

**YAMAHA®**



# **Specifications**

**version 1.23A  
September 1996**

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P.O. Box 6600, Buena Park, CA 90622**

# *Welcome to Yamaha's Interactive XG Specifications!*

The purpose of this Portable Document Format (.pdf) file is to assist you in your work with XG-compatible instruments such as the Yamaha MU80, MU50, and DB50XG. This file contains the latest version of the “XG Specifications.”

Throughout these three documents, you will encounter many keywords highlighted in red **like this**. Click on the keyword to jump to a page that contains a definition of the word or supplemental information. You can then easily return to the text you were reading by clicking on the text in blue that says “[Click HERE to return to the text you were reading...](#)” Alternatively, you can type **Command-minus**, select “Go Back” from the View menu, or click on the Rewind button at the top of the Acrobat screen:



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## XG Specifications Revision History (page 1 of 2)

version 1.04 - released November 1994

version 1.07 - released January 1995

version 1.08 - released March 1995

version 1.09A - .pdf file version released July 1995:

- Contains all data from (internally distributed) version 1.09 plus some data from pre-release version 1.10.

version 1.09B - .pdf file version released September 1995:

- All green underlined keywords changed to blue
- Chapter 0: “RPN” deleted from “Control Change” section of “New MIDI Messages not available under GM standard”
- Chapter 1: Keywords “Rcv System Exclusive” and “setting ‘Exclusive’ to off” changed to normal words (black)
- XG MIDI Data Format: “[L2-OP]” changed to “[50-80]”; “[L3-80]” changed to “[80]”; “<Optional Table Notation>” descriptions changed accordingly (references to XG “Levels” deleted)
- XG Voice List: section redone to include MU50 voices and to indicate common MU80/MU50 XG voices, as opposed to those voices provided in the MU80 alone
- XG Drum Map: “Room Tom 3 - 6” changed to “Rock Tom 3 - 6” in “Rock Kit”

## **XG Specifications Revision History (page 2 of 2)**

version 1.23 - .pdf file version released November 1995:

- Chapters 0 and 1 renumbered to Chapters 1 and 2
- New tables added: “XG Effect Default Data” and “XG Drum Default Data”
- Table 3-1 deleted, Tables 3-2 - 3-11 renumbered
- XG MIDI Data Format: new “Ext.” field added; “[80]” changed to “[Ext.]”
- Tables 4-n renumbered
- Typos corrected, new material added

version 1.23A - .pdf file version released September 1996:

- Red “post-it” notes for keywords removed and replaced by definition pages.
- Minor typos corrected in XG Effect Parameter List, XG Data Value Data Assignment Tables, XG MIDI Data Format, XG Drum Map, and XG Drum Default Data

# Chapter 1: Format Overview

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

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

## Development Background

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

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

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## Chapter 1: Format Overview

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The advent of the computer-based multimedia age has added yet a different perspective, bringing increased attention to both image and sound technologies. Developments in multimedia-related sound and music processing parallel recent advances in the area of image compression, and are pointing the way to the future of multimedia.

At present there are two fundamentally different approaches to the handling of sound and control data. One method is to digitally store sound data at the software side together with the control data, then send all of the data together to generate the playback. The second method is to have the software supply just control data to a tone generator on a computer or other such device. The tone generator processes the incoming data and generates the sound locally.

The first method offers highly realistic sound, but requires immense quantities of data and locks in a specific set of performance characteristics and voices. The second method requires far less data while allowing for entirely free variations in voices, tempos, and virtually all other performance characteristics. The second method is therefore ideal for interactive multimedia applications such as karaoke and repetitive computer-game sounds.

MIDI-based applications are typical of this second type of approach. As multimedia technology advances, we face a pressing need to expand this approach to accommodate a larger number of voices and greater degree of expressive control. This is why Yamaha is pleased to propose the new XG format — the tone generator format for the 21st century.

### Basic Concepts

The XG format maintains the universality and compatibility of the MIDI and GM standards while significantly increasing the range of expressiveness. It is designed to ensure data continuity, and to provide equipment manufacturers with considerable flexibility in designing machines that satisfy its requirements.

Specifically, the XG format does the following.

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

The XG format is founded on the following three principles:

- **Compatibility**
- **Scalability**
- **Expandability**

### 1 Compatibility

Any XG machine, regardless of model or manufacturer, will provide faithful reproduction of any XG sound data. Because the XG format maintains downward compatibility with the GM standard, XG machines will also provide correct reproduction of GM sound data.

### 2 Scalability

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

### 3 Expandability

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

### Additions to the GM standard

XG offers the following extensions to the GM standard.

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

#### 1) Voice Extension by **Bank-Select LSB**

Variations of basic GM voices are stored in banks. To select a variation, specify the desired bank by sending the appropriate Bank-Select LSB value. **Each bank is associated with a specific type of variation**, so that voices are easy to locate.

#### 2) **Bank-Select MSB** adds an **SFX** bank

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



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## Chapter 1: Format Overview

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- **Voice Modification:** The XG format allows creation of extremely expressive control data that can darken or lighten voices, delay or accelerate sound start-up, or implement many other types of control. Most controls are issued by **Control Change commands**, although **System Exclusive messages** are also used.
- **Effects:** The XG format offers high-level effects support, enabling control of effects types, circuit operation, and internal parameter settings for both basic and elaborate effects. Devices equipped with graphic equalizers will be able to modify ambience and sound to suit the specific type of music being played.
- **External Input:** Whereas existing tone generators create sound in response to internal data only, the XG format provides for real-time participation by adding support for input of external audio signals. External signals can be processed by the mixer in the same way as internal tone-generator data. A model that supports this function would allow you, for example, to create karaoke data that can automatically set the microphone echo used for playback.

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### New MIDI messages not available under GM standard (page 2 of 2)

#### 4. [System Exclusive Messages](#)

##### [Parameter Change](#)

System Parameters

Effects Parameters

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

Graphic EQ and multiple insertion effects are supported as options.

Part Parameters

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

Display Parameters

External-Input Control Parameters

Drum Setup Parameters

##### [Bulk Dump](#)

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# Chapter 2: MIDI Specifications

## 1. Key On / Key Off

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Status: 9nH/8nH

If multipart parameter “[Rcv NOTE MESSAGE](#)” is OFF, the part ignores these messages.

## 2. Program Change

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Status: CnH

Default: 00H

If multipart parameter “[Rcv PROGRAM CHANGE](#)” is OFF, the part ignores this message.

### **Melody Voice**

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

### **Rhythm Voices**

As indicated in [XG Drum Map](#), Program Change message can be used to **change the voice (drum kit)**. If the tone generator does not have a drum kit corresponding to the specified program number, it will ignore the message and continue to use the current drum kit.

[Bank Select MSB/LSB](#) should always be sent prior to transmitting a Program Change message, even when there is no need to change Banks.

### 3. Pitchbend

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Status: EnH  
Default: 40H 00H

If multipart parameter “[Rcv PITCH BEND](#)” is OFF, the part ignores this message.

### 4. Control Change

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Status: BnH

If multipart parameter “[Rcv CONTROL CHANGE](#)” is OFF, the part will continue to accept **Channel Mode messages** but will ignore all other Control Change messages.

#### Bank Select MSB/LSB: 00H/20H

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

If multipart parameter “[Rcv BANK SELECT](#)” is OFF, the part ignores this message.

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## Chapter 2: MIDI Specifications

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

The Bank-Select MSB selects melody voice, SFX voice, or rhythm kit. The MSB allows any channel to be designated for rhythm play. Bank-Select MSB values are as follows:

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

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

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## Chapter 2: MIDI Specifications

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

Note 1: Under default selection, Channel 10 plays rhythm voices, while other channels take Bank #0 melody voices.  
(Same as GM-system - Level 1)

Note 2: Receipt of Bank-Select MSB/LSB does not immediately change the voice. The channel stores the received Bank-Select MSB/LSB setting, but does not apply it until receipt of the next Program Change message.

Note 3: If the new Bank-Select MSB is 00H (melody voice) but the tone generator does not support the melody voice corresponding to the last received Bank-Select LSB, the channel reverts to the Bank-Select LSB corresponding to its most recently played melody voice.

Note 4: If the new Bank Select MSB is 7FH (GM rhythm voice), the tone generator unconditionally uses LSB 00H. If the tone generator does not support a drum kit corresponding to the channel's most recently received Program Change, the channel will revert to the Program Change corresponding to its most recently played rhythm kit.

Note 5: If a Bank Select MSB value of 01H ~ 7EH (SFX voice, or unused MSB) is received and the tone generator does not have a voice corresponding to the last received LSB and Program Change, the tone generator will produce no sound for that channel regardless of subsequent Key On messages.

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## Chapter 2: MIDI Specifications

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Users employing the XG format to generate music data should note the following general points:

- The discussion and examples provided above are intended to clarify operating specifications relevant to tone-generator manufacture. During general operation, the MSB, LSB and Program Change should always be sent together, keeping intervals of at least 1/480 between them.
- For melody-voice play: If the channel cannot play from the bank selected by the last LSB specification, it will revert to the most recent playable LSB specifications.
- For rhythm-voice play: If the channel cannot play the kit selected by the last received Program Number, it will revert to the most recent playable Program Number.



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## Chapter 2: MIDI Specifications

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### Modulation: 01H

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

If multipart parameter “[Rcv MODULATION](#)” is OFF, the part ignores this message.

Upon **initialization** this message applies to vibrato depth, but [content can be changed by use of System Exclusive message](#).

### Portamento Time: 05H

Cntrl#	Parameter	Data Range
5	<b>Portamento</b> Time	0 to 127 Default: 00H

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

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## Chapter 2: MIDI Specifications

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### Data Entry MSB/LSB: 06H/26H

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

### Master Volume: 07H

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

If multipart parameter “[Rcv VOLUME](#)” is OFF, the part ignores this message.

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

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## Chapter 2: MIDI Specifications

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### Panpot: 0AH

Cntrl#	Parameter	Data Range
10	Panpot	0 to 127 Default: 40H

If multipart parameter “[Rcv PAN](#)” is OFF, the part ignores this message.

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

### Expression: 0BH

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

If multipart parameter “[Rcv EXPRESSION](#)” is OFF, the part ignores this message.

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

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## Chapter 2: MIDI Specifications

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### Sustain: 40H

Cntrl#	Parameter	Data Range
64	<b>Sustain</b>	0 to 127 (0-63:Off 64-127:On) Default: 00H

This message should affect the release portion of voices after Note Off (after damper pedal).

If multipart parameter “[Rcv SUSTAIN](#)” is OFF, the part ignores this message.

### Portamento: 41H

Cntrl#	Parameter	Data Range
65	Portamento	0 to 127 (0-63:Off 64-127:On) Default: 00H

If multipart parameter “[Rcv PORTAMENTO](#)” is OFF, the part ignores this message.

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## Chapter 2: MIDI Specifications

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### Sostenuto: 42H

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

If multipart parameter “[Rcv SOSTENUTO](#)” is OFF, the part ignores this message.

### Soft Pedal: 43H

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

If multipart parameter “[Rcv SOFT PEDAL](#)” is OFF, the part ignores this message.

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## Chapter 2: MIDI Specifications

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### Harmonic Content: 47H

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

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

### Release Time: 48H

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

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

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## Chapter 2: MIDI Specifications

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### Attack Time: 49H

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

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

### Brightness: 4AH

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

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

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## Chapter 2: MIDI Specifications

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### Portamento Control: 54H

Cntrl#	Parameter	Data Range
84	Portamento Control	0 to 127

Portamento time is always 0.

### Effect Send Level 1 (reverb): 5BH

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

Adjusts the **reverb send level**.



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## Chapter 2: MIDI Specifications

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### Effect Send Level 3 (chorus): 5DH

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

Adjusts the **chorus send level**.

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

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

Adjusts the **variation effect send level**. Effective only if “[Variation Connection = System](#)”.

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## Chapter 2: MIDI Specifications

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

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

If multipart parameter “[Rcv NRPN](#)” is OFF, the part ignores this message.

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

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

## Chapter 2: MIDI Specifications

The following NRPN values are supported.

NRPN		Data Entry			Data Range
MSB	LSB	MSB	Parameter		
01H	08H	mmH	Vibrato Rate	mm: 00H-40H-7FH (-64 - 0 - +63)	
01H	09H	mmH	Vibrato Depth	mm: 00H-40H-7FH (-64 - 0 - +63)	
01H	0AH	mmH	Vibrato Delay	mm: 00H-40H-7FH (-64 - 0 - +63)	
01H	20H	mmH	Filter Cutoff Frequency	mm: 00H-40H-7FH (-64 - 0 - +63)	
01H	21H	mmH	Filter Resonance	mm: 00H-40H-7FH (-64 - 0 - +63)	
01H	63H	mmH	EG Attack Rate	mm: 00H-40H-7FH (-64 - 0 - +63)	
01H	64H	mmH	EG Decay Rate	mm: 00H-40H-7FH (-64 - 0 - +63)	
01H	66H	mmH	EG Release Rate	mm: 00H-40H-7FH (-64 - 0 - +63)	
14H	rrH	mmH	Drum Filter Cutoff Frequency	mm: 00H-40H-7FH (-64 - 0 - +63) rr: drum instrument note number	
15H	rrH	mmH	Drum Filter Resonance	mm: 00H-40H-7FH (-64 - 0 - +63) rr: drum instrument note number	
16H	rrH	mmH	Drum EG Attack Rate	mm: 00H-40H-7FH (-64 - 0 - +63) rr: drum instrument note number	
17H	rrH	mmH	Drum EG Decay Rate	mm: 00H-40H-7FH (-64 - 0 - +63) rr: drum instrument note number	

*(continued on next page)*

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## Chapter 2: MIDI Specifications

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NRPN		Data-entry		
MSB	LSB	MSB	Parameter	Data Range
18H	rrH	mmH	Drum Pitch Coarse	mm: 00H-40H-7FH (-64 - 0 - +63) rr: drum instrument note number
19H	rrH	mmH	Drum Pitch Fine	mm: 00H-40H-7FH (-64 - 0 - +63) rr: drum instrument note number
1AH	rrH	mmH	Drum Level	mm: 00H-7FH (0 - Max) rr: drum instrument note number
1CH	rrH	mmH	Drum Pan	mm: 00H-40H-7FH (Random,L-Center-R) rr: drum instrument note number
1DH	rrH	mmH	Drum Reverb Send Level	mm: 00H-7FH (0 - Max) rr: drum instrument note number
1EH	rrH	mmH	Drum Chorus Send Level	mm: 00H-7FH (0 - Max) rr: drum instrument note number
1FH	rrH	mmH	Drum Variation Send Level	mm: 00H-7FH (0 - Max) rr: drum instrument note number

If multipart parameter “[Rcv NRPN](#)” is OFF, the part ignores this message.

Note that MSB values 14H through 1FH (drum parameters) are effective only for rhythm parts.

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## Chapter 2: MIDI Specifications

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

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

If multipart parameter “[Rcv RPN](#)” is OFF, the part ignores this message.

The following parameters are supported:

#### RPN Data Entry

MSB	LSB	MSB	Parameter	Data Range
00H	00H	mmH	Pitchbend Sensitivity	mm: 00H-40H-7FH (-64 - 0 - +63) Default: 02H
<i>(Note: LSB value is ignored; minimum operational range is 00H00H-0CH00H (<math>\pm</math> octave))</i>				
00H	01H	mmH	Fine Tune	mm: 00H-40H-7FH (-64 - 0 - +63) Default: 40 00H
00H	02H	mmH	Coarse Tune	mm: 00H-40H-7FH (-64 - 0 - +63) Default: 40 00H
7FH	7FH		Null	—

### 5. Channel Mode Messages

---

#### All Sound Off: 78H

Cntrl#	Parameter	Data Range
120	—	0

Switches off sound from all parts. Does not reset the settings established by Channel Messages.

#### Reset All Controllers: 79H

Cntrl#	Parameter	Data Range
121	—	0

Resets the following values to their default: [Pitchbend](#), [Modulation](#), [Expression](#), [Sustain](#), [Portamento](#), [Sostenuto](#), [Registered Parameter Number](#).

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

---

## Chapter 2: MIDI Specifications

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### All Notes Off: 7BH

Cntrl#	Parameter	Data Range
123	—	0

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

### OMNI Off: 7CH

Cntrl#	Parameter	Data Range
124	—	0

Same processing as for [All Notes Off](#).

### OMNI On: 7DH

Cntrl#	Parameter	Data Range
125	—	0

Same processing as for [All Notes Off](#). (“OMNI ON” operation not supported.)

---

## Chapter 2: MIDI Specifications

---

### MONO: 7EH

Cntrl#	Parameter	Data Range
126	Mono	0 to 16

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

### POLY: 7FH

Cntrl#	Parameter	Data Range
127	—	0

Generates “[All Sound Off](#)” operation, and sets the channel to **Mode 3**.



### 6. Channel Aftertouch

---

Status: DnH

The message is not effective under initial settings.

If multipart parameter “[Rcv CHANNEL AFTERTOUCH](#)” is Off, the part ignores this message.

### 7. Polyphonic Aftertouch

---

Status: AnH

The message is not effective under initial settings.

If multipart parameter “[Rcv POLYPHONIC AFTERTOUCH](#)” is Off, the part ignores this message.

It is not necessary for the effect to apply to all note numbers (0 ~ 127).

### 8. Exclusive Messages

---

#### XG System On

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

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

This message switches SOUND MODULE MODE to XG and initializes the tone generator to the XG default settings.

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

---

## Chapter 2: MIDI Specifications

---

### 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

Resets all data values to their defaults, with the exception of the [MIDI Master Tuning](#) value.

---

## Chapter 2: MIDI Specifications

---

### MIDI Master Volume

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

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

Changes volume of all channels. (“Universal System Exclusive”)

---

## Chapter 2: MIDI Specifications

---

### MIDI Master Tuning

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

11110000	F0	Exclusive status
01000011	43	YAMAHA ID
0001nnnn	1n	Device Number
00100111	27	Model ID
00110000	30	Sub ID2
00000000	00	
00000000	00	
0mmmmmmm	mm	Master Tune MSB
0lllllll	ll	Master Tune LSB
0ccccc	cc	Don't care
11110111	F7	End of Exclusive

Changes tuning of all channels.

---

## Chapter 2: MIDI Specifications

---

### Parameter Change

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

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

---

## Chapter 2: MIDI Specifications

---

The following eight types of parameter change are provided.

- 1) [System Data parameter change](#)
- 2) [Multi Effect Data parameter change](#)
- 3) [Multi EQ Data parameter change](#)
- 4) [Multi Part Data parameter change](#)
- 5) [Drums Setup Data parameter change](#)
- 6) [System Information](#)\*
- 7) [Display Data parameter change](#)
- 8) [AD Part Data parameter change](#)

*\*6) System Information is sent in response to [dump requests](#). Received parameter changes are ignored.*

System Exclusive messages are not accepted if “Rcv System Exclusive” is OFF.

---

## Chapter 2: MIDI Specifications

---

### Bulk Dump

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

For information about “Address” and “Byte Count” fields, refer to [Tables 3-n](#).

Here the "Byte Count" refers to "Total Size" of Data shown in [Tables 3-n](#).

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

The "block" refers to a unit of data stream which is enclosed by "Total Size" in [Tables 3-n](#).

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



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## Chapter 2: MIDI Specifications

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### Parameter Request

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

### Dump Request

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

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

## XG Effect Map

### REVERB TYPE

TYPE MSB		TYPE LSB				
DEC	HEX	00	01	02	...	08
000	0	NO EFFECT				
001	1	HALL1	HALL2			
002	2	ROOM1	ROOM2	ROOM3		
003	3	STAGE1	STAGE2			
004	4	PLATE				
005	5	NO EFFECT				
:	:	:				
015	F	NO EFFECT				
016	10	WHITE ROOM				
017	11	TUNNEL				
018	12	CANYON				
019	13	BASEMENT				
020	14	NO EFFECT				
:	:	:				
127	7F	NO EFFECT				

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

## XG Effect Map

### CHORUS TYPE

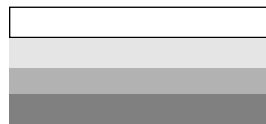
TYPE MSB		TYPE LSB				
DEC	HEX	00	01	02	...	08
000	0	NO EFFECT				
001	1	NO EFFECT				
:	:	:				
064	40	NO EFFECT				
065	41	CHORUS1	CHORUS2	CHORUS3		CHORUS4
066	42	CELESTE1	CELESTE2	CELESTE3		CELESTE4
067	43	FLANGER1	FLANGER2			FLANGER3
068	44	SYMPHONIC				
069	45	NO EFFECT				
:	:	:				
071	47	NO EFFECT				
072	48	PHASER				
073	49	NO EFFECT				
:	:	:				
127	7F	NO EFFECT				

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

## XG Effect Map

VARIATION TYPE (0 ~ 63)

TYPE MSB		TYPE LSB				
DEC	HEX	00	01	02	...	08
000	0	NO EFFECT				
001	1	HALL1	HALL2			
002	2	ROOM1	ROOM2	ROOM3		
003	3	STAGE1	STAGE2			
004	4	PLATE				
005	5	DELAY L,C,R				
006	6	DELAY L,R				
007	7	ECHO				
008	8	CROSS DELAY				
009	9	ER1	ER2			
010	A	GATE REVERB				
011	B	REVERSE GATE				
012	C	NO EFFECT or THRU				
:	:	:				
019	13	NO EFFECT or THRU				
020	14	KARAOKE1	KARAOKE2	KARAOKE3		
021	15	NO EFFECT or THRU				
:	:	:				
63	3F	NO EFFECT or THRU				



ESSENTIAL EFFECT (XG minimum)

OPTION EFFECT

NO EFFECT (SYSTEM), THRU (INSERTION)

same as BASIC EFFECT (LSB=0)

## XG Effect Map



VARIATION TYPE (64 ~ 127)

TYPE MSB		TYPE LSB				
DEC	HEX	00	01	02	...	08
064	40	THRU				
065	41	CHORUS1	CHORUS2	CHORUS3		CHORUS4
066	42	CELESTE1	CELESTE2	CELESTE3		CELESTE4
067	43	FLANGER1	FLANGER2			FLANGER3
068	44	SYMPHONIC				
069	45	ROTARY SPEAKER				
070	46	TREMOLO				
071	47	AUTO PAN				
072	48	PHASER1				PHASER2
073	49	DISTORTION				
074	4A	OVER DRIVE				
075	4B	AMP SIMULATOR				
076	4C	3-BAND EQ				
077	4D	2-BAND EQ				
078	4E	AUTO WAH (LFO)				
079	4F	THRU				
080	50	PITCH CHANGE				
081	51	AURAL EXCITER				
082	52	TOUCH WAH	TOUCH WAH+DIST			
083	53	COMPRESSOR				
084	54	NOISE GATE				
085	55	VOICE CANCEL				
086	56	THRU				
:	:					
127	7F	THRU				

## XG Effect Map

### DISTORTION (INSERTION EFFECT 1) TYPE

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

 THRU  
 same as BASIC EFFECT (LSB=0)

## XG Effect Parameter List

### BASIC EFFECT TYPE

No.	Parameter	Display	Value	See Table	MU80	Control
CHORUS1,2,3						
CELESTE1,2,3						
1	LFO Frequency	0.00 ~ 39.7Hz	0-127	<a href="#">table#1</a>	●	
2	LFO PM Depth	0 ~ 127	0-127		▲	0-63
3	Feedback Level	-63 ~ +63	1-127		●	
4	Delay Offset	0 ~ 127	0-127	<a href="#">table#2</a>	●	
5						
6	EQ Low Frequency	32Hz ~ 2.0kHz	4-40	<a href="#">table#3</a>	●	
7	EQ Low Gain	-12 ~ +12dB	52-76		●	
8	EQ High Frequency	500Hz ~ 16.0kHz	28-58	<a href="#">table#3</a>	●	
9	EQ High Gain	-12 ~ +12dB	52-76		●	
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●	●
11	EQ Mid Frequency	100Hz ~ 10.0kHz	14-54	<a href="#">table#3</a>	●	
12	EQ Mid Gain	-12 ~ +12dB	52-76		●	
13	EQ Mid Width	1.0 ~ 12.0	10-120		●	
14	LFO AM Depth	0 ~ 127	0-127		●	
15	Input Mode	mono/stereo	0-1			
16						

## XG Effect Parameter List

No.	Parameter	Display	Value	See Table	MU80	Control
FLANGER1,FLANGER2						
1	LFO Frequency	0.00 ~ 39.7Hz	0-127	<a href="#">table#1</a>	●	
2	LFO Depth	0 ~ 127	0-127			
3	Feedback Level	-63 ~ +63	1-127		●	
4	Delay Offset	0 ~ 63	0-63	<a href="#">table#2</a>	●	
5						
6	EQ Low Frequency	32Hz ~ 2.0kHz	4-40	<a href="#">table#3</a>	●	
7	EQ Low Gain	-12 ~ +12dB	52-76		●	
8	EQ High Frequency	500Hz ~ 16.0kHz	28-58	<a href="#">table#3</a>	●	
9	EQ High Gain	-12 ~ +12dB	52-76		●	
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●	●
11	EQ Mid Frequency	100Hz ~ 10.0kHz	14-54	<a href="#">table#3</a>	●	
12	EQ Mid Gain	-12 ~ +12dB	52-76		●	
13	EQ Mid Width	1.0 ~ 12.0	10-120		●	
14	LFO Phase Difference	-180 ~ +180deg	4-124		▲	
15	Input Mode	mono/stereo	0-1			
16						



## XG Effect Parameter List

No.	Parameter	Display	Value	See Table	MU80	Control
SYMPHONIC						
1	LFO Frequency	0.00 ~ 39.7Hz	0-127	<a href="#">table#1</a>	●	
2	LFO Depth	0 ~ 127	0-127		●	
3	Delay Offset	0 ~ 127	0-127	<a href="#">table#2</a>	●	
4						
5						
6	EQ Low Frequency	32Hz ~ 2.0kHz	4-40	<a href="#">table#3</a>	●	
7	EQ Low Gain	-12 ~ +12dB	52-76		●	
8	EQ High Frequency	500Hz ~ 16.0kHz	28-58	<a href="#">table#3</a>	●	
9	EQ High Gain	-12 ~ +12dB	52-76		●	
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●	●
11	EQ Mid Frequency	100Hz ~ 10.0kHz	14-54	<a href="#">table#3</a>	●	
12	EQ Mid Gain	-12 ~ +12dB	52-76		●	
13	EQ Mid Width	1.0 ~ 12.0	10-120		●	
14						
15						
16						

## XG Effect Parameter List

No.	Parameter	Display	Value	See Table	MU80	Control
ROTARY SPEAKER						
1	LFO Frequency	0.00 ~ 39.7Hz	0-127	<a href="#">table#1</a>	●	●
2	LFO Depth	0 ~ 127	0-127		●	
3						
4						
5						
6	EQ Low Frequency	32Hz ~ 2.0kHz	4-40	<a href="#">table#3</a>	●	
7	EQ Low Gain	-12 ~ +12dB	52-76		●	
8	EQ High Frequency	500Hz ~ 16.0kHz	28-58	<a href="#">table#3</a>	●	
9	EQ High Gain	-12 ~ +12dB	52-76		●	
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●	
11	EQ Mid Frequency	100Hz ~ 10.0kHz	14-54	<a href="#">table#3</a>	●	
12	EQ Mid Gain	-12 ~ +12dB	52-76		●	
13	EQ Mid Width	1.0 ~ 12.0	10-120		●	
14						
15						
16						

## XG Effect Parameter List

No.	Parameter	Display	Value	See Table	MU80	Control
TREMOLLO						
1	LFO Frequency	0.00 ~ 39.7Hz	0-127	<a href="#">table#1</a>	●	●
2	AM Depth	0 ~ 127	0-127		●	
3	PM Depth	0 ~ 127	0-127		●	
4						
5						
6	EQ Low Frequency	32Hz ~ 2.0kHz	4-40	<a href="#">table#3</a>	●	
7	EQ Low Gain	-12 ~ +12dB	52-76		●	
8	EQ High Frequency	500Hz ~ 16.0kHz	28-58	<a href="#">table#3</a>	●	
9	EQ High Gain	-12 ~ +12dB	52-76		●	
10						
11	EQ Mid Frequency	100Hz ~ 10.0kHz	14-54	<a href="#">table#3</a>	●	
12	EQ Mid Gain	-12 ~ +12dB	52-76		●	
13	EQ Mid Width	1.0 ~ 12.0	10-120		●	
14	LFO Phase Difference	-180 ~ +180deg	4-124		▲	
15	Input Mode	mono/stereo	0-1			
16						

## XG Effect Parameter List

No.	Parameter	Display	Value	See Table	MU80	Control
AUTO PAN						
1	LFO Frequency	0.00 ~ 39.7Hz	0-127	<a href="#">table#1</a>	●	●
2	L/R Depth	0 ~ 127	0-127		●	
3	F/R Depth	0 ~ 127	0-127		●	
4	PAN Direction	L<->R,L->R,L<-R,Lturn,Rturn,L/R	0-5		●	
5						
6	EQ Low Frequency	32Hz ~ 2.0kHz	4-40	<a href="#">table#3</a>	●	
7	EQ Low Gain	-12 ~ +12dB	52-76		●	
8	EQ High Frequency	500Hz ~ 16.0kHz	28-58	<a href="#">table#3</a>	●	
9	EQ High Gain	-12 ~ +12dB	52-76		●	
10						
11	EQ Mid Frequency	100Hz ~ 10.0kHz	14-54	<a href="#">table#3</a>	●	
12	EQ Mid Gain	-12 ~ +12dB	52-76		●	
13	EQ Mid Width	1.0 ~ 12.0	10-120		●	
14						
15						
16						

## XG Effect Parameter List

No.	Parameter	Display	Value	See Table	MU80	Control
PHASER 1 (Single Phase)						
1	LFO Frequency	0.00 ~ 39.7Hz	0-127	<a href="#">table#1</a>	●	
2	LFO Depth	0 ~ 127	0-127		●	
3	Phase Shift Offset	0 ~ 127	0-127		●	
4	Feedback Level	-63 ~ +63	1-127		●	
5						
6	EQ Low Frequency	32Hz ~ 2.0kHz	4-40	<a href="#">table#3</a>	●	
7	EQ Low Gain	-12 ~ +12dB	52-76		●	
8	EQ High Frequency	500Hz ~ 16.0kHz	28-58	<a href="#">table#3</a>	●	
9	EQ High Gain	-12 ~ +12dB	52-76		●	
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●	●
11	Stage	1 ~ 10	1-10		▲	4,6,8
12	Diffusion	Mono/Stereo	0-1		●	
13	LFO Phase Difference	-180 ~ +180 deg	4-124			
14						
15						
16						

## XG Effect Parameter List

No.	Parameter	Display	Value	See Table	MU80	Control
DISTORTION						
OVERDRIVE						
1	Drive	0 ~ 127	0-127		●	●
2	EQ Low Frequency	32Hz ~ 2.0kHz	4-40	<a href="#">table#3</a>	●	
3	EQ Low Gain	-12 ~ +12dB	52-76		●	
4	LPF Cutoff	1.0k ~ Thru	34-60	<a href="#">table#3</a>	●	
5	Output Level	0 ~ 127	0-127		●	
6						
7	EQ Mid Frequency	100Hz ~ 10.0kHz	14-54	<a href="#">table#3</a>	●	
8	EQ Mid Gain	-12 ~ +12dB	52-76		●	
9	EQ Mid Width	1.0 ~ 12.0	10-120		●	
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●	
11	Edge (Clip Curve)	0 ~ 127	0-127			
12						
13						
14						
15						
16						

---

## XG Effect Parameter List

---

No.	Parameter	Display	Value	See Table	MU80	Control
GUITAR AMP SIMULATOR						
1	Drive	0 ~ 127	0-127		●	●
2	AMP Type	Off,Stack,Combo,Tube	0-3		●	
3	LPF Cutoff	1.0k ~ Thru	34-60	<a href="#">table#3</a>	●	
4	Output Level	0 ~ 127	0-127		●	
5						
6						
7						
8						
9						
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●	
11	Edge (Clip Curve)	0 ~ 127	0-127			
12						
13						
14						
15						
16						

---

## XG Effect Parameter List

---

No.	Parameter	Display	Value	See Table	MU80	Control
MONO EQ (3BAND)						
1	EQ Low Gain	-12 ~ +12dB	52-76		●	
2	EQ Mid Frequency	100Hz ~ 10.0kHz	14-54	<a href="#">table#3</a>	●	
3	EQ Mid Gain	-12 ~ +12dB	52-76		●	
4	EQ Mid Width	1.0 ~ 12.0	10-120		●	
5	EQ High Gain	-12 ~ +12dB	52-76		●	
6	EQ Low Frequency	32Hz ~ 2.0kHz	4-40	<a href="#">table#3</a>	●	
7	EQ High Frequency	500Hz ~ 16.0kHz	28-58	<a href="#">table#3</a>	●	
8						
9						
10						
11						
12						
13						
14						
15						
16						



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## XG Effect Parameter List

---

No.	Parameter	Display	Value	See Table	MU80	Control
STEREO EQ (2BAND)						
1	EQ Low Frequency	32Hz ~ 2.0kHz	4-40	<a href="#">table#3</a>	●	
2	EQ Low Gain	-12 ~ +12dB	52-76		●	
3	EQ High Frequency	500Hz ~ 16.0kHz	28-58	<a href="#">table#3</a>	●	
4	EQ High Gain	-12 ~ +12dB	52-76		●	
5						
6						
7						
8						
9						
10						
11	EQ Mid Frequency	100Hz ~ 10.0kHz	14-54	<a href="#">table#3</a>	●	
12	EQ Mid Gain	-12 ~ +12dB	52-76		●	
13	EQ Mid Width	1.0 ~ 12.0	10-120		●	
14						
15						
16						

## XG Effect Parameter List

No.	Parameter	Display	Value	See Table	MU80	Control
AUTO WAH						
1	LFO Frequency	0.00 ~ 39.7Hz	0-127	<a href="#">table#1</a>	●	
2	LFO Depth	0 ~ 127	0-127		●	
3	Cutoff Frequency Offset	0 ~ 127	0-127		●	●
4	Resonance	1.0 ~ 12.0	10-120		●	
5						
6	EQ Low Frequency	32Hz ~ 2.0kHz	4-40	<a href="#">table#3</a>	●	
7	EQ Low Gain	-12 ~ +12dB	52-76		●	
8	EQ High Frequency	500Hz ~ 16.0kHz	28-58	<a href="#">table#3</a>	●	
9	EQ High Gain	-12 ~ +12dB	52-76		●	
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●	
11	Drive	0 ~ 127	0-127		●	
12						
13						
14						
15						
16						

## XG Effect Parameter List

No.	Parameter	Display	Value	See Table	MU80	Control
HALL1, HALL2						
ROOM1, ROOM2, ROOM3						
STAGE1, STAGE2						
PLATE						
1	Reverb Time	0.3 ~ 30.0s	0-69	<a href="#">table#4</a>	●	
2	Diffusion	0 ~ 10	0-10		●	
3	Initial Delay	0 ~ 63	0-63	<a href="#">table#5</a>	●	
4	HPF Cutoff	Thru ~ 8.0kHz	0-52	<a href="#">table#3</a>	●	
5	LPF Cutoff	1.0k ~ Thru	34-60	<a href="#">table#3</a>	●	
6						
7						
8						
9						
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●	●
11	Rev Delay	0 ~ 63	0-63	<a href="#">table#5</a>	●	
12	Density	0 ~ 4	0-4		●	
13	Rev/Er Balance	R<E63 ~ R=E ~ R63>E	1-127		●	
14	High Damp	0.1 ~ 1.0	1-10		●	
15	Feedback Level	-63 ~ +63	1-127			
16						

## XG Effect Parameter List

No.	Parameter	Display	Value	See Table	MU80	Control
DELAY L,C,R						
1	Lch Delay	0.1 ~ 715.0ms	1-7150		●	
2	Rch Delay	0.1 ~ 715.0ms	1-7150		●	
3	Cch Delay	0.1 ~ 715.0ms	1-7150		●	
4	Feedback Delay	0.1 ~ 715.0ms	1-7150		●	
5	Feedback Level	-63 ~ +63	1-127		●	
6	Cch Level	0 ~ 127	0-127		●	
7	High Damp	0.1 ~ 1.0	1-10		●	
8						
9						
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●	●
11	HPF Cutoff	Thru ~ 8.0kHz	0-52	<a href="#">table#3</a>	●	
12	LPF Cutoff	1.0k ~ Thru	34-60	<a href="#">table#3</a>	●	
13	EQ Low Frequency	50Hz ~ 2.0kHz	8-40	<a href="#">table#3</a>		
14	EQ Low Gain	-12 ~ +12dB	52-76			
15	EQ High Frequency	500Hz ~ 16.0kHz	28-58	<a href="#">table#3</a>		
16	EQ High Gain	-12 ~ +12dB	52-76			

## XG Effect Parameter List

No.	Parameter	Display	Value	See Table	MU80	Control
DELAY L,R						
1	Lch Delay	0.1 ~ 715.0ms	1-7150		●	
2	Rch Delay	0.1 ~ 715.0ms	1-7150		●	
3	Feedback Delay 1	0.1 ~ 715.0ms	1-7150		●	
4	Feedback Delay 2	0.1 ~ 715.0ms	1-7150		●	
5	Feedback Level	-63 ~ +63	1-127		●	
6	High Damp	0.1 ~ 1.0	1-10		●	
7						
8						
9						
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●	●
11	HPF Cutoff	Thru ~ 8.0kHz	0-52	<a href="#">table#3</a>	●	
12	LPF Cutoff	1.0k ~ Thru	34-60	<a href="#">table#3</a>	●	
13	EQ Low Frequency	50Hz ~ 2.0kHz	8-40	<a href="#">table#3</a>		
14	EQ Low Gain	-12 ~ +12dB	52-76			
15	EQ High Frequency	500Hz ~ 16.0kHz	28-58	<a href="#">table#3</a>		
16	EQ High Gain	-12 ~ +12dB	52-76			

## XG Effect Parameter List

No.	Parameter	Display	Value	See Table	MU80	Control
ECHO						
1	Lch Delay1	0.1 ~ 355.0ms	1-3550		●	
2	Lch Feedback Level	-63 ~ +63	1-127		●	
3	Rch Delay1	0.1 ~ 355.0ms	1-3550		●	
4	Rch Feedback Level	-63 ~ +63	1-127		●	
5	High Damp	0.1 ~ 1.0	1-10		●	
6	Lch Delay2	0.1 ~ 355.0ms	1-3550		●	
7	Rch Delay2	0.1 ~ 355.0ms	1-3550		●	
8	Delay2 Level	0 ~ 127	0-127		●	
9						
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●	●
11	HPF Cutoff	Thru ~ 8.0kHz	0-52	<a href="#">table#3</a>	●	
12	LPF Cutoff	1.0k ~ Thru	34-60	<a href="#">table#3</a>	●	
13	EQ Low Frequency	50Hz ~ 2.0kHz	8-40	<a href="#">table#3</a>		
14	EQ Low Gain	-12 ~ +12dB	52-76			
15	EQ High Frequency	500Hz ~ 16.0kHz	28-58	<a href="#">table#3</a>		
16	EQ High Gain	-12 ~ +12dB	52-76			

## XG Effect Parameter List

No.	Parameter	Display	Value	See Table	MU80	Control
CROSS DELAY						
1	L->R Delay	0.1 ~ 355.0ms	1-3550		●	
2	R->L Delay	0.1 ~ 355.0ms	1-3550		●	
3	Feedback Level	-63 ~ +63	1-127		●	
4	Input Select	L,R, L&R	0-2		●	
5	High Damp	0.1 ~ 1.0	1-10		●	
6						
7						
8						
9						
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●	●
11	HPF Cutoff	Thru ~ 8.0kHz	0-52	<a href="#">table#3</a>	●	
12	LPF Cutoff	1.0k ~ Thru	34-60	<a href="#">table#3</a>	●	
13	EQ Low Frequency	50Hz ~ 2.0kHz	8-40	<a href="#">table#3</a>		
14	EQ Low Gain	-12 ~ +12dB	52-76			
15	EQ High Frequency	500Hz ~ 16.0kHz	28-58	<a href="#">table#3</a>		
16	EQ High Gain	-12 ~ +12dB	52-76			

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## XG Effect Parameter List

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No.	Parameter	Display	Value	See Table	MU80	Control
EARLY REF1, EARLY REF2						
1	Type	S-H, L-H, Rdm, Rvs, Plt, Spr	0-5		●	
2	Room Size	0.1 ~ 7.0	0-44	<a href="#">table#6</a>	●	
3	Diffusion	0 ~ 10	0-10		●	
4	Initial Delay	0 ~ 63	0-63	<a href="#">table#5</a>	●	
5	Feedback Level	-63 ~ +63	1-127		●	
6	HPF Cutoff	Thru ~ 8.0kHz	0-52		●	
7	LPF Cutoff	1.0k ~ Thru	34-60		●	
8						
9						
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●	●
11	Liveness	0 ~ 10	0-10		●	
12	Density	0 ~ 3	0-3		●	
13	High Damp	0.1 ~ 1.0	1-10		●	
14						
15						
16						



## XG Effect Parameter List

No.	Parameter	Display	Value	See Table	MU80	Control
GATE REVERB						
REVERSE GATE						
1	Type	TypeA, TypeB	0-1		●	
2	Room Size	0.1 ~ 7.0	0-44	<a href="#">table#6</a>	●	
3	Diffusion	0 ~ 10	0-10		●	
4	Initial Delay	0 ~ 63	0-63	<a href="#">table#5</a>	●	
5	Feedback Level	-63 ~ +63	1-127		●	
6	HPF Cutoff	Thru ~ 8.0kHz	0-52	<a href="#">table#3</a>	●	
7	LPF Cutoff	1.0k ~ Thru	34-60	<a href="#">table#3</a>	●	
8						
9						
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●	●
11	Liveness	0 ~ 10	0-10		●	
12	Density	0 ~ 3	0-3		●	
13	High Damp	0.1 ~ 1.0	1-10		●	
14						
15						
16						

## XG Effect Parameter List

### OPTION EFFECT TYPE

No.	Parameter	Display	Value	See Table	MU80	Control
PITCH CHANGE						
1	Pitch	-24 ~ +24	40-88		●	
2	Initial Delay	0 ~ 127	0-127	<a href="#">table#7</a>	●	
3	Fine 1	-50 ~ +50	14-114		●	
4	Fine 2	-50 ~ +50	14-114		●	
5	Feedback Gain	-63 ~ +63%	1-127		●	
6						
7						
8						
9						
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●	●
11	Pan 1	L63 ~ R63	1-127		●	
12	Output Level 1	0 ~ 127	0-127		●	
13	Pan 2	L63 ~ R63	1-127		●	
14	Output Level 2	0 ~ 127	0-127		●	
15						
16						

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## XG Effect Parameter List

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No.	Parameter	Display	Value	See Table	MU80	Control
AURAL EXCITER						
1	HPF cutoff	500Hz ~ 16.0kHz	28-58		●	
2	Drive	0 ~ 127	0-127		●	
3	Mix Level	0 ~ 127	0-127		●	
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

## XG Effect Parameter List

No.	Parameter	Display	Value	See Table	MU80	Control
TOUCH WAH,WAH+DIST						
1	Sensitivity	0 ~ 127	0-127		●	
2	Cutoff Frequency Offset	0 ~ 127	0-127		●	●
3	Resonance	1.0 ~ 12.0	10-120		●	
4						
5						
6	EQ Low Frequency	32Hz ~ 2.0kHz	4-40	<a href="#">table#3</a>	●	
7	EQ Low Gain	-12 ~ +12dB	52-76		●	
8	EQ High Frequency	500Hz ~ 16.0kHz	28-58	<a href="#">table#3</a>	●	
9	EQ High Gain	-12 ~ +12dB	52-76		●	
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●	
11	Drive	0 ~ 127	0-127		●	
12						
13						
14						
15						
16						

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## XG Effect Parameter List

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No.	Parameter	Display	Value	See Table	MU80	Control
COMPRESSOR						
1	Attack	1 ~ 40ms	0-19	<a href="#">table#8</a>	●	
2	Release	10 ~ 680ms	0-15	<a href="#">table#9</a>	●	
3	Threshold	-48 ~ -6dB	79-121		●	
4	Ratio	1.0 ~ 20.0	0-7	<a href="#">table#10</a>	●	
5	Output Level	0 ~ 127	0-127		●	
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

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## XG Effect Parameter List

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No.	Parameter	Display	Value	See Table	MU80	Control
NOISE GATE						
1	Attack	1 ~ 40ms	0-19	<a href="#">table#8</a>	●	
2	Release	10 ~ 680ms	0-15	<a href="#">table#9</a>	●	
3	Threshold	-72 ~ -30dB	55-97		●	
4	Output Level	0 ~ 127	0-127		●	
5						
6						
7						
8						
9						
10						●
11	Ratio	1.0 ~ 20.0	0-7	<a href="#">table#10</a>		
12						
13						
14						
15						
16						

## XG Effect Parameter List

No.	Parameter	Display	Value	See Table	MU80	Control
WHITE ROOM						
TUNNEL						
CANYON						
BASEMENT						
1	Reverb Time	0.3 ~ 30.0s	0-69	<a href="#">table#4</a>	●	
2	Diffusion	0 ~ 10	0-10		●	
3	Initial Delay	0 ~ 63	0-63	<a href="#">table#5</a>	●	
4	HPF Cutoff	Thru ~ 8.0kHz	0-52	<a href="#">table#3</a>	●	
5	LPF Cutoff	1.0k ~ Thru	34-60	<a href="#">table#3</a>	●	
6	Width	0.5 ~ 10.2m	0-37	<a href="#">table#11</a>	●	
7	Height	0.5 ~ 20.2m	0-73	<a href="#">table#11</a>	●	
8	Depth	0.5 ~ 30.2m	0-104	<a href="#">table#11</a>	●	
9	Wall Vary	0 ~ 30	0-30		●	
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●	●
11	Rev Delay	0 ~ 63	0-63	<a href="#">table#5</a>	●	
12	Density	0 ~ 4	0-4		●	
13	Rev/Er Balance	R<E63 ~ R=E ~ R63>E	1-127		●	
14	High Damp	0.1 ~ 1.0	1-10		●	
15	Feedback Level	-63 ~ +63	1-127			
16						

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## XG Effect Parameter List

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No.	Parameter	Display	Value	See Table	MU80	Control
KARAOKE1,2,3						
1	Delay Time	0 ~ 127	0-127	<a href="#">table#7</a>	●	
2	Feedback Level	-63 ~ +63	1-127		●	
3	HPF Cutoff	Thru ~ 8.0kHz	0-52		●	
4	LPF Cutoff	1.0k ~ Thru	34-60		●	
5						
6						
7						
8						
9						
10	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●	●
11						
12						
13						
14						
15						
16						



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## XG Effect Parameter List

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No.	Parameter	Display	Value	See Table	MU80	Control
	VOICE CANCEL					
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11	Low Adjust	0 ~ 26	0-26			
12	High Adjust	0 ~ 26	0-26			
13						
14						
15						
16						

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## XG Effect Parameter List

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### NOTES:

#### 1. DRY/WET reception

- When Variation Connection is set to SYS, the tone generator receives DRY/WET and data value is overwritten, but it does not affect the sound and remains WET = 100% inside the effect block.
- When Variation Connection is set to INS, the tone generator receives DRY/WET and it affects the sound.

#### 2. Variation Connection switching

- When switching from INS to SYS, the sound from the Variation block is set to WET 100% but the DRY/WET value is kept unchanged (i.e. won't be set to  $DRY/WET = D < W63 = 127$ ).
- When switching from SYS to INS, the DRY/WET value remains unchanged—not initialized—and the sound from the Variation block reflects the current DRY/WET balance.

#### 3. AURAL EXCITER

- AURAL EXCITER™ is a registered trademark of APHEX SYSTEMS, LTD. Licensing from APHEX SYSTEMS, LTD. is needed in an application of this effect program.

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## XG Data Value Assignment Tables

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Table#1  
LFO Frequency

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

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## XG Data Value Assignment Tables

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Table#2

Modulation Delay Offset

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

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## XG Data Value Assignment Tables

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Table#3  
EQ Frequency

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

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## XG Data Value Assignment Tables

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Table#4  
Reverb Time

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

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## XG Data Value Assignment Tables

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Table#5

Delay Time (200.0 ms)

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

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## XG Data Value Assignment Tables

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Table#6  
Room Size

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



---

## XG Data Value Assignment Tables

---

Table#7

Delay Time (400.0 ms)

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

---

## XG Data Value Assignment Tables

---

Table#8

Compressor Attack Time

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

---

## XG Data Value Assignment Tables

---

Table#9

Compressor Release Time

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

---

## XG Data Value Assignment Tables

---

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

---

## XG Data Value Assignment Tables

---

Table#11

Reverb Width; Depth; Height

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

## XG Effect Default Data

### XG RESET (XG On) DEFAULT DATA

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


### REVERB BLOCK

TYPE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
NO EFFECT	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
HALL1	18	10	8	13	49	0	0	0	0	40	0	4	50	8	64	0
HALL2	25	10	28	6	46	0	0	0	0	40	13	3	74	7	64	0
ROOM1	5	10	16	4	49	0	0	0	0	40	5	3	64	8	64	0
ROOM2	12	10	5	4	38	0	0	0	0	40	0	4	50	8	64	0
ROOM3	9	10	47	5	36	0	0	0	0	40	0	4	60	8	64	0
STAGE1	19	10	16	7	54	0	0	0	0	40	0	3	64	6	64	0
STAGE2	11	10	16	7	51	0	0	0	0	40	2	2	64	6	64	0
PLATE	25	10	6	8	49	0	0	0	0	40	2	3	64	5	64	0
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

 used only by the system

## XG Effect Default Data

CHORUS BLOCK																
TYPE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
NO EFFECT	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
CHORUS1	6	54	77	106	0	28	64	46	64	64	46	64	10	0	0	0
CHORUS2	8	63	64	30	0	28	62	42	58	64	46	64	10	0	0	0
CHORUS3	4	44	64	110	0	28	64	46	66	64	46	64	10	0	0	0
CHORUS4	9	32	69	104	0	28	64	46	64	64	46	64	10	0	1	0
CELESTE1	12	32	64	0	0	28	64	46	64	127	40	68	10	0	0	0
CELESTE2	28	18	90	2	0	28	62	42	60	84	40	68	10	0	0	0
CELESTE3	4	63	44	2	0	28	64	46	68	127	40	68	10	0	0	0
CELESTE4	8	29	64	0	0	28	64	51	66	127	40	68	10	0	1	0
FLANGER1	14	14	104	2	0	28	64	46	64	96	40	64	10	4	0	0
FLANGER2	32	17	26	2	0	28	64	46	60	96	40	64	10	4	0	0
FLANGER3	4	109	109	2	0	28	64	46	64	127	40	64	10	4	0	0

 used only by the system

## XG Effect Default Data

VARIATION BLOCK (page 1 of 3)																
TYPE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
NO EFFECT	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
HALL1	18	10	8	13	49	0	0	0	0	40	0	4	50	8	64	0
HALL2	25	10	28	6	46	0	0	0	0	40	13	3	74	7	64	0
ROOM1	5	10	16	4	49	0	0	0	0	40	5	3	64	8	64	0
ROOM2	12	10	5	4	38	0	0	0	0	40	0	4	50	8	64	0
ROOM3	9	10	47	5	36	0	0	0	0	40	0	4	60	8	64	0
STAGE1	19	10	16	7	54	0	0	0	0	40	0	3	64	6	64	0
STAGE2	11	10	16	7	51	0	0	0	0	40	2	2	64	6	64	0
PLATE	25	10	6	8	49	0	0	0	0	40	2	3	64	5	64	0
DELAY L,C,R	3333	1667	5000	5000	74	100	10	0	0	32	0	60	28	64	46	64
DELAY L,R	2500	3750	3752	3750	87	10	0	0	0	32	0	60	28	64	46	64
ECHO	1700	80	1780	80	10	1700	1780	0	0	40	0	60	28	64	46	64
CROSS DELAY	1700	1750	111	1	10	0	0	0	0	32	0	60	28	64	46	64
ER1	0	19	5	16	64	0	46	0	0	32	5	0	10	0	0	0
ER2	2	7	10	16	64	3	46	0	0	32	5	2	10	0	0	0
GATE REVERB	0	15	6	2	64	0	44	0	0	32	4	3	10	0	0	0
REVERSE GATE	1	19	8	3	64	0	47	0	0	32	6	3	10	0	0	0
KARAOKE1	63	97	0	48	0	0	0	0	0	64	2	0	0	0	0	0
KARAOKE2	55	105	0	50	0	0	0	0	0	64	1	0	0	0	0	0
KARAOKE3	43	110	14	53	0	0	0	0	0	64	0	0	0	0	0	0



## XG Effect Default Data

VARIATION BLOCK (page 2 of 3)																
TYPE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
CHORUS1	6	54	77	106	0	28	64	46	64	64	46	64	10	0	0	0
CHORUS2	8	63	64	30	0	28	62	42	58	64	46	64	10	0	0	0
CHORUS3	4	44	64	110	0	28	64	46	66	64	46	64	10	0	0	0
CHORUS4	9	32	69	104	0	28	64	46	64	64	46	64	10	0	1	0
CELESTE1	12	32	64	0	0	28	64	46	64	127	40	68	10	0	0	0
CELESTE2	28	18	90	2	0	28	62	42	60	84	40	68	10	0	0	0
CELESTE3	4	63	44	2	0	28	64	46	68	127	40	68	10	0	0	0
CELESTE4	8	29	64	0	0	28	64	51	66	127	40	68	10	0	1	0
FLANGER1	14	14	104	2	0	28	64	46	64	96	40	64	10	4	0	0
FLANGER2	32	17	26	2	0	28	64	46	60	96	40	64	10	4	0	0
FLANGER3	4	109	109	2	0	28	64	46	64	127	40	64	10	4	0	0
SYMPHONIC	12	25	16	0	0	28	64	46	64	127	46	64	10	0	0	0
ROTARY SPEAKER	81	35	0	0	0	24	60	45	54	127	33	52	30	0	0	0
TREMOLO	83	56	0	0	0	28	64	46	64	127	40	64	10	64	0	0
AUTOPAN	76	80	32	5	0	28	64	46	64	127	40	64	10	0	0	0
PHASER1	8	111	74	104	0	28	64	46	64	64	6	1	64	0	0	0
PHASER2	8	111	74	108	0	28	64	46	64	64	5	1	4	0	0	0
DISTORTION	40	20	72	53	48	0	43	74	10	127	120	0	0	0	0	0
OVERDRIVE	29	24	68	45	55	0	41	72	10	127	104	0	0	0	0	0
AMP SIM.	39	1	48	55	0	0	0	0	0	127	112	0	0	0	0	0
3-BAND EQ	70	34	60	10	70	28	46	0	0	127	0	0	0	0	0	0
2-BAND EQ	28	70	46	70	0	0	0	0	0	127	34	64	10	0	0	0

## XG Effect Default Data

### VARIATION BLOCK (page 3 of 3)

TYPE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
AUTOWAH (LFO)	70	56	39	25	0	28	66	46	64	127	0	0	0	0	0	0
PITCH CHANGE	64	0	74	54	64	0	0	0	0	64	1	127	127	127	0	0
AURAL EXCITER	44	30	48	0	0	0	0	0	0	127	0	0	0	0	0	0
TOUCH WAH	36	0	30	0	0	28	66	46	64	127	0	0	0	0	0	0
TOUCH WAH + DIST.	36	0	30	0	0	28	66	46	64	127	30	0	0	0	0	0
COMPRESSOR	6	2	100	4	96	0	0	0	0	127	0	0	0	0	0	0
NOISE GATE	0	11	82	50	0	0	0	0	0	127	3	0	0	0	0	0
VOICE CANCEL	0	0	0	0	0	0	0	0	0	64	8	25	0	0	0	0
THRU	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

### DISTORTION BLOCK

TYPE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
DISTORTION	40	20	72	53	48	0	43	74	10	127	120	0	0	0	0	0
OVERDRIVE	29	24	68	45	55	0	41	72	10	127	104	0	0	0	0	0
3-BAND EQ	70	34	60	10	70	28	46	0	0	127	0	0	0	0	0	0

## XG MIDI Data Format

<Table 3-1>

XG PARAMETER CHANGE TABLE (SYSTEM )

Address (H)	Size	Data (H)	Parameter (H)	Ext.	Description	Default Value (H)
00 00 00	4	0000 - 07FF	MASTER TUNE		-102.4 - +102.3[cent]	00 04 00 00
01					1st bit3-0→bit15-12	
02					2nd bit3-0→bit11-8	
03					3rd bit3-0→bit7-4	
04	1	00 - 7F	MASTER VOLUME		0 - 127	7F
05	1	00 - 7F	MASTER ATTENUATOR	[Ext.]	0 - 127	00
06	1	28 - 58	TRANSCOPE		-24 - +24[semitones]	40
7D		n	DRUM SETUP RESET		n=Drum setup number	
7E		00	XG SYSTEM ON		00=XG system ON	
7F		00	ALL PARAMETER RESET		00=ON	

TOTAL SIZE 07

< “Ext.” (Extension) Table notation >

no notation = XG minimum requirement

[Ext.] = Optional parameter

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## XG MIDI Data Format

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<Table 3-2>

XG PARAMETER CHANGE TABLE (System information)

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

Transmitted in response to Dump Request. Reception is not available.

## XG MIDI Data Format

<Table 3-3> (page 1 of 8)

### XG PARAMETER CHANGE TABLE (EFFECT 1)

Address (H)	Size	Data (H)	Parameter (H)	Ext.	Description	Default Value (H)
02 01 00	2	00-7F 00-7F	REVERB TYPE MSB REVERB TYPE LSB		Refer to <a href="#">XG Effect Map</a> 00 : basic type	01(=HALL1) 00
02	1	00-7F	REVERB PARAMETER 1		Refer to <a href="#">XG Effect Parameter List</a>	Depends on reverb type
03	1	00-7F	REVERB PARAMETER 2		Refer to <a href="#">XG Effect Parameter List</a>	Depends on reverb type
04	1	00-7F	REVERB PARAMETER 3		Refer to <a href="#">XG Effect Parameter List</a>	Depends on reverb type
05	1	00-7F	REVERB PARAMETER 4		Refer to <a href="#">XG Effect Parameter List</a>	Depends on reverb type
06	1	00-7F	REVERB PARAMETER 5		Refer to <a href="#">XG Effect Parameter List</a>	Depends on reverb type
07	1	00-7F	REVERB PARAMETER 6		Refer to <a href="#">XG Effect Parameter List</a>	Depends on reverb type
08	1	00-7F	REVERB PARAMETER 7		Refer to <a href="#">XG Effect Parameter List</a>	Depends on reverb type
09	1	00-7F	REVERB PARAMETER 8		Refer to <a href="#">XG Effect Parameter List</a>	Depends on reverb type
0A	1	00-7F	REVERB PARAMETER 9		Refer to <a href="#">XG Effect Parameter List</a>	Depends on reverb type
0B	1	00-7F	REVERB PARAMETER 10		Refer to <a href="#">XG Effect Parameter List</a>	Depends on reverb type
0C	1	00-7F	REVERB RETURN		-∞dB...0dB...+6dB(0...64...127)	40
0D	1	01-7F	REVERB PAN		L63...C...R63(1...64...127)	40
TOTAL SIZE	0E					

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## XG MIDI Data Format

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<Table 3-3> (page 2 of 8)

### XG PARAMETER CHANGE TABLE (EFFECT 1)

Address (H)	Size	Data (H)	Parameter (H)	Ext.	Description	Default Value (H)
02 01 10	1	00-7F	REVERB PARAMETER 11	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on reverb type
11	1	00-7F	REVERB PARAMETER 12	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on reverb type
12	1	00-7F	REVERB PARAMETER 13	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on reverb type
13	1	00-7F	REVERB PARAMETER 14	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on reverb type
14	1	00-7F	REVERB PARAMETER 15	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on reverb type
15	1	00-7F	REVERB PARAMETER 16	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on reverb type
TOTAL SIZE	6					

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## XG MIDI Data Format

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<Table 3-3> (page 3 of 8)

### XG PARAMETER CHANGE TABLE (EFFECT 1)

Address (H)	Size	Data (H)	Parameter (H)	Ext.	Description	Default Value (H)
02 01 20	2	00-7F 00-7F	CHORUS TYPE MSB CHORUS TYPE LSB		Refer to <a href="#">XG Effect Map</a> 00 : basic type	41(=CHORUS1) 00
22	1	00-7F	CHORUS PARAMETER 1		Refer to <a href="#">XG Effect Parameter List</a>	Depends on chorus type
23	1	00-7F	CHORUS PARAMETER 2		Refer to <a href="#">XG Effect Parameter List</a>	Depends on chorus type
24	1	00-7F	CHORUS PARAMETER 3		Refer to <a href="#">XG Effect Parameter List</a>	Depends on chorus type
25	1	00-7F	CHORUS PARAMETER 4		Refer to <a href="#">XG Effect Parameter List</a>	Depends on chorus type
26	1	00-7F	CHORUS PARAMETER 5		Refer to <a href="#">XG Effect Parameter List</a>	Depends on chorus type
27	1	00-7F	CHORUS PARAMETER 6		Refer to <a href="#">XG Effect Parameter List</a>	Depends on chorus type
28	1	00-7F	CHORUS PARAMETER 7		Refer to <a href="#">XG Effect Parameter List</a>	Depends on chorus type
29	1	00-7F	CHORUS PARAMETER 8		Refer to <a href="#">XG Effect Parameter List</a>	Depends on chorus type
2A	1	00-7F	CHORUS PARAMETER 9		Refer to <a href="#">XG Effect Parameter List</a>	Depends on chorus type
2B	1	00-7F	CHORUS PARAMETER 10		Refer to <a href="#">XG Effect Parameter List</a>	Depends on chorus type
2C	1	00-7F	CHORUS RETURN		-∞dB...0dB...+6dB(0...64...127)	40
2D	1	01-7F	CHORUS PAN		L63...C...R63(1...64...127)	40
2E	1	00-7F	SEND CHORUS TO REVERB		-∞dB...0dB...+6dB(0...64...127)	00
TOTAL SIZE	0F					

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## XG MIDI Data Format

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<Table 3-3> (page 4 of 8)

### XG PARAMETER CHANGE TABLE (EFFECT 1)

Address (H)	Size	Data (H)	Parameter (H)	Ext.	Description	Default Value (H)
02 01 30	1	00-7F	CHORUS PARAMETER 11	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on chorus type
31	1	00-7F	CHORUS PARAMETER 12	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on chorus type
32	1	00-7F	CHORUS PARAMETER 13	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on chorus type
33	1	00-7F	CHORUS PARAMETER 14	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on chorus type
34	1	00-7F	CHORUS PARAMETER 15	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on chorus type
35	1	00-7F	CHORUS PARAMETER 16	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on chorus type
TOTAL SIZE	6					



## XG MIDI Data Format

<Table 3-3> (page 5 of 8)

XG PARAMETER CHANGE TABLE (EFFECT 1)

Address (H)	Size	Data (H)	Parameter (H)	Ext.	Description	Default Value (H)
02 01 40	2	00-7F	VARIATION TYPE MSB		Refer to <a href="#">XG Effect Map</a>	05(=DELAY L,C,R)
		00-7F	VARIATION TYPE LSB	00	: basic type	00
42	2	00-7F	VARIATION PARAMETER 1 MSB		Refer to <a href="#">XG Effect Parameter List</a>	Depends on variation type
		00-7F	VARIATION PARAMETER 1 LSB		Refer to <a href="#">XG Effect Parameter List</a>	Depends on variation type
44	2	00-7F	VARIATION PARAMETER 2 MSB		Refer to <a href="#">XG Effect Parameter List</a>	Depends on variation type
		00-7F	VARIATION PARAMETER 2 LSB		Refer to <a href="#">XG Effect Parameter List</a>	Depends on variation type
46	2	00-7F	VARIATION PARAMETER 3 MSB		Refer to <a href="#">XG Effect Parameter List</a>	Depends on variation type
		00-7F	VARIATION PARAMETER 3 LSB		Refer to <a href="#">XG Effect Parameter List</a>	Depends on variation type
48	2	00-7F	VARIATION PARAMETER 4 MSB		Refer to <a href="#">XG Effect Parameter List</a>	Depends on variation type
		00-7F	VARIATION PARAMETER 4 LSB		Refer to <a href="#">XG Effect Parameter List</a>	Depends on variation type
4A	2	00-7F	VARIATION PARAMETER 5 MSB		Refer to <a href="#">XG Effect Parameter List</a>	Depends on variation type
		00-7F	VARIATION PARAMETER 5 LSB		Refer to <a href="#">XG Effect Parameter List</a>	Depends on variation type
4C	2	00-7F	VARIATION PARAMETER 5 MSB		Refer to <a href="#">XG Effect Parameter List</a>	Depends on variation type
		00-7F	VARIATION PARAMETER 6 LSB		Refer to <a href="#">XG Effect Parameter List</a>	Depends on variation type
4E	2	00-7F	VARIATION PARAMETER 7 MSB		Refer to <a href="#">XG Effect Parameter List</a>	Depends on variation type
		00-7F	VARIATION PARAMETER 7 LSB		Refer to <a href="#">XG Effect Parameter List</a>	Depends on variation type
50	2	00-7F	VARIATION PARAMETER 8 MSB		Refer to <a href="#">XG Effect Parameter List</a>	Depends on variation type
		00-7F	VARIATION PARAMETER 8 LSB		Refer to <a href="#">XG Effect Parameter List</a>	Depends on variation type

## XG MIDI Data Format

<Table 3-3> (page 6 of 8)

### XG PARAMETER CHANGE TABLE (EFFECT 1)

Address (H)	Size	Data (H)	Parameter (H)	Ext.	Description	Default Value (H)
52	2	00-7F	VARIATION PARAMETER 9 MSB		Refer to <a href="#">XG Effect Parameter List</a>	Depends on variation type
		00-7F	VARIATION PARAMETER 9 LSB		Refer to <a href="#">XG Effect Parameter List</a>	Depends on variation type
54	2	00-7F	VARIATION PARAMETER 10 MSB		Refer to <a href="#">XG Effect Parameter List</a>	Depends on variation type
		00-7F	VARIATION PARAMETER 10 LSB		Refer to <a href="#">XG Effect Parameter List</a>	Depends on variation type
56	1	00-7F	VARIATION RETURN		-∞dB...0dB...+6dB(0...64...127)	40
57	1	01-7F	VARIATION PAN		L63...C...R63(1...64...127)	40
58	1	00-7F	SEND VARIATION TO REVERB		-∞dB...0dB...+6dB(0...64...127)	00
59	1	00-7F	SEND VARIATION TO CHORUS		-∞dB...0dB...+6dB(0...64...127)	00
5A	1	00-01	VARIATION CONNECTION		0:INSERTION,1:SYSTEM	00
5B	1	00-01	VARIATION PART		Part1...64(0...63)	7F
					AD1...AD63(64...126)	
					OFF(127)	

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## XG MIDI Data Format

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<Table 3-3> (page 7 of 8)

### XG PARAMETER CHANGE TABLE (EFFECT 1)

Address (H)	Size	Data (H)	Parameter (H)	Ext.	Description	Default Value (H)
5C	1	00-7F	MW VARIATION CONTROL DEPTH	[Ext.]	-64 - +63	40
5D	1	00-7F	BEND VARIATION CONTROL DEPTH	[Ext.]	-64 - +63	40
5E	1	00-7F	CAT VARIATION CONTROL DEPTH	[Ext.]	-64 - +63	40
5F	1	00-7F	AC1 VARIATION CONTROL DEPTH	[Ext.]	-64 - +63	40
60	1	00-7F	AC2 VARIATION CONTROL DEPTH	[Ext.]	-64 - +63	40
TOTAL SIZE	21					

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## XG MIDI Data Format

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<Table 3-3> (page 8 of 8)

### XG PARAMETER CHANGE TABLE (EFFECT 1)

Address (H)	Size	Data (H)	Parameter (H)	Ext.	Description	Default Value (H)
02 01 70	1	00-7F	VARIATION PARAMETER 11	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on variation type
71	1	00-7F	VARIATION PARAMETER 12	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on variation type
72	1	00-7F	VARIATION PARAMETER 13	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on variation type
73	1	00-7F	VARIATION PARAMETER 14	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on variation type
74	1	00-7F	VARIATION PARAMETER 15	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on variation type
75	1	00-7F	VARIATION PARAMETER 16	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on variation type
TOTAL SIZE	6					

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## XG MIDI Data Format

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<Table 3-4> (page 1 of 2)

### XG PARAMETER CHANGE TABLE (MULTI EQ)

Address (H)	Size	Data (H)	Parameter (H)	Ext.	Description	Default Value (H)
02 40 00	1	00 - 04	EQ type	[Ext.]	0:FLAT 1:JAZZ 2:POPS 3:ROCK 4:CLASSIC	00
01	1	34 -4C	EQ gain1	[Ext.]	-12 - +12[dB]	40
02	1	04-28	EQ frequency1	[Ext.]	32-2000[Hz]	0C
03	1	01-78	EQ Q1	[Ext.]	0.1-12.0	07
04	1	00-01	EQ shape1	[Ext.]	00:shelving, 01:peaking	00
05	1	34 -4C	EQ gain2	[Ext.]	-12 - +12[dB]	40
06	1	0E-36	EQ frequency2	[Ext.]	100-10.0[kHz]	1C
07	1	01-78	EQ Q2	[Ext.]	0.1-12.0	07
08	1		not used	[Ext.]		
09	1	34 -4C	EQ gain3	[Ext.]	-12 - +12[dB]	40
0A	1	0E-36	EQ frequency3	[Ext.]	100-10.0[kHz]	22
0B	1	01-78	EQ Q3	[Ext.]	0.1-12.0	07
0C	1		not used	[Ext.]		
0D	1	34 -4C	EQ gain4	[Ext.]	-12 - +12[dB]	40
0E	1	0E-36	EQ frequency4	[Ext.]	100-10.0[kHz]	2E

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## XG MIDI Data Format

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<Table 3-4> (page 2 of 2)

### XG PARAMETER CHANGE TABLE (MULTI EQ)

Address (H)	Size	Data (H)	Parameter (H)	Ext.	Description	Default Value (H)
0F	1	01-78	EQ Q4	[Ext.]	0.1-12.0	07
10	1		not used	[Ext.]		
11	1	34 -4C	EQ gain5	[Ext.]	-12 - +12[dB]	40
12	1	1C-3A	EQ frequency5	[Ext.]	0.5-16.0[kHz]	3C
13	1	01-78	EQ Q5	[Ext.]	0.1-12.0	07
14	1	00-01	EQ shape5	[Ext.]	00:shelving, 01:peaking	00
TOTAL SIZE	15					

## XG MIDI Data Format

<Table 3-5> (page 1 of 2)

### XG PARAMETER CHANGE TABLE (EFFECT 2)

Address (H)	Size (H)	Data (H)	Parameter	Ext.	Description	Default Value (H)
03 00 00	2	00-7F	INSERTION EFFECT 1 TYPE MSB	[Ext.]	Refer to <a href="#">XG Effect Map</a>	49(=DISTORTION)
		00-7F	INSERTION EFFECT 1 TYPE LSB	[Ext.]	00 : basic type	00
02	1	00-7F	INSERTION EFFECT 1 PARAMETER1	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on insertion 1 type
03	1	00-7F	INSERTION EFFECT 1 PARAMETER2	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on insertion 1 type
04	1	00-7F	INSERTION EFFECT 1 PARAMETER3	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on insertion 1 type
05	1	00-7F	INSERTION EFFECT 1 PARAMETER4	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on insertion 1 type
06	1	00-7F	INSERTION EFFECT 1 PARAMETER5	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on insertion 1 type
07	1	00-7F	INSERTION EFFECT 1 PARAMETER6	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on insertion 1 type
08	1	00-7F	INSERTION EFFECT 1 PARAMETER7	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on insertion 1 type
09	1	00-7F	INSERTION EFFECT 1 PARAMETER8	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on insertion 1 type
0A	1	00-7F	INSERTION EFFECT 1 PARAMETER9	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on insertion 1 type
0B	1	00-7F	INSERTION EFFECT 1 PARAMETER10	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on insertion 1 type
0C	1	00-7F	INSERTION EFFECT 1 PART	[Ext.]	Part1...64(0...63) AD1...AD63(64...126) OFF(127)	7F

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## XG MIDI Data Format

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<Table 3-5> (page 2 of 2)

### XG PARAMETER CHANGE TABLE (EFFECT 2)

Address (H)	Size (H)	Data Parameter (H)	Ext.	Description	Default Value (H)
0D	1	00-7F MW INSERTION CONTROL DEPTH	[Ext.]	-64 - +63	40
0E	1	00-7F BEND INSERTION CONTROL DEPTH	[Ext.]	-64 - +63	40
0F	1	00-7F CAT INSERTION CONTROL DEPTH	[Ext.]	-64 - +63	40
10	1	00-7F AC1 INSERTION CONTROL DEPTH	[Ext.]	-64 - +63	40
11	1	00-7F AC2 INSERTION CONTROL DEPTH	[Ext.]	-64 - +63	40
TOTAL SIZE 12					
20	1	00-7F INSERTION EFFECT 1 PARAMETER11	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on insertion 1 type
21	1	00-7F INSERTION EFFECT 1 PARAMETER12	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on insertion 1 type
22	1	00-7F INSERTION EFFECT 1 PARAMETER13	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on insertion 1 type
23	1	00-7F INSERTION EFFECT 1 PARAMETER14	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on insertion 1 type
24	1	00-7F INSERTION EFFECT 1 PARAMETER15	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on insertion 1 type
25	1	00-7F INSERTION EFFECT 1 PARAMETER16	[Ext.]	Refer to <a href="#">XG Effect Parameter List</a>	Depends on insertion 1 type
TOTAL SIZE 6					

\*Data Range differs according to Effect type.



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## XG MIDI Data Format

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<Table 3-6> (page 1 of 2)

### XG PARAMETER CHANGE TABLE (DISPLAY DATA)

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

v: Vertical extension (0 ~ 7)

h: Horizontal extension (0 ~ F)

Single display is 16 x 16 dots, so maximum display is 256 dots (h) by 128 dots (v).

Relation of data and display:

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

A bit value of "1" sets the pixel ON, "0" sets it OFF.

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## XG MIDI Data Format

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<Table 3-6> (page 2 of 2)

### XG PARAMETER CHANGE TABLE (DISPLAY DATA)

Alignment of data on the 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 (“b” = “bit”)
Data0	* * * * * *	Data16	* * * * * *	Data32	* * - - - -
Data1		Data17		Data33	
Data2		Data18		Data34	
Data3		Data19		Data35	
Data4		Data20		Data36	
Data5		Data21		Data37	
Data6		Data22		Data38	
Data7		Data23		Data39	
Data8		Data24		Data40	
Data9		Data25		Data41	
Data10		Data26		Data42	
Data11		Data27		Data43	
Data12		Data28		Data44	
Data13		Data29		Data45	
Data14		Data30		Data46	
Data15		Data31		Data47	

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

It is possible to limit reception of bitmap data to selected pixels only, while leaving unselected pixels in their existing display state.

It is also possible to start transmission of Display Data parameter-change data from any arbitrary point.

## XG MIDI Data Format

<Table 3-7> (page 1 of 8)

### XG PARAMETER CHANGE TABLE (MULTI PART)

Address (H)	Size	Data (H)	Parameter (H)	Ext.	Description	Default Value (H)
08 nn 00	1	00 - 20	ELEMENT RESERVE		0 - 32	part10=0, other =2
nn 01	1	00 - 7F	BANK SELECT MSB		0 - 127	part10=7F, other=0
nn 02	1	00 - 7F	BANK SELECT LSB		0 - 127	00
nn 03	1	00 - 7F	PROGRAM NUMBER		1 - 128	00
nn 04	1	00 - 0F, 7F	Rcv CHANNEL		1 - 16, OFF	Part No.
nn 05	1	00 - 01	MONO/POLY MODE		0:MONO 1:POLY	01
nn 06	1	00 - 02	SAME NOTE NUMBER KEY ON ASSIGN		0:SINGLE 1:MULTI 2:INST (for DRUM)	01
nn 07	1	00 - 05	PART MODE		0:NORMAL 1:DRUM 2 - 5:DRUMS1 - 4	00 (Part other than 10) 02 (Part10) 04, 05 = [Ext.]
nn 08	1	28 - 58	NOTE SHIFT		-24 - +24[semitones]	40
nn 09	2	00 - FF	DETUNE		-12.8 - +12.7[Hz]	08 00
nn 0A					1st bit3-0→bit7-4 2nd bit3-0→bit3-0	
nn 0B	1	00 - 7F	VOLUME		0 - 127	64

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## XG MIDI Data Format

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<Table 3-7> (page 2 of 8)

### XG PARAMETER CHANGE TABLE (MULTI PART)

Address (H)	Size	Data (H)	Parameter (H)	Ext.	Description	Default Value (H)
nn 0C	1	00 - 7F	VELOCITY SENSE DEPTH		0 - 127	40
nn 0D	1	00 - 7F	VELOCITY SENSE OFFSET		0 - 127	40
nn 0E	1	00 - 7F	PAN		0:random L63...C...R63(1...64...127)	40
nn 0F	1	00 - 7F	NOTE LIMIT LOW		C-2 - G8	00
nn 10	1	00 - 7F	NOTE LIMIT HIGH		C-2 - G8	7F
nn 11	1	00 - 7F	DRY LEVEL		0 - 127	7F
nn 12	1	00 - 7F	CHORUS SEND		0 - 127	00
nn 13	1	00 - 7F	REVERB SEND		0 - 127	28
nn 14	1	00 - 7F	VARIATION SEND		0 - 127	00
nn 15	1	00 - 7F	VIBRATO RATE		-64 - +63	40
nn 16	1	00 - 7F	VIBRATO DEPTH		-64 - +63	40
nn 17	1	00 - 7F	VIBRATO DELAY		-64 - +63	40
nn 18	1	00 - 7F	FILTER CUTOFF FREQUENCY		-64 - +63	40
nn 19	1	00 - 7F	FILTER RESONANCE		-64 - +63	40
nn 1A	1	00 - 7F	EG ATTACK TIME		-64 - +63	40
nn 1B	1	00 - 7F	EG DECAY TIME		-64 - +63	40
nn 1C	1	00 - 7F	EG RELEASE TIME		-64 - +63	40

## XG MIDI Data Format

<Table 3-7> (page 3 of 8)

### XG PARAMETER CHANGE TABLE (MULTI PART)

Address (H)	Size	Data (H)	Parameter (H)	Ext.	Description	Default Value (H)
nn 1D	1	28 - 58	MW PITCH CONTROL		-24 - +24[semitones]	40
nn 1E	1	00 - 7F	MW FILTER CONTROL		-9600 - +9450[cent]	40
nn 1F	1	00 - 7F	MW AMPLITUDE CONTROL		-100 - +100[%]	40
nn 20	1	00 - 7F	MW LFO PMOD DEPTH		0 - 127	0A
nn 21	1	00 - 7F	MW LFO FMOD DEPTH		0 - 127	00
nn 22	1	00 - 7F	MW LFO AMOD DEPTH	[Ext.]	0 - 127	00
nn 23	1	28 - 58	BEND PITCH CONTROL		-24 - +24[semitones]	42
nn 24	1	00 - 7F	BEND FILTER CONTROL		-9600 - +9450[cent]	40
nn 25	1	00 - 7F	BEND AMPLITUDE CONTROL		-100 - +100[%]	40
nn 26	1	00 - 7F	BEND LFO PMOD DEPTH		0 - 127	00
nn 27	1	00 - 7F	BEND LFO FMOD DEPTH		0 - 127	00
nn 28	1	00 - 7F	BEND LFO AMOD DEPTH	[Ext.]	0 - 127	00
TOTAL SIZE	29					

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## XG MIDI Data Format

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<Table 3-7> (page 4 of 8)

### XG PARAMETER CHANGE TABLE (MULTI PART)

Address (H)	Size	Data (H)	Parameter (H)	Ext.	Description	Default Value (H)
nn 30	1	00 - 01	Rcv PITCH BEND	[Ext.]	OFF/ON	01
nn 31	1	00 - 01	Rcv CH AFTERTOUCH (CAT)	[Ext.]	OFF/ON	01
nn 32	1	00 - 01	Rcv PROGRAM CHANGE	[Ext.]	OFF/ON	01
nn 33	1	00 - 01	Rcv CONTROL CHANGE	[Ext.]	OFF/ON	01
nn 34	1	00 - 01	Rcv POLY AFTERTOUCH (PAT)	[Ext.]	OFF/ON	01
nn 35	1	00 - 01	Rcv NOTE MESSAGE	[Ext.]	OFF/ON	01
nn 36	1	00 - 01	Rcv RPN	[Ext.]	OFF/ON	01
nn 37	1	00 - 01	Rcv NRPN	[Ext.]	OFF/ON	01
nn 38	1	00 - 01	Rcv MODULATION	[Ext.]	OFF/ON	01
nn 39	1	00 - 01	Rcv VOLUME	[Ext.]	OFF/ON	01
nn 3A	1	00 - 01	Rcv PAN	[Ext.]	OFF/ON	01
nn 3B	1	00 - 01	Rcv EXPRESSION	[Ext.]	OFF/ON	01
nn 3C	1	00 - 01	Rcv HOLD1	[Ext.]	OFF/ON	01
nn 3D	1	00 - 01	Rcv PORTAMENTO	[Ext.]	OFF/ON	01
nn 3E	1	00 - 01	Rcv SOSTENUTO	[Ext.]	OFF/ON	01
nn 3F	1	00 - 01	Rcv SOFT PEDAL	[Ext.]	OFF/ON	01
nn 40	1	00 - 01	Rcv BANK SELECT	[Ext.]	OFF/ON	01

## XG MIDI Data Format

<Table 3-7> (page 5 of 8)

### XG PARAMETER CHANGE TABLE (MULTI PART)

Address (H)	Size	Data (H)	Parameter (H)	Ext.	Description	Default Value (H)
nn 41	1	00 - 7F	SCALE TUNING C	[Ext.]	-64 - +63[cent]	40
nn 42	1	00 - 7F	SCALE TUNING C#	[Ext.]	-64 - +63[cent]	40
nn 43	1	00 - 7F	SCALE TUNING D	[Ext.]	-64 - +63[cent]	40
nn 44	1	00 - 7F	SCALE TUNING D#	[Ext.]	-64 - +63[cent]	40
nn 45	1	00 - 7F	SCALE TUNING E	[Ext.]	-64 - +63[cent]	40
nn 46	1	00 - 7F	SCALE TUNING F	[Ext.]	-64 - +63[cent]	40
nn 47	1	00 - 7F	SCALE TUNING F#	[Ext.]	-64 - +63[cent]	40
nn 48	1	00 - 7F	SCALE TUNING G	[Ext.]	-64 - +63[cent]	40
nn 49	1	00 - 7F	SCALE TUNING G#	[Ext.]	-64 - +63[cent]	40
nn 4A	1	00 - 7F	SCALE TUNING A	[Ext.]	-64 - +63[cent]	40
nn 4B	1	00 - 7F	SCALE TUNING A#	[Ext.]	-64 - +63[cent]	40
nn 4C	1	00 - 7F	SCALE TUNING B	[Ext.]	-64 - +63[cent]	40
nn 4D	1	28 - 58	CAT PITCH CONTROL	[Ext.]	-24 - +24[semitones]	40
nn 4E	1	00 - 7F	CAT FILTER CONTROL	[Ext.]	-9600 - +9450[cent]	40
nn 4F	1	00 - 7F	CAT AMPLITUDE CONTROL	[Ext.]	-100 - +100[%]	40
nn 50	1	00 - 7F	CAT LFO PMOD DEPTH	[Ext.]	0 - 127	00
nn 51	1	00 - 7F	CAT LFO FMOD DEPTH	[Ext.]	0 - 127	00
nn 52	1	00 - 7F	CAT LFO AMOD DEPTH	[Ext.]	0 - 127	00

## XG MIDI Data Format

<Table 3-7> (page 6 of 8)

XG PARAMETER CHANGE TABLE (MULTI PART)

Address (H)	Size	Data (H)	Parameter (H)	Ext.	Description	Default Value (H)
nn 53	1	28 - 58	PAT PITCH CONTROL	[Ext.]	-24 - +24[semitones]	40
nn 54	1	00 - 7F	PAT FILTER CONTROL	[Ext.]	-9600 - +9450[cent]	40
nn 55	1	00 - 7F	PAT AMPLITUDE CONTROL	[Ext.]	-100 - +100[%]	40
nn 56	1	00 - 7F	PAT LFO PMOD DEPTH	[Ext.]	0 - 127	00
nn 57	1	00 - 7F	PAT LFO FMOD DEPTH	[Ext.]	0 - 127	00
nn 58	1	00 - 7F	PAT LFO AMOD DEPTH	[Ext.]	0 - 127	00
nn 59	1	00 - 5F	AC1 CONTROLLER NUMBER	[Ext.]	0 - 95	10
nn 5A	1	28 - 58	AC1 PITCH CONTROL	[Ext.]	-24 - +24[semitones]	40
nn 5B	1	00 - 7F	AC1 FILTER CONTROL	[Ext.]	-9600 - +9450[cent]	40
nn 5C	1	00 - 7F	AC1 AMPLITUDE CONTROL	[Ext.]	-100 - +100[%]	40
nn 5D	1	00 - 7F	AC1 LFO PMOD DEPTH	[Ext.]	0 - 127	00
nn 5E	1	00 - 7F	AC1 LFO FMOD DEPTH	[Ext.]	0 - 127	00
nn 5F	1	00 - 7F	AC1 LFO AMOD DEPTH	[Ext.]	0 - 127	00



## XG MIDI Data Format

<Table 3-7> (page 7 of 8)

### XG PARAMETER CHANGE TABLE (MULTI PART)

Address (H)	Size	Data (H)	Parameter (H)	Ext.	Description	Default Value (H)
nn 60	1	00 - 5F	AC2 CONTROLLER NUMBER	[Ext.]	0 - 95	11
nn 61	1	28 - 58	AC2 PITCH CONTROL	[Ext.]	-24 - +24[semitones]	40
nn 62	1	00 - 7F	AC2 FILTER CONTROL	[Ext.]	-9600 - +9450[cent]	40
nn 63	1	00 - 7F	AC2 AMPLITUDE CONTROL	[Ext.]	-100 - +100[%]	40
nn 64	1	00 - 7F	AC2 LFO PMOD DEPTH	[Ext.]	0 - 127	00
nn 65	1	00 - 7F	AC2 LFO FMOD DEPTH	[Ext.]	0 - 127	00
nn 66	1	00 - 7F	AC2 LFO AMOD DEPTH	[Ext.]	0 - 127	00
nn 67	1	00 - 01	PORTAMENTO SWITCH	[Ext.]	OFF/ON	00
nn 68	1	00 - 7F	PORTAMENTO TIME	[Ext.]	0 - 127	00
nn 69	1	00 - 7F	PITCH EG INITIAL LEVEL	[Ext.]	-64 - +63	40
nn 6A	1	00 - 7F	PITCH EG ATTACK TIME	[Ext.]	-64 - +63	40
nn 6B	1	00 - 7F	PITCH EG RELEASE LEVEL	[Ext.]	-64 - +63	40
nn 6C	1	00 - 7F	PITCH EG RELEASE TIME	[Ext.]	-64 - +63	40
nn 6D	1	01 - 7F	VELOCITY LIMIT LOW	[Ext.]	1 - 127	00
nn 6E	1	01 - 7F	VELOCITY LIMIT HIGH	[Ext.]	1 - 127	7F

TOTAL SIZE 3F

nn = PartNumber

<Table 3-7> (page 8 of 8)

XG PARAMETER CHANGE TABLE (MULTI PART)

Note: For DRUM PART, the following parameters are ineffective.

- [BANK SELECT LSB](#)
- [PORTAMENTO](#)
- [SOFT PEDAL](#)
- [MONO/POLY](#)
- [SCALE TUNING](#)
- [POLY AFTERTOUCH](#)
- [PITCH EG](#)

## XG MIDI Data Format

<Table 3-8> (page 1 of 5)

### XG PARAMETER CHANGE TABLE (A/D PART)

Address (H)	Size	Data (H)	Parameter (H)	Ext.	Description	Default Value (H)
10 nn 00	1	00 - 01	INPUT GAIN	[Ext.]	0:MIC,1:LINE	00
01	1	00 - 7F	BANK SELECT MSB	[Ext.]	0 - 127	00
02	1	00 - 7F	BANK SELECT LSB	[Ext.]	0 - 127	00
03	1	00 - 7F	PROGRAM NUMBER	[Ext.]	1 - 128	00
04	1	00 - 1F, 7F	Rcv CHANNEL	[Ext.]	A1 - A16,B1 - B16,OFF	7F
05	1		NOT USED	[Ext.]		
06	1		NOT USED	[Ext.]		
07	1		NOT USED	[Ext.]		
08	1		NOT USED	[Ext.]		
09	1		NOT USED	[Ext.]		
0A	1		NOT USED	[Ext.]		
0B	1	00 - 7F	VOLUME	[Ext.]	0 - 127	00
0C	1		NOT USED	[Ext.]		
0D	1		NOT USED	[Ext.]		
0E	1	01 - 7F	PAN	[Ext.]	L63...C...R63(1...64...127)	40
0F	1		NOT USED	[Ext.]		
10	1		NOT USED	[Ext.]		
11	1	00 - 7F	DRY LEVEL	[Ext.]	0 - 127	7F
12	1	00 - 7F	CHORUS SEND	[Ext.]	0 - 127	00

## XG MIDI Data Format

<Table 3-8> (page 2 of 5)

### XG PARAMETER CHANGE TABLE (A/D PART)

Address (H)	Size	Data (H)	Parameter (H)	Ext.	Description	Default Value (H)
13	1	00 - 7F	REVERB SEND	[Ext.]	0 - 127	00
14	1	00 - 7F	VARIATION SEND	[Ext.]	0 - 127	00
TOTAL SIZE		15				
10 nn	30		NOT USED	[Ext.]		
	31		NOT USED	[Ext.]		
	32	00 - 01	Rcv PROGRAM CHANGE	[Ext.]	OFF/ON	01
	33	00 - 01	Rcv CONTROL CHANGE	[Ext.]	OFF/ON	01
	34		NOT USED	[Ext.]		
	35		NOT USED	[Ext.]		
	36		NOT USED	[Ext.]		
	37		NOT USED	[Ext.]		
	38		NOT USED	[Ext.]		
	39	00 - 01	Rcv VOLUME	[Ext.]	OFF/ON	01
	3A	00 - 01	Rcv PAN	[Ext.]	OFF/ON	01
	3B	00 - 01	Rcv EXPRESSION	[Ext.]	OFF/ON	01
	3C		NOT USED	[Ext.]		
	3D		NOT USED	[Ext.]		
	3E		NOT USED	[Ext.]		

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## XG MIDI Data Format

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<Table 3-8> (page 3 of 5)

### XG PARAMETER CHANGE TABLE (A/D PART)

Address (H)	Size	Data (H)	Parameter (H)	Ext.	Description	Default Value (H)
3F	1		NOT USED	[Ext.]		
40	1	00 - 01	Rcv BANK SELECT	[Ext.]	OFF/ON	01
41	1		NOT USED	[Ext.]		
42	1		NOT USED	[Ext.]		
43	1		NOT USED	[Ext.]		
44	1		NOT USED	[Ext.]		
45	1		NOT USED	[Ext.]		
46	1		NOT USED	[Ext.]		
47	1		NOT USED	[Ext.]		
48	1		NOT USED	[Ext.]		
49	1		NOT USED	[Ext.]		
4A	1		NOT USED	[Ext.]		
4B	1		NOT USED	[Ext.]		
4C	1		NOT USED	[Ext.]		

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## XG MIDI Data Format

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<Table 3-8> (page 4 of 5)

### XG PARAMETER CHANGE TABLE (A/D PART)

Address (H)	Size	Data (H)	Parameter (H)	Ext.	Description	Default Value (H)
4D	1		NOT USED	[Ext.]		
4E	1		NOT USED	[Ext.]		
4F	1		NOT USED	[Ext.]		
50	1		NOT USED	[Ext.]		
51	1		NOT USED	[Ext.]		
52	1		NOT USED	[Ext.]		
53	1		NOT USED	[Ext.]		
54	1		NOT USED	[Ext.]		
55	1		NOT USED	[Ext.]		
56	1		NOT USED	[Ext.]		
57	1		NOT USED	[Ext.]		
58	1		NOT USED	[Ext.]		

## XG MIDI Data Format

<Table 3-8> (page 5 of 5)

### XG PARAMETER CHANGE TABLE (A/D PART)

Address (H)	Size	Data (H)	Parameter (H)	Ext.	Description	Default Value (H)
59	1	00 - 5F	AC1 CONTROLLER NUMBER	[Ext.]	0 - 95	10
5A	1		NOT USED	[Ext.]		
5B	1		NOT USED	[Ext.]		
5C	1		NOT USED	[Ext.]		
5D	1		NOT USED	[Ext.]		
5E	1		NOT USED	[Ext.]		
5F	1		NOT USED	[Ext.]		
60	1	00 - 5F	AC2 CONTROLLER NUMBER	[Ext.]	0 - 95	11
TOTAL SIZE	31					
11 00 nn	64	00 - 01	A/D SETUP	[Ext.]	0: Mono x 2 1: Stereo	00
TOTAL SIZE	64					

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

## XG MIDI Data Format

<Table 3-9> (page 1 of 2)

### XG PARAMETER CHANGE TABLE (DRUM SETUP)

Address (H)	Size	Data (H)	Parameter (H)	Ext.	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 note
3n rr 03	1	00 - 7F	ALTERNATE GROUP		0:OFF 1 - 127	Depends on note
3n rr 04	1	00 - 7F	PAN		0:random 1:L63 : 64:C(center) : 127:R63	Depends on note
3n rr 05	1	00 - 7F	REVERB SEND		0 - 127	Depends on note
3n rr 06	1	00 - 7F	CHORUS SEND		0 - 127	Depends on 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 note
3n rr 0A	1	00 - 01	Rcv NOTE ON		OFF/ON	01



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## XG MIDI Data Format

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<Table 3-9> (page 2 of 2)

### XG PARAMETER CHANGE TABLE (DRUM SETUP)

Address (H)	Size	Data (H)	Parameter (H)	Ext.	Description	Default Value (H)
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					

[Notes]

n: Drum setup number. (A minimum of two setups is required.) n=2,3 : [Ext.]

rr: Note number (0D - 54)

Receipt of "[XG System On](#)" or "[GM System On](#)" message generates reinitialization of all DRUM SETUP parameters.

"[Drum Setup Reset](#)" message can be used to reinitialize drum setup parameters.

Program Changes for the drum kit will reset the contents of the drum setup.

Variation Type "KARAOKE1, KARAOKE2, KARAOKE3" should be supported when A/D part is implemented.

**< "Ext." (Extension) Table notation >**

no notation = XG minimum requirement

[Ext.] = Optional parameter













<Table 1> XG Voice List (MU80/MU50)

Bank Select MSB=00H

Instrument Group	Pch#	Bank 71	Elem	Bank 72	Elem	Bank 96	Elem	Bank 97	Elem
Piano	1								
	2								
	3								
	4								
	5								
	6								
	7								
	8								
Chromatic	9								
Percussion	10								
	11								
	12								
	13					Balafon	2	Balafon2	2
	14								
	15					ChrchBel	2	Carillon	2
	16					Cimbalom	2	Santur	2

: MU80/MU50 voice

: MU80 voice only





**<Table 1> XG Voice List (MU80/MU50)**

Bank Select MSB=00H

Instrument Group	Pch#	Bank 0	Elem	KSP		Stereo		Single		Slow		Fast Decay	
				Bank 1	Elem	Bank 3	Elem	Bank 6	Elem	Bank 8	Elem	Bank 12	Elem
Organ	17	DrawOrgn	1										
	18	PercOrgn	1										
	19	RockOrgn	2										
	20	ChrchOrgn	2										
	21	ReedOrgn	1										
	22	Acordion	2										
	23	Harmnica	1										
	24	TangoAcd	2										
Guitar	25	NylonGtr	1										
	26	SteelGtr	1										
	27	Jazz Gtr	1										
	28	CleanGtr	1										
	29	Mute.Gtr	1										
	30	Ovrdrive	1										
	31	Dist.Gtr	1									DstRthmG	2
	32	GtrHarmo	1										

: MU80/MU50 voice

: MU80 voice only



**<Table 1> XG Voice List (MU80/MU50)**

Bank Select MSB=00H

Instrument Group	Pch#	Attack		Release		Rezo Sweep		Muted		Detune 1		Detune 2	
		Bank 24	Elem	Bank 25	Elem	Bank 27	Elem	Bank 28	Elem	Bank 32	Elem	Bank 33	Elem
Organ	17												
	18	70sPcOr1	2							DetDrwOr	2	60sDrOr1	2
	19												
	20									ChurOrg3	2		
	21												
	22									AccordIt	2		
	23									Harmo 2	2		
	24												
Guitar	25			NylonGt3	2								
	26												
	27												
	28									JazzAmp	2		
	29									ChorusGt	2		
	30												
	31	DistGtr2	2										
	32												

: MU80/MU50 voice

: MU80 voice only

**<Table 1> XG Voice List (MU80/MU50)**

Bank Select MSB=00H

Instrument Group	Pch#	Detune 3		Octave 1		Octave 2		5th 1		5th 2		Bend	
		Bank 34	Elem	Bank 35	Elem	Bank 36	Elem	Bank 37	Elem	Bank 38	Elem	Bank 39	Elem
Organ	17	60sDrOr2	2	70sDrOr1	2	DrawOrg2	2	60sDrOr3	2	EvenBar	2		
	18							PercOrg2	2				
	19												
	20			ChurOrg2	2								
	21												
	22												
	23												
	24												
Guitar	25												
	26			12StrGtr	2								
	27												
	28												
	29												
	30												
	31			DistGtr3	2	PowerGt2	2	PowerGt1	2	Dst.5ths	2		
	32												

: MU80/MU50 voice

: MU80 voice only

**<Table 1> XG Voice List (MU80/MU50)**

Bank Select MSB=00H

Instrument Group	Pch#	Tutti				Velo-Switch				Velo-Xfade		other wave	
		Bank 40	Elem	Bank 41	Elem	Bank 42	Elem	Bank 43	Elem	Bank 45	Elem	Bank 64	Elem
Organ	17	16+2''2/3	2									Organ Ba	1
	18												
	19											RotaryOr	2
	20	NotreDam	2									OrgFlute	2
	21	Puff Org	2										
	22												
	23												
	24											TngoAcd2	2
Guitar	25						VelGtHrm	2					
	26	Nyln&Stl	2	Stl&Body	2								
	27												
	28											CleanGt2	1
	29	FunkGtr1	2	MuteStlG	2		FunkGtr2	2	Jazz Man	1			
	30						Gt.Pinch	2					
	31	FeedbkGt	2	FeedbGt2	2		RkRythm2	2	RockRthm	2			
	32											AcoHarmo	1

: MU80/MU50 voice

: MU80 voice only



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**<Table 1> XG Voice List (MU80/MU50)**

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---

Bank Select MSB=00H

Instrument Group	Pch#	Bank 71	Elem	Bank 72	Elem	Bank 96	Elem	Bank 97	Elem
Organ	17								
	18								
	19								
	20								
	21								
	22								
	23								
	24								
Guitar	25					Ukulele	1		
	26					Mandolin	2		
	27					PdlSteel	1		
	28								
	29					Mu.DstGt	2		
	30								
	31								
	32								

: MU80/MU50 voice

: MU80 voice only













**<Table 1> XG Voice List (MU80/MU50)**

Bank Select MSB=00H

Instrument Group	Pch#	Tutti				Velo-Switch				Velo-Xfade		other wave	
		Bank 40	Elem	Bank 41	Elem	Bank 42	Elem	Bank 43	Elem	Bank 45	Elem	Bank 64	Elem
Bass	33	JazzRthm	2							VXUprght	2		
	34	Ba&DstEG	2				FngrSlap	2	FngBass2	2	JazzBass	1	
	35												
	36												
	37												
	38						VeloSlap	2					
	39	TeknoBa	2								Oscar	2	
	40	ModulrBa	2	DX Bass	2						X WireBa	2	
Strings	41												
	42												
	43												
	44												
	45	Susp Str	2										
	46												
	47	YangChin	2										
	48												

: MU80/MU50 voice

: MU80 voice only











**<Table 1> XG Voice List (MU80/MU50)**

Bank Select MSB=00H

Instrument Group	Pch#	Double Attack		Bright		Dark		Rsonant					
		Bank 14	Elem	Bank 16	Elem	Bank 17	Elem	Bank 18	Elem	Bank 19	Elem	Bank 20	Elem
Ensemble	49												
	50												
	51												
	52												
	53			Ch.Aahs2	2								
	54												
	55												
	56												
Brass	57			Trumpet2	1	BriteTrp	2						
	58							Trmbone2	2				
	59			Tuba 2	1								
	60												
	61												
	62	SfrzndBr	2										
	63											RezSynBr	2
	64							Soft Brs	2				

: MU80/MU50 voice

: MU80 voice only



**<Table 1> XG Voice List (MU80/MU50)**

Bank Select MSB=00H

Instrument Group	Pch#	Detune 3		Octave 1		Octave 2		5th 1		5th 2		Bend	
		Bank 34	Elem	Bank 35	Elem	Bank 36	Elem	Bank 37	Elem	Bank 38	Elem	Bank 39	Elem
Ensemble	49			60sStrng	2								
	50												
	51			Syn Str 3	2								
	52												
	53												
	54												
	55												
	56			OrchHit2	2								
Brass	57												
	58												
	59												
	60												
	61							HornOrch	2				
	62			Tp&TbSec	2							BrssFall	1
	63												
	64												

: MU80/MU50 voice

: MU80 voice only

**<Table 1> XG Voice List (MU80/MU50)**

Bank Select MSB=00H

Instrument Group	Pch#	Tutti				Velo-Switch				Velo-Xfade		other wave	
		Bank 40	Elem	Bank 41	Elem	Bank 42	Elem	Bank 43	Elem	Bank 45	Elem	Bank 64	Elem
Ensemble	49	Orchestr	2	Orchstr2	2	TremOrch	2			VeloStr	2		
	50	Warm Str	2	Kingdom	2							70sStr	1
	51											Syn Str4	2
	52												
	53	ChoirStr	2									StrngAah	1
	54											VoiceDoo	1
	55	SynVox2	2	Choral	2							AnaVoice	1
	56											Impact	2
Brass	57												
	58												
	59												
	60											MuteTrp2	1
	61												
	62	BrssSec2	2	HiBrass	2	MelloBrs	2						
	63									AnaVelBr	2	AnaBrss1	2
	64	SynBrss4	2	ChoirBrs	2					VelBrss2	2	AnaBrss2	2

: MU80/MU50 voice

: MU80 voice only

<Table 1> XG Voice List (MU80/MU50)

Bank Select MSB=00H

Instrument Group	Pch#	Bank 65	Elem	Bank 66	Elem	Bank 67	Elem	Bank 68	Elem	Bank 69	Elem	Bank 70	Elem
Ensemble	49												
	50	Str Ens3	1										
	51	SS Str	2										
	52												
	53	Male Aah	1										
	54												
	55												
	56	BrssStab	2	DoublHit	2	BrStab80	2						
Brass	57												
	58												
	59												
	60												
	61												
	62												
	63												
	64												

: MU80/MU50 voice

: MU80 voice only

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**<Table 1> XG Voice List (MU80/MU50)**

---

Bank Select MSB=00H

Instrument Group	Pch#	Bank 71	Elem	Bank 72	Elem	Bank 96	Elem	Bank 97	Elem
Ensemble	49								
	50								
	51								
	52								
	53								
	54					VoiceHmn	1		
	55								
	56								
Brass	57					FlugHrn	1		
	58								
	59								
	60								
	61								
	62								
	63								
	64								

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 : MU80/MU50 voice

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 : MU80 voice only













**<Table 1> XG Voice List (MU80/MU50)**

Bank Select MSB=00H

Instrument Group	Pch#	Tutti				Velo-Switch				Velo-Xfade		other wave	
		Bank 40	Elem	Bank 41	Elem	Bank 42	Elem	Bank 43	Elem	Bank 45	Elem	Bank 64	Elem
Reed	65												
	66	Sax Sect	2				HyprAlto	2					
	67	BrthTnSx	2	SoftTenr	2							TnrSax 2	1
	68												
	69												
	70												
	71												
	72												
Pipe	73												
	74												
	75												
	76											PanFlut2	1
	77												
	78												
	79												
	80												

: MU80/MU50 voice

: MU80 voice only



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**<Table 1> XG Voice List (MU80/MU50)**

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---

Bank Select MSB=00H

Instrument Group	Pch#	Bank 71	Elem	Bank 72	Elem	Bank 96	Elem	Bank 97	Elem
Reed	65								
	66								
	67								
	68								
	69								
	70								
	71								
	72					BassClar	1		
Pipe	73								
	74								
	75								
	76					Kawala	2		
	77								
	78								
	79								
	80								

: MU80/MU50 voice

: MU80 voice only









<Table 1> XG Voice List (MU80/MU50)

Bank Select MSB=00H

Instrument Group	Pch#	Attack		Release		Rezo Sweep		Muted		Detune 1		Detune 2	
		Bank 24	Elem	Bank 25	Elem	Bank 27	Elem	Bank 28	Elem	Bank 32	Elem	Bank 33	Elem
Synth Lead	81												
	82	HeavySyn	2	WaspySyn	2								
	83												
	84												
	85												
	86	SynthAah	2										
	87												
	88												
Synth Pad	89												
	90												
	91												
	92												
	93												
	94												
	95												
	96					Converge	2						



**<Table 1> XG Voice List (MU80/MU50)**

Bank Select MSB=00H

Instrument Group	Pch#	Tutti				Velo-Switch				Velo-Xfade		other wave	
		Bank 40	Elem	Bank 41	Elem	Bank 42	Elem	Bank 43	Elem	Bank 45	Elem	Bank 64	Elem
Synth Lead	81											Mellow	2
	82	PulseSaw	2	Dr. Lead	2					VeloLead	2		
	83											Vent Syn	2
	84											Rubby	2
	85											DistLead	2
	86											VoxLead / Voice Ld	2
	87												
	88											Fat&Prky	2
Synth Pad	89											Fantasy2	2
	90											Horn Pad	2
	91											PolyPd80	2
	92											Heaven2	2
	93											Glacier	2
	94											Tine Pad	2
	95												
	96											PolarPad	2

: MU80/MU50 voice

: MU80 voice only

<Table 1> XG Voice List (MU80/MU50)

Bank Select MSB=00H

Instrument Group	Pch#	Bank 65	Elem	Bank 66	Elem	Bank 67	Elem	Bank 68	Elem	Bank 69	Elem	Bank 70	Elem
Synth Lead	81	SoloSine	2	SineLead	1								
	82												
	83	Pure Pad	2										
	84												
	85	Wire Lead	2										
	86												
	87												
	88	SoftWurl	2										
Synth Pad	89												
	90	RotarStr	2										
	91	ClickPad	2	Ana Pad	2	SquarPad	2						
	92	Lite Pad	2	Itopia	2	CC Pad	2						
	93	GlassPad	2										
	94	PanPad	2										
	95												
	96	Sweepy / SweepPad	2	Celstial	2								

: MU80/MU50 voice

: MU80 voice only















**<Table 1> XG Voice List (MU80/MU50)**

Bank Select MSB=00H

Instrument Group	Pch#	Tutti				Velo-Switch				Velo-Xfade		other wave	
		Bank 40	Elem	Bank 41	Elem	Bank 42	Elem	Bank 43	Elem	Bank 45	Elem	Bank 64	Elem
Synth Effects	97									ClaviPad	2	HrmoRain	2
	98											Ancestrl	2
	99	GlockChi	2	ClearBel	2	ChorBell	2					SynMalet	1
	100	NylonEP	2									NylnHarp	2
	101											FantaBel	2
	102											GobSyn	2
	103											EchoBell	2
	104											Starz	2
Ethnic	105												
	106												
	107												
	108												
	109											BigKalim	2
	110												
	111												
	112											Shanai2	1

: MU80/MU50 voice

: MU80 voice only

**<Table 1> XG Voice List (MU80/MU50)**

Bank Select MSB=00H

Instrument Group	Pch#	Bank 65	Elem	Bank 66	Elem	Bank 67	Elem	Bank 68	Elem	Bank 69	Elem	Bank 70	Elem
Synth Effects	97	AfrcnWnd	2	Caribbean	2								
	98	Rave	2										
	99	SftCryst	2	LoudGlok	2	XmasBell	2	VibeBell	2	DigiBell	2	Airbells	2
	100	Harp Vox	2	AtmosPad	2	Planet	2						
	101												
	102	50sSciFi	2	Ring Pad	2	Ritual	2	ToHeaven	2	MilkyWay	2	Night	2
	103	Big Pan	2	SynPiano	2	Creation	2	Stardust	2	Reso Pan	2		
	104	Odyssey	2										
Ethnic	105												
	106												
	107												
	108												
	109												
	110												
	111												
	112												

: MU80/MU50 voice

: MU80 voice only

**<Table 1> XG Voice List (MU80/MU50)**

Bank Select MSB=00H

Instrument Group	Pch#	Bank 71	Elem	Bank 72	Elem	Bank 96	Elem	Bank 97	Elem
Synth Effects	97								
	98								
	99	BellHarp	2	Gamelmba	2				
	100								
	101					Smokey	2		
	102	Glisten	2	Puffy	2	BelChoir	2		
	103								
	104								
Ethnic	105					Tambra	2	Tamboura	2
	106					Rabab	2	Gopichnt	2
	107					Tsugaru	2		
	108					T. Koto	2	Kanoon	2
	109								
	110								
	111								
	112					Pungi	1	Hichriki	2

: MU80/MU50 voice

: MU80 voice only













<Table 1> XG Voice List (MU80/MU50)

Bank Select MSB=00H

Instrument Group	Pch#	Tutti				Velo-Switch				Velo-Xfade		other wave	
		Bank 40	Elem	Bank 41	Elem	Bank 42	Elem	Bank 43	Elem	Bank 45	Elem	Bank 64	Elem
Percussive	113												
	114												
	115												
	116												
	117												
	118											Mel Tom2	1
	119											Ana Tom	1
	120											Rev Cym2	1
Sound Effects	121												
	122												
	123												
	124												
	125												
	126												
	127												
	128												

: MU80/MU50 voice

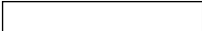
: MU80 voice only



<Table 1> XG Voice List (MU80/MU50)

Bank Select MSB=00H

Instrument Group	Pch#	Bank 71	Elem	Bank 72	Elem	Bank 96	Elem	Bank 97	Elem	
Percussive	113					Bonang	2	Gender	2	
	114					Atrigane	2			
	115					Tablas	2	GlasPerc	2	
	116					Castanet	1			
	117					Gr.Cassa	1			
	118									
	119									
	120					RevSnar1	1	RevSnar2	1	
	Sound Effects	121								
		122								
123										
124										
125										
126										
127										
128										

 : MU80/MU50 voice

 : MU80 voice only



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**<Table 1> XG Voice List (MU80/MU50)**

---

Bank Select MSB=00H

Instrument Group	Pch#	Bank 98	Elem	Bank 99	Elem	Bank 100	Elem	Bank 101	Elem
Percussive	113	Gamelan	2	S.Gamlan	2	Rama Cym	2	AsianBel	2
	114								
	115	ThaiBell	2						
	116								
	117								
	118								
	119								
	120	RevKick1	1	RevConBD	1	Rev Tom1	1	Rev Tom2	1
Sound Effects	121								
	122								
	123								
	124								
	125								
	126								
	127								
	128								

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 : MU80/MU50 voice

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 : MU80 voice only

<Table 1> XG Voice List (MU80/MU50)

Bank Select MSB=40H

SFX

Pch#	Bank 0	Elem
1	CuttngNz	1
2	CuttngNz2	2
3	DstCutNz	2
4	Str Slap	1
5	B.Slide	2
6	P.Scrape	1
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		

SFX

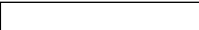
Pch#	Bank 0	Elem
17	Fl.KClik	1
18		
19		
20		
21		
22		
23		
24		
25		
26		
27		
28		
29		
30		
31		
32		

SFX

Pch#	Bank 0	Elem
33	Rain	1
34	Thunder	1
35	Wind	1
36	Stream	2
37	Bubble	2
38	Feed	2
39		
40		
41		
42		
43		
44		
45		
46		
47		
48		

SFX

Pch#	Bank 0	Elem
49	Dog	1
50	Horse	1
51	Bird 2	1
52	Kitty	1
53	Growl	1
54	Haunted	2
55	Ghost	2
56	Maou	2
57		
58		
59		
60		
61		
62		
63		
64		

 : MU80/MU50 voice

 : MU80 voice only

 : No sound

<Table 1> XG Voice List (MU80/MU50)

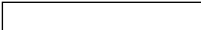
Bank Select MSB=40H

SFX		
Pch#	Bank 0	Elem
65	Tel.Dial	1
66	DoorSqek	1
67	Door Slam	1
68	Scratch	1
69	Scratch 2	2
70	WindChm	1
71	Telphon2	1
72		
73		
74		
75		
76		
77		
78		
79		
80		

SFX		
Pch#	Bank 0	Elem
81	CarEngin	1
82	Car Stop	1
83	Car Pass	1
84	CarCrash	1
85	Siren	2
86	Train	1
87	Jetplane	2
88	Starship	2
89	Burst	2
90	Coaster	2
91	SbMarine	2
92		
93		
94		
95		
96		

SFX		
Pch#	Bank 0	Elem
97	Laughing	1
98	Scream	1
99	Punch	1
100	Heart	1
101	FootStep	1
102	Applaus2	1
103		
104		
105		
106		
107		
108		
109		
110		
111		
112		

SFX		
Pch#	Bank 0	Elem
113	MchinGun	1
114	LaserGun	2
115	Xplosion	2
116	FireWork	2
117		
118		
119		
120		
121		
122		
123		
124		
125		
126		
127		
128		

 : MU80/MU50 voice

 : MU80 voice only

 : No sound

**<Table 2> XG Drum Map (MU80/MU50)**

Bank MSB#				127	127	127	127	127	127
Program #				1	2	9	17	25	26
Note#	Note	Key Off	Alternate assign	Standard Kit	Standard2 Kit	Room Kit	Rock Kit	Electro Kit	Analog Kit
13	C# -1		3	Surdo Mute					
14	D -1		3	Surdo Open					
15	D# -1			Hi Q					
16	E -1			Whip Slap					
17	F -1		4	Scratch Push					
18	F# -1		4	Scratch Pull					
19	G -1			Finger Snap					
20	G# -1			Click Noise					
21	A -1			Metronome Click					
22	A# -1			Metronome Bell					
23	B -1			Seq Click L					
24	C 0			Seq Click H					
25	C# 0			BrushTap					
26	D 0	<b>O</b>		Brush Swirl L					
27	D# 0			Brush Slap					
28	E 0	<b>O</b>		Brush Swirl H				Reverse Cymbal	Reverse Cymbal

: Same as Standard Kit

**<Table 2> XG Drum Map (MU80/MU50)**

Bank MSB#				127	127	127	126	126
Program #				33	41	49	1	2
Note#	Note	Key Off	Alternate assign	Jazz Kit	Brush Kit	Classic Kit	SFX 1	SFX 2
13	C# -1		3					
14	D -1		3					
15	D# -1							
16	E -1							
17	F -1		4					
18	F# -1		4					
19	G -1							
20	G# -1							
21	A -1							
22	A# -1							
23	B -1							
24	C 0							
25	C# 0							
26	D 0	<b>O</b>						
27	D# 0							
28	E 0	<b>O</b>						



: Same as Standard Kit



: No Sound

**<Table 2> XG Drum Map (MU80/MU50)**

Bank MSB#				127	127	127	127	127	127
Program #				1	2	9	17	25	26
Note#	Note	Key Off	Alternate assign	Standard Kit	Standard2 Kit	Room Kit	Rock Kit	Electro Kit	Analog Kit
29	F 0	O		Snare Roll	Snare Roll 2				
30	F# 0			Castanet				Hi Q	Hi Q
31	G 0			Snare L	Snare L 2		SD Rock M	Snare M	SD Rock H
32	G# 0			Sticks					
33	A 0			Bass Drum L			Bass Drum M	Bass Drum H 4	Bass Drum M
34	A# 0			Open Rim Shot	OpenRimShot2				
35	B 0			Bass Drum M	Bass Drum M 2		Bass Drum H 3	BD Rock	BD Analog L
36	C 1			Bass Drum H	Bass Drum H 2	BD Room	BD Rock	BD Gate	BD Analog H
37	C# 1			Side Stick					Analog Side Stick
38	D 1			Snare M	Snare M 2	SD Room L	SD Rock	SD Rock L	Analog Snare L
39	D# 1			Hand Clap					
40	E 1			Snare H	Snare H 2	SD Room H	SD Rock Rim	SD Rock H	Analog Snare H
41	F 1			Floor Tom L		Room Tom 1	Rock Tom 1	E Tom 1	Analog Tom 1
42	F# 1		1	Hi-Hat Closed					AnalogHHClosed 1
43	G 1			Floor Tom H		Room Tom 2	Rock Tom 2	E Tom 2	Analog Tom 2
44	G# 1		1	Hi-Hat Pedal					AnalogHHClosed 2



: Same as Standard Kit



: MU80 voice only

**<Table 2> XG Drum Map (MU80/MU50)**

Bank MSB#				127	127	127	126	126
Program #				33	41	49	1	2
Note#	Note	Key Off	Alternate assign	Jazz Kit	Brush Kit	Classic Kit	SFX 1	SFX 2
29	F 0	O						
30	F# 0							
31	G 0				Brush Slap L			
32	G# 0							
33	A 0					Bass Drum L2		
34	A# 0							
35	B 0					Gran Cassa		
36	C 1			BD Jazz	BD Soft	Gran Cassa Mute	Guitar Cutting Noise	Dial Tone
37	C# 1						Guitar Cutting Noise 2	Door Creaking
38	D 1				Brush Slap	Marching Sn M	Dist. Cut Noise	Door Slam
39	D# 1						String Slap	Scratch
40	E 1				Brush Tap	Marching Sn H	Bass Slide	Scratch 2
41	F 1			Jazz Tom 1	Brush Tom 1	Jazz Tom 1	Pick Scrape	Windchime
42	F# 1		1					Telephone Ring2
43	G 1			Jazz Tom 2	Brush Tom 2	Jazz Tom 2		
44	G# 1		1					

: MU80/MU50 voice  
  : MU80 voice only  
  : Same as Standard Kit  
  : No Sound

**<Table 2> XG Drum Map (MU80/MU50)**

Bank MSB#				127	127	127	127	127	127
Program #				1	2	9	17	25	26
Note#	Note	Key Off	Alternate assign	Standard Kit	Standard2 Kit	Room Kit	Rock Kit	Electro Kit	Analog Kit
45	A	1		Low Tom		Room Tom 3	Rock Tom 3	E Tom 3	Analog Tom 3
46	A#	1	1	Hi-Hat Open					Analog HH Open
47	B	1		Mid Tom L		Room Tom 4	Rock Tom 4	E Tom 4	Analog Tom 4
48	C	2		Mid Tom H		Room Tom 5	Rock Tom 5	E Tom 5	Analog Tom 5
49	C#	2		Crash Cymbal 1					Analog Cymbal
50	D	2		High Tom		Room Tom 6	Rock Tom 6	E Tom 6	Analog Tom 6
51	D#	2		Ride Cymbal 1					
52	E	2		Chinese Cymbal					
53	F	2		Ride Cymbal Cup					
54	F#	2		Tambourine					
55	G	2		Splash Cymbal					

: Same as Standard Kit



**<Table 2> XG Drum Map (MU80/MU50)**

Bank MSB#				127	127	127	126	126
Program #				33	41	49	1	2
Note#	Note	Key Off	Alternate assign	Jazz Kit	Brush Kit	Classic Kit	SFX 1	SFX 2
45	A 1			Jazz Tom 3	Brush Tom 3	Jazz Tom 3		
46	A# 1		1					
47	B 1			Jazz Tom 4	Brush Tom 4	Jazz Tom 4		
48	C 2			Jazz Tom 5	Brush Tom 5	Jazz Tom 5		
49	C# 2					Hand Cym. Open L		
50	D 2			Jazz Tom 6	Brush Tom 6	Jazz Tom 6		
51	D# 2					Hand Cym. Closed L		
52	E 2						FL.Key Click	Engine Start
53	F 2							Tire Screech
54	F# 2							Car Passing
55	G 2							Crash



: Same as Standard Kit



: No Sound

**<Table 2> XG Drum Map (MU80/MU50)**

Bank MSB#				127	127	127	127	127	127
Program #				1	2	9	17	25	26
Note#	Note	Key Off	Alternate assign	Standard Kit	Standard2 Kit	Room Kit	Rock Kit	Electro Kit	Analog Kit
56	G# 2			Cowbell					Analog Cowbell
57	A 2			Crash Cymbal 2					
58	A# 2			Vibraslap					
59	B 2			Ride Cymbal 2					
60	C 3			Bongo H					
61	C# 3			Bongo L					
62	D 3			Conga H Mute					Analog Conga H
63	D# 3			Conga H Open					Analog Conga M
64	E 3			Conga L					Analog Conga L
65	F 3			Timbale H					
66	F# 3			Timbale L					
67	G 3			Agogo H					

: Same as Standard Kit

**<Table 2> XG Drum Map (MU80/MU50)**

Bank MSB#				127	127	127	126	126
Program #				33	41	49	1	2
Note#	Note	Key Off	Alternate assign	Jazz Kit	Brush Kit	Classic Kit	SFX 1	SFX 2
56	G# 2							Siren
57	A 2					Hand Cym. Open H		Train
58	A# 2							Jetplane
59	B 2					Hand Cym. Closed H		Starship
60	C 3							Burst Noise
61	C# 3							Coaster
62	D 3							SbMarine
63	D# 3							
64	E 3							
65	F 3							
66	F# 3							
67	G 3							



: Same as Standard Kit



: No Sound

**<Table 2> XG Drum Map (MU80/MU50)**

Bank MSB#				127	127	127	127	127	127
Program #				1	2	9	17	25	26
Note#	Note	Key Off	Alternate assign	Standard Kit	Standard2 Kit	Room Kit	Rock Kit	Electro Kit	Analog Kit
68	G# 3			Agogo L					
69	A 3			Cabasa					
70	A# 3			Maracas					Analog Maracas
71	B 3	○		Samba Whistle H					
72	C 4	○		Samba Whistle L					
73	C# 4			Guiro Short					
74	D 4	○		Guiro Long					
75	D# 4			Claves					Analog Claves
76	E 4			Wood Block H					
77	F 4			Wood Block L					
78	F# 4			Cuica Mute				Scratch Push	Scratch Push
79	G 4			Cuica Open				Scratch Pull	Scratch Pull

: Same as Standard Kit

**<Table 2> XG Drum Map (MU80/MU50)**

Bank MSB#				127	127	127	126	126
Program #				33	41	49	1	2
Note#	Note	Key Off	Alternate assign	Jazz Kit	Brush Kit	Classic Kit	SFX 1	SFX 2
68	G# 3						Rain	Laughing
69	A 3						Thunder	Screaming
70	A# 3						Wind	Punch
71	B 3	O					Stream	Heartbeat
72	C 4	O					Bubble	Footsteps
73	C# 4						Feed	Applaus2
74	D 4	O						
75	D# 4							
76	E 4							
77	F 4							
78	F# 4							
79	G 4							

: MU80/MU50 voice  
  : MU80 voice only  
  : Same as Standard Kit  
  : No Sound

**<Table 2> XG Drum Map (MU80/MU50)**

Bank MSB#				127	127	127	127	127	127
Program #				1	2	9	17	25	26
Note#	Note	Key Off	Alternate assign	Standard Kit	Standard2 Kit	Room Kit	Rock Kit	Electro Kit	Analog Kit
80	G# 4		2	Triangle Mute					
81	A 4		2	Triangle Open					
82	A# 4			Shaker					
83	B 4			Jingle Bell					
84	C 5			Bell Tree					
85	C# 5								
86	D 5								
87	D# 5								
88	E 5								
89	F 5								
90	F# 5								
91	G 5								



: Same as Standard Kit



: No Sound

**<Table 2> XG Drum Map (MU80/MU50)**

Bank MSB#				127	127	127	126	126
Program #				33	41	49	1	2
Note#	Note	Key Off	Alternate assign	Jazz Kit	Brush Kit	Classic Kit	SFX 1	SFX 2
80	G# 4		2					
81	A 4		2					
82	A# 4							
83	B 4							
84	C 5						Dog	Machine Gun
85	C# 5						Horse Gallop	Laser Gun
86	D 5						Bird 2	Explosion
87	D# 5						Kitty	FireWork
88	E 5						Growl	
89	F 5						Haunted	
90	F# 5						Ghost	
91	G 5						Maou	

: MU80/MU50 voice  
  : MU80 voice only  
  : Same as Standard Kit  
  : No Sound

## XG Drum Default Data

STANDARD KIT (page 1 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
C#-1	Surdo Mute	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64
D-1	Surdo Open	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64
D#-1	Hi Q	64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64
E-1	Whip Slap	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
F-1	Scratch Push	64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64
F#-1	Scratch Pull	64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64
G-1	Finger Snap	64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64
G#-1	Click Noise	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A-1	Metronome Click	64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64
Bb-1	Metronome Bell	64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64
B-1	Seq Click L	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64
C0	Seq Click H	64	64	96	0	64	127	127	127	0	0	1	64	64	64	64	64
C#0	Brush Tap	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64
D0	Brush Swirl L	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64
D#0	Brush Slap	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64
E0	Brush Swirl H	64	64	45	0	64	127	127	127	0	1	1	64	64	64	64	64
F0	Snare Roll	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64
F#0	Castanet	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64
G0	Snare L	64	64	75	0	64	127	127	127	0	0	1	64	64	64	64	64
G#0	Sticks	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A0	Bass Drum L	64	64	116	0	64	32	32	127	0	0	1	64	64	64	64	64
Bb0	Open Rim Shot	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64



## XG Drum Default Data

STANDARD KIT (page 2 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
B0	Bass Drum M	64	64	102	0	64	32	32	127	0	0	1	64	64	64	64	64
C1	Bass Drum H	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64
C#1	Side Stick	64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64
D1	Snare M	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D#1	Hand Clap	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64
E1	Snare H	64	64	123	0	64	127	127	127	0	0	1	64	64	64	64	64
F1	Floor Tom L	64	64	111	0	24	127	127	127	0	0	1	64	64	64	64	64
F#1	Hi-Hat Closed	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64
G1	Floor Tom H	64	64	113	0	39	127	127	127	0	0	1	64	64	64	64	64
G#1	Hi-Hat Pedal	64	64	97	1	77	32	32	127	0	0	1	64	64	64	64	64
A1	Low Tom	64	64	104	0	52	127	127	127	0	0	1	64	64	64	64	64
Bb1	Hi-Hat Open	64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64
B1	Mid Tom L	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64
C2	Mid Tom H	64	64	103	0	83	127	127	127	0	0	1	64	64	64	64	64
C#2	Crash Cymbal 1	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64
D2	High Tom	64	64	116	0	104	127	127	127	0	0	1	64	64	64	64	64
D#2	Ride Cymbal 1	64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64
E2	Chinese Cymbal	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64
F2	Ride Cymbal Cup	64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64
F#2	Tambourine	64	64	120	0	64	63	63	127	0	0	1	64	64	64	64	64
G2	Splash Cymbal	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#2	Cowbell	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64

## XG Drum Default Data

STANDARD KIT (page 3 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
A2	Crash Cymbal 2	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
Bb2	Vibraslap	64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64
B2	Ride Cymbal 2	64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64
C3	Bongo H	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64
C#3	Bongo L	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64
D3	Conga H Mute	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64
D#3	Conga H Open	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64
E3	Conga L	64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64
F3	Timbale H	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64
F#3	Timbale L	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64
G3	Agogo H	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
G#3	Agogo L	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
A3	Cabasa	64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64
Bb3	Maracas	64	64	103	0	21	63	63	127	0	0	1	64	64	64	64	64
B3	Samba Whistle H	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64
C4	Samba Whistle L	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64
C#4	Guiro Short	64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64
D4	Guiro Long	64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64
D#4	Claves	64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64
E4	Wood Block H	64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64
F4	Wood Block L	64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64
F#4	Cuica Mute	64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64

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## XG Drum Default Data

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STANDARD KIT (page 4 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
G4	Cuica Open	64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64
G#4	Triangle Mute	64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64
A4	Triangle Open	64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64
Bb4	Shaker	64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64
B4	Jingle Bell	64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64
C5	Bell Tree	64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64

## XG Drum Default Data

STANDARD2 KIT (page 1 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
C#-1	Surdo Mute	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64
D-1	Surdo Open	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64
D#-1	Hi Q	64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64
E-1	Whip Slap	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
F-1	Scratch Push	64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64
F#-1	Scratch Pull	64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64
G-1	Finger Snap	64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64
G#-1	Click Noise	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A-1	Metronome Click	64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64
Bb-1	Metronome Bell	64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64
B-1	Seq Click L	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64
C0	Seq Click H	64	64	96	0	64	127	127	127	0	0	1	64	64	64	64	64
C#0	Brush Tap	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64
D0	Brush Swirl L	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64
D#0	Brush Slap	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64
E0	Brush Swirl H	64	64	45	0	64	127	127	127	0	1	1	64	64	64	64	64
F0	Snare Roll 2	64	64	79	0	64	127	127	0	0	1	1	64	64	64	64	64
F#0	Castanet	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64
G0	Snare L 2	64	64	75	0	64	127	127	0	0	0	1	64	64	64	64	64
G#0	Sticks	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A0	Bass Drum L	64	64	116	0	64	32	32	127	0	0	1	64	64	64	64	64
Bb0	Open Rim Shot 2	64	64	127	0	64	127	127	0	0	0	1	64	64	64	64	64

## XG Drum Default Data

STANDARD2 KIT (page 2 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
B0	Bass Drum M 2	64	64	102	0	64	32	32	0	0	0	1	64	64	64	64	64
C1	Bass Drum H 2	64	64	127	0	64	32	32	0	0	0	1	64	64	64	64	64
C#1	Side Stick	64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64
D1	Snare M 2	64	64	127	0	64	127	127	0	0	0	1	64	64	64	64	64
D#1	Hand Clap	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64
E1	Snare H 2	64	64	123	0	64	127	127	0	0	0	1	64	64	64	64	64
F1	Floor Tom L	64	64	111	0	24	127	127	127	0	0	1	64	64	64	64	64
F#1	Hi-Hat Closed	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64
G1	Floor Tom H	64	64	113	0	39	127	127	127	0	0	1	64	64	64	64	64
G#1	Hi-Hat Pedal	64	64	97	1	77	32	32	127	0	0	1	64	64	64	64	64
A1	Low Tom	64	64	104	0	52	127	127	127	0	0	1	64	64	64	64	64
Bb1	Hi-Hat Open	64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64
B1	Mid Tom L	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64
C2	Mid Tom H	64	64	103	0	83	127	127	127	0	0	1	64	64	64	64	64
C#2	Crash Cymbal 1	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64
D2	High Tom	64	64	116	0	104	127	127	127	0	0	1	64	64	64	64	64
D#2	Ride Cymbal 1	64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64
E2	Chinese Cymbal	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64
F2	Ride Cymbal Cup	64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64
F#2	Tambourine	64	64	120	0	64	63	63	127	0	0	1	64	64	64	64	64
G2	Splash Cymbal	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#2	Cowbell	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64

## XG Drum Default Data

STANDARD2 KIT (page 3 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
A2	Crash Cymbal 2	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
Bb2	Vibraslap	64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64
B2	Ride Cymbal 2	64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64
C3	Bongo H	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64
C#3	Bongo L	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64
D3	Conga H Mute	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64
D#3	Conga H Open	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64
E3	Conga L	64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64
F3	Timbale H	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64
F#3	Timbale L	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64
G3	Agogo H	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
G#3	Agogo L	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
A3	Cabasa	64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64
Bb3	Maracas	64	64	103	0	21	63	63	127	0	0	1	64	64	64	64	64
B3	Samba Whistle H	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64
C4	Samba Whistle L	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64
C#4	Guiro Short	64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64
D4	Guiro Long	64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64
D#4	Claves	64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64
E4	Wood Block H	64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64
F4	Wood Block L	64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64
F#4	Cuica Mute	64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64

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## XG Drum Default Data

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STANDARD2 KIT (page 4 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
G4	Cuica Open	64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64
G#4	Triangle Mute	64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64
A4	Triangle Open	64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64
Bb4	Shaker	64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64
B4	Jingle Bell	64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64
C5	Bell Tree	64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64

## XG Drum Default Data

ROOM KIT (page 1 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
C#-1	Surdo Mute	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64
D-1	Surdo Open	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64
D#-1	Hi Q	64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64
E-1	Whip Slap	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
F-1	Scratch Push	64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64
F#-1	Scratch Pull	64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64
G-1	Finger Snap	64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64
G#-1	Click Noise	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A-1	Metronome Click	64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64
Bb-1	Metronome Bell	64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64
B-1	Seq Click L	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64
C0	Seq Click H	64	64	96	0	64	127	127	127	0	0	1	64	64	64	64	64
C#0	Brush Tap	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64
D0	Brush Swirl L	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64
D#0	Brush Slap	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64
E0	Brush Swirl H	64	64	45	0	64	127	127	127	0	1	1	64	64	64	64	64
F0	Snare Roll	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64
F#0	Castanet	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64
G0	Snare L	64	64	75	0	64	127	127	127	0	0	1	64	64	64	64	64
G#0	Sticks	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A0	Bass Drum L	64	64	116	0	64	32	32	127	0	0	1	64	64	64	64	64
Bb0	Open Rim Shot	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64



## XG Drum Default Data

ROOM KIT (page 2 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
B0	Bass Drum M	64	64	102	0	64	32	32	127	0	0	1	64	64	64	64	64
C1	BD Room	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64
C#1	Side Stick	64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64
D1	SD Room L	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D#1	Hand Clap	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64
E1	SD Room H	64	64	123	0	64	127	127	127	0	0	1	64	64	64	64	64
F1	Room Tom 1	64	64	123	0	24	127	127	127	0	0	1	64	64	64	64	64
F#1	Hi-Hat Closed	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64
G1	Room Tom 2	64	64	127	0	39	127	127	127	0	0	1	64	64	64	64	64
G#1	Hi-Hat Pedal	64	64	97	1	77	32	32	127	0	0	1	64	64	64	64	64
A1	Room Tom 3	64	64	117	0	52	127	127	127	0	0	1	64	64	64	64	64
Bb1	Hi-Hat Open	64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64
B1	Room Tom 4	64	64	121	0	64	127	127	127	0	0	1	64	64	64	64	64
C2	Room Tom 5	64	64	126	0	83	127	127	127	0	0	1	64	64	64	64	64
C#2	Crash Cymbal 1	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64
D2	Room Tom 6	64	64	124	0	95	127	127	127	0	0	1	64	64	64	64	64
D#2	Ride Cymbal 1	64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64
E2	Chinese Cymbal	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64
F2	Ride Cymbal Cup	64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64
F#2	Tambourine	64	64	120	0	64	63	63	127	0	0	1	64	64	64	64	64
G2	Splash Cymbal	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#2	Cowbell	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64

## XG Drum Default Data

ROOM KIT (page 3 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
A2	Crash Cymbal 2	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
Bb2	Vibraslap	64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64
B2	Ride Cymbal 2	64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64
C3	Bongo H	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64
C#3	Bongo L	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64
D3	Conga H Mute	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64
D#3	Conga H Open	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64
E3	Conga L	64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64
F3	Timbale H	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64
F#3	Timbale L	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64
G3	Agogo H	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
G#3	Agogo L	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
A3	Cabasa	64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64
Bb3	Maracas	64	64	103	0	21	63	63	127	0	0	1	64	64	64	64	64
B3	Samba Whistle H	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64
C4	Samba Whistle L	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64
C#4	Guiro Short	64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64
D4	Guiro Long	64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64
D#4	Claves	64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64
E4	Wood Block H	64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64
F4	Wood Block L	64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64
F#4	Cuica Mute	64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64

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## XG Drum Default Data

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ROOM KIT (page 4 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
G4	Cuica Open	64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64
G#4	Triangle Mute	64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64
A4	Triangle Open	64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64
Bb4	Shaker	64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64
B4	Jingle Bell	64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64
C5	Bell Tree	64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64

## XG Drum Default Data

ROCK KIT (page 1 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
C#-1	Surdo Mute	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64
D-1	Surdo Open	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64
D#-1	Hi Q	64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64
E-1	Whip Slap	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
F-1	Scratch Push	64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64
F#-1	Scratch Pull	64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64
G-1	Finger Snap	64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64
G#-1	Click Noise	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A-1	Metronome Click	64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64
Bb-1	Metronome Bell	64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64
B-1	Seq Click L	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64
C0	Seq Click H	64	64	96	0	64	127	127	127	0	0	1	64	64	64	64	64
C#0	Brush Tap	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64
D0	Brush Swirl L	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64
D#0	Brush Slap	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64
E0	Brush Swirl H	64	64	45	0	64	127	127	127	0	1	1	64	64	64	64	64
F0	Snare Roll	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64
F#0	Castanet	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64
G0	SD Rock M	64	64	121	0	64	127	127	127	0	0	1	64	64	64	64	64
G#0	Sticks	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A0	Bass Drum M	64	64	111	0	64	32	32	127	0	0	1	64	64	64	64	64
Bb0	Open Rim Shot	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64

## XG Drum Default Data

ROCK KIT (page 2 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
B0	Bass Drum H 3	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64
C1	BD Rock	64	64	119	0	64	32	32	127	0	0	1	64	64	64	64	64
C#1	Side Stick	64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64
D1	SD Rock	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64
D#1	Hand Clap	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64
E1	SD Rock Rim	64	64	119	0	64	127	127	127	0	0	1	64	64	64	64	64
F1	Rock Tom 1	64	64	123	0	24	127	127	127	0	0	1	64	64	64	64	64
F#1	Hi-Hat Closed	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64
G1	Rock Tom 2	64	64	127	0	39	127	127	127	0	0	1	64	64	64	64	64
G#1	Hi-Hat Pedal	64	64	97	1	77	32	32	127	0	0	1	64	64	64	64	64
A1	Rock Tom 3	64	64	117	0	52	127	127	127	0	0	1	64	64	64	64	64
Bb1	Hi-Hat Open	64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64
B1	Rock Tom 4	64	64	121	0	64	127	127	127	0	0	1	64	64	64	64	64
C2	Rock Tom 5	64	64	123	0	83	127	127	127	0	0	1	64	64	64	64	64
C#2	Crash Cymbal 1	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64
D2	Rock Tom 6	64	64	124	0	95	127	127	127	0	0	1	64	64	64	64	64
D#2	Ride Cymbal 1	64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64
E2	Chinese Cymbal	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64
F2	Ride Cymbal Cup	64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64
F#2	Tambourine	64	64	120	0	64	63	63	127	0	0	1	64	64	64	64	64
G2	Splash Cymbal	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#2	Cowbell	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64

## XG Drum Default Data

ROCK KIT (page 3 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
A2	Crash Cymbal 2	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
Bb2	Vibraslap	64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64
B2	Ride Cymbal 2	64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64
C3	Bongo H	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64
C#3	Bongo L	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64
D3	Conga H Mute	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64
D#3	Conga H Open	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64
E3	Conga L	64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64
F3	Timbale H	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64
F#3	Timbale L	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64
G3	Agogo H	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
G#3	Agogo L	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
A3	Cabasa	64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64
Bb3	Maracas	64	64	103	0	21	63	63	127	0	0	1	64	64	64	64	64
B3	Samba Whistle H	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64
C4	Samba Whistle L	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64
C#4	Guiro Short	64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64
D4	Guiro Long	64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64
D#4	Claves	64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64
E4	Wood Block H	64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64
F4	Wood Block L	64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64
F#4	Cuica Mute	64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64

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## XG Drum Default Data

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ROCK KIT (page 4 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
G4	Cuica Open	64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64
G#4	Triangle Mute	64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64
A4	Triangle Open	64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64
Bb4	Shaker	64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64
B4	Jingle Bell	64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64
C5	Bell Tree	64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64

## XG Drum Default Data

ELECTRO KIT (page 1 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
C#-1	Surdo Mute	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64
D-1	Surdo Open	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64
D#-1	Hi Q	64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64
E-1	Whip Slap	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
F-1	Scratch Push	64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64
F#-1	Scratch Pull	64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64
G-1	Finger Snap	64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64
G#-1	Click Noise	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A-1	Metronome Click	64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64
Bb-1	Metronome Bell	64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64
B-1	Seq Click L	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64
C0	Seq Click H	64	64	96	0	64	127	127	127	0	0	1	64	64	64	64	64
C#0	Brush Tap	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64
D0	Brush Swirl L	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64
D#0	Brush Slap	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64
E0	Reverse Cymbal	64	64	100	0	64	127	127	127	0	1	1	64	64	64	64	64
F0	Snare Roll	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64
F#0	Hi Q	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64
G0	Snare M	64	64	114	0	64	127	127	127	0	0	1	64	64	64	64	64
G#0	Sticks	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A0	Bass Drum H 4	64	64	123	0	64	32	32	127	0	0	1	64	64	64	64	64
Bb0	Open Rim Shot	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64



## XG Drum Default Data

ELECTRO KIT (page 2 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
B0	BD Rock	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64
C1	BD Gate	64	64	122	0	64	32	32	127	0	0	1	64	64	64	64	64
C#1	Side Stick	64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64
D1	SD Rock L	64	64	107	0	64	127	127	127	0	0	1	64	64	64	64	64
D#1	Hand Clap	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64
E1	SD Rock H	64	64	102	0	64	127	127	127	0	0	1	64	64	64	64	64
F1	E Tom 1	64	64	92	0	24	127	127	127	0	0	1	64	64	64	64	64
F#1	Hi-Hat Closed	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64
G1	E Tom 2	64	64	94	0	39	127	127	127	0	0	1	64	64	64	64	64
G#1	Hi-Hat Pedal	64	64	97	1	77	32	32	127	0	0	1	64	64	64	64	64
A1	E Tom 3	64	64	97	0	52	127	127	127	0	0	1	64	64	64	64	64
Bb1	Hi-Hat Open	64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64
B1	E Tom 4	64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64
C2	E Tom 5	64	64	102	0	83	127	127	127	0	0	1	64	64	64	64	64
C#2	Crash Cymbal 1	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64
D2	E Tom 6	64	64	97	0	101	127	127	127	0	0	1	64	64	64	64	64
D#2	Ride Cymbal 1	64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64
E2	Chinese Cymbal	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64
F2	Ride Cymbal Cup	64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64
F#2	Tambourine	64	64	120	0	64	63	63	127	0	0	1	64	64	64	64	64
G2	Splash Cymbal	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#2	Cowbell	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64

## XG Drum Default Data

ELECTRO KIT (page 3 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
A2	Crash Cymbal 2	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
Bb2	Vibraslap	64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64
B2	Ride Cymbal 2	64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64
C3	Bongo H	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64
C#3	Bongo L	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64
D3	Conga H Mute	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64
D#3	Conga H Open	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64
E3	Conga L	64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64
F3	Timbale H	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64
F#3	Timbale L	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64
G3	Agogo H	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
G#3	Agogo L	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
A3	Cabasa	64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64
Bb3	Maracas	64	64	103	0	21	63	63	127	0	0	1	64	64	64	64	64
B3	Samba Whistle H	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64
C4	Samba Whistle L	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64
C#4	Guiro Short	64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64
D4	Guiro Long	64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64
D#4	Claves	64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64
E4	Wood Block H	64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64
F4	Wood Block L	64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64
F#4	Scratch Push	64	64	89	4	21	127	127	127	0	0	1	64	64	64	64	64

## XG Drum Default Data

ELECTRO KIT (page 4 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
G4	Scratch Pull	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64
G#4	Triangle Mute	64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64
A4	Triangle Open	64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64
Bb4	Shaker	64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64
B4	Jingle Bell	64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64
C5	Bell Tree	64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64

## XG Drum Default Data

ANALOG KIT (page 1 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
C#-1	Surdo Mute	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64
D-1	Surdo Open	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64
D#-1	Hi Q	64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64
E-1	Whip Slap	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
F-1	Scratch Push	64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64
F#-1	Scratch Pull	64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64
G-1	Finger Snap	64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64
G#-1	Click Noise	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A-1	Metronome Click	64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64
Bb-1	Metronome Bell	64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64
B-1	Seq Click L	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64
C0	Seq Click H	64	64	96	0	64	127	127	127	0	0	1	64	64	64	64	64
C#0	Brush Tap	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64
D0	Brush Swirl L	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64
D#0	Brush Slap	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64
E0	Reverse Cymbal	64	64	100	0	64	127	127	127	0	1	1	64	64	64	64	64
F0	Snare Roll	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64
F#0	Hi Q	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64
G0	SD Rock H	64	64	120	0	64	127	127	127	0	0	1	64	64	64	64	64
G#0	Sticks	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A0	Bass Drum M	64	64	111	0	64	32	32	127	0	0	1	64	64	64	64	64
Bb0	Open Rim Shot	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64

## XG Drum Default Data

ANALOG KIT (page 2 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
B0	BD Analog L	64	64	123	0	64	32	32	127	0	0	1	64	64	64	64	64
C1	BD Analog H	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64
C#1	Analog Side Stick	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D1	Analog Snare L	64	64	107	0	64	127	127	127	0	0	1	64	64	64	64	64
D#1	Hand Clap	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64
E1	Analog Snare H	64	64	102	0	64	127	127	127	0	0	1	64	64	64	64	64
F1	Analog Tom 1	64	64	127	0	24	127	127	127	0	0	1	64	64	64	64	64
F#1	Analog HH Closed 1	64	64	108	1	77	32	32	127	0	0	1	64	64	64	64	64
G1	Analog Tom 2	64	64	112	0	39	127	127	127	0	0	1	64	64	64	64	64
G#1	Analog HH Closed 2	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64
A1	Analog Tom 3	64	64	108	0	52	127	127	127	0	0	1	64	64	64	64	64
Bb1	Analog HH Open	64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64
B1	Analog Tom 4	64	64	112	0	64	127	127	127	0	0	1	64	64	64	64	64
C2	Analog Tom 5	64	64	109	0	83	127	127	127	0	0	1	64	64	64	64	64
C#2	Analog Cymbal	64	64	109	0	69	127	127	127	0	0	1	64	64	64	64	64
D2	Analog Tom 6	64	64	109	0	101	127	127	127	0	0	1	64	64	64	64	64
D#2	Ride Cymbal 1	64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64
E2	Chinese Cymbal	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64
F2	Ride Cymbal Cup	64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64
F#2	Tambourine	64	64	120	0	64	63	63	127	0	0	1	64	64	64	64	64
G2	Splash Cymbal	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#2	Analog Cowbell	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64

## XG Drum Default Data

ANALOG KIT (page 3 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
A2	Crash Cymbal 2	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
Bb2	Vibraslap	64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64
B2	Ride Cymbal 2	64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64
C3	Bongo H	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64
C#3	Bongo L	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64
D3	Analog Conga H	64	64	89	0	39	127	127	127	0	0	1	64	64	64	64	64
D#3	Analog Conga M	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	6L
E3	Analog Conga L	64	64	115	0	64	95	95	127	0	0	1	64	64	64	64	64
F3	Timbale H	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64
F#3	Timbale L	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64
G3	Agogo H	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
G#3	Agogo L	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
A3	Cabasa	64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64
Bb3	Analog Maracas	64	64	96	0	21	63	63	127	0	0	1	64	64	64	64	64
B3	Samba Whistle H	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64
C4	Samba Whistle L	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64
C#4	Guiro Short	64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64
D4	Guiro Long	64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64
D#4	Analog Claves	64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64
E4	Wood Block H	64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64
F4	Wood Block L	64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64
F#4	Scratch Push	64	64	89	4	21	127	127	127	0	0	1	64	64	64	64	64

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## XG Drum Default Data

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ANALOG KIT (page 4 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
G4	Scratch Pull	64	64	94	4	34	127	127	127	0	0	1	64	64	64	64	64
G#4	Triangle Mute	64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64
A4	Triangle Open	64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64
Bb4	Shaker	64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64
B4	Jingle Bell	64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64
C5	Bell Tree	64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64

## XG Drum Default Data

JAZZ KIT (page 1 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
C#-1	Surdo Mute	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64
D-1	Surdo Open	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64
D#-1	Hi Q	64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64
E-1	Whip Slap	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
F-1	Scratch Push	64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64
F#-1	Scratch Pull	64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64
G-1	Finger Snap	64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64
G#-1	Click Noise	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A-1	Metronome Click	64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64
Bb-1	Metronome Bell	64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64
B-1	Seq Click L	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64
C0	Seq Click H	64	64	96	0	64	127	127	127	0	0	1	64	64	64	64	64
C#0	Brush Tap	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64
D0	Brush Swirl L	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64
D#0	Brush Slap	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64
E0	Brush Swirl H	64	64	45	0	64	127	127	127	0	1	1	64	64	64	64	64
F0	Snare Roll	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64
F#0	Castanet	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64
G0	SD Rock M	64	64	121	0	64	127	127	127	0	0	1	64	64	64	64	64
G#0	Sticks	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A0	Bass Drum M	64	64	111	0	64	32	32	127	0	0	1	64	64	64	64	64
Bb0	Open Rim Shot	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64



## XG Drum Default Data

JAZZ KIT (page 2 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
B0	Bass Drum M	64	64	102	0	64	32	32	127	0	0	1	64	64	64	64	64
C1	BD Jazz	64	64	120	0	64	32	32	127	0	0	1	64	64	64	64	64
C#1	Side Stick	64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64
D1	Snare M	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D#1	Hand Clap	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64
E1	SD Room H	64	64	123	0	64	127	127	127	0	0	1	64	64	64	64	64
F1	Jazz Tom 1	64	64	113	0	24	127	127	127	0	0	1	64	64	64	64	64
F#1	Hi-Hat Closed	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64
G1	Jazz Tom 2	64	64	122	0	39	127	127	127	0	0	1	64	64	64	64	64
G#1	Hi-Hat Pedal	64	64	97	1	77	32	32	127	0	0	1	64	64	64	64	64
A1	Jazz Tom 3	64	64	112	0	52	127	127	127	0	0	1	64	64	64	64	64
Bb1	Hi-Hat Open	64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64
B1	Jazz Tom 4	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
C2	Jazz Tom 5	64	64	110	0	83	127	127	127	0	0	1	64	64	64	64	64
C#2	Crash Cymbal 1	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64
D2	Jazz Tom 6	64	64	116	0	104	127	127	127	0	0	1	64	64	64	64	64
D#2	Ride Cymbal 1	64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64
E2	Chinese Cymbal	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64
F2	Ride Cymbal Cup	64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64
F#2	Tambourine	64	64	120	0	64	63	63	127	0	0	1	64	64	64	64	64
G2	Splash Cymbal	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#2	Cowbell	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64

## XG Drum Default Data

JAZZ KIT (page 3 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
A2	Crash Cymbal 2	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
Bb2	Vibraslap	64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64
B2	Ride Cymbal 2	64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64
C3	Bongo H	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64
C#3	Bongo L	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64
D3	Conga H Mute	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64
D#3	Conga H Open	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64
E3	Conga L	64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64
F3	Timbale H	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64
F#3	Timbale L	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64
G3	Agogo H	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
G#3	Agogo L	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
A3	Cabasa	64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64
Bb3	Maracas	64	64	103	0	21	63	63	127	0	0	1	64	64	64	64	64
B3	Samba Whistle H	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64
C4	Samba Whistle L	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64
C#4	Guiro Short	64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64
D4	Guiro Long	64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64
D#4	Claves	64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64
E4	Wood Block H	64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64
F4	Wood Block L	64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64
F#4	Cuica Mute	64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64

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## XG Drum Default Data

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JAZZ KIT (page 4 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
G4	Cuica Open	64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64
G#4	Triangle Mute	64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64
A4	Triangle Open	64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64
Bb4	Shaker	64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64
B4	Jingle Bell	64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64
C5	Bell Tree	64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64

## XG Drum Default Data

BRUSH KIT (page 1 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
C#-1	Surdo Mute	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64
D-1	Surdo Open	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64
D#-1	Hi Q	64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64
E-1	Whip Slap	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
F-1	Scratch Push	64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64
F#-1	Scratch Pull	64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64
G-1	Finger Snap	64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64
G#-1	Click Noise	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A-1	Metronome Click	64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64
Bb-1	Metronome Bell	64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64
B-1	Seq Click L	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64
C0	Seq Click H	64	64	96	0	64	127	127	127	0	0	1	64	64	64	64	64
C#0	Brush Tap	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64
D0	Brush Swirl L	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64
D#0	Brush Slap	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64
E0	Brush Swirl H	64	64	45	0	64	127	127	127	0	1	1	64	64	64	64	64
F0	Snare Roll	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64
F#0	Castanet	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64
G0	Brush Slap L	64	64	85	0	64	127	127	127	0	0	1	64	64	64	64	64
G#0	Sticks	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A0	Bass Drum L	64	64	116	0	64	32	32	127	0	0	1	64	64	64	64	64
Bb0	Open Rim Shot	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64

## XG Drum Default Data

BRUSH KIT (page 2 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
B0	Bass Drum M	64	64	102	0	64	32	32	127	0	0	1	64	64	64	64	64
C1	BD Soft	64	64	117	0	64	32	32	127	0	0	1	64	64	64	64	64
C#1	Side Stick	64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64
D1	Brush Slap	64	64	84	0	64	127	127	127	0	0	1	64	64	64	64	64
D#1	Hand Clap	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64
E1	Brush Tap	64	64	74	0	64	127	127	127	0	0	1	64	64	64	64	64
F1	Brush Tom 1	64	64	127	0	24	127	127	127	0	0	1	64	64	64	64	64
F#1	Hi-Hat Closed	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64
G1	Brush Tom 2	64	64	127	0	39	127	127	127	0	0	1	64	64	64	64	64
G#1	Hi-Hat Pedal	64	64	97	1	77	32	32	127	0	0	1	64	64	64	64	64
A1	Brush Tom 3	64	64	127	0	52	127	127	127	0	0	1	64	64	64	64	64
Bb1	Hi-Hat Open	64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64
B1	Brush Tom 4	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
C2	Brush Tom 5	64	64	120	0	83	127	127	127	0	0	1	64	64	64	64	64
C#2	Crash Cymbal 1	64	64	127	0	69	127	127	127	0	0	1	64	64	64	64	64
D2	Brush Tom 6	64	64	122	0	104	127	127	127	0	0	1	64	64	64	64	64
D#2	Ride Cymbal 1	64	64	105	0	34	127	127	127	0	0	1	64	64	64	64	64
E2	Chinese Cymbal	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64
F2	Ride Cymbal Cup	64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64
F#2	Tambourine	64	64	120	0	64	63	63	127	0	0	1	64	64	64	64	64
G2	Splash Cymbal	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#2	Cowbell	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64

## XG Drum Default Data

BRUSH KIT (page 3 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
A2	Crash Cymbal 2	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
Bb2	Vibraslap	64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64
B2	Ride Cymbal 2	64	64	110	0	46	127	127	127	0	0	1	64	64	64	64	64
C3	Bongo H	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64
C#3	Bongo L	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64
D3	Conga H Mute	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64
D#3	Conga H Open	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64
E3	Conga L	64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64
F3	Timbale H	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64
F#3	Timbale L	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64
G3	Agogo H	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
G#3	Agogo L	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
A3	Cabasa	64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64
Bb3	Maracas	64	64	103	0	21	63	63	127	0	0	1	64	64	64	64	64
B3	Samba Whistle H	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64
C4	Samba Whistle L	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64
C#4	Guiro Short	64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64
D4	Guiro Long	64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64
D#4	Claves	64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64
E4	Wood Block H	64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64
F4	Wood Block L	64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64
F#4	Cuica Mute	64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64

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## XG Drum Default Data

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BRUSH KIT (page 4 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
G4	Cuica Open	64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64
G#4	Triangle Mute	64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64
A4	Triangle Open	64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64
Bb4	Shaker	64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64
B4	Jingle Bell	64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64
C5	Bell Tree	64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64

## XG Drum Default Data

CLASSIC KIT (page 1 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
C#-1	Surdo Mute	64	64	102	3	51	95	95	127	0	0	1	64	64	64	64	64
D-1	Surdo Open	64	64	121	3	51	95	95	127	0	0	1	64	64	64	64	64
D#-1	Hi Q	64	64	63	0	51	127	127	127	0	0	1	64	64	64	64	64
E-1	Whip Slap	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
F-1	Scratch Push	64	64	93	4	52	63	63	127	0	0	1	64	64	64	64	64
F#-1	Scratch Pull	64	64	116	4	52	63	63	127	0	0	1	64	64	64	64	64
G-1	Finger Snap	64	64	127	0	64	75	0	127	0	0	1	64	64	64	64	64
G#-1	Click Noise	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A-1	Metronome Click	64	64	94	0	64	63	63	127	0	0	1	64	64	64	64	64
Bb-1	Metronome Bell	64	64	98	0	64	63	63	127	0	0	1	64	64	64	64	64
B-1	Seq Click L	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64
C0	Seq Click H	64	64	96	0	64	127	127	127	0	0	1	64	64	64	64	64
C#0	Brush Tap	64	64	49	0	64	127	127	127	0	0	1	64	64	64	64	64
D0	Brush Swirl L	64	64	47	0	64	127	127	127	0	1	1	64	64	64	64	64
D#0	Brush Slap	64	64	52	0	64	127	127	127	0	0	1	64	64	64	64	64
E0	Brush Swirl H	64	64	45	0	64	127	127	127	0	1	1	64	64	64	64	64
F0	Snare Roll	64	64	79	0	64	127	127	127	0	1	1	64	64	64	64	64
F#0	Castanet	64	64	127	0	64	63	63	127	0	0	1	64	64	64	64	64
G0	Snare L	64	64	75	0	64	127	127	127	0	0	1	64	64	64	64	64
G#0	Sticks	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A0	Bass Drum L2	64	64	116	0	64	32	32	127	0	0	1	64	64	64	64	64
Bb0	Open Rim Shot	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64



## XG Drum Default Data

CLASSIC KIT (page 2 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
B0	Gran Cassa	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64
C1	Gran Cassa Mute	64	64	127	0	64	32	32	127	0	0	1	64	64	64	64	64
C#1	Side Stick	64	64	93	0	64	127	127	127	0	0	1	64	64	64	64	64
D1	Marching Sn M	64	64	79	0	64	127	127	127	0	0	1	64	64	64	64	64
D#1	Hand Clap	64	64	110	0	64	127	127	127	0	0	1	64	64	64	64	64
E1	Marching Sn H	64	64	79	0	64	127	127	127	0	0	1	64	64	64	64	64
F1	Jazz Tom 1	64	64	111	0	24	127	127	127	0	0	1	64	64	64	64	64
F#1	Hi-Hat Closed	64	64	91	1	77	32	32	127	0	0	1	64	64	64	64	64
G1	Jazz Tom 2	64	64	113	0	39	127	127	127	0	0	1	64	64	64	64	64
G#1	Hi-Hat Pedal	64	64	97	1	77	32	32	127	0	0	1	64	64	64	64	64
A1	Jazz Tom 3	64	64	104	0	52	127	127	127	0	0	1	64	64	64	64	64
Bb1	Hi-Hat Open	64	64	96	1	77	32	32	127	0	0	1	64	64	64	64	64
B1	Jazz Tom 4	64	64	87	0	64	127	127	127	0	0	1	64	64	64	64	64
C2	Jazz Tom 5	64	64	103	0	83	127	127	127	0	0	1	64	64	64	64	64
C#2	Hand Cym Open L	64	64	123	0	64	127	127	127	0	0	1	64	64	64	64	64
D2	Jazz Tom 6	64	64	116	0	104	127	127	127	0	0	1	64	64	64	64	64
D#2	Hand Cym.Closed L	64	64	124	0	34	127	127	127	0	0	1	64	64	64	64	64
E2	Chinese Cymbal	64	64	120	0	34	127	127	127	0	0	1	64	64	64	64	64
F2	Ride Cymbal Cup	64	64	107	0	46	127	127	127	0	0	1	64	64	64	64	64
F#2	Tambourine	64	64	120	0	64	63	63	127	0	0	1	64	64	64	64	64
G2	Splash Cymbal	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#2	Cowbell	64	64	118	0	77	63	63	127	0	0	1	64	64	64	64	64

## XG Drum Default Data

CLASSIC KIT (page 3 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
A2	Hand Cym Open H	64	64	127	0	51	127	127	127	0	0	1	64	64	64	64	64
Bb2	Vibraslap	64	64	106	0	25	127	127	127	0	0	1	64	64	64	64	64
B2	Hand Cym Closed H	64	64	106	0	46	127	127	127	0	0	1	64	64	64	64	64
C3	Bongo H	64	64	110	0	110	95	95	127	0	0	1	64	64	64	64	64
C#3	Bongo L	64	64	87	0	110	95	95	127	0	0	1	64	64	64	64	64
D3	Conga H Mute	64	64	73	0	39	127	127	127	0	0	1	64	64	64	64	64
D#3	Conga H Open	64	64	89	0	25	127	127	127	0	0	1	64	64	64	64	64
E3	Conga L	64	64	111	0	64	95	95	127	0	0	1	64	64	64	64	64
F3	Timbale H	64	64	91	0	64	127	127	127	0	0	1	64	64	64	64	64
F#3	Timbale L	64	64	95	0	64	127	127	127	0	0	1	64	64	64	64	64
G3	Agogo H	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
G#3	Agogo L	64	64	108	0	34	100	100	127	0	0	1	64	64	64	64	64
A3	Cabasa	64	64	90	0	28	63	63	127	0	0	1	64	64	64	64	64
Bb3	Maracas	64	64	103	0	21	63	63	127	0	0	1	64	64	64	64	64
B3	Samba Whistle H	64	64	103	0	101	127	127	127	0	1	1	64	64	64	64	64
C4	Samba Whistle L	64	64	110	0	101	127	127	127	0	1	1	64	64	64	64	64
C#4	Guiro Short	64	64	124	0	95	63	63	127	0	0	1	64	64	64	64	64
D4	Guiro Long	64	64	106	0	110	63	63	127	0	1	1	64	64	64	64	64
D#4	Claves	64	64	88	0	64	95	95	127	0	0	1	64	64	64	64	64
E4	Wood Block H	64	64	107	0	104	95	95	127	0	0	1	64	64	64	64	64
F4	Wood Block L	64	64	96	0	104	95	95	127	0	0	1	64	64	64	64	64
F#4	Cuica Mute	64	64	97	0	21	127	127	127	0	0	1	64	64	64	64	64

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## XG Drum Default Data

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CLASSIC KIT (page 4 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
G4	Cuica Open	64	64	107	0	34	127	127	127	0	0	1	64	64	64	64	64
G#4	Triangle Mute	64	64	127	2	25	95	95	127	0	0	1	64	64	64	64	64
A4	Triangle Open	64	64	127	2	25	127	127	127	0	0	1	64	64	64	64	64
Bb4	Shaker	64	64	106	0	83	63	63	127	0	0	1	64	64	64	64	64
B4	Jingle Bell	64	64	123	0	105	127	127	127	0	0	1	64	64	64	64	64
C5	Bell Tree	64	64	68	0	64	127	127	127	0	0	1	64	64	64	64	64

## XG Drum Default Data

SFX1 KIT (page 1 of 4)

Note	Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
	C	F														
C#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
E-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
Bb-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
B-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
C0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
C#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
E0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
Bb0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64

## XG Drum Default Data

SFX1 KIT (page 2 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
B0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
C1	Guitar Cutting Noise	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
C#1	Guitar Cutting Noise 2	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
D1	Dist. Cut Noise**	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
D#1	String Slap	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
E1	Bass Slide**	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
F1	Pick Scrape**	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
F#1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
Bb1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
B1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
C2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
C#2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D#2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
E2	FL.Key Click	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
F2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F#2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64

## XG Drum Default Data

SFX1 KIT (page 3 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
A2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
Bb2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
B2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
C3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
C#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
E3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#3	Rain	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
A3	Thunder	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
Bb3	Wind	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
B3	Stream	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
C4	Bubble	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
C#4	Feed	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
D4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
E4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64

## XG Drum Default Data

SFX1 KIT (page 4 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
G4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
Bb4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
B4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
C5	Dog	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
C#5	Horse Gallop	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
D5	Bird 2	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
D#5	Kitty**	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
E5	Growl**	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
F5	Haunted**	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
F#5	Ghost	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
G5	Maou	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64

\*\* : [Ext.] (Optional SFX voice)

With MU50, value for Rcv. Note Off is "0".

## XG Drum Default Data

SFX2 KIT (page 1 of 4)

Note	Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
	C	F														
C#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
E-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
Bb-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
B-1	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
C0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
C#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
E0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
Bb0	64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64



## XG Drum Default Data

SFX2 KIT (page 2 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
B0		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
C1	Dial Tone	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
C#1	Door Creaking	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
D1	Door Slam	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
D#1	Scratch	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
E1	Scratch 2	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
F1	Windchime	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
F#1	Telephone Ring2	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
G1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
Bb1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
B1		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
C2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
C#2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D#2		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
E2	Engine Start	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
F2	Tire Screech	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
F#2	Car Passing	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
G2	Crash	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
G#2	Siren	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64

## XG Drum Default Data

SFX2 KIT (page 3 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
A2	Train	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
Bb2	Jetplane	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
B2	Starship	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
C3	Burst Noise	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
C#3	Coaster	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
D3	SbMarine	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
D#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
E3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F#3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G3		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#3	Laughing	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
A3	Screaming	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
Bb3	Punch	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
B3	Heartbeat	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
C4	Footsteps	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
C#4	Applaus2**	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
D4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
D#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
E4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64

## XG Drum Default Data

SFX2 KIT (page 4 of 4)

Note		Pitch		Level	Alt	Pan	Rev	Cho	Var	Key	Off	On	Coff	Q	Att	D1	D2
		C	F														
G4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G#4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
A4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
Bb4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
B4		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
C5	Machine Gun	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
C#5	Laser Gun	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
D5	Explosion	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
D#5	FireWork	64	64	127	0	64	127	127	127	0	1	1	64	64	64	64	64
E5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
F#5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64
G5		64	64	127	0	64	127	127	127	0	0	1	64	64	64	64	64

\*\* : [Ext.] (Optional SFX voice)  
 With MU50, value for Rcv. Note Off is "0".

## XG Bank Definition

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

Bank No.	Description	Note (example)
0	Capital Tone Voice	GM basic tone
1	Voices that can be added without changing the sound	Key Scaled Panning (L to R)
2		Key Scaled Panning (R to L)
3		Stereo
4		With LFO
5		Without LFO
6		Single Element
7		
8		Voices that can be added mainly by AEG changes (or by equivalent operations).
9	Fast Attack	
10	Long Release	
11	Short Release	
12	Fast Decay	
13	Slow Decay	
14	Double Attack	
15		

## XG Bank Definition

Bank No.	Description	Note (example)
16	Voices which can be added mainly by Cutoff changes (or equivalent operations) or changes in Q (or equivalent operations).	Bright
17		Bright
18		Dark
19		Dark
20		Resonant
21		
22		
23		
24	Voices which can be added mainly by FEG changes (or equivalent operations).	Attack Transient
25		Release Transient
26		Sweep
27		Rezo Sweep
28		Muted
29		
30		
31		

## XG Bank Definition

Bank No.	Description	Note (example)
32	Voices which can be added by modifying the pitch (or equivalent operations), including 1-element <> 2-element extensions of the same type of voice.	Detune with same wave
33		Detune with same wave
34		Detune with same wave
35		Octave Layered
36		Octave Layered
37		5th Layered
38		5th Layered
39		Bend Up/Down
40		Voices which can be added by layering with an entirely different type of wave.
41	Tutti	
42	Tutti	
43	Velocity Switch	
44	Velocity Switch	
45	Velocity X-Fade	
46	Velocity X-Fade	
47	Breathy WW	

---

## XG Bank Definition

---

Bank No.	Description	Note (example)
48		
49		
50		
51		
52		
53		
54		
55		
56		
57		
58		
59		
60		
61		
62		
63		

---

## XG Bank Definition

---

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

Bank No.	Description	Note (example)
64	Identical instrument sounds which can be created using an entirely different type of wave.	
65		
66		
67		
68		
69		
70		
71		
72		
73		
74		
75		
76		
77		
78		
79		



---

## XG Bank Definition

---

Bank No.	Description	Note (example)
80	Identical instrument sounds which can be created using an entirely different type of wave.	
81		
82		
83		
84		
85		
86		
87		
88		
89		
90		
91		
92		
93		
94		
95		

---

## XG Bank Definition

---

Bank No.	Description	Note (example)
96	Voices which are not unacceptably incompatible with capital tones, even though from a perspective of category and instrumental family they are entirely different instruments	Dulcimer -> Cimbalon
97		Nylon Gt. -> Ukelele
98		
99		
100		
101		
102		
103		
104		
105		
106		
107		
108		
109		
110		
111		

---

## XG Bank Definition

---

Bank No.	Description	Note (example)
112	User voices which are not unacceptably incompatible with capital tones.	
113		
114		
115		
116		
117		
118		
119		
120		
121		
122		
123		
124		
125		
126		
127		

---

## XG Specification Definitions

---

*Definition:*

**GM** - Abbreviation for “General MIDI.” Instruments that are GM-compatible follow a standardized set of rules for memory organization and drum mapping, as well as meeting a minimum set of requirements for the reception of selected MIDI messages.

Click [\*\*\*HERE\*\*\*](#) to return to the text you were reading...

---

## XG Specification Definitions

---

*Definition:*

**Tone generators** - Electronic components that produce sound.

Click [\*\*\*HERE\*\*\*](#) to return to the text you were reading...

---

## XG Specification Definitions

---

*Definition:*

**variation voice** - An alternate sound to those described in the “General MIDI Sound Set.”

Click [\*\*\*HERE\*\*\*](#) to return to the text you were reading...

---

## XG Specification Definitions

---

*Definition:*

**basic voice** - A voice described in the General MIDI Sound Set.

Click [\*\*\*HERE\*\*\*](#) to return to the text you were reading...

---

## XG Specification Definitions

---

*Definition:*

**graphic equalizer** - A signal processor that enables various bands of frequencies to be selectively attenuated or boosted.

Click [\*\*\*HERE\*\*\*](#) to return to the text you were reading...



---

## XG Specification Definitions

---

*Definition:*

**Bank Select messages** - Control change #0 (MSB) and #32 (LSB) messages.

Click [\*\*\*HERE\*\*\*](#) to return to the text you were reading...

---

## XG Specification Definitions

---

*Definition:*

**Bank Select LSB** - The Bank Select “Least Significant Bit,” control change #32.

Click [\*\*\*HERE\*\*\*](#) to return to the text you were reading...

---

## XG Specification Definitions

---

### *Definition:*

### **XG Melody Sounds Bank Definitions:**

Bank #	Description	Bank #	Description
0	GM Sound Set	20	Resonant
1 - 2	Key Scaled Panning (KSP)	24	Attack Transient
3 - 5	Stereo	25	Release Transient
6	Single Element	26	Sweep
8	Slow Attack	27	Rezo Sweep
9	Fast Attack	28	Muted
10	Long Release	32 - 34	Detune
11	Short Release	35 - 36	Octave Layered
12	Fast Decay	37 - 38	Fifth Layered
13	Slow Decay	39	Bend Up/Down
14	Double Attack	40 - 42	Tutti
16 - 17	Bright	43 - 44	Velocity Switch
18 - 19	Dark	45 - 46	Velocity Crossfade
		64 - 127	Other Wave

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---

## XG Specification Definitions

---

*Definition:*

**Bank Select MSB** - The Bank Select “Most Significant Bit,” control change #0.

Click [\*\*\*HERE\*\*\*](#) to return to the text you were reading...

---

## XG Specification Definitions

---

*Definition:*

**SFX** - Abbreviation for “Special Effects.”

Click [\*\*\*HERE\*\*\*](#) to return to the text you were reading...

---

## XG Specification Definitions

---

*Definition:*

**Control Change commands** - MIDI enables expressivity in electronic musical instruments through the use of special channel messages called control change (“cc”) messages, where realtime controllers such as wheels, sliders, and footpedals—or software emulations of these devices—are used to impart change to a sound as it is playing. The MIDI Specification defines 128 different controllers, each given a unique control number from 0 to 127.

*Click [HERE](#) to return to the text you were reading...*

---

## XG Specification Definitions

---

*Definition:*

**System Exclusive messages** - Types of MIDI messages that affect the entire instrument or handle data unique to a manufacturer and model. The concept of “channel” does not apply to System messages—they affect all voices.

Click [\*\*\*HERE\*\*\*](#) to return to the text you were reading...

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## XG Specification Definitions

---

*Definition:*

**AEG** - Abbreviation for “Amplitude Envelope Generator,” a device which enables change in loudness over time.

Click [\*\*\*HERE\*\*\*](#) to return to the text you were reading...



---

## XG Specification Definitions

---

*Definition:*

### **XG Rhythm Kits:**

MSB	Prog # (Decimal)	Description
127	1	Standard Kit
127	2	Standard Kit 2
127	9	Room Kit
127	17	Rock Kit
127	25	Electronic Kit
127	26	Analog Kit
127	33	Jazz Kit
127	41	Brush Kit
127	49	Classic Kit

Click [\*\*\*HERE\*\*\*](#) to return to the text you were reading...

---

## XG Specification Definitions

---

*Definition:*

**Channel Mode messages** - Special MIDI control change messages designed to affect the overall operating system of an instrument.

Click [\*\*\*HERE\*\*\*](#) to return to the text you were reading...

---

## XG Specification Definitions

---

### *Definition:*

### **XG Melody Sounds Bank Definitions:**

Bank #	Description	Bank #	Description
0	GM Sound Set	20	Resonant
1 - 2	Key Scaled Panning (KSP)	24	Attack Transient
3 - 5	Stereo	25	Release Transient
6	Single Element	26	Sweep
8	Slow Attack	27	Rezo Sweep
9	Fast Attack	28	Muted
10	Long Release	32 - 34	Detune
11	Short Release	35 - 36	Octave Layered
12	Fast Decay	37 - 38	Fifth Layered
13	Slow Decay	39	Bend Up/Down
14	Double Attack	40 - 42	Tutti
16 - 17	Bright	43 - 44	Velocity Switch
18 - 19	Dark	45 - 46	Velocity Crossfade
		64 - 127	Other Wave

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## XG Specification Definitions

---

*Definition:*

**extension voices** - Same as “Variation voices” i.e., alternate sounds to those described in the “General MIDI Sound Set.”

Click [\*\*\*HERE\*\*\*](#) to return to the text you were reading...

---

## XG Specification Definitions

---

*Definition:*

**initialization** - Reset procedure that causes default settings to be entered in a number of parameters.

Click [\*\*\*HERE\*\*\*](#) to return to the text you were reading...

---

## XG Specification Definitions

---

*Definition:*

**Portamento** - Glide; the smooth transformation from one note to another.

Click [\*\*\*HERE\*\*\*](#) to return to the text you were reading...

---

## XG Specification Definitions

---

*Definition:*

**Panpot** - A control that enables the relative position of a sound in the left-right stereo spectrum to be changed.

Click [\*\*\*HERE\*\*\*](#) to return to the text you were reading...

---

## XG Specification Definitions

---

*Definition:*

**diminuendo and crescendo -**

Diminuendo: a smooth decrease in volume over a specified period of time.

Crescendo: a smooth increase in volume over a specified period of time.

*Click [HERE](#) to return to the text you were reading...*



---

## XG Specification Definitions

---

*Definition:*

**Sustain** - A MIDI control change message (usually derived from a physical pedal) that acts like the sustain pedal of a piano.

Click [\*\*\*HERE\*\*\*](#) to return to the text you were reading...

---

## XG Specification Definitions

---

*Definition:*

**Sostenuto** - A MIDI control change messages (cc #66) which replicates the actions of the center pedal of an acoustic grand piano, sustaining only those notes played at the time the pedal was depressed, with all new notes given no sustain.

Click [\*\*\*HERE\*\*\*](#) to return to the text you were reading...

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## XG Specification Definitions

---

*Definition:*

**Soft Pedal** - A MIDI control change messages (cc #67) which replicates the actions of the left pedal of an acoustic grand piano. In an acoustic piano, the Soft pedal quiets the sound by shifting the hammers to fewer strings or by lowering the damper; the MIDI controller of the same name creates a similar effect by means of filtering.

Click [\*\*\*HERE\*\*\*](#) to return to the text you were reading...

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## XG Specification Definitions

---

*Definition:*

**resonance** - Refers to an emphasis of the filter's center ("cutoff") frequency. Increasing resonance amounts cause a sound to become increasingly nasal.

Click [\*\*\*HERE\*\*\*](#) to return to the text you were reading...

---

## XG Specification Definitions

---

*Definition:*

**envelope release time** - The amount of time it takes for an envelope generator to return from its sustain level to zero after a note is no longer played.

Click [\*\*\*HERE\*\*\*](#) to return to the text you were reading...

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## XG Specification Definitions

---

*Definition:*

**envelope attack time** -The amount of time it takes for an envelope generator to rise from zero when a note is first sounded.

Click [\*\*\*HERE\*\*\*](#) to return to the text you were reading...

---

## XG Specification Definitions

---

*Definition:*

**filter cutoff frequency** - The center frequency point above or below which a filter attenuates a signal.

Click [\*\*\*HERE\*\*\*](#) to return to the text you were reading...

---

## XG Specification Definitions

---

*Definition:*

**reverb send level** - The amount of signal being routed to a device that adds reverberant effects.

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## XG Specification Definitions

---

*Definition:*

**chorus send level** - The amount of signal being routed to a device that adds pitch change effects such as chorusing.

Click [\*\*\*HERE\*\*\*](#) to return to the text you were reading...

---

## XG Specification Definitions

---

*Definition:*

**variation effect send level** - The amount of signal being routed to a device that adds various effects, including reverberation and pitch change such as chorusing.

Click [\*\*\*HERE\*\*\*](#) to return to the text you were reading...

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## XG Specification Definitions

---

*Definition:*

**portamento control** - A MIDI control change message (cc #84) that sets the note number that a new note will glide from when glide is enabled. If the new note is the same as the Portamento Control value, it will sound without re-triggering (that is, it will play legato).

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## XG Specification Definitions

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*Definition:*

**Mode 4** - A MIDI “mode” determines how an instrument will recognize voice messages. There are four basic modes. Mode 4 is sometimes called “Omni Off/Mono.” An instrument set to operate in Mode 4 will respond to MIDI data on a selected channel or channels (as opposed to all channels) but can only be played monophonically (that is, one note at a time, so that chords cannot be sounded). Mono mode is particularly useful for receiving data from guitar controllers and for purposes such as independent pitch bend of individual notes, portamento at specific rates between two notes, or transposition effects.

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## XG Specification Definitions

---

*Definition:*

**Mode 3** - A MIDI “mode” determines how an instrument will recognize voice messages. There are four basic modes. Mode 3 is sometimes called “Omni Off/Poly.” An instrument set to operate in Mode 3 will respond to MIDI data on a selected channel or channels (as opposed to all channels) and can be played polyphonically (that is, chords can be sounded).

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## XG Specification Definitions

---

*Definition:*

**Channel Aftertouch** - A specialized controller message that is generated by many MIDI keyboards, channel aftertouch is a stream of continuous data that reflects how hard a key is physically being pressed down (or, more rarely, how a key is moved from side to side) while a note is being played. This data can then be used by the receiving instrument to alter timbre, volume or pitch in real time; for example, a sound can be made brighter, louder, or given vibrato as a key is pressed down with increased force. Channel Pressure is a message which affects all notes played on a particular MIDI channel. In other words, when a chord is played on an instrument that utilizes Channel Pressure, the pressure of each key will be detected independently and the highest value (that of the key being pressed most strongly) is transmitted as aftertouch. A receiving instrument capable of recognizing Channel Pressure messages then applies that value equally to all notes in the chord.

Click [\*HERE\*](#) to return to the text you were reading...

---

## XG Specification Definitions

---

*Definition:*

**Polyphonic Aftertouch** - A specialized controller message that is generated by many MIDI keyboards, channel aftertouch is a stream of continuous data that reflects how hard a key is physically being pressed down (or, more rarely, how a key is moved from side to side) while a note is being played. This data can then be used by the receiving instrument to alter timbre, volume or pitch in real time; for example, a sound can be made brighter, louder, or given vibrato as a key is pressed down with increased force. Polyphonic Key Pressure is a message which is separately transmitted for each note being played. In other words, when a chord is played on an instrument that utilizes Polyphonic Key Pressure, the pressure of each key will be detected independently and all values transmitted as aftertouch. A receiving instrument capable of recognizing Polyphonic Key Pressure messages will then apply each value independently to each of the notes in the chord.

Click [\*HERE\*](#) to return to the text you were reading...