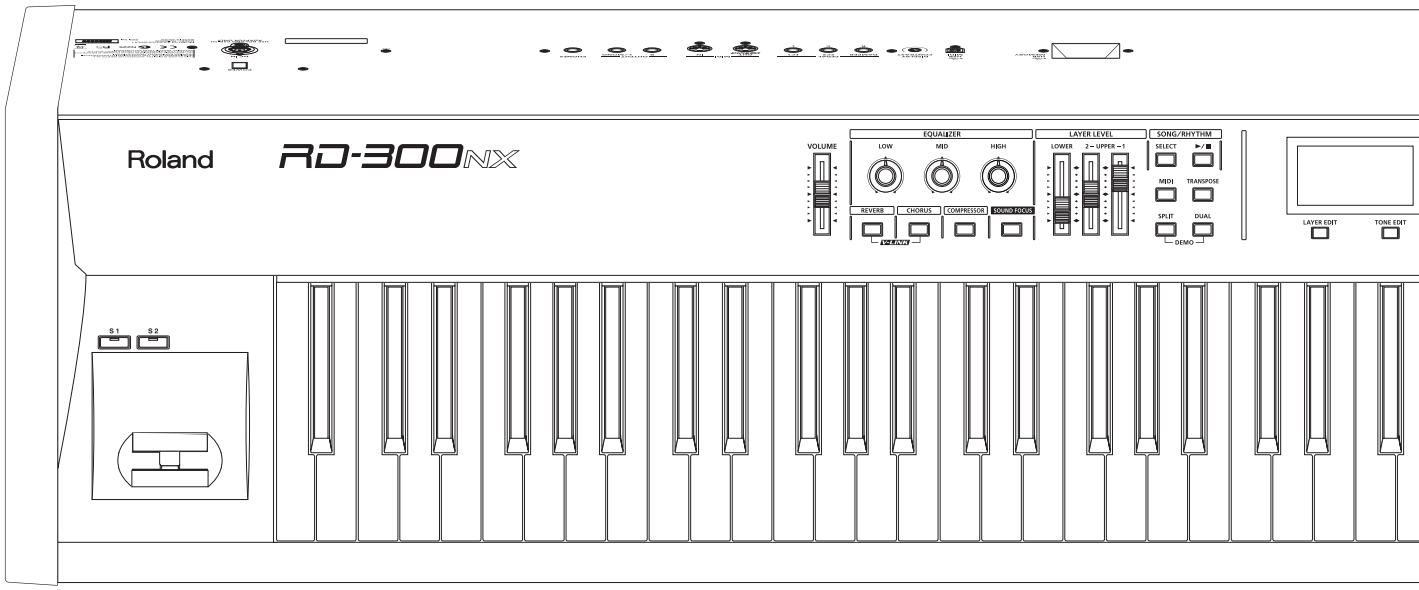


RD-300NX

Data List

Roland

Contents

Live Set List

PIANO

No	LIVE SET Name	MSB	LSB	PC
01	Concert Grand	84	0	1
02	Bright Concert	84	0	2
03	Mellow Concert	84	0	3
04	Honky-tonk	84	0	4
05	NarrowStereoGd	84	0	5
06	Rock Grand	84	0	6
07	Concert Mono	84	0	7
08	ConcertGrd+Str	84	0	8
09	ConcertGrd+Cho	84	0	9
10	ConcertGrd/Bass	84	0	10

E.PIANO

No	LIVE SET Name	MSB	LSB	PC
01	Tine E.Piano	84	0	11
02	Reed E.Piano	84	0	12
03	Phaser Tine EP	84	0	13
04	Chorus Tine EP	84	0	14
05	Dyno Tine EP	84	0	15
06	Comp Reed EP	84	0	16
07	Driven Reed EP	84	0	17
08	Rotary Reed EP	84	0	18
09	SA E.Piano	84	0	19
10	Chorus SA EP	84	0	20
11	Delay Tine EP	84	0	21
12	Wah Tine EP	84	0	22
13	Driven Tine EP	84	0	23
14	Phaser Reed EP	84	0	24
15	Wah Reed EP	84	0	25

PRESET

CLAV/MALLET

No	LIVE SET Name	MSB	LSB	PC
001	Clav 1	84	0	26
002	Phaser Clav	84	0	27
003	Clav 2	84	0	28
004	Reso Clav	84	0	29
005	Pulse Clav 1	84	0	30
006	Pulse Clav 2	84	0	31
007	Sweepin Clav	84	0	32
008	Analog Clav	84	0	33
009	Biting Clav	84	0	34
010	DigiClav	84	0	35
011	Harpsichord	84	0	36
012	Coupled Harpsi	84	0	37
013	Room Harpsi	84	0	38
014	Enhanced Harpsi	84	0	39
015	Harpsitur	84	0	40
016	Harpsi/Flute	84	0	41
017	Vibraphone 1	84	0	42
018	Vibraphone 2	84	0	43
019	Vibraphone Tr	84	0	44
020	Marimba 1	84	0	45
021	Marimba 2	84	0	46
022	Marimba 3	84	0	47
023	Xylophone	84	0	48
024	Bass Marimba	84	0	49
025	Celesta	84	0	50
026	Glockenspiel	84	0	51
027	Music Box	84	0	52
028	Kalimba	84	0	53
029	Kalimba Bells	84	0	54
030	Steel Drums	84	0	55
031	FM Syn Bell	84	0	56
032	Dreaming Bell	84	0	57
033	Music Bells	84	0	58
034	Bell	84	0	59
035	Crystal	84	0	60

STRINGS/PAD

No	LIVE SET Name	MSB	LSB	PC
036	Slow Strings	84	0	61
037	Strings 1	84	0	62
038	Strings 2	84	0	63
039	Strings Stacc	84	0	64
040	Strings 3	84	0	65
041	Strings 4	84	0	66
042	Strings 5	84	0	67
043	Stage Strings 1	84	0	68
044	Stage Strings 2	84	0	69
045	Orchestra 1	84	0	70

No	LIVE SET Name	MSB	LSB	PC
046	Orchestra 2	84	0	71
047	Hybrid Strings	84	0	72
048	Tremolo Str	84	0	73
049	TapeStrings	84	0	74
050	Syn.Strings1	84	0	75
051	Syn.Strings2	84	0	76
052	JP Strings 1	84	0	77
053	JP Strings 2	84	0	78
054	106 Strings	84	0	79
055	VintageStr 1	84	0	80
056	VintageStr 2	84	0	81
057	PWM Str 1	84	0	82
058	PWM Str 2	84	0	83
059	Violin	84	0	84
060	Pizzicato	84	0	85
061	Soft Pad 1	84	0	86
062	Soft Pad 2	84	0	87
063	Soft Pad 3	84	0	88
064	Soft Pad 4	84	0	89
065	Soft Pad 5	84	0	90
066	Soft Pad 6	84	0	91
067	Bell Pad	84	0	92
068	Airy Pad	84	0	93
069	Hollow Pad 1	84	0	94
070	Hollow Pad 2	84	0	95
071	Warm Heaven 1	84	0	96
072	Warm Heaven 2	84	0	97
073	Heaven Pad	84	0	98
074	Wine Pad	84	0	99
075	Digital Pad	84	0	100
076	Sweep Pad 1	84	0	101
077	Sweep Pad 2	84	0	102
078	5th Pad 1	84	0	103
079	5th Pad 2	84	0	104
080	Paradise Pad	84	0	105

ORGAN

No	LIVE SET Name	MSB	LSB	PC
081	Rock Organ 1	84	0	106
082	Rock Organ 2	84	0	107
083	Rock Organ 3	84	0	108
084	Rock Organ 4	84	0	109
085	Rock Organ 5	84	0	110
086	Crunch Organ 1	84	0	111
087	Crunch Organ 2	84	0	112
088	Crunch Organ 3	84	0	113
089	Crunch Organ 4	84	0	114
090	60's Organ	84	0	115
091	70's E.Organ 1	84	0	116
092	70's E.Organ 2	84	0	117
093	70's E.Organ 3	84	0	118
094	Puff Organ	84	0	119
095	Nason Flute	84	0	120
096	Massive Organ	84	0	121
097	Mid Pipe Organ	84	0	122
098	Pipe Organ	84	0	123
099	Accordion Fr	84	0	124
100	Accordion It 1	84	0	125
101	Accordion It 2	84	0	126
102	Musette	84	0	127
103	Bandoneon	84	0	128
104	Harmonica 1	84	1	1
105	Harmonica 2	84	1	2

GUITAR/BASS

No	LIVE SET Name	MSB	LSB	PC
106	Nylon Guitar	84	1	3
107	Folk Guitar	84	1	4
108	Clean Guitar	84	1	5
109	Jazz Guitar	84	1	6
110	Mute Guitar	84	1	7
111	12-str.Gtr	84	1	8
112	Chorus Gtr	84	1	9
113	Pick E.Gtr	84	1	10
114	Wet E.Gtr	84	1	11
115	Funk Guitar	84	1	12
116	Funk Pop	84	1	13
117	Overdrive Gt	84	1	14
118	DistortionGtr	84	1	15
119	Metal Stack	84	1	16
120	Dist Gtr Mute	84	1	17
121	Mandolin	84	1	18
122	Yang Qin	84	1	19
123	Santur	84	1	20
124	Sitar	84	1	21
125	Banjo	84	1	22
126	Acoustic Bs1	84	1	23
127	Acoustic Bs2	84	1	24
128	Fingered Bs	84	1	25
129	Picked Bass	84	1	26
130	Fretless Bs	84	1	27
131	Slap Bass	84	1	28
132	MG Bass	84	1	29
133	Modular Bs	84	1	30
134	TB Bass	84	1	31
135	Big Mini	84	1	32
136	Fat Analog	84	1	33
137	Spike Bass	84	1	34
138	SH Bass	84	1	35
139	Synth Bass 1	84	1	36
140	Synth Bass 2	84	1	37
141	Synth Bass 3	84	1	38
142	Fat Bass	84	1	39
143	Reso Bass 1	84	1	40
144	Reso Bass 2	84	1	41
145	101 Bass	84	1	42

CHOIR/SCAT

No	LIVE SET Name	MSB	LSB	PC
146	Jazz Scat	84	1	43
147	Choir 1	84	1	44
148	Choir 2	84	1	45
149	Choir 3	84	1	46
150	Space Voice	84	1	47
151	Voice Oohs	84	1	48
152	Humming	84	1	49
153	Sop Vox	84	1	50
154	Vox Pad	84	1	51
155	SynVox	84	1	52
156	Dreamvox	84	1	53

BRASS/SYNTH

No	LIVE SET Name	MSB	LSB	PC
157	Brass 1	84	1	54
158	Brass 2	84	1	55
159	Brass 3	84	1	56
160	Brass 4	84	1	57
161	Brass 5	84	1	58
162	F.Horn Sect	84	1	59
163	Tp & Sax	84	1	60
164	Trumpet	84	1	61
165	Dark Trumpet	84	1	62
166	Mute Trumpet	84	1	63
167	Trombone	84	1	64
168	Tuba	84	1	65
169	French Horn	84	1	66
170	Soprano Sax	84	1	67
171	Alto Sax	84	1	68
172	Tenor Sax	84	1	69
173	Baritone Sax	84	1	70
174	Oboe	84	1	71
175	Clarinet	84	1	72
176	Flute	84	1	73
177	Bottle Blow	84	1	74
178	Pan Flute	84	1	75
179	Pan Pipes	84	1	76
180	Shakuhachi	84	1	77
181	Dream Keys	84	1	78
182	Super Saw	84	1	79
183	Jump Poly	84	1	80
184	Dreambell	84	1	81
185	Stacc Heaven	84	1	82
186	Fantasia	84	1	83
187	D-50 Bell	84	1	84
188	Saw Lead 1	84	1	85
189	Saw Lead 2	84	1	86
190	Synth Brass1	84	1	87
191	Synth Brass2	84	1	88
192	Analog Saws	84	1	89
193	Soft SynBrs1	84	1	90
194	Soft SynBrs2	84	1	91
195	EuroExpress1	84	1	92
196	EuroExpress2	84	1	93
197	JP Brass 1	84	1	94
198	JP Brass 2	84	1	95
199	106 Brass	84	1	96
200	Dual Saw Brs	84	1	97

USER

CLAV/MALLET

No	LIVE SET Name	MSB	LSB	PC
001	Concert Grand	84	64	1
002	Bright Concert	84	64	2
003	Mellow Concert	84	64	3
004	Honky-tonk	84	64	4
005	NarrowStereoGd	84	64	5
006	Rock Grand	84	64	6
007	Concert Mono	84	64	7
008	ConcertGrd+Str	84	64	8
009	ConcertGrd+Cho	84	64	9
010	ConcertGrd/Bass	84	64	10

STRINGS/PAD

No	LIVE SET Name	MSB	LSB	PC
011	Tine E.Piano	84	64	11
012	Reed E.Piano	84	64	12
013	Phaser Tine EP	84	64	13
014	Chorus Tine EP	84	64	14
015	Dyno Tine EP	84	64	15
016	Comp Reed EP	84	64	16
017	Driven Reed EP	84	64	17
018	Rotary Reed EP	84	64	18
019	SA E.Piano	84	64	19
020	Chorus SA EP	84	64	20

ORGAN

No	LIVE SET Name	MSB	LSB	PC
021	Delay Tine EP	84	64	21
022	Wah Tine EP	84	64	22
023	Driven Tine EP	84	64	23
024	Phaser Reed EP	84	64	24
025	Wah Reed EP	84	64	25
026	INIT LIVE SET	84	64	26
027	INIT LIVE SET	84	64	27
028	INIT LIVE SET	84	64	28
029	INIT LIVE SET	84	64	29
030	INIT LIVE SET	84	64	30

GUITAR/BASS

No	LIVE SET Name	MSB	LSB	PC
031	INIT LIVE SET	84	64	31
032	INIT LIVE SET	84	64	32
033	INIT LIVE SET	84	64	33
034	INIT LIVE SET	84	64	34
035	INIT LIVE SET	84	64	35
036	INIT LIVE SET	84	64	36
037	INIT LIVE SET	84	64	37
038	INIT LIVE SET	84	64	38
039	INIT LIVE SET	84	64	39
040	INIT LIVE SET	84	64	40

CHOIR/SCAT

No	LIVE SET Name	MSB	LSB	PC
041	INIT LIVE SET	84	64	41
042	INIT LIVE SET	84	64	42
043	INIT LIVE SET	84	64	43
044	INIT LIVE SET	84	64	44
045	INIT LIVE SET	84	64	45
046	INIT LIVE SET	84	64	46
047	INIT LIVE SET	84	64	47
048	INIT LIVE SET	84	64	48
049	INIT LIVE SET	84	64	49
050	INIT LIVE SET	84	64	50

BRASS/SYNTH

No	LIVE SET Name	MSB	LSB	PC
051	INIT LIVE SET	84	64	51
052	INIT LIVE SET	84	64	52
053	INIT LIVE SET	84	64	53
054	INIT LIVE SET	84	64	54
055	INIT LIVE SET	84	64	55
056	INIT LIVE SET	84	64	56
057	INIT LIVE SET	84	64	57
058	INIT LIVE SET	84	64	58
059	INIT LIVE SET	84	64	59
060	INIT LIVE SET	84	64	60

Tone List

PIANO

No	Tone Name	MSB	LSB	PC
001	ConcertGrand	114	0	1
002	Honky-tonk1	114	0	2
003	Concert Mono	114	0	3
004	St.Piano 1	87	0	1
005	St.Piano 2	87	0	2
006	St.Piano 3	87	0	3
007	St.Piano 4	87	0	4
008	St.Piano 5	87	0	5
009	Brite Piano	87	0	6
010	Stage Piano	87	0	7
011	Honky Tonk	87	0	8
012	Pop Piano 1	87	0	9
013	Pop Piano 2	87	0	10
014	Pop Piano 3	87	0	11
015	Piano 1	121	0	1
016	Piano 1 w	121	1	1
017	European Pf	121	2	1
018	Piano 2	121	0	2
019	Piano 2 w	121	1	2
020	Piano 3	121	0	3
021	Piano 3 w	121	1	3
022	Honky-tonk	121	0	4
023	Honky-tonk w	121	1	4

E.PIANO

No	Tone Name	MSB	LSB	PC
024	TINE EP	89	64	5
025	REED EP	89	65	5
026	Stage EP 1	87	0	12
027	Stage EP 2	87	0	13
028	Stage EP Trm	87	0	14
029	Tremolo EP 1	87	0	15
030	E.Piano 3	87	0	16
031	E.Piano 4	87	0	17
032	E.Piano 5	87	0	18
033	E.Piano 6	87	0	19
034	E.Piano 7	87	0	20
035	E.Piano 8	87	0	21
036	Dyno EP	87	0	22
037	Dyno EP Trm	87	0	23
038	Tremolo EP 2	87	0	24
039	Back2the60s	87	0	25
040	Tine EP	87	0	26
041	SA EP 1	87	0	27
042	SA EP 2	87	0	28
043	Psy EP	87	0	29
044	Hit EP	87	65	3
045	Wurly EP	87	0	30
046	Wurly EP Trm	87	0	31
047	Curly Wurly	87	0	32
048	Super Wurly	87	0	33
049	EP Legend 3	87	0	34
050	EP Belle	87	0	35
051	80's EP	87	0	36
052	FM EP 1	87	0	37
053	FM EP 2	87	0	38
054	Sinus EP	87	0	39
055	Spirit Tines	87	0	40
056	E.Piano 1	121	0	5
057	St.Soft EP	121	1	5
058	EP Legend 1	121	2	5
059	Wurly	121	3	5
060	E.Piano 2	121	0	6
061	Detuned EP	121	1	6
062	St.FM EP	121	2	6
063	EP Legend 2	121	3	6
064	EP Phase	121	4	6
065	E.Grand 1	87	65	22
066	E.Grand 2	87	65	23
067	E.Grand 3	87	65	24

CLAV/MALLET

No	Tone Name	MSB	LSB	PC
068	Clav	121	0	8
069	Clav 2	87	0	42
070	Pulse Clav	121	1	8
071	Pulse Clav 2	87	0	43
072	Sweepin Clav	87	0	44
073	Analog Clav	87	0	45
074	Biting Clav	87	0	46
075	Pulse Clv St	87	0	47
076	Natural Hps.	87	66	16
077	Harpsichord	121	0	7
078	Harpsichord2	87	0	41
079	Coupled Hps	121	1	7
080	Harpsi w	121	2	7
081	Harpsi o	121	3	7
082	Vibraphone	121	0	12
083	Vibraphone 2	87	0	68
084	VibraphoneTr	87	0	69
085	Vibraphone w	121	1	12
086	Tremolo Vib	87	0	70
087	Jazz Vib	87	4	3
088	Marimba	121	0	13
089	Marimba 2	87	0	71
090	Marimba 3	87	0	72
091	Marimba w	121	1	13
092	BsMarimba 1	87	4	4
093	BsMarimba 2	87	4	5
094	Xylophone	121	0	14
095	Xylophone 2	87	0	74
096	Xylophone 3	87	0	75
097	Ethno Keys	87	0	76
098	Celesta	121	0	9
099	Glockenspiel	121	0	10

No	Tone Name	MSB	LSB	PC
100	Music Box	121	0	11
101	Music Box 2	87	0	55
102	Kalimba	121	0	109
103	Kalimbells	87	0	57
104	Steel Drums	121	0	115
105	Steel Drums2	87	0	73
106	Soft StlDrm	87	4	2
107	FM Sparkles	87	0	48
108	FM Syn Bell	87	0	49
109	FM Heaven	87	0	50
110	D50 Fantasy	87	0	51
111	D50 Bell	87	0	52
112	Dreaming Bel	87	0	53
113	Analog Bell	87	0	54
114	Music Bells	87	0	56
115	Bell 1	87	0	58
116	Bell 2	87	0	59
117	Org Bell	87	4	1
118	Crystal	121	0	99
119	Tinkle Bell	121	0	113
120	Icy Keys	87	0	60
121	Toy Box	87	0	61
122	Dreambell	87	0	66
123	Sine Mallet	87	4	6
124	Syn Mallet	121	1	99
125	TubularBells	121	0	15
126	TubularBell2	87	0	64
127	Church Bell	121	1	15
128	Carillon	121	2	15
129	Carillon 2	87	0	62
130	Tower Bell	87	0	63
131	Bell Ring	87	0	65

STRINGS/PAD

No	Tone Name	MSB	LSB	PC
132	GX Strings	87	68	1
133	Mood Strings	87	1	70
134	Slow Strings	121	0	50
135	DecayStrings	87	68	27
136	Strings	121	0	49
137	Strings 2	87	1	71
138	Strings 3	87	1	72
139	Strings 4	87	1	73
140	Strings 5	87	1	74
141	Strings 6	87	4	33
142	Stage Str 1	87	1	75
143	Stage Str 2	87	1	76
144	Pop Str	87	1	77
145	Hall Strings	87	4	34
146	Marc.Str	87	1	78
147	StringsStacc	87	1	79
148	Orchestra	121	1	49
149	Oct Strings	121	2	49
150	Orc.Unison 1	87	1	86
151	Orc.Unison 2	87	1	87
152	Full Orc	87	4	35
153	Tremolo Str	121	0	45
154	TapeStrings1	87	1	82
155	TapeStrings2	87	1	83
156	Hybrid Str	87	1	84
157	Violin	121	0	41
158	Violin 2	87	1	85
159	Slow Violin	121	1	41
160	Bright Vln	87	4	31
161	Viola	121	0	42
162	Cello	121	0	43
163	Bright Vc	87	4	32
164	Contrabass	121	0	44
165	PizzicatoStr	121	0	46
166	Pizz 1	87	1	80
167	Pizz 2	87	1	81
168	Harp	121	0	47
169	Yang Qin	121	1	47
170	Timpani	121	0	48
171	Fiddle	121	0	111
172	Cheezy Movie	87	4	49
173	CalmChoirPad	87	69	1
174	Soft Pad 1	87	3	28
175	Soft Pad 2	87	3	29
176	Soft Pad 3	87	3	30
177	Soft Pad 4	87	3	31
178	Soft Pad 5	87	3	32
179	Soft Pad 6	87	3	33
180	Soft Pad 7	87	3	34
181	Soft Pad 8	87	3	35
182	Soft Pad 9	87	3	36
183	Soft Pad 10	87	3	37
184	Dreamheaven	87	3	16
185	Air Key 1	87	3	17
186	Air Key 2	87	3	21
187	Sweet Keys	87	3	18
188	Soft Bell	87	3	20
189	Oct Heaven	87	3	22
190	Stacc Heaven	87	3	23
191	DigitalDream	87	3	24
192	Analog Dream	87	3	25
193	Harp Pad	87	3	26
194	Sitar Pad	87	3	27
195	VintageStr 1	87	3	38
196	VintageStr 2	87	3	39
197	VintageStr 3	87	3	40
198	VintageStr 4	87	3	41
199	VintageStr 5	87	3	42
200	VintageStr 6	87	3	43
201	VintageStr 7	87	3	44
202	JX Strings	87	3	45
203	JP Strings 1	87	3	46
204	JP Strings 2	87	3	47
205	106 Strings	87	3	48
206	PWM Str 1	87	3	49

No	Tone Name	MSB	LSB	PC
207	PWM Str 2	87	3	50
208	PWM Str 3	87	4	81
209	Fading Str	87	3	51
210	ParadisePad	87	3	52
211	80s Strings	87	3	53
212	Stringship	87	3	54
213	Airy Pad	87	3	55
214	Neo RS-202	87	3	56
215	Sawtooth Str	87	3	57
216	Pulse Pad	87	3	58
217	Hollow Pad 1	87	3	59
218	WarmHeaven 1	87	3	60
219	WarmHeaven 2	87	3	61
220	Heaven Key	87	3	11
221	Heaven Pad 1	87	3	12
222	Heaven Pad 2	87	3	13
223	Heaven Pad 3	87	3	62
224	Heaven Pad 4	87	3	63
225	FineWinePad1	87	3	64
226	FineWinePad2	87	3	65
227	5th Pad 1	87	3	66
228	5th Pad 2	87	3	67
229	Nu Epic Pad	87	3	68
230	Angelis Pad	87	3	69
231	TrnsSweepPad	87	3	70
232	Giant Sweep	87	3	71
233	Voyager	87	3	72
234	Digital Pad	87	3	73
235	NuSoundtrack	87	3	74
236	Xadecimal	87	3	75
237	PanninFormnt	87	3	76
238	Fairy's Song	87	3	77
239	Atmospherics	87	3	78
240	Strobe Pad	87	3	79
241	StrobeBell 1	87	3	80
242	StrobeBell 2	87	3	81
243	Flying Pad 1	87	3	82
244	Flying Pad 2	87	3	83
245	Flying Pad 3	87	3	84
246	Flying Pad 4	87	3	85
247	Flying Pad 5	87	3	86
248	Shimmer Pad	87	3	107
249	BUBBLE 1	87	4	65
250	BUBBLE 2	87	4	66
251	BUBBLE 3	87	4	67
252	Soft PWM Pad	87	4	75
253	Org Pad	87	4	76
254	Hollow Pad 2	87	4	77
255	SavannaPad 1	87	4	78
256	SavannaPad 2	87	4	79
257	SavannaPad 3	87	4	80
258	PWM Pad 1	87	3	4
259	PWM Pad 2	87	4	82
260	Str Machine	87	4	83
261	Reso Pad	87	4	84
262	BPF Pad	87	4	85
263	Sweep Pad	121	0	96
264	Sweep Pad 2	87	4	87
265	Sweep Pad 3	87	4	88
266	Sweep Pad 4	87	4	89
267	Scoop Pad 1	87	4	90
268	Scoop Pad 2	87	4	91
269	Brite Wine	87	4	92
270	Wine Pad	87	4	93
271	Sine Magic	87	4	95
272	Syn.Strings1	121	0	51
273	Syn.Strings2	121	0	52
274	Syn.Strings3	121	1	51
275	Fantasia	121	0	89
276	Warm Pad	121	0	90
277	Sine Pad	121	1	90
278	Poly Synth	121	0	91
279	Bowed Glass	121	0	93
280	Metal Pad	121	0	94
281	Halo Pad	121	0	95
282	Ice Rain	121	0	97
283	Soundtrack	121	0	98
284	Atmosphere	121	0	100
285	Brightness	121	0	101

ORGAN

No	Tone Name	MSB	LSB	PC
286	Rock Organ 1	87	0	77
287	Rock Organ 2	87	0	78
288	Rock Organ 3	87	0	79
289	Rock Organ 4	87	0	80
290	Rock Organ 5	87	0	81
291	RotaryOrgan1	87	0	82
292	RotaryOrgan2	87	0	83
293	Perc. Organ	121	2	18
294	Perc.Organ 2	87	0	84
295	Perc.Organ 3	87	0	85
296	Perc.Organ 4	87	0	86
297	E.Organ 1	87	0	87
298	E.Organ 2	87	0	88
299	E.Organ 3	87	0	89
300	E.Organ 4	87	0	90
301	E.Organ 5	87	0	91
302	E.Organ 6	87	0	92
303	E.Organ 7	87	0	93
304	Puff Organ	121	1	21
305	Nason Flute	87	67	19
306	Massive Pipe	87	67	17
307	Mid Pipe Org	87	67	18
308	Grand Pipes	87	0	96
309	Church Org 1	121	0	20
310	Church Org 2	121	1	20
311	Church Org 3	121	2	20
312	Theater Org	87	67	20
313	Accordion Fr	121	0	22

No	Tone Name	MSB	LSB	PC
314	Accordion It	121	1	22
315	AccordionIt2	87	0	97
316	Musette	87	0	98
317	Vodkakordion	87	0	99
318	Bandoneon	121	0	24
319	Harmonica	121	0	23
320	Harmonica 2	87	0	100
321	70's E.Org 1	87	0	94
322	70's E.Org 2	87	0	95
323	Ana Organ 1	87	4	7
324	Ana Organ 2	87	4	8
325	Ana Organ 3	87	4	9
326	Ana Organ 4	87	4	10
327	Ana Organ 5	87	4	11
328	Organ 1	121	0	17
329	Trem. Organ	121	1	17
330	60's Organ	121	2	17
331	70's E.Organ	121	3	17
332	Organ 2	121	0	18
333	Chorus Organ	121	1	18
334	Organ 3	121	0	19
335	Reed Organ	121	0	21

GUITAR/BASS

No	Tone Name	MSB	LSB	PC
336	Nylon Gtr 1	121	0	25
337	Nylon Gtr 2	121	3	25
338	Nylon Gtr 3	87	0	101
339	Nylon Gtr 4	87	0	102
340	Nylon Gtr 5	87	0	103
341	Nylon Gtr 6	87	0	104
342	Wet Nyln Gtr	87	0	105
343	Folk Gtr 1	87	0	107
344	Folk Gtr 2	87	0	108
345	Folk Gtr 3	87	0	109
346	Latin Gtr	87	0	110
347	Clean Gtr 1	87	0	117
348	Clean Gtr 2	87	0	118
349	Clean Gtr 3	87	0	119
350	Jazz Guitar	121	0	27
351	Jazz Guitar2	87	0	120
352	Pick E.Gtr	87	0	121
353	Funk Guitar	121	2	29
354	Funk Guitar2	87	0	122
355	Wet E.Gtr	87	0	123
356	Overdrive Gt	121	0	30
357	OverdriveGt2	87	0	124
358	Guitar Pinch	121	1	30
359	Dist Gtr 1	87	0	125
360	Dist Gtr 2	87	0	126
361	Dist Gtr 3	87	0	127
362	DistortionGt	121	0	31
363	Gt Feedback1	121	1	31
364	Dist Rtm Gtr	121	2	31

No	Tone Name	MSB	LSB	PC
365	Ukulele	121	1	25
366	Ukulele 2	87	0	106
367	Nylon Gtr 1o	121	2	25
368	Steel-str.Gt	121	0	26
369	12-str. Gtr	121	1	26
370	Mandolin	121	2	26
371	Steel + Body	121	3	26
372	Pedal Steel	121	1	27
373	Pedal Steel2	87	4	12
374	Clean Guitar	121	0	28
375	Chorus Gtr	121	1	28
376	Mid Tone Gtr	121	2	28
377	Muted Guitar	121	0	29
378	Funk Pop	121	1	29
379	Jazz Man	121	3	29
380	Gt Harmonics	121	0	32
381	Gt Feedback2	121	1	32
382	Sitar 1	121	0	105
383	Sitar 2	121	1	105
384	Sitar 3	87	0	115
385	Banjo	121	0	106
386	Shamisen	121	0	107
387	Koto	121	0	108
388	Taisho Koto	121	1	108
389	Aerial Harp	87	0	113
390	LostParadise	87	0	114
391	Indian Frtls	87	0	116
392	Santur	121	0	16
393	Santur 2	87	0	111
394	Santur 3	87	0	112
395	Acoustic Bs	121	0	33
396	Acoustic Bs2	87	0	128
397	Acoustic Bs3	87	1	1
398	Fingered Bs	121	0	34
399	Fingered Bs2	87	1	2
400	Fingered Bs3	87	1	3
401	Fingered Bs4	87	1	4
402	Pick Bass	87	1	5
403	Picked Bass	121	0	35
404	Fretless Bs	121	0	36
405	FretlessBs 2	87	1	6
406	FretlessBs 3	87	1	7
407	Finger Slap	121	1	34
408	Finger Slap2	87	1	8
409	Slap Bass 1	121	0	37
410	Slap Bass 2	121	0	38
411	Return2Base!	87	1	9
412	MG Bass 1	87	1	10
413	MG Bass 2	87	1	11
414	MG Bass 3	87	1	12
415	Modular Bs 1	87	1	13
416	Modular Bs 2	87	1	14
417	PWM Bass 1	87	1	15
418	PWM Bass 2	87	1	16
419	Big Mini	87	1	17
420	Fat Analog	87	1	18

No	Tone Name	MSB	LSB	PC
421	Spike Bass	87	1	19
422	SH Bass	87	1	20
423	Intrusive Bs	87	1	21
424	Synth Bass 1	121	0	39
425	Synth Bass 2	121	0	40
426	Synth Bass 3	87	1	22
427	Synth Bass 4	87	1	23
428	Synth Bass 5	87	1	24
429	Synth Bass 6	87	1	25
430	Synth Bass 7	87	1	26
431	Synth Bass 8	87	1	27
432	Synth Bass 9	87	1	28
433	Synth Bass10	87	1	29
434	Synth Bass11	87	1	30
435	Synth Bass12	87	1	31
436	Synth Bass13	87	1	32
437	Synth Bass14	87	1	33
438	Reso Bass 1	87	1	34
439	Reso Bass 2	87	1	35
440	Reso Bass 3	87	1	36
441	Reso Bass 4	87	1	37
442	Reso Bass 5	87	1	38
443	Reso Bass 6	87	1	39
444	Reso Bass 7	87	1	40
445	Reso Bass 8	87	1	41
446	Reso Bass 9	87	4	21
447	Reso Bass 10	87	4	22
448	Acid Bass	121	2	39
449	Acid Bass 2	87	1	42
450	Acid Bass 3	87	1	43
451	Acid Bass 4	87	1	44
452	Acid Bass 5	87	4	15
453	Acid Bass 6	87	4	16
454	Acid Bass 7	87	4	17
455	TB Bass 1	87	1	46
456	TB Bass 2	87	1	47
457	TB Bass 3	87	4	13
458	TB Bass 4	87	4	14
459	Alpha Bass 1	87	1	45
460	Alpha Bass 2	87	1	48
461	Alpha ResoBs	87	1	49
462	Nu Saw Bass	87	1	50
463	Nu RnB SawBs	87	1	51
464	Storm Bass	87	1	52
465	Detune Bass	87	1	53
466	Gashed Bass	87	1	54
467	Hi-Energy Bs	87	1	55
468	Pedal Bass 1	87	1	56
469	Pedal Bass 2	87	4	19
470	Monster Bass	87	1	57
471	JunoSqr Bs 1	87	1	58
472	JunoSqr Bs 2	87	1	59
473	101 Bass	87	1	60
474	106 Bass 1	87	1	61
475	106 Bass 2	87	1	62
476	Compu Bass 1	87	1	63
477	Compu Bass 2	87	1	64
478	Triangle Bs	87	1	65
479	Muffled Bass	87	1	66
480	Garage Bass	87	1	67
481	TransistorBs	87	1	68
482	Fazee Bass	87	1	69
483	Brite Bass	87	4	18
484	Saw Bass	87	4	20
485	Sub Bass	87	4	23
486	Ramp Bass	87	4	24
487	Fat Bass 1	87	4	25
488	Fat Bass 2	87	4	26
489	Fat Bass 3	87	4	27
490	Flat Bass	87	4	28
491	Electro Rubb	87	4	29
492	80s Bass	87	4	30
493	SynthBass101	121	1	39
494	Clav Bass	121	3	39
495	Hammer Bass	121	4	39
496	SynSlap Bass	121	1	40
497	Rubber Bass	121	2	40
498	Attack Pulse	121	3	40

CHOIR/SCAT

No	Tone Name	MSB	LSB	PC
499	Jazz Scat 1	87	3	87
500	Jazz Scat 2	87	3	88
501	GX Choir	87	72	1
502	Choir Aahs	121	0	53
503	Chorus Aahs	121	1	53
504	Choir Pad	87	3	89
505	Angels Choir	87	3	90
506	Aerial Choir	87	3	91
507	Voice Oohs	121	0	54
508	Doo Pad	87	3	92
509	Humming	121	1	54
510	Humming 2	87	3	93
511	Humming 3	87	3	94
512	Gospel Hum	87	3	95
513	Decay Choir	87	72	27
514	Dcy ChoirPad	87	69	25
515	Vox Pad 1	87	3	96
516	Vox Pad 2	87	3	97
517	Dreamvox 1	87	3	14
518	Dreamvox 2	87	3	15
519	80s Vox	87	3	98
520	SynVox	121	0	55
521	SynVox 2	87	3	99
522	SynVox 3	87	3	100
523	Mini Vox	87	3	101
524	Chipmunk	87	3	102
525	Sample Opera	87	3	103
526	Sad Ceremony	87	3	104
527	5th Voice	87	4	52

No	Tone Name	MSB	LSB	PC
528	Sop Vox	87	4	94
529	Analog Voice	121	1	55
530	Space Voice	121	0	92
531	Itopia	121	1	92
532	Dreaming Box	87	0	67

BRASS/SYNTH

No	Tone Name	MSB	LSB	PC
533	Brass 1	121	0	62
534	Brass 2	121	1	62
535	Brass 3	87	1	96
536	Brass 4	87	1	97
537	Brass 5	87	1	98
538	Brass 6	87	1	99
539	80s Brass 1	87	1	100
540	80s Brass 2	87	1	101
541	80s Brass 3	87	1	102
542	80s Brass 4	87	1	103
543	80s Brass 5	87	1	104
544	80s Brass 6	87	1	105
545	80s Brass 7	87	1	106
546	80s Brass 8	87	1	107
547	Soft SynBrs1	87	1	108
548	Soft SynBrs2	87	1	118
549	Warm SynBrs	87	1	109
550	Brite SynBrs	87	1	110
551	Express Brs	87	1	111
552	EuroExpress1	87	1	112
553	JP Brass 1	87	1	113
554	JP Brass 2	87	1	119
555	Juno Brass	87	1	114
556	Ox Brass	87	1	115
557	Reso Brass	87	1	116
558	Wide SynBrs	87	1	117
559	106 Brass	87	1	120
560	Octa Brass	87	1	121
561	Poly Brass 1	87	1	122
562	Poly Brass 2	87	4	41
563	Dual Saw Brs	87	1	123
564	Jump Poly	87	2	109
565	Reso Key 1	87	2	124
566	EuroExpress2	87	2	127
567	Ox Synth	87	3	5
568	VintageBrs 1	87	4	37
569	VintageBrs 2	87	4	38
570	VintageBrs 3	87	4	39
571	VintageBrs 4	87	4	40
572	JP Brass	121	1	63
573	Oct SynBrass	121	2	63
574	Jump Brass	121	3	63
575	Synth Brass1	121	0	63
576	Synth Brass2	121	0	64
577	SynBrass sfz	121	1	64
578	Velo Brass	121	2	64

No	Tone Name	MSB	LSB	PC
579	Trumpet	121	0	57
580	Trumpet 2	87	1	94
581	Dark Trumpet	121	1	57
582	MuteTrumpet1	121	0	60
583	MuteTrumpet2	121	1	60
584	Trombone 1	121	0	58
585	Trombone 2	121	1	58
586	Bright Tb	121	2	58
587	Tuba	121	0	59
588	Fr.Horn	87	1	95
589	French Horn	121	1	61
590	F.Horn Sect	121	0	61
591	Soprano Sax	121	0	65
592	Soprano Sax2	87	1	124
593	Alto Sax	121	0	66
594	Tenor Sax	121	0	67
595	Tenor Sax 2	87	1	126
596	BreathyTenor	87	1	125
597	Baritone Sax	121	0	68
598	Oboe	121	0	69
599	English Horn	121	0	70
600	Bassoon	121	0	71
601	Bassoon 2	87	1	88
602	Clarinet	121	0	72
603	Piccolo	121	0	73
604	Flute	121	0	74
605	Flute 2	87	1	89
606	Recorder	121	0	75
607	Pan Flute	121	0	76
608	Pan Flute 2	87	1	90
609	Pan Pipes 1	87	1	91
610	Pan Pipes 2	87	4	36
611	Bottle Blow	121	0	77
612	Shakuhachi	121	0	78
613	Shakuhachi 2	87	1	92
614	Whistle	121	0	79
615	Ocarina	121	0	80
616	Ocarina 2	87	1	93
617	Bagpipe	121	0	110
618	Shanai	121	0	112
619	Dream Trance	87	2	96
620	Dream Saws	87	2	97
621	Dream Pulse	87	2	98
622	Trance Synth	87	2	99
623	Trancy	87	2	100
624	Trance Keys	87	2	101
625	Trance Saws	87	2	102
626	Auto Trance1	87	2	103
627	Super Saws 1	87	2	104
628	Analog Saws	87	2	105
629	Uni-G	87	2	106
630	Digitaless	87	2	107
631	Bustranza	87	2	108
632	Super Saws 2	87	2	110
633	Poly Synth 2	87	2	111
634	Poly Synth 3	87	2	112

No	Tone Name	MSB	LSB	PC
635	Poly Synth 4	87	2	113
636	Poly Synth 5	87	2	114
637	Poly Synth 6	87	2	115
638	Poly Synth 7	87	2	116
639	Juno Saw Key	87	2	117
640	Saw Key 1	87	2	118
641	Saw Key 2	87	2	119
642	Waspy Synth	87	2	120
643	Juno SQR	87	2	121
644	Vintage Key	87	2	122
645	Ju-D Fifths	87	2	123
646	Reso Key 2	87	2	125
647	Fat Synth	87	2	126
648	DOC Stack	87	2	128
649	2 Saws	87	3	1
650	Hi Saw Band	87	3	2
651	Brite Synth	87	3	3
652	RAVtune	87	3	6
653	Saw Lead 1	87	1	127
654	Saw Lead 2	87	1	128
655	Saw Lead 3	87	2	1
656	Saw Lead 4	87	2	2
657	Saw Lead 5	87	2	3
658	Saw Lead 6	87	2	4
659	Saw Lead 7	87	2	5
660	Saw Lead 8	87	2	6
661	Saw Lead 9	87	2	7
662	Saw Lead 10	87	4	46
663	GR300 Lead 1	87	2	8
664	GR300 Lead 2	87	2	9
665	Classic GR	87	2	10
666	Bright GR	87	2	11
667	Fat GR Lead	87	2	12
668	MODified Ld	87	2	13
669	Syn Lead 1	87	2	14
670	Syn Lead 2	87	2	15
671	Syn Lead 3	87	2	16
672	Syn Lead 4	87	2	17
673	Syn Lead 5	87	2	18
674	Syn Lead 6	87	2	19
675	Syn Lead 7	87	2	20
676	Pro Fat Ld 1	87	2	21
677	Pro Fat Ld 2	87	2	27
678	JupiterLead1	87	2	22
679	JupiterLead2	87	2	23
680	Porta Lead	87	2	24
681	Classic Lead	87	2	25
682	On Air	87	2	26
683	Wormy Lead	87	2	28
684	Waspy Lead	87	2	29
685	Brite ResoLd	87	2	30
686	Brass Lead	87	2	31
687	Legato Tkno	87	2	32
688	Follow Me	87	2	33
689	Octa Juice	87	2	34
690	Juicy Jupe	87	2	35

No	Tone Name	MSB	LSB	PC
691	Octa Saw	87	2	36
692	Vintager 1	87	2	37
693	Vintager 2	87	2	38
694	Sync Lead	87	2	39
695	Octa Sync	87	2	40
696	Leading Sync	87	2	41
697	A Leader	87	2	42
698	Hot Coffee	87	2	43
699	Hot Sync	87	2	44
700	Synchro Lead	87	2	45
701	Space Solo	87	2	46
702	Squareheads	87	2	47
703	Mod Lead	87	2	48
704	Alpha Spit	87	2	49
705	Air Lead	87	2	50
706	Pulstar Lead	87	2	51
707	Therasaw	87	2	52
708	Warmy Lead	87	2	53
709	ResoSawLead	87	2	54
710	Soft Reso Ld	87	2	55
711	Reso Lead 1	87	2	56
712	Reso Lead 2	87	2	57
713	Reso Lead 3	87	2	58
714	Reso Lead 4	87	2	59
715	Reso Lead 5	87	2	60
716	Juicy Lead	87	2	61
717	DC Triangle	87	2	62
718	Soft Lead 1	87	2	63
719	Soft Lead 2	87	2	64
720	Soft Lead 3	87	2	65
721	Soft Lead 4	87	2	66
722	Soft Lead 5	87	2	67
723	Soft Lead 6	87	2	68
724	Soft Lead 7	87	2	69
725	Soft Lead 8	87	2	70
726	Soft Lead 9	87	2	71
727	Soft Lead 10	87	2	72
728	Tri Lead	87	2	73
729	Pulse Lead 1	87	2	74
730	Pulse Lead 2	87	2	75
731	Pulse Lead 3	87	4	42
732	Pulse Lead 4	87	4	43
733	Simple Tri	87	2	76
734	Simple Sine	87	2	77
735	Whistle Ld 1	87	2	78
736	Whistle Ld 2	87	2	79
737	Square Pipe	87	2	80
738	CosmicDrops1	87	2	81
739	CosmicDrops2	87	3	117
740	Spooky Lead	87	2	82
741	Pure Lead	87	2	83
742	303 NRG	87	2	84
743	Round SQR	87	2	85
744	Brite SQR	87	2	86
745	Square SAW	87	2	87
746	Simple SQR	87	2	88

Tone List

No	Tone Name	MSB	LSB	PC
747	Sqr Lead	87	2	89
748	Atk Lead	87	2	90
749	Octa Square	87	2	91
750	CS Lead	87	2	92
751	Mini Growl	87	2	93
752	Hoover Again	87	2	94
753	Tranceformer	87	2	95
754	Analog Seq	87	3	7
755	Seq Pop	87	3	8
756	Periscope	87	3	9
757	Major 7	87	3	10
758	Pipe Key	87	3	19
759	Enigmatic	87	3	105
760	Planetz	87	3	106
761	Sci-Fi	87	3	108
762	ResoSweep Dn	87	3	109
763	Jet Noise	87	3	110
764	Brandish	87	3	111
765	909 Fx	87	3	112
766	Zap	87	3	113
767	PolySweep Nz	87	3	114
768	Passing By	87	3	115
769	Lazer Points	87	3	116
770	Crystal Fx	87	3	118
771	Crystal Ice	87	3	119
772	Mad Noise	87	3	120
773	Robot Sci-Fi	87	3	121
774	Computer 1	87	3	122
775	Computer 2	87	3	123
776	S&H Noise	87	3	124
777	S&H Ramp	87	3	125
778	S&H PWM	87	3	126
779	S&H Saw 1	87	3	127
780	S&H Saw 2	87	3	128
781	Ramp Lead 1	87	4	44
782	Ramp Lead 2	87	4	45
783	Sine Lead 1	87	4	47
784	Sine Lead 2	87	4	48
785	Mod Chord	87	4	50
786	Housechord	87	4	51
787	Juno-D Maj7	87	4	53
788	Sweet House	87	4	54
789	Detune Saws	87	4	55
790	Electrostar	87	4	56
791	Dance Saws1	87	4	57
792	Resoform	87	4	58
793	Melodic Drum	87	4	59
794	Alpha Said	87	4	60
795	Shroomy	87	4	61
796	Detune Seq	87	4	62
797	LoFi Piano	87	4	63
798	FX Ramp	87	4	64
799	Scratch 2	87	4	68
800	AnalogDays 1	87	4	69
801	Dance Saws 2	87	4	70
802	Sync Key	87	4	71

No	Tone Name	MSB	LSB	PC
803	Detune Ramp	87	4	72
804	Reso Saw	87	4	73
805	EuroExpress3	87	4	74
806	Sweep Saw	87	4	86
807	Pulsatron	87	4	96
808	Motion Bass	87	4	97
809	Trance Splt	87	4	98
810	Rhythmic 5th	87	4	99
811	Rhythmic 1	87	4	100
812	Rhythmic 2	87	4	101
813	Mega Sync 1	87	4	102
814	StrobeBell 3	87	4	103
815	Strobe 1	87	4	104
816	Strobe 2	87	4	105
817	Strobe 3	87	4	106
818	Strobe 4	87	4	107
819	LFO Saw	87	4	108
820	Keep Going	87	4	109
821	Keep Running	87	4	110
822	Electrons	87	4	111
823	BriskVortex	87	4	112
824	LFO Vox	87	4	113
825	Pulsasaw	87	4	114
826	Arposphere	87	4	115
827	Mega Sync 2	87	4	116
828	Compusonic 1	87	4	117
829	Compusonic 2	87	4	118
830	Compusonic 3	87	4	119
831	Compusonic 4	87	4	120
832	Compusonic 5	87	4	121
833	AnalogDays 2	87	4	122
834	Groove 007	87	4	123
835	Juno Pop	87	4	124
836	Auto Trance2	87	4	125
837	In Da Groove	87	4	126
838	80s Beat	87	4	127
839	Ride Cymbal	87	4	128
840	OrchestraHit	121	0	56
841	Bass Hit	121	1	56
842	6th Hit	121	2	56
843	Euro Hit	121	3	56
844	Square Wave	121	0	81
845	MG Square	121	1	81
846	2600 Sine	121	2	81
847	Saw Wave	121	0	82
848	OB2 Saw	121	1	82
849	Doctor Solo	121	2	82
850	Natural Lead	121	3	82
851	SequencedSaw	121	4	82
852	Syn.Calliope	121	0	83
853	Chiffer Lead	121	0	84
854	Charang	121	0	85
855	Wire Lead	121	1	85
856	Solo Vox	121	0	86
857	5th Saw Wave	121	0	87
858	Bass & Lead	121	0	88

No	Tone Name	MSB	LSB	PC
859	Delayed Lead	121	1	88
860	Goblin	121	0	102
861	Echo Drops	121	0	103
862	Echo Bell	121	1	103
863	Echo Pan	121	2	103
864	Star Theme	121	0	104
865	Castanets	121	1	116
866	Taiko	121	0	117
867	Concert BD	121	1	117
868	Melo. Tom 1	121	0	118
869	Melo. Tom 2	121	1	118
870	Synth Drum	121	0	119
871	808 Tom	121	1	119
872	Elec Perc	121	2	119
873	Reverse Cymb	121	0	120
874	Agogo	121	0	114
875	Woodblock	121	0	116
876	Gt FretNoise	121	0	121
877	Gt Cut Noise	121	1	121
878	String Slap	121	2	121
879	Breath Noise	121	0	122
880	Fl.Key Click	121	1	122
881	Seashore	121	0	123
882	Rain	121	1	123
883	Thunder	121	2	123
884	Wind	121	3	123
885	Stream	121	4	123
886	Bubble	121	5	123
887	Bird 1	121	0	124
888	Dog	121	1	124
889	Horse Gallop	121	2	124
890	Bird 2	121	3	124
891	Telephone 1	121	0	125
892	Telephone 2	121	1	125
893	DoorCreaking	121	2	125
894	Door	121	3	125
895	Scratch	121	4	125
896	Wind Chimes	121	5	125
897	Helicopter	121	0	126
898	Car Engine	121	1	126
899	Car Stop	121	2	126
900	Car Pass	121	3	126
901	Car Crash	121	4	126
902	Siren	121	5	126
903	Train	121	6	126
904	Jetplane	121	7	126
905	Starship	121	8	126
906	Burst Noise	121	9	126
907	Applause	121	0	127
908	Laughing	121	1	127
909	Screaming	121	2	127
910	Punch	121	3	127
911	Heart Beat	121	4	127
912	Footsteps	121	5	127
913	Gun Shot	121	0	128
914	Machine Gun	121	1	128
915	Laser Gun	121	2	128
916	Explosion	121	3	128

* 917–939 are rhythm sets. Refer to p. 16–p. 20 for details on the sounds in the rhythm sets.

No	Tone Name	MSB	LSB	PC
917	Standard 1	86	0	1
918	Standard 2	86	0	2
919	Standard 3	86	0	3
920	Rock Kit	86	0	4
921	Jazz Kit	86	0	5
922	Brush Kit	86	0	6
923	Machine Kit	86	0	7
924	R&B T-Analog	86	0	8
925	R&B Mini Kit	86	0	9
926	HipHop Kit	86	0	10
927	R&B Kit	86	0	11
928	Dance Kit 1	86	0	12
929	Dance Kit 2	86	0	13
930	Dance Kit 3	86	0	14
931	GM2 STANDARD	120	0	1
932	GM2 ROOM	120	0	9
933	GM2 POWER	120	0	17
934	GM2 ELECTRIC	120	0	25
935	GM2 ANALOG	120	0	26
936	GM2 JAZZ	120	0	33
937	GM2 BRUSH	120	0	41
938	GM2 ORCHSTRA	120	0	49
939	GM2 SFX	120	0	57

Rhythm Set List

* [EXC] : Percussion sound of the same number will not be heard at the same time.

		GM2 STANDARD MSB:120/LSB:0/PC:001		GM2 ROOM MSB:120/LSB:0/PC:009		GM2 POWER MSB:120/LSB:0/PC:017		GM2 ELECTRIC MSB:120/LSB:0/PC:025		GM2 ANALOG MSB:120/LSB:0/PC:026	
	27	High Q		High Q		High Q		High Q		High Q	
	28	Slap		Slap		Slap		Slap		Slap	
	29	Scratch Push	[EXC 7]	Scratch Push	[EXC 7]	Scratch Push	[EXC 7]	Scratch Push	[EXC 7]	Scratch Push	[EXC 7]
	30	Scratch Pull	[EXC 7]	Scratch Pull	[EXC 7]	Scratch Pull	[EXC 7]	Scratch Pull	[EXC 7]	Scratch Pull	[EXC 7]
	31	Sticks		Sticks		Sticks		Sticks		Sticks	
	32	Square Click		Square Click		Square Click		Square Click		Square Click	
	33	Metron Click		Metron Click		Metron Click		Metron Click		Metron Click	
	34	Metron Bell		Metron Bell		Metron Bell		Metron Bell		Metron Bell	
	35	Kick Drum 2		Kick Drum 2		Kick Drum 2		Kick Drum 2		Kick Drum 2	
C2	36	Kick Drum 1		Kick Drum 1		Power Kick		Elec.Kick		Ana.Kick	
	37	Side Stick		Side Stick		Side Stick		Side Stick		Ana.Rim Sho	
	38	Aco.Snare		Aco.Snare		PowerSnare		E.SnareDrum1		Ana.Snare	
	39	Hand Clap		Hand Clap		Hand Clap		Hand Clap		Hand Clap	
	40	Elec.Snare		Elec.Snare		Elec.Snare		E.SnareDrum2		Elec.Snare	
	41	Low Tom 2		Room LowTom2		PowerLowTom2		E.Low Tom 2		Ana.Low Tom2	
	42	ClosedHi-hat	[EXC 1]	ClosedHi-hat	[EXC 1]	ClosedHi-hat	[EXC 1]	ClosedHi-hat	[EXC 1]	Ana.ClosedHH	[EXC 1]
	43	Low Tom 1		Room LowTom1		PowerLowTom1		E.Low Tom 1		Ana.Low Tom1	
	44	Pedal Hi-hat	[EXC 1]	Pedal Hi-hat	[EXC 1]	Pedal Hi-hat	[EXC 1]	Pedal Hi-hat	[EXC 1]	Ana.ClosedHH	[EXC 1]
	45	Mid Tom 2		Room MidTom2		PowerMidTom2		E.Mid Tom 2		Ana.Mid Tom2	
	46	Open Hi-hat	[EXC 1]	Open Hi-hat	[EXC 1]	Open Hi-hat	[EXC 1]	Open Hi-hat	[EXC 1]	Ana.Open HH	[EXC 1]
	47	Mid Tom 1		Room MidTom1		PowerMidTom1		E.Mid Tom 1		Ana.Mid Tom1	
C3	48	High Tom 2		Room Hi Tom2		Power HiTom2		E.Hi Tom 2		Ana.Hi Tom2	
	49	CrashCymbal1		CrashCymbal1		CrashCymbal1		CrashCymbal1		Ana.Cymbal	
	50	High Tom 1		Room Hi Tom1		Power HiTom1		E.Hi Tom 1		Ana.Hi Tom1	
	51	Ride Cymbal1		Ride Cymbal1		Ride Cymbal1		Ride Cymbal1		Ride Cymbal1	
	52	China Cymbal		China Cymbal		China Cymbal		Reverse Cym.		China Cymbal	
	53	Ride Bell		Ride Bell		Ride Bell		Ride Bell		Ride Bell	
	54	Tambourine		Tambourine		Tambourine		Tambourine		Tambourine	
	55	SplashCymbal		SplashCymbal		SplashCymbal		SplashCymbal		SplashCymbal	
	56	Cowbell		Cowbell		Cowbell		Cowbell		Ana.Cowbell	
	57	CrashCymbal2		CrashCymbal2		CrashCymbal2		CrashCymbal2		CrashCymbal2	
	58	Vibra-slap		Vibra-slap		Vibra-slap		Vibra-slap		Vibra-slap	
	59	Ride Cymbal2		Ride Cymbal2		Ride Cymbal2		Ride Cymbal2		Ride Cymbal2	
C4	60	High Bongo		High Bongo		High Bongo		High Bongo		High Bongo	
	61	Low Bongo		Low Bongo		Low Bongo		Low Bongo		Low Bongo	
	62	MuteHi Conga		MuteHi Conga		MuteHi Conga		MuteHi Conga		Ana.Hi Conga	
	63	OpenHi Conga		OpenHi Conga		OpenHi Conga		OpenHi Conga		Ana.MidConga	
	64	Low Conga		Low Conga		Low Conga		Low Conga		Ana.LowConga	
	65	High Timbale		High Timbale		High Timbale		High Timbale		High Timbale	
	66	Low Timbale		Low Timbale		Low Timbale		Low Timbale		Low Timbale	
	67	High Agogo		High Agogo		High Agogo		High Agogo		High Agogo	
	68	Low Agogo		Low Agogo		Low Agogo		Low Agogo		Low Agogo	
	69	Cabasa		Cabasa		Cabasa		Cabasa		Cabasa	
	70	Maracas		Maracas		Maracas		Maracas		Ana.Maracas	
	71	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]
C5	72	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]
	73	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]
	74	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]
	75	Claves		Claves		Claves		Claves		Ana.Claves	
	76	Hi WoodBlock		Hi WoodBlock		Hi WoodBlock		Hi WoodBlock		Hi WoodBlock	
	77	LowWoodBlock		LowWoodBlock		LowWoodBlock		LowWoodBlock		LowWoodBlock	
	78	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]
	79	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]
	80	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]
	81	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]
	82	Shaker		Shaker		Shaker		Shaker		Shaker	
	83	Jingle Bell		Jingle Bell		Jingle Bell		Jingle Bell		Jingle Bell	
C6	84	Bell Tree		Bell Tree		Bell Tree		Bell Tree		Bell Tree	
	85	Castanets		Castanets		Castanets		Castanets		Castanets	
	86	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]
	87	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]
	88	–		–		–		–		–	

* [EXC] : Percussion sound of the same number will not be heard at the same time.

		GM2 JAZZ MSB:120/LSB:0/PC:033		GM2 BRUSH MSB:120/LSB:0/PC:041		GM2 ORCHSTRA MSB:120/LSB:0/PC:049		GM2 SFX MSB:120/LSB:0/PC:057	
	27	High Q		High Q		ClosedHi-hat	[EXC 1]	–	
	28	Slap		Slap		Pedal Hi-hat	[EXC 1]	–	
		Scratch Push	[EXC 7]	Scratch Push	[EXC 7]	Open Hi-hat	[EXC 1]	–	
	29 30	Scratch Pull	[EXC 7]	Scratch Pull	[EXC 7]	Ride Cymbal1		–	
	31	Sticks		Sticks		Sticks		–	
	32	Square Click		Square Click		Square Click		–	
	33	Metron Click		Metron Click		Metron Click		–	
	34	Metron Bell		Metron Bell		Metron Bell		–	
	35	Jazz Kick 2		Jazz Kick 2		Concert BD 2		–	
C2	36	Jazz Kick 1		Jazz Kick 1		Concert BD 1		–	
	37	Side Stick		Side Stick		Side Stick		–	
	38	Aco.Snare		Brush Tap		Concert SD		–	
	39	Hand Clap		Brush Slap		Castanets		High Q	
	40	Elec.Snare		Brush Swirl		Concert SD		Slap	
		Low Tom 2		Low Tom 2		Timpani F		Scratch Push	[EXC 7]
	41 42	ClosedHi-hat	[EXC 1]	ClosedHi-hat	[EXC 1]	Timpani F#		Scratch Pull	[EXC 7]
	43	Low Tom 1		Low Tom 1		Timpani G		Sticks	
	44	Pedal Hi-hat	[EXC 1]	Pedal Hi-hat	[EXC 1]	Timpani G#		Square Click	
	45	Mid Tom 2		Mid Tom 2		Timpani A		Metron Click	
	46	Open Hi-hat	[EXC 1]	Open Hi-hat	[EXC 1]	Timpani A#		Metron Bell	
	47	Mid Tom 1		Mid Tom 1		Timpani B		GtFret Noise	
C3	48	High Tom 2		High Tom 2		Timpani c		Cut Noise Up	
	49	CrashCymbal1		CrashCymbal1		Timpani c#		Cut Noise Dw	
	50	High Tom 1		High Tom 1		Timpani d		Slap St.Bass	
	51	Ride Cymbal1		Ride Cymbal1		Timpani d#		Fl.Key Click	
	52	China Cymbal		China Cymbal		Timpani e		Laughing	
		Ride Bell		Ride Bell		Timpani f		Scream	
	53 54	Tambourine		Tambourine		Tambourine		Punch	
	55	SplashCymbal		SplashCymbal		SplashCymbal		Heart Beat	
	56	Cowbell		Cowbell		Cowbell		Footsteps 1	
	57	CrashCymbal2		CrashCymbal2		Concert Cym2		Footsteps 2	
	58	Vibra-slap		Vibra-slap		Vibra-slap		Applause	
	59	Ride Cymbal2		Ride Cymbal2		Concert Cym1		Door Creak	
C4	60	High Bongo		High Bongo		High Bongo		Door	
	61	Low Bongo		Low Bongo		Low Bongo		Scratch	
	62	MuteHi Conga		MuteHi Conga		MuteHi Conga		Wind Chimes	
	63	OpenHi Conga		OpenHi Conga		OpenHi Conga		Car Engine	
	64	Low Conga		Low Conga		Low Conga		Car Stop	
		High Timbale		High Timbale		High Timbale		Car Pass	
	65 66	Low Timbale		Low Timbale		Low Timbale		Car Crash	
	67	High Agogo		High Agogo		High Agogo		Siren	
	68	Low Agogo		Low Agogo		Low Agogo		Train	
	69	Cabasa		Cabasa		Cabasa		Jetplane	
	70	Maracas		Maracas		Maracas		Helicopter	
	71	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]	Starship	
C5	72	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]	Gun Shot	
	73	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]	Machine Gun	
	74	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]	Lasergun	
	75	Claves		Claves		Claves		Explosion	
	76	Hi WoodBlock		Hi WoodBlock		Hi WoodBlock		Dog	
		LowWoodBlock		LowWoodBlock		LowWoodBlock		Horse Gallop	
	77 78	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]	Birds	
	79	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]	Rain	
	80	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]	Thunder	
	81	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]	Wind	
	82	Shaker		Shaker		Shaker		Seashore	
	83	Jingle Bell		Jingle Bell		Jingle Bell		Stream	
C6	84	Bell Tree		Bell Tree		Bell Tree		Bubble	
	85	Castanets		Castanets		Castanets		–	
	86	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]	–	
	87	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]	–	
	88	–		–		Applause		–	

Rhythm Set List

* [EXC] : Percussion sound of the same number will not be heard at the same time.

		Standard 1 MSB:86/LSB:0/PC001		Standard 2 MSB:86/LSB:0/PC002		Standard 3 MSB:86/LSB:0/PC003		Rock Kit MSB:86/LSB:0/PC004		Jazz Kit MSB:86/LSB:0/PC005	
	22	MC500 Beep1		MC500 Beep1		MC500 Beep1		MC500 Beep1		MC500 Beep1	
	23	MC500 Beep2		MC500 Beep2		MC500 Beep2		MC500 Beep2		MC500 Beep2	
C1	24	Concert SD		Concert SD		Concert SD		Concert SD		Concert SD	
	25	Snare Roll		Snare Roll		Snare Roll		Snare Roll		Snare Roll	
	26	Snap		Snap		Snap		Snap		Snap	
	27	High Q		High Q		High Q		High Q		High Q	
	28	Slap		Slap		Slap		Slap		Slap	
	29	Scratch Push	[EXC 7]	Scratch Push	[EXC 7]	Scratch Push	[EXC 7]	Scratch Push	[EXC 7]	Scratch Push	[EXC 7]
	30	Scratch Pull	[EXC 7]	Scratch Pull	[EXC 7]	Scratch Pull	[EXC 7]	Scratch Pull	[EXC 7]	Scratch Pull	[EXC 7]
	31	Sticks		Sticks		Sticks		Sticks		Sticks	
	32	Square Click		Square Click		Square Click		Square Click		Square Click	
	33	Metron Click		Metron Click		Metron Click		Metron Click		Metron Click	
	34	Metron Bell		Metron Bell		Metron Bell		Metron Bell		Metron Bell	
	35	Kick Drum 2		Kick Drum 2		Kick Drum 2		Power Kick2		Jazz Kick 2	
C2	36	Kick Drum 1		Kick Drum 1		Kick Drum 1		Power Kick1		Jazz Kick 1	
	37	Side Stick		Side Stick		Side Stick		Side Stick		Side Stick	
	38	Reg.Snr 2		Snare 1		Snare 1		Power Snare1		Jazz Snare1	
	39	Hand Clap		Hand Clap		Hand Clap		Hand Clap		Hand Clap	
	40	Reg.Snr 1		Snare 2		Snare 2		Power Snare2		Jazz Snare2	
	41	Reg.F.Tom		Low Tom 2		Low Tom 2		Low Tom1		Low Tom 2	
	42	ClosedHi-hat	[EXC 1]	ClosedHi-hat	[EXC 1]	ClosedHi-hat	[EXC 1]	ClosedHi-hat	[EXC 1]	ClosedHi-hat	[EXC 1]
	43	Reg.L.Tom		Low Tom 1		Low Tom 1		Low Tom2		Low Tom 1	
	44	Pedal Hi-hat	[EXC 1]	Pedal Hi-hat	[EXC 1]	Pedal Hi-hat	[EXC 1]	Pedal Hi-hat	[EXC 1]	Pedal Hi-hat	[EXC 1]
	45	Reg.M.Tom		Mid Tom 2		Mid Tom 2		Mid Tom1		Mid Tom 2	
	46	Open Hi-hat	[EXC 1]	Open Hi-hat	[EXC 1]	Open Hi-hat	[EXC 1]	Open Hi-hat	[EXC 1]	Open Hi-hat	[EXC 1]
	47	Reg.M.Tom		Mid Tom 1		Mid Tom 1		Mid Tom2		Mid Tom 1	
C3	48	Reg.H.Tom		High Tom 2		High Tom 2		High Tom1		High Tom 2	
	49	CrashCymbal1		CrashCymbal1		CrashCymbal1		CrashCymbal1		CrashCymbal1	
	50	Reg.H.Tom		High Tom 1		High Tom 1		High Tom2		High Tom 1	
	51	Ride Cymbal1		Ride Cymbal1		Ride Cymbal1		Ride Cymbal1		Ride Cymbal1	
	52	China Cymbal		China Cymbal		China Cymbal		China Cymbal		China Cymbal	
	53	Ride Bell		Ride Bell		Ride Bell		Ride Bell		Ride Bell	
	54	Tambourine		Tambourine		Tambourine		Tambourine		Tambourine	
	55	SplashCymbal		SplashCymbal		SplashCymbal		SplashCymbal		SplashCymbal	
	56	Cowbell		Cowbell		Cowbell		Cowbell		Cowbell	
	57	CrashCymbal2		CrashCymbal2		CrashCymbal2		CrashCymbal2		CrashCymbal2	
	58	Vibra-slap		Vibra-slap		Vibra-slap		Vibra-slap		Vibra-slap	
	59	Ride Cymbal2		Ride Cymbal2		Ride Cymbal2		Ride Cymbal2		Ride Cymbal2	
C4	60	High Bongo		High Bongo		High Bongo		High Bongo		High Bongo	
	61	Low Bongo		Low Bongo		Low Bongo		Low Bongo		Low Bongo	
	62	MuteHi Conga		MuteHi Conga		MuteHi Conga		MuteHi Conga		MuteHi Conga	
	63	OpenHi Conga		OpenHi Conga		OpenHi Conga		OpenHi Conga		OpenHi Conga	
	64	Low Conga		Low Conga		Low Conga		Low Conga		Low Conga	
	65	High Timbale		High Timbale		High Timbale		High Timbale		High Timbale	
	66	Low Timbale		Low Timbale		Low Timbale		Low Timbale		Low Timbale	
	67	High Agogo		High Agogo		High Agogo		High Agogo		High Agogo	
	68	Low Agogo		Low Agogo		Low Agogo		Low Agogo		Low Agogo	
	69	Cabasa		Cabasa		Cabasa		Cabasa		Cabasa	
	70	Maracas		Maracas		Maracas		Maracas		Maracas	
	71	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]
C5	72	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]
	73	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]
	74	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]
	75	Claves		Claves		Claves		Claves		Claves	
	76	Hi WoodBlock		Hi WoodBlock		Hi WoodBlock		Hi WoodBlock		Hi WoodBlock	
	77	LowWoodBlock		LowWoodBlock		LowWoodBlock		LowWoodBlock		LowWoodBlock	
	78	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]
	79	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]
	80	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]
	81	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]
	82	Shaker		Shaker		Shaker		Shaker		Shaker	
	83	Jingle Bell		Jingle Bell		Jingle Bell		Jingle Bell		Jingle Bell	
C6	84	Bell Tree		Bell Tree		Bell Tree		Bell Tree		Bell Tree	
	85	Castanets		Castanets		Castanets		Castanets		Castanets	
	86	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]
	87	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]
	88	Applause		Applause		Applause		Applause		Applause	
	89	SnareGhost1		SnareGhost1		SnareGhost1		SnareGhost1		SnareGhost1	
	90	SnareGhost2		SnareGhost2		SnareGhost2		SnareGhost2		SnareGhost2	
	91	Hand Clap1		Hand Clap1		Hand Clap1		Hand Clap1		Hand Clap1	
	92	Hand Clap2		Hand Clap2		Hand Clap2		Hand Clap2		Hand Clap2	
	93	Scratch1		Scratch1		Scratch1		Scratch1		Scratch1	
	94	Scratch2		Scratch2		Scratch2		Scratch2		Scratch2	
	95	Scratch3		Scratch3		Scratch3		Scratch3		Scratch3	
C7	96	Hit1		Hit1		Hit1		Hit1		Hit1	
	97	Hit2		Hit2		Hit2		Hit2		Hit2	
	98	Hit3		Hit3		Hit3		Hit3		Hit3	
	99	Hit4		Hit4		Hit4		Hit4		Hit4	
	100	Hit5		Hit5		Hit5		Hit5		Hit5	
	101	Low Tom1		Low Tom1		Low Tom1		Low Tom1		Low Tom1	
	102	Low Tom2		Low Tom2		Low Tom2		Low Tom2		Low Tom2	
	103	Cajon1		Cajon1		Cajon1		Cajon1		Cajon1	
	104	Cajon2		Cajon2		Cajon2		Cajon2		Cajon2	
	105	Syn Burst Nz		Syn Burst Nz		Syn Burst Nz		Syn Burst Nz		Syn Burst Nz	
	106	Sweep Down		Sweep Down		Sweep Down		Sweep Down		Sweep Down	
	107	Laser		Laser		Laser		Laser		Laser	
C8	108	Syn Back Nz		Syn Back Nz		Syn Back Nz		Syn Back Nz		Syn Back Nz	

* [EXC] : Percussion sound of the same number will not be heard at the same time.

		Brush Kit MSB:086/LSB:0/PC:006		Machine Kit MSB:086/LSB:0/PC:007		R&B T-Analog MSB:086/LSB:0/PC:008		R&B Mini Kit MSB:086/LSB:0/PC:009		HipHop Kit MSB:086/LSB:0/PC:010	
	22	MC500 Beep1		MC500 Beep1		MC500 Beep1		MC500 Beep1		MC500 Beep1	
	23	MC500 Beep2		MC500 Beep2		MC500 Beep2		MC500 Beep2		MC500 Beep2	
C1	24	Concert SD		Concert SD		Concert SD		Concert SD		Concert SD	
	25	Snare Roll		Snare Roll		Snare Roll		Snare Roll		Snare Roll	
	26	Snap		Snap		Snap		Snap		Snap	
	27	High Q		High Q		High Q		High Q		High Q	
	28	Slap		Slap		Slap		Slap		Mix Kick1	
	29	Scratch Push	[EXC 7]	Scratch Push	[EXC 7]	Scratch Push	[EXC 7]	Scratch Push	[EXC 7]	Analog Kick1	
	30	Scratch Pull	[EXC 7]	Scratch Pull	[EXC 7]	Scratch Pull	[EXC 7]	Scratch Pull	[EXC 7]	Mix Snare4	
	31	Sticks		Sticks		Sticks		Sticks		Analog Kick2	
	32	Square Click		Square Click		Square Click		Square Click		Mix Snare3	
	33	Metron Click		Metron Click		Metron Click		Metron Click		Mix Kick2	
	34	Metron Bell		Metron Bell		Metron Bell		Metron Bell		HH Shaker	[EXC 1]
	35	Jazz Kick 2		Ana.Kick 1		Ana.Kick 1		Kick 2		Mix Kick4	
C2	36	Jazz Kick 1		Ana.Kick 2		Ana.Kick 2		Kick 1		Mix Kick3	
	37	Side Stick		Ana.Rim Shot		Ana.Rim Shot		Side Stick		TR808 Rim	
	38	Brush Tap		Ana.Snare		Ana.Snare		Snare 1		Mix Snare1	
	39	Brush Slap		Hand Clap		Hand Clap		Hand Clap		TR808 Clap	
	40	Brush Swirl		Elec.Snare		Elec.Snare		Snare 2		Mix Snare2	
	41	Low Tom 2		Ana.Low Tom2		Ana.Low Tom2		Reg.F.Tom		Tom1	
	42	ClosedHi-hat	[EXC 1]	Ana.Cl HH 1	[EXC 1]	Ana.Cl HH 1	[EXC 1]	ClosedHi-hat	[EXC 1]	TR808 ClHH	[EXC 1]
	43	Low Tom 1		Ana.Low Tom1		Ana.Low Tom1		Reg.L.Tom		Tom2	
	44	Pedal Hi-hat	[EXC 1]	Ana.Cl HH 2	[EXC 1]	Ana.Cl HH 2	[EXC 1]	Pedal Hi-hat	[EXC 1]	Noise ClHH	[EXC 1]
	45	Mid Tom 2		Ana.Mid Tom2		Ana.Mid Tom2		Reg.M.Tom		Tom3	
	46	Open Hi-hat	[EXC 1]	Ana.Open HH	[EXC 1]	Ana.Open HH	[EXC 1]	Open Hi-hat	[EXC 1]	TR808 OpHH	[EXC 1]
	47	Mid Tom 1		Ana.Mid Tom1		Ana.Mid Tom1		Reg.M.Tom		Tom4	
C3	48	High Tom 2		Ana.Hi Tom2		Ana.Hi Tom2		Reg.H.Tom		Tom5	
	49	CrashCymbal1		Ride Cymbal1		Ride Cymbal1		CrashCymbal1		TR909 Cym	
	50	High Tom 1		Ana.Hi Tom1		Ana.Hi Tom1		Reg.H.Tom		Tom6	
	51	Ride Cymbal1		Ana.Cymbal		Ana.Cymbal		Ride Cymbal1		TR808 Cym	
	52	China Cymbal		China Cymbal		China Cymbal		China Cymbal		China Cymbal	
	53	Ride Bell		Ride Bell		Ride Bell		Ride Bell		Rock Rd Edge	
	54	Tambourine		Tambourine		Tambourine		Tambourine		Mix Perc	
	55	SplashCymbal		SplashCymbal		SplashCymbal		SplashCymbal		Mix Crash1	
	56	Cowbell		Ana.Cowbell		Ana.Cowbell		Cowbell		Ana.Cowbell	
	57	CrashCymbal2		CrashCymbal		CrashCymbal		CrashCymbal2		Mix Crash2	
	58	Vibra-slap		Vibra-slap		Vibra-slap		Vibra-slap		Roll FX	
	59	Ride Cymbal2		Ride Cymbal2		Ride Cymbal2		Ride Cymbal2		Ride Cym	
C4	60	High Bongo		High Bongo		High Bongo		High Bongo		High Bongo	
	61	Low Bongo		Low Bongo		Low Bongo		Low Bongo		Low Bongo	
	62	MuteHi Conga		Ana.Hi Conga		Ana.Hi Conga		MuteHi Conga		MuteHi Conga	
	63	OpenHi Conga		Ana.MidConga		Ana.MidConga		OpenHi Conga		OpenHi Conga	
	64	Low Conga		Ana.LowConga		Ana.LowConga		Low Conga		Low Conga	
	65	High Timbale		High Timbale		High Timbale		High Timbale		High Timbale	
	66	Low Timbale		Low Timbale		Low Timbale		Low Timbale		Low Timbale	
	67	High Agogo		High Agogo		High Agogo		High Agogo		High Agogo	
	68	Low Agogo		Low Agogo		Low Agogo		Low Agogo		Low Agogo	
	69	Cabasa		Cabasa		Cabasa		Cabasa		Cabasa	
	70	Maracas		Ana.Maracas		Ana.Maracas		Maracas		Maracas	
	71	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]
C5	72	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]
	73	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]
	74	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]
	75	Claves		Ana.Claves		Ana.Claves		Claves		Claves	
	76	Hi WoodBlock		Hi WoodBlock		Hi WoodBlock		Hi WoodBlock		Hi WoodBlock	
	77	LowWoodBlock		LowWoodBlock		LowWoodBlock		LowWoodBlock		LowWoodBlock	
	78	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]
	79	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]
	80	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]
	81	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]
	82	Shaker		Shaker		Shaker		Shaker		Shaker	
	83	Jingle Bell		Jingle Bell		Jingle Bell		Jingle Bell		Jingle Bell	
C6	84	Bell Tree		Bell Tree		Bell Tree		Bell Tree		Bell Tree	
	85	Castanets		Castanets		Castanets		Castanets		Castanets	
	86	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]
	87	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]
	88	Applause		Applause		Applause		Applause		Applause	
	89	SnareGhost1		SnareGhost1		SnareGhost1		SnareGhost1		SnareGhost1	
	90	SnareGhost2		SnareGhost2		SnareGhost2		SnareGhost2		SnareGhost2	
	91	Hand Clap1		Hand Clap1		Hand Clap1		Hand Clap1		Hand Clap1	
	92	Hand Clap2		Hand Clap2		Hand Clap2		Hand Clap2		Hand Clap2	
	93	Scratch1		Scratch1		Scratch1		Scratch1		Scratch1	
	94	Scratch2		Scratch2		Scratch2		Scratch2		Scratch2	
	95	Scratch3		Scratch3		Scratch3		Scratch3		Scratch3	
C7	96	Hit1		Hit1		Hit1		Hit1		Hit1	
	97	Hit2		Hit2		Hit2		Hit2		Hit2	
	98	Hit3		Hit3		Hit3		Hit3		Hit3	
	99	Hit4		Hit4		Hit4		Hit4		Hit4	
	100	Hit5		Hit5		Hit5		Hit5		Hit5	
	101	Low Tom1		Low Tom1		Low Tom1		Low Tom1		Low Tom1	
	102	Low Tom2		Low Tom2		Low Tom2		Low Tom2		Low Tom2	
	103	Cajon1		Cajon1		Cajon1		Cajon1		Cajon1	
	104	Cajon2		Cajon2		Cajon2		Cajon2		Cajon2	
	105	Syn Burst Nz		Syn Burst Nz		Syn Burst Nz		Syn Burst Nz		Syn Burst Nz	
	106	Sweep Down		Sweep Down		Sweep Down		Sweep Down		Sweep Down	
	107	Laser		Laser		Laser		Laser		Laser	
C8	108	Syn Back Nz		Syn Back Nz		Syn Back Nz		Syn Back Nz		Syn Back Nz	

Rhythm Set List

* [EXC] : Percussion sound of the same number will not be heard at the same time.

		R&B Kit MSB:086/LSB:0/PC:011		Dance Kit 1 MSB:086/LSB:0/PC:012		Dance Kit 2 MSB:086/LSB:0/PC:013		Dance Kit 3 MSB:086/LSB:0/PC:014	
	22	MC500 Beep1		MC500 Beep1		MC500 Beep1		MC500 Beep1	
	23	MC500 Beep2		MC500 Beep2		MC500 Beep2		MC500 Beep2	
C1	24	Concert SD		Concert SD		Concert SD		Concert SD	
	25	Snare Roll		Snare Roll		Snare Roll		Snare Roll	
	26	Snap		Snap		Snap		Snap	
	27	High Q		High Q		High Q		High Q	
	28	TR808 Kick		TR909 Kick		SH32 Kick1		TR808 Kick	
	29	HH Kick		SH32 Kick1		TR909 Kick1		Mix Kick1	
	30	Mix Snare2		AnalogSnare		AnalogSnare1		TR909 Snare1	
	31	Mix Kick4		Analog Kick		Analog Kick1		Mix Kick2	
	32	Short Snare2		TR808 Snare		TR808 Snare		TR909 Snare2	
	33	Mix Kick3		SH32 Kick2		SH32 Kick2		Mix Kick3	
	34	TR808 Cl HH	[EXC 1]	Syn ClHH1	[EXC 1]	Pedal Hihat	[EXC 1]	Thin ClHH	[EXC 1]
	35	Mix Kick1		Mix Kick2		TR909 Kick2		TR909 Kick	
C2	36	Mix Kick2		Mix Kick1		Analog Kick2		Analog Kick	
	37	Soft Stick		Mix Rim		Synth Rim		Mix Rim	
	38	Short Snare1		Mix Snare1		DistNz Snare		Mix Snare2	
	39	Hand Clap		TR808 Clap		TR808 Clap		Mix Clap	
	40	Mix Snare1		Mix Snare2		DistNz Snare		Mix Snare1	
	41	TR808 Tom1		Mix Tom1		Deep Tom1		Mix Tom1	
	42	Cl Hihat1	[EXC 1]	Mix ClHH1	[EXC 1]	Syn ClHH1	[EXC 1]	Mix ClHH1	[EXC 1]
	43	TR808 Tom2		Mix Tom2		Deep Tom2		Mix Tom2	
	44	Cl Hihat2	[EXC 1]	Mix ClHH2	[EXC 1]	Syn ClHH2	[EXC 1]	Mix ClHH2	[EXC 1]
	45	TR808 Tom3		Mix Tom3		Deep Tom3		Mix Tom3	
	46	Op Hihat	[EXC 1]	Op Hihat	[EXC 1]	Syn OpHH	[EXC 1]	Op Hihat	[EXC 1]
	47	TR808 Tom4		Mix Tom4		Deep Tom4		Mix Tom4	
C3	48	TR808 Tom5		Mix Tom5		Deep Tom5		Mix Tom5	
	49	TR909 Cym		Mix Crash		TR808 OpHH		Mix Crash	
	50	TR808 Tom6		Mix Tom6		Deep Tom6		Mix Tom6	
	51	TR808 Cym		Rock Rd Edge		Wide Syn Cym		Rock Rd Edge	
	52	China Cymbal		China Cymbal		TR808 Cym1		China Cymbal	
	53	Rock Rd Edge		Ride Cymbal		Ride Cym1		Ride Cymbal	
	54	Mix Hat		Tambourine		Castanet		Tambourine	
	55	Mix Crash1		Syn Splash		TR808 Cym2		Splash Cym	
	56	Ana.Cowbell		Cowbell		TR808Cowbell		Cowbell	
	57	Mix Crash2		Concert Cym		Ride Cym2		Concert Cym	
	58	Vibra-slap		Vibraslap		Syn Cowbell		Vibraslap	
	59	Ride Cym		TR808 Cym		Ride Cym3		Syn China	
C4	60	High Bongo		High Bongo		High Bongo		High Bongo	
	61	Low Bongo		Low Bongo		Low Bongo		Low Bongo	
	62	MuteHi Conga		MuteHi Conga		MuteHi Conga		MuteHi Conga	
	63	OpenHi Conga		OpenHi Conga		OpenHi Conga		OpenHi Conga	
	64	Low Conga		Low Conga		Low Conga		Low Conga	
	65	High Timbale		High Timbale		High Timbale		High Timbale	
	66	Low Timbale		Low Timbale		Low Timbale		Low Timbale	
	67	High Agogo		High Agogo		High Agogo		High Agogo	
	68	Low Agogo		Low Agogo		Low Agogo		Low Agogo	
	69	Cabasa		Cabasa		Cabasa		Cabasa	
	70	Maracas		Maracas		Maracas		Maracas	
	71	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]
C5	72	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]
	73	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]
	74	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]
	75	Claves		Claves		Claves		Claves	
	76	Hi WoodBlock		Hi WoodBlock		Hi WoodBlock		Hi WoodBlock	
	77	LowWoodBlock		LowWoodBlock		LowWoodBlock		LowWoodBlock	
	78	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]
	79	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]
	80	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]
	81	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]
	82	Shaker		Shaker		Shaker		Shaker	
	83	Jingle Bell		Jingle Bell		Jingle Bell		Jingle Bell	
C6	84	Bell Tree		Bell Tree		Bell Tree		Bell Tree	
	85	Castanets		Castanets		Castanets		Castanets	
	86	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]
	87	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]
	88	Applause		Applause		Applause		Applause	
	89	SnareGhost1		SnareGhost1		SnareGhost1		SnareGhost1	
	90	SnareGhost2		SnareGhost2		SnareGhost2		SnareGhost2	
	91	Hand Clap1		Hand Clap1		Hand Clap1		Hand Clap1	
	92	Hand Clap2		Hand Clap2		Hand Clap2		Hand Clap2	
	93	Scratch1		Scratch1		Scratch1		Scratch1	
	94	Scratch2		Scratch2		Scratch2		Scratch2	
	95	Scratch3		Scratch3		Scratch3		Scratch3	
C7	96	Hit1		Hit1		Hit1		Hit1	
	97	Hit2		Hit2		Hit2		Hit2	
	98	Hit3		Hit3		Hit3		Hit3	
	99	Hit4		Hit4		Hit4		Hit4	
	100	Hit5		Hit5		Hit5		Hit5	
	101	Low Tom1		Low Tom1		Low Tom1		Low Tom1	
	102	Low Tom2		Low Tom2		Low Tom2		Low Tom2	
	103	Cajon1		Cajon1		Cajon1		Cajon1	
	104	Cajon2		Cajon2		Cajon2		Cajon2	
	105	Syn Burst Nz		Syn Burst Nz		Syn Burst Nz		Syn Burst Nz	
	106	Sweep Down		Sweep Down		Sweep Down		Sweep Down	
	107	Laser		Laser		Laser		Laser	
C8	108	Syn Back Nz		Syn Back Nz		Syn Back Nz		Syn Back Nz	

Rhythm Pattern List

No	Pattern Name	Rhythm Set
000	Metronome	Standard 1
001	8-Beat Pop1	Standard 1
002	8-Beat Pop2	Jazz Kit
003	8-Beat Pop3	Standard 1
004	8-Beat Pop4	Standard 1
005	8-Beat Pop5	Standard 1
006	16-Beat Pop1	Standard 2
007	16-Beat Pop2	Standard 2
008	16-Beat Pop3	Standard 2
009	16-Beat Funk	Standard 2
010	16Bt Fusion1	Standard 2
011	16Bt Fusion2	Standard 2
012	8-Beat Rock1	Standard 2
013	8-Beat Rock2	Standard 2
014	16Beat Rock1	Standard 2
015	16Beat Rock2	Standard 2
016	Pop Ballad	Standard 2
017	Ballad 1	Machine Kit
018	Ballad 2	Machine Kit
019	Ballad 3	Machine Kit
020	Piano R&B 1	Jazz Kit
021	Piano R&B 2	Standard 3
022	Pop 1-1	Standard 1
023	Pop 1-2	Standard 1
024	Pop 1-3	Standard 1
025	Pop 1-4	Standard 1
026	Pop 2-1	Standard 1
027	Pop 2-2	Standard 1
028	Pop 2-3	Standard 1
029	Pop 2-4	Standard 1
030	Pop 2-5	Standard 1
031	Pop 3-1	Standard 1
032	Pop 3-2	Standard 1
033	Pop 3-3	Standard 1
034	Pop 3-4	Standard 1
035	Pop 4-1	Standard 1
036	Pop 4-2	Standard 1
037	Pop 5-1	Standard 1
038	Pop 5-2	Standard 1
039	Pop 5-3	Standard 1
040	Pop 5-4	Standard 1
041	Pop 5-5	Standard 1
042	Pop 6-1	Standard 1
043	Pop 6-2	Standard 1
044	Pop 7-1	Standard 1
045	Pop 7-2	Standard 1
046	Pop 7-3	Standard 1
047	Pop 7-4	Standard 1
048	West Coast	Standard 2
049	Big Beat 1	Standard 2
050	Big Beat 2	Standard 2
051	Big Beat 3	Standard 2
052	Funk 1	Standard 3
053	Funk 2	Standard 3
054	Funk 3	Standard 3
055	Pop Funk 1	Standard 3
056	Pop Funk 2	Standard 3
057	Pop Funk 3	Standard 3
058	R&B 1	R&B Mini Kit
059	R&B 2	R&B Mini Kit
060	R&B 3	R&B Mini Kit
061	R&B 4	R&B Mini Kit
062	R&B 5	R&B Mini Kit
063	R&B 6	R&B Mini Kit
064	R&B 7	R&B Mini Kit
065	R&B 8	R&B Mini Kit
066	R&B 9	R&B Mini Kit
067	R&B 10	R&B Mini Kit
068	R&B 11	R&B Mini Kit
069	R&B 12	R&B Mini Kit
070	R&B 13	R&B Mini Kit
071	R&B 14	R&B Mini Kit
072	R&B 15	R&B Mini Kit
073	R&B 16	R&B Mini Kit
074	R&B 17	R&B Mini Kit
075	R&B 18	R&B Mini Kit
076	R&B Pop 1	Standard 2
077	R&B Pop 2	Standard 2
078	R&B Pop 3	Standard 2
079	R&B Pop 4	Standard 2
080	R&B Pop 5	Standard 2
081	R&B Pop 6	Standard 2
082	Rockaballad	Standard 3
083	Shuffle 1	Standard 3
084	Shuffle 2	Standard 3
085	ShufflePop1	Standard 2
086	ShufflePop2	Standard 2
087	ShufflePop3	Standard 2
088	ShufflePop4	Standard 2
089	ShufflePop5	Standard 2
090	Slow Beat	Standard 2
091	StraightRock	Standard 1
092	Back Beat 1	Jazz Kit
093	Back Beat 2	R&B Mini Kit
094	Back Beat 3	R&B Mini Kit
095	Back Beat 4	R&B Mini Kit
096	Back Beat 5	R&B Mini Kit
097	Back Beat 6	R&B Mini Kit
098	Back Beat 7	R&B Mini Kit
099	Back Beat 8	R&B Mini Kit
100	Back Beat 9	R&B Mini Kit
101	Back Beat10	R&B Mini Kit
102	Jazz 1	Jazz Kit
103	Jazz 2	Jazz Kit
104	Jazz 3	Jazz Kit
105	Jazz 4	Jazz Kit
106	Jazz 5	Jazz Kit
107	Swing 1	Jazz Kit
108	Swing 2	Jazz Kit
109	Swing 3	Jazz Kit
110	Swing 4	Jazz Kit
111	Combo	Jazz Kit

Rhythm Pattern List

No	Pattern Name	Rhythm Set
112	Free Jazz	Jazz Kit
113	Acid Jazz	R&B Kit
114	Motown	Standard 3
115	Gospel 1	Standard 3
116	Gospel 2	Standard 3
117	Blues 1	Standard 1
118	Blues 2	Standard 1
119	Power Fusion	Standard 1
120	PowerfulRock	Standard 1
121	Progressive	Standard 1
122	Rock 1	Standard 1
123	Rock 2	Standard 1
124	Rock 3	Standard 1
125	Rock 4	Standard 1
126	Rock 5	Standard 1
127	Rock 6	Standard 1
128	Rock 7	Standard 1
129	Rock 8	Standard 1
130	Rock 9	Standard 1
131	Rock 10	Standard 1
132	Rock 11	Standard 1
133	Rock 12	Standard 1
134	Rock 13	Standard 1
135	Rock 14	Standard 1
136	Rock 15	Standard 1
137	Rock 16	Standard 1
138	Rock 17	Standard 1
139	Rock 18	Standard 1
140	Rock 19	Standard 1
141	Rock 20	Standard 1
142	Rock 21	Standard 1
143	Rock 22	Standard 1
144	Rock 23	Standard 1
145	Rock 24	Standard 1
146	Rock 25	Standard 1
147	Rock 26	Standard 1
148	Rock 27	Standard 1
149	Rock 28	Standard 1
150	Rock 29	Standard 1
151	Latin Dance	Standard 1
152	Latin Pop 1	Standard 3
153	Latin Pop 2	Standard 3
154	Latin Pop 3	Standard 3
155	Latin Pop 4	Standard 3
156	Latin Pop 5	Standard 3
157	Latin Pop 6	Standard 3
158	Salsa 1	Standard 3
159	Salsa 2	Standard 3
160	Samba	Standard 3
161	Reggae	Standard 2
162	Fast Bossa	Standard 3
163	BossaNova 1	Standard 2
164	BossaNova 2	Standard 2
165	Mambo	Standard 3
166	ElecDance 1	Machine Kit
167	ElecDance 2	Machine Kit
168	ElecDance 3	Dance Kit 1
169	ElecDance 4	Dance Kit 1
170	ElecDance 5	Machine Kit
171	ElecDance 6	Machine Kit
172	ElecDance 7	Machine Kit
173	ElecDance 8	Machine Kit
174	Dance	HipHop Kit
175	Rap 1	Dance Kit 3
176	Rap 2	Dance Kit 3
177	Hip Hop 1	Machine Kit
178	Hip Hop 2	Machine Kit
179	Hip Hop 3	Machine Kit
180	Hip Hop 4	Machine Kit
181	Hip Hop 5	Machine Kit
182	Techno	Machine Kit
183	Polka 1	Standard 3
184	Polka 2	Standard 3
185	Simple Waltz	Jazz Kit
186	Pop Waltz 1	Jazz Kit
187	Pop Waltz 2	Jazz Kit
188	Pop Waltz 3	Jazz Kit
189	Pop Waltz 4	Jazz Kit
190	Metro (2/4)	Standard 1
191	Metro (3/4)	Standard 1
192	Metro (4/4)	Standard 1
193	Metro (5/4)	Standard 1
194	Metro (6/4)	Standard 1
195	Metro (7/4)	Standard 1
196	Metro (5/8)	Standard 1
197	Metro (6/8)	Standard 1
198	Metro (7/8)	Standard 1
199	Metro (9/8)	Standard 1
200	Metro (12/8)	Standard 1

Effect Parameter List

Multi-Effects Parameter

00: THRU

01: EQUALIZER

This is a four-band stereo equalizer (low, mid x 2, high).

	Assignable Parameters
MFX Control	Low Gain, High Gain, Level

Parameter	Value	Description
Low Freq	200, 400 Hz	Frequency of the low range
Low Gain	-15–+15 dB	Gain of the low range
Mid1 Freq	200–8000 Hz	Frequency of the middle range 1
Mid1 Gain	-15–+15 dB	Gain of the middle range 1
Mid1 Q	0.5, 1.0, 2.0, 4.0, 8.0	Width of the middle range 1 Set a higher value for Q to narrow the range to be affected.
Mid2 Freq	200–8000 Hz	Frequency of the middle range 2
Mid2 Gain	-15–+15 dB	Gain of the middle range 2
Mid2 Q	0.5, 1.0, 2.0, 4.0, 8.0	Width of the middle range 2 Set a higher value for Q to narrow the range to be affected.
High Freq	2000, 4000, 8000 Hz	Frequency of the high range
High Gain	-15–+15 dB	Gain of the high range
Level	0–127	Output Level

02: SPECTRUM

This is a stereo spectrum. Spectrum is a type of filter which modifies the timbre by boosting or cutting the level at specific frequencies.

	Assignable Parameters
MFX Control	Level

Parameter	Value	Description
Band1 (250Hz)	-15–+15 dB	Gain of each frequency band
Band2 (500Hz)		
Band3 (1000Hz)		
Band4 (1250Hz)		
Band5 (2000Hz)		
Band6 (3150Hz)		
Band7 (4000Hz)		
Band8 (8000Hz)		
Q	0.5, 1.0, 2.0, 4.0, 8.0	Simultaneously adjusts the width of the adjusted ranges for all the frequency bands.
Level	0–127	Output Level

03: ISOLATOR

This is an equalizer which cuts the volume greatly, allowing you to add a special effect to the sound by cutting the volume in varying ranges.

	Assignable Parameters
MFX Control	Boost/Cut Low, Boost/Cut Mid, Boost/Cut High

Parameter	Value	Description
Boost/Cut Low	-60–+4 dB	These boost and cut each of the High, Middle, and Low frequency ranges. At -60 dB, the sound becomes inaudible. 0 dB is equivalent to the input level of the sound.
Boost/Cut Mid		
Boost/Cut High		
APhase Low Sw	OFF, ON	Turns the Anti-Phase function on and off for the Low frequency ranges. When turned on, the counter-channel of stereo sound is inverted and added to the signal.
APhase Low Lev	0–127	Adjusts the level settings for the Low frequency ranges. Adjusting this level for certain frequencies allows you to lend emphasis to specific parts. (This is effective only for stereo source.)
APhase Mid Sw	OFF, ON	Settings of the Anti-Phase function for the Middle frequency ranges. The parameters are the same as for the Low frequency ranges.
APhase Mid Lev	0–127	
Low Boost Sw	OFF, ON	Turns Low Booster on/off. This emphasizes the bottom to create a heavy bass sound.
Low Boost Level	0–127	Increasing this value gives you a heavier low end. Depending on the Isolator and filter settings this effect may be hard to distinguish.
Level	0–127	Output Level

04: LOW BOOST

Boosts the volume of the lower range, creating powerful lows.

	Assignable Parameters
MFX Control	Boost Gain, Boost Freq

Parameter	Value	Description
Boost Freq	50–125 Hz	Center frequency at which the lower range will be boosted
Boost Gain	0–+12 dB	Amount by which the lower range will be boosted
Boost Width	WIDE, MID, NARROW	Width of the lower range that will be boosted
Low Gain	-15–+15 dB	Gain of the low frequency range
High Gain	-15–+15 dB	Gain of the high frequency range
Level	0–127	Output Level

05: SUPER FILTR (SUPER FILTER)

This is a filter with an extremely sharp slope. The cutoff frequency can be varied cyclically.

	Assignable Parameters
MFX Control	Filter Cutoff, Filter Resonance, Rate, Depth

Parameter	Value	Description
Filter Type	LPF, BPF, HPF, NOTCH	Filter type Frequency range that will pass through each filter **LPF**: Frequencies below the cutoff **BPF**: Frequencies in the region of the cutoff **HPF**: Frequencies above the cutoff **NOTCH**: Frequencies other than the region of the cutoff
Filter Slope	-12, -24, -36 dB	Amount of attenuation per octave **-36 dB**: Extremely steep **-24 dB**: Steep **-12 dB**: Gentle
Filter Cutoff	0–127	Cutoff frequency of the filter Increasing this value will raise the cutoff frequency.
Filter Resonance	0–127	Filter resonance level Increasing this value will emphasize the region near the cutoff frequency.
Filter Gain	0–+12 dB	Amount of boost for the filter output
Modulation Sw	OFF, ON	On/off switch for cyclic change
Modulation Wave	TRI, SQR, SIN, SAW1, SAW2	How the cutoff frequency will be modulated **TRI**: Triangle wave **SQR**: Square wave **SIN**: Sine wave **SAW1**: Sawtooth wave (upward) **SAW2**: Sawtooth wave (downward)
	SAW1 SAW2 	
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Rate of modulation (Hz)
Rate (♪)	note (*1)	Rate of modulation (note)
Depth	0–127	Depth of modulation
Attack	0–127	Speed at which the cutoff frequency will change This is effective if Modulation Wave is SQR, SAW1, or SAW2.
Level	0–127	Output Level

06: STEP FILTER

This is a filter whose cutoff frequency can be modulated in steps. You can specify the pattern by which the cutoff frequency will change.

	Assignable Parameters
MFX Control	Rate, Filter Resonance, Filter Type

Parameter	Value	Description
Step 01–16	0–127	Cutoff frequency at each step
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Rate of modulation (Hz)
Rate (♪)	note (*1)	Rate of modulation (note)
Attack	0–127	Speed at which the cutoff frequency changes between steps
Filter Type	LPF, BPF, HPF, NOTCH	Filter type Frequency range that will pass through each filter **LPF**: Frequencies below the cutoff **BPF**: Frequencies in the region of the cutoff **HPF**: Frequencies above the cutoff **NOTCH**: Frequencies other than the region of the cutoff
Filter Slope	-12, -24, -36 dB	Amount of attenuation per octave **-12dB**: Gentle **-24dB**: Steep **-36dB**: Extremely steep
Filter Resonance	0–127	Filter resonance level Increasing this value will emphasize the region near the cutoff frequency.
Filter Gain	0–+12 dB	Amount of boost for the filter output
Level	0–127	Output Level

07: ENHANCER

Controls the overtone structure of the high frequencies, adding sparkle and tightness to the sound.

	Assignable Parameters
MFX Control	Sens, Mix

Parameter	Value	Description
Sens	0–127	Sensitivity of the enhancer
Mix	0–127	Level of the overtones generated by the enhancer
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Level	0–127	Output Level

08: AUTO WAH

Cyclically controls a filter to create cyclic change in timbre.

	Assignable Parameters
MFX Control	Manual, Sens, Rate, Depth, Phase

Parameter	Value	Description
Filter Type	LPF, BPF	Type of filter **LPF**: The wah effect will be applied over a wide frequency range. **BPF**: The wah effect will be applied over a narrow frequency range.
Manual	0–127	Adjusts the center frequency at which the effect is applied.
Peak	0–127	Adjusts the amount of the wah effect that will occur in the range of the center frequency. Set a higher value for Q to narrow the range to be affected.
Sens	0–127	Adjusts the sensitivity with which the filter is controlled.

Parameter	Value	Description
Polarity	UP, DOWN	Sets the direction in which the frequency will change when the autowah filter is modulated. **UP**: The filter will change toward a higher frequency. **DOWN**: The filter will change toward a lower frequency.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*1)	Frequency of modulation (note)
Depth	0–127	Depth of modulation
Phase	0–180 deg	Adjusts the degree of phase shift of the left and right sounds when the wah effect is applied.
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Level	0–127	Output Level

09: HUMANIZER

Adds a vowel character to the sound, making it similar to a human voice.

	Assignable Parameters
MFX Control	Rate, Drive, Depth, Vowel1, Vowel2, Manual

Parameter	Value	Description
Drive Sw	OFF, ON	Turns Drive on/off.
Drive	0–127	Degree of distortion Also changes the volume.
Vowel1	a, e, i, o, u	Selects the vowel.
Vowel2	a, e, i, o, u	
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency at which the two vowels switch (Hz)
Rate (♪)	note (*1)	Frequency at which the two vowels switch (note)
Depth	0–127	Effect depth
Input Sync Sw	OFF, ON	Determines whether the LFO for switching the vowels is reset by the input signal (ON) or not (OFF).
Input Sync Thres	0–127	Volume level at which reset is applied
Manual	0–100	Point at which Vowel 1/2 switch **49 or less**: Vowel 1 will have a longer duration. **50**: Vowel 1 and 2 will be of equal duration. **51 or more**: Vowel 2 will have a longer duration.
Low Gain	-15–+15 dB	Gain of the low frequency range
High Gain	-15–+15 dB	Gain of the high frequency range
Pan	L64–63R	Stereo location of the output
Level	0–127	Output Level

10: SP.SIMULATR (SPEAKER SIMULATOR)

Simulates the speaker type and microphone settings used to record the speaker sound.

	Assignable Parameters
MFX Control	Direct Level, Mic Level, Speaker

Parameter	Value	Description
Speaker	(See the table.)	Type of speaker
Mic Setting	1, 2, 3	Adjusts the location of the microphone that is recording the sound of the speaker. This can be adjusted in three steps, with the microphone becoming more distant in the order of 1, 2, and 3.
Mic Level	0–127	Volume of the microphone
Direct Level	0–127	Volume of the direct sound
Level	0–127	Output Level

Specifications of each Speaker Type

The speaker column indicates the diameter of each speaker unit (in inches) and the number of units.

Type	Cabinet	Speaker	Microphone
SMALL 1	small open-back enclosure	10	dynamic
SMALL 2	small open-back enclosure	10	dynamic
MIDDLE	open back enclosure	12 x 1	dynamic
JC-120	open back enclosure	12 x 2	dynamic
BUILT-IN 1	open back enclosure	12 x 2	dynamic
BUILT-IN 2	open back enclosure	12 x 2	condenser
BUILT-IN 3	open back enclosure	12 x 2	condenser
BUILT-IN 4	open back enclosure	12 x 2	condenser
BUILT-IN 5	open back enclosure	12 x 2	condenser
BG STACK 1	sealed enclosure	12 x 2	condenser
BG STACK 2	large sealed enclosure	12 x 2	condenser
MS STACK 1	large sealed enclosure	12 x 4	condenser
MS STACK 2	large sealed enclosure	12 x 4	condenser
METAL STACK	large double stack	12 x 4	condenser
2-STACK	large double stack	12 x 4	condenser
3-STACK	large double stack	12 x 4	condenser

11: PHASER

This is a stereo phaser. A phase-shifted sound is added to the original sound and modulated.

	Assignable Parameters
MFX Control	Rate, Resonance, Manual, Mix

Parameter	Value	Description
Mode	4-STAGE, 8-STAGE, 12-STAGE	Number of stages in the phaser
Manual	0–127	Adjusts the basic frequency from which the sound will be modulated.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*1)	Frequency of modulation (note)
Depth	0–127	Depth of modulation
Polarity	INVERSE, SYNCHRO	Selects whether the left and right phase of the modulation will be the same or the opposite. **INVERSE**: The left and right phase will be opposite. When using a mono source, this spreads the sound. **SYNCHRO**: The left and right phase will be the same. Select this when inputting a stereo source.
Resonance	0–127	Amount of feedback
Cross Feedback	-98–+98 %	Adjusts the proportion of the phaser sound that is fed back into the effect. Negative (-) settings will invert the phase.
Mix	0–127	Level of the phase-shifted sound
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Level	0–127	Output Level

12: STEP PHASER

This is a stereo phaser. The phaser effect will be varied gradually.

	Assignable Parameters
MFX Control	StepRate, Depth, Resonance, Manual, Mix

Parameter	Value	Description
Mode	4-STAGE, 8-STAGE, 12-STAGE	Number of stages in the phaser
Manual	0–127	Adjusts the basic frequency from which the sound will be modulated.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*1)	Frequency of modulation (note)
Depth	0–127	Depth of modulation
Polarity	INVERSE, SYNCHRO	Selects whether the left and right phase of the modulation will be the same or the opposite. **INVERSE**: The left and right phase will be opposite. When using a mono source, this spreads the sound. **SYNCHRO**: The left and right phase will be the same. Select this when inputting a stereo source.
Resonance	0–127	Amount of feedback
Cross Feedback	-98–+98 %	Adjusts the proportion of the phaser sound that is fed back into the effect. Negative (-) settings will invert the phase.
Step Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Step Rate (Hz)	0.10–20.00 Hz	Rate of the step-wise change in the phaser effect (Hz)
Step Rate (♪)	note (*1)	Rate of the step-wise change in the phaser effect (note)
Mix	0–127	Level of the phase-shifted sound
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Level	0–127	Output Level

13: MULT PHASER (MULTI STAGE PHASER)

Extremely high settings of the phase difference produce a deep phaser effect.

	Assignable Parameters
MFX Control	Rate, Depth, Resonance, Manual, Mix

Parameter	Value	Description
Mode	4-STAGE, 8-STAGE, 12-STAGE, 16-STAGE, 20-STAGE, 24-STAGE	Number of phaser stages
Manual	0–127	Adjusts the basic frequency from which the sound will be modulated.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*1)	Frequency of modulation (note)
Depth	0–127	Depth of modulation
Resonance	0–127	Amount of feedback
Mix	0–127	Level of the phase-shifted sound
Pan	L64–63R	Stereo location of the output sound
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Level	0–127	Output Level

14: INF PHASER (INFINITE PHASER)

A phaser that continues raising/lowering the frequency at which the sound is modulated.

	Assignable Parameters
MFX Control	Speed, Resonance, Mix, Pan

Parameter	Value	Description
Mode	1, 2, 3, 4	Higher values will produce a deeper phaser effect.
Speed	-100–+100	Speed at which to raise or lower the frequency at which the sound is modulated (+: upward / -: downward)
Resonance	0–127	Amount of feedback
Mix	0–127	Volume of the phase-shifted sound
Pan	L64–63R	Panning of the output sound

Parameter	Value	Description
Low Gain	-15–+15 dB	Amount of boost/cut for the low-frequency range
High Gain	-15–+15 dB	Amount of boost/cut for the high-frequency range
Level	0–127	Output Level

15: RING MODLTR (RING MODULATOR)

This is an effect that applies amplitude modulation (AM) to the input signal, producing bell-like sounds. You can also change the modulation frequency in response to changes in the volume of the sound sent into the effect.

	Assignable Parameters
MFX Control	Frequency, Sens, Balance

Parameter	Value	Description
Frequency	0–127	Adjusts the frequency at which modulation is applied.
Sens	0–127	Adjusts the amount of frequency modulation applied.
Polarity	UP, DOWN	Determines whether the frequency modulation moves towards higher frequencies (UP) or lower frequencies (DOWN).
Low Gain	-15–+15 dB	Gain of the low frequency range
High Gain	-15–+15 dB	Gain of the high frequency range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output Level

16: STEP R.MOD (STEP RING MODULATOR)

This is a ring modulator that uses a 16-step sequence to vary the frequency at which modulation is applied.

	Assignable Parameters
MFX Control	Rate, Attack, Balance

Parameter	Value	Description
Step 01–16	0–127	Frequency of ring modulation at each step
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Rate at which the 16-step sequence will cycle (Hz)
Rate (♪)	note (*1)	Rate at which the 16-step sequence will cycle (note)
Attack	0–127	Speed at which the modulation frequency changes between steps
Low Gain	-15–+15 dB	Amount of boost/cut for the low-frequency range
High Gain	-15–+15 dB	Amount of boost/cut for the high-frequency range
Balance	D100:0W–D0:100W	Volume balance of the original sound (D) and effect sound (W)
Level	0–127	Output Level

17: TREMOLO

Cyclically modulates the volume to add tremolo effect to the sound.

	Assignable Parameters
MFX Control	Rate, Depth, Mod Wave

Parameter	Value	Description
Mod Wave	TRI, SQR, SIN, SAW1, SAW2, TRP	Modulation Wave **TRI**: Triangle wave **SQR**: Square wave **SIN**: Sine wave **SAW1, 2**: Sawtooth wave **TRP**: Trapezoidal wave
	SAW1 SAW2 	
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of the change (Hz)
Rate (♪)	note (*1)	Frequency of the change (note)
Depth	0–127	Depth to which the effect is applied
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Level	0–127	Output Level

18: AUTO PAN

Cyclically modulates the stereo location of the sound.

	Assignable Parameters
MFX Control	Rate, Depth, Mod Wave

Parameter	Value	Description
Mod Wave	TRI, SQR, SIN, SAW1, SAW2, TRP	Modulation Wave **TRI**: triangle wave **SQR**: square wave **SIN**: sine wave **SAW1/2**: sawtooth wave **TRP**: Trapezoidal wave
	SAW1 SAW2 	
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of the change (Hz)
Rate (♪)	note (*1)	Frequency of the change (note)
Depth	0–127	Depth to which the effect is applied
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Level	0–127	Output Level

19: STEP PAN

This uses a 16-step sequence to vary the panning of the sound.

	Assignable Parameters
MFX Control	Rate, Attack

Parameter	Value	Description
Step 01–16	L64–63R	Pan at each step
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Rate at which the 16-step sequence will cycle (Hz)
Rate (♪)	note (*1)	Rate at which the 16-step sequence will cycle (note)
Attack	0–127	Speed at which the pan changes between steps
Input Sync Sw	OFF, ON	Specifies whether an input note will cause the sequence to resume from the first step of the sequence (ON) or not (OFF)
Input Sync Thres	0–127	Volume at which an input note will be detected
Level	0–127	Output Level

20: SLICER

By applying successive cuts to the sound, this effect turns a conventional sound into a sound that appears to be played as a backing phrase. This is especially effective when applied to sustain-type sounds.

	Assignable Parameters
MFX Control	Rate, Attack, Shuffle

Parameter	Value	Description
Step 01–16	0–127	Level at each step
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Rate at which the 16-step sequence will cycle (Hz)
Rate (♪)	note (*1)	Rate at which the 16-step sequence will cycle (note)
Attack	0–127	Speed at which the level changes between steps
Input Sync Sw	OFF, ON	Specifies whether an input note will cause the sequence to resume from the first step of the sequence (ON) or not (OFF)
Input Sync Thres	0–127	Volume at which an input note will be detected
Mode	LEGATO, SLASH	Sets the manner in which the volume changes as one step progresses to the next. **LEGATO**: The change in volume from one step's level to the next remains unaltered. If the level of a following step is the same as the one preceding it, there is no change in volume. **SLASH**: The level is momentarily set to 0 before progressing to the level of the next step. This change in volume occurs even if the level of the following step is the same as the preceding step.
Shuffle	0–127	Timing of volume changes for even-numbered steps (step 2, step 4, step 6...). The higher the value, the later the beat progresses.
Level	0–127	Output Level

21: ROTARY

The Rotary effect simulates the sound of the rotary speakers often used with the electric organs of the past. Since the movement of the high range and low range rotors can be set independently, the unique type of modulation characteristic of these speakers can be simulated quite closely. This effect is most suitable for electric organ Patches.

	Assignable Parameters
MFX Control	Speed, Tw Fast Rate, Wf Fast Rate, Separation

Parameter	Value	Description
Speed	SLOW, FAST	Simultaneously switch the rotational speed of the low frequency rotor and high frequency rotor. **SLOW**: Slows down the rotation to the Slow Rate. **FAST**: Speeds up the rotation to the Fast Rate.
Wf Slow Rate	0.05–10.00 Hz	Slow speed (SLOW) of the low frequency rotor
Wf Fast Rate	0.05–10.00 Hz	Fast speed (FAST) of the low frequency rotor
Woofer Accel	0–15	Adjusts the time it takes the low frequency rotor to reach the newly selected speed when switching from fast to slow (or slow to fast) speed. Lower values will require longer times.
Wf Level	0–127	Volume of the low frequency rotor
Tw Slow Rate	0.05–10.00 Hz	Settings of the high frequency rotor The parameters are the same as for the low frequency rotor
Tw Fast Rate	0.05–10.00 Hz	
Tweeter Accel	0–15	
Tweeter Level	0–127	
Separation	0–127	Spatial dispersion of the sound
Level	0–127	Output Level

22: VK ROTARY

This type provides modified response for the rotary speaker, with the low end boosted further.
This effect is a descendant of the Roland VK Series' built-in rotary speaker.

	Assignable Parameters
MFX Control	Speed, Brake, Tw Fast Rate, Wf Fast Rate

Parameter	Value	Description
Speed	SLOW, FAST	Rotational speed of the rotating speaker
Brake	OFF, ON	Switches the rotation of the rotary speaker. When this is turned on, the rotation will gradually stop. When it is turned off, the rotation will gradually resume.
Wf Slow Rate	0.05–10.00 Hz	Low-speed rotation speed of the woofer
Wf Fast Rate	0.05–10.00 Hz	High-speed rotation speed of the woofer
Wf Trans Up	0–127	Adjusts the rate at which the woofer rotation speeds up when the rotation is switched from SLOW to FAST.
Wf Trans Down	0–127	Adjusts the rate at which the woofer rotation speeds up when the rotation is switched from FAST to SLOW.
Wf Level	0–127	Volume of the woofer
Tw Slow Rate	0.05–10.00 Hz	Settings of the tweeter The parameters are the same as for the woofer.
Tw Fast Rate	0.05–10.00 Hz	
Tw Trans Up	0–127	
Tw Trans Down	0–127	
Tweeter Level	0–127	

Parameter	Value	Description
Spread	0–10	Sets the rotary speaker stereo image. The higher the value set, the wider the sound is spread out.
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Level	0–127	Output Level

23: CHORUS

This is a stereo chorus. A filter is provided so that you can adjust the timbre of the chorus sound.

	Assignable Parameters
MFX Control	Depth, Rate, Balance

Parameter	Value	Description
Filter Type	OFF, LPF, HPF	Type of filter **OFF**: No filter is used **LPF**: Cuts the frequency range above the Cutoff Freq **HPF**: Cuts the frequency range below the Cutoff Freq
Cutoff Freq	200–8000 Hz	Basic frequency of the filter
Pre Delay	0.0–100.0 ms	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*1)	Frequency of modulation (note)
Depth	0–127	Depth of modulation
Phase	0–180 deg	Spatial spread of the sound
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the chorus sound (W)
Level	0–127	Output Level

24: FLANGER

This is a stereo flanger. (The LFO has the same phase for left and right.) It produces a metallic resonance that rises and falls like a jet airplane taking off or landing. A filter is provided so that you can adjust the timbre of the flanged sound.

	Assignable Parameters
MFX Control	Depth, Rate, Feedback, Balance

Parameter	Value	Description
Filter Type	OFF, LPF, HPF	Type of filter **OFF**: No filter is used **LPF**: Cuts the frequency range above the Cutoff Freq **HPF**: Cuts the frequency range below the Cutoff Freq
Cutoff Freq	200–8000 Hz	Basic frequency of the filter
Pre Delay	0.0–100.0 ms	Adjusts the delay time from when the direct sound begins until the flanger sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*1)	Frequency of modulation (note)
Depth	0–127	Depth of modulation
Phase	0–180 deg	Spatial spread of the sound
Feedback	-98–+98 %	Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (-) settings will invert the phase.
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the flanger sound (W)
Level	0–127	Output Level

25: STEP FLANGR (STEP FLANGER)

This is a flanger in which the flanger pitch changes in steps. The speed at which the pitch changes can also be specified in terms of a note-value of a specified tempo.

	Assignable Parameters
MFX Control	StepRate, Depth, Feedback, Balance

Parameter	Value	Description
Filter Type	OFF, LPF, HPF	Type of filter **OFF**: No filter is used **LPF**: Cuts the frequency range above the Cutoff Freq **HPF**: Cuts the frequency range below the Cutoff Freq
Cutoff Freq	200–8000 Hz	Basic frequency of the filter
Pre Delay	0.0–100.0 ms	Adjusts the delay time from when the direct sound begins until the flanger sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*1)	Frequency of modulation (note)
Depth	0–127	Depth of modulation
Phase	0–180 deg	Spatial spread of the sound
Feedback	-98–+98 %	Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (-) settings will invert the phase.
Step Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
StepRate (Hz)	0.10–20.00 Hz	Rate (period) of pitch change (Hz)
Step Rate (♪)	note (*1)	Rate (period) of pitch change (note)
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the flanger sound (W)
Level	0–127	Output Level

26: HEXA-CHORUS

Uses a six-phase chorus (six layers of chorused sound) to give richness and spatial spread to the sound.

	Assignable Parameters
MFX Control	Depth, Rate, Balance

Parameter	Value	Description
Pre Delay	0.0–100.0 ms	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*1)	Frequency of modulation (note)
Depth	0–127	Depth of modulation
Pre Delay Deviat	0–20	Adjusts the differences in Pre Delay between each chorus sound.
Depth Deviation	-20–+20	Adjusts the difference in modulation depth between each chorus sound.
Pan Deviation	0–20	Adjusts the difference in stereo location between each chorus sound. **0**: All chorus sounds will be in the center. **20**: Each chorus sound will be spaced at 60 degree intervals relative to the center.
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the chorus sound (W)
Level	0–127	Output Level

27: TREMOLO CHO (TREMOLO CHORUS)

This is a chorus effect with added Tremolo (cyclic modulation of volume).

	Assignable Parameters
MFX Control	Chorus Depth, Cho Rate, Treml Rate, Balance

Parameter	Value	Description
Pre Delay	0.0–100.0 ms	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Cho Rate (Hz)	0.05–10.00 Hz	Modulation frequency of the chorus effect (Hz)
Cho Rate (♪)	note (*1)	Modulation frequency of the chorus effect (note)
Chorus Depth	0–127	Modulation depth of the chorus effect
Treml Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Trm Rate (Hz)	0.05–10.00 Hz	Modulation frequency of the tremolo effect (Hz)
Treml Rate (♪)	note (*1)	Modulation frequency of the tremolo effect (note)
Treml Separation	0–127	Spread of the tremolo effect
Treml Phase	0–180 deg	Spread of the tremolo effect
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the tremolo chorus sound (W)
Level	0–127	Output Level

28: SPACE-D

This is a multiple chorus that applies two-phase modulation in stereo. It gives no impression of modulation, but produces a transparent chorus effect.

	Assignable Parameters
MFX Control	Depth, Rate, Balance

Parameter	Value	Description
Pre Delay	0.0–100.0 ms	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*1)	Frequency of modulation (note)
Depth	0–127	Depth of modulation
Phase	0–180 deg	Spatial spread of the sound
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the chorus sound (W)
Level	0–127	Output Level

29: 3D CHORUS

This applies a 3D effect to the chorus sound. The chorus sound will be positioned 90 degrees left and 90 degrees right.

	Assignable Parameters
MFX Control	Depth, Rate, Balance

Parameter	Value	Description
Filter Type	OFF, LPF, HPF	Type of filter **OFF**: No filter is used **LPF**: Cuts the frequency range above the Cutoff Freq **HPF**: Cuts the frequency range below the Cutoff Freq
Cutoff Freq	200–8000 Hz	Basic frequency of the filter
Pre Delay	0.0–100.0 ms	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*1)	Frequency of modulation (note)
Depth	0–127	Modulation depth of the chorus effect
Phase	0–180 deg	Spatial spread of the sound
Output Mode	SPEAKER, PHONES	Adjusts the method that will be used to hear the sound that is output to the OUTPUT jacks. The optimal 3D effect will be achieved if you select SPEAKER when using speakers, or PHONES when using headphones.
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the chorus sound (W)
Level	0–127	Output Level

30: 3D FLANGER

This applies a 3D effect to the flanger sound. The flanger sound will be positioned 90 degrees left and 90 degrees right.

	Assignable Parameters
MFX Control	Depth, Rate, Feedback, Balance

Parameter	Value	Description
Filter Type	OFF, LPF, HPF	Type of filter **OFF**: no filter is used **LPF**: cuts the frequency range above the Cutoff Freq **HPF**: cuts the frequency range below the Cutoff Freq
Cutoff Freq	200–8000 Hz	Basic frequency of the filter
Pre Delay	0.0–100.0 ms	Adjusts the delay time from when the direct sound begins until the flanger sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*1)	Frequency of modulation (note)
Depth	0–127	Depth of modulation
Phase	0–180 deg	Spatial spread of the sound
Feedback	-98–+98 %	Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (-) settings will invert the phase.
Output Mode	SPEAKER, PHONES	Adjusts the method that will be used to hear the sound that is output to the OUTPUT jacks. The optimal 3D effect will be achieved if you select SPEAKER when using speakers, or PHONES when using headphones.
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the flanger sound (W)
Level	0–127	Output Level

31: 3D S.FLANGR (3D STEP FLANGER)

This applies a 3D effect to the step flanger sound. The flanger sound will be positioned 90 degrees left and 90 degrees right.

	Assignable Parameters
MFX Control	StepRate, Depth, Feedback, Balance

Parameter	Value	Description
Filter Type	OFF, LPF, HPF	Type of filter **OFF**: No filter is used **LPF**: Cuts the frequency range above the Cutoff Freq **HPF**: Cuts the frequency range below the Cutoff Freq
Cutoff Freq	200–8000 Hz	Basic frequency of the filter
Pre Delay	0.0–100.0 ms	Adjusts the delay time from when the direct sound begins until the flanger sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*1)	Frequency of modulation (note)
Depth	0–127	Depth of modulation
Phase	0–180 deg	Spatial spread of the sound
Feedback	-98–+98 %	Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (-) settings will invert the phase.
Step Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
StepRate (Hz)	0.10–20.00 Hz	Rate (period) of pitch change (Hz)
Step Rate (♪)	note (*1)	Rate (period) of pitch change (note)
Output Mode	SPEAKER, PHONES	Adjusts the method that will be used to hear the sound that is output to the OUTPUT jacks. The optimal 3D effect will be achieved if you select SPEAKER when using speakers, or PHONES when using headphones.
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the flanger sound (W)
Level	0–127	Output Level

32: 2BND CHORUS (2 BAND CHORUS)

A chorus effect that lets you apply an effect independently to the low-frequency and high-frequency ranges.

	Assignable Parameters
MFX Control	Low Depth, High Depth, Low Rate, HighRate, Balance

Parameter	Value	Description
Split Freq	200–8000 Hz	Frequency at which the low and high ranges will be divided
Low Pre Delay	0.0–100.0 ms	Delay time from when the original sound is heard to when the low-range chorus sound is heard
Low Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Low Rate (Hz)	0.05–10.00 Hz	Rate at which the low-range chorus sound is modulated (Hz)
Low Rate (♪)	note (*1)	Rate at which the low-range chorus sound is modulated (note)
Low Depth	0–127	Modulation depth for the low-range chorus sound
Low Phase	0–180 deg	Spaciousness of the low-range chorus sound
High Pre Delay	0.0–100.0 ms	Delay time from when the original sound is heard to when the high-range chorus sound is heard
High Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
HighRate (Hz)	0.05–10.00 Hz	Rate at which the low-range chorus sound is modulated (Hz)
High Rate (♪)	note (*1)	Rate at which the low-range chorus sound is modulated (note)
High Depth	0–127	Modulation depth for the high-range chorus sound
High Phase	0–180 deg	Spaciousness of the high-range chorus sound
Balance	D100:0W–D0:100W	Volume balance of the original sound (D) and chorus sound (W)
Level	0–127	Output Level

33: 2BND FLANGR (2 BAND FLANGER)

A flanger that lets you apply an effect independently to the low-frequency and high-frequency ranges.

	Assignable Parameters
MFX Control	Balance, Low Rate, HighRate, Low Feedback, High Feedback

Parameter	Value	Description
Split Freq	200–8000 Hz	Frequency at which the low and high ranges will be divided
Low Pre Delay	0.0–100.0 ms	Delay time from when the original sound is heard to when the low-range flanger sound is heard
Low Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Low Rate (Hz)	0.05–10.00 Hz	Rate at which the low-range flanger sound is modulated (Hz)
Low Rate (♪)	note (*1)	Rate at which the low-range flanger sound is modulated (note)
Low Depth	0–127	Modulation depth for the low-range flanger sound
Low Phase	0–180 deg	Spaciousness of the low-range flanger sound
Low Feedback	-98–+98 %	Proportion of the low-range flanger sound that is to be returned to the input (negative values invert the phase)
High Pre Delay	0.0–100.0 ms	Delay time from when the original sound is heard to when the high-range flanger sound is heard
High Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
HighRate (Hz)	0.05–10.00 Hz	Rate at which the high-range flanger sound is modulated (Hz)
High Rate (♪)	note (*1)	Rate at which the high-range flanger sound is modulated (note)
High Depth	0–127	Modulation depth for the high-range flanger sound
High Phase	0–180 deg	Spaciousness of the high-range flanger sound
High Feedback	-98–+98 %	Proportion of the high-range flanger sound that is to be returned to the input (negative values invert the phase)
Balance	D100:0W–D0:100W	Volume balance of the original sound (D) and flanger sound (W)
Level	0–127	Output Level

34: 2BND S.FLN (2 BAND STEP FLANGER)

A step flanger that lets you apply an effect independently to the low-frequency and high-frequency ranges.

	Assignable Parameters
MFX Control	LoStp Rt, HiStp Rt, Low Feedback, Hi Feedback, Balance

Parameter	Value	Description
Split Freq	200–8000 Hz	Frequency at which the low and high ranges will be divided
Low Pre Delay	0.0–100.0 ms	Delay time from when the original sound is heard to when the low-range flanger sound is heard
Low Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Low Rate (Hz)	0.05–10.00 Hz	Rate at which the low-range flanger sound is modulated (Hz)
Low Rate (♪)	note (*1)	Rate at which the low-range flanger sound is modulated (note)
Low Depth	0–127	Modulation depth for the low-range flanger sound
Low Phase	0–180 deg	Spaciousness of the low-range flanger sound
Low Feedback	-98–+98 %	Proportion of the low-range flanger sound that is to be returned to the input (negative values invert the phase)
LoStp Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
LoStp Rt (Hz)	0.10–20.00 Hz	Rate at which the steps will cycle for the low-range flanger sound (Hz)
LoStp Rt (♪)	note (*1)	Rate at which the steps will cycle for the low-range flanger sound (note)
Hi Pre Delay	0.0–100.0 ms	Delay time from when the original sound is heard to when the high-range flanger sound is heard
Hi Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Hi Rate (Hz)	0.05–10.00 Hz	Rate at which the high-range flanger sound is modulated (Hz)
Hi Rate (♪)	note (*1)	Rate at which the high-range flanger sound is modulated (note)
Hi Depth	0–127	Modulation depth for the high-range flanger sound
Hi Phase	0–180 deg	Spaciousness of the high-range flanger sound
Hi Feedback	-98–+98 %	Proportion of the high-range flanger sound that is to be returned to the input (negative values invert the phase)
HiStp Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
HiStp Rt (Hz)	0.10–20.00 Hz	Rate at which the steps will cycle for the high-range flanger sound (Hz)
HiStp Rt (♪)	note (*1)	Rate at which the steps will cycle for the high-range flanger sound (note)
Balance	D100:0W–D0:100W	Volume balance of the original sound (D) and flanger sound (W)
Level	0–127	Output Level

35: OVERDRIVE

Creates a soft distortion similar to that produced by vacuum tube amplifiers.

	Assignable Parameters
MFX Control	Level, Amp Type, Drive, Pan

Parameter	Value	Description
Drive	0–127	Degree of distortion Also changes the volume.
Amp Type	SMALL, BUILT-IN, 2-STACK, 3-STACK	Type of guitar amp **SMALL**: small amp **BUILT-IN**: single-unit type amp **2-STACK**: large double stack amp **3-STACK**: large triple stack amp
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Pan	L64–63R	Stereo location of the output sound
Level	0–127	Output Level

36: DISTORTION

Produces a more intense distortion than Overdrive. The parameters are the same as for "35: OVERDRIVE."

37: VS OVRDRIVE (VS OVERDRIVE)

This is an overdrive that provides heavy distortion.

	Assignable Parameters
MFX Control	Level, Tone, Amp Type, Drive, Pan

Parameter	Value	Description
Drive	0–127	Degree of distortion Also changes the volume.
Tone	0–127	Sound quality of the Overdrive effect
Amp Sw	OFF, ON	Turns the Amp Simulator on/off.
Amp Type	SMALL, BUILT-IN, 2-STACK, 3-STACK	Type of guitar amp **SMALL**: small amp **BUILT-IN**: single-unit type amp **2-STACK**: large double stack amp **3-STACK**: large triple stack amp
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Pan	L64–63R	Stereo location of the output sound
Level	0–127	Output Level

38: VS DIST (VS DISTORTION)

This is a distortion effect that provides heavy distortion. The parameters are the same as for "37: VS OVERDRIVE."

39: GTR AMP SIM (GUITAR AMP SIMULATOR)

This is an effect that simulates the sound of a guitar amplifier.

	Assignable Parameters
MFX Control	Pre Amp Master, Pre Amp Volume, Pre Amp, Speaker

Parameter	Value	Description
Pre Amp Sw	OFF, ON	Turns the amp switch on/off.
Pre Amp	JC-120, CLEAN TWIN, MATCH DRIVE, BG LEAD, MS1959I, MS1959II, MS1959I+II, SLDN LEAD, METAL5150, METAL LEAD, OD-1, OD-2 TURBO, DISTORTION, FUZZ	Type of guitar amp
Pre Amp Volume	0–127	Volume and amount of distortion of the amp
Pre Amp Master	0–127	Volume of the entire pre-amp
Pre Amp Gain	LOW, MIDDLE, HIGH	Amount of pre-amp distortion
Pre Amp Bass	0–127	Tone of the bass/mid/treble frequency range Middle cannot be set if "Match Drive" is selected as the Pre Amp Type.
Pre Amp Middle		
Pre Amp Treble		
Pre Amp Presence	0–127	Tone for the ultra-high frequency range
Pre Amp Bright	OFF, ON	Turning this "On" produces a sharper and brighter sound. This parameter applies to the "JC- 120," "Clean Twin," and "BG Lead" Pre Amp Types.
Speaker Sw	OFF, ON	Determines whether the signal passes through the speaker (ON), or not (OFF).
Speaker	(See the table below.)	Type of speaker
Mic Setting	1, 2, 3	Adjusts the location of the microphone that's capturing the sound of the speaker. This can be adjusted in three steps, from 1 to 3, with the microphone becoming more distant as the value increases.
Mic Level	0–127	Volume of the microphone
Direct Level	0–127	Volume of the direct sound
Pan	L64–63R	Stereo location of the output
Level	0–127	Output Level

Specifications of each Speaker Type

The speaker column indicates the diameter of each speaker unit (in inches) and the number of units.

Type	Cabinet	Speaker	Microphone
SMALL 1	small open-back enclosure	10	dynamic
SMALL 2	small open-back enclosure	10	dynamic
MIDDLE	open back enclosure	12 x 1	dynamic
JC-120	open back enclosure	12 x 2	dynamic
BUILT-IN 1	open back enclosure	12 x 2	dynamic
BUILT-IN 2	open back enclosure	12 x 2	condenser
BUILT-IN 3	open back enclosure	12 x 2	condenser
BUILT-IN 4	open back enclosure	12 x 2	condenser
BUILT-IN 5	open back enclosure	12 x 2	condenser
BG STACK 1	sealed enclosure	12 x 2	condenser
BG STACK 2	large sealed enclosure	12 x 2	condenser
MS STACK 1	large sealed enclosure	12 x 4	condenser
MS STACK 2	large sealed enclosure	12 x 4	condenser
METAL STACK	large double stack	12 x 4	condenser
2-STACK	large double stack	12 x 4	condenser
3-STACK	large triple stack	12 x 4	condenser

40: COMPRESSOR

Flattens out high levels and boosts low levels, smoothing out fluctuations in volume.

	Assignable Parameters
MFX Control	Threshold, Attack, Level

Parameter	Value	Description
Attack	0–127	Sets the speed at which compression starts
Threshold	0–127	Adjusts the volume at which compression begins
Post Gain	0–+18 dB	Adjusts the output gain.
Low Gain	-15–+15 dB	Gain of the low frequency range
High Gain	-15–+15 dB	Gain of the high frequency range
Level	0–127	Output Level

41: LIMITER

Compresses signals that exceed a specified volume level, preventing distortion from occurring.

	Assignable Parameters
MFX Control	Threshold, Release, Level

Parameter	Value	Description
Release	0–127	Adjusts the time after the signal volume falls below the Threshold Level until compression is no longer applied.
Threshold	0–127	Adjusts the volume at which compression begins
Ratio	1.5:1, 2:1, 4:1, 100:1	Compression ratio
Post Gain	0–+18 dB	Adjusts the output gain.
Low Gain	-15–+15 dB	Gain of the low frequency range
High Gain	-15–+15 dB	Gain of the high frequency range
Level	0–127	Output Level

42: GATE

Cuts the reverb's delay according to the volume of the sound sent into the effect. Use this when you want to create an artificial-sounding decrease in the reverb's decay.

	Assignable Parameters
MFX Control	Threshold, Hold, Release, Attack, Balance

Parameter	Value	Description
Threshold	0–127	Volume level at which the gate begins to close
Mode	GATE, DUCK	Type of gate **GATE**: The gate will close when the volume of the original sound decreases, cutting the original sound. **DUCK (Ducking)**: The gate will close when the volume of the original sound increases, cutting the original sound.
Attack	0–127	Adjusts the time it takes for the gate to fully open after being triggered.
Hold	0–127	Adjusts the time it takes for the gate to start closing after the source sound falls beneath the Threshold.
Release	0–127	Adjusts the time it takes the gate to fully close after the hold time.
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output Level

43: DELAY

This is a stereo delay.

	Assignable Parameters
MFX Control	Balance, Delay L, Delay R

Parameter	Value	Description
Delay L Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay L (ms)	1–1300 ms	Adjusts the time until the delay sound is heard (ms)
Delay L (♪)	note (*1)	Adjusts the time until the delay sound is heard (note)
Delay R Mode	ms, note	Settings of the Delay R The parameters are the same as for the Delay L.
Delay R (ms)	1–1300 ms	
Delay R (♪)	note (*1)	
Phase Left	NORMAL, INVERSE	Phase of the delay (**NORMAL**: non-inverted, **INVERT**: inverted)
Phase Right		
Feedback Mode	NORMAL, CROSS	Selects the way in which delay sound is fed back into the effect.
Feedback	-98–+98 %	Adjusts the amount of the delay sound that's fed back into the effect. Negative (-) settings invert the phase.
HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.
Low Gain	-15–+15 dB	Gain of the low frequency range
High Gain	-15–+15 dB	Gain of the high frequency range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Level	0–127	Output Level

44: LONG DELAY

A delay that provides a long delay time.

	Assignable Parameters
MFX Control	Balance, Delay, Pan

Parameter	Value	Description
Delay Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay (ms)	1–2600 ms	Delay time from when the original sound is heard to when the delay sound is heard (ms).
Delay (♪)	note (*1)	Delay time from when the original sound is heard to when the delay sound is heard (note).
Phase	NORMAL, INVERSE	Phase of the delay (**NORMAL**: non-inverted, **INVERT**: inverted)
Feedback	-98–+98 %	Proportion of the delay sound that is to be returned to the input (negative values invert the phase)
HF Damp	200–8000 Hz, BYPASS	Frequency at which the high-frequency content of the delayed sound will be cut (BYPASS: no cut)
Pan	L64–63R	Panning of the delay sound
Low Gain	-15–+15 dB	Amount of boost/cut for the high-frequency range
High Gain	-15–+15 dB	Amount of boost/cut for the high-frequency range
Balance	D100:0W–D0:100W	Volume balance of the original sound (D) and delay sound (W)
Level	0–127	Output Level

45: SERIAL DLY (SERIAL DELAY)

This delay connects two delay units in series. Feedback can be applied independently to each delay unit, allowing you to produce complex delay sounds.

	Assignable Parameters
MFX Control	Balance, Delay1, Delay2, Pan

Parameter	Value	Description
Delay1 Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay1 (ms)	1–1300 ms	Delay time from when sound is input to delay 1 until the delay sound is heard (ms)
Delay1 (♪)	note (*1)	Delay time from when sound is input to delay 1 until the delay sound is heard (note)
Delay1 Feedback	-98–+98 %	Proportion of the delay sound that is to be returned to the input of delay 1 (negative values invert the phase)
Dly1 HF Damp	200–8000 Hz, BYPASS	Frequency at which the high-frequency content of the delayed sound of delay 1 will be cut (BYPASS: no cut)
Delay2 Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay2 (ms)	1–1300 ms	Delay time from when sound is input to delay 2 until the delay sound is heard (ms)
Delay2 (♪)	note (*1)	Delay time from when sound is input to delay 2 until the delay sound is heard (note)
Delay2 Feedback	-98–+98 %	Proportion of the delay sound that is to be returned to the input of delay 2 (negative values invert the phase)
Dly2 HF Damp	200–8000 Hz, BYPASS	Frequency at which the high-frequency content of the delayed sound of delay 2 will be cut (BYPASS: no cut)
Pan	L64–63R	Panning of the delay sound
Low Gain	-15–+15 dB	Amount of boost/cut for the low-frequency range
High Gain	-15–+15 dB	Amount of boost/cut for the high-frequency range
Balance	D100:0W–D0:100W	Volume balance of the original sound (D) and delay sound (W)
Level	0–127	Output Level

46: MOD DELAY (MODULATION DELAY)

Adds modulation to the delayed sound.

	Assignable Parameters
MFX Control	Balance, Depth, Delay L, Delay R

Parameter	Value	Description
Delay L Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay L (ms)	1–1300 ms	Adjusts the time until the delay sound is heard (ms).
Delay L (♪)	note (*1)	Adjusts the time until the delay sound is heard.
Delay R Mode	ms, note	Settings of the Delay R The parameters are the same as for the Delay L.
Delay R (ms)	1–1300 ms	
Delay R (♪)	note (*1)	
Feedback Mode	NORMAL, CROSS	Selects the way in which delay sound is fed back into the effect.
Feedback	-98–+98 %	Adjusts the amount of the delay sound that's fed back into the effect. Negative (-) settings invert the phase.
HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*1)	Frequency of modulation (note)
Depth	0–127	Depth of modulation
Phase	0–180 deg	Spatial spread of the sound
Low Gain	-15–+15 dB	Gain of the low frequency range
High Gain	-15–+15 dB	Gain of the high frequency range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Level	0–127	Output Level

47: 3TP PAN DLY (3 TAP PAN DELAY)

Produces three delay sounds; center, left and right.

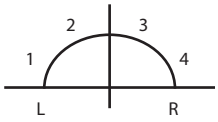
	Assignable Parameters
MFX Control	Balance, Delay C, Delay L, Delay R

Parameter	Value	Description
Delay L Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay L (ms)	1–2600 ms	Adjusts the time until the delay sound is heard (ms).
Delay L (♪)	note (*1)	Adjusts the time until the delay sound is heard (note).
Delay R Mode	ms, note	Settings of the Delay R The parameters are the same as for the Delay L.
Delay R (ms)	1–2600 ms	
Delay R (♪)	note (*1)	
Delay C Mode	ms, note	Settings of the Delay C The parameters are the same as for the Delay L.
Delay C (ms)	1–2600 ms	
Delay C (♪)	note (*1)	
Center Feedback	-98–+98 %	Adjusts the amount of the delay sound that's fed back into the effect. Negative (-) settings invert the phase.
HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect is filtered out. If you do not want to filter out any high frequencies, set this parameter to BYPASS.
Left Level	0–127	Volume of Delays L
Right Level		Volume of Delays R
Center Level		Volume of Delays C
Low Gain	-15–+15 dB	Gain of the low frequency range
High Gain	-15–+15 dB	Gain of the high frequency range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Level	0–127	Output Level

48: 4TP PAN DLY (4 TAP PAN DELAY)

This effect has four delays.

Stereo location of each delay



	Assignable Parameters
MFX Control	Balance, Delay1, Delay2, Delay3, Delay4

Parameter	Value	Description
Delay1 Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay1 (ms)	1–2600 ms	Adjusts the time until the delay sound is heard (ms).
Delay1 (♪)	note (*1)	Adjusts the time until the delay sound is heard (note).
Delay2 Mode	ms, note	Settings of the Delay 2 The parameters are the same as for the Delay 1.
Delay2 (ms)	1–2600 ms	
Delay2 (♪)	note (*1)	
Delay3 Mode	ms, note	Settings of the Delay 3 The parameters are the same as for the Delay 1.
Delay3 (ms)	1–2600 ms	
Delay3 (♪)	note (*1)	
Delay4 Mode	ms, note	Settings of the Delay 4 The parameters are the same as for the Delay 1.
Delay4 (ms)	1–2600 ms	
Delay4 (♪)	note (*1)	
Delay1 Feedback	-98–+98 %	Adjusts the amount of the delay sound that's fed back into the effect. Negative (-) settings invert the phase.
HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect is filtered out. If you do not want to filter out any high frequencies, set this parameter to BYPASS.
Delay1 Level	0–127	Volume of Delays 1
Delay2 Level		Volumel of Delays 2
Delay3 Level		Volume of Delays 3
Delay4 Level		Volume of Delays 4
Low Gain	-15–+15 dB	Gain of the low frequency range
High Gain	-15–+15 dB	Gain of the high frequency range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Level	0–127	Output Level

49: MULTTAP DLY (MULTI TAP DELAY)

This effect provides four delays. Each of the Delay Time parameters can be set to a note length based on the selected tempo. You can also set the panning and level of each delay sound.

	Assignable Parameters
MFX Control	Balance, Delay1, Delay2, Delay3, Delay4

Parameter	Value	Description
Delay1 Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay1 (ms)	1–2600 ms	Adjusts the time until the delay sound is heard (ms).
Delay1 (♪)	note (*1)	Adjusts the time until the delay sound is heard (note).
Delay2 Mode	ms, note	Settings of the Delay 2 The parameters are the same as for the Delay 1.
Delay2 (ms)	1–2600 ms	
Delay2 (♪)	note (*1)	
Delay3 Mode	ms, note	Settings of the Delay 3 The parameters are the same as for the Delay 1.
Delay3 (ms)	1–2600 ms	
Delay3 (♪)	note (*1)	
Delay4 Mode	ms, note	Settings of the Delay 4 The parameters are the same as for the Delay 1.
Delay4 (ms)	1–2600 ms	
Delay4 (♪)	note (*1)	
Delay1 Feedback	-98–+98 %	Adjusts the amount of the delay sound that's fed back into the effect. Negative (-) settings invert the phase.
HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any the high frequencies, set this parameter to BYPASS.
Delay1 Pan	L64–63R	Stereo location of Delays 1
Delay2 Pan		Stereo location of Delays 2
Delay3 Pan		Stereo location of Delays 3
Delay4 Pan		Stereo location of Delays 4

Parameter	Value	Description
Delay1 Level	0–127	Output level of Delays 1
Delay2 Level		Output level of Delays 2
Delay3 Level		Output level of Delays 3
Delay4 Level		Output level of Delays 4
Low Gain	-15–+15 dB	Gain of the low frequency range
High Gain	-15–+15 dB	Gain of the high frequency range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output Level

50: REVERSE DLY (REVERSE DELAY)

This is a reverse delay that adds a reversed and delayed sound to the input sound. A tap delay is connected immediately after the reverse delay.

	Assignable Parameters
MFX Control	Balance, Rev Dly, Rev Dly Pan

Parameter	Value	Description
Threshold	0–127	Volume at which the reverse delay will begin to be applied
Rev Dly Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Rev Dly (ms)	1–1300 ms	Delay time from when sound is input into the reverse delay until the delay sound is heard (ms)
Rev Dly (♪)	note (*1)	Delay time from when sound is input into the reverse delay until the delay sound is heard (note)
Rev Dly Fbk	-98–+98 %	Proportion of the delay sound that is to be returned to the input of the reverse delay (negative values invert the phase)
Rev Dly HFDmp	200–8000 Hz, BYPASS	Frequency at which the high-frequency content of the reverse-delayed sound will be cut (BYPASS: no cut)
Rev Dly Pan	L64–63R	Panning of the reverse delay sound
Rev Dly Level	0–127	Volume of the reverse delay sound
Delay1 Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay1 (ms)	1–1300 ms	Delay time from when sound is input into the tap delay until the delay sound is heard (ms)
Delay1 (♪)	note (*1)	Delay time from when sound is input into the tap delay until the delay sound is heard (note)
Delay2 Mode	ms, note	Settings of the Delay 2 The parameters are the same as for the Delay 1.
Delay2 (ms)	1–1300 ms	
Delay2 (♪)	note (*1)	
Delay3 Mode	ms, note	Settings of the Delay 3 The parameters are the same as for the Delay 1.
Delay3 (ms)	1–1300 ms	
Delay3 (♪)	note (*1)	
Delay3 Feedback	-98–+98 %	Proportion of the delay sound that is to be returned to the input of the tap delay (negative values invert the phase)
Delay HF Damp	200–8000 Hz, BYPASS	Frequency at which the low-frequency content of the tap delay sound will be cut (BYPASS: no cut)
Delay1 Pan	L64–63R	Panning of the tap delay sounds
Delay2 Pan		
Delay1 Level	0–127	Volume of the tap delay sounds
Delay2 Level		
Low Gain	-15–+15 dB	Amount of boost/cut for the low-frequency range
High Gain	-15–+15 dB	Amount of boost/cut for the high-frequency range
Balance	D100:0W–D0:100W	Volume balance of the original sound (D) and delay sound (W)
Level	0–127	Output Level

51: SHUFFLE DLY (SHUFFLE DELAY)

Adds a shuffle to the delay sound, giving the sound a bouncy delay effect with a swing feel.

	Assignable Parameters
MFX Control	Balance, Delay, Shuffle Rate

Parameter	Value	Description
Delay Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay (ms)	1–2600 ms	Adjusts the time until the delay sound is heard (ms).
Delay (♪)	note (*1)	Adjusts the time until the delay sound is heard (note).
Shuffle Rate	0–100 %	Adjusts the ratio (as a percentage) of the time that elapses before Delay B sounds relative to the time that elapses before the Delay A sounds. When set to 100%, the delay times are the same.
Acceleration	0–15	Adjusts the time over which the Delay Time changes from the current setting to its specified new setting.
Feedback	-98–+98 %	Adjusts the amount of the delay that's fed back into the effect. Negative (-) settings invert the phase.
HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.
Pan A	L64–63R	Stereo location of Delay A/B
Pan B		
Level A	0–127	Volume of delay A/B
Level B		
Low Gain	-15–+15 dB	Gain of the low frequency range
High Gain	-15–+15 dB	Gain of the high frequency range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output Level

52: 3D DELAY

This applies a 3D effect to the delay sound. The delay sound will be positioned 90 degrees left and 90 degrees right.

	Assignable Parameters
MFX Control	Balance, Delay C, Delay L, Delay R

Parameter	Value	Description
Delay L Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay L (ms)	1–2600 ms	Adjusts the delay time from the direct sound until the delay sound is heard (ms).
Delay L (♪)	note (*1)	Adjusts the delay time from the direct sound until the delay sound is heard (note).
Delay R Mode	ms, note	Settings of the Delay R The parameters are the same as for the Delay L.
Delay R (ms)	1–2600 ms	
Delay R (♪)	note (*1)	
Delay C Mode	ms, note	Settings of the Delay C The parameters are the same as for the Delay L.
Delay C (ms)	1–2600 ms	
Delay C (♪)	note (*1)	
Center Feedback	-98–+98 %	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.
HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect will be cut. If you do not want to cut the high frequencies, set this parameter to BYPASS.
Left Level	0–127	Volume of Delays L
Right Level		Volume of Delays R
Center Level		Volume of Delays C
Output Mode	SPEAKER, PHONES	Adjusts the method that will be used to hear the sound that is output to the OUTPUT jacks. The optimal 3D effect will be achieved if you select SPEAKER when using speakers, or PHONES when using headphones.
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output Level

53: T-CTRL DLY (TIME CTRL DELAY)

A stereo delay in which the delay time can be varied smoothly.

	Assignable Parameters
MFX Control	Balance, Delay

Parameter	Value	Description
Delay Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay (ms)	1–1300 ms	Adjusts the delay time from the direct sound until the delay sound is heard (ms).
Delay (♪)	note (*1)	Adjusts the delay time from the direct sound until the delay sound is heard (note).
Acceleration	0–15	Adjusts the time over which the Delay Time changes from the current setting to a specified new setting. The rate of change for the Delay Time directly affects the rate of pitch change.
Feedback	-98–+98 %	Adjusts the amount of the delay that's fed back into the effect. Negative (-) settings invert the phase.
HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect is filtered out. If you do not want to filter out any high frequencies, set this parameter to BYPASS.
Low Gain	-15–+15 dB	Gain of the low frequency range
High Gain	-15–+15 dB	Gain of the high frequency range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Level	0–127	Output Level

54: LONG TC DLY (LONG TIME CTRL DELAY)

A delay in which the delay time can be varied smoothly, and allowing an extended delay to be produced.

	Assignable Parameters
MFX Control	Balance, Delay

Parameter	Value	Description
Delay Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay (ms)	1–2600 ms	Adjusts the delay time from the direct sound until the delay sound is heard (ms).
Delay (♪)	note (*1)	Adjusts the delay time from the direct sound until the delay sound is heard (note).
Acceleration	0–15	Adjusts the time over which the Delay Time changes from the current setting to a specified new setting. The rate of change for the Delay Time directly affects the rate of pitch change.
Feedback	-98–+98 %	Adjusts the amount of the delay that's fed back into the effect. Negative (-) settings invert the phase.
HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect is filtered out. If you do not want to filter out any high frequencies, set this parameter to BYPASS.
Pan	L64–63R	Stereo location of the delay
Low Gain	-15–+15 dB	Gain of the low frequency range
High Gain	-15–+15 dB	Gain of the high frequency range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Level	0–127	Output Level

55: TAPE ECHO

A virtual tape echo that produces a realistic tape delay sound. This simulates the tape echo section of a Roland RE-201 Space Echo.

	Assignable Parameters
MFX Control	Echo Level, Repeat Rate, Mode

Parameter	Value	Description
Mode	S, M, L, S+M, S+L, M+L, S+M+L	Combination of playback heads to use Select from three different heads with different delay times. **S**: short **M**: middle **L**: long
Repeat Rate	0–127	Tape speed Increasing this value will shorten the spacing of the delayed sounds.
Intensity	0–127	Amount of delay repeats
Bass	-15–+15 dB	Boost/cut for the lower range of the echo sound
Treble	-15–+15 dB	Boost/cut for the upper range of the echo sound
Head S Pan	L64–63R	Independent panning for the short playback heads
Head M Pan		Independent panning for the middle playback heads
Head L Pan		Independent panning for the long playback heads
Tape Distortion	0–5	Amount of tape-dependent distortion to be added This simulates the slight tonal changes that can be detected by signal-analysis equipment. Increasing this value will increase the distortion.
W/F Rate	0–127	Speed of wow/flutter (complex variation in pitch caused by tape wear and rotational irregularity)
W/F Depth	0–127	Depth of wow/flutter
Echo Level	0–127	Volume of the echo sound
Direct Level	0–127	Volume of the original sound
Level	0–127	Output Level

56: LOFI NOISE

In addition to a lo-fi effect, this adds various types of noise such as white noise and disc noise.

	Assignable Parameters
MFX Control	Balance, Hum Noise Level, Disc Noise Level, Noise Level, LoFi Type

Parameter	Value	Description
LoFi Type	1–9	Degrades the sound quality. The sound quality grows poorer as this value is increased.
Post Fltr Type	OFF, LPF, HPF	Type of filter **OFF**: no filter is used **LPF**: cuts the frequency range above the Cutoff **HPF**: cuts the frequency range below the Cutoff
Post F-Cutoff	200–8000 Hz	Center frequency of the filter
Noise Type	WHITE, PINK	Switch between white noise and pink noise.
Noise LPF	200–8000 Hz, BYPASS	Center frequency of the low pass filter applied to the white/pink noise (BYPASS: no cut)
Noise Level	0–127	Volume of the white/pink noise
Disc Noise Type	LP, EP, SP, RND	Type of record noise The frequency at which the noise is heard depends on the selected type.
Disc Noise LPF	200–8000 Hz, BYPASS	Adjusts the cutoff frequency of the low pass filter applied to the record noise. If you don't want to filter out any high frequencies, set this parameter to BYPASS.
Disc Noise Level	0–127	Volume of the record noise
Hum Noise Type	50Hz, 60Hz	Frequency of the hum noise
Hum Noise LPF	200–8000 Hz, BYPASS	Center frequency of the low pass filter applied to the hum noise (BYPASS: no cut)
Hum Noise Level	0–127	Volume of the hum noise
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output Level

57: LOFI COMPRS (LOFI COMPRESS)

This is an effect that intentionally degrades the sound quality for creative purposes.

	Assignable Parameters
MFX Control	Balance, LoFi Type

Parameter	Value	Description
Pre Filter Type	1–6	Selects the type of filter applied to the sound before it passes through the LoFi effect.
LoFi Type	1–9	Degrades the sound quality. The sound quality grows poorer as this value is increased.
Post Fltr Type	OFF, LPF, HPF	Type of filter **OFF**: no filter is used **LPF**: cuts the frequency range above the Cutoff **HPF**: cuts the frequency range below the Cutoff
Post F-Cutoff	200–8000 Hz	Basic frequency of the Post Filter
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output Level

58: LOFI RADIO

In addition to a Lo-Fi effect, this effect also generates radio noise.

	Assignable Parameters
MFX Control	Balance, Radio Detune, Radio Noise Lev, LoFi Type

Parameter	Value	Description
LoFi Type	1–9	Degrades the sound quality. The sound quality grows poorer as this value is increased.
Post Fltr Type	OFF, LPF, HPF	Type of filter **OFF**: no filter is used **LPF**: cuts the frequency range above the Cutoff **HPF**: cuts the frequency range below the Cutoff
Post F-Cutoff	200–8000 Hz	Basic frequency of the Post Filter
Radio Detune	0–127	Simulates the tuning noise of a radio. As this value is raised, the tuning drifts further.
Radio Noise Lev	0–127	Volume of the radio noise
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output Level

59: TELEPHONE

This effect produces a muffled sound, like that heard through a telephone.

	Assignable Parameters
MFX Control	Balance, Voice Quality

Parameter	Value	Description
Voice Quality	0–15	Audio quality of the telephone voice
Treble	-15–+15 dB	Bandwidth of the telephone voice
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output Level

60: PHONOGRAPH

Simulates a sound recorded on an analog record and played back on a record player. This effect also simulates the various types of noise that are typical of a record, and even the rotational irregularities of an old turntable.

	Assignable Parameters
MFX Control	Total Noise Lev, Total W/F, Frequency Range, Balance

Parameter	Value	Description
Signal Dist	0–127	Depth of distortion
Frequency Range	0–127	Frequency response of the playback system Decreasing this value will produce the impression of an old system with a poor frequency response.
Disc Type	LP, EP, SP	Rotational speed of the turntable This will affect the frequency of the scratch noise.
ScratchNoise Lev	0–127	Amount of noise due to scratches on the record
Dust Noise Lev	0–127	Volume of noise due to dust on the record
Hiss Noise Lev	0–127	Volume of continuous "hiss"
Total Noise Lev	0–127	Volume of overall noise
Wow	0–127	Depth of long-cycle rotational irregularity
Flutter	0–127	Depth of short-cycle rotational irregularity
Random	0–127	Depth of indefinite-cycle rotational irregularity
Total W/F	0–127	Depth of overall rotational irregularity
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output Level

61: PCH SHIFTER (PITCH SHIFTER)

A stereo pitch shifter.

	Assignable Parameters
MFX Control	Balance, Fine, Coarse, Delay

Parameter	Value	Description
Coarse	-24–+12 semi	Adjusts the pitch of the pitch shifted sound in semitone steps.
Fine	-100–+100 cent	Adjusts the pitch of the pitch shifted sound in 2-cent steps.
Delay Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay (ms)	1–1300 ms	Adjusts the delay time from the direct sound until the pitch shifted sound is heard (ms).
Delay (♪)	note (*1)	Adjusts the delay time from the direct sound until the pitch shifted sound is heard (note).
Feedback	-98–+98 %	Adjusts the proportion of the pitch shifted sound that is fed back into the effect. Negative (-) settings will invert the phase.
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the pitch shifted sound (W)
Level	0–127	Output Level

62: 2V P.SHIFTR (2 VOICE PITCH SHIFTER)

Shifts the pitch of the original sound. This 2-voice pitch shifter has two pitch shifters, and can add two pitch shifted sounds to the original sound.

	Assignable Parameters
MFX Control	Balance, Pch1 Coarse, Pch2 Coarse, Pch1 Dly, Pch2 Dly

Parameter	Value	Description
Pch1 Coarse	-24–+12 semi	Adjusts the pitch of Pitch Shift 1 in semitone steps.
Pch1 Fine	-100–+100 cent	Adjusts the pitch of Pitch Shift Pitch 1 in 2-cent steps.
Pch1 Delay Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Pch1 Dly (ms)	1–1300 ms	Adjusts the delay time from the direct sound until the Pitch Shift 1 sound is heard (ms).
Pch1 Delay (♪)	note (*1)	Adjusts the delay time from the direct sound until the Pitch Shift 1 sound is heard (note).
Pch1 Feedback	-98–+98 %	Adjusts the proportion of the pitch shifted sound that is fed back into the effect. Negative (-) settings will invert the phase.
Pch1 Pan	L64–63R	Stereo location of the Pitch Shift 1 sound
Pch1 Level	0–127	Volume of the Pitch Shift1 sound
Pch2 Coarse	-24–+12 semi	Settings of the Pitch Shift 2 sound. The parameters are the same as for the Pitch Shift 1 sound.
Pch2 Fine	-100–+100 cent	
Pch2 Delay Mode	ms, note	
Pch2 Dly (ms)	1–1300 ms	
Pch2 Delay (♪)	note (*1)	
Pch2 Feedback	-98–+98 %	
Pch2 Pan	L64–63R	
Pch2 Level	0–127	
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the pitch shifted sound (W)
Level	0–127	Output Level

63: S.P.SHIFTER (STEP PITCH SHIFTER)

A pitch shifter in which the amount of pitch shift is varied by a 16-step sequence.

	Assignable Parameters
MFX Control	Rate, Attack, Gate Time, Balance

Parameter	Value	Description
Step 01–16	-24–+12 semi	Amount of pitch shift at each step (semitone units)
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Rate at which the 16-step sequence will cycle (Hz)
Rate (♪)	note (*1)	Rate at which the 16-step sequence will cycle (note)
Attack	0–127	Speed at which the amount of pitch shift changes between steps
Gate Time	0–127	Duration of the pitch shifted sound at each step
Fine	-100–+100 cent	Pitch shift adjustment for all steps (2-cent units)
Delay Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay (ms)	1–1300 ms	Adjusts the delay time from the direct sound until the pitch shifted sound is heard (ms).
Delay (♪)	note (*1)	Adjusts the delay time from the direct sound until the pitch shifted sound is heard (note).
Feedback	-98–+98 %	Proportion of the pitch-shifted sound that is to be returned to the input (negative values invert the phase)
Low Gain	-15–+15 dB	Amount of boost/cut for the low-frequency range
High Gain	-15–+15 dB	Amount of boost/cut for the high-frequency range
Balance	D100:0W–D0:100W	Volume balance of the original sound (D) and pitch-shifted sound (W)
Level	0–127	Output Level

64: REVERB

Adds reverberation to the sound, simulating an acoustic space.

	Assignable Parameters
MFX Control	Time, Type, Balance

Parameter	Value	Description
Type	ROOM1, ROOM2, STAGE1, STAGE2, HALL1, HALL2	Type of reverb **ROOM1**: dense reverb with short decay **ROOM2**: sparse reverb with short decay **STAGE1**: reverb with greater late reverberation **STAGE2**: reverb with strong early reflections **HALL1**: reverb with clear reverberance **HALL2**: reverb with rich reverberance
Pre Delay	0.0–100.0 ms	Adjusts the delay time from the direct sound until the reverb sound is heard.
Time	0–127	Time length of reverberation
HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which the reverberant sound will be cut. As the frequency is set lower, more of the high frequencies will be cut, resulting in a softer and more muted reverberance. If you do not want to cut the high frequencies, set this parameter to BYPASS.
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the reverb sound (W)
Level	0–127	Output Level

65: GATED REV (GATED REVERB)

This is a special type of reverb in which the reverberant sound is cut off before its natural length.

	Assignable Parameters
MFX Control	Balance

Parameter	Value	Description
Type	NORMAL, REVERSE, SWEEP1, SWEEP2	Type of reverb **NORMAL**: conventional gated reverb **REVERSE**: backwards reverb **SWEEP1**: the reverberant sound moves from right to left **SWEEP2**: the reverberant sound moves from left to right
Pre Delay	0.0–100.0 ms	Adjusts the delay time from the direct sound until the reverb sound is heard.
Gate Time	5–500 ms	Adjusts the time from when the reverb is heard until it disappears.
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the reverb sound (W)
Level	0–127	Output Level

66: OVDRV → CHO (OVERDRIVE → CHORUS)

This effect connects an overdrive and a chorus in series.

	Assignable Parameters
MFX Control	Chorus Bal, Cho Rate, Chorus Depth, Overdrive Drive

Parameter	Value	Description
Overdrive Drive	0–127	Degree of distortion Also changes the volume.
Overdrive Pan	L64–63R	Stereo location of the overdrive sound
Chorus PreDly	0.0–100.0 ms	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Cho Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Cho Rate (♪)	note (*1)	Frequency of modulation (note)
Chorus Depth	0–127	Depth of modulation
Chorus Bal	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the chorus (W) and the sound that is not sent through the chorus (D).
Level	0–127	Output Level

67: OVDRV → FLNGR (OVERDRIVE → FLANGER)

This effect connects an overdrive and a flanger in series.

	Assignable Parameters
MFX Control	Flngr Bal, Fln Rate, Flngr Depth, Flngr Feedback, Overdrive Drive

Parameter	Value	Description
Overdrive Drive	0–127	Degree of distortion Also changes the volume.
Overdrive Pan	L64–63R	Stereo location of the overdrive sound
Flngr PreDly	0.0–100.0 ms	Adjusts the delay time from when the direct sound begins until the flanger sound is heard.
Flngr Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Fln Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Fln Rate (♪)	note (*1)	Frequency of modulation (note)
Flngr Depth	0–127	Depth of modulation
Flngr Feedback	-98–+98 %	Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (-) settings will invert the phase.
Flngr Bal	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the flanger (W) and the sound that is not sent through the flanger (D).
Level	0–127	Output Level

68: OVDRV → DELAY (OVERDRIVE → DELAY)

This effect connects an overdrive and a delay in series.

	Assignable Parameters
MFX Control	Delay Bal, Overdrive Drive

Parameter	Value	Description
Overdrive Drive	0–127	Degree of distortion Also changes the volume.
Overdrive Pan	L64–63R	Stereo location of the overdrive sound
Delay Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay (ms)	1–2600 ms	Adjusts the delay time from the direct sound until the delay sound is heard (ms).
Delay (♪)	note (*1)	Adjusts the delay time from the direct sound until the delay sound is heard (note).
Delay Feedback	-98–+98 %	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.
Delay HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect will be cut. If you do not want to cut the high frequencies, set this parameter to BYPASS.
Delay Bal	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the delay (W) and the sound that is not sent through the delay (D).
Level	0–127	Output Level

69: DIST → CHORUS (DISTORTION → CHORUS)

The parameters are essentially the same as in "66: OVERDRIVE → CHORUS," with the exception of the following two.

Overdrive Drive → Distortion Drive

Overdrive Pan → Distortion Pan

70: DIST → FLANGR (DISTORTION → FLANGER)

The parameters are essentially the same as in "67: OVERDRIVE → FLANGER," with the exception of the following two.

Overdrive Drive → Distortion Drive

Overdrive Pan → Distortion Pan

71: DIST → DELAY (DISTORTION → DELAY)

The parameters are essentially the same as in "68: OVERDRIVE → DELAY," with the exception of the following two.

Overdrive Drive → Distortion Drive,

Overdrive Pan → Distortion Pan

72: ENH → CHORUS (ENHANCER → CHORUS)

This effect connects an enhancer and a chorus in series.

	Assignable Parameters
MFX Control	Chorus Bal, Chorus Depth, Cho Rate, Enhancer Sens

Parameter	Value	Description
Enhancer Sens	0–127	Sensitivity of the enhancer
Enhancer Mix	0–127	Level of the overtones generated by the enhancer
Chorus PreDly	0.0–100.0 ms	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Cho Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Cho Rate (♪)	note (*1)	Frequency of modulation (note)
Chorus Depth	0–127	Depth of modulation
Chorus Bal	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the chorus (W) and the sound that is not sent through the chorus (D).
Level	0–127	Output Level

73: ENH → FLANGER (ENHANCER → FLANGER)

This effect connects an enhancer and a flanger in series.

	Assignable Parameters
MFX Control	Flngr Bal, Fln Rate, Flngr Depth, Flngr Feedback, Enhancer Sens

Parameter	Value	Description
Enhancer Sens	0–127	Sensitivity of the enhancer
Enhancer Mix	0–127	Level of the overtones generated by the enhancer
Flngr PreDly	0.0–100.0 ms	Adjusts the delay time from when the direct sound begins until the flanger sound is heard.
Flngr Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Fln Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Fln Rate (♪)	note (*1)	Frequency of modulation (note)
Flngr Depth	0–127	Depth of modulation
Flngr Feedback	-98–+98 %	Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (-) settings will invert the phase.
Flngr Bal	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the flanger (W) and the sound that is not sent through the flanger (D).
Level	0–127	Output Level

74: ENH → DELAY (ENHANCER → DELAY)

This effect connects an enhancer and a delay in series.

	Assignable Parameters
MFX Control	Delay Bal, Enhancer Sens

Parameter	Value	Description
Enhancer Sens	0–127	Sensitivity of the enhancer
Enhancer Mix	0–127	Level of the overtones generated by the enhancer
Delay Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay (ms)	1–2600 ms	Adjusts the delay time from the direct sound until the delay sound is heard (ms).
Delay (♪)	note (*1)	Adjusts the delay time from the direct sound until the delay sound is heard (note).
Delay Feedback	-98–+98 %	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.
Delay HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect will be cut. If you do not want to cut the high frequencies, set this parameter to BYPASS.
Delay Bal	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the delay (W) and the sound that is not sent through the delay (D).
Level	0–127	Output Level

75: CHO → DELAY (CHORUS → DELAY)

This effect connects a chorus and a delay in series.

	Assignable Parameters
MFX Control	Delay Bal, Chorus Bal, Chorus Depth, Cho Rate

Parameter	Value	Description
Chorus PreDly	0.0–100.0 ms	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Cho Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Cho Rate (♪)	note (*1)	Frequency of modulation (note)
Chorus Depth	0–127	Depth of modulation
Chorus Bal	D100:0W–D0:100W	Volume balance between the direct sound (D) and the chorus sound (W)
Delay Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay (ms)	1–2600 ms	Adjusts the delay time from the direct sound until the delay sound is heard (ms).
Delay (♪)	note (*1)	Adjusts the delay time from the direct sound until the delay sound is heard (note).
Delay Feedback	-98–+98 %	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.
Delay HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect will be cut. If you do not want to cut the high frequencies, set this parameter to BYPASS.
Delay Bal	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the delay (W) and the sound that is not sent through the delay (D).
Level	0–127	Output Level

76: FLN → DELAY (FLANGER → DELAY)

This effect connects a flanger and a delay in series.

	Assignable Parameters
MFX Control	Delay Bal, Flngr Bal, Fln Rate, Flngr Feedback

Parameter	Value	Description
Flngr PreDly	0.0–100.0 ms	Adjusts the delay time from when the direct sound begins until the flanger sound is heard.
Flngr Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Fln Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Fln Rate (♪)	note (*1)	Frequency of modulation (note)
Flngr Depth	0–127	Depth of modulation
Flngr Feedback	-98–+98 %	Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (-) settings will invert the phase.
Flngr Bal	D100:0W–D0:100W	Volume balance between the direct sound (D) and the flanger sound (W)
Delay Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay (ms)	1–2600 ms	When this is set to "note," the effect is synchronized with the tempo (ms).
Delay (♪)	note (*1)	Adjusts the delay time from the direct sound until the delay sound is heard (note).
Delay Feedback	-98–+98 %	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.
Delay HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect will be cut. If you do not want to cut the high frequencies, set this parameter to BYPASS.
Delay Bal	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the delay (W) and the sound that is not sent through the delay (D).
Level	0–127	Output Level

77: CHO → FLANGER (CHORUS → FLANGER)

This effect connects a chorus and a flanger in series.

	Assignable Parameters
MFX Control	Chorus Bal, Flngr Bal, Chorus Depth, Cho Rate, Fln Rate, Flngr Feedback

Parameter	Value	Description
Chorus PreDly	0.0–100.0 ms	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Cho Rate (Hz)	0.05–10.00 Hz	Modulation frequency of the chorus effect (Hz)
Cho Rate (♪)	note (*1)	Modulation frequency of the chorus effect (note)
Chorus Depth	0–127	Modulation depth of the chorus effect
Chorus Bal	D100:0W–D0:100W	Volume balance between the direct sound (D) and the chorus sound (W)
Flngr PreDly	0.0–100.0 ms	Adjusts the delay time from when the direct sound begins until the flanger sound is heard.
Flngr Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Fln Rate (Hz)	0.05–10.00 Hz	Modulation frequency of the flanger effect (Hz)
Fln Rate (♪)	note (*1)	Modulation frequency of the flanger effect (note)
Flngr Depth	0–127	Modulation depth of the flanger effect
Flngr Feedback	-98–+98 %	Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (-) settings will invert the phase.
Flngr Bal	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the flanger (W) and the sound that is not sent through the flanger (D).
Level	0–127	Output Level

78: SYM.RESONCE (Sympathetic Resonance)

You can adjust this resonance when the damper pedal is depressed (Sympathetic Resonance).

On an acoustic piano, holding down the damper pedal will allow the remaining strings to resonate in sympathy with the sounds that you played from the keyboard, adding a rich resonance. This feature reproduces that resonance sound.

	Assignable Parameters
MFX Control	Depth, Damper, P-Sft Amount, P-Sft Level

Parameter	Value	Description
SW	OFF, ON	When set to ON, the effect is applied.
Depth	0–127	Depth of the effect
Damper	0–127	Depth to which the damper pedal is pressed (controls the resonant sound)
Pre LPF	16–15000 Hz, BYPASS	Frequency of the filter that cuts the high-frequency content of the input sound (BYPASS: no cut)
Pre HPF	BYPASS, 16–15000 Hz	Frequency of the filter that cuts the low-frequency content of the input sound (BYPASS: no cut)
Peaking Freq	200–8000 Hz	Frequency of the filter that boosts/cuts a specific frequency region of the input sound
Peaking Gain	-15–+15 dB	Amount of boost/cut produced by the filter at the specified frequency region of the input sound
Peaking Q	0.5, 1.0, 2.0, 4.0, 8.0	Width of the frequency region boosted/cut by the Peaking Gain parameter (larger values make the region narrower)
HF Damp	16–15000 Hz, BYPASS	Frequency at which the high-frequency content of the resonant sound will be cut (BYPASS: no cut)
LF Damp Freq	BYPASS, 16–15000 Hz	Frequency at which the low-frequency content of the resonant sound will be cut (BYPASS: no cut)
Lid	1–7	Adjusts the extent to which the top of the grand piano is open.
Level	0–127	Output Level
P-Sft Amount	0–127	Amount of fluctuations.
P-Sft Level	0–127	Volume of fluctuations.
P-Sft LPF	16–15000 Hz, BYPASS	Center frequency of filter used to cut the high-frequency portions of the fluctuations. (BYPASS: no cut)
P-Sft HPF	BYPASS, 16–15000 Hz	Center frequency of filter used to cut the low-frequency portions of the fluctuations. (BYPASS: no cut)
P-Sft to Rev	0–127	Amount by which the fluctuations are made to resonate further.
Damper offset	0–64	Volume of additional slight resonance when the damper pedal is not pressed

note (1):

(Sixty-fourth-note triplet), (Sixty-fourth note), (Thirty-second-note triplet), (Thirty-second note), (Sixteenth-note triplet), (Dotted thirty-second note), (Sixteenth note), (Eighth-note triplet), (Dotted sixteenth note), (Eighth note), (Quarter-note triplet), (Dotted eighth note), (Quarter note), (Half-note triplet), (Dotted quarter note), (Half note), (Whole-note triplet), (Dotted half note), (Whole note), (Double-note triplet), (Dotted whole note), (Double note)

Chorus Parameter

The RD-300NX's Chorus effect unit can also be used as a stereo delay unit.

0: OFF

Neither Chorus or Delay is used.

1: CHORUS

Parameter	Value	Description
Filter Type	OFF, LPF, HPF	Type of filter **OFF**: no filter is used **LPF**: cuts the frequency range above the Cutoff Freq **HPF**: cuts the frequency range below the Cutoff Freq
Cutoff Freq	200–8000 Hz	Basic frequency of the filter
Pre Delay	0.0–100.0 ms	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*)	Frequency of modulation (note)
Depth	0–127	Depth of modulation
Phase	0–180°	Spatial spread of the sound
Feedback	0–127	Adjusts the amount of the chorus sound that is fed back into the effect.

2: DELAY

Parameter	Value	Description
Delay L Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay L (ms)	0–1000 ms	Adjusts the time until the delay sound is heard (ms).
Delay L (♪)	note (*)	Adjusts the time until the delay sound is heard (note).
Delay R Mode	ms, note	Settings of the Delay R The parameters are the same as for the Delay L.
Delay R (ms)	0–1000 ms	
Delay R (♪)	note (*)	
Delay C Mode	ms, note	Settings of the Delay C The parameters are the same as for the Delay L.
Delay C (ms)	0–1000 ms	
Delay C (♪)	note (*)	
Center Feedbak	-98–+98 %	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.
HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect will be cut. If you do not want to cut the high frequencies, set this parameter to BYPASS.
Left Level	0–127	Volume of Delays L
Right Level	0–127	Volume of Delays R
Center Level	0–127	Volume of Delays C

3: GM2 CHORUS

Parameter	Value	Description
Pre-LPF	0–7	Cuts the high frequency range of the sound coming into the chorus.
Level	0–127	Volume of the chorus sound
Feedback	0–127	Adjusts the amount of the chorus sound that is fed back into the effect.
Delay	0–127	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate	0–127	Frequency of modulation
Depth	0–127	Depth of modulation
Send To Reverb	0–127	Adjusts the amount of chorus sound that will be sent to the reverb.

note (*):

(Sixty-fourth-note triplet), (Sixty-fourth note), (Thirty-second-note triplet), (Thirty-second note), (Sixteenth-note triplet), (Dotted thirty-second note), (Sixteenth note), (Eighth-note triplet), (Dotted sixteenth note), (Eighth note), (Quarter-note triplet), (Dotted eighth note), (Quarter note), (Half-note triplet), (Dotted quarter note), (Half note), (Whole-note triplet), (Dotted half note), (Whole note), (Double-note triplet), (Dotted whole note), (Double note)

Reverb Parameter

These settings allow you to select the desired type of reverb, and its characteristics.

0: OFF

Reverb is not used.

1: REVERB

Normal reverb

Parameter	Value	Description
Type	ROOM1, ROOM2, STAGE1, STAGE2, HALL1, HALL2, DELAY, PAN-DELAY	Type of reverb/delay **ROOM1**: short reverb with high density **ROOM2**: short reverb with low density **STAGE1**: reverb with greater late reverberation **STAGE2**: reverb with strong early reflections **HALL1**: very clear-sounding reverb **HALL2**: rich reverb **DELAY**: conventional delay effect **PAN-DELAY**: delay effect with echoes that pan left and right
Time	0–127	Time length of reverberation (Type: ROOM1-HALL2) Delay time (Type: DELAY, PAN-DELAY)
HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which the high-frequency content of the reverb sound will be cut, or "damped." If you do not want to cut the high frequencies, set this parameter to BYPASS.
Delay Feedback	0–127	Adjusts the amount of delay feedback when the Type setting is DELAY or PAN-DELAY.
Level	0–127	Output level of reverberation

2: ROOM

This simulates typical room acoustic reflections.

Parameter	Value	Description
Pre Delay	0.0–100.0 ms	Adjusts the delay time from the direct sound until the reverb sound is heard.
Time	0–127	Time length of reverberation
Size	1–8	Size of the simulated room or hall
High Cut	160 Hz–12.500 Hz, BYPASS	Adjusts the frequency above which the high-frequency content of the reverb will be reduced. If you do not want to reduce the high frequencies, set this parameter to BYPASS.
Density	0–127	Density of reverb
Diffusion	0–127	Adjusts the change in the density of the reverb over time. The higher the value, the more the density increases with time. (The effect of this setting is most pronounced with long reverb times.)
LF Damp Freq	50–4000 Hz	Adjusts the frequency below which the low-frequency content of the reverb sound will be reduced, or "damped."
LF Damp Gain	-36–0 dB	Adjusts the amount of damping applied to the frequency range selected with LF Damp. With a setting of "0," there will be no reduction of the reverb's low-frequency content.
HF DampFreq	4000 Hz–12500 Hz	Adjusts the frequency above which the high-frequency content of the reverb sound will be reduced, or "damped."
HF Damp Gain	-36–0 dB	Adjusts the amount of damping applied to the frequency range selected with HF Damp. With a setting of "0," there will be no reduction of the reverb's high-frequency content.
Level	0–127	Output level of reverberation

3: HALL

This simulates typical concert hall acoustic reflections.

The parameters are the same as for "2: ROOM."

4: PLATE

This simulates a reverb plate, a popular type of artificial reverb unit that derives its sound from the vibration of a metallic plate.

The parameters are the same as for "2: ROOM."

5: GM2 REVERB

GM2 Reverb

Parameter	Value	Description
Character	ROOM1, ROOM2, ROOM3, HALL1, HALL2, PLATE, DELAY, PAN-DELAY	Type of reverb/delay
Pre-LPF	0–7	Cuts the high frequency range of the sound coming into the reverb.
Level	0–127	Output level of reverberation
Time	0–127	Time length of reverberation
Delay Feedback	0–127	Adjusts the amount of the delay sound that is fed back into the effect when the Reverb Character setting is 6 or 7.

6: CATHEDRAL

Simulates the type of reverberation in churches and other such spaces bounded by hard walls

Parameter	Value	Description
Pre-LPF	0–7	Cuts the high frequency range of the sound coming into the reverb. Higher values will cut more of the high frequencies.
Level	0–127	Output level of reverberation
Time	0–127	Time length of reverberation

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