



YAMAHA

**Drums Plug-in Board
Drums Plug-in Board
Carte Plug-in Batterie**

PLG150-DR



**Percussion Plug-in Board
Percussion Plug-in Board
Carte Plug-in Percussion**

PLG150-PC



English

Deutsch

Français

**MODULAR SYNTHESIS
PLUG-IN SYSTEM**



**Owner's Manual
Bedienungsanleitung
Mode d'emploi**

Precautions

- Do not expose the plug-in board to direct sunlight, excessive humidity, high temperatures, excessive dust or strong vibrations.
- Before handling the plug-in board, be sure to touch a metal surface to discharge any static electricity which may be in your body.
- When holding the plug-in board, do not touch the inside area of the circuit board or apply excessive pressure to the board, and be sure to protect the board from contact with water or other liquids.
- Before installing the plug-in board onto a tone generator/sound card, unplug the power connector of your computer.
- Before connecting the computer to other devices, turn off the power switches of all devices.
- Yamaha is not responsible for loss of data through computer malfunctions or operator actions.
- The plug-in board contains no user-serviceable parts, so never touch the inside area of the circuit board or tamper with the electronic circuitry in any way. Doing so may result in electrical shock or damage to the plug-in board.

YAMAHA CANNOT BE HELD RESPONSIBLE FOR DAMAGE CAUSED BY IMPROPER CARE AND USE OF THE PLUG-IN BOARD.

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* The screens as illustrated in this owner's manual are for instructional purposes only, and may appear somewhat different from the ones of your instrument.

FCC INFORMATION (U.S.A.)

1. IMPORTANT NOTICE: DO NOT MODIFY THIS UNIT!

This product, when installed as indicated in the instructions contained in this manual, meets FCC requirements. Modifications not expressly approved by Yamaha may void your authority, granted by the FCC, to use the product.

2. IMPORTANT: When connecting this product to accessories and/or another product use only high quality shielded cables. Cable/s supplied with this product **MUST** be used. Follow all installation instructions. Failure to follow instructions could void your FCC authorization to use this product in the USA.

3. NOTE: This product has been tested and found to comply with the requirements listed in FCC Regulations, Part 15 for Class "B" digital devices. Compliance with these requirements provides a reasonable level of assurance that your use of this product in a residential environment will not result in harmful interference with other electronic devices. This equipment generates/uses radio frequencies and, if not installed and used according to the instructions found in the users manual, may cause interference harmful to the operation of other electronic devices. Compliance with FCC regulations does not guarantee that interference will not occur in all installations. If this product is found to be the source of interference, which can be determined by turning the unit "OFF" and "ON", please try to eliminate the problem by using one of the following measures:

Relocate either this product or the device that is being affected by the interference.

Utilize power outlets that are on different branch (circuit breaker or fuse) circuits or install AC line filter/s.

In the case of radio or TV interference, relocate/reorient the antenna. If the antenna lead-in is 300 ohm ribbon lead, change the lead-in to co-axial type cable.

If these corrective measures do not produce satisfactory results, please contact the local retailer authorized to distribute this type of product. If you can not locate the appropriate, please contact Yamaha Corporation of America, Electronic Service Division, 6600 Orangethorpe Ave, Buena Park, CA 90620

* This applies only to products distributed by YAMAHA CORPORATION OF AMERICA.

CANADA

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

- This applies only to products distributed by Yamaha Canada Music Ltd.
- Ceci ne s'applique qu'aux produits distribués par Yamaha Canada Musique Ltée.

Congratulations and thank you for purchasing the Yamaha PLG150-DR Drums Plug-in Board/PLG150-PC Percussion Plug-in Board!

The PLG150-DR/PLG150-PC is a custom tone generator designed for use with a variety of Yamaha electronic musical instruments. Foremost, the PLG150-DR/PLG150-PC can be installed to and integrated with instruments of the Modular Synthesis Plug-in System (such as the MOTIF, S80, etc.) It can also be used seamlessly with the MU128 Tone Generator (as well as other MU-series instruments and the SW1000XG PCI Audio/MIDI Board).

To install your PLG150-DR/PLG150-PC correctly and to ensure full enjoyment of its sophisticated functions, be sure to read this manual very carefully. When finished, keep the manual in a secure and convenient place for future reference.

SPECIAL NOTICE

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- Copying of the commercially available music sequence data and/or digital audio files is strictly prohibited except for your personal use.
- Future upgrades of application and system software and any changes in specifications and functions will be announced separately.

MODULAR SYNTHESIS PLUG-IN SYSTEM

About the Modular Synthesis Plug-in System

The Yamaha Modular Synthesis Plug-in System offers powerful expansion and upgrade capabilities for Modular Synthesis-Plug-in-compatible synthesizers, tone generators and sound cards. This enables you to easily and effectively take advantage of the latest and most sophisticated synthesizer and effects technology, allowing you to keep pace with the rapid and multi-faceted advances in modern music production.



About the XG Plug-in System

The Yamaha XG Plug-in System offers powerful expansion and upgrade capabilities for XG-Plug-in-compatible tone generators and sound cards. This enables you to easily and effectively take advantage of the latest and most sophisticated synthesizer and effects technology, allowing you to keep pace with the rapid and multi-faceted advances in modern music production.

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Overview of the PLG150-DR/PLG150-PC

Main Features of the PLG150-DR/PLG150-PC

- Once connected and installed, the PLG150-DR/PLG150-PC becomes a seamless additional sound source for the host tone generator or synthesizer — providing a total of 88 drum/percussion voices (80 Preset, 8 User), which can be edited from the panel of the host device. The PLG150-DR/PLG150-PC can be easily installed to any device compatible with the Modular Synthesis Plug-in System or the XG Plug-in System.
- A single PLG150-DR/PLG150-PC Plug-in Board functions as one part for the host device, providing up to 32 different voices (in mono sampling), and several boards can be installed to the same host device.
- Thanks to the built-in effect processing power, the PLG150-DR/PLG150-PC has two separate effect blocks — Insertion and Reverb — that can be applied to each kit.
- With the included Voice Editor, you can easily edit the sound for each note in the kit as well as the effect parameters, and create up to eight original User kits — all from your Windows computer.
- The PLG150-DR also features a special drum kit based on the stunning stereo drum kit of the popular Yamaha MOTIF. (Not all of the sounds are exactly the same.) For MOTIF users, this means you can use the PLG150-DR to play high-quality drum tracks and free up maximum polyphony for other sounds on the MOTIF.
- The PLG150-DR also has drum kits that have the same note mapping as XG kits — making them fully compatible with any XG song data. This means you can simply enter desired program changes, and your drum tracks will play and sound exactly as intended — or even better!

Included Items

The following items have been included in the package of your new PLG150-DR/PLG150-PC. Please make sure that you have them all before starting to setup and use the instrument. If an item is missing, contact the store or dealer from which you purchased the PLG150-DR/PLG150-PC.

- PLG150-DR/PLG150-PC Plug-in Board
- PLG150-DR/PLG150-PC Owner's Manual (this book)
- CD-ROM

Required and Recommended Items

In addition to the included items listed above, you should also have the following:

■ Synthesizer/Tone Generator/Sound Card Compatible with the Modular Synthesis or XG Plug-in Systems

In order to use the PLG150-DR/PLG150-PC, you'll need a synthesizer, tone generator or sound card that is compatible with the Modular Synthesis Plug-in System or the XG Plug-in System. Compatible instruments include the MOTIF, MU128, and the SW1000XG. The synthesizer/tone generator/sound card should also have an available slot or space for installing the PLG150-DR/PLG150-PC.

Installing the PLG150-DR/PLG150-PC

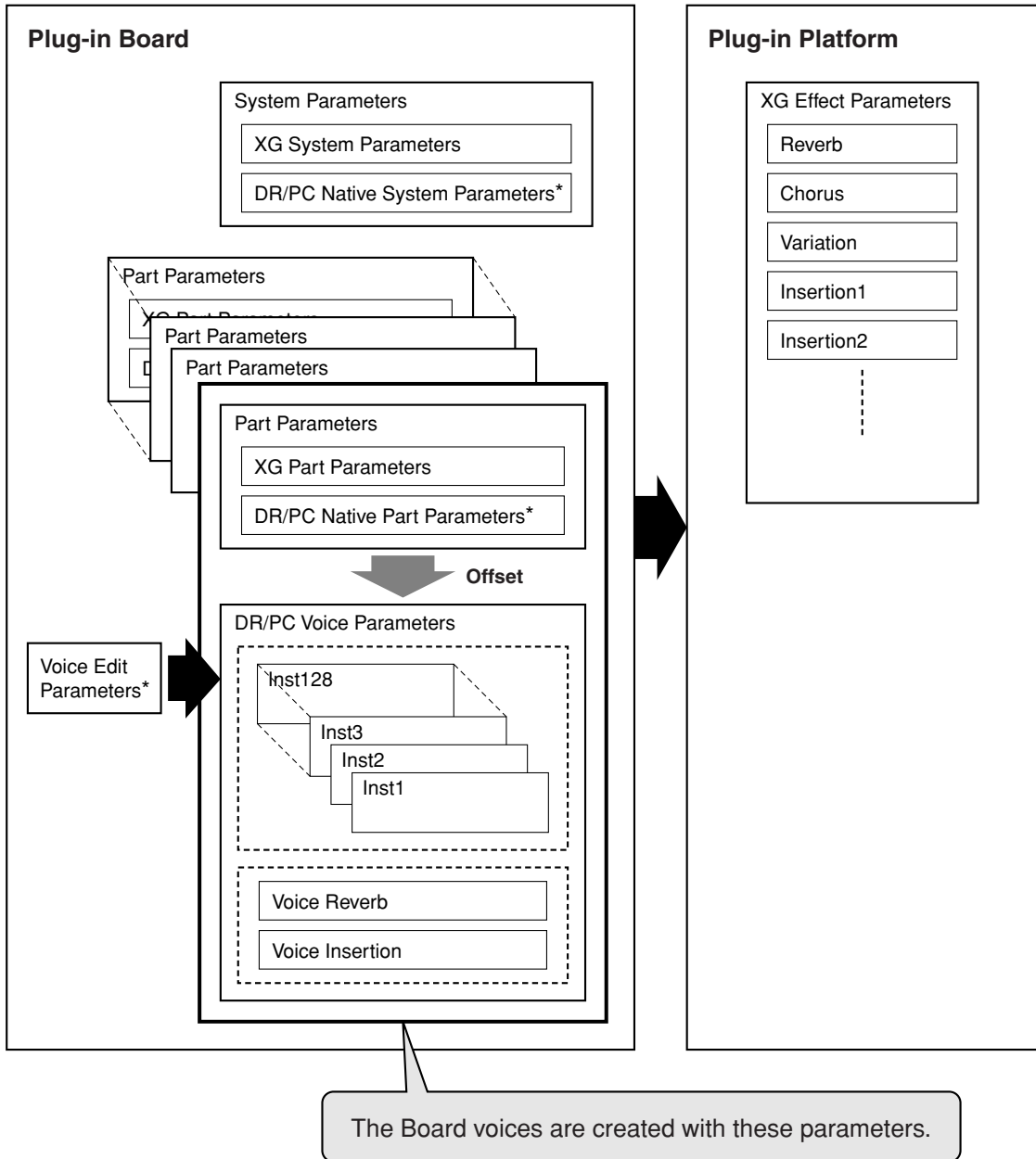
For detailed instructions on installing the PLG150-DR/PLG150-PC, refer to the owner's manual of the Plug-in-compatible "mother" device (e.g., MOTIF, MU128, etc.).

Specifications

Tone Generation System :	AWM2 (Advanced Wave Memory 2)
Polyphony :	32 (when using mono-sampled voices)
Number of voices :	80 Preset voices, 8 User voice area
Interface :	Plug-in connector
Effects :	Insertion, Reverb
Dimensions (W x H x D) :	138.5 x 89.0 x 8.5mm
Weight :	62g
Included Items :	Owner's Manual, CD-ROM

* Specifications subject to change without notice.

Parameter Structure



* See page 13 for details.

For Modular Synthesis Plug-in System Users

Selecting DR/PC Voices

When the PLG150-DR/PLG150-PC is installed to a synthesizer compatible with the Modular Synthesis Plug-in System, the DR/PC voices can be selected in the same way as the internal voices of the synthesizer.



- When several boards are installed to the same host device, set the “PolyExpand” parameter on the synthesizer to off.
- The example displays used in the following explanations are all taken from the MOTIF.

1 Enter the Voice Play mode.

Press the [VOICE] button.

2 Select a Plug-in voice.

Press any of the [PLG1] - [PLG3] buttons. The following display (or one similar) appears.

VOICE		DIR		Voice						
BANK	F1-B	GROUP	A	B	C	D	E	F	G	H
1	LiveRm	A	5	RockSt1	13	SmlRoom1	13	RockY		
2	LiveRm	B	6	RockSt2	10	SmlRoom2	14	Trashed1		
3	PowerStd	7	DryKit	A	11	HeavyKit	15	Trashed2		
4	DryStand	8	DryKit	B	12	RingSnrs	16	Trashed3		

3 Select a Group.

Press any of the GROUP [A] - [H] buttons.

4 Select a Voice.

Press any of the NUMBER [1] - [16] buttons.



When using the PLG150-DR in the Song mode on the MOTIF, make sure to make these settings:

- Set the Receive Channel of the [PLG] part (the part to which the PLG150-DR has been assigned) to Channel 10.
- On the MOTIF, set the internal part assigned to Channel 10 to off.

For MOTIF6/MOTIF7/MOTIF8 users

To get the most out of your PLG150-DR/PLG150-PC, please go to the web address below and download the latest version of the MOTIF operating system.

<http://www.yamahasynth.com>

Editing the DR/PC Native Part Parameters

The following explanations show how to edit the DR/PC native part parameters when creating PLG voices, using the MOTIF Control Synthesizer as an example. For information on storing the PLG voices with your particular Modular Synthesis Plug-in System compatible instrument, refer to the owner's manual of that instrument.

NOTE Keep in mind that the parameter values and settings below represent offsets of the actual voice settings. This means that adjustments made to the parameters may not make much change in the actual sound, depending on the original settings of the voice. For parameter values, a setting of "0" results in no change, while positive and negative values increase and decrease the value respectively.

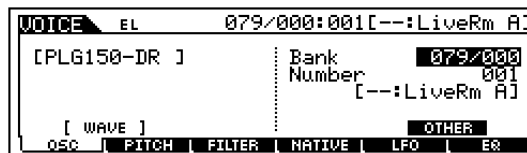
1 Select the desired DR/PC voice, as described in "Selecting DR/PC Voices" on page 8.

2 Enter the Voice Edit mode.

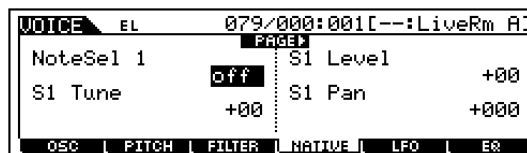
Press the [EDIT] button.

3 Select an element to be edited.

1) Press any one of the NUMBER buttons ([1] - [4]) to edit the element parameters.



2) Press the [F4] button to select the "NATIVE" element.



4 Select the desired parameter.

Use the cursor buttons to select the desired parameter.

NOTE For a list of available parameters, see page 13.

5 Adjust the value or change the setting for the selected parameter.

Use the [INC/YES] and [DEC/NO] buttons or the data dial.

For XG Plug-in System Users

The PLG150-DR/PLG150-PC voices can be selected just like the voices of the XG tone generator. Keep in mind, though, that they can only be selected when the Sound Module Mode is set to XG or Performance. Also, the Part Assign parameter in the Utility mode (see below) must be set to the desired Part.

NOTE The example displays used in the following explanations are all taken from the MU128.

■ Enabling and Selecting DR/PC Voices

1 Set the Sound Module Mode to “XG” or “PFM” (Performance).

Press the [MODE] button and use the [SELECT ◀/▶] buttons.

2 Set the Part Assign parameter to the desired Part number.

To do this:

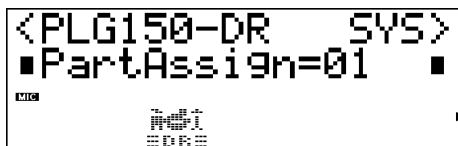
- 1) Press the [UTIL] button.



- 2) Select the “PLUGIN” menu (with the [SELECT ▶] button) and press [ENTER].



- 3) Select the “PLG150-DR/PLG150-PC” menu if necessary (with the [SELECT ◀/▶] buttons), and press [ENTER]. The Part Assign menu appears.



- 4) Use the [VALUE -/+] buttons or dial to change the Part number.

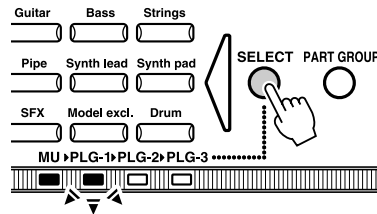
The Part Assign range for the XG mode is 1 - 16 and “off”; for the Performance mode, it is 1 - 4 and “off.”

Press the [EXIT] button to return to the Play mode.

NOTE When several boards are installed to the same host device, assign them to the different parts.

3 Enable the PLG150-DR/PLG150-PC board for the desired Part.

First, make sure that the appropriate Part is selected (using the [PART -/+] buttons), then press the [SELECT] button. The icon of the selected board appears in the display and the corresponding LED at the bottom of the panel (PLG-1, -2, or -3) flashes briefly.



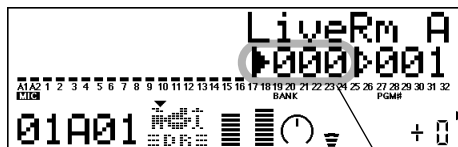
4 Select the desired bank number.

Move the cursor to the Bank Number parameter with the [SELECT ◀/▶] buttons and use the [VALUE -/+] buttons to select the desired bank.

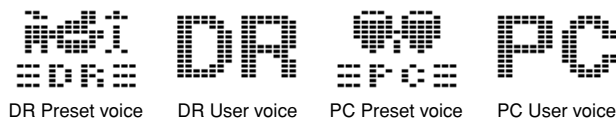
5 Select the desired voice number.

Move the cursor to the Voice (Program) Number parameter with the [SELECT ◀/▶] buttons and use the [VALUE -/+] buttons to select the desired voice.

- DR Preset voice : 000, 001-080
- DR User voice : 000, 001-008
- PC Preset voice : 001, 001-080
- PC User voice : 001, 001-008



Bank Number parameter



Alternately, you can select voices from a connected MIDI keyboard, or from sequencing software on a connected computer.

For a list of available voices and their bank/voice numbers, see page 26.

Editing the DR/PC Native Part Parameters

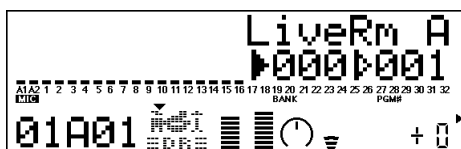
Any of the DR/PC voices can be freely edited from the front panel with the DR/PC Native Part parameters. Keep in mind that changing the Part parameters does not permanently affect the original voice settings. The edits that you make here temporarily change the settings of the currently selected voice. When you select a different voice for the Part, the settings are applied to the newly selected voice.



- The parameter values and settings below represent offsets of the actual voice settings. This means that adjustments made to the parameters may not make much change in the actual sound, depending on the original settings of the voice. For parameter values, a setting of “0” results in no change, while positive and negative values increase and decrease the value respectively.
- The Part parameter settings cannot be saved in Multi Play mode. If you wish to save your Part parameter edits, do it from the Performance mode or Plug-in Board Editor.
- The example displays used in the following explanations are all taken from the MU128.

1 Select the Part having the DR/PC voice, then select the desired voice.

Select the appropriate Part with the [PART +/-] buttons, then, with the cursor at the Voice Number parameter, select the desired voice.

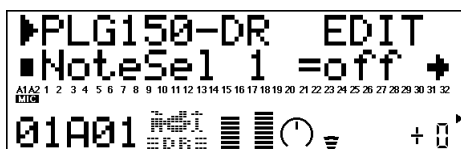


2 Press the [EDIT] button to enter the Edit mode.



3 Select the “PLUGIN” menu.

Use the [SELECT ▶] button, then press the [ENTER] button. The PLG150-DR/PLG150-PC Edit menu appears.



4 Select the desired parameter.

Use the [SELECT ◀/▶] buttons.

5 Adjust the value or change the setting for the selected parameter.

Use the [VALUE +/-] buttons.

6 Return to the main Play display.

Press the [EXIT] button several times, or press the [PLAY] button once.

Native Part Parameters

These parameters are used to offset the actual settings (made on the host device) of the voices of the PLG150-DR/PLG150-PC Plug-in Board. Tune, Pan, Level, and other settings can be made for each of any four instruments, and Insertion effects can also be applied.

Keep in mind that these offset Part parameters do not permanently change the original kit settings.

Also remember that for parameters with values, a setting of “0” results in no change to the original setting, while positive and negative values change the setting accordingly. For example, if the original Pan setting for a sound is all the way to the left, a setting of “0” for the Pan parameter here does NOT represent “center” — it simply keeps the sound at its current hard-left position.

● Note Select 1 - Note Select 4

This determines the specific note (instrument sound) for which the same numbered Native Part parameters will be effective. Set this parameter to the note (1 - 4) you wish to edit, then set the corresponding parameters (1 - 4) below to edit it.

Range: C-2 — G8, Off

● Note Select 1 Tune - Note Select 4 Tune

This determines the pitch of the selected note's instrument. The greater the value the higher the pitch. Negative values lower the pitch.

Range: -64 — +00 — +63

● Note Select 1 Level - Note Select 4 Level

This determines the level or volume of the selected note's instrument.

Range: -64 — +00 — +63

● Note Select 1 Pan - Note Select 4 Pan

This determines the stereo position of the selected note's instrument. The lower the value (more negative), the further left the sound is in the stereo image. The higher the value (more positive), the further right the sound is.

Range: -127 — +00 — +127

● Note Select 1 Ins Eff - Note Select 4 Ins Eff (Insertion Effect)

This determines whether the PLG150-DR/PLG150-PC's built-in Insertion effect is applied to the selected note's instrument or not. (When set to “on,” the Insertion effect is applied.) When this is set to “Inst,” the original setting for the kit is maintained.

Settings: off, on, Inst

● Note Select 1 Rev Send - Note Select 4 Rev Send (Reverb Send)

This determines the level of the selected note's instrument that is sent to the PLG150-DR/PLG150-PC's built-in Reverb effect. This parameter has no effect if the Insertion effect (above) is on.

Range: -127 — +00 — +127

● INS L.Freq (Insertion Effect — EQ Low Frequency)

This determines the particular frequency which is boosted or cut (in the Low Gain parameter below) for the selected note's instrument. When this is set to "Vce," the original setting for the kit (voice) is maintained.

Settings/Range: 50Hz — 2.0kHz, Vce (**** : Not available)

● INS L.Gain (Insertion Effect — EQ Low Gain)

This determines the level of the specified frequency (in the Low Frequency parameter above) for the selected note's instrument. When this is set to "Vce," the original setting for the kit (voice) is maintained.

Settings/Range: -12 — +12dB, Vce (**** : Not available)

● INS H.Freq (Insertion Effect — EQ High Frequency)

This determines the particular frequency which is boosted or cut (in the High Gain parameter below) for the selected note's instrument. When this is set to "Vce," the original setting for the kit (voice) is maintained.

Settings/Range: 500Hz — 16kHz, Vce (**** : Not available)

● INS H.Gain (Insertion Effect — EQ High Gain)

This determines the level of the specified frequency (in the High Frequency parameter above) for the selected note's instrument. When this is set to "Vce," the original setting for the kit (voice) is maintained.

Settings/Range: -12 — +12dB, Vce (**** : Not available)

● INS LFOFrq (Insertion Effect — LFO Frequency)

This determines the frequency of LFO modulation for the PLG150-DR/PLG150-PC's built-in Insertion effect.

Range: -127 — +00 — +127 (**** : Not available)

● INS LFODpt (Insertion Effect — LFO Frequency)

This determines the depth of LFO modulation for the PLG150-DR/PLG150-PC's built-in Insertion effect.

Range: -127 — +00 — +127 (**** : Not available)

● INS DryWet (Insertion Effect — Dry/Wet Balance)

This determines the balance between the direct, unprocessed sound (dry) and the Insertion-processed sound (wet).

Range: -127 — +00 — +127 (**** : Not available)

● INS Drive (Insertion Effect — Drive)

This determines the amount of distortion overdrive for the PLG150-DR/PLG150-PC's built-in Insertion effect.

Range: -127 — +00 — +127 (**** : Not available)



- Keep in mind that some of these parameters are offset controls; the actual resulting sound may differ depending on the selected kit.
- If the currently selected kit does not have any effect or uses an effect type not corresponding to a certain parameter, the parameter is unavailable for editing and is indicated by asterisks (****).
- Whether an Insertion effect parameter is available or not differs depending the selected kit and its pre-assigned Insertion effect types. For details, refer to the "DR/PC Voice Effect Parameter List" in the Reference section (page 53).

Native System Parameter

The Native System parameter “Part Assign” is added to the Utility parameters of the XG tone generator. For more details on how to edit this, refer to the section “Enabling and Selecting DR/PC Voices” on page 10. If you are using the PLG150-DR/PLG150-PC with an Modular Synthesis Plug-in System compatible synthesizer, the Parts assigned to Plug-in Boards are fixed and this parameter cannot be changed.

● Part Assign

This determines the Part to which the PLG150-DR/PLG150-PC voice is assigned. If a Part is not properly assigned here, none of the PLG150-DR/PLG150-PC voices can be selected for the Part. (This applies to XG Plug-in System compatible “mother” devices.)

Settings: 1 -16, off

Voice Edit Parameters

These parameters are used to create original voices, and as such are more detailed and offer greater sonic control than the Native parameters. Voice Edit parameters are divided into two groups: 1) the Common parameters, which affect all instruments in the kit (voice), and 2) the Instrument parameters, which are set independently for each instrument. For greater ease and convenience in editing, use the Plug-in Board Editor, contained on the included CD-ROM. For detailed instructions on using the Plug-in Board Editor, refer to the electronic documentation on the CD-ROM.

Common Parameters

● Name

This determines the name for the voice or kit.

● Volume

This determines the overall volume of the kit (voice).

Range: 0 — 127

● Rev Send (Reverb Send)

This determines the level of the kit’s sound that is sent to the Reverb effect.

Range: 0 — 127

● Original Kit

This lets you select one of the eighty Preset kits.

Range: 0 — 79

● Reverb Type

● Reverb Parameter 1 - 16

This determines the Reverb type for the kit (voice) and allows you to set each of sixteen different parameters. For details, refer to the “DR/PC Voice Effect Parameter List” on page 53 in the Reference section.

● Reverb Return

This determines the return level of the Reverb signal for the kit (voice).

Range: 0 — 127

● Reverb Pan

This determines the stereo position for the kit (voice).

Range: L63 — R63

● Insertion Type

● Insertion Parameter 1 - 16

This determines the Insertion effect type for the kit (voice) and allows you to set each of sixteen different parameters. For details, refer to the “DR/PC Voice Effect Parameter List” on page 53 in the Reference section.

● Insertion Rev Send (Insertion Reverb Send)

This determines the level of the Insertion effect that is sent to the Reverb for the kit (voice).

Range: 0 — 127

Instrument Parameters

● Inst (Instrument) Pitch Coarse

This determines the coarse pitch setting of the selected instrument in semitones.

Range: -64 — +0 — +63

● Inst (Instrument) Pitch Fine

This determines the fine pitch setting of the selected instrument in 1-cent steps.

Range: -64 — +0 — +63

● Inst (Instrument) Level

This determines the level of the selected instrument.

Range: 0 — 127

● Inst (Instrument) Alternate Group

This determines the group assignment of the selected instrument. Instruments that are assigned to the same group cannot sound simultaneously, and mute one another — useful for sounds like hi-hat, where a closed hi-hat cuts off the sound of an open hi-hat.

Settings: 0: Off; 1 — 127

● Inst (Instrument) Pan

This determines the stereo position of the selected instrument. The “Random” setting randomly assigns the sound to a pan position — useful for having different drum/percussion instruments sound from various parts of the stereo image.

Settings/Range: 0: Random; L63 — R63

● Inst (Instrument) Reverb Send

This determines the level of the selected instrument that is sent to the Reverb effect. This parameter has no effect if the Insertion effect (below) is on.

Range: 0 — 127

● Inst (Instrument) Insertion On/Off

This determines whether the Insertion effect is applied to the selected instrument or not.

Settings: 0: Off; 1: On

● Inst (Instrument) Key Assign

When several notes are played at the same time, this determines whether the kit (voice) will sound the notes simultaneously (Multi) or one sound at a time (Single).

Settings: 0: Single, 1: Multi

● Inst (Instrument) Rcv Note Off (Receive Note Off)

This determines whether the selected instrument responds to MIDI Note Off messages or not.

Settings: 0: Off; 1: On

● Inst (Instrument) Rcv Note On (Receive Note On)

This determines whether the selected instrument responds to MIDI Note On messages or not.

Settings: 0: Off; 1: On

● Inst (Instrument) Filter Cutoff Frequency

This determines the cutoff frequency for the filter applied to the selected instrument. The greater the value, the more “open” the filter, and the brighter the sound becomes. The lower the value, the more muted the sound.

Range: -64 — +0 — +63

● Inst (Instrument) Filter Resonance

This determines the filter resonance or emphasis for the selected instrument.

Range: -64 — +0 — +63

● Inst (Instrument) EG Attack

This determines the attack rate of the EG (envelope generator) for the selected instrument.

Range: -64 — +0 — +63

● Inst (Instrument) EG Decay 1

This determines the first decay rate of the EG (envelope generator) for the selected instrument.

Range: -64 — +0 — +63

● Inst (Instrument) EG Decay 2

This determines the second or final decay rate of the EG (envelope generator) for the selected instrument.

Range: -64 — +0 — +63

About the Included CD-ROM

This CD-ROM includes two types of data: application software and sampled audio data. Please refer to page 19 (Windows) and 24 (Macintosh) for software installation instructions. You can play back the audio data from an audio CD player (or any CD playing/ripping function on your computer.)



Never attempt to play back track 1 (containing the application software) on an audio CD player. Doing so may damage to your hearing as well as to your CD player/audio speakers.

- Track 1 : Application software; do NOT attempt to play back this track.
- Track 2 : Demonstration song recorded on the PLG150-DR.
- Track 3 : Demonstration song recorded on the PLG150-PC.

For Windows Users




The included CD-ROM contain editing software to make user voices for the PLG150-DR/PLG150-PC as well as demonstration songs and Voice data for the “mother” device. You can start the editing software as either a stand-alone software or a plug-in application in the Open Plug-in Technology compatible application (SQ01, etc.) You can save the user voice edited on this software as SMF format file. The SMF format file is used for any sequencers. For playing back the demonstration songs, you can use any compatible sequence software or hardware sequencer capable of sending bulk data.

About Open Plug-in Technology

Open Plug-in Technology (OPT) is a newly developed software format that allows control over MIDI devices from a music software sequencer. For example, this allows you to start up and operate various parts of your music system, such as plug-in board editors, and mixing control editors — directly from an OPT-compatible sequencer, without having to use each separately. This also makes it unnecessary to set MIDI drivers for each application, streamlining your music production system and making all operations more convenient and seamless.

OPT Level Implementation for the Plug-in Board Editor

The client application and its compatibility with OPT can be divided into three levels, as shown below. (For more information, refer to the documentation or help files included with the client application.) This chart shows the OPT-compatibility of the Plug-in Board Editor.

OPT levels of the client application	Plug-in Board Editor operation	
	Operation support	Operation limits
VIEWS (Level 3) 	Yes	None
PROCESSORS (Level 2) 	Yes	None
PANELS (Level 1) 	Yes	None

NOTE: Certain operations may not work as expected if there is no corresponding function in the client application (sequencer, etc.). The highest level of implementation for the client application is indicated in the OPT logo (which appears along with the version information in the application).

■ Contents of the CD-ROM

Folder Name		Application Name	Contents
DR	Plug_	Plug-in Board Editor for PLG150-DR *1 *2	Enables you to edit the PLG150-DR voices on your computer.
	Motif	Plug-in Editor files for MOTIF Editor	Enables you to edit the PLG150-DR voices on the Voice Editor for MOTIF6/MOTIF7/MOTIF8.
	Data	Demonstration phrases	Demonstration phrases created using the PLG150-DR.
		Demonstration song (Drum solo)	Demonstration song created using the PLG150-DR.
Plug-in Voice Data *4		This is Plug-in voice data, featuring a total of 64 voices that were created using the PLG150-DR Preset voices.	
PC	Plug_	Plug-in Board Editor for PLG150-PC *1 *2	Enables you to edit the PLG150-PC voices on your computer.
	Motif	Plug-in Editor files for MOTIF Editor	Enables you to edit the PLG150-PC voices on the Voice Editor for MOTIF6/MOTIF7/MOTIF8.
	Data	Demonstration phrases	Demonstration phrases created using the PLG150-PC.
		Demonstration song (XG)	Demonstration song for XG Plug-in System devices (MU128, etc.) created using the PLG150-PC.
Plug-in Voice Data *4		This is Plug-in voice data, featuring a total of 64 voices that were created using the PLG150-PC Preset voices.	
Acroread_	Acrobat Reader *1 *3	Enables you to view each PDF manual for the applications.	

*1 These applications are supplied with PDF manuals. Refer to the PDF manual for operating these applications.

*2 These applications are started as either a stand-alone application or a plug-in software in the Open Plug-in Technology compatible application.

*3 Unfortunately, Yamaha makes no guarantee concerning the stability of these programs nor can it offer user support for them.

*4 When the PLG150-DR/PLG150-PC is installed to PLG1, select the file "***PlgVc1.mid"; when the board is installed to PLG2, select the file "***PlgVc2.mid"; when the board is installed to PLG3, select the file "***PlgVc3.mid."

For more details of demonstration songs, refer to page 25.

For a complete list of these voices, refer to the "DR/PC Plug-in Voice List" (page 52).

■ Minimum System Requirements

Plug-in Board Editor for PLG150-DR

Plug-in Board Editor for PLG150-PC

(using as a stand alone application)

CPU	Pentium (or Celeron) 450MHz or faster
OS	Windows® 98/98SE/Me/2000/XP Home Edition/XP Professional Edition
Available Memory	16MB or more
Hard Disk	12MB or more
Display	800 x 600, High Color (16 bit)

NOTE: When using the Editor as a plug-in with OPT-compatible software, keep in mind that the minimum system requirements will be higher than that of the host software.

For the minimum system requirements of the other software programs, refer to the relevant manuals.


■ Software Installation

● Plug-in Board Editor for PLG150-DR/PLG150-PC

- 1 Double-click on the “Plug_” folder in “DR”/“PC” folder.
“Setup.exe” file will be displayed.
- 2 Double-click on “Setup.exe.”
Setup Dialog box will be displayed.
- 3 Execute the installation by following the on-screen directions.

● Acrobat Reader

In order to view the electronic (PDF) manuals included with each application, you’ll need to install Acrobat Reader.

 **NOTE** If an older version of Acrobat Reader is installed on your PC, you’ll need to uninstall it before proceeding.

- 1 Double-click on the “ACROREAD” folder.
Four different language folders will be displayed.
- 2 Select the language you want to use and double-click on its folder.
“arxxx***.exe” file will be displayed. (“xxx” indicates figures and “***” indicates the selected language; e.g., “ar500enu.exe.”)
- 3 Double-click on “arxxx***.exe.”
Acrobat Reader Setup Dialog box will be displayed.
- 4 Execute the installation by following the on-screen directions.
After installation is complete, the Acrobat folder appears on your PC (in Program Files, as the default).
For information on using the Acrobat Reader, refer to the Reader Guide in the Help menu.

● Plug-in Editor files for MOTIF Editor

If you use the MOTIF, you can edit plug-in voices of the PLG150-DR/PLG150-PC on the Voice Editor for MOTIF by installing this files.

- 1 Double click on the “Motif” folder in the “DR”/“PC” folder.
Three files will be displayed:


For the PLG150-DR:

- PLG150DR_VceList.ini
- Plg150DR.tpg
- Plg150DR.tpm

For the PLG150-PC:

- PLG150PC_VceList.ini
- Plg150PC.tpg
- Plg150PC.tpm

- 2 Copy the above files in the following folder on your PC.
Voice Editor for Motif6\Module\VEditor\Motif6\Plugin

 **NOTE** By default, the folder “Voice Editor for Motif6” is located in Program Files\YAMAHA\Tools.

■ Starting the Plug-in Board Editor



If you are using a Modular Synthesis Plug-in System (MSPS) compatible synthesizer —

About Plug-in Voices and Board Voices

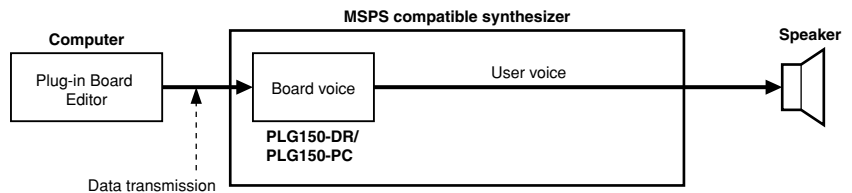
The voices built into and used directly from the Plug-in Board are referred to as “Board voices,” while the Plug-in Board voices that are processed with the parameters and controls of the host synthesizer are referred to as “Plug-in voices.”

Precautions for Creating User Voices

Make sure to change to the appropriate bank in the Voice Play mode on the host synthesizer before starting the Plug-in Board Editor. Select the Plug-in Board Voice bank so that you can directly monitor the User voice as you edit it.

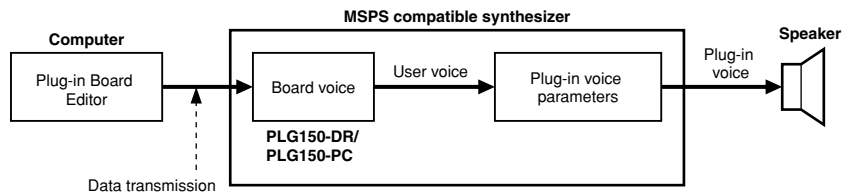
● When using the Board Voice bank :

In this condition, any parameter changes made from the host synthesizer are not applied to the User voice.



● When selecting Preset banks, etc. :

In this condition, you can hear the changes made to the User voice by the parameter edits on the host synthesizer.



Plug-in voices for the CS6x/CS6R/S30/S80/MOTIF

The included CD-ROM contains voice data for use with the Yamaha CS6x, CS6R, S30, S80, and MOTIF. This data features 64 Plug-in voices specially programmed for the PLG150-DR/PLG150-PC.

● Start the Plug-in Board Editor as a stand-alone application

- 1** Select the Plug-in Board Editor from the Start menu. (Programs → YAMAHA OPT Tools → Plug-in Board Editor for PLG150-DR/PLG150-PC → Plug-in Board Editor for PLG150-DR/PLG150-PC)



The Plug-in Board Editor can also be started by double-clicking on any Library file made with the Editor.

- 2** Click the [MIDI SETUP] button called up in step #1 above, then set the appropriate MIDI port.
- 3** Select the part in the “Select Part” dialog and click “OK”.

● Start the Plug-in Board Editor in the client application as a plug-in software

The Plug-in Board Editor can be used as a plug-in software in any client application compatible with Open Plug-in Technology (OPT). Refer to the owner’s manual of the client application for details on using plug-in software.



For SQ01 users

By installing the Plug-in Board Editor, you can select PLG150-DR/PLG150-PC voices on your SQ01 or XG Editor. In order to use this function, make sure that the software is of the listed version (below) or higher. (The latest versions can be downloaded from the Yamaha website.)

SQ01 : ver. 1.07 or higher

XG Editor : ver. 5.05 or higher

■ MIDI port setting (MIDI Setup)

Before setting the MIDI port on the Plug-in Board Editor, you should set the MIDI port as follows. This is the port that you'll use in the Plug-in Board Editor.

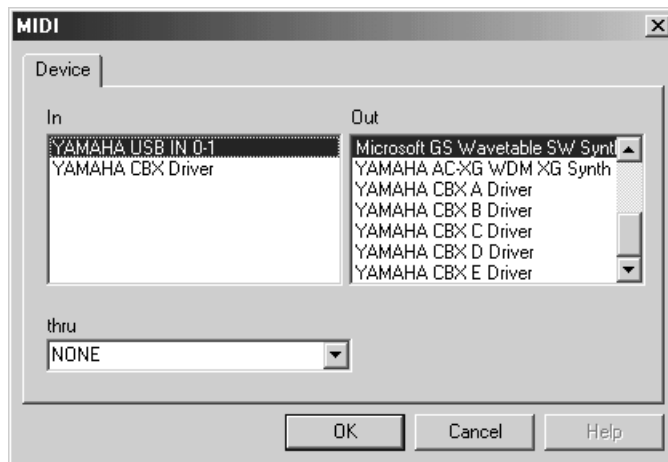
● Using the Plug-in Board Editor as a stand-alone application

- 1 Start the Plug-in Board Editor.
- 2 Click the MIDI Setup button in the Toolbar called up via step #1.



MIDI Setup button

- 3 In the MIDI Setup window called up via step#2, select the MIDI In/Out/Thru port of the “mother” device.



- MIDI driver software is needed to set the port here. The appropriate MIDI driver is contained in the CD-ROM included with the “mother” device.
- When the “mother” device and your PC are connected with a USB cable, select “YAMAHA USB OUT xxx.” When they are connected with serial cable, select “YAMAHA CBX Driver.” For details, refer to the owner’s manual of the “mother” device.

● Using the Plug-in Board Editor in the client application as a plug-in software

Select the relevant MIDI port from the MIDI Setup dialog in the client application. Refer to the client application owner’s manual.

For Macintosh Users

■ Contents of the CD-ROM

Folder Name		Application Name	Contents
DR	Motif	Plug-in Editor file for MOTIF Editor	Enables you to edit the PLG150-DR voices on the Voice Editor for MOTIF6/MOTIF7/MOTIF8.
	Data	Demonstration phrases	Demonstration phrases created using the PLG150-DR.
		Demonstration song (Drum solo)	Demonstration song created using the PLG150-DR.
		Plug-in Voice Data *	This is Plug-in voice data, featuring a total of 64 voices that were created using the PLG150-DR Preset voices.
PC	Motif	Plug-in Editor file for MOTIF Editor	Enables you to edit the PLG150-PC voices on the Voice Editor for MOTIF6/MOTIF7/MOTIF8.
	Data	Demonstration phrases	Demonstration phrases created using the PLG150-PC.
		Demonstration song (XG)	Demonstration song for XG Plug-in System devices (MU128, etc.) created using the PLG150-PC.
		Plug-in Voice Data *	This is Plug-in voice data, featuring a total of 64 voices that were created using the PLG150-PC Preset voices.

* When the PLG150-DR/PLG150-PC is installed to PLG1, select the file “***PlgVc1.mid” ; when the board is installed to PLG2, select the file “***PlgVc2.mid” ; when the board is installed to PLG3, select the file “***PlgVc3.mid.”

For more details of demonstration songs, refer to page 25.

For a complete list of these voices, refer to the “DR/PC Plug-in Voice List” (page 52).

■ Plug-in Editor files for MOTIF Editor

If you use the MOTIF, you can edit plug-in voices of the PLG150-DR/PLG150-PC on the Voice Editor for MOTIF by installing this files.

1 Double click on the “Motif” folder in the “DR”/“PC” folder.

Three files will be displayed:

For the PLG150-DR:

- PLG150DR_VceList.ini
- Plg150DR.tpg
- Plg150DR.tpm

For the PLG150-PC:

- PLG150PC_VceList.ini
- Plg150PC.tpg
- Plg150PC.tpm

2 Copy the above files in the following folder on your computer.

Voice Editor for Motif 6\VEditor\PlugIn



By default, the folder “Voice Editor for Motif6” is located in the “YAMAHA Tools” folder.

Demonstration Songs

This CD-ROM includes two types of demonstration songs : SMF format files and sampled audio data. The SMF format files are used for any sequencers. The audio data is played back on an audio CD player (or any CD playing/ripping function on your computer.) The SMF format files are contained on track 1 (as recognized on an audio CD player) and the audio data is contained in the subsequent tracks.



Never attempt to play back track 1 (containing the application software) on an audio CD player. Doing so may damage to your hearing as well as to your CD player/audio speakers.

■ “Solo Phrases” (SMF format)

● Demonstration phrases for PLG150-DR

DS00ROCK.MID — DS14HOUS.MID Composed by Scott Plunkett & Philip A. Bloch
DS15FUNK.MID — DS22AMB3.MID Composed by Ryuichi Sato

Demonstration phrases were created using the PLG150-DR.

● Demonstration phrases for PLG150-PC

PS00SALS.MID — PS04HIPH.MID Composed by Geoff Stradling
PS05ETH1.MID — PS12AMB2.MID Composed by Ryuichi Sato

Demonstration phrases were created using the PLG150-PC.



When listening to the demo songs on an Modular Synthesis Plug-in System compatible instrument, make sure to first make these settings:

- Select the appropriate multi-timbral mode on the instrument (on the MOTIF, this would be the Song mode).
- Set the Receive Channel of the [PLG] part (the part to which the PLG150-DR/PLG150-PC has been assigned) to Channel 1.
- Set all other parts to channels other than Channel 1.

When listening to the demo songs on an XG Plug-in System compatible instrument, make sure to first make these settings:

- Set the Sound Module Mode of the instrument to “XG mode.”
- Set the Device Number to “1” or “All.”

■ “Drum Solo Demo” (SMF format)

● Demonstration song for PLG150-DR

DSL_DEMO.MID Composed by Junichi Omi

Demonstration song created using the PLG150-DR.

■ “XG Demo” (SMF format)

● Demonstration song for PLG150-PC

PXG_DEMO.MID Composed by Toshiro Imaizumi

Demonstration song for XG Plug-in System devices.

■ “MSPS Demos” (Audio data)

● Demonstration song for PLG150-DR (Track 2)

Composed by Scott Plunkett

● Demonstration song for PLG150-PC (Track 3)

Composed by Geoff Stradling

These songs were created on the MOTIF using PLG150-DR/PLG150-PC. The drum/percussion parts are played with PLG150-DR/PLG150-PC voices and the other parts are played with the MOTIF voices and other instruments.

■ Preset Voice List

● PLG150-DR MSB=79, LSB=0

Pgm#	Kit Name	Reverb	Insertion
1	LiveRm A	Room3	2BandEQ
2	LiveRm B	Room3	2BandEQ
3	PowrdStd	Room1	Room1
4	DryStand	Room1	Room1
5	RockSt1	Room1	Room1
6	RockSt2	Room1	Room1
7	DryKit A	Hall1	2BandEQ
8	DryKit B	Hall1	2BandEQ
9	SmlRoom1	Room1	Room1
10	SmlRoom2	Room1	Room1
11	HeavyKit	Hall1	2BandEQ
12	RingSnrs	Room3	2BandEQ
13	Rocky	Room3	2BandEQ
14	Trashed1	Room3	Distortion
15	Trashed2	Hall1	Over Drive
16	Trashed3	Room1	Amp Simulator
17	Weirdo	Basement	Rotary Speaker
18	DarkBrk	Room1	Over Drive
19	BriteBrk	Plate	Distortion
20	RockBrk	Hall1	Amp Simulator
21	DirtyTek	Hall1	Over Drive
22	Ethnic	Hall1	Phaser1
23	DigiLofi	Hall1	Phaser1 *1
24	NoizElec	Room1	Amp Simulator
25	BreakAmb	Plate	Delay L R
26	Electron	Room1	Flanger1
27	EthncAmb	Room1	Distortion

Pgm#	Kit Name	Reverb	Insertion
28	Flanger	Room3	Flanger1
29	Phaser1	Room3	Phaser1
30	Phaser2	Room3	Phaser2
31	AM/PM	Plate	Tremolo
32	AutoPan	Hall1	Auto Pan
33	Drone	Room1	Karaoke1
34	SnareKit	Hall1	Phaser2
35	Cym Amb	Hall1	Hall1
36	KitA/Ht1	Room3	2BandEQ
37	KitB/Ht1	Room3	2BandEQ
38	KitA/Ht2	Room3	2BandEQ
39	KitB/Ht2	Room3	2BandEQ
40	Spread1	Room3	2BandEQ
41	Spread2	Room3	2BandEQ
42	Spread3	Room3	2BandEQ
43	Spread4	Room3	2BandEQ
44	Kicks	Room1	2BandEQ
45	Snares	Hall1	2BandEQ
46	Toms	Hall2	2BandEQ
47	Hats	Hall2	2BandEQ
48	Cymbals	Hall2	2BandEQ
49	A--PlgPC	*2	Room3 2BandEQ
50	B--PlgPC	*2	Room3 2BandEQ
51	ABAA/Prc	Room3	2BandEQ
52	AABA/Prc	Room3	2BandEQ
53	AAAB/Prc	Room3	2BandEQ
54	ABBA/Prc	Room3	2BandEQ

Pgm#	Kit Name	Reverb	Insertion
55	AABB/Prc	Room3	2BandEQ
56	ABAB/Prc	Room3	2BandEQ
57	ABBB/Prc	Room3	2BandEQ
58	BABB/Prc	Room3	2BandEQ
59	BBAB/Prc	Room3	2BandEQ
60	BBBA/Prc	Room3	2BandEQ
61	BBAAB/Prc	Room3	2BandEQ
62	BBAA/Prc	Room3	2BandEQ
63	BABA/Prc	Room3	2BandEQ
64	BAAA/Prc	Room3	2BandEQ
65	AAAA/Kk	Room3	2BandEQ
66	ABAA/Sn1	Room3	2BandEQ
67	AABA/Sn2	Room3	2BandEQ
68	AAAB/Tom	Room3	2BandEQ
69	ABBA/Hat	Room3	2BandEQ
70	AABB/Cym	Room3	2BandEQ
71	ABAB/Sn1	Room3	2BandEQ
72	ABBB/Sn2	Room3	2BandEQ
73	BBBB/Kk	Room3	2BandEQ
74	BABB/Sn1	Room3	2BandEQ
75	BBAB/Sn2	Room3	2BandEQ
76	BBBA/Tom	Room3	2BandEQ
77	BBAAB/Hat	Room3	2BandEQ
78	BBAA/Cym	Room3	2BandEQ
79	BABA/Sn1	Room3	2BandEQ
80	BAAA/Sn2	Room3	2BandEQ

● PLG150-PC MSB=79, LSB=1

Pgm#	Kit Name	Reverb	Insertion
1	AfroCubn	Room1	2BandEQ
2	Brazil	Room1	2BandEQ
3	MotifLtn	Room1	2BandEQ
4	GM Perc	Room1	2BandEQ
5	AfrCbn61	Room1	2BandEQ
6	Brazil61	Room1	2BandEQ
7	AC-PlgDR *3	Room1	2BandEQ
8	Br-PlgDR *3	Room1	2BandEQ
9	Lt-PlgDR *3	Room1	2BandEQ
10	GMLtnDrm	Room1	2BandEQ
11	Live Pop	Room1	2BandEQ
12	Kick&Snr	Room1	2BandEQ
13	AfCbHand	Room1	2BandEQ
14	BrzIHnd1	Room1	2BandEQ
15	BrzIHnd2	Room1	2BandEQ
16	Bells	Room1	2BandEQ
17	Shakers	Room1	2BandEQ
18	Skins	Room1	2BandEQ
19	Sticks 1	Room1	2BandEQ
20	Sticks 2	Room1	2BandEQ
21	DiyAfrCb	Hall1	2BandEQ
22	DiyBrazil	Hall1	2BandEQ
23	DiyGMPrc	Hall1	2BandEQ
24	DiyGMLtn	Hall1	2BandEQ
25	NsDAfrCb	Room1	Hall1
26	NsDBrazil	Room1	Hall1
27	ODAFrCbn	Room1	OverDrive

Pgm#	Kit Name	Reverb	Insertion
28	ODBrazil	Room1	OverDrive
29	ODGMLtn	Room1	OverDrive
30	ODKk&Snr	Room1	OverDrive
31	Dst1AfCb	Room1	Distortion
32	Dst1Brzl	Room1	Distortion
33	Dst1GMLT	Room1	Distortion
34	Dst1Kk&S	Room1	Distortion
35	Dst2AfCb	Room1	Distortion
36	Dst2Brzl	Room1	Distortion
37	Dst2GMLT	Room1	Distortion
38	Dst2Kk&S	Room1	Distortion
39	FigAfrCb	Room1	Flanger1
40	FigBrazil	Room1	Flanger1
41	FigShkrs	Room1	Flanger1
42	PhsShkrs	Room1	Phaser1
43	Rs1Skins	Room1	Phaser1
44	Rs1Stick	Room1	Phaser1
45	Rs2Kk&Sn	Room1	Phaser1
46	Rs2Stick	Room1	Phaser1
47	Md1AfrCb	Room1	Celeste4
48	Md1Brazl	Room1	Celeste4
49	Md2AfrCb	Room1	Celeste4
50	Md2Brazl	Room1	Celeste4
51	Md3Bells	Room1	Celeste4
52	Md3Shkrs	Room1	Celeste4
53	Md4BrHd1	Room1	Celeste1
54	Md4BrHd2	Room1	Celeste1

Pgm#	Kit Name	Reverb	Insertion
55	Md5BrHd1	Room1	Symphonic
56	Md5BrHd2	Room1	Symphonic
57	PchBells	Hall1	Flanger1
58	PchShkrs	Hall1	AmpSimulator
59	PchSkins	Room1	Phaser1
60	PchStick	Room1	Hall1
61	RevAfrCb	Hall1	2BandEQ
62	RevBrazil	Hall1	2BandEQ
63	RevMotif	Hall1	2BandEQ
64	RevGMPrc	Hall1	2BandEQ
65	RevAFC61	Hall1	2BandEQ
66	RevBrz61	Hall1	2BandEQ
67	RvACPgDR *3	Hall1	2BandEQ
68	RvBrPgDR *3	Hall1	2BandEQ
69	RvLTPgDR *3	Hall1	2BandEQ
70	RevGMLTn	Hall1	2BandEQ
71	RevLvPop	Hall1	2BandEQ
72	RevKk&Sn	Hall1	2BandEQ
73	RevACHnd	Hall1	2BandEQ
74	RevBrHd1	Hall1	2BandEQ
75	RevBrHd2	Hall1	2BandEQ
76	RevBells	Hall1	2BandEQ
77	RevShkrs	Hall1	2BandEQ
78	RevSkins	Hall1	2BandEQ
79	RevStck1	Hall1	2BandEQ
80	RevStck2	Hall1	2BandEQ

*1 These sounds are unaffected by the LFO Frequency and LFO Depth parameters.

*2 Drum voices in these kits are mapped to keys B2 and lower.

*3 Percussion voices in these kits are mapped to keys C3 and higher.

If you have both the PLG150-DR and the PLG150-PC installed, you can combine the relevant kits indicated by notes *2 and *3.

■ User Voice List

● PLG150-DR MSB=47, LSB=0, Pgm#=1-8 LiveRm A

● PLG150-PC MSB=47, LSB=1, Pgm#=1-8 AfroCubn

* The User voice memory section of the Plug-in Board lets you temporarily save the original kits you've created. (One Preset voice is already included in the User voices by default.) However, since this is temporary and the edited data is lost when you turn off the power, you should save your important data to computer (using the Plug-in Board Editor) or to Memory Card.

Voice List

DR Instrument Map

MSB=79, LSB=0

Program No.	7					8					9					10					11					12				
	DryKit A					DryKit B					SmlRoom1					SmlRoom2					HeavyKit					RingSnr				
Notes	Note	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	
13	C#	-1	Surdo Mute	3		Surdo Mute	3			Surdo Mute	3		on	Surdo Mute	3		on	Surdo Mute	3			Surdo Mute	3			Surdo Mute	3			
14	D	-1	Surdo Open	3		Surdo Open	3			Surdo Open	3		on	Surdo Open	3		on	Surdo Open	3			Surdo Open	3			Surdo Open	3			
15	D#	-1	Hi Q			Hi Q				Hi Q			on	Hi Q			on	Hi Q				Hi Q				Hi Q				
16	E	-1	Whip Slap			Whip Slap				Whip Slap			on	Whip Slap			on	Whip Slap				Whip Slap				Whip Slap				
17	F	-1	Scratch H	4		Scratch H	4			Scratch H	4		on	Scratch H	4		on	Scratch H	4			Scratch H	4			Scratch H	4			
18	F#	-1	Scratch L	4		Scratch L	4			Scratch L	4		on	Scratch L	4		on	Scratch L	4			Scratch L	4			Scratch L	4			
19	G	-1	Finger Snap			Finger Snap				Finger Snap			on	Finger Snap			on	Finger Snap				Finger Snap				Finger Snap				
20	G#	-1	Click Noise			Click Noise				Click Noise			on	Click Noise			on	Click Noise				Click Noise				Click Noise				
21	A	-1	Metronome Click			Metronome Click				Metronome Click			on	Metronome Click			on	Metronome Click				Metronome Click				Metronome Click				
22	A#	-1	Metronome Bell			Metronome Bell				Metronome Bell			on	Metronome Bell			on	Metronome Bell				Metronome Bell				Metronome Bell				
23	B	-1	Seq Click L			Seq Click L				Seq Click L			on	Seq Click L			on	Seq Click L				Seq Click L				Seq Click L				
24	C	0	Seq Click H			Seq Click H				Seq Click H			on	Seq Click H			on	Seq Click H				Seq Click H				Seq Click H				
25	C#	0	Brush Tap			Brush Tap				Brush Tap			on	Brush Tap			on	Brush Tap				Brush Tap				Brush Tap				
26	D	0	Brush Swirl	on		Brush Swirl	on			Brush Swirl	on		on	Brush Swirl	on		on	Brush Swirl	on			Brush Swirl	on			Brush Swirl	on			
27	D#	0	Brush Slap			Brush Slap				Brush Slap			on	Brush Slap			on	Brush Slap				Brush Slap				Brush Slap				
28	E	0	Brush Tap Swirl	on		Brush Tap Swirl	on			Brush Tap Swirl	on		on	Brush Tap Swirl	on		on	Brush Tap Swirl	on			Brush Tap Swirl	on			Brush Tap Swirl	on			
29	F	0	Snare Roll Rock	on		Snare Roll Hard	on			Snare Roll Rock	on		on	Snare Roll Rock	on		on	Snare Roll Rock	on			Snare Roll Rock	on			Snare Roll Rock	on			
30	F#	0	Castanet			Castanet				Castanet			on	Castanet			on	Castanet				Castanet				Castanet				
31	G	0	Snare Brass Piccolo Soft			Snare Loose Snap Soft				Snare Brass Piccol Dry Sw			on	Snare Brass Piccolo Soft			on	Snare Brass Piccolo Soft				Snare Brass Piccolo Soft				Snare Loose Snap Soft				
32	G#	0	Sticks			Sticks				Sticks			on	Sticks			on	Sticks				Sticks				Sticks				
33	A	0	Kick 18x22" Maple Dry Sw			Kick 14x22" Maple Dry Sw				Kick 18x22" Maple Dry Sw			on	Kick Dry Hi			on	Kick 14x22" Dry Comp Sw				Kick 14x22" Maple Dry Sw				Kick 14x22" Maple Dry Sw				
34	A#	0	Snare Brass Attk Rim Dry			Snare Brass Rock Rim Dry				Snare Dry Hi Sw			on	Snare Brass Atk Dry p-rtf Sw			on	Snare Snap Rim				Snare Brass Rock Rim				Snare Brass Rock Rim				
35	B	0	Kick16x20" Maple Dry Sw			Kick 14x18" Birch Dry Sw				Kick Dry ff			on	Kick Dry ff			on	Kick Long Sw				Kick 14x18" Birch Room Sw				Kick 14x18" Birch Room Sw				
36	C	0	Kick18x22" Maple Dry Sw			Kick 14x22" Maple Dry Sw				Kick 14x22" Maple Dry Sw			on	Kick Powch Dry Hi			on	Kick Punch Sw				Kick 14x22" Maple Room Sw				Kick 14x22" Maple Room Sw				
37	C#	1	Sidestick Wood Dry Sw			Sidestick Metal Dry Sw				Sidestick Wood Dry Sw			on	Sidestick Metal Dry Hi Sw			on	Sidestick Wood Knock Sw				Sidestick Metal Knock Sw				Sidestick Metal Knock Sw				
38	D	1	Snare Brass Piccol Dry Sw			Snare Loose Snap Dry Sw				Snare Power Dry Hi Sw			on	Snare Power Dry Lo Sw			on	Snare Hi Sw				Snare Loose Snap Sw				Snare Loose Snap Sw				
39	D#	1	Hand Clap			Hand Clap				Hand Clap			on	Hand Clap			on	Hand Clap				Hand Clap				Hand Clap				
40	E	1	Snare Brass Attk Dry Sw	on		Snare Brass Rock Dry Sw	on			Snare Dry Hi Sw	on		on	Snare Wide Snap Sw	on		on	Snare Wide Snap Sw	on			Snare Brass Rock Sw	on			Snare Brass Rock Sw	on			
41	F	1	Tom Power Lo Floor Dry			Tom Smooth Lo Floor Dry				Tom Dry Lo Floor			on	Tom Dry Lo Floor			on	Tom Stck Lo				Tom Smooth Lo Floor				Tom Smooth Lo Floor				
42	F#	1	Hat Closed Brilliant Dry	1		Hat Closed Heavy Dry	1			Hat Closed Heavy Dry Sw	1		on	Hat Closed Dry Sw	1		on	Hat Closed Heavy Lo Sw	1			Hat Closed Heavy Sw	1			Hat Closed Heavy Sw	1			
43	G	1	Tom Power Hi Floor Dry			Tom Smooth Hi Floor Dry				Tom Dry Hi Floor			on	Tom Dry Hi Floor			on	Hat 1/4-1/2 Heavy Lo Sw	1			Tom Smooth Hi Floor				Tom Smooth Hi Floor				
44	G#	1	Hat Pedal Brilliant Dry	1		Hat Pedal Heavy Dry	1			Hat Pedal Heavy Dry	1		on	Hat Pedal Dry	1		on	Hat Pedal Heavy Lo	1			Hat Pedal Heavy	1			Hat Pedal Heavy	1			
45	A	1	Tom Power Lo Dry			Tom Smooth Lo Dry				Tom Dry Lo			on	Tom Dry Lo			on	Tom Dry Lo-Mid				Tom Smooth Lo				Tom Smooth Lo				
46	A#	1	Hat Open Brilliant	1		Hat Open Heavy	1			Hat Open Heavy	1		on	Hat Open Dry	1		on	Hat Open Heavy Lo	1			Hat Open Heavy	1			Hat Open Heavy	1			
47	B	1	Tom Power Lo-Mid Dry			Tom Smooth Lo-Mid Dry				Tom Dry Lo-Mid			on	Tom Dry Lo-Mid			on	Tom Stck Mid				Tom Smooth Lo-Mid				Tom Smooth Lo-Mid				
48	C	2	Tom Power Hi-Mid Dry			Tom Smooth Hi-Mid Dry				Tom Dry Hi-Mid			on	Tom Dry Hi-Mid			on	Tom Stck Hi-Mid				Tom Smooth Hi-Mid				Tom Smooth Hi-Mid				
49	C#	2	Crash Cymbal 17" Thin			Crash Cymbal 17" Thin				Crash Cymbal			on	Crash Cymbal			on	Crash Cymbal 17" Thin Lo				Crash Cymbal 17" Thin				Crash Cymbal 17" Thin				
50	D	2	Tom Power Hi Dry			Tom Smooth Hi Dry				Tom Dry Hi			on	Tom Dry Hi			on	Tom Stck Hi				Tom Smooth Hi				Tom Smooth Hi				
51	D#	2	Ride Cymbal 21" Sw			Ride Cymbal 22"				Ride Cymbal 21" Sw			on	Ride Cymbal 21" Sw			on	Ride Cymbal 21" Lo Sw				Ride Cymbal 22"				Ride Cymbal 22"				
52	E	2	China Cymbal 17"			China Cymbal 17"				China Cymbal			on	China Cymbal			on	China Cymbal 17" Hi				China Cymbal 17"				China Cymbal 17"				
53	F	2	Ride Cymbal Cup 21"			Ride Cymbal Cup 22"				Ride Cymbal Cup 21"			on	Ride Cymbal Cup 21"			on	Ride Cymbal Cup 21"				Ride Cymbal Cup 22"				Ride Cymbal Cup 22"				
54	F#	2	Tambourine			Tambourine				Tambourine			on	Tambourine			on	Tambourine				Tambourine				Tambourine				
55	G	2	Splash Cymbal 10"			Splash Cymbal 10"				Splash Cymbal 10"			on	Splash Cymbal 10"			on	Splash Cymbal 10" Hi				Splash Cymbal 10"				Splash Cymbal 10"				
56	G#	2	Cowbell			Cowbell				Cowbell			on	Cowbell			on	Cowbell				Cowbell				Cowbell				
57	A	2	Crash Cymbal 14"			Crash Cymbal 14"				Crash Cym 17" Thin R/L Lo			on	Crash Cym 17" Thin R/L Lo			on	Crash Cymbal 14" Lo				Crash Cymbal 14"				Crash Cymbal 14"				
58	A#	2	Vibraslap			Vibraslap				Vibraslap			on	Vibraslap			on	Vibraslap				Vibraslap				Vibraslap				
59	B	2	Ride Cymbal 22" R/L			Ride Cymbal 21" R/L				Ride Cymbal R/L			on	Ride Cymbal R/L			on	Ride Cymbal 22" R/L Hi				Ride Cymbal 21" R/L				Ride Cymbal 21" R/L				
60	C	3	Bongo H			Bongo H				Bongo H			on	Bongo H			on	Bongo H				Bongo H				Bongo H				
61	C#	3	Bongo L			Bongo L				Bongo L			on	Bongo L			on	Bongo L				Bongo L				Bongo L				
62	D	3	Conga H Mute			Conga H Mute				Conga H Mute			on	Conga H Mute			on	Conga H Mute				Conga H Mute				Conga H Mute				
63	D#	3	Conga H Open			Conga H Open				Conga H Open			on	Conga H Open			on	Conga H Open				Conga H Open				Conga H Open				
64	E	3	Conga L			Conga L				Conga L			on	Conga L			on	Conga L				Conga L				Conga L				
65	F	3	Timbale H			Timbale H				Timbale H			on	Timbale H			on	Timbale H				Timbale H				Timbale H				
66	F#	3	Timbale L			Timbale L				Timbale L			on	Timbale L			on	Timbale L				Timbale L				Timbale L				
67	G	3	Agogo H			Agogo H				Agogo H			on	Agogo H			on	Agogo H				Agogo H				Agogo H				
68	G#	3	Agogo L			Agogo L				Agogo L			on	Agogo L			on	Agogo L				Agogo L				Agogo L				
69	A	3	Cabasa			Cabasa				Cabasa			on	Cabasa			on	Cabasa				Cabasa				Cabasa				
70	A#	3	Maracas			Maracas				Maracas			on	Maracas			on	Maracas				Maracas				Maracas				
71	B	3	Samba Whistle H	on		Samba Whistle H	on			Samba Whistle H	on		on	Samba Whistle H	on		on	Samba Whistle H	on			Samba Whistle H	on			Samba Whistle H	on			
72	C	4	Samba Whistle L	on		Samba Whistle L	on			Samba Whistle L	on		on	Samba Whistle L	on		on	Samba Whistle L	on			Samba Whistle L	on			Samba Whistle L	on			
73	C#	4	Guiro Short			Guiro Short				Guiro Short			on	Guiro Short			on	Guiro Short				Guiro Short				Guiro Short				
74	D	4	Guiro Long	on		Guiro Long	on			Guiro Long	on		on	Guiro Long	on		on	Guiro Long	on			Guiro Long	on			Guiro Long	on			
75	D#	4	Claves			Claves				Claves			on	Claves			on	Claves				Claves				Claves				
76	E	4	Wood Block H			Wood Block H				Wood Block H			on	Wood Block H			on	Wood Block H				Wood Block H				Wood Block H				
77	F	4	Wood Block L			Wood Block L				Wood Block L			on	Wood Block L			on	Wood Block L				Wood Block L				Wood Block L				
78	F#	4	Cuica Mute			Cuica Mute				Cuica Mute			on	Cuica Mute			on	Cuica Mute				Cuica Mute				Cuica Mute				
79	G	4	Cuica Open			Cuica Open				Cuica Open			on	Cuica Open			on	Cuica Open				Cuica Open				Cuica Open				
80	G#	4	Triangle Mute	2		Triangle Mute	2			Triangle Mute	2		on	Triangle Mute	2		on	Triangle Mute	2			Triangle Mute	2</							

13				14				15				16				17				18			
Rocky				Trashed1				Trashed2				Trashed3				Weirdo				DarkBrk			
Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I
Surdo Mute	3			Surdo Mute Dst	3		on	Surdo Mute OD	3		on	Surdo Mute Amp	3		on	Surdo Mute SFX	3			Surdo Mute DBk	3		on
Surdo Open	3			Surdo Open OD	3		on	Surdo Open OD	3		on	Surdo Open Amp	3		on	Surdo Open SFX	3			Surdo Open DBk	3		on
Hi Q				Hi Q Dst			on	Hi Q OD			on	Hi Q Amp			on	Hi Q SFX				Hi Q DBk			
Whip Slap				Whip Slap Dst			on	Whip Slap OD			on	Whip Slap Amp			on	Whip Slap SFX				Whip Slap DBk			
Scratch H	4			Scratch H Dst	4		on	Scratch H OD	4		on	Scratch H Amp	4		on	Scratch H SFX	4			Scratch H DBk	4		on
Scratch L	4			Scratch L Dst	4		on	Scratch L OD	4		on	Scratch L Amp	4		on	Scratch L SFX	4			Scratch L DBk	4		on
Finger Snap				Finger Snap Dst			on	Finger Snap OD			on	Finger Snap Amp			on	Finger Snap SFX				Finger Snap DBk			on
Click Noise				Click Noise Dst			on	Click Noise OD			on	Click Noise Amp			on	Click Noise SFX				Click Noise DBk			
Metronome Click				Metronome Click Dst			on	Metronome Click OD			on	Metronome Click Amp			on	Metronome Click SFX				Metronome Click DBk			
Metronome Bell				Metronome Bell Dst			on	Metronome Bell OD			on	Metronome Bell Amp			on	Metronome Bell SFX				Metronome Bell DBk			
Seq Click L				Seq Click L Dst			on	Seq Click L OD			on	Seq Click L Amp			on	Seq Click L SFX				Seq Click L DBk			on
Seq Click H				Seq Click H Dst			on	Seq Click H OD			on	Seq Click H Amp			on	Seq Click H SFX				Seq Click H DBk			on
Brush Tap				Brush Tap Dst			on	Brush Tap OD			on	Brush Tap Amp			on	Brush Tap SFX				Brush Tap DBk			on
Brush Swirl		on		Brush Swirl Dst		on	on	Brush Swirl OD		on	on	Brush Swirl Amp		on	on	Brush Swirl SFX		on		Brush Swirl DBk		on	on
Brush Slap				Brush Slap Dst			on	Brush Slap OD			on	Brush Slap Amp			on	Brush Slap SFX				Brush Slap DBk			on
Brush Tap Swirl		on		Brush Tap Swirl Dst		on	on	Brush Tap Swirl OD		on	on	Brush Tap Swirl Amp		on	on	Brush Tap Swirl SFX		on		Brush Tap Swirl DBk		on	on
Snare Roll Rock				Snare Roll Hard Dst			on	Snare Roll Rock OD			on	Snare Roll Rock Amp			on	Snare Roll Rock SFX		on		Snare Roll DBk			on
Castanet				Hat 14-1/2 Heavy Dst Sw	1		on	Castanet OD			on	Castanet Amp			on	Castanet SFX				Castanet DBk			on
Snare Brass Attack Sw				Snare Loose Snap Soft Dst			on	Snare Brass Piccol Soft OD			on	Snare Brs Pic Dry Amp Sw			on	Snare Brs Atk Dry SFX Sw				Snare Dry Lo Soft DBk			on
Sticks				Sticks Dst			on	Sticks OD			on	Sticks Amp			on	Sticks SFX				Sticks DBk			on
Kick 18x22" Maple Room Sw				Kick 14x22" Dry Dst Sw			on	Kick 14x22" Dry Cmp OD Sw			on	Kick 18x22" Dry Amp Sw			on	Kick Dry Hi SFX				Kick Power Dry Lo DBk			on
Snare Rock Rim2				Snare Brass Rock Rim Dst			on	Snare Snap Rim OD			on	Snare Snap Hi Amp Sw			on	Snare BtADry p-mf SFX Sw				Snare Rock Open1 DBk			on
Kick Rock2				Kick 14x18" Room Dst Sw			on	Kick Long OD Sw			on	Kick Dry If Amp			on	Kick Dry If SFX				Kick Dry Heavy DBk Sw			on
Kick Rock1				Kick 14x22" Room Dst Sw			on	Kick Punch OD Sw			on	Kick 14x22" Dry Amp Sw			on	Kick Power Dry Hi SFX				Kick Dry DBk Sw			on
Sidestick Rock1				Sidestick Metal Dst Sw			on	Sidestick Wood OD Sw			on	Sidestick Wood Dry Amp Sw			on	Sidestick Mid Dry SFX Sw				Sidestick Rock2 DBk			on
Snare Rock Mute2				Snare Loose Snap Dst Sw			on	Snare Hi OD Sw			on	Snare Power Dry Hi Amp Sw			on	Snare Power Dry Lo SFX Sw				Snare Dry Lo DBk Sw			on
Hand Clap				Hand Clap Dst			on	Hand Clap OD			on	Hand Clap Amp			on	Hand Clap SFX				Hand Clap DBk			on
Snare Brass Rock Sw				Snare Brass Rock Dst Sw			on	Snare Wide Snap OD Sw			on	Snare Brs Atk Dry Amp Sw			on	Snare Dry Hi SFX Sw				Snare Rock Rim2 DBk			on
Tom Power Lo Floor				Tom Smooth Lo Floor Dst			on	Tom Stick OD Lo			on	Tom Dry Lo Floor Amp			on	Tom Dry Lo Floor SFX				Tom Dry Lo Floor DBk			on
Hat Closed Rock2	1			Hat Closed Heavy Dst Sw	1		on	Hat Closed Heavy Lo OD Sw	1		on	Hat Closed Dry Dry Amp Sw	1		on	Hat Closed Dry SFX Sw	1			Hat Closed Dry DBk Sw	1		on
Tom Power Hi Floor				Tom Smooth Hi Floor Dst			on	Hat 14-1/2 Heavy Lo OD Sw	1		on	Tom Dry Hi Floor Amp			on	Tom Dry Hi Floor SFX				Tom Dry Hi Floor DBk			on
Hat Closed-Pedal Rock1 Sw	1			Hat Pedal Heavy Dst Sw	1		on	Hat Pedal Heavy Lo OD Sw	1		on	Hat Pedal Heavy Dry Amp	1		on	Hat Pedal Dry SFX	1			Hat Pedal Dry DBk	1		on
Tom Power Lo				Tom Smooth Lo Dst			on	Tom Stick Lo-Mid OD			on	Tom Dry Lo Amp			on	Tom Dry Lo SFX				Tom Dry Lo DBk			on
Hat Open Rock2	1			Hat Open Heavy Dst Sw	1		on	Hat Open Heavy Lo OD Sw	1		on	Hat Open Heavy Amp	1		on	Hat Open Dry SFX	1			Hat Open Dry DBk	1		on
Tom Power Lo-Mid				Tom Smooth Lo-Mid Dst			on	Tom Stick Mid OD			on	Tom Dry Lo-Mid Amp			on	Tom Dry Lo-Mid SFX				Tom Dry Lo-Mid DBk			on
Tom Power Hi-Mid				Tom Smooth Hi-Mid Dst			on	Tom Stick Hi Mid OD			on	Tom Dry Hi-Mid Amp			on	Tom Dry Hi-Mid SFX				Tom Dry Hi-Mid DBk			on
Crash Cymbal 17" Thin Lo				Crash Cymbal 17" Thin Dst			on	Crash Cym 17" Thin Lo OD			on	Crash Cymbal Amp			on	Crash Cymbal SFX		on		Crash Cymbal 17" Thin DBk			on
Tom Power Hi				Tom Smooth Hi Dst			on	Tom Stick Hi OD			on	Tom Dry Hi Amp			on	Tom Dry Hi SFX				Tom Dry Hi DBk			on
Ride Cymbal 21" Lo Sw				Ride Cymbal 22" Dst			on	Ride Cymbal 21" Lo OD Sw			on	Ride Cymbal 21" Amp Sw			on	Ride Cymbal 21" Sw SFX		on		Ride Cymbal 22" DBk			on
China Cymbal 17" Hi				China Cymbal 17" Dst			on	China Cymbal 17" Hi OD			on	China Cymbal Amp			on	China Cymbal SFX				China Cymbal 17" DBk			on
Ride Cymbal Cup 21"				Ride Cymbal Cup 22" Dst			on	Ride Cymbal Cup 21" OD			on	Ride Cymbal Cup 21" Amp			on	Ride Cymbal Cup 21" SFX		on		Ride Cymbal Cup 22" DBk			on
Tambourine				Tambourine Dst			on	Tambourine OD			on	Tambourine Amp			on	Tambourine SFX				Tambourine DBk			on
Splash Cymbal 10"				Splash Cymbal 10" Dst			on	Splash Cymbal 10" Hi OD			on	Splash Cymbal 10" Amp			on	Splash Cymbal 10" SFX				Splash Cymbal 10" DBk			on
Cowbell				Cowbell Dst			on	Cowbell OD			on	Cowbell Amp			on	Cowbell SFX				Cowbell DBk			on
Crash Cymbal R/L				Crash Cymbal 14" Dst			on	Crash Cymbal 14" Lo OD			on	Crash 17" Thin R/L Lo Amp			on	Crash 17" Thin R/L Lo SFX				Crash Cymbal 14" DBk			on
Vibraslap				Vibraslap Dst			on	Vibraslap OD			on	Vibraslap Amp			on	Vibraslap SFX				Vibraslap DBk			on
Ride Cymbal 22" R/L Hi				Ride Cymbal 22" R/L Dst			on	Ride Cymbal 22" R/L Hi OD			on	Ride Cymbal R/L Amp			on	Ride Cymbal R/L SFX		on		Ride Cymbal 22" DBk			on
Bongo H				Bongo H Dst			on	Bongo H OD			on	Bongo H Amp			on	Bongo H SFX				Bongo H DBk			on
Bongo L				Bongo L Dst			on	Bongo L OD			on	Bongo L Amp			on	Bongo L SFX				Bongo L DBk			on
Conga H Mute				Conga H Mute Dst			on	Conga H Mute OD			on	Conga H Mute Amp			on	Conga H Mute SFX				Conga H Mute DBk			on
Conga H Open				Conga H Open Dst			on	Conga H Open OD			on	Conga H Open Amp			on	Conga H Open SFX				Conga H Open DBk			on
Conga L				Conga L Dst			on	Conga L OD			on	Conga L Amp			on	Conga L SFX				Conga L DBk			on
Timbale H				Timbale H Dst			on	Timbale H OD			on	Timbale H Amp			on	Timbale H SFX				Timbale H DBk			on
Timbale L				Timbale L Dst			on	Timbale L OD			on	Timbale L Amp			on	Timbale L SFX				Timbale L DBk			on
Agogo H				Agogo H Dst			on	Agogo H OD			on	Agogo H Amp			on	Agogo H SFX				Agogo H DBk			on
Agogo L				Agogo L Dst			on	Agogo L OD			on	Agogo L Amp			on	Agogo L SFX				Agogo L DBk			on
Cabasa				Cabasa Dst			on	Cabasa OD			on	Cabasa Amp			on	Cabasa SFX				Cabasa DBk			on
Maracas				Maracas Dst			on	Maracas OD			on	Maracas Amp			on	Maracas SFX				Maracas DBk			on
Samba Whistle H	on			Samba Whistle H Dst	on		on	Samba Whistle H OD	on		on	Samba Whistle H Amp	on		on	Samba Whistle H SFX	on	on		Samba Whistle H DBk	on		on
Samba Whistle L	on			Samba Whistle L Dst	on		on	Samba Whistle L OD	on		on	Samba Whistle L Amp	on		on	Samba Whistle L SFX	on	on		Samba Whistle L DBk	on		on
Guiro Short				Guiro Short Dst			on	Guiro Short OD			on	Guiro Short Amp			on	Guiro Short SFX				Guiro Short DBk			on
Guiro Long	on			Guiro Long Dst	on		on	Guiro Long OD	on		on	Guiro Long Amp	on		on	Guiro Long SFX	on			Guiro Long DBk			on
Claves				Claves Dst			on	Claves OD			on	Claves Amp			on	Claves SFX				Claves DBk			on
Wood Block H				Wood Block H Dst			on	Wood Block H OD			on	Wood Block H Amp			on	Wood Block H SFX				Wood Block H DBk			on
Wood Block L				Wood Block L Dst			on	Wood Block L OD			on	Wood Block L Amp			on	Wood Block L SFX				Wood Block L DBk			on
Cuica Mute				Cuica Mute Dst			on	Cuica Mute OD			on	Cuica Mute Amp			on	Cuica Mute SFX				Cuica Mute DBk			on
Cuica Open				Cuica Open Dst			on	Cuica Open OD			on	Cuica Open Amp			on	Cuica Open SFX				Cuica Open DBk			on
Triangle Mute	2			Triangle Mute Dst	2		on	Triangle Mute OD	2		on	Triangle Mute Amp	2		on	Triangle Mute SFX	2			Triangle Mute DBk	2		on
Triangle Open	2			Triangle Open Dst	2		on	Triangle Open OD	2		on	Triangle Open Amp	2		on	Triangle Open SFX	2		on	Triangle Open DBk	2		on
Shaker				Shaker Dst			on	Shaker OD			on	Shaker Amp			on	Shaker SFX				Shaker DBk			on
Jingle Bells				Jingle Bells Dst			on	Jingle Bells OD			on	Jingle Bells Amp			on	Jingle Bells SFX				Jingle Bells DBk			on
Bell Tree				Bell Tree Dst			on	Bell Tree OD			on	Bell Tree Amp			on	Bell Tree SFX				Bell Tree DBk			on

A : Alternate Group K : Key Off I : Insertion Effect : No sound

Voice List

DR Instrument Map

MSB=79, LSB=0

Program No.	19					20					21					22					23					24				
	Kit Name	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	
13	C# -1	Surdo Mute Bbk	3			Surdo Mute Rbk	3	on		Surdo Mute DTK	3			Surdo Mute Ethn	3	on		Surdo Mute LoFi	3	on		Surdo Mute Nz	3			Surdo Mute Nz	3			
14	D -1	Surdo Open Bbk	3			Surdo Open Rbk	3	on		Surdo Open DTK	3			Surdo Open Ethn	3	on		Surdo Open LoFi	3	on		Surdo Open Nz	3			Surdo Open Nz	3			
15	D# -1	Hi Q Bbk				Hi Q Rbk				Hi Q DTK				Hi Q Ethn				Hi Q LoFi				Hi Q Nz				Hi Q Nz				
16	E -1	Whip Slap Bbk				Whip Slap Rbk		on		Whip Slap DTK		on		Whip Slap Ethn		on		Whip Slap LoFi		on		Whip Slap Nz		on		Whip Slap Nz		on		
17	F -1	Scratch H Bbk	4			Scratch H Rbk	4	on		Scratch H DTK	4	on		Scratch H Ethn	4	on		Scratch H LoFi	4	on		Scratch H Nz	4	on		Scratch H Nz	4	on		
18	F# -1	Scratch L Bbk	4			Scratch L Rbk	4	on		Scratch L DTK	4	on		Scratch L Ethn	4	on		Scratch L LoFi	4	on		Scratch L Nz	4	on		Scratch L Nz	4	on		
19	G -1	Finger Snap Bbk				Finger Snap Rbk		on		Finger Snap DTK		on		Finger Snap Ethn		on		Finger Snap LoFi		on		Finger Snap Nz		on		Finger Snap Nz		on		
20	G# -1	Click Noise Bbk				Click Noise Rbk		on		Click Noise DTK		on		Click Noise Ethn		on		Click Noise LoFi		on		Click Noise Nz		on		Click Noise Nz		on		
21	A -1	Metronome Click Bbk				Metronome Click Rbk		on		Metronome Click DTK		on		Metronome Click Ethn		on		Metronome Click LoFi		on		Metronome Click Nz		on		Metronome Click Nz		on		
22	A# -1	Metronome Bell Bbk				Metronome Bell Rbk		on		Metronome Bell DTK		on		Metronome Bell Ethn		on		Metronome Bell LoFi		on		Metronome Bell Nz		on		Metronome Bell Nz		on		
23	B -1	Seq Click L Bbk				Seq Click L Rbk		on		Seq Click L DTK		on		Seq Click L Ethn		on		Seq Click L LoFi		on		Seq Click L Nz		on		Seq Click L Nz		on		
24	C 0	Seq Click H Bbk				Seq Click H Rbk		on		Seq Click H DTK		on		Seq Click H Ethn		on		Seq Click H LoFi		on		Seq Click H Nz		on		Seq Click H Nz		on		
25	C# 0	Brush Tap Bbk				Brush Tap Rbk		on		Brush Tap DTK		on		Brush Tap Ethn		on		Brush Tap LoFi		on		Brush Tap Nz		on		Brush Tap Nz		on		
26	D 0	Brush Swirl Bbk		on		Brush Swirl Rbk		on		Brush Swirl DTK		on		Brush Swirl Ethn		on		Brush Swirl LoFi		on		Brush Swirl Nz		on		Brush Swirl Nz		on		
27	D# 0	Brush Slap Bbk				Brush Slap Rbk		on		Brush Slap DTK		on		Brush Slap Ethn		on		Brush Slap LoFi		on		Brush Slap Nz		on		Brush Slap Nz		on		
28	E 0	Brush Tap Swirl Bbk		on		Brush Tap Swirl Rbk		on		Brush Tap Swirl DTK		on		Brush Tap Swirl Ethn		on		Brush Tap Swirl LoFi		on		Brush Tap Swirl Nz		on		Brush Tap Swirl Nz		on		
29	F 0	Snare Roll Bbk		on		Snare Roll Hard Rbk		on		Snare Roll Hard DTK		on		Snare Roll Hard Ethn		on		Snare Roll LoFi		on		Snare Roll Nz		on		Snare Roll Hard Nz		on		
30	F# 0	Castanet Bbk				Castanet Rbk		on		Castanet DTK		on		Castanet Ethn		on		Castanet LoFi		on		Castanet Nz		on		Castanet Nz		on		
31	G 0	Snare Dry Lo Soft Bbk		on		Snare Loose Snap Soft Rbk		on		Snare Brass Picl Soft DTK		on		Snare Rock Open2 Ethn		on		Snare Dry Lo Soft LoFi		on		Snare Rock Mute1 Nz		on		Snare Rock Mute1 Nz		on		
32	G# 0	Sticks Bbk		on		Sticks Rbk		on		Kick18x22" Dry DTK Sw		on		Sticks Ethn		on		Sticks LoFi		on		Sticks Nz		on		Sticks Nz		on		
33	A 0	Kick Dry If Bbk				Kick18x22" Dry Rbk Sw		on		Kick18x22" Dry DTK Sw		on		Kick Funk Hard Ethn Sw		on		Kick Dry If LoFi		on		Kick16x20" Room Nz Sw		on		Kick Dry If Nz Sw		on		
34	A# 0	Snare Rock Open2 Dry Bbk				Snare Brass Rock Rim Rbk		on		Snare Brass Atk Rim DTK		on		Snare Rock Rim1 Ethn		on		Snare Rock Open2 Dry LoFi		on		Snare Brass Picl Soft Nz		on		Snare Brass Picl Soft Nz		on		
35	B 0	Kick18x22" Dry Bbk Sw				Kick14x18" Room Rbk Sw		on		Kick18x22" Room DTK Sw		on		Kick14x18" Room Ethn Sw		on		Kick18x22" Dry LoFi Sw		on		Kick Dry Hi Heavy Nz		on		Kick Dry Hi Heavy Nz		on		
36	C 0	Kick Dry Heavy Bbk Sw				Kick14x22" Room Rbk Sw		on		Kick14x22" Room DTK Sw		on		Kick Power Dry Lo Ethn		on		Kick Dry Heavy LoFi Sw		on		Kick14x22" Room Nz Sw		on		Kick Dry Heavy Nz Sw		on		
37	C# 0	Sidestick Rock2 Bbk				Sidestick Metal Rbk Sw		on		Sidestick Wood DTK Sw		on		Sidestick Wood Ethn Sw		on		Sidestick Rock2 LoFi		on		Sidestick Wood Nz Sw		on		Sidestick Wood Nz Sw		on		
38	D 0	Snare Dry Lo Bbk Sw				Snare Loose Snap Rbk Sw		on		Snare Brass Atk2 DTK Sw		on		Snare Loose Snap Ethn Sw		on		Snare Dry Lo LoFi Sw		on		Snare Rock Mute2 Nz		on		Snare Rock Mute2 Nz		on		
39	D# 0	Hand Clap Bbk				Hand Clap Rbk		on		Snare Brass Atk3 DTK Sw		on		Hand Clap Ethn		on		Hand Clap LoFi		on		Hand Clap Nz		on		Hand Clap Nz		on		
40	E 0	Snare Brass Rock Bbk Sw		on		Snare Brass Rock Rbk Sw		on		Snare Brass Atk Rim DTK		on		Snare Brass Rock Rim Ethn		on		Snare Brass Rock LoFi Sw		on		Snare Rock Open2 Nz		on		Snare Rock Open2 Nz		on		
41	F 0	Tom Power Lo Floor Bbk				Tom Smooth Lo Floor Rbk		on		Tom Power Lo DTK		on		Tom Dry Lo Floor Ethn		on		Tom Power Lo Floor LoFi		on		Tom Smooth Lo Floor Nz		on		Tom Smooth Lo Floor Nz		on		
42	F# 0	Hat Closed Dry Bbk Sw	1	on		Hat Closed Heavy Rbk Sw	1	on		Hat Closed Brilliant DTK Sw	1	on		Hat Closed Heavy Ethn Sw	1	on		Hat Closed Dry LoFi Sw	1	on		Hat Closed Heavy Nz Sw	1	on		Hat Closed Heavy Nz Sw	1	on		
43	G 0	Tom Power Hi Floor Bbk				Tom Smooth Hi Floor Rbk		on		Tom Power Lo DTK		on		Tom Dry Hi Floor Ethn		on		Tom Power Hi Floor LoFi		on		Tom Smooth Hi Floor Nz		on		Tom Smooth Hi Floor Nz		on		
44	G# 0	Hat Pedal Dry Bbk	1	on		Hat Pedal Heavy Rbk	1	on		Hat Pedal Brilliant DTK	1	on		Hat Pedal Heavy Ethn	1	on		Hat Pedal Dry LoFi	1	on		Hat Pedal Heavy Nz	1	on		Hat Pedal Heavy Nz	1	on		
45	A 0	Tom Power Lo Bbk				Tom Smooth Lo Rbk		on		Tom Power Mid DTK		on		Tom Dry Lo Ethn		on		Tom Power Lo LoFi		on		Tom Smooth Lo Nz		on		Tom Smooth Lo Nz		on		
46	A# 0	Hat Open Dry Bbk	1	on		Hat Open Heavy Rbk	1	on		Hat Open Brilliant DTK	1	on		Hat Open Heavy Ethn	1	on		Hat Open Dry LoFi	1	on		Hat Open Heavy Nz	1	on		Hat Open Heavy Nz	1	on		
47	B 0	Tom Power Lo-Mid Bbk				Tom Smooth Lo-Mid Rbk		on		Tom Power Mid DTK		on		Tom Dry Lo-Mid Ethn		on		Tom Power Lo-Mid LoFi		on		Tom Smooth Lo-Mid Nz		on		Tom Smooth Lo-Mid Nz		on		
48	C 0	Tom Power Hi-Mid Bbk				Tom Smooth Hi-Mid Rbk		on		Tom Power Hi DTK		on		Tom Dry Hi-Mid Ethn		on		Tom Power Hi-Mid LoFi		on		Tom Smooth Hi-Mid Nz		on		Tom Smooth Hi-Mid Nz		on		
49	C# 0	Crash Cymbal 17" Thin Bbk				Crash Cymbal 17" Thin Rbk		on		Crash Cymbal 17" Thin DTK		on		Crash Cym 17" Thin Ethn		on		Crash Cym 17" Thin LoFi		on		Crash Cymbal 17" Thin Nz		on		Crash Cymbal 17" Thin Nz		on		
50	D 0	Tom Power Hi Bbk				Tom Smooth Hi Rbk		on		Tom Power Hi DTK		on		Tom Dry Hi Ethn		on		Tom Power Hi LoFi		on		Tom Smooth Hi Nz		on		Tom Smooth Hi Nz		on		
51	D# 0	Ride Cymbal 21" Bbk Sw				Ride Cymbal 22" Rbk Sw		on		Ride Cymbal 21" DTK Sw		on		Ride Cymbal 21" Ethn Sw		on		Ride Cymbal 21" LoFi Sw		on		Ride Cymbal 21" Sw Nz		on		Ride Cymbal 21" Sw Nz		on		
52	E 0	China Cymbal 17" Bbk				China Cymbal 17" Rbk		on		Ride Cymbal 21" DTK Sw		on		China Cymbal 17" Ethn		on		China Cymbal 17" LoFi		on		China Cymbal 17" Nz		on		China Cymbal 17" Nz		on		
53	F 0	Ride Cymbal Cup 21" Bbk				Ride Cymbal Cup 21" Rbk		on		Ride Cymbal Cup 21" DTK		on		Ride Cymbal Cup 21" Ethn		on		Ride Cymbal Cup 21" LoFi		on		Ride Cymbal Cup 21" Nz		on		Ride Cymbal Cup 21" Nz		on		
54	F# 0	Tambourine Bbk				Tambourine Rbk		on		Ride Cymbal Cup 21" DTK		on		Tambourine Ethn		on		Tambourine LoFi		on		Tambourine Nz		on		Tambourine Nz		on		
55	G 0	Splash Cymbal 10" Bbk				Splash Cymbal 10" Rbk		on		Splash Cymbal 10" DTK		on		Splash Cymbal 10" Ethn		on		Splash Cymbal 10" LoFi		on		Splash Cymbal 10" Nz		on		Splash Cymbal 10" Nz		on		
56	G# 0	Cowbell Bbk				Cowbell Rbk		on		China Cymbal 17" DTK		on		China Cymbal Ethn		on		Cowbell LoFi		on		Cowbell Nz		on		Cowbell Nz		on		
57	A 0	Crash Cymbal 14" Bbk				Crash Cymbal 14" Rbk		on		Crash Cymbal 14" DTK		on		Crash Cymbal 14" Ethn		on		Crash Cymbal 14" LoFi		on		Crash Cymbal 14" Nz		on		Crash Cymbal 14" Nz		on		
58	A# 0	Vibraslap Bbk				Vibraslap Rbk		on		Ride Cymbal 22" DTK		on		Splash Cymbal Ethn		on		Vibraslap LoFi		on		Vibraslap Nz		on		Vibraslap Nz		on		
59	B 0	Ride Cymbal 22" Bbk				Ride Cymbal 21" R/L Rbk		on		Ride Cymbal 22" DTK		on		Ride Cymbal 21" R/L Ethn		on		Ride Cymbal 22" LoFi		on		Ride Cymbal 21" R/L Nz		on		Ride Cymbal 21" R/L Nz		on		
60	C 0	Bongo H Bbk				Bongo H Rbk		on		Bongo H DTK		on		Bongo H Ethn		on		Bongo H LoFi		on		Bongo H Nz		on		Bongo H Nz		on		
61	C# 0	Bongo L Bbk				Bongo L Rbk		on		Bongo L DTK		on		Bongo L Ethn		on		Bongo L LoFi		on		Bongo L Nz		on		Bongo L Nz		on		
62	D 0	Conga H Mute Bbk				Conga H Mute Rbk		on		Conga H Mute DTK		on		Conga H Mute Ethn		on		Conga H Mute LoFi		on		Conga H Mute Nz		on		Conga H Mute Nz		on		
63	D# 0	Conga H Open Bbk				Conga H Open Rbk		on		Conga H Open DTK		on		Conga H Open Ethn		on		Conga H Open LoFi		on		Conga H Open Nz		on		Conga H Open Nz		on		
64	E 0	Conga L Bbk				Conga L Rbk		on		Conga L DTK																				

25				26				27				28				29				30			
BreakAmb				Electron				EthncAmb				Flanger				Phaser1				Phaser2			
Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I
Surdo Mute B Amb	3			Surdo Mute Etc	3		on	Surdo Mute E Amb	3		on	Surdo Mute Flg	3		on	Surdo Mute Ph1	3		on	Surdo Mute Ph2	3		on
Surdo Open B Amb	3			Surdo Open Etc	3		on	Surdo Open E Amb	3		on	Surdo Open Flg	3		on	Surdo Open Ph1	3		on	Surdo Open Ph2	3		on
Hi Q B Amb				Hi Q Etc				Hi Q E Amb				Hi Q Flg				Hi Q Ph1				Hi Q Ph2			
Whip Slap B Amb			on	Whip Slap Etc			on	Whip Slap E Amb			on	Whip Slap Flg			on	Whip Slap Ph1			on	Whip Slap Ph2			on
Scratch H B Amb	4		on	Scratch H Etc	4		on	Scratch H E Amb	4		on	Scratch H Flg	4		on	Scratch H Ph1	4		on	Scratch H Ph2	4		on
Scratch L B Amb	4		on	Scratch L Etc	4		on	Scratch L E Amb	4		on	Scratch L Flg	4		on	Scratch L Ph1	4		on	Scratch L Ph2	4		on
Finger Snap B Amb			on	Finger Snap Etc			on	Finger Snap E Amb			on	Finger Snap Flg			on	Finger Snap Ph1			on	Finger Snap Ph2			on
Click Noise B Amb			on	Click Noise Etc			on	Click Noise E Amb			on	Click Noise Flg			on	Click Noise Ph1			on	Click Noise Ph2			on
Metronome Click B Amb			on	Metronome Click Etc			on	Metronome Click E Amb			on	Metronome Click Flg			on	Metronome Click Ph1			on	Metronome Click Ph2			on
Metronome Bell B Amb			on	Metronome Bell Etc			on	Metronome Bell E Amb			on	Metronome Bell Flg			on	Metronome Bell Ph1			on	Metronome Bell Ph2			on
Seq Click L B Amb				Seq Click L Etc			on	Seq Click L E Amb			on	Seq Click L Flg			on	Seq Click L Ph1			on	Seq Click L Ph2			on
Seq Click H B Amb				Seq Click H Etc			on	Seq Click H E Amb			on	Seq Click H Flg			on	Seq Click H Ph1			on	Seq Click H Ph2			on
Brush Tap B Amb			on	Brush Tap Etc			on	Brush Tap E Amb			on	Brush Tap Flg			on	Brush Tap Ph1			on	Brush Tap Ph2			on
Brush Swirl B Amb		on		Brush Swirl Etc		on		Brush Swirl E Amb		on		Brush Swirl Flg		on		Brush Swirl Ph1		on		Brush Swirl Ph2		on	
Brush Slap B Amb				Brush Slap Etc			on	Brush Slap E Amb			on	Brush Slap Flg			on	Brush Slap Ph1			on	Brush Slap Ph2			on
Brush Tap Swirl B Amb		on		Brush Tap Swirl Etc		on		Brush Tap Swirl E Amb		on		Brush Tap Swirl Flg		on		Brush Tap Swirl Ph1		on		Brush Tap Swirl Ph2		on	
Snare Roll B Amb		on	on	Snare Roll Hard Etc		on	on	Snare Roll Hard E Amb		on	on	Snare Roll Rock Flg		on		Snare Roll Hard Ph1		on		Snare Roll Rock Ph2		on	
Castanet B Amb				Castanet Etc				Castanet E Amb				Hat 1/4-1/2 Brlnt Flg Sw	1		on	Hat 1/4-1/2 Heavy Ph1 Sw	1		on	Castanet Ph2			on
Snare Power Dry L B Amb Sw				Snare Rock Mute1 Etc			on	Snare Rock Open2 E Amb			on	Snare Brass Picl Soft Flg			on	Snare Loose Snap Soft Ph1			on	Snare Brass Picl Soft Ph2			on
Sticks B Amb				Sticks Etc			on	Sticks E Amb			on	Sticks Flg			on	Sticks Ph1			on	Sticks Ph2			on
Kick 14x18" Room B Amb Sw				Kick16x20" Room Etc Sw			on	Kick 14x18" Room E Amb Sw			on	Kick 18x22" Dry Flg Sw			on	Kick 14x22" Dry Ph1 Sw			on	Kick 18x22" Dry Ph2 Sw			on
Snare Rock Open1 Dry B Amb				Snare Brass Picl Soft Etc			on	Snare Rock Rim1 E Amb			on	Snare Brass Attack Rim Flg			on	Snare Brass Rock Rim Ph1			on	Snare Brass Attack Rim Ph2			on
Kick18x22" Dry B Amb Sw				Kick Dry Hi Heavy Etc			on	Snare LooseSnap Soft E Amb			on	Kick 16x20" Room Flg Sw			on	Kick 14x18" Room Ph1 Sw			on	Kick 16x20" Room Ph2 Sw			on
Kick Dry Hi B Amb				Kick 14x22" Room Etc Sw			on	Snare Brass Rock Rim E Amb			on	Kick 14x22" Room Flg Sw			on	Kick 14x22" Room Ph1 Sw			on	Kick 14x22" Room Ph2 Sw			on
Sidestick Wood B Amb Sw				Sidestick Wood Etc Sw			on	Sidestick Wood E Amb Sw			on	Sidestick Wood Flg Sw			on	Sidestick Metal Ph1 Sw			on	Sidestick Wood Ph2 Sw			on
Snare Dry Lo Soft B Amb				Snare Rock Mute2 Etc			on	Snare Brass Picl E Amb Sw			on	Snare Loose Snap Ph1 Sw			on	Snare Brass Picl Ph1 Sw			on	Snare Brass Picl Ph2 Sw			on
Hand Clap B Amb				Hand Clap Etc				Hand Clap E Amb				Hand Clap Flg			on	Hand Clap Ph1			on	Hand Clap Ph2			on
Snare Power Dry H B Amb Sw				Snare Rock Open2 Etc			on	Hat Open Heavy E Amb			on	Snare Brass Attack Flg Sw			on	Snare Brass Rock Ph1 Sw			on	Snare Brass Attack Ph2 Sw			on
Tom Smooth Dry LoFlr B Amb				Tom Smooth Lo Floor Etc				Tom Dry Lo Floor E Amb				Tom Power Lo Floor Flg			on	Tom Smooth Lo Floor Ph1			on	Tom Power Lo Floor Ph2			on
Hat Closed Dry B Amb Sw	1			Hat Closed Heavy Etc Sw	1		on	Hat Closed Heavy E Amb Sw	1		on	Hat Closed Brilliant Flg Sw	1		on	Hat Closed Heavy Ph1 Sw	1		on	Hat Closed Brilliant Ph2 Sw	1		on
Tom Smooth Dry HFlr B Amb				Tom Smooth H Floor Etc				Tom Dry Hi Floor E Amb				Tom Power Hi Floor Flg			on	Tom Smooth Hi Floor Ph1			on	Hat 1/4-1/2 Brlnt Ph2 Sw	1		on
Hat Pedal Dry B Amb	1			Hat Pedal Heavy Etc	1		on	Hat Pedal Heavy E Amb	1		on	Hat Pedal Brilliant Flg	1		on	Hat Pedal Heavy Ph1	1		on	Hat Pedal Brilliant Ph2	1		on
Tom Smooth Dry Lo B Amb				Tom Smooth Lo Etc				Tom Dry Lo E Amb				Tom Power Lo Flg			on	Tom Smooth Lo Ph1			on	Tom Power Lo Ph2			on
Hat Open Dry B Amb	1			Hat Open Heavy Etc	1		on	Hat Open Heavy E Amb	1		on	Hat Open Brilliant Flg	1		on	Hat Open Heavy Ph1	1		on	Hat Open Brilliant Ph2	1		on
Tom Smooth Dry LoMid B Amb				Tom Smooth Lo-Mid Etc			on	Tom Dry Lo-Mid E Amb			on	Tom Power Lo-Mid Flg			on	Tom Smooth Lo-Mid Ph1			on	Tom Power Lo-Mid Ph2			on
Tom Smooth Dry HMid B Amb				Tom Smooth Hi-Mid Etc				Tom Dry Hi-Mid E Amb				Tom Power Hi-Mid Flg			on	Tom Smooth Hi-Mid Ph1			on	Tom Power Hi-Mid Ph2			on
Crash Cym 17" Thin B Amb				Crash Cymbal 17" Thin Etc			on	Hat Open Heavy E Amb			on	Crash Cymbal 17" Thin Flg			on	Crash Cymbal 17" Thin Ph1			on	Crash Cymbal 17" Thin Ph2			on
Tom Smooth Dry Hi B Amb				Tom Smooth Hi Etc				Tom Dry Hi E Amb				Tom Power Hi Flg			on	Tom Smooth Hi Ph1			on	Tom Power Hi Ph2			on
Ride Cymbal 22" B Amb				Ride Cymbal 22" Etc Sw			on	Ride Cymbal 22" E Amb			on	Ride Cymbal 21" Flg Sw			on	Ride Cymbal 22" Ph1			on	Ride Cymbal 21" Ph2 Sw			on
China Cymbal 17" B Amb				China Cymbal 17" Etc				China Cymbal 17" E Amb				China Cymbal 17" Flg			on	China Cymbal 17" Ph1			on	China Cymbal 17" Ph2			on
Ride Cymbal Cup 22" B Amb				Ride Cymbal Cup 22" Etc			on	Ride Cymbal Cup 22" E Amb			on	Ride Cymbal Cup 21" Flg			on	Ride Cymbal Cup 21" Ph1			on	Ride Cymbal Cup 21" Ph2			on
Tambourine B Amb				Tambourine Etc				Tambourine E Amb				Tambourine Flg			on	Tambourine Ph1			on	Tambourine Ph2			on
Splash Cymbal 10" B Amb		on		Splash Cymbal 10" Etc		on		Hat Open Brilliant E Amb			on	Splash Cymbal 10" Flg			on	Splash Cymbal 10" Ph1			on	Splash Cymbal 10" Ph2			on
Cowbell B Amb				Cowbell Etc			on	China Cymbal E Amb			on	Cowbell Flg			on	Cowbell Ph1			on	Cowbell Ph2			on
Crash Cymbal 14" B Amb				Crash Cymbal 14" Etc			on	Hat Open Brilliant E Amb			on	Crash Cymbal 14" Flg			on	Crash Cymbal 14" Ph1			on	Crash Cymbal 14" Ph2			on
Vibraslap B Amb				Vibraslap Etc			on	Ride Cymbal Cup 22" E Amb			on	Vibraslap Flg			on	Vibraslap Ph1			on	Vibraslap Ph2			on
Ride Cymbal 22" B Amb				Ride Cymbal 21" R/L Etc			on	Ride Cymbal Cup 21" E Amb			on	Ride Cymbal 22" R/L Flg			on	Ride Cymbal 21" R/L Ph1			on	Ride Cymbal 22" R/L Ph2			on
Bongo H B Amb				Bongo H Etc			on	Bongo H E Amb			on	Bongo H Flg			on	Bongo H Ph1			on	Bongo H Ph2			on
Bongo L B Amb				Bongo L Etc			on	Bongo L E Amb			on	Bongo L Flg			on	Bongo L Ph1			on	Bongo L Ph2			on
Conga H Mute B Amb				Conga H Mute Etc			on	Conga H Mute E Amb			on	Conga H Mute Flg			on	Conga H Mute Ph1			on	Conga H Mute Ph2			on
Conga H Open B Amb				Conga H Open Etc			on	Conga H Open E Amb			on	Conga H Open Flg			on	Conga H Open Ph1			on	Conga H Open Ph2			on
Conga L B Amb				Conga L Etc			on	Conga L E Amb			on	Conga L Flg			on	Conga L Ph1			on	Conga L Ph2			on
Timbale H B Amb				Timbale H Etc			on	Ride Cymbal E Amb			on	Timbale H Flg			on	Timbale H Ph1			on	Timbale H Ph2			on
Timbale L B Amb				Timbale L Etc			on	Ride Cymbal 22" E Amb			on	Timbale L Flg			on	Timbale L Ph1			on	Timbale L Ph2			on
Agogo H B Amb		on		Agogo H Etc		on		Ride Cymbal Cup 22" E Amb			on	Agogo H Flg			on	Agogo H Ph1			on	Agogo H Ph2			on
Agogo L B Amb		on		Agogo L Etc		on		Ride Cymbal Cup 21" E Amb			on	Agogo L Flg			on	Agogo L Ph1			on	Agogo L Ph2			on
Cabasa B Amb				Cabasa Etc			on	Cabasa E Amb			on	Cabasa Flg			on	Cabasa Ph1			on	Cabasa Ph2			on
Maracas B Amb				Maracas Etc			on	Maracas E Amb			on	Maracas Flg			on	Maracas Ph1			on	Maracas Ph2			on
Samba Whistle H B Amb		on	on	Samba Whistle H Etc		on	on	Brush Tap Swirl E Amb			on	Samba Whistle H Flg		on	on	Samba Whistle H Ph1		on	on	Samba Whistle H Ph2		on	on
Samba Whistle L B Amb		on	on	Samba Whistle L Etc		on	on	Brush Tap Swirl E Amb			on	Samba Whistle L Flg		on	on	Samba Whistle L Ph1		on	on	Samba Whistle L Ph2		on	on
Guiro Short B Amb		on		Guiro Short Etc		on		Guiro Short E Amb			on	Guiro Short Flg			on	Guiro Short Ph1			on	Guiro Short Ph2			on
Guiro Long B Amb		on		Guiro Long Etc		on		Guiro Long E Amb			on	Guiro Long Flg		on		Guiro Long Ph1		on		Guiro Long Ph2		on	
Claves B Amb		on		Claves Etc		on		Claves E Amb			on	Claves Flg			on	Claves Ph1			on	Claves Ph2			on
Wood Block H B Amb		on		Wood Block H Etc		on		Wood Block H E Amb			on	Wood Block H Flg			on	Wood Block H Ph1			on	Wood Block H Ph2			on
Wood Block L B Amb		on		Wood Block L Etc		on		Wood Block L E Amb			on	Wood Block L Flg			on	Wood Block L Ph1			on	Wood Block L Ph2			on
Cuica Mute B Amb		on		Cuica Mute Etc		on		Cuica Mute E Amb			on	Cuica Mute Flg			on	Cuica Mute Ph1			on	Cuica Mute Ph2			on
Cuica Open B Amb		on		Cuica Open Etc		on		Cuica Open E Amb			on	Cuica Open Flg			on	Cuica Open Ph1			on	Cuica Open Ph2			on
Triangle Mute B Amb	2			Triangle Mute Etc	2		on	Triangle Mute E Amb	2		on	Triangle Mute Flg	2		on	Triangle Mute Ph1	2		on	Triangle Mute Ph2	2		on
Triangle Open B Amb	2			Triangle Open Etc	2		on	Triangle Open E Amb	2		on	Triangle Open Flg	2		on	Triangle Open Ph1	2		on	Triangle Open Ph2	2		on
Shaker B Amb				Shaker Etc			on	Shaker E Amb			on	Shaker Flg			on	Shaker Ph1			on	Shaker Ph2			on
Jingle Bells B Amb				Jingle Bells Etc			on	Jingle Bells E Amb			on	Jingle Bells Flg			on	Jingle Bells Ph1			on	Jingle Bells Ph2			on
Bell Tree B Amb		on		Bell Tree Etc		on		Bell Tree E Amb			on	Bell Tree Flg			on	Bell Tree Ph1			on	Bell Tree Ph2			on

A : Alternate Group K : Key Off I : Insertion Effect : No sound

Voice List

DR Instrument Map

MSB=79, LSB=0

Program No.	31					32					33					34					35						
	Kit Name	Inst Name	AMP/PM	A	K	I	Inst Name	AMP/PM	A	K	I	Inst Name	AMP/PM	A	K	I	Inst Name	AMP/PM	A	K	I	Inst Name	AMP/PM	A	K	I	
13	C# -1	Surdo Mute Trm		3		on	Surdo Mute APan		3		on	Surdo Mute Drn		3		on											
14	D -1	Surdo Open Trm		3		on	Surdo Open APan		3		on	Surdo Open Drn		3		on											
15	D# -1	Hi Q Trm				on	Hi Q APan				on	Hi Q Drn				on											
16	E -1	Whip Slap Trm				on	Whip Slap APan				on	Whip Slap Drn				on											
17	F -1	Scratch H Trm		4		on	Scratch H APan		4		on	Scratch H Drn		4		on											
18	F# -1	Scratch L Trm		4		on	Scratch L APan		4		on	Scratch L Drn		4		on											
19	G -1	Finger Snap Trm				on	Finger Snap APan				on	Finger Snap Drn				on											
20	G# -1	Click Noise Trm				on	Click Noise APan				on	Click Noise Drn				on											
21	A -1	Metronome Click Trm				on	Metronome Click APan				on	Metronome Click Drn				on											
22	A# -1	Metronome Bell Trm				on	Metronome Bell APan				on	Metronome Bell Drn				on											
23	B -1	Seq Click L Trm				on	Seq Click L APan				on	Seq Click L Drn				on											
24	C 0	Seq Click H Trm				on	Seq Click H APan				on	Seq Click H Drn				on											
25	C# 0	Brush Tap Trm				on	Brush Tap APan				on	Brush Tap Drn				on											
26	D 0	Brush Swirl Trm			on	on	Brush Swirl APan			on	on	Brush Swirl Drn			on	on											
27	D# 0	Brush Slap Trm				on	Brush Slap APan				on	Brush Slap Drn				on											
28	E 0	Brush Tap Swirl Trm			on	on	Brush Tap Swirl APan			on	on	Brush Tap Swirl Drn			on	on											
29	F 0	Snare Roll Hard Trm			on	on	Snare Roll Rock APan			on	on	Snare Roll Rock Drn			on	on											
30	F# 0	Castanet Trm				on	Castanet APan				on	Castanet Drn				on											
31	G 0	Snare Rock Open1 Dry Trm				on	Snare Brs Piccl Soft APan				on	Snare Brs Piccl Dry Drn Sw				on											
32	G# 0	Sticks Trm				on	Sticks APan				on	Sticks Drn				on											
33	A 0	Kick Dry Heavy Trm Sw				on	Kick 14x22" Dry APan Sw				on	Kick 18x22" Dry Drn Sw				on											
34	A# 0	Snare Rock Rim1 Trm				on	Snare Snap Rim APan				on	Snare Dry Hi Drn Sw				on											
35	B 0	Kick Dry Hi Heavy				on	Kick Long Sw APan				on	Kick Dry ff Drn				on											
36	C 1	Kick Rock1 Trm			on	on	Kick Punch Sw APan			on	on	Kick 14x22" Dry Drn Sw			on	on	Kick Snare Power Dry H Sw				on	on	Crash Cymbal Amb				on
37	C# 1	Sidestick Rock1 Trm				on	Sidestick Wood APan Sw				on	Sidestick Wood Dry Drn Sw				on	Sidestick Snare Pwr Dry H					on	Crash Cymbal Rock1 Amb				on
38	D 1	Snare Rock Open1 Trm				on	Snare Hi APan Sw				on	Snare Power Dry Hi Drn Sw				on	Snare Power Dry Hi mp Ana					on	Crash Cymbal 17" Thin Amb				on
39	D# 1	Hand Clap Trm				on	Hand Clap APan				on	Hand Clap Drn				on	SFX Snare Power Dry Hi mf						Crash Cymbal 14" Amb				on
40	E 1	Snare Rock Mute1				on	Snare Wide Snap APan Sw				on	Snare Brs Attk Dry Drn Sw				on	Snare Power Dry Hi ff Ana						Crash Cymbal R/L Amb				on
41	F 1	Tom Rock Lo Floor Trm				on	Tom Stick Lo APan				on	Tom Dry Lo Floor Drn				on	Tom Snare Power Dry Lo Sw						Splash Cymbal Amb				on
42	F# 1	Hat Closed Rock1 Trm Sw		1		on	Hat Closed Hvy Lo APan Sw		1		on	Hat Closed Hvy Dry Drn Sw		1		on	Hat Snare Power Dry Lo p						Splash Cymbal 10" Amb				on
43	G 1	Tom Rock Hi Floor Trm				on	Hat 1/4-1/2 Hvy L APan Sw		1		on	Tom Dry Hi Floor Drn				on	Tom Snare Power Dry Lo mp						China Cymbal Amb				on
44	G# 1	Hat Close-Pedal Rk1 Trm Sw		1		on	Hat Pedal Heavy Lo APan		1		on	Hat Pedal Heavy Dry Drn		1		on	Hat Snare Power Dry Lo mf						China Cymbal 17" Amb				on
45	A 1	Tom Rock Lo Trm				on	Tom Stick Lo-Mid APan				on	Tom Dry Lo Drn				on	Tom Snare Power Dry Lo ff						Ride Cymbal Amb				on
46	A# 1	Hat Open Rock1 Trm Sw		1		on	Hat Open Heavy Lo APan		1		on	Hat Open Heavy Drn		1		on	Hat Snare Dry Hi Sw						Ride Cymbal Cup Amb				on
47	B 1	Tom Rock Lo-Mid Trm				on	Tom Stick Mid APan				on	Tom Dry Lo-Mid Drn				on	Tom Snare Dry Hi mp-mf Sw						Ride Cymbal 21" Amb Sw				on
48	C 2	Tom Rock Hi-Mid Trm				on	Tom Stick Hi Mid APan				on	Tom Dry Hi-Mid Drn				on	Tom Snare Dry Hi mf-ff Sw						Ride Cymbal 21" mp Amb				on
49	C# 2	Crash Cymbal Rock1 Trm				on	Crash Cym17" Thin Lo APan				on	Crash Cymbal Drn				on	SFX Snare Dry Hi mp						Ride Cymbal 21" mf Amb				on
50	D 2	Tom Rock Hi Trm				on	Tom Stick Hi APan				on	Tom Dry Hi Drn				on	Tom Snare Dry Hi mf						Ride Cymbal Cup 21" Amb				on
51	D# 2	Ride Cymbal Rock1 Trm				on	Ride Cym 21" Lo APan Sw				on	Ride Cymbal 21" Drn Sw				on	SFX Snare Dry Hi ff						Ride Cymbal 22" Amb				on
52	E 2	China Cymbal Rock Trm				on	China Cymbal 17" Hi APan				on	China Cymbal Drn				on	SFX Snare Dry Lo Sw						Ride Cymbal Cup 22" Amb				on
53	F 2	Ride Cymbal Cup Rock Trm				on	Ride Cymbal Cup 21" APan				on	Ride Cymbal Cup 21" Drn				on	SFX Snare Dry Lo p						Ride Cymbal R/L Amb				on
54	F# 2	Tambourine Trm				on	Tambourine APan				on	Tambourine Drn				on	SFX Snare Dry Lo mp						Ride Cymbal 21" R/L Amb				on
55	G 2	Splash Cymbal Rock Trm				on	Splash Cymbal 10" Hi APan				on	Splash Cymbal 10" Drn				on	SFX Snare Dry Lo mf						Ride Cymbal 22" R/L Amb				on
56	G# 2	Cowbell Trm				on	Cowbell APan				on	Cowbell Drn				on	SFX Snare Dry Lo ff										
57	A 2	Crash Cymbal Rock2 Trm				on	Crash Cymbal 14" Lo APan				on	Crash 17" Thin R/L Lo Drn				on	SFX Snare Rock Mute1										
58	A# 2	Vibraslap Trm				on	Vibraslap APan				on	Vibraslap Drn				on	SFX Snare Rock Open1										
59	B 2	Ride Cymbal Rock2 Trm				on	Ride Cym 22" R/L Hi APan				on	Ride Cymbal R/L Drn				on	SFX Snare Rock Rim1										
60	C 3	Bongo H Trm				on	Bongo H APan				on	Bongo H Drn				on	SFX Snare Rock Open1 Dry										
61	C# 3	Bongo L Trm				on	Bongo L APan				on	Bongo L Drn				on	SFX Snare Rock Mute2										
62	D 3	Conga H Mute Trm				on	Conga H Mute APan				on	Conga H Mute Drn				on	SFX Snare Rock Open2										
63	D# 3	Conga H Open Trm				on	Conga H Open APan				on	Conga H Open Drn				on	SFX Snare Rock Rim2										
64	E 3	Conga L Trm				on	Conga L APan				on	Conga L Drn				on	SFX Snare Brass Piccl Sw										
65	F 3	Timbale H Trm				on	Timbale H APan				on	Timbale H Drn				on	SFX Snare Brass Piccl p										
66	F# 3	Timbale L Trm				on	Timbale L APan				on	Timbale L Drn				on	SFX Snare Brass Piccl mp										
67	G 3	Agogo H Trm				on	Agogo H APan				on	Agogo H Drn				on	SFX Snare Brass Piccl mf										
68	G# 3	Agogo L Trm				on	Agogo L APan				on	Agogo L Drn				on	SFX Snare Brass Piccl ff										
69	A 3	Cabasa Trm				on	Cabasa APan				on	Cabasa Drn				on	SFX Snare Brass Attack Sw										
70	A# 3	Maracas Trm				on	Maracas APan				on	Maracas Drn				on	SFX Snare Brass Attack p										
71	B 3	Samba Whistle H Trm			on	on	Samba Whistle H APan			on	on	Samba Whistle H Drn			on	on	SFX Snare Brass Attack mp										
72	C 3	Samba Whistle L Trm			on	on	Samba Whistle L APan			on	on	Samba Whistle L Drn			on	on	SFX Snare Brass Attack mf										
73	C# 4	Guiro Short Trm				on	Guiro Short APan				on	Guiro Short Drn				on	SFX Snare Brass Attack ff										
74	D 4	Guiro Long Trm			on	on	Guiro Long APan			on	on	Guiro Long Drn			on	on	SFX Snare Loose Snap Sw										
75	D# 4	Claves Trm				on	Claves APan				on	Claves Drn				on	SFX Snare Loose Snap p										

36				37				38				39				40				41			
KITA/H11				KITB/H11				KITA/H12				KITB/H12				Spread1				Spread2			
Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I
Surdo Mute	3			Surdo Mute	3			Surdo Mute	3			Surdo Mute	3			Surdo Mute	9			Surdo Mute	9		
Surdo Open				Surdo Open	3			Surdo Open	3			Surdo Open	3			Surdo Open	9			Surdo Open	9		
Hi Q				Hi Q				Hi Q				Hi Q				Hi Q				Hi Q			
Whip Slap				Whip Slap				Whip Slap				Whip Slap				Whip Slap				Whip Slap			
Scratch H	4			Scratch H	4			Scratch H	4			Scratch H	4			Scratch H	10			Scratch H	10		
Scratch L	4			Scratch L	4			Scratch L	4			Scratch L	4			Scratch L	10			Scratch L	10		
Finger Snap				Finger Snap				Finger Snap				Finger Snap				Finger Snap				Finger Snap			
Click Noise				Click Noise				Click Noise				Click Noise				Click Noise				Click Noise			
Metronome Click				Metronome Click				Metronome Click				Metronome Click				Metronome Click				Metronome Click			
Metronome Bell				Metronome Bell				Metronome Bell				Metronome Bell				Metronome Bell				Metronome Bell			
Seq Click L				Seq Click L				Seq Click L				Seq Click L				Seq Click L				Seq Click L			
Seq Click H				Seq Click H				Seq Click H				Seq Click H				Seq Click H				Seq Click H			
Brush Tap				Brush Tap				Brush Tap				Brush Tap				Brush Tap				Brush Tap			
Brush Swirl	on			Brush Swirl	on			Brush Swirl	on			Brush Swirl	on			Brush Swirl	on			Brush Swirl	on		
Brush Slap				Brush Slap				Brush Slap				Brush Slap				Brush Slap				Brush Slap			
Brush Tap Swirl	on			Brush Tap Swirl	on			Brush Tap Swirl	on			Brush Tap Swirl	on			Brush Tap Swirl	on			Brush Tap Swirl	on		
Snare Roll Rock	on			Snare Roll Hard	on			Snare Roll Rock	on			Snare Roll Hard	on			Snare Roll Rock	on			Snare Roll Rock	on		
Castanet				Castanet				Castanet				Castanet				Hat 1/4-1/2 Brilliant Sw	1			Hat 1/4-1/2 Brilliant Sw	1		
Snare Brass Piccolo Soft Sticks				Snare Loose Snap Soft Sticks				Snare Brass Piccolo Soft Sticks				Snare Loose Snap Soft Sticks				Snare Brass Piccolo Soft				Snare Brass Piccolo Soft			
Kick 18x22" Maple Dry Sw				Kick 14x22" Maple Dry Sw				Kick 18x22" Maple Dry Sw				Kick 14x22" Maple Dry Sw				Kick 18x22" Maple Dry Sw	2			Kick 18x22" Maple Dry Sw	2		
Snare Brass Attack Rim				Snare Brass Rock Rim				Snare Brass Attack Rim				Snare Brass Rock Rim				Snare Brass Attack Rim	4			Snare Brass Attack Rim	4		
Kick 16x20" Maple Room Sw				Kick 14x18" Birch Room Sw				Kick 16x20" Maple Room Sw				Kick 14x18" Birch Room Sw				Kick 16x20" Maple Room Sw	3			Kick 16x20" Maple Room Sw	3		
Kick 18x22" Maple Room Sw				Kick 14x22" Maple Room Sw				Kick 18x22" Maple Room Sw				Kick 14x22" Maple Room Sw				Kick 18x22" Maple Room Sw	3			Kick 16x20" Maple Room Sw	3		
Sidestick Wood Knock Sw				Sidestick Metal Knock Sw				Sidestick Wood Knock Sw				Sidestick Metal Knock Sw				Sidestick Wood Knock Sw				Sidestick Wood Knock Sw			
Snare Brass Piccolo Sw				Snare Loose Snap Sw				Snare Brass Piccolo Sw				Snare Loose Snap Sw				Snare Brass Attack Sw	4	on		Snare Brass Piccolo Sw	4		
Hand Clap				Hand Clap				Hand Clap				Hand Clap				Snare Brass Attack Rim	4			Snare Brass Piccolo Sw	4		
Snare Brass Attack Sw	on			Snare Brass Rock Sw	on			Snare Brass Attack Sw	on			Snare Brass Rock Sw	on			Tom Power Lo Floor	5			Tom Power Lo Floor	5		
Tom Power Lo Floor				Tom Smooth Lo Floor				Tom Power Lo Floor				Tom Smooth Lo Floor				Tom Power Lo Floor	5			Tom Power Lo Floor	5		
Hat Closed Brilliant Sw	1			Hat Closed Heavy Sw	1			Hat Closed Brilliant mf	1			Hat Closed Heavy mf	1			Hat Closed Brilliant Sw	1			Hat Closed Brilliant Sw	1		
Hat 1/4-1/2 Brilliant Sw	1			Hat 1/4-1/2 Heavy Sw	1			Hat Closed Brilliant ff	1			Hat Closed Heavy ff	1			Tom Power Lo Floor	5			Tom Power Lo Floor	5		
Hat Pedal Brilliant	1			Hat Pedal Heavy	1			Hat 1/4 Brilliant	1			Hat 1/4 Heavy	1			Hat Pedal Brilliant	1			Hat Pedal Brilliant	1		
Tom Power Lo				Tom Smooth Lo				Hat 1/2 Brilliant	1			Hat 1/2 Heavy	1			Tom Power Mid	6			Tom Power Mid	6		
Hat Open Brilliant	1			Hat Open Heavy	1			Hat Open Brilliant	1			Hat Open Heavy	1			Hat Open Brilliant	1			Hat Open Brilliant	1		
Tom Power Lo-Mid				Tom Smooth Lo-Mid				Hat Pedal Brilliant				Hat Pedal Heavy				Tom Power Mid	6			Tom Power Mid	6		
Tom Power Hi-Mid				Tom Smooth Hi-Mid				Tom Power Mid				Tom Power Mid				Tom Power Hi	7			Tom Power Hi	7		
Crash Cymbal 17" Thin				Crash Cymbal 17" Thin				Crash Cymbal 17" Thin				Crash Cymbal 17" Thin				Crash Cymbal 17" Thin				Crash Cymbal 17" Thin			
Tom Power Hi				Tom Smooth Hi				Tom Power Hi				Tom Smooth Hi				Tom Power Hi	7			Tom Power Hi	7		
Ride Cymbal 21" Sw				Ride Cymbal 22"				Ride Cymbal 21" Sw				Ride Cymbal 22"				Ride Cymbal 21" Sw				Ride Cymbal 21" Sw			
China Cymbal 17"				China Cymbal 17"				China Cymbal 17"				China Cymbal 17"				Ride Cymbal Cup 21"				Ride Cymbal Cup 21"			
Ride Cymbal Cup 21"				Ride Cymbal Cup 22"				Ride Cymbal Cup 21"				Ride Cymbal Cup 22"				Ride Cymbal Cup 21"				Ride Cymbal Cup 21"			
Tambourine				Tambourine				Tambourine				Tambourine				Ride Cymbal Cup 21"				Ride Cymbal Cup 21"			
Splash Cymbal 10"				Splash Cymbal 10"				Splash Cymbal 10"				Splash Cymbal 10"				Splash Cymbal 10"				Splash Cymbal 10"			
Cowbell				Cowbell				Cowbell				Cowbell				China Cymbal 17"				China Cymbal 17"			
Crash Cymbal 14"				Crash Cymbal 14"				Crash Cymbal 14"				Crash Cymbal 14"				Crash Cymbal 14"				Crash Cymbal 14"			
Vibraslap				Vibraslap				Vibraslap				Vibraslap				Ride Cymbal 22" R/L				Ride Cymbal 22" R/L			
Ride Cymbal 22" R/L				Ride Cymbal 21" R/L				Ride Cymbal 22" R/L				Ride Cymbal 21" R/L				Ride Cymbal 22" R/L				Ride Cymbal 22" R/L			
Bongo H				Bongo H				Bongo H				Bongo H				Bongo H				Bongo H			
Bongo L				Bongo L				Bongo L				Bongo L				Bongo L				Bongo L			
Conga H Mute				Conga H Mute				Conga H Mute				Conga H Mute				Conga H Mute				Conga H Mute			
Conga H Open				Conga H Open				Conga H Open				Conga H Open				Conga H Open				Conga H Open			
Conga L				Conga L				Conga L				Conga L				Conga L				Conga L			
Timbale H				Timbale H				Timbale H				Timbale H				Timbale H				Timbale H			
Timbale L				Timbale L				Timbale L				Timbale L				Timbale L				Timbale L			
Agogo H				Agogo H				Agogo H				Agogo H				Agogo H				Agogo H			
Agogo L				Agogo L				Agogo L				Agogo L				Agogo L				Agogo L			
Cabasa				Cabasa				Cabasa				Cabasa				Cabasa				Cabasa			
Maracas				Maracas				Maracas				Maracas				Maracas				Maracas			
Samba Whistle H	on			Samba Whistle H	on			Samba Whistle H	on			Samba Whistle H	on			Samba Whistle H	on			Samba Whistle H	on		
Samba Whistle L	on			Samba Whistle L	on			Samba Whistle L	on			Samba Whistle L	on			Samba Whistle L	on			Samba Whistle L	on		
Guiro Short				Guiro Short				Guiro Short				Guiro Short				Guiro Short				Guiro Short			
Guiro Long	on			Guiro Long	on			Guiro Long	on			Guiro Long	on			Guiro Long	on			Guiro Long	on		
Claves				Claves				Claves				Claves				Claves				Claves			
Wood Block H				Wood Block H				Wood Block H				Wood Block H				Wood Block H				Wood Block H			
Wood Block L				Wood Block L				Wood Block L				Wood Block L				Wood Block L				Wood Block L			
Cuica Mute				Cuica Mute				Cuica Mute				Cuica Mute				Cuica Mute				Cuica Mute			
Cuica Open				Cuica Open				Cuica Open				Cuica Open				Cuica Open				Cuica Open			
Triangle Mute	2			Triangle Mute	2			Triangle Mute	2			Triangle Mute	2			Triangle Mute	8			Triangle Mute	8		
Triangle Open	2			Triangle Open	2			Triangle Open	2			Triangle Open	2			Triangle Open	8			Triangle Open	8		
Shaker				Shaker				Shaker				Shaker				Shaker				Shaker			
Jingle Bells				Jingle Bells				Jingle Bells				Jingle Bells				Jingle Bells				Jingle Bells			
Bell Tree				Bell Tree				Bell Tree				Bell Tree				Bell Tree				Bell Tree			

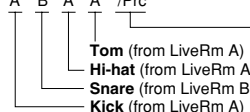
A : Alternate Group K : Key Off I : Insertion Effect : No sound

48				49				50				51				52				53			
Cymbals				A-PigPC				B-PigPC				ABAA/Prc*				AABA/Prc*				AAAB/Prc*			
Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I
				Surdo Mute		3		Surdo Mute		3		Surdo Mute		3		Surdo Mute		3		Surdo Mute		3	
				Surdo Open		3		Surdo Open		3		Surdo Open		3		Surdo Open		3		Surdo Open		3	
				Hi Q				Hi Q				Hi Q				Hi Q				Hi Q			
				Whip Slap				Whip Slap				Whip Slap				Whip Slap				Whip Slap			
				Scratch H		4		Scratch H		4		Scratch H		4		Scratch H		4		Scratch H		4	
				Scratch L		4		Scratch L		4		Scratch L		4		Scratch L		4		Scratch L		4	
				Finger Snap				Finger Snap				Finger Snap				Finger Snap				Finger Snap			
				Click Noise				Click Noise				Click Noise				Click Noise				Click Noise			
				Metronome Click				Metronome Click				Metronome Click				Metronome Click				Metronome Click			
				Metronome Bell				Metronome Bell				Metronome Bell				Metronome Bell				Metronome Bell			
				Seq Click L				Seq Click L				Seq Click L				Seq Click L				Seq Click L			
				Seq Click H				Seq Click H				Seq Click H				Seq Click H				Seq Click H			
				Brush Tap				Brush Tap				Brush Tap				Brush Tap				Brush Tap			
				Brush Swirl			on	Brush Swirl			on	Brush Swirl			on	Brush Swirl			on	Brush Swirl			on
				Brush Slap				Brush Slap				Brush Slap				Brush Slap				Brush Slap			
				Brush Tap Swirl			on	Brush Tap Swirl			on	Brush Tap Swirl			on	Brush Tap Swirl			on	Brush Tap Swirl			on
				Snare Roll Rock				Snare Roll Hard			on	Snare Roll Rock				Snare Roll Rock				Snare Roll Rock			
				Hat 1/4-1/2 Brilliant Sw		1		Hat 1/4-1/2 Heavy Sw		1		Hat 1/4-1/2 Brilliant Sw		1		Hat 1/4-1/2 Heavy Sw		1		Hat 1/4-1/2 Brilliant Sw		1	
				Snare Brass Piccolo Soft				Snare Loose Snap Soft				Snare Loose Snap Soft				Snare Brass Piccolo Soft				Snare Brass Piccolo Soft			
				Sticks				Sticks				Sticks				Sticks				Sticks			
				Kick 18x22" Maple Dry Sw				Kick 14x22" Maple Dry Sw				Kick 18x22" Maple Dry Sw				Kick 18x22" Maple Dry Sw				Kick 18x22" Maple Dry Sw			
				Snare Brass Attack Rim				Snare Brass Rock Rim				Snare Brass Attack Rim				Snare Brass Attack Rim				Snare Brass Attack Rim			
				Kick 16x20" Maple Room Sw				Kick 14x18" Birch Room Sw				Kick 16x20" Maple Room Sw				Kick 16x20" Maple Room Sw				Kick 16x20" Maple Room Sw			
				Crash Cymbal				Kick 18x22" Maple Room Sw				Crash Cymbal				Kick 18x22" Maple Room Sw				Crash Cymbal			
				Crash Cymbal Rock!				Sidestick Wood Knock Sw				Crash Cymbal Rock!				Sidestick Wood Knock Sw				Crash Cymbal Rock!			
				Crash Cymbal 17" Thin				Snare Brass Piccolo Sw				Crash Cymbal 17" Thin				Snare Brass Piccolo Sw				Crash Cymbal 17" Thin			
				Crash Cymbal 14"				Hand Clap				Crash Cymbal 14"				Hand Clap				Crash Cymbal 14"			
				Crash Cymbal R/L				Snare Brass Attack Sw			on	Crash Cymbal R/L				Snare Brass Attack Sw			on	Crash Cymbal R/L			
				Splash Cymbal				Tom Power Lo Floor				Splash Cymbal				Tom Power Lo Floor				Splash Cymbal			
				Splash Cymbal 10"				Hat Closed Brilliant Sw		1		Splash Cymbal 10"				Hat Closed Heavy Sw		1		Splash Cymbal 10"			
				China Cymbal				Tom Power Hi Floor				China Cymbal				Tom Power Hi Floor				China Cymbal			
				China Cymbal 17"				Hat Pedal Brilliant		1		China Cymbal 17"				Hat Pedal Heavy		1		China Cymbal 17"			
				Ride Cymbal				Tom Power Lo				Ride Cymbal				Tom Power Lo				Ride Cymbal			
				Ride Cymbal Cup				Hat Open Brilliant		1		Ride Cymbal Cup				Hat Open Heavy		1		Ride Cymbal Cup			
				Ride Cymbal 21" Sw				Tom Power Lo-Mid				Ride Cymbal 21" Sw				Tom Power Lo-Mid				Ride Cymbal 21" Sw			
				Ride Cymbal 21" mp				Tom Power Hi-Mid				Ride Cymbal 21" mp				Tom Power Hi-Mid				Ride Cymbal 21" mp			
				Ride Cymbal 21" mf				Crash Cymbal 17" Thin				Ride Cymbal 21" mf				Crash Cymbal 17" Thin				Ride Cymbal 21" mf			
				Ride Cymbal Cup 21"				Tom Smooth Hi				Ride Cymbal Cup 21"				Tom Power Hi				Ride Cymbal Cup 21"			
				Ride Cymbal Cup 22"				Ride Cymbal 21" Sw				Ride Cymbal Cup 22"				Ride Cymbal 21" Sw				Ride Cymbal Cup 22"			
				Ride Cymbal R/L				China Cymbal 17"				Ride Cymbal R/L				China Cymbal 17"				Ride Cymbal R/L			
				Ride Cymbal 21" R/L				Ride Cymbal Cup 22"				Ride Cymbal 21" R/L				Ride Cymbal Cup 21"				Ride Cymbal 21" R/L			
				Ride Cymbal 22" R/L				Tambourine				Ride Cymbal 22" R/L				Tambourine				Ride Cymbal 22" R/L			
								Splash Cymbal 10"								Splash Cymbal 10"							
								Cowbell								Cowbell							
								Crash Cymbal 14"								Crash Cymbal 14"							
								Vibraslap								Vibraslap							
								Ride Cymbal 22" R/L								Ride Cymbal 22" R/L							
								Bongo H								Bongo H							
								Bongo L								Bongo L							
								Conga H Mute								Conga H Mute							
								Conga H Open								Conga H Open							
								Conga L								Conga L							
								Timbale H								Timbale H							
								Timbale L								Timbale L							
								Agogo H								Agogo H							
								Agogo L								Agogo L							
								Cabasa								Cabasa							
								Maracas								Maracas							
								Samba Whistle H			on					Samba Whistle H			on				
								Samba Whistle L			on					Samba Whistle L			on				
								Guiro Short								Guiro Short							
								Guiro Long			on					Guiro Long			on				
								Claves								Claves							
								Wood Block H								Wood Block H							
								Wood Block L								Wood Block L							
								Cuica Mute								Cuica Mute							
								Cuica Open								Cuica Open							
								Triangle Mute			2					Triangle Mute			2				
								Triangle Open			2					Triangle Open			2				
								Shaker								Shaker							
								Jingle Bells								Jingle Bells							
								Bell Tree								Bell Tree							

A : Alternate Group K : Key Off I : Insertion Effect : No sound

* These kits have been created by combining the Kick, Snare, Hi-hat and Tom sounds of the LiveRmA and LiveRmB voices.

Example : A B A A /Prc



Refers to the keys C3 and higher.
Percussion sounds are mapped to these keys.

- Prc : Percussion
- Kk : Kicks
- Sn1 : Snares1
- Sn2 : Snares2
- Tom : Tom-toms
- Hat : Hi-Hats
- Cym : Cymbals

Voice List

DR Instrument Map

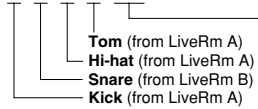
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Program No.	54					55					56					57					58				
	Kit Name	ABBA/Prc*				Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I
13	C# -1	Surdo Mute			3				Surdo Mute				3				Surdo Mute				3				
14	D -1	Surdo Open			3				Surdo Open				3				Surdo Open				3				
15	D# -1	Hi Q							Hi Q								Hi Q								
16	E -1	Whip Slap							Whip Slap								Whip Slap								
17	F -1	Scratch H			4				Scratch H				4				Scratch H				4				
18	F# -1	Scratch L			4				Scratch L				4				Scratch L				4				
19	G -1	Finger Snap							Finger Snap								Finger Snap								
20	G# -1	Click Noise							Click Noise								Click Noise								
21	A -1	Metronome Click							Metronome Click								Metronome Click								
22	A# -1	Metronome Bell							Metronome Bell								Metronome Bell								
23	B -1	Seq Click L							Seq Click L								Seq Click L								
24	C 0	Seq Click H							Seq Click H								Seq Click H								
25	C# 0	Brush Tap							Brush Tap								Brush Tap								
26	D 0	Brush Swirl			on				Brush Swirl			on					Brush Swirl			on				on	
27	D# 0	Brush Slap							Brush Slap								Brush Slap								
28	E 0	Brush Tap Swirl			on				Brush Tap Swirl			on					Brush Tap Swirl			on				on	
29	F 0	Snare Roll Rock			on				Snare Roll Rock			on					Snare Roll Rock			on				on	
30	F# 0	Hat 1/4-1/2 Heavy Sw			1				Hat 1/4-1/2 Heavy Sw			1					Hat 1/4-1/2 Heavy Sw			1				1	
31	G 0	Snare Loose Snap Soft							Snare Loose Snap Soft								Snare Loose Snap Soft								
32	G# 0	Sticks							Sticks								Sticks								
33	A 0	Kick 18x22" Maple Dry Sw							Kick 18x22" Maple Dry Sw								Kick 18x22" Maple Dry Sw								
34	A# 0	Snare Brass Rock Rim							Snare Brass Rock Rim								Snare Brass Rock Rim								
35	B 0	Kick 16x20" Maple Room Sw							Kick 16x20" Maple Room Sw								Kick 16x20" Maple Room Sw								
36	C 0	Kick 18x22" Maple Room Sw							Kick 18x22" Maple Room Sw								Kick 18x22" Maple Room Sw								
37	C# 0	Sidestick Metal Knock Sw							Sidestick Metal Knock Sw								Sidestick Metal Knock Sw								
38	D 0	Snare Loose Snap Sw							Snare Loose Snap Sw								Snare Loose Snap Sw								
39	D# 0	Hand Clap							Hand Clap								Hand Clap								
40	E 0	Snare Brass Rock Sw						on	Snare Brass Rock Sw			on					Snare Brass Rock Sw				on			on	
41	F 0	Tom Power Lo Floor							Tom Smooth Lo Floor								Tom Smooth Lo Floor								
42	F# 0	Hat Closed Heavy Sw			1				Hat Closed Heavy Sw			1					Hat Closed Heavy Sw			1				1	
43	G 0	Tom Power Hi Floor							Tom Smooth Hi Floor								Tom Smooth Hi Floor								
44	G# 0	Hat Pedal Heavy			1				Hat Pedal Heavy			1					Hat Pedal Heavy			1				1	
45	A 1	Tom Power Lo							Tom Smooth Lo								Tom Smooth Lo								
46	A# 1	Hat Open Heavy			1				Hat Open Heavy			1					Hat Open Heavy			1				1	
47	B 1	Tom Power Lo-Mid							Tom Smooth Lo-Mid								Tom Smooth Lo-Mid								
48	C 2	Tom Power Hi-Mid							Tom Smooth Hi-Mid								Tom Smooth Hi-Mid								
49	C# 2	Crash Cymbal 17" Thin							Crash Cymbal 17" Thin								Crash Cymbal 17" Thin								
50	D 2	Tom Power Hi							Tom Smooth Hi								Tom Smooth Hi								
51	D# 2	Ride Cymbal 21" Sw							Ride Cymbal 21" Sw								Ride Cymbal 21" Sw								
52	E 2	China Cymbal 17"							China Cymbal 17"								China Cymbal 17"								
53	F 2	Ride Cymbal Cup 21"							Ride Cymbal Cup 21"								Ride Cymbal Cup 21"								
54	F# 2	Tambourine							Tambourine								Tambourine								
55	G 2	Splash Cymbal 10"							Splash Cymbal 10"								Splash Cymbal 10"								
56	G# 2	Cowbell							Cowbell								Cowbell								
57	A 2	Crash Cymbal 14"							Crash Cymbal 14"								Crash Cymbal 14"								
58	A# 2	Vibraslap							Vibraslap								Vibraslap								
59	B 2	Ride Cymbal 22" R/L							Ride Cymbal 22" R/L								Ride Cymbal 22" R/L								
60	C 3	Bongo H							Bongo H								Bongo H								
61	C# 3	Bongo L							Bongo L								Bongo L								
62	D 3	Conga H Mute							Conga H Mute								Conga H Mute								
63	D# 3	Conga H Open							Conga H Open								Conga H Open								
64	E 3	Conga L							Conga L								Conga L								
65	F 3	Timbale H							Timbale H								Timbale H								
66	F# 3	Timbale L							Timbale L								Timbale L								
67	G 3	Agogo H							Agogo H								Agogo H								
68	G# 3	Agogo L							Agogo L								Agogo L								
69	A 3	Cabasa							Cabasa								Cabasa								
70	A# 3	Maracas							Maracas								Maracas								
71	B 3	Samba Whistle H			on				Samba Whistle H			on					Samba Whistle H			on				on	
72	C 3	Samba Whistle L			on				Samba Whistle L			on					Samba Whistle L			on				on	
73	C# 4	Guiro Short							Guiro Short								Guiro Short								
74	D 4	Guiro Long			on				Guiro Long			on					Guiro Long			on				on	
75	D# 4	Claves							Claves								Claves								
76	E 4	Wood Block H							Wood Block H								Wood Block H								
77	F 4	Wood Block L							Wood Block L								Wood Block L								
78	F# 4	Cuica Mute							Cuica Mute								Cuica Mute								
79	G 4	Cuica Open							Cuica Open								Cuica Open								
80	G# 4	Triangle Mute			2				Triangle Mute			2					Triangle Mute			2				2	
81	A 4	Triangle Open			2				Triangle Open			2					Triangle Open			2				2	
82	A# 4	Shaker							Shaker								Shaker								
83	B 4	Jingle Bells							Jingle Bells								Jingle Bells								
84	C 5	Bell Tree							Bell Tree								Bell Tree								
85	C# 5																								
86	D 5																								
87	D# 5																								
88	E 5																								
89	F 5																								
90	F# 5																								
91	G 5																								
92	G# 5																								
93	A 5																								
94	A# 5																								
95	B 5																								
96	C 6																								
97	C# 6																								
98	D 6																								
99	D# 6																								
100	E 6																								
101	F 6																								

A : Alternate Group K : Key Off I : Insertion Effect [] : No sound

* These kits have been created by combining the Kick, Snare, Hi-hat and Tom sounds of the LiveRmA and LiveRmB voices.

Example : A B A A /Prc



Refers to the keys C3 and higher.
Percussion sounds are mapped to these keys.

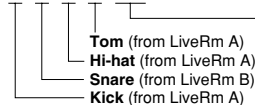
- Prc : Percussion
- Kk : Kicks
- Sn1 : Snares1
- Sn2 : Snares2
- Tom : Tom-toms
- Hat : Hi-Hats
- Cym : Cymbals

59				60				61				62				63				64			
BBAB/Prc*				BBBA/Prc*				BAAB/Prc*				BBAA/Prc*				BABA/Prc*				BAAA/Prc*			
Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I
Surdo Mute	3			Surdo Mute	3			Surdo Mute	3			Surdo Mute	3			Surdo Mute	3			Surdo Mute	3		
Surdo Open	3			Surdo Open	3			Surdo Open	3			Surdo Open	3			Surdo Open	3			Surdo Open	3		
Hi Q				Hi Q				Hi Q				Hi Q				Hi Q				Hi Q			
Whip Slap				Whip Slap				Whip Slap				Whip Slap				Whip Slap				Whip Slap			
Scratch H	4			Scratch H	4			Scratch H	4			Scratch H	4			Scratch H	4			Scratch H	4		
Scratch L	4			Scratch L	4			Scratch L	4			Scratch L	4			Scratch L	4			Scratch L	4		
Finger Snap				Finger Snap				Finger Snap				Finger Snap				Finger Snap				Finger Snap			
Click Noise				Click Noise				Click Noise				Click Noise				Click Noise				Click Noise			
Metronome Click				Metronome Click				Metronome Click				Metronome Click				Metronome Click				Metronome Click			
Metronome Bell				Metronome Bell				Metronome Bell				Metronome Bell				Metronome Bell				Metronome Bell			
Seq Click L				Seq Click L				Seq Click L				Seq Click L				Seq Click L				Seq Click L			
Seq Click H				Seq Click H				Seq Click H				Seq Click H				Seq Click H				Seq Click H			
Brush Tap				Brush Tap				Brush Tap				Brush Tap				Brush Tap				Brush Tap			
Brush Swirl	on			Brush Swirl	on			Brush Swirl	on			Brush Swirl	on			Brush Swirl	on			Brush Swirl	on		
Brush Slap				Brush Slap				Brush Slap				Brush Slap				Brush Slap				Brush Slap			
Brush Tap Swirl	on			Brush Tap Swirl	on			Brush Tap Swirl	on			Brush Tap Swirl	on			Brush Tap Swirl	on			Brush Tap Swirl	on		
Snare Roll Hard				Snare Roll Hard				Snare Roll Hard				Snare Roll Hard				Snare Roll Hard				Snare Roll Hard			
Hat 1/4-1/2 Brilliant Sw	1			Hat 1/4-1/2 Heavy Sw	1			Hat 1/4-1/2 Brilliant Sw	1			Hat 1/4-1/2 Brilliant Sw	1			Hat 1/4-1/2 Heavy Sw	1			Hat 1/4-1/2 Brilliant Sw	1		
Snare Loose Snap Soft				Snare Loose Snap Soft				Snare Loose Snap Soft				Snare Loose Snap Soft				Snare Loose Snap Soft				Snare Loose Snap Soft			
Sticks				Sticks				Sticks				Sticks				Sticks				Sticks			
Kick 14x22" Maple Dry Sw				Kick 14x22" Maple Dry Sw				Kick 14x22" Maple Dry Sw				Kick 14x22" Maple Dry Sw				Kick 14x22" Maple Dry Sw				Kick 14x22" Maple Dry Sw			
Snare Brass Rock Rim				Snare Brass Rock Rim				Snare Brass Rock Rim				Snare Brass Rock Rim				Snare Brass Rock Rim				Snare Brass Rock Rim			
Kick 14x18" Birch Room Sw				Kick 14x18" Birch Room Sw				Kick 14x18" Birch Room Sw				Kick 14x18" Birch Room Sw				Kick 14x18" Birch Room Sw				Kick 14x18" Birch Room Sw			
Kick 14x22" Maple Room Sw				Kick 14x22" Maple Room Sw				Kick 14x22" Maple Room Sw				Kick 14x22" Maple Room Sw				Kick 14x22" Maple Room Sw				Kick 14x22" Maple Room Sw			
Sidestick Metal Knock Sw				Sidestick Metal Knock Sw				Sidestick Metal Knock Sw				Sidestick Metal Knock Sw				Sidestick Metal Knock Sw				Sidestick Metal Knock Sw			
Snare Loose Snap Sw				Snare Loose Snap Sw				Snare Loose Snap Sw				Snare Loose Snap Sw				Snare Loose Snap Sw				Snare Loose Snap Sw			
Hand Clap				Hand Clap				Hand Clap				Hand Clap				Hand Clap				Hand Clap			
Snare Brass Rock Sw				Snare Brass Rock Sw				Snare Brass Rock Sw			on	Snare Brass Rock Sw				Snare Brass Rock Sw			on	Snare Brass Rock Sw			on
Tom Smooth Lo Floor				Tom Power Lo Floor				Tom Smooth Lo Floor				Tom Power Lo Floor				Tom Smooth Lo Floor				Tom Power Lo Floor			
Hat Closed Brilliant Sw	1			Hat Closed Heavy Sw	1			Hat Closed Brilliant Sw	1			Hat Closed Brilliant Sw	1			Hat Closed Heavy Sw	1			Hat Closed Brilliant Sw	1		
Tom Smooth Hi Floor				Tom Smooth Hi Floor				Tom Smooth Hi Floor				Tom Smooth Hi Floor				Tom Smooth Hi Floor				Tom Smooth Hi Floor			
Hat Pedal Brilliant	1			Hat Pedal Heavy	1			Hat Pedal Brilliant	1			Hat Pedal Brilliant	1			Hat Pedal Heavy	1			Hat Pedal Brilliant	1		
Tom Smooth Lo				Tom Smooth Lo				Tom Smooth Lo				Tom Smooth Lo				Tom Smooth Lo				Tom Smooth Lo			
Hat Open Brilliant	1			Hat Open Heavy	1			Hat Open Brilliant	1			Hat Open Brilliant	1			Hat Open Heavy	1			Hat Open Brilliant	1		
Tom Smooth Lo-Mid				Tom Smooth Lo-Mid				Tom Smooth Lo-Mid				Tom Smooth Lo-Mid				Tom Smooth Lo-Mid				Tom Smooth Lo-Mid			
Tom Smooth Hi-Mid				Tom Power Hi-Mid				Tom Smooth Hi-Mid				Tom Power Hi-Mid				Tom Smooth Hi-Mid				Tom Power Hi-Mid			
Crash Cymbal 17" Thin				Crash Cymbal 17" Thin				Crash Cymbal 17" Thin				Crash Cymbal 17" Thin				Crash Cymbal 17" Thin				Crash Cymbal 17" Thin			
Tom Smooth Hi				Tom Power Hi				Tom Smooth Hi				Tom Power Hi				Tom Smooth Hi				Tom Power Hi			
Ride Cymbal 22"				Ride Cymbal 22"				Ride Cymbal 22"				Ride Cymbal 22"				Ride Cymbal 22"				Ride Cymbal 22"			
China Cymbal 17"				China Cymbal 17"				China Cymbal 17"				China Cymbal 17"				China Cymbal 17"				China Cymbal 17"			
Ride Cymbal Cup 22"				Ride Cymbal Cup 22"				Ride Cymbal Cup 22"				Ride Cymbal Cup 22"				Ride Cymbal Cup 22"				Ride Cymbal Cup 22"			
Tambourine				Tambourine				Tambourine				Tambourine				Tambourine				Tambourine			
Splash Cymbal 10"				Splash Cymbal 10"				Splash Cymbal 10"				Splash Cymbal 10"				Splash Cymbal 10"				Splash Cymbal 10"			
Cowbell				Cowbell				Cowbell				Cowbell				Cowbell				Cowbell			
Crash Cymbal 14"				Crash Cymbal 14"				Crash Cymbal 14"				Crash Cymbal 14"				Crash Cymbal 14"				Crash Cymbal 14"			
Vibraslap				Vibraslap				Vibraslap				Vibraslap				Vibraslap				Vibraslap			
Ride Cymbal 21" R/L				Ride Cymbal 21" R/L				Ride Cymbal 21" R/L				Ride Cymbal 21" R/L				Ride Cymbal 21" R/L				Ride Cymbal 21" R/L			
Bongo H				Bongo H				Bongo H				Bongo H				Bongo H				Bongo H			
Bongo L				Bongo L				Bongo L				Bongo L				Bongo L				Bongo L			
Conga H Mute				Conga H Mute				Conga H Mute				Conga H Mute				Conga H Mute				Conga H Mute			
Conga H Open				Conga H Open				Conga H Open				Conga H Open				Conga H Open				Conga H Open			
Conga L				Conga L				Conga L				Conga L				Conga L				Conga L			
Timbale H				Timbale H				Timbale H				Timbale H				Timbale H				Timbale H			
Timbale L				Timbale L				Timbale L				Timbale L				Timbale L				Timbale L			
Agogo H				Agogo H				Agogo H				Agogo H				Agogo H				Agogo H			
Agogo L				Agogo L				Agogo L				Agogo L				Agogo L				Agogo L			
Cabasa				Cabasa				Cabasa				Cabasa				Cabasa				Cabasa			
Maracas				Maracas				Maracas				Maracas				Maracas				Maracas			
Samba Whistle H	on			Samba Whistle H	on			Samba Whistle H	on			Samba Whistle H	on			Samba Whistle H	on			Samba Whistle H	on		
Samba Whistle L	on			Samba Whistle L	on			Samba Whistle L	on			Samba Whistle L	on			Samba Whistle L	on			Samba Whistle L	on		
Guiro Short				Guiro Short				Guiro Short				Guiro Short				Guiro Short				Guiro Short			
Guiro Long	on			Guiro Long	on			Guiro Long	on			Guiro Long	on			Guiro Long	on			Guiro Long	on		
Claves				Claves				Claves				Claves				Claves				Claves			
Wood Block H				Wood Block H				Wood Block H				Wood Block H				Wood Block H				Wood Block H			
Wood Block L				Wood Block L				Wood Block L				Wood Block L				Wood Block L				Wood Block L			
Cuica Mute				Cuica Mute				Cuica Mute				Cuica Mute				Cuica Mute				Cuica Mute			
Cuica Open				Cuica Open				Cuica Open				Cuica Open				Cuica Open				Cuica Open			
Triangle Mute	2			Triangle Open	2			Triangle Mute	2			Triangle Mute	2			Triangle Open	2			Triangle Mute	2		
Triangle Open	2			Triangle Open	2			Triangle Open	2			Triangle Open	2			Triangle Open	2			Triangle Open	2		
Shaker				Shaker				Shaker				Shaker				Shaker				Shaker			
Jingle Bells				Jingle Bells				Jingle Bells				Jingle Bells				Jingle Bells				Jingle Bells			
Bell Tree				Bell Tree				Bell Tree				Bell Tree				Bell Tree				Bell Tree			

A : Alternate Group K : Key Off I : Insertion Effect [] : No sound

* These kits have been created by combining the Kick, Snare, Hi-hat and Tom sounds of the LiveRmA and LiveRmB voices.

Example : A B A A /Prc



Refers to the keys C3 and higher.
Percussion sounds are mapped to these keys.

- Prc : Percussion
- Kk : Kicks
- Sn1 : Snares1
- Sn2 : Snares2
- Tom : Tom-toms
- Hat : Hi-Hats
- Cym : Cymbals

Voice List

DR Instrument Map

MSB=79, LSB=0

Program No.	65					66					67					68					69					
Kit Name	AAAA/Kk*					ABAA/Sn1*					AABA/Sn2*					AAAB/Tom*					ABBA/Hat*					
Notes	Inst Name	A	K	I		Inst Name	A	K	I		Inst Name	A	K	I		Inst Name	A	K	I		Inst Name	A	K	I		
13	C# -1	Surdo Mute				Surdo Mute					Surdo Mute					Surdo Mute					Surdo Mute					7
14	D -1	Surdo Open				Surdo Open					Surdo Open					Surdo Open					Surdo Open					7
15	D# -1	Hi Q				Hi Q					Hi Q					Hi Q					Hi Q					
16	E -1	Whip Slap				Whip Slap					Whip Slap					Whip Slap					Whip Slap					
17	F -1	Scratch H				Scratch H					Scratch H					Scratch H					Scratch H					8
18	F# -1	Scratch L				Scratch L					Scratch L					Scratch L					Scratch L					8
19	G -1	Finger Snap				Finger Snap					Finger Snap					Finger Snap					Finger Snap					
20	G# -1	Click Noise				Click Noise					Click Noise					Click Noise					Click Noise					
21	A -1	Metronome Click				Metronome Click					Metronome Click					Metronome Click					Metronome Click					
22	A# -1	Metronome Bell				Metronome Bell					Metronome Bell					Metronome Bell					Metronome Bell					
23	B -1	Seq Click L				Seq Click L					Seq Click L					Seq Click L					Seq Click L					
24	C 0	Seq Click H				Seq Click H					Seq Click H					Seq Click H					Seq Click H					
25	C# 0	Brush Tap				Brush Tap					Brush Tap					Brush Tap					Brush Tap					
26	D 0	Brush Swirl		on		Brush Swirl		on			Brush Swirl		on			Brush Swirl		on			Brush Swirl		on			on
27	D# 0	Brush Slap				Brush Slap					Brush Slap					Brush Slap					Brush Slap					
28	E 0	Brush Tap Swirl		on		Brush Tap Swirl		on			Brush Tap Swirl		on			Brush Tap Swirl		on			Brush Tap Swirl		on			on
29	F 0	Snare Roll Rock		on		Snare Roll Rock		on			Snare Roll Rock		on			Snare Roll Rock		on			Snare Roll Rock		on			on
30	F# 0	Hat 1/4-1/2 Brilliant Sw		1		Hat 1/4-1/2 Brilliant Sw		1			Hat 1/4-1/2 Brilliant Sw		1			Hat 1/4-1/2 Brilliant Sw		1			Hat 1/4-1/2 Brilliant Sw		1			1
31	G 0	Snare Brass Piccolo Soft				Snare Loose Snap Soft					Snare Brass Piccolo Soft					Snare Brass Piccolo Soft					Snare Loose Snap Soft					
32	G# 0	Sticks				Sticks					Sticks					Sticks					Sticks					
33	A 0	Kick 18x22" Maple Dry Sw				Kick 18x22" Maple Dry Sw					Kick 18x22" Maple Dry Sw					Kick 18x22" Maple Dry Sw					Kick 18x22" Maple Dry Sw					
34	A# 0	Snare Brass Attack Rim				Snare Brass Attack Rim					Snare Brass Attack Rim					Snare Brass Attack Rim					Snare Brass Attack Rim					
35	B 0	Kick 16x20" Maple Room Sw				Kick 16x20" Maple Room Sw					Kick 16x20" Maple Room Sw					Kick 16x20" Maple Room Sw					Kick 16x20" Maple Room Sw					
36	C 0	Kick 18x22" Maple Room Sw				Kick 18x22" Maple Room Sw					Kick 18x22" Maple Room Sw					Kick 18x22" Maple Room Sw					Kick 18x22" Maple Room Sw					
37	C# 0	Sidestick Wood Knock Sw				Sidestick Metal Knock Sw					Sidestick Wood Knock Sw					Sidestick Wood Knock Sw					Sidestick Metal Knock Sw					
38	D 0	Snare Brass Piccolo Sw				Snare Loose Snap Sw					Snare Brass Piccolo Sw					Snare Brass Piccolo Sw					Snare Loose Snap Sw					
39	D# 0	Hand Clap				Hand Clap					Hand Clap					Hand Clap					Hand Clap					
40	E 0	Snare Brass Attack Sw		on		Snare Brass Attack Sw		on			Snare Brass Attack Sw		on			Snare Brass Attack Sw		on			Snare Brass Attack Sw		on			
41	F 0	Tom Power Lo Floor				Tom Power Lo Floor					Tom Power Lo Floor					Tom Power Lo Floor					Tom Power Lo Floor					
42	F# 0	Hat Closed Brilliant Sw		1		Hat Closed Brilliant Sw		1			Hat Closed Heavy Sw		1			Hat Closed Brilliant Sw		1			Hat Closed Heavy Sw		1			1
43	G 0	Tom Power Hi Floor				Tom Power Hi Floor					Tom Power Hi Floor					Tom Power Hi Floor					Tom Power Hi Floor					
44	G# 0	Hat Pedal Brilliant		1		Hat Pedal Brilliant		1			Hat Pedal Heavy		1			Hat Pedal Brilliant		1			Hat Pedal Heavy		1			1
45	A 0	Tom Power Lo				Tom Power Lo					Tom Power Lo					Tom Power Lo					Tom Power Lo					
46	A# 0	Hat Open Brilliant		1		Hat Open Brilliant		1			Hat Open Heavy		1			Hat Open Brilliant		1			Hat Open Heavy		1			1
47	B 0	Tom Power Lo-Mid				Tom Power Lo-Mid					Tom Power Lo-Mid					Tom Power Lo-Mid					Tom Power Lo-Mid					
48	C 0	Tom Power Hi-Mid				Tom Power Hi-Mid					Tom Power Hi-Mid					Tom Power Hi-Mid					Tom Power Hi-Mid					
49	C# 0	Crash Cymbal 17" Thin				Crash Cymbal 17" Thin					Crash Cymbal 17" Thin					Crash Cymbal 17" Thin					Crash Cymbal 17" Thin					
50	D 0	Tom Power Hi				Tom Power Hi					Tom Power Hi					Tom Power Hi					Tom Power Hi					
51	D# 0	Ride Cymbal 21" Sw				Ride Cymbal 21" Sw					Ride Cymbal 21" Sw					Ride Cymbal 21" Sw					Ride Cymbal 21" Sw					
52	E 0	China Cymbal 17"				China Cymbal 17"					China Cymbal 17"					China Cymbal 17"					China Cymbal 17"					
53	F 0	Ride Cymbal Cup 21"				Ride Cymbal Cup 21"					Ride Cymbal Cup 21"					Ride Cymbal Cup 21"					Ride Cymbal Cup 21"					
54	F# 0	Tambourine				Tambourine					Tambourine					Tambourine					Tambourine					
55	G 0	Splash Cymbal 10"				Splash Cymbal 10"					Splash Cymbal 10"					Splash Cymbal 10"					Splash Cymbal 10"					
56	G# 0	Cowbell				Cowbell					Cowbell					Cowbell					Cowbell					
57	A 0	Crash Cymbal 14"				Crash Cymbal 14"					Crash Cymbal 14"					Crash Cymbal 14"					Crash Cymbal 14"					
58	A# 0	Vibraslap				Vibraslap					Vibraslap					Vibraslap					Vibraslap					
59	B 0	Ride Cymbal 22" R/L				Ride Cymbal 22" R/L					Ride Cymbal 22" R/L					Ride Cymbal 22" R/L					Ride Cymbal 22" R/L					
60	C 0	Kick Power Dry Hi				Snare Power Dry Hi Sw					Snare Brass Piccolo Sw					Tom Dry1 Lo Floor					Hat Closed Power					2
61	C# 0	Kick Power Dry Lo				Snare Power Dry Hi p					Snare Brass Piccolo p					Tom Dry1 Hi Floor					Hat 1/2 Floor					
62	D 0	Kick Funk				Snare Power Dry Hi mp					Snare Brass Piccolo mp					Tom Dry1 Lo					Hat Open Power					2
63	D# 0	Kick Dry Sw				Snare Power Dry Hi mf					Snare Brass Piccolo mf					Tom Dry1 Lo-Mid					Hat Closed Dry Sw					3
64	E 0	Kick Dry mf				Snare Power Dry Hi ff					Snare Brass Piccolo ff					Tom Dry1 Hi-Mid					Hat Closed Dry p					3
65	F 0	Kick Dry ff				Snare Power Dry Lo Sw					Snare Brass Attack Sw			on		Tom Dry1 Hi					Hat Closed Dry mp					3
66	F# 0	Kick Funk Hard Sw				Snare Power Dry Lo p					Snare Brass Attack p			on		Tom Dry2 Lo Floor					Hat Closed Dry mf					3
67	G 0	Kick Funk Hard mf				Snare Power Dry Lo mp					Snare Brass Attack mp			on		Tom Dry2 Hi Floor					Hat Closed Dry ff					3
68	G# 0	Kick Funk Hard ff				Snare Power Dry Lo mp					Snare Brass Attack mf			on		Tom Dry2 Lo					Hat Pedal Dry					3
69	A 0	Kick Dry Hi				Snare Power Dry Lo ff					Snare Brass Attack ff			on		Tom Dry2 Lo-Mid					Hat Open Dry					3
70	A# 0	Kick Rock1				Snare Dry Hi Sw					Snare Loose Snap Sw					Tom Dry2 Hi-Mid					Hat Closed Rock1 Sw					4
71	B 0	Kick Rock2				Snare Dry Hi mp-mf Sw					Snare Loose Snap p					Tom Dry2 Hi					Hat Closed-Pedal Rock1 Sw					4
72	C 0	Kick Dry Hi Heavy				Snare Dry Hi mf-ff Sw					Snare Loose Snap mp					Tom Rock Lo Floor					Hat Open Rock1 Sw					4
73	C# 0	Kick Dry Heavy Sw				Snare Dry Hi mp					Snare Loose Snap mf					Tom Rock Hi Floor					Hat 1/2 Rock2					4
74	D 0	Kick Dry Heavy mf				Snare Dry Hi mf					Snare Loose Snap ff					Tom Rock Lo					Hat Closed Brilliant Sw					5
75	D# 0	Kick Dry Heavy ff				Snare Dry Hi ff					Snare Brass Rock Sw					Tom Rock Lo-Mid					Hat Closed Brilliant mf					5
76	E 0	Kick Dry ff				Snare Dry Lo Sw					Snare Brass Rock p					Tom Rock Hi-Mid					Hat Closed Brilliant ff					5
77	F 0	Kick Power Dry Lo				Snare Dry Lo p					Snare Brass Rock mp					Tom Rock Hi					Hat Pedal Brilliant					5
78	F# 0	Kick 18x22" Maple Dry Sw				Snare Dry Lo mp					Snare Brass Rock mf					Tom Power Lo Floor					Hat 1/4-1/2 Brilliant Sw					5
79	G 0	Kick 18x22" Maple Dry mp				Snare Dry Lo mf					Snare Brass Rock ff					Tom Power Hi Floor					Hat 1/4 Brilliant					5
80	G# 0	Kick 18x22" Maple Dry mf				Snare Dry Lo ff					Snare Rock Open2					Tom Power Lo					Hat 1/2 Brilliant					5
81	A 0	Kick 18x22" Maple Dry ff				Snare Rock Mute1					Snare Rock Rim2					Tom Power Lo-Mid					Hat Open Brilliant					5
82	A# 0	Kick 14x22" Maple Dry Sw				Snare Rock Open1					Brush Tap					Tom Power Hi-Mid					Hat Closed Heavy Sw					6
83	B 0	Kick 14x22" Maple Dry mp				Snare Rock Rim1					Brush Swirl			on		Tom Power Hi					Hat Closed Heavy mf					6
84	C 0	Kick 14x22" Maple Dry ff				Snare Rock Open1 Dry					Brush Slap					Tom Smooth Lo Floor					Hat Closed Heavy ff					6
85	C# 0	Kick 14x22" Maple Dry ff				Snare Rock Mute2					Brush Tap Swirl			on		Tom Smooth Hi Floor					Hat Pedal Heavy					6
86	D 0	Kick 18x22" Maple Room Sw				Snare Rock Open2					Snare Roll			on		Tom Smooth Lo					Hat 1/4-1/2 Heavy Sw					6
87	D# 0	Kick 18x22" Maple Room mp				Snare Rock Rim2					Snare Roll Hard			on		Tom Smooth Lo-Mid					Hat 1/4 Heavy					6
88	E 0	Kick 18x22" Maple Room ff				Sidestick Dry					Sidestick Dry					Tom Smooth Hi-Mid					Hat 1/2 Heavy					6
89	F 0	Kick 18x22" Maple Room ff				Sidestick Rock1					Sidestick Rock1					Tom Smooth Hi					Hat Open Heavy					6
90	F# 0	Kick 14x22" Maple Room Sw				Sidestick Rock2					Sidestick Rock2															
91	G 0	Kick 14x22" Maple Room mp				Sidestick																				

70				71				72				73				74				75							
AABB/Cym*				AABB/Sn1*				AABB/Sn2*				BBBB/Kk*				BABB/Sn1*				BBBB/Sn2*							
Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I				
Surdo Mute	3			Surdo Mute	3			Surdo Mute	3			Surdo Mute	3			Surdo Mute	3			Surdo Mute	3			Surdo Mute	3		
Surdo Open	3			Surdo Open	3			Surdo Open	3			Surdo Open	3			Surdo Open	3			Surdo Open	3			Surdo Open	3		
Hi Q				Hi Q				Hi Q				Hi Q				Hi Q				Hi Q				Hi Q			
Whip Slap				Whip Slap				Whip Slap				Whip Slap				Whip Slap				Whip Slap				Whip Slap			
Scratch H	4			Scratch H	4			Scratch H	4			Scratch H	4			Scratch H	4			Scratch H	4			Scratch H	4		
Scratch L	4			Scratch L	4			Scratch L	4			Scratch L	4			Scratch L	4			Scratch L	4			Scratch L	4		
Finger Snap				Finger Snap				Finger Snap				Finger Snap				Finger Snap				Finger Snap				Finger Snap			
Click Noise				Click Noise				Click Noise				Click Noise				Click Noise				Click Noise				Click Noise			
Metronome Click				Metronome Click				Metronome Click				Metronome Click				Metronome Click				Metronome Click				Metronome Click			
Metronome Bell				Metronome Bell				Metronome Bell				Metronome Bell				Metronome Bell				Metronome Bell				Metronome Bell			
Seq Click L				Seq Click L				Seq Click L				Seq Click L				Seq Click L				Seq Click L				Seq Click L			
Seq Click H				Seq Click H				Seq Click H				Seq Click H				Seq Click H				Seq Click H				Seq Click H			
Brush Tap				Brush Tap				Brush Tap				Brush Tap				Brush Tap				Brush Tap				Brush Tap			
Brush Swirl	on			Brush Swirl	on			Brush Swirl	on			Brush Swirl	on			Brush Swirl	on			Brush Swirl	on			Brush Swirl	on		
Brush Slap				Brush Slap				Brush Slap				Brush Slap				Brush Slap				Brush Slap				Brush Slap			
Brush Tap Swirl	on			Brush Tap Swirl	on			Brush Tap Swirl	on			Brush Tap Swirl	on			Brush Tap Swirl	on			Brush Tap Swirl	on			Brush Tap Swirl	on		
Snare Roll Rock				Snare Roll Rock	on			Snare Roll Rock	on			Snare Roll Rock	on			Snare Roll Rock	on			Snare Roll Rock	on			Snare Roll Rock	on		
Hat 1/4-1/2 Heavy Sw	1			Hat 1/4-1/2 Brilliant Sw	1			Hat 1/4-1/2 Heavy Sw	1			Hat 1/4-1/2 Heavy Sw	1			Hat 1/4-1/2 Heavy Sw	1			Hat 1/4-1/2 Heavy Sw	1			Hat 1/4-1/2 Brilliant Sw	1		
Snare Brass Piccolo Soft Sticks				Snare Loose Snap Soft Sticks				Snare Loose Snap Soft Sticks				Snare Loose Snap Soft Sticks				Snare Brass Piccolo Soft Sticks				Snare Loose Snap Soft Sticks				Snare Loose Snap Soft Sticks			
Kick 18x22" Maple Dry Sw				Kick 18x22" Maple Dry Sw				Kick 18x22" Maple Dry Sw				Kick 14x22" Maple Dry Sw				Kick 14x22" Maple Dry Sw				Kick 14x22" Maple Dry Sw				Kick 14x22" Maple Dry Sw			
Snare Brass Attack Rim				Snare Brass Rock Rim				Snare Brass Rock Rim				Snare Brass Attack Rim				Snare Brass Rock Rim				Snare Brass Rock Rim				Snare Brass Attack Rim			
Kick 16x20" Maple Room Sw				Kick 16x20" Maple Room Sw				Kick 16x20" Maple Room Sw				Kick 14x18" Birch Room Sw				Kick 14x18" Birch Room Sw				Kick 14x18" Birch Room Sw				Kick 14x18" Birch Room Sw			
Kick 18x22" Maple Room Sw				Kick 18x22" Maple Room Sw				Kick 18x22" Maple Room Sw				Kick 14x22" Maple Room Sw				Kick 14x22" Maple Room Sw				Kick 14x22" Maple Room Sw				Kick 14x22" Maple Room Sw			
Sidestick Wood Knock Sw				Sidestick Metal Knock Sw				Sidestick Metal Knock Sw				Sidestick Metal Knock Sw				Sidestick Wood Knock Sw				Sidestick Metal Knock Sw				Sidestick Metal Knock Sw			
Snare Brass Piccolo Sw				Snare Loose Snap Sw				Snare Loose Snap Sw				Snare Loose Snap Sw				Snare Brass Piccolo Sw				Snare Loose Snap Sw				Snare Loose Snap Sw			
Hand Clap				Hand Clap				Hand Clap				Hand Clap				Hand Clap				Hand Clap				Hand Clap			
Snare Brass Attack Sw	on			Snare Brass Rock Sw				Snare Brass Rock Sw				Snare Brass Attack Sw	on			Snare Brass Rock Sw	on			Snare Brass Attack Sw	on			Snare Brass Rock Sw	on		
Tom Smooth Lo Floor				Tom Smooth Lo Floor				Tom Smooth Lo Floor				Tom Smooth Lo Floor				Tom Smooth Lo Floor				Tom Smooth Lo Floor				Tom Smooth Lo Floor			
Hat Closed Heavy Sw	1			Hat Closed Brilliant Sw	1			Hat Closed Heavy Sw	1			Hat Closed Heavy Sw	1			Hat Closed Heavy Sw	1			Hat Closed Heavy Sw	1			Hat Closed Brilliant Sw	1		
Tom Smooth Hi Floor				Tom Smooth Hi Floor				Tom Smooth Hi Floor				Tom Smooth Hi Floor				Tom Smooth Hi Floor				Tom Smooth Hi Floor				Tom Smooth Hi Floor			
Hat Pedal Heavy	1			Hat Pedal Brilliant	1			Hat Pedal Heavy	1			Hat Pedal Heavy	1			Hat Pedal Heavy	1			Hat Pedal Heavy	1			Hat Pedal Brilliant	1		
Tom Smooth Lo				Tom Smooth Lo				Tom Smooth Lo				Tom Smooth Lo				Tom Smooth Lo				Tom Smooth Lo				Tom Smooth Lo			
Hat Open Heavy	1			Hat Open Brilliant	1			Hat Open Heavy	1			Hat Open Heavy	1			Hat Open Heavy	1			Hat Open Heavy	1			Hat Open Brilliant	1		
Tom Smooth Lo-Mid				Tom Smooth Lo-Mid				Tom Smooth Lo-Mid				Tom Smooth Lo-Mid				Tom Smooth Lo-Mid				Tom Smooth Lo-Mid				Tom Smooth Lo-Mid			
Tom Smooth Hi-Mid				Tom Smooth Hi-Mid				Tom Smooth Hi-Mid				Tom Smooth Hi-Mid				Tom Smooth Hi-Mid				Tom Smooth Hi-Mid				Tom Smooth Hi-Mid			
Crash Cymbal 17" Thin				Crash Cymbal 17" Thin				Crash Cymbal 17" Thin				Crash Cymbal 17" Thin				Crash Cymbal 17" Thin				Crash Cymbal 17" Thin				Crash Cymbal 17" Thin			
Tom Smooth Hi				Tom Smooth Hi				Tom Smooth Hi				Tom Smooth Hi				Tom Smooth Hi				Tom Smooth Hi				Tom Smooth Hi			
Ride Cymbal 21" Sw				Ride Cymbal 21" Sw				Ride Cymbal 21" Sw				Ride Cymbal 22"				Ride Cymbal 22"				Ride Cymbal 22"				Ride Cymbal 22"			
China Cymbal 17"				China Cymbal 17"				China Cymbal 17"				China Cymbal 17"				China Cymbal 17"				China Cymbal 17"				China Cymbal 17"			
Ride Cymbal Cup 21"				Ride Cymbal Cup 21"				Ride Cymbal Cup 21"				Ride Cymbal Cup 22"				Ride Cymbal Cup 22"				Ride Cymbal Cup 22"				Ride Cymbal Cup 22"			
Tambourine				Tambourine				Tambourine				Tambourine				Tambourine				Tambourine				Tambourine			
Splash Cymbal 10"				Splash Cymbal 10"				Splash Cymbal 10"				Splash Cymbal 10"				Splash Cymbal 10"				Splash Cymbal 10"				Splash Cymbal 10"			
Cowbell				Cowbell				Cowbell				Cowbell				Cowbell				Cowbell				Cowbell			
Crash Cymbal 14"				Crash Cymbal 14"				Crash Cymbal 14"				Crash Cymbal 14"				Crash Cymbal 14"				Crash Cymbal 14"				Crash Cymbal 14"			
Vibraslap				Vibraslap				Vibraslap				Vibraslap				Vibraslap				Vibraslap				Vibraslap			
Ride Cymbal 22" R/L				Ride Cymbal 22" R/L				Ride Cymbal 22" R/L				Ride Cymbal 21" R/L				Ride Cymbal 21" R/L				Ride Cymbal 21" R/L				Ride Cymbal 21" R/L			
Crash Cymbal				Snare Power Dry Hi Sw				Snare Brass Piccolo Sw				Kick Power Dry Hi				Snare Power Dry Hi Sw				Snare Brass Piccolo Sw				Snare Power Dry Hi Sw			
Crash Cymbal Rock1				Snare Power Dry Hi p				Snare Brass Piccolo p				Kick Power Dry Hi p				Snare Power Dry Hi p				Snare Brass Piccolo p				Snare Power Dry Hi p			
Crash Cymbal 17" Thin				Snare Power Dry Hi mp				Snare Brass Piccolo mp				Kick Funk				Snare Power Dry Hi mp				Snare Brass Piccolo mp				Snare Power Dry Hi mp			
Crash Cymbal 14"				Snare Power Dry Hi mf				Snare Brass Piccolo mf				Kick Dry Sw				Snare Power Dry Hi mf				Snare Brass Piccolo mf				Snare Power Dry Hi mf			
Crash Cymbal R/L				Snare Power Dry Hi ff				Snare Brass Piccolo ff				Kick Dry mf				Snare Power Dry Hi ff				Snare Brass Piccolo ff				Snare Power Dry Hi ff			
Splash Cymbal				Snare Power Dry Lo Sw				Snare Brass Attack Sw				on				Snare Power Dry Lo Sw				Snare Brass Attack Sw				on			
Splash Cymbal 10"				Snare Power Dry Lo p				Snare Brass Attack p				on				Snare Power Dry Lo p				Snare Brass Attack p				on			
China Cymbal				Snare Power Dry Lo mp				Snare Brass Attack mp				on				Snare Power Dry Lo mp				Snare Brass Attack mp				on			
China Cymbal 17"				Snare Power Dry Lo ff				Snare Brass Attack ff				on				Snare Power Dry Lo ff				Snare Brass Attack ff				on			
Ride Cymbal				Snare Dry Hi Sw				Snare Loose Snap Sw				on				Snare Power Dry Lo ff				Snare Loose Snap Sw				on			
Ride Cymbal Cup				Snare Dry Hi mp-mf Sw				Snare Loose Snap mp				Kick Rock1				Snare Dry Hi Sw				Snare Loose Snap mp				Kick Rock2			
Ride Cymbal 21" Sw				Snare Dry Hi mf-ff Sw				Snare Loose Snap mp				Kick Rock2				Snare Dry Hi mp-mf Sw				Snare Loose Snap mp				Snare Dry Hi mf-ff Sw			
Ride Cymbal 21" mp				Snare Dry Hi mp				Snare Loose Snap mp				Kick Dry Hi Heavy				Snare Dry Hi mp				Snare Loose Snap mp				Snare Dry Hi mf-ff Sw			
Ride Cymbal Cup 21" mp				Snare Dry Hi mf				Snare Loose Snap mf				Kick Dry Heavy Sw				Snare Dry Hi mp				Snare Loose Snap mp				Snare Dry Hi mf-ff Sw			
Ride Cymbal 22"				Snare Dry Hi ff				Snare Loose Snap ff				Kick Dry Heavy mf				Snare Dry Hi mf				Snare Loose Snap mp				Snare Dry Hi mf-ff Sw			
Ride Cymbal Cup 22"				Snare Dry Lo Sw				Snare Brass Rock Sw				Kick Dry Heavy ff				Snare Dry Hi ff				Snare Loose Snap mp				Snare Dry Hi mf-ff Sw			
Ride Cymbal R/L				Snare Dry Lo Sw				Snare Brass Rock p				Kick Dry ff				Snare Power Dry Lo Sw				Snare Loose Snap mp				Snare Dry Hi mf-ff Sw			
Ride Cymbal 21" R/L				Snare Dry Lo p				Snare Brass Rock mp				Kick Power Dry Lo				Snare Dry Lo p				Snare Loose Snap mp				Snare Dry Hi mf-ff Sw			
Ride Cymbal 22" R/L				Snare Dry Lo mp				Snare Brass Rock mf				Kick 18x22" Maple Dry Sw				Snare Dry Lo mp				Snare Loose Snap mp				Snare Dry Hi mf-ff Sw			
				Snare Dry Lo mf				Snare Brass Rock ff				Kick 18x22" Maple Dry mp				Snare Dry Lo mf				Snare Loose Snap mp				Snare Dry Hi mf-ff Sw			
				Snare Dry Lo ff				Snare Rock Open2				Kick 18x22" Maple Dry mf				Snare Dry Lo ff				Snare Loose Snap mp				Snare Dry Hi mf-ff Sw			
				Snare Rock Mute1				Snare Rock Rim2				Kick 18x22" Maple Dry ff				Snare Rock Mute1				Snare Loose Snap mp				Snare Dry Hi mf-ff Sw			
				Snare Rock Open1				Brush Tap				Kick 14x22" Maple Dry Sw				Snare Rock Open1				Snare Loose Snap mp				Snare Dry Hi mf-ff Sw			
				Snare Rock Rim1				Brush Swirl	on			Kick 14x22" Maple Dry mp				Snare Rock Rim1				Snare Loose Snap mp				Snare Dry Hi mf-ff Sw			

Voice List

DR Instrument Map

MSB=79, LSB=0

Program No.	76					77					78					79					80				
	BBBA/Tom*					BAAB/Hat*					BBAA/Cym*					BABA/Sn1*					BAAA/Sn2*				
Notes	Note	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I
13	C#	-1	Surdo Mute	3		Surdo Mute	7			Surdo Mute	3			Surdo Mute	3			Surdo Mute	3			Surdo Mute	3		
14	D	-1	Surdo Open	3		Surdo Open	7			Surdo Open	3			Surdo Open	3			Surdo Open	3			Surdo Open	3		
15	D#	-1	Hi Q			Hi Q				Hi Q				Hi Q				Hi Q				Hi Q			
16	E	-1	Whip Slap			Whip Slap				Whip Slap				Whip Slap				Whip Slap				Whip Slap			
17	F	-1	Scratch H	4		Scratch H	8			Scratch H	4			Scratch H	4			Scratch H	4			Scratch H	4		
18	F#	-1	Scratch L	4		Scratch L	8			Scratch L	4			Scratch L	4			Scratch L	4			Scratch L	4		
19	G	-1	Finger Snap			Finger Snap				Finger Snap				Finger Snap				Finger Snap				Finger Snap			
20	G#	-1	Click Noise			Click Noise				Click Noise				Click Noise				Click Noise				Click Noise			
21	A	-1	Metronome Click			Metronome Click				Metronome Click				Metronome Click				Metronome Click				Metronome Click			
22	A#	-1	Metronome Bell			Metronome Bell				Metronome Bell				Metronome Bell				Metronome Bell				Metronome Bell			
23	B	-1	Seq Click L			Seq Click L				Seq Click L				Seq Click L				Seq Click L				Seq Click L			
24	C	0	Seq Click H			Seq Click H				Seq Click H				Seq Click H				Seq Click H				Seq Click H			
25	C#	0	Brush Tap			Brush Tap				Brush Tap				Brush Tap				Brush Tap				Brush Tap			
26	D	0	Brush Swirl	on		Brush Swirl	on			Brush Swirl	on			Brush Swirl	on			Brush Swirl	on			Brush Swirl	on		
27	D#	0	Brush Slap			Brush Slap				Brush Slap				Brush Slap				Brush Slap				Brush Slap			
28	E	0	Brush Tap Swirl	on		Brush Tap Swirl	on			Brush Tap Swirl	on			Brush Tap Swirl	on			Brush Tap Swirl	on			Brush Tap Swirl	on		
29	F	0	Snare Roll Rock	on		Snare Roll Rock	on			Snare Roll Rock	on			Snare Roll Rock	on			Snare Roll Rock	on			Snare Roll Rock	on		
30	F#	0	Hat 1/4-1/2 Brilliant Sw	1		Hat 1/4-1/2 Brilliant Sw	1			Hat 1/4-1/2 Brilliant Sw	1			Hat 1/4-1/2 Brilliant Sw	1			Hat 1/4-1/2 Brilliant Sw	1			Hat 1/4-1/2 Brilliant Sw	1		
31	G	0	Snare Loose Snap Soft			Snare Brass Piccolo Soft				Snare Loose Snap Soft				Snare Brass Piccolo Soft				Snare Brass Piccolo Soft				Snare Brass Piccolo Soft			
32	G#	0	Sticks			Sticks				Sticks				Sticks				Sticks				Sticks			
33	A	0	Kick 14x22" Maple Dry Sw			Kick 14x22" Maple Dry Sw				Kick 14x22" Maple Dry Sw				Kick 14x22" Maple Dry Sw				Kick 14x22" Maple Dry Sw				Kick 14x22" Maple Dry Sw			
34	A#	0	Snare Brass Rock Rim			Snare Brass Attack Rim				Snare Brass Rock Rim				Snare Brass Attack Rim				Snare Brass Rock Rim				Snare Brass Attack Rim			
35	B	0	Kick 14x18" Birch Room Sw			Kick 14x18" Birch Room Sw				Kick 14x18" Birch Room Sw				Kick 14x18" Birch Room Sw				Kick 14x18" Birch Room Sw				Kick 14x18" Birch Room Sw			
36	C	0	Kick 14x22" Maple Room Sw			Kick 14x22" Maple Room Sw				Kick 14x22" Maple Room Sw				Kick 14x22" Maple Room Sw				Kick 14x22" Maple Room Sw				Kick 14x22" Maple Room Sw			
37	C#	1	Sidestick Metal Knock Sw			Sidestick Wood Knock Sw				Sidestick Metal Knock Sw				Sidestick Wood Knock Sw				Sidestick Metal Knock Sw				Sidestick Wood Knock Sw			
38	D	1	Snare Loose Snap Sw			Snare Brass Piccolo Sw				Snare Loose Snap Sw				Snare Brass Piccolo Sw				Snare Loose Snap Sw				Snare Brass Piccolo Sw			
39	D#	1	Hand Clap			Hand Clap				Hand Clap				Hand Clap				Hand Clap				Hand Clap			
40	E	1	Snare Brass Rock Sw			Snare Brass Attack Sw	on			Snare Brass Rock Sw				Snare Brass Attack Sw	on			Snare Brass Rock Sw				Snare Brass Attack Sw	on		
41	F	1	Tom Power Lo Floor			Tom Smooth Lo Floor				Tom Power Lo Floor				Tom Smooth Lo Floor				Tom Power Lo Floor				Tom Smooth Lo Floor			
42	F#	1	Hat Closed Heavy Sw	1		Hat Closed Brilliant Sw	1			Hat Closed Heavy Sw	1			Hat Closed Brilliant Sw	1			Hat Closed Heavy Sw	1			Hat Closed Brilliant Sw	1		
43	G	1	Tom Power Hi Floor			Tom Smooth Hi Floor				Tom Power Hi Floor				Tom Smooth Hi Floor				Tom Power Hi Floor				Tom Smooth Hi Floor			
44	G#	1	Hat Pedal Heavy	1		Hat Pedal Brilliant	1			Hat Pedal Heavy	1			Hat Pedal Brilliant	1			Hat Pedal Heavy	1			Hat Pedal Brilliant	1		
45	A	1	Tom Power Lo			Tom Smooth Lo				Tom Power Lo				Tom Smooth Lo				Tom Power Lo				Tom Smooth Lo			
46	A#	1	Hat Open Heavy	1		Hat Open Brilliant	1			Hat Open Heavy	1			Hat Open Brilliant	1			Hat Open Heavy	1			Hat Open Brilliant	1		
47	B	1	Tom Power Lo-Mid			Tom Smooth Lo-Mid				Tom Power Lo-Mid				Tom Smooth Lo-Mid				Tom Power Lo-Mid				Tom Smooth Lo-Mid			
48	C	2	Tom Power Hi-Mid			Tom Smooth Hi-Mid				Tom Power Hi-Mid				Tom Smooth Hi-Mid				Tom Power Hi-Mid				Tom Smooth Hi-Mid			
49	C#	2	Crash Cymbal 17" Thin			Crash Cymbal 17" Thin				Crash Cymbal 17" Thin				Crash Cymbal 17" Thin				Crash Cymbal 17" Thin				Crash Cymbal 17" Thin			
50	D	2	Tom Power Hi			Tom Smooth Hi				Tom Power Hi				Tom Smooth Hi				Tom Power Hi				Tom Smooth Hi			
51	D#	2	Ride Cymbal 22"			Ride Cymbal 22"				Ride Cymbal 22"				Ride Cymbal 22"				Ride Cymbal 22"				Ride Cymbal 22"			
52	E	2	China Cymbal 17"			China Cymbal 17"				China Cymbal 17"				China Cymbal 17"				China Cymbal 17"				China Cymbal 17"			
53	F	2	Ride Cymbal Cup 22"			Ride Cymbal Cup 22"				Ride Cymbal Cup 22"				Ride Cymbal Cup 22"				Ride Cymbal Cup 22"				Ride Cymbal Cup 22"			
54	F#	2	Tambourine			Tambourine				Tambourine				Tambourine				Tambourine				Tambourine			
55	G	2	Splash Cymbal 10"			Splash Cymbal 10"				Splash Cymbal 10"				Splash Cymbal 10"				Splash Cymbal 10"				Splash Cymbal 10"			
56	G#	2	Cowbell			Cowbell				Cowbell				Cowbell				Cowbell				Cowbell			
57	A	2	Crash Cymbal 14"			Crash Cymbal 14"				Crash Cymbal 14"				Crash Cymbal 14"				Crash Cymbal 14"				Crash Cymbal 14"			
58	A#	2	Vibraslap			Vibraslap				Vibraslap				Vibraslap				Vibraslap				Vibraslap			
59	B	2	Ride Cymbal 21" R/L			Ride Cymbal 21" R/L				Ride Cymbal 21" R/L				Ride Cymbal 21" R/L				Ride Cymbal 21" R/L				Ride Cymbal 21" R/L			
60	C	3	Tom Dry1 Lo Floor			Hat Closed Power	2			Crash Cymbal				Snare Power Dry Hi Sw				Snare Brass Piccolo Sw				Snare Power Dry Hi Sw			
61	C#	3	Tom Dry1 Hi Floor			Hat 1/2 Power	2			Crash Cymbal Rock1				Snare Power Dry Hi p				Snare Brass Piccolo p				Snare Power Dry Hi p			
62	D	3	Tom Dry1 Lo			Hat Open Power	2			Crash Cymbal 17" Thin				Snare Power Dry Hi mp				Snare Brass Piccolo mp				Snare Power Dry Hi mp			
63	D#	3	Tom Dry1 Lo-Mid			Hat Closed Dry Sw	3			Crash Cymbal 14"				Snare Power Dry Hi mf				Snare Brass Piccolo mf				Snare Power Dry Hi mf			
64	E	3	Tom Dry1 Hi-Mid			Hat Closed Dry p	3			Crash Cymbal R/L				Snare Power Dry Hi ff				Snare Brass Piccolo ff				Snare Power Dry Hi ff			
65	F	3	Tom Dry1 Hi			Hat Closed Dry mp	3			Splash Cymbal				Snare Power Dry Lo Sw				Snare Brass Attack Sw				Snare Power Dry Lo Sw			on
66	F#	3	Tom Dry2 Lo Floor			Hat Closed Dry mf	3			Splash Cymbal 10"				Snare Power Dry Lo p				Snare Brass Attack p				Snare Power Dry Lo p			on
67	G	3	Tom Dry2 Hi Floor			Hat Closed Dry ff	3			China Cymbal				Snare Power Dry Lo mp				Snare Brass Attack mp				Snare Power Dry Lo mp			on
68	G#	3	Tom Dry2 Lo			Hat Pedal Dry	3			China Cymbal 17"				Snare Power Dry Lo mf				Snare Brass Attack mf				Snare Power Dry Lo mf			on
69	A	3	Tom Dry2 Lo-Mid			Hat Open Dry	3			Ride Cymbal				Snare Power Dry Lo ff				Snare Brass Attack ff				Snare Power Dry Lo ff			on
70	A#	3	Tom Dry2 Hi-Mid			Hat Closed Rock1 Sw	4			Ride Cymbal Cup				Snare Dry Hi Sw				Snare Loose Snap Sw				Snare Dry Hi Sw			
71	B	3	Tom Dry2 Hi			Hat Closed-Pedal Rock1 Sw	4			Ride Cymbal 21" Sw				Snare Dry Hi mp-mf Sw				Snare Loose Snap p				Snare Dry Hi mp-mf Sw			
72	C	4	Tom Rock Lo Floor			Hat Open Rock1 Sw	4			Ride Cymbal 21" mp				Snare Dry Hi mf-ff Sw				Snare Loose Snap mp				Snare Dry Hi mf-ff Sw			
73	C#	4	Tom Rock Hi Floor			Hat 1/2 Rock2	4			Ride Cymbal 21" mf				Snare Dry Hi mp				Snare Loose Snap mf				Snare Dry Hi mp			
74	D	4	Tom Rock Lo			Hat Closed Brilliant Sw	5			Ride Cymbal Cup 21"				Snare Dry Hi mf				Snare Loose Snap ff				Snare Dry Hi mf			
75	D#	4	Tom Rock Lo-Mid			Hat Closed Brilliant mf	5			Ride Cymbal 22"				Snare Dry Hi ff				Snare Brass Rock Sw				Snare Dry Hi ff			
76	E	4	Tom Rock Hi-Mid			Hat Closed Brilliant ff	5			Ride Cymbal Cup 22"				Snare Dry Lo Sw				Snare Brass Rock p				Snare Dry Lo Sw			
77	F	4	Tom Rock Hi			Hat Pedal Brilliant	5			Ride Cymbal R/L				Snare Dry Lo p				Snare Brass Rock mp				Snare Dry Lo p			
78	F#	4	Tom Power Lo Floor			Hat 1/4-1/2 Brilliant Sw	5			Ride Cymbal 21" R/L				Snare Dry Lo mp				Snare Brass Rock mf				Snare Dry Lo mp			
79	G	4	Tom Power Hi Floor			Hat 1/4 Brilliant	5			Ride Cymbal 22" R/L				Snare Dry Lo mf				Snare Brass Rock ff				Snare Dry Lo mf			
80	G#	4	Tom Power Lo			Hat 1/2 Brilliant	5							Snare Dry Lo ff				Snare Rock Open2				Snare Dry Lo ff			
81	A	4	Tom Power Lo-Mid			Hat Open Brilliant	5			Snare Rock Mute1				Snare Rock Mute1				Snare Rock Rim2				Snare Rock Mute1			
82	A#	4	Tom Power Hi-Mid			Hat Closed Heavy Sw	6			Snare Rock Open1				Snare Rock Open1				Brush Tap				Snare Rock Open1			
83	B	4	Tom Power Hi			Hat Closed Heavy mf	6			Snare Rock Rim1				Snare Rock Rim1				Brush Swirl				Snare Rock Rim1			on
84	C	5	Tom Smooth Lo Floor			Hat Closed Heavy ff	6			Snare Rock Open1 Dry				Snare Rock Open1 Dry				Brush Slap				Snare Rock Open1 Dry			
85	C#	5	Tom Smooth Hi Floor			Hat Pedal Heavy	6			Snare Rock Mute2				Snare Rock Mute2				Brush Tap Swirl				Snare Rock Mute2			on
86	D	5	Tom Smooth Lo			Hat 1/4-1/2 Heavy Sw	6			Snare Rock Open2				Snare Rock Open2				Snare Roll				Snare Rock Open2			on
87	D#	5	Tom Smooth Lo-Mid			Hat 1/4 Heavy	6			Snare Rock Rim2				Snare Rock Rim2				Snare Roll Hard				Snare Rock Rim2			on
88	E	5	Tom Smooth Hi-Mid			Hat 1/2 Heavy	6			Sidestick Dry				Sidestick Dry				Sidestick Dry				Sidestick Dry			
89	F	5	Tom Smooth Hi			Hat Open Heavy	6			Sidestick Rock1				Sidestick Rock1				Sidestick Rock1				Sidestick Rock1			

Voice List

PC Instrument Map

MSB=79, LSB=1

Program No.	23				24				25				26				27				28				29			
	Kit Name	Note	A	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	
13	C#	-1	3				Dly GMSurdo1	on																OvrDrv GMSurdo1	on	on	on	
14	D	-1	3				Dly GMSurdo2	on																OvrDrv GMSurdo2	on	on	on	
15	D#	-1	3				Dly GMCuica1	on																OvrDrv GMCuica1	on	on	on	
16	E	-1					Dly GMTamborim1	on																OvrDrv GMTamborim1	on	on	on	
17	F	-1					Dly GMCuica2	on																OvrDrv GMCuica2	on	on	on	
18	F#	-1					Dly GMCuica3	on																OvrDrv GMCuica3	on	on	on	
19	G	-1					Dly GMCabassa1	on																OvrDrv GMCabassa1	on	on	on	
20	G#	-1					Dly GMTamborim2	on																OvrDrv GMTamborim2	on	on	on	
21	A	-1					Dly GMCaixa1	on																OvrDrv GMCaixa1	on	on	on	
22	A#	-1					Dly GMCaixa2	on																OvrDrv GMCaixa2	on	on	on	
23	B	-1					Dly GMClaves1	on																OvrDrv GMClaves1	on	on	on	
24	C	0		Dly GMCClick			Dly GMClaves2					NoisDly SurdoL1 Sw	on	on				OvrDrv SurdoL1 Sw	on	on			OvrDrv GMClaves2	on	on	on		
25	C#	0					Dly GMSHaker1					NoisDly SurdoL2 Sw	on	on				OvrDrv SurdoL2 Sw	on	on			OvrDrv GMSHaker1	on	on	on		
26	D	0					Dly GMSHaker2					NoisDly SurdoLH Sw	on	on				OvrDrv SurdoLH Sw	on	on			OvrDrv GMSHaker2	on	on	on		
27	D#	0					Dly GMSHaker3					NoisDly SurdoLRM Sw	on	on				OvrDrv SurdoLRM Sw	on	on			OvrDrv GMSHaker3	on	on	on		
28	E	0					Dly GMSHaker4					NoisDly SurdoLRO Sw	on	on				OvrDrv SurdoLRO Sw	on	on			OvrDrv GMSHaker4	on	on	on		
29	F	0					Dly GMRepinque1	on				NoisDly SurdoM1 Sw	on	on				OvrDrv SurdoM1 Sw	on	on			OvrDrv GMRepinque1	on	on	on		
30	F#	0					Dly GMClaves3					NoisDly SurdoM2 Sw	on	on				OvrDrv SurdoM2 Sw	on	on			OvrDrv GMClaves3	on	on	on		
31	G	0					Dly GMCaixa3					NoisDly SurdoMLH Sw	on	on				OvrDrv SurdoMLH Sw	on	on			OvrDrv GMCaixa3	on	on	on		
32	G#	0					Dly GMCaixa4					NoisDly SurdoMRM Sw	on	on				OvrDrv SurdoMRM Sw	on	on			OvrDrv GMCaixa4	on	on	on		
33	A	0					Dly GMSurdo3	on				NoisDly SurdoMRO Sw	on	on				OvrDrv SurdoMRO Sw	on	on			OvrDrv GMSurdo3	on	on	on		
34	A#	0					Dly GMCaixa5					NoisDly SurdoH1 Sw	on	on				OvrDrv SurdoH1 Sw	on	on			OvrDrv GMCaixa5	on	on	on		
35	B	0					Dly GMSurdo4	on				NoisDly SurdoH2 Sw	on	on				OvrDrv SurdoH2 Sw	on	on			OvrDrv GMSurdo4	on	on	on		
36	C	1					Dly GMSurdo5	on		NoisDly TumbaB Sw	on	NoisDly SurdoHLH Sw	on	on	OvrDrv TumbaB Sw	on	OvrDrv SurdoHLH Sw	on	on	OvrDrv TumbaB Sw	on	OvrDrv SurdoHLH Sw	on	OvrDrv GMSurdo5	on	on	on	
37	C#	1					Dly GMRepinque2			NoisDly TumbaT Sw	on	NoisDly SurdoHRO Sw	on	on	OvrDrv TumbaT Sw	on	OvrDrv SurdoHRO Sw	on	on	OvrDrv TumbaT Sw	on	OvrDrv SurdoHRO Sw	on	OvrDrv GMRepinque2	on	on	on	
38	D	1					Dly GMCaixa6			NoisDly TumbaSC Sw	on	NoisDly SurdoHRO Sw	on	on	OvrDrv TumbaSC Sw	on	OvrDrv SurdoHRO Sw	on	on	OvrDrv TumbaSC Sw	on	OvrDrv SurdoHRO Sw	on	OvrDrv GMCaixa6	on	on	on	
39	D#	1					Dly GMRepinque3	on		NoisDly RepinqueL1 Sw	on	NoisDly RepinqueL1 Sw	on	on	OvrDrv RepinqueL1 Sw	on	OvrDrv RepinqueL1 Sw	on	on	OvrDrv RepinqueL1 Sw	on	OvrDrv RepinqueL1 Sw	on	OvrDrv GMRepinque3	on	on	on	
40	E	1					Dly GMCaixa7	on		NoisDly TumbaO Sw	on	NoisDly RepinqueL2 Sw	on	on	OvrDrv TumbaO Sw	on	OvrDrv RepinqueL2 Sw	on	on	OvrDrv TumbaO Sw	on	OvrDrv RepinqueL2 Sw	on	OvrDrv GMCaixa7	on	on	on	
41	F	1					Dly GMSurdo6			NoisDly CongaB Sw	on	NoisDly RepinqueL3 Sw	on	on	OvrDrv CongaB Sw	on	OvrDrv RepinqueL3 Sw	on	on	OvrDrv CongaB Sw	on	OvrDrv RepinqueL3 Sw	on	OvrDrv GMSurdo6	on	on	on	
42	F#	1					Dly GMAGogo1			NoisDly CongaT Sw	on	NoisDly RepinqueL4 Sw	on	on	OvrDrv CongaT Sw	on	OvrDrv RepinqueL4 Sw	on	on	OvrDrv CongaT Sw	on	OvrDrv RepinqueL4 Sw	on	OvrDrv GMAGogo1	on	on	on	
43	G	1					Dly GMSurdo7			NoisDly CongaOS Sw	on	NoisDly RepinqueL5 Sw	on	on	OvrDrv CongaOS Sw	on	OvrDrv RepinqueL5 Sw	on	on	OvrDrv CongaOS Sw	on	OvrDrv RepinqueL5 Sw	on	OvrDrv GMSurdo7	on	on	on	
44	G#	1					Dly GMAGogo2			NoisDly CongaM Sw	on	NoisDly RepinqueL6 Sw	on	on	OvrDrv CongaM Sw	on	OvrDrv RepinqueL6 Sw	on	on	OvrDrv CongaM Sw	on	OvrDrv RepinqueL6 Sw	on	OvrDrv GMAGogo2	on	on	on	
45	A	1					Dly GMSurdo8			NoisDly CongaO Sw	on	NoisDly RepinqueL7 Sw	on	on	OvrDrv CongaO Sw	on	OvrDrv RepinqueL7 Sw	on	on	OvrDrv CongaO Sw	on	OvrDrv RepinqueL7 Sw	on	OvrDrv GMSurdo8	on	on	on	
46	A#	1					Dly GMAGogo3			NoisDly CongaStick Sw	on	NoisDly RepinqueL8 Sw	on	on	OvrDrv CongaStick Sw	on	OvrDrv RepinqueL8 Sw	on	on	OvrDrv CongaStick Sw	on	OvrDrv RepinqueL8 Sw	on	OvrDrv GMAGogo3	on	on	on	
47	B	1					Dly GMSurdo9			NoisDly QuintoR Sw	on	NoisDly RepinqueL9 Sw	on	on	OvrDrv QuintoR Sw	on	OvrDrv RepinqueL9 Sw	on	on	OvrDrv QuintoR Sw	on	OvrDrv RepinqueL9 Sw	on	OvrDrv GMSurdo9	on	on	on	
48	C	2					Dly GMSurdo10			NoisDly QuintoB Sw	on	NoisDly RepinqueH1 Sw	on	on	OvrDrv QuintoB Sw	on	OvrDrv RepinqueH1 Sw	on	on	OvrDrv QuintoB Sw	on	OvrDrv RepinqueH1 Sw	on	OvrDrv GMSurdo10	on	on	on	
49	C#	2					Dly GMTriangle1			NoisDly QuintoT Sw	on	NoisDly RepinqueH2 Sw	on	on	OvrDrv QuintoT Sw	on	OvrDrv RepinqueH2 Sw	on	on	OvrDrv QuintoT Sw	on	OvrDrv RepinqueH2 Sw	on	OvrDrv GMTriangle1	on	on	on	
50	D	2					Dly GMSurdo11			NoisDly QuintoS Sw	on	NoisDly RepinqueH3 Sw	on	on	OvrDrv QuintoS Sw	on	OvrDrv RepinqueH3 Sw	on	on	OvrDrv QuintoS Sw	on	OvrDrv RepinqueH3 Sw	on	OvrDrv GMSurdo11	on	on	on	
51	D#	2					Dly GMMamboBell			NoisDly QuintoM Sw	on	NoisDly RepinqueH4 Sw	on	on	OvrDrv QuintoM Sw	on	OvrDrv RepinqueH4 Sw	on	on	OvrDrv QuintoM Sw	on	OvrDrv RepinqueH4 Sw	on	OvrDrv GMMamboBell	on	on	on	
52	E	2					Dly GMSongBell1			NoisDly QuintoO Sw	on	NoisDly RepinqueH5 Sw	on	on	OvrDrv QuintoO Sw	on	OvrDrv RepinqueH5 Sw	on	on	OvrDrv QuintoO Sw	on	OvrDrv RepinqueH5 Sw	on	OvrDrv GMSongBell1	on	on	on	
53	F	2					Dly GMHandBell1			NoisDly Bongol Sw	on	NoisDly RepinqueH6 Sw	on	on	OvrDrv Bongol Sw	on	OvrDrv RepinqueH6 Sw	on	on	OvrDrv Bongol Sw	on	OvrDrv RepinqueH6 Sw	on	OvrDrv GMHandBell1	on	on	on	
54	F#	2					Dly GMPandeiro			NoisDly Bongoh1 Sw	on	NoisDly Pandeiro1 Sw	on	on	OvrDrv Bongoh1 Sw	on	OvrDrv Pandeiro1 Sw	on	on	OvrDrv Bongoh1 Sw	on	OvrDrv Pandeiro1 Sw	on	OvrDrv GMPandeiro	on	on	on	
55	G	2					Dly GMHandBell2			NoisDly Bongoh2 Sw	on	NoisDly Pandeiro2 Sw	on	on	OvrDrv Bongoh2 Sw	on	OvrDrv Pandeiro2 Sw	on	on	OvrDrv Bongoh2 Sw	on	OvrDrv Pandeiro2 Sw	on	OvrDrv GMHandBell2	on	on	on	
56	G#	2		Dly GMCowbell			Dly GMFunktBell			NoisDly Timbale1 Sw	on	NoisDly Pandeiro3 Sw	on	on	OvrDrv Timbale1 Sw	on	OvrDrv Pandeiro3 Sw	on	on	OvrDrv Timbale1 Sw	on	OvrDrv Pandeiro3 Sw	on	OvrDrv GMFunktBell	on	on	on	
57	A	2					Dly GMTriangle2			NoisDly TimbaleLE Sw	on	NoisDly Pandeiro4 Sw	on	on	OvrDrv TimbaleLE Sw	on	OvrDrv Pandeiro4 Sw	on	on	OvrDrv TimbaleLE Sw	on	OvrDrv Pandeiro4 Sw	on	OvrDrv GMTriangle2	on	on	on	
58	A#	2					Dly GMRepinque4	on		NoisDly TimbaleL2 Sw	on	NoisDly Pandeiro5 Sw	on	on	OvrDrv TimbaleL2 Sw	on	OvrDrv Pandeiro5 Sw	on	on	OvrDrv TimbaleL2 Sw	on	OvrDrv Pandeiro5 Sw	on	OvrDrv GMRepinque4	on	on	on	
59	B	2					Dly GMSongBell2			NoisDly TimbaleLM Sw	on	NoisDly Pandeiro6 Sw	on	on	OvrDrv TimbaleLM Sw	on	OvrDrv Pandeiro6 Sw	on	on	OvrDrv TimbaleLM Sw	on	OvrDrv Pandeiro6 Sw	on	OvrDrv GMSongBell2	on	on	on	
60	C	3		Dly GMBongoH			Dly GMBongo1			NoisDly PailaL Sw	on	NoisDly Pandeiro7 Sw	on	on	OvrDrv PailaL Sw	on	OvrDrv Pandeiro7 Sw	on	on	OvrDrv PailaL Sw	on	OvrDrv Pandeiro7 Sw	on	OvrDrv GMBongo1	on	on	on	
61	C#	3					Dly GMBongo2			NoisDly TimbaleH1 Sw	on	NoisDly Caixa1 Sw	on	on	OvrDrv TimbaleH1 Sw	on	OvrDrv Caixa1 Sw	on	on	OvrDrv TimbaleH1 Sw	on	OvrDrv Caixa1 Sw	on	OvrDrv GMBongo2	on	on	on	
62	D	3		Dly GMCongaHmute			Dly GMConga1			NoisDly PailaH Sw	on	NoisDly Caixa2 Sw	on	on	OvrDrv PailaH Sw	on	OvrDrv Caixa2 Sw	on	on	OvrDrv PailaH Sw	on	OvrDrv Caixa2 Sw	on	OvrDrv GMConga1	on	on	on	
63	D#	3		Dly GMCongaHOpen			Dly GMConga2			NoisDly TimbaleH2 Sw	on	NoisDly Caixa3 Sw	on	on	OvrDrv TimbaleH2 Sw	on	OvrDrv Caixa3 Sw	on	on	OvrDrv TimbaleH2 Sw	on	OvrDrv Caixa3 Sw	on	OvrDrv GMConga2	on	on	on	
64	E	3					Dly GMTumba			NoisDly TimbaleHR Sw	on	NoisDly Caixa4 Sw	on	on	OvrDrv TimbaleHR Sw	on	OvrDrv Caixa4 Sw	on	on	OvrDrv TimbaleHR Sw	on	OvrDrv Caixa4 Sw	on	OvrDrv GMTumba	on	on	on	
65	F	3					Dly GMTimbaleH			NoisDly TimbaleHE Sw	on	NoisDly TamborimT Sw	on	on	OvrDrv TimbaleHE Sw	on	OvrDrv TamborimT Sw	on	on	OvrDrv TimbaleHE Sw	on	OvrDrv TamborimT Sw	on	OvrDrv GMTimbaleH	on	on	on	
66	F#	3					Dly GMTimbaleL			NoisDly TimbaleF1 Sw	on	NoisDly Tamborim1 Sw	on	on	OvrDrv TimbaleF1 Sw	on	OvrDrv Tamborim1 Sw	on	on	OvrDrv TimbaleF1 Sw	on	OvrDrv Tamborim1 Sw	on	OvrDrv GMTimbaleL	on	on	on	
67	G	3					Dly GMAGogo4			NoisDly TimbaleF2 Sw	on	NoisDly Tamborim2 Sw	on	on	OvrDrv TimbaleF2 Sw	on	OvrDrv Tamborim2 Sw	on	on	OvrDrv TimbaleF2 Sw	on	OvrDrv Tamborim2 Sw	on	OvrDrv GMAGogo4	on	on	on	
68	G#	3																										

30			31			32			33			34			35			36			37				
ODK&Snr			Dst1AFCb			Dst1Brzl			Dst1GMLt			Dst1Kk&S			Dst2AFCb			Dst2Brzl			Dst2GMLt				
Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I		
									Dist1 GMSurdo1	on	on										Dist2 GMSurdo1	on	on		
									Dist1 GMSurdo2	on	on											Dist2 GMSurdo2	on	on	
									Dist1 GMCuica1	on	on											Dist2 GMCuica1	on	on	
									Dist1 GMTamborim1	on	on											Dist2 GMTamborim1	on	on	
									Dist1 GMCuica2	on	on											Dist2 GMCuica2	on	on	
									Dist1 GMCuica3	on	on											Dist2 GMCuica3	on	on	
									Dist1 GMCabassa1	on	on											Dist2 GMCabassa1	on	on	
									Dist1 GMTamborim2	on	on											Dist2 GMTamborim2	on	on	
									Dist1 GMCaixa1	on	on											Dist2 GMCaixa1	on	on	
									Dist1 GMCaixa2	on	on											Dist2 GMCaixa2	on	on	
									Dist1 GMClaves1	on	on											Dist2 GMClaves1	on	on	
								Dist1 SurdoL1 Sw	on	on	Dist1 GMSurdo5	on	on	Dist1 SurdoL1	on	on	Dist2 TumbaB Sw	on	on	Dist2 SurdoHL1 Sw	on	on	Dist2 SurdoL1 Sw	on	on
								Dist1 SurdoL2 Sw	on	on	Dist1 GMClaves2	on	on	Dist1 SurdoL2	on	on	Dist2 TumbaT Sw	on	on	Dist2 SurdoHRM	on	on	Dist2 SurdoL2 Sw	on	on
								Dist1 SurdoLLH Sw	on	on	Dist1 GMSHaker1	on	on	Dist1 SurdoL3	on	on	Dist2 TumbaSC Sw	on	on	Dist2 SurdoHRO	on	on	Dist2 SurdoLLH Sw	on	on
								Dist1 SurdoLRM	on	on	Dist1 GMSHaker2	on	on	Dist1 SurdoL4	on	on	Dist2 TumbaO Sw	on	on	Dist2 SurdoHRO	on	on	Dist2 SurdoLRM	on	on
								Dist1 SurdoLRO	on	on	Dist1 GMSHaker3	on	on	Dist1 SurdoLLH1	on	on	Dist2 TumbaO Sw	on	on	Dist2 SurdoHRO	on	on	Dist2 SurdoLRO	on	on
								Dist1 SurdoM1 Sw	on	on	Dist1 GMSHaker4	on	on	Dist1 SurdoLLH2	on	on	Dist2 CongaB Sw	on	on	Dist2 SurdoHRO	on	on	Dist2 SurdoM1 Sw	on	on
								Dist1 SurdoM2 Sw	on	on	Dist1 GMRepinque1	on	on	Dist1 SurdoLRM	on	on	Dist2 CongaT Sw	on	on	Dist2 SurdoHRO	on	on	Dist2 SurdoM2 Sw	on	on
								Dist1 SurdoMLH Sw	on	on	Dist1 GMClaves3	on	on	Dist1 SurdoLRO	on	on	Dist2 CongaOS Sw	on	on	Dist2 SurdoHRO	on	on	Dist2 SurdoMLH Sw	on	on
								Dist1 SurdoMRM	on	on	Dist1 GMCaixa3	on	on	Dist1 SurdoM1	on	on	Dist2 CongaM Sw	on	on	Dist2 SurdoHRO	on	on	Dist1 SurdoMRM	on	on
								Dist1 SurdoMRO	on	on	Dist1 GMCaixa4	on	on	Dist1 SurdoM2	on	on	Dist2 CongaO Sw	on	on	Dist2 SurdoHRO	on	on	Dist1 SurdoMRO	on	on
								Dist1 SurdoH1 Sw	on	on	Dist1 GMCaixa5	on	on	Dist1 SurdoM3	on	on	Dist2 CongaStk Sw	on	on	Dist2 SurdoHRO	on	on	Dist1 SurdoH1 Sw	on	on
								Dist1 SurdoH2 Sw	on	on	Dist1 GMCaixa5	on	on	Dist1 SurdoMLH1	on	on	Dist2 QuintoR Sw	on	on	Dist2 SurdoHRO	on	on	Dist1 SurdoH2 Sw	on	on
OvrDrv SurdoL1	on	on	Dist1 TumbaB Sw	on	on	Dist1 SurdoHLH Sw	on	on	Dist1 GMSurdo5	on	on	Dist1 SurdoL1	on	on	Dist2 TumbaB Sw	on	on	Dist2 SurdoHL1 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv SurdoL2	on	on	Dist1 TumbaT Sw	on	on	Dist1 SurdoHRM	on	on	Dist1 GMRepinque2	on	on	Dist1 SurdoL2	on	on	Dist2 TumbaT Sw	on	on	Dist2 SurdoHRM	on	on	Dist2 SurdoHRO	on	on		
OvrDrv SurdoL3	on	on	Dist1 TumbaSC Sw	on	on	Dist1 SurdoHRO	on	on	Dist1 GMCaixa6	on	on	Dist1 SurdoL3	on	on	Dist2 TumbaSC Sw	on	on	Dist2 SurdoHRM	on	on	Dist2 SurdoHRO	on	on		
OvrDrv SurdoL4	on	on	Dist1 TumbaO Sw	on	on	Dist1 SurdoHRO	on	on	Dist1 GMRepinque3	on	on	Dist1 SurdoL4	on	on	Dist2 TumbaM Sw	on	on	Dist2 SurdoHRM	on	on	Dist2 SurdoHRO	on	on		
OvrDrv SurdoLLH1	on	on	Dist1 TumbaO Sw	on	on	Dist1 RepinqueL2 Sw	on	on	Dist1 GMCaixa7	on	on	Dist1 SurdoLLH1	on	on	Dist2 TumbaO Sw	on	on	Dist2 RepinqueL1 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv SurdoLLH2	on	on	Dist1 CongaB Sw	on	on	Dist1 RepinqueL3 Sw	on	on	Dist1 GMSurdo6	on	on	Dist1 SurdoLLH2	on	on	Dist2 CongaB Sw	on	on	Dist2 RepinqueL2 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv SurdoLRM	on	on	Dist1 CongaT Sw	on	on	Dist1 RepinqueL4 Sw	on	on	Dist1 GMAGoggo1	on	on	Dist1 SurdoLRM	on	on	Dist2 CongaT Sw	on	on	Dist2 RepinqueL3 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv SurdoLRO	on	on	Dist1 CongaOS Sw	on	on	Dist1 RepinqueL5 Sw	on	on	Dist1 GMSurdo7	on	on	Dist1 SurdoLRO	on	on	Dist2 CongaOS Sw	on	on	Dist2 RepinqueL4 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv SurdoM1	on	on	Dist1 CongaM Sw	on	on	Dist1 RepinqueL6 Sw	on	on	Dist1 GMAGoggo2	on	on	Dist1 SurdoM1	on	on	Dist2 CongaM Sw	on	on	Dist2 RepinqueL5 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv SurdoM2	on	on	Dist1 CongaO Sw	on	on	Dist1 RepinqueL7 Sw	on	on	Dist1 GMSurdo8	on	on	Dist1 SurdoM2	on	on	Dist2 CongaO Sw	on	on	Dist2 RepinqueL6 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv SurdoM3	on	on	Dist1 CongaStk Sw	on	on	Dist1 RepinqueL8 Sw	on	on	Dist1 GMAGoggo3	on	on	Dist1 SurdoM3	on	on	Dist2 CongaStk Sw	on	on	Dist2 RepinqueL7 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv SurdoM4	on	on	Dist1 QuintoR Sw	on	on	Dist1 RepinqueL9 Sw	on	on	Dist1 GMSurdo9	on	on	Dist1 SurdoM4	on	on	Dist2 QuintoR Sw	on	on	Dist2 RepinqueL8 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv SurdoMLH1	on	on	Dist1 QuintoB Sw	on	on	Dist1 RepinqueH1 Sw	on	on	Dist1 GMSurdo10	on	on	Dist1 SurdoMLH1	on	on	Dist2 QuintoB Sw	on	on	Dist2 RepinqueH1 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv SurdoMLH2	on	on	Dist1 QuintoT Sw	on	on	Dist1 RepinqueH2 Sw	on	on	Dist1 GMTriangle1	on	on	Dist1 SurdoMLH2	on	on	Dist2 QuintoT Sw	on	on	Dist2 RepinqueH2 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv SurdoMRM	on	on	Dist1 QuintoS Sw	on	on	Dist1 RepinqueH3 Sw	on	on	Dist1 GMSurdo11	on	on	Dist1 SurdoMRM	on	on	Dist2 QuintoS Sw	on	on	Dist2 RepinqueH3 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv SurdoMRO	on	on	Dist1 QuintoM Sw	on	on	Dist1 RepinqueH4 Sw	on	on	Dist1 GMMamboBell	on	on	Dist1 SurdoMRO	on	on	Dist2 QuintoM Sw	on	on	Dist2 RepinqueH4 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv SurdoH1	on	on	Dist1 QuintoO Sw	on	on	Dist1 RepinqueH5 Sw	on	on	Dist1 GMSongBell1	on	on	Dist1 SurdoH1	on	on	Dist2 QuintoO Sw	on	on	Dist2 RepinqueH5 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv SurdoH2	on	on	Dist1 Bongol Sw	on	on	Dist1 RepinqueH6 Sw	on	on	Dist1 GMHandBell1	on	on	Dist1 SurdoH2	on	on	Dist2 Bongol Sw	on	on	Dist2 RepinqueH6 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv SurdoH3	on	on	Dist1 BongolH Sw	on	on	Dist1 Pandeiro1 Sw	on	on	Dist1 GMPandeiro	on	on	Dist1 SurdoH3	on	on	Dist2 BongolH Sw	on	on	Dist2 Pandeiro1 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv SurdoH4	on	on	Dist1 BongolH2 Sw	on	on	Dist1 Pandeiro2 Sw	on	on	Dist1 GMHandBell2	on	on	Dist1 SurdoH4	on	on	Dist2 BongolH2 Sw	on	on	Dist2 Pandeiro2 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv SurdoHLH1	on	on	Dist1 TimbaleL1 Sw	on	on	Dist1 Pandeiro3 Sw	on	on	Dist1 GMFunkBell	on	on	Dist1 SurdoHLH1	on	on	Dist2 TimbaleL1 Sw	on	on	Dist2 Pandeiro3 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv SurdoHLH2	on	on	Dist1 TimbaleLE	on	on	Dist1 Pandeiro4 Sw	on	on	Dist1 GMTriangle2	on	on	Dist1 SurdoHLH2	on	on	Dist2 TimbaleLE	on	on	Dist2 Pandeiro4 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv SurdoHRM	on	on	Dist1 TimbaleL2 Sw	on	on	Dist1 Pandeiro5 Sw	on	on	Dist1 GMRepinque4	on	on	Dist1 SurdoHRM	on	on	Dist2 TimbaleL2 Sw	on	on	Dist2 Pandeiro5 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv SurdoHRO	on	on	Dist1 TimbaleLM	on	on	Dist1 Pandeiro6 Sw	on	on	Dist1 GMSongBell2	on	on	Dist1 SurdoHRO	on	on	Dist2 TimbaleLM	on	on	Dist2 Pandeiro6 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv Caixa1	on	on	Dist1 PailaL Sw	on	on	Dist1 Pandeiro7 Sw	on	on	Dist1 GMBongol1	on	on	Dist1 Caixa1	on	on	Dist2 PailaL Sw	on	on	Dist2 Pandeiro7 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv Caixa2	on	on	Dist1 TimbaleH1 Sw	on	on	Dist1 Caixa1 Sw	on	on	Dist1 GMBongol2	on	on	Dist1 Caixa2	on	on	Dist2 TimbaleH1 Sw	on	on	Dist2 Caixa1 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv Caixa3	on	on	Dist1 PailaH Sw	on	on	Dist1 Caixa2 Sw	on	on	Dist1 GMConga1	on	on	Dist1 Caixa3	on	on	Dist2 PailaH Sw	on	on	Dist2 Caixa2 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv Caixa4	on	on	Dist1 TimbaleH2 Sw	on	on	Dist1 Caixa3 Sw	on	on	Dist1 GMConga2	on	on	Dist1 Caixa4	on	on	Dist2 TimbaleH2 Sw	on	on	Dist2 Caixa3 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv Caixa5	on	on	Dist1 TimbaleHR Sw	on	on	Dist1 Caixa4 Sw	on	on	Dist1 GMTumba	on	on	Dist1 Caixa5	on	on	Dist2 TimbaleHR Sw	on	on	Dist2 Caixa4 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv Caixa6	on	on	Dist1 TimbaleHE Sw	on	on	Dist1 TamborimT Sw	on	on	Dist1 GMTimbale1	on	on	Dist1 Caixa6	on	on	Dist2 TimbaleHE Sw	on	on	Dist2 TamborimT Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv Caixa7	on	on	Dist1 TimbaleF1	on	on	Dist1 Tamborim1 Sw	on	on	Dist1 GMTimbale2	on	on	Dist1 Caixa7	on	on	Dist2 TimbaleF1	on	on	Dist2 Tamborim1 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv Caixa8	on	on	Dist1 TimbaleF2	on	on	Dist1 Tamborim2 Sw	on	on	Dist1 GMAGoggo4	on	on	Dist1 Caixa8	on	on	Dist2 TimbaleF2	on	on	Dist2 Tamborim2 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv Caixa9	on	on	Dist1 TimbaleF3	on	on	Dist1 Tamborim3 Sw	on	on	Dist1 GMAGoggo5	on	on	Dist1 Caixa9	on	on	Dist2 TimbaleF3	on	on	Dist2 Tamborim3 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv Caixa10	on	on	Dist1 TimbaleF4	on	on	Dist1 Tamborim4 Sw	on	on	Dist1 GMCabassa2	on	on	Dist1 Caixa10	on	on	Dist2 TimbaleF4	on	on	Dist2 Tamborim4 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv Caixa11	on	on	Dist1 HandBellMO Sw	on	on	Dist1 Tamborim5 Sw	on	on	Dist1 GMMaracas	on	on	Dist1 Caixa11	on	on	Dist2 HandBellMO Sw	on	on	Dist2 Tamborim5 Sw	on	on	Dist2 SurdoHRO	on	on		
OvrDrv Caixa12	on	on	Dist1 HandBellMM Sw	on	on	Dist1 Tamborim6 Sw	on	on	Dist1 GMWhistle1	on	on	Dist1 Caixa12	on	on	Dist2 HandBellMM Sw	on	on	Dist2 Tamborim6 Sw	on	on	Dist2 SurdoHRO	on	on		
			Dist1 HandBellSO Sw	on	on	Dist1 Agogo1 Sw	on	on	Dist1 GMWhistle2	on	on				Dist2 HandBellSO Sw	on	on	Dist2 Agogo1 Sw	on	on	Dist2 SurdoHRO	on	on		
			Dist1 HandBellSM Sw	on	on	Dist1 Agogo2 Sw	on	on	Dist1 GMGuiro1	on	on				Dist2 HandBellSM Sw	on	on	Dist2 Agogo2 Sw	on	on	Dist2 SurdoHRO	on	on		
			Dist1 HandBellIC Sw	on	on	Dist1 Agogo3 Sw	on	on	Dist1 GMGuiro2	on	on				Dist2 HandBellIC Sw	on	on	Dist2 Agogo3 Sw	on	on	Dist2 SurdoHRO	on	on		
			Dist1 MamboBell Sw	on	on	Dist1 FunkBell1	on	on	Dist1 GMClaves4	on	on				Dist2 MamboBell Sw	on	on	Dist2 FunkBell1	on	on	Dist2 SurdoHRO	on	on		
			Dist1 ChaChaBell Sw	on	on	Dist1 FunkBell2	on	on	Dist1 GMWoodBlock1	on	on				Dist2 ChaChaBell Sw	on	on	Dist2 FunkBell2	on	on	Dist2 SurdoHRO	on	on		
			Dist1 SongoBellH Sw	on	on	Dist1 WdbkLarge Sw	on	on	Dist1 GMWoodBlock2	on	on				Dist2 SongoBellH Sw	on	on	Dist2 WdbkLarge Sw	on	on	Dist2 SurdoHRO	on	on		
			Dist1 SongoBellL Sw	on	on	Dist1 WdbkSmall Sw	on	on	Dist1 GMCuica4	on	on				Dist2 SongoBellL Sw	on	on	Dist2 WdbkSmall Sw	on	on	Dist2 SurdoHRO	on	on		
			Dist1 FunkBell1	on	on	Dist1 TriangleL1 Sw	on	on	Dist1 GMCuica5	on	on				Dist1 FunkBell1	on	on	Dist1 TriangleL1 Sw	on	on	Dist2 SurdoHRO	on	on		
			Dist1 FunkBell2	on	on	Dist1 TriangleL2 Sw	on	on	Dist1 GMTriangle3	on	on				Dist1 FunkBell2	on	on	Dist1 TriangleL2 Sw	on	on	Dist2 SurdoHRO	on	on		

Voice List

PC Instrument Map

MSB=79, LSB=1

Program No.	38				39				40				41				42				43				44			
Notes	Kit Name	A	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I		
	Key		Dst2Kk&S			FigAfrCb			FigBrazl			FigShkrs			PhsShkrs			Rs1Skins			Rs1Stlck							
13	C#	-1	3																									
14	D	-1	3																									
15	D#	-1																										
16	E	-1																										
17	F	-1																										
18	F#	-1																										
19	G	-1																										
20	G#	-1																										
21	A	-1																										
22	A#	-1																										
23	B	-1																										
24	C	0							Flanger SurdoL1 Sw	on	on																	
25	C#	0							Flanger SurdoL2 Sw	on	on																	
26	D	0							Flanger SurdoLLH Sw	on	on																	
27	D#	0							Flanger SurdoLRM	on	on																	
28	E	0							Flanger SurdoLRO	on	on																	
29	F	0							Flanger SurdoM1 Sw	on	on																	
30	F#	0							Flanger SurdoM2 Sw	on	on																	
31	G	0							Flanger SurdoMLH Sw	on	on																	
32	G#	0							Flanger SurdoMLM	on	on																	
33	A	0							Flanger SurdoMRO	on	on																	
34	A#	0							Flanger SurdoH1 Sw	on	on																	
35	B	0							Flanger SurdoH2 Sw	on	on																	
36	C	1	Dist2 SurdoL1	on	on	Flanger TumbaB Sw	on	on	Flanger SurdoHLH Sw	on	on	Flanger Shaker1	on	on	Phaser Shaker1	on	on	Resntr1 TumbaB1	on	on	Resntr1 TimbaleL1	on	on					
37	C#	1	Dist2 SurdoL2	on	on	Flanger TumbaT Sw	on	on	Flanger SurdoHRM	on	on	Flanger Shaker2	on	on	Phaser Shaker2	on	on	Resntr1 TumbaB2	on	on	Resntr1 TimbaleL2	on	on					
38	D	1	Dist2 SurdoL3	on	on	Flanger TumbaSC Sw	on	on	Flanger SurdoHRO	on	on	Flanger Shaker3	on	on	Phaser Shaker3	on	on	Resntr1 TumbaT1	on	on	Resntr1 TimbaleL3	on	on					
39	D#	1	Dist2 SurdoL4	on	on	Flanger TumbaM	on	on	Flanger RepiniqueL1 Sw	on	on	Flanger Shaker4	on	on	Phaser Shaker4	on	on	Resntr1 TumbaT2	on	on	Resntr1 TimbaleL4	on	on					
40	E	1	Dist2 SurdoLLH1	on	on	Flanger TumbaO Sw	on	on	Flanger RepiniqueL2 Sw	on	on	Flanger Shaker5	on	on	Phaser Shaker5	on	on	Resntr1 TumbaSC1	on	on	Resntr1 TimbaleLE	on	on					
41	F	1	Dist2 SurdoLLH2	on	on	Flanger CongaB Sw	on	on	Flanger RepiniqueL3 Sw	on	on	Flanger Shaker6	on	on	Phaser Shaker6	on	on	Resntr1 TumbaSC2	on	on	Resntr1 TimbaleLM	on	on					
42	F#	1	Dist2 SurdoLRM	on	on	Flanger CongaT Sw	on	on	Flanger RepiniqueL4 Sw	on	on	Flanger Shaker7	on	on	Phaser Shaker7	on	on	Resntr1 TumbaSC3	on	on	Resntr1 TimbaleH1	on	on					
43	G	1	Dist2 SurdoLRO	on	on	Flanger CongaOS Sw	on	on	Flanger RepiniqueL5 Sw	on	on	Flanger Shaker8	on	on	Phaser Shaker8	on	on	Resntr1 TumbaM	on	on	Resntr1 TimbaleH2	on	on					
44	G#	1	Dist2 SurdoM1	on	on	Flanger CongaM	on	on	Flanger RepiniqueL6 Sw	on	on	Flanger Shaker9	on	on	Phaser Shaker9	on	on	Resntr1 TumbaO1	on	on	Resntr1 TimbaleH3	on	on					
45	A	1	Dist2 SurdoM2	on	on	Flanger CongaO Sw	on	on	Flanger RepiniqueL7 Sw	on	on	Flanger Shaker10	on	on	Phaser Shaker10	on	on	Resntr1 TumbaO2	on	on	Resntr1 TimbaleH4	on	on					
46	A#	1	Dist2 SurdoM3	on	on	Flanger CongaStick	on	on	Flanger RepiniqueL8 Sw	on	on	Flanger Shaker11	on	on	Phaser Shaker11	on	on	Resntr1 TumbaO3	on	on	Resntr1 TimbaleHR1	on	on					
47	B	1	Dist2 SurdoM4	on	on	Flanger QuintoR Sw	on	on	Flanger RepiniqueL9 Sw	on	on	Flanger Shaker12	on	on	Phaser Shaker12	on	on	Resntr1 CongaB1	on	on	Resntr1 TimbaleHR2	on	on					
48	C	2	Dist2 SurdoMLH1	on	on	Flanger QuintoB	on	on	Flanger RepiniqueH1 Sw	on	on	Flanger CabassaL1	on	on	Phaser CabassaL1	on	on	Resntr1 CongaB2	on	on	Resntr1 TimbaleH1	on	on					
49	C#	2	Dist2 SurdoMLH2	on	on	Flanger QuintoT	on	on	Flanger RepiniqueH2 Sw	on	on	Flanger CabassaL2	on	on	Phaser CabassaL2	on	on	Resntr1 CongaT1	on	on	Resntr1 TimbaleH2	on	on					
50	D	2	Dist2 SurdoMRM	on	on	Flanger QuintoS Sw	on	on	Flanger RepiniqueH3 Sw	on	on	Flanger CabassaL3	on	on	Phaser CabassaL3	on	on	Resntr1 CongaT2	on	on	Resntr1 PailaL1	on	on					
51	D#	2	Dist2 SurdoMRO	on	on	Flanger QuintoM	on	on	Flanger RepiniqueH4 Sw	on	on	Flanger CabassaL4	on	on	Phaser CabassaL4	on	on	Resntr1 CongaOS1	on	on	Resntr1 PailaL2	on	on					
52	E	2	Dist2 SurdoH1	on	on	Flanger QuintoO Sw	on	on	Flanger RepiniqueH5 Sw	on	on	Flanger CabassaL5	on	on	Phaser CabassaL5	on	on	Resntr1 CongaOS2	on	on	Resntr1 PailaH1	on	on					
53	F	2	Dist2 SurdoH2	on	on	Flanger Bongolo Sw	on	on	Flanger RepiniqueH6 Sw	on	on	Flanger CabassaL6	on	on	Phaser CabassaL6	on	on	Resntr1 CongaOS3	on	on	Resntr1 PailaH2	on	on					
54	F#	2	Dist2 SurdoH3	on	on	Flanger BongoloH1 Sw	on	on	Flanger Pandeiro1 Sw	on	on	Flanger CabassaL7	on	on	Phaser CabassaL7	on	on	Resntr1 CongaM	on	on	Resntr1 TimbaleF1	on	on					
55	G	2	Dist2 SurdoH4	on	on	Flanger BongoloH2 Sw	on	on	Flanger Pandeiro2 Sw	on	on	Flanger CabassaL8	on	on	Phaser CabassaL8	on	on	Resntr1 CongaO1	on	on	Resntr1 TimbaleF2	on	on					
56	G#	2	Dist2 SurdoHLH1	on	on	Flanger TimbaleL1 Sw	on	on	Flanger Pandeiro3 Sw	on	on	Flanger CabassaL9	on	on	Phaser CabassaL9	on	on	Resntr1 CongaO2	on	on	Resntr1 TimbaleF3	on	on					
57	A	2	Dist2 SurdoHLH2	on	on	Flanger TimbaleLE	on	on	Flanger Pandeiro4 Sw	on	on	Flanger CabassaL10	on	on	Phaser CabassaL10	on	on	Resntr1 CongaO3	on	on	Resntr1 TimbaleF4	on	on					
58	A#	2	Dist2 SurdoHRM	on	on	Flanger TimbaleL2 Sw	on	on	Flanger Pandeiro5 Sw	on	on	Flanger CaxixiL1	on	on	Phaser CaxixiL1	on	on	Resntr1 CongaSlk1	on	on	Resntr1 TimbaleF5	on	on					
59	B	2	Dist2 SurdoHRO	on	on	Flanger TimbaleLM	on	on	Flanger Pandeiro6 Sw	on	on	Flanger CaxixiL2	on	on	Phaser CaxixiL2	on	on	Resntr1 QuintoR1	on	on	Resntr1 TimbaleF6	on	on					
60	C	3	Dist2 Caixa1	on	on	Flanger PailaL Sw	on	on	Flanger Pandeiro7 Sw	on	on	Flanger CaxixiL3	on	on	Phaser CaxixiL3	on	on	Resntr1 QuintoR2	on	on	Resntr1 Caixa1	on	on					
61	C#	3	Dist2 Caixa2	on	on	Flanger TimbaleH1 Sw	on	on	Flanger Caixa1 Sw	on	on	Flanger CaxixiL4	on	on	Phaser CaxixiL4	on	on	Resntr1 QuintoB	on	on	Resntr1 Caixa2	on	on					
62	D	3	Dist2 Caixa3	on	on	Flanger PailaH Sw	on	on	Flanger Caixa2 Sw	on	on	Flanger CaxixiL5	on	on	Phaser CaxixiL5	on	on	Resntr1 QuintoT	on	on	Resntr1 Caixa3	on	on					
63	D#	3	Dist2 Caixa4	on	on	Flanger TimbaleH2 Sw	on	on	Flanger Caixa3 Sw	on	on	Flanger CaxixiL6	on	on	Phaser CaxixiL6	on	on	Resntr1 QuintoS1	on	on	Resntr1 Caixa4	on	on					
64	E	3	Dist2 Caixa5	on	on	Flanger TimbaleHR Sw	on	on	Flanger Caixa4 Sw	on	on	Flanger CaxixiS1	on	on	Phaser CaxixiS1	on	on	Resntr1 QuintoS2	on	on	Resntr1 Caixa5	on	on					
65	F	3	Dist2 Caixa6	on	on	Flanger TimbaleHE Sw	on	on	Flanger TamborimT Sw	on	on	Flanger CaxixiS2	on	on	Phaser CaxixiS2	on	on	Resntr1 QuintoM	on	on	Resntr1 Caixa6	on	on					
66	F#	3	Dist2 Caixa7	on	on	Flanger TimbaleF1	on	on	Flanger Tamborim1 Sw	on	on	Flanger CaxixiS3	on	on	Phaser CaxixiS3	on	on	Resntr1 QuintoO1	on	on	Resntr1 Caixa7	on	on					
67	G	3	Dist2 Caixa8	on	on	Flanger TimbaleF2	on	on	Flanger Tamborim2 Sw	on	on	Flanger CaxixiS4	on	on	Phaser CaxixiS4	on	on	Resntr1 QuintoO2	on	on	Resntr1 Caixa8	on	on					
68	G#	3	Dist2 Caixa9	on	on	Flanger TimbaleF3	on	on	Flanger Tamborim3 Sw	on	on	Flanger ChekereS1	on	on	Phaser ChekereS1	on	on	Resntr1 BongoloL1	on	on	Resntr1 Caixa9	on	on					
69	A	3	Dist2 Caixa10	on	on	Flanger TimbaleF4	on	on	Flanger Tamborim4 Sw	on	on	Flanger ChekereS2	on	on	Phaser ChekereS2	on	on	Resntr1 BongoloL2	on	on	Resntr1 Caixa10	on	on					
70	A#	3	Dist2 Caixa11	on	on	Flanger HandBellMO Sw	on	on	Flanger Tamborim5 Sw	on	on	Flanger ChekereS3	on	on	Phaser ChekereS3	on	on	Resntr1 BongoloL3	on	on	Resntr1 Caixa11	on	on					
71	B	3	Dist2 Caixa12	on	on	Flanger HandBellMM Sw	on	on	Flanger Tamborim6 Sw	on	on	Flanger ChekereS4	on	on	Phaser ChekereS4	on	on	Resntr1 Bongoh1	on	on	Resntr1 Caixa12	on	on					
72	C	4				Flanger HandBellSO Sw	on	on	Flanger Agogo1 Sw	on	on	Flanger ChekereS5	on	on	Phaser ChekereS5	on	on	Resntr1 Bongoh2	on	on								
73	C#	4				Flanger HandBellSM Sw	on	on	Flanger Agogo2 Sw	on	on	Flanger ChekereS6	on	on	Phaser ChekereS6	on	on	Resntr1 Bongoh3	on	on								
74	D	4				Flanger HandBellC Sw	on	on	Flanger Agogo3 Sw	on	on	Flanger ChekereS7	on	on	Phaser ChekereS7	on	on	Resntr1 Bongoh4	on	on								
75	D#	4				Flanger MambaBell Sw	on	on	Flanger FunkBellT	on	on	Flanger ChekereLT	on	on	Phaser ChekereLT	on	on	Resntr1 Bongoh5	on	on								
76	E	4				Flanger ChaChaBell Sw	on	on	Flanger FunkBell2	on	on	Flanger ChekereLT	on	on	Phaser ChekereLT	on	on	Resntr1 Bongoh6	on	on								
77	F	4				Flanger SongoBellH Sw	on	on	Flanger WdBlkLarge Sw	on	on	Flanger Maracas1	on	on	Phaser Maracas1	on	on											
78	F#	4				Flanger SongoBellL Sw	on	on	Flanger WdBlkSmall Sw	on	on	Flanger Maracas2	on	on	Phaser Maracas2	on	on											
79	G	4				Flanger FunkBell1	on	on	Flanger TriangleL1 Sw	on	on	Flanger Maracas3	on	on	Phaser Maracas3	on	on											
80	G#	4	2			Flanger FunkBell2	on	on	Flanger TriangleL2 Sw	on	on	Flanger Maracas4	on	on	Phaser Maracas4	on	on											
81	A	4	2			Flanger WdBlkLarge Sw</																						

Voice List

PC Instrument Map

MSB=79, LSB=1

Program No.	67				68				69				70				71				72				73			
	Kit Name	Note	A	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	
13	C#	-1	3																									
14	D	-1	3																									
15	D#	-1																										
16	E	-1																										
17	F	-1																										
18	F#	-1																										
19	G	-1																										
20	G#	-1																										
21	A	-1																										
22	A#	-1																										
23	B	-1																										
24	C	0																										
25	C#	0																										
26	D	0																										
27	D#	0																										
28	E	0																										
29	F	0																										
30	F#	0																										
31	G	0																										
32	G#	0																										
33	A	0																										
34	A#	0																										
35	B	0																										
36	C	1																										
37	C#	1																										
38	D	1																										
39	D#	1																										
40	E	1																										
41	F	1																										
42	F#	1																										
43	G	1																										
44	G#	1																										
45	A	1																										
46	A#	1																										
47	B	1																										
48	C	2																										
49	C#	2																										
50	D	2																										
51	D#	2																										
52	E	2																										
53	F	2																										
54	F#	2																										
55	G	2																										
56	G#	2																										
57	A	2																										
58	A#	2																										
59	B	2																										
60	C	3	Rev TumbaB Sw			Rev SurdoL1 Sw	on		Rev SurdoL1 Sw	on		Rev GMBongo1		Rev HandBellMO Sw		Rev MnCaixa1		Rev MnWdBkSmall1										
61	C#	3	Rev TumbaT Sw			Rev SurdoL2 Sw	on		Rev SurdoL2 Sw	on		Rev GMBongo2		Rev MamboBell Sw		Rev MnCaixa2		Rev MnWdBkSmall2										
62	D	3	Rev TumbaSC Sw			Rev RepiniqueH1 Sw			Rev TriangleS1 Sw	on		Rev GMConga1		Rev WdBkSmall Sw		Rev MnCaixa3		Rev MnChekerereS1										
63	D#	3	Rev TumbaM			Rev RepiniqueH2 Sw			Rev TriangleS2 Sw			Rev GMConga2		Rev WdBkLarge Sw		Rev MnCaixa4		Rev MnChekerereS2										
64	E	3	Rev TumbaO Sw			Rev RepiniqueH3 Sw			Rev TumbaO Sw			Rev GMTumba		Rev Guiro3 Sw		Rev MnCaixa5		Rev MnChekerereS3										
65	F	3	Rev CongaB Sw			Rev RepiniqueH4 Sw			Rev CongaB Sw			Rev GMTimbale1 Sw	on	Rev Guiro1 Sw	on	Rev MnCaixa6		Rev MnChekerereS4										
66	F#	3	Rev CongaT Sw			Rev RepiniqueH5 Sw			Rev CongaT Sw			Rev GMTimbale2 Sw		Rev Claves2 Sw		Rev MnCaixa7		Rev MnChekerereS5										
67	G	3	Rev CongaOS Sw			Rev RepiniqueH6 Sw			Rev CongaOS Sw			Rev GMAGogou4				Rev MnCaixa8		Rev MnChekerereS6										
68	G#	3	Rev CongaM			Rev RepiniqueL10	on		Rev Claves2 Sw			Rev GMAGogou5				Rev MnCaixa9		Rev MnChekerereS7										
69	A	3	Rev CongaO Sw			Rev Pandeiro1 Sw			Rev CongaO Sw			Rev GMCabassa2	on			Rev MnCaixa10		Rev MnChekerereL										
70	A#	3	Rev WdBkLarge Sw			Rev Pandeiro2 Sw			Rev WdBkLarge Sw			Rev GMMaracas				Rev MnCaixa11		Rev MnChekerereL1										
71	B	3	Rev WdBkSmall Sw			Rev Pandeiro3 Sw			Rev WdBkSmall Sw			Rev GMWhistle1	on			Rev MnCaixa12		Rev MnMaracas1										
72	C	4	Rev QuintoB			Rev Pandeiro4 Sw			Rev Bongol Sw			Rev GMWhistle2	on	Rev Maracas4 Sw				Rev MnMaracas2										
73	C#	4	Rev QuintoT			Rev Caixa5			Rev Bongoh2 Sw			Rev GMGuero1		Rev Shaker9 Sw				Rev MnMaracas3										
74	D	4	Rev QuintoS Sw			Rev Caixa2 Sw			Rev Bongoh2 Sw			Rev GMGuero2		Rev CabassaL1 Sw	on			Rev MnMaracas4										
75	D#	4	Rev QuintoM			Rev TamborimT Sw			Rev TamborimT Sw			Rev GMClaves4		Rev Caixa2	on			Rev MnGuero1	on									
76	E	4	Rev QuintoO Sw			Rev Tamborim1 Sw			Rev Tamborim1 Sw			Rev GMWdBk1		Rev Caixa5	on			Rev MnGuero2	on									
77	F	4	Rev Bongol Sw			Rev Tamborim2 Sw			Rev Tamborim2 Sw			Rev GMWdBk2		Rev Agogo3 Sw				Rev MnGuero3	on									
78	F#	4	Rev Bongoh1 Sw			Rev Agogo1 Sw			Rev Agogo1 Sw			Rev GMGuero4		Rev Agogo1 Sw				Rev MnGuero4	on									
79	G	4	Rev Bongoh2 Sw			Rev Agogo2 Sw			Rev Agogo2 Sw			Rev GMGuero5	on	Rev Agogo2 Sw				Rev MnGuero5	on									
80	G#	4	Rev TimbaleL3			Rev Agogo3 Sw			Rev Agogo3 Sw			Rev GMTriangle3		Rev Agogo1 Sw				Rev MnGuero6	on									
81	A	4	Rev TimbaleH3			Rev WdBkLarge Sw			Rev TimbaleL3			Rev GMTriangle4		Rev TriangleS2 Sw				Rev MnGuero7	on									
82	A#	4	Rev Pailal Sw			Rev WdBkSmall Sw			Rev TimbaleH3			Rev GMShaker5		Rev TriangleS1 Sw	on			Rev MnShaker8	on									
83	B	4	Rev PailalH Sw			Rev TriangleL1 Sw	on		Rev Pailal Sw			Rev GMCAxixi	on															

DR/PC Plug-in Voice List

■ DR/PC Plug-in Voice List (for CS6x, CS6R, S30, S80, MOTIF)

● PLG150-DR

DrPlgVc1.mid (Slot1)

DrPlgVc2.mid (Slot2)

DrPlgVc3.mid (Slot3)

No.	Plug-in Voice Name
1	LiveRoom A
2	LiveRoom B
3	PoweredStd
4	DryStandrd
5	RockSt1
6	RockSt2
7	DryKit A
8	DryKit B
9	SmallRoom1
10	SmallRoom2
11	HeavyKit
12	RingSnares
13	Rocky
14	Trashed1
15	Trashed2
16	Trashed3
17	Weirdo
18	DarkBreak
19	BriteBreak
20	RockBreak
21	DirtyTek
22	Ethnic
23	DigiLoFi
24	NoizElec
25	BreakAmbnt
26	Electron
27	EthnicAmb
28	Flanger
29	Phaser1
30	Phaser2
31	AM/PM
32	AutoPan

No.	Plug-in Voice Name
33	Drone
34	SnareKit
35	CymbalsAmb
36	KitA/Hat1
37	KitB/Hat1
38	KitA/Hat2
39	KitB/Hat2
40	Spread1
41	Spread2
42	Spread3
43	Spread4
44	Kicks
45	Snares
46	Toms
47	Hats
48	Cymbals
49	AAAA/Kicks
50	ABAA/Snrs1
51	AABA/Snrs2
52	AAAB/Toms
53	ABBA/Hats
54	AABB/Cym
55	ABAB/Snrs1
56	ABBB/Snrs2
57	BBBB/Kicks
58	BABB/Snrs1
59	BBAB/Snrs2
60	BBBA/Toms
61	BAAB/Hats
62	BBAA/Cym
63	BABA/Snrs1
64	BAAA/Snrs2

● PLG150-PC

PcPlgVc1.mid (Slot1)

PcPlgVc2.mid (Slot2)

PcPlgVc3.mid (Slot3)

No.	Plug-in Voice Name
1	AfroCuban
2	Brazil
3	MotifLatin
4	GM Perc
5	AfroCubn61
6	Brazil61
7	AfCb-PlgDR
8	Brzl-PlgDR
9	Latn-PlgDR
10	GmLatinDrm
11	Live Pop
12	Kick&Snare
13	AfrCbnHand
14	BrazilHnd1
15	BrazilHnd2
16	Bells
17	Shakers
18	Skins
19	Sticks 1
20	Sticks 2
21	OvrDrAfrCb
22	OvrDrBrazil
23	OvrDrGMLtn
24	OvrDrKk&Sn
25	Dist1AfrCb
26	Dist1Brazil
27	Dist1GMLtn
28	Dist1Kk&Sn
29	Dist2AfrCb
30	Dist2Brazil
31	Dist2GMLtn
32	Dist2Kk&Sn

No.	Plug-in Voice Name
33	FIngrAfrCb
34	FIngrBrazil
35	FIngrShkrs
36	PhasrShkrs
37	DelayAfrCb
38	DelayBrazil
39	DelayGMPrc
40	DelayGMLtn
41	NsDlyAfrCb
42	NsDlyBrazil
43	Mod1AfrCbn
44	Mod1Brazil
45	Mod2AfrCbn
46	Mod2Brazil
47	Mod3Bells
48	Mod3Shakrs
49	Mod4BrzHd1
50	Mod4BrzHd2
51	Mod5BrzHd1
52	Mod5BrzHd2
53	Reso1Skins
54	Reso1Stick
55	Reso2Kk&Sn
56	Reso2Stick
57	Mod6Bells
58	Mod6Sticks
59	PitchBells
60	PitchShakr
61	PitchSkins
62	PitchStick
63	AmbntBells
64	AmbntAfrCb

Effect List

■ DR/PC Voice Effect Parameter List



- DR/PC Native Part Parameter : This parameter can control the Voice Effect.
- Dry/Wet (Parameter No.10) is available only on the Insertion Effect.

HALL1,HALL2 / ROOM1,ROOM2,ROOM3 / STAGE1,STAGE2 / PLATE (Reverb, Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	Reverb Time	0.3...30.0[s]	0 - 69	table#4	
2	Diffusion	0...10	0 - 10		
3	Initial Delay	0.1...99.3[ms]	0 - 63	table#5	
4	HPF Cutoff	Thru...8.0k[Hz]	0 - 52	table#3	
5	LPF Cutoff	1.0k[Hz]...Thru	34 - 60	table#3	
6					
7					
8					
9					
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		INS DryWet
11	Rev Delay	0...63	0 - 63	table#5	
12	Density	0...3	0 - 3		
13	Er/Rev Balance	E63>R...E=R...E<R63	1 - 127		
14					
15	Feedback Level	-63...+63	1 - 127		
16					

DELAY L,R (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	Lch Delay	0.1...715.0[ms]	1 - 7150		
2	Rch Delay	0.1...715.0[ms]	1 - 7150		
3	Feedback Delay 1	0.1...715.0[ms]	1 - 7150		
4	Feedback Delay 2	0.1...715.0[ms]	1 - 7150		
5	Feedback Level	-63...+63	1 - 127		
6	High Damp	0.1...1.0	1 - 10		
7					
8					
9					
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		INS DryWet
11					
12					
13	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	INS EQ Low Frq
14	EQ Low Gain	-12...+12[dB]	52 - 76		INS EQ Low Gain
15	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	INS EQ High Frq
16	EQ High Gain	-12...+12[dB]	52 - 76		INS EQ High Gain

WHITE ROOM / TUNNEL / BASEMENT (Reverb)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	Reverb Time	0.3...30.0[s]	0 - 69	table#4	
2	Diffusion	0...10	0 - 10		
3	Initial Delay	0.1...99.3[ms]	0 - 63	table#5	
4	HPF Cutoff	Thru...8.0k[Hz]	0 - 52	table#3	
5	LPF Cutoff	1.0k[Hz]...Thru	34 - 60	table#3	
6	Width	0.5...10.2[m]	0 - 37		
7	Height	0.5...20.2[m]	0 - 73		
8	Depth	0.5...30.2[m]	0 - 104		
9	Wall Vary	0...30	0 - 30		
10					
11	Rev Delay	0...63	0 - 63	table#5	
12	Density	0...3	0 - 3		
13	Er/Rev Balance	E63>R...E=R...E<R63	1 - 127		
14					
15	Feedback Level	-63...+63	1 - 127		
16					

ECHO (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	Lch Delay1	0.1...355.0[ms]	1 - 3550		
2	Lch Feedback Level	-63...+63	1 - 127		
3	Rch Delay1	0.1...355.0[ms]	1 - 3550		
4	Rch Feedback Level	-63...+63	1 - 127		
5	High Damp	0.1...1.0	1 - 10		
6	Lch Delay2	0.1...355.0[ms]	1 - 3550		
7	Rch Delay2	0.1...355.0[ms]	1 - 3550		
8	Delay2 Level	0...127	0 - 127		
9					
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		INS DryWet
11					
12					
13	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	INS EQ Low Frq
14	EQ Low Gain	-12...+12[dB]	52 - 76		INS EQ Low Gain
15	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	INS EQ High Frq
16	EQ High Gain	-12...+12[dB]	52 - 76		INS EQ High Gain

KARAOKE1,2,3 (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	Delay Time	0.1...400[ms]	0 - 127	table#7	
2	Feedback Level	-63...+63	1 - 127		
3	HPF Cutoff	Thru...8.0k[Hz]	0 - 52	table#3	
4	LPF Cutoff	1.0k[Hz]...Thru	34 - 60	table#3	
5					
6					
7					
8					
9					
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		INS DryWet
11					
12					
13					
14					
15					
16					

CROSS DELAY (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	L->R Delay	0.1...355.0[ms]	1 - 3550		
2	R->L Delay	0.1...355.0[ms]	1 - 3550		
3	Feedback Level	-63...+63	1 - 127		
4	Input Select	L,R,L&R	0 - 2		
5	High Damp	0.1...1.0	1 - 10		
6					
7					
8					
9					
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		INS DryWet
11					
12					
13	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	INS EQ Low Frq
14	EQ Low Gain	-12...+12[dB]	52 - 76		INS EQ Low Gain
15	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	INS EQ High Frq
16	EQ High Gain	-12...+12[dB]	52 - 76		INS EQ High Gain

DELAY L,C,R (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	Lch Delay	0.1...715.0[ms]	1 - 7150		
2	Rch Delay	0.1...715.0[ms]	1 - 7150		
3	Cch Delay	0.1...715.0[ms]	1 - 7150		
4	Feedback Delay	0.1...715.0[ms]	1 - 7150		
5	Feedback Level	-63...+63	1 - 127		
6	Cch Level	0...127	0 - 127		
7	High Damp	0.1...1.0	1 - 10		
8					
9					
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		INS DryWet
11					
12					
13	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	INS EQ Low Frq
14	EQ Low Gain	-12...+12[dB]	52 - 76		INS EQ Low Gain
15	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	INS EQ High Frq
16	EQ High Gain	-12...+12[dB]	52 - 76		INS EQ High Gain

EARLY REF1,2 (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	Type	S-H, L-H, Rdm, Rvs, Plt, Spr	0 - 5		
2	Room Size	0.1...7.0	0 - 44	table#6	
3	Diffusion	0...10	0 - 10		
4	Initial Delay	0.1...99.3[ms]	0 - 63	table#5	
5	Feedback Level	-63...+63	1 - 127		
6	HPF Cutoff	Thru...8.0k[Hz]	0 - 52	table#3	
7	LPF Cutoff	1.0k[Hz]...Thru	34 - 60	table#3	
8					
9					
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		INS DryWet
11	Liveness	0...10	0 - 10		
12	Density	0...3	0 - 3		
13	High Damp	0.1...1.0	1 - 10		
14					
15					
16					

Effect List

GATE REVERB / REVERSE GATE (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	Type	TypeA,TypeB	0 - 1		
2	Room Size	0.1...7.0	0 - 44	table#6	
3	Diffusion	0...10	0 - 10		
4	Initial Delay	0.1...99.3[ms]	0 - 63	table#5	
5	Feedback Level	-63...+63	1 - 127		
6	HPF Cutoff	Thru...8.0k[Hz]	0 - 52	table#3	
7	LPF Cutoff	1.0k[Hz]...Thru	34 - 60	table#3	
8					
9					
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		INS DryWet
11	Liveness	0...10	0 - 10		
12	Density	0...3	0 - 3		
13	High Damp	0.1...1.0	1 - 10		
14					
15					
16					

CHORUS1,2,3,4 / CELESTE1,2,3,4 (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	LFO Frequency	0.00...39.7[Hz]	0 - 127	table#1	INS LFO Freq
2	LFO Depth	0...127	0 - 127		INS LFO Depth
3	Feedback Level	-63...+63	1 - 127		
4	Delay Offset	0.0...50	0 - 127	table#2	
5					
6	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	INS EQ Low Frq
7	EQ Low Gain	-12...+12[dB]	52 - 76		INS EQ Low Gain
8	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	INS EQ High Frq
9	EQ High Gain	-12...+12[dB]	52 - 76		INS EQ High Gain
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		INS DryWet
11					
12					
13					
14					
15	Input Mode	mono/stereo	0 - 1		
16					

FLANGER1,2,3 (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	LFO Frequency	0.00...39.7[Hz]	0 - 127	table#1	INS LFO Freq
2	LFO Depth	0...127	0 - 127		INS LFO Depth
3	Feedback Level	-63...+63	1 - 127		
4	Delay Offset	0...63	0 - 63	table#2	
5					
6	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	INS EQ Low Frq
7	EQ Low Gain	-12...+12[dB]	52 - 76		INS EQ Low Gain
8	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	INS EQ High Frq
9	EQ High Gain	-12...+12[dB]	52 - 76		INS EQ High Gain
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		INS DryWet
11					
12					
13					
14	LFO Phase Difference	-180...+180[deg] (resolution=3[deg])	4 - 124		
15					
16					

SYMPHONIC (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	LFO Frequency	0.00...39.7[Hz]	0 - 127	table#1	INS LFO Freq
2	LFO Depth	0...127	0 - 127		INS LFO Depth
3	Delay Offset	0.0...50	0 - 127	table#2	
4					
5					
6	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	INS EQ Low Frq
7	EQ Low Gain	-12...+12[dB]	52 - 76		INS EQ Low Gain
8	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	INS EQ High Frq
9	EQ High Gain	-12...+12[dB]	52 - 76		INS EQ High Gain
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		INS DryWet
11					
12					
13					
14					
15					
16					

ROTARY SPEAKER (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	LFO Frequency	0.00...39.7[Hz]	0 - 127	table#1	INS LFO Freq
2	LFO Depth	0...127	0 - 127		INS LFO Depth
3					
4					
5					
6	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	INS EQ Low Frq
7	EQ Low Gain	-12...+12[dB]	52 - 76		INS EQ Low Gain
8	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	INS EQ High Frq
9	EQ High Gain	-12...+12[dB]	52 - 76		INS EQ High Gain
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		INS DryWet
11					
12					
13					
14					
15					
16					

TREMOLO (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	LFO Frequency	0.00...39.7[Hz]	0 - 127	table#1	INS LFO Freq
2	AM Depth	0...127	0 - 127		INS LFO Depth
3	PM Depth	0...127	0 - 127		INS LFO Depth
4					
5					
6	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	INS EQ Low Frq
7	EQ Low Gain	-12...+12[dB]	52 - 76		INS EQ Low Gain
8	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	INS EQ High Frq
9	EQ High Gain	-12...+12[dB]	52 - 76		INS EQ High Gain
10					
11					
12					
13					
14	LFO Phase Difference	-180...+180[deg] (resolution=3[deg])	4 - 124		
15	Input Mode	mono/stereo	0 - 1		
16					

AUTO PAN (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	LFO Frequency	0.00...39.7[Hz]	0 - 127	table#1	INS LFO Freq
2	L/R Depth	0...127	0 - 127		INS LFO Depth
3	F/R Depth	0...127	0 - 127		INS LFO Depth
4	PAN Direction	L<->R,L->R,L<->R,Lturn,Rturn,L/R	0 - 5		
5					
6	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	INS EQ Low Frq
7	EQ Low Gain	-12...+12[dB]	52 - 76		INS EQ Low Gain
8	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	INS EQ High Frq
9	EQ High Gain	-12...+12[dB]	52 - 76		INS EQ High Gain
10					
11					
12					
13					
14					
15					
16					

PHASER 1 (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	LFO Frequency	0.00...39.7[Hz]	0 - 127	table#1	INS LFO Freq
2	LFO Depth	0...127	0 - 127		INS LFO Depth
3	Phase Shift Offset	0...127	0 - 127		
4	Feedback Level	-63...+63	1 - 127		
5					
6	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	INS EQ Low Frq
7	EQ Low Gain	-12...+12[dB]	52 - 76		INS EQ Low Gain
8	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	INS EQ High Frq
9	EQ High Gain	-12...+12[dB]	52 - 76		INS EQ High Gain
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		INS DryWet
11	Stage	6...10	6 - 10		
12					
13					
14					
15					
16					

PHASER 2 (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	LFO Frequency	0.00...39.7[Hz]	0 - 127	table#1	INS LFO Freq INS LFO Depth
2	LFO Depth	0...127	0 - 127		
3	Phase Shift Offset	0...127	0 - 127		
4	Feedback Level	-63...+63	1 - 127		
5					
6	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	INS EQ Low Freq INS EQ Low Gain
7	EQ Low Gain	-12...+12[dB]	52 - 76		
8	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	INS EQ High Freq INS EQ High Gain
9	EQ High Gain	-12...+12[dB]	52 - 76		
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		INS DryWet
11	Stage	3...5	3 - 5		
12					
13	LFO Phase Difference	-180...+180[deg] (resolution=3[deg])	4 - 124		
14					
15					
16					

2BAND EQ (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	INS EQ Low Freq INS EQ Low Gain
2	EQ Low Gain	-12...+12[dB]	52 - 76		
3	EQ High Frequency	500...16.0k[Hz]	28 - 58		
4	EQ High Gain	-12...+12[dB]	52 - 76		INS EQ High Freq INS EQ High Gain
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

DISTORTION / OVERDRIVE (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	Drive	0...127	0 - 127		INS Drive
2	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	INS EQ Low Freq INS EQ Low Gain
3	EQ Low Gain	-12...+12[dB]	52 - 76		
4	LPF Cutoff	1.0k[Hz]...Thru	34 - 60	table#3	
5	Output Level	0...127	0 - 127		
6					
7	EQ Mid Frequency	500...10.0k[Hz]	28 - 54	table#3	
8	EQ Mid Gain	-12...+12[dB]	52 - 76		
9	EQ Mid Width	1.0...12.0	10 - 120		
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		INS DryWet
11	Edge(Clip Curve)	0...127(mild...sharp)	0 - 127		
12					
13					
14					
15					
16					

AUTO WAH (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	LFO Frequency	0.00...39.7[Hz]	0 - 127	table#1	INS LFO Freq INS LFO Depth
2	LFO Depth	0...127	0 - 127		
3	Cutoff Frequency Offset	0...127	0 - 127		
4	Resonance	1.0...12.0	10 - 120		
5					
6	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	INS EQ Low Freq INS EQ Low Gain
7	EQ Low Gain	-12...+12[dB]	52 - 76		
8	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	INS EQ High Freq INS EQ High Gain
9	EQ High Gain	-12...+12[dB]	52 - 76		
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		INS DryWet
11					
12					
13					
14					
15					
16					

AMP SIMULATOR (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	Drive	0...127	0 - 127	table#3	INS Drive
2	AMP Type	Off.Stack.Combo,Tube	0 - 3		
3	LPF Cutoff	1.0k[Hz]...Thru	34 - 60		
4	Output Level	0...127	0 - 127		
5					
6					
7					
8					
9					
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		INS DryWet
11	Edge(Clip Curve)	0...127(mild...sharp)	0 - 127		
12					
13					
14					
15					
16					

NO EFFECT (Reverb, Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

3BAND EQ (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	EQ Low Gain	-12...+12[dB]	52 - 76	table#3	INS EQ Low Gain
2	EQ Mid Frequency	500...10.0k[Hz]	28 - 54		
3	EQ Mid Gain	-12...+12[dB]	52 - 76		
4	EQ Mid Width	1.0...12.0	10 - 120		
5	EQ High Gain	-12...+12[dB]	52 - 76		INS EQ High Gain
6	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	INS EQ Low Freq INS EQ High Freq
7	EQ High Frequency	500...16.0k[Hz]	28 - 58		
8					
9					
10					
11					
12					
13					
14					
15					
16					

THRU (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

■ Effect Default Data List

Type	Parameter Number															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
HALL1	18	10	8	13	49	0	0	0	0	40	0	3	50	0	64	0
HALL2	25	10	28	6	46	0	0	0	0	40	13	3	74	0	64	0
ROOM1	5	10	16	4	49	0	0	0	0	40	5	3	64	0	64	0
ROOM2	12	10	5	4	38	0	0	0	0	40	0	3	50	0	64	0
ROOM3	9	10	47	5	36	0	0	0	0	40	0	3	60	0	64	0
STAGE1	19	10	16	7	54	0	0	0	0	40	0	3	64	0	64	0
STAGE2	11	10	16	7	51	0	0	0	0	40	2	2	64	0	64	0
PLATE	25	10	6	8	49	0	0	0	0	0	2	3	64	0	64	0
WHITE ROOM	9	5	11	0	46	30	50	70	7	0	34	3	64	0	64	0
TUNNEL	48	6	19	0	44	33	52	70	16	0	20	3	64	0	64	0
BASEMENT	3	6	3	0	34	26	29	59	15	40	32	3	64	0	64	0
KARAOKE1	63	97	0	48	0	0	0	0	0	64	0	0	0	0	0	0
KARAOKE2	55	105	0	50	0	0	0	0	0	64	0	0	0	0	0	0
KARAOKE3	43	110	14	53	0	0	0	0	0	64	0	0	0	0	0	0
DELAY L,C,R	3333	1667	5000	5000	74	100	10	0	0	32	0	0	28	64	46	64
DELAY L,R	2500	3750	3752	3750	87	10	0	0	0	32	0	0	28	64	46	64
ECHO	1700	80	1780	80	10	1700	1780	0	0	40	0	0	28	64	46	64
CROSS DELAY	1700	1750	111	1	10	0	0	0	0	32	0	0	28	64	46	64
EARLY REF1	0	19	5	16	64	0	46	0	0	32	5	0	10	0	0	0
EARLY REF2	2	7	10	16	64	3	46	0	0	32	5	2	10	0	0	0
GATE REVERB	0	15	6	2	64	0	44	0	0	32	4	3	10	0	0	0
REVERSE GATE	1	19	8	3	64	0	47	0	0	32	6	3	10	0	0	0
CHORUS1	6	54	77	106	0	28	64	46	64	64	0	0	0	0	0	0
CHORUS2	8	63	64	30	0	28	62	42	58	64	0	0	0	0	0	0
CHORUS3	4	44	64	110	0	28	64	46	66	64	0	0	0	0	0	0
CHORUS4	9	32	69	104	0	28	64	46	64	64	0	0	0	0	1	0
CELESTE1	12	32	64	0	0	28	64	46	64	127	0	0	0	0	0	0
CELESTE2	28	18	90	2	0	28	62	42	60	84	0	0	0	0	0	0
CELESTE3	4	63	44	2	0	28	64	46	68	127	0	0	0	0	0	0
CELESTE4	8	29	64	0	0	28	64	51	66	127	0	0	0	0	1	0
FLANGER1	14	14	104	2	0	28	64	46	64	96	0	0	0	4	0	0
FLANGER2	32	17	26	2	0	28	64	46	60	96	0	0	0	4	0	0
FLANGER3	4	109	109	2	0	28	64	46	64	127	0	0	0	4	0	0
SYMPHONIC	12	25	16	0	0	28	64	46	64	127	0	0	0	0	0	0
ROTARY SPEAKER	81	35	0	0	0	24	60	45	54	127	0	0	0	0	0	0
TREMOLO	83	56	0	0	0	28	64	46	64	0	0	0	0	64	0	0
AUTO PAN	76	80	32	5	0	28	64	46	64	0	0	0	0	0	0	0
PHASER 1	8	111	74	104	0	28	64	46	64	64	6	0	0	0	0	0
PHASER 2	8	111	74	108	0	28	64	46	64	64	5	0	4	0	0	0
DISTORTION	15	20	71	52	74	0	42	70	10	127	100	0	0	0	0	0
OVERDRIVE	7	21	69	54	80	0	41	70	10	127	68	0	0	0	0	0
AMP SIMULATOR	18	3	54	73	0	0	0	0	0	127	78	0	0	0	0	0
3BAND EQ	70	34	60	10	70	28	46	0	0	0	0	0	0	0	0	0
2BAND EQ	28	70	46	70	0	0	0	0	0	0	0	0	0	0	0	0
AUTO WAH	42	82	38	27	0	34	69	32	69	127	0	0	0	0	0	0
NO EFFECT	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
THRU	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

■ Effect Data Assign Table

table#1
LFO Frequency

Data	Value	Data	Value
0	0.00	64	0.69
1	0.04	65	2.77
2	0.08	66	2.86
3	0.12	67	2.94
4	0.16	68	3.02
5	0.21	69	3.11
6	0.25	70	3.19
7	0.29	71	3.28
8	0.33	72	3.36
9	0.37	73	3.44
10	0.42	74	3.53
11	0.46	75	3.61
12	0.50	76	3.70
13	0.54	77	3.86
14	0.58	78	4.03
15	0.63	79	4.20
16	0.67	80	4.37
17	0.71	81	4.54
18	0.75	82	4.71
19	0.79	83	4.87
20	0.84	84	5.04
21	0.88	85	5.21
22	0.92	86	5.38
23	0.96	87	5.55
24	1.00	88	5.72
25	1.05	89	6.05
26	1.09	90	6.39
27	1.13	91	6.72
28	1.17	92	7.06
29	1.22	93	7.40
30	1.26	94	7.73
31	1.30	95	8.07
32	1.34	96	8.41
33	1.38	97	8.74
34	1.43	98	9.08
35	1.47	99	9.42
36	1.51	100	9.75
37	1.55	101	10.0
38	1.59	102	10.7
39	1.64	103	11.4
40	1.68	104	12.1
41	1.72	105	12.7
42	1.76	106	13.4
43	1.80	107	14.1
44	1.85	108	14.8
45	1.89	109	15.4
46	1.93	110	16.1
47	1.97	111	16.8
48	2.01	112	17.5
49	2.06	113	18.1
50	2.10	114	19.5
51	2.14	115	20.8
52	2.18	116	22.2
53	2.22	117	23.5
54	2.27	118	24.8
55	2.31	119	26.2
56	2.35	120	27.5
57	2.39	121	28.9
58	2.43	122	30.2
59	2.48	123	31.6
60	2.52	124	32.9
61	2.56	125	34.3
62	2.60	126	37.0
63	2.65	127	39.7

table#2
Modulation Delay Offset

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

table#3
EQ Frequency

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

table#4
Reverb Time

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

table#5
Delay Time (200.0ms)

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

table#6
Room Size

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

table#7
Delay Time (400.0ms)

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

table#8
Reverb Width;Depth;Height

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

Parameter List (XG/Modular Synthesis Plug-in System)

Modular Synthesis Plug-in System	XG Plug-in System	(LCD of CS6x/CS6R/S80/Motif/etc.)	
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(Common Parameter)

Parameter Name	Parameter Name	Group	Parameter
Volume	VOLUME	QED*Level	Vol
Pan	PAN	QED*Level	Pan
Reverb Send	REVERB SEND	QED*Level	RevSend
Chorus Send	CHORUS SEND	QED*Level	ChoSend
LPF Cutoff Frequency	LOW PASS FILTER CUTOFF FREQUENCY	QED*Filter	Cutoff
LPF Resonance	LOW PASS FILTER RESONANCE	QED*Filter	Reso
Attack Time	EG ATTACK TIME	QED*EG	Attack
Decay Time	EG DECAY TIME	QED*EG	Decay
Release Time	EG RELEASE TIME	QED*EG	Release
Pitch Bend Range	BEND PITCH CONTROL	CTL*Pitch	Pitch Bend
Portamento Switch	PORTAMENTO SWITCH *1	CTL*Pitch	Portamento
Portamento Time	PORTAMENTO TIME *1	CTL*Pitch	Time
Mono/Poly Mode	MONO/POLY MODE *1	GEN*Other	Mode
Same Note Number Key On Assign	SAME NOTE NUMBER KEY ON ASSIGN *1	GEN*Other	Assign

(Element Parameter)

Parameter Name	Parameter Name	Group	Parameter
Plug-in Board Voice Bank MSB	BANK SELECT MSB	PLG*Assign	Bank
Plug-in Board Voice Bank LSB	BANK SELECT LSB	PLG*Assign	Bank
Plug-in Board Voice Program Number	PROGRAM NUMBER	PLG*Assign	Number
Note Shift	NOTE SHIFT	PLG*Velocity	NoteSft
Velocity Sense Depth	VELOCITY SENSE DEPTH	PLG*Velocity	Depth
Velocity Sense Offset	VELOCITY SENSE OFFSET	PLG*Velocity	Offset
Pitch EG Initial Level	PITCH EG INITIAL LEVEL	PCH*PEG	InitLvl
Pitch EG Attack Time	PITCH EG ATTACK TIME	PCH*PEG	Attack
Pitch EG Release Level	PITCH EG RELEASE LEVEL	PCH*PEG	--Level
Pitch EG Release Time	PITCH EG RELEASE TIME	PCH*PEG	Release
LFO Rate	VIBRATO RATE	LFO Param	Speed
LFO Pitch Modulation Depth	VIBRATO DEPTH	LFO Param	PMod
LFO Delay	VIBRATO DELAY	LFO Param	Delay
HPF Cutoff Frequency	HIGH PASS FILTER CUTOFF FREQUENCY	QED*Filter	HPF
EQ Low Gain	EQ BASS GAIN	EQ*Param	LoGain
EQ High Gain	EQ TREBLE GAIN	EQ*Param	HiGain
EQ Low Frequency	EQ BASS FREQUENCY	EQ*Param	LoFreq
EQ High Frequency	EQ TREBLE FREQUENCY	EQ*Param	HiFreq

MW Filter Control	MW LOW PASS FILTER CONTROL	CTL*MW Control	Filter
MW LFO Pitch Modulation Depth	MW LFO PMOD DEPTH	CTL*MW Modulation	PMod
MW LFO Filter Modulation Depth	MW LFO FMOD DEPTH	CTL*MW Modulation	FMod
MW LFO Amplitude Modulation Depth	MW LFO AMOD DEPTH	CTL*MW Modulation	AMod
CAT Pitch Control	CAT PITCH CONTROL	CTL*AT Control	Pitch
CAT Filter Control	CAT LOW PASS FILTER CONTROL	CTL*AT Control	Filter
CAT LFO Pitch Modulation Depth	CAT LFO PMOD DEPTH	CTL*AT Modulation	PMod
CAT LFO Filter Modulation Depth	CAT LFO FMOD DEPTH	CTL*AT Modulation	FMod
CAT LFO Amplitude Modulation Depth	CAT LFO AMOD DEPTH	CTL*AT Modulation	AMod
AC1 Contoller Number	AC1 CONTROLLER NUMBER	CTL*AC Control	Source
AC1 Filter Control	AC1 LOW PASS FILTER CONTROL	CTL*AC Control	Filter
AC1 LFO Pitch Modulation Depth	AC1 LFO PMOD DEPTH	CTL*AC Modulation	PMod
AC1 LFO Filter Modulation Depth	AC1 LFO FMOD DEPTH	CTL*AC Modulation	FMod
AC1 LFO Amplitude Modulation Depth	AC1 LFO AMOD DEPTH	CTL*AC Modulation	AMod

*1 : Changing the values of these parameters has no effect on the sound (even though the values change in the display).

MIDI Data Format

1. Channel messages

1.1 Note on/note off

These messages convey keyboard performance data.

Range of note numbers received = C-2...G8

Velocity range = 1...127 (Velocity is received only for note-on)

When the Multi Part parameter "Rcv NOTE MESSAGE" = OFF, that part will not receive these messages.

When the Voice parameter "Rcv NOTE OFF" = OFF, Key Off will not be received.

When the Voice parameter "Rcv NOTE ON" = OFF, Key On will not be received.

1.2 Control changes

These messages convey control operation information for volume or pan etc.

Their functions are differentiated by the control number (Ctrl#).

If the Multi Part parameter Rcv CONTROL CHANGE = OFF, that part will not receive control changes.

1.2.1 Bank Select

This message selects the voice bank.

Control#	Parameter	Data Range
0	Bank Select MSB	47, 79 (Usert Voice, Preset Voice)
32	Bank Select LSB	0...127

The Bank Select data will be processed only after a Program Change is received, and then voice bank will change at that time. If you wish to change the voice bank as well as the voice, you must transmit Bank Select and Program Change messages as a set, in the following order: Bank Select MSB, LSB, and Program Change.

1.2.2 Modulation

This message is used primarily to control the depth of vibrato, but the depth of the following 6 types of effect can be controlled. The effect of this message can be changed by the following parameters.

* Multi Part Parameter

1. MW PITCH CONTROL
2. MW FILTER CONTROL
3. MW AMPLITUDE CONTROL
4. MW LFO PMOD DEPTH
5. MW LFO FMOD DEPTH
6. MW LFO AMOD DEPTH

By default, an LFO Pitch Modulation (PMOD) effect will apply.

Control#	Parameter	Data Range
1	Modulation	0...127

If the Multi Part parameter Rcv MODULATION = OFF, that part will not receive Modulation.

1.2.3 Data Entry

This message sets the value of the parameter which was specified by RPN (see 1.2.15) and NRPN (see 1.2.14).

Control#	Parameter	Data Range
6	Data Entry MSB	0...127
38	Data Entry LSB	0...127

1.2.4 Main Volume

This message controls the volume of each part. (It is used to adjust the volume balance between parts.)

Control#	Parameter	Data Range
7	Main Volume	0...127

When the Multi Part parameter Rcv VOLUME = OFF, that part will not receive Main Volume. With a value of 0 there will be no sound, and a value of 127 will produce the maximum volume.

This message is processed on the host device (e.g., MOTIF, MU128, 9000Pro, etc.)

1.2.5 Panpot

This message controls the panning (stereo location) of each part.

Control#	Parameter	Data Range
10	Pan	0...64...127

When the Multi Part parameter Rcv PAN = OFF, that part will not receive Panpot. 0 is left, 64 is center, and 127 is right.

This message is processed on the host device (e.g., MOTIF, MU128, 9000Pro, etc.)

1.2.6 Expression

This message controls expression for each part. It is used to create volume changes during a song.

Control#	Parameter	Data Range
11	Expression	0...127

If the Multi Part parameter Rcv EXPRESSION = OFF, that part will not receive Expression.

This message is processed on the host device (e.g., MOTIF, MU128, 9000Pro, etc.)

1.2.7 Hold1

This message controls sustain pedal on/off.

Control#	Parameter	Data Range
64	Hold1	0...63, 64...127 (OFF, ON)

When this is ON, currently-sounding notes will continue to sound even if note-off messages are received. If the Multi Part parameter Rcv HOLD1 = OFF, that part will not receive Hold1.

1.2.8 Sostenuto

This message controls sostenuto pedal on/off.

Control#	Parameter	Data Range
66	Sostenuto	0...63, 64...127 (OFF, ON)

If sostenuto is turned on while a note is sounding, that note will be sustained until sostenuto is turned OFF.

If the Multi Part parameter Rcv SOSTENUTO = OFF, that part will not receive Sostenuto.

1.2.9 Harmonic Content

This message adjusts the resonance of the filter that is specified for the sound.

Control#	Parameter	Data Range
71	Harmonic Content	0...64...127 (-64...0...+63)

Since this is a relative change parameter, it specifies an increase or decrease relative to 64. Higher values will produce a more distinctive sound.

For some sounds, the effective range may be less than the possible range of settings.

1.2.10 Release Time

This message adjusts the EG release time that was specified by the sound data.

Control#	Parameter	Data Range
72	Release Time	0...64...127 (-64...0...+63)

Since this is a relative change parameter, it specifies an increase or decrease relative to 64. Increasing this value will lengthen the release time that follows a note-off.

1.2.11 Attack Time

This message adjusts the EG attack time that was specified by the sound data.

Control#	Parameter	Data Range
73	Attack Time	0...64...127 (-64...0...+63)

Since this is a relative change parameter, it specifies an increase or decrease relative to 64. Increasing this value will make the attack more gradual, and decreasing this value will make the attack sharper.

1.2.12 Brightness

This message adjusts the cutoff frequency of the low pass filter specified by the sound data.

Control#	Parameter	Data Range
74	Brightness	0...64...127 (-64...0...+63)

Since this is a relative change parameter, it specifies an increase or decrease relative to 64. Lower values will produce a more mellow sound.

For some sounds, the effective range may be less than the possible range of settings.

1.2.13 Data Increment/Decrement (for RPN)

This message is used to increment or decrement values for parameters specified by RPN (see 1.2.15), in steps of 1.

Control#	Parameter	Data Range
96	RPN Increment	—
97	RPN Decrement	—

The data byte is ignored.

1.2.14 NRPN (Non-registered parameter number)

This is a message for setting the sound for things like vibrato, filter, EG or drum setup. Use NRPN MSB and NRPN LSB to specify the parameter that you wish to modify, and then use Data Entry (see 1.2.3) to set the value for the specified parameter.

Control#	Parameter	Data Range
98	NRPN LSB	0...127
99	NRPN MSB	0...127

If the Multi Part parameter Rcv NRPN = OFF, that part will not receive NRPN.

The following NRPN messages can be received.

NRPN MSB	NRPN LSB	Data Entry*1 MSB	Data Entry*1 LSB	Parameter Name and Data Range
01H	08H	mm	-*2	Vibrato rate mm: 00H - 40H - 7FH (-64 ...0...+63)
01H	09H	mm	-	Vibrato depth mm: 00H - 40H - 7FH (-64 ...0...+63)
01H	0AH	mm	-*3	Vibrato delay mm: 00H - 40H - 7FH (-64 ...0...+63)
01H	20H	mm	-	Low pass filter cutoff frequency mm: 00H - 40H - 7FH (-64 ...0...+63)
01H	21H	mm	-	Low pass filter resonance mm: 00H - 40H - 7FH (-64 ...0...+63)
01H	63H	mm	-	EG Attack Time mm: 00H - 40H - 7FH (-64 ...0...+63)
01H	64H	mm	-	EG Decay Time mm: 00H - 40H - 7FH (-64 ...0...+63)
01H	66H	mm	-	EG Release Time mm: 00H - 40H - 7FH (-64 ...0...+63)

*1 See 1.2.3

*2 "-" means that the set value will be ignored.

*3 Adjusts the time after the note is played until vibrato begins to take effect. The effect will begin more quickly for lower values, and more slowly for higher values.

1.2.15 RPN (Registered parameter number)

This message is used to specify part parameters such as Pitch Bend Sensitivity or Tuning. Use RPN MSB and RPN LSB to specify the parameter that you wish to modify, and then use Data Entry (see 1.2.3) to set the value of the specified parameter.

Control#	Parameter	Data Range
100	RPN LSB	0 ... 127
101	RPN MSB	0 ... 127

If the Multi Part parameter Rcv RPN = OFF, that part will not receive this message.

The following RPN messages can be received.

RPN MSB	RPN LSB	Data Entry*1 MSB	Data Entry*1 LSB	Parameter name and value range
00	00H	mm	-*2	Pitch bend sensitivity mm: 00-18H (0...+24 semitones) Specify up to 2 octaves in semitone steps
00	01H	mm	ll	Fine tuning mm ll: 00H 00H -100 cents : : : : mm ll: 40H 00H 0 cents : : : : mm ll: 7FH 7FH +100 cents Note: The next after mm ll: 00H 7FH (= -87.5) cent is 01H 00H (-87.4) cents.
00H	02H	mm	-	Coarse tuning mm: 28H - 40H - 58H (-24...0...+24 semitones)
7FH	7FH	-	-	RPN Null This empties settings from RPN and NRPN numbers. Internal data is not affected.

*1 Refer to 1.2.3

*2 "-" means that the set value will be ignored.

1.2.16 Assignable controller

By assigning a control change number of 0...95 to a part, application of effects can be controlled. This device allows two control change numbers (AC1 and AC2) to be specified for each part.

The following parameters specify the effect of AC1 and AC2:

* Multi Part Parameter

1. AC1, AC2 PITCH CONTROL
2. AC1, AC2 FILTER CONTROL
3. AC1, AC2 AMPLITUDE CONTROL
4. AC1, AC2 LFO PMOD DEPTH
5. AC1, AC2 LFO FMOD DEPTH
6. AC1, AC2 LFO AMOD DEPTH

The AC1 control change number is specified by the Multi Part parameter AC1 CONTROLLER NUMBER, and the AC2 control change number is specified by the Multi Part parameter AC2 CONTROLLER NUMBER.

AC1, AC2 AMPLITUDE CONTROL is processed on the host device (e.g., MOTIF, MU128, 9000Pro, etc.)

1.3 Channel mode messages

These messages specify the basic operation of a part.

1.3.1 All Sound Off

This message silences all notes being played on the corresponding channel. However, channel messages such as Note-on and Hold-on will be maintained in their present state.

Control#	Parameter	Data Range
120	All Sound Off	0

1.3.2 Reset All Controllers

This message changes the settings of the following controllers.

Controller	Value
Pitch bend change	±0 (Center)
Channel pressure	0 (OFF)
Polyphonic key pressure	0 (OFF)
Modulation	0 (OFF)
Expression	127 (Max.)
Hold	0 (OFF)
Portamento	0 (OFF)
Sostenuto	0 (OFF)
RPN	Number unset, internal data is not affected.
NRPN	Number unset, internal data is not affected.

The following data is not changed

Parameter values specified for program change, bank select MSB/LSB, volume, pan, RPN and NRPN.

Control#	Parameter	Data Range
121	Reset All Controllers	0

1.3.3 All Note Off

This message turns off all notes which are currently on for the corresponding part. However, if Hold 1 or Sostenuto are on, notes will continue to sound until these are turned off.

Control#	Parameter	Data Range
123	All Note Off	0

1.3.4 Omni Off

Works the same as when All Note Off is received.

Control#	Parameter	Data Range
124	Omni Off	0

1.3.5 Omni On

Works the same as when All Note Off is received.

Control#	Parameter	Data Range
125	Omni On	0

1.4 Program change

This message is used to switch voices.

It changes the program number on the receiving channel. When the change is to include the voice bank, transmit the program change after sending the Bank Select message (see 1.2.1).

If the Multi Part parameter Rcv PROGRAM CHANGE = OFF, that part will not receive program changes.

1.5 Pitch bend

This message conveys information on pitch bend operations.

Basically, this message is for changing the pitch of a part, but the depth of the following six effects can be controlled. The effect of this message can be modified by the following parameters.

* Multi Part Parameter

1. BEND PITCH CONTROL
2. BEND FILTER CONTROL
3. BEND AMPLITUDE CONTROL
4. BEND LFO PMOD DEPTH
5. BEND LFO FMOD DEPTH
6. BEND LFO AMOD DEPTH

By default, the Pitch Control effect is applied.

If the Multi Part parameter Rcv PITCH BEND CHANGE = OFF, that part will not receive pitch bend messages.

BEND AMPLITUDE CONTROL is processed on the host device (e.g., MOTIF, MU128, 9000Pro, etc.)

1.6 Channel aftertouch

This message conveys the pressure after the key is played on the keyboard (for an entire MIDI channel). The pressure can be controlled for each part. This message will affect the notes currently playing.

The effect of this message can be modified by the following parameters.

- * Multi Part Parameter
- 1. CAT PITCH CONTROL
- 2. CAT FILTER CONTROL
- 3. CAT AMPLITUDE CONTROL
- 4. CAT LFO PMOD DEPTH
- 5. CAT LFO FMOD DEPTH
- 6. CAT LFO AMOD DEPTH

By default, there will be no effect.

If the Multi Part parameter Rcv CHANNEL AFTER TOUCH = OFF, that part will not receive Channel Aftertouch.

CAT AMPLITUDE CONTROL is processed on the host device (e.g., MOTIF, MU128, 9000Pro, etc.)

2. System exclusive messages

2.1 Parameter changes

This device uses the following parameter changes.

[UNIVERSAL REALTIME MESSAGE]

- 1) Master Volume

[UNIVERSAL NON REALTIME MESSAGE]

- 1) General MIDI System On

[XG PARAMETER CHANGE]

- 1) XG System on
- 2) XG System parameter change
- 3) Multi Part parameter change

[PLG150-DR/PLG150-PC NATIVE PARAMETER CHANGE]

- 1. PLG150-DR/PLG150-PC NATIVE CURRENT VOICE parameter change
- 2. PLG150-DR/PLG150-PC NATIVE USER VOICE parameter change
- 3. PLG150-DR/PLG150-PC NATIVE MULTI PART parameter change

[OTHER MESSAGE]

- 1) Master tuning

2.1.1 Universal realtime messages

2.1.1.1 Master Volume

11110000	FOH	= Exclusive status
01111111	7FH	= Universal Real Time
01111111	7FH	= ID of target device
00001000	04H	= Sub-ID #1=Device Control Message
00000001	01H	= Sub-ID #2=Master Volume
* 0sssssss	SSH	= Volume LSB
0ttttttt	TTH	= Volume MSB
11110111	F7H	= End of Exclusive
	or	
11110000	FOH	= Exclusive status
01111111	7FH	= Universal Real Time
0xxxnnnn	XNH	= Device Number, xxx = don't care
00001000	04H	= Sub-ID #1=Device Control Message
00000001	01H	= Sub-ID #2=Master Volume
0sssssss	SSH	= Volume LSB
0ttttttt	TTH	= Volume MSB
11110111	F7H	= End of Exclusive

When received, the Volume MSB is reflected in the System Parameter MASTER VOLUME.

- * The binary expression 0sssssss is expressed in hexadecimal as SSH. The same applies elsewhere.

2.1.2 Universal non-realtime messages

2.1.2.1 General MIDI System On

11110000	FOH	= Exclusive status
01111110	7EH	= Universal Non-Real Time
01111111	7FH	= ID of target device
00001001	09H	= Sub-ID #1=General MIDI Message
00000001	01H	= Sub-ID #2=General MIDI On
11110111	F7H	= End of Exclusive
	or	
11110000	FOH	= Exclusive status
01111110	7EH	= Universal Non-Real Time
0xxxnnnn	XNH	= N:Device Number, X:don't care
00001001	09H	= Sub-ID #1=General MIDI Message
00000001	01H	= Sub-ID #2=General MIDI On
11110111	F7H	= End of Exclusive

When this message is received, the SOUND MODULE MODE is set to XG, and all data except for MIDI Master Tuning will be restored to the default value.

Since approximately 50ms is required to process this message, be sure to allow an appropriate interval before sending the next message.

2.1.3 XG Parameter Change

This message sets XG-related parameters. Each message can set a single parameter.

The message format is as follows.

11110000	FOH	Exclusive status
01000011	43H	YAMAHA ID
0001nnnn	1NH	N:device Number
01001100	4CH	Model ID
0ggggggg	GGH	Address High
0mmmmmm	MMH	Address Mid
01111111	LLH	Address Low
0sssssss	SSH	Data
:	:	
11110111	F7H	End of Exclusive

For parameters whose Data Size is 2 or 4, the appropriate amount of data will be transmitted as indicated by Size.

2.1.3.1 XG System On

11110000	FOH	Exclusive status
01000011	43H	YAMAHA ID
0001nnnn	1NH	N:device Number
01001100	4CH	Model ID
00000000	00H	Address High
00000000	00H	Address Mid
01111110	7EH	Address Low
00000000	00H	Data
11110111	F7H	End of Exclusive

When ON is received, the SOUND MODULE MODE changes to XG.

Since approximately 50ms is required to process this message, be sure to allow an appropriate interval before sending the next message.

2.1.3.2 XG System parameter change

This message sets the XG SYSTEM block (see Tables <1-1> and <1-2>).

2.1.3.3 Multi Part parameter change

This message sets the Multi Part block (see Tables <1-1> and <1-3>).

2.1.3.4 Part Assign parameter change

This message sets the PART ASSIGN block (see Tables <1-1> and <1-4>).

2.1.4 PLG150-DR/PLG150-PC Native parameter change

This message sets parameters unique to the PLG150-DR/PLG150-PC.

Each message sets a single parameter. The message format is as follows.

11110000	FOH	Exclusive status
01000011	43H	YAMAHA ID
0001nnnn	1NH	N:Device Number
01100111	67H	Model ID
0ggggggg	GGH	Address High
0mmmmmm	MMH	Address Mid
01111111	LLH	Address Low
0sssssss	SSH	Data
:	:	
11110111	F7H	End of Exclusive

For parameters whose Data Size is 2 or 4, the appropriate amount of data will be transmitted as indicated by Size.

2.1.4.1 PLG150-DR/PLG150-PC NATIVE CURRENT VOICE parameter change

This message sets the PLG150-DR/PLG150-PC NATIVE CURRENT VOICE block (see Tables <2-1> and <2-2>).

2.1.4.2 PLG150-DR/PLG150-PC NATIVE USER VOICE parameter change

This message sets the PLG150-DR/PLG150-PC NATIVE USER VOICE block (see Tables <2-1> and <2-3>).

2.1.4.3 PLG150-DR/PLG150-PC NATIVE MULTI PART parameter change

This message sets the PLG150-DR/PLG150-PC NATIVE MULTI PART block (see Tables <2-1> and <2-4>).

2.1.5 Other parameter change messages

2.1.5.1 Master Tuning

This message changes the pitch of all channels simultaneously.

11110000	FOH	Exclusive status
01000011	43H	YAMAHA ID
0001nnnn	1NH	N:device Number
00100111	27H	Model ID
00110000	30H	Address High
00000000	00H	Address Mid
00000000	00H	Address Low
0000mmm	0MH	Master Tune MSB
00001111	0LH	Master Tune LSB
0xxxxxxx	XXH	don't care
11110111	F7H	End of Exclusive

In general, use the Master Tune parameter in XG System (see Table <1-2>).

2.2 Bulk dump

This device uses only the following bulk dump messages.

[XG BULK DUMP]

- 1) XG System bulk dump
- 2) Multi Part bulk dump

[PLG150-DR/PLG150-PC NATIVE BULK DUMP]

1. PLG150-DR/PLG150-PC NATIVE CURRENT VOICE bulk dump
2. PLG150-DR/PLG150-PC NATIVE USER VOICE bulk dump
3. PLG150-DR/PLG150-PC NATIVE MULTI PART bulk dump

2.2.1 XG bulk dump

This message sets XG-related parameters. Unlike parameter change messages, a single message can modify multiple parameters.

This message format is as follows.

```

11110000 FOH Exclusive status
01000011 43H YAMAHA ID
0000nnnn 0NH N:Device Number
01001100 4CH Model ID
0sssssss SSH ByteCountMSB
0ttttttt TTH ByteCountLSB
0ggggggg GGH Address High
0mmmmmm MMH Address Mid
01111111 LLH Address Low
0vvvvvvv VVH Data
: :
0kkkkkkk KKH Check-sum
11110111 F7H End of Exclusive
    
```

Address and Byte Count are given in tables <1-n>.

Byte Count is indicated by the total size of the Data in tables <1-n>.

Bulk dump is received when the beginning of the block is specified in "Address."

"Block" indicates the unit of the data string that is indicated in tables <1-n> as "Total Size."

Check sum is the value that produces a lower 7 bits of 0 when this Start Address, Byte Count, Data, and the Check sum itself are added.

2.2.1.1 XG System bulk dump

This message sets the XG SYSTEM block (see Tables <1-1> and <1-2>).

2.2.1.2 Multi Part bulk dump

This message sets the MULTI PART block (see Tables <1-1> and <1-3>).

2.2.2 PLG150-DR/PLG150-PC Native Bulk Dump

This message sets the special parameters for PLG150-DR/PLG150-PC.

Unlike Parameter change, one message can modify multiple parameters.

```

11110000 FOH Exclusive status
01000011 43H YAMAHA ID
0000nnnn 0NH N:Device Number
01100111 67H Model ID
0sssssss SSH ByteCountMSB
0ttttttt TTH ByteCountLSB
0ggggggg GGH Address High
0mmmmmm MMH Address Mid
01111111 LLH Address Low
0vvvvvvv VVH Data
: :
0kkkkkkk KKH Check-sum
11110111 F7H End of Exclusive
    
```

The detail are the same as for 2.2.1 XG Bulk Dump. However, see Tables <2-n> for the Address, Byte, Count, and block.

2.2.2.1 PLG150-DR/PLG150-PC NATIVE CURRENT VOICE bulk dump

This message sets the PLG150-DR/PLG150-PC NATIVE CURRENT VOICE block (see Tables <2-1> and <2-2>).

2.2.2.2 PLG150-DR/PLG150-PC NATIVE USER VOICE bulk dump

This message sets the PLG150-DR/PLG150-PC NATIVE USER VOICE block (see Tables <2-1> and <2-3>).

2.2.2.3 PLG150-DR/PLG150-PC NATIVE MULTI PART bulk dump

This message sets the PLG150-DR/PLG150-PC NATIVE MULTI PART block (see Tables <2-1> and <2-4>).

3. Realtime Messages

3.1 Active Sensing

a) Send

This is not transmitted.

b) Receive

After FE is received one time, if the MIDI signal does not come within 300 msec, PLG150-DR/PLG150-PC will act the same as when ALL SOUND OFF, ALL NOTE OFF, and RESET ALL CONTROLLERS are received, and return to the condition where has not been received once.

<1 - 1>

Parameter Base Address

MODEL ID = 4C

Parameter	Address			Description
	(H)	(M)	(L)	
		00	00	
XG SYSTEM	00	00	7E	System
				XG System On
	00	00	7F	All Parameter Reset
MULTI PART	08	00	00	Multi Part 1
	:	:	:	:
	08	0F	00	Multi Part 16
PART ASSIGN	70	05	00	PLG150-DR Part Assign
	70	06	00	PLG150-PC Part Assign

MIDI Data Format

<1-2>

MIDI Parameter Change table (XG SYSTEM)

Address (H)	Size (H)	Data (H)	Parameter	Description	Default (H)
00 00 00	04		NOT USED		
04 01	00 - 7F		MASTER VOLUME**	0...127	7F
05 01	00 - 7F		MASTER ATTENUATOR**	0...127	00
06 01	28 - 58		TRANSPOSE	-24...+24[semitones]	40
7D 01			NOT USED		-
7E 01	00		XG SYSTEM ON	00=XG system ON (receive only)	-
7F 01	00		ALL PARAMETER RESET	00=ON (receive only)	-
TOTAL SIZE	07				

** Processed on the platform side (Motif, MU128, 9000Pro, etc.)

<1-3>

MIDI Parameter Change table (MULTI PART)

Address (H)	Size (H)	Data (H)	Parameter	Description	Default (H)
08 0p 00	01		NOT USED		
01 01	00 - 7F		BANK SELECT MSB	0...127	part10 = 7F other parts = 00
02 01	00 - 7F		BANK SELECT LSB	0...127	00
03 01	00 - 7F		PROGRAM NUMBER	1...128	00
04 01	00 - 0F,7F		Rcv CHANNEL	A1...A16,Off	Part Number
05 01			NOT USED		
06 01			NOT USED		
07 01			NOT USED		
08 01	28 - 58		NOTE SHIFT	-24...+24[semitones]	40
09 02	00 - 0F		DETUNE	-12.8...+12.7[Hz]	08 (80)
	00 - 0F			1st bit3-0 → bit7-4 2nd bit3-0 → bit3-0	00
0B 01	00 - 7F		VOLUME**	0...127	64
0C 01	00 - 7F		VELOCITY SENSE DEPTH	0...127	40
0D 01	00 - 7F		VELOCITY SENSE OFFSET	0...127	40
0E 01	00,01 - 7F		PAN**	C,L63...R63	40
0F 01	00 - 7F		NOTE LIMIT LOW	C-2...G8	00
10 01	00 - 7F		NOTE LIMIT HIGH	C-2...G8	7F
11 01	00 - 7F		DRY LEVEL**	0...127	7F
12 01	00 - 7F		CHORUS SEND**	0...127	00
13 01	00 - 7F		REVERB SEND**	0...127	28
14 01	00 - 7F		VARIATION SEND**	0...127	00
15 01	00 - 7F		VIBRATO RATE	-64...+63	40
16 01	00 - 7F		VIBRATO DEPTH	-64...+63	40
17 01	00 - 7F		VIBRATO DELAY	-64...+63	40
18 01	00 - 7F		LOW PASS FILTER CUTOFF FREQUENCY	-64...+63	40
19 01	00 - 7F		LOW PASS FILTER RESONANCE	-64...+63	40
1A 01	00 - 7F		EG ATTACK TIME	-64...+63	40
1B 01	00 - 7F		EG DECAY TIME	-64...+63	40
1C 01	00 - 7F		EG RELEASE TIME	-64...+63	40
1D 01	28 - 58		MW PITCH CONTROL	-24...+24[semitones]	40
1E 01	00 - 7F		MW LOW PASS FILTER CONTROL	-9600...+9450[cent]	40
1F 01	00 - 7F		MW AMPLITUDE CONTROL	-100...+100[%]	40
20 01	00 - 7F		MW LFO PMOD DEPTH	0...127	0A
21 01	00 - 7F		MW LFO FMOD DEPTH	0...127	00
22 01	00 - 7F		MW LFO AMOD DEPTH	0...127	00
23 01	28 - 58		BEND PITCH CONTROL	-24...+24[semitones]	42
24 01	00 - 7F		BEND LOW PASS FILTER CONTROL	-9600...+9450[cent]	40
25 01	00 - 7F		BEND AMPLITUDE CONTROL	-100...+100[%]	40
26 01	00 - 7F		BEND LFO PMOD DEPTH	0...127	00
27 01	00 - 7F		BEND LFO FMOD DEPTH	0...127	00
28 01	00 - 7F		BEND LFO AMOD DEPTH	0...127	00
TOTAL SIZE	29				
30 01	00 - 01		Rcv PITCH BEND	Off,On	01
31 01	00 - 01		Rcv CH AFTER TOUCH(CAT)	Off,On	01
32 01	00 - 01		Rcv PROGRAM CHANGE	Off,On	01
33 01	00 - 01		Rcv CONTROL CHANGE	Off,On	01
34 01			NOT USED		
35 01	00 - 01		Rcv NOTE MESSAGE	Off,On	01
36 01	00 - 01		Rcv RPN	Off,On	01
37 01	00 - 01		Rcv NRPN	Off,On	XGmode=01, GMmode=00
38 01	00 - 01		Rcv MODURATION	Off,On	01
39 01	00 - 01		Rcv VOLUME	Off,On	01
3A 01	00 - 01		Rcv PAN	Off,On	01
3B 01	00 - 01		Rcv EXPRESSION	Off,On	01
3C 01	00 - 01		Rcv HOLD1	Off,On	01
3D 01			NOT USED		
3E 01	00 - 01		Rcv SOSTENUTO	Off,On	01
3F 01	00 - 01		Rcv SOFT PEDAL	Off,On	01
40 01	00 - 01		Rcv BANK SELECT	Off,On	XGmode=01, GMmode=00

Address (H)	Size (H)	Data (H)	Parameter	Description	Default (H)
41	01		NOT USED		
42	01		NOT USED		
43	01		NOT USED		
44	01		NOT USED		
45	01		NOT USED		
46	01		NOT USED		
47	01		NOT USED		
48	01		NOT USED		
49	01		NOT USED		
4A	01		NOT USED		
4B	01		NOT USED		
4C	01		NOT USED		
4D	01	28 - 58	CAT PITCH CONTROL	-24...+24[semitones]	40
4E	01	00 - 7F	CAT LOW PASS FILTER CONTROL	-9600...+9450[cent]	40
4F	01	00 - 7F	CAT AMPLITUDE CONTROL	-100...+100[%]	40
50	01	00 - 7F	CAT LFO PMOD DEPTH	0...127	00
51	01	00 - 7F	CAT LFO FMOD DEPTH	0...127	00
52	01	00 - 7F	CAT LFO AMOD DEPTH	0...127	00
53	01		NOT USED		
54	01		NOT USED		
55	01		NOT USED		
56	01		NOT USED		
57	01		NOT USED		
58	01		NOT USED		
59	01	00 - 5F	AC1 CONTROLLER NUMBER	0...95	10
5A	01	28 - 58	AC1 PITCH CONTROL	-24...+24[semitones]	40
5B	01	00 - 7F	AC1 LOW PASS FILTER CONTROL	-9600...+9450[cent]	40
5C	01	00 - 7F	AC1 AMPLITUDE CONTROL	-100...+100[%]	40
5D	01	00 - 7F	AC1 LFO PMOD DEPTH	0...127	00
5E	01	00 - 7F	AC1 LFO FMOD DEPTH	0...127	00
5F	01	00 - 7F	AC1 LFO AMOD DEPTH	0...127	00
60	01	00 - 5F	AC2 CONTROLLER NUMBER	0...95	11
61	01	28 - 58	AC2 PITCH CONTROL	-24...+24[semitones]	40
62	01	00 - 7F	AC2 LOW PASS FILTER CONTROL	-9600...+9450[cent]	40
63	01	00 - 7F	AC2 AMPLITUDE CONTROL	-100...+100[%]	40
64	01	00 - 7F	AC2 LFO PMOD DEPTH	0...127	00
65	01	00 - 7F	AC2 LFO FMOD DEPTH	0...127	00
66	01	00 - 7F	AC2 LFO AMOD DEPTH	0...127	00
67	01		NOT USED		
68	01		NOT USED		
69	01	00 - 7F	PITCH EG INITIAL LEVEL	-64...0...+63	40
6A	01	00 - 7F	PITCH EG ATTACK TIME	-64...0...+63	40
6B	01	00 - 7F	PITCH EG RELEASE LEVEL	-64...0...+63	40
6C	01	00 - 7F	PITCH EG RELEASE TIME	-64...0...+63	40
6D	01	01 - 7F	VELOCITY LIMIT LOW	1...127	01
6E	01	01 - 7F	VELOCITY LIMIT HIGH	1...127	7F

TOTAL SIZE 3F

p = PART NUMBER

** Processed on the platform side (Motif, MU128, 9000Pro, etc.)

<1-4>

MIDI Parameter Change table (PART ASSIGN)

Address (H)	Size (H)	Data (H)	Parameter	Description	Default (H)
70 05 nn	01	00 - 0F,7F	PLG150-DR PART ASSIGN	PART1...PART16,OFF	00
06 mm	01	00 - 0F,7F	PLG150-PC PART ASSIGN	PART1...PART16,OFF	00

nn = PLG150-DR SERIAL NUMBER

mm = PLG150-PC SERIAL NUMBER

MIDI Data Format

<2-1>

Parameter Base Address

MODEL ID = 67

Parameter	Address			Description
	(H)	(M)	(L)	
PLG150-DR/PLG150-PC NATIVE CURRENT VOICE (common)	10 : 1F	00 : 00	00 : 00	Multi Part1 : Multi Part16
PLG150-DR/PLG150-PC NATIVE CURRENT VOICE (instrument)	20 : 2F	00 : 00	00 : 00	Multi Part1 : Multi Part16
PLG150-DR NATIVE USER VOICE (common)	30 : 37	00 : 00	00 : 00	Voice1 : Voice8
PLG150-PC NATIVE USER VOICE (common)	38 : 3F	00 : 00	00 : 00	Voice1 : Voice8
PLG150-DR NATIVE USER VOICE (instrument)	40 : 47	00 : 00	00 : 00	Voice1 : Voice8
PLG150-PC NATIVE USER VOICE (instrument)	48 : 4F	00 : 00	00 : 00	Voice1 : Voice8

Parameter	Address			Description
	(H)	(M)	(L)	
PLG150-DR NATIVE MULTI PART (note select)	50 : 50	00 : 0F	00 : 00	Native Multi Part1 : Native Multi Part16
PLG150-DR NATIVE MULTI PART (note select parameter)	51 : 51	00 : 0F	00 : 00	Native Multi Part1 : Native Multi Part16
PLG150-DR NATIVE MULTI PART (effect parameter)	52 : 52	00 : 0F	00 : 00	Native Multi Part1 : Native Multi Part16
PLG150-PC NATIVE MULTI PART (note select)	58 : 58	00 : 0F	00 : 00	Native Multi Part1 : Native Multi Part16
PLG150-PC NATIVE MULTI PART (note select parameter)	59 : 59	00 : 0F	00 : 00	Native Multi Part1 : Native Multi Part16
PLG150-PC NATIVE MULTI PART (effect parameter)	5A : 5A	00 : 0F	00 : 00	Native Multi Part1 : Native Multi Part16

<2-2>

MIDI Parameter Change Table (PLG150-DR/PLG150-PC NATIVE CURRENT VOICE)

Address (H)	Size (H)	Data (H)	Parameter	Description	Default (H)
1p 00 00	01	20 - 7F	NAME		53 'S'
	01	20 - 7F	NAME		69 'i'
	02	20 - 7F	NAME		6C 'l'
	03	20 - 7F	NAME		65 'e'
	04	20 - 7F	NAME		6E 'n'
	05	20 - 7F	NAME		63 'c'
	06	20 - 7F	NAME		65 'e'
	07	20 - 7F	NAME		20 ''
	08	01 00 - 7F	VOLUME	-∞ ... 0[dB]	7F
	09	01 00 - 7F	REVERB SEND		00
	0A	01 00	RESERVED		00
	0B	01 00	RESERVED		00
TOTAL SIZE	0C				
1p 00 40	01	4F	RESERVED		4F
	41	01 m	RESERVED		m
	42	01 00 - 50	ORIGINAL KIT		50
TOTAL SIZE	03				
m = PLG150-DR: 0 PLG150-PC: 1					
1p 01 00	02	00 - 7F	REVERB EFFECT TYPE MSB		00
		00 - 7F	REVERB EFFECT TYPE LSB		00
	02	01 00 - 7F	REVERB EFFECT PARAMETER 1		00
	03	01 00 - 7F	REVERB EFFECT PARAMETER 2		00
	04	01 00 - 7F	REVERB EFFECT PARAMETER 3		00
	05	01 00 - 7F	REVERB EFFECT PARAMETER 4		00
	06	01 00 - 7F	REVERB EFFECT PARAMETER 5		00
	07	01 00 - 7F	REVERB EFFECT PARAMETER 6		00
	08	01 00 - 7F	REVERB EFFECT PARAMETER 7		00
	09	01 00 - 7F	REVERB EFFECT PARAMETER 8		00
	0A	01 00 - 7F	REVERB EFFECT PARAMETER 9		00
	0B	01 00 - 7F	REVERB EFFECT PARAMETER 10		00
	0C	01 00 - 7F	REVERB EFFECT PARAMETER 11		00
	0D	01 00 - 7F	REVERB EFFECT PARAMETER 12		00
	0E	01 00 - 7F	REVERB EFFECT PARAMETER 13		00
	0F	01 00 - 7F	REVERB EFFECT PARAMETER 14		00
	10	01 00 - 7F	REVERB EFFECT PARAMETER 15		00
	11	01 00 - 7F	REVERB EFFECT PARAMETER 16		00
	12	01 00 - 7F	REVERB EFFECT RETURN		00
	13	01 01 - 7F	REVERB EFFECT PAN		40
TOTAL SIZE	14				

Address (H)	Size (H)	Data (H)	Parameter	Description	Default (H)
1p 03 00	02	00 - 7F	INSERTION EFFECT TYPE MSB		40
		00 - 7F	INSERTION EFFECT TYPE LSB		00
	02	00 - 7F	INSERTION EFFECT PARAMETER 1 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 1 LSB	LSB bit6-0 → bit6-0	00
	04	00 - 7F	INSERTION EFFECT PARAMETER 2 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 2 LSB	LSB bit6-0 → bit6-0	00
	06	00 - 7F	INSERTION EFFECT PARAMETER 3 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 3 LSB	LSB bit6-0 → bit6-0	00
	08	00 - 7F	INSERTION EFFECT PARAMETER 4 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 4 LSB	LSB bit6-0 → bit6-0	00
	0A	00 - 7F	INSERTION EFFECT PARAMETER 5 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 5 LSB	LSB bit6-0 → bit6-0	00
	0C	00 - 7F	INSERTION EFFECT PARAMETER 6 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 6 LSB	LSB bit6-0 → bit6-0	00
	0E	00 - 7F	INSERTION EFFECT PARAMETER 7 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 7 LSB	LSB bit6-0 → bit6-0	00
	10	00 - 7F	INSERTION EFFECT PARAMETER 8 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 8 LSB	LSB bit6-0 → bit6-0	00
	12	00 - 7F	INSERTION EFFECT PARAMETER 9 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 9 LSB	LSB bit6-0 → bit6-0	00
	14	00 - 7F	INSERTION EFFECT PARAMETER 10 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 10 LSB	LSB bit6-0 → bit6-0	00
	16	01	INSERTION EFFECT PARAMETER 11		00
	17	01	INSERTION EFFECT PARAMETER 12		00
	18	01	INSERTION EFFECT PARAMETER 13		00
	19	01	INSERTION EFFECT PARAMETER 14		00
	1A	01	INSERTION EFFECT PARAMETER 15		00
	1B	01	INSERTION EFFECT PARAMETER 16		00
	1C	01	INSERTION EFFECT TO REVERB SEND		00
TOTAL SIZE 1D					
2p nn 00	01	00 - 7F	INSTRUMENT PITCH COARSE		40
	01	01	INSTRUMENT PITCH FINE		40
	02	01	INSTRUMENT LEVEL	-∞ ... 0[dB] ... +6[dB]	7F
	03	01	INSTRUMENT ALTERNATE GROUP	Off,Group1...127	00
	04	01	INSTRUMENT PAN	Random,L63...R63	40
	05	01	INSTRUMENT REVERB SEND		40
	06	01	RESERVED		00
	07	01	INSTRUMENT INSERTION ON/OFF	Off,On	00
	08	01	INSTRUMENT KEY ASSIGN	Single,Multi	00
	09	01	INSTRUMENT RCV NOTE OFF	Off,On	01
	0A	01	INSTRUMENT RCV NOTE ON	Off,On	01
	0B	01	INSTRUMENT FILTER CUTOFF FREQUENCY		40
	0C	01	INSTRUMENT FILTER RESONANCE		40
	0D	01	INSTRUMENT EG ATTACK RATE		40
	0E	01	INSTRUMENT EG DECAY1 RATE		40
	0F	01	INSTRUMENT EG DECAY2 RATE		40
TOTAL SIZE 10					
p = PART NUMBER					
nn = INSTRUMENT NUMBER					

<2-3>

MIDI Parameter Change Table (PLG150-DR/PLG150-PC NATIVE USER VOICE)

Address (H)	Size (H)	Data (H)	Parameter	Description	Default (H)
3v 00 00	01	20 - 7F	NAME		4C 'L'
	01	01	NAME		69 'i'
	02	01	NAME		76 'v'
	03	01	NAME		65 'e'
	04	01	NAME		52 'R'
	05	01	NAME		6D 'm'
	06	01	NAME		20 ' '
	07	01	NAME		41 'A'
	08	01	VOLUME	-∞ ... 0[dB]	7F
	09	01	REVERB SEND		1A
	0A	01	RESERVED		00
	0B	01	RESERVED		00
TOTAL SIZE 0C					
3v 00 40	01	4F	RESERVED		4F
	41	01	RESERVED		m
	42	01	ORIGINAL KIT		00
TOTAL SIZE 03					
m = PLG150-DR: 0					
PLG150-PC: 1					

MIDI Data Format

Address (H)	Size (H)	Data (H)	Parameter	Description	Default (H)
3v 01 00	02	00 - 7F	REVERB EFFECT TYPE MSB		02
		00 - 7F	REVERB EFFECT TYPE LSB		02
	02 01	00 - 7F	REVERB EFFECT PARAMETER 1		09
	03 01	00 - 7F	REVERB EFFECT PARAMETER 2		0A
	04 01	00 - 7F	REVERB EFFECT PARAMETER 3		1B
	05 01	00 - 7F	REVERB EFFECT PARAMETER 4		05
	06 01	00 - 7F	REVERB EFFECT PARAMETER 5		24
	07 01	00 - 7F	REVERB EFFECT PARAMETER 6		00
	08 01	00 - 7F	REVERB EFFECT PARAMETER 7		00
	09 01	00 - 7F	REVERB EFFECT PARAMETER 8		00
	0A 01	00 - 7F	REVERB EFFECT PARAMETER 9		00
	0B 01	00 - 7F	REVERB EFFECT PARAMETER 10		00
	0C 01	00 - 7F	REVERB EFFECT PARAMETER 11		00
	0D 01	00 - 7F	REVERB EFFECT PARAMETER 12		03
	0E 01	00 - 7F	REVERB EFFECT PARAMETER 13		37
	0F 01	00 - 7F	REVERB EFFECT PARAMETER 14		00
	10 01	00 - 7F	REVERB EFFECT PARAMETER 15		40
	11 01	00 - 7F	REVERB EFFECT PARAMETER 16		00
	12 01	00 - 7F	REVERB EFFECT RETURN		40
	13 01	01 - 7F	REVERB EFFECT PAN		40
TOTAL SIZE 14					
3v 03 00	02	00 - 7F	INSERTION EFFECT TYPE MSB		4D
		00 - 7F	INSERTION EFFECT TYPE LSB		00
	02 02	00 - 7F	INSERTION EFFECT PARAMETER 1 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 1 LSB	LSB bit6-0 → bit6-0	1C
	04 02	00 - 7F	INSERTION EFFECT PARAMETER 2 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 2 LSB	LSB bit6-0 → bit6-0	40
	06 02	00 - 7F	INSERTION EFFECT PARAMETER 3 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 3 LSB	LSB bit6-0 → bit6-0	32
	08 02	00 - 7F	INSERTION EFFECT PARAMETER 4 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 4 LSB	LSB bit6-0 → bit6-0	42
	0A 02	00 - 7F	INSERTION EFFECT PARAMETER 5 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 5 LSB	LSB bit6-0 → bit6-0	00
	0C 02	00 - 7F	INSERTION EFFECT PARAMETER 6 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 6 LSB	LSB bit6-0 → bit6-0	00
	0E 02	00 - 7F	INSERTION EFFECT PARAMETER 7 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 7 LSB	LSB bit6-0 → bit6-0	00
	10 02	00 - 7F	INSERTION EFFECT PARAMETER 8 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 8 LSB	LSB bit6-0 → bit6-0	00
	12 02	00 - 7F	INSERTION EFFECT PARAMETER 9 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 9 LSB	LSB bit6-0 → bit6-0	00
	14 02	00 - 7F	INSERTION EFFECT PARAMETER 10 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 10 LSB	LSB bit6-0 → bit6-0	00
	16 01	00 - 7F	INSERTION EFFECT PARAMETER 11		00
	17 01	00 - 7F	INSERTION EFFECT PARAMETER 12		00
	18 01	00 - 7F	INSERTION EFFECT PARAMETER 13		00
	19 01	00 - 7F	INSERTION EFFECT PARAMETER 14		00
	1A 01	00 - 7F	INSERTION EFFECT PARAMETER 15		00
	1B 01	00 - 7F	INSERTION EFFECT PARAMETER 16		00
	1C 01	00 - 7F	INSERTION EFFECT TO REVERB SEND		00
TOTAL SIZE 1D					
4v nn 00	01	00 - 7F	INSTRUMENT PITCH COARSE		40
	01 01	00 - 7F	INSTRUMENT PITCH FINE		40
	02 01	00 - 59 - 7F	INSTRUMENT LEVEL	-∞ ... 0[dB] ... +6[dB]	depends on voice
	03 01	00,01 - 7F	INSTRUMENT ALTERNATE GROUP	Off,Group1...127	depends on voice
	04 01	00 - 7F	INSTRUMENT PAN	Random,L63 ... R63	40
	05 01	00 - 7F	INSTRUMENT REVERB SEND		depends on voice
	06 01	00	RESERVED		00
	07 01	00 - 01	INSTRUMENT INSERTION ON/OFF	Off,On	depends on voice
	08 01	00 - 01	INSTRUMENT KEY ASSIGN	Single,Multi	depends on voice
	09 01	00 - 01	INSTRUMENT RCV NOTE OFF	Off,On	depends on voice
	0A 01	00 - 01	INSTRUMENT RCV NOTE ON	Off,On	01
	0B 01	00 - 7F	INSTRUMENT FILTER CUTOFF FREQUENCY		40
	0C 01	00 - 7F	INSTRUMENT FILTER RESONANCE		40
	0D 01	00 - 7F	INSTRUMENT EG ATTACK RATE		40
	0E 01	00 - 7F	INSTRUMENT EG DECAY1 RATE		40
	0F 01	00 - 7F	INSTRUMENT EG DECAY2 RATE		40
TOTAL SIZE 10					

v = PLG150-DR: USER VOICE NUMBER(1...8) - 1

PLG150-PC: USER VOICE NUMBER(1...8) + 7

nn = INSTRUMENT NUMBER(0...127)

<2-4>

MIDI Parameter Change Table (PLG150-DR/PLG150-PC NATIVE MULTI PART)

Address (H)	Size (H)	Data (H)	Parameter	Description	Default (H)
5m Op 00	02	00 - 01 00 - 7F	NOTE SELECT1 MSB NOTE SELECT1 LSB	0...127,128: C-2...G8,Off MSB bit0 → bit7 LSB bit6-0 → bit6-0	01 (FF) 7F
	02	00 - 01 00 - 7F	NOTE SELECT2 MSB NOTE SELECT2 LSB	0...127,128: C-2...G8,Off MSB bit0 → bit7 LSB bit6-0 → bit6-0	01 (FF) 7F
	04	00 - 01 00 - 7F	NOTE SELECT3 MSB NOTE SELECT3 LSB	0...127,128: C-2...G8,Off MSB bit0 → bit7 LSB bit6-0 → bit6-0	01 (FF) 7F
	06	00 - 01 00 - 7F	NOTE SELECT4 MSB NOTE SELECT4 LSB	0...127,128: C-2...G8,Off MSB bit0 → bit7 LSB bit6-0 → bit6-0	01 (FF) 7F

TOTAL SIZE 08

m = PLG150-DR: 0

PLG150-PC: 8

p = PART NUMBER

5m Op 00	01	00 - 7F	NOTE SELECT1 TUNE	-64...+63[cent]	40
01	01	00 - 02	NOTE SELECT1 INSERTION EFFECT	Off,On,Inst	02
02	01	00 - 7F	NOTE SELECT1 LEVEL	-64...+63	40
03	02	00 - 40 00 - 7F	NOTE SELECT1 PAN MSB NOTE SELECT1 PAN LSB	-127...+127 MSB bit6-0 → bit13-7 MSB bit6-0 → bit6-0	40 (2000) 00
05	02	00 - 40 00 - 7F	NOTE SELECT1 REV SEND MSB NOTE SELECT1 REV SEND LSB	-127...+127 MSB bit6-0 → bit13-7 MSB bit6-0 → bit6-0	40 (2000) 00
07	01	00 - 7F	NOTE SELECT2 TUNE	-64...+63[cent]	40
08	01	00 - 02	NOTE SELECT2 INSERTION EFFECT	Off,On,Inst	02
09	01	00 - 7F	NOTE SELECT2 LEVEL	-64...+63	40
0A	02	00 - 40 00 - 7F	NOTE SELECT2 PAN MSB NOTE SELECT2 PAN LSB	-127...+127 MSB bit6-0 → bit13-7 MSB bit6-0 → bit6-0	40 (2000) 00
0C	02	00 - 40 00 - 7F	NOTE SELECT2 REV SEND MSB NOTE SELECT2 REV SEND LSB	-127...+127 MSB bit6-0 → bit13-7 MSB bit6-0 → bit6-0	40 (2000) 00
0E	01	00 - 7F	NOTE SELECT3 TUNE	-64...+63[cent]	40
0F	01	00 - 02	NOTE SELECT3 INSERTION EFFECT	Off,On,Inst	02
10	01	00 - 7F	NOTE SELECT3 LEVEL	-64...+63	40
11	02	00 - 40 00 - 7F	NOTE SELECT3 PAN MSB NOTE SELECT3 PAN LSB	-127...+127 MSB bit6-0 → bit13-7 MSB bit6-0 → bit6-0	40 (2000) 00
13	02	00 - 40 00 - 7F	NOTE SELECT3 REV SEND MSB NOTE SELECT3 REV SEND LSB	-127...+127 MSB bit6-0 → bit13-7 MSB bit6-0 → bit6-0	40 (2000) 00
15	01	00 - 7F	NOTE SELECT4 TUNE	-64...+63[cent]	40
16	01	00 - 02	NOTE SELECT4 INSERTION EFFECT	Off,On,Inst	02
17	01	00 - 7F	NOTE SELECT4 LEVEL	-64...+63	40
18	02	00 - 40 00 - 7F	NOTE SELECT4 PAN MSB NOTE SELECT4 PAN LSB	-127...+127 MSB bit6-0 → bit13-7 MSB bit6-0 → bit6-0	40 (2000) 00
1A	02	00 - 40 00 - 7F	NOTE SELECT4 REV SEND MSB NOTE SELECT4 REV SEND LSB	-127...+127 MSB bit6-0 → bit13-7 MSB bit6-0 → bit6-0	40 (2000) 00

TOTAL SIZE 1C

m = PLG150-DR: 1

PLG150-PC: 9

p = PART NUMBER

5m Op 00	01	08 - 28,29	INSERTION EFFECT LOW EQ FREQUENCY	50...2.0k[Hz],Voice	29
01	01	34 - 4C,4D	INSERTION EFFECT LOW EQ GAIN	-12...+12[dB],Voice	4D
02	01	1C - 3A,3B	INSERTION EFFECT HIGH EQ FREQUENCY	500...16.0k[Hz],Voice	3B
03	01	34 - 4C,4D	INSERTION EFFECT HIGH EQ GAIN	-12...+12[dB],Voice	4D
04	02	00 - 40 00 - 7F	INSERTION EFFECT LFO FREQUENCY MSB INSERTION EFFECT LFO FREQUENCY LSB	-127...+127 MSB bit6-0 → bit13-7 MSB bit6-0 → bit6-0	40 (2000) 00
06	02	00 - 40 00 - 7F	INSERTION EFFECT LFO DEPTH MSB INSERTION EFFECT LFO DEPTH LSB	-127...+127 MSB bit6-0 → bit13-7 MSB bit6-0 → bit6-0	40 (2000) 00
08	02	00 - 40 00 - 7F	INSERTION EFFECT DRIVE MSB INSERTION EFFECT DRIVE LSB	-127...+127 MSB bit6-0 → bit13-7 MSB bit6-0 → bit6-0	40 (2000) 00
0A	02	00 - 40 00 - 7F	INSERTION EFFECT DRY/WET MSB INSERTION EFFECT DRY/WET LSB	-127...+127 MSB bit6-0 → bit13-7	40 (2000) 00

TOTAL SIZE 0C

m = PLG150-DR: 2

PLG150-PC: A

p = PART NUMBER

MIDI Implementation Chart

YAMAHA [Drums/Percussion Plug-in Board] Date :26-APL-2002
 Model PLG150-DR/PLG150-PC MIDI Implementation Chart Version : 1.0

Function...	Transmitted	Recognized	Remarks
Basic Channel	x x	1 1-16	
Mode	x x *****	3 3,4 x	*2
Note Number : True voice	x *****	0-127 13-108	
Velocity Note ON Note OFF	x x	o 9nH, v=1-127 x	
After Touch	x x	x o	*1
Pitch Bend	x	o 0-24 semi	*1
Control	x x x x x x x x	o o o o o o o o	*1 *1 *1 *1 *1 *1 *1 *1
Change	x x x x	o o o o	*1 *1 *1 *1
			Bank Select Data Entry Sound Controller RPN Inc,Dec NRPN LSB,MSB RPN LSB,MSB

Prog Change : True #	X *****	O 1-128 1-80	
System Exclusive	O *3		*3
: Song Pos.	X		
: Song Sel.	X		
: Tune	X		
System : Clock	X		
Real Time: Commands	X		
Aux : All Sound Off	X	O (120)	
: Reset All Cntrls	X	O (121)	
: Local ON/OFF	X	X	
Mes- : All Notes OFF	X	O (123)	
sages: Active Sense	X	O	
: Reset	X	X	
Notes:	*1 receive if switch is on. *2 "4" is always treated as "3" regardless of its value. *3 transmit/receive if exclusive switch is on.		

Mode 1 : OMNI ON , POLY Mode 2 : OMNI ON , MONO O : Yes
 Mode 3 : OMNI OFF, POLY Mode 4 : OMNI OFF, MONO X : No

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