

CS1x CONTROL SYNTHESIZER Data List

YAMAHA
CS1x
CONTROL SYNTHESIZER

Data List
Daten-Liste
Liste de données

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GENERAL
MIDI

XG

Preset Performance List

No.	Cat.	Perf Name	Layers	Arpeggiator	Effect			Knob Assign				
					Reverb type	Chorus type	Variation type	Assign 1(Knob3)	Assign 2(Knob6-1)	Assign 2(Knob6-2)	Assign 2(Knob6-3)	Assign 2(Knob6-4)
1	Dr	um Trax1	1	On	Basement	Flanger1	2Band EQ	ArpgTempo	LFOAMod	LFOFMod	off	off
2	Sq	Sin*Arp	2	On	Hall1	Chorus4	Delay LCR	ArpgTempo	AEGDcyTime	FEGDcyTime	off	off
3	Sq	Kirmes	3	On	Tunnel	Celeste4	CrossDelay	VariCntrl	FEGDcyTime	FEGDcyTime	FEGDcyTime	off
4	Sq	Classic	2	On	Hall1	Chorus1	Delay LR	ChorusSend	FEGAtkTime	FEGAtkTime	off	off
5	Sq	Sequenza	1	On	Hall1	Chorus1	3Band EQ	ArpgTempo	ChorusSend	AEGDcyTime	AEGSusLvl	FEGSusLvl
6	Sq	RytField	2	On	Hall1	Chorus1	Delay LR	ChorusSend	FEGDcyTime	Pitch	LFOSpeed	LFOFMod
7	Sq	B-Luvva	2	On	Hall1	Chorus1	Auto Wah	ChorusSend	FEGSusLvl	ChorusSend	FEGDcyTime	AEGDcyTime
8	Sq	Obie Seq	2	On	Hall1	Chorus1	Symphonic	AEGDcyTime	ChorusSend	ChorusSend	off	off
9	Sq	Strobe	2	On	Hall1	Chorus1	Delay LCR	AEGDcyTime	Volume	Volume	off	off
10	Sq	Fly	1	On	Hall1	Chorus1	Delay LR	ChorusSend	FEGAtkTime	off	off	off
11	Sq	Vivaldi	2	On	Hall1	Chorus1	3Band EQ	AEGDcyTime	ChorusSend	ChorusSend	off	off
12	Sq	Dorian	2	On	Hall1	Chorus1	2Band EQ	ChorusSend	AEGDcyTime	AEGDcyTime	off	off
13	Sc	Rezline	4	Off	Hall1	Chorus1	2Band EQ	FEGDcyTime	ChorusSend	ChorusSend	ChorusSend	ChorusSend
14	Sc	Todd	2	Off/Sprit	Basement	Chorus4	Symphonic	AEGDcyTime	NoteShift	off	off	off
15	Sc	Thick	1	Off	Hall1	Celeste1	2Band EQ	ChoToRev	FEGAtkTime	off	off	off
16	Sc	Thin	4	Off	Hall1	Chorus1	2Band EQ	ChorusSend	AEGDcyTime	AEGDcyTime	ChorusSend	ChorusSend
17	Sc	CutGlass	2	Off	Hall1	Chorus1	Symphonic	RevChoSend	Volume	Volume	off	off
18	Sc	Universe	1	Off	Hall1	Chorus1	2Band EQ	FEGDcyTime	ChorusSend	off	off	off
19	Sc	Crispy	2	Off/Sprit	Basement	Flanger1	Rvrse Gate	FEGDcyTime	NoteShift	off	off	off
20	Sc	Fat Anne	1	Off	Hall1	Chorus1	Chorus4	RevChoSend	Pan	off	off	off
21	Sc	Brassy	1	Off	Hall1	Chorus1	Delay LR	ChorusSend	FEGAtkTime	off	off	off
22	Sc	TheWerks	2	Off/Sprit	Effect Off	Celeste2	Flanger2	ChorusSend	AEGDcyTime	AEGDcyTime	FEGSusLvl	FEGSusLvl
23	Sc	PulsMod6	4	Off	WhiteRoom	Flanger2	2Band EQ	FEGDcyTime	FEGSusLvl	FEGSusLvl	FEGSusLvl	FEGSusLvl
24	Sc	Minora	3	Off	Hall1	Chorus1	2Band EQ	AEGDcyTime	Volume	Volume	Volume	off
25	Sc	Noble Q	3	Off	Hall1	Chorus1	Hall1	Pan	FEGDcyTime	FEGDcyTime	FEGAtkTime	off
26	Sc	Tex Sass	4	Off	Hall1	Chorus4	Delay LCR	VariCntrl	FEGDcyTime	FEGDcyTime	FEGDcyTime	FEGDcyTime
27	Sc	Quadra	2	Off	Hall1	Chorus1	2Band EQ	PortaTime	AEGDcyTime	AEGDcyTime	off	off
28	Sc	DistArp	2	Off	Hall1	Chorus1	Distortion	PortaTime	ChorusSend	ChorusSend	off	off
29	Sc	Digitz	2	Off	Hall1	Chorus1	Phaser1	AEGDcyTime	ChorusSend	ChorusSend	off	off
30	Sc	Odyssey	4	Off	Hall1	Celeste1	2Band EQ	FEGDcyTime	ChorusSend	ChorusSend	ChorusSend	ChorusSend
31	Sc	Doves	1	Off	Hall1	Chorus1	Delay LR	VariCntrl	FEGAtkTime	off	off	off
32	Fx	Airy	4	Off	Hall1	Chorus1	Hall1	ChorusSend	Volume	Volume	Volume	Volume
33	Fx	Paradise	3	Off	Hall1	Chorus1	Hall1	ChorusSend	Volume	Volume	Volume	off
34	Fx	Indies	2	Off	Hall1	Chorus1	Flanger3	ChorusSend	Volume	Volume	off	off
35	Fx	CSPACE	3	Off	Hall1	Chorus1	Hall1	ChorusSend	off	Volume	off	off
36	Fx	Eerie	2	Off	Plate	Chorus1	Celeste1	RevChoSend	FEGDcyTime	FEGDcyTime	FEGAtkTime	FEGAtkTime
37	Fx	Ambient	1	Off	Hall1	Chorus1	Flanger3	RevChoSend	FEGAtkTime	FEGDcyTime	off	off
38	Fx	Morning	2	Off	Hall1	Chorus1	Celeste1	ChorusSend	Volume	Volume	off	off
39	Fx	CSphere	3	Off	Hall1	Chorus1	Celeste1	ChorusSend	Volume	Volume	Volume	off
40	Fx	MagicPad	4	Off	Hall1	Chorus1	Hall1	ChorusSend	Volume	Volume	Volume	Volume
41	Fx	Tintopia	2	Off/Sprit	Hall1	Chorus4	Delay LR	RevChoSend	Volume	Volume	off	off
42	Fx	FlowrArp	1	On	Hall1	Celeste2	Delay LR	ArpgTempo	ChorusSend	off	off	off
43	Fx	K.Scope	3	On	Hall1	Chorus1	Auto Wah	ArpgTempo	NoteShift	off	off	off
44	Fx	Omnivor	2	Off	Hall1	Flanger1	Phaser1	LFOSpeed	LFOAMod	LFOAMod	off	off
45	Fx	Omnivor	4	Off	Hall1	Chorus1	Phaser1	Volume	RevChoSend	Volume	Volume	Volume
46	Fx	Wheeleez	3	Off	Hall1	Chorus1	Flanger1	ChorusSend	Volume	Volume	Volume	off
47	Ba	Bassline	1	Off	Hall1	Celeste2	2Band EQ	FEGDcyTime	ChorusSend	off	off	off
48	Ba	Basslin2	2	Off	Hall1	Celeste1	2Band EQ	PortaTime	FEGAtkTime	AEGDcyTime	off	off
49	Ba	Super	2	Off	Hall1	Chorus1	2Band EQ	RevChoSend	FEGDcyTime	FEGSusLvl	FEGDcyTime	FEGSusLvl
50	Ba	Unison	3	Off/Sprit	Room1	Chorus1	Celeste1	FEGDcyTime	FEGAtkTime	FEGAtkTime	off	off
51	Ba	SQ-Bass	2	Off	Room1	Celeste1	2Band EQ	FEGDcyTime	FEGAtkTime	off	off	off
52	Ba	80sSynBs	4	Off	Room1	Chorus4	2Band EQ	FEGDcyTime	FEGSusLvl	FEGSusLvl	FEGSusLvl	FEGSusLvl
53	Ba	Pulsbass	2	Off	Hall1	Chorus1	3Band EQ	FEGDcyTime	off	Volume	off	off
54	Ba	Saw Bass	2	Off	Hall1	Chorus1	3Band EQ	FEGDcyTime	off	Volume	off	off
55	Ba	Fish 303	1	Off	Hall1	Chorus1	2Band EQ	ChorusSend	FEGAtkTime	off	off	off
56	Ba	SawnOff	2	Off	Hall1	Chorus4	3Band EQ	ChorusSend	FEGDcyTime	FEGDcyTime	FEGSusLvl	FEGSusLvl
57	Ba	CS 01	2	Off	Hall1	Celeste3	2Band EQ	ChorusSend	FEGAtkTime	FEGAtkTime	FEGSusLvl	FEGSusLvl
58	Ba	Mogue	2	Off	Plate	Chorus1	2Band EQ	RevChoSend	FEGDcyTime	FEGDcyTime	FEGSusLvl	FEGSusLvl
59	Ba	LeeDa	3	Off	Effect Off	Celeste2	Symphonic	ChorusSend	FEGSusLvl	AEGDcyTime	FEGSusLvl	Volume
60	Ba	Howler	3	Off	Effect Off	Celeste2	Rotary SP	ChorusSend	AEGAtkTime	FEGSusLvl	FEGAtkTime	AEGDcyTime
61	Ba	KickBass	3	Off	Room1	Chorus1	2Band EQ	FEGDcyTime	FEGSusLvl	FEGSusLvl	off	off
62	Ba	Sub	2	Off	Hall1	Chorus1	2Band EQ	PortaTime	FEGDcyTime	FEGDcyTime	off	off
63	Ld	Wasp	2	Off/Sprit	Effect Off	Flanger1	Auto Wah	FEGDcyTime	ChorusSend	FEGSusLvl	FEGSusLvl	off
64	Ld	E - n o	2	Off	Hall1	Chorus1	Flanger1	RevChoSend	Volume	Volume	AEGDcyTime	FEGAtkTime

Preset Performance List

No.	Cat.	Perf Name	Layers	Arpeggiator	Effect			Knob Assign				
					Reverb type	Chorus type	Variation type	Assign 1(Knob3)	Assign 2(Knob6-1)	Assign 2(Knob6-2)	Assign 2(Knob6-3)	Assign 2(Knob6-4)
65	Ld	Fifths	2	Off/Sprit	Hall1	Chorus1	Echo	PortaTime	FEGDcyTime	FEGDcyTime	off	off
66	Ld	TalkBox	3	Off/Sprit	Hall1	Chorus4	Phaser1	RevChoSend	FEGAtkTime	FEGAtkTime	FEGAtkTime	off
67	Ld	Microdot	1	Off/Sprit	Hall1	Chorus1	Phaser1	ReverbSend	FEGSusLvl	FEGDcyTime	AEGDcyTime	AEGSusLvl
68	Ld	Old Mini	2	Off/Sprit	Hall1	Celeste4	CrossDelay	FEGDcyTime	FEGAtkTime	FEGAtkTime	off	off
69	Ld	NuSync	2	Off	Hall1	Flanger1	2Band EQ	ReverbSend	FEGAtkTime	FEGAtkTime	off	off
70	Ld	Clanger	2	Off/Sprit	Hall1	Chorus1	CrossDelay	PortaTime	FEGDcyTime	FEGDcyTime	off	off
71	Ld	Old Reso	2	Off/Sprit	Hall1	Celeste4	Delay LR	FEGDcyTime	FEGAtkTime	FEGAtkTime	off	off
72	Ld	Sync	1	Off/Sprit	Hall1	Flanger1	CrossDelay	VariCntrl	Pitch	off	off	off
73	Ld	Croma	2	Off/Sprit	Stage1	Celeste4	Flanger1	ChorusSend	Volume	Volume	off	off
74	Ld	Big'm Up	4	Off	Hall1	Chorus1	Thru	ChorusSend	ReverbSend	ReverbSend	ReverbSend	ReverbSend
75	Ld	Human	2	Off	Hall1	Chorus1	Phaser1	ChorusSend	Pan	Pan	ChorusSend	ChorusSend
76	Ld	Big Bob	2	Off	Hall1	Celeste4	Flanger1	PortaTime	FEGSusLvl	FEGSusLvl	AEGSusLvl	AEGSusLvl
77	Gt	Firestar	2	Off/Sprit	Hall1	Flanger1	G.Amp Sim	ChorusSend	Pitch	AEGDcyTime	Pitch	off
78	Gt	Sevilla	2	Off	Hall1	Chorus1	2Band EQ	ReverbSend	AEGDcyTime	AEGSusLvl	FEGDcyTime	AEGSusLvl
79	Pf	CP80	1	Off	Room1	Chorus4	3Band EQ	ReverbSend	FEGAtkTime	FEGDcyTime	FEGSusLvl	ChorusSend
80	Pf	Woolitz1	2	Off/Sprit	WhiteRoom	Flanger1	3Band EQ	LFOAMod	Volume	Volume	off	off
81	Pf	Tina	2	Off/Sprit	Stage1	Celeste4	2Band EQ	LFOFMod	off	Volume	off	off
82	Pf	DX-Class	1	Off/Sprit	Hall1	Chorus1	3Band EQ	ChorusSend	AEGDcyTime	off	off	off
83	Pf	AmbiEp	2	Off	Hall1	Chorus1	Celeste1	ReverbSend	FEGSusLvl	FEGSusLvl	FEGDcyTime	FEGDcyTime
84	Pf	HipRodes	3	Off/Sprit	Hall1	Chorus1	Auto Pan	ReverbSend	Detune	off	Detune	off
85	Pf	Hard	2	Off	Hall1	Celeste1	2Band EQ	ReverbSend	AEGDcyTime	AEGDcyTime	FEGDcyTime	FEGSusLvl
86	Cp	Bell End	4	Off	Hall1	Chorus1	Symphonic	RevChoSend	Volume	Volume	Volume	Volume
87	Or	Compact	2	Off	Hall1	Chorus1	Rotary SP	ReverbSend	Volume	Volume	off	off
88	Or	Ensemble	2	Off	Hall1	Chorus1	Symphonic	ReverbSend	Volume	Volume	off	off
89	Or	Gospel	2	Off	Hall1	Chorus1	Rotary SP	ReverbSend	Volume	Volume	off	off
90	Or	Drawbars	4	Off	Hall1	Chorus1	Rotary SP	VariCntrl	Volume	Volume	Volume	Volume
91	Or	MissU	2	Off	Hall1	Chorus1	Flanger2	ChorusSend	Volume	Volume	off	off
92	Or	GlasOrgn	3	Off	Hall1	Celeste4	Rotary SP	Pan	Volume	Volume	Volume	off
93	Pd	Angel St	3	Off/Sprit	Hall1	Celeste4	2Band EQ	ChorusSend	Volume	Volume	off	off
94	Pd	IceField	3	Off/Sprit	Hall1	Chorus4	Delay LR	RevChoSend	Cutoff	off	off	off
95	Pd	Memory	3	Off	Hall1	Chorus1	Symphonic	AEGDcyTime	off	FEGRelTime	FEGRelTime	FEGRelTime
96	Pd	SickWave	3	Off	Hall1	Chorus1	Flanger2	RevChoSend	Pitch	AEGDcyTime	FEGSusLvl	off
97	Pd	Sprite	3	Off/Sprit	Hall1	Chorus1	Phaser1	VariCntrl	Volume	Volume	ChorusSend	ReverbSend
98	Pd	Trance	2	Off	Hall1	Chorus1	Phaser1	ChorusSend	Volume	Volume	off	off
99	Pd	White	2	Off/Sprit	Hall1	Celeste1	CrossDelay	RevChoSend	FEGAtkTime	FEGDcyTime	off	off
100	Pd	AirClass	2	Off/Sprit	Stage1	Celeste4	Flanger1	LFOAMod	Volume	Volume	off	off
101	Pd	Carpet	3	Off/Sprit	Hall1	Effect Off	Delay LCR	FEGSusLvl	Detune	Detune	AEGAtkTime	off
102	St	Detroit	2	Off	Hall1	Flanger3	Delay LCR	VariCntrl	ChorusSend	ChorusSend	off	off
103	St	Baroque	3	Off/Sprit	Room3	Chorus1	2Band EQ	ReverbSend	Detune	Detune	Volume	ReverbSend
104	St	Octavia	3	Off	Hall1	Chorus1	Early Ref1	ChorusSend	Volume	Volume	Volume	off
105	St	Jupiter	4	Off	Hall1	Chorus1	2Band EQ	ChorusSend	LFOPMod	LFOPMod	LFOPMod	LFOPMod
106	St	Strawman	2	Off	Hall1	Chorus1	Symphonic	ChorusSend	NoteShift	off	off	off
107	St	Strynx	3	Off	Hall1	Chorus1	Chorus4	ChorusSend	Volume	Volume	Volume	off
108	Br	Jump	2	Off	Hall1	Chorus1	Delay LCR	VariCntrl	NoteShift	off	off	off
109	Br	Bronze	2	Off	Hall1	Chorus1	3Band EQ	ChorusSend	FEGAtkTime	FEGAtkTime	off	off
110	Br	Xpander	2	Off	Hall1	Chorus1	2Band EQ	ChorusSend	FEGAtkTime	FEGAtkTime	off	off
111	Br	HansUp	4	Off/Sprit	Hall2	Chorus4	Delay LR	VariCntrl	ReverbSend	ReverbSend	ReverbSend	ReverbSend
112	Br	Prophy	4	Off	Hall1	Chorus1	2Band EQ	ReverbSend	ChorusSend	ChorusSend	ChorusSend	ChorusSend
113	Br	Matrix	4	Off	Hall1	Chorus1	2Band EQ	ReverbSend	ChorusSend	ChorusSend	ChorusSend	ChorusSend
114	Se	Union	1	On	Hall1	Chorus1	Celeste2	PortaTime	AEGDcyTime	AEGSusLvl	FEGDcyTime	FEGSusLvl
115	Se	Vulcan	2	On	Hall1	Chorus1	Auto Wah	VariCntrl	ReverbSend	ReverbSend	ChorusSend	ChorusSend
116	Se	WStation	3	Off	Tunnel	Chorus4	Delay LCR	Pan	Volume	Volume	Cutoff	off
117	Se	Ghost	4	Off	Tunnel	Celeste2	Symphonic	Pitch	PEGInitLvl	PEGInitLvl	PEGInitLvl	PEGInitLvl
118	Vo	Choir	2	Off	Hall1	Chorus1	Hall1	ChorusSend	Volume	Volume	off	off
119	Vo	Fragile	2	Off	Basement	Chorus4	2Band EQ	RevChoSend	FEGDcyTime	FEGDcyTime	FEGSusLvl	FEGSusLvl
120	Co	Haendel	3	Off	Hall1	Chorus1	Hall1	ChorusSend	Volume	Volume	Volume	off
121	Co	WishUhea	4	Off/Sprit	Tunnel	Effect Off	Echo	LFOSpeed	FEGAtkTime	FEGAtkTime	Cutoff	Cutoff
122	Co	Transit	4	On/Sprit	Hall1	Chorus4	Auto Pan	ArpgTempo	FEGAtkTime	FEGAtkTime	off	off
123	Dr	Kit B900	4	Off	Room1	Chorus1	2Band EQ	RevChoSend	PEGInitLvl	PEGInitLvl	PEGInitLvl	PEGInitLvl
124	Dr	Kit 9o9	4	Off	Room1	Chorus1	2Band EQ	RevChoSend	PEGInitLvl	PEGInitLvl	PEGInitLvl	PEGInitLvl
125	Dr	Kit 8o8	4	Off	Room1	Chorus1	2Band EQ	RevChoSend	PEGInitLvl	PEGInitLvl	PEGInitLvl	PEGInitLvl
126	Dr	HipHop	4	Off	Room1	Chorus1	2Band EQ	RevChoSend	PEGInitLvl	PEGInitLvl	PEGInitLvl	PEGInitLvl
127	Dr	Jungly	4	Off	Room1	Chorus1	2Band EQ	RevChoSend	PEGInitLvl	PEGInitLvl	PEGInitLvl	PEGInitLvl
128	Dr	Electric	3	Off	Room1	Chorus1	2Band EQ	RevChoSend	PEGInitLvl	PEGInitLvl	PEGInitLvl	off

User Performance List

No.	Cat.	Perf Name	Layers	Arpeggiator	Effect			Knob Assign				
					Reverb type	Chorus type	Variation type	Assign 1(Knob3)	Assign 2(Knob6-1)	Assign 2(Knob6-2)	Assign 2(Knob6-3)	Assign 2(Knob6-4)
1	Dr	um Trax2	1	On	Basement	Flanger1	2Band EQ	ArpgTempo	LFOFMod	LFOAMod	off	off
2	Sq	Pan Seq	2	On	Hall1	Chorus1	Auto Wah	FEGDcyTime	Volume	Volume	off	off
3	Sq	MC-Line1	1	On	Basement	Flanger2	CrossDelay	ArpgTempo	LFOFMod	LFOAMod	off	off
4	Sq	MC-Line2	2	On	WhiteRoom	Chorus2	Delay LR	ArpgTempo	Volume	Volume	off	off
5	Sq	Superarp	4	On	Hall1	Chorus1	Delay LCR	AEGDcyTime	ChorusSend	ChorusSend	ChorusSend	ChorusSend
6	Sq	uidgy 1	1	On	Room2	Chorus1	2Band EQ	ArpgType	Pitch	Resonance	Cutoff	LFOSpeed
7	Sq	uidgy 2	1	On	Room2	Chorus1	2Band EQ	PortaTime	Pitch	Resonance	Cutoff	LFOSpeed
8	Sq	HardOn	4	On	Hall1	Chorus1	Auto Wah	AEGDcyTime	Volume	Volume	Volume	Volume
9	Sq	Platypus	2	On	Plate	Celeste2	Delay LR	AEGDcyTime	ChorusSend	Pitch	off	off
10	Sq	Cyborg	2	Off	Hall1	Chorus1	Delay LR	VariCntrl	LFOFMod	LFOFMod	FEGDcyTime	FEGDcyTime
11	Sq	uelchy	2	On	Hall1	Celeste2	Delay LR	ArpgType	ChorusSend	Pitch	AEGDcyTime	AEGDcyTime
12	Sq	uenza 1	1	On	Hall1	Chorus1	Auto Pan	FEGDcyTime	ChorusSend	off	off	off
13	Sq	uenza 2	2	On	Hall1	Chorus1	3Band EQ	ChorusSend	FEGDcyTime	FEGDcyTime	off	off
14	Sq	Erased	2	On	Hall1	Chorus1	Flanger1	ChorusSend	off	AEGDcyTime	AEGDcyTime	off
15	Sq	uare Dig	2	On	Hall1	Chorus1	Phaser1	FEGAtkTime	Volume	Volume	off	off
16	Sq	Pulse	1	On	Hall1	Chorus1	Symphonic	FEGDcyTime	ChorusSend	off	off	off
17	Co	Ethno	4	On	Room1	Chorus1	2Band EQ	ArpgTempo	LFOSpeed	LFOAMod	NoteShift	NoteShift
18	Fx	CofiFilt	1	Off/Sprit	Hall1	Chorus1	Flanger2	LFOSpeed	FEGAtkTime	ChorusSend	off	off
19	Sq	SparkRun	2	On	Stage1	Flanger1	CrossDelay	VariCntrl	Volume	Volume	off	off
20	Fx	SinCrony	4	Off	Effect Off	Flanger1	Delay LR	LFOSpeed	FEGDcyTime	FEGDcyTime	FEGDcyTime	FEGDcyTime
21	Fx	SweepRun	2	On	Effect Off	Flanger1	CrossDelay	VariCntrl	LFOAMod	LFOAMod	LFOFMod	LFOFMod
22	Fx	Break It	2	On	Hall1	Chorus2	Phaser1	ArpgTempo	LFOAMod	LFOAMod	LFOFMod	LFOFMod
23	Sc	Syndiem	3	On	Hall1	Chorus1	Celeste1	ChorusSend	off	Volume	off	off
24	Sc	TranCS	4	Off	Hall1	Celeste1	Phaser1	FEGDcyTime	Volume	Volume	Volume	Volume
25	Sc	Source	4	Off	Hall1	Chorus1	3Band EQ	FEGAtkTime	Volume	Volume	Volume	Volume
26	Sc	ary	4	Off	Hall1	Chorus1	Thru	ChorusSend	ReverbSend	ReverbSend	ReverbSend	ReverbSend
27	Sc	EurRail	2	Off	Hall1	Chorus1	Flanger2	ReverbSend	FEGAtkTime	Volume	off	off
28	Sc	Owa Owa	2	Off	Hall1	Chorus1	Phaser1	RevChoSend	FEGDcyTime	Resonance	AEGDcyTime	AEGSusLvl
29	Sc	Xrayz	2	Off	Hall1	Chorus1	Auto Wah	VariCntrl	Volume	AEGDcyTime	LFOSpeed	off
30	Pd	ResoCat	1	Off/Sprit	Hall1	Celeste4	Delay LR	FEGAtkTime	LFOFMod	off	off	off
31	Sc	Glassy	3	On	Hall1	Chorus1	Celeste1	AEGDcyTime	Volume	Volume	Volume	off
32	Sc	Synchord	4	Off	Hall1	Chorus1	CrossDelay	AEGDcyTime	Volume	Volume	Volume	Volume
33	Sc	C-Hook	2	Off	Hall1	Chorus1	2Band EQ	PortaTime	ChorusSend	ChorusSend	off	off
34	Sc	raper	1	Off	Hall1	Chorus1	3Band EQ	RevChoSend	PEGAtkTime	off	off	off
35	Sc	Stab	2	Off	Hall1	Chorus1	3Band EQ	Pan	ChorusSend	ChorusSend	off	off
36	Sc	MoonBass	2	Off	Hall1	Celeste3	Auto Wah	VariCntrl	LFOSpeed	off	off	off
37	Ld	UniLead	2	Off/Sprit	Hall1	Chorus1	Celeste2	PortaTime	Volume	Volume	AEGDcyTime	off
38	Ld	4Poles	3	Off	Effect Off	Celeste2	Flanger1	ChorusSend	Pitch	FEGSusLvl	off	off
39	Ld	Cream	1	Off	Hall1	Chorus1	Delay LR	VariCntrl	ChorusSend	FEGAtkTime	off	off
40	Ld	Zap Lead	2	Off/Sprit	Basement	Flanger1	G.Amp Sim	ChorusSend	Volume	Volume	off	off
41	Ld	The Hook	3	Off	Hall1	Chorus1	Delay LR	VariCntrl	Volume	Volume	Volume	Volume
42	Ld	Triangle	2	On	Hall1	Chorus1	CrossDelay	PortaTime	FEGSusLvl	FEGSusLvl	off	off
43	Ld	Fuji	3	Off	Hall1	Chorus1	Delay LCR	VariCntrl	FEGDcyTime	FEGDcyTime	FEGSusLvl	FEGSusLvl
44	Ld	MegaHook	4	Off	Hall1	Chorus1	CrossDelay	VariCntrl	FEGSusLvl	FEGSusLvl	FEGSusLvl	FEGSusLvl
45	Ld	Mondo	2	Off/Sprit	Hall1	Chorus1	Flanger3	ChorusSend	FEGDcyTime	FEGDcyTime	FEGSusLvl	FEGSusLvl
46	Ld	Marion	3	Off/Sprit	Hall1	Chorus1	Phaser1	ChorusSend	FEGSusLvl	FEGDcyTime	FEGDcyTime	Pitch
47	Ld	Seminal	3	Off/Sprit	Hall1	Chorus1	Auto Wah	ChoToRev	Pitch	AEGDcyTime	Pan	off
48	Ld	Pure Sin	2	Off	Hall1	Chorus1	Delay LCR	VariCntrl	ReverbSend	ReverbSend	off	off
49	Ld	Vollfett	2	Off	Hall1	Chorus1	Delay LR	ChorusSend	Volume	Volume	off	off
50	Ld	Empha	1	Off/Sprit	Hall1	Celeste3	Delay LR	Pitch	LFOFMod	LFOAMod	off	off
51	Ba	Fashions	2	Off	Hall1	Chorus1	Flanger2	ChorusSend	Detune	ReverbSend	PEGInitLvl	FEGAtkTime
52	Ba	Relaxer	1	Off	Hall1	Chorus1	Rotary SP	FEGDcyTime	AEGDcyTime	ChorusSend	off	off
53	Ba	ss Wire	2	Off	Effect Off	Celeste2	Phaser1	ChorusSend	FEGAtkTime	FEGSusLvl	AEGDcyTime	off
54	Ba	Wound	1	Off/Sprit	Basement	Chorus4	Flanger1	PortaTime	LFOFMod	off	off	off
55	Ba	Fridge	2	On	Basement	Flanger1	Delay LR	RevChoSend	LFOAMod	LFOAMod	LFOFMod	LFOFMod
56	Ba	ss Sine	2	Off	WhiteRoom	Flanger1	2Band EQ	ReverbSend	LFOAMod	LFOAMod	off	off
57	Ba	Saw 1	1	Off/Sprit	Hall1	Chorus1	3Band EQ	PortaTime	FEGDcyTime	FEGSusLvl	off	off
58	Ba	Saw 2	1	Off/Sprit	Hall1	Chorus1	2Band EQ	RevChoSend	FEGDcyTime	FEGSusLvl	AEGSusLvl	AEGDcyTime
59	Ba	Pulse25	1	Off	Hall1	Chorus1	3Band EQ	RevChoSend	FEGSusLvl	FEGDcyTime	AEGDcyTime	AEGSusLvl
60	Ba	Fuzzline	1	Off	Hall1	Celeste1	Distortion	VariCntrl	ChorusSend	off	off	off
61	Ba	llistic	2	Off	Hall1	Chorus1	3Band EQ	ChorusSend	Volume	Volume	Volume	Volume
62	Ba	303 Wave	1	Off	Hall1	Chorus1	2Band EQ	ChorusSend	FEGSusLvl	off	off	off
63	Ba	Howitzer	1	Off	Hall1	Chorus1	G.Amp Sim	ChorusSend	FEGDcyTime	FEGSusLvl	PEGAtkLvl	AEGDcyTime
64	Ba	Polarize	2	Off	Effect Off	Flanger1	Flanger3	ChorusSend	AEGDcyTime	AEGAtkTime	Pitch	FEGSusLvl

User Performance List

No.	Cat.	Perf Name	Layers	Arpeggiator	Effect			Knob Assign				
					Reverb type	Chorus type	Variation type	Assign 1(Knob3)	Assign 2(Knob6-1)	Assign 2(Knob6-2)	Assign 2(Knob6-3)	Assign 2(Knob6-4)
65	P f	70'sClav	2	Off	Room3	Chorus1	3Band EQ	ChorusSend	VelSnsDpth	Resonance	off	off
66	P f	Woolitz2	2	Off/Spr	Stage1	Flanger1	G.Amp Sim	LFOAMod	Volume	Volume	off	off
67	P f	DynaRose	3	Off	Hall1	Celeste1	Thru	ChorusSend	LFOAMod	LFOAMod	LFOAMod	Volume
68	P f	Major 7	4	Off/Spr	Hall1	Chorus1	2Band EQ	AEGDcyTime	Volume	Volume	Volume	Volume
69	P f	SweetFen	3	Off/Spr	Hall1	Chorus1	2Band EQ	ChorusSend	AEGDcyTime	AEGDcyTime	AEGDcyTime	off
70	Cp	Xylodyne	2	Off/Spr	Hall1	Chorus1	Delay LCR	VariCntrl	Volume	Volume	off	off
71	Or	ganMetal	4	Off	Room1	Chorus4	Rotary SP	ReverbSend	FEGSusLvl	FEGSusLvl	FEGSusLvl	FEGSusLvl
72	Or	YC45D	2	Off/Spr	Room1	Chorus1	G.Amp Sim	ChorusSend	Volume	Volume	off	off
73	Or	Door	2	Off	Hall1	Chorus1	2Band EQ	ReverbSend	Volume	Volume	Cutoff	off
74	Or	gan Perc	4	Off	Hall1	Chorus1	Rotary SP	VariCntrl	Volume	Volume	Volume	off
75	Or	gan Rave	3	Off	Hall1	Chorus1	3Band EQ	ChorusSend	Volume	Volume	Volume	off
76	Or	Celluli	2	Off	Plate	Chorus1	Rotary SP	ReverbSend	Volume	Volume	ChorusSend	ChorusSend
77	Gt	Tele	2	Off	Hall1	Chorus1	G.Amp Sim	ReverbSend	Volume	Volume	off	off
78	Gt	EzaGeeza	2	Off	Hall1	Chorus1	G.Amp Sim	ChorusSend	Pitch	ReverbSend	AEGDcyTime	off
79	Br	Obie	1	Off	Hall1	Celeste3	Chorus4	ReverbSend	FEGSusLvl	FEGDcyTime	off	off
80	Br	Cross	4	Off/Spr	Hall1	Chorus1	Delay LCR	VariCntrl	Pitch	ChorusSend	ChorusSend	ChorusSend
81	Br	ass Tek	2	Off/Spr	Hall1	Chorus1	2Band EQ	RevChoSend	FEGSusLvl	FEGSusLvl	off	off
82	Br	assHouse	3	Off	Hall1	Chorus1	2Band EQ	RevChoSend	Volume	Volume	Volume	off
83	Br	ass Fase	2	Off/Spr	Hall1	Chorus4	Phaser1	FEGDcyTime	FEGAtkTime	FEGAtkTime	off	off
84	St	Sweepstr	3	Off	Hall1	Chorus1	Symphonic	ChorusSend	Cutoff	Volume	Cutoff	Resonance
85	St	Vintage	1	Off	Hall1	Chorus1	Chorus3	ChorusSend	Pan	off	off	off
86	St	Strngpad	2	Off	Hall1	Chorus1	2Band EQ	RevChoSend	NoteShift	off	off	off
87	St	Bartok	2	Off	Hall1	Chorus1	Early Ref1	ChorusSend	ReverbSend	ReverbSend	off	off
88	St	Vienna	2	Off	Hall1	Chorus1	Stage2	RevChoSend	Detune	Detune	off	off
89	St	Filta Fe	1	Off	Hall1	Chorus1	Symphonic	RevChoSend	Resonance	FEGAtkTime	AEGAtkTime	FEGDcyTime
90	Pd	MilkyWay	3	Off/Spr	Hall1	Chorus1	Hall1	ChorusSend	Volume	Volume	Volume	off
91	Pd	SlvrThaw	2	Off/Spr	Hall1	Chorus1	Symphonic	LFOAMod	Volume	Volume	off	off
92	Pd	Solinal	3	Off	Hall1	Chorus1	Phaser1	VariCntrl	Pitch	Pitch	Volume	Volume
93	Pd	Spooks	2	Off/Spr	Hall1	Chorus1	Phaser2	RevChoSend	AEGDcyTime	Pitch	off	off
94	Pd	Swell	2	Off	Hall1	Chorus1	Chorus1	ChorusSend	FEGAtkTime	FEGAtkTime	off	off
95	Pd	VS-Pad	2	Off	Hall1	Chorus1	Symphonic	ChorusSend	Volume	Volume	off	off
96	Pd	Amber	1	Off/Spr	Hall1	Celeste2	Delay LR	RevChoSend	FEGAtkTime	FEGSusLvl	FEGRelTime	off
97	Pd	Aurora	3	Off	Hall1	Chorus1	Phaser1	RevChoSend	Volume	Volume	Volume	Detune
98	Pd	Crystal	3	Off	Hall1	Chorus1	Delay LR	RevChoSend	Volume	Volume	Volume	AEGDcyTime
99	Pd	Haze	2	Off	Hall1	Flanger3	Delay LR	ChorusSend	LFOFMod	LFOFMod	Detune	Detune
100	Pd	FSOTokyo	2	Off	Hall1	Chorus1	Celeste3	RevChoSend	FEGDcyTime	FEGSusLvl	FEGRelTime	Volume
101	Fx	Tribal	3	Off	Hall1	Chorus1	Over Drive	FEGDcyTime	Volume	Volume	off	off
102	Fx	Plankton	1	Off	Hall1	Chorus1	Auto Wah	VariCntrl	ChorusSend	off	off	off
103	Fx	Ryza	3	Off	Hall1	Chorus1	Celeste2	RevChoSend	ChorusSend	AEGAtkTime	FEGSusLvl	Resonance
104	Fx	Gaia 99	4	Off	Tunnel	Chorus4	3Band EQ	RevChoSend	Pitch	Volume	Resonance	Volume
105	Fx	Lights	3	Off	Hall1	Chorus1	Delay LR	VariCntrl	Volume	off	off	off
106	Fx	M o r f	3	Off	Hall1	Chorus1	CrossDelay	RevChoSend	Volume	AEGAtkTime	AEGAtkTime	off
107	Fx	QSpaces	4	Off	Hall1	Chorus1	Hall1	ChorusSend	off	off	off	off
108	Fx	WatrToy	3	Off/Spr	Stage2	Celeste1	Auto Pan	RevChoSend	Volume	Volume	LFOAMod	off
109	Fx	Galaxy	2	Off	Hall1	Chorus4	Delay LR	RevChoSend	Volume	Volume	off	off
110	Fx	Trigger	1	Off	Hall1	Chorus1	3Band EQ	Pitch	ChorusSend	LFOFMod	off	off
111	Fx	Resolve	2	Off/Spr	Hall1	Chorus1	CrossDelay	RevChoSend	FEGAtkTime	FEGAtkTime	FEGDcyTime	FEGDcyTime
112	Et	Santur	3	Off	Hall1	Chorus1	2Band EQ	RevChoSend	Volume	Volume	Volume	off
113	Se	Plasma	2	On	WhiteRoom	Flanger2	CrossDelay	Pitch	LFOAMod	LFOAMod	off	off
114	Se	Lunar	4	Off/Spr	Tunnel	Chorus4	CrossDelay	Pan	Volume	Volume	Volume	Volume
115	Se	ArpDrops	2	On	Tunnel	Chorus4	Delay LCR	ArpgTempo	NoteShift	off	off	off
116	Se	HybriFlt	3	Off	Hall1	Celeste4	Delay LR	FEGDcyTime	FEGAtkTime	FEGAtkTime	FEGAtkTime	off
117	Se	BeatPhil	2	On	WhiteRoom	Flanger2	2Band EQ	ArpgType	ReverbSend	ReverbSend	ChorusSend	ChorusSend
118	Se	Organix	3	Off	Hall1	Chorus1	Delay LCR	VariCntrl	off	Volume	Volume	Volume
119	Se	Variant	2	Off/Spr	Hall1	Chorus1	Flanger2	LFOFMod	LFOSpeed	LFOSpeed	AEGDcyTime	AEGDcyTime
120	Se	SkyDemon	2	Off/Spr	Hall1	Flanger3	Delay LR	LFOSpeed	Volume	Volume	off	off
121	Vo	oo Dooo	4	Off/Spr	Hall1	Chorus1	2Band EQ	ReverbSend	Volume	Volume	Pitch	ChorusSend
122	Vo	xo Mono	4	Off	Hall1	Chorus1	Delay LR	VariCntrl	ReverbSend	ReverbSend	ReverbSend	ReverbSend
123	Vo	Tehillim	2	On	Plate	Chorus4	Delay LR	VariCntrl	FEGDcyTime	FEGDcyTime	off	off
124	Co	EthnoSpl	4	On/Spr	Tunnel	Chorus4	CrossDelay	ArpgTempo	off	off	AEGAtkTime	AEGAtkTime
125	Co	ld Hitz	4	Off/Spr	Hall1	Flanger1	Room1	ChorusSend	off	Pitch	Pitch	Pitch
126	Co	ShamSitr	4	Off	Hall1	Chorus1	CrossDelay	RevChoSend	LFOSpeed	LFOSpeed	LFOSpeed	Volume
127	Co	Dist Kik	3	Off	Hall1	Chorus1	Distortion	VariCntrl	Resonance	Cutoff	FEGSusLvl	FEGDcyTime
128	Co	EuroKit	4	Off	Hall1	Chorus1	2Band EQ	ChoToRev	off	Cutoff	FEGDcyTime	Volume

XG Normal Voice List(Bank 72 ~ 101, SFX)

Bank Select MSB=000, LSB=Bank Number

Same as Bank 0

Bank Select MSB=064, LSB=000

No Sound

Table with columns: Instrument Group, Pgm #, Bank 0, EL, Bank 72, EL, Bank 96, EL, Bank 97, EL, Bank 98, EL, Bank 99, EL, Bank 100, EL, Bank 101, EL. Lists instruments like Piano, Chromatic Percussion, Organ, Guitar, Bass, Strings, Ensemble, Brass, Reed, Pipe, Synth Lead, Synth Pad, Synth Effects, Ethnic, Percussive, and Sound Effects across 128 programs.

Table with columns: SFX, Pgm #, Bank 102, EL. Lists sound effects like CuttingNz, Str Slap, Rain, Thunder, Wind, Stream, Bubble, Feed, Dog, Horse, Bird, Ghost, Maou, CarEngin, Car Stop, Car Pass, Car Crash, Siren, Train, Jetplane, Starship, Burst, Coaster, Sbmarine, Laughing, Scream, Punch, Heart, FootStep, LaserGun, Xplasion, FireWork.

Voices for Performances(Bank PRE 0 ~ 11)

No Sound

Preset Performance				User Performance							Additions							
MSB->				63(3F)							63(3F)							
LSB->				63(3F)							63(3F)							
Pre00				Pre04							Pre08							
Pre01				Pre05							Pre09							
Pre02				Pre06							Pre10							
Pre03				Pre07							Pre11							
PGMM	Ca	VoiceName	Ca	VoiceName	Ca	VoiceName	Ca	VoiceName	Ca	VoiceName	Ca	VoiceName	Ca	VoiceName	Ca	VoiceName	Ca	VoiceName
1	Dr	umTrx1 A																
2	Sq	Sn*Arp A	Sq	Sn*Arp B														
3	Sq	Kirmes A	Sq	Kirmes B	Sq	Kirmes C												
4	Sq	Clasic A	Sq	Clasic B														
5	Sq	Seqnza A																
6	Sq	RytFld A	Sq	RytFld B														
7	Sq	B-Luva A	Sq	B-Luva B														
8	Sq	ObieSq A	Sq	ObieSq B														
9	Sq	Strobe A	Sq	Strobe B														
10	Sq	Fly A																
11	Sq	Vivldi A	Sq	Vivldi B														
12	Sq	Dorian A	Sq	Dorian B														
13	Sc	Rezine A	Sc	Rezine B	Sc	Rezine C	Sc	Rezine D										
14	Sc	Todd A	Sc	Todd B														
15	Sc	Thick A																
16	Sc	Thin A	Sc	Thin B	Sc	Thin C	Sc	Thin D										
17	Sc	CutGls A	Sc	CutGls B														
18	Sc	Unvrse A																
19	Sc	Crispy A	Sc	Crispy B														
20	Sc	FatAne A																
21	Sc	Brassy A																
22	Sc	TheWrksA	Sc	TheWrksB														
23	Sc	PlsMod6A	Sc	PlsMod6B	Sc	PlsMod6C	Sc	PlsMod6D										
24	Sc	Minora A	Sc	Minora B	Sc	Minora C												
25	Sc	NbleQ A	Sc	NbleQ B	Sc	NbleQ C												
26	Sc	TexSas A	Sc	TexSas B	Sc	TexSas C	Sc	TexSas D										
27	Sc	Quadra A	Sc	Quadra B														
28	Sc	DstArp A	Sc	DstArp B														
29	Sc	Digitz A	Sc	Digitz B														
30	Sc	Odysey A	Sc	Odysey B	Sc	Odysey C	Sc	Odysey D										
31	Sc	Doves A																
32	Fx	Airy A	Fx	Airy B	Fx	Airy C	Fx	Airy D										
33	Fx	Pardse A	Fx	Pardse B	Fx	Pardse C												
34	Fx	Indies A	Fx	Indies B														
35	Fx	Cspace A	Fx	Cspace B	Fx	Cspace C												
36	Fx	Eerie A	Fx	Eerie B														
37	Fx	Ambint A																
38	Fx	Mornng A	Fx	Mornng B														
39	Fx	CSphre A	Fx	CSphre B	Fx	CSphre C												
40	Fx	MagcPd A	Fx	MagcPd B	Fx	MagcPd C	Fx	MagcPd D										
41	Fx	Tintpa A	Fx	Tintpa B														
42	Fx	FlwrArpA																
43	Fx	K.Scpe A	Fx	K.Scpe B	Fx	K.Scpe C												
44	Fx	Orient A	Fx	Orient B														
45	Fx	Omnivr A	Fx	Omnivr B	Fx	Omnivr C	Fx	Omnivr D										
46	Fx	Whelez A	Fx	Whelez B	Fx	Whelez C												
47	Ba	Basine A																
48	Ba	Basin2 A	Ba	Basin2 B														
49	Ba	Super A	Ba	Super B														
50	Ba	Unison A	Ba	Unison B	Ba	Unison C												
51	Ba	SQ-Bas A	Ba	SQ-Bas B														
52	Ba	80sSynBA	Ba	80sSynBB	Ba	80sSynBC	Ba	80sSynBD										
53	Ba	Pulsbs A	Ba	Pulsbs B														
54	Ba	SawBas A	Ba	SawBas B														
55	Ba	Fsh303 A																
56	Ba	SawnOf A	Ba	SawnOf B														
57	Ba	CS 01 A	Ba	CS 01 B														
58	Ba	Moque A	Ba	Moque B														
59	Ba	LeeDa A	Ba	LeeDa B	Ba	LeeDa C												
60	Ba	Howler A	Ba	Howler B	Ba	Howler C												
61	Ba	KickBs A	Ba	KickBs B	Ba	KickBs C												
62	Ba	Sub A	Ba	Sub B														
63	Ld	Wasp A	Ld	Wasp B														
64	Ld	E-no A	Ld	E-no B														

The voice numbers 1 through 128 categorized in "Preset Performance" correspond to the voices used to configure the Preset Performances 1 through 128, respectively.
 The voice numbers 1 through 128 categorized in "User Performance" correspond to the voices used to configure the User Performances 1 through 128, respectively.
 The voice numbers 1 through 128 categorized in "Additions" are for your own creativity to expand your musical world.

Voices for Performances(Bank PRE 0 ~ 11)

No Sound

Preset Performance					User Performance					Additions				
MSB->	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)
LSB->	0	1	2	3	4	5	6	7	8	9	10(OA)	11(OB)		
	Pre0	Pre1	Pre02	Pre03	Pre04	Pre05	Pre06	Pre07	Pre08	Pre09	Pre10	Pre11		
PGM#	Ca	VoiceName	Ca	VoiceName	Ca	VoiceName	Ca	VoiceName	Ca	VoiceName	Ca	VoiceName	Ca	VoiceName
65	Ld	Fifths A	Ld	Fifths B										
66	Ld	TalkBx A	Ld	TalkBx B	Ld	TalkBx C								
67	Ld	Micrdt A												
68	Ld	OldMni A	Ld	OldMni B										
69	Ld	NuSync A	Ld	NuSync B										
70	Ld	Clangr A	Ld	Clangr B										
71	Ld	OldRso A	Ld	OldRso B										
72	Ld	Sync A												
73	Ld	Croma A	Ld	Croma B										
74	Ld	BgmUp A	Ld	BgmUp B	Ld	BgmUp C	Ld	BgmUp D						
75	Ld	Human A	Ld	Human B										
76	Ld	BigBob A	Ld	BigBob B										
77	Gt	Firstr A	Gt	Firstr B										
78	Gt	Sevila A	Gt	Sevila B										
79	Pf	CP80 A												
80	Pf	Woltz1 A	Pf	Woltz1 B										
81	Pf	Tina A	Pf	Tina B										
82	Pf	DX-Cls A												
83	Pf	AmbiEp A	Pf	AmbiEp B										
84	Pf	HipRds A	Pf	HipRds B	Pf	HipRds C								
85	Pf	Hard A	Pf	Hard B										
86	Cp	BelEnd A	Cp	BelEnd B	Cp	BelEnd C	Cp	BelEnd D						
87	Or	Compct A	Or	Compct B										
88	Or	EnsembleA	Or	EnsembleB										
89	Or	Gospel A	Or	Gospel B										
90	Or	Drwbrs A	Or	Drwbrs B	Or	Drwbrs C	Or	Drwbrs D						
91	Or	MissU A	Or	MissU B										
92	Or	GisOrgn A	Or	GisOrgn B	Or	GisOrgn C								
93	Pd	AnglSt A	Pd	AnglSt B	Pd	AnglSt C								
94	Pd	IceFld A	Pd	IceFld B	Pd	IceFld C								
95	Pd	Memory A	Pd	Memory B	Pd	Memory C								
96	Pd	SckWve A	Pd	SckWve B	Pd	SckWve C								
97	Pd	Sprite A	Pd	Sprite B	Pd	Sprite C								
98	Pd	Trance A	Pd	Trance B										
99	Pd	White A	Pd	White B										
100	Pd	AirCls A	Pd	AirCls B										
101	Pd	Carpet A	Pd	Carpet B	Pd	Carpet C								
102	St	Detroit A	St	Detroit B										
103	St	Baroge A	St	Baroge B	St	Baroge C								
104	St	Octava A	St	Octava B	St	Octava C								
105	St	Jupitr A	St	Jupitr B	St	Jupitr C	St	Jupitr D						
106	St	Strwmn A	St	Strwmn B										
107	St	Strynx A	St	Strynx B	St	Strynx C								
108	Br	Jump A	Br	Jump B										
109	Br	Bronze A	Br	Bronze B										
110	Br	Xpandr A	Br	Xpandr B										
111	Br	HansUp A	Br	HansUp B	Br	HansUp C	Br	HansUp D						
112	Br	Prophy A	Br	Prophy B	Br	Prophy C	Br	Prophy D						
113	Br	Matrix A	Br	Matrix B	Br	Matrix C	Br	Matrix D						
114	Se	Union A												
115	Se	Vulcan A	Se	Vulcan B										
116	Se	WStatn A	Se	WStatn B	Se	WStatn C								
117	Se	Ghost A	Se	Ghost B	Se	Ghost C	Se	Ghost D						
118	Vo	Choir A	Vo	Choir B										
119	Vo	Fragile A	Vo	Fragile B										
120	Co	Haendl A	Co	Haendl B	Co	Haendl C								
121	Co	WshUha A	Co	WshUha B	Co	WshUha C	Co	WshUha D						
122	Co	Transt A	Co	Transt B	Co	Transt C	Co	Transt D						
123	Dr	KiB900 A	Dr	KiB900 B	Dr	KiB900 C	Dr	KiB900 D						
124	Dr	Ki909 A	Dr	Ki909 B	Dr	Ki909 C	Dr	Ki909 D						
125	Dr	Ki808 A	Dr	Ki808 B	Dr	Ki808 C	Dr	Ki808 D						
126	Dr	HipHop A	Dr	HipHop B	Dr	HipHop C	Dr	HipHop D						
127	Dr	Jungly A	Dr	Jungly B	Dr	Jungly C	Dr	Jungly D						
128	Dr	Elctrc A	Dr	Elctrc B	Dr	Elctrc C								

Voices for Performances(Bank PRE 12)

Drums Assign List for PRE12

Drum		
MSB	63(3F)	
LSB	12(0C)	Pre12
PGM#	Ca	VoiceName
1	Dr	TechKt A
2	Dr	ElctrKtA
3	Dr	JnglKt A
4	Dr	HpHpKt A
5	Dr	8o8Kit A
6	Dr	9o9Kit A

Bank MSB#		63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	63(3F)	
Bank LSB#		12(0C)	12(0C)	12(0C)	12(0C)	12(0C)	12(0C)	
Program #		1	2	3	4	5	6	
Note#	Note	Capital	TechKt A	ElctrKtA	JnglKt A	HpHpKt A	8o8Kit A	9o9Kit A
13	C# -1	Surdo Mute						
14	D -1	Surdo Open						
15	D# -1	Hi Q						
16	E -1	Whip Slap						
17	F -1	Scratch Push						
18	F# -1	Scratch Pull						
19	G -1	Finger Snap						
20	G# -1	Click Noise						
21	A -1	Metronome Click						
22	A# -1	Metronome Bell						
23	B -1	Seq Click L						
24	C 0	Seq Click H						
25	C# 0	Brush Tap						
26	D 0	Brush Swirl L						
27	D# 0	Brush Slap						
28	E 0	Brush Swirl H						
29	F 0	Snare Roll						
30	F# 0	Castanet						
31	G 0	Snare L			SD Jungle2	SD HipHop3	T8 SN1	T9 SN1
32	G# 0	Sticks						
33	A 0	Bass Drum L			BD Jungle2	BD Ana	BD Ana	BD Ana
34	A# 0	Open Rim Shot			SD Jungle2	SD HipHop3		
35	B 0	Bass Drum M			BD Jungle3	BD HipHop2	T8 Kik2	BD Jungle4
36	C 1	Bass Drum H	BD Jungle1	T8 Kik2	BD Jungle2	BD HipHop1	T8 Kik3	T9 Kik1
37	C# 1	Side Stick	BD Jungle2	T8 Kik2	T8 SN3	SD Jungle4	T8 Rim	T9 Rim
38	D 1	Snare M	T8 Kik2	T8 Kik3	SD Jungle2	SD Elect3	T8 SN3	T9 SN4
39	D# 1	Hand Clap	BD Jungle5	T8 SN1				
40	E 1	Snare H	BD HipHop1	T8 SN3	SD Jungle3	SD HipHop3	T8 SN3	T9 SN4
41	F 1	Floor Tom L	BD HipHop2	T8 SN4			T8 Tom	T9 Tom HI2
42	F# 1	Hi-Hat Closed	SD Jungle1	T8 SN5	HH 2CL	HH 2CL	T8 HH CL1	T9 HH CL1
43	G 1	Floor Tom H	SD Jungle2	T8 Conga HI1			T8 Tom	T9 Tom HI2
44	G# 1	Hi-Hat Pedal	SD Jungle3	T8 Cowbell	HH 2CL	HH 2CL	T8 HH CL2	T9 HH CL2
45	A 1	Low Tom	SD Jungle4	T8 Conga HI1			T8 Tom	T9 Tom HI2
46	A# 1	Hi-Hat Open	SD HipHop1	T8 Marracas	HH 2OP	HH 2OP	T8 HH OP1	T9 HH OP2
47	B 1	Mid Tom L	SD HipHop2	T8 Conga HI1			T8 Tom	T9 Tom HI2
48	C 2	Mid Tom H	SD HipHop3	T8 Conga HI1			T8 Tom	T9 Tom HI2
49	C# 2	Crash Cymbal 1	SD Elect1	T8 Rim				
50	D 2	High Tom	SD Elect2	T8 CLAVE			T8 Tom	T9 Tom HI2
51	D# 2	Ride Cymbal 1	SD Elect3	T8 CLAP	HH 4CL	HH 4CL		
52	E 2	Chinese Cymbal	SD Elect4					
53	F 2	Ride Cymbal Cup	T8 SN3	T8 Tom	HH 4CL	HH 4CL		
54	F# 2	Tambourine	T8 SN	T8 HH CL1	PC Tamb2	PC Tamb2		
55	G 2	Splash Cymbal	HH 1CL	T8 Tom				
56	G# 2	Cowbell	HH 2CL	T8 HH CL2				
57	A 2	Crash Cymbal 2	HH 2OP	T8 Tom				
58	A# 2	Vibraslap	HH 3CL	T8 HH OP1				
59	B 2	Ride Cymbal 2	T8 HH Op	T8 Tom	HH 4CL	HH 4CL		
60	C 3	Bongo H	HH 4CL	T8 Cymbal				
61	C# 3	Bongo L	HH 4OP					
62	D 3	Conga H Mute	PC Snap					
63	D# 3	Conga H Open	PC Tamb2	T9 Kik1				
64	E 3	Conga L	BD Jungle4	T9 Kik3n				
65	F 3	Timbale H	BD Ana	BD Jungle4				
66	F# 3	Timbale L	Hit 1	T9 HH OP2				
67	G 3	Agogo H	Hit 1	T9 SN1				
68	G# 3	Agogo L	Hit 1	T9 SN2				
69	A 3	Cabasa	Hit 2	T9 SN1				
70	A# 3	Maracas	Hit 2	T9 SN3				
71	B 3	Samba Whistle H	Hit 2	T9 SN1				
72	C 4	Samba Whistle L	Hit Brass	T9 SN4				
73	C# 4	Guiro Short	SCR 1	T9 Rim				
74	D 4	Guiro Long	SCR 1	T9 SN4				
75	D# 4	Claves	SCR 1	T9 CLAP1				
76	E 4	Wood Block H	SCR 2	T9 SN4				
77	F 4	Wood Block L	SCR 2	T9 Tom HI2				
78	F# 4	Cuica Mute	SCR 2	T9 HH CL1				
79	G 4	Cuica Open	SCR 3	T9 Tom HI2				
80	G# 4	Triangle Mute	SCR 3	T9 HH CL2				
81	A 4	Triangle Open	SCR 3	T9 Tom HI2				
82	A# 4	Shaker	SCR 4	T9 HH OP2				
83	B 4	Jingle Bell	SCR 4	T9 Tom HI2				
84	C 5	Bell Tree	SCR 4	T9 Crash1				
85	C# 5	Bell Tree	SCR 6	T9 Ride1				
86	D 5	Bell Tree	SCR 6	T9 Crash1				
87	D# 5	Bell Tree	SCR 6	T8 Kik2				
88	E 5	Bell Tree	SCR 6	T8 SN				
89	F 5	Bell Tree	SCR 7	T8 SN3				
90	F# 5	Bell Tree	SCR 7	T8 HH CL				
91	G 5	Bell Tree	SCR 7	T8 Cowbell				
92	G# 5	Bell Tree	SCR 7	T8 Marracas				
93	A 5	Bell Tree	Hit Brass	T8 Tamb				
94	A# 5	Bell Tree	Hit Brass	T8 HH Op				
95	B 5	Bell Tree	Hit Brass	T8 Guiro				
96	C 6	Bell Tree	Hit Brass	T8 Metal				

☐ = Same as Capital

XG Drum Voice List(Bank 127 ~ 126)

Bank Select MSB=Bank Number, LSB=000

Bank	127	127	127	127	127	127	127	127	127	127	126	126		
Program #	1	2	9	17	25	26	33	41	49		1	2		
Note#	Note	Key off	Alternate assign	Standard Kit	Standard2 Kit	Room Kit	Rock Kit	Electro Kit	Analog Kit	Jazz Kit	Brush Kit	Classic Kit	SFX 1	SFX 2
13	C# -1		3	Surdo Mute										
14	D -1		3	Surdo Open										
15	D# -1			Hi Q										
16	E -1			Whip Slap										
17	F -1		4	Scratch Push										
18	F# -1		4	Scratch Pull										
19	G -1			Finger Snap										
20	G# -1			Click Noise										
21	A -1			Metronome Click										
22	A# -1			Metronome Bell										
23	B -1			Seq Click L										
24	C 0			Seq Click H										
25	C# 0			Brush Tap										
26	D 0	O		Brush Swirl L										
27	D# 0			Brush Slap										
28	E 0	O		Brush Swirl H				Reverse Cymbal	Reverse Cymbal					
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		Brush Slap L			
32	G# 0			Sticks										
33	A 0			Bass Drum L			Bass Drum M	Bass Drum H 4	Bass Drum M			Bass Drum L2		
34	A# 0			Open Rim Shot	Open Rim Shot 2									
35	B 0			Bass Drum M	Bass Drum M 2		Bass Drum H 3	BD Rock	BD Analog L			Gran Cassa		
36	C 1			Bass Drum H	Bass Drum H 2		BD Rock	BD Gate	BD Analog H	BD Jazz	BD Soft	Gran Cassa Mute	Guitar Cutting Noise	Dial Tone
37	C# 1			Side Stick					Analog Side Stick				Guitar Cutting Noise 2	Door Creaking
38	D 1			Snare M	Snare M 2	SD Room L	SD Rock	SD Rock L	Analog Snare L		Brush Slap M	Marching Sn M		Door Slam
39	D# 1			Hand Clap									String Slap	Scratch
40	E 1			Snare H	Snare H 2	SD Room H	SD Rock Rim	SD Rock H	Analog Snare H		Brush Tap H	Marching Sn H		Scratch 2
41	F 1			Floor Tom L		Room Tom 1	Rock Tom 1	E Tom 1	Analog Tom 1	Jazz Tom 1	Brush Tom 1	Jazz Tom 1		Windchime
42	F# 1	1		Hi-Hat Closed					Analog HH Closed 1					Telephone Ring2
43	G 1			Floor Tom H		Room Tom 2	Rock Tom 2	E Tom 2	Analog Tom 2	Jazz Tom 2	Brush Tom 2	Jazz Tom 2		
44	G# 1	1		Hi-Hat Pedal					Analog HH Closed 2					
45	A 1			Low Tom		Room Tom 3	Rock Tom 3	E Tom 3	Analog Tom 3	Jazz Tom 3	Brush Tom 3	Jazz Tom 3		
46	A# 1	1		Hi-Hat Open					Analog HH Open					
47	B 1			Mid Tom L		Room Tom 4	Rock Tom 4	E Tom 4	Analog Tom 4	Jazz Tom 4	Brush Tom 4	Jazz Tom 4		
48	C 2			Mid Tom H		Room Tom 5	Rock Tom 5	E Tom 5	Analog Tom 5	Jazz Tom 5	Brush Tom 5	Jazz Tom 5		
49	C# 2			Crash Cymbal 1					Analog Cymbal				Hand Cym.Open L	
50	D 2			High Tom		Room Tom 6	Rock Tom 6	E Tom 6	Analog Tom 6	Jazz Tom 6	Brush Tom 6	Jazz Tom 6		
51	D# 2			Ride Cymbal 1								Hand Cym.Closed L		
52	E 2			Chinese Cymbal									FL.Key Click	Engine Start
53	F 2			Ride Cymbal Cup										Tire Screech
54	F# 2			Tambourine										Car Passing
55	G 2			Splash Cymbal										Crash
56	G# 2			Cowbell					Analog Cowbell					Siren
57	A 2			Crash Cymbal 2							Hand Cym.Open H			Train
58	A# 2			Vibraslap										Jetplane
59	B 2			Ride Cymbal 2							Hand Cym.Closed H			Starship
60	C 3			Bongos H										Burst Noise
61	C# 3			Bongos L										Coaster
62	D 3			Conga H Mute					Analog Conga H					SbMarine
63	D# 3			Conga H Open					Analog Conga M					
64	E 3			Conga L					Analog Conga L					
65	F 3			Timbale H										
66	F# 3			Timbale L										
67	G 3			Agogo H										
68	G# 3			Agogo L									Rain	Laughing
69	A 3			Cabasa									Thunder	Screaming
70	A# 3			Maracas					Analog Maracas				Wind	Punch
71	B 3	O		Samba Whistle H									Stream	Heartbeat
72	C 4	O		Samba Whistle L									Bubble	Footsteps
73	C# 4			Guiro Short									Feed	
74	D 4	O		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					
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									Dog	Machine Gun
85	C# 5												Horse Gallop	Laser Gun
86	D 5												Bird 2	Explosion
87	D# 5													FireWork
88	E 5													
89	F 5													
90	F# 5												Ghost	
91	G 5												Maou	

Same as Standard Kit

No Sound

Drum and percussion sounds assigned to the same Alternate Assign numbered group cannot be sounded simultaneously.
For example, the Hi-Hat Open sound (group 1) and Hi-Hat Closed sound (also group 1) cannot be sounded at the same time.

TG300B Drum Voice List

Program #	1	9	17	25	26	33	41	49	57	128		
Note#	Note	Alternate assign	Standard Kit	Room Kit	Power Kit	Electro Kit	Analog Kit	Jazz Kit	Brush Kit	Orchestra Kit	SFX Set	C/M Kit
25	C# 0		Snare Roll									
26	D 0		Finger Snap									
27	D# 0		Hi O									
28	E 0		Whip Slap							Hi-Hat Closed		
29	F 0	7	Scratch Push							Hi-Hat Pedal		
30	F# 0	7	Scratch Pull							Hi-Hat Open		
31	G 0		Sticks							Ride Cymbal 1		
32	G# 0		Click Noise									
33	A 0		Metronome Click									
34	A# 0		Metronome Bell									
35	B 0		Bass Drum M							BD Jazz		
36	C 1		Bass Drum H		BD Power	BD Electronic	BD Analog H	BD Jazz	BD Soft	BD Jazz	Gran Cassa	
37	C# 1		Side Stick				Analog Side Stick					
38	D 1		Snare M		SD Power	SD Electronic	Analog Snare L		Brush Tap	Concert SD		
39	D# 1		Hand Clap						Brush Slap	Castanet	High-Q	
40	E 1		Snare H			SD Power			Brush Swirl	Concert SD	Slap	SD Electro
41	F 1		Floor Tom L	Room Tom 1	Room Tom 1	E Tom 1	Analog Tom 1	Jazz Tom 1	Jazz Tom 1	Timpani F	Scratch Push	
42	F# 1	1	Hi-Hat Closed				Analog HH Closed 1			Timpani F#	Scratch Pull	
43	G 1		Floor Tom H	Room Tom 2	Room Tom 2	E Tom 2	Analog Tom 2	Jazz Tom 2	Jazz Tom 2	Timpani G	Sticks	
44	G# 1	1	Hi-Hat Pedal				Analog HH Closed 2			Timpani G#	Square Click	Hi-Hat Open 1
45	A 1		Low Tom	Room Tom 3	Room Tom 3	E Tom 3	Analog Tom 3	Jazz Tom 3	Jazz Tom 3	Timpani A	Metronome Click	
46	A# 1	1	Hi-Hat Open				Analog HH Open			Timpani A#	Metronome Bell	Hi-Hat Open 2
47	B 1		Mid Tom L	Room Tom 4	Room Tom 4	E Tom 4	Analog Tom 4	Jazz Tom 4	Jazz Tom 4	Timpani B	Guitar Fret Noise	
48	C 2		Mid Tom H	Room Tom 5	Room Tom 5	E Tom 5	Analog Tom 5	Jazz Tom 5	Jazz Tom 5	Timpani C	Guitar Cutting Down	
49	C# 2		Crash Cymbal 1				Analog Cymbal			Timpani C#	Guitar Cutting Up	
50	D 2		High Tom	Room Tom 6	Room Tom 6	E Tom 6	Analog Tom 6	Jazz Tom 6	Jazz Tom 6	Timpani D	Ac Bass Slap	
51	D# 2		Ride Cymbal 1							Timpani D#	FL Key Click	
52	E 2		Chinese Cymbal							Timpani E	Laughing	
53	F 2		Ride Cymbal Cup			Reverse Cymbal				Timpani F	Screaming	
54	F# 2		Tambourine								Punch	
55	G 2		Splash Cymbal								Heartbeat	
56	G# 2		Cowbell				Analog Cowbell				Footsteps 1	
57	A 2		Crash Cymbal 2							Hand Cym.1	Footsteps 2	
58	A# 2		Vibraslap								Applause	
59	B 2		Ride Cymbal 2							Hand Cym.2	Door Creaking	
60	C 3		Bongo H								Door Slam	
61	C# 3		Bongo L								Scratch	
62	D 3		Conga H Mute				Analog Conga H				Windchime	
63	D# 3		Conga H Open				Analog Conga M				Engine Start	
64	E 3		Conga L				Analog Conga L				Tire Screech	
65	F 3		Timbale H								Car Passing	
66	F# 3		Timbale L								Crash	
67	G 3		Agogo H								Siren	
68	G# 3		Agogo L								Train	
69	A 3		Cabasa								Jetplane	
70	A# 3		Maracas				Analog Maracas				Helicopter	
71	B 3	2	Samba Whistle H								Starship	
72	C 4	2	Samba Whistle L								Gunshot	
73	C# 4	3	Guiro Short								Machine Gun	Vibraslap
74	D 4	3	Guiro Long								Laser Gun	
75	D# 4		Claves				Analog Claves				Explosion	
76	E 4		Wood Block H								Dog	Laughing
77	F 4		Wood Block L								Horse Gallop	Screaming
78	F# 4	4	Cuica Mute								Bird Tweet	Punch
79	G 4	4	Cuica Open								Rain	Heartbeat
80	G# 4	5	Triangle Mute								Thunder	Footsteps 1
81	A 4	5	Triangle Open								Wind	Footsteps 2
82	A# 4		Shaker								Seashore	Applause
83	B 4		Jingle Bell								Stream	Door Creaking
84	C 5		Bell Tree								Bubble	Door Slam
85	C# 5		Castanet									Scratch
86	D 5	6	Surdo Mute									Windchime
87	D# 5	6	Surdo Open									Engine Start
88	E 5									Applause		Tire Screech
89	F 5											Car Passing
90	F# 5											Crash
91	G 5											Siren
92	G# 5											Train
93	A 5											Jetplane
94	A# 5											Helicopter
95	B 5											Starship
96	C 6											Gunshot
97	C# 6											Machine Gun
98	D 6											Laser Gun
99	D# 6											Explosion
100	E 6											Dog
101	F 6											Horse Gallop
102	F# 6											Bird Tweet
103	G 6											Rain
104	G# 6											Thunder
105	A 6											Wind
106	A# 6											Seashore
107	B 6											Stream
108	C 7											Bubble

Same as Standard Kit

No Sound

In the C/M Kit, some settings such as Volume, Pan and Effect Send are different than the Standard Kit.

Arpeggiator Type List

No.	Param Name	Comments
1	UpOct1	The chord (or phrase) ascends up to 1 Octave.
2	UpOct2	The chord (or phrase) ascends up to 2 Octaves.
3	UpOct4	The chord (or phrase) ascends up to 4 Octaves.
4	DwOct1	The chord (or phrase) descends down to 1 Octave.
5	DwOct2	The chord (or phrase) descends down to 2 Octaves.
6	DwOct4	The chord (or phrase) descends down to 4 Octaves.
7	UpDwAOct1	The chord (or phrase) ascends up to 1 Octave, then descends.
8	UpDwAOct2	The chord (or phrase) ascends up to 2 Octaves, then descends.
9	UpDwAOct4	The chord (or phrase) ascends up to 4 Octaves, then descends.
10	UpDwBOct1	The chord (or phrase) ascends up to 1 Octave, then descends. (This feature is slightly different from type UpDwAOct1)
11	UpDwBOct2	The chord (or phrase) ascends up to 2 Octaves, then descends. (This feature is slightly different from type UpDwAOct2)
12	UpDwBOct4	The chord (or phrase) ascends up to 4 Octaves, then descends. (This feature is slightly different from type UpDwAOct4)
13	RandmOct1	Plays up and down randomly between 1 Octave, based on the chord you play.
14	RandmOct2	Plays up and down randomly between 2 Octaves, based on the chord you play.
15	RandmOct4	Plays up and down randomly between 4 Octaves, based on the chord you play.
16	Techno-A	Typical tecno sequence TYPE A . (Euro techno type)
17	Techno-B	Typical techno sequence TYPE B. (UK Type with Velocity)
18	Techno-C	Typical techno sequence TYPE C. (Japan techno type)
19	Techno-D	Typical techno sequence TYPE D. (German techno type)
20	DAHouse	Backing sequence with House music feel. (Bass for left hand, Chord play for right hand)
21	SyncopaA	Syncopation type sequence TYPE A.
22	SyncopaB	Syncopation type sequence TYPE B. (Octave moves extremely)
23	Echo&Pan	Moving panning sequence with echo.
24	TekkEcho	Moving filter sequence with echo.
25	SweepLine	Sweeping filter sequence.
26	PulseLine	The sequence mixed with bass line and sequence line.
27	BassLineA	Arpeggio phrase TYPE A for bass.
28	BassLineB	Arpeggio phrase TYPE B for bass. (with Velocity)
29	BassLineC	Arpeggio phrase TYPE C for bass.
30	BassLineD	Arpeggio phrase TYPE D for bass.

MIDI Data Format

Many MIDI messages listed in the MIDI Data Format section are expressed in hexadecimal or binary numbers. Hexadecimal numbers may include the letter "H" as a suffix. The letter "n" indicates a certain whole number.
The chart below lists the corresponding decimal number for each hexadecimal/binary number.

Decimal	Hexadecimal	Binary
0	00	0000 0000
1	01	0000 0001
2	02	0000 0010
3	03	0000 0011
4	04	0000 0100
5	05	0000 0101
6	06	0000 0110
7	07	0000 0111
8	08	0000 1000
9	09	0000 1001
10	0A	0000 1010
11	0B	0000 1011
12	0C	0000 1100
13	0D	0000 1101
14	0E	0000 1110
15	0F	0000 1111
16	10	0001 0000
17	11	0001 0001
18	12	0001 0010
19	13	0001 0011
20	14	0001 0100
21	15	0001 0101
22	16	0001 0110
23	17	0001 0111
24	18	0001 1000
25	19	0001 1001
26	1A	0001 1010
27	1B	0001 1011
28	1C	0001 1100
29	1D	0001 1101
30	1E	0001 1110
31	1F	0001 1111
32	20	0010 0000
33	21	0010 0001
34	22	0010 0010
35	23	0010 0011
36	24	0010 0100
37	25	0010 0101
38	26	0010 0110
39	27	0010 0111
40	28	0010 1000
41	29	0010 1001
42	2A	0010 1010
43	2B	0010 1011
44	2C	0010 1100
45	2D	0010 1101
46	2E	0010 1110
47	2F	0010 1111
48	30	0011 0000
49	31	0011 0001
50	32	0011 0010
51	33	0011 0011
52	34	0011 0100
53	35	0011 0101
54	36	0011 0110
55	37	0011 0111
56	38	0011 1000
57	39	0011 1001
58	3A	0011 1010
59	3B	0011 1011
60	3C	0011 1100
61	3D	0011 1101
62	3E	0011 1110
63	3F	0011 1111

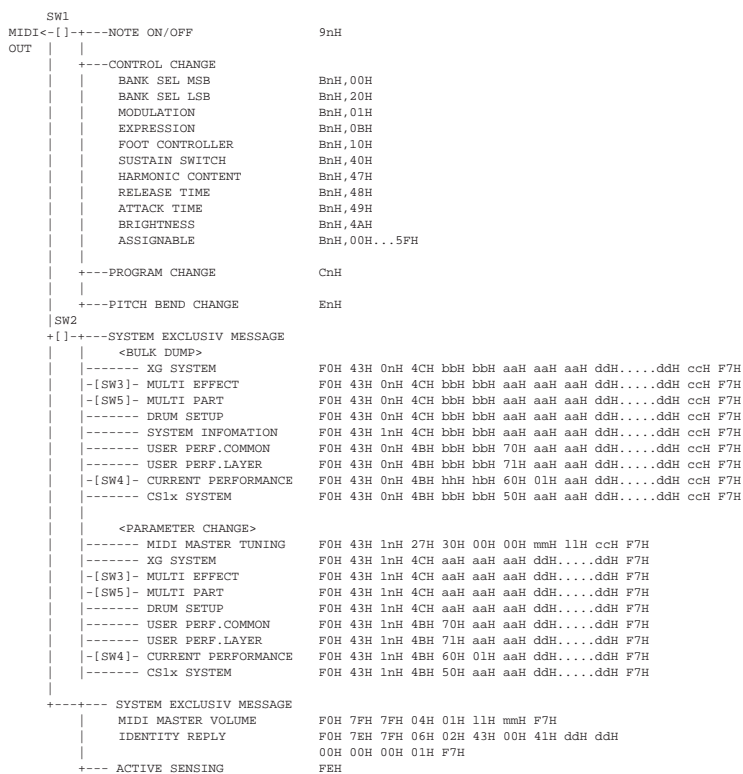
Decimal	Hexadecimal	Binary
64	40	0100 0000
65	41	0100 0001
66	42	0100 0010
67	43	0100 0011
68	44	0100 0100
69	45	0100 0101
70	46	0100 0110
71	47	0100 0111
72	48	0100 1000
73	49	0100 1001
74	4A	0100 1010
75	4B	0100 1011
76	4C	0100 1100
77	4D	0100 1101
78	4E	0100 1110
79	4F	0100 1111
80	50	0101 0000
81	51	0101 0001
82	52	0101 0010
83	53	0101 0011
84	54	0101 0100
85	55	0101 0101
86	56	0101 0110
87	57	0101 0111
88	58	0101 1000
89	59	0101 1001
90	5A	0101 1010
91	5B	0101 1011
92	5C	0101 1100
93	5D	0101 1101
94	5E	0101 1110
95	5F	0101 1111
96	60	0110 0000
97	61	0110 0001
98	62	0110 0010
99	63	0110 0011
100	64	0110 0100
101	65	0110 0101
102	66	0110 0110
103	67	0110 0111
104	68	0110 1000
105	69	0110 1001
106	6A	0110 1010
107	6B	0110 1011
108	6C	0110 1100
109	6D	0110 1101
110	6E	0110 1110
111	6F	0110 1111
112	70	0111 0000
113	71	0111 0001
114	72	0111 0010
115	73	0111 0011
116	74	0111 0100
117	75	0111 0101
118	76	0111 0110
119	77	0111 0111
120	78	0111 1000
121	79	0111 1001
122	7A	0111 1010
123	7B	0111 1011
124	7C	0111 1100
125	7D	0111 1101
126	7E	0111 1110
127	7F	0111 1111

Additional Notes

- For example, 144 - 159(Decimal)/9nH/1001 0000 - 1001 1111(Binary) indicate the note-on messages for the channels 1 through 16 respectively. 176 - 191/BnH/1011 0000 - 1011 1111 indicate the control change messages for the channels 1 through 16 respectively. 192 - 207/CnH/1100 0000 - 1100 1111 indicate the program change messages for the channels 1 through 16 respectively. 240/FOH/1111 0000 is positioned at the beginning of data to indicate a system exclusive message. 247/F7H/1111 0111 is positioned at the end of the system exclusive message.
- aaH(Hexadecimal)/0aaaaa(Binary) indicates the data addresses. The data address consists of High, Mid and Low.
- bbH/0bbbbb indicates byte counts.
- ccH/0ccccc indicates checksums.
- ddH/0ddddd indicates data values.

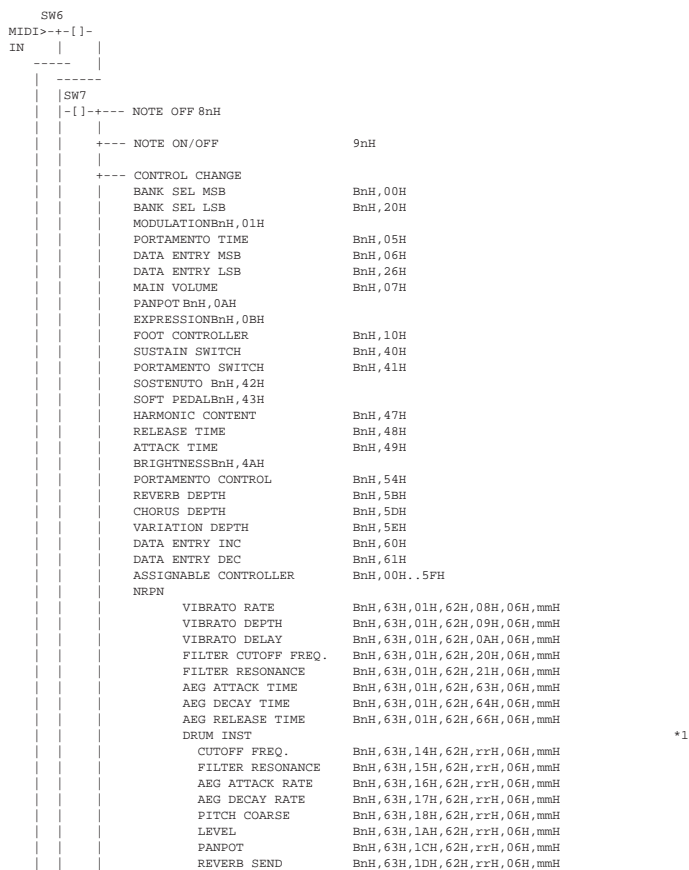
Synthesizer Section

(1) TRANSMIT FLOW



- SW1 [] MIDI Transmit Channel(Depends on Keyboard Transmit Channel in Utility Mode).
- SW2 [] MIDI Device Number(When Device Number is "All", Transmit Channel is 1).
- SW3 [] Multi Mode
- SW4 [] Performance Mode
- SW5 [] Parts 5 through 16 in Performance Mode, or Multi Mode

(2) RECEIVE FLOW



*1

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CHORUS SEND      BnH, 63H, 1EH, 62H, rrH, 06H, mmH
VARIATION SEND   BnH, 63H, 1FH, 62H, rrH, 06H, mmH

RPN
PITCH BEND SENS. BnH, 64H, 00H, 65H, 00H, 06H, mmH
FINE TUNING      BnH, 64H, 01H, 65H, 00H, 06H, mmH, 26H, 11H
COARSE TUNING    BnH, 64H, 02H, 65H, 00H, 06H, mmH
RPN RESET        BnH, 64H, 7FH, 65H, 7FH
ALL SOUNDS OFF   BnH, 78H, 00H
RESET ALL CONTROLLERS BnH, 79H, 00H
ALL NOTES OFF    BnH, 7BH
OMNI MODE OFF    BnH, 7CH
OMNI MODE ON     BnH, 7DH
MONO MODE        BnH, 7EH
POLY MODE        BnH, 7FH

+--- PROGRAM CHANGE      CnH
+--- CHANNEL AFTER TOUCH DnH
+--- PITCH BEND CHANGE   EnH

SW2
-[ ]+--- SYSTEM EXCLUSIV MESSAGE
<BULK DUMP>
----- XG SYSTEM          F0H 43H 0nH 4CH bbH bbH aaH aaH aaH ddH.....ddH cch F7H
-[SW2]- MULTI EFFECT       F0H 43H 0nH 4CH bbH bbH aaH aaH aaH ddH.....ddH cch F7H
-[SW5]- MULTI PART         F0H 43H 0nH 4CH bbH bbH aaH aaH aaH ddH.....ddH cch F7H
----- DRUM SETUP         F0H 43H 0nH 4CH bbH bbH aaH aaH aaH ddH.....ddH cch F7H
----- USER PERF.COMMON   F0H 43H 0nH 4BH bbH bbH 70H aaH aaH ddH.....ddH cch F7H
----- USER PERF.LAYER    F0H 43H 0nH 4BH bbH bbH 71H aaH aaH ddH.....ddH cch F7H
-[SW4]- CURRENT PERFORMANCE F0H 43H 0nH 4BH hhH hbH 60H 01H aaH ddH.....ddH cch F7H
----- CS1x SYSTEM        F0H 43H 0nH 4BH bbH bbH 50H aaH aaH ddH.....ddH cch F7H

<PARAMETER CHANGE>
----- MIDI MASTER TUNING F0H 43H 1nH 27H 30H 00H 00H mmH 11H cch F7H
----- XG SYSTEM ON       F0H 43H 1nH 4CH 00H 00H 7EH 00H F7H
----- XG SYSTEM          F0H 43H 1nH 4CH aaH aaH aaH ddH.....ddH F7H
-[SW2]- MULTI EFFECT       F0H 43H 1nH 4CH aaH aaH aaH ddH.....ddH F7H
-[SW5]- MULTI PART         F0H 43H 1nH 4CH aaH aaH aaH ddH.....ddH F7H
----- DRUM SETUP         F0H 43H 1nH 4CH aaH aaH aaH ddH.....ddH F7H
----- USER PERF.COMMON   F0H 43H 1nH 4BH 70H aaH aaH ddH.....ddH F7H
----- USER PERF.LAYER    F0H 43H 1nH 4BH 71H aaH aaH ddH.....ddH F7H
-[SW4]- CURRENT PERFORMANCE F0H 43H 1nH 4BH 60H 01H aaH ddH.....ddH F7H
----- CS1x SYSTEM        F0H 43H 1nH 4BH 50H aaH aaH ddH.....ddH F7H

<BULK DUMP REQUEST>
----- XG SYSTEM          F0H 43H 2nH 4CH aaH aaH aaH F7H
-[SW2]- MULTI EFFECT       F0H 43H 2nH 4CH aaH aaH aaH F7H
-[SW5]- MULTI PART         F0H 43H 2nH 4CH aaH aaH aaH F7H
----- DRUM SETUP         F0H 43H 2nH 4CH aaH aaH aaH F7H
----- SYSTEM INFORMATION F0H 43H 2nH 4CH aaH aaH aaH F7H
----- USER PERF.COMMON   F0H 43H 2nH 4BH 70H aaH aaH F7H
----- USER PERF.LAYER    F0H 43H 2nH 4BH 71H aaH aaH F7H
-[SW4]- CURRENT PERFORMANCE F0H 43H 2nH 4BH 60H 01H aaH F7H
----- CS1x SYSTEM        F0H 43H 2nH 4BH 50H aaH aaH F7H

<PARAMETER REQUEST>
----- XG SYSTEM          F0H 43H 3nH 4CH aaH aaH aaH F7H
-[SW2]- MULTI EFFECT       F0H 43H 3nH 4CH aaH aaH aaH F7H
-[SW5]- MULTI PART         F0H 43H 3nH 4CH aaH aaH aaH F7H
-[SW3]- DRUM SETUP         F0H 43H 3nH 4CH aaH aaH aaH F7H
----- USER PERF.COMMON   F0H 43H 3nH 4BH 70H aaH aaH F7H
----- USER PERF.LAYER    F0H 43H 3nH 4BH 71H aaH aaH F7H
-[SW4]- CURRENT PERFORMANCE F0H 43H 3nH 4BH 60H 01H aaH F7H
----- CS1x SYSTEM        F0H 43H 3nH 4BH 50H aaH aaH F7H

+---+--- SYSTEM EXCLUSIV MESSAGE
GM MODE ON        F0H 7EH 7FH 09H 01H F7H
MIDI MASTER VOLUME F0H 7FH 7FH 04H 01H 11H mmH F7H
IDENTITY REQUEST  F0H 7EH 0nH 06H 01H F7H

+---+--- SYSTEM EXCLUSIV MESSAGE
+--- PARAMETER CHANGE
+--- TEST ENTRY      F0H 43H 10H 18H 5AH 00H F7H
+--- LCD HARD COPY   F0H 43H 10H 18H 5AH 01H F7H

+--- ACTIVE SENSING  FEH

SW2 [ ] MIDI Device Number
SW3 [ ] Multi Mode
SW4 [ ] Performance Mode
SW5 [ ] arts 5 through 16 in Performance Mode, or Multi Mode
SW6 [ ] Receive Filter
*1 Only when the drum is selected for the Part.
SW7 [ ] MIDI Receive Channel(In Performance Mode, depends on the Receive Channel in Utility Mode.

```

(3) TRANSMIT/RECEIVE

(3-1) CHANNEL VOICE MESSAGES

(3-1-1) NOTE OFF(Receive only)

```

STATUS      1000nnnn(8nH)  n = 0 - 15 VOICE CHANNEL NUMBER
NOTE NUMBER 0kkkkkkkk      k = 0 (C-2) - 127 (G8)
VELOCITY    0vvvvvvv       ignores *v*

```

(3-1-2) NOTE ON/OFF

```

STATUS      1001nnnn(9nH)  n = 0 - 15 VOICE CHANNEL NUMBER
NOTE NUMBER 0kkkkkkkk      k = 0 (C-2) - 127 (G8): when receiving
                                k = 36(C1) - 96(C6): when transmitting
                                k = 0 (C-2) - 127 (G8): selectable when transposed
VELOCITY    0vvvvvvv       (v=0) NOTE ON
                                (v=0) NOTE OFF

```

(3-1-3) PROGRAM CHANGE

```

STATUS      1100nnnn(CnH)  n = 0 - 15 VOICE CHANNEL NUMBER
PROGRAM NUMBER 0pppppppp    p = 0 - 127

```

*The Program numbers correspond to the XG Drum Voice numbers as follows:

```

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

```

*The Program numbers correspond to the XG SFX Kit numbers as follows:

```

P = 1  DR10  SFX1
P = 2  DR11  SFX2

```

When receiving a drum voice program change message while a drum voice is currently selected, the drum setup data will be reset to the new data.

(3-1-4) CHANNEL AFTER TOUCH(Receive only)

```

STATUS      1101nnnn(DnH)  n = 0 - 15 VOICE CHANNEL NUMBER
VALUE       0vvvvvvv       v = 0 - 127 AFTER TOUCH VALUE

```

(3-1-5) PITCH BEND CHANGE

```

STATUS      1110nnnn(EnH)  n = 0 - 15 VOICE CHANNEL NUMBER
LSB         0vvvvvvv       PITCH BEND CHANGE LSB
MSB         0vvvvvvv       PITCH BEND CHANGE MSB

```

Transmitted with a resolution of 7 bits.

(3-1-6) CONTROL CHANGE

```

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

```

* TRANSMITTED CONTROL NUMBERS

```

c = 0      BANK SEL MSB           ; v = 0: XG NORMAL,
                                           63: USER/PRESET PERFORMANCE,
                                           64: SFX NORMAL,
                                           126: XG SFX KIT,
                                           127: XG DRUM
c = 32     BANK SEL LSB           ; v = 0 - 127          *3
c = 1      MODULATION             ; v = 0 - 127          *2
c = 11     EXPRESSION             ; v = 0 - 127          *2
c = 16     FOOT CONTROLLER        ; v = 0 - 127          *2
c = 64     SUSTAIN SWITCH         ; v = 0-63: OFF, 64-127: ON *2
c = 71     HARMONIC CONTENT       ; v = 0:-64 - 64:0 - 127:+63 *2
c = 72     RELEASE TIME           ; v = 0:-64 - 64:0 - 127:+63 *2
c = 73     ATTACK TIME           ; v = 0:-64 - 64:0 - 127:+63 *2
c = 74     BRIGHTNESS            ; v = 0:-64 - 64:0 - 127:+63 *2
c = 00..95 ASSIGNABLE CONT       ; v = 0 - 127          *2

```

* RECEIVED CONTROL NUMBERS

```

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

```

*1 Used only when assigning the parameter with RPN numbers.
*2 Ineffective with the drum voices.
*3 0 is selected, when the MSB value is other than 0 or 63.

* 0,1,3,5,8,12,14,16,17,18,19,20,24,25,27,28,32,33,34,35,36,37,38,39,40,41,42,43,45, 64,65,66,67,68,69,70,71,72,96,97,98,99,100, or 101 is selected, when the MSB value is 0.

* 64(Preset Performance), 65(User Performance), or 8(Preset Voice) is selected, when the MSB value is 63.

* MODULATION is used to control vibrato depth.

* PORTAMENTO TIME sets the time it takes for the pitch to reach the next note played when PORTAMENTO SWITCH (CONTROL #65) is set to on. 0 is the minimum time and 127 is the maximum.

* PANPOT position relatively changes according to the preset value for each normal/drum voice. It is not effective for the sounds currently played.

* PORTAMENTO TIME is fixed to 0 in PORTAMENTO CONTROL.

* REVERB DEPTH controls reverb send level. CHORUS DEPTH controls chorus send level. VARIATION DEPTH controls variation send level.

* HARMONIC CONTENT adjusts the resonance preset for each voice. Setting a value adds to or subtracts from the center value 64 since it is an offset parameter. The larger the value more resonant sound will be produced. The effective range may be narrower than the range you can designate depending on the selected voice.

MIDI Data Format

- **RELEASE TIME** adjusts the envelop release time preset for each voice. Setting a value adds to or subtracts from the center value 64 since it is an offset parameter.
- **ATTACK TIME** adjusts the envelop attack time preset for each voice. Setting a value adds to or subtracts from the center value 64 since it is an offset parameter.
- **BRIGHTNESS** adjusts the cutoff frequency preset for each voice. Setting a value adds to or subtracts from the center value 64 since it is an offset parameter. The smaller the value warmer sound will be produced. The effective range may be narrower than the range you can designate depending on the selected voice.
- When the program change message is received the following operations related to the bank select are actually executed:
Bank select MSB numbers 60H - 7EH function the same as MSB00H.
Bank select MSB number is other than 00H, 60H - 7EH or 7FH, Silence will be selected.
When the bank select MSB number is 00H, 60H - 7EH or 7FH, and the bank select LSB number is illegal, the input will be ignored.

(3-2) CHANNEL MODE MESSAGES

```

STATUS      1011nnnn (BnH)      n = 0 - 15 VOICE CHANNEL NUMBER
CONTROL NUMBER 0ccccccc      c = CONTROL NUMBER
CONTROL VALUE 0vvvvvvv        v = DATA VALUE
    
```

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

All the sounds currently played including the channel messages such as note-on and hold-on in a certain channel are muted when receiving this message.

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

Resets the values set for the following controllers.

	Multi Mode	Performance Mode (Other than part5...16)
PITCH BEND CHANGE	0 (Center)	<--
AFTER TOUCH	0 (Minimum)	<--
MODULATION	0 (Minimum)	<--
EXPRESSION	127 (Maximum)	<--
SUSTAIN SWITCH	0 (Off)	<--
SOSTENUTO SWITCH	0 (Off)	<--
SOFT PEDAL	0 (Off)	<--
NRPN	Not assigned; no change	
RPN	Not assigned; no change	
PORTAMENT CONTROL	Reset	<--
PORTAMENTO SWITCH	0 (Off)	1 (On)
FOOT CONTROLLER	Not reset	0 (Minimum)
VOLUME	Not reset	127 (Maximum)
PAN	Not reset	64 (No effect)
REVERB DEPTH	Not reset	64 (No effect)
CHORUS DEPTH	Not reset	64 (No effect)
VARIATION DEPTH	Not reset	64 (No effect)
VIBRATO SPEED (NRPN)	Not reset	64 (No effect)
VIBRATO DEPTH (NRPN)	Not reset	64 (No effect)
VIBRATO DELAY (NRPN)	Not reset	64 (No effect)
AEG DECADE TIME (NRPN)	Not reset	64 (No effect)

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

All the notes currently set to on in a certain channel are muted when receiving this message. However, if Hold 1 or Sostenute is on, notes will continue sounding until these are turned off.

(3-2-4) OMNI MODE OFF (CONTROL NUMBER = 7CH, DATA VALUE = 0)

Performs the same function as when receiving ALL NOTES OFF.

(3-2-5) OMNI MODE ON (CONTROL NUMBER = 7DH, DATA VALUE = 0)

Performs the same function as when receiving ALL NOTES OFF.

(3-2-6) MONO (CONTROL NUMBER = 7EH, DATA VALUE = 0)

Performs the same function as when receiving ALL SOUNDS OFF.
If the 3rd byte (mono) is within 0 through 16, the channel will be Mode4(m = 1).

(3-2-7) POLY (CONTROL NUMBER = 7FH, DATA VALUE = 0)

Performs the same function as when receiving ALL SOUNDS OFF. The channel will be Mode3.

(3-3) REGISTERED PARAMETER NUMBER

```

STATUS      1011nnnn (BnH)      n = 0 - 15 VOICE CHANNEL NUMBER
LSB         01100100 (64H)
RPN LSB     0pppppppp          p = RPN LSB(see chart below)
MSB         01100101 (65H)
RPN MSB     0qqqqqqqq          q = RPN MSB(see chart below)
DATA ENTRY MSB 00000110 (06H)
DATA VALUE  0mmmmmmmm          m = Data Value
DATA ENTRY LSB 00100110 (26H)
DATA VALUE  01111111          l = Data Value
    
```

First, designate the parameter using RPN MSB/LSB numbers.
Then, set its value with data entry MSB/LSB.

RPN	D. ENTRY	PARAMETER NAME	DATA RANGE
LSB MSB	MSB LSB		
00H 00H	mmH ---	PITCH BEND SENSITIVITY	00H - 18H (0 - 24 semitones)
01H 00H	mmH 11H	MASTER FINE TUNE	{mmH, 11H} = {00H, 00H} - {40H, 00H} - {7FH, 7FH} (-8192*100/8192) - 0 - (+8192*100/8192)
02H 00H	mmH ---	MASTER COARSE TUNE	28H - 40H - 58H (-24 - 0 - +24 semitones)
7FH 7FH	--- ---	RPN RESET	Cancel RPN numbers. The internal value is not affected.

(3-4) NON-REGISTERED PARAMETER NUMBER

```

STATUS      1011nnnn (BnH)      n = 0 - 15 VOICE CHANNEL NUMBER
LSB         01100010 (62H)
RPN LSB     0pppppppp          p = NRPN LSB(see chart below)
MSB         01100011 (63H)
RPN MSB     0qqqqqqqq          q = NRPN MSB(see chart below)
DATA ENTRY MSB 00000110 (06H)
DATA VALUE  0mmmmmmmm          m = Data Value
    
```

First, designate the parameter using NRPN MSB/LSB numbers. Then, set its value with data entry MSB/LSB.

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

MSB 14H-1FH(for drum voices) are effective only when the channel is assigned to the drum voice.
rrH : drum instrument note number

(3-5) SYSTEM REAL TIME MESSAGES

(3-5-1) ACTIVE SENSING

```
STATUS      11111110          (FEH)
```

Transmitted at every 175 msec.

Once this code is received, the CS1x starts sensing. When no status nor data is received for over approximately 350 ms, MIDI receiving buffer will be cleared, and the sounds currently played and the sustain switch are forcibly turned off. In this case, each control data will be reset to a certain value.

(3-5-2) TIMING CLOCK(Receive only)

```
STATUS      11111000          (F8H)
```

Selects whether the tempo clock of the Arpeggiator is controlled by internal clock or the timing clock of an external device via MIDI.

(3-6) SYSTEM EXCLUSIVE MESSAGE

(3-6-1) UNIVERSAL NON REALTIME MESSAGE

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

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

The following controller values will be reset.

VOLUME	100
PAN	Center
PROGRAM CHANGE	1 (Grandpno)
BANK SELECT MSB	0
REVERB DEPTH	4
PITCH BEND CHANGE	0 (Center)
MODULATION	0 (Off)
EXPRESSION	127 (Max)
SUSTAIN SWITCH	0 (Off)
SOSTENUTO SWITCH	0 (Off)
RPN	Not assigned
PORTAMENT CONTROL	Reset
MIDI MASTER VOLUME	127 (Max)
PITCH BEND SENSITIVITY	02 (2 semitones)
FINE TUNING	0
COURSE TUNING	0

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

```
F0H 7EH 0nH 06H 01H F7H
(n = Device No. However, the CS1x can receive without the device Number setting)
```

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

```
F0H 7EH 7FH 06H 02H 43H 00H 41H ddH ddH 00H 00H 00H vvH F7H
dd:Device Number Code CS1x:10 02
vv:TG Support Level CS1x:01(XG)
```

(3-6-2) UNIVERSAL REALTIME MESSAGE

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

```
F0H 7FH 7FH 04H 01H 11H mmH F7H
```

Sets the MASTER VOLUME value.
The value "mm" is used to set the master volume (the value "11" will be ignored).

(3-6-3)PARAMETER CHANGE

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

F0H 43H 1nH 27H 30H 00H 00H mmH 11H ccH F7H

Sets the MASTER TUNING value.

The values "mm" and "ll" are used to set the master tuning (the values "n" and "cc" will be ignored).

T = M*200/256-100

"T" indicates the actual tuning value.(-99 - +99)

"M" is the one byte value consisting of MSB, 0 - 3 bits of "mm", and LSB, 0 - 3 bits of "ll".

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

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

When receiving this message, the internal tone generator will be reset to XG SYSTEM ON. All the parameters will be initialized and reset to each default values. Since approximately 50ms is required to execute this message, be sure to leave an appropriate interval before the subsequent message.

(3-6-3-3) XG PARMETER CHANGE

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

For parameters with data size of 2 or 4, transmit the appropriate number of data bytes.
See MIDI Data Table (page 22-25) for Address and Byte Count.

The following four types of data are transmitted/received (Transmitted only when receiving parameter change request).

- XG System Data
- Multi Effect Data (ignored in Performance Mode)
- Multi Part Data (ignored with Part 1 - 4 in Performance Mode)
- Drums Setup Data

(3-6-3-4) CS1x NATIVE PARAMETER CHANGE

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

For parameters with data size of 2 or 4, transmit the appropriate number of data bytes.
See MIDI Data Table (page 22-25) for Address and Byte Count.

The following four types of data are received.

- CS1x System Data
- User Performance Common Data
- User Performance Layer Data
- Current Performance Data (ignored in Multi Mode)

(3-6-4)BULK DUMP

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

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

See MIDI Data Table (page22-25) for Address and Byte Count.

The Check sum is the value that results in a value of 0 for the lower 7 bits when the Byte Count, Start Address, Data and Check sum itself are added. Don't send the data more than 513 bytes at one time. When the Dump request with the data more than 513 bytes is received, be sure to divide the data into appropriate sizes and send them with appropriate intervals (over 120 ms).

The following five types of data are transmitted/received (Transmitted only when receiving bulk dump request).

- System Data
- Multi Effect Data(each effect) (ignored in Performance Mode)
- Multi Part Data(each Part) (ignored with Part 1 - 4 in Performance Mode)
- Drums Setup Data(each note)
- System Information (Transmit only)

(3-6-4-2) CS1x NATIVE BULK DUMP

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

See MIDI Data Table (page 22-25) for Address and Byte Count.

Almost the same as the XG BULK DUMP mentioned above except for the Model ID.

The following four types of data are transmitted/received (Transmitted only when receiving bulk dump request).

- CS1x System Data
- User Performance Common Data
- User Performance Layer Data
- Current Performance Data (ignored in Multi Mode)

(3-6-5) DUMP REQUEST

(3-6-5-1) XG DUMP REQUEST

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

See MIDI Data Table (page 22-25) for Address and Byte Count.

The following five types of data are received.

- System Data
- Multi Effect Data(each effect) (ignored in Performance Mode)
- Multi Part Data(each Part) (ignored with Part 1 - 4 in Performance Mode)
- Drums Setup Data(each note)
- System Information

(3-6-5-2) CS1x NATIVE DUMP REQUEST

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

See MIDI Data Table (page22-25) for Address and Byte Count.

The following four types of data are received.

- CS1x System Data
- User Performance Common Data
- User Performance Layer Data
- Current Performance Data (ignored in Multi Mode)

(3-6-6)XG PARAMETER REQUEST

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

See MIDI Data Table (page 22-25) for Address and Byte Count.

The following four types of data are received.

- System Data
- Multi Effect Data (ignored in Performance Mode)
- Multi Part Data (ignored with Part 1 - 4 in Performance Mode)
- Drums Setup Data

(3-6-7)QS300 NATIVE PARAMETER REQUEST

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

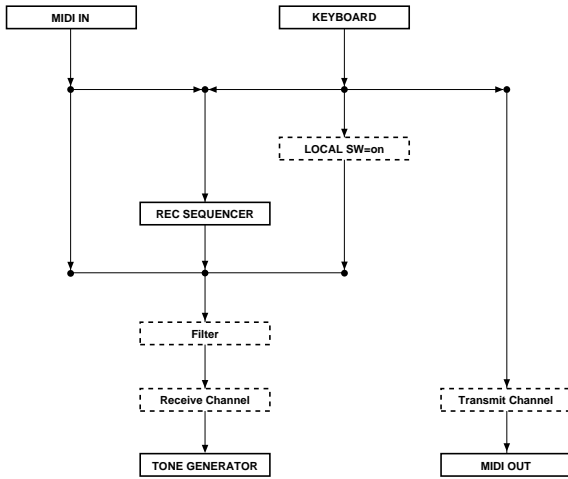
See MIDI Data Table (page 22-25) for Address and Byte Count.

The following four types of data are received.

- CS1x System Data
- User Performance Common Data
- User Performance Layer Data
- Current Performance Data (ignored in Multi Mode)

MIDI Data Format

(4) CONFIGURATION OF KEYBOARD, ARPEGGIATOR AND TONE GENERATOR



The tone generator will respond to both note data received via MIDI and the data generated by the CS1x such as note data and control data.

ALL SOUNDS OFF clears all the sounds in the specific channel played by both the keyboard and the data via MIDI.

MIDI Data Table <1-1>

Parameter Bass Address

	Parameter Change Address (H) (M) (L)	Description		
SYSTEM	00 00 00	System		
	00 00 7D	Drum Setup Reset		
	00 00 7E	XG System On		
	00 00 7F	All Parameter Reset		
INFORMATION	01 00 00	System Information		
EFFECT 1	02 01 00	Effect1(Reverb,Chorus,Variation)		
	02 40 00	Reserved		
	: : :	:		
MULTI PART	08 00 00	Multi Part 1		
	08 0F 00	Multi Part 16		
	08 10 00	Reserved		
	: : :	:		
DRUM	30 18 00	Drum Setup 1	-----> Address	Parameter
	31 18 00	Drum Setup 2	: :	
			3n 18 00	note number 24
	32 18 00	Reserved	: :	
	: : :	:	3n 19 00	note number 25
	3F nn nn	Reserved	3n 54 00	note number 84

MIDI Data Table <1-2>

MIDI Parameter Change table (SYSTEM)

Address (H)	Size (H)	Data (H)	Parameter Name	Description	Default Value(H)
00 00 00	4	0000	Master Tune	-102.4..+102.3[cent]	00 04 00 00
01		.07FF		1st bit3-0 bit15-12 (0400)	(Not to be reset with XG)
02				2nd bit3-0 bit11-8	
03				3rd bit3-0 bit7-4	
				4th bit3-0 bit3-0	
04 1 00..7F			Master Volume	0..127	7F
05 1 00..7F			Not Used		
06 1 28..58			Transpose	-24..+24[semitones]	40
7D n			Drum Setup Reset	n=Drum Setup Number	
7E 00			XG System On	00=XG System on (receive only)	
7F 00			All Parameter Reset	00=on (receive only)	
TOTAL SIZE	6				

MIDI Data Table <1-3>

MIDI Parameter table (System information)

Address (H)	Size (H)	Data (H)	Parameter Name	Description	
01 00 00	F	20..7F	Model Name	32..127(ASCII)	(CS1x)
:					
0E 1 00					
0F 1 00			XG Support Level	0..127	
TOTAL SIZE	10				

(Transmitted by Dump Request. Bulk Dump Only. No reception.)

MIDI Data Table <1-4>

MIDI Parameter Change table (EFFECT 1)

Address (H)	Size (H)	Data (H)	Parameter Name	Description	Default Value(H)
02 01 00	2	00..7F	Reverb Type MSB	see Effect Type List	01(=HALL1)
		00..7F	Reverb Type LSB	00 : basic type	00
02 1 00..7F			Reverb Parameter 1	see Effect Parameter List	depends on Reverb type
03 1 00..7F			Reverb Parameter 2	"	"
04 1 00..7F			Reverb Parameter 3	"	"
05 1 00..7F			Reverb Parameter 4	"	"
06 1 00..7F			Reverb Parameter 5	"	"
07 1 00..7F			Reverb Parameter 6	"	"
08 1 00..7F			Reverb Parameter 7	"	"
09 1 00..7F			Reverb Parameter 8	"	"
0A 1 00..7F			Reverb Parameter 9	"	"
0B 1 00..7F			Reverb Parameter 10	"	"
0C 1 00..7F			Reverb Return	- ..0..+6dB(0..96..127)	60
0D 1 01..7F			Reverb Pan	L63..C..R63(1..64..127)	40
TOTAL SIZE	0E				
02 01 10	1	00..7F	Reverb Parameter 11	see Effect Parameter List	depends on Reverb type
11 1 00..7F			Reverb Parameter 12	"	"
12 1 00..7F			Reverb Parameter 13	"	"
13 1 00..7F			Reverb Parameter 14	"	"
14 1 00..7F			Reverb Parameter 15	"	"
15 1 00..7F			Reverb Parameter 16	"	"
TOTAL SIZE	6				
02 01 20	2	00..7F	Chorus Type MSB	see Effect Type List	41(=Chorus1)
		00..7F	Chorus Type LSB	00 : basic type	00
22 1 00..7F			Chorus Parameter 1	see Effect Parameter List	depends on Chorus Type
23 1 00..7F			Chorus Parameter 2	"	"
24 1 00..7F			Chorus Parameter 3	"	"
25 1 00..7F			Chorus Parameter 4	"	"
26 1 00..7F			Chorus Parameter 5	"	"
27 1 00..7F			Chorus Parameter 6	"	"
28 1 00..7F			Chorus Parameter 7	"	"
29 1 00..7F			Chorus Parameter 8	"	"
2A 1 00..7F			Chorus Parameter 9	"	"
2B 1 00..7F			Chorus Parameter 10	"	"
2C 1 00..7F			Chorus Return	- ..0..+6dB(0..96..127)	60
2D 1 01..7F			Chorus Pan	L63..C..R63(1..64..127)	40
2E 1 00..7F			Send Chorus To Reverb	- ..0..+6dB(0..96..127)	00
TOTAL SIZE	0F				

MIDI Data Format

MIDI Parameter Change table (MULTI PART) - MIDI Data Table <1-5>. Contains parameters for Chorus Parameter 11-16 and Vari. Type MSB/LSB (00-60).

MIDI Parameter Change table (MULTI PART) - MIDI Data Table <1-5>. Contains parameters for Vari. Parameter 11-16 (70-75).

MIDI Data Table <1-5>
MIDI Parameter Change table (MULTI PART)

Main MIDI Parameter Change table (MULTI PART) with columns: Address (H), Size (H), Data (H), Parameter Name, Description, Default Value (H). Includes parameters like Element Reserve, Bank Select, Program Number, Volume, and Bend Pitch Control.

TOTAL SIZE 29

MIDI Parameter Change table (DRUM SETUP) - MIDI Data Table <1-6>. Contains parameters for Rev Pitch Bend, Scale Tuning C#, and AC1/AC2 Cntrl Number (nn 30-59).

TOTAL SIZE 3F

When a drum voice is assigned to the Part, the following parameters are not effective with the selected Part.
• Bank Select LSB
• Amp EG
• Portamento
• Soft Pedal
• Mono/Poly
• Scale Tuning
• Pitch EG

MIDI Data Table <1-6>
MIDI Parameter Change table (DRUM SETUP)

Main MIDI Parameter Change table (DRUM SETUP) with columns: Address (H), Size (H), Data (H), Parameter Name, Description, Default Value (H). Includes parameters like Pitch Coarse, Pitch Fine, Level, and Reverb Send Level.

TOTAL SIZE 10

n:Drum Setup Number - 1
r:note number(0D - 5B)
When receiving XG system on or GMon message, the Drum Setup Parameters will be initialized. Each Drum Setup Parameter can be initialized by Drum Setup Reset message.

Function ...	Transmitted	Recognized	Remarks
Basic Default	: 1 - 16	: 1 - 16	: Memorized
Channel Changed	: 1 - 16	: 1 - 16	:
Mode Default	: 3	: 1 - 4(m=1)	: Memorized
Mode Messages	: x	: 1 - 4(m=1)	*2:
Mode Altered	: *****	: x	:
Note Number : True voice	: 0 - 127 : *****	: 0 - 127	*1: Transpose
Velocity Note ON	: o 9nH,v=1-127	: o v=1-127	:
Velocity Note OFF	: x 9nH,v=0	: x	:
After Key's	: x	: o	*1:
Touch Ch's	: x	: o	*1:
Pitch Bender	: o	: o 0-24 semi	*1:
Control Change	: o 0,1,7,11,32,64 : x 5,10,65-67 : o 6 : x 38 : o 0-95 : o 71-74 : x 84 : x 91,93,94 : x 96,97 : x 98,99 : x 100,101 : x 120 : x 121	: o : o : o : o : o : o : o : o : o : o : o : o : o	*1: *1: :Data Entry MSB :Data Entry LSB :Assignable Cntrl :Sound Controller :Portamento Cntrl :Effect SendLevel *1:Data Inc,Dec *1:NRPN LSB,MSB *1:RPN LSB,MSB :All Sound Off :Reset All Cntrls
Prog Change : True #	: o 0 - 127 : *****	: o 0 - 127	*1: :
System Exclusive	: o	: o	*3:
System : Song Pos	: x	: x	:
System : Song Sel	: x	: x	:
Common : Tune	: x	: x	:
System :Clock	: x	: x	:
Real Time :Commands	: x	: x	:
Aux :Local ON/OFF	: x	: x	:
Aux :All Notes OFF	: x	: o(123-127)	*1:
Mes- :Active Sense	: o	: o	:
sages:Reset	: x	: x	:
Notes:	*1 receive if filter switch is off.		
	*2 m is always treated as "1" regardless of its value.		
	*3 transmit/receive if exclusive switch is on.		
Mode 1 : OMNI ON, POLY	Mode 2 : OMNI ON, MONO	o : Yes	
Mode 3 : OMNI OFF, POLY	Mode 4 : OMNI OFF, MONO	x : No	

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