitar Harmonics	1	+									
Bass	33	Acoustic Bass	1	+									
	34	Finger Bass	1	+									
	35	Pick Bass	1	+									
	36	Fretless Bass	1	+									
	37	Slap Bass 1	1	+									
	38	Slap Bass 2	1	+									
	39	Synth Bass 1	1	+	Clavi Bass	2	+	Hammer	2	+			
	40	Synth Bass 2	2	+	Attack Pulse	1	+						
Strings	41	Violin	1	+									
	42	Viola	1	+									
	43	Cello	1	+									
	44	Contrabass	1	+									
	45	Tremolo Strings	1	+									
	46	Pizzicato Strings	1	+									
	47	Orchestral Harp	1	+									
	48	Timpani	1	+									
Ensemble	49	Strings 1	1	+									
	50	Strings 2	1	+									
	51	Synth Strings 1	2	+									
	52	Synth Strings 2	2	+									
	53	Choir Aahs	1	+									
	54	Voice Oohs	1	+									
	55	Synth Voice	1	+									
	56	Orchestra Hit	2	+	Euro Hit	1	+						
Brass	57	Trumpet	1	+									
	58	Trombone	1	+									
	59	Tuba	1	+									
	60	Muted Trumpet	1	+									
	61	French Hom	2	+									
	62	Brass Section	1	+									
	63	Synth Brass 1	2	+	Jump Brass	2	+						
	64	Synth Brass 2	1	+									

[Attached Chart 6]

Melody Voice Map
(GM LEVEL-2 VOICES)

- Same as LSB 0
E - Standard Number of Element
O - Option
Blank: XG Standard, XGLite Standard
+: XG Option, XGLite Option
-: XG Standard, XGLite Option

Bank Select MSB		121			121			121			121			121		
Bank Select LSB		0			6			7			8			9		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Piano	1	Grand Piano	1	+												
	2	Bright Piano	1	+												
	3	Electric Grand Piano	2	+												
	4	Honky-tonk Piano	2	+												
	5	Electric Piano 1	2	+												
	6	Electric Pisno 2	2	+												
	7	Harpsichord	1	+												
	8	Clavi	2	+												
Chromatic	9	Celesta	1	+												
Percussion	10	Glockenspiel	1	+												
	11	Music Box	2	+												
	12	Vibraphone	1	+												
	13	Marimba	1	+												
	14	Xylophone	1	+												
	15	Tubular Bells	1	+												
	16	Dulcimer	1	+												
Organ	17	Drawbar Organ	1	+												
	18	Percussive Organ	1	+												
	19	Rock Organ	2	+												
	20	Church Organ	2	+												
	21	Reed Organ	1	+												
	22	Accordion	2	+												
	23	Hamonica	1	+												
	24	Tango Accordion	2	+												
Guitar	25	Nylon Guitar	1	+												
	26	Steel Guitar	1	+												
	27	Jazz Guitar	1	+												
	28	Clean Guitar	1	+												
	29	Muted Guitar	1	+												
	30	Overdriven Guitar	1	+												
	31	Distortion Guitar	1	+												
	32	Guitar Harmonics	1	+												
Bass	33	Acoustic Bass	1	+												
	34	Finger Bass	1	+												
	35	Pick Bass	1	+												
	36	Fretless Bass	1	+												
	37	Slap Bass 1	1	+												
	38	Slap Bass 2	1	+												
	39	Synth Bass 1	1	+												
	40	Synth Bass 2	2	+												
Strings	41	Violin	1	+												
	42	Viola	1	+												
	43	Cello	1	+												
	44	Contrabass	1	+												
	45	Tremolo Strings	1	+												
	46	Pizzicato Strings	1	+												
	47	Orchestral Harp	1	+												
	48	Timpani	1	+												
Ensemble	49	Strings 1	1	+												
	50	Strings 2	1	+												
	51	Synth Strings 1	2	+												
	52	Synth Strings 2	2	+												
	53	Choir Aahs	1	+												
	54	Voice Oohs	1	+												
	55	Synth Voice	1	+												
	56	Orchestra Hit	2	+												
Brass	57	Trumpet	1	+												
	58	Trombone	1	+												
	59	Tuba	1	+												
	60	Muted Trumpet	1	+												
	61	French Hom	2	+												
	62	Brass Section	1	+												
	63	Synth Brass 1	2	+												
	64	Synth Brass 2	1	+												

[Attached Chart 6]

Melody Voice Map
(GM LEVEL-2 VOICES)

- Same as LSB 0
E - Standard Number of Element
O - Option
Blank: XG Standard, XGLite Standard
+: XG Option, XGLite Option
-: XG Standard, XGLite Option

Bank Select MSB		121			121			121		
Bank Select LSB		0			1			2		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1	+						
	66	Alto Sax	1	+						
	67	Tenor Sax	1	+						
	68	Baritone Sax	1	+						
	69	Oboe	2	+						
	70	English Hom	1	+						
	71	Bassoon	1	+						
	72	Clarinet	1	+						
Pipe	73	Piccolo	1	+						
	74	Flute	1	+						
	75	Recorder	1	+						
	76	Pan Flute	1	+						
	77	Blown Bottle	2	+						
	78	Shakuhachi	2	+						
	79	Whistle	1	+						
	80	Ocarina	1	+						
Synth Lead	81	Square Lead	2	+	Square Lead 2	1	+	Sine Lead	1	+
	82	Sawtooth Lead	2	+	Sawtooth Lead 2	1	+	Dr. Lead	2	+
	83	Calliope Lead	2	+						
	84	Chiff Lead	2	+						
	85	Charang Lead	2	+	Wire Lead	2	+			
	86	Voice Lead	2	+						
	87	Fifths Lead	2	+						
	88	Bass & Lead	2	+	Soft Whirl	2	+			
Synth Pad	89	New Age Pad	2	+						
	90	Warm Pad	2	+	Sine Pad	2	+			
	91	Poly Synth Pad	2	+						
	92	Choir Pad	2	+	Itopia	2	+			
	93	Bowed Pad	2	+						
	94	Metallic Pad	2	+						
	95	Halo Pad	2	+						
	96	Sweep Pad	2	+						
Synth Effects	97	Rain	2	+						
	98	Sound Track	2	+						
	99	Crystal	2	+	Synth Mallet	1	+			
	100	Atmosphere	2	+						
	101	Brightness	2	+						
	102	Goblins	2	+						
	103	Echoes	2	+	Echo Bells	2	+	Echo Pan	2	+
	104	Sci-Fi	2	+						
Ethnic	105	Sitar	1	+	Sitar 2	2	+			
	106	Banjo	1	+						
	107	Shamisen	1	+						
	108	Koto	1	+	Taisho-kin	2	+			
	109	Kalimba	1	+						
	110	Bagpipe	2	+						
	111	Fiddle	1	+						
	112	Shanai	1	+						
Percussive	113	Tinkle Bell	2	+						
	114	Agogo	2	+						
	115	Steel Drums	2	+						
	116	Woodblock	1	+	Castanet	1	+			
	117	Taiko Drum	1	+	Gran Cassa	1	+			
	118	Melodic Tom	2	+	Melodic Tom 2	1	+			
	119	Synth Drum	1	+	Analog Tom	1	+	Electronic Percussion	2	+
	120	Reverse Cymbal	1	+						
Sound Effects	121	Fret Noise	2	+	Cutting Noise	1	+	String Slap	1	+
	122	Breath Noise	2	+	Flute Key Click	1	+			
	123	Seashore	2	+	Shower	1	+	Thunder	1	+
	124	Bird Tweet	2	+	Dog	1	+	Horse	1	+
	125	Telephone Ring	1	+	Phone Call	1	+	Door Squeak	1	+
	126	Helicopter	1	+	Car Engine Ignition	1	+	Car Tires Squeal	1	+
	127	Applause	1	+	Laugh	1	+	Scream	1	+
	128	Gunshot	1	+	Machine Gun	1	+	Laser Gun	2	+

[Attached Chart 6]

Melody Voice Map
(GM LEVEL-2 VOICES)

- Same as LSB 0
E - Standard Number of Element
O - Option
Blank: XG Standard, XGLite Standard
+: XG Option, XGLite Option
-: XG Standard, XGLite Option

Bank Select MSB		121			121			121			121		
Bank Select LSB		0			3			4			5		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1	+									
	66	Alto Sax	1	+									
	67	Tenor Sax	1	+									
	68	Baritone Sax	1	+									
	69	Oboe	2	+									
	70	English Hom	1	+									
	71	Bassoon	1	+									
	72	Clarinet	1	+									
Pipe	73	Piccolo	1	+									
	74	Flute	1	+									
	75	Recorder	1	+									
	76	Pan Flute	1	+									
	77	Blown Bottle	2	+									
	78	Shakuhachi	2	+									
	79	Whistle	1	+									
	80	Ocarina	1	+									
Synth Lead	81	Square Lead	2	+									
	82	Sawtooth Lead	2	+	Double Sawtooth	2	+	Sequenced Analog	2	+			
	83	Calliope Lead	2	+									
	84	Chiff Lead	2	+									
	85	Charang Lead	2	+									
	86	Voice Lead	2	+									
	87	Fifths Lead	2	+									
	88	Bass & Lead	2	+									
Synth Pad	89	New Age Pad	2	+									
	90	Warm Pad	2	+									
	91	Poly Synth Pad	2	+									
	92	Choir Pad	2	+									
	93	Bowed Pad	2	+									
	94	Metallic Pad	2	+									
	95	Halo Pad	2	+									
	96	Sweep Pad	2	+									
Synth Effects	97	Rain	2	+									
	98	Sound Track	2	+									
	99	Crystal	2	+									
	100	Atmosphere	2	+									
	101	Brightness	2	+									
	102	Goblins	2	+									
	103	Echoes	2	+									
	104	Sci-Fi	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	+									
Percussive	113	Tinkle Bell	2	+									
	114	Agogo	2	+									
	115	Steel Drums	2	+									
	116	Woodblock	1	+									
	117	Taiko Drum	1	+									
	118	Melodic Tom	2	+									
	119	Synth Drum	1	+									
	120	Reverse Cymbal	1	+									
Sound Effects	121	Fret Noise	2	+									
	122	Breath Noise	2	+									
	123	Seashore	2	+	Wind	1	+	Stream	2	+	Bubble	2	+
	124	Bird Tweet	2	+	Bird Tweet 2	1	+						
	125	Telephone Ring	1	+	Door Slam	1	+	Scratch Cut	1	+	Wind Chime	1	+
	126	Helicopter	1	+	Car Passing	1	+	Car Crash	1	+	Siren	2	+
	127	Applause	1	+	Punch	1	+	Heartbeat	1	+	Footstep	1	+
	128	Gunshot	1	+	Explosion	2	+						

[Attached Chart 6]

Melody Voice Map
(GM LEVEL-2 VOICES)

- Same as LSB 0
E - Standard Number of Element
O - Option
Blank: XG Standard, XGLite Standard
+: XG Option, XGLite Option
-: XG Standard, XGLite Option

Bank Select MSB		121			121			121			121			121		
Bank Select LSB		0			6			7			8			9		
Instrument Group	PGM#	Name	E	O	Name	E	O	Name	E	O	Name	E	O	Name	E	O
Reed	65	Soprano Sax	1	+												
	66	Alto Sax	1	+												
	67	Tenor Sax	1	+												
	68	Baritone Sax	1	+												
	69	Oboe	2	+												
	70	English Hom	1	+												
	71	Bassoon	1	+												
	72	Clarinet	1	+												
Pipe	73	Piccolo	1	+												
	74	Flute	1	+												
	75	Recorder	1	+												
	76	Pan Flute	1	+												
	77	Blown Bottle	2	+												
	78	Shakuhachi	2	+												
	79	Whistle	1	+												
	80	Ocarina	1	+												
Synth Lead	81	Square Lead	2	+												
	82	Sawtooth Lead	2	+												
	83	Calliope Lead	2	+												
	84	Chiff Lead	2	+												
	85	Charang Lead	2	+												
	86	Voice Lead	2	+												
	87	Fifths Lead	2	+												
	88	Bass & Lead	2	+												
Synth Pad	89	New Age Pad	2	+												
	90	Warm Pad	2	+												
	91	Poly Synth Pad	2	+												
	92	Choir Pad	2	+												
	93	Bowed Pad	2	+												
	94	Metallic Pad	2	+												
	95	Halo Pad	2	+												
	96	Sweep Pad	2	+												
Synth Effects	97	Rain	2	+												
	98	Sound Track	2	+												
	99	Crystal	2	+												
	100	Atmosphere	2	+												
	101	Brightness	2	+												
	102	Goblins	2	+												
	103	Echoes	2	+												
	104	Sci-Fi	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	+												
Percussive	113	Tinkle Bell	2	+												
	114	Agogo	2	+												
	115	Steel Drums	2	+												
	116	Woodblock	1	+												
	117	Taiko Drum	1	+												
	118	Melodic Tom	2	+												
	119	Synth Drum	1	+												
	120	Reverse Cymbal	1	+												
Sound Effects	121	Fret Noise	2	+												
	122	Breath Noise	2	+												
	123	Seashore	2	+												
	124	Bird Tweet	2	+												
	125	Telephone Ring	1	+												
	126	Helicopter	1	+	Train	1	+	Jet Plane	2	+	Starship	2	+	Burst	2	+
	127	Applause	1	+												
	128	Gunshot	1	+												

[Attached Chart 7]

Rhythm Voice Map
(XG DRUM KITS)

- Same as PGM#1 (Standard Kit)
- No Sound

E - Standard Number of Elements

O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

Bank Select MSB			127			127			127			127		
Bank Select LSB			0			0			0			0		
PGM# (1-128)			1			2			3			4		
Note#	Note		Standard Kit	E	O	Standard Kit 2	E	O	Dry Kit	E	O	Bright Kit	E	O
13	C#	-1	Surdo Mute	1					Surdo Mute V	1	+	Surdo Mute B	1	+
14	D	-1	Surdo Open	1					Surdo Open V	1	+	Surdo Open B	1	+
15	D#	-1	Hi Q	1								Hi Q B	1	+
16	E	-1	Whip Slap	1								Whip Slap B	1	+
17	F	-1	Scratch H	1								Scratch H B	1	+
18	F#	-1	Scratch L	1								Scratch L B	1	+
19	G	-1	Finger Snap	1								Finger Snap B	1	+
20	G#	-1	Click Noise	1								Click Noise B	1	+
21	A	-1	Metronome Click	1								Metronome Click B	1	+
22	A#	-1	Metronome Bell	1								Metronome Bell B	1	+
23	B	-1	Seq Click L	1								Seq Click L B	1	+
24	C	0	Seq Click H	1								Seq Click H B	1	+
25	C#	0	Brush Tap	1					Brush Tap V	1	+	Brush Tap B	1	+
26	D	0	Brush Swirl	1					Brush Swirl V	1	+	Brush Swirl B	1	+
27	D#	0	Brush Slap	1					Brush Slap V	1	+	Brush Slap B	1	+
28	E	0	Brush Tap Swirl	1					Brush Tap Swirl V	1	+	Brush Tap Swirl B	1	+
29	F	0	Snare Roll	1		Snare Roll 2	1		Snare Roll V	1	+	Snare Roll B	1	+
30	F#	0	Castanet	1								Castanet B	1	+
31	G	0	Snare Soft	1		Snare Soft 2	1		Snare Dry Soft	1	+	Snare Soft B	1	+
32	G#	0	Sticks	1								Sticks B	1	+
33	A	0	Kick Soft	1					Kick Dry Soft	1	+	Kick Soft B	1	+
34	A#	0	Open Rim Shot	1		Open Rim Shot H Short	1		Open Rim Shot Dry V	1	+	Open Rim Shot B	1	+
35	B	0	Kick Tight	1		Kick Tight Short	1		Kick Dry Tight	1	+	Kick Tight B	1	+
36	C	1	Kick	1		Kick Short	1		Kick Dry Mute	1	+	Kick B	1	+
37	C#	1	Side Stick	1					Side Stick Dry	1	+	Side Stick B	1	+
38	D	1	Snare	1		Snare Short	1		Snare Dry	1	+	Snare B	1	+
39	D#	1	Hand Clap	1								Hand Clap B	1	+
40	E	1	Snare Tight	1		Snare Tight H	1		Snare Dry Mute	1	+	Snare Tight B	1	+
41	F	1	Floor Tom L	1					Floor Tom L Short	1	+	Floor Tom L B	1	+
42	F#	1	Hi-Hat Closed	1								Hi-Hat Closed L B	1	+
43	G	1	Floor Tom H	1					Floor Tom H Short	1	+	Floor Tom H B	1	+
44	G#	1	Hi-Hat Pedal	1								Hi-Hat Pedal B	1	+
45	A	1	Low Tom	1					Low Tom Short	1	+	Low Tom B	1	+
46	A#	1	Hi-Hat Open	1								Hi-Hat Open B	1	+
47	B	1	Mid Tom L	1					Mid Tom L Short	1	+	Mid Tom L B	1	+
48	C	2	Mid Tom H	1					Mid Tom H Short	1	+	Mid Tom H B	1	+
49	C#	2	Crash Cymbal 1	1					Crash Cymbal 1 V	1	+	Crash Cymbal 1 B	1	+
50	D	2	High Tom	1					High Tom Short	1	+	High Tom B	1	+
51	D#	2	Ride Cymbal 1	1					Ride Cymbal 1 V	1	+	Ride Cymbal 1 B	1	+
52	E	2	Chinese Cymbal	1					Chinese Cymbal V	1	+	Chinese Cymbal B	1	+
53	F	2	Ride Cymbal Cup	1								Ride Cymbal Cup Short	1	+
54	F#	2	Tambourine	1								Tambourine B	1	+
55	G	2	Splash Cymbal	1					Splash Cymbal V	1	+	Splash Cymbal B	1	+
56	G#	2	Cowbell	1								Cowbell L	1	+
57	A	2	Crash Cymbal 2	1					Crash Cymbal 2 V	1	+	Crash Cymbal 2 B	1	+
58	A#	2	Vibraslap	1								Vibraslap B	1	+
59	B	2	Ride Cymbal 2	1					Ride Cymbal 2 V	1	+	Ride Cymbal 2 B	1	+
60	C	3	Bongo H	1					Bongo H V	1	+	Bongo H B	1	+
61	C#	3	Bongo L	1					Bongo L V	1	+	Bongo L B	1	+
62	D	3	Conga H Mute	1					Conga H Mute V	1	+	Conga H Mute B	1	+
63	D#	3	Conga H Open	1					Conga H Open V	1	+	Conga H Open B	1	+
64	E	3	Conga L	1					Conga L V	1	+	Conga L B	1	+
65	F	3	Timbale H	1					Timbale H V	1	+	Timbale H B	1	+
66	F#	3	Timbale L	1					Timbale L V	1	+	Timbale L B	1	+
67	G	3	Agogo H	1					Agogo H V	1	+	Agogo H B	1	+
68	G#	3	Agogo L	1					Agogo L V	1	+	Agogo L B	1	+
69	A	3	Cabasa	1								Cabasa B	1	+
70	A#	3	Maracas	1								Maracas B	1	+
71	B	3	Samba Whistle H	1					Samba Whistle H V	1	+	Samba Whistle H B	1	+
72	C	4	Samba Whistle L	1					Samba Whistle L V	1	+	Samba Whistle L B	1	+
73	C#	4	Guiro Short	1								Guiro Short B	1	+
74	D	4	Guiro Long	1								Guiro Long B	1	+
75	D#	4	Claves	1								Claves B	1	+
76	E	4	Wood Block H	1								Wood Block H B	1	+
77	F	4	Wood Block L	1								Wood Block L B	1	+
78	F#	4	Cuica Mute	1					Cuica Mute V	1	+	Cuica Mute B	1	+
79	G	4	Cuica Open	1					Cuica Open V	1	+	Cuica Open B	1	+
80	G#	4	Triangle Mute	1								Triangle Mute B	1	+
81	A	4	Triangle Open	1								Triangle Open B	1	+
82	A#	4	Shaker	1								Shaker B	1	+
83	B	4	Jingle Bells	1								Jingle Bells B	1	+
84	C	5	Bell Tree	1								Bell Tree B	1	+
85	C#	5												
86	D	5												
87	D#	5												
88	E	5												
89	F	5												
90	F#	5												
91	G	5												

[Attached Chart 7]

Rhythm Voice Map
(XG DRUM KITS)

- Same as PGM#1 (Standard Kit)
- No Sound

E - Standard Number of Elements

O - Option

Blank : XG Standard, XGLite Standard

+ : XG Option, XGLite Option

- : XG Standard, XGLite Option

Bank Select MSB			127			127			127			127		
Bank Select LSB			0			0			0			0		
PGM# (1-128)			1			5			6			7		
Note#	Note		Standard Kit	E	O	Skim Kit	E	O	Slim Kit	E	O	Rogue Kit	E	O
13	C#	-1	Surdo Mute	1		Surdo Mute V	1	+	Surdo Mute V	1	+	Surdo Mute V	1	+
14	D	-1	Surdo Open	1		Surdo Open V	1	+	Surdo Open V	1	+	Surdo Open V	1	+
15	D#	-1	Hi Q	1										
16	E	-1	Whip Slap	1										
17	F	-1	Scratch H	1										
18	F#	-1	Scratch L	1										
19	G	-1	Finger Snap	1										
20	G#	-1	Click Noise	1										
21	A	-1	Metronome Click	1										
22	A#	-1	Metronome Bell	1										
23	B	-1	Seq Click L	1										
24	C	0	Seq Click H	1										
25	C#	0	Brush Tap	1		Brush Tap V	1	+	Brush Tap V	1	+	Brush Tap V	1	+
26	D	0	Brush Swirl	1		Brush Swirl V	1	+	Brush Swirl V	1	+	Brush Swirl V	1	+
27	D#	0	Brush Slap	1		Brush Slap V	1	+	Brush Slap V	1	+	Brush Slap V	1	+
28	E	0	Brush Tap Swirl	1		Brush Tap Swirl L	1	+	Brush Tap Swirl L	1	+	Brush Tap Swirl L	1	+
29	F	0	Snare Roll	1		Snare Roll V	1	+	Snare Roll V	1	+	Snare Roll V	1	+
30	F#	0	Castanet	1		Castanet Sk	1	+	Castanet H	1	+	Castanet H	1	+
31	G	0	Snare Soft	1		Snare Dry Q	1	+	Snare Rough Q	1	+	Snare Brass Soft	1	+
32	G#	0	Sticks	1					Sticks Q	1	+			
33	A	0	Kick Soft	1		Kick Dry Soft HPF	1	+	Kick Soft Dark	1	+	Kick Soft 2	1	+
34	A#	0	Open Rim Shot	1		Open Rim Shot Dry HPF	1	+	Open Rim Shot Sl	1	+	Open Rim Shot 2	1	+
35	B	0	Kick Tight	1		Kick Dry Tight Q	1	+	Kick Tight Short L	1	+	Kick Dark 2	1	+
36	C	1	Kick	1		Kick Dry Mute HPF	1	+	Kick Short Dark	1	+	Kick Tight 4	1	+
37	C#	1	Side Stick	1		Side Stick Dry Q	1	+	Side Stick Q	1	+	Side Stick Tight	1	+
38	D	1	Snare	1		Snare Dry H	1	+	Snare Short HPF	1	+	Snare Snappy Short	1	+
39	D#	1	Hand Clap	1		Hand Clap Sk	1	+	Hand Clap Dark	1	+			
40	E	1	Snare Tight	1		Snare Dry Mute Q	1	+	Snare Tight Mute	1	+	Snare Brass Hard	1	+
41	F	1	Floor Tom L	1		Floor Tom L Short Sk	1	+	Floor Tom L Tight	1	+	Floor Tom L Tight	1	+
42	F#	1	Hi-Hat Closed	1		Hi-Hat Closed H	1	+	Hi-Hat Closed L Q	1	+	Hi-Hat Closed 3	1	+
43	G	1	Floor Tom H	1		Floor Tom H Short Sk	1	+	Floor Tom H Tight	1	+	Floor Tom H Tight	1	+
44	G#	1	Hi-Hat Pedal	1		Hi-Hat Pedal H	1	+	Hi-Hat Pedal Q	1	+	Hi-Hat Pedal 3	1	+
45	A	1	Low Tom	1		Low Tom Short Sk	1	+	Low Tom Tight	1	+	Low Tom Tight	1	+
46	A#	1	Hi-Hat Open	1		Hi-Hat Open H	1	+	Hi-Hat Open Q	1	+	Hi-Hat Open 3	1	+
47	B	1	Mid Tom L	1		Mid Tom L Short Sk	1	+	Mid Tom L Tight	1	+	Mid Tom L Tight	1	+
48	C	2	Mid Tom H	1		Mid Tom H Short Sk	1	+	Mid Tom H Tight	1	+	Mid Tom H Tight	1	+
49	C#	2	Crash Cymbal 1	1		Crash Cymbal 1 Q	1	+	Crash Cymbal 1 L	1	+	Crash Cymbal 3	1	+
50	D	2	High Tom	1		High Tom Short Sk	1	+	High Tom Tight	1	+	High Tom Tight	1	+
51	D#	2	Ride Cymbal 1	1		Ride Cymbal 1 Sk	1	+	Ride Cymbal 1 L	1	+	Ride Cymbal 3	1	+
52	E	2	Chinese Cymbal	1		Chinese Cymbal HPF	1	+	Chinese Cymbal L	1	+	Chinese Cymbal 2	1	+
53	F	2	Ride Cymbal Cup	1		Ride Cup Q	1	+	Ride Cymbal Cup L	1	+	Ride Cymbal Cup 2	1	+
54	F#	2	Tambourine	1		Tambourine Q	1	+						
55	G	2	Splash Cymbal	1		Splash Cymbal H	1	+	Splash Cymbal L Short	1	+	Splash Cymbal V	1	+
56	G#	2	Cowbell	1		Cowbell HPF	1	+	Cowbell Dark	1	+	Cowbell Mid	1	+
57	A	2	Crash Cymbal 2	1		Crash Cymbal 2 Dark	1	+	Crash Cymbal 2 L	1	+	Crash Cymbal 4	1	+
58	A#	2	Vibraslap	1										
59	B	2	Ride Cymbal 2	1		Ride Cymbal 2 Q	1	+	Ride Cymbal 2 L	1	+	Ride Cymbal 4 Q	1	+
60	C	3	Bongo H	1		Bongo H HPF	1	+	Bongo H V	1	+	Bongo H V	1	+
61	C#	3	Bongo L	1		Bongo L HPF	1	+	Bongo L V	1	+	Bongo L V	1	+
62	D	3	Conga H Mute	1		Conga H Mute HPF	1	+	Conga H Mute V	1	+	Conga H Mute 2	1	+
63	D#	3	Conga H Open	1		Conga H Open HPF	1	+	Conga H Open V	1	+	Conga H Open 2	1	+
64	E	3	Conga L	1		Conga L HPF	1	+	Conga L H	1	+	Conga L 2	1	+
65	F	3	Timbale H	1		Timbale H HPF	1	+	Timbale H V	1	+	Timbale H V	1	+
66	F#	3	Timbale L	1		Timbale L HPF	1	+	Timbale L V	1	+	Timbale L V	1	+
67	G	3	Agogo H	1		Agogo H HPF	1	+	Agogo H V	1	+	Agogo H V	1	+
68	G#	3	Agogo L	1		Agogo L HPF	1	+	Agogo L V	1	+	Agogo L V	1	+
69	A	3	Cabasa	1		Cabasa BPF	1	+						
70	A#	3	Maracas	1		Maracas L	1	+	Maracas Q	1	+	Maracas Q	1	+
71	B	3	Samba Whistle H	1		Samba Whistle H BPF	1	+	Samba Whistle H V	1	+	Samba Whistle H V	1	+
72	C	4	Samba Whistle L	1		Samba Whistle L BPF	1	+	Samba Whistle L V	1	+	Samba Whistle L V	1	+
73	C#	4	Guiro Short	1										
74	D	4	Guiro Long	1										
75	D#	4	Claves	1										
76	E	4	Wood Block H	1										
77	F	4	Wood Block L	1										
78	F#	4	Cuica Mute	1										
79	G	4	Cuica Open	1		Cuica Open H	1	+	Cuica Open H	1	+	Cuica Open H	1	+
80	G#	4	Triangle Mute	1										
81	A	4	Triangle Open	1										
82	A#	4	Shaker	1										
83	B	4	Jingle Bells	1										
84	C	5	Bell Tree	1										
85	C#	5												
86	D	5												
87	D#	5												
88	E	5												
89	F	5												
90	F#	5												
91	G	5												

[Attached Chart 7]

Rhythm Voice Map
(XG DRUM KITS)

- Same as PGM#1 (Standard Kit)
- No Sound

E - Standard Number of Elements

O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

Bank Select MSB			127			127			127			127			127		
Bank Select LSB			0			0			0			0			0		
PGM# (1-128)			1			8			9			10			17		
Note#	Note		Standard Kit	E	O	Hob Kit	E	O	Room Kit	E	O	Dark Room Kit	E	O	Rock Kit	E	O
13	C#	-1	Surdo Mute	1		Surdo Mute V	1	+				Surdo Mute V	1	+			
14	D	-1	Surdo Open	1		Surdo Open V	1	+				Surdo Open V	1	+			
15	D#	-1	Hi Q	1													
16	E	-1	Whip Slap	1													
17	F	-1	Scratch H	1													
18	F#	-1	Scratch L	1													
19	G	-1	Finger Snap	1													
20	G#	-1	Click Noise	1													
21	A	-1	Metronome Click	1													
22	A#	-1	Metronome Bell	1													
23	B	-1	Seq Click L	1													
24	C	0	Seq Click H	1													
25	C#	0	Brush Tap	1		Brush Tap V	1	+				Brush Tap V	1	+			
26	D	0	Brush Swirl	1		Brush Swirl V	1	+				Brush Swirl V	1	+			
27	D#	0	Brush Slap	1		Brush Slap V	1	+				Brush Slap V	1	+			
28	E	0	Brush Tap Swirl	1		Brush Tap Swirl L	1	+				Brush Tap Swirl V	1	+			
29	F	0	Snare Roll	1		Snare Roll V	1	+				Snare Roll V	1	+			
30	F#	0	Castanet	1		Castanet H	1	+									
31	G	0	Snare Soft	1		Snare Brass Soft H	1	+							Snare Noisy	1	
32	G#	0	Sticks	1													
33	A	0	Kick Soft	1		Kick Soft 2 H	1	+							Kick Tight 2	1	
34	A#	0	Open Rim Shot	1		Open Rim Shot H Short 2	1	+									
35	B	0	Kick Tight	1		Kick Dark 2 H	1	+				Kick Dark	1	+	Kick 2	1	
36	C	1	Kick	1		Kick Tight 4 H	1	+	Kick Room	1	+	Kick Room Gate	1	+	Kick Gate	1	
37	C#	1	Side Stick	1		Side Stick Tight H	1	+									
38	D	1	Snare	1		Snare Snappy Short H	1	+	Snare Snappy	1		Snare Snappy 2	1	+	Snare Rock	1	
39	D#	1	Hand Clap	1													
40	E	1	Snare Tight	1		Snare Brass Hard H	1	+	Snare Tight Snappy	1		Snare Tight Snappy 2	1	+	Snare Rock Rim	1	
41	F	1	Floor Tom L	1		Floor Tom L Tight H	1	+	Tom Room 1	1		Tom Room 1 Q	1	+	Tom Rock 1	1	
42	F#	1	Hi-Hat Closed	1		Hi-Hat Closed 3 H	1	+				Hi-Hat Closed Q	1	+			
43	G	1	Floor Tom H	1		Floor Tom H Tight H	1	+	Tom Room 2	1		Room Tom 2 Q	1	+	Tom Rock 2	1	
44	G#	1	Hi-Hat Pedal	1		Hi-Hat Pedal 3 H	1	+				Hi-Hat Pedal Q	1	+			
45	A	1	Low Tom	1		Low Tom Tight H	1	+	Tom Room 3	1		Room Tom 3 Q	1	+	Tom Rock 3	1	
46	A#	1	Hi-Hat Open	1		Hi-Hat Open 3 H	1	+				Hi-Hat Open L	1	+			
47	B	1	Mid Tom L	1		Mid Tom L Tight H	1	+	Tom Room 4	1		Tom Room 4 Dark	1	+	Tom Rock 4	1	
48	C	2	Mid Tom H	1		Mid Tom H Tight H	1	+	Tom Room 5	1		Tom Room 5 L Dark	1	+	Tom Rock 5	1	
49	C#	2	Crash Cymbal 1	1		Crash Cymbal 3 H	1	+									
50	D	2	High Tom	1		High Tom Tight H	1	+	Tom Room 6	1		Tom Room 6 L Dark	1	+	Tom Rock 6	1	
51	D#	2	Ride Cymbal 1	1		Ride Cymbal 3 H	1	+				Ride Cymbal 1 V	1	+			
52	E	2	Chinese Cymbal	1		Chinese Cymbal 2 H	1	+				Chinese Cymbal V	1	+			
53	F	2	Ride Cymbal Cup	1		Ride Cymbal Cup 2 H	1	+									
54	F#	2	Tambourine	1		Tambourine H	1	+									
55	G	2	Splash Cymbal	1		Splash Cymbal H	1	+				Splash Cymbal V	1	+			
56	G#	2	Cowbell	1		Cowbell H	1	+									
57	A	2	Crash Cymbal 2	1		Crash Cymbal 4 H	1	+				Crash Cymbal 2 V	1	+			
58	A#	2	Vibraslap	1													
59	B	2	Ride Cymbal 2	1		Ride Cymbal 4	1	+				Ride Cymbal 2 V	1	+			
60	C	3	Bongo H	1		Bongo H V	1	+				Bongo H V	1	+			
61	C#	3	Bongo L	1		Bongo L V	1	+				Bongo L V	1	+			
62	D	3	Conga H Mute	1		Conga H Mute 2 H	1	+				Conga H Mute V	1	+			
63	D#	3	Conga H Open	1		Conga H Open 2 H	1	+				Conga H Open V	1	+			
64	E	3	Conga L	1		Conga L 2 H	1	+				Conga L V	1	+			
65	F	3	Timbale H	1		Timbale H V	1	+				Timbale H V	1	+			
66	F#	3	Timbale L	1		Timbale L V	1	+				Timbale L V	1	+			
67	G	3	Agogo H	1		Agogo H V	1	+				Agogo H V	1	+			
68	G#	3	Agogo L	1		Agogo L V	1	+				Agogo L V	1	+			
69	A	3	Cabasa	1													
70	A#	3	Maracas	1		Maracas Q	1	+									
71	B	3	Samba Whistle H	1		Samba Whistle H V	1	+				Samba Whistle H V	1	+			
72	C	4	Samba Whistle L	1		Samba Whistle L V	1	+				Samba Whistle L V	1	+			
73	C#	4	Guiro Short	1													
74	D	4	Guiro Long	1													
75	D#	4	Claves	1													
76	E	4	Wood Block H	1													
77	F	4	Wood Block L	1													
78	F#	4	Cuica Mute	1								Cuica Mute V	1	+			
79	G	4	Cuica Open	1		Cuica Open H	1	+				Cuica Open V	1	+			
80	G#	4	Triangle Mute	1													
81	A	4	Triangle Open	1													
82	A#	4	Shaker	1													
83	B	4	Jingle Bells	1													
84	C	5	Bell Tree	1													
85	C#	5															
86	D	5															
87	D#	5															
88	E	5															
89	F	5															
90	F#	5															
91	G	5															

[Attached Chart 7]

Rhythm Voice Map
(XG DRUM KITS)

- Same as PGM#1 (Standard Kit)
- No Sound

E - Standard Number of Elements

O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

Bank Select MSB			127			127			127			127		
Bank Select LSB			0			0			0			0		
PGM# (1-128)			1			18			25			26		
Note#	Note		Standard Kit	E	O	Rock Kit 2	E	O	Electro Kit	E	O	Analog Kit	E	O
13	C#	-1	Surdo Mute	1		Surdo Mute V	1	+						
14	D	-1	Surdo Open	1		Surdo Open V	1	+						
15	D#	-1	Hi Q	1										
16	E	-1	Whip Slap	1										
17	F	-1	Scratch H	1										
18	F#	-1	Scratch L	1										
19	G	-1	Finger Snap	1										
20	G#	-1	Click Noise	1										
21	A	-1	Metronome Click	1										
22	A#	-1	Metronome Bell	1										
23	B	-1	Seq Click L	1										
24	C	0	Seq Click H	1										
25	C#	0	Brush Tap	1		Brush Tap V	1	+						
26	D	0	Brush Swirl	1		Brush Swirl V	1	+						
27	D#	0	Brush Slap	1		Brush Slap V	1	+						
28	E	0	Brush Tap Swirl	1		Brush Tap Swirl V	1	+	Reverse Cymbal	1		Reverse Cymbal	1	
29	F	0	Snare Roll	1		Snare Roll V	1	+						
30	F#	0	Castanet	1					Hi Q 2	1		Hi Q 2	1	
31	G	0	Snare Soft	1		Snare Noisy 5	1	+	Snare Snappy Electro	1		Snare Noisy 4	1	
32	G#	0	Sticks	1										
33	A	0	Kick Soft	1		Kick Tight 3	1	+	Kick 3	1		Kick Tight 2	1	
34	A#	0	Open Rim Shot	1										
35	B	0	Kick Tight	1		Kick 4	1	+	Kick Gate	1		Kick Analog Short	1	
36	C	1	Kick	1		Kick Gate 2	1	+	Kick Gate Heavy	1		Kick Analog	1	
37	C#	1	Side Stick	1								Side Stick Analog	1	
38	D	1	Snare	1		Snare Rock 2	1	+	Snare Noisy 2	1		Snare Analog	1	
39	D#	1	Hand Clap	1										
40	E	1	Snare Tight	1		Snare Rock Rim Q	1	+	Snare Noisy 3	1		Snare Analog 2	1	
41	F	1	Floor Tom L	1		Tom Rock 1 H	1	+	Tom Electro 1	1		Tom Analog 1	1	
42	F#	1	Hi-Hat Closed	1		Hi-Hat Closed 2	1	+				Hi-Hat Closed Analog	1	
43	G	1	Floor Tom H	1		Tom Rock 2 H	1	+	Tom Electro 2	1		Tom Analog 2	1	
44	G#	1	Hi-Hat Pedal	1		Hi-Hat Pedal 2	1	+				Hi-Hat Closed Analog 2	1	
45	A	1	Low Tom	1		Tom Rock 3 L Short	1	+	Tom Electro 3	1		Tom Analog 3	1	
46	A#	1	Hi-Hat Open	1		Hi-Hat Open 2	1	+				Hi-Hat Open Analog	1	
47	B	1	Mid Tom L	1		Tom Rock 4 L Short	1	+	Tom Electro 4	1		Tom Analog 4	1	
48	C	2	Mid Tom H	1		Tom Rock 5 L Short	1	+	Tom Electro 5	1		Tom Analog 5	1	
49	C#	2	Crash Cymbal 1	1								Crash Analog	1	
50	D	2	High Tom	1		Tom Rock 6 L Short	1	+	Tom Electro 6	1		Tom Analog 6	1	
51	D#	2	Ride Cymbal 1	1		Ride Cymbal 1 V	1	+						
52	E	2	Chinese Cymbal	1		Chinese Cymbal V	1	+						
53	F	2	Ride Cymbal Cup	1										
54	F#	2	Tambourine	1										
55	G	2	Splash Cymbal	1		Splash Cymbal V	1	+						
56	G#	2	Cowbell	1								Cowbell Analog	1	
57	A	2	Crash Cymbal 2	1		Crash Cymbal 2 V	1	+						
58	A#	2	Vibraslap	1										
59	B	2	Ride Cymbal 2	1		Ride Cymbal 2 V	1	+						
60	C	3	Bongo H	1		Bongo H V	1	+						
61	C#	3	Bongo L	1		Bongo L V	1	+						
62	D	3	Conga H Mute	1		Conga H Mute V	1	+				Conga Analog H	1	
63	D#	3	Conga H Open	1		Conga H Open V	1	+				Conga Analog M	1	
64	E	3	Conga L	1		Conga L V	1	+				Conga Analog L	1	
65	F	3	Timbale H	1		Timbale H V	1	+						
66	F#	3	Timbale L	1		Timbale L V	1	+						
67	G	3	Agogo H	1		Agogo H V	1	+						
68	G#	3	Agogo L	1		Agogo L V	1	+						
69	A	3	Cabasa	1										
70	A#	3	Maracas	1								Maracas 2	1	
71	B	3	Samba Whistle H	1		Samba Whistle H V	1	+						
72	C	4	Samba Whistle L	1		Samba Whistle L V	1	+						
73	C#	4	Guiro Short	1										
74	D	4	Guiro Long	1										
75	D#	4	Claves	1								Claves 2	1	
76	E	4	Wood Block H	1										
77	F	4	Wood Block L	1										
78	F#	4	Cuica Mute	1		Cuica Mute V	1	+	Scratch H 2	1		Scratch H 2	1	
79	G	4	Cuica Open	1		Cuica Open V	1	+	Scratch L 2	1		Scratch L 3	1	
80	G#	4	Triangle Mute	1										
81	A	4	Triangle Open	1										
82	A#	4	Shaker	1										
83	B	4	Jingle Bells	1										
84	C	5	Bell Tree	1										
85	C#	5												
86	D	5												
87	D#	5												
88	E	5												
89	F	5												
90	F#	5												
91	G	5												

[Attached Chart 7]

Rhythm Voice Map
(XG DRUM KITS)

- Same as PGM#1 (Standard Kit)
- No Sound

E - Standard Number of Elements

O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

Bank Select MSB			127			127			127			127		
Bank Select LSB			0			0			0			0		
PGM# (1-128)			1			27			28			29		
Note#	Note		Standard Kit	E	O	Analog Kit 2	E	O	Dance Kit	E	O	Hip Hop Kit	E	O
13	C#	-1	Surdo Mute	1		Surdo Mute V	1	+				Surdo Mute V	1	+
14	D	-1	Surdo Open	1		Surdo Open V	1	+				Surdo Open V	1	+
15	D#	-1	Hi Q	1										
16	E	-1	Whip Slap	1										
17	F	-1	Scratch H	1										
18	F#	-1	Scratch L	1										
19	G	-1	Finger Snap	1										
20	G#	-1	Click Noise	1										
21	A	-1	Metronome Click	1										
22	A#	-1	Metronome Bell	1										
23	B	-1	Seq Click L	1										
24	C	0	Seq Click H	1										
25	C#	0	Brush Tap	1		Brush Tap V	1	+				Brush Tap V	1	+
26	D	0	Brush Swirl	1		Brush Swirl V	1	+				Brush Swirl V	1	+
27	D#	0	Brush Slap	1		Brush Slap V	1	+				Brush Slap V	1	+
28	E	0	Brush Tap Swirl	1		Reverse Cymbal	1	+	Reverse Cymbal	1	+	Brush Tap Swirl V	1	+
29	F	0	Snare Roll	1		Snare Roll V	1	+				Snare Roll V	1	+
30	F#	0	Castanet	1		Hi Q 2	1	+	Hi Q 2	1	+			
31	G	0	Snare Soft	1		Snare Analog 3	1	+	Snare Techno 3	1	+	Open Rim Shot 2 Soft	1	+
32	G#	0	Sticks	1										
33	A	0	Kick Soft	1		Kick Techno Soft	1	+	Kick Techno Q	1	+	Kick Dry Soft 2	1	+
34	A#	0	Open Rim Shot	1		Open Rim Shot Dry V	1	+	Rim Gate	1	+	Open Rim Shot 2	1	+
35	B	0	Kick Tight	1		Kick Techno Tight	1	+	Kick Techno L	1	+	Kick Dim	1	+
36	C	1	Kick	1		Kick Techno	1	+	Kick Techno 2	1	+	Kick Boon	1	+
37	C#	1	Side Stick	1		Side Stick Analog	1	+	Side Stick Analog	1	+	Side Stick Dry	1	+
38	D	1	Snare	1		Snare Techno	1	+	Snare Clap	2	+	Snare Dry Mute	1	+
39	D#	1	Hand Clap	1										
40	E	1	Snare Tight	1		Snare Techno 2	1	+	Snare Dry 2	1	+	Snare White	1	+
41	F	1	Floor Tom L	1		Tom Analog 1	1	+	Tom Analog 1	1	+	Floor Tom L Short	1	+
42	F#	1	Hi-Hat Closed	1		Hi-Hat Closed Analog	1	+	Hi-Hat Closed 3	1	+	Hi-Hat Closed 2 H	1	+
43	G	1	Floor Tom H	1		Tom Analog 2	1	+	Tom Analog 2	1	+	Floor Tom H Short	1	+
44	G#	1	Hi-Hat Pedal	1		Hi-Hat Closed Analog 2	1	+	Hi-Hat Closed Analog 2	1	+	Hi-Hat Pedal 2 H	1	+
45	A	1	Low Tom	1		Tom Analog 3	1	+	Tom Analog 3	1	+	Low Tom Short	1	+
46	A#	1	Hi-Hat Open	1		Hi-Hat Open Analog	1	+	Hi-Hat Open 3	1	+	Hi-Hat Open 2 L	1	+
47	B	1	Mid Tom L	1		Tom Analog 4	1	+	Tom Analog 4	1	+	Mid Tom L Short	1	+
48	C	2	Mid Tom H	1		Tom Analog 5	1	+	Tom Analog 5	1	+	Mid Tom H Short	1	+
49	C#	2	Crash Cymbal 1	1		Crash Analog	1	+	Crash Analog	1	+	Crash Cymbal 1 V	1	+
50	D	2	High Tom	1		Tom Analog 6	1	+	Tom Analog 6	1	+	High Tom Short	1	+
51	D#	2	Ride Cymbal 1	1		Ride Cymbal 1 V	1	+				Ride Cymbal 1 V	1	+
52	E	2	Chinese Cymbal	1		Chinese Cymbal V	1	+				Chinese Cymbal V	1	+
53	F	2	Ride Cymbal Cup	1										
54	F#	2	Tambourine	1										
55	G	2	Splash Cymbal	1		Splash Cymbal V	1	+				Splash Cymbal V	1	+
56	G#	2	Cowbell	1		Cowbell Analog	1	+	Cowbell Analog	1	+			
57	A	2	Crash Cymbal 2	1		Crash Cymbal 2 V	1	+				Crash Cymbal 2 V	1	+
58	A#	2	Vibraslap	1										
59	B	2	Ride Cymbal 2	1		Ride Cymbal 2 V	1	+				Ride Cymbal 2 V	1	+
60	C	3	Bongo H	1		Bongo H V	1	+				Bongo H V	1	+
61	C#	3	Bongo L	1		Bongo L V	1	+				Bongo L V	1	+
62	D	3	Conga H Mute	1		Conga Analog H	1	+	Conga Analog H	1	+	Conga H Mute V	1	+
63	D#	3	Conga H Open	1		Conga Analog M	1	+	Conga Analog M	1	+	Conga H Open V	1	+
64	E	3	Conga L	1		Conga Analog L	1	+	Conga Analog L	1	+	Conga L V	1	+
65	F	3	Timbale H	1		Timbale H V	1	+				Timbale H V	1	+
66	F#	3	Timbale L	1		Timbale L V	1	+				Timbale L V	1	+
67	G	3	Agogo H	1		Agogo H V	1	+				Agogo H V	1	+
68	G#	3	Agogo L	1		Agogo L V	1	+				Agogo L V	1	+
69	A	3	Cabasa	1										
70	A#	3	Maracas	1		Maracas 2	1	+	Maracas 2	1	+			
71	B	3	Samba Whistle H	1		Samba Whistle H V	1	+				Samba Whistle H V	1	+
72	C	4	Samba Whistle L	1		Samba Whistle L V	1	+				Samba Whistle L V	1	+
73	C#	4	Guiro Short	1										
74	D	4	Guiro Long	1										
75	D#	4	Claves	1		Claves 2	1	+	Claves 2	1	+			
76	E	4	Wood Block H	1										
77	F	4	Wood Block L	1										
78	F#	4	Cuica Mute	1		Scratch H 2	1	+	Scratch H 2	1	+	Cuica Mute V	1	+
79	G	4	Cuica Open	1		Scratch L 3	1	+	Scratch L 3	1	+	Cuica Open V	1	+
80	G#	4	Triangle Mute	1										
81	A	4	Triangle Open	1										
82	A#	4	Shaker	1										
83	B	4	Jingle Bells	1										
84	C	5	Bell Tree	1										
85	C#	5												
86	D	5												
87	D#	5												
88	E	5												
89	F	5												
90	F#	5												
91	G	5												

[Attached Chart 7]

Rhythm Voice Map
(XG DRUM KITS)

- Same as PGM#1 (Standard Kit)
- No Sound

E - Standard Number of Elements

O - Option

Blank : XG Standard, XGLite Standard

+ : XG Option, XGLite Option

- : XG Standard, XGLite Option

Bank Select MSB			127			127			127			127			127		
Bank Select LSB			0			0			0			0			0		
PGM# (1-128)			1			30			31			32			33		
Note#	Note		Standard Kit	E	O	Jungle Kit	E	O	Apogee Kit	E	O	Perigee Kit	E	O	Jazz Kit	E	O
13	C#	-1	Surdo Mute	1		Surdo Mute V	1	+	Surdo Mute V	1	+	Surdo Mute V	1	+			
14	D	-1	Surdo Open	1		Surdo Open V	1	+	Surdo Open V	1	+	Surdo Open V	1	+			
15	D#	-1	Hi Q	1													
16	E	-1	Whip Slap	1													
17	F	-1	Scratch H	1													
18	F#	-1	Scratch L	1													
19	G	-1	Finger Snap	1													
20	G#	-1	Click Noise	1													
21	A	-1	Metronome Click	1													
22	A#	-1	Metronome Bell	1													
23	B	-1	Seq Click L	1													
24	C	0	Seq Click H	1													
25	C#	0	Brush Tap	1		Brush Tap V	1	+	Brush Tap V	1	+	Brush Tap V	1	+			
26	D	0	Brush Swirl	1		Brush Swirl V	1	+	Brush Swirl V	1	+	Brush Swirl V	1	+			
27	D#	0	Brush Slap	1		Brush Slap V	1	+	Brush Slap V	1	+	Brush Slap V	1	+			
28	E	0	Brush Tap Swirl	1		Brush Tap Swirl V	1	+	Reverse Cymbal	1	+	Reverse Cymbal	1	+			
29	F	0	Snare Roll	1		Snare Roll V	1	+									
30	F#	0	Castanet	1					Hi Q 2	1	+	Hi Q 2	1	+			
31	G	0	Snare Soft	1		Rim Gate 2	1	+	Snare Analog 4	1	+	Snare Analog 4 H	1	+			
32	G#	0	Sticks	1													
33	A	0	Kick Soft	1		Kick Cough	1	+	Kick Techno 3	1	+	Kick Techno 3	1	+			
34	A#	0	Open Rim Shot	1		Rim Gate 3	1	+	Open Rim Shot L	1	+	Open Rim Shot L	1	+			
35	B	0	Kick Tight	1		Kick Zap	1	+	Kick Techno 4	1	+	Kick Techno 4 H	1	+			
36	C	1	Kick	1		Kick Dawn	1	+	Kick Techno Tight 2	1	+	Kick Techno Tight 2 H	1	+	Kick Jazz	1	
37	C#	1	Side Stick	1		Side Stick Dry	1	+	Side Stick Analog 2	1	+	Side Stick Analog 2 H	1	+			
38	D	1	Snare	1		Snare Tin	1	+	Snare Analog 5	1	+	Snare Analog 5 H	1	+			
39	D#	1	Hand Clap	1					Clap Ambience	1	+	Clap Ambience H	1	+			
40	E	1	Snare Tight	1		Snare Can	1	+	Snare Analog 6	1	+	Snare Analog 6 H	1	+			
41	F	1	Floor Tom L	1		Floor Tom L Short	1	+	Tom Techno 1	1	+	Tom Techno 1 H	1	+	Tom Jazz 1	1	
42	F#	1	Hi-Hat Closed	1		Hi-Hat Closed 2 Soft	1	+	Hi-Hat Closed Analog 3	1	+	Hi-Hat Closed Analog 3 H	1	+			
43	G	1	Floor Tom H	1		Floor Tom H Short	1	+	Tom Techno 2	1	+	Tom Techno 2 H	1	+	Tom Jazz 2	1	
44	G#	1	Hi-Hat Pedal	1		Hi-Hat Pedal 2 Soft	1	+	Hi-Hat Closed Analog 4	1	+	Hi-Hat Closed Analog 4 H	1	+			
45	A	1	Low Tom	1		Low Tom Short	1	+	Tom Techno 3	1	+	Tom Techno 3 H	1	+	Tom Jazz 3	1	
46	A#	1	Hi-Hat Open	1		Hi-Hat Open 2 Soft	1	+	Hi-Hat Open Analog 2	1	+	Hi-Hat Open Analog 2 H	1	+			
47	B	1	Mid Tom L	1		Mid Tom L Short	1	+	Tom Techno 4	1	+	Tom Techno 4 H	1	+	Tom Jazz 4	1	
48	C	2	Mid Tom H	1		Mid Tom H Short	1	+	Tom Techno 5	1	+	Tom Techno 5 H	1	+	Tom Jazz 5	1	
49	C#	2	Crash Cymbal 1	1		Crash Cymbal 1 V	1	+	Crash Analog	1	+	Crash Analog H	1	+			
50	D	2	High Tom	1		High Tom Short	1	+	Tom Techno 6	1	+	Tom Techno 6 H	1	+	Tom Jazz 6	1	
51	D#	2	Ride Cymbal 1	1		Ride Cymbal 1 V	1	+	Ride Cymbal Analog 1	1	+	Ride Cymbal Analog 1 H	1	+			
52	E	2	Chinese Cymbal	1		Chinese Cymbal V	1	+				Chinese Cymbal H	1	+			
53	F	2	Ride Cymbal Cup	1					Ride Cymbal Cup Q	1	+	Ride Cymbal Cup H	1	+			
54	F#	2	Tambourine	1								Tambourine H	1	+			
55	G	2	Splash Cymbal	1		Splash Cymbal V	1	+	Splash Cymbal V	1	+	Splash Cymbal H	1	+			
56	G#	2	Cowbell	1					Cowbell Analog L	1	+	Cowbell Analog H	1	+			
57	A	2	Crash Cymbal 2	1		Crash Cymbal 2 V	1	+	Crash Cymbal 2 V	1	+	Crash Cymbal 2 H	1	+			
58	A#	2	Vibraslap	1													
59	B	2	Ride Cymbal 2	1		Ride Cymbal 2 V	1	+	Ride Cymbal Analog 2	1	+	Ride Cymbal Analog 2 H	1	+			
60	C	3	Bongo H	1		Bongo H V	1	+	Bongo H V	1	+	Bongo H V	1	+			
61	C#	3	Bongo L	1		Bongo L V	1	+	Bongo L V	1	+	Bongo L V	1	+			
62	D	3	Conga H Mute	1		Conga H Mute V	1	+	Conga Analog H Long	1	+	Conga Analog H Long H	1	+			
63	D#	3	Conga H Open	1		Conga H Open V	1	+	Conga Analog M Long	1	+	Conga Analog M Long H	1	+			
64	E	3	Conga L	1		Conga L V	1	+	Conga Analog L	1	+	Conga Analog L Long H	1	+			
65	F	3	Timbale H	1		Timbale H V	1	+	Timbale H V	1	+	Timbale H V	1	+			
66	F#	3	Timbale L	1		Timbale L V	1	+	Timbale L V	1	+	Timbale L V	1	+			
67	G	3	Agogo H	1		Agogo H V	1	+	Agogo H V	1	+	Agogo H V	1	+			
68	G#	3	Agogo L	1		Agogo L V	1	+	Agogo L V	1	+	Agogo L V	1	+			
69	A	3	Cabasa	1													
70	A#	3	Maracas	1					Maracas 2	1	+	Maracas 2	1	+			
71	B	3	Samba Whistle H	1		Samba Whistle H V	1	+	Samba Whistle H V	1	+	Samba Whistle H V	1	+			
72	C	4	Samba Whistle L	1		Samba Whistle L V	1	+	Samba Whistle L V	1	+	Samba Whistle L V	1	+			
73	C#	4	Guiro Short	1													
74	D	4	Guiro Long	1													
75	D#	4	Claves	1					Claves 2	1	+	Claves 2	1	+			
76	E	4	Wood Block H	1													
77	F	4	Wood Block L	1													
78	F#	4	Cuica Mute	1		Cuica Mute V	1	+	Scratch H 2	1	+	Scratch H 2	1	+			
79	G	4	Cuica Open	1		Cuica Open V	1	+	Scratch L 3	1	+	Scratch L 3	1	+			
80	G#	4	Triangle Mute	1													
81	A	4	Triangle Open	1													
82	A#	4	Shaker	1													
83	B	4	Jingle Bells	1													
84	C	5	Bell Tree	1													
85	C#	5															
86	D	5															
87	D#	5															
88	E	5															
89	F	5															
90	F#	5															
91	G	5															

Rhythm Voice Map
(XG DRUM KITS)

- Same as PGM#1 (Standard Kit)
- No Sound

E - Standard Number of Elements

O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

Bank Select MSB			127			127			127			127			127		
Bank Select LSB			0			0			0			0			0		
PGM# (1-128)			1			34			41			42			49		
Note#	Note		Standard Kit	E	O	Jazz Kit 2	E	O	Brush Kit	E	O	Brush Kit 2	E	O	Symphony Kit	E	O
13	C#	-1	Surdo Mute	1		Surdo Mute V	1	+									
14	D	-1	Surdo Open	1		Surdo Open V	1	+									
15	D#	-1	Hi Q	1													
16	E	-1	Whip Slap	1													
17	F	-1	Scratch H	1													
18	F#	-1	Scratch L	1													
19	G	-1	Finger Snap	1													
20	G#	-1	Click Noise	1													
21	A	-1	Metronome Click	1													
22	A#	-1	Metronome Bell	1													
23	B	-1	Seq Click L	1													
24	C	0	Seq Click H	1													
25	C#	0	Brush Tap	1		Brush Tap V	1	+									
26	D	0	Brush Swirl	1		Brush Swirl V	1	+									
27	D#	0	Brush Slap	1		Brush Slap V	1	+									
28	E	0	Brush Tap Swirl	1		Brush Tap Swirl V	1	+				Brush Tap Swirl L	1	+			
29	F	0	Snare Roll	1		Snare Roll V	1	+				Snare Roll V	1	+			
30	F#	0	Castanet	1								Castanet H	1	+			
31	G	0	Snare Soft	1					Brush Slap 2	1		Snare Dry Hard	1	+	Brush Slap 2	1	+
32	G#	0	Sticks	1													
33	A	0	Kick Soft	1								Kick Release	1	+	Kick Soft 2	1	
34	A#	0	Open Rim Shot	1								Open Rim Shot Dry L	1	+			
35	B	0	Kick Tight	1								Kick Cloudy H	1	+	Gran Cassa	1	
36	C	1	Kick	1		Kick Jazz L	1	+	Kick Small	1		Kick Cloudy L	1	+	Gran Cassa Mute	1	
37	C#	1	Side Stick	1								Side Stick B 2	1	+			
38	D	1	Snare	1		Snare H	1	+	Brush Slap 3	1		Brush Slap 3 Q	1	+	Band Snare	1	
39	D#	1	Hand Clap	1													
40	E	1	Snare Tight	1		Snare Tight L	1	+	Brush Tap 2	1		Brush Snare Loud	1	+	Band Snare 2	1	
41	F	1	Floor Tom L	1		Tom Jazz 7	1	+	Tom Brush 1	1		Tom Brush 7	1	+	Tom Jazz 1	1	
42	F#	1	Hi-Hat Closed	1		Hi-Hat Closed L	1	+				Hi-Hat Closed 4	1	+			
43	G	1	Floor Tom H	1		Tom Jazz 8	1	+	Tom Brush 2	1		Tom Brush 8	1	+	Tom Jazz 2	1	
44	G#	1	Hi-Hat Pedal	1		Hi-Hat Pedal L	1	+				Hi-Hat Pedal 4	1	+			
45	A	1	Low Tom	1		Tom Jazz 9	1	+	Tom Brush 3	1		Tom Brush 9	1	+	Tom Jazz 3	1	
46	A#	1	Hi-Hat Open	1		Hi-Hat Open L	1	+				Hi-Hat Open 4	1	+			
47	B	1	Mid Tom L	1		Tom Jazz 10	1	+	Tom Brush 4	1		Tom Brush 10	1	+	Tom Jazz 4	1	
48	C	2	Mid Tom H	1		Tom Jazz 11	1	+	Tom Brush 5	1		Tom Brush 11	1	+	Tom Jazz 5	1	
49	C#	2	Crash Cymbal 1	1								Crash Cymbal 4	1	+	Hand Cymbal	1	
50	D	2	High Tom	1		Tom Jazz 12	1	+	Tom Brush 6	1		Tom Brush 12	1	+	Tom Jazz 6	1	
51	D#	2	Ride Cymbal 1	1		Ride Cymbal 1 V	1	+				Ride Cymbal 1 H	1	+	Hand Cymbal Short	1	
52	E	2	Chinese Cymbal	1		Chinese Cymbal V	1	+									
53	F	2	Ride Cymbal Cup	1		Ride Cymbal Cup L	1	+				Ride Cymbal Cup 6	1	+			
54	F#	2	Tambourine	1													
55	G	2	Splash Cymbal	1		Splash Cymbal V	1	+				Splash Cymbal V	1	+			
56	G#	2	Cowbell	1								Cowbell 2	1	+			
57	A	2	Crash Cymbal 2	1		Crash Cymbal 2 V	1	+							Hand Cymbal 2	1	
58	A#	2	Vibraslap	1													
59	B	2	Ride Cymbal 2	1		Ride Cymbal 2 V	1	+				Ride Cymbal 6	1	+	Hand Cymbal 2 Short	1	
60	C	3	Bongo H	1		Bongo H V	1	+									
61	C#	3	Bongo L	1		Bongo L V	1	+									
62	D	3	Conga H Mute	1		Conga H Mute V	1	+				Conga H Mute V	1	+			
63	D#	3	Conga H Open	1		Conga H Open V	1	+				Conga H Open V	1	+			
64	E	3	Conga L	1		Conga L V	1	+				Conga L 2	1	+			
65	F	3	Timbale H	1		Timbale H V	1	+									
66	F#	3	Timbale L	1		Timbale L V	1	+									
67	G	3	Agogo H	1		Agogo H V	1	+									
68	G#	3	Agogo L	1		Agogo L V	1	+									
69	A	3	Cabasa	1													
70	A#	3	Maracas	1								Maracas Q	1	+			
71	B	3	Samba Whistle H	1		Samba Whistle H V	1	+									
72	C	4	Samba Whistle L	1		Samba Whistle L V	1	+									
73	C#	4	Guiro Short	1													
74	D	4	Guiro Long	1													
75	D#	4	Claves	1													
76	E	4	Wood Block H	1													
77	F	4	Wood Block L	1													
78	F#	4	Cuica Mute	1		Cuica Mute V	1	+									
79	G	4	Cuica Open	1		Cuica Open V	1	+				Cuica Open H	1	+			
80	G#	4	Triangle Mute	1													
81	A	4	Triangle Open	1													
82	A#	4	Shaker	1													
83	B	4	Jingle Bells	1													
84	C	5	Bell Tree	1													
85	C#	5															
86	D	5															
87	D#	5															
88	E	5															
89	F	5															
90	F#	5															
91	G	5															

[Attached Chart 7]

Rhythm Voice Map
(XG DRUM KITS)

- Same as PGM#1 (Standard Kit)
- No Sound

E - Standard Number of Elements

O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

Bank Select MSB			127			127			127			127		
Bank Select LSB			0			0			0			0		
PGM# (1-128)			1			57			58			65		
Note#	Note		Standard Kit	E	O	Natural Kit	E	O +	Natural Funk Kit	E	O +	Tramp Kit	E	O +
13	C#	-1	Surdo Mute	1										
14	D	-1	Surdo Open	1										
15	D#	-1	Hi Q	1										
16	E	-1	Whip Slap	1										
17	F	-1	Scratch H	1										
18	F#	-1	Scratch L	1										
19	G	-1	Finger Snap	1										
20	G#	-1	Click Noise	1										
21	A	-1	Metronome Click	1										
22	A#	-1	Metronome Bell	1										
23	B	-1	Seq Click L	1										
24	C	0	Seq Click H	1										
25	C#	0	Brush Tap	1		Brush Tap Natural	1	+	Brush Tap Natural	1	+	Brush Tap V	1	+
26	D	0	Brush Swirl	1		Brush Swirl Natural L	1	+	Brush Swirl Natural L	1	+	Brush Swirl V	1	+
27	D#	0	Brush Slap	1		Brush Slap Natural	1	+	Brush Slap Natural	1	+	Brush Slap V	1	+
28	E	0	Brush Tap Swirl	1		Brush Swirl Natural H	1	+	Brush Swirl Natural H	1	+	Reverse Cymbal	1	+
29	F	0	Snare Roll	1		Snare Roll Natural	1	+	Snare Roll Natural	1	+	Snare Roll V	1	+
30	F#	0	Castanet	1								Hi Q 2	1	+
31	G	0	Snare Soft	1		Snare Natural L	1	+	Snare Natural Funk L	1	+	Snare Techno 3 Q	1	+
32	G#	0	Sticks	1								Sticks Q	1	+
33	A	0	Kick Soft	1		Kick Soft Natural	1	+	Kick Soft Natural	1	+	Kick Techno Q 2	1	+
34	A#	0	Open Rim Shot	1		Open Rim Natural	1	+	Open Rim Natural	1	+	Rim Gate Lo-Fi	1	+
35	B	0	Kick Tight	1		Kick Light Natural	1	+	Kick Std Natural Funk	1	+	Kick Techno L Q	1	+
36	C	1	Kick	1		Kick Std Natural	1	+	Kick Natural Funk	1	+	Kick Techno 2 Gate	1	+
37	C#	1	Side Stick	1		Side Stick Natural	1	+	Side Stick Natural	1	+	Side Stick Analog Q	1	+
38	D	1	Snare	1		Snare Natural M	1	+	Snare Natural Funk M	1	+	Snare Clap	2	+
39	D#	1	Hand Clap	1								Hand Clap Dark	1	+
40	E	1	Snare Tight	1		Snare Natural H	1	+	Snare Natural Funk H	1	+	Snare Dry 2 Gate	1	+
41	F	1	Floor Tom L	1		Floor Tom Natural L	1	+	Floor Tom Natural L	1	+	Tom Analog 7	1	+
42	F#	1	Hi-Hat Closed	1		Hi-Hat Closed Natural	1	+	Hi-Hat Closed Natural	1	+	Hi-Hat Closed 3 Dark	1	+
43	G	1	Floor Tom H	1		Floor Tom Natural H	1	+	Floor Tom Natural H	1	+	Tom Analog 8	1	+
44	G#	1	Hi-Hat Pedal	1		Hi-Hat Pedal Natural	1	+	Hi-Hat Pedal Natural	1	+	Hi-Hat Closed Analog 2 L	1	+
45	A	1	Low Tom	1		Low Tom Natural	1	+	Low Tom Natural	1	+	Tom Analog 9	1	+
46	A#	1	Hi-Hat Open	1		Hi-Hat Open Natural	1	+	Hi-Hat Open Natural	1	+	Hi-Hat Open 3 Dark	1	+
47	B	1	Mid Tom L	1		Mid Tom Natural L	1	+	Mid Tom Natural L	1	+	Tom Analog 10	1	+
48	C	2	Mid Tom H	1		Mid Tom Natural H	1	+	Mid Tom Natural H	1	+	Tom Analog 11	1	+
49	C#	2	Crash Cymbal 1	1		Crash Cymbal Natural 1	1	+	Crash Cymbal Natural 1	1	+	Crash Analog Dark	1	+
50	D	2	High Tom	1		High Tom Natural	1	+	High Tom Natural	1	+	Tom Analog 12	1	+
51	D#	2	Ride Cymbal 1	1		Ride Cymbal Natural 1	1	+	Ride Cymbal Natural 1	1	+	Ride Cymbal 1 Dark	1	+
52	E	2	Chinese Cymbal	1		Chinese Cymbal Natural	1	+	Chinese Cymbal Natural	1	+	Chinese Cymbal L	1	+
53	F	2	Ride Cymbal Cup	1		Ride Cymbal Cup Natural	1	+	Ride Cymbal Cup Natural	1	+	Ride Cymbal Cup Dark	1	+
54	F#	2	Tambourine	1								Tambourine Dark	1	+
55	G	2	Splash Cymbal	1		Splash Cymbal Natural	1	+	Splash Cymbal Natural	1	+	Splash Cymbal L Q	1	+
56	G#	2	Cowbell	1								Cowbell Analog Q	1	+
57	A	2	Crash Cymbal 2	1		Crash Cymbal Natural 2	1	+	Crash Cymbal Natural 2	1	+	Crash Cymbal 2 Q	1	+
58	A#	2	Vibraslap	1										
59	B	2	Ride Cymbal 2	1		Ride Cymbal Natural 2	1	+	Ride Cymbal Natural 2	1	+	Ride Cymbal 2 D	1	+
60	C	3	Bongo H	1								Bongo H V	1	+
61	C#	3	Bongo L	1								Bongo L V	1	+
62	D	3	Conga H Mute	1								Conga Analog H Long	1	+
63	D#	3	Conga H Open	1								Conga Analog M Long	1	+
64	E	3	Conga L	1								Conga Analog L Long	1	+
65	F	3	Timbale H	1								Timbale H V	1	+
66	F#	3	Timbale L	1								Timbale L V	1	+
67	G	3	Agogo H	1								Agogo H V	1	+
68	G#	3	Agogo L	1								Agogo L V	1	+
69	A	3	Cabasa	1										
70	A#	3	Maracas	1								Maracas 2	1	+
71	B	3	Samba Whistle H	1								Samba Whistle H V	1	+
72	C	4	Samba Whistle L	1								Samba Whistle L V	1	+
73	C#	4	Guiro Short	1										
74	D	4	Guiro Long	1										
75	D#	4	Claves	1										
76	E	4	Wood Block H	1										
77	F	4	Wood Block L	1										
78	F#	4	Cuica Mute	1								Scratch H 2	1	+
79	G	4	Cuica Open	1								Scratch L 3	1	+
80	G#	4	Triangle Mute	1										
81	A	4	Triangle Open	1										
82	A#	4	Shaker	1										
83	B	4	Jingle Bells	1										
84	C	5	Bell Tree	1										
85	C#	5												
86	D	5												
87	D#	5												
88	E	5												
89	F	5												
90	F#	5												
91	G	5												

[Attached Chart 7]

Rhythm Voice Map
(XG DRUM KITS)

- Same as PGM#1 (Standard Kit)
- No Sound

E - Standard Number of Elements

O - Option

Blank : XG Standard, XGLite Standard

+ : XG Option, XGLite Option

- : XG Standard, XGLite Option

Bank Select MSB			127			127			127			127			127		
Bank Select LSB			0			0			0			0			0		
PGM# (1-128)			1			66			67			81			82		
Note#	Note		Standard Kit	E	O	Amber Kit	E	O	Coffin Kit	E	O	Live! Standard Kit	E	O	Live! Funk Kit	E	O
13	C#	-1	Surdo Mute	1		Surdo Mute V	1	+	Surdo Mute V	1	+						
14	D	-1	Surdo Open	1		Surdo Open V	1	+	Surdo Open V	1	+						
15	D#	-1	Hi Q	1													
16	E	-1	Whip Slap	1													
17	F	-1	Scratch H	1													
18	F#	-1	Scratch L	1													
19	G	-1	Finger Snap	1													
20	G#	-1	Click Noise	1													
21	A	-1	Metronome Click	1													
22	A#	-1	Metronome Bell	1													
23	B	-1	Seq Click L	1													
24	C	0	Seq Click H	1													
25	C#	0	Brush Tap	1		Brush Tap V	1	+	Brush Tap V	1	+	Brush Tap	2	+	Brush Tap	2	+
26	D	0	Brush Swirl	1		Brush Swirl V	1	+	Brush Swirl V	1	+	Brush Swirl L	2	+	Brush Swirl L	2	+
27	D#	0	Brush Slap	1		Brush Slap V	1	+	Brush Slap V	1	+	Brush Slap	2	+	Brush Slap	2	+
28	E	0	Brush Tap Swirl	1		Brush Tap Swirl L	1	+	Brush Tap Swirl L	1	+	Brush Swirl H	2	+	Brush Swirl H	2	+
29	F	0	Snare Roll	1		Snare Roll V	1	+	Snare Roll V	1	+	Snare Roll	2	+	Snare Roll	2	+
30	F#	0	Castanet	1													
31	G	0	Snare Soft	1		Open Rim Shot 3 Soft	1	+	Rim Gate 4	1	+	Snare L	2	+	Snare Funk L	2	+
32	G#	0	Sticks	1		Sticks Q	1	+	Sticks Q	1	+						
33	A	0	Kick Soft	1		KickDrySoft3	1	+	Kick Cough L	1	+	Kick Soft	2	+	Kick Soft	2	+
34	A#	0	Open Rim Shot	1		Open Rim Shot Dry	1	+	Rim Gate 5	1	+	Open Rim	2	+	Open Rim	2	+
35	B	0	Kick Tight	1		Kick Comp 1 L	1	+	Kick Comp 2 L	1	+	Kick Light	2	+	Kick Std	2	+
36	C	1	Kick	1		Kick Comp 1 H	1	+	Kick Comp 2 H	1	+	Kick Std	2	+	Kick Funk	2	+
37	C#	1	Side Stick	1		Side Stick Dry L	1	+	Side Stick Dry L	1	+	Side Stick	2	+	Side Stick	2	+
38	D	1	Snare	1		Snare Dry Mute L	1	+	Snare Tin L	1	+	Snare M	2	+	Snare Funk M	2	+
39	D#	1	Hand Clap	1		Hand Clap Dark	1	+	Hand Clap Dark	1	+						
40	E	1	Snare Tight	1		Hip Snare Long	1	+	Snare Can L	1	+	Snare H	2	+	Snare Funk H	2	+
41	F	1	Floor Tom L	1		Floor Tom Tech L	1	+	Floor Tom Tech L	1	+	Floor Tom L	2	+	Floor Tom L	2	+
42	F#	1	Hi-Hat Closed	1		Hi-Hat Closed Tech	1	+	Hi-Hat Closed Tech	1	+	Hi-Hat Closed	2	+	Hi-Hat Closed	2	+
43	G	1	Floor Tom H	1		Floor Tom Tech H	1	+	Floor Tom Tech H	1	+	Floor Tom H	2	+	Floor Tom H	2	+
44	G#	1	Hi-Hat Pedal	1		Hi-Hat Pedal Tech	1	+	Hi-Hat Pedal Tech	1	+	Hi-Hat Pedal	2	+	Hi-Hat Pedal	2	+
45	A	1	Low Tom	1		Low Tom Tech	1	+	Low Tom Tech	1	+	Low Tom	2	+	Low Tom	2	+
46	A#	1	Hi-Hat Open	1		Hi-Hat Open 3 Dark	1	+	Hi-Hat Open 3 Dark	1	+	Hi-Hat Open	2	+	Hi-Hat Open	2	+
47	B	1	Mid Tom L	1		Mid Tom Tech L	1	+	Mid Tom Tech L	1	+	Mid Tom L	2	+	Mid Tom L	2	+
48	C	2	Mid Tom H	1		Mid Tom Tech H	1	+	Mid Tom Tech H	1	+	Mid Tom H	2	+	Mid Tom H	2	+
49	C#	2	Crash Cymbal 1	1		Crash Cymbal Dark	1	+	Crash Cymbal Dark 2	1	+	Crash Cymbal 1	2	+	Crash Cymbal 1	2	+
50	D	2	High Tom	1		High Tom Tech	1	+	High Tom Tech	1	+	High Tom	2	+	High Tom	2	+
51	D#	2	Ride Cymbal 1	1		Ride Cymbal 1 Dark	1	+	Ride Cymbal Hard 2	1	+	Ride Cymbal 1	2	+	Ride Cymbal 1	2	+
52	E	2	Chinese Cymbal	1		Chinese Cymbal H2	1	+	Chinese Cymbal Q	1	+	Chinese Cymbal	2	+	Chinese Cymbal	2	+
53	F	2	Ride Cymbal Cup	1		Ride Cymbal Cup Dark	1	+	Ride Cymbal Cup 5	1	+	Ride Cymbal Cup	2	+	Ride Cymbal Cup	2	+
54	F#	2	Tambourine	1		Tambourine Dark	1	+	Tambourine Dark	1	+						
55	G	2	Splash Cymbal	1		Splash Cymbal L Q	1	+	Tech Splash Cymbal	1	+	Splash Cymbal	2	+	Splash Cymbal	2	+
56	G#	2	Cowbell	1		Cowbell Lo-Fi	1	+	Cowbell Lo-Fi	1	+						
57	A	2	Crash Cymbal 2	1		Crash Cymbal 2 Q	1	+	Crash Cymbal 2 Q	1	+	Crash Cymbal 2	2	+	Crash Cymbal 2	2	+
58	A#	2	Vibraslap	1													
59	B	2	Ride Cymbal 2	1		Ride Cymbal 2 V	1	+	Ride Cymbal 5	1	+	Ride Cymbal 2	2	+	Ride Cymbal 2	2	+
60	C	3	Bongo H	1		Bongo H V	1	+	Bongo H V	1	+						
61	C#	3	Bongo L	1		Bongo L V	1	+	Bongo L V	1	+						
62	D	3	Conga H Mute	1		Conga H Mute V	1	+	Conga H Mute V	1	+						
63	D#	3	Conga H Open	1		Conga H Open V	1	+	Conga H Open V	1	+						
64	E	3	Conga L	1		Conga L 2	1	+	Conga L 2	1	+						
65	F	3	Timbale H	1		Timbale H V	1	+	Timbale H V	1	+						
66	F#	3	Timbale L	1		Timbale L V	1	+	Timbale L V	1	+						
67	G	3	Agogo H	1		Agogo H V	1	+	Agogo H V	1	+						
68	G#	3	Agogo L	1		Agogo L V	1	+	Agogo L V	1	+						
69	A	3	Cabasa	1													
70	A#	3	Maracas	1		Maracas Q	1	+	Maracas Q	1	+						
71	B	3	Samba Whistle H	1		Samba Whistle H V	1	+	Samba Whistle H V	1	+						
72	C	4	Samba Whistle L	1		Samba Whistle L V	1	+	Samba Whistle L V	1	+						
73	C#	4	Guiro Short	1													
74	D	4	Guiro Long	1													
75	D#	4	Claves	1													
76	E	4	Wood Block H	1													
77	F	4	Wood Block L	1													
78	F#	4	Cuica Mute	1													
79	G	4	Cuica Open	1		Cuica Open H	1	+	Cuica Open H	1	+						
80	G#	4	Triangle Mute	1													
81	A	4	Triangle Open	1													
82	A#	4	Shaker	1													
83	B	4	Jingle Bells	1													
84	C	5	Bell Tree	1													
85	C#	5															
86	D	5															
87	D#	5															
88	E	5															
89	F	5															
90	F#	5															
91	G	5															

[Attached Chart 7]

Rhythm Voice Map
(XG DRUM KITS)

- Same as PGM#1 (Standard Kit)
- No Sound

E - Standard Number of Elements

O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

Bank Select MSB			127			127			127		
Bank Select LSB			0			0			0		
PGM# (1-128)			1			83			84		
Note#	Note		Standard Kit	E	O	Live! Brush Kit	E	O	Live! Standard + Percussion Kit	E	O
13	C#	-1	Surdo Mute	1							
14	D	-1	Surdo Open	1							
15	D#	-1	Hi Q	1							
16	E	-1	Whip Slap	1							
17	F	-1	Scratch H	1							
18	F#	-1	Scratch L	1							
19	G	-1	Finger Snap	1							
20	G#	-1	Click Noise	1							
21	A	-1	Metronome Click	1							
22	A#	-1	Metronome Bell	1							
23	B	-1	Seq Click L	1							
24	C	0	Seq Click H	1							
25	C#	0	Brush Tap	1		Brush Tap	2	+	Brush Tap Stereo	2	+
26	D	0	Brush Swirl	1		Brush Swirl L	2	+	Brush Swirl Stereo	2	+
27	D#	0	Brush Slap	1		Brush Slap	2	+	Brush Slap Stereo	2	+
28	E	0	Brush Tap Swirl	1		Brush Swirl H	2	+	Brush Tap Swirl Stereo	2	+
29	F	0	Snare Roll	1		Snare Roll	2	+	Snare Roll Stereo	2	+
30	F#	0	Castanet	1							
31	G	0	Snare Soft	1		Brush Slap 2	2	+	Snare L Stereo	2	+
32	G#	0	Sticks	1							
33	A	0	Kick Soft	1		Kick Soft	2	+	Kick Soft Stereo	2	+
34	A#	0	Open Rim Shot	1		Open Rim	2	+	Open Rim Shot Stereo	2	+
35	B	0	Kick Tight	1		Kick Std	2	+	Kick Light Stereo	2	+
36	C	1	Kick	1		Kick Funk	2	+	Kick Std Stereo	2	+
37	C#	1	Side Stick	1		Side Stick	2	+	Side Stick Stereo	2	+
38	D	1	Snare	1		Snare Brush M	2	+	Snare M Stereo	2	+
39	D#	1	Hand Clap	1					Hand Clap Stereo	2	+
40	E	1	Snare Tight	1		Snare Brush H	2	+	Snare H Stereo	2	+
41	F	1	Floor Tom L	1		Brush Floor Tom L	2	+	Floor Tom L Stereo	2	+
42	F#	1	Hi-Hat Closed	1		Hi-Hat Closed	2	+	Hi-Hat Closed Stereo	2	+
43	G	1	Floor Tom H	1		Brush Floor Tom H	2	+	Floor Tom H Stereo	2	+
44	G#	1	Hi-Hat Pedal	1		Hi-Hat Pedal	2	+	Hi-Hat Pedal Stereo	2	+
45	A	1	Low Tom	1		Brush Low Tom	2	+	Low Tom Stereo	2	+
46	A#	1	Hi-Hat Open	1		Hi-Hat Open	2	+	Hi-Hat Open Stereo	2	+
47	B	1	Mid Tom L	1		Brush Mid Tom L	2	+	Mid Tom L Stereo	2	+
48	C	2	Mid Tom H	1		Brush Mid Tom H	2	+	Mid Tom H Stereo	2	+
49	C#	2	Crash Cymbal 1	1		Brush Crash Cymbal 1	2	+	Crash Cymbal 1 Stereo	2	+
50	D	2	High Tom	1		Brush High Tom	2	+	High Tom Stereo	2	+
51	D#	2	Ride Cymbal 1	1		Brush Ride Cymbal 1	2	+	Ride Cymbal 1 Stereo	2	+
52	E	2	Chinese Cymbal	1		Chinese Cymbal	2	+	Chinese Cymbal Stereo	2	+
53	F	2	Ride Cymbal Cup	1		Brush Ride Cymbal Cup	2	+	Ride Cymbal Cup Stereo	2	+
54	F#	2	Tambourine	1					Tambourine Stereo	2	+
55	G	2	Splash Cymbal	1		Splash Cymbal	2	+	Splash Cymbal Stereo	2	+
56	G#	2	Cowbell	1					Cowbell Stereo	2	+
57	A	2	Crash Cymbal 2	1		Brush Crash Cymbal 2	2	+	Crash Cymbal 2 Stereo	2	+
58	A#	2	Vibraslap	1							
59	B	2	Ride Cymbal 2	1		Brush Ride Cymbal 2	2	+	Ride Cymbal 2 Stereo	2	+
60	C	3	Bongo H	1					Bongo H Stereo	2	+
61	C#	3	Bongo L	1					Bongo L Srereo	2	+
62	D	3	Conga H Mute	1					Conga H Mute Stereo	2	+
63	D#	3	Conga H Open	1					Conga H Open Stereo	2	+
64	E	3	Conga L	1					Conga L Stereo	2	+
65	F	3	Timbale H	1					Timbale H Stereo	2	+
66	F#	3	Timbale L	1					Timbale L Stereo	2	+
67	G	3	Agogo H	1							
68	G#	3	Agogo L	1							
69	A	3	Cabasa	1					Cabasa Stereo	2	+
70	A#	3	Maracas	1					Maracas Stereo	2	+
71	B	3	Samba Whistle H	1							
72	C	4	Samba Whistle L	1							
73	C#	4	Guiro Short	1					Guiro Short Stereo	2	+
74	D	4	Guiro Long	1					Guiro Long Stereo	2	+
75	D#	4	Claves	1							
76	E	4	Wood Block H	1							
77	F	4	Wood Block L	1							
78	F#	4	Cuica Mute	1					Cuica Mute Stereo	2	+
79	G	4	Cuica Open	1					Cuica Open Stereo	2	+
80	G#	4	Triangle Mute	1					Triangle Mute Stereo	2	+
81	A	4	Triangle Open	1					Triangle Open Stereo	2	+
82	A#	4	Shaker	1					Shaker Stereo	2	+
83	B	4	Jingle Bells	1							
84	C	5	Bell Tree	1					Wind Chime Stereo	2	+
85	C#	5									
86	D	5									
87	D#	5									
88	E	5									
89	F	5									
90	F#	5									
91	G	5									

[Attached Chart 7]

Rhythm Voice Map
(XG DRUM KITS)

- Same as PGM#1 (Standard Kit)
- No Sound

E - Standard Number of Elements

O - Option
Blank : XG Standard, XGLite Standard
+ : XG Option, XGLite Option
- : XG Standard, XGLite Option

Bank Select MSB			127			127			127		
Bank Select LSB			0			0			0		
PGM# (1-128)			1			85			86		
Note#	Note		Standard Kit	E	O	Live! Funk + Percussion Kit	E	O	Live! Brush + Percussion Kit	E	O
13	C#	-1	Surdo Mute	1							
14	D	-1	Surdo Open	1							
15	D#	-1	Hi Q	1							
16	E	-1	Whip Slap	1							
17	F	-1	Scratch H	1							
18	F#	-1	Scratch L	1							
19	G	-1	Finger Snap	1							
20	G#	-1	Click Noise	1							
21	A	-1	Metronome Click	1							
22	A#	-1	Metronome Bell	1							
23	B	-1	Seq Click L	1							
24	C	0	Seq Click H	1							
25	C#	0	Brush Tap	1		Brush Tap Stereo	2	+	Brush Tap Stereo	2	+
26	D	0	Brush Swirl	1		Brush Swirl Stereo	2	+	Brush Swirl Stereo	2	+
27	D#	0	Brush Slap	1		Brush Slap Stereo	2	+	Brush Slap Stereo	2	+
28	E	0	Brush Tap Swirl	1		Brush Tap Swirl Stereo	2	+	Brush Tap Swirl Stereo	2	+
29	F	0	Snare Roll	1		Snare Roll Stereo	2	+	Snare Roll Stereo	2	+
30	F#	0	Castanet	1							
31	G	0	Snare Soft	1		Snare L Stereo	2	+	Brush Slap 2 Stereo	2	+
32	G#	0	Sticks	1							
33	A	0	Kick Soft	1		Kick Soft Stereo	2	+	Kick Soft Stereo	2	+
34	A#	0	Open Rim Shot	1		Open Rim Shot Stereo	2	+	Open Rim Shot Stereo	2	+
35	B	0	Kick Tight	1		Kick Std Stereo	2	+	Kick Std Stereo	2	+
36	C	1	Kick	1		Kick Funk Stereo	2	+	Kick Funk Stereo	2	+
37	C#	1	Side Stick	1		Side Stick Stereo	2	+	Side Stick Stereo	2	+
38	D	1	Snare	1		Snare Funk M Stereo	2	+	Snare Brush M Stereo	2	+
39	D#	1	Hand Clap	1		Hand Clap Stereo	2	+	Hand Clap Stereo	2	+
40	E	1	Snare Tight	1		Snare Funk H Stereo	2	+	Snare Brush H Stereo	2	+
41	F	1	Floor Tom L	1		Floor Tom L Stereo	2	+	Brush Floor Tom L Stereo	2	+
42	F#	1	Hi-Hat Closed	1		Hi-Hat Closed Stereo	2	+	Hi-Hat Closed Stereo	2	+
43	G	1	Floor Tom H	1		Floor Tom H Stereo	2	+	Brush Floor Tom H Stereo	2	+
44	G#	1	Hi-Hat Pedal	1		Hi-Hat Pedal Stereo	2	+	Hi-Hat Pedal Stereo	2	+
45	A	1	Low Tom	1		Low Tom Stereo	2	+	Brush Low Tom Stereo	2	+
46	A#	1	Hi-Hat Open	1		Hi-Hat Open Stereo	2	+	Hi-Hat Open Stereo	2	+
47	B	1	Mid Tom L	1		Mid Tom L Stereo	2	+	Brush Mid Tom L Stereo	2	+
48	C	2	Mid Tom H	1		Mid Tom H Stereo	2	+	Brush Mid Tom H Stereo	2	+
49	C#	2	Crash Cymbal 1	1		Crash Cymbal 1 Stereo	2	+	Brush Crash Cymbal 1 Stereo	2	+
50	D	2	High Tom	1		High Tom Stereo	2	+	Brush High Tom Stereo	2	+
51	D#	2	Ride Cymbal 1	1		Ride Cymbal 1 Stereo	2	+	Brush Ride Cymbal 1 Stereo	2	+
52	E	2	Chinese Cymbal	1		Chinese Cymbal Stereo	2	+	Chinese Cymbal Stereo	2	+
53	F	2	Ride Cymbal Cup	1		Ride Cymbal Cup Stereo	2	+	Brush Ride Cymbal Cup Stereo	2	+
54	F#	2	Tambourine	1		Tambourine Stereo	2	+	Tambourine Stereo	2	+
55	G	2	Splash Cymbal	1		Splash Cymbal Stereo	2	+	Splash Cymbal Stereo	2	+
56	G#	2	Cowbell	1		Cowbell Stereo	2	+	Cowbell Stereo	2	+
57	A	2	Crash Cymbal 2	1		Crash Cymbal 2 Stereo	2	+	Brush Crash Cymbal 2 Stereo	2	+
58	A#	2	Vibraslap	1							
59	B	2	Ride Cymbal 2	1		Ride Cymbal 2 Stereo	2	+	Brush Ride Cymbal 2 Stereo	2	+
60	C	3	Bongo H	1		Bongo H Stereo	2	+	Bongo H Stereo	2	+
61	C#	3	Bongo L	1		Bongo L Srereo	2	+	Bongo L Srereo	2	+
62	D	3	Conga H Mute	1		Conga H Mute Stereo	2	+	Conga H Mute Stereo	2	+
63	D#	3	Conga H Open	1		Conga H Open Stereo	2	+	Conga H Open Stereo	2	+
64	E	3	Conga L	1		Conga L Stereo	2	+	Conga L Stereo	2	+
65	F	3	Timbale H	1		Timbale H Stereo	2	+	Timbale H Stereo	2	+
66	F#	3	Timbale L	1		Timbale L Stereo	2	+	Timbale L Stereo	2	+
67	G	3	Agogo H	1							
68	G#	3	Agogo L	1							
69	A	3	Cabasa	1		Cabasa Stereo	2	+	Cabasa Stereo	2	+
70	A#	3	Maracas	1		Maracas Stereo	2	+	Maracas Stereo	2	+
71	B	3	Samba Whistle H	1							
72	C	4	Samba Whistle L	1							
73	C#	4	Guiro Short	1		Guiro Short Stereo	2	+	Guiro Short Stereo	2	+
74	D	4	Guiro Long	1		Guiro Long Stereo	2	+	Guiro Long Stereo	2	+
75	D#	4	Claves	1							
76	E	4	Wood Block H	1							
77	F	4	Wood Block L	1							
78	F#	4	Cuica Mute	1		Cuica Mute Stereo	2	+	Cuica Mute Stereo	2	+
79	G	4	Cuica Open	1		Cuica Open Stereo	2	+	Cuica Open Stereo	2	+
80	G#	4	Triangle Mute	1		Triangle Mute Stereo	2	+	Triangle Mute Stereo	2	+
81	A	4	Triangle Open	1		Triangle Open Stereo	2	+	Triangle Open Stereo	2	+
82	A#	4	Shaker	1		Shaker Stereo	2	+	Shaker Stereo	2	+
83	B	4	Jingle Bells	1							
84	C	5	Bell Tree	1		Wind Chime Stereo	2	+	Wind Chime Stereo	2	+
85	C#	5									
86	D	5									
87	D#	5									
88	E	5									
89	F	5									
90	F#	5									
91	G	5									

[Attached Chart 7]

Rhythm Voice Map
(XG SFX KITS)

- No Sound
E - Standard Number of Elements
O - Option
Blank: XG Standard, XGLite Standard
+: XG Option, XGLite Option
- : XG Standard, XGLite Option

Bank Select MSB		126			126			126			126		
Bank Select LSB		0			0			0			0		
PGM# (1-128)		1			2			17			18		
Note#	Note	SFX Kit 1	E	O	SFX Kit 2	E	O	Techno Kit K/S	E	O	Techno Kit Hi	E	O
13	C# -1												
14	D -1												
15	D# -1												
16	E -1												
17	F -1												
18	F# -1												
19	G -1												
20	G# -1												
21	A -1												
22	A# -1												
23	B -1												
24	C 0												
25	C# 0												
26	D 0												
27	D# 0												
28	E 0	Insects	2	+									
29	F 0	Bacteria	2	+									
30	F# 0												
31	G 0												
32	G# 0												
33	A 0												
34	A# 0												
35	B 0												
36	C 1	Cutting Noise	1		Phone Call	1		Heavy Techno Kick 1	1	+	Hyper Tom H 1	1	+
37	C# 1	Cutting Noise 2	2		Door Squeak	1		Heavy Techno Kick 2	1	+	Asian Tom H	1	+
38	D 1	Distorted Cutting Noise	2	+	Door Slam	1		Psychedelic Kick	1	+	Lo-Fi Tom H	1	+
39	D# 1	String Slap	1		Scratch Cut	1		Gate Tekno Kick	1	+	Hyper Tom H 2	1	+
40	E 1	Bass Slide	2	+	Scratch H 3	2		Rap Kick	1	+	Flanged Tom H	1	+
41	F 1	Pick Scrape	1	+	Wind Chime	1		Heavy Techno Kick 3	1	+	Minimal Tom H	1	+
42	F# 1				Telephone Ring 2	1		Heavy Techno Kick 4	1	+	Vox Drum H	1	+
43	G 1				Another Scratch	2	+	Future Kick	1	+	Android Walk 1 H	1	+
44	G# 1				Turn Table	4	+	Asian Kick	1	+	Android Walk 2 H	1	+
45	A 1							Imbalance Kick	1	+	Electro Blip H	1	+
46	A# 1							Justice Kick	1	+	Wood Percussions H	1	+
47	B 1							Minimal Kick	1	+	Wood Door Open H	1	+
48	C 2										Reso Noise Burst H	1	+
49	C# 2										LFO Metal Attack H	1	+
50	D 2										Steel Conga H	1	+
51	D# 2										Rate Down Snare H	1	+
52	E 2	Flute Key Click	1		Car Engine Ignition	1		Radio Snare	1	+	Pop Ambient H	1	+
53	F 2				Car Tires Squeal	1		Cold Dry Snare 1	1	+	Tunnel Ambient H	1	+
54	F# 2				Car Passing	1		Slap Snare	1	+	Vibraslap H	1	+
55	G 2				Car Crash	1		Cold Dry Snare 2	1	+	Gun Shot Slap H	1	+
56	G# 2				Siren	2		Cold Dry Snare 3	1	+	Punch Snare H	1	+
57	A 2				Train	1		Lo-Fi Metal Snare	1	+	Bomb Snare H	1	+
58	A# 2				Jet Plane	2					Space Tambourine H	1	+
59	B 2				Starship	2					Ambient Cow Bell H	1	+
60	C 3				Burst	2					Chink Hat H	1	+
61	C# 3				Roller Coaster	2					Coal Mine 1 H	1	+
62	D 3				Submarine	2					Coal Mine 2 H	1	+
63	D# 3				Connectivity	2	+				Hammer Hit 1 H	1	+
64	E 3				Mystery	2	+				Hammer Hit 2 H	1	+
65	F 3				Charging	3	+				Hammer Hit 3 H	1	+
66	F# 3										Insensible Hah H	1	+
67	G 3										Robot 1 H	1	+
68	G# 3	Shower	2		Laugh	1		Hi Pitch Slap H	1	+	Insensible Fuh H	1	+
69	A 3	Thunder	1		Scream	1		Hi Pitch Slap L	1	+	Robot 2 H	1	+
70	A# 3	Wind	1		Punch	1					Rude Loop Cymbal H	1	+
71	B 3	Stream	2		Heart Beat	1					Noise Burst H	1	+
72	C 4	Bubble	2		Foot Steps	1					Fizzer H	1	+
73	C# 4	Feed	2		Applause 2	1	+				Lo-Fi Shaker H	1	+
74	D 4	Cave	2	+							Temple Gong H	1	+
75	D# 4												
76	E 4												
77	F 4												
78	F# 4												
79	G 4												
80	G# 4												
81	A 4												
82	A# 4												
83	B 4												
84	C 5	Dog	1		Machine Gun	1							
85	C# 5	Horse	1		Laser Gun	2							
86	D 5	Bird Tweet 2	1		Explosion	2							
87	D# 5	Kitty	1	+	Firework	2							
88	E 5	Growl	1	+	Fireball	2	+						
89	F 5	Haunted	2	+									
90	F# 5	Ghost	2										
91	G 5	Maou	2										

[Attached Chart 7]

Rhythm Voice Map
(XG SFX KITS)

- No Sound
E - Standard Number of Elements
O - Option
Blank: XG Standard, XGLite Standard
+: XG Option, XGLite Option
- : XG Standard, XGLite Option

Bank Select MSB		126			126			126			126		
Bank Select LSB		0			0			0			0		
PGM# (1-128)		19			33			34			35		
Note#	Note	Techno Kit Lo	E	O +	Sakura Kit	E	O +	Small Latin Kit	E	O +	China Kit	E	O +
13	C# -1												
14	D -1												
15	D# -1												
16	E -1												
17	F -1												
18	F# -1												
19	G -1												
20	G# -1												
21	A -1												
22	A# -1												
23	B -1												
24	C 0												
25	C# 0												
26	D 0												
27	D# 0												
28	E 0												
29	F 0												
30	F# 0												
31	G 0												
32	G# 0												
33	A 0												
34	A# 0												
35	B 0												
36	C 1	Hyper Tom L 1	1	+	Dora	1	+	Latin Cymbal Short	1	+	Bangu	1	+
37	C# 1	Asian Tom L	1	+	Tsuzumi Pon	1	+	Claves SL 1	1	+	Dagu Mute	1	+
38	D 1	Lo-Fi Tom L	1	+	Tsuzumi Pu	1	+	Claves SL 2	1	+	Dagu Heavy	1	+
39	D# 1	Hyper Tom L 2	1	+	Tsuzumi Ta	1	+	Claves SL 3	1	+	Paigu High	1	+
40	E 1	Flanged Tom L	1	+	Tsuzumi Chon	1	+	Claves SL 4	1	+	Paigu Middle	1	+
41	F 1	Minimal Tom L	1	+	Tsuzumi Tsu	1	+	Claves SL 5	1	+	Paigu Low	1	+
42	F# 1	Vox Drum L	1	+	Shimetaiko Ten	1	+	Muted Percussion SL 1	1	+			
43	G 1	Android Walk 1 L	1	+	Shimetaiko Tsu	1	+	Muted Percussion SL 2	1	+			
44	G# 1	Android Walk 2 L	1	+	Yagura Open	1	+	Muted Percussion SL 3	1	+			
45	A 1	Electro Blip L	1	+	Ohdaiko Rim	1	+	Muted Percussion SL 4	1	+			
46	A# 1	Wood Percussions L	1	+	Oriental Tambourine	1	+	Pandiero	1	+			
47	B 1	Wood Door Open L	1	+	Oriental Drum 1	1	+	Surdo Mute SL 1	1	+			
48	C 2	Reso Noise Burst L	1	+	Oriental Drum 2	1	+	Surdo Mute SL 2	1	+			
49	C# 2	LFO Metal Attack L	1	+	Oriental Drum 3	1	+	Surdo Open SL	1	+			
50	D 2	Steel Conga L	1	+	Oriental Rim 1	1	+	Surdo Rim SL	1	+			
51	D# 2	Rate Down Snare L	1	+	Oriental Rim 2	1	+	Tamborim Mute	1	+			
52	E 2	Pop Ambient L	1	+	Oriental Rim 3	1	+	Tamborim Open	1	+	Zhongcha Mute	1	+
53	F 2	Tunnel Ambient L	1	+	Oriental Rim 4	1	+	TimbaleL Drum	1	+	Zhongcha Open	1	+
54	F# 2	Vibraslap L	1	+	Oriental Metal Rim 1	1	+	TimbaleH Drum	1	+	Zhongluo Mute	1	+
55	G 2	Gun Shot Slap L	1	+	Oriental Metal Rim 2	1	+	TimbaleL Rim	1	+	Zhongluo Open	1	+
56	G# 2	Punch Snare L	1	+	Oriental Metal Rim 3	1	+	TimbaleH Rim	1	+	Xiaoluo Open	1	+
57	A 2	Bomb Snare L	1	+	Oriental Metal Rim 4	1	+	Timbale Paila 1	1	+	Xiaocha Mute	1	+
58	A# 2	Space Tambourine L	1	+	Oriental Metal Rim 5	1	+	Timbale Paila 2	1	+	Xiaocha Open	1	+
59	B 2	Ambient Cow Bell L	1	+									
60	C 3	Chink Hat L	1	+									
61	C# 3	Coal Mine 1 L	1	+									
62	D 3	Coal Mine 2 L	1	+									
63	D# 3	Hammer Hit 1 L	1	+									
64	E 3	Hammer Hit 2 L	1	+									
65	F 3	Hammer Hit 3 L	1	+									
66	F# 3	Insensible Hah L	1	+									
67	G 3	Robot 1 L	1	+									
68	G# 3	Insensible Fuh L	1	+							Bangzi	1	+
69	A 3	Robot 2 L	1	+							Muyu High	1	+
70	A# 3	Rude Loop Cymbal L	1	+							Muyu Mid-High	1	+
71	B 3	Noise Burst L	1	+							Muyu Mid	1	+
72	C 4	Fizzer L	1	+							Muyu Mid-Low	1	+
73	C# 4	Lo-Fi Shaker L	1	+							Muyu Low	1	+
74	D 4	Temple Gong L	1	+									
75	D# 4												
76	E 4												
77	F 4												
78	F# 4												
79	G 4												
80	G# 4												
81	A 4												
82	A# 4												
83	B 4												
84	C 5												
85	C# 5												
86	D 5												
87	D# 5												
88	E 5												
89	F 5												
90	F# 5												
91	G 5												

[Attached Chart 7]

Rhythm Voice Map
(XG SFX KITS)

- No Sound
E - Standard Number of Elements
O - Option
Blank: XG Standard, XGLite Standard
+: XG Option, XGLite Option
- : XG Standard, XGLite Option

Bank Select MSB		126			126			126		
Bank Select LSB		0			0			0		
PGM# (1-128)		41			42			43		
Note#	Note	Live! AfroCuban Kit	E	O +	Live! AfroCuban Kit 2	E	O +	Live! Brazilian Kit	E	O +
13	C# -1									
14	D -1									
15	D# -1				Quinto Tip Stereo		+			
16	E -1				Quinto Heel Stereo		+			
17	F -1				Quinto Open Stereo		+			
18	F# -1				Quinto Mute Stereo		+	Surdo Hand Stereo		+
19	G -1				Quinto Slap Open Stereo		+	Surdo Rim Stereo		+
20	G# -1				Quinto Slap Stereo		+	Surdo Open Stereo		+
21	A -1				Quinto Slap Mute Stereo		+	Surdo Mute Stereo		+
22	A# -1	Conga H Tip Stereo	2	+	Conga Mellow H Tip Stereo		+	Conga H Tip Stereo		+
23	B -1	Conga H Heel Stereo	2	+	Conga Mellow H Heel Stereo		+	Conga H Heel Stereo		+
24	C 0	Conga H Open Stereo	2	+	Conga Mellow H Open Stereo		+	Conga H Open Stereo		+
25	C# 0	Conga H Mute Stereo	2	+	Conga Mellow H Mute Stereo		+	Conga H Mute Stereo		+
26	D 0	Conga H Slap Open Stereo	2	+	Conga Mellow H Slap Open Stereo		+	Conga H Slap Open Stereo		+
27	D# 0	Conga H Slap Stereo	2	+	Conga Mellow H Slap Stereo		+	Conga H Slap Stereo		+
28	E 0	Conga H Slap Mute Stereo	2	+	Conga Mellow H Slap Mute Stereo		+	Conga H Slap Mute Stereo		+
29	F 0	Conga L Tip Stereo	2	+	Conga SubLow Tip Stereo		+	Conga L Tip Stereo		+
30	F# 0	Conga L Heel Stereo	2	+	Conga SubLow Heel Stereo		+	Conga L Heel Stereo		+
31	G 0	Conga L Open Stereo	2	+	Conga SubLow Open Stereo		+	Conga L Open Stereo		+
32	G# 0	Conga L Mute Stereo	2	+	Conga SubLow Mute Stereo		+	Conga L Mute Stereo		+
33	A 0	Conga L Slap Open Stereo	2	+	Conga SubLow Slap Open Stereo		+	Conga L Slap Open Stereo		+
34	A# 0	Conga L Slap Stereo	2	+	Conga SubLow Slap Stereo		+	Conga L Slap Stereo		+
35	B 0	Conga L Slide Stereo	2	+	Conga SubLow Slide Stereo		+	Conga L Slide Stereo		+
36	C 1	Bongo H Open 1 Finger Stereo	2	+				Bongo H Open 1 Finger Stereo		+
37	C# 1	Bongo H Open 3 Finger Stereo	2	+				Bongo H Open 3 Finger Stereo		+
38	D 1	Bongo H Rim Stereo	2	+				Bongo H Rim Stereo		+
39	D# 1	Bongo H Tip Stereo	2	+				Bongo H Tip Stereo		+
40	E 1	Bongo H Heel Stereo	2	+				Bongo H Heel Stereo		+
41	F 1	Bongo H Slap Stereo	2	+				Bongo H Slap Stereo		+
42	F# 1	Bongo L Open 1 Finger Stereo	2	+				Bongo L Open 1 Finger Stereo		+
43	G 1	Bongo L Open 3 Finger Stereo	2	+				Bongo L Open 3 Finger Stereo		+
44	G# 1	Bongo L Rim Stereo	2	+				Bongo L Rim Stereo		+
45	A 1	Bongo L Tip Stereo	2	+				Bongo L Tip Stereo		+
46	A# 1	Bongo L Heel Stereo	2	+				Bongo L Heel Stereo		+
47	B 1	Bongo L Slap Stereo	2	+				Bongo L Slap Stereo		+
48	C 2	Timbale L Open Stereo	2	+	Timbalito L Open Stereo		+	Timbalito L Open Stereo		+
49	C# 2	Timbale L Mute Stereo		+	Timbalito L Mute Stereo		+	Timbalito L Mute Stereo		+
50	D 2	Timbale L Rim Stereo		+	Timbalito L Rim Stereo		+	Timbalito L Rim Stereo		+
51	D# 2	Timbale L Sidestick Stereo		+	Timbalito L Sidestick Stereo		+	Timbalito L Sidestick Stereo		+
52	E 2	Timbale L Roll Stereo		+	Timbalito L Roll Stereo		+	Timbalito L Roll Stereo		+
53	F 2	Timbale L Paila Stereo		+	Timbalito L Paila Stereo		+	Timbalito L Paila Stereo		+
54	F# 2	Timbale H Open Stereo	2	+	Timbalito H Open Stereo		+	Timbalito H Open Stereo		+
55	G 2	Timbale H Mute Stereo		+	Timbalito H Mute Stereo		+	Timbalito H Mute Stereo		+
56	G# 2	Timbale H Rim Stereo		+	Timbalito H Rim Stereo		+	Timbalito H Rim Stereo		+
57	A 2	Timbale H Sidestick Stereo		+	Timbalito H Sidestick Stereo		+	Timbalito H Sidestick Stereo		+
58	A# 2	Timbale H Roll Stereo		+	Timbalito H Roll Stereo		+	Timbalito H Roll Stereo		+
59	B 2	Timbale H Paila Stereo		+	Timbalito H Paila Stereo		+	Timbalito H Paila Stereo		+
60	C 3	Cowbell Top Stereo	2	+	Latin Cowbell Top Stereo		+			
61	C# 3	Cowbell End Stereo		+	Latin Cowbell End Stereo		+			
62	D 3	Wood Block 1 H Stereo		+	Wood Block 2 H Stereo		+	Wood Block 1 H		+
63	D# 3	Wood Block 1 L Stereo		+	Wood Block 2 L Stereo		+	Wood Block 1 L		+
64	E 3	Guiro Short Stereo	2	+	Metal Guiro Short Stereo		+			
65	F 3	Guiro Long Stereo	2	+	Metal Guiro Long Stereo		+			
66	F# 3	Claves 1 Stereo		+	Claves 2 Stereo		+	Claves 1 Stereo		+
67	G 3	Vibraslap Small Stereo		+	Vibraslap Large Stereo		+	Vibraslap Small Stereo		+
68	G# 3	Tambourine Stereo	2	+				Tamborim Mute / Open Stereo		+
69	A 3	Tambourine Shake Stereo		+				Tamborim Heel Stereo		+
70	A# 3							Pandeiro Mute / Open Stereo		+
71	B 3							Pandeiro Heel Stereo		+
72	C 4	Maracas 1 Stereo	2	+	Maracas 2 Stereo		+			
73	C# 4	Shaker Stereo	2	+				Shaker Stereo		+
74	D 4	Cabasa Stereo	2	+				Cabasa Stereo		+
75	D# 4							Cuica Mute Stereo		+
76	E 4							Cuica Open Stereo		+
77	F 4							Agogo H Open Stereo		+
78	F# 4							Agogo H Mute Stereo		+
79	G 4							Agogo L Open Stereo		+
80	G# 4							Agogo L Mute Stereo		+
81	A 4							Triangle Mute Stereo		+
82	A# 4							Triangle Open Stereo		+
83	B 4							Samba Whistle H Stereo		+
84	C 5							Samba Whistle L Stereo		+
85	C# 5									
86	D 5									
87	D# 5									
88	E 5									
89	F 5									
90	F# 5									
91	G 5									

[Attached Chart 7]

Rhythm Voice Map
(XG SFX KITS)

- No Sound
E - Standard Number of Elements
O - Option
Blank: XG Standard, XGLite Standard
+: XG Option, XGLite Option
- : XG Standard, XGLite Option

Bank Select MSB			126		
Bank Select LSB			0		
PGM# (1-128)			44		
Note#	Note		Live! PopLatin Kit	E	O +
13	C#	-1			
14	D	-1			
15	D#	-1	Log Drum H Stereo		+
16	E	-1	Log Drum L Stereo		+
17	F	-1	Caxixi Stereo		+
18	F#	-1	Hand Clap 1 Stereo	2	+
19	G	-1	Hand Clap 2 Stereo		+
20	G#	-1	Finger Snap Stereo		+
21	A	-1	Castanet Stereo		+
22	A#	-1	Conga H Tip Stereo	2	+
23	B	-1	Conga H Heel Stereo	2	+
24	C	0	Conga H Open Stereo	2	+
25	C#	0	Conga H Mute Stereo	2	+
26	D	0	Conga H Slap Open Stereo	2	+
27	D#	0	Conga H Slap Stereo	2	+
28	E	0	Conga H Slap Mute Stereo	2	+
29	F	0	Conga L Tip Stereo	2	+
30	F#	0	Conga L Heel Stereo	2	+
31	G	0	Conga L Open Stereo	2	+
32	G#	0	Conga L Mute Stereo	2	+
33	A	0	Conga L Slap Open Stereo	2	+
34	A#	0	Conga L Slap Stereo	2	+
35	B	0	Conga L Slide Stereo	2	+
36	C	1	Bongo H Open 1 finger Stereo	2	+
37	C#	1	Bongo H Open 3 finger Stereo	2	+
38	D	1	Bongo H Rim Stereo	2	+
39	D#	1	Bongo H Tip Stereo	2	+
40	E	1	Bongo H Heel Stereo	2	+
41	F	1	Bongo H Slap Stereo	2	+
42	F#	1	Bongo L Open 1 finger Stereo	2	+
43	G	1	Bongo L Open 3 finger Stereo	2	+
44	G#	1	Bongo L Rim Stereo	2	+
45	A	1	Bongo L Tip Stereo	2	+
46	A#	1	Bongo L Heel Stereo	2	+
47	B	1	Bongo L Slap Stereo	2	+
48	C	2	Timbale L Open Stereo	2	+
49	C#	2	Timbale L Mute Stereo		+
50	D	2	Timbale L Rim Stereo		+
51	D#	2	Timbale L Sidestick Stereo		+
52	E	2	Timbale L Roll Stereo		+
53	F	2	Timbale L Paila Stereo		+
54	F#	2	Timbale H Open Stereo	2	+
55	G	2	Timbale H Mute Stereo		+
56	G#	2	Timbale H Rim Stereo		+
57	A	2	Timbale H Sidestick Stereo		+
58	A#	2	Timbale H Roll Stereo		+
59	B	2	Timbale H Paila Stereo		+
60	C	3	Cowbell Top Stereo	2	+
61	C#	3	Cowbell End Stereo		+
62	D	3	Wood Block 1 H Stereo		+
63	D#	3	Wood Block 1 L Stereo		+
64	E	3	Guiro Short Stereo	2	+
65	F	3	Guiro Long Stereo	2	+
66	F#	3	Claves 1 Stereo		+
67	G	3	Vibraslap Small Stereo		+
68	G#	3	Tambourine Stereo	2	+
69	A	3	Tambourine Shake Stereo		+
70	A#	3	Splash Cymbal Stereo		+
71	B	3	Finger Cymbal Stereo		+
72	C	4	Maracas 1 Stereo	2	+
73	C#	4	Shaker Stereo	2	+
74	D	4	Cabasa Stereo	2	+
75	D#	4	Cuica Mute Stereo	2	+
76	E	4	Cuica Open Stereo	2	+
77	F	4	Agogo H Open Stereo		+
78	F#	4	Agogo H Mute Stereo		+
79	G	4	Agogo L Open Stereo		+
80	G#	4	Agogo L Mute Stereo		+
81	A	4	Triangle Mute Stereo	2	+
82	A#	4	Triangle Open Stereo	2	+
83	B	4	Jingle Bell Stereo		+
84	C	5	Wind Chime Stereo	2	+
85	C#	5			
86	D	5			
87	D#	5			
88	E	5			
89	F	5			
90	F#	5			
91	G	5			

[Attached Chart 7]

Rhythm Voice Map
(GM LEVEL-2 VOICES)

- Same as PGM#1(GM Standard Kit)
- No Sound

E - Standard Number of Element

O - Option

Blank : XG Standard, XGLite Standard

+ : XG Option, XGLite Option

- : XG Standard, XGLite Option

Bank Select MSB		120			120			120			120			120		
Bank Select LSB		0			0			0			0			0		
PGM# (1-128)		1			9			17			25			26		
Note#	Note	GM Standard Kit	E	O +	GM Room Kit	E	O +	GM Power Kit	E	O +	GM Electro Kit	E	O +	GM Analog Kit	E	O +
13	C# -1															
14	D -1															
15	D# -1															
16	E -1															
17	F -1															
18	F# -1															
19	G -1															
20	G# -1															
21	A -1															
22	A# -1															
23	B -1															
24	C 0															
25	C# 0															
26	D 0															
27	D# 0	Hi Q	1	+												
28	E 0	Whip Slap	1	+												
29	F 0	Scratch Push	1	+												
30	F# 0	Scratch Pull	1	+												
31	G 0	Sticks	1	+												
32	G# 0	Click Noise	1	+												
33	A 0	Metronome Click	1	+												
34	A# 0	Metronome Bell	1	+												
35	B 0	Kick Tight	1	+												
36	C 1	Kick	1	+				Kick Power	1	+	Kick Electro	1	+	Kick Analog	1	+
37	C# 1	Side Stick	1	+										Side Stick Analog	1	+
38	D 1	Snare	1	+				Snare Power	1	+	Snare Electro	1	+	Snare Analog	1	+
39	D# 1	Hand Clap	1	+												
40	E 1	Snare Tight	1	+							Snare Electro 2	1	+			
41	F 1	Floor Tom L	1	+	Tom Room 1	1	+	Tom Rock 1	1	+	Tom Electro 1	1	+	Tom Analog 1	1	+
42	F# 1	Hi-Hat Closed	1	+										Hi-Hat Closed Analog	1	+
43	G 1	Floor Tom H	1	+	Tom Room 2	1	+	Tom Rock 2	1	+	Tom Electro 2	1	+	Tom Analog 2	1	+
44	G# 1	Hi-Hat Pedal	1	+										Hi-Hat Closed Analog 2	1	+
45	A 1	Low Tom	1	+	Tom Room 3	1	+	Tom Rock 3	1	+	Tom Electro 3	1	+	Tom Analog 3	1	+
46	A# 1	Hi-Hat Open	1	+										Hi-Hat Open Analog	1	+
47	B 1	Mid Tom L	1	+	Tom Room 4	1	+	Tom Rock 4	1	+	Tom Electro 4	1	+	Tom Analog 4	1	+
48	C 2	Mid Tom H	1	+	Tom Room 5	1	+	Tom Rock 5	1	+	Tom Electro 5	1	+	Tom Analog 5	1	+
49	C# 2	Crash Cymbal 1	1	+										Crash Analog	1	+
50	D 2	High Tom	1	+	Tom Room 6	1	+	Tom Rock 6	1	+	Tom Electro 6	1	+	Tom Analog 6	1	+
51	D# 2	Ride Cymbal 1	1	+												
52	E 2	Chinese Cymbal	1	+							Revers Cymbal	1	+			
53	F 2	Ride Cymbal Cup	1	+												
54	F# 2	Tambourine	1	+												
55	G 2	Splash Cymbal	1	+												
56	G# 2	Cowbell	1	+										Cowbell Analog	1	+
57	A 2	Crash Cymbal 2	1	+												
58	A# 2	Vibraslap	1	+												
59	B 2	Ride Cymbal 2	1	+												
60	C 3	Bongo H	1	+												
61	C# 3	Bongo L	1	+												
62	D 3	Conga H Mute	1	+										Conga Analog H	1	+
63	D# 3	Conga H Open	1	+										Conga Analog M	1	+
64	E 3	Conga L	1	+										Conga Analog L	1	+
65	F 3	TimbaleH	1	+												
66	F# 3	TimbaleL	1	+												
67	G 3	Agogo H	1	+												
68	G# 3	Agogo L	1	+												
69	A 3	Cabasa	1	+												
70	A# 3	Maracas	1	+										Maracas 2	1	+
71	B 3	Samba Whistle Short	1	+												
72	C 4	Samba Whistle Long	1	+												
73	C# 4	Guiro Short	1	+												
74	D 4	Guiro Long	1	+												
75	D# 4	Claves	1	+										Claves 2	1	+
76	E 4	Wood Block H	1	+												
77	F 4	Wood Block L	1	+												
78	F# 4	Cuica Mute	1	+												
79	G 4	Cuica Open	1	+												
80	G# 4	Triangle Mute	1	+												
81	A 4	Triangle Open	1	+												
82	A# 4	Shaker	1	+												
83	B 4	Jingle Bells	1	+												
84	C 5	Bell Tree	1	+												
85	C# 5	Castanet	1	+												
86	D 5	Surdo Mute	1	+												
87	D# 5	Surdo Open	1	+												
88	E 5															
89	F 5															
90	F# 5															
91	G 5															

[Attached Chart 7]

Rhythm Voice Map
(GM LEVEL-2 VOICES)

- Same as PGM#1(GM Standard Kit)
- No Sound

E - Standard Number of Element

O - Option

Blank : XG Standard, XGLite Standard

+ : XG Option, XGLite Option

- : XG Standard, XGLite Option

Bank Select MSB		120			120			120			120			120		
Bank Select LSB		0			0			0			0			0		
PGM# (1-128)		1			33			41			49			57		
Note#	Note	GM Standard Kit	E	O	GM Jazz Kit	E	O	GM Brush Kit	E	O	GM Orchestra Kit	E	O	GM SFX Kit	E	O
13	C# -1															
14	D -1															
15	D# -1															
16	E -1															
17	F -1															
18	F# -1															
19	G -1															
20	G# -1															
21	A -1															
22	A# -1															
23	B -1															
24	C 0															
25	C# 0															
26	D 0															
27	D# 0	Hi Q	1	+							Hi-Hat Close Orchestra	1	+			
28	E 0	Whip Slap	1	+							Hi-Hat Pedal Orchestra	1	+			
29	F 0	Scratch Push	1	+							Hi-Hat Open Orchestra	1	+			
30	F# 0	Scratch Pull	1	+							Ride Cymbal 1 Orchestra	1	+			
31	G 0	Sticks	1	+												
32	G# 0	Click Noise	1	+												
33	A 0	Metronome Click	1	+												
34	A# 0	Metronome Bell	1	+												
35	B 0	Kick Tight	1	+	Kick Tight Jazz	1	+	Kick Tight Jazz	1	+	Kick Orchestra	1	+			
36	C 1	Kick	1	+	Kick Jazz	1	+	Kick Jazz	1	+	Gran Cassa Orchestra	1	+			
37	C# 1	Side Stick	1	+												
38	D 1	Snare	1	+				Brush Tap GM	1	+	Band Snare	1	+			
39	D# 1	Hand Clap	1	+				Brush Slsp GM	1	+	Castanet 2	1	+	Hi Q	1	+
40	E 1	Snare Tight	1	+				Brush Swirl GM	1	+	Band Snare	1	+	Whip Slap	1	+
41	F 1	Floor Tom L	1	+							Timpani F	1	+	Scratch Push	1	+
42	F# 1	Hi-Hat Closed	1	+							Timpani F#	1	+	Scratch Pull	1	+
43	G 1	Floor Tom H	1	+							Timpani G	1	+	Sticks	1	+
44	G# 1	Hi-Hat Pedal	1	+							Timpani G#	1	+	Click Noise	1	+
45	A 1	Low Tom	1	+							Timpani A	1	+	Metronome Click	1	+
46	A# 1	Hi-Hat Open	1	+							Timpani A#	1	+	Metronome Bell	1	+
47	B 1	Mid Tom L	1	+							Timpani B	1	+	Fret Noise	2	+
48	C 2	Mid Tom H	1	+							Timpani C	1	+	Cutting Noise H	1	+
49	C# 2	Crash Cymbal 1	1	+							Timpani C#	1	+	Cutting Noise L	1	+
50	D 2	High Tom	1	+							Timpani D	1	+	String Slap	1	+
51	D# 2	Ride Cymbal 1	1	+							Timpani D#	1	+	Flute Key Click	1	+
52	E 2	Chinese Cymbal	1	+							Timpani E	1	+	Laugh	1	+
53	F 2	Ride Cymbal Cup	1	+							Timpani F'	1	+	Scream	1	+
54	F# 2	Tambourine	1	+										Punch	1	+
55	G 2	Splash Cymbal	1	+										Heart Beat	1	+
56	G# 2	Cowbell	1	+										Foot Steps 1	1	+
57	A 2	Crash Cymbal 2	1	+							Concert Cymbal 2	1	+	Foot Steps 2	1	+
58	A# 2	Vibraslap	1	+										Applause	1	+
59	B 2	Ride Cymbal 2	1	+							Concert Cymbal 1	1	+	Door Squeak	1	+
60	C 3	Bongo H	1	+										Door Slam	1	+
61	C# 3	Bongo L	1	+										Scratch Cut	1	+
62	D 3	Conga H Mute	1	+										Wind Chime	1	+
63	D# 3	Conga H Open	1	+										Ignition	1	+
64	E 3	Conga L	1	+										Squeal	1	+
65	F 3	TimbaleH	1	+										Exhaust	1	+
66	F# 3	TimbaleL	1	+										Crash	1	+
67	G 3	Agogo H	1	+										Siren	2	+
68	G# 3	Agogo L	1	+										Train	1	+
69	A 3	Cabasa	1	+										Jet Plane	2	+
70	A# 3	Maracas	1	+										Helicopter	1	+
71	B 3	Samba Whistle Short	1	+										Starship	2	+
72	C 4	Samba Whistle Long	1	+										Gunshot	1	+
73	C# 4	Guiro Short	1	+										Machine Gun	1	+
74	D 4	Guiro Long	1	+										Laser Gun	2	+
75	D# 4	Claves	1	+										Explosion	2	+
76	E 4	Wood Block H	1	+										Dog	1	+
77	F 4	Wood Block L	1	+										Horse	1	+
78	F# 4	Cuica Mute	1	+										Bird Tweet	2	+
79	G 4	Cuica Open	1	+										Shower	1	+
80	G# 4	Triangle Mute	1	+										Thunder	1	+
81	A 4	Triangle Open	1	+										Wind	1	+
82	A# 4	Shaker	1	+										Seashore	2	+
83	B 4	Jingle Bells	1	+										Stream	2	+
84	C 5	Bell Tree	1	+										Bubble	2	+
85	C# 5	Castanet	1	+												
86	D 5	Surdo Mute	1	+												
87	D# 5	Surdo Open	1	+												
88	E 5										Applause	1	+			
89	F 5															
90	F# 5															
91	G 5															

[Attached Chart 8]

Drum Setup Defaults (Standard Rhythm Voices)

- Same as Standard Kit
- No Sound

Standard Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	.	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1	Surdo Mute	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1	Surdo Open	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1	Hi Q	64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1	Whip Slap	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1	Scratch H	64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1	Scratch L	64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1	Finger Snap	64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1	Click Noise	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1	Metronome Click	64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1	Metronome Bell	64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1	Seq Click L	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0	Seq Click H	64	64	96	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Brush Tap	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0	Brush Swirl	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0	Brush Slap	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0	Brush Tap Swirl	64	64	45	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0	Snare Roll	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0	Castanet	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Snare Soft	64	64	75	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0	Sticks	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Sof	64	64	116	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0	Open Rim Shot	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0	Kick Tight	64	64	102	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Kick	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1	Side Stick	64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1	Hand Clap	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Tight	64	64	123	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Floor Tom L	64	64	111	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Hi-Hat Closed	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Floor Tom H	64	64	113	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Hi-Hat Pedal	64	64	97	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Low Tom	64	64	104	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Hi-Hat Open	64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Mid Tom L	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Mid Tom H	64	64	103	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Crash Cymbal 1	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	High Tom	64	64	116	0	104	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Ride Cymbal 1	64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Chinese Cymbal	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	Ride Cymbal Cup	64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2	Tambourine	64	64	120	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Splash Cymbal	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2	Cowbell	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Crash Cymbal 2	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2	Vibraslap	64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ride Cymbal 2	64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3	Bongo H	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3	Bongo L	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3	Conga H Mute	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3	Conga H Open	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3	Conga L	64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3	Timbale H	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3	Timbale L	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3	Agogo H	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3	Agogo L	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3	Cabasa	64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3	Maracas	64	64	103	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3	Samba Whistle H	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4	Samba Whistle L	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4	Guiro Short	64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4	Guiro Long	64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4	Claves	64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4	Wood Block H	64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4	Wood Block L	64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4	Cuica Mute	64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4	Cuica Open	64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4	Triangle Mute	64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4	Triangle Open	64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4	Shaker	64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4	Jingle Bell	64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5	Bell Tree	64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 8]

Standard Kit 2

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	96	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0		64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0		64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0		64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0		64	64	45	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0	Snare Roll 2	64	64	79	0	64	127	127	0	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0		64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Snare Soft 2	64	64	75	0	64	127	127	0	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0		64	64	116	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0	Open Rim Shot H Short	64	64	127	0	64	127	127	0	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0	Kick Tight Short	64	64	102	0	64	32	32	0	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Kick Short	64	64	127	0	64	32	32	0	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1		64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare Short	64	64	127	0	64	127	127	0	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1		64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Tight H	64	64	123	0	64	127	127	0	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1		64	64	111	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1		64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1		64	64	113	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1		64	64	97	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1		64	64	104	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1		64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1		64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2		64	64	103	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2		64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2		64	64	116	0	104	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2		64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2		64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2		64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2		64	64	120	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2		64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2		64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3		64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3		64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3		64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3		64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3		64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3		64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3		64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3		64	64	103	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3		64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4		64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4		64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 8]

Room Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	96	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0		64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0		64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0		64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0		64	64	45	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0		64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0		64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0		64	64	75	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0		64	64	116	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0		64	64	102	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Kick Room	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1		64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare Snappy	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1		64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Tight Snappy	64	64	123	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Tom Room 1	64	64	123	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1		64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Tom Room 2	64	64	127	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1		64	64	97	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Tom Room 3	64	64	117	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1		64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Tom Room 4	64	64	121	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Tom Room 5	64	64	126	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2		64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	Tom Room 6	64	64	124	0	95	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2		64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2		64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2		64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2		64	64	120	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2		64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2		64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3		64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3		64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3		64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3		64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3		64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3		64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3		64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3		64	64	103	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3		64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4		64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4		64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 8]

Rock Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	96	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0		64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0		64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0		64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0		64	64	45	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0		64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0		64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Snare Noisy	64	64	121	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Tight 2	64	64	111	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0	Kick 2	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Kick Gate	64	64	119	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1		64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare Rock	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1		64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Rock Rim	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Tom Rock 1	64	64	123	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1		64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Tom Rock 2	64	64	127	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1		64	64	97	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Tom Rock 3	64	64	117	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1		64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Tom Rock 4	64	64	121	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Tom Rock 5	64	64	123	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2		64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	Tom Rock 6	64	64	124	0	95	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2		64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2		64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2		64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2		64	64	120	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2		64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2		64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3		64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3		64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3		64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3		64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3		64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3		64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3		64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3		64	64	103	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3		64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4		64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4		64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 8]

Electro Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	96	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0		64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0		64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0		64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0	Reverse Cymbal	64	64	100	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0		64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0	Hi Q 2	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Snare Snappy Electro	64	64	114	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick 3	64	64	123	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0	Kick Gate	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Kick Gate Heavy	64	64	122	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1		64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare Noisy 2	64	64	107	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1		64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Noisy 3	64	64	102	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Tom Electro 1	64	64	92	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1		64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Tom Electro 2	64	64	94	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1		64	64	97	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Tom Electro 3	64	64	97	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1		64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Tom Electro 4	64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Tom Electro 5	64	64	102	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2		64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	Tom Electro 6	64	64	97	0	101	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2		64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2		64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2		64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2		64	64	120	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2		64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2		64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3		64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3		64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3		64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3		64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3		64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3		64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3		64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3		64	64	103	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3		64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4		64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4	Scratch H 2	64	64	89	4	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4	Scratch L 2	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 8]

Analog Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	96	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0		64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0		64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0		64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0	Reverse Cymbal	64	64	100	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0		64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0	Hi Q 2	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Snare Noisy 4	64	64	120	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Tight 2	64	64	111	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0	Kick Analog Short	64	64	123	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Kick Analog	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1	Side Stick Analog	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare Analog	64	64	107	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1		64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Analog 2	64	64	102	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Tom Analog 1	64	64	127	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Hi-Hat Closed Analog	64	64	108	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Tom Analog 2	64	64	112	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Hi-Hat Closed Analog 2	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Tom Analog 3	64	64	108	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Hi-Hat Open Analog	64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Tom Analog 4	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Tom Analog 5	64	64	109	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Crash Analog	64	64	109	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	Tom Analog 6	64	64	109	0	101	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2		64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2		64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2		64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2		64	64	120	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2	Cowbell Analog	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2		64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3		64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3		64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3	Conga Analog H	64	64	89	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3	Conga Analog M	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3	Conga Analog L	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3		64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3		64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3	Maracas 2	64	64	96	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3		64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4		64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4	Claves 2	64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4	Scratch H 2	64	64	89	4	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4	Scratch L 3	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 8]

Jazz Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	96	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0		64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0		64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0		64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0		64	64	45	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0		64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0		64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0		64	64	75	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0		64	64	116	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0		64	64	102	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Kick Jazz	64	64	120	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1		64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1		64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1		64	64	123	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Tom Jazz 1	64	64	113	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1		64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Tom Jazz 2	64	64	122	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1		64	64	97	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Tom Jazz 3	64	64	112	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1		64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Tom Jazz 4	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Tom Jazz 5	64	64	110	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2		64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	Tom Jazz 6	64	64	116	0	104	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2		64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2		64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2		64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2		64	64	120	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2		64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2		64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3		64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3		64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3		64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3		64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3		64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3		64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3		64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3		64	64	103	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3		64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4		64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4		64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 8]

Brush Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	96	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0		64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0		64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0		64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0		64	64	45	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0		64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0		64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Brush Slap 2	64	64	85	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0		64	64	116	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0		64	64	102	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Kick Small	64	64	117	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1		64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Brush Slap 3	64	64	84	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1		64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Brush Tap 2	64	64	74	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Tom Brush 1	64	64	127	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1		64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Tom Brush 2	64	64	127	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1		64	64	97	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Tom Brush 3	64	64	127	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1		64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Tom Brush 4	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Tom Brush 5	64	64	120	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2		64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	Tom Brush 6	64	64	122	0	104	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2		64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2		64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2		64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2		64	64	120	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2		64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2		64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3		64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3		64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3		64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3		64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3		64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3		64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3		64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3		64	64	103	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3		64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4		64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4		64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 8]

Symphony Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	96	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0		64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0		64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0		64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0		64	64	45	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0		64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0		64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0		64	64	75	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Soft 2	64	64	116	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0	Gran Cassa	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Gran Cassa Mute	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1		64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Band Snare	64	64	79	0	64	127	127	127	0	0	1	64	64	64	0	64	64	64	12	54	0	64	64	64
D#1		64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Band Snare 2	64	64	79	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Tom Jazz 1	64	64	111	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1		64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Tom Jazz 2	64	64	113	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1		64	64	97	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Tom Jazz 3	64	64	104	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1		64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Tom Jazz 4	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Tom Jazz 5	64	64	103	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Hand Cymbal	64	64	123	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	Tom Jazz 6	64	64	116	0	104	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Hand Cymbal Short	64	64	124	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2		64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2		64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2		64	64	120	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2		64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Hand Cymbal 2	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Hand Cymbal 2 Short	64	64	106	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3		64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3		64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3		64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3		64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3		64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3		64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3		64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3		64	64	103	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3		64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4		64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4		64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 8]

SFX Kit 1

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Cutting Noise	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1	Cutting Noise 2	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Distorted Cutting Noise	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1	String Slap	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Bass Slide	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Pick Scrape	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Flute Key Click	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3	Shower	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3	Thunder	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3	Wind	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3	Stream	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4	Bubble	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4	Feed	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5	Dog	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5	Horse	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5	Bird Tweet 2	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5	Kitty	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5	Growl	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5	Haunted	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5	Ghost	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5	Maou	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 8]

SFX Kit 2

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Phone Call	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1	Door Squeak	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Door Slam	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1	Scratch Cut	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Scratch H 3	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Wind Chime	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Telephone Ring 2	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Car Engine Ignition	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	Car Tire Squeal	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2	Car Passing	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Car Crash	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2	Siren	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Train	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2	Jet Plane	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Starship	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3	Burst	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3	Roller Coaster	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3	Submarine	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3	Laugh	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3	Scream	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3	Punch	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3	Heart Beat	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4	Foot Steps	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4	Applause 2	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5	Machine Gun	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5	Laser Gun	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5	Explosion	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5	Firework	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Drum Setup Defaults (Optional Rhythm Voices)

- Same as Standard Kit
- No Sound

Dry Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1	Surdo Mute V	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	67
D -1	Surdo Open V	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	68
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Brush Tap V	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	66
D 0	Brush Swirl V	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	65
D#0	Brush Slap V	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
E 0	Brush Tap Swirl V	64	64	45	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	65
F 0	Snare Roll V	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	66	66
F#0		64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Snare Dry Soft	64	64	90	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Dry Soft	64	64	99	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
Bb0	Open Rim Shot Dry V	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
B 0	Kick Dry Tight	64	64	102	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C 1	Kick Dry Mute	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C#1	Side Stick Dry	64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
D 1	Snare Dry	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D#1		64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Dry Mute	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
F 1	Floor Tom L Short	64	64	111	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
F#1		64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Floor Tom H Short	64	64	113	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
G#1		64	64	92	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Low Tom Short	64	64	82	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
Bb1	Bb1	64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Mid Tom L Short	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
C 2	Mid Tom H Short	64	64	99	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
C#2	Crash Cymbal 1 V	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D 2	High Tom Short	64	64	116	0	104	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
D#2	Ride Cymbal 1 V	64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Chinese Cymbal V	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	71	66
F 2		64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2		64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Splash Cymbal V	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
G#2		64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Crash Cymbal 2 V	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
Bb2	Bb2	64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ride Cymbal 2 V	64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C 3	Bongo H V	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C#3	Bongo L V	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D 3	Conga H Mute V	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D#3	Conga H Open V	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
E 3	Conga L V	64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
F 3	Timbale H V	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
F#3	Timbale L V	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
G 3	Agogo H V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
G#3	Agogo L V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3		64	64	99	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3	Samba Whistle H V	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C 4	Samba Whistle L V	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4	Cuica Mute V	64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	64
G 4	Cuica Open V	64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Bright Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1	Surdo Mute B	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1	Surdo Open B	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1	Hi Q B	64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1	Whip Slap B	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1	Scratch H B	64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1	Scratch L B	64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1	Finger Snap B	64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1	Click Noise B	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1	Metronome Click B	64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1	Metronome Bell B	64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1	Seq Click L B	64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0	Seq Click H B	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Brush Tap B	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0	Brush Swirl B	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0	Brush Slap B	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0	Brush Tap Swirl B	64	64	45	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0	Snare Roll B	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0	Castanet B	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Snare Soft B	64	64	75	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0	Sticks B	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Soft B	64	64	116	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0	Open Rim Shot B	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 0	Kick Tight B	64	64	102	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Kick B	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1	Side Stick B	64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare B	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1	Hand Clap B	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Tight B	64	64	123	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Floor Tom L B	64	64	111	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Hi-Hat Closed L B	64	64	101	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Floor Tom H B	64	64	113	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Hi-Hat Pedal B	64	64	92	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Low Tom B	64	64	99	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Hi-Hat Open B	64	64	101	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Mid Tom L B	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Mid Tom H B	64	64	99	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Crash Cymbal 1 B	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	High Tom B	64	64	116	0	104	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Ride Cymbal 1 B	64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 2	Chinese Cymbal B	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	Ride Cymbal Cup Short	64	64	127	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2	Tambourine B	64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Splash Cymbal B	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2	Cowbell L	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Crash Cymbal 2 B	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2	Vibraslap B	64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ride Cymbal 2 B	64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3	Bongo H B	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3	Bongo L B	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3	Conga H Mute B	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3	Conga H Open B	64	64	127	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3	Conga L B	64	64	127	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3	Timbale H B	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3	Timbale L B	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3	Agogo H B	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3	Agogo L B	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3	Cabasa B	64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3	Maracas B	64	64	99	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3	Samba Whistle H B	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4	Samba Whistle L B	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4	Guiro Short B	64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4	Guiro Long B	64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4	Claves B	64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4	Wood Block H B	64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4	Wood Block L B	64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4	Cuica Mute B	64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4	Cuica Open B	64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4	Triangle Mute B	64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4	Triangle Open B	64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4	Shaker B	64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4	Jingle Bells B	64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5	Bell Tree B	64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Skim Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1	Surdo Mute V	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	67
D -1	Surdo Open V	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	68
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Brush Tap V	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	66
D 0	Brush Swirl V	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	65
D#0	Brush Slap V	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
E 0	Brush Tap Swirl L	64	64	69	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0	Snare Roll V	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	66	66
F#0	Castanet Sk	64	64	111	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Snare Dry Q	64	64	118	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Dry Soft HPF	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0	Open Rim Shot Dry HPF	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0	Kick Dry Tight Q	64	64	122	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C 1	Kick Dry Mute HPF	64	64	127	0	63	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	69
C#1	Side Stick Dry Q	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare Dry H	64	64	109	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1	Hand Clap Sk	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Dry Mute Q	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Floor Tom L Short Sk	64	64	127	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Hi-Hat Closed H	64	64	108	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Floor Tom H Short Sk	64	64	112	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Hi-Hat Pedal H	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Low Tom Short Sk	64	64	108	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Hi-Hat Open H	64	64	112	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Mid Tom L Short Sk	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Mid Tom H Short Sk	64	64	117	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Crash Cymbal 1 Q	64	64	111	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	High Tom Short Sk	64	64	127	0	101	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Ride Cymbal 1 Sk	64	64	116	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Chinese Cymbal HPF	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	Ride Cup Q	64	64	127	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2	Tambourine Q	64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Splash Cymbal H	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2	Cowbell HPF	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Crash Cymbal 2 Dark	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ride Cymbal 2 Q	64	64	122	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3	Bongo H HPF	64	64	110	0	114	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3	Bongo L HPF	64	64	87	0	114	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3	Conga H Mute HPF	64	64	105	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3	Conga H Open HPF	64	64	107	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3	Conga L HPF	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3	Timbale H HPF	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3	Timbale L HPF	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3	Agogo H HPF	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3	Agogo L HPF	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3	Cabasa BPF	64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3	Maracas L	64	64	96	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3	Samba Whistle H BPF	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4	Samba Whistle L BPF	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4	Cuica Open H	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Slim Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1	Surdo Mute V	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	67
D -1	Surdo Open V	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	68
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Brush Tap V	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	66
D 0	Brush Swirl V	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	65
D#0	Brush Slap V	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
E 0	Brush Tap Swirl L	64	64	69	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0	Snare Roll V	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	66	66
F#0	Castanet H	64	64	111	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Snare Rough Q	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0	Sticks Q	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Soft Dark	64	64	114	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0	Open Rim Shot Sl	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0	Kick Tight Short L	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	70	64
C 1	Kick Short Dark	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	69
C#1	Side Stick Q	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare Short HPF	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
D#1	Hand Clap Dark	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Tight Mute	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Floor Tom L Tight	64	64	127	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Hi-Hat Closed L Q	64	64	120	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Floor Tom H Tight	64	64	120	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Hi-Hat Pedal Q	64	64	116	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Low Tom Tight	64	64	108	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Hi-Hat Open Q	64	64	124	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Mid Tom L Tight	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Mid Tom H Tight	64	64	117	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Crash Cymbal 1 L	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	High Tom Tight	64	64	127	0	101	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Ride Cymbal 1 L	64	64	127	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Chinese Cymbal L	64	64	94	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	Ride Cymbal Cup L	64	64	127	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2		64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Splash Cymbal L Short	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2	Cowbell Dark	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Crash Cymbal 2 L	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ride Cymbal 2 L	64	64	124	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3	Bongo H V	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C#3	Bongo L V	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D 3	Conga H Mute V	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D#3	Conga H Open V	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
E 3	Conga L H	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3	Timbale H V	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
F#3	Timbale L V	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
G 3	Agogo H V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
G#3	Agogo L V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3	Maracas Q	64	64	96	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3	Samba Whistle H V	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C 4	Samba Whistle L V	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4	Cuica Open H	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Rogue Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1	Surdo Mute V	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	67
D -1	Surdo Open V	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	68
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Brush Tap V	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	66
D 0	Brush Swirl V	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	65
D#0	Brush Slap V	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
E 0	Brush Tap Swirl L	64	64	69	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0	Snare Roll V	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	66	66
F#0	Castanet H	64	64	111	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Snare Brass Soft	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Soft 2	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0	Open Rim Shot 2	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0	Kick Dark 2	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	70	64
C 1	Kick Tight 4	64	64	118	0	63	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	69
C#1	Side Stick Tight	64	64	99	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare Snappy Short	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1		64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Brass Hard	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Floor Tom L Tight	64	64	127	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Hi-Hat Closed 3	64	64	108	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Floor Tom H Tight	64	64	112	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Hi-Hat Pedal 3	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Low Tom Tight	64	64	108	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Hi-Hat Open 3	64	64	112	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Mid Tom L Tight	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Mid Tom H Tight	64	64	109	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Crash Cymbal 3	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	High Tom Tight	64	64	109	0	101	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Ride Cymbal 3	64	64	90	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Chinese Cymbal 2	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	Ride Cymbal Cup 2	64	64	92	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2		64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Splash Cymbal V	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
G#2	Cowbell Mid	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Crash Cymbal 4	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ride Cymbal 4 Q	64	64	124	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3	Bongo H V	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C#3	Bongo L V	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D 3	Conga H Mute 2	64	64	105	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3	Conga H Open 2	64	64	107	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3	Conga L 2	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3	Timbale H V	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
F#3	Timbale L V	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
G 3	Agogo H V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
G#3	Agogo L V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3	Maracas Q	64	64	96	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3	Samba Whistle H V	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C 4	Samba Whistle L V	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4	Cuica Open H	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Hob Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1	Surdo Mute V	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	67
D -1	Surdo Open V	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	68
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Brush Tap V	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	66
D 0	Brush Swirl V	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	65
D#0	Brush Slap V	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
E 0	Brush Tap Swirl L	64	64	69	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0	Snare Roll V	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	66	66
F#0	Castanet H	64	64	111	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Snare Brass Soft H	64	64	118	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Soft 2 H	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0	Open Rim Shot H Short 2	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0	Kick Dark 2 H	64	64	122	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C 1	Kick Tight 4 H	64	64	127	0	63	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	69
C#1	Side Stick Tight H	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare Snappy Short H	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1		64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Brass Hard H	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Floor Tom L Tight H	64	64	127	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Hi-Hat Closed 3 H	64	64	108	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Floor Tom H Tight H	64	64	112	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Hi-Hat Pedal 3 H	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Low Tom Tight H	64	64	108	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Hi-Hat Open 3 H	64	64	112	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Mid Tom L Tight H	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Mid Tom H Tight H	64	64	117	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Crash Cymbal 3 H	64	64	111	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	High Tom Tight H	64	64	127	0	101	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Ride Cymbal 3 H	64	64	116	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Chinese Cymbal 2 H	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	Ride Cymbal Cup 2 H	64	64	127	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2	Tambourine H	64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Splash Cymbal H	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2	Cowbell H	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Crash Cymbal 4 H	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ride Cymbal 4	64	64	122	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3	Bongo H V	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C#3	Bongo L V	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D 3	Conga H Mute 2 H	64	64	105	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3	Conga H Open 2 H	64	64	107	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3	Conga L 2 H	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3	Timbale H V	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
F#3	Timbale L V	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
G 3	Agogo H V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
G#3	Agogo L V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3	Maracas Q	64	64	96	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3	Samba Whistle H V	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C 4	Samba Whistle L V	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4	Cuica Open H	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Dark Room Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1	Surdo Mute V	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	67
D -1	Surdo Open V	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	68
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Brush Tap V	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	66
D 0	Brush Swirl V	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	65
D#0	Brush Slap V	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
E 0	Brush Tap Swirl V	64	64	45	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	65
F 0	Snare Roll V	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	66	66
F#0		64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0		64	64	75	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0		64	64	116	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 0	Kick Dark	64	64	102	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Kick Room Gate	64	64	111	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1		64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare Snappy 2	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1		64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Tight Snappy 2	64	64	123	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Tom Room 1 Q	64	64	123	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Hi-Hat Closed Q	64	64	100	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Room Tom 2 Q	64	64	127	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Hi-Hat Pedal Q	64	64	92	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Room Tom 3 Q	64	64	117	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Hi-Hat Open L	64	64	106	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Tom Room 4 Dark	64	64	121	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Tom Room 5 L Dark	64	64	123	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2		64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	Tom Room 6 L Dark	64	64	124	0	95	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Ride Cymbal 1 V	64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Chinese Cymbal V	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	71	66
F 2		64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2		64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Splash Cymbal V	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
G#2		64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Crash Cymbal 2 V	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ride Cymbal 2 V	64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C 3	Bongo H V	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C#3	Bongo L V	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D 3	Conga H Mute V	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D#3	Conga H Open V	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
E 3	Conga L V	64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
F 3	Timbale H V	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
F#3	Timbale L V	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
G 3	Agogo H V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
G#3	Agogo L V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3		64	64	99	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3	Samba Whistle H V	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C 4	Samba Whistle L V	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4	Cuica Mute V	64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	64
G 4	Cuica Open V	64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Rock Kit 2

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1	Surdo Mute V	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	67
D -1	Surdo Open V	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	68
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Brush Tap V	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	66
D 0	Brush Swirl V	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	65
D#0	Brush Slap V	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
E 0	Brush Tap Swirl V	64	64	45	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	65
F 0	Snare Roll V	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	66	66
F#0		64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Snare Noisy 5	64	64	121	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Tight 3	64	64	111	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 0	Kick 4	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Kick Gate 2	64	64	119	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1		64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare Rock 2	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1		64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Rock Rim Q	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Tom Rock 1 H	64	64	123	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Hi-Hat Closed 2	64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Tom Rock 2 H	64	64	127	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Hi-Hat Pedal 2	64	64	92	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Tom Rock 3 L Short	64	64	117	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Hi-Hat Open 2	64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Tom Rock 4 L Short	64	64	121	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Tom Rock 5 L Short	64	64	123	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2		64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	Tom Rock 6 L Short	64	64	124	0	95	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Ride Cymbal 1 V	64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Chinese Cymbal V	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	71	66
F 2		64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2		64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Splash Cymbal V	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
G#2		64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Crash Cymbal 2 V	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ride Cymbal 2 V	64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C 3	Bongo H V	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C#3	Bongo L V	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D 3	Conga H Mute V	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D#3	Conga H Open V	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
E 3	Conga L V	64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
F 3	Timbale H V	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
F#3	Timbale L V	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
G 3	Agogo H V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
G#3	Agogo L V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3		64	64	99	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3	Samba Whistle H V	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C 4	Samba Whistle L V	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4	Cuica Mute V	64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	64
G 4	Cuica Open V	64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Analog Kit 2

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1	Surdo Mute V	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	67
D -1	Surdo Open V	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	68
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Brush Tap V	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	66
D 0	Brush Swirl V	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	65
D#0	Brush Slap V	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
E 0	Reverse Cymbal	64	64	100	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0	Snare Roll V	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	66	66
F#0	Hi Q 2	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Snare Analog 3	64	64	120	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Techno Soft	64	64	125	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0	Open Rim Shot Dry V	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
B 0	Kick Techno Tight	64	64	123	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Kick Techno	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1	Side Stick Analog	64	64	116	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare Techno	64	64	107	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1		64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Techno 2	64	64	102	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Tom Analog 1	64	64	127	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Hi-Hat Closed Analog	64	64	108	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Tom Analog 2	64	64	112	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Hi-Hat Closed Analog 2	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Tom Analog 3	64	64	108	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Hi-Hat Open Analog	64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Tom Analog 4	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Tom Analog 5	64	64	109	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Crash Analog	64	64	109	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	Tom Analog 6	64	64	109	0	101	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Ride Cymbal 1 V	64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Chinese Cymbal V	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	71	66
F 2		64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2		64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Splash Cymbal V	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
G#2	Cowbell Analog	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Crash Cymbal 2 V	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ride Cymbal 2 V	64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C 3	Bongo H V	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C#3	Bongo L V	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D 3	Conga Analog H	64	64	89	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3	Conga Analog M	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3	Conga Analog L	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3	Timbale H V	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
F#3	Timbale L V	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
G 3	Agogo H V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
G#3	Agogo L V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3	Maracas 2	64	64	96	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3	Samba Whistle H V	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C 4	Samba Whistle L V	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4	Claves 2	64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4	Scratch H 2	64	64	89	4	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4	Scratch L 3	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Dance Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0		64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0		64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0		64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0	Reverse Cymbal	64	64	100	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0		64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0	Hi Q 2	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Snare Techno 3	64	64	120	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Techno Q	64	64	125	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0	Rim Gate	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 0	Kick Techno L	64	64	123	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Kick Techno 2	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1	Side Stick Analog	64	64	116	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare Clap	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1		64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Dry 2	64	64	111	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Tom Analog 1	64	64	127	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Hi-Hat Closed 3	64	64	68	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Tom Analog 2	64	64	112	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Hi-Hat Closed Analog 2	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Tom Analog 3	64	64	108	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Hi-Hat Open 3	64	64	58	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Tom Analog 4	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Tom Analog 5	64	64	109	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Crash Analog	64	64	109	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	Tom Analog 6	64	64	109	0	101	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2		64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 2		64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2		64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2		64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2	Cowbell Analog	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2		64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3		64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3		64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3	Conga Analog H	64	64	89	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3	Conga Analog M	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3	Conga Analog L	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3		64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3		64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3	Maracas 2	64	64	96	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3		64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4		64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4	Claves 2	64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4	Scratch H 2	64	64	89	4	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4	Scratch L 3	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Hip Hop Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1	Surdo Mute V	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	67
D -1	Surdo Open V	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	68
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Brush Tap V	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	66
D 0	Brush Swirl V	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	65
D#0	Brush Slap V	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
E 0	Brush Tap Swirl V	64	64	45	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	65
F 0	Snare Roll V	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	66	66
F#0		64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Open Rim Shot 2 Soft	64	64	106	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Dry Soft 2	64	64	94	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
Bb0	Open Rim Shot 2	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
B 0	Kick Dim	64	64	97	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C 1	Kick Boon	64	64	101	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C#1	Side Stick Dry	64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
D 1	Snare Dry Mute	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1		64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare White	64	64	123	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Floor Tom L Short	64	64	111	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
F#1	Hi-Hat Closed 2 H	64	64	74	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Floor Tom H Short	64	64	113	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
G#1	Hi-Hat Pedal 2 H	64	64	79	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Low Tom Short	64	64	82	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
Bb1	Hi-Hat Open 2 L	64	64	73	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Mid Tom L Short	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
C 2	Mid Tom H Short	64	64	99	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
C#2	Crash Cymbal 1 V	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D 2	High Tom Short	64	64	116	0	104	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
D#2	Ride Cymbal 1 V	64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Chinese Cymbal V	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	71	66
F 2		64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2		64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Splash Cymbal V	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
G#2		64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Crash Cymbal 2 V	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ride Cymbal 2 V	64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C 3	Bongo H V	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C#3	Bongo L V	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D 3	Conga H Mute V	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D#3	Conga H Open V	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
E 3	Conga L V	64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
F 3	Timbale H V	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
F#3	Timbale L V	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
G 3	Agogo H V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
G#3	Agogo L V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3		64	64	99	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3	Samba Whistle H V	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C 4	Samba Whistle L V	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4	Cuica Mute V	64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	64
G 4	Cuica Open V	64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Jungle Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1	Surdo Mute V	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	67
D -1	Surdo Open V	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	68
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Brush Tap V	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	66
D 0	Brush Swirl V	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	65
D#0	Brush Slap V	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
E 0	Brush Tap Swirl V	64	64	45	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	65
F 0	Snare Roll V	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	66	66
F#0		64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Rim Gate 2	64	64	100	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Cough	64	64	116	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0	Rim Gate 3	64	64	100	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 0	Kick Zap	64	64	102	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Kick Dawn	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1	Side Stick Dry	64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
D 1	Snare Tin	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1		64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Can	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Floor Tom L Short	64	64	111	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
F#1	Hi-Hat Closed 2 Soft	64	64	87	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Floor Tom H Short	64	64	113	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
G#1	Hi-Hat Pedal 2 Soft	64	64	84	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Low Tom Short	64	64	82	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
Bb1	Hi-Hat Open 2 Soft	64	64	64	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Mid Tom L Short	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
C 2	Mid Tom H Short	64	64	99	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
C#2	Crash Cymbal 1 V	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D 2	High Tom Short	64	64	116	0	104	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
D#2	Ride Cymbal 1 V	64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Chinese Cymbal V	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	71	66
F 2		64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2		64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Splash Cymbal V	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
G#2		64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Crash Cymbal 2 V	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ride Cymbal 2 V	64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C 3	Bongo H V	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C#3	Bongo L V	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D 3	Conga H Mute V	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D#3	Conga H Open V	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
E 3	Conga L V	64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
F 3	Timbale H V	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
F#3	Timbale L V	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
G 3	Agogo H V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
G#3	Agogo L V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3		64	64	99	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3	Samba Whistle H V	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C 4	Samba Whistle L V	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4	Cuica Mute V	64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	64
G 4	Cuica Open V	64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Apogee Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1	Surdo Mute V	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	67
D -1	Surdo Open V	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	68
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Brush Tap V	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	66
D 0	Brush Swirl V	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	65
D#0	Brush Slap V	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
E 0	Reverse Cymbal	64	64	100	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0		64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0	Hi Q 2	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Snare Analog 4	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Techno 3	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0	Open Rim Shot L	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0	Kick Techno 4	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	70	64
C 1	Kick Techno Tight 2	64	64	118	0	63	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	69
C#1	Side Stick Analog 2	64	64	115	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare Analog 5	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1	Clap Ambience	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Analog 6	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Tom Techno 1	64	64	127	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Hi-Hat Closed Analog 3	64	64	108	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Tom Techno 2	64	64	112	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Hi-Hat Closed Analog 4	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Tom Techno 3	64	64	108	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Hi-Hat Open Analog 2	64	64	112	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Tom Techno 4	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Tom Techno 5	64	64	117	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Crash Analog	64	64	109	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	Tom Techno 6	64	64	127	0	101	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Ride Cymbal Analog 1	64	64	90	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2		64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	Ride Cymbal Cup Q	64	64	127	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2		64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Splash Cymbal V	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
G#2	Cowbell Analog L	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Crash Cymbal 2 V	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ride Cymbal Analog 2	64	64	86	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3	Bongo H V	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C#3	Bongo L V	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D 3	Conga Analog H Long	64	64	105	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3	Conga Analog M Long	64	64	107	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3	Conga Analog L	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3	Timbale H V	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
F#3	Timbale L V	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
G 3	Agogo H V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
G#3	Agogo L V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3	Maracas 2	64	64	96	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3	Samba Whistle H V	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C 4	Samba Whistle L V	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4	Claves 2	64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4	Scratch H 2	64	64	89	4	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4	Scratch L 3	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Perigee

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1	Surdo Mute V	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	67
D -1	Surdo Open V	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	68
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Brush Tap V	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	66
D 0	Brush Swirl V	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	65
D#0	Brush Slap V	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
E 0	Reverse Cymbal	64	64	100	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0		64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0	Hi Q 2	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Snare Analog 4 H	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Techno 3	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0	Open Rim Shot L	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0	Kick Techno 4 H	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	70	64
C 1	Kick Techno Tight 2 H	64	64	127	0	63	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	69
C#1	Side Stick Analog 2 H	64	64	115	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare Analog 5 H	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1	Clap Ambience H	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Analog 6 H	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Tom Techno 1 H	64	64	127	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Hi-Hat Closed Analog 3 H	64	64	108	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Tom Techno 2 H	64	64	112	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Hi-Hat Closed Analog 4 H	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Tom Techno 3 H	64	64	108	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Hi-Hat Open Analog 2 H	64	64	112	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Tom Techno 4 H	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Tom Techno 5 H	64	64	117	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Crash Analog H	64	64	111	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	Tom Techno 6 H	64	64	127	0	101	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Ride Cymbal Analog 1 H	64	64	90	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Chinese Cymbal H	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	Ride Cymbal Cup H	64	64	127	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2	Tambourine H	64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Splash Cymbal H	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2	Cowbell Analog H	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Crash Cymbal 2 H	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ride Cymbal Analog 2 H	64	64	86	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3	Bongo H V	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C#3	Bongo L V	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D 3	Conga Analog H Long H	64	64	105	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3	Conga Analog M Long H	64	64	107	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3	Conga Analog L Long H	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3	Timbale H V	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
F#3	Timbale L V	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
G 3	Agogo H V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
G#3	Agogo L V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3	Maracas 2	64	64	96	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3	Samba Whistle H V	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C 4	Samba Whistle L V	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4	Claves 2	64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4	Scratch H 2	64	64	89	4	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4	Scratch L 3	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Jazz Kit 2

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1	Surdo Mute V	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	67
D -1	Surdo Open V	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	68
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Brush Tap V	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	66
D 0	Brush Swirl V	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	65
D#0	Brush Slap V	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
E 0	Brush Tap Swirl V	64	64	45	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	65
F 0	Snare Roll V	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	66	66
F#0		64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0		64	64	75	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0		64	64	116	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 0		64	64	102	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Kick Jazz L	64	64	120	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1		64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare H	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1		64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Tight L	64	64	123	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Tom Jazz 7	64	64	113	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Hi-Hat Closed L	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Tom Jazz 8	64	64	122	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Hi-Hat Pedal L	64	64	92	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Tom Jazz 9	64	64	112	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Hi-Hat Open L	64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Tom Jazz 10	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Tom Jazz 11	64	64	110	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2		64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	Tom Jazz 12	64	64	116	0	104	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Ride Cymbal 1 V	64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Chinese Cymbal V	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	71	66
F 2	Ride Cymbal Cup L	64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2		64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Splash Cymbal V	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
G#2		64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Crash Cymbal 2 V	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ride Cymbal 2 V	64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C 3	Bongo H V	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C#3	Bongo L V	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D 3	Conga H Mute V	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D#3	Conga H Open V	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
E 3	Conga L V	64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
F 3	Timbale H V	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
F#3	Timbale L V	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
G 3	Agogo H V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
G#3	Agogo L V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3		64	64	99	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3	Samba Whistle H V	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C 4	Samba Whistle L V	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4	Cuica Mute V	64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	64
G 4	Cuica Open V	64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Brush Kit 2

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	67
D -1		64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	68
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0		64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	66
D 0		64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	65
D#0		64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
E 0	Brush Tap Swirl L	64	64	69	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0	Snare Roll V	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	66	66
F#0	Castanet H	64	64	111	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Snare Dry Hard	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Release	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0	Open Rim Shot Dry L	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0	Kick Cloudy H	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	70	64
C 1	Kick Cloudy L	64	64	118	0	63	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	69
C#1	Side Stick B 2	64	64	115	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Brush Slap 3 Q	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1		64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Brush Snare Loud	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Tom Brush 7	64	64	127	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Hi-Hat Closed 4	64	64	108	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Tom Brush 8	64	64	112	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Hi-Hat Pedal 4	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Tom Brush 9	64	64	108	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Hi-Hat Open 4	64	64	112	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Tom Brush 10	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Tom Brush 11	64	64	117	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Crash Cymbal 4	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	Tom Brush 12	64	64	127	0	101	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Ride Cymbal 1 H	64	64	90	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2		64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	Ride Cymbal Cup 6	64	64	127	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2		64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Splash Cymbal V	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
G#2	Cowbell 2	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ride Cymbal 6	64	64	86	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3		64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C#3		64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D 3	Conga H Mute V	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D#3	Conga H Open V	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
E 3	Conga L 2	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3		64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
F#3		64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
G 3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
G#3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3	Maracas Q	64	64	96	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3		64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C 4		64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4	Cuica Open H	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Natural Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Brush Tap Natural	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
D 0	Brush Swirl Natural L	64	64	37	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	67
D#0	Brush Slap Natural	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
E 0	Brush Swirl Natural H	64	64	38	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	67
F 0	Snare Roll Natural	64	64	90	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	67
F#0		64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Snare Natural L	64	64	83	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Soft Natural	64	64	114	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
Bb0	Open Rim Natural	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
B 0	Kick Light Natural	64	64	102	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
C 1	Kick Std Natural	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
C#1	Side Stick Natural	64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
D 1	Snare Natural M	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
D#1		64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Natural H	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
F 1	Floor Tom Natural L	64	64	117	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
F#1	Hi-Hat Closed Natural	64	64	80	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
G 1	Floor Tom Natural H	64	64	119	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
G#1	Hi-Hat Pedal Natural	64	64	86	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Low Tom Natural	64	64	104	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
Bb1	Hi-Hat Open Natural	64	64	87	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
B 1	Mid Tom Natural L	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
C 2	Mid Tom Natural H	64	64	105	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
C#2	Crash Cymbal Natural 1	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
D 2	High Tom Natural	64	64	118	0	104	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
D#2	Ride Cymbal Natural 1	64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
E 2	Chinese Cymbal Natural	64	64	116	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	67
F 2	Ride Cymbal Cup Natural	64	64	100	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
F#2		64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Splash Cymbal Natural	64	64	97	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
G#2		64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Crash Cymbal Natural 2	64	64	118	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ride Cymbal Natural 2	64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
C 3		64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3		64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3		64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3		64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3		64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3		64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3		64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3		64	64	99	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3		64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4		64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4		64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Natural Funk Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Brush Tap Natural	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
D 0	Brush Swirl Natural L	64	64	37	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	67
D#0	Brush Slap Natural	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
E 0	Brush Swirl Natural H	64	64	38	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	67
F 0	Snare Roll Natural	64	64	90	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	67
F#0		64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Snare Natural Funk L	64	64	75	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Soft Natural	64	64	114	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
Bb0	Open Rim Natural	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
B 0	Kick Std Natural Funk	64	64	102	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
C 1	Kick Natural Funk	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
C#1	Side Stick Natural	64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
D 1	Snare Natural Funk M	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
D#1		64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Natural Funk H	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
F 1	Floor Tom Natural L	64	64	117	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
F#1	Hi-Hat Closed Natural	64	64	80	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
G 1	Floor Tom Natural H	64	64	119	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
G#1	Hi-Hat Pedal Natural	64	64	86	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Low Tom Natural	64	64	104	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
Bb1	Hi-Hat Open Natural	64	64	87	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
B 1	Mid Tom Natural L	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
C 2	Mid Tom Natural H	64	64	105	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
C#2	Crash Cymbal Natural 1	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
D 2	High Tom Natural	64	64	118	0	104	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
D#2	Ride Cymbal Natural 1	64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
E 2	Chinese Cymbal Natural	64	64	116	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	67
F 2	Ride Cymbal Cup Natural	64	64	100	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
F#2		64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Splash Cymbal Natural	64	64	97	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
G#2		64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Crash Cymbal Natural 2	64	64	118	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ride Cymbal Natural 2	64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
C 3		64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3		64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3		64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3		64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3		64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3		64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3		64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3		64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3		64	64	99	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3		64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4		64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4		64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Tramp Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	67
D -1		64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	68
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Brush Tap V	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	66
D 0	Brush Swirl V	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	65
D#0	Brush Slap V	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
E 0	Reverse Cymbal	64	64	100	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0	Snare Roll V	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	66	66
F#0	Hi Q 2	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Snare Techno 3 Q	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0	Sticks Q	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Techno Q 2	64	64	104	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0	Rim Gate Lo-Fi	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0	Kick Techno L Q	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	70	64
C 1	Kick Techno 2 Gate	64	64	127	0	63	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	69
C#1	Side Stick Analog Q	64	64	116	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare Clap	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
D#1	Hand Clap Dark	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Dry 2 Gate	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Tom Analog 7	64	64	127	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Hi-Hat Closed 3 Dark	64	64	108	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Tom Analog 8	64	64	120	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Hi-Hat Closed Analog 2 L	64	64	116	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Tom Analog 9	64	64	108	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Hi-Hat Open 3 Dark	64	64	109	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Tom Analog 10	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Tom Analog 11	64	64	117	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Crash Analog Dark	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	Tom Analog 12	64	64	127	0	101	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Ride Cymbal 1 Dark	64	64	127	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Chinese Cymbal L	64	64	94	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	Ride Cymbal Cup Dark	64	64	127	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2	Tambourine Dark	64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Splash Cymbal L Q	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2	Cowbell Analog Q	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Crash Cymbal 2 Q	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ride Cymbal 2 D	64	64	124	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3	Bongo H V	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C#3	Bongo L V	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D 3	Conga Analog H Long	64	64	105	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3	Conga Analog M Long	64	64	107	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3	Conga Analog L Long	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3	Timbale H V	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
F#3	Timbale L V	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
G 3	Agogo H V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
G#3	Agogo L V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3	Maracas 2	64	64	96	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3	Samba Whistle H V	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C 4	Samba Whistle L V	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4	Scratch H 2	64	64	89	4	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4	Scratch L 3	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Amber Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1	Surdo Mute V	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	67
D -1	Surdo Open V	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	68
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Brush Tap V	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	66
D 0	Brush Swirl V	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	65
D#0	Brush Slap V	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
E 0	Brush Tap Swirl L	64	64	69	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0	Snare Roll V	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	66	66
F#0		64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Open Rim Shot 3 Soft	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0	Sticks Q	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	KickDrySoft3	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0	Open Rim Shot Dry	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0	Kick Comp 1 L	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	70	64
C 1	Kick Comp 1 H	64	64	127	0	63	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	69
C#1	Side Stick Dry L	64	64	103	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare Dry Mute L	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1	Hand Clap Dark	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Hip Snare Long	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Floor Tom Tech L	64	64	127	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Hi-Hat Closed Tech	64	64	108	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Floor Tom Tech H	64	64	112	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Hi-Hat Pedal Tech	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Low Tom Tech	64	64	108	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Hi-Hat Open 3 Dark	64	64	109	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Mid Tom Tech L	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Mid Tom Tech H	64	64	117	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Crash Cymbal Dark	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	High Tom Tech	64	64	127	0	101	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Ride Cymbal 1 Dark	64	64	127	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Chinese Cymbal H2	64	64	94	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	Ride Cymbal Cup Dark	64	64	127	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2	Tambourine Dark	64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Splash Cymbal L Q	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2	Cowbell Lo-Fi	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Crash Cymbal 2 Q	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ride Cymbal 2 V	64	64	124	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3	Bongo H V	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C#3	Bongo L V	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D 3	Conga H Mute V	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D#3	Conga H Open V	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
E 3	Conga L 2	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3	Timbale H V	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
F#3	Timbale L V	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
G 3	Agogo H V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
G#3	Agogo L V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3	Maracas Q	64	64	96	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3	Samba Whistle H V	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C 4	Samba Whistle L V	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4	Cuica Open H	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Coffin Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1	Surdo Mute V	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	67
D -1	Surdo Open V	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	68
D#-1		64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	92	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Brush Tap V	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	66
D 0	Brush Swirl V	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	65
D#0	Brush Slap V	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
E 0	Brush Tap Swirl L	64	64	69	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0	Snare Roll V	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	66	66
F#0		64	64	111	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Rim Gate 4	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0	Sticks Q	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Cough L	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0	Rim Gate 5	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0	Kick Comp 2 L	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	70	64
C 1	Kick Comp 2 H	64	64	127	0	63	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	69
C#1	Side Stick Dry L	64	64	103	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare Tin L	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1	Hand Clap Dark	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Can L	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Floor Tom Tech L	64	64	127	0	24	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Hi-Hat Closed Tech	64	64	108	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Floor Tom Tech H	64	64	112	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Hi-Hat Pedal Tech	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Low Tom Tech	64	64	108	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Hi-Hat Open 3 Dark	64	64	109	1	77	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Mid Tom Tech L	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Mid Tom Tech H	64	64	117	0	83	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Crash Cymbal Dark 2	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	High Tom Tech	64	64	127	0	101	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Ride Cymbal Hard 2	64	64	90	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Chinese Cymbal Q	64	64	94	0	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	Ride Cymbal Cup 5	64	64	127	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2	Tambourine Dark	64	64	116	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Tech Splash Cymbal	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2	Cowbell Lo-Fi	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Crash Cymbal 2 Q	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2		64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ride Cymbal 5	64	64	124	0	46	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3	Bongo H V	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
C#3	Bongo L V	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D 3	Conga H Mute V	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
D#3	Conga H Open V	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
E 3	Conga L 2	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3	Timbale H V	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	65
F#3	Timbale L V	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	65
G 3	Agogo H V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
G#3	Agogo L V	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
A 3		64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3	Maracas Q	64	64	96	0	21	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3	Samba Whistle H V	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C 4	Samba Whistle L V	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	65	64
C#4		64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4	Cuica Open H	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Live! Standard Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	102	3	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	121	3	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	63	0	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	87	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	96	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Brush Tap	64	64	49	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0	Brush Swirl L	64	64	47	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0	Brush Slap	64	64	52	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0	Brush Swirl H	64	64	45	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0	Snare Roll	64	64	79	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Snare L	64	64	75	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Soft	64	64	116	0	64	8	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0	Open Rim	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0	Kick Light	64	64	102	0	64	8	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Kick Std	64	64	127	0	64	8	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1	Side Stick	64	64	93	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare M	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1		64	64	110	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare H	64	64	123	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Floor Tom L	64	64	111	0	24	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Hi-Hat Closed	64	64	91	1	77	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Floor Tom H	64	64	113	0	39	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Hi-Hat Pedal	64	64	97	1	77	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Low Tom	64	64	104	0	52	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Hi-Hat Open	64	64	96	1	77	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Mid Tom L	64	64	87	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Mid Tom H	64	64	103	0	83	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Crash Cymbal 1	64	64	127	0	69	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	High Tom	64	64	116	0	104	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Ride Cymbal 1	64	64	105	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Chinese Cymbal	64	64	120	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	Ride Cymbal Cup	64	64	107	0	46	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2		64	64	120	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Splash Cymbal	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2		64	64	118	0	77	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Crash Cymbal 2	64	64	127	0	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2		64	64	106	0	25	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ride Cymbal 2	64	64	110	0	46	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3		64	64	110	0	110	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3		64	64	87	0	110	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3		64	64	73	0	39	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3		64	64	89	0	25	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3		64	64	111	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3		64	64	91	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3		64	64	95	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3		64	64	108	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3		64	64	108	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3		64	64	90	0	28	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3		64	64	103	0	21	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3		64	64	103	0	101	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4		64	64	110	0	101	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4		64	64	124	0	95	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	97	0	21	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4		64	64	107	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	2	25	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Live! Funk Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	102	3	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	121	3	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	63	0	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	87	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	96	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Brush Tap	64	64	49	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0	Brush Swirl L	64	64	47	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0	Brush Slap	64	64	52	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0	Brush Swirl H	64	64	45	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0	Snare Roll	64	64	79	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Snare Funk L	64	64	75	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Soft	64	64	116	0	64	8	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0	Open Rim	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0	Kick Std	64	64	102	0	64	8	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Kick Funk	64	64	127	0	64	8	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1	Side Stick	64	64	93	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare Funk M	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1		64	64	110	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Funk H	64	64	123	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Floor Tom L	64	64	111	0	24	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Hi-Hat Closed	64	64	91	1	77	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Floor Tom H	64	64	113	0	39	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Hi-Hat Pedal	64	64	97	1	77	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Low Tom	64	64	104	0	52	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Hi-Hat Open	64	64	96	1	77	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Mid Tom L	64	64	87	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Mid Tom H	64	64	103	0	83	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Crash Cymbal 1	64	64	127	0	69	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	High Tom	64	64	116	0	104	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Ride Cymbal 1	64	64	105	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Chinese Cymbal	64	64	120	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	Ride Cymbal Cup	64	64	107	0	46	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2		64	64	120	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Splash Cymbal	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2		64	64	118	0	77	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Crash Cymbal 2	64	64	127	0	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2		64	64	106	0	25	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ride Cymbal 2	64	64	110	0	46	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3		64	64	110	0	110	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3		64	64	87	0	110	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3		64	64	73	0	39	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3		64	64	89	0	25	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3		64	64	111	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3		64	64	91	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3		64	64	95	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3		64	64	108	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3		64	64	108	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3		64	64	90	0	28	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3		64	64	103	0	21	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3		64	64	103	0	101	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4		64	64	110	0	101	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4		64	64	124	0	95	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	97	0	21	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4		64	64	107	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	2	25	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Live! Brush Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	102	3	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	121	3	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	63	0	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	87	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	96	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Brush Tap	64	64	49	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0	Brush Swirl L	64	64	47	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0	Brush Slap	64	64	52	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0	Brush Swirl H	64	64	45	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0	Snare Roll	64	64	79	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Brush Slap 2	64	64	75	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Soft	64	64	116	0	64	8	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0	Open Rim	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0	Kick Std	64	64	102	0	64	8	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Kick Funk	64	64	127	0	64	8	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1	Side Stick	64	64	93	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare Brush M	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1		64	64	110	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Brush H	64	64	123	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Brush Floor Tom L	64	64	111	0	24	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Hi-Hat Closed	64	64	91	1	77	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Brush Floor Tom H	64	64	113	0	39	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Hi-Hat Pedal	64	64	97	1	77	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Brush Low Tom	64	64	104	0	52	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Hi-Hat Open	64	64	96	1	77	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Brush Mid Tom L	64	64	87	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Brush Mid Tom H	64	64	103	0	83	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Brush Crash Cymbal 1	64	64	127	0	69	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	Brush High Tom	64	64	116	0	104	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Brush Ride Cymbal 1	64	64	105	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Chinese Cymbal	64	64	120	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	Brush Ride Cymbal Cup	64	64	107	0	46	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2		64	64	120	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Splash Cymbal	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2		64	64	118	0	77	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Brush Crash Cymbal 2	64	64	127	0	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2		64	64	106	0	25	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Brush Ride Cymbal 2	64	64	110	0	46	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3		64	64	110	0	110	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3		64	64	87	0	110	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3		64	64	73	0	39	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3		64	64	89	0	25	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3		64	64	111	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3		64	64	91	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3		64	64	95	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3		64	64	108	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3		64	64	108	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3		64	64	90	0	28	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3		64	64	103	0	21	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3		64	64	103	0	101	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4		64	64	110	0	101	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4		64	64	124	0	95	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	106	0	110	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	97	0	21	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4		64	64	107	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	2	25	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	2	25	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	106	0	83	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	68	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Live! Standard + Percussion Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	102	3	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	121	3	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	63	0	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	87	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	96	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Brush Tap Stereo	64	64	49	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0	Brush Swirl Stereo	64	64	47	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0	Brush Slap Stereo	64	64	52	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0	Brush Tap Swirl Stereo	64	64	45	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0	Snare Roll Stereo	64	64	79	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Snare L Stereo	64	64	75	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Soft Stereo	64	64	116	0	64	8	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0	Open Rim Shot Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0	Kick Light Stereo	64	64	102	0	64	8	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Kick Std Stereo	64	64	127	0	64	8	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1	Side Stick Stereo	64	64	93	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare M Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1	Hand Clap Stereo	64	64	110	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare H Stereo	64	64	123	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Floor Tom L Stereo	64	64	111	0	24	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Hi-Hat Closed Stereo	64	64	91	1	77	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Floor Tom H Stereo	64	64	113	0	39	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Hi-Hat Pedal Stereo	64	64	97	1	77	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Low Tom Stereo	64	64	104	0	52	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Hi-Hat Open Stereo	64	64	96	1	77	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Mid Tom L Stereo	64	64	87	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Mid Tom H Stereo	64	64	103	0	83	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Crash Cymbal 1 Stereo	64	64	127	0	69	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	High Tom Stereo	64	64	116	0	104	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Ride Cymbal 1 Stereo	64	64	105	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Chinese Cymbal Stereo	64	64	120	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	Ride Cymbal Cup Stereo	64	64	107	0	46	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2	Tambourine Stereo	64	64	120	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Splash Cymbal Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2	Cowbell Stereo	64	64	118	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Crash Cymbal 2 Stereo	64	64	127	0	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2		64	64	106	0	25	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ride Cymbal 2 Stereo	64	64	110	0	46	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3	Bongo H Stereo	64	64	110	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3	Bongo L Srereo	64	64	87	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3	Conga H Mute Stereo	64	64	73	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3	Conga H Open Stereo	64	64	89	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3	Conga L Stereo	64	64	111	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3	Timbale H Stereo	64	64	91	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3	Timbale L Stereo	64	64	95	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3		64	64	108	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3		64	64	108	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3	Cabasa Stereo	64	64	90	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3	Maracas Stereo	64	64	103	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3		64	64	103	0	101	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4		64	64	110	0	101	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4	Guiro Short Stereo	64	64	124	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4	Guiro Long Stereo	64	64	106	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4	Cuica Mute Stereo	64	64	97	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4	Cuica Open Stereo	64	64	107	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4	Triangle Mute Stereo	64	64	127	2	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4	Triangle Open Stereo	64	64	127	2	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4	Shaker Stereo	64	64	106	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5	Wind Chime Stereo	64	64	68	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Live! Funk + Percussion Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	102	3	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	121	3	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	63	0	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	87	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	96	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Brush Tap Stereo	64	64	49	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0	Brush Swirl Stereo	64	64	47	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0	Brush Slap Stereo	64	64	52	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0	Brush Tap Swirl Stereo	64	64	45	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0	Snare Roll Stereo	64	64	79	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Snare L Stereo	64	64	75	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Soft Stereo	64	64	116	0	64	8	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0	Open Rim Shot Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0	Kick Std Stereo	64	64	102	0	64	8	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Kick Funk Stereo	64	64	127	0	64	8	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1	Side Stick Stereo	64	64	93	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare Funk M Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1	Hand Clap Stereo	64	64	110	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Funk H Stereo	64	64	123	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Floor Tom L Stereo	64	64	111	0	24	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Hi-Hat Closed Stereo	64	64	91	1	77	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Floor Tom H Stereo	64	64	113	0	39	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Hi-Hat Pedal Stereo	64	64	97	1	77	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Low Tom Stereo	64	64	104	0	52	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Hi-Hat Open Stereo	64	64	96	1	77	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Mid Tom L Stereo	64	64	87	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Mid Tom H Stereo	64	64	103	0	83	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Crash Cymbal 1 Stereo	64	64	127	0	69	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	High Tom Stereo	64	64	116	0	104	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Ride Cymbal 1 Stereo	64	64	105	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Chinese Cymbal Stereo	64	64	120	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	Ride Cymbal Cup Stereo	64	64	107	0	46	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2	Tambourine Stereo	64	64	120	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Splash Cymbal Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2	Cowbell Stereo	64	64	118	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Crash Cymbal 2 Stereo	64	64	127	0	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2		64	64	106	0	25	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ride Cymbal 2 Stereo	64	64	110	0	46	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3	Bongo H Stereo	64	64	110	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3	Bongo L Srereo	64	64	87	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3	Conga H Mute Stereo	64	64	73	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3	Conga H Open Stereo	64	64	89	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3	Conga L Stereo	64	64	111	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3	Timbale H Stereo	64	64	91	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3	Timbale L Stereo	64	64	95	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3		64	64	108	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3		64	64	108	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3	Cabasa Stereo	64	64	90	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3	Maracas Stereo	64	64	103	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3		64	64	103	0	101	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4		64	64	110	0	101	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4	Guiro Short Stereo	64	64	124	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4	Guiro Long Stereo	64	64	106	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4	Cuica Mute Stereo	64	64	97	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4	Cuica Open Stereo	64	64	107	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4	Triangle Mute Stereo	64	64	127	2	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4	Triangle Open Stereo	64	64	127	2	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4	Shaker Stereo	64	64	106	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5	Wind Chime Stereo	64	64	68	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Live! Brush + Percussion Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	102	3	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	121	3	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	63	0	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	93	4	52	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	116	4	52	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	94	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	98	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	87	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	96	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Brush Tap Stereo	64	64	49	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0	Brush Swirl Stereo	64	64	47	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0	Brush Slap Stereo	64	64	52	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0	Brush Tap Swirl Stereo	64	64	45	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0	Snare Roll Stereo	64	64	79	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Brush Slap 2 Stereo	64	64	75	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Kick Soft Stereo	64	64	116	0	64	8	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0	Open Rim Shot Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0	Kick Std Stereo	64	64	102	0	64	8	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Kick Funk Stereo	64	64	127	0	64	8	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1	Side Stick Stereo	64	64	93	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Snare Brush M Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1	Hand Clap Stereo	64	64	110	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Snare Brush H Stereo	64	64	123	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Brush Floor Tom L Stereo	64	64	111	0	24	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Hi-Hat Closed Stereo	64	64	91	1	77	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Brush Floor Tom H Stereo	64	64	113	0	39	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Hi-Hat Pedal Stereo	64	64	97	1	77	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Brush Low Tom Stereo	64	64	104	0	52	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Hi-Hat Open Stereo	64	64	96	1	77	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Brush Mid Tom L Stereo	64	64	87	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Brush Mid Tom H Stereo	64	64	103	0	83	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Brush Crash Cymbal 1 Stereo	64	64	127	0	69	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	Brush High Tom Stereo	64	64	116	0	104	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Brush Ride Cymbal 1 Stereo	64	64	105	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Chinese Cymbal Stereo	64	64	120	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	Brush Ride Cymbal Cup Stereo	64	64	107	0	46	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2	Tambourine Stereo	64	64	120	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Splash Cymbal Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2	Cowbell Stereo	64	64	118	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Brush Crash Cymbal 2 Stereo	64	64	127	0	51	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2		64	64	106	0	25	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Brush Ride Cymbal 2 Stereo	64	64	110	0	46	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3	Bongo H Stereo	64	64	110	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3	Bongo L Srereo	64	64	87	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3	Conga H Mute Stereo	64	64	73	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3	Conga H Open Stereo	64	64	89	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3	Conga L Stereo	64	64	111	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3	Timbale H Stereo	64	64	91	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3	Timbale L Stereo	64	64	95	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3		64	64	108	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3		64	64	108	0	34	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3	Cabasa Stereo	64	64	90	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3	Maracas Stereo	64	64	103	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3		64	64	103	0	101	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4		64	64	110	0	101	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4	Guiro Short Stereo	64	64	124	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4	Guiro Long Stereo	64	64	106	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	88	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	107	0	104	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	96	0	104	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4	Cuica Mute Stereo	64	64	97	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4	Cuica Open Stereo	64	64	107	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4	Triangle Mute Stereo	64	64	127	2	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4	Triangle Open Stereo	64	64	127	2	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4	Shaker Stereo	64	64	106	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	123	0	105	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5	Wind Chime Stereo	64	64	68	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Techno Kit K/S

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Heavy Techno Kick 1	64	64	118	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	69
C#1	Heavy Techno Kick 2	64	64	119	0	64	33	29	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Psychedelic Kick	64	64	127	0	64	33	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1	Gate Tekno Kick	64	64	127	0	64	30	30	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Rap Kick	64	64	127	0	64	33	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Heavy Techno Kick 3	64	64	127	0	64	30	30	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Heavy Techno Kick 4	64	64	108	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Future Kick	64	64	112	0	64	29	33	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Asian Kick	64	64	119	1	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Imbalance Kick	64	64	125	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Justice Kick	64	64	119	0	64	32	32	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Minimal Kick	64	64	114	0	64	25	30	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 2	Radio Snare	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	Cold Dry Snare 1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2	Slap Snare	64	64	116	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Cold Dry Snare 2	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
G#2	Cold Dry Snare 3	64	64	124	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Lo-Fi Metal Snare	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3	Hi Pitch Slap H	64	64	116	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3	Hi Pitch Slap L	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Techno Kit Hi

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Hyper Tom H 1	64	64	118	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	69
C#1	Asian Tom H	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Lo-Fi Tom H	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1	Hyper Tom H 2	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Flanged Tom H	64	64	86	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Minimal Tom H	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Vox Drum H	64	64	108	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Android Walk 1 H	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Android Walk 2 H	64	64	119	1	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Electro Blip H	64	64	125	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Wood Percussions H	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Wood Door Open H	64	64	114	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Reso Noise Burst H	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	LFO Metal Attack H	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	Steel Conga H	64	64	116	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Rate Down Snare H	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Pop Ambient H	64	64	124	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	Tunnel Ambient H	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2	Vibraslap H	64	64	116	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Gun Shot Slap H	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2	Punch Snare H	64	64	118	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Bomb Snare H	64	64	101	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2	Space Tambourine H	64	64	121	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ambient Cow Bell H	64	64	125	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3	Chink Hat H	64	64	110	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3	Coal Mine 1 H	64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3	Coal Mine 2 H	64	64	105	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3	Hammer Hit 1 H	64	64	107	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3	Hammer Hit 2 H	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3	Hammer Hit 3 H	64	64	104	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3	Insensible Hah H	64	64	115	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3	Robot 1 H	64	64	108	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3	Insensible Fuh H	64	64	108	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3	Robot 2 H	64	64	101	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3	Rude Loop Cymbal H	64	64	117	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3	Noise Burst H	64	64	103	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4	Fizzer H	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4	Lo-Fi Shaker H	64	64	103	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4	Temple Gong H	64	64	106	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Techno Kit Lo

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Hyper Tom L 1	64	64	118	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	69
C#1	Asian Tom L	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Lo-Fi Tom L	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1	Hyper Tom L 2	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Flanged Tom L	64	64	86	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Minimal Tom L	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Vox Drum L	64	64	108	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Android Walk 1 L	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Android Walk 2 L	64	64	119	1	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Electro Blip L	64	64	125	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Wood Percussions L	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Wood Door Open L	64	64	114	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Reso Noise Burst L	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	LFO Metal Attack L	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	Steel Conga L	64	64	116	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Rate Down Snare L	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Pop Ambient L	64	64	124	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	Tunnel Ambient L	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2	Vibraslap L	64	64	116	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Gun Shot Slap L	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2	Punch Snare L	64	64	118	0	64	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Bomb Snare L	64	64	101	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2	Space Tambourine L	64	64	121	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Ambient Cow Bell L	64	64	125	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3	Chink Hat L	64	64	110	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3	Coal Mine 1 L	64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3	Coal Mine 2 L	64	64	105	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3	Hammer Hit 1 L	64	64	107	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3	Hammer Hit 2 L	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3	Hammer Hit 3 L	64	64	104	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3	Insensible Hah L	64	64	115	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3	Robot 1 L	64	64	108	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3	Insensible Fuh L	64	64	108	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3	Robot 2 L	64	64	101	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3	Rude Loop Cymbal L	64	64	117	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3	Noise Burst L	64	64	103	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4	Fizzer L	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4	Lo-Fi Shaker L	64	64	103	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4	Temple Gong L	64	64	106	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Sakura Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Dora	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1	Tsuzumi Pon	64	64	127	0	43	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	72	64
D 1	Tsuzumi Pu	64	64	127	0	49	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	71	64
D#1	Tsuzumi Ta	64	64	127	0	56	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	69	64
E 1	Tsuzumi Chon	64	64	86	0	78	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	70	64
F 1	Tsuzumi Tsu	64	64	127	0	95	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	64
F#1	Shimetaiko Ten	64	64	108	0	74	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
G 1	Shimetaiko Tsu	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
G#1	Yagura Open	64	64	119	1	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	64
A 1	Ohdaiko Rim	64	64	125	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	64
Bb1	Oriental Tambourine	64	64	116	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Oriental Drum 1	64	64	127	0	49	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	67	64
C 2	Oriental Drum 2	64	64	119	0	57	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	67	64
C#2	Oriental Drum 3	64	64	115	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	68	64
D 2	Oriental Rim 1	64	64	116	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	64
D#2	Oriental Rim 2	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	68	65
E 2	Oriental Rim 3	64	64	124	0	72	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	70	64
F 2	Oriental Rim 4	64	64	112	0	79	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	64
F#2	Oriental Metal Rim 1	64	64	121	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	67	64
G 2	Oriental Metal Rim 2	64	64	127	0	59	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	65	64
G#2	Oriental Metal Rim 3	64	64	118	0	72	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	64
A 2	Oriental Metal Rim 4	64	64	101	0	81	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	64
Bb2	Oriental Metal Rim 5	64	64	121	0	84	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	66	64
B 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Small Latin Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Latin Cymbal Short	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1	Claves SL 1	64	64	107	0	43	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Claves SL 2	64	64	127	0	49	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1	Claves SL 3	64	64	127	0	56	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Claves SL 4	64	64	86	0	78	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Claves SL 5	64	64	127	0	95	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Muted Percussion SL 1	64	64	108	0	74	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Muted Percussion SL 2	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Muted Percussion SL 3	64	64	119	1	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Muted Percussion SL 4	64	64	125	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Pandiero	64	64	116	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Surdo Mute SL 1	64	64	127	0	49	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Surdo Mute SL 2	64	64	119	0	57	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Surdo Open SL	64	64	115	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	Surdo Rim SL	64	64	116	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Tamborim Mute	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Tamborim Open	64	64	124	0	72	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	TimbaleL Drum	64	64	112	0	79	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2	TimbaleH Drum	64	64	121	0	52	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	TimbaleL Rim	64	64	127	0	59	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2	TimbaleH Rim	64	64	118	0	72	63	63	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Timbale Paila 1	64	64	101	0	81	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2	Timbale Paila 2	64	64	121	0	84	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

China Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0		64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0		64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Bangu	64	64	111	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	68
C#1	Dagu Mute	64	64	92	1	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	68
D 1	Dagu Heavy	64	64	58	1	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	68
D#1	Paigu High	64	64	60	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	68
E 1	Paigu Middle	64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	70
F 1	Paigu Low	64	64	65	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	68
F#1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 2	Zhongcha Mute	64	64	85	2	90	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	77
F 2	Zhongcha Open	64	64	96	2	90	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2	Zhongluo Mute	64	64	107	3	36	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	69
G 2	Zhongluo Open	64	64	121	3	36	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2	Xiaoluo Open	64	64	115	0	36	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	67
A 2	Xiaocha Mute	64	64	109	4	84	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	75
Bb2	Xiaocha Open	64	64	119	4	84	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3	Bangzi	64	64	101	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	79
A 3	Muyu High	64	64	116	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	79
Bb3	Muyu Mid-High	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	75
B 3	Muyu Mid	64	64	104	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	78
C 4	Muyu Mid-Low	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	76
C#4	Muyu Low	64	64	111	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	78
D 4		64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Live! AfroCuban Kit1

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1	Conga H Tip Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1	Conga H Heel Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0	Conga H Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Conga H Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0	Conga H Slap Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0	Conga H Slap Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0	Conga H Slap Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0	Conga L Tip Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0	Conga L Heel Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Conga L Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0	Conga L Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Conga L Slap Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0	Conga L Slap Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0	Conga L Slide Stereo	64	64	127	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Bongo H Open 1 Finger Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1	Bongo H Open 3 Finger Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Bongo H Rim Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1	Bongo H Tip Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Bongo H Heel Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Bongo H Slap Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Bongo L Open 1 Finger Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Bongo L Open 3 Finger Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Bongo L Rim Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Bongo L Tip Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Bongo L Heel Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Bongo L Slap Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Timbale L Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Timbale L Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	Timbale L Rim Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Timbale L Sidestick Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Timbale L Roll Stereo	64	64	127	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	Timbale L Paila Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2	Timbale H Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Timbale H Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2	Timbale H Rim Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Timbale H Sidestick Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2	Timbale H Roll Stereo	64	64	127	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Timbale H Paila Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3	Cowbell Top Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3	Cowbell End Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3	Wood Block 1 H Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3	Wood Block 1 L Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3	Guiro Short Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3	Guiro Long Stereo	64	64	127	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3	Claves 1 Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3	Vibraslap Small Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3	Tambourine Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3	Tambourine Shake Stereo	64	64	127	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4	Maracas 1 Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4	Shaker Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4	Cabasa Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Live! AfroCuban Kit2

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1	Quinto Tip Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1	Quinto Heel Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1	Quinto Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1	Quinto Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1	Quinto Slap Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1	Quinto Slap Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1	Quinto Slap Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1	Conga Mellow H Tip Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1	Conga Mellow H Heel Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0	Conga Mellow H Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Conga Mellow H Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0	Conga Mellow H Slap Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0	Conga Mellow H Slap Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0	Conga Mellow H Slap Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0	Conga SubLow Tip Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0	Conga SubLow Heel Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Conga SubLow Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0	Conga SubLow Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Conga SubLow Slap Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0	Conga SubLow Slap Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0	Conga SubLow Slide Stereo	64	64	127	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Timbalito L Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Timbalito L Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	Timbalito L Rim Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Timbalito L Sidestick Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Timbalito L Roll Stereo	64	64	127	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	Timbalito L Paila Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2	Timbalito H Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Timbalito H Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2	Timbalito H Rim Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Timbalito H Sidestick Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2	Timbalito H Roll Stereo	64	64	127	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Timbalito H Paila Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3	Latin Cowbell Top Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3	Latin Cowbell End Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3	Wood Block 2 H Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3	Wood Block 2 L Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3	Metal Guiro Short Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3	Metal Guiro Long Stereo	64	64	127	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3	Claves 2 Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3	Vibraslap Large Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4	Maracas 2 Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Live! Brazilian Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1	Surdo Hand Stereo	64	64	127	2	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1	Surdo Rim Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1	Surdo Open Stereo	64	64	127	2	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1	Surdo Mute Stereo	64	64	127	2	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1	Conga H Tip Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1	Conga H Heel Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0	Conga H Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Conga H Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0	Conga H Slap Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0	Conga H Slap Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0	Conga H Slap Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0	Conga L Tip Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0	Conga L Heel Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Conga L Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0	Conga L Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Conga L Slap Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0	Conga L Slap Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0	Conga L Slide Stereo	64	64	127	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Bongo H Open 1 Finger Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1	Bongo H Open 3 Finger Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Bongo H Rim Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1	Bongo H Tip Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Bongo H Heel Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Bongo H Slap Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Bongo L Open 1 Finger Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Bongo L Open 3 Finger Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Bongo L Rim Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Bongo L Tip Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Bongo L Heel Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Bongo L Slap Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Timbalito L Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Timbalito L Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	Timbalito L Rim Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Timbalito L Sidestick Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Timbalito L Roll Stereo	64	64	127	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	Timbalito L Paila Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2	Timbalito H Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Timbalito H Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2	Timbalito H Rim Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Timbalito H Sidestick Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2	Timbalito H Roll Stereo	64	64	127	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Timbalito H Paila Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3	Wood Block 1 H	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3	Wood Block 1 L	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3	Claves 1 Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3	Vibraslap Small Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3	Tamborim Mute / Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3	Tamborim Heel Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3	Pandeiro Mute / Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3	Pandeiro Heel Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4	Shaker Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4	Cabasa Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4	Cuica Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4	Cuica Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4	Agogo H Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4	Agogo H Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4	Agogo L Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4	Agogo L Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4	Triangle Mute Stereo	64	64	127	1	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4	Triangle Open Stereo	64	64	127	1	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4	Samba Whistle H Stereo	64	64	127	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5	Samba Whistle L Stereo	64	64	127	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 9]

Live! PopLatin Kit

Note	Instrument	Pitch Coarse	Pitch Fine	Level	Alternate Group	Pan	Reverb Send	Chorus Send	Variation Send	Key Assign	Rcv Note Off	Rcv Note On	LPF Coff Freq.	LPF Reso.	EG Attack Rate	EG Decay1 Rate	EG Decay2 Rate	EQ Bass Gain	EQ Treble Gain	EQ Bass Freq	EQ Treble Freq.	Output Select	HPF Cutoff Freq.	Vel. Sens. Pch.	Vel. Sens. LPF Cutoff
C#-1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D -1		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#-1	Log Drum H Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E -1	Log Drum L Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F -1	Caxixi Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#-1	Hand Clap 1 Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G -1	Hand Clap 2 Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#-1	Finger Snap Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A -1	Castanet Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb-1	Conga H Tip Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B -1	Conga H Heel Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 0	Conga H Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#0	Conga H Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 0	Conga H Slap Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#0	Conga H Slap Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 0	Conga H Slap Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 0	Conga L Tip Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#0	Conga L Heel Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 0	Conga L Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#0	Conga L Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 0	Conga L Slap Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb0	Conga L Slap Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	66
B 0	Conga L Slide Stereo	64	64	127	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 1	Bongo H Open 1 finger Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#1	Bongo H Open 3 finger Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 1	Bongo H Rim Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#1	Bongo H Tip Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 1	Bongo H Heel Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 1	Bongo H Slap Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#1	Bongo L Open 1 finger Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 1	Bongo L Open 3 finger Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#1	Bongo L Rim Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 1	Bongo L Tip Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb1	Bongo L Heel Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 1	Bongo L Slap Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 2	Timbale L Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#2	Timbale L Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 2	Timbale L Rim Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#2	Timbale L Sidestick Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	65
E 2	Timbale L Roll Stereo	64	64	127	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 2	Timbale L Paila Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#2	Timbale H Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 2	Timbale H Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#2	Timbale H Rim Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 2	Timbale H Sidestick Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb2	Timbale H Roll Stereo	64	64	127	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 2	Timbale H Paila Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 3	Cowbell Top Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#3	Cowbell End Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 3	Wood Block 1 H Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#3	Wood Block 1 L Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 3	Guiro Short Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 3	Guiro Long Stereo	64	64	127	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#3	Claves 1 Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 3	Vibraslap Small Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#3	Tambourine Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 3	Tambourine Shake Stereo	64	64	127	0	64	64	12	54	0	1	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb3	Splash Cymbal Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 3	Finger Cymbal Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 4	Maracas 1 Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#4	Shaker Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 4	Cabasa Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#4	Cuica Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 4	Cuica Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 4	Agogo H Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#4	Agogo H Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 4	Agogo L Open Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G#4	Agogo L Mute Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
A 4	Triangle Mute Stereo	64	64	127	1	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
Bb4	Triangle Open Stereo	64	64	127	1	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
B 4	Jingle Bell Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C 5	Wind Chime Stereo	64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
C#5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D 5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
D#5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
E 5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F 5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
F#5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64
G 5		64	64	127	0	64	64	12	54	0	0	1	64	64	64	64	64	64	64	12	54	0	64	64	64

[Attached Chart 10]

Voice Extension Methods

Banks 1 to 63: Voices that can be created by modifyng voice parameters.

Bank No.	Description	Comment (Example)	Bank No.	Description	Comment (Example)
0	Capital Tone Voices+C21	GM Basic tone	32	Add voices by modifying pitch (or by similar	Detune with same wave
1	Extensions that do not require voice	Key Scaled Panning (L to R)	33	operation), including 1-element<>2-element	〃
2	changes.	Key Scaled Panning (R to L)	34	extensions of same-type voices.	〃
3		Stereo	35		Octave Layered
4		With LFO	36		〃
5		Without LFO	37		5th Layered
6		Single Element	38		〃
7			39		Bend Up/Down
8	Add voices mainly by changing the AEG	Slow Attack	40	Add voices mainly by using completely different	Tutti
9	(or by similar operation).	Fast Attack	41	wave types and layering.	〃
10		Long Release	42		〃
11		Short Release	43		Velocity Switch
12		Fast Decay	44		〃
13		Slow Decay	45		Velocity X-fade
14		Double Attack	46		〃
15			47		Breathy WW
16	Add voices mainly by changing cutoff or	Bright	48		
17	Q (or by similar operation).	〃	49		
18		Dark	50		
19		〃	51		
20		Resonant	52		
21			53		
22			54		
23			55		
24	Add voices mainly by changing the FEG	Attack Transient	56		
25	(or by similar operation).	Release Transient	57		
26		Sweep	58		
27		Rezo Sweep	59		
28		Muted	60		
29			61		
30			62		
31			63		

Banks 64 to 127: Voices that can be created by changing the waves.

Bank No.		Comment (Example)	Bank No.		Comment (Example)
64	Produce a similar instrument sound using		96	Based on capital tone's category and instrument	Dulcimer->Cimbalom
65	entirely different wave types..		97	type, produce instrument that is entirely	Nylon Gt.->Ukulele
66			98	different in type but that is not markedly	
67			99	inconsistent with the capital tone.	
68			100		
69			101		
70			102		
71			103		
72			104		
73			105		
74			106		
75			107		
76			108		
77			109		
78			110		
79			111		
80			112	User voices that are not marketdly incompatible	
81			113	with the capital tone.	
82			114		
83			115		
84			116		
85			117		
86			118		
87			119		
88			120		
89			121		
90			122		
91			123		
92			124		
93			125		
94			126		
95			127		

[Attached Chart 11]

Bank MSB Categories

Bank MSB (Low 4 bits)	Bank MSB (High 4 bits)							
	0 XG Normal	1	2 Non-proxies for User Voices	3	4 Non-proxies for Non-Pitch Sounds	5 Non-proxies for Proxy Tracks	6 Proxies for XG Normal	7
0	XG PCM	XG for Sample Voices	XG for PCM	Model Exclusive	XG SFX	XG for PCM	XG for PCM	
1			XG for VA		XG for VA	XG for VA	XG for VA	
2			XG for SG		XG for SG	XG for SG	XG for SG	
3			XG for FM		XG for FM	XG for FM	XG for FM	
4			XG for AN		XG for AN	XG for AN	XG for AN	
5			XG Extension		XG SFX2	XG Extension	XG Extension	
6			XG Extension		XG Extension	XG Extension	XG Extension	
7			XG Extension		XG Extension	XG Extension	XG Extension	
8	XG PCM		XG Extension		XG Extension	XG Extension	XG Extension	GM2 Percussion
9			XG Extension		XG Extension	XG Extension	XG Extension	GM2 Sound
A			XG Extension		XG Extension	XG Extension	XG Extension	
B			XG Extension		XG Extension	XG Extension	XG Extension	
C			XG Extension		XG Extension	XG Extension	XG Extension	
D			XG Extension		XG Extension	XG Extension	XG Extension	
E			XG Extension	Model-Exclusive	XG Extension	XG Extension	XG Extension	XG SFX Kit
F			XG for Kit		XG for Kit	XG Extension	XG Extension	XG Drum Kit

Bank MSB	Meaning & Voice-Mapping Rules
00	Proxy voice banks. Melody-voice banks LSB=112 to 127/PGM#=1 to 128: Model-exclusive banks LSB/PGM# with no voice mapping: Maps to same voice as LSB=0/PGM#.
08	Proxy voice bank. Divide LSBs into four blocks, where each block is treated as a single MSB.
10	Non-proxy voice banks. Sample-voice banks for normal-voice type
20 to 2F	Non-proxy voice banks. User voice banks for plug-in board. 2Fh: maps to kit that run in Normal part mode.
30	Non-proxy voice banks. Model-exclusive banks that run in Normal part mode. Unmapped LSB/PGM#s are mapped to "silent voice."
3E	Non-proxy voice banks. Model-exclusive banks that run in Drum, Setup 1～ part modes. Unmapped LSB/PGM#s are mapped to "silent voice."
3F	Non-proxy voice banks. Model-exclusive banks that run in Normal part mode. Unmapped LSB/PGM#s are mapped to "silent voice." Models that do not support part mode may map to normal voice and kit voice.
40	SFX voice banks. Maps to effect-type (non-pitch-type) voices. LSB/PGM# with no voice mapping: Maps to same voice as LSB=0/PGM#
41 to 44	Non-proxy voice banks. Preset voice banks for plug-in board. Maps to effect-type (non-pitch-type) voices. Unmapped MSB/LSB/PGM#s are mapped to "silent voice."
45	SFX2 voice banks. Maps to effect-type (non-pitch-type) voices. Unmapped MSB/LSB/PGM#s are mapped to "silent voice."
46 to 4F	Non-proxy voice banks. Preset voice banks for plugin board. Maps to effect-type (non-pitch-type) voices. Unmapped MSB/LSB/PGM#s are mapped to "silent voice." 4F: Maps to kits that operate in Normal part mode.
50 to 5F	Non-proxy voice banks Preset voice banks for plugin board. As minimum, must include identical mapping for 60-6F proxies. For example, the voice for MSB=65, LSB=50, PGM#=10 must be mapped to MSB=55, LSB=50, PGM#=10. In addition, it is permissible to map to a voice that has different sound quality than the capital tone. Operation of velocity, volume, etc., shall be in conformance with XG standards. Unmapped MSB/LSB/PGM#s are mapped to "silent voice."
60 to 6F	Proxy voice banks. Preset voice banks for plug-in board. Sound quality must be similar to XG-supported capital voices. Operaton of velocity, volume, etc., shall be in conformance with XG standards. Unmapped MSB/LSB/PGM#s are mapped to MSB=0, same LSB/PGM#.
78	Proxy voice banks. GM2 drum-kit banks Part mode runs in Drum or Drum Setup (1～) mode.
79	Proxy voice banks. GM2 normal voice banks Unmapped LSB/PGM#s are mapped to voice for LSB=0, same PGM#.

[Attached Chart 11]

7E	Non-proxy voice banks. LSB=0/PGM#=113 to 128: Model-exclusive banks Unmapped LSB/PGM#s are mapped to "silent kit." Part mode runs as Drum or Drum Setup〜 mode.
7F	LSBs above 0 are undefined; any such vlaue shall be treated as a 0. If no voice is mapped at the location given by Bank LSB (=0) +PGM#, the Bank LSB (=0) +PGM# value shall be ignored and the previously used LSB (=0)+PGM# voice shall be selected. Proxy voice bank LSB=0/PGM#=113 to 128 are model-exclusive programs. Part mode runs as Drum or Drum Setup〜 mode.
Shaded columns	Banks that must be specified in the XG specifications.
Empty columns	Banks reserved for future use.