MIDI Implementation

Model: GT-100/GT-001
Date: Apr. 30, 2014
Version: 2.00 (GT-100)
1.00 (GT-001)

1. RECOGNIZED RECEIVE DATA (Main Section)

■ CHANNEL VOICE MESSAGE

Received when the "SYSTEM: MIDI SETTING: RX CHANNEL" matches the number of the MIDI channel on which they arrive. Also, when "Omni Mode" for "SYSTEM: MIDI SETTING: OMNI MODE" is set to "ON," all MIDI channel numbers are received, regardless of the MIDI receive channel number.

● Control Change

❍ Bank Select

Status	2nd byte	3rd byte
BnH	00H	mmH

n = MIDI channel number: 0H - FH (ch.1 - ch.16)
mm = Bank number: 00H - 7FH (0 - 3)

* For values of 03H or lower, the "BANK" setting for "SYSTEM: MIDI PROGRAM CHG MAP" will be switched according to the value. For values of 04H or higher, the received data will be ignored.
* After start-up, the GT-100 and GT-001 will operate with bank number 00H until it receives a bank select.

❍ Control Change Number #1 - #31, #64 - #95

Status	2nd byte	3rd byte
BnH	ccH	vvH

n = MIDI channel number: 0H - FH (ch.1 - ch.16)
cc = Controller Number: 01H - 1FH (1 - 31)
40H - 5FH (64 - 95)
vv = Value: 00H - 7FH (0 - 127)

* By specifying this as "CTL/EXP: ASSIGN1-8: SOURCE" you can use these messages to control "CTL/EXP: ASSIGN1-8: TARGET."

● Program Change

Status	2nd byte
CnH	ppH

n = MIDI channel number: 0H - FH (ch.1 - ch.16)
pp = Program Number: 00H - 7FH (No.1 - No.128)

* Patches will be selected according to the program number that is received.
* Patches are changed as shown below in correspondence with the bank number and program number received when "SYSTEM: MIDI SETTING: MAP SELECT" is set to "FIX."

BANK MSB	PROG CHG		GT-100	GT-001
0	1	=	#U01-1	#U001
0	2	=	#U01-2	#U002
		:		
0	99	=	#U25-3	#U099
0	100	=	#U25-4	#U100
0	101	=	#U25-4	#U100
0	102	=	#U25-4	#U100
		:		
0	126	=	#U25-4	#U100
0	127	=	#U25-4	#U100
1	1	=	#U26-1	#U101
1	2	=	#U26-2	#U102
		:		
1	99	=	#U50-3	#U199
1	100	=	#U50-4	#U200
1	101	=	#U50-4	#U200
1	102	=	#U50-4	#U200
		:		
1	126	=	#U50-4	#U200
1	127	=	#U50-4	#U200
2	1	=	#P01-1	#P001
2	2	=	#P01-2	#P002
		:		
2	99	=	#P25-3	#P099
2	100	=	#P25-4	#P100
2	101	=	#P25-4	#P100
2	102	=	#P25-4	#P100
		:		
2	126	=	#P25-4	#P100
2	127	=	#P25-4	#P100
3	1	=	#P26-1	#P101
3	2	=	#P26-2	#P102
		:		
3	99	=	#P50-3	#P199
3	100	=	#P50-4	#P200
3	101	=	#P50-4	#P200
3	102	=	#P50-4	#P200
		:		
3	126	=	#P50-4	#P200
3	127	=	#P50-4	#P200

* When "SYSTEM: MIDI SETTING: MAP SELECT" is set to "PROG," patches change in accord with the patch settings made for "SYSTEM: MIDI PROGRAM CHG MAP."

■ SYSTEM REALTIME MESSAGE

● Timing Clock

Status
F8H

* This is detected when "SYSTEM: MIDI SETTING: SYNC CLOCK" is set to "AUTO" and "EFFECT: MASTER SETTING: MASTER BPM" is updated accordingly.

● Active Sensing

Status
FEH

* When an Active Sensing message is received, the interval of all subsequent messages will begin to be monitored. If an interval greater than 400 msec. between messages, the display will indicate "MIDI OFFLINE!."

■ SYSTEM EXCLUSIVE MESSAGE

Status	Data Byte	Status
F0H	iiH, ddH, ... eeH	F7H

Byte	Explanation
F0H	Exclusive status
iiH	Manufacturer ID
ddH	Data
:	:
eeH	Data
F7H	EOX (End of Exclusive)

● Universal Non-realtime System Exclusive Messages

❍ Identity Request Message

Status	Data Byte	Status
F0H	7EH, dev, 06H, 01H	F7H

Byte	Explanation
F0H	Exclusive status
7EH	ID number (Universal Non-realtime Message)
Dev	Device ID
06H	Sub ID#1 (General Information)
01H	Sub ID#2 (Identity Request)
F7H	EOX (End of Exclusive)

* This is always received, regardless of the setting for the unit's device ID.
* When this message is received, Identity Reply message will be transmitted.

● ONE WAY COMMUNICATION

❍ Request Data 1 RQ1 (11H) (Model ID = 00H 00H 60H - GT-100)

Status	Data Byte	Status
F0H	41H, dev, 00H, 00H, 60H, 11H, aaH, bbH, ccH, ddH, ssH, ttH, uuH, vvH, sum	F7H

Byte	Explanation
F0H	Exclusive status
41H	Manufacturer ID (Roland)
Dev	Device ID (Dev=00H-1FH, 7FH)
00H	Model ID #1 (GT-100)
00H	Model ID #2 (GT-100)
60H	Model ID #3 (GT-100)
11H	Command ID (RQ1)
aaH	Address MSB
bbH	Address
ccH	Address
ddH	Address LSB
ssH	Size MSB
ttH	Size
uuH	Size
vvH	Size LSB
sum	Checksum
F7H	EOX (End of Exclusive)

* Only a device ID of 7FH or message matching the GT-100's device ID is received.
* The setting range for the device ID is 1 through 32. The factory default setting is 1.

❍ Request Data 1 RQ1 (11H) (Model ID = 00H 00H 00H 06H - GT-001)

Status	Data Byte	Status
F0H	41H, dev, 00H, 00H, 00H, 06H, 11H, aaH, bbH, ccH, ddH, ssH, ttH, uuH, vvH, sum	F7H

Byte	Explanation
F0H	Exclusive status
41H	Manufacturer ID (Roland)
Dev	Device ID (Dev=00H-1FH, 7FH)
00H	Model ID #1 (GT-001)
00H	Model ID #2 (GT-001)
00H	Model ID #3 (GT-001)
06H	Model ID #4 (GT-001)
11H	Command ID (RQ1)
aaH	Address MSB
bbH	Address
ccH	Address
ddH	Address LSB
ssH	Size MSB
ttH	Size
uuH	Size
vvH	Size LSB
sum	Checksum
F7H	EOX (End of Exclusive)

* Only a device ID of 7FH or message matching the GT-001's device ID is received.
* The setting range for the device ID is 1 through 32. The factory default setting is 1.

❍ Data Set 1 DT1 (12H) (Model ID = 00H 00H 60H - GT-100)

Status	Data Byte	Status
F0H	41H, dev, 00H, 00H, 60H, 12H, aaH, bbH, ccH, ddH, eeH, ... ffH, sum	F7H

Byte	Explanation
F0H	Exclusive status
41H	Manufacturer ID (Roland)
Dev	Device ID (Dev=00H-1FH, 7FH)
00H	Model ID #1 (GT-100)
00H	Model ID #2 (GT-100)
60H	Model ID #3 (GT-100)
12H	Command ID (DT1)
aaH	Address MSB
bbH	Address
ccH	Address
ddH	Address LSB
eeH	Data
:	:
ffH	Data
sum	Checksum
F7H	EOX (End of Exclusive)

* Only a device ID of 7FH or message matching the GT-100's device ID is received.
* The setting range for the device ID is 1 through 32. The factory default setting is 1.

❍ Data Set 1 DT1 (12H) (Model ID = 00H 00H 00H 06H - GT-001)

Status	Data Byte	Status
F0H	41H, dev, 00H, 00H, 00H, 06H 12H, aaH, bbH, ccH, ddH, eeH, ... ffH, sum	F7H

Byte	Explanation
F0H	Exclusive status
41H	Manufacturer ID (Roland)
Dev	Device ID (Dev=00H-1FH, 7FH)
00H	Model ID #1 (GT-001)
00H	Model ID #2 (GT-001)
00H	Model ID #3 (GT-001)
06H	Model ID #4 (GT-001)
12H	Command ID (DT1)
aaH	Address MSB
bbH	Address
ccH	Address
ddH	Address LSB
eeH	Data
:	:
ffH	Data
sum	Checksum
F7H	EOX (End of Exclusive)

* Only a device ID of 7FH or message matching the GT-001's device ID is received.
* The setting range for the device ID is 1 through 32. The factory default setting is 1.

2. TRANSMITTED DATA (Main Section)

■ CHANNEL VOICE MESSAGE

For the MIDI transmit channel number for Channel Voice messages, set "SYSTEM: MIDI SETTING: TX CHANNEL."

● Note Off

Status	2nd byte	3rd byte
8nH	kkH	40H

n = MIDI Channel Number:	0H - FH (ch.1 - ch.16)
kk = Note Number:	00H - 7FH (0 - 127)

● Note On

Status	2nd byte	3rd byte
9nH	kkH	vvH

n = MIDI Channel Number:	0H - FH (ch.1 - ch.16)
kk = Note Number:	00H - 7FH (0 - 127)
vv = Velocity:	01H - 7FH (1 - 127)

● Control Change

❍ Bank Select

Status	2nd byte	3rd byte
BnH	00H	mmH
BnH	20H	llH

n = MIDI Channel Number:	0H - FH (ch.1 - ch.16)
mm = Bank number (MSB):	00H - 7FH (0 - 127)
ll = Bank number (LSB):	00H - 7FH (0 - 127)

* If you set up a system parameter "SYSTEM: MIDI SETTING: PC OUT" for "ON," program change information is transmitted when switching patch.

❍ Control Change Number #1 - #31, #64 - #95

Status	2nd byte	3rd byte
BnH	ccH	vvH

n = MIDI Channel Number:	0H - FH (ch.1 - ch.16)
cc = Controller Number:	01H - 1FH (1 - 31)
	40H - 5FH (64 - 95)
vv = Value:	00H - 7FH (0 - 127)

* If you set up a control change number at a system parameter "SYSTEM: MIDI SETTING" control change information is transmitted when operating each controllers.

❍ RPN MSB/LSB

Status	2nd byte	3rd byte
BnH	65H	mmH
BnH	64H	llH

n = MIDI Channel Number:	0H - FH (ch.1 - ch.16)

mm = upper byte (MSB) of parameter number specified by RPN
ll = lower byte (LSB) of parameter number specified by RPN

<<< RPN >>>
Control Changes include RPN (Registered Parameter Numbers), which are extended. Pitch bend sensitivity (RPN#0) is the only RPN transmitted by the GT-100 and GT-001.

RPN MSB, LSB	Data entry MSB, LSB	Notes
00H, 00H	mmH, 00H	Pitch Bend Sensitivity The least significant byte is always transmitted as 00H.

* This is transmitted when "SYSTEM: GUITAR TO MIDI: BEND RANGE" is changed.

● Program Change

Status	2nd byte
CnH	ppH

n = MIDI Channel Number:	0H - FH (ch.1 - ch.16)
pp = Program Number:	00H - 7FH (No.1 - No.128)

* If you set up a system parameter "SYSTEM: MIDI SETTING: PC OUT" for "ON," program change information is transmitted when switching patch.

GT-100	GT-001		BANK MSB	BANK LSB	PROG CHG
#U01-1	#U001	=	0	0	1
#U01-2	#U002	=	0	0	2
	:				
#U25-3	#U099	=	0	0	99
#U25-4	#U100	=	0	0	100
#U26-1	#U101	=	1	0	1
#U26-2	#U102	=	1	0	2
	:				
#U50-3	#U199	=	1	0	99
#U50-4	#U200	=	1	0	100
#P01-1	#P001	=	2	0	1
#P01-2	#P002	=	2	0	2
	:				
#P25-3	#P099	=	2	0	99
#P25-4	#P100	=	2	0	100
#P26-1	#P101	=	3	0	1
#P26-2	#P102	=	3	0	2
	:				
#P50-3	#P199	=	3	0	99
#P50-4	#P200	=	3	0	100

● Pitch Bend Change

Status	2nd byte	3rd byte
EnH	llH	mmH

n = MIDI Channel Number:	0H - FH (ch.1 - ch.16)
mm,ll = Value:	00 00H - 40 00H - 7F 7FH
	(-8192 - 0 - +8191)

■ SYSTEM REALTIME MESSAGE

●Start

Status
FAH

* This is transmitted at the time of controller operation when "MIDI START/STOP" is set to "CTL/EXP: ASSIGN1-8: TARGET."

●Stop

Status
FCH

* This is transmitted at the time of controller operation when "MIDI START/STOP" is set to "CTL/EXP: ASSIGN1-8: TARGET."

●Active Sensing

Status
FEH

* This is transmitted at intervals of approximately 200 msec.

■ SYSTEM EXCLUSIVE MESSAGE

Status	Data Byte	Status
F0H	iiH, ddH, ... eeH	F7H

Byte	Explanation
F0H	Exclusive status
iiH	Manufacturer ID
ddH	Data
:	:
eeH	Data
F7H	EOX (End of Exclusive)

●Universal System Exclusive Message

❍ Identity Reply Message (GT-100)

* Receiving Identity Request Message, the GT-100 sends this message.

Status	Data Byte	Status
F0H	7EH, dev, 06H, 02H, 41H, 60H, 02H 00H, 00H, 00H, 00H, 00H, 00H	F7H

Byte	Explanation
F0H	Exclusive status
7EH	ID number (Universal Non-realtime Message)
Dev	Device ID (Dev=00H-1FH)
06H	Sub ID#1 (General Information)
02H	Sub ID#2 (Identity Request)
41H	ID number (Roland)
60H 02H	Device family code
00H 00H	Device family number code
00H 00H 00H 00H	Software revision level
F7H	EOX (End of Exclusive)

❍ Identity Reply Message (GT-001)

* Receiving Identity Request Message, the GT-001 sends this message.

Status	Data Byte	Status
F0H	7EH, dev, 06H, 02H, 41H, 60H, 03H 00H, 00H, 00H, 00H, 00H, 00H	F7H

Byte	Explanation
F0H	Exclusive status
7EH	ID number (Universal Non-realtime Message)
Dev	Device ID (Dev=00H-1FH)
06H	Sub ID#1 (General Information)
02H	Sub ID#2 (Identity Request)
41H	ID number (Roland)
60H 03H	Device family code
00H 00H	Device family number code
00H 00H 00H 00H	Software revision level
F7H	EOX (End of Exclusive)

❍ MIDI Machine Control Command STOP (MCS)

Status	Data Byte	Status
F0H	7FH, Dev, 06H, 01H	F7H

Byte	Explanation
F0H	Exclusive status
7FH	Universal System Exclusive Realtime Header
Dev	Device ID (7FH)
06H	MMC command message
01H	STOP (MCS)
F7H	EOX (End of Exclusive)

* This is transmitted at the time of controller operation when "MIDI MMC PLY/STOP" is set to "Target" for "CTL/EXP: ASSIGN1-8: TARGET."

❍ MIDI Machine Control Command PLAY (MCS)

Status	Data Byte	Status
F0H	7FH, Dev, 06H, 03H	F7H

Byte	Explanation
F0H	Exclusive status
7FH	Universal System Exclusive Realtime Header
Dev	Device ID (7FH)
06H	MMC command message
02H	PLAY (MCS)
F7H	EOX (End of Exclusive)

* This is transmitted at the time of controller operation when "MIDI MMC PLY/STOP" is set to "Target" for "CTL/EXP: ASSIGN1-8: TARGET."

● ONE WAY COMMUNICATION

❍ Data Set 1 DT1(12H) (Model ID = 00H 00H 60H - GT-100)

Status	Data Byte	Status
F0H	41H, dev, 00H, 00H, 60H, 12H, aaH, bbH, ccH, ddH, eeH, ... ffH, sum	F7H

Byte	Explanation
F0H	Exclusive status
41H	Manufacturer ID (Roland)
Dev	Device ID (Dev=00H-1FH)
00H	Model ID #1 (GT-100)
00H	Model ID #2 (GT-100)
60H	Model ID #3 (GT-100)
12H	Command ID (DT1)
aaH	Address MSB
bbH	Address
ccH	Address
ddH	Address LSB
eeH	Data
:	:
ffH	Data
sum	Checksum
F7H	EOX (End of Exclusive)

* The setting range for the device ID is 1 through 32. The factory default setting is 1.

❍ Data Set 1 DT1(12H) (Model ID = 00H 00H 00H 06H - GT-001)

Status	Data Byte	Status
F0H	41H, dev, 00H, 00H, 00H 06H, 12H, aaH, bbH, ccH, ddH, eeH, ... ffH, sum	F7H

Byte	Explanation
F0H	Exclusive status
41H	Manufacturer ID (Roland)
Dev	Device ID (Dev=00H-1FH)
00H	Model ID #1 (GT-001)
00H	Model ID #2 (GT-001)
00H	Model ID #3 (GT-001)
06H	Model ID #4 (GT-001)
12H	Command ID (DT1)
aaH	Address MSB
bbH	Address
ccH	Address
ddH	Address LSB
eeH	Data
:	:
ffH	Data
sum	Checksum
F7H	EOX (End of Exclusive)

* The setting range for the device ID is 1 through 32. The factory default setting is 1.

3.PARAMETER ADDRESS MAP (Model ID = 00H 00H 60H - GT-100)/ (Model ID = 00H 00H 00H 06H - GT-001)

The address and size are displayed under 7-bit hexadecimal notation.

Address	MSB			LSB
Binary	0aaa aaaa	0bbb bbbb	0ccc cccc	0ddd dddd
7-bit Hexadecimal	AA	BB	CC	DD

Size	MSB			LSB
Binary	0sss ssss	0ttt tttt	0uuu uuuu	0vvv vvvv
7-bit Hexadecimal	SS	TT	UU	VV

Address Block Map

Address	Block	Sub Block	Note
00 00 00 00	SYSTEM		* Refer to Table 'SYSTEM'
00 02 00 00	MIDI		* Refer to Table 'MIDI'
10 00 00 00	USER Patch	#U01-1/#U001	* Refer to Table 'PATCH'
10 01 00 00		#U01-2/#U002	
:		:	
10 7F 00 00		#U32-4/#U128	
11 00 00 00		#U33-1/#U129	
:		:	
11 46 00 00		#U50-3/#U199	
11 47 00 00		#U50-4/#U200	
20 00 00 00	PRESET Patch	#P01-1/#P001	* Refer to Table 'PATCH' (Read only)
20 01 00 00		#P01-2/#P002	
:		:	
20 7F 00 00		#P32-4/#P128	
21 00 00 00		#P33-1/#P129	
:		:	
21 46 00 00		#P50-3/#P199	
21 47 00 00		#P50-4/#P200	
30 00 00 00	USER QUICK SETTING	#U01	* Refer to Table 'PATCH' and Table 'PATCH: QUICK SETTING NAME'
30 01 00 00		#U02	
:		:	
30 08 00 00		#U09	
30 09 00 00		#U10	
40 00 00 00	PRESET QUICK SETTING	#P01	* Refer to Table 'PATCH' and Table 'PATCH: QUICK SETTING NAME' (Read only)
40 01 00 00		#P02	
:		:	
40 08 00 00		#P09	
40 09 00 00		#P10	
60 00 00 00	TEMPORARY PATCH		* Refer to Table 'PATCH'

* Although system exclusive message can be received at any time, be sure to appropriately describe the value for one parameter in one packet [F0...F7].
* Do not use an address appended with "#" as the first address.
* Parameters for which Size is 2 or higher should not be separated; make sure these are sent in the same packet.
* Parameters with Size of 2 or higher transmitted from the specified addresses in sequence, from MSB to LSB.

Table 'SYSTEM'

Address(H)	Size(H)	Data(H)	Parameter	Description	
00 00 00 00	00 00 00 01	00 - 0F	LCD: CONTRAST LEFT	1 - 16	
00 00 00 01	00 00 00 01	00 - 0F	LCD: CONTRAST RIGHT	1 - 16	* GT-100 only
00 00 00 10	00 00 00 01	00 - 01	PLAY OPTION: BANK CHANGE MODE	00 : WAIT 01 : IMMED	* GT-100 only
00 00 00 11	00 00 00 01	00 - 01	PLAY OPTION: EXP PEDAL HOLD	00 : OFF 01 : ON	
00 00 00 12	00 00 00 01	00 - 01	PLAY OPTION: KNOB LOCK	00 : OFF 01 : ON	* GT-100 only
00 00 00 13	00 00 00 01	00 - 05	PLAY OPTION: NUM PEDAL SW	00 : OFF 01 : TUNER 02 : Ch.A/B 03 : OD SOLO 04 : A/B SOLO 05 : A&B SOLO	* GT-100 only
00 00 00 14	00 00 00 02	00 00 - 00 63	PLAY OPTION: BANK EXTENT MIN	00 - 31 : U01 - U50 32 - 63 : P01 - P50	* GT-100 only
00 00 00 16	00 00 00 02	00 00 - 00 63	PLAY OPTION: BANK EXTENT MAX	00 - 31 : U01 - U50 32 - 63 : P01 - P50	* GT-100 only
00 00 00 18	00 00 00 01	00 - 01	PLAY OPTION: PEDAL INDICAT	00 : OFF 01 : ON	
00 00 00 20	00 00 00 01	00 - 0A	TUNER: PITCH	00 - 0A : 435Hz - 445Hz	
00 00 00 21	00 00 00 01	00 - 02	TUNER: OUTPUT	00 : MUTE 01 : BYPASS 02 : THRU	
00 00 00 31	00 00 00 02	00 28 - 01 7A	METRONOME: TEMPO	00 28 - 01 7A : 40 - 250	
00 00 00 33	00 00 00 01	00 - 1F	METRONOME: BEAT	* Refer to Table 'MASTER BEAT'	
00 00 00 34	00 00 00 01	00 - 64	METRONOME: LEVEL	0 - 100	
00 00 00 40	00 00 00 01	00 - 01	PREFERENCE: OUTPUT SELECT	00 : PATCH 01 : SYSTEM	
00 00 00 41	00 00 00 01	00 - 03	PREFERENCE: PREAMP	00 : PATCH 01 : SYSTEM1 02 : SYSTEM2 03 : SYSTEM3	
00 00 00 42	00 00 00 01	00 - 01	PREFERENCE: ACCEL/CTL	00 : PATCH 01 : SYSTEM	
00 00 00 43	00 00 00 01	00 - 01	PREFERENCE: EXP	00 : PATCH 01 : SYSTEM	
00 00 00 44	00 00 00 01	00 - 01	PREFERENCE: EXP SW	00 : PATCH 01 : SYSTEM	* GT-100 only
00 00 00 45	00 00 00 01	00 - 01	PREFERENCE: SUB CTL1	00 : PATCH 01 : SYSTEM	* CTL1 on GT-001
00 00 00 46	00 00 00 01	00 - 01	PREFERENCE: SUB CTL2	00 : PATCH 01 : SYSTEM	* CTL2 on GT-001
00 00 00 47	00 00 00 01	00 - 01	PREFERENCE: SUB EXP	00 : PATCH 01 : SYSTEM	* GT-100 only
00 00 00 51	00 00 00 01	00 - 28	USB: SECONDARY TO EFFECT LEVEL	00 - 28 : -20 - +20dB	
00 00 00 52	00 00 00 01	00 - 64	USB: PRIMARY EFFECT OUTPUT LEVEL	00 - 64 : 0 - 200%	
00 00 00 53	00 00 00 01	00 - 64	USB: PRIMARY DRY MIX LEVEL	00 - 64 : 0 - 200%	
00 00 00 57	00 00 00 01	00 - 64	USB: SECONDARY OUTPUT LEVEL	00 - 64 : 0 - 200%	
00 00 00 60	00 00 00 01	00 - 01	AUTO OFF	00 : OFF 01 : ON	
00 00 00 70	00 00 00 01	00 - 07	OUTPUT SELECT	00 : JC-120 01 : SMALL AMP 02 : COMBO AMP 03 : STACK AMP 04 : JC-120 RETURN 05 : COMBO RETURN 06 : STACK RETURN 07 : LINE/PHONES	
00 00 00 71	00 00 00 01	00 - 28	INPUT LEVEL	00 - 28 : MUTE, -19 - +20dB	* GUITAR IN LEVEL on GT-001
00 00 00 72	00 00 00 01	00 - 28	GLOBAL EQ: LOW GAIN	00 - 28 : -20 - +20dB	
00 00 00 73	00 00 00 01	00 - 28	GLOBAL EQ: MID GAIN	00 - 28 : -20 - +20dB	
00 00 00 74	00 00 00 01	00 - 1B	GLOBAL EQ: MID FREQ	00 - 1B : 20.0Hz - 10.0kHz	
00 00 00 75	00 00 00 01	00 - 05	GLOBAL EQ: MID Q	* Refer to Table 'MID Q'	
00 00 00 76	00 00 00 01	00 - 28	GLOBAL EQ: HIGH GAIN	00 - 28 : -20 - +20dB	
00 00 00 77	00 00 00 01	00 - 28	TOTAL: NS THRESH	00 - 28 : -20 - +20dB	
00 00 00 78	00 00 00 01	00 - 64	TOTAL: REVERB LEVEL	00 - 64 : 0 - 200%	
00 00 00 79	00 00 00 01	00 - 01	TOTAL: MAIN OUT LEVEL	00 : -10dB 01 : +4dB	* GT-100 only

00 00 00 7A	00 00 00 01	00 - 28	MIC: LEVEL	00 - 28 : -20 - +20dB * GT-001 only
00 00 00 7B	00 00 00 01	00 - 02	MIC: GAIN	00 : 0dB * GT-001 only 01 : +12dB 02 : +24dB
00 00 00 7C	00 00 00 01	00 - 01	MIC: PHANTOM SW	00 : OFF * GT-001 only 01 : ON
00 00 00 7D	00 00 00 01	00 - 01	INPUT SELECT	00 : GUITAR * GT-001 only 01 : MIC
00 00 01 00	00 00 00 01	00 - 01	PHRASE LOOP: MODE	00 : PERFORM * GT-100 only 01 : PATCH EDIT
00 00 01 01	00 00 00 01	00 - 01	PHRASE LOOP: PEDAL FUNC	00 : OFF * GT-100 only 01 : PHRASE LOOP
00 00 01 02	00 00 00 01	00 - 01	PHRASE LOOP: REC_MODE	00 : MONO * GT-100 only 01 : STEREO
00 00 01 04	00 00 00 01	00 - 78	PHRASE LOOP: PLAY_LEVEL	0 - 120 * GT-100 only
00 00 01 10	00 00 00 01	00 - 01	SYSTEM1: PREAMP A: ON/OFF	00 : OFF 01 : ON
00 00 01 11	00 00 00 01	00 - 1B	SYSTEM1: PREAMP A: TYPE	* Refer to Table 'PREAMP TYPE'
00 00 01 12	00 00 00 01	00 - 78	SYSTEM1: PREAMP A: GAIN	0 - 120
00 00 01 13	00 00 00 01	00 - 14	SYSTEM1: PREAMP A: T-COMP	00 - 14 : -10 - +10
00 00 01 14	00 00 00 01	00 - 64	SYSTEM1: PREAMP A: BASS	0 - 100
00 00 01 15	00 00 00 01	00 - 64	SYSTEM1: PREAMP A: MIDDLE	0 - 100
00 00 01 16	00 00 00 01	00 - 64	SYSTEM1: PREAMP A: TREBLE	0 - 100
00 00 01 17	00 00 00 01	00 - 64	SYSTEM1: PREAMP A: PRESENCE	0 - 100
00 00 01 18	00 00 00 01	00 - 64	SYSTEM1: PREAMP A: LEVEL	0 - 100
00 00 01 19	00 00 00 01	00 - 01	SYSTEM1: PREAMP A: BRIGHT	00 : OFF 01 : ON
00 00 01 1A	00 00 00 01	00 - 02	SYSTEM1: PREAMP A: GAIN SW	00 : LOW 01 : MIDDLE 02 : HIGH
00 00 01 1B	00 00 00 01	00 - 01	SYSTEM1: PREAMP A: SOLO SW	00 : OFF 01 : ON
00 00 01 1C	00 00 00 01	00 - 64	SYSTEM1: PREAMP A: SOLO LEVEL	0 - 100
00 00 01 1D	00 00 00 01	00 - 09	SYSTEM1: PREAMP A: SP TYPE	* Refer to Table 'SP TYPE'
00 00 01 1E	00 00 00 01	00 - 04	SYSTEM1: PREAMP A: MIC TYPE	* Refer to Table 'MIC TYPE'
00 00 01 1F	00 00 00 01	00 - 01	SYSTEM1: PREAMP A: MIC DIS	00 : OFF MIC 01 : ON MIC
00 00 01 20	00 00 00 01	00 - 0A	SYSTEM1: PREAMP A: MIC POS	00 : CENTER 01 - 0A : 1 - 10cm
00 00 01 21	00 00 00 01	00 - 64	SYSTEM1: PREAMP A: MIC LEVEL	0 - 100
00 00 01 22	00 00 00 01	00 - 64	SYSTEM1: PREAMP A: DIRECT MIX	0 - 100
00 00 01 23	00 00 00 01	00 - 06	SYSTEM1: PREAMP A: CUSTOM TYPE	* Refer to Table 'CUSTOM AMP TYPE'
00 00 01 24	00 00 00 01	00 - 64	SYSTEM1: PREAMP A: CUSTOM BOTTOM	00 - 64 : -50 - +50
00 00 01 25	00 00 00 01	00 - 64	SYSTEM1: PREAMP A: CUSTOM EDGE	00 - 64 : -50 - +50
00 00 01 28	00 00 00 01	00 - 64	SYSTEM1: PREAMP A: CUSTOM PREAMP LOW	00 - 64 : -50 - +50
00 00 01 29	00 00 00 01	00 - 64	SYSTEM1: PREAMP A: CUSTOM PREAMP HIGH	00 - 64 : -50 - +50
00 00 01 2A	00 00 00 01	00 - 64	SYSTEM1: PREAMP A: CUSTOM CHAR	00 - 64 : -50 - +50
00 00 01 2B	00 00 00 01	00 - 0A	SYSTEM1: PREAMP A: CUSTOM SP SIZE	00 - 0A : 5" - 15"
00 00 01 2C	00 00 00 01	00 - 14	SYSTEM1: PREAMP A: CUSTOM SP COLOR LOW	00 - 14 : -10 - +10
00 00 01 2D	00 00 00 01	00 - 14	SYSTEM1: PREAMP A: CUSTOM SP COLOR HIGH	00 - 14 : -10 - +10
00 00 01 2E	00 00 00 01	00 - 03	SYSTEM1: PREAMP A: CUSTOM SP NUM	00 : x1 01 : x2 02 : x4 03 : x8
00 00 01 2F	00 00 00 01	00 - 01	SYSTEM1: PREAMP A: CUSTOM SP CABINET	00 : OPEN 01 : CLOSE
00 00 01 30	00 00 00 01	00 - 01	SYSTEM1: PREAMP B: ON/OFF	00 : OFF 01 : ON
00 00 01 31	00 00 00 01	00 - 1B	SYSTEM1: PREAMP B: TYPE	* Refer to Table 'PREAMP TYPE'
00 00 01 32	00 00 00 01	00 - 78	SYSTEM1: PREAMP B: GAIN	0 - 120
00 00 01 33	00 00 00 01	00 - 14	SYSTEM1: PREAMP B: T-COMP	00 - 14 : -10 - +10
00 00 01 34	00 00 00 01	00 - 64	SYSTEM1: PREAMP B: BASS	0 - 100
00 00 01 35	00 00 00 01	00 - 64	SYSTEM1: PREAMP B: MIDDLE	0 - 100
00 00 01 36	00 00 00 01	00 - 64	SYSTEM1: PREAMP B: TREBLE	0 - 100
00 00 01 37	00 00 00 01	00 - 64	SYSTEM1: PREAMP B: PRESENCE	0 - 100
00 00 01 38	00 00 00 01	00 - 64	SYSTEM1: PREAMP B: LEVEL	0 - 100
00 00 01 39	00 00 00 01	00 - 01	SYSTEM1: PREAMP B: BRIGHT	00 : OFF 01 : ON
00 00 01 3A	00 00 00 01	00 - 02	SYSTEM1: PREAMP B: GAIN SW	00 : LOW 01 : MIDDLE 02 : HIGH
00 00 01 3B	00 00 00 01	00 - 01	SYSTEM1: PREAMP B: SOLO SW	00 : OFF 01 : ON
00 00 01 3C	00 00 00 01	00 - 64	SYSTEM1: PREAMP B: SOLO LEVEL	0 - 100
00 00 01 3D	00 00 00 01	00 - 09	SYSTEM1: PREAMP B: SP TYPE	* Refer to Table 'SP TYPE'
00 00 01 3E	00 00 00 01	00 - 04	SYSTEM1: PREAMP B: MIC TYPE	* Refer to Table 'MIC TYPE'
00 00 01 3F	00 00 00 01	00 - 01	SYSTEM1: PREAMP B: MIC DIS	00 : OFF MIC 01 : ON MIC
00 00 01 40	00 00 00 01	00 - 0A	SYSTEM1: PREAMP B: MIC POS	00 : CENTER 01 - 0A : 1 - 10cm

00 00 01 41	00 00 00 01	00 - 64	SYSTEM1: PREAMP B: MIC LEVEL	0 - 100
00 00 01 42	00 00 00 01	00 - 64	SYSTEM1: PREAMP B: DIRECT MIX	0 - 100
00 00 01 43	00 00 00 01	00 - 06	SYSTEM1: PREAMP B: CUSTOM TYPE	* Refer to Table 'CUSTOM AMP TYPE'
00 00 01 44	00 00 00 01	00 - 64	SYSTEM1: PREAMP B: CUSTOM BOTTOM	00 - 64 : -50 - +50
00 00 01 45	00 00 00 01	00 - 64	SYSTEM1: PREAMP B: CUSTOM EDGE	00 - 64 : -50 - +50
00 00 01 48	00 00 00 01	00 - 64	SYSTEM1: PREAMP B: CUSTOM PREAMP LOW	00 - 64 : -50 - +50
00 00 01 49	00 00 00 01	00 - 64	SYSTEM1: PREAMP B: CUSTOM PREAMP HIGH	00 - 64 : -50 - +50
00 00 01 4A	00 00 00 01	00 - 64	SYSTEM1: PREAMP B: CUSTOM CHAR	00 - 64 : -50 - +50
00 00 01 4B	00 00 00 01	00 - 0A	SYSTEM1: PREAMP B: CUSTOM SP SIZE	00 - 0A : 5" - 15"
00 00 01 4C	00 00 00 01	00 - 14	SYSTEM1: PREAMP B: CUSTOM SP COLOR LOW	00 - 14 : -10 - +10
00 00 01 4D	00 00 00 01	00 - 14	SYSTEM1: PREAMP B: CUSTOM SP COLOR HIGH	00 - 14 : -10 - +10
00 00 01 4E	00 00 00 01	00 - 03	SYSTEM1: PREAMP B: CUSTOM SP NUM	00 : x1 01 : x2 02 : x4 03 : x8
00 00 01 4F	00 00 00 01	00 - 01	SYSTEM1: PREAMP B: CUSTOM SP CABINET	00 : OPEN 01 : CLOSE
00 00 01 50	00 00 00 01	00 - 01	SYSTEM2: PREAMP A: ON/OFF	00 : OFF 01 : ON
00 00 01 51	00 00 00 01	00 - 1B	SYSTEM2: PREAMP A: TYPE	* Refer to Table 'PREAMP TYPE'
00 00 01 52	00 00 00 01	00 - 78	SYSTEM2: PREAMP A: GAIN	0 - 120
00 00 01 53	00 00 00 01	00 - 14	SYSTEM2: PREAMP A: T-COMP	00 - 14 : -10 - +10
00 00 01 54	00 00 00 01	00 - 64	SYSTEM2: PREAMP A: BASS	0 - 100
00 00 01 55	00 00 00 01	00 - 64	SYSTEM2: PREAMP A: MIDDLE	0 - 100
00 00 01 56	00 00 00 01	00 - 64	SYSTEM2: PREAMP A: TREBLE	0 - 100
00 00 01 57	00 00 00 01	00 - 64	SYSTEM2: PREAMP A: PRESENCE	0 - 100
00 00 01 58	00 00 00 01	00 - 64	SYSTEM2: PREAMP A: LEVEL	0 - 100
00 00 01 59	00 00 00 01	00 - 01	SYSTEM2: PREAMP A: BRIGHT	00 : OFF 01 : ON
00 00 01 5A	00 00 00 01	00 - 02	SYSTEM2: PREAMP A: GAIN SW	00 : LOW 01 : MIDDLE 02 : HIGH
00 00 01 5B	00 00 00 01	00 - 01	SYSTEM2: PREAMP A: SOLO SW	00 : OFF 01 : ON
00 00 01 5C	00 00 00 01	00 - 64	SYSTEM2: PREAMP A: SOLO LEVEL	0 - 100
00 00 01 5D	00 00 00 01	00 - 09	SYSTEM2: PREAMP A: SP TYPE	* Refer to Table 'SP TYPE'
00 00 01 5E	00 00 00 01	00 - 04	SYSTEM2: PREAMP A: MIC TYPE	* Refer to Table 'MIC TYPE'
00 00 01 5F	00 00 00 01	00 - 01	SYSTEM2: PREAMP A: MIC DIS	00 : OFF MIC 01 : ON MIC
00 00 01 60	00 00 00 01	00 - 0A	SYSTEM2: PREAMP A: MIC POS	00 : CENTER 01 - 0A : 1 - 10cm
00 00 01 61	00 00 00 01	00 - 64	SYSTEM2: PREAMP A: MIC LEVEL	0 - 100
00 00 01 62	00 00 00 01	00 - 64	SYSTEM2: PREAMP A: DIRECT MIX	0 - 100
00 00 01 63	00 00 00 01	00 - 06	SYSTEM2: PREAMP A: CUSTOM TYPE	* Refer to Table 'CUSTOM AMP TYPE'
00 00 01 64	00 00 00 01	00 - 64	SYSTEM2: PREAMP A: CUSTOM BOTTOM	00 - 64 : -50 - +50
00 00 01 65	00 00 00 01	00 - 64	SYSTEM2: PREAMP A: CUSTOM EDGE	00 - 64 : -50 - +50
00 00 01 68	00 00 00 01	00 - 64	SYSTEM2: PREAMP A: CUSTOM PREAMP LOW	00 - 64 : -50 - +50
00 00 01 69	00 00 00 01	00 - 64	SYSTEM2: PREAMP A: CUSTOM PREAMP HIGH	00 - 64 : -50 - +50
00 00 01 6A	00 00 00 01	00 - 64	SYSTEM2: PREAMP A: CUSTOM CHAR	00 - 64 : -50 - +50
00 00 01 6B	00 00 00 01	00 - 0A	SYSTEM2: PREAMP A: CUSTOM SP SIZE	00 - 0A : 5" - 15"
00 00 01 6C	00 00 00 01	00 - 14	SYSTEM2: PREAMP A: CUSTOM SP COLOR LOW	00 - 14 : -10 - +10
00 00 01 6D	00 00 00 01	00 - 14	SYSTEM2: PREAMP A: CUSTOM SP COLOR HIGH	00 - 14 : -10 - +10
00 00 01 6E	00 00 00 01	00 - 03	SYSTEM2: PREAMP A: CUSTOM SP NUM	00 : x1 01 : x2 02 : x4 03 : x8
00 00 01 6F	00 00 00 01	00 - 01	SYSTEM2: PREAMP A: CUSTOM SP CABINET	00 : OPEN 01 : CLOSE
00 00 01 70	00 00 00 01	00 - 01	SYSTEM2: PREAMP B: ON/OFF	00 : OFF 01 : ON
00 00 01 71	00 00 00 01	00 - 1B	SYSTEM2: PREAMP B: TYPE	* Refer to Table 'PREAMP TYPE'
00 00 01 72	00 00 00 01	00 - 78	SYSTEM2: PREAMP B: GAIN	0 - 120
00 00 01 73	00 00 00 01	00 - 14	SYSTEM2: PREAMP B: T-COMP	00 - 14 : -10 - +10
00 00 01 74	00 00 00 01	00 - 64	SYSTEM2: PREAMP B: BASS	0 - 100
00 00 01 75	00 00 00 01	00 - 64	SYSTEM2: PREAMP B: MIDDLE	0 - 100
00 00 01 76	00 00 00 01	00 - 64	SYSTEM2: PREAMP B: TREBLE	0 - 100
00 00 01 77	00 00 00 01	00 - 64	SYSTEM2: PREAMP B: PRESENCE	0 - 100
00 00 01 78	00 00 00 01	00 - 64	SYSTEM2: PREAMP B: LEVEL	0 - 100
00 00 01 79	00 00 00 01	00 - 01	SYSTEM2: PREAMP B: BRIGHT	00 : OFF 01 : ON
00 00 01 7A	00 00 00 01	00 - 02	SYSTEM2: PREAMP B: GAIN SW	00 : LOW 01 : MIDDLE 02 : HIGH
00 00 01 7B	00 00 00 01	00 - 01	SYSTEM2: PREAMP B: SOLO SW	00 : OFF 01 : ON
00 00 01 7C	00 00 00 01	00 - 64	SYSTEM2: PREAMP B: SOLO LEVEL	0 - 100
00 00 01 7D	00 00 00 01	00 - 09	SYSTEM2: PREAMP B: SP TYPE	* Refer to Table 'SP TYPE'
00 00 01 7E	00 00 00 01	00 - 04	SYSTEM2: PREAMP B: MIC TYPE	* Refer to Table 'MIC TYPE'
00 00 01 7F	00 00 00 01	00 - 01	SYSTEM2: PREAMP B: MIC DIS	00 : OFF MIC 01 : ON MIC
00 00 02 00	00 00 00 01	00 - 0A	SYSTEM2: PREAMP B: MIC POS	00 : CENTER 01 - 0A : 1 - 10cm
00 00 02 01	00 00 00 01	00 - 64	SYSTEM2: PREAMP B: MIC LEVEL	0 - 100

00 00 02 02	00 00 00 01	00 - 64	SYSTEM2: PREAMP B: DIRECT MIX	0 - 100
00 00 02 03	00 00 00 01	00 - 06	SYSTEM2: PREAMP B: CUSTOM TYPE	* Refer to Table 'CUSTOM AMP TYPE'
00 00 02 04	00 00 00 01	00 - 64	SYSTEM2: PREAMP B: CUSTOM BOTTOM	00 - 64 : -50 - +50
00 00 02 05	00 00 00 01	00 - 64	SYSTEM2: PREAMP B: CUSTOM EDGE	00 - 64 : -50 - +50
00 00 02 08	00 00 00 01	00 - 64	SYSTEM2: PREAMP B: CUSTOM PREAMP LOW	00 - 64 : -50 - +50
00 00 02 09	00 00 00 01	00 - 64	SYSTEM2: PREAMP B: CUSTOM PREAMP HIGH	00 - 64 : -50 - +50
00 00 02 0A	00 00 00 01	00 - 64	SYSTEM2: PREAMP B: CUSTOM CHAR	00 - 64 : -50 - +50
00 00 02 0B	00 00 00 01	00 - 0A	SYSTEM2: PREAMP B: CUSTOM SP SIZE	00 - 0A : 5" - 15"
00 00 02 0C	00 00 00 01	00 - 14	SYSTEM2: PREAMP B: CUSTOM SP COLOR LOW	00 - 14 : -10 - +10
00 00 02 0D	00 00 00 01	00 - 14	SYSTEM2: PREAMP B: CUSTOM SP COLOR HIGH	00 - 14 : -10 - +10
00 00 02 0E	00 00 00 01	00 - 03	SYSTEM2: PREAMP B: CUSTOM SP NUM	00 : x1 01 : x2 02 : x4 03 : x8
00 00 02 0F	00 00 00 01	00 - 01	SYSTEM2: PREAMP B: CUSTOM SP CABINET	00 : OPEN 01 : CLOSE
00 00 02 10	00 00 00 01	00 - 01	SYSTEM3: PREAMP A: ON/OFF	00 : OFF 01 : ON
00 00 02 11	00 00 00 01	00 - 1B	SYSTEM3: PREAMP A: TYPE	* Refer to Table 'PREAMP TYPE'
00 00 02 12	00 00 00 01	00 - 78	SYSTEM3: PREAMP A: GAIN	0 - 120
00 00 02 13	00 00 00 01	00 - 14	SYSTEM3: PREAMP A: T-COMP	00 - 14 : -10 - +10
00 00 02 14	00 00 00 01	00 - 64	SYSTEM3: PREAMP A: BASS	0 - 100
00 00 02 15	00 00 00 01	00 - 64	SYSTEM3: PREAMP A: MIDDLE	0 - 100
00 00 02 16	00 00 00 01	00 - 64	SYSTEM3: PREAMP A: TREBLE	0 - 100
00 00 02 17	00 00 00 01	00 - 64	SYSTEM3: PREAMP A: PRESENCE	0 - 100
00 00 02 18	00 00 00 01	00 - 64	SYSTEM3: PREAMP A: LEVEL	0 - 100
00 00 02 19	00 00 00 01	00 - 01	SYSTEM3: PREAMP A: BRIGHT	00 : OFF 01 : ON
00 00 02 1A	00 00 00 01	00 - 02	SYSTEM3: PREAMP A: GAIN SW	00 : LOW 01 : MIDDLE 02 : HIGH
00 00 02 1B	00 00 00 01	00 - 01	SYSTEM3: PREAMP A: SOLO SW	00 : OFF 01 : ON
00 00 02 1C	00 00 00 01	00 - 64	SYSTEM3: PREAMP A: SOLO LEVEL	0 - 100
00 00 02 1D	00 00 00 01	00 - 09	SYSTEM3: PREAMP A: SP TYPE	* Refer to Table 'SP TYPE'
00 00 02 1E	00 00 00 01	00 - 04	SYSTEM3: PREAMP A: MIC TYPE	* Refer to Table 'MIC TYPE'
00 00 02 1F	00 00 00 01	00 - 01	SYSTEM3: PREAMP A: MIC DIS	00 : OFF MIC 01 : ON MIC
00 00 02 20	00 00 00 01	00 - 0A	SYSTEM3: PREAMP A: MIC POS	00 : CENTER 01 - 0A : 1 - 10cm
00 00 02 21	00 00 00 01	00 - 64	SYSTEM3: PREAMP A: MIC LEVEL	0 - 100
00 00 02 22	00 00 00 01	00 - 64	SYSTEM3: PREAMP A: DIRECT MIX	0 - 100
00 00 02 23	00 00 00 01	00 - 06	SYSTEM3: PREAMP A: CUSTOM TYPE	* Refer to Table 'CUSTOM AMP TYPE'
00 00 02 24	00 00 00 01	00 - 64	SYSTEM3: PREAMP A: CUSTOM BOTTOM	00 - 64 : -50 - +50
00 00 02 25	00 00 00 01	00 - 64	SYSTEM3: PREAMP A: CUSTOM EDGE	00 - 64 : -50 - +50
00 00 02 28	00 00 00 01	00 - 64	SYSTEM3: PREAMP A: CUSTOM PREAMP LOW	00 - 64 : -50 - +50
00 00 02 29	00 00 00 01	00 - 64	SYSTEM3: PREAMP A: CUSTOM PREAMP HIGH	00 - 64 : -50 - +50
00 00 02 2A	00 00 00 01	00 - 64	SYSTEM3: PREAMP A: CUSTOM CHAR	00 - 64 : -50 - +50
00 00 02 2B	00 00 00 01	00 - 0A	SYSTEM3: PREAMP A: CUSTOM SP SIZE	00 - 0A : 5" - 15"
00 00 02 2C	00 00 00 01	00 - 14	SYSTEM3: PREAMP A: CUSTOM SP COLOR LOW	00 - 14 : -10 - +10
00 00 02 2D	00 00 00 01	00 - 14	SYSTEM3: PREAMP A: CUSTOM SP COLOR HIGH	00 - 14 : -10 - +10
00 00 02 2E	00 00 00 01	00 - 03	SYSTEM3: PREAMP A: CUSTOM SP NUM	00 : x1 01 : x2 02 : x4 03 : x8
00 00 02 2F	00 00 00 01	00 - 01	SYSTEM3: PREAMP A: CUSTOM SP CABINET	00 : OPEN 01 : CLOSE
00 00 02 30	00 00 00 01	00 - 01	SYSTEM3: PREAMP B: ON/OFF	00 : OFF 01 : ON
00 00 02 31	00 00 00 01	00 - 1B	SYSTEM3: PREAMP B: TYPE	* Refer to Table 'PREAMP TYPE'
00 00 02 32	00 00 00 01	00 - 78	SYSTEM3: PREAMP B: GAIN	0 - 120
00 00 02 33	00 00 00 01	00 - 14	SYSTEM3: PREAMP B: T-COMP	00 - 14 : -10 - +10
00 00 02 34	00 00 00 01	00 - 64	SYSTEM3: PREAMP B: BASS	0 - 100
00 00 02 35	00 00 00 01	00 - 64	SYSTEM3: PREAMP B: MIDDLE	0 - 100
00 00 02 36	00 00 00 01	00 - 64	SYSTEM3: PREAMP B: TREBLE	0 - 100
00 00 02 37	00 00 00 01	00 - 64	SYSTEM3: PREAMP B: PRESENCE	0 - 100
00 00 02 38	00 00 00 01	00 - 64	SYSTEM3: PREAMP B: LEVEL	0 - 100
00 00 02 39	00 00 00 01	00 - 01	SYSTEM3: PREAMP B: BRIGHT	00 : OFF 01 : ON
00 00 02 3A	00 00 00 01	00 - 02	SYSTEM3: PREAMP B: GAIN SW	00 : LOW 01 : MIDDLE 02 : HIGH
00 00 02 3B	00 00 00 01	00 - 01	SYSTEM3: PREAMP B: SOLO SW	00 : OFF 01 : ON
00 00 02 3C	00 00 00 01	00 - 64	SYSTEM3: PREAMP B: SOLO LEVEL	0 - 100
00 00 02 3D	00 00 00 01	00 - 09	SYSTEM3: PREAMP B: SP TYPE	* Refer to Table 'SP TYPE'
00 00 02 3E	00 00 00 01	00 - 04	SYSTEM3: PREAMP B: MIC TYPE	* Refer to Table 'MIC TYPE'
00 00 02 3F	00 00 00 01	00 - 01	SYSTEM3: PREAMP B: MIC DIS	00 : OFF MIC 01 : ON MIC
00 00 02 40	00 00 00 01	00 - 0A	SYSTEM3: PREAMP B: MIC POS	00 : CENTER 01 - 0A : 1 - 10cm
00 00 02 41	00 00 00 01	00 - 64	SYSTEM3: PREAMP B: MIC LEVEL	0 - 100
00 00 02 42	00 00 00 01	00 - 64	SYSTEM3: PREAMP B: DIRECT MIX	0 - 100

00 00 02 43	00 00 00 01	00 - 06	SYSTEM3: PREAMP B: CUSTOM TYPE	* Refer to Table 'CUSTOM AMP TYPE'	
00 00 02 44	00 00 00 01	00 - 64	SYSTEM3: PREAMP B: CUSTOM BOTTOM	00 - 64 : -50 - +50	
00 00 02 45	00 00 00 01	00 - 64	SYSTEM3: PREAMP B: CUSTOM EDGE	00 - 64 : -50 - +50	
00 00 02 48	00 00 00 01	00 - 64	SYSTEM3: PREAMP B: CUSTOM PREAMP LOW	00 - 64 : -50 - +50	
00 00 02 49	00 00 00 01	00 - 64	SYSTEM3: PREAMP B: CUSTOM PREAMP HIGH	00 - 64 : -50 - +50	
00 00 02 4A	00 00 00 01	00 - 64	SYSTEM3: PREAMP B: CUSTOM CHAR	00 - 64 : -50 - +50	
00 00 02 4B	00 00 00 01	00 - 0A	SYSTEM3: PREAMP B: CUSTOM SP SIZE	00 - 0A : 5" - 15"	
00 00 02 4C	00 00 00 01	00 - 14	SYSTEM3: PREAMP B: CUSTOM SP COLOR LOW	00 - 14 : -10 - +10	
00 00 02 4D	00 00 00 01	00 - 14	SYSTEM3: PREAMP B: CUSTOM SP COLOR HIGH	00 - 14 : -10 - +10	
00 00 02 4E	00 00 00 01	00 - 03	SYSTEM3: PREAMP B: CUSTOM SP NUM	00 : x1 01 : x2 02 : x4 03 : x8	
00 00 02 4F	00 00 00 01	00 - 01	SYSTEM3: PREAMP B: CUSTOM SP CABINET	00 : OPEN 01 : CLOSE	
00 00 02 50	00 00 00 02	00 00 - 00 52	KNOB SETTING: KNOB1	* Refer to Table 'KNOB SETTING'	
00 00 02 52	00 00 00 02	00 00 - 00 52	KNOB SETTING: KNOB2	* Refer to Table 'KNOB SETTING'	
00 00 02 54	00 00 00 02	00 00 - 00 52	KNOB SETTING: KNOB3	* Refer to Table 'KNOB SETTING'	
00 00 02 56	00 00 00 02	00 00 - 00 52	KNOB SETTING: KNOB4	* Refer to Table 'KNOB SETTING'	
00 00 02 58	00 00 00 02	00 00 - 00 52	KNOB SETTING: KNOB5	* Refer to Table 'KNOB SETTING'	*GT-100 only
00 00 02 5A	00 00 00 02	00 00 - 00 52	KNOB SETTING: KNOB6	* Refer to Table 'KNOB SETTING'	*GT-100 only
00 00 02 5C	00 00 00 02	00 00 - 00 52	KNOB SETTING: KNOB7	* Refer to Table 'KNOB SETTING'	*GT-100 only
00 00 02 5E	00 00 00 02	00 00 - 00 52	KNOB SETTING: KNOB8	* Refer to Table 'KNOB SETTING'	*GT-100 only
00 00 02 60	00 00 00 01	00 - 26	ACCEL/CTL: FUNC	* Refer to Table 'CTL PEDAL FUNC'	*GT-100 only
00 00 02 61	00 00 00 01	00 - 01	ACCEL/CTL: MIN	00 : OFF (STOP) 01 : ON (START)	*GT-100 only
00 00 02 62	00 00 00 01	00 - 01	ACCEL/CTL: MAX	00 : OFF (STOP) 01 : ON (START)	*GT-100 only
00 00 02 63	00 00 00 01	00 - 01	ACCEL/CTL: SOURCE MODE	00 : MOMENT 01 : TOGGLE	*GT-100 only
00 00 02 64	00 00 00 01	00 - 26	EXP SW: FUNC	* Refer to Table 'CTL PEDAL FUNC'	* GT-100 only
00 00 02 65	00 00 00 01	00 - 01	EXP SW: MIN	00 : OFF (STOP) 01 : ON (START)	* GT-100 only
00 00 02 66	00 00 00 01	00 - 01	EXP SW: MAX	00 : OFF (STOP) 01 : ON (START)	* GT-100 only
00 00 02 67	00 00 00 01	00 - 01	EXP SW: SOURCE MODE	00 : MOMENT 01 : TOGGLE	* GT-100 only
00 00 02 68	00 00 00 01	00 - 26	SUB CTL1: FUNC	* Refer to Table 'CTL PEDAL FUNC'	
00 00 02 69	00 00 00 01	00 - 01	SUB CTL1: MIN	00 : OFF (STOP) 01 : ON (START)	* CTL1 on GT-001
00 00 02 6A	00 00 00 01	00 - 01	SUB CTL1: MAX	00 : OFF (STOP) 01 : ON (START)	* CTL1 on GT-001
00 00 02 6B	00 00 00 01	00 - 01	SUB CTL1: SOURCE MODE	00 : MOMENT 01 : TOGGLE	* CTL1 on GT-001
00 00 02 6C	00 00 00 01	00 - 26	SUB CTL2: FUNC	* Refer to Table 'CTL PEDAL FUNC'	* CTL2 on GT-001
00 00 02 6D	00 00 00 01	00 - 01	SUB CTL2: MIN	00 : OFF (STOP) 01 : ON (START)	* CTL2 on GT-001
00 00 02 6E	00 00 00 01	00 - 01	SUB CTL2: MAX	00 : OFF (STOP) 01 : ON (START)	* CTL2 on GT-001
00 00 02 6F	00 00 00 01	00 - 01	SUB CTL2: SOURCE MODE	00 : MOMENT 01 : TOGGLE	* CTL2 on GT-001
00 00 02 70	00 00 00 01	00 - 06	EXP: FUNC	00 : OFF 01 : FOOT VOLUME 02 : PEDAL BEND 03 : WAH 04 : PB/FV 05 : WAH/FV 06 : PATCH LEVEL	
00 00 02 71	00 00 00 01	00 - 64	EXP: PATCH LEVEL MIN	00 - 64 : 0 - 200	
00 00 02 72	00 00 00 01	00 - 64	EXP: PATCH LEVEL MAX	00 - 64 : 0 - 200	
00 00 02 73	00 00 00 01	00 - 01	SUB EXP: FUNC	00 : OFF 01 : FOOT VOLUME	* GT-100 only
00 00 02 74	00 00 00 01	00 - 64	SUB EXP: PATCH LEVEL MIN	00 - 64 : 0 - 200	* GT-100 only
00 00 02 75	00 00 00 01	00 - 64	SUB EXP: PATCH LEVEL MAX	00 - 64 : 0 - 200	* GT-100 only
00 00 03 00	00 00 00 01	00 - 01	GTR TO MIDI: SW	00 : OFF 01 : ON	
00 00 03 01	00 00 00 01	00 - 01	GTR TO MIDI: MODE	00 : MULTI 00 : SINGLE	
00 00 03 02	00 00 00 01	01 - 18	GTR TO MIDI: BENDRANGE	01 - 18 : 1 - 24	
00 00 03 03	00 00 00 01	00 - 01	GTR TO MIDI: BENDTHIN	00 : OFF 01 : ON	
00 00 03 04	00 00 00 01	00 - 05	GTR TO MIDI: PLAYFEEL	00 : FEEL1 01 : FEEL2 02 : FEEL3 03 : FEEL4 04 : NO DYNAMICS 05 : STRUM	

00 00 03 05	00 00 00 01	00 - 03	GTR TO MIDI CHROMATIC	00 : OFF 01 : TYPE1 02 : TYPE2 03 : TYPE3	
00 00 03 10	00 00 00 02	00 00 - 03 0F	Favorite 1 patch No.	* Refer to Table 'PATCH NUM'	* GT-001 only
00 00 03 12	00 00 00 02	00 00 - 03 0F	Favorite 2 patch No.	* Refer to Table 'PATCH NUM'	* GT-001 only
00 00 03 14	00 00 00 02	00 00 - 03 0F	Favorite 3 patch No.	* Refer to Table 'PATCH NUM'	* GT-001 only
00 00 03 16	00 00 00 02	00 00 - 03 0F	Favorite 4 patch No.	* Refer to Table 'PATCH NUM'	* GT-001 only
00 00 03 20	00 00 00 02	00 00 - 03 0F	PRM_SYS_PATCH_EXT_MIN	* Refer to Table 'PATCH NUM'	* GT-001 only
00 00 03 22	00 00 00 02	00 00 - 03 0F	PRM_SYS_PATCH_EXT_MAX	* Refer to Table 'PATCH NUM'	* GT-001 only
00 00 03 24	00 00 00 01	00 - 01	NUM12 pedal func	00 : OFF 01 : TUNER	* GT-100 only
00 00 03 25	00 00 00 01	00 - 01	Polyphonic Tuner select	00 : MONOPHONIC TUNER 01 : POLYPHONIC TUNER	* GT-100 only
00 00 03 26	00 00 00 01	00 - 01	Polyphonic Tuner Type	00 : REGULAR 01 : DROP D	* GT-100 only
00 00 03 27	00 00 00 01	00 - 0A	Polyphonic Tuner Offset	00 - 0A : -5 - +5	* GT-100 only

Table 'MIDI'

Address(H)	Size(H)	Data(H)	Parameter	Description	
00 02 00 00	00 00 00 01	00 - 0F	MIDI SETTING: RX CHANNEL	00 - 0F : 1 - 16	
00 02 00 01	00 00 00 01	00 - 01	MIDI SETTING: OMNI MODE	00 : OFF 01 : ON	
00 02 00 02	00 00 00 01	00 - 10	MIDI SETTING: TX CHANNEL	00 - 0F : 1 - 16 10 : RX	
00 02 00 03	00 00 00 01	00 - 01	MIDI SETTING: SYNC CLOCK	00 : AUTO 01 : INTERNAL	
00 02 00 04	00 00 00 01	00 - 01	MIDI SETTING: MIDI IN SELECT	00 : USB (AUTO) 01 : MIDI	* GT-100 only
00 02 00 05	00 00 00 01	00 - 01	MIDI SETTING: PC OUT	00 : OFF 01 : ON	
00 02 00 06	00 00 00 01	00 - 3F	MIDI SETTING: PH.LOOP OUT	00 : OFF 01 - 1F : CC# 1 - CC#31 20 - 3F : CC#64 - CC#95	* GT-100 only
00 02 00 07	00 00 00 01	00 - 3F	MIDI SETTING: ACC/CTL OUT	00 : OFF 01 - 1F : CC# 1 - CC#31 20 - 3F : CC#64 - CC#95	* GT-100 only
00 02 00 08	00 00 00 01	00 - 3F	MIDI SETTING: EXP OUT	00 : OFF 01 - 1F : CC# 1 - CC#31 20 - 3F : CC#64 - CC#95	
00 02 00 09	00 00 00 01	00 - 3F	MIDI SETTING: EXP SW OUT	00 : OFF 01 - 1F : CC# 1 - CC#31 20 - 3F : CC#64 - CC#95	* GT-100 only
00 02 00 0A	00 00 00 01	00 - 3F	MIDI SETTING: SUB CTL1 OUT	00 : OFF 01 - 1F : CC# 1 - CC#31 20 - 3F : CC#64 - CC#95	* C1 OUT on GT-001
00 02 00 0B	00 00 00 01	00 - 3F	MIDI SETTING: SUB CTL2 OUT	00 : OFF 01 - 1F : CC# 1 - CC#31 20 - 3F : CC#64 - CC#95	* C2 OUT on GT-001
00 02 00 0C	00 00 00 01	00 - 3F	MIDI SETTING: SUB EXP OUT	00 : OFF 01 - 1F : CC# 1 - CC#31 20 - 3F : CC#64 - CC#95	*GT-100 only
00 02 00 0D	00 00 00 01	00 - 01	MIDI SETTING: MAP SELECT	00 : FIX 01 : PROG	
00 02 00 0E	00 00 00 01	00 - 01	MIDI SETTING: MIDI OUT SELECT	00 : BOTH 01 : USB	*GT-100 only
00 02 01 00	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 1	* Refer to Table 'PATCH NUM'	
00 02 01 02	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 2	* Refer to Table 'PATCH NUM'	
00 02 01 04	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 3	* Refer to Table 'PATCH NUM'	
00 02 01 06	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 4	* Refer to Table 'PATCH NUM'	
00 02 01 08	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 5	* Refer to Table 'PATCH NUM'	
00 02 01 0A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 6	* Refer to Table 'PATCH NUM'	
00 02 01 0C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 7	* Refer to Table 'PATCH NUM'	
00 02 01 0E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 8	* Refer to Table 'PATCH NUM'	
00 02 01 10	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 9	* Refer to Table 'PATCH NUM'	
00 02 01 12	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 10	* Refer to Table 'PATCH NUM'	
00 02 01 14	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 11	* Refer to Table 'PATCH NUM'	
00 02 01 16	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 12	* Refer to Table 'PATCH NUM'	
00 02 01 18	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 13	* Refer to Table 'PATCH NUM'	
00 02 01 1A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 14	* Refer to Table 'PATCH NUM'	
00 02 01 1C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 15	* Refer to Table 'PATCH NUM'	
00 02 01 1E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 16	* Refer to Table 'PATCH NUM'	
00 02 01 20	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 17	* Refer to Table 'PATCH NUM'	
00 02 01 22	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 18	* Refer to Table 'PATCH NUM'	
00 02 01 24	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 19	* Refer to Table 'PATCH NUM'	
00 02 01 26	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 20	* Refer to Table 'PATCH NUM'	
00 02 01 28	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 21	* Refer to Table 'PATCH NUM'	
00 02 01 2A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 22	* Refer to Table 'PATCH NUM'	
00 02 01 2C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 23	* Refer to Table 'PATCH NUM'	
00 02 01 2E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 24	* Refer to Table 'PATCH NUM'	
00 02 01 30	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 25	* Refer to Table 'PATCH NUM'	
00 02 01 32	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 26	* Refer to Table 'PATCH NUM'	
00 02 01 34	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 27	* Refer to Table 'PATCH NUM'	

00 02 01 36	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 28	* Refer to Table 'PATCH NUM'
00 02 01 38	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 29	* Refer to Table 'PATCH NUM'
00 02 01 3A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 30	* Refer to Table 'PATCH NUM'
00 02 01 3C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 31	* Refer to Table 'PATCH NUM'
00 02 01 3E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 32	* Refer to Table 'PATCH NUM'
00 02 01 40	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 33	* Refer to Table 'PATCH NUM'
00 02 01 42	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 34	* Refer to Table 'PATCH NUM'
00 02 01 44	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 35	* Refer to Table 'PATCH NUM'
00 02 01 46	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 36	* Refer to Table 'PATCH NUM'
00 02 01 48	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 37	* Refer to Table 'PATCH NUM'
00 02 01 4A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 38	* Refer to Table 'PATCH NUM'
00 02 01 4C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 39	* Refer to Table 'PATCH NUM'
00 02 01 4E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 40	* Refer to Table 'PATCH NUM'
00 02 01 50	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 41	* Refer to Table 'PATCH NUM'
00 02 01 52	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 42	* Refer to Table 'PATCH NUM'
00 02 01 54	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 43	* Refer to Table 'PATCH NUM'
00 02 01 56	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 44	* Refer to Table 'PATCH NUM'
00 02 01 58	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 45	* Refer to Table 'PATCH NUM'
00 02 01 5A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 46	* Refer to Table 'PATCH NUM'
00 02 01 5C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 47	* Refer to Table 'PATCH NUM'
00 02 01 5E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 48	* Refer to Table 'PATCH NUM'
00 02 01 60	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 49	* Refer to Table 'PATCH NUM'
00 02 01 62	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 50	* Refer to Table 'PATCH NUM'
00 02 01 64	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 51	* Refer to Table 'PATCH NUM'
00 02 01 66	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 52	* Refer to Table 'PATCH NUM'
00 02 01 68	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 53	* Refer to Table 'PATCH NUM'
00 02 01 6A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 54	* Refer to Table 'PATCH NUM'
00 02 01 6C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 55	* Refer to Table 'PATCH NUM'
00 02 01 6E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 56	* Refer to Table 'PATCH NUM'
00 02 01 70	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 57	* Refer to Table 'PATCH NUM'
00 02 01 72	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 58	* Refer to Table 'PATCH NUM'
00 02 01 74	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 59	* Refer to Table 'PATCH NUM'
00 02 01 76	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 60	* Refer to Table 'PATCH NUM'
00 02 01 78	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 61	* Refer to Table 'PATCH NUM'
00 02 01 7A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 62	* Refer to Table 'PATCH NUM'
00 02 01 7C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 63	* Refer to Table 'PATCH NUM'
00 02 01 7E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 64	* Refer to Table 'PATCH NUM'
00 02 02 00	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 65	* Refer to Table 'PATCH NUM'
00 02 02 02	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 66	* Refer to Table 'PATCH NUM'
00 02 02 04	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 67	* Refer to Table 'PATCH NUM'
00 02 02 06	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 68	* Refer to Table 'PATCH NUM'
00 02 02 08	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 69	* Refer to Table 'PATCH NUM'
00 02 02 0A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 70	* Refer to Table 'PATCH NUM'
00 02 02 0C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 71	* Refer to Table 'PATCH NUM'
00 02 02 0E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 72	* Refer to Table 'PATCH NUM'
00 02 02 10	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 73	* Refer to Table 'PATCH NUM'
00 02 02 12	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 74	* Refer to Table 'PATCH NUM'
00 02 02 14	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 75	* Refer to Table 'PATCH NUM'
00 02 02 16	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 76	* Refer to Table 'PATCH NUM'
00 02 02 18	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 77	* Refer to Table 'PATCH NUM'
00 02 02 1A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 78	* Refer to Table 'PATCH NUM'
00 02 02 1C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 79	* Refer to Table 'PATCH NUM'
00 02 02 1E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 80	* Refer to Table 'PATCH NUM'
00 02 02 20	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 81	* Refer to Table 'PATCH NUM'
00 02 02 22	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 82	* Refer to Table 'PATCH NUM'
00 02 02 24	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 83	* Refer to Table 'PATCH NUM'
00 02 02 26	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 84	* Refer to Table 'PATCH NUM'
00 02 02 28	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 85	* Refer to Table 'PATCH NUM'
00 02 02 2A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 86	* Refer to Table 'PATCH NUM'
00 02 02 2C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 87	* Refer to Table 'PATCH NUM'
00 02 02 2E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 88	* Refer to Table 'PATCH NUM'
00 02 02 30	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 89	* Refer to Table 'PATCH NUM'
00 02 02 32	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 90	* Refer to Table 'PATCH NUM'
00 02 02 34	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 91	* Refer to Table 'PATCH NUM'
00 02 02 36	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 92	* Refer to Table 'PATCH NUM'
00 02 02 38	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 93	* Refer to Table 'PATCH NUM'
00 02 02 3A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 94	* Refer to Table 'PATCH NUM'
00 02 02 3C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 95	* Refer to Table 'PATCH NUM'
00 02 02 3E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 96	* Refer to Table 'PATCH NUM'
00 02 02 40	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 97	* Refer to Table 'PATCH NUM'
00 02 02 42	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 98	* Refer to Table 'PATCH NUM'
00 02 02 44	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC# 99	* Refer to Table 'PATCH NUM'
00 02 02 46	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#100	* Refer to Table 'PATCH NUM'
00 02 02 48	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#101	* Refer to Table 'PATCH NUM'
00 02 02 4A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#102	* Refer to Table 'PATCH NUM'
00 02 02 4C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#103	* Refer to Table 'PATCH NUM'
00 02 02 4E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#104	* Refer to Table 'PATCH NUM'
00 02 02 50	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#105	* Refer to Table 'PATCH NUM'
00 02 02 52	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#106	* Refer to Table 'PATCH NUM'
00 02 02 54	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#107	* Refer to Table 'PATCH NUM'
00 02 02 56	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#108	* Refer to Table 'PATCH NUM'
00 02 02 58	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#109	* Refer to Table 'PATCH NUM'
00 02 02 5A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#110	* Refer to Table 'PATCH NUM'
00 02 02 5C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#111	* Refer to Table 'PATCH NUM'
00 02 02 5E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#112	* Refer to Table 'PATCH NUM'
00 02 02 60	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#113	* Refer to Table 'PATCH NUM'
00 02 02 62	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#114	* Refer to Table 'PATCH NUM'
00 02 02 64	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#115	* Refer to Table 'PATCH NUM'
00 02 02 66	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#116	* Refer to Table 'PATCH NUM'
00 02 02 68	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#117	* Refer to Table 'PATCH NUM'
00 02 02 6A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#118	* Refer to Table 'PATCH NUM'
00 02 02 6C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#119	* Refer to Table 'PATCH NUM'
00 02 02 6E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#120	* Refer to Table 'PATCH NUM'
00 02 02 70	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#121	* Refer to Table 'PATCH NUM'
00 02 02 72	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#122	* Refer to Table 'PATCH NUM'
00 02 02 74	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#123	* Refer to Table 'PATCH NUM'
00 02 02 76	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#124	* Refer to Table 'PATCH NUM'
00 02 02 78	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#125	* Refer to Table 'PATCH NUM'
00 02 02 7A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#126	* Refer to Table 'PATCH NUM'
00 02 02 7C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#127	* Refer to Table 'PATCH NUM'
00 02 02 7E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK0: PC#128	* Refer to Table 'PATCH NUM'
00 02 03 00	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 1	* Refer to Table 'PATCH NUM'
00 02 03 02	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 2	* Refer to Table 'PATCH NUM'
00 02 03 04	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 3	* Refer to Table 'PATCH NUM'
00 02 03 06	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 4	* Refer to Table 'PATCH NUM'
00 02 03 08	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 5	* Refer to Table 'PATCH NUM'

00 02 03 0A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 6	* Refer to Table 'PATCH NUM'
00 02 03 0C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 7	* Refer to Table 'PATCH NUM'
00 02 03 0E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 8	* Refer to Table 'PATCH NUM'
00 02 03 10	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 9	* Refer to Table 'PATCH NUM'
00 02 03 12	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 10	* Refer to Table 'PATCH NUM'
00 02 03 14	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 11	* Refer to Table 'PATCH NUM'
00 02 03 16	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 12	* Refer to Table 'PATCH NUM'
00 02 03 18	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 13	* Refer to Table 'PATCH NUM'
00 02 03 1A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 14	* Refer to Table 'PATCH NUM'
00 02 03 1C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 15	* Refer to Table 'PATCH NUM'
00 02 03 1E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 16	* Refer to Table 'PATCH NUM'
00 02 03 20	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 17	* Refer to Table 'PATCH NUM'
00 02 03 22	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 18	* Refer to Table 'PATCH NUM'
00 02 03 24	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 19	* Refer to Table 'PATCH NUM'
00 02 03 26	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 20	* Refer to Table 'PATCH NUM'
00 02 03 28	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 21	* Refer to Table 'PATCH NUM'
00 02 03 2A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 22	* Refer to Table 'PATCH NUM'
00 02 03 2C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 23	* Refer to Table 'PATCH NUM'
00 02 03 2E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 24	* Refer to Table 'PATCH NUM'
00 02 03 30	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 25	* Refer to Table 'PATCH NUM'
00 02 03 32	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 26	* Refer to Table 'PATCH NUM'
00 02 03 34	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 27	* Refer to Table 'PATCH NUM'
00 02 03 36	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 28	* Refer to Table 'PATCH NUM'
00 02 03 38	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 29	* Refer to Table 'PATCH NUM'
00 02 03 3A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 30	* Refer to Table 'PATCH NUM'
00 02 03 3C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 31	* Refer to Table 'PATCH NUM'
00 02 03 3E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 32	* Refer to Table 'PATCH NUM'
00 02 03 40	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 33	* Refer to Table 'PATCH NUM'
00 02 03 42	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 34	* Refer to Table 'PATCH NUM'
00 02 03 44	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 35	* Refer to Table 'PATCH NUM'
00 02 03 46	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 36	* Refer to Table 'PATCH NUM'
00 02 03 48	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 37	* Refer to Table 'PATCH NUM'
00 02 03 4A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 38	* Refer to Table 'PATCH NUM'
00 02 03 4C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 39	* Refer to Table 'PATCH NUM'
00 02 03 4E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 40	* Refer to Table 'PATCH NUM'
00 02 03 50	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 41	* Refer to Table 'PATCH NUM'
00 02 03 52	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 42	* Refer to Table 'PATCH NUM'
00 02 03 54	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 43	* Refer to Table 'PATCH NUM'
00 02 03 56	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 44	* Refer to Table 'PATCH NUM'
00 02 03 58	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 45	* Refer to Table 'PATCH NUM'
00 02 03 5A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 46	* Refer to Table 'PATCH NUM'
00 02 03 5C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 47	* Refer to Table 'PATCH NUM'
00 02 03 5E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 48	* Refer to Table 'PATCH NUM'
00 02 03 60	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 49	* Refer to Table 'PATCH NUM'
00 02 03 62	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 50	* Refer to Table 'PATCH NUM'
00 02 03 64	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 51	* Refer to Table 'PATCH NUM'
00 02 03 66	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 52	* Refer to Table 'PATCH NUM'
00 02 03 68	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 53	* Refer to Table 'PATCH NUM'
00 02 03 6A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 54	* Refer to Table 'PATCH NUM'
00 02 03 6C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 55	* Refer to Table 'PATCH NUM'
00 02 03 6E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 56	* Refer to Table 'PATCH NUM'
00 02 03 70	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 57	* Refer to Table 'PATCH NUM'
00 02 03 72	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 58	* Refer to Table 'PATCH NUM'
00 02 03 74	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 59	* Refer to Table 'PATCH NUM'
00 02 03 76	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 60	* Refer to Table 'PATCH NUM'
00 02 03 78	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 61	* Refer to Table 'PATCH NUM'
00 02 03 7A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 62	* Refer to Table 'PATCH NUM'
00 02 03 7C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 63	* Refer to Table 'PATCH NUM'
00 02 03 7E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 64	* Refer to Table 'PATCH NUM'
00 02 04 00	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 65	* Refer to Table 'PATCH NUM'
00 02 04 02	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 66	* Refer to Table 'PATCH NUM'
00 02 04 04	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 67	* Refer to Table 'PATCH NUM'
00 02 04 06	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 68	* Refer to Table 'PATCH NUM'
00 02 04 08	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 69	* Refer to Table 'PATCH NUM'
00 02 04 0A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 70	* Refer to Table 'PATCH NUM'
00 02 04 0C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 71	* Refer to Table 'PATCH NUM'
00 02 04 0E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 72	* Refer to Table 'PATCH NUM'
00 02 04 10	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 73	* Refer to Table 'PATCH NUM'
00 02 04 12	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 74	* Refer to Table 'PATCH NUM'
00 02 04 14	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 75	* Refer to Table 'PATCH NUM'
00 02 04 16	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 76	* Refer to Table 'PATCH NUM'
00 02 04 18	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 77	* Refer to Table 'PATCH NUM'
00 02 04 1A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 78	* Refer to Table 'PATCH NUM'
00 02 04 1C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 79	* Refer to Table 'PATCH NUM'
00 02 04 1E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 80	* Refer to Table 'PATCH NUM'
00 02 04 20	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 81	* Refer to Table 'PATCH NUM'
00 02 04 22	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 82	* Refer to Table 'PATCH NUM'
00 02 04 24	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 83	* Refer to Table 'PATCH NUM'
00 02 04 26	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 84	* Refer to Table 'PATCH NUM'
00 02 04 28	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 85	* Refer to Table 'PATCH NUM'
00 02 04 2A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 86	* Refer to Table 'PATCH NUM'
00 02 04 2C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 87	* Refer to Table 'PATCH NUM'
00 02 04 2E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 88	* Refer to Table 'PATCH NUM'
00 02 04 30	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 89	* Refer to Table 'PATCH NUM'
00 02 04 32	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 90	* Refer to Table 'PATCH NUM'
00 02 04 34	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 91	* Refer to Table 'PATCH NUM'
00 02 04 36	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 92	* Refer to Table 'PATCH NUM'
00 02 04 38	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 93	* Refer to Table 'PATCH NUM'
00 02 04 3A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 94	* Refer to Table 'PATCH NUM'
00 02 04 3C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 95	* Refer to Table 'PATCH NUM'
00 02 04 3E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 96	* Refer to Table 'PATCH NUM'
00 02 04 40	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 97	* Refer to Table 'PATCH NUM'
00 02 04 42	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 98	* Refer to Table 'PATCH NUM'
00 02 04 44	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC# 99	* Refer to Table 'PATCH NUM'
00 02 04 46	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#100	* Refer to Table 'PATCH NUM'
00 02 04 48	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#101	* Refer to Table 'PATCH NUM'
00 02 04 4A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#102	* Refer to Table 'PATCH NUM'
00 02 04 4C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#103	* Refer to Table 'PATCH NUM'
00 02 04 4E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#104	* Refer to Table 'PATCH NUM'
00 02 04 50	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#105	* Refer to Table 'PATCH NUM'
00 02 04 52	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#106	* Refer to Table 'PATCH NUM'
00 02 04 54	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#107	* Refer to Table 'PATCH NUM'
00 02 04 56	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#108	* Refer to Table 'PATCH NUM'
00 02 04 58	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#109	* Refer to Table 'PATCH NUM'
00 02 04 5A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#110	* Refer to Table 'PATCH NUM'
00 02 04 5C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#111	* Refer to Table 'PATCH NUM'
00 02 04 5E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#112	* Refer to Table 'PATCH NUM'

00 02 04 60	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#113	* Refer to Table 'PATCH NUM'
00 02 04 62	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#114	* Refer to Table 'PATCH NUM'
00 02 04 64	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#115	* Refer to Table 'PATCH NUM'
00 02 04 66	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#116	* Refer to Table 'PATCH NUM'
00 02 04 68	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#117	* Refer to Table 'PATCH NUM'
00 02 04 6A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#118	* Refer to Table 'PATCH NUM'
00 02 04 6C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#119	* Refer to Table 'PATCH NUM'
00 02 04 6E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#120	* Refer to Table 'PATCH NUM'
00 02 04 70	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#121	* Refer to Table 'PATCH NUM'
00 02 04 72	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#122	* Refer to Table 'PATCH NUM'
00 02 04 74	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#123	* Refer to Table 'PATCH NUM'
00 02 04 76	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#124	* Refer to Table 'PATCH NUM'
00 02 04 78	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#125	* Refer to Table 'PATCH NUM'
00 02 04 7A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#126	* Refer to Table 'PATCH NUM'
00 02 04 7C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#127	* Refer to Table 'PATCH NUM'
00 02 04 7E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK1: PC#128	* Refer to Table 'PATCH NUM'
00 02 05 00	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 1	* Refer to Table 'PATCH NUM'
00 02 05 02	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 2	* Refer to Table 'PATCH NUM'
00 02 05 04	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 3	* Refer to Table 'PATCH NUM'
00 02 05 06	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 4	* Refer to Table 'PATCH NUM'
00 02 05 08	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 5	* Refer to Table 'PATCH NUM'
00 02 05 0A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 6	* Refer to Table 'PATCH NUM'
00 02 05 0C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 7	* Refer to Table 'PATCH NUM'
00 02 05 0E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 8	* Refer to Table 'PATCH NUM'
00 02 05 10	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 9	* Refer to Table 'PATCH NUM'
00 02 05 12	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 10	* Refer to Table 'PATCH NUM'
00 02 05 14	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 11	* Refer to Table 'PATCH NUM'
00 02 05 16	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 12	* Refer to Table 'PATCH NUM'
00 02 05 18	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 13	* Refer to Table 'PATCH NUM'
00 02 05 1A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 14	* Refer to Table 'PATCH NUM'
00 02 05 1C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 15	* Refer to Table 'PATCH NUM'
00 02 05 1E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 16	* Refer to Table 'PATCH NUM'
00 02 05 20	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 17	* Refer to Table 'PATCH NUM'
00 02 05 22	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 18	* Refer to Table 'PATCH NUM'
00 02 05 24	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 19	* Refer to Table 'PATCH NUM'
00 02 05 26	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 20	* Refer to Table 'PATCH NUM'
00 02 05 28	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 21	* Refer to Table 'PATCH NUM'
00 02 05 2A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 22	* Refer to Table 'PATCH NUM'
00 02 05 2C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 23	* Refer to Table 'PATCH NUM'
00 02 05 2E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 24	* Refer to Table 'PATCH NUM'
00 02 05 30	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 25	* Refer to Table 'PATCH NUM'
00 02 05 32	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 26	* Refer to Table 'PATCH NUM'
00 02 05 34	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 27	* Refer to Table 'PATCH NUM'
00 02 05 36	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 28	* Refer to Table 'PATCH NUM'
00 02 05 38	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 29	* Refer to Table 'PATCH NUM'
00 02 05 3A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 30	* Refer to Table 'PATCH NUM'
00 02 05 3C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 31	* Refer to Table 'PATCH NUM'
00 02 05 3E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 32	* Refer to Table 'PATCH NUM'
00 02 05 40	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 33	* Refer to Table 'PATCH NUM'
00 02 05 42	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 34	* Refer to Table 'PATCH NUM'
00 02 05 44	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 35	* Refer to Table 'PATCH NUM'
00 02 05 46	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 36	* Refer to Table 'PATCH NUM'
00 02 05 48	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 37	* Refer to Table 'PATCH NUM'
00 02 05 4A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 38	* Refer to Table 'PATCH NUM'
00 02 05 4C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 39	* Refer to Table 'PATCH NUM'
00 02 05 4E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 40	* Refer to Table 'PATCH NUM'
00 02 05 50	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 41	* Refer to Table 'PATCH NUM'
00 02 05 52	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 42	* Refer to Table 'PATCH NUM'
00 02 05 54	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 43	* Refer to Table 'PATCH NUM'
00 02 05 56	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 44	* Refer to Table 'PATCH NUM'
00 02 05 58	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 45	* Refer to Table 'PATCH NUM'
00 02 05 5A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 46	* Refer to Table 'PATCH NUM'
00 02 05 5C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 47	* Refer to Table 'PATCH NUM'
00 02 05 5E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 48	* Refer to Table 'PATCH NUM'
00 02 05 60	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 49	* Refer to Table 'PATCH NUM'
00 02 05 62	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 50	* Refer to Table 'PATCH NUM'
00 02 05 64	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 51	* Refer to Table 'PATCH NUM'
00 02 05 66	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 52	* Refer to Table 'PATCH NUM'
00 02 05 68	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 53	* Refer to Table 'PATCH NUM'
00 02 05 6A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 54	* Refer to Table 'PATCH NUM'
00 02 05 6C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 55	* Refer to Table 'PATCH NUM'
00 02 05 6E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 56	* Refer to Table 'PATCH NUM'
00 02 05 70	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 57	* Refer to Table 'PATCH NUM'
00 02 05 72	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 58	* Refer to Table 'PATCH NUM'
00 02 05 74	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 59	* Refer to Table 'PATCH NUM'
00 02 05 76	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 60	* Refer to Table 'PATCH NUM'
00 02 05 78	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 61	* Refer to Table 'PATCH NUM'
00 02 05 7A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 62	* Refer to Table 'PATCH NUM'
00 02 05 7C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 63	* Refer to Table 'PATCH NUM'
00 02 05 7E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 64	* Refer to Table 'PATCH NUM'
00 02 06 00	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 65	* Refer to Table 'PATCH NUM'
00 02 06 02	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 66	* Refer to Table 'PATCH NUM'
00 02 06 04	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 67	* Refer to Table 'PATCH NUM'
00 02 06 06	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 68	* Refer to Table 'PATCH NUM'
00 02 06 08	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 69	* Refer to Table 'PATCH NUM'
00 02 06 0A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 70	* Refer to Table 'PATCH NUM'
00 02 06 0C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 71	* Refer to Table 'PATCH NUM'
00 02 06 0E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 72	* Refer to Table 'PATCH NUM'
00 02 06 10	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 73	* Refer to Table 'PATCH NUM'
00 02 06 12	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 74	* Refer to Table 'PATCH NUM'
00 02 06 14	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 75	* Refer to Table 'PATCH NUM'
00 02 06 16	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 76	* Refer to Table 'PATCH NUM'
00 02 06 18	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 77	* Refer to Table 'PATCH NUM'
00 02 06 1A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 78	* Refer to Table 'PATCH NUM'
00 02 06 1C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 79	* Refer to Table 'PATCH NUM'
00 02 06 1E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 80	* Refer to Table 'PATCH NUM'
00 02 06 20	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 81	* Refer to Table 'PATCH NUM'
00 02 06 22	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 82	* Refer to Table 'PATCH NUM'
00 02 06 24	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 83	* Refer to Table 'PATCH NUM'
00 02 06 26	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 84	* Refer to Table 'PATCH NUM'
00 02 06 28	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 85	* Refer to Table 'PATCH NUM'
00 02 06 2A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 86	* Refer to Table 'PATCH NUM'
00 02 06 2C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 87	* Refer to Table 'PATCH NUM'
00 02 06 2E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 88	* Refer to Table 'PATCH NUM'
00 02 06 30	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 89	* Refer to Table 'PATCH NUM'
00 02 06 32	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 90	* Refer to Table 'PATCH NUM'

00 02 06 34	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 91	* Refer to Table 'PATCH NUM'
00 02 06 36	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 92	* Refer to Table 'PATCH NUM'
00 02 06 38	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 93	* Refer to Table 'PATCH NUM'
00 02 06 3A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 94	* Refer to Table 'PATCH NUM'
00 02 06 3C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 95	* Refer to Table 'PATCH NUM'
00 02 06 3E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 96	* Refer to Table 'PATCH NUM'
00 02 06 40	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 97	* Refer to Table 'PATCH NUM'
00 02 06 42	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 98	* Refer to Table 'PATCH NUM'
00 02 06 44	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC# 99	* Refer to Table 'PATCH NUM'
00 02 06 46	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#100	* Refer to Table 'PATCH NUM'
00 02 06 48	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#101	* Refer to Table 'PATCH NUM'
00 02 06 4A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#102	* Refer to Table 'PATCH NUM'
00 02 06 4C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#103	* Refer to Table 'PATCH NUM'
00 02 06 4E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#104	* Refer to Table 'PATCH NUM'
00 02 06 50	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#105	* Refer to Table 'PATCH NUM'
00 02 06 52	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#106	* Refer to Table 'PATCH NUM'
00 02 06 54	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#107	* Refer to Table 'PATCH NUM'
00 02 06 56	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#108	* Refer to Table 'PATCH NUM'
00 02 06 58	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#109	* Refer to Table 'PATCH NUM'
00 02 06 5A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#110	* Refer to Table 'PATCH NUM'
00 02 06 5C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#111	* Refer to Table 'PATCH NUM'
00 02 06 5E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#112	* Refer to Table 'PATCH NUM'
00 02 06 60	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#113	* Refer to Table 'PATCH NUM'
00 02 06 62	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#114	* Refer to Table 'PATCH NUM'
00 02 06 64	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#115	* Refer to Table 'PATCH NUM'
00 02 06 66	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#116	* Refer to Table 'PATCH NUM'
00 02 06 68	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#117	* Refer to Table 'PATCH NUM'
00 02 06 6A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#118	* Refer to Table 'PATCH NUM'
00 02 06 6C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#119	* Refer to Table 'PATCH NUM'
00 02 06 6E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#120	* Refer to Table 'PATCH NUM'
00 02 06 70	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#121	* Refer to Table 'PATCH NUM'
00 02 06 72	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#122	* Refer to Table 'PATCH NUM'
00 02 06 74	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#123	* Refer to Table 'PATCH NUM'
00 02 06 76	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#124	* Refer to Table 'PATCH NUM'
00 02 06 78	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#125	* Refer to Table 'PATCH NUM'
00 02 06 7A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#126	* Refer to Table 'PATCH NUM'
00 02 06 7C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#127	* Refer to Table 'PATCH NUM'
00 02 06 7E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK2: PC#128	* Refer to Table 'PATCH NUM'
00 02 07 00	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 1	* Refer to Table 'PATCH NUM'
00 02 07 02	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 2	* Refer to Table 'PATCH NUM'
00 02 07 04	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 3	* Refer to Table 'PATCH NUM'
00 02 07 06	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 4	* Refer to Table 'PATCH NUM'
00 02 07 08	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 5	* Refer to Table 'PATCH NUM'
00 02 07 0A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 6	* Refer to Table 'PATCH NUM'
00 02 07 0C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 7	* Refer to Table 'PATCH NUM'
00 02 07 0E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 8	* Refer to Table 'PATCH NUM'
00 02 07 10	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 9	* Refer to Table 'PATCH NUM'
00 02 07 12	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 10	* Refer to Table 'PATCH NUM'
00 02 07 14	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 11	* Refer to Table 'PATCH NUM'
00 02 07 16	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 12	* Refer to Table 'PATCH NUM'
00 02 07 18	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 13	* Refer to Table 'PATCH NUM'
00 02 07 1A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 14	* Refer to Table 'PATCH NUM'
00 02 07 1C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 15	* Refer to Table 'PATCH NUM'
00 02 07 1E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 16	* Refer to Table 'PATCH NUM'
00 02 07 20	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 17	* Refer to Table 'PATCH NUM'
00 02 07 22	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 18	* Refer to Table 'PATCH NUM'
00 02 07 24	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 19	* Refer to Table 'PATCH NUM'
00 02 07 26	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 20	* Refer to Table 'PATCH NUM'
00 02 07 28	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 21	* Refer to Table 'PATCH NUM'
00 02 07 2A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 22	* Refer to Table 'PATCH NUM'
00 02 07 2C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 23	* Refer to Table 'PATCH NUM'
00 02 07 2E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 24	* Refer to Table 'PATCH NUM'
00 02 07 30	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 25	* Refer to Table 'PATCH NUM'
00 02 07 32	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 26	* Refer to Table 'PATCH NUM'
00 02 07 34	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 27	* Refer to Table 'PATCH NUM'
00 02 07 36	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 28	* Refer to Table 'PATCH NUM'
00 02 07 38	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 29	* Refer to Table 'PATCH NUM'
00 02 07 3A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 30	* Refer to Table 'PATCH NUM'
00 02 07 3C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 31	* Refer to Table 'PATCH NUM'
00 02 07 3E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 32	* Refer to Table 'PATCH NUM'
00 02 07 40	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 33	* Refer to Table 'PATCH NUM'
00 02 07 42	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 34	* Refer to Table 'PATCH NUM'
00 02 07 44	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 35	* Refer to Table 'PATCH NUM'
00 02 07 46	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 36	* Refer to Table 'PATCH NUM'
00 02 07 48	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 37	* Refer to Table 'PATCH NUM'
00 02 07 4A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 38	* Refer to Table 'PATCH NUM'
00 02 07 4C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 39	* Refer to Table 'PATCH NUM'
00 02 07 4E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 40	* Refer to Table 'PATCH NUM'
00 02 07 50	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 41	* Refer to Table 'PATCH NUM'
00 02 07 52	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 42	* Refer to Table 'PATCH NUM'
00 02 07 54	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 43	* Refer to Table 'PATCH NUM'
00 02 07 56	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 44	* Refer to Table 'PATCH NUM'
00 02 07 58	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 45	* Refer to Table 'PATCH NUM'
00 02 07 5A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 46	* Refer to Table 'PATCH NUM'
00 02 07 5C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 47	* Refer to Table 'PATCH NUM'
00 02 07 5E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 48	* Refer to Table 'PATCH NUM'
00 02 07 60	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 49	* Refer to Table 'PATCH NUM'
00 02 07 62	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 50	* Refer to Table 'PATCH NUM'
00 02 07 64	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 51	* Refer to Table 'PATCH NUM'
00 02 07 66	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 52	* Refer to Table 'PATCH NUM'
00 02 07 68	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 53	* Refer to Table 'PATCH NUM'
00 02 07 6A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 54	* Refer to Table 'PATCH NUM'
00 02 07 6C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 55	* Refer to Table 'PATCH NUM'
00 02 07 6E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 56	* Refer to Table 'PATCH NUM'
00 02 07 70	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 57	* Refer to Table 'PATCH NUM'
00 02 07 72	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 58	* Refer to Table 'PATCH NUM'
00 02 07 74	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 59	* Refer to Table 'PATCH NUM'
00 02 07 76	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 60	* Refer to Table 'PATCH NUM'
00 02 07 78	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 61	* Refer to Table 'PATCH NUM'
00 02 07 7A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 62	* Refer to Table 'PATCH NUM'
00 02 07 7C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 63	* Refer to Table 'PATCH NUM'
00 02 07 7E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 64	* Refer to Table 'PATCH NUM'
00 02 08 00	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 65	* Refer to Table 'PATCH NUM'
00 02 08 02	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 66	* Refer to Table 'PATCH NUM'
00 02 08 04	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 67	* Refer to Table 'PATCH NUM'
00 02 08 06	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 68	* Refer to Table 'PATCH NUM'

00 02 08 08	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 69	* Refer to Table 'PATCH NUM'
00 02 08 0A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 70	* Refer to Table 'PATCH NUM'
00 02 08 0C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 71	* Refer to Table 'PATCH NUM'
00 02 08 0E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 72	* Refer to Table 'PATCH NUM'
00 02 08 10	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 73	* Refer to Table 'PATCH NUM'
00 02 08 12	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 74	* Refer to Table 'PATCH NUM'
00 02 08 14	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 75	* Refer to Table 'PATCH NUM'
00 02 08 16	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 76	* Refer to Table 'PATCH NUM'
00 02 08 18	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 77	* Refer to Table 'PATCH NUM'
00 02 08 1A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 78	* Refer to Table 'PATCH NUM'
00 02 08 1C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 79	* Refer to Table 'PATCH NUM'
00 02 08 1E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 80	* Refer to Table 'PATCH NUM'
00 02 08 20	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 81	* Refer to Table 'PATCH NUM'
00 02 08 22	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 82	* Refer to Table 'PATCH NUM'
00 02 08 24	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 83	* Refer to Table 'PATCH NUM'
00 02 08 26	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 84	* Refer to Table 'PATCH NUM'
00 02 08 28	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 85	* Refer to Table 'PATCH NUM'
00 02 08 2A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 86	* Refer to Table 'PATCH NUM'
00 02 08 2C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 87	* Refer to Table 'PATCH NUM'
00 02 08 2E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 88	* Refer to Table 'PATCH NUM'
00 02 08 30	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 89	* Refer to Table 'PATCH NUM'
00 02 08 32	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 90	* Refer to Table 'PATCH NUM'
00 02 08 34	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 91	* Refer to Table 'PATCH NUM'
00 02 08 36	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 92	* Refer to Table 'PATCH NUM'
00 02 08 38	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 93	* Refer to Table 'PATCH NUM'
00 02 08 3A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 94	* Refer to Table 'PATCH NUM'
00 02 08 3C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 95	* Refer to Table 'PATCH NUM'
00 02 08 3E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 96	* Refer to Table 'PATCH NUM'
00 02 08 40	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 97	* Refer to Table 'PATCH NUM'
00 02 08 42	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 98	* Refer to Table 'PATCH NUM'
00 02 08 44	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC# 99	* Refer to Table 'PATCH NUM'
00 02 08 46	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#100	* Refer to Table 'PATCH NUM'
00 02 08 48	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#101	* Refer to Table 'PATCH NUM'
00 02 08 4A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#102	* Refer to Table 'PATCH NUM'
00 02 08 4C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#103	* Refer to Table 'PATCH NUM'
00 02 08 4E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#104	* Refer to Table 'PATCH NUM'
00 02 08 50	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#105	* Refer to Table 'PATCH NUM'
00 02 08 52	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#106	* Refer to Table 'PATCH NUM'
00 02 08 54	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#107	* Refer to Table 'PATCH NUM'
00 02 08 56	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#108	* Refer to Table 'PATCH NUM'
00 02 08 58	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#109	* Refer to Table 'PATCH NUM'
00 02 08 5A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#110	* Refer to Table 'PATCH NUM'
00 02 08 5C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#111	* Refer to Table 'PATCH NUM'
00 02 08 5E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#112	* Refer to Table 'PATCH NUM'
00 02 08 60	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#113	* Refer to Table 'PATCH NUM'
00 02 08 62	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#114	* Refer to Table 'PATCH NUM'
00 02 08 64	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#115	* Refer to Table 'PATCH NUM'
00 02 08 66	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#116	* Refer to Table 'PATCH NUM'
00 02 08 68	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#117	* Refer to Table 'PATCH NUM'
00 02 08 6A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#118	* Refer to Table 'PATCH NUM'
00 02 08 6C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#119	* Refer to Table 'PATCH NUM'
00 02 08 6E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#120	* Refer to Table 'PATCH NUM'
00 02 08 70	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#121	* Refer to Table 'PATCH NUM'
00 02 08 72	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#122	* Refer to Table 'PATCH NUM'
00 02 08 74	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#123	* Refer to Table 'PATCH NUM'
00 02 08 76	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#124	* Refer to Table 'PATCH NUM'
00 02 08 78	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#125	* Refer to Table 'PATCH NUM'
00 02 08 7A	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#126	* Refer to Table 'PATCH NUM'
00 02 08 7C	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#127	* Refer to Table 'PATCH NUM'
00 02 08 7E	00 00 00 02	00 00 - 03 0F	MIDI PROGRAM CHG MAP: BANK3: PC#128	* Refer to Table 'PATCH NUM'

Table 'PATCH'

Address(H)	Size(H)	Data(H)	Parameter	Description
00 00 00 00	00 00 00 01	20 - 7D	PATCH NAME1	* Refer to Table 'NAME'
00 00 00 01	00 00 00 01	20 - 7D	PATCH NAME2	* Refer to Table 'NAME'
00 00 00 02	00 00 00 01	20 - 7D	PATCH NAME3	* Refer to Table 'NAME'
00 00 00 03	00 00 00 01	20 - 7D	PATCH NAME4	* Refer to Table 'NAME'
00 00 00 04	00 00 00 01	20 - 7D	PATCH NAME5	* Refer to Table 'NAME'
00 00 00 05	00 00 00 01	20 - 7D	PATCH NAME6	* Refer to Table 'NAME'
00 00 00 06	00 00 00 01	20 - 7D	PATCH NAME7	* Refer to Table 'NAME'
00 00 00 07	00 00 00 01	20 - 7D	PATCH NAME8	* Refer to Table 'NAME'
00 00 00 08	00 00 00 01	20 - 7D	PATCH NAME9	* Refer to Table 'NAME'
00 00 00 09	00 00 00 01	20 - 7D	PATCH NAME10	* Refer to Table 'NAME'
00 00 00 0A	00 00 00 01	20 - 7D	PATCH NAME11	* Refer to Table 'NAME'
00 00 00 0B	00 00 00 01	20 - 7D	PATCH NAME12	* Refer to Table 'NAME'
00 00 00 0C	00 00 00 01	20 - 7D	PATCH NAME13	* Refer to Table 'NAME'
00 00 00 0D	00 00 00 01	20 - 7D	PATCH NAME14	* Refer to Table 'NAME'
00 00 00 0E	00 00 00 01	20 - 7D	PATCH NAME15	* Refer to Table 'NAME'
00 00 00 0F	00 00 00 01	20 - 7D	PATCH NAME16	* Refer to Table 'NAME'
00 00 00 10	00 00 00 01	00 - 07	OUTPUT SELECT	00 : JC-120 01 : SMALL AMP 02 : COMBO AMP 03 : STACK AMP 04 : JC-120 RETURN 05 : COMBO RETURN 06 : STACK RETURN 07 : LINE/PHONES
00 00 00 20	00 00 00 01	00 - 01	COMP: ON/OFF	00 : OFF 01 : ON
00 00 00 21	00 00 00 01	00 - 07	COMP: TYPE	00 : BOSS COMP 01 : HI-BAND 02 : LIGHT 03 : D-COMP 04 : ORANGE 05 : FAT 06 : MILD 07 : STEREO COMP
00 00 00 22	00 00 00 01	00 - 64	COMP: SUSTAIN	0 - 100
00 00 00 23	00 00 00 01	00 - 64	COMP: ATTACK	0 - 100
00 00 00 24	00 00 00 01	00 - 64	COMP: TONE	00 - 64 : -50 - +50
00 00 00 25	00 00 00 01	00 - 64	COMP: LEVEL	0 - 100

00 00 00 30	00 00 00 01	00 - 01	OD/DS: ON/OFF	00 : OFF 01 : ON
00 00 00 31	00 00 00 01	00 - 16	OD/DS: TYPE	* Refer to Table 'OD/DS TYPE'
00 00 00 32	00 00 00 01	00 - 78	OD/DS: DRIVE	0 - 120
00 00 00 33	00 00 00 01	00 - 64	OD/DS: BOTTOM	00 - 64 : -50 - +50
00 00 00 34	00 00 00 01	00 - 64	OD/DS: TONE	00 - 64 : -50 - +50
00 00 00 35	00 00 00 01	00 - 01	OD/DS: SOLO SW	00 : OFF 01 : ON
00 00 00 36	00 00 00 01	00 - 64	OD/DS: SOLO LEVEL	0 - 100
00 00 00 37	00 00 00 01	00 - 64	OD/DS: EFFECT LEVEL	0 - 100
00 00 00 38	00 00 00 01	00 - 64	OD/DS: DIRECT MIX	0 - 100
00 00 00 39	00 00 00 01	00 - 07	OD/DS: CUSTOM TYPE	* Refer to Table 'CUSTOM OD/DS TYPE'
00 00 00 3A	00 00 00 01	00 - 64	OD/DS: CUSTOM BOTTOM	00 - 64 : -50 - +50
00 00 00 3B	00 00 00 01	00 - 64	OD/DS: CUSTOM TOP	00 - 64 : -50 - +50
00 00 00 3C	00 00 00 01	00 - 64	OD/DS: CUSTOM LOW	00 - 64 : -50 - +50
00 00 00 3D	00 00 00 01	00 - 64	OD/DS: CUSTOM HIGH	00 - 64 : -50 - +50
00 00 00 3E	00 00 00 01	00 - 64	OD/DS: CUSTOM CHARACTER	00 - 64 : -50 - +50
00 00 00 50	00 00 00 01	00 - 01	PREAMP A: ON/OFF	00 : OFF 01 : ON
00 00 00 51	00 00 00 01	00 - 1B	PREAMP A: TYPE	* Refer to Table 'PREAMP TYPE'
00 00 00 52	00 00 00 01	00 - 78	PREAMP A: GAIN	0 - 120
00 00 00 53	00 00 00 01	00 - 14	PREAMP A: T-COMP	00 - 14 : -10 - +10
00 00 00 54	00 00 00 01	00 - 64	PREAMP A: BASS	0 - 100
00 00 00 55	00 00 00 01	00 - 64	PREAMP A: MIDDLE	0 - 100
00 00 00 56	00 00 00 01	00 - 64	PREAMP A: TREBLE	0 - 100
00 00 00 57	00 00 00 01	00 - 64	PREAMP A: PRESENCE	0 - 100
00 00 00 58	00 00 00 01	00 - 64	PREAMP A: LEVEL	0 - 100
00 00 00 59	00 00 00 01	00 - 01	PREAMP A: BRIGHT	00 : OFF 01 : ON
00 00 00 5A	00 00 00 01	00 - 02	PREAMP A: GAIN SW	00 : LOW 01 : MIDDLE 02 : HIGH
00 00 00 5B	00 00 00 01	00 - 01	PREAMP A: SOLO SW	00 : OFF 01 : ON
00 00 00 5C	00 00 00 01	00 - 64	PREAMP A: SOLO LEVEL	0 - 100
00 00 00 5D	00 00 00 01	00 - 09	PREAMP A: SP TYPE	* Refer to Table 'SP TYPE'
00 00 00 5E	00 00 00 01	00 - 04	PREAMP A: MIC TYPE	* Refer to Table 'MIC TYPE'
00 00 00 5F	00 00 00 01	00 - 01	PREAMP A: MIC DIS	00 : OFF MIC 01 : ON MIC
00 00 00 60	00 00 00 01	00 - 0A	PREAMP A: MIC POS	00 : CENTER 01 - 0A : 1 - 10cm
00 00 00 61	00 00 00 01	00 - 64	PREAMP A: MIC LEVEL	0 - 100
00 00 00 62	00 00 00 01	00 - 64	PREAMP A: DIRECT MIX	0 - 100
00 00 00 63	00 00 00 01	00 - 06	PREAMP A: CUSTOM TYPE	* Refer to Table 'CUSTOM AMP TYPE'
00 00 00 64	00 00 00 01	00 - 64	PREAMP A: CUSTOM BOTTOM	00 - 64 : -50 - +50
00 00 00 65	00 00 00 01	00 - 64	PREAMP A: CUSTOM EDGE	00 - 64 : -50 - +50
00 00 00 68	00 00 00 01	00 - 64	PREAMP A: CUSTOM PREAMP LOW	00 - 64 : -50 - +50
00 00 00 69	00 00 00 01	00 - 64	PREAMP A: CUSTOM PREAMP HIGH	00 - 64 : -50 - +50
00 00 00 6A	00 00 00 01	00 - 64	PREAMP A: CUSTOM CHAR	00 - 64 : -50 - +50
00 00 00 6B	00 00 00 01	00 - 0A	PREAMP A: CUSTOM SP SIZE	00 - 0A : 5" - 15"
00 00 00 6C	00 00 00 01	00 - 14	PREAMP A: CUSTOM SP COLOR LOW	00 - 14 : -10 - +10
00 00 00 6D	00 00 00 01	00 - 14	PREAMP A: CUSTOM SP COLOR HIGH	00 - 14 : -10 - +10
00 00 00 6E	00 00 00 01	00 - 03	PREAMP A: CUSTOM SP NUM	00 : x1 01 : x2 02 : x4 03 : x8
00 00 00 6F	00 00 00 01	00 - 01	PREAMP A: CUSTOM SP CABINET	00 : OPEN 01 : CLOSE
00 00 01 00	00 00 00 01	00 - 01	PREAMP B: ON/OFF	00 : OFF 01 : ON
00 00 01 01	00 00 00 01	00 - 1B	PREAMP B: TYPE	* Refer to Table 'PREAMP TYPE'
00 00 01 02	00 00 00 01	00 - 78	PREAMP B: GAIN	0 - 120
00 00 01 03	00 00 00 01	00 - 14	PREAMP B: T-COMP	00 - 14 : -10 - +10
00 00 01 04	00 00 00 01	00 - 64	PREAMP B: BASS	0 - 100
00 00 01 05	00 00 00 01	00 - 64	PREAMP B: MIDDLE	0 - 100
00 00 01 06	00 00 00 01	00 - 64	PREAMP B: TREBLE	0 - 100
00 00 01 07	00 00 00 01	00 - 64	PREAMP B: PRESENCE	0 - 100
00 00 01 08	00 00 00 01	00 - 64	PREAMP B: LEVEL	0 - 100
00 00 01 09	00 00 00 01	00 - 01	PREAMP B: BRIGHT	00 : OFF 01 : ON
00 00 01 0A	00 00 00 01	00 - 02	PREAMP B: GAIN SW	00 : LOW 01 : MIDDLE 02 : HIGH
00 00 01 0B	00 00 00 01	00 - 01	PREAMP B: SOLO SW	00 : OFF 01 : ON
00 00 01 0C	00 00 00 01	00 - 64	PREAMP B: SOLO LEVEL	0 - 100
00 00 01 0D	00 00 00 01	00 - 09	PREAMP B: SP TYPE	* Refer to Table 'SP TYPE'
00 00 01 0E	00 00 00 01	00 - 04	PREAMP B: MIC TYPE	* Refer to Table 'MIC TYPE'
00 00 01 0F	00 00 00 01	00 - 01	PREAMP B: MIC DIS	00 : OFF MIC 01 : ON MIC
00 00 01 10	00 00 00 01	00 - 0A	PREAMP B: MIC POS	00 : CENTER 01 - 0A : 1 - 10cm
00 00 01 11	00 00 00 01	00 - 64	PREAMP B: MIC LEVEL	0 - 100

00 00 01 12	00 00 00 01	00 - 64	PREAMP B: DIRECT MIX	0 - 100
00 00 01 13	00 00 00 01	00 - 06	PREAMP B: CUSTOM TYPE	* Refer to Table 'CUSTOM AMP TYPE'
00 00 01 14	00 00 00 01	00 - 64	PREAMP B: CUSTOM BOTTOM	00 - 64 : -50 - +50
00 00 01 15	00 00 00 01	00 - 64	PREAMP B: CUSTOM EDGE	00 - 64 : -50 - +50
00 00 01 18	00 00 00 01	00 - 64	PREAMP B: CUSTOM PREAMP LOW	00 - 64 : -50 - +50
00 00 01 19	00 00 00 01	00 - 64	PREAMP B: CUSTOM PREAMP HIGH	00 - 64 : -50 - +50
00 00 01 1A	00 00 00 01	00 - 64	PREAMP B: CUSTOM CHAR	00 - 64 : -50 - +50
00 00 01 1B	00 00 00 01	00 - 0A	PREAMP B: CUSTOM SP SIZE	00 - 0A : 5" - 15"
00 00 01 1C	00 00 00 01	00 - 14	PREAMP B: CUSTOM SP COLOR LOW	00 - 14 : -10 - +10
00 00 01 1D	00 00 00 01	00 - 14	PREAMP B: CUSTOM SP COLOR HIGH	00 - 14 : -10 - +10
00 00 01 1E	00 00 00 01	00 - 03	PREAMP B: CUSTOM SP NUM	00 : x1 01 : x2 02 : x4 03 : x8
00 00 01 1F	00 00 00 01	00 - 01	PREAMP B: CUSTOM SP CABINET	00 : OPEN 01 : CLOSE
00 00 01 30	00 00 00 01	00 - 01	EQ: ON/OFF	00 : OFF 01 : ON
00 00 01 31	00 00 00 01	00 - 11	EQ: LOW CUT	* Refer to Table 'LOW FREQ'
00 00 01 32	00 00 00 01	00 - 28	EQ: LOW GAIN	00 - 28 : -20dB - +20dB
00 00 01 33	00 00 00 01	00 - 1B	EQ: LOW-MID FREQ	* Refer to Table 'MID FREQ'
00 00 01 34	00 00 00 01	00 - 05	EQ: LOW-MID Q	* Refer to Table 'MID Q'
00 00 01 35	00 00 00 01	00 - 28	EQ: LOW-MID GAIN	00 - 28 : -20dB - +20dB
00 00 01 36	00 00 00 01	00 - 1B	EQ: HIGH-MID FREQ	* Refer to Table 'MID FREQ'
00 00 01 37	00 00 00 01	00 - 05	EQ: HIGH-MID Q	* Refer to Table 'MID Q'
00 00 01 38	00 00 00 01	00 - 28	EQ: HIGH-MID GAIN	00 - 28 : -20dB - +20dB
00 00 01 39	00 00 00 01	00 - 28	EQ: HIGH GAIN	00 - 28 : -20dB - +20dB
00 00 01 3A	00 00 00 01	00 - 0E	EQ: HIGH CUT	* Refer to Table 'HIGH FREQ'
00 00 01 3B	00 00 00 01	00 - 28	EQ: LEVEL	00 - 28 : -20dB - +20dB
00 00 01 40	00 00 00 01	00 - 01	FX1: ON/OFF	00 : OFF 01 : ON
00 00 01 41	00 00 00 01	00 - 21	FX1: FX TYPE	* Refer to Table 'FX TYPE'
00 00 01 42	00 00 00 01	00 - 14	FX1: SUB OD/DS: TYPE	* Refer to Table 'SUB OD/DS TYPE'
00 00 01 43	00 00 00 01	00 - 78	FX1: SUB OD/DS: DRIVE	0 - 120
00 00 01 44	00 00 00 01	00 - 64	FX1: SUB OD/DS: BOTTOM	00 - 64 : -50 - +50
00 00 01 45	00 00 00 01	00 - 64	FX1: SUB OD/DS: TONE	00 - 64 : -50 - +50
00 00 01 46	00 00 00 01	00 - 01	FX1: SUB OD/DS: SOLO SW	00 : OFF 01 : ON
00 00 01 47	00 00 00 01	00 - 64	FX1: SUB OD/DS: SOLO LEVEL	0 - 100
00 00 01 48	00 00 00 01	00 - 64	FX1: SUB OD/DS: EFFECT LEVEL	0 - 100
00 00 01 49	00 00 00 01	00 - 64	FX1: SUB OD/DS: DIRECT MIX	0 - 100
00 00 01 4C	00 00 00 01	00 - 01	FX1: T.WAH: MODE	00 : LPF 01 : BPF
00 00 01 4D	00 00 00 01	00 - 01	FX1: T.WAH: POLAR	00 : DOWN 01 : UP
00 00 01 4E	00 00 00 01	00 - 64	FX1: T.WAH: SENS	0 - 100
00 00 01 4F	00 00 00 01	00 - 64	FX1: T.WAH: FREQ	0 - 100
00 00 01 50	00 00 00 01	00 - 64	FX1: T.WAH: PEAK	0 - 100
00 00 01 51	00 00 00 01	00 - 64	FX1: T.WAH: DIRECT MIX	0 - 100
00 00 01 52	00 00 00 01	00 - 64	FX1: T.WAH: EFFECT LEVEL	0 - 100
00 00 01 54	00 00 00 01	00 - 01	FX1: AUTO WAH: MODE	00 : LPF 01 : BPF
00 00 01 55	00 00 00 01	00 - 64	FX1: AUTO WAH: FREQ	0 - 100
00 00 01 56	00 00 00 01	00 - 64	FX1: AUTO WAH: PEAK	0 - 100
00 00 01 57	00 00 00 01	00 - 71	FX1: AUTO WAH: RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 01 58	00 00 00 01	00 - 64	FX1: AUTO WAH: DEPTH	0 - 100
00 00 01 59	00 00 00 01	00 - 64	FX1: AUTO WAH: DIRECT MIX	0 - 100
00 00 01 5A	00 00 00 01	00 - 64	FX1: AUTO WAH: EFFECT LEVEL	0 - 100
00 00 01 5C	00 00 00 01	00 - 05	FX1: SUB WAH: TYPE	00 : CRY WAH 01 : VO WAH 02 : FAT WAH 03 : LIGHT WAH 04 : 7STRING WAH 05 : RESO WAH
00 00 01 5D	00 00 00 01	00 - 64	FX1: SUB WAH: PEDAL POS	0 - 100
00 00 01 5E	00 00 00 01	00 - 64	FX1: SUB WAH: PEDAL MIN	0 - 100
00 00 01 5F	00 00 00 01	00 - 64	FX1: SUB WAH: PEDAL MAX	0 - 100
00 00 01 60	00 00 00 01	00 - 64	FX1: SUB WAH: EFFECT LEVEL	0 - 100
00 00 01 61	00 00 00 01	00 - 64	FX1: SUB WAH: DIRECT MIX	0 - 100
00 00 01 63	00 00 00 01	00 - 07	FX1: ADV.COMP: TYPE	00 : BOSS COMP 01 : HI-BAND 02 : LIGHT 03 : D-COMP 04 : ORANGE 05 : FAT 06 : MILD 07 : STEREO COMP
00 00 01 64	00 00 00 01	00 - 64	FX1: ADV.COMP: SUSTAIN	0 - 100
00 00 01 65	00 00 00 01	00 - 64	FX1: ADV.COMP: ATTACK	0 - 100
00 00 01 66	00 00 00 01	00 - 64	FX1: ADV.COMP: TONE	00 - 64 : -50 - +50
00 00 01 67	00 00 00 01	00 - 64	FX1: ADV.COMP: LEVEL	0 - 100
00 00 01 69	00 00 00 01	00 - 02	FX1: LIMITER: TYPE	00 : BOSS LIMITER 01 : RACK 160D 02 : VTG RACK U

00 00 01 6A	00 00 00 01	00 - 64	FX1: LIMITER: ATTACK	0 - 100
00 00 01 6B	00 00 00 01	00 - 64	FX1: LIMITER: THRESH	0 - 100
00 00 01 6C	00 00 00 01	00 - 11	FX1: LIMITER: RATIO	* Refer to Table 'LIMITER RATIO'
00 00 01 6D	00 00 00 01	00 - 64	FX1: LIMITER: RELEASE	0 - 100
00 00 01 6E	00 00 00 01	00 - 64	FX1: LIMITER: LEVEL	0 - 100
00 00 01 70	00 00 00 01	00 - 28	FX1: GRAPHIC EQ: 31Hz	00 - 28 : -20dB - +20dB
00 00 01 71	00 00 00 01	00 - 28	FX1: GRAPHIC EQ: 62Hz	00 - 28 : -20dB - +20dB
00 00 01 72	00 00 00 01	00 - 28	FX1: GRAPHIC EQ: 125Hz	00 - 28 : -20dB - +20dB
00 00 01 73	00 00 00 01	00 - 28	FX1: GRAPHIC EQ: 250Hz	00 - 28 : -20dB - +20dB
00 00 01 74	00 00 00 01	00 - 28	FX1: GRAPHIC EQ: 500Hz	00 - 28 : -20dB - +20dB
00 00 01 75	00 00 00 01	00 - 28	FX1: GRAPHIC EQ: 1kHz	00 - 28 : -20dB - +20dB
00 00 01 76	00 00 00 01	00 - 28	FX1: GRAPHIC EQ: 2kHz	00 - 28 : -20dB - +20dB
00 00 01 77	00 00 00 01	00 - 28	FX1: GRAPHIC EQ: 4kHz	00 - 28 : -20dB - +20dB
00 00 01 78	00 00 00 01	00 - 28	FX1: GRAPHIC EQ: 8kHz	00 - 28 : -20dB - +20dB
00 00 01 79	00 00 00 01	00 - 28	FX1: GRAPHIC EQ: 16kHz	00 - 28 : -20dB - +20dB
00 00 01 7A	00 00 00 01	00 - 28	FX1: GRAPHIC EQ: LEVEL	00 - 28 : -20dB - +20dB
00 00 01 7C	00 00 00 01	00 - 11	FX1: PARAMETRIC EQ: LOW CUT	* Refer to Table 'LOW FREQ'
00 00 01 7D	00 00 00 01	00 - 28	FX1: PARAMETRIC EQ: LOW GAIN	00 - 28 : -20dB - +20dB
00 00 01 7E	00 00 00 01	00 - 1B	FX1: PARAMETRIC EQ: LOW-MID FREQ	* Refer to Table 'MID FREQ'
00 00 01 7F	00 00 00 01	00 - 05	FX1: PARAMETRIC EQ: LOW-MID Q	* Refer to Table 'MID Q'
00 00 02 00	00 00 00 01	00 - 28	FX1: PARAMETRIC EQ: LOW-MID GAIN	00 - 28 : -20dB - +20dB
00 00 02 01	00 00 00 01	00 - 1B	FX1: PARAMETRIC EQ: HIGH-MID FREQ	* Refer to Table 'MID FREQ'
00 00 02 02	00 00 00 01	00 - 05	FX1: PARAMETRIC EQ: HIGH-MID Q	* Refer to Table 'MID Q'
00 00 02 03	00 00 00 01	00 - 28	FX1: PARAMETRIC EQ: HIGH-MID GAIN	00 - 28 : -20dB - +20dB
00 00 02 04	00 00 00 01	00 - 28	FX1: PARAMETRIC EQ: HIGH GAIN	00 - 28 : -20dB - +20dB
00 00 02 05	00 00 00 01	00 - 0E	FX1: PARAMETRIC EQ: HIGH CUT	* Refer to Table 'HIGH FREQ'
00 00 02 06	00 00 00 01	00 - 28	FX1: PARAMETRIC EQ: LEVEL	00 - 28 : -20dB - +20dB
00 00 02 08	00 00 00 01	00 - 07	FX1: TONE MODIFY: TYPE	00 : FAT 01 : PRESENCE 02 : MILD 03 : TIGHT 04 : ENHANCE 05 : RESONATOR1 06 : RESONATOR2 07 : RESONATOR3
00 00 02 09	00 00 00 01	00 - 64	FX1: TONE MODIFY: RESO	0 - 100
00 00 02 0A	00 00 00 01	00 - 64	FX1: TONE MODIFY: LOW	00 - 64 : -50 - +50
00 00 02 0B	00 00 00 01	00 - 64	FX1: TONE MODIFY: HIGH	00 - 64 : -50 - +50
00 00 02 0C	00 00 00 01	00 - 64	FX1: TONE MODIFY: LEVEL	0 - 100
00 00 02 0E	00 00 00 01	00 - 07	FX1: GUITAR SIM: TYPE	00 : S -> H 01 : H -> S 02 : H -> HF 03 : S -> HOLLOW 04 : H -> HOLLOW 05 : S -> AC 06 : H -> AC 07 : P -> AC
00 00 02 0F	00 00 00 01	00 - 64	FX1: GUITAR SIM: LOW	00 - 64 : -50 - +50
00 00 02 10	00 00 00 01	00 - 64	FX1: GUITAR SIM: HIGH	00 - 64 : -50 - +50
00 00 02 11	00 00 00 01	00 - 64	FX1: GUITAR SIM: LEVEL	0 - 100
00 00 02 12	00 00 00 01	00 - 64	FX1: GUITAR SIM: BODY	0 - 100
00 00 02 14	00 00 00 01	00 - 64	FX1: SLOW GEAR: SENS	0 - 100
00 00 02 15	00 00 00 01	00 - 64	FX1: SLOW GEAR: RISE TIME	0 - 100
00 00 02 16	00 00 00 01	00 - 64	FX1: SLOW GEAR: LEVEL	0 - 100
00 00 02 18	00 00 00 01	00 - 64	FX1: DEFRETTER: TONE	00 - 64 : -50 - +50
00 00 02 19	00 00 00 01	00 - 64	FX1: DEFRETTER: SENS	0 - 100
00 00 02 1A	00 00 00 01	00 - 64	FX1: DEFRETTER: ATTACK	0 - 100
00 00 02 1B	00 00 00 01	00 - 64	FX1: DEFRETTER: DEPTH	0 - 100
00 00 02 1C	00 00 00 01	00 - 64	FX1: DEFRETTER: RESO	0 - 100
00 00 02 1D	00 00 00 01	00 - 64	FX1: DEFRETTER: EFFECT LEVEL	0 - 100
00 00 02 1E	00 00 00 01	00 - 64	FX1: DEFRETTER: DIRECT MIX	0 - 100
00 00 02 20	00 00 00 01	00 - 01	FX1: WAVE SYNTH: WAVE	00 : SAW 01 : SQUARE
00 00 02 21	00 00 00 01	00 - 64	FX1: WAVE SYNTH: CUTOFF	0 - 100
00 00 02 22	00 00 00 01	00 - 64	FX1: WAVE SYNTH: RESO	0 - 100
00 00 02 23	00 00 00 01	00 - 64	FX1: WAVE SYNTH: FILTER SENS	0 - 100
00 00 02 24	00 00 00 01	00 - 64	FX1: WAVE SYNTH: FILTER DECAY	0 - 100
00 00 02 25	00 00 00 01	00 - 64	FX1: WAVE SYNTH: FILTER DEPTH	0 - 100
00 00 02 26	00 00 00 01	00 - 64	FX1: WAVE SYNTH: SYNTH LEVEL	0 - 100
00 00 02 27	00 00 00 01	00 - 64	FX1: WAVE SYNTH: DIRECT MIX	0 - 100
00 00 02 29	00 00 00 01	00 - 64	FX1: SITAR SIM: TONE	00 - 64 : -50 - +50
00 00 02 2A	00 00 00 01	00 - 64	FX1: SITAR SIM: SENS	0 - 100
00 00 02 2B	00 00 00 01	00 - 64	FX1: SITAR SIM: DEPTH	0 - 100
00 00 02 2C	00 00 00 01	00 - 64	FX1: SITAR SIM: RESO	0 - 100
00 00 02 2D	00 00 00 01	00 - 64	FX1: SITAR SIM: BUZZ	0 - 100
00 00 02 2E	00 00 00 01	00 - 64	FX1: SITAR SIM: EFFECT LEVEL	0 - 100
00 00 02 2F	00 00 00 01	00 - 64	FX1: SITAR SIM: DIRECT MIX	0 - 100
00 00 02 31	00 00 00 01	00 - 03	FX1: OCTAVE: RANGE	00 : RANGE1 (B1 - E6) 01 : RANGE1 (B1 - E5) 02 : RANGE1 (B1 - E4) 03 : RANGE1 (B1 - E3)
00 00 02 32	00 00 00 01	00 - 64	FX1: OCTAVE: LEVEL	0 - 100
00 00 02 33	00 00 00 01	00 - 64	FX1: OCTAVE: DIRECT MIX	0 - 100
00 00 02 35	00 00 00 01	00 - 02	FX1: PITCH SHIFTER: VOICE	00 : 1-VOICE 01 : 2-MONO 02 : 2-STEREO
00 00 02 36	00 00 00 01	00 - 03	FX1: PITCH SHIFTER: PS1:MODE	00 : FAST 01 : MEDIUM 02 : SLOW 03 : MONO
00 00 02 37	00 00 00 01	00 - 30	FX1: PITCH SHIFTER: PS1:PITCH	00 - 30 : -24 - +24

00 00 02 38	00 00 00 01	00 - 64	FX1: PITCH SHIFTER: PS1:FINE	00 - 64 : -50 - +50
00 00 02 39	00 00 00 02	00 00 - 02 33	FX1: PITCH SHIFTER: PS1:PRE DLY	00 00 - 02 2C : 0 - 300ms 02 2D - 02 33 : * Refer to Table 'BPM NOTE'
00 00 02 3B	00 00 00 01	00 - 64	FX1: PITCH SHIFTER: PS1:LEVEL	0 - 100
00 00 02 3C	00 00 00 01	00 - 03	FX1: PITCH SHIFTER: PS2:MODE	00 : FAST 01 : MEDIUM 02 : SLOW 03 : MONO
00 00 02 3D	00 00 00 01	00 - 30	FX1: PITCH SHIFTER: PS2:PITCH	00 - 30 : -24 - +24
00 00 02 3E	00 00 00 01	00 - 64	FX1: PITCH SHIFTER: PS2:FINE	00 - 64 : -50 - +50
00 00 02 3F	00 00 00 02	00 00 - 02 33	FX1: PITCH SHIFTER: PS2:PRE DLY	00 00 - 02 2C : 0 - 300ms 02 2D - 02 33 : * Refer to Table 'BPM NOTE'
00 00 02 41	00 00 00 01	00 - 64	FX1: PITCH SHIFTER: PS2:LEVEL	0 - 100
00 00 02 42	00 00 00 01	00 - 64	FX1: PITCH SHIFTER: PS1:F.BACK	0 - 100
00 00 02 43	00 00 00 01	00 - 64	FX1: PITCH SHIFTER: DIRECT MIX	0 - 100
00 00 02 45	00 00 00 01	00 - 02	FX1: HARMONIST: VOICE	00 : 1-VOICE 01 : 2-MONO 02 : 2-STEREO
00 00 02 46	00 00 00 01	00 - 1D	FX1: HARMONIST: HR1:HARM	* Refer to Table 'HARMONY'
00 00 02 47	00 00 00 02	00 00 - 02 33	FX1: HARMONIST: HR1:PRE DLY	00 00 - 02 2C : 0 - 300ms 02 2D - 02 33 : * Refer to Table 'BPM NOTE'
00 00 02 49	00 00 00 01	00 - 64	FX1: HARMONIST: HR1:LEVEL	0 - 100
00 00 02 4A	00 00 00 01	00 - 1D	FX1: HARMONIST: HR2:HARM	* Refer to Table 'HARMONY'
00 00 02 4B	00 00 00 02	00 00 - 02 33	FX1: HARMONIST: HR2:PRE DLY	00 00 - 02 2C : 0 - 300ms 02 2D - 02 33 : * Refer to Table 'BPM NOTE'
00 00 02 4D	00 00 00 01	00 - 64	FX1: HARMONIST: HR2:LEVEL	0 - 100
00 00 02 4E	00 00 00 01	00 - 64	FX1: HARMONIST: HR1:F.BACK	0 - 100
00 00 02 4F	00 00 00 01	00 - 64	FX1: HARMONIST: DIRECT MIX	0 - 100
00 00 02 50	00 00 00 01	00 - 30	FX1: HARMONIST: HR1:C	00 - 30 : -24 - +24
00 00 02 51	00 00 00 01	00 - 30	FX1: HARMONIST: HR1:Db	00 - 30 : -24 - +24
00 00 02 52	00 00 00 01	00 - 30	FX1: HARMONIST: HR1:D	00 - 30 : -24 - +24
00 00 02 53	00 00 00 01	00 - 30	FX1: HARMONIST: HR1:Eb	00 - 30 : -24 - +24
00 00 02 54	00 00 00 01	00 - 30	FX1: HARMONIST: HR1:E	00 - 30 : -24 - +24
00 00 02 55	00 00 00 01	00 - 30	FX1: HARMONIST: HR1:F	00 - 30 : -24 - +24
00 00 02 56	00 00 00 01	00 - 30	FX1: HARMONIST: HR1:F#	00 - 30 : -24 - +24
00 00 02 57	00 00 00 01	00 - 30	FX1: HARMONIST: HR1:G	00 - 30 : -24 - +24
00 00 02 58	00 00 00 01	00 - 30	FX1: HARMONIST: HR1:Ab	00 - 30 : -24 - +24
00 00 02 59	00 00 00 01	00 - 30	FX1: HARMONIST: HR1:A	00 - 30 : -24 - +24
00 00 02 5A	00 00 00 01	00 - 30	FX1: HARMONIST: HR1:Bb	00 - 30 : -24 - +24
00 00 02 5B	00 00 00 01	00 - 30	FX1: HARMONIST: HR1:B	00 - 30 : -24 - +24
00 00 02 5C	00 00 00 01	00 - 30	FX1: HARMONIST: HR2:C	00 - 30 : -24 - +24
00 00 02 5D	00 00 00 01	00 - 30	FX1: HARMONIST: HR2:Db	00 - 30 : -24 - +24
00 00 02 5E	00 00 00 01	00 - 30	FX1: HARMONIST: HR2:D	00 - 30 : -24 - +24
00 00 02 5F	00 00 00 01	00 - 30	FX1: HARMONIST: HR2:Eb	00 - 30 : -24 - +24
00 00 02 60	00 00 00 01	00 - 30	FX1: HARMONIST: HR2:E	00 - 30 : -24 - +24
00 00 02 61	00 00 00 01	00 - 30	FX1: HARMONIST: HR2:F	00 - 30 : -24 - +24
00 00 02 62	00 00 00 01	00 - 30	FX1: HARMONIST: HR2:F#	00 - 30 : -24 - +24
00 00 02 63	00 00 00 01	00 - 30	FX1: HARMONIST: HR2:G	00 - 30 : -24 - +24
00 00 02 64	00 00 00 01	00 - 30	FX1: HARMONIST: HR2:Ab	00 - 30 : -24 - +24
00 00 02 65	00 00 00 01	00 - 30	FX1: HARMONIST: HR2:A	00 - 30 : -24 - +24
00 00 02 66	00 00 00 01	00 - 30	FX1: HARMONIST: HR2:Bb	00 - 30 : -24 - +24
00 00 02 67	00 00 00 01	00 - 30	FX1: HARMONIST: HR2:B	00 - 30 : -24 - +24
00 00 02 69	00 00 00 01	00 - 01	FX1: SOUND HOLD: HOLD	00 : OFF 01 : ON
00 00 02 6A	00 00 00 01	00 - 64	FX1: SOUND HOLD: RISE TIME	0 - 100
00 00 02 6B	00 00 00 01	00 - 78	FX1: SOUND HOLD: EFFECT LEVEL	0 - 120
00 00 02 6D	00 00 00 01	00 - 03	FX1: AC.PROCESSOR: TYPE	00 : SMALL 01 : MEDIUM 02 : BRIGHT 03 : POWER
00 00 02 6E	00 00 00 01	00 - 64	FX1: AC.PROCESSOR: BASS	00 - 64 : -50 - +50
00 00 02 6F	00 00 00 01	00 - 64	FX1: AC.PROCESSOR: MIDDLE	00 - 64 : -50 - +50
00 00 02 70	00 00 00 01	00 - 1B	FX1: AC.PROCESSOR: MIDDLE FREQ	* Refer to Table 'MID FREQ'
00 00 02 71	00 00 00 01	00 - 64	FX1: AC.PROCESSOR: TREBLE	00 - 64 : -50 - +50
00 00 02 72	00 00 00 01	00 - 64	FX1: AC.PROCESSOR: PRESENCE	00 - 64 : -50 - +50
00 00 02 73	00 00 00 01	00 - 64	FX1: AC.PROCESSOR: LEVEL	0 - 100
00 00 02 75	00 00 00 01	00 - 03	FX1: PHASER: TYPE	00 : 4STAGE 01 : 8STAGE 02 : 12STAGE 03 : BiPHASE
00 00 02 76	00 00 00 01	00 - 71	FX1: PHASER: RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 02 77	00 00 00 01	00 - 64	FX1: PHASER: DEPTH	0 - 100
00 00 02 78	00 00 00 01	00 - 64	FX1: PHASER: MANUAL	0 - 100
00 00 02 79	00 00 00 01	00 - 64	FX1: PHASER: RESO	0 - 100
00 00 02 7A	00 00 00 01	00 - 72	FX1: PHASER: STEP RATE	00 : OFF 01 - 65 : 0 - 100 66 - 72 : * Refer to Table 'BPM NOTE2'
00 00 02 7B	00 00 00 01	00 - 64	FX1: PHASER: EFFECT LEVEL	0 - 100
00 00 02 7C	00 00 00 01	00 - 64	FX1: PHASER: DIRECT MIX	0 - 100

00 00 02 7E	00 00 00 01	00 - 71	FX1: FLANGER: RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 02 7F	00 00 00 01	00 - 64	FX1: FLANGER: DEPTH	0 - 100
00 00 03 00	00 00 00 01	00 - 64	FX1: FLANGER: MANUAL	0 - 100
00 00 03 01	00 00 00 01	00 - 64	FX1: FLANGER: RESO	0 - 100
00 00 03 02	00 00 00 01	00 - 64	FX1: FLANGER: SEPARATION	0 - 100
00 00 03 03	00 00 00 01	00 - 0A	FX1: FLANGER: LOW CUT	* Refer to Table 'FLANGER LOW CUT'
00 00 03 04	00 00 00 01	00 - 64	FX1: FLANGER: EFFECT LEVEL	0 - 100
00 00 03 05	00 00 00 01	00 - 64	FX1: FLANGER: DIRECT MIX	0 - 100
00 00 03 07	00 00 00 01	00 - 64	FX1: TREMOLO: WAVE SHAPE	0 - 100
00 00 03 08	00 00 00 01	00 - 71	FX1: TREMOLO: RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 03 09	00 00 00 01	00 - 64	FX1: TREMOLO: DEPTH	0 - 100
00 00 03 0A	00 00 00 01	00 - 64	FX1: TREMOLO: LEVEL	0 - 100
00 00 03 0C	00 00 00 01	00 - 01	FX1: ROTARY: SPEED SELECT	00 : SLOW 01 : FAST
00 00 03 0D	00 00 00 01	00 - 71	FX1: ROTARY: RATE-SLOW	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 03 0E	00 00 00 01	00 - 71	FX1: ROTARY: RATE-FAST	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 03 0F	00 00 00 01	00 - 64	FX1: ROTARY: RISE TIME	0 - 100
00 00 03 10	00 00 00 01	00 - 64	FX1: ROTARY: FALL TIME	0 - 100
00 00 03 11	00 00 00 01	00 - 64	FX1: ROTARY: DEPTH	0 - 100
00 00 03 12	00 00 00 01	00 - 64	FX1: ROTARY: LEVEL	0 - 100
00 00 03 14	00 00 00 01	00 - 71	FX1: UNI-V: RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 03 15	00 00 00 01	00 - 64	FX1: UNI-V: DEPTH	0 - 100
00 00 03 16	00 00 00 01	00 - 64	FX1: UNI-V: LEVEL	0 - 100
00 00 03 18	00 00 00 01	00 - 01	FX1: PAN: TYPE	00 : AUTO 01 : MANUAL
00 00 03 19	00 00 00 01	00 - 64	FX1: PAN: POS	00 - 32 - 64 : L100 - CENTER - R100
00 00 03 1A	00 00 00 01	00 - 64	FX1: PAN: WAVE SHAPE	0 - 100
00 00 03 1B	00 00 00 01	00 - 71	FX1: PAN: RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 03 1C	00 00 00 01	00 - 64	FX1: PAN: DEPTH	0 - 100
00 00 03 1D	00 00 00 01	00 - 64	FX1: PAN: LEVEL	0 - 100
00 00 03 1F	00 00 00 01	00 - 13	FX1: SLICER: PATTERN	00 - 13 : P1 - P20
00 00 03 20	00 00 00 01	00 - 71	FX1: SLICER: RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 03 21	00 00 00 01	00 - 64	FX1: SLICER: TRIGGER SENS	0 - 100
00 00 03 22	00 00 00 01	00 - 64	FX1: SLICER: EFFECT LEVEL	0 - 100
00 00 03 23	00 00 00 01	00 - 64	FX1: SLICER: DIRECT MIX	0 - 100
00 00 03 25	00 00 00 01	00 - 71	FX1: VIBRATO: RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 03 26	00 00 00 01	00 - 64	FX1: VIBRATO: DEPTH	0 - 100
00 00 03 27	00 00 00 01	00 - 01	FX1: VIBRATO: TRIGGER	00 : OFF 01 : ON
00 00 03 28	00 00 00 01	00 - 64	FX1: VIBRATO: RISE TIME	0 - 100
00 00 03 29	00 00 00 01	00 - 64	FX1: VIBRATO: LEVEL	0 - 100
00 00 03 2B	00 00 00 01	00 - 01	FX1: RING MOD: MODE	00 : NORMAL 01 : INTELLIGENT
00 00 03 2C	00 00 00 01	00 - 64	FX1: RING MOD: FREQ	0 - 100
00 00 03 2D	00 00 00 01	00 - 64	FX1: RING MOD: EFFECT LEVEL	0 - 100
00 00 03 2E	00 00 00 01	00 - 64	FX1: RING MOD: DIRECT MIX	0 - 100
00 00 03 30	00 00 00 01	00 - 01	FX1: HUMANIZER: MODE	00 : PICKING 01 : AUTO
00 00 03 31	00 00 00 01	00 - 04	FX1: HUMANIZER: VOWEL1	00 : a 01 : e 02 : i 03 : o 04 : u
00 00 03 32	00 00 00 01	00 - 04	FX1: HUMANIZER: VOWEL2	00 : a 01 : e 02 : i 03 : o 04 : u
00 00 03 33	00 00 00 01	00 - 64	FX1: HUMANIZER: SENS	0 - 100
00 00 03 34	00 00 00 01	00 - 71	FX1: HUMANIZER: RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 03 35	00 00 00 01	00 - 64	FX1: HUMANIZER: DEPTH	0 - 100
00 00 03 36	00 00 00 01	00 - 64	FX1: HUMANIZER: MANUAL	0 - 100
00 00 03 37	00 00 00 01	00 - 64	FX1: HUMANIZER: LEVEL	0 - 100
00 00 03 39	00 00 00 01	00 - 10	FX1: 2x2 CHORUS: XOVER FREQ	* Refer to Table '2x2 CHORUS XOVER FREQ'
00 00 03 3A	00 00 00 01	00 - 71	FX1: 2x2 CHORUS: LOW RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'

00 00 03 3B	00 00 00 01	00 - 64	FX1: 2x2 CHORUS: LOW DEPTH	0 - 100
00 00 03 3C	00 00 00 01	00 - 50	FX1: 2x2 CHORUS: LOW PRE DELAY	00 : 0.0ms 01 : 0.5ms : : 50 : 40.0ms
00 00 03 3D	00 00 00 01	00 - 64	FX1: 2x2 CHORUS: LOW LEVEL	0 - 100
00 00 03 3E	00 00 00 01	00 - 71	FX1: 2x2 CHORUS: HIGH RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 03 3F	00 00 00 01	00 - 64	FX1: 2x2 CHORUS: HIGH DEPTH	0 - 100
00 00 03 40	00 00 00 01	00 - 50	FX1: 2x2 CHORUS: HIGH PRE DELAY	00 : 0.0ms 01 : 0.5ms : : 50 : 40.0ms
00 00 03 41	00 00 00 01	00 - 64	FX1: 2x2 CHORUS: HIGH LEVEL	0 - 100
00 00 03 42	00 00 00 01	00 - 64	FX1: 2x2 CHORUS: DIRECT LEVEL	0 - 100
00 00 03 43	00 00 00 01	00 - 01	FX1: SUB DELAY: TYPE	00 : MONO 01 : PAN
00 00 03 44	00 00 00 02	00 01 - 07 6F	FX1: SUB DELAY: TIME	00 01 - 07 68 : 1 - 1000ms 07 69 - 07 6F : * Refer to Table 'BPM NOTE'
00 00 03 46	00 00 00 01	00 - 64	FX1: SUB DELAY: F.BACK	0 - 100
00 00 03 47	00 00 00 01	00 - 0E	FX1: SUB DELAY: HIGH CUT	* Refer to Table 'HIGH FREQ'
00 00 03 48	00 00 00 01	00 - 78	FX1: SUB DELAY: EFFECT LEVEL	0 - 120
00 00 03 49	00 00 00 01	00 - 64	FX1: SUB DELAY: DIRECT MIX	0 - 100
00 00 03 4A	00 00 00 01	00 - 64	FX1: SUB DELAY: TAP TIME	0 - 100%
00 00 03 4C	00 00 00 01	00 - 01	FX2: ON/OFF	00 : OFF 01 : ON
00 00 03 4D	00 00 00 01	00 - 21	FX2: FX TYPE	* Refer to Table 'FX TYPE'
00 00 03 4E	00 00 00 01	00 - 15	FX2: SUB OD/DS: TYPE	* Refer to Table 'SUB OD/DS TYPE'
00 00 03 4F	00 00 00 01	00 - 78	FX2: SUB OD/DS: DRIVE	0 - 120
00 00 03 50	00 00 00 01	00 - 64	FX2: SUB OD/DS: BOTTOM	00 - 64 : -50 - +50
00 00 03 51	00 00 00 01	00 - 64	FX2: SUB OD/DS: TONE	00 - 64 : -50 - +50
00 00 03 52	00 00 00 01	00 - 01	FX2: SUB OD/DS: SOLO SW	00 : OFF 01 : ON
00 00 03 53	00 00 00 01	00 - 64	FX2: SUB OD/DS: SOLO LEVEL	0 - 100
00 00 03 54	00 00 00 01	00 - 64	FX2: SUB OD/DS: EFFECT LEVEL	0 - 100
00 00 03 55	00 00 00 01	00 - 64	FX2: SUB OD/DS: DIRECT MIX	0 - 100
00 00 03 58	00 00 00 01	00 - 01	FX2: T.WAH: MODE	00 : LPF 01 : BPF
00 00 03 59	00 00 00 01	00 - 01	FX2: T.WAH: POLAR	00 : DOWN 01 : UP
00 00 03 5A	00 00 00 01	00 - 64	FX2: T.WAH: SENS	0 - 100
00 00 03 5B	00 00 00 01	00 - 64	FX2: T.WAH: FREQ	0 - 100
00 00 03 5C	00 00 00 01	00 - 64	FX2: T.WAH: PEAK	0 - 100
00 00 03 5D	00 00 00 01	00 - 64	FX2: T.WAH: DIRECT MIX	0 - 100
00 00 03 5E	00 00 00 01	00 - 64	FX2: T.WAH: EFFECT LEVEL	0 - 100
00 00 03 60	00 00 00 01	00 - 01	FX2: AUTO WAH: MODE	00 : LPF 01 : BPF
00 00 03 61	00 00 00 01	00 - 64	FX2: AUTO WAH: FREQ	0 - 100
00 00 03 62	00 00 00 01	00 - 64	FX2: AUTO WAH: PEAK	0 - 100
00 00 03 63	00 00 00 01	00 - 71	FX2: AUTO WAH: RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 03 64	00 00 00 01	00 - 64	FX2: AUTO WAH: DEPTH	0 - 100
00 00 03 65	00 00 00 01	00 - 64	FX2: AUTO WAH: DIRECT MIX	0 - 100
00 00 03 66	00 00 00 01	00 - 64	FX2: AUTO WAH: EFFECT LEVEL	0 - 100
00 00 03 68	00 00 00 01	00 - 05	FX2: SUB WAH: TYPE	00 : CRY WAH 01 : VO WAH 02 : FAT WAH 03 : LIGHT WAH 04 : 7STRING WAH 05 : RESO WAH
00 00 03 69	00 00 00 01	00 - 64	FX2: SUB WAH: PEDAL POS	0 - 100
00 00 03 6A	00 00 00 01	00 - 64	FX2: SUB WAH: PEDAL MIN	0 - 100
00 00 03 6B	00 00 00 01	00 - 64	FX2: SUB WAH: PEDAL MAX	0 - 100
00 00 03 6C	00 00 00 01	00 - 64	FX2: SUB WAH: EFFECT LEVEL	0 - 100
00 00 03 6D	00 00 00 01	00 - 64	FX2: SUB WAH: DIRECT MIX	0 - 100
00 00 03 6F	00 00 00 01	00 - 07	FX2: ADV.COMP: TYPE	00 : BOSS COMP 01 : HI-BAND 02 : LIGHT 03 : D-COMP 04 : ORANGE 05 : FAT 06 : MILD 07 : STEREO COMP
00 00 03 70	00 00 00 01	00 - 64	FX2: ADV.COMP: SUSTAIN	0 - 100
00 00 03 71	00 00 00 01	00 - 64	FX2: ADV.COMP: ATTACK	0 - 100
00 00 03 72	00 00 00 01	00 - 64	FX2: ADV.COMP: TONE	00 - 64 : -50 - +50
00 00 03 73	00 00 00 01	00 - 64	FX2: ADV.COMP: LEVEL	0 - 100
00 00 03 75	00 00 00 01	00 - 02	FX2: LIMITER: TYPE	00 : BOSS LIMITER 01 : RACK 160D 02 : VTG RACK U

00 00 03 76	00 00 00 01	00 - 64	FX2: LIMITER: ATTACK	0 - 100
00 00 03 77	00 00 00 01	00 - 64	FX2: LIMITER: THRESH	0 - 100
00 00 03 78	00 00 00 01	00 - 11	FX2: LIMITER: RATIO	* Refer to Table 'LIMITER RATIO'
00 00 03 79	00 00 00 01	00 - 64	FX2: LIMITER: RELEASE	0 - 100
00 00 03 7A	00 00 00 01	00 - 64	FX2: LIMITER: LEVEL	0 - 100
00 00 03 7C	00 00 00 01	00 - 28	FX2: GRAPHIC EQ: 31Hz	00 - 28 : -20dB - +20dB
00 00 03 7D	00 00 00 01	00 - 28	FX2: GRAPHIC EQ: 62Hz	00 - 28 : -20dB - +20dB
00 00 03 7E	00 00 00 01	00 - 28	FX2: GRAPHIC EQ: 125Hz	00 - 28 : -20dB - +20dB
00 00 03 7F	00 00 00 01	00 - 28	FX2: GRAPHIC EQ: 250Hz	00 - 28 : -20dB - +20dB
00 00 04 00	00 00 00 01	00 - 28	FX2: GRAPHIC EQ: 500Hz	00 - 28 : -20dB - +20dB
00 00 04 01	00 00 00 01	00 - 28	FX2: GRAPHIC EQ: 1kHz	00 - 28 : -20dB - +20dB
00 00 04 02	00 00 00 01	00 - 28	FX2: GRAPHIC EQ: 2kHz	00 - 28 : -20dB - +20dB
00 00 04 03	00 00 00 01	00 - 28	FX2: GRAPHIC EQ: 4kHz	00 - 28 : -20dB - +20dB
00 00 04 04	00 00 00 01	00 - 28	FX2: GRAPHIC EQ: 8kHz	00 - 28 : -20dB - +20dB
00 00 04 05	00 00 00 01	00 - 28	FX2: GRAPHIC EQ: 16kHz	00 - 28 : -20dB - +20dB
00 00 04 06	00 00 00 01	00 - 28	FX2: GRAPHIC EQ: LEVEL	00 - 28 : -20dB - +20dB
00 00 04 08	00 00 00 01	00 - 11	FX2: PARAMETRIC EQ: LOW CUT	* Refer to Table 'LOW FREQ'
00 00 04 09	00 00 00 01	00 - 28	FX2: PARAMETRIC EQ: LOW GAIN	00 - 28 : -20dB - +20dB
00 00 04 0A	00 00 00 01	00 - 1B	FX2: PARAMETRIC EQ: LOW-MID FREQ	* Refer to Table 'MID FREQ'
00 00 04 0B	00 00 00 01	00 - 05	FX2: PARAMETRIC EQ: LOW-MID Q	* Refer to Table 'MID Q'
00 00 04 0C	00 00 00 01	00 - 28	FX2: PARAMETRIC EQ: LOW-MID GAIN	00 - 28 : -20dB - +20dB
00 00 04 0D	00 00 00 01	00 - 1B	FX2: PARAMETRIC EQ: HIGH-MID FREQ	* Refer to Table 'MID FREQ'
00 00 04 0E	00 00 00 01	00 - 05	FX2: PARAMETRIC EQ: HIGH-MID Q	* Refer to Table 'MID Q'
00 00 04 0F	00 00 00 01	00 - 28	FX2: PARAMETRIC EQ: HIGH-MID GAIN	00 - 28 : -20dB - +20dB
00 00 04 10	00 00 00 01	00 - 28	FX2: PARAMETRIC EQ: HIGH GAIN	00 - 28 : -20dB - +20dB
00 00 04 11	00 00 00 01	00 - 0E	FX2: PARAMETRIC EQ: HIGH CUT	* Refer to Table 'HIGH FREQ'
00 00 04 12	00 00 00 01	00 - 28	FX2: PARAMETRIC EQ: LEVEL	00 - 28 : -20dB - +20dB
00 00 04 14	00 00 00 01	00 - 07	FX2: TONE MODIFY: TYPE	00 : FAT 01 : PRESENCE 02 : MILD 03 : TIGHT 04 : ENHANCE 05 : RESONATOR1 06 : RESONATOR2 07 : RESONATOR3
00 00 04 15	00 00 00 01	00 - 64	FX2: TONE MODIFY: RESO	0 - 100
00 00 04 16	00 00 00 01	00 - 64	FX2: TONE MODIFY: LOW	00 - 64 : -50 - +50
00 00 04 17	00 00 00 01	00 - 64	FX2: TONE MODIFY: HIGH	00 - 64 : -50 - +50
00 00 04 18	00 00 00 01	00 - 64	FX2: TONE MODIFY: LEVEL	0 - 100
00 00 04 1A	00 00 00 01	00 - 07	FX2: GUITAR SIM: TYPE	00 : S -> H 01 : H -> S 02 : H -> HF 03 : S -> HOLLOW 04 : H -> HOLLOW 05 : S -> AC 06 : H -> AC 07 : P -> AC
00 00 04 1B	00 00 00 01	00 - 64	FX2: GUITAR SIM: LOW	00 - 64 : -50 - +50
00 00 04 1C	00 00 00 01	00 - 64	FX2: GUITAR SIM: HIGH	00 - 64 : -50 - +50
00 00 04 1D	00 00 00 01	00 - 64	FX2: GUITAR SIM: LEVEL	0 - 100
00 00 04 1E	00 00 00 01	00 - 64	FX2: GUITAR SIM: BODY	0 - 100
00 00 04 20	00 00 00 01	00 - 64	FX2: SLOW GEAR: SENS	0 - 100
00 00 04 21	00 00 00 01	00 - 64	FX2: SLOW GEAR: RISE TIME	0 - 100
00 00 04 22	00 00 00 01	00 - 64	FX2: SLOW GEAR: LEVEL	0 - 100
00 00 04 24	00 00 00 01	00 - 64	FX2: DEFRETTER: TONE	00 - 64 : -50 - +50
00 00 04 25	00 00 00 01	00 - 64	FX2: DEFRETTER: SENS	0 - 100
00 00 04 26	00 00 00 01	00 - 64	FX2: DEFRETTER: ATTACK	0 - 100
00 00 04 27	00 00 00 01	00 - 64	FX2: DEFRETTER: DEPTH	0 - 100
00 00 04 28	00 00 00 01	00 - 64	FX2: DEFRETTER: RESO	0 - 100
00 00 04 29	00 00 00 01	00 - 64	FX2: DEFRETTER: EFFECT LEVEL	0 - 100
00 00 04 2A	00 00 00 01	00 - 64	FX2: DEFRETTER: DIRECT MIX	0 - 100
00 00 04 2C	00 00 00 01	00 - 01	FX2: WAVE SYNTH: WAVE	00 : SAW 01 : SQUARE
00 00 04 2D	00 00 00 01	00 - 64	FX2: WAVE SYNTH: CUTOFF	0 - 100
00 00 04 2E	00 00 00 01	00 - 64	FX2: WAVE SYNTH: RESO	0 - 100
00 00 04 2F	00 00 00 01	00 - 64	FX2: WAVE SYNTH: FILTER SENS	0 - 100
00 00 04 30	00 00 00 01	00 - 64	FX2: WAVE SYNTH: FILTER DECAY	0 - 100
00 00 04 31	00 00 00 01	00 - 64	FX2: WAVE SYNTH: FILTER DEPTH	0 - 100
00 00 04 32	00 00 00 01	00 - 64	FX2: WAVE SYNTH: SYNTH LEVEL	0 - 100
00 00 04 33	00 00 00 01	00 - 64	FX2: WAVE SYNTH: DIRECT MIX	0 - 100
00 00 04 35	00 00 00 01	00 - 64	FX2: SITAR SIM: TONE	00 - 64 : -50 - +50
00 00 04 36	00 00 00 01	00 - 64	FX2: SITAR SIM: SENS	0 - 100
00 00 04 37	00 00 00 01	00 - 64	FX2: SITAR SIM: DEPTH	0 - 100
00 00 04 38	00 00 00 01	00 - 64	FX2: SITAR SIM: RESO	0 - 100
00 00 04 39	00 00 00 01	00 - 64	FX2: SITAR SIM: BUZZ	0 - 100
00 00 04 3A	00 00 00 01	00 - 64	FX2: SITAR SIM: EFFECT LEVEL	0 - 100
00 00 04 3B	00 00 00 01	00 - 64	FX2: SITAR SIM: DIRECT MIX	0 - 100
00 00 04 3D	00 00 00 01	00 - 03	FX2: OCTAVE: RANGE	00 : RANGE1 (B1 - E6) 01 : RANGE1 (B1 - E5) 02 : RANGE1 (B1 - E4) 03 : RANGE1 (B1 - E3)
00 00 04 3E	00 00 00 01	00 - 64	FX2: OCTAVE: LEVEL	0 - 100
00 00 04 3F	00 00 00 01	00 - 64	FX2: OCTAVE: DIRECT MIX	0 - 100
00 00 04 41	00 00 00 01	00 - 02	FX2: PITCH SHIFTER: VOICE	00 : 1-VOICE 01 : 2-MONO 02 : 2-STEREO
00 00 04 42	00 00 00 01	00 - 03	FX2: PITCH SHIFTER: PS1:MODE	00 : FAST 01 : MEDIUM 02 : SLOW 03 : MONO
00 00 04 43	00 00 00 01	00 - 30	FX2: PITCH SHIFTER: PS1:PITCH	00 - 30 : -24 - +24

00 00 04 44	00 00 00 01	00 - 64	FX2: PITCH SHIFTER: PS1:FINE	00 - 64 : -50 - +50
00 00 04 45	00 00 00 02	00 00 - 02 33	FX2: PITCH SHIFTER: PS1:PRE DLY	00 00 - 02 2C : 0 - 300ms 02 2D - 02 33 : * Refer to Table 'BPM NOTE'
00 00 04 47	00 00 00 01	00 - 64	FX2: PITCH SHIFTER: PS1:LEVEL	0 - 100
00 00 04 48	00 00 00 01	00 - 03	FX2: PITCH SHIFTER: PS2:MODE	00 : FAST 01 : MEDIUM 02 : SLOW 03 : MONO
00 00 04 49	00 00 00 01	00 - 30	FX2: PITCH SHIFTER: PS2:PITCH	00 - 30 : -24 - +24
00 00 04 4A	00 00 00 01	00 - 64	FX2: PITCH SHIFTER: PS2:FINE	00 - 64 : -50 - +50
00 00 04 4B	00 00 00 02	00 00 - 02 33	FX2: PITCH SHIFTER: PS2:PRE DLY	00 00 - 02 2C : 0 - 300ms 02 2D - 02 33 : * Refer to Table 'BPM NOTE'
00 00 04 4D	00 00 00 01	00 - 64	FX2: PITCH SHIFTER: PS2:LEVEL	0 - 100
00 00 04 4E	00 00 00 01	00 - 64	FX2: PITCH SHIFTER: PS1:F.BACK	0 - 100
00 00 04 4F	00 00 00 01	00 - 64	FX2: PITCH SHIFTER: DIRECT MIX	0 - 100
00 00 04 51	00 00 00 01	00 - 02	FX2: HARMONIST: VOICE	00 : 1-VOICE 01 : 2-MONO 02 : 2-STEREO
00 00 04 52	00 00 00 01	00 - 1D	FX2: HARMONIST: HR1:HARM	* Refer to Table 'HARMONY'
00 00 04 53	00 00 00 02	00 00 - 02 33	FX2: HARMONIST: HR1:PRE DLY	00 00 - 02 2C : 0 - 300ms 02 2D - 02 33 : * Refer to Table 'BPM NOTE'
00 00 04 55	00 00 00 01	00 - 64	FX2: HARMONIST: HR1:LEVEL	0 - 100
00 00 04 56	00 00 00 01	00 - 1D	FX2: HARMONIST: HR2:HARM	* Refer to Table 'HARMONY'
00 00 04 57	00 00 00 02	00 00 - 02 33	FX2: HARMONIST: HR2:PRE DLY	00 00 - 02 2C : 0 - 300ms 02 2D - 02 33 : * Refer to Table 'BPM NOTE'
00 00 04 59	00 00 00 01	00 - 64	FX2: HARMONIST: HR2:LEVEL	0 - 100
00 00 04 5A	00 00 00 01	00 - 64	FX2: HARMONIST: HR1:F.BACK	0 - 100
00 00 04 5B	00 00 00 01	00 - 64	FX2: HARMONIST: DIRECT MIX	0 - 100
00 00 04 5C	00 00 00 01	00 - 30	FX2: HARMONIST: HR1:C	00 - 30 : -24 - +24
00 00 04 5D	00 00 00 01	00 - 30	FX2: HARMONIST: HR1:Db	00 - 30 : -24 - +24
00 00 04 5E	00 00 00 01	00 - 30	FX2: HARMONIST: HR1:D	00 - 30 : -24 - +24
00 00 04 5F	00 00 00 01	00 - 30	FX2: HARMONIST: HR1:Eb	00 - 30 : -24 - +24
00 00 04 60	00 00 00 01	00 - 30	FX2: HARMONIST: HR1:E	00 - 30 : -24 - +24
00 00 04 61	00 00 00 01	00 - 30	FX2: HARMONIST: HR1:F	00 - 30 : -24 - +24
00 00 04 62	00 00 00 01	00 - 30	FX2: HARMONIST: HR1:F#	00 - 30 : -24 - +24
00 00 04 63	00 00 00 01	00 - 30	FX2: HARMONIST: HR1:G	00 - 30 : -24 - +24
00 00 04 64	00 00 00 01	00 - 30	FX2: HARMONIST: HR1:Ab	00 - 30 : -24 - +24
00 00 04 65	00 00 00 01	00 - 30	FX2: HARMONIST: HR1:A	00 - 30 : -24 - +24
00 00 04 66	00 00 00 01	00 - 30	FX2: HARMONIST: HR1:Bb	00 - 30 : -24 - +24
00 00 04 67	00 00 00 01	00 - 30	FX2: HARMONIST: HR1:B	00 - 30 : -24 - +24
00 00 04 68	00 00 00 01	00 - 30	FX2: HARMONIST: HR2:C	00 - 30 : -24 - +24
00 00 04 69	00 00 00 01	00 - 30	FX2: HARMONIST: HR2:Db	00 - 30 : -24 - +24
00 00 04 6A	00 00 00 01	00 - 30	FX2: HARMONIST: HR2:D	00 - 30 : -24 - +24
00 00 04 6B	00 00 00 01	00 - 30	FX2: HARMONIST: HR2:Eb	00 - 30 : -24 - +24
00 00 04 6C	00 00 00 01	00 - 30	FX2: HARMONIST: HR2:E	00 - 30 : -24 - +24
00 00 04 6D	00 00 00 01	00 - 30	FX2: HARMONIST: HR2:F	00 - 30 : -24 - +24
00 00 04 6E	00 00 00 01	00 - 30	FX2: HARMONIST: HR2:F#	00 - 30 : -24 - +24
00 00 04 6F	00 00 00 01	00 - 30	FX2: HARMONIST: HR2:G	00 - 30 : -24 - +24
00 00 04 70	00 00 00 01	00 - 30	FX2: HARMONIST: HR2:Ab	00 - 30 : -24 - +24
00 00 04 71	00 00 00 01	00 - 30	FX2: HARMONIST: HR2:A	00 - 30 : -24 - +24
00 00 04 72	00 00 00 01	00 - 30	FX2: HARMONIST: HR2:Bb	00 - 30 : -24 - +24
00 00 04 73	00 00 00 01	00 - 30	FX2: HARMONIST: HR2:B	00 - 30 : -24 - +24
00 00 04 75	00 00 00 01	00 - 01	FX2: SOUND HOLD: HOLD	00 : OFF 01 : ON
00 00 04 76	00 00 00 01	00 - 64	FX2: SOUND HOLD: RISE TIME	0 - 100
00 00 04 77	00 00 00 01	00 - 78	FX2: SOUND HOLD: EFFECT LEVEL	0 - 120
00 00 04 79	00 00 00 01	00 - 03	FX2: AC.PROCESSOR: TYPE	00 : SMALL 01 : MEDIUM 02 : BRIGHT 03 : POWER
00 00 04 7A	00 00 00 01	00 - 64	FX2: AC.PROCESSOR: BASS	00 - 64 : -50 - +50
00 00 04 7B	00 00 00 01	00 - 64	FX2: AC.PROCESSOR: MIDDLE	00 - 64 : -50 - +50
00 00 04 7C	00 00 00 01	00 - 1B	FX2: AC.PROCESSOR: MIDDLE FREQ	* Refer to Table 'MID FREQ'
00 00 04 7D	00 00 00 01	00 - 64	FX2: AC.PROCESSOR: TREBLE	00 - 64 : -50 - +50
00 00 04 7E	00 00 00 01	00 - 64	FX2: AC.PROCESSOR: PRESENCE	00 - 64 : -50 - +50
00 00 04 7F	00 00 00 01	00 - 64	FX2: AC.PROCESSOR: LEVEL	0 - 100
00 00 05 01	00 00 00 01	00 - 03	FX2: PHASER: TYPE	00 : 4STAGE 01 : 8STAGE 02 : 12STAGE 03 : BiPHASE
00 00 05 02	00 00 00 01	00 - 71	FX2: PHASER: RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 05 03	00 00 00 01	00 - 64	FX2: PHASER: DEPTH	0 - 100
00 00 05 04	00 00 00 01	00 - 64	FX2: PHASER: MANUAL	0 - 100
00 00 05 05	00 00 00 01	00 - 64	FX2: PHASER: RESO	0 - 100
00 00 05 06	00 00 00 01	00 - 72	FX2: PHASER: STEP RATE	00 : OFF 01 - 65 : 0 - 100 66 - 72 : * Refer to Table 'BPM NOTE2'
00 00 05 07	00 00 00 01	00 - 64	FX2: PHASER: EFFECT LEVEL	0 - 100
00 00 05 08	00 00 00 01	00 - 64	FX2: PHASER: DIRECT MIX	0 - 100

00 00 05 0A	00 00 00 01	00 - 71	FX2: FLANGER: RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 05 0B	00 00 00 01	00 - 64	FX2: FLANGER: DEPTH	0 - 100
00 00 05 0C	00 00 00 01	00 - 64	FX2: FLANGER: MANUAL	0 - 100
00 00 05 0D	00 00 00 01	00 - 64	FX2: FLANGER: RESO	0 - 100
00 00 05 0E	00 00 00 01	00 - 64	FX2: FLANGER: SEPARATION	0 - 100
00 00 05 0F	00 00 00 01	00 - 0A	FX2: FLANGER: LOW CUT	* Refer to Table 'FLANGER LOW CUT'
00 00 05 10	00 00 00 01	00 - 64	FX2: FLANGER: EFFECT LEVEL	0 - 100
00 00 05 11	00 00 00 01	00 - 64	FX2: FLANGER: DIRECT MIX	0 - 100
00 00 05 13	00 00 00 01	00 - 64	FX2: TREMOLO: WAVE SHAPE	0 - 100
00 00 05 14	00 00 00 01	00 - 71	FX2: TREMOLO: RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 05 15	00 00 00 01	00 - 64	FX2: TREMOLO: DEPTH	0 - 100
00 00 05 16	00 00 00 01	00 - 64	FX2: TREMOLO: LEVEL	0 - 100
00 00 05 18	00 00 00 01	00 - 01	FX2: ROTARY: SPEED SELECT	00 : SLOW 01 : FAST
00 00 05 19	00 00 00 01	00 - 71	FX2: ROTARY: RATE-SLOW	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 05 1A	00 00 00 01	00 - 71	FX2: ROTARY: RATE-FAST	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 05 1B	00 00 00 01	00 - 64	FX2: ROTARY: RISE TIME	0 - 100
00 00 05 1C	00 00 00 01	00 - 64	FX2: ROTARY: FALL TIME	0 - 100
00 00 05 1D	00 00 00 01	00 - 64	FX2: ROTARY: DEPTH	0 - 100
00 00 05 1E	00 00 00 01	00 - 64	FX2: ROTARY: LEVEL	0 - 100
00 00 05 20	00 00 00 01	00 - 71	FX2: UNI-V: RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 05 21	00 00 00 01	00 - 64	FX2: UNI-V: DEPTH	0 - 100
00 00 05 22	00 00 00 01	00 - 64	FX2: UNI-V: LEVEL	0 - 100
00 00 05 24	00 00 00 01	00 - 01	FX2: PAN: TYPE	00 : AUTO 01 : MANUAL
00 00 05 25	00 00 00 01	00 - 64	FX2: PAN: POS	00 - 32 - 64 : L100 - CENTER - R100
00 00 05 26	00 00 00 01	00 - 64	FX2: PAN: WAVE SHAPE	0 - 100
00 00 05 27	00 00 00 01	00 - 71	FX2: PAN: RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 05 28	00 00 00 01	00 - 64	FX2: PAN: DEPTH	0 - 100
00 00 05 29	00 00 00 01	00 - 64	FX2: PAN: LEVEL	0 - 100
00 00 05 2B	00 00 00 01	00 - 13	FX2: SLICER: PATTERN	00 - 13 : P1 - P20
00 00 05 2C	00 00 00 01	00 - 71	FX2: SLICER: RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 05 2D	00 00 00 01	00 - 64	FX2: SLICER: TRIGGER SENS	0 - 100
00 00 05 2E	00 00 00 01	00 - 64	FX2: SLICER: EFFECT LEVEL	0 - 100
00 00 05 2F	00 00 00 01	00 - 64	FX2: SLICER: DIRECT MIX	0 - 100
00 00 05 31	00 00 00 01	00 - 71	FX2: VIBRATO: RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 05 32	00 00 00 01	00 - 64	FX2: VIBRATO: DEPTH	0 - 100
00 00 05 33	00 00 00 01	00 - 01	FX2: VIBRATO: TRIGGER	00 : OFF 01 : ON
00 00 05 34	00 00 00 01	00 - 64	FX2: VIBRATO: RISE TIME	0 - 100
00 00 05 35	00 00 00 01	00 - 64	FX2: VIBRATO: LEVEL	0 - 100
00 00 05 37	00 00 00 01	00 - 01	FX2: RING MOD: MODE	00 : NORMAL 01 : INTELLIGENT
00 00 05 38	00 00 00 01	00 - 64	FX2: RING MOD: FREQ	0 - 100
00 00 05 39	00 00 00 01	00 - 64	FX2: RING MOD: EFFECT LEVEL	0 - 100
00 00 05 3A	00 00 00 01	00 - 64	FX2: RING MOD: DIRECT MIX	0 - 100
00 00 05 3C	00 00 00 01	00 - 01	FX2: HUMANIZER: MODE	00 : PICKING 01 : AUTO
00 00 05 3D	00 00 00 01	00 - 04	FX2: HUMANIZER: VOWEL1	00 : a 01 : e 02 : i 03 : o 04 : u
00 00 05 3E	00 00 00 01	00 - 04	FX2: HUMANIZER: VOWEL2	00 : a 01 : e 02 : i 03 : o 04 : u
00 00 05 3F	00 00 00 01	00 - 64	FX2: HUMANIZER: SENS	0 - 100
00 00 05 40	00 00 00 01	00 - 71	FX2: HUMANIZER: RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 05 41	00 00 00 01	00 - 64	FX2: HUMANIZER: DEPTH	0 - 100
00 00 05 42	00 00 00 01	00 - 64	FX2: HUMANIZER: MANUAL	0 - 100
00 00 05 43	00 00 00 01	00 - 64	FX2: HUMANIZER: LEVEL	0 - 100
00 00 05 45	00 00 00 01	00 - 10	FX2: 2x2 CHORUS: XOVER FREQ	* Refer to Table '2x2 CHORUS XOVER FREQ'
00 00 05 46	00 00 00 01	00 - 71	FX2: 2x2 CHORUS: LOW RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'

00 00 05 47	00 00 00 01	00 - 64	FX2: 2x2 CHORUS: LOW DEPTH	0 - 100
00 00 05 48	00 00 00 01	00 - 50	FX2: 2x2 CHORUS: LOW PRE DELAY	00 : 0.0ms 01 : 0.5ms : : 50 : 40.0ms
00 00 05 49	00 00 00 01	00 - 64	FX2: 2x2 CHORUS: LOW LEVEL	0 - 100
00 00 05 4A	00 00 00 01	00 - 71	FX2: 2x2 CHORUS: HIGH RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 05 4B	00 00 00 01	00 - 64	FX2: 2x2 CHORUS: HIGH DEPTH	0 - 100
00 00 05 4C	00 00 00 01	00 - 50	FX2: 2x2 CHORUS: HIGH PRE DELAY	00 : 0.0ms 01 : 0.5ms : : 50 : 40.0ms
00 00 05 4D	00 00 00 01	00 - 64	FX2: 2x2 CHORUS: HIGH LEVEL	0 - 100
00 00 05 4E	00 00 00 01	00 - 64	FX2: 2x2 CHORUS: DIRECT LEVEL	0 - 100
00 00 05 4F	00 00 00 01	00 - 01	FX2: SUB DELAY: TYPE	00 : MONO 01 : PAN
00 00 05 50	00 00 00 02	00 01 - 07 6F	FX2: SUB DELAY: TIME	00 01 - 07 68 : 1 - 1000ms 07 69 - 07 6F : * Refer to Table 'BPM NOTE'
00 00 05 52	00 00 00 01	00 - 64	FX2: SUB DELAY: F.BACK	0 - 100
00 00 05 53	00 00 00 01	00 - 0E	FX2: SUB DELAY: HIGH CUT	* Refer to Table 'HIGH FREQ'
00 00 05 54	00 00 00 01	00 - 78	FX2: SUB DELAY: EFFECT LEVEL	0 - 120
00 00 05 55	00 00 00 01	00 - 64	FX2: SUB DELAY: DIRECT MIX	0 - 100
00 00 05 56	00 00 00 01	00 - 64	FX2: SUB DELAY: TAP TIME	0 - 100%
00 00 05 60	00 00 00 01	00 - 01	DELAY: ON/OFF	00 : OFF 01 : ON
00 00 05 61	00 00 00 01	00 - 0A	DELAY: TYPE	00 : SINGLE 01 : PAN 02 : STEREO 03 : DUAL-S 04 : DUAL-P 05 : DUAL-L/R 06 : REVERSE 07 : ANALOG 08 : TAPE 09 : MOD
00 00 05 62	00 00 00 02	00 01 - 0F 5D	DELAY: DELAY TIME	00 01 - 0F 50 : 1 - 2000ms 0F 51 - 0F 5D : * Refer to Table 'BPM NOTE'
00 00 05 64	00 00 00 01	00 - 64	DELAY: F.BACK	0 - 100
00 00 05 65	00 00 00 01	00 - 0E	DELAY: HIGH CUT	* Refer to Table 'HIGH FREQ'
00 00 05 66	00 00 00 01	00 - 78	DELAY: EFFECT LEVEL	0 - 120
00 00 05 67	00 00 00 01	00 - 64	DELAY: DIRECT MIX	0 - 100
00 00 05 68	00 00 00 01	00 - 64	DELAY: PAN TAP TIME	0 - 100%
00 00 05 69	00 00 00 02	00 01 - 07 75	DELAY: D1: TIME	00 01 - 07 68 : 1 - 1000ms 07 69 - 07 75 : * Refer to Table 'BPM NOTE'
00 00 05 6B	00 00 00 01	00 - 64	DELAY: D1: F.BACK	0 - 100
00 00 05 6C	00 00 00 01	00 - 0E	DELAY: D1: HI CUT	* Refer to Table 'HIGH FREQ'
00 00 05 6D	00 00 00 01	00 - 78	DELAY: D1: LEVEL	0 - 120
00 00 05 6E	00 00 00 02	00 01 - 07 75	DELAY: D2: TIME	00 01 - 07 68 : 1 - 1000ms 07 69 - 07 75 : * Refer to Table 'BPM NOTE'
00 00 05 70	00 00 00 01	00 - 64	DELAY: D2: F.BACK	0 - 100
00 00 05 71	00 00 00 01	00 - 0E	DELAY: D2: HI CUT	* Refer to Table 'HIGH FREQ'
00 00 05 72	00 00 00 01	00 - 78	DELAY: D2: LEVEL	0 - 120
00 00 05 73	00 00 00 01	00 - 64	DELAY: MOD RATE	0 - 100
00 00 05 74	00 00 00 01	00 - 64	DELAY: MOD DEPTH	0 - 100
00 00 06 00	00 00 00 01	00 - 01	CHORUS: ON/OFF	00 : OFF 01 : ON
00 00 06 01	00 00 00 01	00 - 02	CHORUS: MODE	00 : MONO 01 : STEREO1 02 : STEREO2
00 00 06 02	00 00 00 01	00 - 71	CHORUS: RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 06 03	00 00 00 01	00 - 64	CHORUS: DEPTH	0 - 100
00 00 06 04	00 00 00 01	00 - 50	CHORUS: PRE DELAY	00 : 0.0ms 01 : 0.5ms : : 50 : 40.0ms
00 00 06 05	00 00 00 01	00 - 11	CHORUS: LOW CUT	* Refer to Table 'LOW FREQ'
00 00 06 06	00 00 00 01	00 - 0E	CHORUS: HIGH CUT	* Refer to Table 'HIGH FREQ'
00 00 06 07	00 00 00 01	00 - 64	CHORUS: EFFECT LEVEL	0 - 100
00 00 06 08	00 00 00 01	00 - 64	CHORUS: DIRECT LEVEL	0 - 100
00 00 06 10	00 00 00 01	00 - 01	REVERB: ON/OFF	00 : OFF 01 : ON
00 00 06 11	00 00 00 01	00 - 06	REVERB: TYPE	00 : AMBIENCE 01 : ROOM 02 : HALL1 03 : HALL2 04 : PLATE 05 : SPRING 06 : MODURATE
00 00 06 12	00 00 00 01	00 - 63	REVERB: TIME	00 - 63 : 0.1 - 10.0s

00 00 06 13	00 00 00 02	00 00 - 03 74	REVERB: PRE DELAY	00 00 - 03 74 : 0 - 500ms
00 00 06 15	00 00 00 01	00 - 11	REVERB: LOW CUT	* Refer to Table 'LOW FREQ'
00 00 06 16	00 00 00 01	00 - 0E	REVERB: HIGH CUT	* Refer to Table 'HIGH FREQ'
00 00 06 17	00 00 00 01	00 - 0A	REVERB: DENSITY	0 - 10
00 00 06 18	00 00 00 01	00 - 64	REVERB: EFFECT LEVEL	0 - 100
00 00 06 19	00 00 00 01	00 - 64	REVERB: DIRECT MIX	0 - 100
00 00 06 1A	00 00 00 01	00 - 64	REVERB: SPRING SENS	0 - 100
00 00 06 20	00 00 00 01	00 - 01	PEDAL FX: ON/OFF	00 : OFF 01 : ON
00 00 06 22	00 00 00 01	00 - 30	PEDAL FX: PEDAL BEND: PITCH	00 - 30 : -24 - +24
00 00 06 23	00 00 00 01	00 - 64	PEDAL FX: PEDAL BEND: POSITION	0 - 100
00 00 06 24	00 00 00 01	00 - 64	PEDAL FX: PEDAL BEND: EFFECT LEVEL	0 - 100
00 00 06 25	00 00 00 01	00 - 64	PEDAL FX: PEDAL BEND: DIRECT MIX	0 - 100
00 00 06 26	00 00 00 01	00 - 05	PEDAL FX: WAH: TYPE	00 : CRY WAH 01 : VO WAH 02 : FAT WAH 03 : LIGHT WAH 04 : 7STRING WAH 05 : RESO WAH
00 00 06 27	00 00 00 01	00 - 64	PEDAL FX: WAH: POSITION	0 - 100
00 00 06 28	00 00 00 01	00 - 64	PEDAL FX: WAH: PEDAL MIN	0 - 100
00 00 06 29	00 00 00 01	00 - 64	PEDAL FX: WAH: PEDAL MAX	0 - 100
00 00 06 2A	00 00 00 01	00 - 64	PEDAL FX: WAH: EFFECT LEVEL	0 - 100
00 00 06 2B	00 00 00 01	00 - 64	PEDAL FX: WAH: DIRECT MIX	0 - 100
00 00 06 30	00 00 00 01	00 - 03	FOOT VOLUME: VOLUME CURVE	00 : SLOW1 01 : SLOW2 02 : NORMAL 03 : FAST
00 00 06 31	00 00 00 01	00 - 64	FOOT VOLUME: VOLUME MIN	0 - 100
00 00 06 32	00 00 00 01	00 - 64	FOOT VOLUME: VOLUME MAX	0 - 100
00 00 06 33	00 00 00 01	00 - 64	FOOT VOLUME: LEVEL	0 - 100
00 00 06 40	00 00 00 01	00 - 01	DIVIDER: MODE	00 : SINGLE 01 : DUAL
00 00 06 41	00 00 00 01	00 - 01	DIVIDER: CH SELECT	00 : CH.A 01 : CH.B
00 00 06 42	00 00 00 01	00 - 02	DIVIDER: CH.A DYNAMIC	00 : OFF 01 : POLAR- 02 : POLAR+
00 00 06 43	00 00 00 01	00 - 64	DIVIDER: CH.A DYNAMIC SENS	0 - 100
00 00 06 44	00 00 00 01	00 - 02	DIVIDER: CH.A FILTER	00 : OFF 01 : LPF 02 : HPF
00 00 06 45	00 00 00 01	00 - 10	DIVIDER: CH.A CUTOFF FREQ	* Refer to Table 'CUTOFF FREQ'
00 00 06 46	00 00 00 01	00 - 02	DIVIDER: CH.B DYNAMIC	00 : OFF 01 : POLAR- 02 : POLAR+
00 00 06 47	00 00 00 01	00 - 64	DIVIDER: CH.B DYNAMIC SENS	0 - 100
00 00 06 48	00 00 00 01	00 - 02	DIVIDER: CH.B FILTER	00 : OFF 01 : LPF 02 : HPF
00 00 06 49	00 00 00 01	00 - 10	DIVIDER: CH.B CUTOFF FREQ	* Refer to Table 'CUTOFF FREQ'
00 00 06 50	00 00 00 01	00 - 01	MIXER: MODE	00 : STEREO 01 : PAN L/R
00 00 06 51	00 00 00 01	00 - 64	MIXER: CH.A/B BALANCE	00 - 64 : 100:0 - 0:100
00 00 06 52	00 00 00 01	00 - 64	MIXER: SPREAD	0 - 100
00 00 06 55	00 00 00 01	00 - 01	SEND/RETURN: ON/OFF	00 : OFF *GT-100 only 01 : ON
00 00 06 56	00 00 00 01	00 - 02	SEND/RETURN: MODE	00 : NORMAL *GT-100 only 01 : DIRECT MIX 02 : BRANCH OUT
00 00 06 57	00 00 00 01	00 - 64	SEND/RETURN: SEND LEVEL	00 - 64 : 0 - 200 *GT-100 only
00 00 06 58	00 00 00 01	00 - 64	SEND/RETURN: RETURN LEVEL	00 - 64 : 0 - 200 *GT-100 only
00 00 06 60	00 00 00 01	00 - 01	AMP CONTROL	00 : OFF 01 : ON
00 00 06 63	00 00 00 01	00 - 01	NS1: ON/OFF	00 : OFF 01 : ON
00 00 06 64	00 00 00 01	00 - 64	NS1: THRESHOLD	0 - 100
00 00 06 65	00 00 00 01	00 - 64	NS1: RELEASE	0 - 100
00 00 06 66	00 00 00 01	00 - 02	NS1: DETECT	00 : INPUT 01 : NS INPUT 02 : FV OUT
00 00 06 68	00 00 00 01	00 - 01	NS2: ON/OFF	00 : OFF 01 : ON
00 00 06 69	00 00 00 01	00 - 64	PRM_NS2_THRESHOLD	0 - 100
00 00 06 6A	00 00 00 01	00 - 64	PRM_NS2_RELEASE	0 - 100
00 00 06 6B	00 00 00 01	00 - 02	PRM_NS2_DETECT	00 : INPUT 01 : NS INPUT 02 : FV OUT

00 00 06 70	00 00 00 01	00 - 05	ACCEL FX: TYPE	00 : S-BEND 01 : LASER BEAM 02 : RING MOD 03 : TWIST 04 : WARP 05 : FEEDBACKER	
00 00 06 71	00 00 00 01	00 - 06	ACCEL FX: S-BEND: PITCH	00 : -3oct 01 : -2oct 02 : -2oct 03 : +1oct 04 : +2oct 05 : +3oct 06 : +4oct	
00 00 06 72	00 00 00 01	00 - 64	ACCEL FX: S-BEND: RISE TIME	0 - 100	
00 00 06 73	00 00 00 01	00 - 64	ACCEL FX: S-BEND: FALL TIME	0 - 100	
00 00 06 74	00 00 00 01	00 - 64	ACCEL FX: LASER BEAM: RATE	0 - 100	
00 00 06 75	00 00 00 01	00 - 64	ACCEL FX: LASER BEAM: DEPTH	0 - 100	
00 00 06 76	00 00 00 01	00 - 64	ACCEL FX: LASER BEAM: RISE TIME	0 - 100	
00 00 06 77	00 00 00 01	00 - 64	ACCEL FX: LASER BEAM: FALL TIME	0 - 100	
00 00 06 78	00 00 00 01	00 - 64	ACCEL FX: RING MOD: FREQ	0 - 100	
00 00 06 79	00 00 00 01	00 - 64	ACCEL FX: RING MOD: RISE TIME	0 - 100	
00 00 06 7A	00 00 00 01	00 - 64	ACCEL FX: RING MOD: FALL TIME	0 - 100	
00 00 06 7B	00 00 00 01	00 - 64	ACCEL FX: RING MOD: RING LEVEL	0 - 100	
00 00 06 7C	00 00 00 01	00 - 64	ACCEL FX: RING MOD: OCTAVE LEVEL	0 - 100	
00 00 06 7D	00 00 00 01	00 - 64	ACCEL FX: RING MOD: DIRECT MIX	0 - 100	
00 00 06 7E	00 00 00 01	00 - 64	ACCEL FX: TWIST: LEVEL	0 - 100	
00 00 06 7F	00 00 00 01	00 - 64	ACCEL FX: TWIST: RISE TIME	0 - 100	
00 00 07 00	00 00 00 01	00 - 64	ACCEL FX: TWIST: FALL TIME	0 - 100	
00 00 07 01	00 00 00 01	00 - 64	ACCEL FX: WARP: LEVEL	0 - 100	
00 00 07 02	00 00 00 01	00 - 64	ACCEL FX: WARP: RISE TIME	0 - 100	
00 00 07 03	00 00 00 01	00 - 64	ACCEL FX: WARP: FALL TIME	0 - 100	
00 00 07 04	00 00 00 01	00 - 01	ACCEL FX: FEEDBACKER: MODE	00 : NORMAL 01 : OSC	
00 00 07 05	00 00 00 01	00 - 64	ACCEL FX: FEEDBACKER: DEPTH	0 - 100	
00 00 07 06	00 00 00 01	00 - 64	ACCEL FX: FEEDBACKER: RISE TIME	0 - 100	
00 00 07 07	00 00 00 01	00 - 64	ACCEL FX: FEEDBACKER: OCTAVE RISE TIME	0 - 100	
00 00 07 08	00 00 00 01	00 - 64	ACCEL FX: FEEDBACKER: F.BACK LEVEL	0 - 100	
00 00 07 09	00 00 00 01	00 - 64	ACCEL FX: FEEDBACKER: OCTAVE F.BACK LEVEL	0 - 100	
00 00 07 0A	00 00 00 01	00 - 64	ACCEL FX: FEEDBACKER: VIB RATE	0 - 100	
00 00 07 0B	00 00 00 01	00 - 64	ACCEL FX: FEEDBACKER: VIB DEPTH	0 - 100	
00 00 07 0F	00 00 00 01	00 - 0F	PATCH CATEGORY	* Refer to Table ‘Patch Category’	
00 00 07 10	00 00 00 01	00 - 64	PATCH LEVEL	00 - 64 : 0 - 200	
00 00 07 11	00 00 00 01	00 - 28	MASTER EQ: LOW GAIN	00 - 28 : -20dB - +20dB	
00 00 07 12	00 00 00 01	00 - 1B	MASTER EQ: MID FREQ	* Refer to Table ‘MID FREQ’	
00 00 07 13	00 00 00 01	00 - 05	MASTER EQ: MID Q	* Refer to Table ‘MID Q’	
00 00 07 14	00 00 00 01	00 - 28	MASTER EQ: MID GAIN	00 - 28 : -20dB - +20dB	
00 00 07 15	00 00 00 01	00 - 28	MASTER EQ: HIGH GAIN	00 - 28 : -20dB - +20dB	
00 00 07 16	00 00 00 02	00 28 - 01 7A	MASTER BPM	00 28 - 01 7A : 40 - 250	
00 00 07 18	00 00 00 01	00 - 0B	MASTER KEY	00 : C (Am) 01 : Db(Bbm) 02 : D (Bm) 03 : Eb(Cm) 04 : E (C♯m) 05 : F (Dm) 06 : F♯(D♯m) 07 : G (Em) 08 : Ab(Fm) 09 : A (F♯m) 0A : Bb(Gm) 0B : B (G♯m)	
00 00 07 19	00 00 00 01	00 - 1F	MASTER BEAT	* Refer to Table ‘MASTER BEAT’	
00 00 07 20	00 00 00 01	00 - 13	FX CHAIN: POSITION1	* Refer to Table ‘FX CHAIN’	
00 00 07 21♯	00 00 00 01	00 - 13	FX CHAIN: POSITION2	* Refer to Table ‘FX CHAIN’	
00 00 07 22♯	00 00 00 01	00 - 13	FX CHAIN: POSITION3	* Refer to Table ‘FX CHAIN’	
00 00 07 23♯	00 00 00 01	00 - 13	FX CHAIN: POSITION4	* Refer to Table ‘FX CHAIN’	
00 00 07 24♯	00 00 00 01	00 - 13	FX CHAIN: POSITION5	* Refer to Table ‘FX CHAIN’	
00 00 07 25♯	00 00 00 01	00 - 13	FX CHAIN: POSITION6	* Refer to Table ‘FX CHAIN’	
00 00 07 26♯	00 00 00 01	00 - 13	FX CHAIN: POSITION7	* Refer to Table ‘FX CHAIN’	
00 00 07 27♯	00 00 00 01	00 - 13	FX CHAIN: POSITION8	* Refer to Table ‘FX CHAIN’	
00 00 07 28♯	00 00 00 01	00 - 13	FX CHAIN: POSITION9	* Refer to Table ‘FX CHAIN’	
00 00 07 29♯	00 00 00 01	00 - 13	FX CHAIN: POSITION10	* Refer to Table ‘FX CHAIN’	
00 00 07 2A♯	00 00 00 01	00 - 13	FX CHAIN: POSITION11	* Refer to Table ‘FX CHAIN’	
00 00 07 2B♯	00 00 00 01	00 - 13	FX CHAIN: POSITION12	* Refer to Table ‘FX CHAIN’	
00 00 07 2C♯	00 00 00 01	00 - 13	FX CHAIN: POSITION13	* Refer to Table ‘FX CHAIN’	
00 00 07 2D♯	00 00 00 01	00 - 13	FX CHAIN: POSITION14	* Refer to Table ‘FX CHAIN’	
00 00 07 2E♯	00 00 00 01	00 - 13	FX CHAIN: POSITION15	* Refer to Table ‘FX CHAIN’	
00 00 07 2F♯	00 00 00 01	00 - 13	FX CHAIN: POSITION16	* Refer to Table ‘FX CHAIN’	
00 00 07 30♯	00 00 00 01	00 - 13	FX CHAIN: POSITION17	* Refer to Table ‘FX CHAIN’	
00 00 07 31♯	00 00 00 01	00 - 13	FX CHAIN: POSITION18	* Refer to Table ‘FX CHAIN’	
00 00 07 32♯	00 00 00 01	00 - 13	FX CHAIN: POSITION19	* Refer to Table ‘FX CHAIN’	
00 00 07 33♯	00 00 00 01	00 - 13	FX CHAIN: POSITION20	* Refer to Table ‘FX CHAIN’	
00 00 07 40	00 00 00 01	00 - 23	MANUAL MODE: BANK DOWN	* Refer to Table 'MANUAL MODE'	* GT-100 only
00 00 07 41	00 00 00 01	00 - 23	MANUAL MODE: BANK_UP	* Refer to Table 'MANUAL MODE'	* GT-100 only
00 00 07 42	00 00 00 01	00 - 23	MANUAL MODE: NUMBER PEDAL1	* Refer to Table 'MANUAL MODE'	* GT-100 only
00 00 07 43	00 00 00 01	00 - 23	MANUAL MODE: NUMBER PEDAL2	* Refer to Table 'MANUAL MODE'	* GT-100 only
00 00 07 44	00 00 00 01	00 - 23	MANUAL MODE: NUMBER PEDAL3	* Refer to Table 'MANUAL MODE'	* GT-100 only
00 00 07 45	00 00 00 01	00 - 23	MANUAL MODE: NUMBER PEDAL4	* Refer to Table 'MANUAL MODE'	* GT-100 only
00 00 07 46	00 00 00 01	00 - 23	MANUAL MODE: PHRASE LOOP	* Refer to Table 'MANUAL MODE'	* GT-100 only
00 00 07 47	00 00 00 01	00 - 23	MANUAL MODE: ACCEL/CTRL	* Refer to Table 'MANUAL MODE'	* GT-100 only
00 00 07 50	00 00 00 01	00 - 24	CTL/EXP: ACCEL/CTL: FUNC	* Refer to Table 'CTL PEDAL FUNC'	* GT-100 only
00 00 07 51	00 00 00 01	00 - 01	CTL/EXP: ACCEL/CTL: MIN	00 : OFF (STOP) 01 : ON (START)	* GT-100 only

00 00 07 52	00 00 00 01	00 - 01	CTL/EXP: ACCEL/CTL: MAX	00 : OFF (STOP) 01 : ON (START)	* GT-100 only
00 00 07 53	00 00 00 01	00 - 01	CTL/EXP: ACCEL/CTL: SRC MODE	00 : MOMENT 01 : TOGGLE	* GT-100 only
00 00 07 60	00 00 00 01	00 - 23	CTL/EXP: EXP SW: FUNC	* Refer to Table 'CTL PEDAL FUNC'	* GT-100 only
00 00 07 61	00 00 00 01	00 - 01	CTL/EXP: EXP SW: MIN	00 : OFF (STOP) 01 : ON (START)	* GT-100 only
00 00 07 62	00 00 00 01	00 - 01	CTL/EXP: EXP SW: MAX	00 : OFF (STOP) 01 : ON (START)	* GT-100 only
00 00 07 63	00 00 00 01	00 - 01	CTL/EXP: EXP SW: SRC MODE	00 : MOMENT 01 : TOGGLE	* GT-100 only
00 00 07 70	00 00 00 01	00 - 23	CTL/EXP: SUB CTL1: FUNC	* Refer to Table 'CTL PEDAL FUNC'	* CTL1 on GT-001
00 00 07 71	00 00 00 01	00 - 01	CTL/EXP: SUB CTL1: MIN	00 : OFF (STOP) 01 : ON (START)	* CTL1 on GT-001
00 00 07 72	00 00 00 01	00 - 01	CTL/EXP: SUB CTL1: MAX	00 : OFF (STOP) 01 : ON (START)	* CTL1 on GT-001
00 00 07 73	00 00 00 01	00 - 01	CTL/EXP: SUB CTL1: SRC MODE	00 : MOMENT 01 : TOGGLE	* CTL1 on GT-001
00 00 08 00	00 00 00 01	00 - 23	CTL/EXP: SUB CTL2: FUNC	* Refer to Table 'CTL PEDAL FUNC'	* CTL2 on GT-001
00 00 08 01	00 00 00 01	00 - 01	CTL/EXP: SUB CTL2: MIN	00 : OFF (STOP) 01 : ON (START)	* CTL2 on GT-001
00 00 08 02	00 00 00 01	00 - 01	CTL/EXP: SUB CTL2: MAX	00 : OFF (STOP) 01 : ON (START)	* CTL2 on GT-001
00 00 08 03	00 00 00 01	00 - 01	CTL/EXP: SUB CTL2: SRC MODE	00 : MOMENT 01 : TOGGLE	* CTL2 on GT-001
00 00 08 10	00 00 00 01	00 - 05	CTL/EXP: EXP: FUNC	00 : OFF 01 : FOOT VOLUME 02 : PEDAL BEND 03 : WAH 04 : PB/FV 05 : WAH/FV 06 : PATCH LEVEL	
00 00 08 11	00 00 00 01	00 - 64	CTL/EXP: EXP: PATCH LEVEL MIN	00 - 64 : 0 - 200	
00 00 08 12	00 00 00 01	00 - 64	CTL/EXP: EXP: PATCH LEVEL MAX	00 - 64 : 0 - 200	
00 00 08 20	00 00 00 01	00 - 01	CTL/EXP: SUB EXP: FUNC	00 : OFF 01 : FOOT VOLUME	* GT-100 only
00 00 08 21	00 00 00 01	00 - 64	CTL/EXP: SUB EXP: PATCH LEVEL MIN	00 - 64 : 0 - 200	* GT-100 only
00 00 08 22	00 00 00 01	00 - 64	CTL/EXP: SUB EXP: PATCH LEVEL MAX	00 - 64 : 0 - 200	* GT-100 only
00 00 08 30	00 00 00 01	00 - 01	ASSIGN1: ON/OFF	00 : OFF 01 : ON	
00 00 08 31	00 00 00 02	00 00 - 05 2C	ASSIGN1: TARGET	* Refer to Table 'ASSIGN TARGET'	
00 00 08 33	00 00 00 02	00 00 - 7F 7F	ASSIGN1: TARGET MIN	* The data range depends on the TARGET.	
00 00 08 35	00 00 00 02	00 00 - 7F 7F	ASSIGN1: TARGET MAX	* The data range depends on the TARGET.	
00 00 08 37	00 00 00 01	00 - 49	ASSIGN1: SOURCE	* Refer to Table 'ASSIGN SOURCE'	
00 00 08 38	00 00 00 01	00 - 01	ASSIGN1: SOURCE MODE	00 : MOMENT 01 : TOGGLE	
00 00 08 39	00 00 00 01	00 - 7E	ASSIGN1: ACT RANGE LO	0 - 126	
00 00 08 3A	00 00 00 01	01 - 7F	ASSIGN1: ACT RANGE HI	1 - 127	
00 00 08 3B	00 00 00 01	00 - 48	ASSIGN1: INT PDL TRIGGER	* Refer to Table 'ASSIGN INT PDL TRIGGER'	
00 00 08 3C	00 00 00 01	00 - 64	ASSIGN1: INT PDL TIME	0 - 100	
00 00 08 3D	00 00 00 01	00 - 02	ASSIGN1: INT PDL CURVE	00 : LINEAR 01 : SLOW RISE 02 : FAST RISE	
00 00 08 3E	00 00 00 01	00 - 71	ASSIGN1: WAVE RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'	
00 00 08 3F	00 00 00 01	00 - 02	ASSIGN1: WAVEFORM	00 : SAW 01 : TRI 02 : SINE	
00 00 08 50	00 00 00 01	00 - 01	ASSIGN2: ON/OFF	00 : OFF 01 : ON	
00 00 08 51	00 00 00 02	00 00 - 05 2C	ASSIGN2: TARGET	* Refer to Table 'ASSIGN TARGET'	
00 00 08 53	00 00 00 02	00 00 - 7F 7F	ASSIGN2: TARGET MIN	* The data range depends on the TARGET.	
00 00 08 55	00 00 00 02	00 00 - 7F 7F	ASSIGN2: TARGET MAX	* The data range depends on the TARGET.	
00 00 08 57	00 00 00 01	00 - 49	ASSIGN2: SOURCE	* Refer to Table 'ASSIGN SOURCE'	
00 00 08 58	00 00 00 01	00 - 01	ASSIGN2: SOURCE MODE	00 : MOMENT 01 : TOGGLE	
00 00 08 59	00 00 00 01	00 - 7E	ASSIGN2: ACT RANGE LO	0 - 126	
00 00 08 5A	00 00 00 01	01 - 7F	ASSIGN2: ACT RANGE HI	1 - 127	
00 00 08 5B	00 00 00 01	00 - 48	ASSIGN2: INT PDL TRIGGER	* Refer to Table 'ASSIGN INT PDL TRIGGER'	
00 00 08 5C	00 00 00 01	00 - 64	ASSIGN2: INT PDL TIME	0 - 100	
00 00 08 5D	00 00 00 01	00 - 02	ASSIGN2: INT PDL CURVE	00 : LINEAR 01 : SLOW RISE 02 : FAST RISE	
00 00 08 5E	00 00 00 01	00 - 71	ASSIGN2: WAVE RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'	

00 00 08 5F	00 00 00 01	00 - 02	ASSIGN2: WAVEFORM	00 : SAW 01 : TRI 02 : SINE
00 00 08 70	00 00 00 01	00 - 01	ASSIGN3: ON/OFF	00 : OFF 01 : ON
00 00 08 71	00 00 00 02	00 00 - 05 2C	ASSIGN3: TARGET	* Refer to Table 'ASSIGN TARGET'
00 00 08 73	00 00 00 02	00 00 - 7F 7F	ASSIGN3: TARGET MIN	* The data range depends on the TARGET.
00 00 08 75	00 00 00 02	00 00 - 7F 7F	ASSIGN3: TARGET MAX	* The data range depends on the TARGET.
00 00 08 77	00 00 00 01	00 - 49	ASSIGN3: SOURCE	* Refer to Table 'ASSIGN SOURCE'
00 00 08 78	00 00 00 01	00 - 01	ASSIGN3: SOURCE MODE	00 : MOMENT 01 : TOGGLE
00 00 08 79	00 00 00 01	00 - 7E	ASSIGN3: ACT RANGE LO	0 - 126
00 00 08 7A	00 00 00 01	01 - 7F	ASSIGN3: ACT RANGE HI	1 - 127
00 00 08 7B	00 00 00 01	00 - 48	ASSIGN3: INT PDL TRIGGER	* Refer to Table 'ASSIGN INT PDL TRIGGER'
00 00 08 7C	00 00 00 01	00 - 64	ASSIGN3: INT PDL TIME	0 - 100
00 00 08 7D	00 00 00 01	00 - 02	ASSIGN3: INT PDL CURVE	00 : LINEAR 01 : SLOW RISE 02 : FAST RISE
00 00 08 7E	00 00 00 01	00 - 71	ASSIGN3: WAVE RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 08 7F	00 00 00 01	00 - 02	ASSIGN3: WAVEFORM	00 : SAW 01 : TRI 02 : SINE
00 00 09 10	00 00 00 01	00 - 01	ASSIGN4: ON/OFF	00 : OFF 01 : ON
00 00 09 11	00 00 00 02	00 00 - 05 2C	ASSIGN4: TARGET	* Refer to Table 'ASSIGN TARGET'
00 00 09 13	00 00 00 02	00 00 - 7F 7F	ASSIGN4: TARGET MIN	* The data range depends on the TARGET.
00 00 09 15	00 00 00 02	00 00 - 7F 7F	ASSIGN4: TARGET MAX	* The data range depends on the TARGET.
00 00 09 17	00 00 00 01	00 - 49	ASSIGN4: SOURCE	* Refer to Table 'ASSIGN SOURCE'
00 00 09 18	00 00 00 01	00 - 01	ASSIGN4: SOURCE MODE	00 : MOMENT 01 : TOGGLE
00 00 09 19	00 00 00 01	00 - 7E	ASSIGN4: ACT RANGE LO	0 - 126
00 00 09 1A	00 00 00 01	01 - 7F	ASSIGN4: ACT RANGE HI	1 - 127
00 00 09 1B	00 00 00 01	00 - 48	ASSIGN4: INT PDL TRIGGER	* Refer to Table 'ASSIGN INT PDL TRIGGER'
00 00 09 1C	00 00 00 01	00 - 64	ASSIGN4: INT PDL TIME	0 - 100
00 00 09 1D	00 00 00 01	00 - 02	ASSIGN4: INT PDL CURVE	00 : LINEAR 01 : SLOW RISE 02 : FAST RISE
00 00 09 1E	00 00 00 01	00 - 71	ASSIGN4: WAVE RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 09 1F	00 00 00 01	00 - 02	ASSIGN4: WAVEFORM	00 : SAW 01 : TRI 02 : SINE
00 00 09 30	00 00 00 01	00 - 01	ASSIGN5: ON/OFF	00 : OFF 01 : ON
00 00 09 31	00 00 00 02	00 00 - 05 2C	ASSIGN5: TARGET	* Refer to Table 'ASSIGN TARGET'
00 00 09 33	00 00 00 02	00 00 - 7F 7F	ASSIGN5: TARGET MIN	* The data range depends on the TARGET.
00 00 09 35	00 00 00 02	00 00 - 7F 7F	ASSIGN5: TARGET MAX	* The data range depends on the TARGET.
00 00 09 37	00 00 00 01	00 - 49	ASSIGN5: SOURCE	* Refer to Table 'ASSIGN SOURCE'
00 00 09 38	00 00 00 01	00 - 01	ASSIGN5: SOURCE MODE	00 : MOMENT 01 : TOGGLE
00 00 09 39	00 00 00 01	00 - 7E	ASSIGN5: ACT RANGE LO	0 - 126
00 00 09 3A	00 00 00 01	01 - 7F	ASSIGN5: ACT RANGE HI	1 - 127
00 00 09 3B	00 00 00 01	00 - 48	ASSIGN5: INT PDL TRIGGER	* Refer to Table 'ASSIGN INT PDL TRIGGER'
00 00 09 3C	00 00 00 01	00 - 64	ASSIGN5: INT PDL TIME	0 - 100
00 00 09 3D	00 00 00 01	00 - 02	ASSIGN5: INT PDL CURVE	00 : LINEAR 01 : SLOW RISE 02 : FAST RISE
00 00 09 3E	00 00 00 01	00 - 71	ASSIGN5: WAVE RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 09 3F	00 00 00 01	00 - 02	ASSIGN5: WAVEFORM	00 : SAW 01 : TRI 02 : SINE
00 00 09 50	00 00 00 01	00 - 01	ASSIGN6: ON/OFF	00 : OFF 01 : ON
00 00 09 51	00 00 00 02	00 00 - 05 2C	ASSIGN6: TARGET	* Refer to Table 'ASSIGN TARGET'
00 00 09 53	00 00 00 02	00 00 - 7F 7F	ASSIGN6: TARGET MIN	* The data range depends on the TARGET.
00 00 09 55	00 00 00 02	00 00 - 7F 7F	ASSIGN6: TARGET MAX	* The data range depends on the TARGET.
00 00 09 57	00 00 00 01	00 - 49	ASSIGN6: SOURCE	* Refer to Table 'ASSIGN SOURCE'
00 00 09 58	00 00 00 01	00 - 01	ASSIGN6: SOURCE MODE	00 : MOMENT 01 : TOGGLE
00 00 09 59	00 00 00 01	00 - 7E	ASSIGN6: ACT RANGE LO	0 - 126
00 00 09 5A	00 00 00 01	01 - 7F	ASSIGN6: ACT RANGE HI	1 - 127
00 00 09 5B	00 00 00 01	00 - 48	ASSIGN6: INT PDL TRIGGER	* Refer to Table 'ASSIGN INT PDL TRIGGER'
00 00 09 5C	00 00 00 01	00 - 64	ASSIGN6: INT PDL TIME	0 - 100
00 00 09 5D	00 00 00 01	00 - 02	ASSIGN6: INT PDL CURVE	00 : LINEAR 01 : SLOW RISE 02 : FAST RISE
00 00 09 5E	00 00 00 01	00 - 71	ASSIGN6: WAVE RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'

00 00 09 5F	00 00 00 01	00 - 02	ASSIGN6: WAVEFORM	00 : SAW 01 : TRI 02 : SINE
00 00 09 70	00 00 00 01	00 - 01	ASSIGN7: ON/OFF	00 : OFF 01 : ON
00 00 09 71	00 00 00 02	00 00 - 05 2C	ASSIGN7: TARGET	* Refer to Table 'ASSIGN TARGET'
00 00 09 73	00 00 00 02	00 00 - 7F 7F	ASSIGN7: TARGET MIN	* The data range depends on the TARGET.
00 00 09 75	00 00 00 02	00 00 - 7F 7F	ASSIGN7: TARGET MAX	* The data range depends on the TARGET.
00 00 09 77	00 00 00 01	00 - 49	ASSIGN7: SOURCE	* Refer to Table 'ASSIGN SOURCE'
00 00 09 78	00 00 00 01	00 - 01	ASSIGN7: SOURCE MODE	00 : MOMENT 01 : TOGGLE
00 00 09 79	00 00 00 01	00 - 7E	ASSIGN7: ACT RANGE LO	0 - 126
00 00 09 7A	00 00 00 01	01 - 7F	ASSIGN7: ACT RANGE HI	1 - 127
00 00 09 7B	00 00 00 01	00 - 48	ASSIGN7: INT PDL TRIGGER	* Refer to Table 'ASSIGN INT PDL TRIGGER'
00 00 09 7C	00 00 00 01	00 - 64	ASSIGN7: INT PDL TIME	0 - 100
00 00 09 7D	00 00 00 01	00 - 02	ASSIGN7: INT PDL CURVE	00 : LINEAR 01 : SLOW RISE 02 : FAST RISE
00 00 09 7E	00 00 00 01	00 - 71	ASSIGN7: WAVE RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 09 7F	00 00 00 01	00 - 02	ASSIGN7: WAVEFORM	00 : SAW 01 : TRI 02 : SINE
00 00 0A 10	00 00 00 01	00 - 01	ASSIGN8: ON/OFF	00 : OFF 01 : ON
00 00 0A 11	00 00 00 02	00 00 - 05 2C	ASSIGN8: TARGET	* Refer to Table 'ASSIGN TARGET'
00 00 0A 13	00 00 00 02	00 00 - 7F 7F	ASSIGN8: TARGET MIN	* The data range depends on the TARGET.
00 00 0A 15	00 00 00 02	00 00 - 7F 7F	ASSIGN8: TARGET MAX	* The data range depends on the TARGET.
00 00 0A 17	00 00 00 01	00 - 49	ASSIGN8: SOURCE	* Refer to Table 'ASSIGN SOURCE'
00 00 0A 18	00 00 00 01	00 - 01	ASSIGN8: SOURCE MODE	00 : MOMENT 01 : TOGGLE
00 00 0A 19	00 00 00 01	00 - 7E	ASSIGN8: ACT RANGE LO	0 - 126
00 00 0A 1A	00 00 00 01	01 - 7F	ASSIGN8: ACT RANGE HI	1 - 127
00 00 0A 1B	00 00 00 01	00 - 48	ASSIGN8: INT PDL TRIGGER	* Refer to Table 'ASSIGN INT PDL TRIGGER'
00 00 0A 1C	00 00 00 01	00 - 64	ASSIGN8: INT PDL TIME	0 - 100
00 00 0A 1D	00 00 00 01	00 - 02	ASSIGN8: INT PDL CURVE	00 : LINEAR 01 : SLOW RISE 02 : FAST RISE
00 00 0A 1E	00 00 00 01	00 - 71	ASSIGN8: WAVE RATE	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 0A 1F	00 00 00 01	00 - 02	ASSIGN8: WAVEFORM	00 : SAW 01 : TRI 02 : SINE
00 00 0A 30	00 00 00 01	00 - 64	ASSIGN COMMON: INPUT SENS	0 - 100
00 00 10 10	00 00 00 01	00 - 64	FX1: ACSIM: TOP	00 - 64 : 0 - 100
00 00 10 11	00 00 00 01	00 - 64	FX1: ACSIM: BODY	00 - 64 : 0 - 100
00 00 10 12	00 00 00 01	00 - 64	FX1: ACSIM: LOW	00 - 64 : 0 - 100
00 00 10 14	00 00 00 01	00 - 64	FX1: ACSIM: LEVEL	00 - 64 : 0 - 100
00 00 10 16	00 00 00 01	00 - 64	FX1: ROTARY2: BALANCE	00 - 64 : 0 - 100
00 00 10 17	00 00 00 01	00 - 01	FX1: ROTARY2: SPEED_SEL	00 : SLOW 01 : FAST
00 00 10 18	00 00 00 01	00 - 71	FX1: ROTARY2: RATE_SLOW	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 10 19	00 00 00 01	00 - 71	FX1: ROTARY2: RATE_FAST	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 10 1A	00 00 00 01	00 - 64	FX1: ROTARY2: RISETIME	00 - 64 : 0 - 100
00 00 10 1B	00 00 00 01	00 - 64	FX1: ROTARY2: FALLTIME	00 - 64 : 0 - 100
00 00 10 1C	00 00 00 01	00 - 64	FX1: ROTARY2: DEPTH	00 - 64 : 0 - 100
00 00 10 1D	00 00 00 01	00 - 64	FX1: ROTARY2: LEVEL	00 - 64 : 0 - 100
00 00 10 1E	00 00 00 01	00 - 64	FX1: ROTARY2: DIRECT_MIX	00 - 64 : 0 - 100
00 00 10 1F	00 00 00 01	00 - 64	FX2: ACSIM: TOP	00 - 64 : 0 - 100
00 00 10 20	00 00 00 01	00 - 64	FX2: ACSIM: BODY	00 - 64 : 0 - 100
00 00 10 21	00 00 00 01	00 - 64	FX2: ACSIM: LOW	00 - 64 : 0 - 100
00 00 10 23	00 00 00 01	00 - 64	FX2: ACSIM: LEVEL	00 - 64 : 0 - 100
00 00 10 25	00 00 00 01	00 - 64	FX2: ROTARY2: BALANCE	00 - 64 : 0 - 100
00 00 10 26	00 00 00 01	00 - 01	FX2: ROTARY2: SPEED_SEL	00 : SLOW 01 : FAST
00 00 10 27	00 00 00 01	00 - 71	FX2: ROTARY2: RATE_SLOW	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 10 28	00 00 00 01	00 - 71	FX2: ROTARY2: RATE_FAST	00 - 64 : 0 - 100 65 - 71 : * Refer to Table 'BPM NOTE2'
00 00 10 29	00 00 00 01	00 - 64	FX2: ROTARY2: RISETIME	00 - 64 : 0 - 100
00 00 10 2A	00 00 00 01	00 - 64	FX2: ROTARY2: FALLTIME	00 - 64 : 0 - 100
00 00 10 2B	00 00 00 01	00 - 64	FX2: ROTARY2: DEPTH	00 - 64 : 0 - 100
00 00 10 2C	00 00 00 01	00 - 64	FX2: ROTARY2: LEVEL	00 - 64 : 0 - 100
00 00 10 2D	00 00 00 01	00 - 64	FX2: ROTARY2: DIRECT_MIX	00 - 64 : 0 - 100
00 00 10 2F	00 00 00 01	00 - 02	PRM_FX2_TERAECHO_MODE	00 : MONO 01 : STEREO1 02 : STEREO2

00 00 10 30	00 00 00 01	00 - 64	PRM_FX2_TERAECHO_TIME	00 - 64 : 0 - 100
00 00 10 31	00 00 00 01	00 - 64	PRM_FX2_TERAECHO_FEEDBACK	00 - 64 : 0 - 100
00 00 10 32	00 00 00 01	00 - 64	PRM_FX2_TERAECHO_TONE	00 - 64 : -50 - +50
00 00 10 33	00 00 00 01	00 - 64	PRM_FX2_TERAECHO_EFFECT_LEVEL	00 - 64 : 0 - 100
00 00 10 34	00 00 00 01	00 - 01	PRM_FX2_TERAECHO_HOLD	00 : OFF 01 : ON
00 00 10 36	00 00 00 01	00 - 64	PRM_FX2_OVERTONE_DETUNE	00 - 64 : 0 - 100
00 00 10 37	00 00 00 01	00 - 64	PRM_FX2_OVERTONE_TONE	00 - 64 : -50 - +50
00 00 10 38	00 00 00 01	00 - 64	PRM_FX2_OVERTONE_UPPER_LEVEL	00 - 64 : 0 - 100
00 00 10 39	00 00 00 01	00 - 64	PRM_FX2_OVERTONE_LOWER_LEVEL	00 - 64 : 0 - 100
00 00 10 3A	00 00 00 01	00 - 64	PRM_FX2_OVERTONE_DIRECT_LEVEL	00 - 64 : 0 - 100

Table 'PATCH: QUICK SETTING NAME'

Address(H)	Size(H)	Data(H)	Parameter	Description
00 00 0A 40	00 00 00 01	20 - 7D	COMP: QUICK SETTING NAME 1	* Refer to Table 'NAME'
00 00 0A 41	00 00 00 01	20 - 7D	COMP: QUICK SETTING NAME 2	* Refer to Table 'NAME'
00 00 0A 42	00 00 00 01	20 - 7D	COMP: QUICK SETTING NAME 3	* Refer to Table 'NAME'
00 00 0A 43	00 00 00 01	20 - 7D	COMP: QUICK SETTING NAME 4	* Refer to Table 'NAME'
00 00 0A 44	00 00 00 01	20 - 7D	COMP: QUICK SETTING NAME 5	* Refer to Table 'NAME'
00 00 0A 45	00 00 00 01	20 - 7D	COMP: QUICK SETTING NAME 6	* Refer to Table 'NAME'
00 00 0A 46	00 00 00 01	20 - 7D	COMP: QUICK SETTING NAME 7	* Refer to Table 'NAME'
00 00 0A 47	00 00 00 01	20 - 7D	COMP: QUICK SETTING NAME 8	* Refer to Table 'NAME'
00 00 0A 48	00 00 00 01	20 - 7D	COMP: QUICK SETTING NAME 9	* Refer to Table 'NAME'
00 00 0A 49	00 00 00 01	20 - 7D	COMP: QUICK SETTING NAME 10	* Refer to Table 'NAME'
00 00 0A 4A	00 00 00 01	20 - 7D	COMP: QUICK SETTING NAME 11	* Refer to Table 'NAME'
00 00 0A 4B	00 00 00 01	20 - 7D	COMP: QUICK SETTING NAME 12	* Refer to Table 'NAME'
00 00 0A 4C	00 00 00 01	20 - 7D	OD/DS: QUICK SETTING NAME 1	* Refer to Table 'NAME'
00 00 0A 4D	00 00 00 01	20 - 7D	OD/DS: QUICK SETTING NAME 2	* Refer to Table 'NAME'
00 00 0A 4E	00 00 00 01	20 - 7D	OD/DS: QUICK SETTING NAME 3	* Refer to Table 'NAME'
00 00 0A 4F	00 00 00 01	20 - 7D	OD/DS: QUICK SETTING NAME 4	* Refer to Table 'NAME'
00 00 0A 50	00 00 00 01	20 - 7D	OD/DS: QUICK SETTING NAME 5	* Refer to Table 'NAME'
00 00 0A 51	00 00 00 01	20 - 7D	OD/DS: QUICK SETTING NAME 6	* Refer to Table 'NAME'
00 00 0A 52	00 00 00 01	20 - 7D	OD/DS: QUICK SETTING NAME 7	* Refer to Table 'NAME'
00 00 0A 53	00 00 00 01	20 - 7D	OD/DS: QUICK SETTING NAME 8	* Refer to Table 'NAME'
00 00 0A 54	00 00 00 01	20 - 7D	OD/DS: QUICK SETTING NAME 9	* Refer to Table 'NAME'
00 00 0A 55	00 00 00 01	20 - 7D	OD/DS: QUICK SETTING NAME 10	* Refer to Table 'NAME'
00 00 0A 56	00 00 00 01	20 - 7D	OD/DS: QUICK SETTING NAME 11	* Refer to Table 'NAME'
00 00 0A 57	00 00 00 01	20 - 7D	OD/DS: QUICK SETTING NAME 12	* Refer to Table 'NAME'
00 00 0A 58	00 00 00 01	20 - 7D	PREAMP: QUICK SETTING NAME 1	* Refer to Table 'NAME'
00 00 0A 59	00 00 00 01	20 - 7D	PREAMP: QUICK SETTING NAME 2	* Refer to Table 'NAME'
00 00 0A 5A	00 00 00 01	20 - 7D	PREAMP: QUICK SETTING NAME 3	* Refer to Table 'NAME'
00 00 0A 5B	00 00 00 01	20 - 7D	PREAMP: QUICK SETTING NAME 4	* Refer to Table 'NAME'
00 00 0A 5C	00 00 00 01	20 - 7D	PREAMP: QUICK SETTING NAME 5	* Refer to Table 'NAME'
00 00 0A 5D	00 00 00 01	20 - 7D	PREAMP: QUICK SETTING NAME 6	* Refer to Table 'NAME'
00 00 0A 5E	00 00 00 01	20 - 7D	PREAMP: QUICK SETTING NAME 7	* Refer to Table 'NAME'
00 00 0A 5F	00 00 00 01	20 - 7D	PREAMP: QUICK SETTING NAME 8	* Refer to Table 'NAME'
00 00 0A 60	00 00 00 01	20 - 7D	PREAMP: QUICK SETTING NAME 9	* Refer to Table 'NAME'
00 00 0A 61	00 00 00 01	20 - 7D	PREAMP: QUICK SETTING NAME 10	* Refer to Table 'NAME'
00 00 0A 62	00 00 00 01	20 - 7D	PREAMP: QUICK SETTING NAME 11	* Refer to Table 'NAME'
00 00 0A 63	00 00 00 01	20 - 7D	PREAMP: QUICK SETTING NAME 12	* Refer to Table 'NAME'
00 00 0A 64	00 00 00 01	20 - 7D	EQ: QUICK SETTING NAME 1	* Refer to Table 'NAME'
00 00 0A 65	00 00 00 01	20 - 7D	EQ: QUICK SETTING NAME 2	* Refer to Table 'NAME'
00 00 0A 66	00 00 00 01	20 - 7D	EQ: QUICK SETTING NAME 3	* Refer to Table 'NAME'
00 00 0A 67	00 00 00 01	20 - 7D	EQ: QUICK SETTING NAME 4	* Refer to Table 'NAME'
00 00 0A 68	00 00 00 01	20 - 7D	EQ: QUICK SETTING NAME 5	* Refer to Table 'NAME'
00 00 0A 69	00 00 00 01	20 - 7D	EQ: QUICK SETTING NAME 6	* Refer to Table 'NAME'
00 00 0A 6A	00 00 00 01	20 - 7D	EQ: QUICK SETTING NAME 7	* Refer to Table 'NAME'
00 00 0A 6B	00 00 00 01	20 - 7D	EQ: QUICK SETTING NAME 8	* Refer to Table 'NAME'
00 00 0A 6C	00 00 00 01	20 - 7D	EQ: QUICK SETTING NAME 9	* Refer to Table 'NAME'
00 00 0A 6D	00 00 00 01	20 - 7D	EQ: QUICK SETTING NAME 10	* Refer to Table 'NAME'
00 00 0A 6E	00 00 00 01	20 - 7D	EQ: QUICK SETTING NAME 11	* Refer to Table 'NAME'
00 00 0A 6F	00 00 00 01	20 - 7D	EQ: QUICK SETTING NAME 12	* Refer to Table 'NAME'
00 00 0A 70	00 00 00 01	20 - 7D	FX1/2: OD/DS: QUICK SETTING NAME 1	* Refer to Table 'NAME'
00 00 0A 71	00 00 00 01	20 - 7D	FX1/2: OD/DS: QUICK SETTING NAME 2	* Refer to Table 'NAME'
00 00 0A 72	00 00 00 01	20 - 7D	FX1/2: OD/DS: QUICK SETTING NAME 3	* Refer to Table 'NAME'
00 00 0A 73	00 00 00 01	20 - 7D	FX1/2: OD/DS: QUICK SETTING NAME 4	* Refer to Table 'NAME'
00 00 0A 74	00 00 00 01	20 - 7D	FX1/2: OD/DS: QUICK SETTING NAME 5	* Refer to Table 'NAME'
00 00 0A 75	00 00 00 01	20 - 7D	FX1/2: OD/DS: QUICK SETTING NAME 6	* Refer to Table 'NAME'
00 00 0A 76	00 00 00 01	20 - 7D	FX1/2: OD/DS: QUICK SETTING NAME 7	* Refer to Table 'NAME'
00 00 0A 77	00 00 00 01	20 - 7D	FX1/2: OD/DS: QUICK SETTING NAME 8	* Refer to Table 'NAME'
00 00 0A 78	00 00 00 01	20 - 7D	FX1/2: OD/DS: QUICK SETTING NAME 9	* Refer to Table 'NAME'
00 00 0A 79	00 00 00 01	20 - 7D	FX1/2: OD/DS: QUICK SETTING NAME 10	* Refer to Table 'NAME'
00 00 0A 7A	00 00 00 01	20 - 7D	FX1/2: OD/DS: QUICK SETTING NAME 11	* Refer to Table 'NAME'
00 00 0A 7B	00 00 00 01	20 - 7D	FX1/2: OD/DS: QUICK SETTING NAME 12	* Refer to Table 'NAME'
00 00 0A 7C	00 00 00 01	20 - 7D	FX1/2: T.WAH: QUICK SETTING NAME 1	* Refer to Table 'NAME'
00 00 0A 7D	00 00 00 01	20 - 7D	FX1/2: T.WAH: QUICK SETTING NAME 2	* Refer to Table 'NAME'
00 00 0A 7E	00 00 00 01	20 - 7D	FX1/2: T.WAH: QUICK SETTING NAME 3	* Refer to Table 'NAME'
00 00 0A 7F	00 00 00 01	20 - 7D	FX1/2: T.WAH: QUICK SETTING NAME 4	* Refer to Table 'NAME'
00 00 0B 00	00 00 00 01	20 - 7D	FX1/2: T.WAH: QUICK SETTING NAME 5	* Refer to Table 'NAME'
00 00 0B 01	00 00 00 01	20 - 7D	FX1/2: T.WAH: QUICK SETTING NAME 6	* Refer to Table 'NAME'
00 00 0B 02	00 00 00 01	20 - 7D	FX1/2: T.WAH: QUICK SETTING NAME 7	* Refer to Table 'NAME'
00 00 0B 03	00 00 00 01	20 - 7D	FX1/2: T.WAH: QUICK SETTING NAME 8	* Refer to Table 'NAME'
00 00 0B 04	00 00 00 01	20 - 7D	FX1/2: T.WAH: QUICK SETTING NAME 9	* Refer to Table 'NAME'
00 00 0B 05	00 00 00 01	20 - 7D	FX1/2: T.WAH: QUICK SETTING NAME 10	* Refer to Table 'NAME'
00 00 0B 06	00 00 00 01	20 - 7D	FX1/2: T.WAH: QUICK SETTING NAME 11	* Refer to Table 'NAME'
00 00 0B 07	00 00 00 01	20 - 7D	FX1/2: T.WAH: QUICK SETTING NAME 12	* Refer to Table 'NAME'
00 00 0B 08	00 00 00 01	20 - 7D	FX1/2: AUTO WAH: QUICK SETTING NAME 1	* Refer to Table 'NAME'
00 00 0B 09	00 00 00 01	20 - 7D	FX1/2: AUTO WAH: QUICK SETTING NAME 2	* Refer to Table 'NAME'
00 00 0B 0A	00 00 00 01	20 - 7D	FX1/2: AUTO WAH: QUICK SETTING NAME 3	* Refer to Table 'NAME'
00 00 0B 0B	00 00 00 01	20 - 7D	FX1/2: AUTO WAH: QUICK SETTING NAME 4	* Refer to Table 'NAME'
00 00 0B 0C	00 00 00 01	20 - 7D	FX1/2: AUTO WAH: QUICK SETTING NAME 5	* Refer to Table 'NAME'
00 00 0B 0D	00 00 00 01	20 - 7D	FX1/2: AUTO WAH: QUICK SETTING NAME 6	* Refer to Table 'NAME'
00 00 0B 0E	00 00 00 01	20 - 7D	FX1/2: AUTO WAH: QUICK SETTING NAME 7	* Refer to Table 'NAME'
00 00 0B 0F	00 00 00 01	20 - 7D	FX1/2: AUTO WAH: QUICK SETTING NAME 8	* Refer to Table 'NAME'
00 00 0B 10	00 00 00 01	20 - 7D	FX1/2: AUTO WAH: QUICK SETTING NAME 9	* Refer to Table 'NAME'

00 00 0B 11	00 00 00 01	20 - 7D	FX1/2: AUTO WAH: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0B 12	00 00 00 01	20 - 7D	FX1/2: AUTO WAH: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0B 13	00 00 00 01	20 - 7D	FX1/2: AUTO WAH: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0B 14	00 00 00 01	20 - 7D	FX1/2: SUB WAH: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0B 15	00 00 00 01	20 - 7D	FX1/2: SUB WAH: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0B 16	00 00 00 01	20 - 7D	FX1/2: SUB WAH: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0B 17	00 00 00 01	20 - 7D	FX1/2: SUB WAH: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0B 18	00 00 00 01	20 - 7D	FX1/2: SUB WAH: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0B 19	00 00 00 01	20 - 7D	FX1/2: SUB WAH: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0B 1A	00 00 00 01	20 - 7D	FX1/2: SUB WAH: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0B 1B	00 00 00 01	20 - 7D	FX1/2: SUB WAH: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0B 1C	00 00 00 01	20 - 7D	FX1/2: SUB WAH: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0B 1D	00 00 00 01	20 - 7D	FX1/2: SUB WAH: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0B 1E	00 00 00 01	20 - 7D	FX1/2: SUB WAH: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0B 1F	00 00 00 01	20 - 7D	FX1/2: SUB WAH: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0B 20	00 00 00 01	20 - 7D	FX1/2: ADV.COMP: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0B 21	00 00 00 01	20 - 7D	FX1/2: ADV.COMP: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0B 22	00 00 00 01	20 - 7D	FX1/2: ADV.COMP: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0B 23	00 00 00 01	20 - 7D	FX1/2: ADV.COMP: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0B 24	00 00 00 01	20 - 7D	FX1/2: ADV.COMP: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0B 25	00 00 00 01	20 - 7D	FX1/2: ADV.COMP: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0B 26	00 00 00 01	20 - 7D	FX1/2: ADV.COMP: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0B 27	00 00 00 01	20 - 7D	FX1/2: ADV.COMP: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0B 28	00 00 00 01	20 - 7D	FX1/2: ADV.COMP: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0B 29	00 00 00 01	20 - 7D	FX1/2: ADV.COMP: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0B 2A	00 00 00 01	20 - 7D	FX1/2: ADV.COMP: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0B 2B	00 00 00 01	20 - 7D	FX1/2: ADV.COMP: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0B 2C	00 00 00 01	20 - 7D	FX1/2: LIMITER: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0B 2D	00 00 00 01	20 - 7D	FX1/2: LIMITER: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0B 2E	00 00 00 01	20 - 7D	FX1/2: LIMITER: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0B 2F	00 00 00 01	20 - 7D	FX1/2: LIMITER: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0B 30	00 00 00 01	20 - 7D	FX1/2: LIMITER: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0B 31	00 00 00 01	20 - 7D	FX1/2: LIMITER: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0B 32	00 00 00 01	20 - 7D	FX1/2: LIMITER: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0B 33	00 00 00 01	20 - 7D	FX1/2: LIMITER: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0B 34	00 00 00 01	20 - 7D	FX1/2: LIMITER: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0B 35	00 00 00 01	20 - 7D	FX1/2: LIMITER: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0B 36	00 00 00 01	20 - 7D	FX1/2: LIMITER: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0B 37	00 00 00 01	20 - 7D	FX1/2: LIMITER: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0B 38	00 00 00 01	20 - 7D	FX1/2: GRAPHIC EQ: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0B 39	00 00 00 01	20 - 7D	FX1/2: GRAPHIC EQ: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0B 3A	00 00 00 01	20 - 7D	FX1/2: GRAPHIC EQ: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0B 3B	00 00 00 01	20 - 7D	FX1/2: GRAPHIC EQ: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0B 3C	00 00 00 01	20 - 7D	FX1/2: GRAPHIC EQ: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0B 3D	00 00 00 01	20 - 7D	FX1/2: GRAPHIC EQ: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0B 3E	00 00 00 01	20 - 7D	FX1/2: GRAPHIC EQ: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0B 3F	00 00 00 01	20 - 7D	FX1/2: GRAPHIC EQ: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0B 40	00 00 00 01	20 - 7D	FX1/2: GRAPHIC EQ: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0B 41	00 00 00 01	20 - 7D	FX1/2: GRAPHIC EQ: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0B 42	00 00 00 01	20 - 7D	FX1/2: GRAPHIC EQ: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0B 43	00 00 00 01	20 - 7D	FX1/2: GRAPHIC EQ: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0B 44	00 00 00 01	20 - 7D	FX1/2: PARAMETRIC EQ: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0B 45	00 00 00 01	20 - 7D	FX1/2: PARAMETRIC EQ: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0B 46	00 00 00 01	20 - 7D	FX1/2: PARAMETRIC EQ: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0B 47	00 00 00 01	20 - 7D	FX1/2: PARAMETRIC EQ: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0B 48	00 00 00 01	20 - 7D	FX1/2: PARAMETRIC EQ: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0B 49	00 00 00 01	20 - 7D	FX1/2: PARAMETRIC EQ: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0B 4A	00 00 00 01	20 - 7D	FX1/2: PARAMETRIC EQ: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0B 4B	00 00 00 01	20 - 7D	FX1/2: PARAMETRIC EQ: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0B 4C	00 00 00 01	20 - 7D	FX1/2: PARAMETRIC EQ: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0B 4D	00 00 00 01	20 - 7D	FX1/2: PARAMETRIC EQ: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0B 4E	00 00 00 01	20 - 7D	FX1/2: PARAMETRIC EQ: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0B 4F	00 00 00 01	20 - 7D	FX1/2: PARAMETRIC EQ: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0B 50	00 00 00 01	20 - 7D	FX1/2: TONE MODIFY: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0B 51	00 00 00 01	20 - 7D	FX1/2: TONE MODIFY: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0B 52	00 00 00 01	20 - 7D	FX1/2: TONE MODIFY: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0B 53	00 00 00 01	20 - 7D	FX1/2: TONE MODIFY: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0B 54	00 00 00 01	20 - 7D	FX1/2: TONE MODIFY: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0B 55	00 00 00 01	20 - 7D	FX1/2: TONE MODIFY: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0B 56	00 00 00 01	20 - 7D	FX1/2: TONE MODIFY: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0B 57	00 00 00 01	20 - 7D	FX1/2: TONE MODIFY: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0B 58	00 00 00 01	20 - 7D	FX1/2: TONE MODIFY: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0B 59	00 00 00 01	20 - 7D	FX1/2: TONE MODIFY: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0B 5A	00 00 00 01	20 - 7D	FX1/2: TONE MODIFY: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0B 5B	00 00 00 01	20 - 7D	FX1/2: TONE MODIFY: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0B 5C	00 00 00 01	20 - 7D	FX1/2: GUITAR SIM: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0B 5D	00 00 00 01	20 - 7D	FX1/2: GUITAR SIM: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0B 5E	00 00 00 01	20 - 7D	FX1/2: GUITAR SIM: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0B 5F	00 00 00 01	20 - 7D	FX1/2: GUITAR SIM: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0B 60	00 00 00 01	20 - 7D	FX1/2: GUITAR SIM: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0B 61	00 00 00 01	20 - 7D	FX1/2: GUITAR SIM: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0B 62	00 00 00 01	20 - 7D	FX1/2: GUITAR SIM: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0B 63	00 00 00 01	20 - 7D	FX1/2: GUITAR SIM: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0B 64	00 00 00 01	20 - 7D	FX1/2: GUITAR SIM: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0B 65	00 00 00 01	20 - 7D	FX1/2: GUITAR SIM: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0B 66	00 00 00 01	20 - 7D	FX1/2: GUITAR SIM: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0B 67	00 00 00 01	20 - 7D	FX1/2: GUITAR SIM: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0B 68	00 00 00 01	20 - 7D	FX1/2: SLOW GEAR: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0B 69	00 00 00 01	20 - 7D	FX1/2: SLOW GEAR: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0B 6A	00 00 00 01	20 - 7D	FX1/2: SLOW GEAR: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0B 6B	00 00 00 01	20 - 7D	FX1/2: SLOW GEAR: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0B 6C	00 00 00 01	20 - 7D	FX1/2: SLOW GEAR: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0B 6D	00 00 00 01	20 - 7D	FX1/2: SLOW GEAR: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0B 6E	00 00 00 01	20 - 7D	FX1/2: SLOW GEAR: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0B 6F	00 00 00 01	20 - 7D	FX1/2: SLOW GEAR: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0B 70	00 00 00 01	20 - 7D	FX1/2: SLOW GEAR: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0B 71	00 00 00 01	20 - 7D	FX1/2: SLOW GEAR: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0B 72	00 00 00 01	20 - 7D	FX1/2: SLOW GEAR: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0B 73	00 00 00 01	20 - 7D	FX1/2: SLOW GEAR: QUICK SETTING NAME 12 * Refer to Table 'NAME'

00 00 0B 74	00 00 00 01	20 - 7D	FX1/2: DEFRETTER: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0B 75	00 00 00 01	20 - 7D	FX1/2: DEFRETTER: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0B 76	00 00 00 01	20 - 7D	FX1/2: DEFRETTER: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0B 77	00 00 00 01	20 - 7D	FX1/2: DEFRETTER: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0B 78	00 00 00 01	20 - 7D	FX1/2: DEFRETTER: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0B 79	00 00 00 01	20 - 7D	FX1/2: DEFRETTER: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0B 7A	00 00 00 01	20 - 7D	FX1/2: DEFRETTER: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0B 7B	00 00 00 01	20 - 7D	FX1/2: DEFRETTER: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0B 7C	00 00 00 01	20 - 7D	FX1/2: DEFRETTER: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0B 7D	00 00 00 01	20 - 7D	FX1/2: DEFRETTER: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0B 7E	00 00 00 01	20 - 7D	FX1/2: DEFRETTER: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0B 7F	00 00 00 01	20 - 7D	FX1/2: DEFRETTER: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0C 00	00 00 00 01	20 - 7D	FX1/2: WAVE SYNTH: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0C 01	00 00 00 01	20 - 7D	FX1/2: WAVE SYNTH: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0C 02	00 00 00 01	20 - 7D	FX1/2: WAVE SYNTH: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0C 03	00 00 00 01	20 - 7D	FX1/2: WAVE SYNTH: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0C 04	00 00 00 01	20 - 7D	FX1/2: WAVE SYNTH: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0C 05	00 00 00 01	20 - 7D	FX1/2: WAVE SYNTH: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0C 06	00 00 00 01	20 - 7D	FX1/2: WAVE SYNTH: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0C 07	00 00 00 01	20 - 7D	FX1/2: WAVE SYNTH: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0C 08	00 00 00 01	20 - 7D	FX1/2: WAVE SYNTH: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0C 09	00 00 00 01	20 - 7D	FX1/2: WAVE SYNTH: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0C 0A	00 00 00 01	20 - 7D	FX1/2: WAVE SYNTH: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0C 0B	00 00 00 01	20 - 7D	FX1/2: WAVE SYNTH: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0C 0C	00 00 00 01	20 - 7D	FX1/2: STAR SIM: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0C 0D	00 00 00 01	20 - 7D	FX1/2: STAR SIM: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0C 0E	00 00 00 01	20 - 7D	FX1/2: STAR SIM: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0C 0F	00 00 00 01	20 - 7D	FX1/2: STAR SIM: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0C 10	00 00 00 01	20 - 7D	FX1/2: STAR SIM: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0C 11	00 00 00 01	20 - 7D	FX1/2: STAR SIM: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0C 12	00 00 00 01	20 - 7D	FX1/2: STAR SIM: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0C 13	00 00 00 01	20 - 7D	FX1/2: STAR SIM: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0C 14	00 00 00 01	20 - 7D	FX1/2: STAR SIM: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0C 15	00 00 00 01	20 - 7D	FX1/2: STAR SIM: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0C 16	00 00 00 01	20 - 7D	FX1/2: STAR SIM: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0C 17	00 00 00 01	20 - 7D	FX1/2: STAR SIM: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0C 18	00 00 00 01	20 - 7D	FX1/2: OCTAVE: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0C 19	00 00 00 01	20 - 7D	FX1/2: OCTAVE: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0C 1A	00 00 00 01	20 - 7D	FX1/2: OCTAVE: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0C 1B	00 00 00 01	20 - 7D	FX1/2: OCTAVE: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0C 1C	00 00 00 01	20 - 7D	FX1/2: OCTAVE: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0C 1D	00 00 00 01	20 - 7D	FX1/2: OCTAVE: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0C 1E	00 00 00 01	20 - 7D	FX1/2: OCTAVE: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0C 1F	00 00 00 01	20 - 7D	FX1/2: OCTAVE: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0C 20	00 00 00 01	20 - 7D	FX1/2: OCTAVE: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0C 21	00 00 00 01	20 - 7D	FX1/2: OCTAVE: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0C 22	00 00 00 01	20 - 7D	FX1/2: OCTAVE: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0C 23	00 00 00 01	20 - 7D	FX1/2: OCTAVE: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0C 24	00 00 00 01	20 - 7D	FX1/2: PITCH SHIFTER: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0C 25	00 00 00 01	20 - 7D	FX1/2: PITCH SHIFTER: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0C 26	00 00 00 01	20 - 7D	FX1/2: PITCH SHIFTER: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0C 27	00 00 00 01	20 - 7D	FX1/2: PITCH SHIFTER: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0C 28	00 00 00 01	20 - 7D	FX1/2: PITCH SHIFTER: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0C 29	00 00 00 01	20 - 7D	FX1/2: PITCH SHIFTER: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0C 2A	00 00 00 01	20 - 7D	FX1/2: PITCH SHIFTER: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0C 2B	00 00 00 01	20 - 7D	FX1/2: PITCH SHIFTER: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0C 2C	00 00 00 01	20 - 7D	FX1/2: PITCH SHIFTER: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0C 2D	00 00 00 01	20 - 7D	FX1/2: PITCH SHIFTER: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0C 2E	00 00 00 01	20 - 7D	FX1/2: PITCH SHIFTER: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0C 2F	00 00 00 01	20 - 7D	FX1/2: PITCH SHIFTER: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0C 30	00 00 00 01	20 - 7D	FX1/2: HARMONIST: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0C 31	00 00 00 01	20 - 7D	FX1/2: HARMONIST: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0C 32	00 00 00 01	20 - 7D	FX1/2: HARMONIST: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0C 33	00 00 00 01	20 - 7D	FX1/2: HARMONIST: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0C 34	00 00 00 01	20 - 7D	FX1/2: HARMONIST: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0C 35	00 00 00 01	20 - 7D	FX1/2: HARMONIST: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0C 36	00 00 00 01	20 - 7D	FX1/2: HARMONIST: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0C 37	00 00 00 01	20 - 7D	FX1/2: HARMONIST: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0C 38	00 00 00 01	20 - 7D	FX1/2: HARMONIST: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0C 39	00 00 00 01	20 - 7D	FX1/2: HARMONIST: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0C 3A	00 00 00 01	20 - 7D	FX1/2: HARMONIST: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0C 3B	00 00 00 01	20 - 7D	FX1/2: HARMONIST: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0C 3C	00 00 00 01	20 - 7D	FX1/2: SOUND HOLD: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0C 3D	00 00 00 01	20 - 7D	FX1/2: SOUND HOLD: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0C 3E	00 00 00 01	20 - 7D	FX1/2: SOUND HOLD: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0C 3F	00 00 00 01	20 - 7D	FX1/2: SOUND HOLD: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0C 40	00 00 00 01	20 - 7D	FX1/2: SOUND HOLD: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0C 41	00 00 00 01	20 - 7D	FX1/2: SOUND HOLD: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0C 42	00 00 00 01	20 - 7D	FX1/2: SOUND HOLD: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0C 43	00 00 00 01	20 - 7D	FX1/2: SOUND HOLD: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0C 44	00 00 00 01	20 - 7D	FX1/2: SOUND HOLD: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0C 45	00 00 00 01	20 - 7D	FX1/2: SOUND HOLD: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0C 46	00 00 00 01	20 - 7D	FX1/2: SOUND HOLD: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0C 47	00 00 00 01	20 - 7D	FX1/2: SOUND HOLD: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0C 48	00 00 00 01	20 - 7D	FX1/2: AC.PROCESSOR: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0C 49	00 00 00 01	20 - 7D	FX1/2: AC.PROCESSOR: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0C 4A	00 00 00 01	20 - 7D	FX1/2: AC.PROCESSOR: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0C 4B	00 00 00 01	20 - 7D	FX1/2: AC.PROCESSOR: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0C 4C	00 00 00 01	20 - 7D	FX1/2: AC.PROCESSOR: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0C 4D	00 00 00 01	20 - 7D	FX1/2: AC.PROCESSOR: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0C 4E	00 00 00 01	20 - 7D	FX1/2: AC.PROCESSOR: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0C 4F	00 00 00 01	20 - 7D	FX1/2: AC.PROCESSOR: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0C 50	00 00 00 01	20 - 7D	FX1/2: AC.PROCESSOR: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0C 51	00 00 00 01	20 - 7D	FX1/2: AC.PROCESSOR: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0C 52	00 00 00 01	20 - 7D	FX1/2: AC.PROCESSOR: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0C 53	00 00 00 01	20 - 7D	FX1/2: AC.PROCESSOR: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0C 54	00 00 00 01	20 - 7D	FX1/2: PHASER: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0C 55	00 00 00 01	20 - 7D	FX1/2: PHASER: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0C 56	00 00 00 01	20 - 7D	FX1/2: PHASER: QUICK SETTING NAME 3 * Refer to Table 'NAME'

00 00 0C 57	00 00 00 01	20 - 7D	FX1/2: PHASER: QUICK SETTING NAME 4	* Refer to Table 'NAME'
00 00 0C 58	00 00 00 01	20 - 7D	FX1/2: PHASER: QUICK SETTING NAME 5	* Refer to Table 'NAME'
00 00 0C 59	00 00 00 01	20 - 7D	FX1/2: PHASER: QUICK SETTING NAME 6	* Refer to Table 'NAME'
00 00 0C 5A	00 00 00 01	20 - 7D	FX1/2: PHASER: QUICK SETTING NAME 7	* Refer to Table 'NAME'
00 00 0C 5B	00 00 00 01	20 - 7D	FX1/2: PHASER: QUICK SETTING NAME 8	* Refer to Table 'NAME'
00 00 0C 5C	00 00 00 01	20 - 7D	FX1/2: PHASER: QUICK SETTING NAME 9	* Refer to Table 'NAME'
00 00 0C 5D	00 00 00 01	20 - 7D	FX1/2: PHASER: QUICK SETTING NAME 10	* Refer to Table 'NAME'
00 00 0C 5E	00 00 00 01	20 - 7D	FX1/2: PHASER: QUICK SETTING NAME 11	* Refer to Table 'NAME'
00 00 0C 5F	00 00 00 01	20 - 7D	FX1/2: PHASER: QUICK SETTING NAME 12	* Refer to Table 'NAME'
00 00 0C 60	00 00 00 01	20 - 7D	FX1/2: FLANGER: QUICK SETTING NAME 1	* Refer to Table 'NAME'
00 00 0C 61	00 00 00 01	20 - 7D	FX1/2: FLANGER: QUICK SETTING NAME 2	* Refer to Table 'NAME'
00 00 0C 62	00 00 00 01	20 - 7D	FX1/2: FLANGER: QUICK SETTING NAME 3	* Refer to Table 'NAME'
00 00 0C 63	00 00 00 01	20 - 7D	FX1/2: FLANGER: QUICK SETTING NAME 4	* Refer to Table 'NAME'
00 00 0C 64	00 00 00 01	20 - 7D	FX1/2: FLANGER: QUICK SETTING NAME 5	* Refer to Table 'NAME'
00 00 0C 65	00 00 00 01	20 - 7D	FX1/2: FLANGER: QUICK SETTING NAME 6	* Refer to Table 'NAME'
00 00 0C 66	00 00 00 01	20 - 7D	FX1/2: FLANGER: QUICK SETTING NAME 7	* Refer to Table 'NAME'
00 00 0C 67	00 00 00 01	20 - 7D	FX1/2: FLANGER: QUICK SETTING NAME 8	* Refer to Table 'NAME'
00 00 0C 68	00 00 00 01	20 - 7D	FX1/2: FLANGER: QUICK SETTING NAME 9	* Refer to Table 'NAME'
00 00 0C 69	00 00 00 01	20 - 7D	FX1/2: FLANGER: QUICK SETTING NAME 10	* Refer to Table 'NAME'
00 00 0C 6A	00 00 00 01	20 - 7D	FX1/2: FLANGER: QUICK SETTING NAME 11	* Refer to Table 'NAME'
00 00 0C 6B	00 00 00 01	20 - 7D	FX1/2: FLANGER: QUICK SETTING NAME 12	* Refer to Table 'NAME'
00 00 0C 6C	00 00 00 01	20 - 7D	FX1/2: TREMOLO: QUICK SETTING NAME 1	* Refer to Table 'NAME'
00 00 0C 6D	00 00 00 01	20 - 7D	FX1/2: TREMOLO: QUICK SETTING NAME 2	* Refer to Table 'NAME'
00 00 0C 6E	00 00 00 01	20 - 7D	FX1/2: TREMOLO: QUICK SETTING NAME 3	* Refer to Table 'NAME'
00 00 0C 6F	00 00 00 01	20 - 7D	FX1/2: TREMOLO: QUICK SETTING NAME 4	* Refer to Table 'NAME'
00 00 0C 70	00 00 00 01	20 - 7D	FX1/2: TREMOLO: QUICK SETTING NAME 5	* Refer to Table 'NAME'
00 00 0C 71	00 00 00 01	20 - 7D	FX1/2: TREMOLO: QUICK SETTING NAME 6	* Refer to Table 'NAME'
00 00 0C 72	00 00 00 01	20 - 7D	FX1/2: TREMOLO: QUICK SETTING NAME 7	* Refer to Table 'NAME'
00 00 0C 73	00 00 00 01	20 - 7D	FX1/2: TREMOLO: QUICK SETTING NAME 8	* Refer to Table 'NAME'
00 00 0C 74	00 00 00 01	20 - 7D	FX1/2: TREMOLO: QUICK SETTING NAME 9	* Refer to Table 'NAME'
00 00 0C 75	00 00 00 01	20 - 7D	FX1/2: TREMOLO: QUICK SETTING NAME 10	* Refer to Table 'NAME'
00 00 0C 76	00 00 00 01	20 - 7D	FX1/2: TREMOLO: QUICK SETTING NAME 11	* Refer to Table 'NAME'
00 00 0C 77	00 00 00 01	20 - 7D	FX1/2: TREMOLO: QUICK SETTING NAME 12	* Refer to Table 'NAME'
00 00 0C 78	00 00 00 01	20 - 7D	FX1/2: ROTARY: QUICK SETTING NAME 1	* Refer to Table 'NAME'
00 00 0C 79	00 00 00 01	20 - 7D	FX1/2: ROTARY: QUICK SETTING NAME 2	* Refer to Table 'NAME'
00 00 0C 7A	00 00 00 01	20 - 7D	FX1/2: ROTARY: QUICK SETTING NAME 3	* Refer to Table 'NAME'
00 00 0C 7B	00 00 00 01	20 - 7D	FX1/2: ROTARY: QUICK SETTING NAME 4	* Refer to Table 'NAME'
00 00 0C 7C	00 00 00 01	20 - 7D	FX1/2: ROTARY: QUICK SETTING NAME 5	* Refer to Table 'NAME'
00 00 0C 7D	00 00 00 01	20 - 7D	FX1/2: ROTARY: QUICK SETTING NAME 6	* Refer to Table 'NAME'
00 00 0C 7E	00 00 00 01	20 - 7D	FX1/2: ROTARY: QUICK SETTING NAME 7	* Refer to Table 'NAME'
00 00 0C 7F	00 00 00 01	20 - 7D	FX1/2: ROTARY: QUICK SETTING NAME 8	* Refer to Table 'NAME'
00 00 0D 00	00 00 00 01	20 - 7D	FX1/2: ROTARY: QUICK SETTING NAME 9	* Refer to Table 'NAME'
00 00 0D 01	00 00 00 01	20 - 7D	FX1/2: ROTARY: QUICK SETTING NAME 10	* Refer to Table 'NAME'
00 00 0D 02	00 00 00 01	20 - 7D	FX1/2: ROTARY: QUICK SETTING NAME 11	* Refer to Table 'NAME'
00 00 0D 03	00 00 00 01	20 - 7D	FX1/2: ROTARY: QUICK SETTING NAME 12	* Refer to Table 'NAME'
00 00 0D 04	00 00 00 01	20 - 7D	FX1/2: UNI-V: QUICK SETTING NAME 1	* Refer to Table 'NAME'
00 00 0D 05	00 00 00 01	20 - 7D	FX1/2: UNI-V: QUICK SETTING NAME 2	* Refer to Table 'NAME'
00 00 0D 06	00 00 00 01	20 - 7D	FX1/2: UNI-V: QUICK SETTING NAME 3	* Refer to Table 'NAME'
00 00 0D 07	00 00 00 01	20 - 7D	FX1/2: UNI-V: QUICK SETTING NAME 4	* Refer to Table 'NAME'
00 00 0D 08	00 00 00 01	20 - 7D	FX1/2: UNI-V: QUICK SETTING NAME 5	* Refer to Table 'NAME'
00 00 0D 09	00 00 00 01	20 - 7D	FX1/2: UNI-V: QUICK SETTING NAME 6	* Refer to Table 'NAME'
00 00 0D 0A	00 00 00 01	20 - 7D	FX1/2: UNI-V: QUICK SETTING NAME 7	* Refer to Table 'NAME'
00 00 0D 0B	00 00 00 01	20 - 7D	FX1/2: UNI-V: QUICK SETTING NAME 8	* Refer to Table 'NAME'
00 00 0D 0C	00 00 00 01	20 - 7D	FX1/2: UNI-V: QUICK SETTING NAME 9	* Refer to Table 'NAME'
00 00 0D 0D	00 00 00 01	20 - 7D	FX1/2: UNI-V: QUICK SETTING NAME 10	* Refer to Table 'NAME'
00 00 0D 0E	00 00 00 01	20 - 7D	FX1/2: UNI-V: QUICK SETTING NAME 11	* Refer to Table 'NAME'
00 00 0D 0F	00 00 00 01	20 - 7D	FX1/2: UNI-V: QUICK SETTING NAME 12	* Refer to Table 'NAME'
00 00 0D 10	00 00 00 01	20 - 7D	FX1/2: PAN: QUICK SETTING NAME 1	* Refer to Table 'NAME'
00 00 0D 11	00 00 00 01	20 - 7D	FX1/2: PAN: QUICK SETTING NAME 2	* Refer to Table 'NAME'
00 00 0D 12	00 00 00 01	20 - 7D	FX1/2: PAN: QUICK SETTING NAME 3	* Refer to Table 'NAME'
00 00 0D 13	00 00 00 01	20 - 7D	FX1/2: PAN: QUICK SETTING NAME 4	* Refer to Table 'NAME'
00 00 0D 14	00 00 00 01	20 - 7D	FX1/2: PAN: QUICK SETTING NAME 5	* Refer to Table 'NAME'
00 00 0D 15	00 00 00 01	20 - 7D	FX1/2: PAN: QUICK SETTING NAME 6	* Refer to Table 'NAME'
00 00 0D 16	00 00 00 01	20 - 7D	FX1/2: PAN: QUICK SETTING NAME 7	* Refer to Table 'NAME'
00 00 0D 17	00 00 00 01	20 - 7D	FX1/2: PAN: QUICK SETTING NAME 8	* Refer to Table 'NAME'
00 00 0D 18	00 00 00 01	20 - 7D	FX1/2: PAN: QUICK SETTING NAME 9	* Refer to Table 'NAME'
00 00 0D 19	00 00 00 01	20 - 7D	FX1/2: PAN: QUICK SETTING NAME 10	* Refer to Table 'NAME'
00 00 0D 1A	00 00 00 01	20 - 7D	FX1/2: PAN: QUICK SETTING NAME 11	* Refer to Table 'NAME'
00 00 0D 1B	00 00 00 01	20 - 7D	FX1/2: PAN: QUICK SETTING NAME 12	* Refer to Table 'NAME'
00 00 0D 1C	00 00 00 01	20 - 7D	FX1/2: SLICER: QUICK SETTING NAME 1	* Refer to Table 'NAME'
00 00 0D 1D	00 00 00 01	20 - 7D	FX1/2: SLICER: QUICK SETTING NAME 2	* Refer to Table 'NAME'
00 00 0D 1E	00 00 00 01	20 - 7D	FX1/2: SLICER: QUICK SETTING NAME 3	* Refer to Table 'NAME'
00 00 0D 1F	00 00 00 01	20 - 7D	FX1/2: SLICER: QUICK SETTING NAME 4	* Refer to Table 'NAME'
00 00 0D 20	00 00 00 01	20 - 7D	FX1/2: SLICER: QUICK SETTING NAME 5	* Refer to Table 'NAME'
00 00 0D 21	00 00 00 01	20 - 7D	FX1/2: SLICER: QUICK SETTING NAME 6	* Refer to Table 'NAME'
00 00 0D 22	00 00 00 01	20 - 7D	FX1/2: SLICER: QUICK SETTING NAME 7	* Refer to Table 'NAME'
00 00 0D 23	00 00 00 01	20 - 7D	FX1/2: SLICER: QUICK SETTING NAME 8	* Refer to Table 'NAME'
00 00 0D 24	00 00 00 01	20 - 7D	FX1/2: SLICER: QUICK SETTING NAME 9	* Refer to Table 'NAME'
00 00 0D 25	00 00 00 01	20 - 7D	FX1/2: SLICER: QUICK SETTING NAME 10	* Refer to Table 'NAME'
00 00 0D 26	00 00 00 01	20 - 7D	FX1/2: SLICER: QUICK SETTING NAME 11	* Refer to Table 'NAME'
00 00 0D 27	00 00 00 01	20 - 7D	FX1/2: SLICER: QUICK SETTING NAME 12	* Refer to Table 'NAME'
00 00 0D 28	00 00 00 01	20 - 7D	FX1/2: VIBRATO: QUICK SETTING NAME 1	* Refer to Table 'NAME'
00 00 0D 29	00 00 00 01	20 - 7D	FX1/2: VIBRATO: QUICK SETTING NAME 2	* Refer to Table 'NAME'
00 00 0D 2A	00 00 00 01	20 - 7D	FX1/2: VIBRATO: QUICK SETTING NAME 3	* Refer to Table 'NAME'
00 00 0D 2B	00 00 00 01	20 - 7D	FX1/2: VIBRATO: QUICK SETTING NAME 4	* Refer to Table 'NAME'
00 00 0D 2C	00 00 00 01	20 - 7D	FX1/2: VIBRATO: QUICK SETTING NAME 5	* Refer to Table 'NAME'
00 00 0D 2D	00 00 00 01	20 - 7D	FX1/2: VIBRATO: QUICK SETTING NAME 6	* Refer to Table 'NAME'
00 00 0D 2E	00 00 00 01	20 - 7D	FX1/2: VIBRATO: QUICK SETTING NAME 7	* Refer to Table 'NAME'
00 00 0D 2F	00 00 00 01	20 - 7D	FX1/2: VIBRATO: QUICK SETTING NAME 8	* Refer to Table 'NAME'
00 00 0D 30	00 00 00 01	20 - 7D	FX1/2: VIBRATO: QUICK SETTING NAME 9	* Refer to Table 'NAME'
00 00 0D 31	00 00 00 01	20 - 7D	FX1/2: VIBRATO: QUICK SETTING NAME 10	* Refer to Table 'NAME'
00 00 0D 32	00 00 00 01	20 - 7D	FX1/2: VIBRATO: QUICK SETTING NAME 11	* Refer to Table 'NAME'
00 00 0D 33	00 00 00 01	20 - 7D	FX1/2: VIBRATO: QUICK SETTING NAME 12	* Refer to Table 'NAME'
00 00 0D 34	00 00 00 01	20 - 7D	FX1/2: RING MOD: QUICK SETTING NAME 1	* Refer to Table 'NAME'
00 00 0D 35	00 00 00 01	20 - 7D	FX1/2: RING MOD: QUICK SETTING NAME 2	* Refer to Table 'NAME'
00 00 0D 36	00 00 00 01	20 - 7D	FX1/2: RING MOD: QUICK SETTING NAME 3	* Refer to Table 'NAME'
00 00 0D 37	00 00 00 01	20 - 7D	FX1/2: RING MOD: QUICK SETTING NAME 4	* Refer to Table 'NAME'
00 00 0D 38	00 00 00 01	20 - 7D	FX1/2: RING MOD: QUICK SETTING NAME 5	* Refer to Table 'NAME'
00 00 0D 39	00 00 00 01	20 - 7D	FX1/2: RING MOD: QUICK SETTING NAME 6	* Refer to Table 'NAME'

00 00 0D 3A	00 00 00 01	20 - 7D	FX1/2: RING MOD: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0D 3B	00 00 00 01	20 - 7D	FX1/2: RING MOD: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0D 3C	00 00 00 01	20 - 7D	FX1/2: RING MOD: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0D 3D	00 00 00 01	20 - 7D	FX1/2: RING MOD: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0D 3E	00 00 00 01	20 - 7D	FX1/2: RING MOD: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0D 3F	00 00 00 01	20 - 7D	FX1/2: RING MOD: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0D 40	00 00 00 01	20 - 7D	FX1/2: HUMANIZER: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0D 41	00 00 00 01	20 - 7D	FX1/2: HUMANIZER: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0D 42	00 00 00 01	20 - 7D	FX1/2: HUMANIZER: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0D 43	00 00 00 01	20 - 7D	FX1/2: HUMANIZER: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0D 44	00 00 00 01	20 - 7D	FX1/2: HUMANIZER: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0D 45	00 00 00 01	20 - 7D	FX1/2: HUMANIZER: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0D 46	00 00 00 01	20 - 7D	FX1/2: HUMANIZER: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0D 47	00 00 00 01	20 - 7D	FX1/2: HUMANIZER: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0D 48	00 00 00 01	20 - 7D	FX1/2: HUMANIZER: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0D 49	00 00 00 01	20 - 7D	FX1/2: HUMANIZER: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0D 4A	00 00 00 01	20 - 7D	FX1/2: HUMANIZER: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0D 4B	00 00 00 01	20 - 7D	FX1/2: HUMANIZER: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0D 4C	00 00 00 01	20 - 7D	FX1/2: 2x2CHORUS: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0D 4D	00 00 00 01	20 - 7D	FX1/2: 2x2CHORUS: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0D 4E	00 00 00 01	20 - 7D	FX1/2: 2x2CHORUS: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0D 4F	00 00 00 01	20 - 7D	FX1/2: 2x2CHORUS: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0D 50	00 00 00 01	20 - 7D	FX1/2: 2x2CHORUS: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0D 51	00 00 00 01	20 - 7D	FX1/2: 2x2CHORUS: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0D 52	00 00 00 01	20 - 7D	FX1/2: 2x2CHORUS: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0D 53	00 00 00 01	20 - 7D	FX1/2: 2x2CHORUS: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0D 54	00 00 00 01	20 - 7D	FX1/2: 2x2CHORUS: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0D 55	00 00 00 01	20 - 7D	FX1/2: 2x2CHORUS: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0D 56	00 00 00 01	20 - 7D	FX1/2: 2x2CHORUS: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0D 57	00 00 00 01	20 - 7D	FX1/2: 2x2CHORUS: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0D 58	00 00 00 01	20 - 7D	FX1/2: SUB DELAY: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0D 59	00 00 00 01	20 - 7D	FX1/2: SUB DELAY: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0D 5A	00 00 00 01	20 - 7D	FX1/2: SUB DELAY: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0D 5B	00 00 00 01	20 - 7D	FX1/2: SUB DELAY: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0D 5C	00 00 00 01	20 - 7D	FX1/2: SUB DELAY: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0D 5D	00 00 00 01	20 - 7D	FX1/2: SUB DELAY: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0D 5E	00 00 00 01	20 - 7D	FX1/2: SUB DELAY: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0D 5F	00 00 00 01	20 - 7D	FX1/2: SUB DELAY: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0D 60	00 00 00 01	20 - 7D	FX1/2: SUB DELAY: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0D 61	00 00 00 01	20 - 7D	FX1/2: SUB DELAY: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0D 62	00 00 00 01	20 - 7D	FX1/2: SUB DELAY: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0D 63	00 00 00 01	20 - 7D	FX1/2: SUB DELAY: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0D 64	00 00 00 01	20 - 7D	DELAY: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0D 65	00 00 00 01	20 - 7D	DELAY: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0D 66	00 00 00 01	20 - 7D	DELAY: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0D 67	00 00 00 01	20 - 7D	DELAY: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0D 68	00 00 00 01	20 - 7D	DELAY: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0D 69	00 00 00 01	20 - 7D	DELAY: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0D 6A	00 00 00 01	20 - 7D	DELAY: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0D 6B	00 00 00 01	20 - 7D	DELAY: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0D 6C	00 00 00 01	20 - 7D	DELAY: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0D 6D	00 00 00 01	20 - 7D	DELAY: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0D 6E	00 00 00 01	20 - 7D	DELAY: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0D 6F	00 00 00 01	20 - 7D	DELAY: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0D 70	00 00 00 01	20 - 7D	CHORUS: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0D 71	00 00 00 01	20 - 7D	CHORUS: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0D 72	00 00 00 01	20 - 7D	CHORUS: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0D 73	00 00 00 01	20 - 7D	CHORUS: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0D 74	00 00 00 01	20 - 7D	CHORUS: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0D 75	00 00 00 01	20 - 7D	CHORUS: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0D 76	00 00 00 01	20 - 7D	CHORUS: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0D 77	00 00 00 01	20 - 7D	CHORUS: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0D 78	00 00 00 01	20 - 7D	CHORUS: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0D 79	00 00 00 01	20 - 7D	CHORUS: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0D 7A	00 00 00 01	20 - 7D	CHORUS: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0D 7B	00 00 00 01	20 - 7D	CHORUS: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0D 7C	00 00 00 01	20 - 7D	REVERB: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0D 7D	00 00 00 01	20 - 7D	REVERB: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0D 7E	00 00 00 01	20 - 7D	REVERB: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0D 7F	00 00 00 01	20 - 7D	REVERB: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0E 00	00 00 00 01	20 - 7D	REVERB: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0E 01	00 00 00 01	20 - 7D	REVERB: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0E 02	00 00 00 01	20 - 7D	REVERB: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0E 03	00 00 00 01	20 - 7D	REVERB: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0E 04	00 00 00 01	20 - 7D	REVERB: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0E 05	00 00 00 01	20 - 7D	REVERB: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0E 06	00 00 00 01	20 - 7D	REVERB: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0E 07	00 00 00 01	20 - 7D	REVERB: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0E 08	00 00 00 01	20 - 7D	PEDAL FX: PITCH BEND: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0E 09	00 00 00 01	20 - 7D	PEDAL FX: PITCH BEND: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0E 0A	00 00 00 01	20 - 7D	PEDAL FX: PITCH BEND: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0E 0B	00 00 00 01	20 - 7D	PEDAL FX: PITCH BEND: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0E 0C	00 00 00 01	20 - 7D	PEDAL FX: PITCH BEND: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0E 0D	00 00 00 01	20 - 7D	PEDAL FX: PITCH BEND: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0E 0E	00 00 00 01	20 - 7D	PEDAL FX: PITCH BEND: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0E 0F	00 00 00 01	20 - 7D	PEDAL FX: PITCH BEND: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0E 10	00 00 00 01	20 - 7D	PEDAL FX: PITCH BEND: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0E 11	00 00 00 01	20 - 7D	PEDAL FX: PITCH BEND: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0E 12	00 00 00 01	20 - 7D	PEDAL FX: PITCH BEND: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0E 13	00 00 00 01	20 - 7D	PEDAL FX: PITCH BEND: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0E 14	00 00 00 01	20 - 7D	PEDAL FX: WAH: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0E 15	00 00 00 01	20 - 7D	PEDAL FX: WAH: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0E 16	00 00 00 01	20 - 7D	PEDAL FX: WAH: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0E 17	00 00 00 01	20 - 7D	PEDAL FX: WAH: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0E 18	00 00 00 01	20 - 7D	PEDAL FX: WAH: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0E 19	00 00 00 01	20 - 7D	PEDAL FX: WAH: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0E 1A	00 00 00 01	20 - 7D	PEDAL FX: WAH: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0E 1B	00 00 00 01	20 - 7D	PEDAL FX: WAH: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0E 1C	00 00 00 01	20 - 7D	PEDAL FX: WAH: QUICK SETTING NAME 9 * Refer to Table 'NAME'

00 00 0E 1D	00 00 00 01	20 - 7D	PEDAL FX: WAH: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0E 1E	00 00 00 01	20 - 7D	PEDAL FX: WAH: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0E 1F	00 00 00 01	20 - 7D	PEDAL FX: WAH: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0E 20	00 00 00 01	20 - 7D	DIVIDER: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0E 21	00 00 00 01	20 - 7D	DIVIDER: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0E 22	00 00 00 01	20 - 7D	DIVIDER: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0E 23	00 00 00 01	20 - 7D	DIVIDER: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0E 24	00 00 00 01	20 - 7D	DIVIDER: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0E 25	00 00 00 01	20 - 7D	DIVIDER: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0E 26	00 00 00 01	20 - 7D	DIVIDER: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0E 27	00 00 00 01	20 - 7D	DIVIDER: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0E 28	00 00 00 01	20 - 7D	DIVIDER: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0E 29	00 00 00 01	20 - 7D	DIVIDER: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0E 2A	00 00 00 01	20 - 7D	DIVIDER: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0E 2B	00 00 00 01	20 - 7D	DIVIDER: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0E 2C	00 00 00 01	20 - 7D	MIXER: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0E 2D	00 00 00 01	20 - 7D	MIXER: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0E 2E	00 00 00 01	20 - 7D	MIXER: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0E 2F	00 00 00 01	20 - 7D	MIXER: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0E 30	00 00 00 01	20 - 7D	MIXER: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0E 31	00 00 00 01	20 - 7D	MIXER: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0E 32	00 00 00 01	20 - 7D	MIXER: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0E 33	00 00 00 01	20 - 7D	MIXER: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0E 34	00 00 00 01	20 - 7D	MIXER: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0E 35	00 00 00 01	20 - 7D	MIXER: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0E 36	00 00 00 01	20 - 7D	MIXER: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0E 37	00 00 00 01	20 - 7D	MIXER: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0E 38	00 00 00 01	20 - 7D	SEND/RETURN: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0E 39	00 00 00 01	20 - 7D	SEND/RETURN: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0E 3A	00 00 00 01	20 - 7D	SEND/RETURN: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0E 3B	00 00 00 01	20 - 7D	SEND/RETURN: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0E 3C	00 00 00 01	20 - 7D	SEND/RETURN: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0E 3D	00 00 00 01	20 - 7D	SEND/RETURN: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0E 3E	00 00 00 01	20 - 7D	SEND/RETURN: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0E 3F	00 00 00 01	20 - 7D	SEND/RETURN: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0E 40	00 00 00 01	20 - 7D	SEND/RETURN: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0E 41	00 00 00 01	20 - 7D	SEND/RETURN: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0E 42	00 00 00 01	20 - 7D	SEND/RETURN: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0E 43	00 00 00 01	20 - 7D	SEND/RETURN: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0E 44	00 00 00 01	20 - 7D	ACCEL: S-BEND: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0E 45	00 00 00 01	20 - 7D	ACCEL: S-BEND: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0E 46	00 00 00 01	20 - 7D	ACCEL: S-BEND: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0E 47	00 00 00 01	20 - 7D	ACCEL: S-BEND: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0E 48	00 00 00 01	20 - 7D	ACCEL: S-BEND: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0E 49	00 00 00 01	20 - 7D	ACCEL: S-BEND: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0E 4A	00 00 00 01	20 - 7D	ACCEL: S-BEND: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0E 4B	00 00 00 01	20 - 7D	ACCEL: S-BEND: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0E 4C	00 00 00 01	20 - 7D	ACCEL: S-BEND: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0E 4D	00 00 00 01	20 - 7D	ACCEL: S-BEND: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0E 4E	00 00 00 01	20 - 7D	ACCEL: S-BEND: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0E 4F	00 00 00 01	20 - 7D	ACCEL: S-BEND: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0E 50	00 00 00 01	20 - 7D	ACCEL: LASER BEAM: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0E 51	00 00 00 01	20 - 7D	ACCEL: LASER BEAM: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0E 52	00 00 00 01	20 - 7D	ACCEL: LASER BEAM: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0E 53	00 00 00 01	20 - 7D	ACCEL: LASER BEAM: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0E 54	00 00 00 01	20 - 7D	ACCEL: LASER BEAM: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0E 55	00 00 00 01	20 - 7D	ACCEL: LASER BEAM: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0E 56	00 00 00 01	20 - 7D	ACCEL: LASER BEAM: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0E 57	00 00 00 01	20 - 7D	ACCEL: LASER BEAM: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0E 58	00 00 00 01	20 - 7D	ACCEL: LASER BEAM: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0E 59	00 00 00 01	20 - 7D	ACCEL: LASER BEAM: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0E 5A	00 00 00 01	20 - 7D	ACCEL: LASER BEAM: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0E 5B	00 00 00 01	20 - 7D	ACCEL: LASER BEAM: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0E 5C	00 00 00 01	20 - 7D	ACCEL: RING MOD: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0E 5D	00 00 00 01	20 - 7D	ACCEL: RING MOD: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0E 5E	00 00 00 01	20 - 7D	ACCEL: RING MOD: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0E 5F	00 00 00 01	20 - 7D	ACCEL: RING MOD: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0E 60	00 00 00 01	20 - 7D	ACCEL: RING MOD: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0E 61	00 00 00 01	20 - 7D	ACCEL: RING MOD: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0E 62	00 00 00 01	20 - 7D	ACCEL: RING MOD: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0E 63	00 00 00 01	20 - 7D	ACCEL: RING MOD: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0E 64	00 00 00 01	20 - 7D	ACCEL: RING MOD: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0E 65	00 00 00 01	20 - 7D	ACCEL: RING MOD: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0E 66	00 00 00 01	20 - 7D	ACCEL: RING MOD: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0E 67	00 00 00 01	20 - 7D	ACCEL: RING MOD: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0E 68	00 00 00 01	20 - 7D	ACCEL: TWIST: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0E 69	00 00 00 01	20 - 7D	ACCEL: TWIST: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0E 6A	00 00 00 01	20 - 7D	ACCEL: TWIST: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0E 6B	00 00 00 01	20 - 7D	ACCEL: TWIST: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0E 6C	00 00 00 01	20 - 7D	ACCEL: TWIST: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0E 6D	00 00 00 01	20 - 7D	ACCEL: TWIST: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0E 6E	00 00 00 01	20 - 7D	ACCEL: TWIST: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0E 6F	00 00 00 01	20 - 7D	ACCEL: TWIST: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0E 70	00 00 00 01	20 - 7D	ACCEL: TWIST: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0E 71	00 00 00 01	20 - 7D	ACCEL: TWIST: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0E 72	00 00 00 01	20 - 7D	ACCEL: TWIST: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0E 73	00 00 00 01	20 - 7D	ACCEL: TWIST: QUICK SETTING NAME 12 * Refer to Table 'NAME'
00 00 0E 74	00 00 00 01	20 - 7D	ACCEL: WARP: QUICK SETTING NAME 1 * Refer to Table 'NAME'
00 00 0E 75	00 00 00 01	20 - 7D	ACCEL: WARP: QUICK SETTING NAME 2 * Refer to Table 'NAME'
00 00 0E 76	00 00 00 01	20 - 7D	ACCEL: WARP: QUICK SETTING NAME 3 * Refer to Table 'NAME'
00 00 0E 77	00 00 00 01	20 - 7D	ACCEL: WARP: QUICK SETTING NAME 4 * Refer to Table 'NAME'
00 00 0E 78	00 00 00 01	20 - 7D	ACCEL: WARP: QUICK SETTING NAME 5 * Refer to Table 'NAME'
00 00 0E 79	00 00 00 01	20 - 7D	ACCEL: WARP: QUICK SETTING NAME 6 * Refer to Table 'NAME'
00 00 0E 7A	00 00 00 01	20 - 7D	ACCEL: WARP: QUICK SETTING NAME 7 * Refer to Table 'NAME'
00 00 0E 7B	00 00 00 01	20 - 7D	ACCEL: WARP: QUICK SETTING NAME 8 * Refer to Table 'NAME'
00 00 0E 7C	00 00 00 01	20 - 7D	ACCEL: WARP: QUICK SETTING NAME 9 * Refer to Table 'NAME'
00 00 0E 7D	00 00 00 01	20 - 7D	ACCEL: WARP: QUICK SETTING NAME 10 * Refer to Table 'NAME'
00 00 0E 7E	00 00 00 01	20 - 7D	ACCEL: WARP: QUICK SETTING NAME 11 * Refer to Table 'NAME'
00 00 0E 7F	00 00 00 01	20 - 7D	ACCEL: WARP: QUICK SETTING NAME 12 * Refer to Table 'NAME'

00 00 0F 00	00 00 00 01	20 - 7D	ACCEL: FEEDBACKER: QUICK SETTING NAME 1	* Refer to Table 'NAME'
00 00 0F 01	00 00 00 01	20 - 7D	ACCEL: FEEDBACKER: QUICK SETTING NAME 2	* Refer to Table 'NAME'
00 00 0F 02	00 00 00 01	20 - 7D	ACCEL: FEEDBACKER: QUICK SETTING NAME 3	* Refer to Table 'NAME'
00 00 0F 03	00 00 00 01	20 - 7D	ACCEL: FEEDBACKER: QUICK SETTING NAME 4	* Refer to Table 'NAME'
00 00 0F 04	00 00 00 01	20 - 7D	ACCEL: FEEDBACKER: QUICK SETTING NAME 5	* Refer to Table 'NAME'
00 00 0F 05	00 00 00 01	20 - 7D	ACCEL: FEEDBACKER: QUICK SETTING NAME 6	* Refer to Table 'NAME'
00 00 0F 06	00 00 00 01	20 - 7D	ACCEL: FEEDBACKER: QUICK SETTING NAME 7	* Refer to Table 'NAME'
00 00 0F 07	00 00 00 01	20 - 7D	ACCEL: FEEDBACKER: QUICK SETTING NAME 8	* Refer to Table 'NAME'
00 00 0F 08	00 00 00 01	20 - 7D	ACCEL: FEEDBACKER: QUICK SETTING NAME 9	* Refer to Table 'NAME'
00 00 0F 09	00 00 00 01	20 - 7D	ACCEL: FEEDBACKER: QUICK SETTING NAME 10	* Refer to Table 'NAME'
00 00 0F 0A	00 00 00 01	20 - 7D	ACCEL: FEEDBACKER: QUICK SETTING NAME 11	* Refer to Table 'NAME'
00 00 0F 0B	00 00 00 01	20 - 7D	ACCEL: FEEDBACKER: QUICK SETTING NAME 12	* Refer to Table 'NAME'
00 00 0F 0C	00 00 00 01	20 - 7D	ASSIGN: QUICK SETTING NAME 1	* Refer to Table 'NAME'
00 00 0F 0D	00 00 00 01	20 - 7D	ASSIGN: QUICK SETTING NAME 2	* Refer to Table 'NAME'
00 00 0F 0E	00 00 00 01	20 - 7D	ASSIGN: QUICK SETTING NAME 3	* Refer to Table 'NAME'
00 00 0F 0F	00 00 00 01	20 - 7D	ASSIGN: QUICK SETTING NAME 4	* Refer to Table 'NAME'
00 00 0F 10	00 00 00 01	20 - 7D	ASSIGN: QUICK SETTING NAME 5	* Refer to Table 'NAME'
00 00 0F 11	00 00 00 01	20 - 7D	ASSIGN: QUICK SETTING NAME 6	* Refer to Table 'NAME'
00 00 0F 12	00 00 00 01	20 - 7D	ASSIGN: QUICK SETTING NAME 7	* Refer to Table 'NAME'
00 00 0F 13	00 00 00 01	20 - 7D	ASSIGN: QUICK SETTING NAME 8	* Refer to Table 'NAME'
00 00 0F 14	00 00 00 01	20 - 7D	ASSIGN: QUICK SETTING NAME 9	* Refer to Table 'NAME'
00 00 0F 15	00 00 00 01	20 - 7D	ASSIGN: QUICK SETTING NAME 10	* Refer to Table 'NAME'
00 00 0F 16	00 00 00 01	20 - 7D	ASSIGN: QUICK SETTING NAME 11	* Refer to Table 'NAME'
00 00 0F 17	00 00 00 01	20 - 7D	ASSIGN: QUICK SETTING NAME 12	* Refer to Table 'NAME'
00 00 0F 18	00 00 00 01	20 - 7D	FX1/2: ACSIM: QUICK SETTING NAME 1	* Refer to Table 'NAME'
00 00 0F 19	00 00 00 01	20 - 7D	FX1/2: ACSIM: QUICK SETTING NAME 2	* Refer to Table 'NAME'
00 00 0F 1A	00 00 00 01	20 - 7D	FX1/2: ACSIM: QUICK SETTING NAME 3	* Refer to Table 'NAME'
00 00 0F 1B	00 00 00 01	20 - 7D	FX1/2: ACSIM: QUICK SETTING NAME 4	* Refer to Table 'NAME'
00 00 0F 1C	00 00 00 01	20 - 7D	FX1/2: ACSIM: QUICK SETTING NAME 5	* Refer to Table 'NAME'
00 00 0F 1D	00 00 00 01	20 - 7D	FX1/2: ACSIM: QUICK SETTING NAME 6	* Refer to Table 'NAME'
00 00 0F 1E	00 00 00 01	20 - 7D	FX1/2: ACSIM: QUICK SETTING NAME 7	* Refer to Table 'NAME'
00 00 0F 1F	00 00 00 01	20 - 7D	FX1/2: ACSIM: QUICK SETTING NAME 8	* Refer to Table 'NAME'
00 00 0F 20	00 00 00 01	20 - 7D	FX1/2: ACSIM: QUICK SETTING NAME 9	* Refer to Table 'NAME'
00 00 0F 21	00 00 00 01	20 - 7D	FX1/2: ACSIM: QUICK SETTING NAME 10	* Refer to Table 'NAME'
00 00 0F 22	00 00 00 01	20 - 7D	FX1/2: ACSIM: QUICK SETTING NAME 11	* Refer to Table 'NAME'
00 00 0F 23	00 00 00 01	20 - 7D	FX1/2: ACSIM: QUICK SETTING NAME 12	* Refer to Table 'NAME'
00 00 0F 24	00 00 00 01	20 - 7D	FX1/2: ROTARY2: QUICK SETTING NAME 1	* Refer to Table 'NAME'
00 00 0F 25	00 00 00 01	20 - 7D	FX1/2: ROTARY2: QUICK SETTING NAME 2	* Refer to Table 'NAME'
00 00 0F 26	00 00 00 01	20 - 7D	FX1/2: ROTARY2: QUICK SETTING NAME 3	* Refer to Table 'NAME'
00 00 0F 27	00 00 00 01	20 - 7D	FX1/2: ROTARY2: QUICK SETTING NAME 4	* Refer to Table 'NAME'
00 00 0F 28	00 00 00 01	20 - 7D	FX1/2: ROTARY2: QUICK SETTING NAME 5	* Refer to Table 'NAME'
00 00 0F 29	00 00 00 01	20 - 7D	FX1/2: ROTARY2: QUICK SETTING NAME 6	* Refer to Table 'NAME'
00 00 0F 2A	00 00 00 01	20 - 7D	FX1/2: ROTARY2: QUICK SETTING NAME 7	* Refer to Table 'NAME'
00 00 0F 2B	00 00 00 01	20 - 7D	FX1/2: ROTARY2: QUICK SETTING NAME 8	* Refer to Table 'NAME'
00 00 0F 2C	00 00 00 01	20 - 7D	FX1/2: ROTARY2: QUICK SETTING NAME 9	* Refer to Table 'NAME'
00 00 0F 2D	00 00 00 01	20 - 7D	FX1/2: ROTARY2: QUICK SETTING NAME 10	* Refer to Table 'NAME'
00 00 0F 2E	00 00 00 01	20 - 7D	FX1/2: ROTARY2: QUICK SETTING NAME 11	* Refer to Table 'NAME'
00 00 0F 2F	00 00 00 01	20 - 7D	FX1/2: ROTARY2: QUICK SETTING NAME 12	* Refer to Table 'NAME'
00 00 0F 30	00 00 00 01	20 - 7D	FX2: TERAECHO: QUICK SETTING NAME 1	* Refer to Table 'NAME'
00 00 0F 31	00 00 00 01	20 - 7D	FX2: TERAECHO: QUICK SETTING NAME 2	* Refer to Table 'NAME'
00 00 0F 32	00 00 00 01	20 - 7D	FX2: TERAECHO: QUICK SETTING NAME 3	* Refer to Table 'NAME'
00 00 0F 33	00 00 00 01	20 - 7D	FX2: TERAECHO: QUICK SETTING NAME 4	* Refer to Table 'NAME'
00 00 0F 34	00 00 00 01	20 - 7D	FX2: TERAECHO: QUICK SETTING NAME 5	* Refer to Table 'NAME'
00 00 0F 35	00 00 00 01	20 - 7D	FX2: TERAECHO: QUICK SETTING NAME 6	* Refer to Table 'NAME'
00 00 0F 36	00 00 00 01	20 - 7D	FX2: TERAECHO: QUICK SETTING NAME 7	* Refer to Table 'NAME'
00 00 0F 37	00 00 00 01	20 - 7D	FX2: TERAECHO: QUICK SETTING NAME 8	* Refer to Table 'NAME'
00 00 0F 38	00 00 00 01	20 - 7D	FX2: TERAECHO: QUICK SETTING NAME 9	* Refer to Table 'NAME'
00 00 0F 39	00 00 00 01	20 - 7D	FX2: TERAECHO: QUICK SETTING NAME 10	* Refer to Table 'NAME'
00 00 0F 3A	00 00 00 01	20 - 7D	FX2: TERAECHO: QUICK SETTING NAME 11	* Refer to Table 'NAME'
00 00 0F 3B	00 00 00 01	20 - 7D	FX2: TERAECHO: QUICK SETTING NAME 12	* Refer to Table 'NAME'
00 00 0F 3C	00 00 00 01	20 - 7D	FX2: OVERTONE: QUICK SETTING NAME 1	* Refer to Table 'NAME'
00 00 0F 3D	00 00 00 01	20 - 7D	FX2: OVERTONE: QUICK SETTING NAME 2	* Refer to Table 'NAME'
00 00 0F 3E	00 00 00 01	20 - 7D	FX2: OVERTONE: QUICK SETTING NAME 3	* Refer to Table 'NAME'
00 00 0F 3F	00 00 00 01	20 - 7D	FX2: OVERTONE: QUICK SETTING NAME 4	* Refer to Table 'NAME'
00 00 0F 40	00 00 00 01	20 - 7D	FX2: OVERTONE: QUICK SETTING NAME 5	* Refer to Table 'NAME'
00 00 0F 41	00 00 00 01	20 - 7D	FX2: OVERTONE: QUICK SETTING NAME 6	* Refer to Table 'NAME'
00 00 0F 42	00 00 00 01	20 - 7D	FX2: OVERTONE: QUICK SETTING NAME 7	* Refer to Table 'NAME'
00 00 0F 43	00 00 00 01	20 - 7D	FX2: OVERTONE: QUICK SETTING NAME 8	* Refer to Table 'NAME'
00 00 0F 44	00 00 00 01	20 - 7D	FX2: OVERTONE: QUICK SETTING NAME 9	* Refer to Table 'NAME'
00 00 0F 45	00 00 00 01	20 - 7D	FX2: OVERTONE: QUICK SETTING NAME 10	* Refer to Table 'NAME'
00 00 0F 46	00 00 00 01	20 - 7D	FX2: OVERTONE: QUICK SETTING NAME 11	* Refer to Table 'NAME'
00 00 0F 47	00 00 00 01	20 - 7D	FX2: OVERTONE: QUICK SETTING NAME 12	* Refer to Table 'NAME'

------ TABLES ------

Table 'KNOB SETTING'

Data(H)	Description	Data(H)	Description	Data(H)	Description	Data(H)	Description
00	OFF	18	PRE B PRES	30	CHORUS E.LEV	48	A&B SEL
01	PATCH	19	PRE B SOLO LV	31	REVERB TIME	49	CMP SW
02	COMP SUSTAIN	1A	PRE B MIC LEV	32	REVERB HI CUT	4A	OD/DS
03	COMP ATTACK	1B	EQ LO CUT	33	REVERB E.LEV	4B	PREAMP
04	COMP LEVEL	1C	EQ LOW	34	MASTER LOW	4C	EQ
05	OD/DS DRIVE	1D	EQ LO-MID	35	MASTER MID	4D	FX1
06	OD/DS TONE	1E	EQ HI-MID	36	MASTER HIGH	4E	FX2
07	OD/DS E.LEV	1F	EQ HIGH	37	PATCH LEVEL	4F	REVERB
08	OD/DS SOLO LV	20	EQ HI CUT	38	PEDAL WAH LEV	50	PEDL FX
09	PRE A TYPE	21	DELAY TIME	39	PEDAL PB LEV	51	CHORUS
0A	PRE A GAIN	22	DELAY F.BACK	3A	DIV CH SELECT	52	DELAY
0B	PRE A LEVEL	23	DELAY HI CUT	3B	SR SEND LEVEL *		
0C	PRE A BASS	24	DELAY E.LEV	3C	SR RTN LEVEL *		
0D	PRE A MID	25	DELAY D1TIME	3D	NS1 THRESH		
0E	PRE A TREBLE	26	DELAY D1F.BK	3E	NS1 RELEASE		
0F	PRE A PRES	27	DELAY D1HICUT	3F	NS2 THRESH		
10	PRE A SOLO LV	28	DELAY D1LEV	40	NS2 RELEASE		
11	PRE A MIC LEV	29	DELAY D2TIME	41	GLOBAL EQ LOW		
12	PRE B TYPE	2A	DELAY D2F.BK	42	GLOBAL EQ MID		
13	PRE B GAIN	2B	DELAY D2HICUT	43	GLOBAL EQ HIGH		
14	PRE B LEVEL	2C	DELAY D2LEV	44	USB LEV		
15	PRE B BASS	2D	CHORUS RATE	45	ACC SW		
16	PRE B MID	2E	CHORUS DEPTH	46	OD/DS SW		
17	PRE B TREBLE	2F	CHORUS PREDLY	47	A/B SEL		

* GT-100 only

Table 'PATCH NUM'

Data(H)	Description(GT-100)	(GT-001)
00 00 - 00 03 :	U01-1 - U01-4	U001 - U004
00 04 - 00 07 :	U02-1 - U02-4	U005 - U008
: :	: :	: :
01 44 - 01 47 :	U50-1 - U50-4	U197 - U200
01 48 - 01 4B :	P01-1 - P01-4	P001 - P004
01 4C - 01 4F :	P02-1 - P02-4	P005 - P005
: :	: :	: :
03 0C - 03 0F :	P50-1 - P50-4	P197 - P200

Table 'NAME'

Data(H)	Description	Data(H)	Description	Data(H)	Description
20	(space)	40	@	60	`
21	!	41	A	61	a
22	"	42	B	62	b
23	#	43	C	63	c
24	$	44	D	64	d
25	%	45	E	65	e
26	&	46	F	66	f
27	'	47	G	67	g
28	(	48	H	68	h
29	)	49	I	69	i
2A	*	4A	J	6A	j
2B	+	4B	K	6B	k
2C	,	4C	L	6C	l
2D	-	4D	M	6D	m
2E	.	4E	N	6E	n
2F	/	4F	O	6F	o
30	0	50	P	70	p
31	1	51	Q	71	q
32	2	52	R	72	r
33	3	53	S	73	s
34	4	54	T	74	t
35	5	55	U	75	u
36	6	56	V	76	v
37	7	57	W	77	w
38	8	58	X	78	x
39	9	59	Y	79	y
3A	:	5A	Z	7A	z
3B	;	5B	[	7B	{
3C	<	5C	\	7C	|
3D	=	5D	]	7D	}
3E	>	5E	^		
3F	?	5F	_		

Table 'OD/DS TYPE'

Data(H)	Description	Data(H)	Description
00	MID BOOST	10	GUV DS
01	CLEAN BOOST	11	DST+
02	TREBLE BOOST	12	METAL ZONE
03	CRUNCH	13	'60S FUZZ
04	NATURAL OD	14	MUFF FUZZ
05	WARM OD	15	CUSTOM
06	FAT DS	16	A-DIST
07	LEAD DS		
08	METAL DS		
09	OCT FUZZ		
0A	BLUES OD		
0B	OD-1		
0C	T-SCREAM		
0D	TURBO OD		
0E	DIST		
0F	RAT		

Table 'SUB OD/DS TYPE'

Data(H)	Description	Data(H)	Description	
00	MID BOOST	10	GUV DS	
01	CLEAN BOOST	11	DST+	
02	TREBLE BOOST	12	METAL ZONE	
03	CRUNCH	13	'60S FUZZ	
04	NATURAL OD	14	MUFF FUZZ	
05	WARM OD	15	A-DIST	*FX2 only
06	FAT DS			
07	LEAD DS			
08	METAL DS			
09	OCT FUZZ			
0A	BLUES OD			
0B	OD-1			
0C	T-SCREAM			
0D	TURBO OD			
0E	DIST			
0F	RAT			

Table 'CUSTOM OD/DS TYPE'

Data(H)	Description
00	OD-1
01	OD-2
02	CRUNCH
03	DS-1
04	DS-2
05	METAL1
06	METAL2
07	FUZZ

Table 'PREAMP TYPE'

Data(H)	Description	Data(H)	Description
00	NATURAL CLEAN	10	BG LEAD
01	FULL RANGE	11	BG DRIVE
02	COMBO CRUNCH	12	MS1959 I
03	STACK CRUNCH	13	MS1959 I+II
04	HiGAIN STACK	14	R-FIRE VINTAGE
05	POWER DRIVE	15	R-FIRE MODERN
06	EXTREME LEAD	16	T-AMP LEAD
07	CORE METAL	17	SLDN
08	JC-120	18	5150 DRIVE
09	CLEAN TWIN	19	CUSTOM
0A	PRO CRUNCH	1A	BGNR UB
0B	TWEED	1B	ORNG RB
0C	DELUXE CRUNCH		
0D	VO DRIVE		
0E	VO LEAD		
0F	MATCH DRIVE		

Table 'SP TYPE'

Data(H)	Description
00	OFF
01	ORIGINAL
02	1x8"
03	1x10"
04	1x12"
05	2x12"
06	4x10"
07	4x12"
08	8x12"
09	CUSTOM

Table 'MIC TYPE'

Data(H)	Description
00	DYN57
01	DYN421
02	CND451
03	CND87
04	FLAT

Table 'CUSTOM AMP TYPE'

Data(H)	Description
00	JC CLEAN
01	TW CLEAN
02	CRUNCH
03	COMBO DRIVE
04	COMBO LEAD
05	MS HiGAIN
06	MODERN STACK

Table 'LOW FREQ'

Data(H)	Description
00	FLAT
01	20.0Hz
02	25.0Hz
03	31.5Hz
04	40.0Hz
05	50.0Hz
06	63.0Hz
07	80.0Hz
08	100Hz
09	125Hz
0A	160Hz
0B	200Hz
0C	250Hz
0D	315Hz
0E	400Hz
0F	500Hz
10	630Hz
11	800Hz

Table 'MID FREQ'

Data(H)	Description	Data(H)	Description
00	20.0	10	800Hz
01	25.0	11	1.00kHz
02	31.5	12	1.25kHz
03	40.0	13	1.60kHz
04	50.0	14	2.00kHz
05	63.0	15	2.50kHz
06	80.0	16	3.15kHz
07	100H	17	4.00kHz
08	125H	18	5.00kHz
09	160H	19	6.30kHz
0A	200H	1A	8.00kHz
0B	250H	1B	10.0kHz
0C	315Hz		
0D	400Hz		
0E	500Hz		
0F	630Hz		

Table 'MID Q'

Data(H)	Description
00	0.5
01	1
02	2
03	4
04	8
05	16

Table 'HIGH FREQ'

Data(H)	Description
00	630Hz
01	800Hz
02	1.00kHz
03	1.25kHz
04	1.60kHz
05	2.00kHz
06	2.50kHz
07	3.15kHz
08	4.00kHz
09	5.00kHz
0A	6.30kHz
0B	8.00kHz
0C	10.0kHz
0D	12.5kHz
0E	FLAT

Table 'FX TYPE'

Data(H)	Description	Data(H)	Description	Data(H)	Description
00	T.WAH	10	HARMONIST	20	ROTARY 2
01	AUTO WAH	11	SOUND HOLD	21	TERAECHO *FX2 only
02	SUB WAH	12	AC.PROCESSOR	22	OVERTONE *FX2 only
03	ADV.COMP	13	PHASER		
04	LIMITER	14	FLANGER		
05	SUB OD/DS	15	TREMOLO		
06	GRAPHIC EQ	16	ROTARY 1		
07	PARAMETRIC EQ	17	UNI-V		
08	TONE MODIFY	18	PAN		
09	GUITAR SIM	19	SLICER		
0A	SLOW GEAR	1A	VIBRATO		
0B	DEFRETTER	1B	RING MOD		
0C	WAVE SYNTH	1C	HUMANIZER		
0D	SITAR SIM	1D	2X2 CHORUS		
0E	OCTAVE	1E	SUB DELAY		
0F	PITCH SHIFTER	1F	AC SIM		

Table 'LIMITER RATIO'

Data(H)	Description
00	1:1
01	1.2:1
02	1.4:1
03	1.6:1
04	1.8:1
05	2:1
06	2.3:1
07	2.6:1
08	3:1
09	3.5:1
0A	4:1
0B	5:1
0C	6:1
0D	8:1
0E	10:1
0F	12:1
10	20:1
11	oo:1

Table 'BPM NOTE'

Data(H)	Description
nn	: 16TH NOTE
nn + 1	: TRIPLET OF 8TH NOTE
nn + 2	: DOTTED 16TH NOTE
nn + 3	: 8TH NOTE
nn + 4	: TRIPLET OF QUARTER NOTE
nn + 5	: DOTTED 8TH NOTE
nn + 6	: QUARTER NOTE
nn + 7	: TRIPLET OF HALF NOTE
nn + 8	: DOTTED QUARTER
nn + 9	: HALF NOTE
nn + 10	: TRIPLET OF WHOLE NOTE
nn + 11	: DOTTED HALF NOTE
nn + 12	: WHOLE NOTE

Table 'BPM NOTE2'

Data(H)	Description
nn	: WHOLE NOTE
nn + 1	: DOTTED HALF NOTE
nn + 2	: TRIPLET OF WHOLE NOTE
nn + 3	: HALF NOTE
nn + 4	: DOTTED QUARTER
nn + 5	: TRIPLET OF HALF NOTE
nn + 6	: QUARTER NOTE
nn + 7	: DOTTED 8TH NOTE
nn + 8	: TRIPLET OF QUARTER NOTE
nn + 9	: 8TH NOTE
nn + 10	: DOTTED 16TH NOTE
nn + 11	: TRIPLET OF 8TH NOTE
nn + 12	: 16TH NOTE

Table 'HARMONY'

Data(H)	Description	Data(H)	Description
00	: -2oct	10	: +3rd
01	: -14th	11	: +4th
02	: -13th	12	: +5th
03	: -12th	13	: +6th
04	: -11th	14	: +7th
05	: -10th	15	: +1oct
06	: -9th	16	: +9th
07	: -1oct	17	: +10th
08	: -7th	18	: +11th
09	: -6th	19	: +12th
0A	: -5th	1A	: +13th
0B	: -4th	1B	: +14th
0C	: -3rd	1C	: +2oct
0D	: -2nd	1D	: USER
0E	: UNISON		
0F	: +2nd		

Table '2x2 CHORUS XOVER FREQ'

Data(H)	Description
00	: 100Hz
01	: 125Hz
02	: 160Hz
03	: 200Hz
04	: 250Hz
05	: 315Hz
06	: 400Hz
07	: 500Hz
08	: 630Hz
09	: 800Hz
0A	: 1.00kHz
0B	: 1.25kHz
0C	: 1.60kHz
0D	: 2.00kHz
0E	: 2.50kHz
0F	: 3.15kHz
10	: 4.00kHz

Table 'CUTOFF FREQ'

Data(H)	Description
00	100Hz
01	125Hz
02	160Hz
03	200Hz
04	250Hz
05	315Hz
06	400Hz
07	500Hz
08	630Hz
09	800Hz
0A	1.00kHz
0B	1.25kHz
0C	1.60kHz
0D	2.00kHz
0E	2.50kHz
0F	3.15kHz
10	4.00kHz

Table 'FLANGER LOW CUT'

Data(H)	Description
00	FLAT
01	55Hz
02	110Hz
03	165Hz
04	200Hz
05	280Hz
06	340Hz
07	400Hz
08	500Hz
09	630Hz
0A	800Hz

Table 'MASTER BEAT'

Data(H)	Description	Data(H)	Description	Data(H)	Description	Data(H)	Description
00	1/1	08	1/2	10	1/4	18	1/8
01	2/1	09	2/2	11	2/4	19	2/8
02	3/1	0A	3/2	12	3/4	1A	3/8
03	4/1	0B	4/2	13	4/4	1B	4/8
04	5/1	0C	5/2	14	5/4	1C	5/8
05	6/1	0D	6/2	15	6/4	1D	6/8
06	7/1	0E	7/2	16	7/4	1E	7/8
07	8/1	0F	8/2	17	8/4	1F	8/8

Table 'FX CHAIN'

Data(H)	Description
00	COMP
01	SEND/RETURN
02	PREAMP A
03	PREAMP B
04	EQ
05	FX1
06	FX2
07	DELAY
08	CHORUS
09	REVERB
0A	ACCEL
0B	PEDAL FX
0C	FOOT VOLUME
0D	NS1
0E	NS2
0F	OD/DS
10	USB
11	DIV1
12	MIX1_DIV2
13	MIX2

* All the data of "FX CHAIN: POSITION" must not conflict.
* The order of "FX CHAIN: POSITION" must be DIV1 < MIX1_DIV2 < MIX2.
* To assign PREAMP A and/or FXs in CH.A, place the data between DIV1 and MIX1_DIV2.
* To assign PREAMP B and/or FXs in CH.B, place the data between MIX1_DIV2 and MIX2.

Table 'MANUAL MODE'

Data(H)	Description	Data(H)	Description	Data(H)	Description
00	OFF	10	DLY	20	NUM INC
01	ACCEL	11	CHO	21	NUM DEC
02	PL (PHRASE LOOP)	12	REV	22	BANK INC
03	PL R/P	13	PDL FX	23	BANK DEC
04	PL S/P	14	S/R		
05	PL CLR	15	AMP CTL		
06	CH A/B	16	TUNER		
07	OD SOLO	17	MANUAL		
08	A/B SOLO	18	BPM TAP		
09	A&B SOLO	19	DLY TAP		
0A	CMP	1A	MIDI (MIDI START)		
0B	OD	1B	MMC PLAY		
0C	PREAMP	1C	LEV +10		
0D	EQ	1D	LEV +20		
0E	FX1	1E	LEV -10		
0F	FX2	1F	LEV -20		

Table 'CTL PEDAL FUNC'

Data(H) Description	Data(H) Description	Data(H) Description
00 : OFF	10 : DELAY	20 : NUMBER INC
01 : ACCEL	11 : CHORUS	21 : NUMBER DEC
02 : P.LOOP ON/OFF *	12 : REVERB	22 : BANK INC *
03 : P.LOOP REC/PLY *	13 : PEDAL FX	23 : BANK DEC *
04 : P.LOOP STP/PLY *	14 : SEND/RETURN *	24 : LED ON/OFF *
05 : P.LOOP CLEAR *	15 : AMP CTL	25 : FAVORITE INC #
06 : DIV CH SELECT	16 : TUNER	26 : FAVORITE DEC #
07 : OD/DS SOLO	17 : MANUAL MODE *	
08 : A/B SOLO	18 : BPM TAP	
09 : A&B SOLO	19 : DELAY TAP	
0A : COMP	1A : MIDI START	
0B : OD/DS	1B : MMC PLAY	
0C : PREAMP	1C : LEVEL +10	
0D : EQ	1D : LEVEL +20	
0E : FX1	1E : LEVEL -10	* GT-100 only
0F : FX2	1F : LEVEL -20	# GT-001 only

Table 'ASSIGN INT PDL TRIGGER'

Data(H) Description	
00 : PATCH CHANGE	
01 : EXP PDL-LO	
02 : EXP PDL-MID	
03 : EXP PDL-HI	
04 : EXP PDL SW	* GT-100 only
05 : P.LOOP PEDAL	* GT-100 only
06 : ACC/CTL PDL	* GT-100 only
07 : SUB EXP PDL	* GT-100 only
08 : SUB CTL1 PDL	
09 : SUB CTL2 PDL	
0A - 28 : CC# 1 - CC#31	
29 - 48 : CC#64 - CC#95	

Table 'ASSIGN SOURCE'

Data(H) Description	
00 : EXP PEDAL	
01 : EXP PDL SW	* GT-100 only
02 : P.LOOP PEDAL	* GT-100 only
03 : ACC/CTL PDL	* GT-100 only
04 : SUB EXP PDL	* GT-100 only
05 : SUB CTL1 PDL	* CTL1 PDL on GT-001
06 : SUB CTL2 PDL	* CTL2 on GT-001
07 : INT PEDAL	
08 : WAVE PEDAL	
09 : INPUT LEVEL	
0A - 28 : CC# 1 - CC#31	
29 - 48 : CC#64 - CC#95	
49 : NUM PEDAL	* GT-100 only

Table 'ASSIGN TARGET'

Data(H) Description

00 00 : COMP: ON/OFF
00 01 : COMP: TYPE
00 02 : COMP: SUSTAIN
00 03 : COMP: ATTACK
00 04 : COMP: TONE
00 05 : COMP: LEVEL
00 06 : OD/DS: ON/OFF
00 07 : OD/DS: TYPE
00 08 : OD/DS: DRIVE
00 09 : OD/DS: BOTTOM
00 0A : OD/DS: TONE
00 0B : OD/DS: SOLO SW
00 0C : OD/DS: SOLO LEVEL
00 0D : OD/DS: EFFECT LEVEL
00 0E : OD/DS: DIRECT MIX
00 0F : OD/DS: CUSTOM TYPE
00 10 : OD/DS: CUSTOM BOTTOM
00 11 : OD/DS: CUSTOM TOP
00 12 : OD/DS: CUSTOM LOW
00 13 : OD/DS: CUSTOM HIGH
00 14 : OD/DS: CUSTOM CHAR
00 15 : PREAMP: ON/OFF
00 16 : PREAMP A: TYPE
00 17 : PREAMP A: GAIN
00 18 : PREAMP A: T-COMP
00 19 : PREAMP A: BASS
00 1A : PREAMP A: MIDDLE
00 1B : PREAMP A: TREBLE
00 1C : PREAMP A: PRES
00 1D : PREAMP A: LEVEL
00 1E : PREAMP A: BRIGHT
00 1F : PREAMP A: GAIN SW
00 20 : PREAMP A: SOLO SW
00 21 : PREAMP A: SOLO LEVEL
00 22 : PREAMP A: SP TYPE
00 23 : PREAMP A: MIC TYPE
00 24 : PREAMP A: MIC DIST
00 25 : PREAMP A: MIC POS
00 26 : PREAMP A: MIC LEVEL
00 27 : PREAMP A: DIRECT MIX
00 28 : PREAMP A: CUSTOM TYPE
00 29 : PREAMP A: CUSTOM BOTTOM
00 2A : PREAMP A: CUSTOM EDGE
00 2B : (reserved)
00 2C : (reserved)
00 2D : PREAMP A: CUSTOM LOW
00 2E : PREAMP A: CUSTOM HIGH
00 2F : PREAMP A: CUSTOM CHAR
00 30 : PREAMP A: SPCSTM SIZE
00 31 : PREAMP A: SPCSTM COLOR L
00 32 : PREAMP A: SPCSTM COLOR H
00 33 : PREAMP A: SPCSTM SP NUM
00 34 : PREAMP A: SPCSTM CABINET
00 35 : PREAMP B: TYPE
00 36 : PREAMP B: GAIN
00 37 : PREAMP B: T-COMP
00 38 : PREAMP B: BASS
00 39 : PREAMP B: MIDDLE
00 3A : PREAMP B: TREBLE
00 3B : PREAMP B: PRES
00 3C : PREAMP B: LEVEL
00 3D : PREAMP B: BRIGHT
00 3E : PREAMP B: GAIN SW
00 3F : PREAMP B: SOLO SW
00 40 : PREAMP B: SOLO LEVEL
00 41 : PREAMP B: SP TYPE
00 42 : PREAMP B: MIC TYPE
00 43 : PREAMP B: MIC DIST
00 44 : PREAMP B: MIC POS
00 45 : PREAMP B: MIC LEVEL
00 46 : PREAMP B: DIRECT MIX
00 47 : PREAMP B: CUSTOM TYPE
00 48 : PREAMP B: CUSTOM BOTTOM
00 49 : PREAMP B: CUSTOM EDGE
00 4A : (reserved)
00 4B : (reserved)
00 4C : PREAMP B: CUSTOM LOW
00 4D : PREAMP B: CUSTOM HIGH
00 4E : PREAMP B: CUSTOM CHAR
00 4F : PREAMP B: SPCSTM SIZE
00 50 : PREAMP B: SPCSTM COLOR L
00 51 : PREAMP B: SPCSTM COLOR H
00 52 : PREAMP B: SPCSTM SP NUM
00 53 : PREAMP B: SPCSTM CABINET
00 54 : EQ: ON/OFF
00 55 : EQ: LOW CUT
00 56 : EQ: LOW GAIN
00 57 : EQ: LOW-MID FREQ
00 58 : EQ: LOW-MID Q
00 59 : EQ: LOW-MID GAIN
00 5A : EQ: HI-MID FREQ
00 5B : EQ: HI-MID Q
00 5C : EQ: HI-MID GAIN
00 5D : EQ: HIGH GAIN
00 5E : EQ: HIGH CUT
00 5F : EQ: LEVEL
00 60 : FX1: ON/OFF
00 61 : FX1: TYPE
00 62 : FX1 T.WAH: MODE
00 63 : FX1 T.WAH: POLARITY
00 64 : FX1 T.WAH: SENS
00 65 : FX1 T.WAH: FREQ
00 66 : FX1 T.WAH: PEAK
00 67 : FX1 T.WAH: EFFECT LEVEL
00 68 : FX1 T.WAH: DIRECT MIX
00 69 : FX1 A.WAH: MODE
00 6A : FX1 A.WAH: FREQ
00 6B : FX1 A.WAH: PEAK
00 6C : FX1 A.WAH: RATE
00 6D : FX1 A.WAH: DEPTH
00 6E : FX1 A.WAH: EFFECT LEVEL
00 6F : FX1 A.WAH: DIRECT MIX
00 70 : FX1 SUB WAH: TYPE
00 71 : FX1 SUB WAH: PDL POS
00 72 : FX1 SUB WAH: PEDAL MIN
00 73 : FX1 SUB WAH: PEDAL MAX
00 74 : FX1 SUB WAH: EFFECT LEVEL
00 75 : FX1 SUB WAH: DIRECT MIX
00 76 : FX1 ADV CMP: TYPE
00 77 : FX1 ADV CMP: SUSTAIN
00 78 : FX1 ADV CMP: ATTACK
00 79 : FX1 ADV CMP: TONE
00 7A : FX1 ADV CMP: LEVEL
00 7B : FX1 LIMITER: TYPE
00 7C : FX1 LIMITER: ATTACK
00 7D : FX1 LIMITER: THRES
00 7E : FX1 LIMITER: RATIO
00 7F : FX1 LIMITER: RELEASE
01 00 : FX1 LIMITER: LEVEL
01 01 : FX1 OD/DS: TYPE
01 00 : FX1 LIMITER: LEVEL
01 01 : FX1 OD/DS: TYPE
01 02 : FX1 OD/DS: DRIVE
01 03 : FX1 OD/DS: BOTTOM
01 04 : FX1 OD/DS: TONE
01 05 : FX1 OD/DS: SOLO SW
01 06 : FX1 OD/DS: SOLO LEVEL
01 07 : FX1 OD/DS: EFFECT LEVEL
01 08 : FX1 OD/DS: DIRECT MIX
01 09 : FX1 GEQ: 31Hz
01 0A : FX1 GEQ: 62Hz
01 0B : FX1 GEQ: 125Hz
01 0C : FX1 GEQ: 250Hz
01 0D : FX1 GEQ: 500Hz
01 0E : FX1 GEQ: 1kHz
01 0F : FX1 GEQ: 2kHz
01 10 : FX1 GEQ: 4kHz
01 11 : FX1 GEQ: 8kHz
01 12 : FX1 GEQ: 16kHz
01 13 : FX1 GEQ: LEVEL
01 14 : FX1 PEQ: LOW CUT
01 15 : FX1 PEQ: LOW GAIN
01 16 : FX1 PEQ: LOW-MID FREQ
01 17 : FX1 PEQ: LOW-MID Q
01 18 : FX1 PEQ: LOW-MID GAIN
01 19 : FX1 PEQ: HI-MID FREQ
01 1A : FX1 PEQ: HI-MID Q
01 1B : FX1 PEQ: HI-MID GAIN
01 1C : FX1 PEQ: HIGH CUT
01 1D : FX1 PEQ: HIGH GAIN
01 1E : FX1 PEQ: LEVEL
01 1F : FX1 ToneMOD: TYPE
01 20 : FX1 ToneMOD: RESO
01 21 : FX1 ToneMOD: LOW
01 22 : FX1 ToneMOD: HIGH
01 23 : FX1 ToneMOD: LEVEL
01 24 : FX1 GTR SIM: TYPE
01 25 : FX1 GTR SIM: LOW
01 26 : FX1 GTR SIM: HIGH
01 27 : FX1 GTR SIM: BODY
01 28 : FX1 GTR SIM: LEVEL
01 29 : FX1 SL.GEAR: SENS
01 2A : FX1 SL.GEAR: RISE TIME
01 2B : FX1 SL.GEAR: LEVEL
01 2C : FX1 DEFRET: TONE
01 2D : FX1 DEFRET: SENS
01 2E : FX1 DEFRET: ATTACK
01 2F : FX1 DEFRET: DEPTH
01 30 : FX1 DEFRET: RESO
01 31 : FX1 DEFRET: EFFECT LEVEL
01 32 : FX1 DEFRET: DIRECT MIX
01 33 : FX1 WAV SYN: WAVE
01 34 : FX1 WAV SYN: CUTOFF
01 35 : FX1 WAV SYN: RESO
01 36 : FX1 WAV SYN: FILTER SENS
01 37 : FX1 WAV SYN: FILTER DECAY
01 38 : FX1 WAV SYN: FILTER DEPTH
01 39 : FX1 WAV SYN: SYNTH LEVEL
01 3A : FX1 WAV SYN: DIRECT MIX
01 3B : FX1 SitarSIM: TONE
01 3C : FX1 SitarSIM: SENS
01 3D : FX1 SitarSIM: DEPTH
01 3E : FX1 SitarSIM: RESO
01 3F : FX1 SitarSIM: BUZZ
01 40 : FX1 SitarSIM: EFFECT LEVEL
01 41 : FX1 SitarSIM: DIRECT MIX
01 42 : FX1 OCTAVE: RANGE
01 43 : FX1 OCTAVE: OCTAVE LEVEL
01 44 : FX1 OCTAVE: DIRECT MIX
01 45 : FX1 P.SHIFT: VOICE
01 46 : FX1 P.SHIFT: PS1 MODE
01 47 : FX1 P.SHIFT: PS1 PITCH
01 48 : FX1 P.SHIFT: PS1 FINE
01 49 : FX1 P.SHIFT: PS1 PRE DLY
01 4A : FX1 P.SHIFT: PS1 LEVEL
01 4B : FX1 P.SHIFT: PS2 MODE
01 4C : FX1 P.SHIFT: PS2 PITCH
01 4D : FX1 P.SHIFT: PS2 FINE
01 4E : FX1 P.SHIFT: PS2 PRE DLY
01 4F : FX1 P.SHIFT: PS2 LEVEL
01 50 : FX1 P.SHIFT: PS1 F.BACK
01 51 : FX1 P.SHIFT: DIRECT MIX
01 52 : FX1 HARM: VOICE
01 53 : FX1 HARM: HR1 HARMONY
01 54 : FX1 HARM: HR1 PRE DLY
01 55 : FX1 HARM: HR1 LEVEL
01 56 : FX1 HARM: HR2 HARMONY
01 57 : FX1 HARM: HR2 PRE DLY
01 58 : FX1 HARM: HR2 LEVEL
01 59 : FX1 HARM: HR1 F.BACK
01 5A : FX1 HARM: DIRECT MIX
01 5B : FX1 S.HOLD: HOLD
01 5C : FX1 S.HOLD: RISE TIME
01 5D : FX1 S.HOLD: EFFECT LEVEL
01 5E : FX1 AC.PRO: TYPE
01 5F : FX1 AC.PRO: BASS
01 60 : FX1 AC.PRO: MIDDLE
01 61 : FX1 AC.PRO: MIDDLE FREQ
01 62 : FX1 AC.PRO: TREBLE
01 63 : FX1 AC.PRO: PRES
01 64 : FX1 AC.PRO: LEVEL
01 65 : FX1 PHASER: TYPE
01 66 : FX1 PHASER: RATE
01 67 : FX1 PHASER: DEPTH
01 68 : FX1 PHASER: MANUAL
01 69 : FX1 PHASER: RESO
01 6A : FX1 PHASER: STEP RATE
01 6B : FX1 PHASER: EFFECT LEVEL
01 6C : FX1 PHASER: DIRECT MIX
01 6D : FX1 FLANGER: RATE
01 6E : FX1 FLANGER: DEPTH
01 6F : FX1 FLANGER: MANUAL
01 70 : FX1 FLANGER: RESO
01 71 : FX1 FLANGER: SEPARATION
01 72 : FX1 FLANGER: LOW CUT
01 73 : FX1 FLANGER: EFFECT LEVEL
01 74 : FX1 FLANGER: DIRECT MIX
01 75 : FX1 TREMOLO: WAVE SHAPE
01 76 : FX1 TREMOLO: RATE
01 77 : FX1 TREMOLO: DEPTH
01 78 : FX1 TREMOLO: LEVEL
01 79 : FX1 ROTARY: SPEED SELECT
01 7A : FX1 ROTARY: RATE SLOW
01 7B : FX1 ROTARY: RATE FAST
01 7C : FX1 ROTARY: RISE TIME
01 7D : FX1 ROTARY: FALL TIME
01 7E : FX1 ROTARY: DEPTH
01 7F : FX1 ROTARY: LEVEL
02 00 : FX1 UNIV: RATE
02 01 : FX1 UNIV: DEPTH
02 02 : FX1 UNIV: LEVEL
02 03 : FX1 PAN: TYPE
02 04 : FX1 PAN: WAVE SHAPE
02 05 : FX1 PAN: RATE
02 06 : FX1 PAN: DEPTH
02 07 : FX1 PAN: POS
02 08 : FX1 PAN: LEVEL
02 09 : FX1 SLICER: PATTERN
02 0A : FX1 SLICER: RATE
02 0B : FX1 SLICER: TRIGGER SENS
02 0C : FX1 SLICER: EFFECT LEVEL
02 0D : FX1 SLICER: DIRECT MIX
02 0E : FX1 VIBRATO: RATE
02 0F : FX1 VIBRATO: DEPTH
02 10 : FX1 VIBRATO: TRIGGER
02 11 : FX1 VIBRATO: RISE TIME
02 12 : FX1 VIBRATO: LEVEL
02 13 : FX1 RINGMOD: MODE
02 14 : FX1 RINGMOD: FREQ
02 15 : FX1 RINGMOD: EFFECT LEVEL
02 16 : FX1 RINGMOD: DIRECT MIX
02 17 : FX1 HUMAN: MODE
02 18 : FX1 HUMAN: VOWEL 1
02 19 : FX1 HUMAN: VOWEL 2
02 1A : FX1 HUMAN: SENS
02 1B : FX1 HUMAN: RATE
02 1C : FX1 HUMAN: DEPTH
02 1D : FX1 HUMAN: MANUAL
02 1E : FX1 HUMAN: LEVEL
02 1F : FX1 2x2CHO: XOVER FREQ
02 20 : FX1 2x2CHO: LOW RATE
02 21 : FX1 2x2CHO: LOW DEPTH
02 22 : FX1 2x2CHO: LOW PRE DLY
02 23 : FX1 2x2CHO: LOW LEVEL
02 24 : FX1 2x2CHO: HIGH RATE
02 25 : FX1 2x2CHO: HIGH DEPTH
02 26 : FX1 2x2CHO: HIGH PRE DLY
02 27 : FX1 2x2CHO: HIGH LEVEL
02 28 : FX1 SUB DLY: TYPE
02 29 : FX1 SUB DLY: DELAY TIME
02 2A : FX1 SUB DLY: F.BACK
02 2B : FX1 SUB DLY: HIGH CUT
02 2C : FX1 SUB DLY: EFFECT LEVEL
02 2D : FX1 SUB DLY: DIRECT MIX
02 2E : FX1 SUB DLY: TAP TIME
02 2F : FX2: ON/OFF
02 30 : FX2: TYPE
02 31 : FX2 T.WAH: MODE
02 32 : FX2 T.WAH: POLARITY
02 33 : FX2 T.WAH: SENS
02 34 : FX2 T.WAH: FREQ
02 35 : FX2 T.WAH: PEAK
02 36 : FX2 T.WAH: EFFECT LEVEL
02 37 : FX2 T.WAH: DIRECT MIX
02 38 : FX2 A.WAH: MODE
02 39 : FX2 A.WAH: FREQ
02 3A : FX2 A.WAH: PEAK
02 3B : FX2 A.WAH: RATE
02 3C : FX2 A.WAH: DEPTH
02 3D : FX2 A.WAH: EFFECT LEVEL
02 3E : FX2 A.WAH: DIRECT MIX
02 3F : FX2 SUB WAH: TYPE
02 40 : FX2 SUB WAH: PDL POS
02 41 : FX2 SUB WAH: PEDAL MIN
02 42 : FX2 SUB WAH: PEDAL MAX
02 43 : FX2 SUB WAH: EFFECT LEVEL
02 44 : FX2 SUB WAH: DIRECT MIX
02 45 : FX2 ADV CMP: TYPE
02 46 : FX2 ADV CMP: SUSTAIN
02 47 : FX2 ADV CMP: ATTACK
02 48 : FX2 ADV CMP: TONE
02 49 : FX2 ADV CMP: LEVEL
02 4A : FX2 LIMITER: TYPE
02 4B : FX2 LIMITER: ATTACK
02 4C : FX2 LIMITER: THRES
02 4D : FX2 LIMITER: RATIO
02 4E : FX2 LIMITER: RELEASE
02 4F : FX2 LIMITER: LEVEL
02 50 : FX2 OD/DS: TYPE
02 51 : FX2 OD/DS: DRIVE
02 52 : FX2 OD/DS: BOTTOM
02 53 : FX2 OD/DS: TONE
02 54 : FX2 OD/DS: SOLO SW
02 55 : FX2 OD/DS: SOLO LEVEL
02 56 : FX2 OD/DS: EFFECT LEVEL
02 57 : FX2 OD/DS: DIRECT MIX
02 58 : FX2 GEQ: 31Hz
02 59 : FX2 GEQ: 62Hz
02 5A : FX2 GEQ: 125Hz
02 5B : FX2 GEQ: 250Hz
02 5C : FX2 GEQ: 500Hz
02 5D : FX2 GEQ: 1kHz
02 5E : FX2 GEQ: 2kHz
02 5F : FX2 GEQ: 4kHz
02 60 : FX2 GEQ: 8kHz
02 61 : FX2 GEQ: 16kHz
02 62 : FX2 GEQ: LEVEL
02 63 : FX2 PEQ: LOW CUT
02 64 : FX2 PEQ: LOW GAIN
02 65 : FX2 PEQ: LOW-MID FREQ
02 66 : FX2 PEQ: LOW-MID Q
02 67 : FX2 PEQ: LOW-MID GAIN
02 68 : FX2 PEQ: HI-MID FREQ
02 69 : FX2 PEQ: HI-MID Q
02 6A : FX2 PEQ: HI-MID GAIN
02 6B : FX2 PEQ: HIGH CUT
02 6C : FX2 PEQ: HIGH GAIN
02 6D : FX2 PEQ: LEVEL
02 6E : FX2 ToneMOD: TYPE
02 6F : FX2 ToneMOD: RESO
02 70 : FX2 ToneMOD: LOW
02 71 : FX2 ToneMOD: HIGH
02 72 : FX2 ToneMOD: LEVEL
02 73 : FX2 GTR SIM: TYPE
02 74 : FX2 GTR SIM: LOW
02 75 : FX2 GTR SIM: HIGH
02 76 : FX2 GTR SIM: BODY
02 77 : FX2 GTR SIM: LEVEL
02 78 : FX2 SL.GEAR: SENS
02 79 : FX2 SL.GEAR: RISE TIME
02 7A : FX2 SL.GEAR: LEVEL
02 7B : FX2 DEFRET: TONE
02 7C : FX2 DEFRET: SENS
02 7D : FX2 DEFRET: ATTACK
02 7E : FX2 DEFRET: DEPTH
02 7F : FX2 DEFRET: RESO
03 00 : FX2 DEFRET: EFFECT LEVEL
03 01 : FX2 DEFRET: DIRECT MIX
03 00 : FX2 DEFRET: EFFECT LEVEL
03 01 : FX2 DEFRET: DIRECT MIX
03 02 : FX2 WAV SYN: WAVE
03 03 : FX2 WAV SYN: CUTOFF
03 04 : FX2 WAV SYN: RESO
03 05 : FX2 WAV SYN: FILTER SENS
03 06 : FX2 WAV SYN: FILTER DECAY
03 07 : FX2 WAV SYN: FILTER DEPTH
03 08 : FX2 WAV SYN: SYNTH LEVEL
03 09 : FX2 WAV SYN: DIRECT MIX
03 0A : FX2 SitarSIM: TONE
03 0B : FX2 SitarSIM: SENS
03 0C : FX2 SitarSIM: DEPTH
03 0D : FX2 SitarSIM: RESO
03 0E : FX2 SitarSIM: BUZZ
03 0F : FX2 SitarSIM: EFFECT LEVEL
03 10 : FX2 SitarSIM: DIRECT MIX
03 11 : FX2 OCTAVE: RANGE
03 12 : FX2 OCTAVE: OCTAVE LEVEL
03 13 : FX2 OCTAVE: DIRECT MIX
03 14 : FX2 P.SHIFT: VOICE
03 15 : FX2 P.SHIFT: PS1 MODE
03 16 : FX2 P.SHIFT: PS1 PITCH
03 17 : FX2 P.SHIFT: PS1 FINE
03 18 : FX2 P.SHIFT: PS1 PRE DLY
03 19 : FX2 P.SHIFT: PS1 LEVEL
03 1A : FX2 P.SHIFT: PS2 MODE
03 1B : FX2 P.SHIFT: PS2 PITCH
03 1C : FX2 P.SHIFT: PS2 FINE
03 1D : FX2 P.SHIFT: PS2 PRE DLY
03 1E : FX2 P.SHIFT: PS2 LEVEL
03 1F : FX2 P.SHIFT: PS1 F.BACK
03 20 : FX2 P.SHIFT: DIRECT MIX
03 21 : FX2 HARM: VOICE
03 22 : FX2 HARM: HR1 HARMONY
03 23 : FX2 HARM: HR1 PRE DLY

03 24 : FX2 HARM: HR1 LEVEL
03 25 : FX2 HARM: HR2 HARMONY
03 26 : FX2 HARM: HR2 PRE DLY
03 27 : FX2 HARM: HR2 LEVEL
03 28 : FX2 HARM: HR1 F.BACK
03 29 : FX2 HARM: DIRECT MIX
03 2A : FX2 S.HOLD: HOLD
03 2B : FX2 S.HOLD: RISE TIME
03 2C : FX2 S.HOLD: EFFECT LEVEL
03 2D : FX2 AC.PRO: TYPE
03 2E : FX2 AC.PRO: BASS
03 2F : FX2 AC.PRO: MIDDLE
03 30 : FX2 AC.PRO: MIDDLE FREQ
03 31 : FX2 AC.PRO: TREBLE
03 32 : FX2 AC.PRO: PRES
03 33 : FX2 AC.PRO: LEVEL
03 34 : FX2 PHASER: TYPE
03 35 : FX2 PHASER: RATE
03 36 : FX2 PHASER: DEPTH
03 37 : FX2 PHASER: MANUAL
03 38 : FX2 PHASER: RESO
03 39 : FX2 PHASER: STEP RATE
03 3A : FX2 PHASER: EFFECT LEVEL
03 3B : FX2 PHASER: DIRECT MIX
03 3C : FX2 FLANGER: RATE
03 3D : FX2 FLANGER: DEPTH
03 3E : FX2 FLANGER: MANUAL
03 3F : FX2 FLANGER: RESO
03 40 : FX2 FLANGER: SEPARATION
03 41 : FX2 FLANGER: LOW CUT
03 42 : FX2 FLANGER: EFFECT LEVEL
03 43 : FX2 FLANGER: DIRECT MIX
03 44 : FX2 TREMOLO: WAVE SHAPE
03 45 : FX2 TREMOLO: RATE
03 46 : FX2 TREMOLO: DEPTH
03 47 : FX2 TREMOLO: LEVEL
03 48 : FX2 ROTARY: SPEED SELECT
03 49 : FX2 ROTARY: RATE SLOW
03 4A : FX2 ROTARY: RATE FAST
03 4B : FX2 ROTARY: RISE TIME
03 4C : FX2 ROTARY: FALL TIME
03 4D : FX2 ROTARY: DEPTH
03 4E : FX2 ROTARY: LEVEL
03 4F : FX2 UNIV: RATE
03 50 : FX2 UNIV: DEPTH
03 51 : FX2 UNIV: LEVEL
03 52 : FX2 PAN: TYPE
03 53 : FX2 PAN: WAVE SHAPE
03 54 : FX2 PAN: RATE
03 55 : FX2 PAN: DEPTH
03 56 : FX2 PAN: POS
03 57 : FX2 PAN: LEVEL
03 58 : FX2 SLICER: PATTERN
03 59 : FX2 SLICER: RATE
03 5A : FX2 SLICER: TRIGGER SENS
03 5B : FX2 SLICER: EFFECT LEVEL
03 5C : FX2 SLICER: DIRECT MIX
03 5D : FX2 VIBRATO: RATE
03 5E : FX2 VIBRATO: DEPTH
03 5F : FX2 VIBRATO: TRIGGER
03 60 : FX2 VIBRATO: RISE TIME
03 61 : FX2 VIBRATO: LEVEL
03 62 : FX2 RINGMOD: MODE
03 63 : FX2 RINGMOD: FREQ
03 64 : FX2 RINGMOD: EFFECT LEVEL
03 65 : FX2 RINGMOD: DIRECT MIX
03 66 : FX2 HUMAN: MODE
03 67 : FX2 HUMAN: VOWEL 1
03 68 : FX2 HUMAN: VOWEL 2
03 69 : FX2 HUMAN: SENS
03 6A : FX2 HUMAN: RATE
03 6B : FX2 HUMAN: DEPTH
03 6C : FX2 HUMAN: MANUAL
03 6D : FX2 HUMAN: LEVEL
03 6E : FX2 2x2CHO: XOVER FREQ
03 6F : FX2 2x2CHO: LOW RATE
03 70 : FX2 2x2CHO: LOW DEPTH
03 71 : FX2 2x2CHO: LOW PRE DLY
03 72 : FX2 2x2CHO: LOW LEVEL
03 73 : FX2 2x2CHO: HIGH RATE
03 74 : FX2 2x2CHO: HIGH DEPTH
03 75 : FX2 2x2CHO: HIGH PRE DLY
03 76 : FX2 2x2CHO: HIGH LEVEL
03 77 : FX2 SUB DLY: TYPE
03 78 : FX2 SUB DLY: DELAY TIME
03 79 : FX2 SUB DLY: F.BACK
03 7A : FX2 SUB DLY: HIGH CUT
03 7B : FX2 SUB DLY: EFFECT LEVEL
03 7C : FX2 SUB DLY: DIRECT MIX
03 7D : FX2 SUB DLY: TAP TIME
03 7E : DELAY: ON/OFF
03 7F : DELAY: TYPE
04 00 : DELAY: DELAY TIME
04 01 : DELAY: F.BACK
04 02 : DELAY: HIGH CUT
04 03 : DELAY: EFFECT LEVEL
04 04 : DELAY: DIRECT MIX
04 05 : DELAY: PAN TAP TIME
04 06 : DELAY D1: TIME
04 07 : DELAY D1: F.BACK
04 08 : DELAY D1: HIGH CUT
04 09 : DELAY D1: LEVEL
04 0A : DELAY D2: TIME
04 0B : DELAY D2: F.BACK
04 0C : DELAY D2: HIGH CUT
04 0D : DELAY D2: LEVEL
04 0E : DELAY MOD: MOD RATE
04 0F : DELAY MOD: MOD DEPTH
04 10 : CHORUS: ON/OFF
04 11 : CHORUS: MODE
04 12 : CHORUS: RATE
04 13 : CHORUS: DEPTH
04 14 : CHORUS: PRE DELAY
04 15 : CHORUS: LOW CUT
04 16 : CHORUS: HIGH CUT
04 17 : CHORUS: EFFECT LEVEL
04 18 : REVERB: ON/OFF
04 19 : REVERB: TYPE
04 1A : REVERB: REVERB TIME
04 1B : REVERB: PRE DELAY
04 1C : REVERB: LOW CUT
04 1D : REVERB: HIGH CUT
04 1E : REVERB: DENSITY
04 1F : REVERB: EFFECT LEVEL
04 20 : REVERB: DIRECT MIX
04 21 : REVERB: SPRING SENS
04 22 : PEDAL FX: ON/OFF
04 23 : PEDAL P.B.: PITCH
04 24 : PEDAL P.B.: PDL POS
04 25 : PEDAL P.B.: EFFECT LEVEL
04 26 : PEDAL P.B.: DIRECT MIX
04 27 : PEDAL WAH: TYPE
04 28 : PEDAL WAH: PDL POS
04 29 : PEDAL WAH: PEDAL MIN
04 2A : PEDAL WAH: PEDAL MAX
04 2B : PEDAL WAH: EFFECT LEVEL
04 2C : PEDAL WAH: DIRECT MIX
04 2D : FOOT VOLUME: VOLUME CURVE
04 2E : FOOT VOLUME: VOLUME MIN
04 2F : FOOT VOLUME: VOLUME MAX
04 30 : FOOT VOLUME: LEVEL
04 31 : DIVIDER: MODE
04 32 : DIVIDER: CHANNEL SELECT
04 33 : DIVIDER: ChA DYNAMIC
04 34 : DIVIDER: ChA DYN SENS
04 35 : DIVIDER: ChA FILTER
04 36 : DIVIDER: ChA CUTOFF
04 37 : DIVIDER: ChB DYNAMIC
04 38 : DIVIDER: ChB DYN SENS
04 39 : DIVIDER: ChB FILTER
04 3A : DIVIDER: ChB CUTOFF
04 3B : MIXER: MODE
04 3C : MIXER: ChA/B BALANCE
04 3D : MIXER: SPREAD
04 3E : SEND/ RETURN: ON/OFF * GT-100 only
04 3F : SEND/ RETURN: MODE * GT-100 only
04 40 : SEND/ RETURN: SEND LEVEL * GT-100 only
04 41 : SEND/ RETURN: RETURN LEVEL * GT-100 only
04 42 : AMP CTL: AMP CTL SW * GT-100 only
04 43 : NS1: ON/OFF
04 44 : NS1: THRES
04 45 : NS1: RELEASE
04 46 : NS1: DETECT
04 47 : NS2: ON/OFF
04 48 : NS2: THRES
04 49 : NS2: RELEASE
04 4A : NS2: DETECT
04 4B : ACCEL: ON/OFF
04 4C : ACCEL: TYPE
04 4D : ACCEL S-BEND: PITCH
04 4E : ACCEL S-BEND: RISE TIME
04 4F : ACCEL S-BEND: FALL TIME
04 50 : ACCEL LASER: RATE
04 51 : ACCEL LASER: DEPTH
04 52 : ACCEL LASER: RISE TIME
04 53 : ACCEL LASER: FALL TIME
04 54 : ACCEL RING: FREQ
04 55 : ACCEL RING: RISE TIME
04 56 : ACCEL RING: FALL TIME
04 57 : ACCEL RING: RING LEVEL
04 58 : ACCEL RING: OCTAVE LEVEL
04 59 : ACCEL RING: DIRECT MIX
04 5A : ACCEL TWIST: LEVEL
04 5B : ACCEL TWIST: RISE TIME
04 5C : ACCEL TWIST: FALL TIME
04 5D : ACCEL WARP: LEVEL
04 5E : ACCEL WARP: RISE TIME
04 5F : ACCEL WARP: FALL TIME
04 60 : ACCEL F.BACK: MODE
04 61 : ACCEL F.BACK: DEPTH
04 62 : ACCEL F.BACK: RISE TIME
04 63 : ACCEL F.BACK: OCTAVE R.TIME
04 64 : ACCEL F.BACK: FB LEVEL
04 65 : ACCEL F.BACK: OCTAVE FB LEV
04 66 : ACCEL F.BACK: VIB RATE
04 67 : ACCEL F.BACK: VIB DEPTH
04 68 : MASTER: PATCH LEVEL
04 69 : MASTER: MASTER LOW
04 6A : MASTER: MASTER MID FREQ
04 6B : MASTER: MASTER MID Q
04 6C : MASTER: MASTER MID GAIN
04 6D : MASTER: MASTER HIGH
04 6E : BPM/KEY: MASTER BPM
04 6F : BPM/KEY: MASTER KEY
04 70 : TUNER: TUNER SW
04 71 : MANUAL: MANUAL MODE SW * GT-100 only
04 72 : PHRASE LOOP: ON/OFF * GT-100 only
04 73 : PHRASE LOOP: REC/ PLAY * GT-100 only
04 74 : PHRASE LOOP: STOP/ PLAY * GT-100 only
04 75 : PHRASE LOOP: CLEAR * GT-100 only
04 76 : TAP: BPM TAP
04 77 : TAP: DELAY TAP
04 78 : MIDI: START/ STOP
04 79 : MIDI: MMC PLY /STOP
04 7A : PATCH: LEVEL +10
04 7B : PATCH: LEVEL +20
04 7C : PATCH: LEVEL -10
04 7D : PATCH: LEVEL -20
04 7E : PATCH: NUMBER INC
04 7F : PATCH: NUMBER DEC
05 00 : PATCH: BANK INC * GT-100 only
05 01 : PATCH: BANK DEC * GT-100 only
05 02 : PATCH: FAVORITE INC * GT-100 only
05 03 : PATCH: FAVORITE DEC * GT-100 only
05 04 : FX1: ACSIM: BODY
05 05 : FX1: ACSIM: LOW
05 06 : FX1: ACSIM: HIGH
05 07 : FX1: ACSIM: LEVEL
05 08 : FX1: ROTARY2: SPEED SEL
05 09 : FX1: ROTARY2: RATE SLOW
05 0A : FX1: ROTARY2: RATE FAST
05 0B : FX1: ROTARY2: DEPTH
05 0C : FX1: ROTARY2: RISE TIME
05 0D : FX1: ROTARY2: FALL TIME
05 0E : FX1: ROTARY2: BALANCE
05 0F : FX1: ROTARY2: LEVEL
05 10 : FX1: ROTARY2: DIRECT MIX
05 11 : FX2: ACSIM: BODY
05 12 : FX2: ACSIM: LOW
05 13 : FX2: ACSIM: HIGH
05 14 : FX2: ACSIM: LEVEL
05 15 : FX2: ROTARY2: SPEED SEL
05 16 : FX2: ROTARY2: RATE SLOW
05 17 : FX2: ROTARY2: RATE FAST
05 18 : FX2: ROTARY2: DEPTH
05 19 : FX2: ROTARY2: RISE TIME
05 1A : FX2: ROTARY2: FALL TIME
05 1B : FX2: ROTARY2: BALANCE
05 1C : FX2: ROTARY2: LEVEL
05 1D : FX2: ROTARY2: DIRECT MIX
05 1E : FX2: TERAECHO: MODE
05 1F : FX2: TERAECHO: S.TIME
05 20 : FX2: TERAECHO: FEEDBACK
05 21 : FX2: TERAECHO: EFFECT LEVEL
05 22 : FX2: TERAECHO: TONE
05 23 : FX2: TERAECHO: DIRECT MIX
05 24 : FX2: TERAECHO: HOLD
05 25 : FX2: OVERTONE: UPPER LEVEL
05 26 : FX2: OVERTONE: LOWER LEVEL
05 27 : FX2: OVERTONE: DIRECT MIX
05 28 : FX2: OVERTONE: DETUNE
05 29 : FX2: OVERTONE: TONE
05 2A : CHORUS: DIRECT MIX
05 2B : FX1: 2x2CHO: DIRECT MIX
05 2C : FX2: 2x2CHO: DIRECT MIX

Table 'QUICK SETTING SOURCE'

Data(H)	Description
00	: PREAMP A
01	: PREAMP B
02	: OD/DS
03	: DELAY
04	: CHORUS
05	: REVERB
06	: COMP
07	: EQ
08	: PEFAL FX SBEND
09	: PEDAL FX WAH
0A	: SEND RETURN * GT-100 only
0B	: DIVIDER
0C	: FX1
0D	: FX2
0E	: ASSIGN1
0F	: ASSIGN2
10	: ASSIGN3
11	: ASSIGN4
12	: ASSIGN5
13	: ASSIGN6
14	: ASSIGN7
15	: ASSIGN8

AMP EFFECTS PROCESSOR
Model GT-100/GT-001

MIDI Implementation Chart

Date: Apr. 30, 2014
Version: 2.00 (GT-100)
1.00 (GT-001)

Function...		Transmitted	Recognized	Remarks
Basic Channel	Default Changed	1–16 1–16	1–16 1–16	Memorized
Mode	Default Messages Altered	X X **********	OMNI ON/OFF X X	Memorized
Note Number :	True Voice	0–127 **********	X **********	
Velocity	Note On Note Off	O 9n V = 1–127 O 8n V = 64	X X	
After Touch	Key's Channel's	X X	X X	
Pitch Bend		O	X	
Control Change	0, 32 1–31 33–63 64–95	O (0–3) O X O	O *1 O *2 X O *2	Bank select
Program Change	: True Number	O 0–99	O 0–127	 Program No. 1–128
System Exclusive		O	O	
System Common	: Song Position : Song Select : Tune Request	X X X	X X X	
System Real Time	: Clock : Commands	X O	O X	
Aux Messages	: All Sound Off : Reset All Controllers : Local On/Off : All Notes Off : Active Sensing : System Reset	X X X X O X	X X X X O X	
Notes		*1 CC#0 data of a value of 04H or higher, and the CC#32 are ignored. *2 Control changes 1–31 and 64–95 are recognized if they are assigned as a Source parameter (owner's manual) or to the EXP pedal (GT-100 only), the EXP PEDAL SW (GT-100 only), or the external EXP pedal.		

Mode 1 : OMNI ON, POLY
Mode 2 : OMNI ON, MONO
Mode 3 : OMNI OFF, POLY
Mode 4 : OMNI OFF, MONO

O : Yes
X : No