BK-9
BACKING KEYBOARD

Roland

Tone & Drum Kit List

Contents

SuperNATURAL Tone List

No.	Name	CC00	CC32	PC
SuperNATURAL				
0001	Grand Piano1	90	67	1
0002	Grand Piano2	90	67	2
0003	Grand Piano3	90	67	3
0004	Mellow Piano	90	67	21
0005	Bright Piano	90	67	22
0006	Upright Piano	90	67	30
0007	Honky-tonk	90	67	15
0008	Pure Vintage EP1	89	64	5
0009	Pure Vintage EP2	89	65	5
0010	Pure Vintage EP3	89	67	5
0011	Tined EP1	89	68	5
0012	Tined EP2	89	69	5
0013	Old Hammer EP	89	70	5
0014	Dyno Piano	89	71	5
0015	Xylophone	89	64	14
0016	Nylon Guitar	89	64	25
0017	SteelFing Guitar	89	67	26
0018	Jazz Guitar	89	64	27
0019	Trumpet	89	64	57
0020	Alto Sax	89	64	66
0021	Clarinet	89	64	72
0022	Flute	89	64	74

SuperNATURAL INST Parameters

Ac. Piano parameters family

0001: Grand Piano1

0002: Grand Piano2

0003: Grand Piano3

0004: Mellow Piano

0005: Bright Piano

0006: Upright Piano

0007: Honky-tonk

Parameter	Setting	Explanation
String Resonance	0~127	When the keys are pressed on an acoustic piano, the strings for keys that are already pressed also vibrate sympathetically. The function used to reproduce is called "String Resonance." Increasing the value will increase the amount of effect.
Key Off Resonance	0~127	This adjusts resonances such as the key-off sound of an acoustic piano (subtle sounds that are heard when you release a key). Higher values will increase the volume of the resonances.
Hammer Noise	-2, -1, 0, +1, +2	This adjusts the sound of the hammer striking the string of an acoustic piano. Higher values will increase the sound of the hammer striking the string.
Stero Width	0~63	The higher the value set, the wider the sound is spread out.

Parameter	Setting	Explanation
Nuance	Type1, Type2, Type3	This changes the Tone's subtle nuances by altering the phase of the left and right sounds. This effect is difficult to hear when headphones are used.
Tone Character	-5, -4, -3, -2, -1, 0, +1, +2, +3, +4, +5	Higher values produce a harder sound; lower values produce a more mellow sound.

E.Piano parameters family

0008: Pure Vintage EP1

0009: Pure Vintage EP2

0010: Pure Vintage EP3

0011: Tined EP1

0012: Tined EP2

0013: Old Hammer EP

0014: Dyno Piano

Parameter	Setting	Explanation
Key Off Noise	0~127	Adjusts the amount of hum noise and key-off noise. Higher settings will raise the volume.

Bell/Mallet parameters family

0015: Xylophone1

Parameter	Setting	Explanation
Mallet Hardness	0~127	Adjusts the hardness of the mallet. Higher settings produce the sound of a harder mallet.
Roll Speed	0~127	Adjusts the speed of the roll effect.

AC. Guitar parameters family

0016: Nylon Guitar

0017: SteelFing Guitar

0018: Jazz Guitar

Parameter	Setting	Explanation
Noise Level	0~127	Adjusts the volume of the string grazing or picking noise.
Strum Speed	0~127	Adjusts the deviation in the timing of sound production by the strings when strumming with Strum Mode turned on. Higher values produce a greater time deviation. The effect will be more significant for lower velocities.
Strum Mode	Off, On	If Strum Mode is turned on, strumming will be produced when you play multiple keys simultaneously. This also reproduces the difference in time at which each string of a guitar is sounded. The guitar's up strokes and down strokes will alternately be produced when chords are played in succession. It is effective to play while holding down the Hold pedal.

Brass parameters family

0019: Trumpet

Parameter	Setting	Explanation
Noise Level	0~127	Adjusts the amount of breath noise for the brass instrument.
Growl Sens	0~127	Adjusts the amount of automatically produced crescendo. The effect is most noticeable when you play softly.

Parameter	Setting	Explanation
Bend Mode	Off, On	By setting Bend Mode to "On", you can use the pitch bend lever to create discontinuous pitch changes or falls that are typical of a brass instrument. • Moving the pitch bend lever in the upward direction will create a discontinuous pitch change typical of brass instruments. • Moving the pitch bend lever in the downward direction will produce a fall effect.

Wind and Flute parameters family

0021: Clarinet

0022: Flute

Parameter	Setting	Explanation
Noise Level	0~127	Adjusts the amount of breath noise for the woodwind instrument.
Growl Sens	0~127	Adjusts the distinctive nuance (growl) that occurs when a woodwind instrument is blown.
Bend Mode	Off, On	By setting Bend Mode to "On", you can use the pitch bend lever to create glissando or fall effects. • Moving the pitch bend lever in the upward direction will produce a glissando effect. • Moving the pitch bend lever in the downward direction will produce a fall effect.

Sax parameters family

0020: Alto Sax

Parameter	Setting	Explanation
Noise Level	0~127	Adjusts the amount of the woodwind instrument's breath noise or key noise.
Growl Sens	0~127	Adjusts the distinctive nuance (growl) that occurs when a woodwind instrument is blown.
Bend Mode	Off, On	By setting Bend Mode to "On", you can use the pitch bend lever to create glissando or fall effects.. • Moving the pitch bend lever in the upward direction will produce a glissando effect. • Moving the pitch bend lever in the downward direction will produce a fall effect.
Play Scale	Chroma , Major, Minor, 7th, Dim (Diminish), Whole (Whole Tone)	Produces discontinuous pitch changes according to the specified scale
Scale Key	C, D♭, D, E♭, E, F, G♭, G, A♭, A, B♭, B	Specifies the key of the scale you specify for Play Scale.
Glide	Porta, Gliss	Specifies whether portamento or glissando will be applied when the portamento switch is on.

Performance Variation Sounds

No.	Name	Variation 1	Variation 2
0001	Grand Piano1	-	-
0002	Grand Piano2	-	-
0003	Grand Piano3	-	-
0004	Mellow Piano	-	-
0005	Bright Piano	-	-
0006	Upright Piano	-	-
0007	Honky-tonk		
0008	Pure Vintage EP1	-	-
0009	Pure Vintage EP2	-	-
0010	Pure Vintage EP3	-	-
0011	Tined EP1	-	-
0012	Tined EP2	-	-
0013	Old Hammer EP	-	-
0014	Dyno Piano	-	-
0015	Xylophone	Dead Stroke	-
0016	Nylon Guitar	Mute	Harmonics
0017	SteelFing Guitar	FingerPicking	Octave Tone
0018	Jazz Guitar	FingerPicking	Octave Tone
0019	Trumpet	Staccato	Fall
0020	Alto Sax	Staccato	Fall
0021	Clarinet	Staccato	-
0022	Flute	Staccato	

Tone List

No.	Name	CC00	CC32	PC
Piano - E.Piano				
0023	NaturalPiano	0	4	1
0024	SuperiorPian	47	4	1
0025	ClassicPiano	0	4	2
0026	UprightPiano	1	4	1
0027	Brite Piano	1	4	2
0028	Mild Piano	2	4	1
0029	Rock Piano	2	4	2
0030	MonoAcPiano	45	4	1
0031	European Pf	16	4	1
0032	Piano+String	24	4	1
0033	Piano+Choir	26	4	1
0034	StackedPiano	47	4	3
0035	RD Piano 1	0	4	3
0036	RD Piano 1 w	8	4	3
0037	Dance Piano	80	4	2
0038	Honky-tonk 1	0	4	4
0039	Honky-tonk 2	8	4	4
0040	Age'n'Tines	10	5	5
0041	Back2the60s	11	5	5
0042	Balladeer	12	5	5
0043	Brill TremEP	13	5	5
0044	Mk2 Stg phsr	0	4	5
0045	PhaseEPLayer	8	4	5
0046	Stage EP	23	5	5
0047	StageCabinet	24	5	5
0048	Stage Phazer	8	5	5
0049	StageEP Trem	9	5	5
0050	Tine EP	25	5	5
0051	Vintage Tine	27	5	5
0052	Celestial EP	14	5	5
0053	LEO EP	17	5	5
0054	SC Phase EP	20	5	5
0055	SC Pure EP	21	5	5
0056	SC Trem EP	6	5	5
0057	SC E.Piano	19	5	5
0058	SA EPiano	1	4	6
0059	Vintage EP1	81	4	5
0060	Vintage EP2	82	4	5
0061	Stage	80	4	5
0062	Pro Stage	47	4	5
0063	Phase EP	44	4	5
0064	Tremolo EP	46	4	5
0065	Dist E.Piano	17	4	5
0066	Cho. E.Piano	9	4	5
0067	SC Pure Wuly	5	5	5
0068	SC Trem Wuly	7	5	5
0069	Wurly	24	4	5
0070	sin(EP)	22	5	5
0071	EP Belle	15	5	5
0072	FM EPad	16	5	5

No.	Name	CC00	CC32	PC
0073	Vibe EP	26	5	5
0074	Crystal EP	0	5	5
0075	Dreaming EP	1	5	5
0076	E.Piano 1	1	4	5
0077	E.Piano 2	0	4	6
0078	E.Piano 3	2	4	6
0079	FM-777	2	5	5
0080	FM EPiano1	80	4	6
0081	FM EPiano2	81	4	6
0082	FM+SA EP	16	4	5
0083	St.FM EP	16	4	6
0084	Hard FM EP	24	4	6
0085	EP Legend	10	4	6
0086	EP Phase	32	4	6
0087	St.Soft EP	7	4	5
0088	MIDI EPiano1	1	4	3
0089	MIDI EPiano2	2	4	3
0090	Analog Clavi	1	5	8
0091	Biting Clav	2	5	8
0092	Funky D	3	5	8
0093	BPF Clavi Ph	0	5	8
0094	Clav. 1	1	4	8
0095	Clav. 2	0	4	8
0096	Phase Clav	17	4	8
0097	JP8000 Clav.	38	4	8
0098	Reso Clav.	16	4	8
0099	Analog Clav.	32	4	8
0100	Harpsichord1	2	4	7
0101	Harpsichord2	24	4	7
0102	Coupled Hps.	8	4	7
0103	Harpsi.w	0	4	7
0104	SC Vibe	0	4	12
0105	Vibrations	1	4	12
0106	Vibraphone	2	4	12
0107	Vibraphone w	8	4	12
0108	Pop Vibe.	3	4	12
0109	SC Marimba	0	4	13
0110	Marimba w	8	4	13
0111	Xylophone w	0	4	14
0112	SC Celesta	4	5	8
0113	Celesta	0	4	9
0114	Pop Celesta	1	4	9
0115	Balafon	17	4	13
0116	Balafon SRX	15	5	13
0117	FM Wood	18	5	13
0118	Ethno Keys	17	5	13
0119	Glockenspiel	0	4	10
0120	Icy Keys	19	5	13
0121	Music Box 1	0	4	11
0122	Music Box 2	1	4	11
0123	Music Bells	0	5	99

No.	Name	CC00	CC32	PC
0124	Music Bell	10	4	99
0125	Candy Bell	18	5	89
0126	Carillon	9	4	15
0127	Sacred Bells	1	5	11
0128	Tubular-bell	0	4	15
0129	Church Bell	8	4	15
Organ - Accord				
0130	Rotary B3	24	4	19
0131	DynSermon	16	4	19
0132	R&B B3	32	4	17
0133	R&B Organ 1	3	5	17
0134	All Skate!	0	4	19
0135	Hush B3 SRX	0	4	17
0136	B3 Sermon	12	4	17
0137	Blues Perc	0	4	18
0138	Smoky Organ	4	5	17
0139	HeavyTraffic	8	4	18
0140	Stevie's B3	82	4	17
0141	Dyno Rotary	8	4	19
0142	Hang Twice	85	4	18
0143	Felix Ballad	8	4	17
0144	XV Organ	80	4	19
0145	B3 Has Come	88	4	18
0146	Head Up B3	80	4	17
0147	Br.Ballad B3	81	4	17
0148	Organ 1	13	4	17
0149	Organ 2	10	4	18
0150	Organ 3	1	4	19
0151	Ful Organ 1	2	4	17
0152	Ful Organ 2	3	4	17
0153	Ful Organ 3	4	4	17
0154	Ful Organ 4	10	4	17
0155	Org Jazz1 /9	83	4	19
0156	Jazz Organ 1	1	4	18
0157	Jazz Organ 2	3	4	18
0158	Jazz Organ 3	4	4	18
0159	Jazz Organ 4	5	4	18
0160	JazzOrgan RD	81	4	18
0161	Perc.Organ 1	32	4	18
0162	Perc.Organ 2	33	4	18
0163	Perc.Organ 3	34	4	18
0164	Full Perc	87	4	18
0165	Fire Perc	86	4	18
0166	Rock Organ	17	4	19
0167	Rotary Org.S	15	4	19
0168	Rotary Org.F	25	4	19
0169	Rotary Organ	9	4	19
0170	L-Organ	47	4	19
0171	Chorus Or	11	4	18
0172	Mellow 1	83	4	17
0173	Cheese Organ	24	4	17

Tone List

No.	Name	CC00	CC32	PC
0174	Organ 101	1	4	17
0175	JX8 Organ	30	4	17
0176	D-50 Organ	25	4	17
0177	VS Organ	28	4	17
0178	Trem. Organ	14	4	17
0179	E.Organ 16+2	2	4	18
0180	Organ Bass	40	4	17
0181	Hybrid Organ	27	4	17
0182	60's Organ	16	4	17
0183	70's E.Organ	34	4	17
0184	Farf Organ	19	4	17
0185	Orient.Org.1	116	4	17
0186	Orient.Org.2	116	4	21
0187	8+4+2 Princ	0	5	20
0188	842Mix Princ	1	5	20
0189	Full Swell	0	4	20
0190	16 Subbass	3	5	20
0191	III Mixtur	4	5	20
0192	2 Superoctav	5	5	20
0193	4 Octava	6	5	20
0194	8 Principal	24	4	20
0195	Church Org.1	121	0	20
0196	Church Org.2	8	4	20
0197	Church Org.3	16	4	20
0198	Organ Flute	25	4	20
0199	Puff Organ	16	4	21
0200	Theater Org.	33	4	20
0201	Reed Organ	0	4	21
0202	BluesHrp V/S	0	5	23
0203	HarWonderca	8	4	23
0204	Mellow Harm	0	4	23
0205	Hand Harm.	51	4	23
0206	B.Harp Basic	7	4	23
0207	B.Harp Suppl	9	4	23
0208	Acc. Master	50	4	22
0209	Acc. Classic	51	4	22
0210	Italian Folk	52	4	22
0211	Accordion Fr	0	4	22
0212	Accordion It	8	4	22
0213	Steierische	54	4	22
0214	It Musette	15	2	22
0215	Fr. Musette	53	4	22
0216	Bandoneon 1	8	4	24
0217	Bandoneon 2	0	4	24
0218	Bandoneon 3	52	4	24
0219	Soft Accord	25	4	22
0220	Accordion 1	64	4	22
0221	Accordion 2	16	4	22
0222	JV.Accordion	69	4	22
0223	OrientalAcc1	65	4	22
0224	OrientalAcc2	66	4	22

No.	Name	CC00	CC32	PC
0225	OrientalAcc3	67	4	22
0226	OrientalAcc4	68	4	22
0227	OrganAcc	12	2	22
0228	OboeAcc	13	2	22
0229	ViolinAcc	14	2	22
0230	AccR16	16	2	22
0231	AccR8	17	2	22
0232	AccR8S	18	2	22
0233	AccR4	19	2	22
E. Guitar - Bass				
0234	Searing COSM	70	5	31
0235	Hurtling Gtr	72	5	31
0236	SC Loud Gtr	76	5	31
0237	SC Plugged	77	5	31
0238	Punker 1	74	5	31
0239	Larsen/Aft	73	5	31
0240	Rockin' Dly	75	5	31
0241	Distortion	64	4	31
0242	Distort Gt1	3	4	31
0243	Distort Gt2	1	4	31
0244	Distort Gt3	0	4	31
0245	Dist. Mute	64	4	29
0246	Muted Over	68	4	29
0247	Muted Gt. 1	48	4	29
0248	Muted Gt. 2	65	4	29
0249	Muted Gt. 3	66	4	29
0250	LP OverDrv	9	4	30
0251	RockRhythm1	24	4	31
0252	RockRhythm2	25	4	31
0253	Power Gt.1	16	4	31
0254	Power Gt.2	65	4	31
0255	Power Gt.3	66	4	31
0256	Dist Rtm GTR	26	4	31
0257	Overdrv Gt	48	4	30
0258	Overdrive1	1	4	30
0259	Overdrive2	2	4	30
0260	Overdrive3	64	4	30
0261	More Drive	0	4	30
0262	Dance Dst.Gt	11	4	85
0263	Dist.Fast	4	4	31
0264	Dazed Gtr	2	4	31
0265	Attack Dist	5	4	31
0266	Warm Drive	65	4	30
0267	Clean Solid	69	4	28
0268	Clean Elect.	64	4	28
0269	Clean El Oct	65	4	28
0270	Clean Gt.	0	4	28
0271	Clean Mute	67	4	29
0272	Right Funky	0	4	29
0273	Funk Gt.	16	4	29
0274	Funk Pop	8	4	29

No.	Name	CC00	CC32	PC
0275	Dynamic Mute	66	4	28
0276	Jazz Guitar1	62	4	27
0277	Jazz Guitar2	0	4	27
0278	Jazz Gt.	48	4	27
0279	PedalSteel	8	4	27
0280	Mellow Gt.	1	4	27
0281	JC ChrusGt	8	4	28
0282	JC CleanGt	4	4	28
0283	Chorus Gt	54	4	28
0284	TC MutedGt	2	4	29
0285	TC Clean	19	4	28
0286	JGuitar Scat	0	5	27
0287	LP HalfDrv2	11	4	30
0288	Mid Tone GTR	23	4	28
0289	Clean Half	1	4	28
0290	OpenHard 1	2	4	28
0291	OpenHard 2	3	4	28
0292	TC RearPk	17	4	28
0293	TC Cln ff	18	4	28
0294	AtkCleanGt	5	4	28
0295	LP RearAtk	22	4	28
0296	LP Rear	21	4	28
0297	LP Rear Pk	20	4	28
0298	LP HalfDrv	10	4	30
0299	LP Chorus	12	4	30
0300	TCFrntPick	16	4	28
0301	Bs+DistGT	40	4	28
0302	Punker 2	71	5	31
0303	Gt.Feedback1	8	4	31
0304	Gt.Feedback2	9	4	32
0305	Gt.Harmonics	0	4	32
0306	Gt.Cut Noise	1	4	121
0307	Pick Scrape	6	4	121
0308	Ulti Ac Bass	0	4	33
0309	XV Ac.Bass	9	4	33
0310	AcBass 1	45	4	33
0311	AcBass 2	46	4	33
0312	AcBass 3	47	4	33
0313	Rockabilly	1	4	33
0314	XV Bass+Ride	16	4	33
0315	AcousticBs	49	4	33
0316	Wild Ac.Bs	8	4	33
0317	Guitaron	48	4	33
0318	Chung Ruan	24	4	28
0319	TamBaStp	4	2	33
0320	TamBaTrl	5	2	33
0321	Finger Bs	0	4	34
0322	AttackFinger	6	4	34
0323	5String Bs	83	4	33
0324	X 5String Bs	83	2	33
0325	Jazz Bass 1	2	4	34

No.	Name	CC00	CC32	PC
0326	Jazz Bass 2	3	4	34
0327	Rock Bass	4	4	34
0328	Heart Bass	5	4	34
0329	Baby Bass	48	4	34
0330	Mute Bass	84	4	33
0331	Picked Bs	0	4	35
0332	Picked Bass2	1	4	35
0333	Picked Bass3	2	4	35
0334	Picked Bass4	3	4	35
0335	Double Pick	4	4	35
0336	Muted PickBs	8	4	35
0337	Fretless Bs1	0	4	36
0338	Fretless Bs2	1	4	36
0339	Fretless Bs3	2	4	36
0340	Fretless Bs4	3	4	36
0341	Wood+FlessBs	8	4	36
0342	Smooth Bass	19	4	40
0343	Mr.Smooth	5	4	36
0344	Mild Bass	37	4	40
0345	Nu Slap Bs	0	4	37
0346	Nu Slap Bs 2	80	2	37
0347	Finger Slap	1	4	34
0348	Slap Pop	1	4	37
0349	Slap Bass 1	0	4	38
0350	Slap Bass 2	1	4	38
0351	Beef FM Bass	8	4	40
0352	X Wire Bass	10	4	40
0353	Alpha ResoBs	19	5	40
0354	Motion Bass	20	5	40
0355	Alpha SBass1	21	5	40
0356	Alpha SBass2	22	5	40
0357	Alpha SynBs	23	5	40
0358	DCO Bass	24	5	40
0359	Electro Rubb	25	5	40
0360	Enorjizor	26	5	40
0361	Foundation	27	5	40
0362	Glide-iator	28	5	40
0363	Intrusive Bs	29	5	40
0364	Juno Reso	30	5	40
0365	Juno-106 Bs	32	4	39
0366	Low Bass	32	5	40
0367	MC-404 Bass	33	5	40
0368	MC-TB Bass	34	5	40
0369	Moogy Bass 1	35	5	40
0370	Oil Can Bass	37	5	40
0371	Pedal SynBs	38	5	40
0372	Punch MG 1	39	5	40
0373	Punch MG 2	8	4	39
0374	R&B Bass 1	41	5	40
0375	R&B Bass 2	42	5	40
0376	R&B Bass 3	9	5	40

No.	Name	CC00	CC32	PC
0377	R&B Bass 4	43	5	40
0378	R&B Bass 5	44	5	40
0379	R&B Bass 6	45	5	40
0380	SC Acid Bs	46	5	40
0381	SC AcidPunch	47	5	40
0382	SC Flat Bs	48	5	40
0383	SC Syn Bass1	49	5	40
0384	SH-101 Bs	50	5	40
0385	SH-101 Bs 1	16	5	40
0386	SH-101 Bs 2	17	5	40
0387	SH-101 Bass	80	2	39
0388	SH101 Bass 1	17	4	40
0389	SH101 Bass 2	18	4	40
0390	SH101 Bass 3	20	4	40
0391	SH101 Bass 4	47	4	40
0392	Smooth Bass1	51	5	40
0393	Virtual RnBs	52	5	40
0394	Acdg Bass	0	5	40
0395	Dust Bass	1	5	40
0396	Juno-60 Bass	2	5	40
0397	Kickin' Bass	3	5	40
0398	MG+SubOsc Bs	4	5	40
0399	MKS-50 SynBs	0	4	39
0400	Not a Bass	6	5	40
0401	OilDrum Bass	7	5	40
0402	Pedal Square	8	5	40
0403	S&H Bass	10	5	40
0404	Saw&MG Bass	11	5	40
0405	SC GarageBs1	12	5	40
0406	SC GarageBs2	13	5	40
0407	SC Unison Bs	15	5	40
0408	Storm Bass	18	5	40
0409	SC Rubber Bs	14	5	40
0410	RubberBass 1	13	4	40
0411	RubberBass 2	16	4	40
0412	Rubber303 Bs	14	4	39
0413	Drum'n'Bass	82	4	39
0414	Synth Bass 2	0	4	40
0415	Reso Slap	8	4	37
0416	Bass Invader	80	4	40
0417	TB Saw Bass	81	4	39
0418	MG Bass	4	4	40
0419	Modular Bass	2	4	40
0420	Seq Bass 1	3	4	40
0421	Seq Bass 2	33	4	40
0422	SynthBass201	1	4	40
0423	WireStr Bass	11	4	40
0424	u/i/e/o V/Sw	84	4	40
0425	VocoBass	83	4	40
0426	Raver Bass 1	81	4	40
0427	Raver Bass 2	82	4	40

No.	Name	CC00	CC32	PC
0428	MG Blip Bs	7	4	40
0429	JP-8 Bass	4	4	39
0430	MG Oct Bass2	6	4	40
0431	RND Bass	26	4	40
0432	Bubble Bass	28	4	40
0433	Sync Bass 1	24	4	40
0434	Sync Bass 2	30	4	40
0435	Spike Bass	21	4	40
0436	Pulse Mix Bs	31	4	40
0437	3rd Bass	34	4	40
0438	MG Oct Bass1	35	4	40
0439	MG LightBass	39	4	40
0440	DistSynBass	40	4	40
0441	DistEnvBass	38	4	40
0442	LightSynBass	45	4	40
0443	PopSynthBass	46	4	40
0444	TeeBee V/Sw	44	4	39
0445	Odd Bass	15	4	40
0446	303Sqr.Rev	43	4	39
0447	Bassic Needs	83	4	39
0448	SynthBass101	1	4	39
0449	Synth Bass 1	7	4	39
0450	JP-4 Bass	3	4	39
0451	CS Bass	2	4	39
0452	Tekno Bass	10	4	39
0453	Echo SynBass	7	4	103
0454	Reso SH Bass	16	4	39
0455	TB303 Bass	9	4	39
0456	TB303 DistBs	18	4	39
0457	TB303 Sqr Bs	17	4	39
0458	Clavi Bass	19	4	39
0459	Jungle Bass	21	4	39
0460	Square Bass	22	4	39
0461	Arpeggio Bs	24	4	39
0462	AtkSineBass	34	4	39
0463	OB sine Bass	35	4	39
0464	303SqDistBs	41	4	39
0465	E.Bass Harm.	24	4	32
0466	String Slap	2	4	121
0467	Bass Slide1	5	4	121
0468	Bass Slide2	47	4	121
0469	DoubleSlide	48	4	121
A. Guitar				
0470	High Strung	0	4	26
0471	Ac.Gtrs SRX	32	4	26
0472	AcousticBros	13	5	26
0473	N'Ville Soft	14	5	26
0474	Spruce Top	16	5	26
0475	Steel Rhythm	17	5	26
0476	Steel.Gt1	52	4	26
0477	Steel.Gt2	64	4	26

Tone List

No.	Name	CC00	CC32	PC
0478	Steel.Gt3	65	4	26
0479	Steel.Gt4	69	4	26
0480	Steel.Gt5	70	4	26
0481	Steel.Gt6	31	4	26
0482	Steel-str.Gt	1	4	26
0483	Steel + Body	33	4	26
0484	Atk Steel Gt	10	4	26
0485	Sweet Nylon	0	4	25
0486	Nylon Gt.o	17	4	25
0487	Nylon Gt.1	64	4	25
0488	Nylon Gt.2	32	4	25
0489	Nylon-str.Gt	1	4	25
0490	Nylon Harp	2	4	100
0491	Ac.Guitar1	48	4	26
0492	Ac.Guitar2	49	4	26
0493	Ac.Guitar3	50	4	26
0494	2 Guitars	66	4	26
0495	12 Strings	8	4	26
0496	12Stringsoft	7	4	26
0497	Nylon+Steel1	9	4	26
0498	Nylon+Steel2	67	4	26
0499	Nylon+Steel3	68	4	26
0500	Mandolin 1	0	5	26
0501	Mandolin 2	16	4	26
0502	Mandolin Tr.	18	2	26
0503	MandolinTrem	18	4	26
0504	Solo RequGtr	16	4	25
0505	Requint Gt.1	40	4	25
0506	Requint Gt.2	52	4	25
0507	Fl.Gtr 1	48	4	25
0508	Fl.Gtr 2	49	4	25
0509	Fl.GtrRoll	51	4	25
0510	Ukulele	8	4	25
0511	Velo Harmnix	24	4	25
0512	Cavaquinho	0	5	25
0513	TamCoStp	50	2	25
0514	TamCoTrl	51	2	25
0515	TamBPStp	52	2	25
0516	TamBPTrl	53	2	25
0517	TamPrTrl	54	2	25
0518	TamORTrl	55	2	25
0519	TamORBTr	56	2	25
0520	Ac.Gt.Harmnx	16	4	32
0521	Ac.Gtr.Hrm	51	4	26
0522	Gt.FretNoise	0	4	121
Strings - Vocal				
0523	Full Strings	16	4	49
0524	GW Strings1	56	5	49
0525	JV Strings	57	5	49
0526	St. Strings	64	5	49
0527	Stringz 101	65	5	49

No.	Name	CC00	CC32	PC
0528	String Ens	12	5	49
0529	String Ens2	51	5	49
0530	Bright Str	43	5	49
0531	Bright Str.1	1	4	49
0532	Bright Str.2	4	4	49
0533	Bright Str.3	5	4	49
0534	Full Sect 2	45	5	49
0535	SonicStrings	24	4	49
0536	Staccato VS	50	5	49
0537	Warm Strings	9	4	50
0538	Warm Strings2	0	4	50
0539	St.Strings 1	23	4	49
0540	St.Strings 2	17	4	49
0541	St.Strings 3	18	4	49
0542	Strings	0	4	49
0543	Marcato	8	5	49
0544	ChamberStr	2	4	49
0545	Velo Strings	25	4	49
0546	Mild Strings	7	4	49
0547	Trem Str.St.	0	4	45
0548	StringsSpic.	17	4	46
0549	SuspenseStr	9	4	45
0550	Slow Strings	10	5	49
0551	SlowStrings1	3	4	50
0552	SlowStrings2	1	4	50
0553	SlowStrings3	2	4	50
0554	Legato Str.	10	4	50
0555	St.Slow Str2	11	4	50
0556	Slow Tremolo	8	4	45
0557	StraightStr.	10	4	52
0558	St.Slow Str1	8	4	50
0559	ORC full+BD	46	5	49
0560	Ending Scene	44	5	49
0561	Symphonika	52	5	49
0562	Soft Orch 1	48	5	49
0563	Soft Orch 2	2	5	17
0564	Orchestra 1	9	4	49
0565	Orchestra 2	8	4	49
0566	Orchestra 3	20	4	49
0567	FilteredOrch	3	4	52
0568	Tremolo Orch	10	4	49
0569	Film Octaves	7	5	49
0570	Strings Oct	116	4	11
0571	Oct Strings1	32	4	49
0572	Oct Strings2	33	4	49
0573	So Staccato	47	5	49
0574	Pizz'Stac VS	0	5	46
0575	Vls PizzHall	0	4	46
0576	St.Pizzicato	3	4	46
0577	Solo Pizz.	8	4	46
0578	PizzicatoStr	4	4	46

No.	Name	CC00	CC32	PC
0579	Vcs&Cbs Pizz	1	4	46
0580	Violin	0	4	41
0581	RS Violin Vb	6	5	41
0582	RS Violin	62	5	49
0583	SC Violin	63	5	49
0584	X Violin	8	4	41
0585	Folk Violin	116	4	41
0586	FolkViolinVb	116	4	40
0587	ViolnSoloSRX	0	5	41
0588	Violin Atk	1	4	41
0589	Slow Violin	9	4	41
0590	Solo Spic.	16	4	46
0591	RS Viola	0	4	42
0592	RS Viola Vb	61	5	49
0593	Viola	2	4	42
0594	Viola Attack	1	4	42
0595	Cello	0	4	43
0596	Cello sect.	3	4	49
0597	Cello Attack	1	4	43
0598	Contrabass	0	4	44
0599	ContraBsSect	34	4	49
0600	Harp	0	4	47
0601	Harp St.	2	4	47
0602	Uillean Harp	8	4	47
0603	Harp StrPad	0	5	47
0604	Harp&Strings	1	4	47
0605	Synth Harp	16	4	47
0606	Str.+Flute	13	4	49
0607	S.Str+Choir	12	4	50
0608	Strings+Horn	12	4	49
0609	80s Str	16	4	51
0610	DelayStrings	25	5	89
0611	Super SynStr	16	5	89
0612	Juno-106 Str	39	5	89
0613	JUNO Strings1	8	4	51
0614	JUNO Strings2	2	4	52
0615	OB Slow Str	8	4	52
0616	OB Strings	1	4	51
0617	PhaseStrings	52	5	89
0618	Phat Strings	54	5	89
0619	Brite Flange	26	5	89
0620	Slow Saw Str	61	5	89
0621	Strings R Us	62	5	89
0622	Syn Strings	63	5	89
0623	SC Syn Str	59	5	89
0624	NorthStrings	45	5	89
0625	JP-8 Str 1	40	5	89
0626	JP-8 Str 2	42	5	89
0627	JP8 Strings1	81	4	51
0628	JP8 Strings2	0	4	51
0629	JP Strings	3	4	51

No.	Name	CC00	CC32	PC
0630	JP Strings 1	61	2	51
0631	JP Strings 2	35	5	89
0632	JP Saw Str.	4	4	52
0633	Syn.Strings1	11	4	51
0634	Syn.Strings2	5	4	52
0635	Syn.Strings3	7	4	52
0636	Syn.Strings4	9	4	51
0637	Syn.Strings5	10	4	51
0638	Air Strings	11	4	52
0639	60s Strings	40	4	49
0640	High Strings	18	4	51
0641	Tron Strings	24	4	51
0642	Noiz Strings	25	4	51
0643	DistStrings	6	4	52
0644	Strings Hit	24	4	56
0645	OrchestraHit	0	4	56
0646	Double Hit	10	4	56
0647	Choir Str.	11	4	49
0648	Syn Vox Pad	0	4	55
0649	Vox Pad	83	4	95
0650	Fem Mm Srt	82	4	54
0651	Rich Choir 1	14	4	53
0652	Rich Choir 2	81	4	53
0653	Real Choir	80	4	53
0654	St.ChoirAahs	8	4	53
0655	Jazz Scat	6	4	54
0656	Choir Aahs	0	4	53
0657	Melted Chr	33	4	53
0658	ChorusLahs	24	4	53
0659	ChorusAahs	32	4	53
0660	Voice Oohs	48	4	54
0661	Choir Hahs	16	4	53
0662	St.BoysChoir	13	4	53
0663	VoiceAah Mal	36	4	54
0664	Humming	40	4	54
0665	Silent Night	9	4	55
0666	Melted Choir	9	4	53
0667	JzVoiceBap	10	4	54
0668	JzVoiceDow	11	4	54
0669	Voice Dahs	8	4	54
0670	JzVox Thum	12	4	54
0671	JzVoiceDat	9	4	54
0672	Holy Voices	12	4	92
0673	SynVox	1	4	55
0674	JX8P Vox	18	4	55
0675	Syn.Voice 1	8	4	55
0676	Syn.Voice 2	10	4	55
0677	VP330 Choir	16	4	55
0678	LFO Vox	9	4	86
0679	Solo Vox	0	4	86
0680	Chorus Oohs1	0	4	54

No.	Name	CC00	CC32	PC
0681	Chorus Oohs2	3	4	54
0682	ChorusLahFem	17	4	54
0683	ChorusLuhFem	19	4	54
0684	VoiceUuh Fem	23	4	54
0685	VoiceLah Fem	16	4	54
0686	Fem Lah&Lan	24	4	54
Sax - Brass				
0687	Tenor Sax	0	4	67
0688	TenorSax Sfz	1	5	67
0689	Blowed Tenor	46	4	67
0690	St.Tenor Sax	9	4	67
0691	Latin Tenor	44	4	67
0692	Super Tenor	47	4	67
0693	TenorSaxFst	50	4	67
0694	Tenor Sax 1	45	4	67
0695	Tenor Sax 2	2	5	67
0696	BreathyTn.	8	4	67
0697	TenrSax Fall	0	5	67
0698	Solo AltoSax	0	4	66
0699	SuperAltoSax	2	5	66
0700	AltoLead Sax	10	5	66
0701	AltoSax Sfz	3	5	66
0702	Alto mp	8	5	66
0703	Alto Sax 1	9	5	66
0704	Alto Sax 2	121	0	66
0705	Alto Sax 3	13	5	66
0706	BlowAltoVib	50	4	66
0707	Folk A.Sax	17	2	66
0708	Folk A.SaxVb	18	2	66
0709	FolkAlto	51	4	66
0710	AltoSax Soft	46	4	66
0711	AltoSax Exp.	8	4	66
0712	AltoSax Fall	0	5	66
0713	Baritone Sax	0	4	68
0714	Bari & Tenor	8	4	68
0715	Grow Sax	9	4	66
0716	Soprano Sax1	0	5	65
0717	Soprano Sax2	0	4	65
0718	Soprano Exp.	8	4	65
0719	Soprano Fall	1	5	65
0720	Sax Sect.	1	5	66
0721	Sax Sect. 1	4	5	66
0722	Sax Sect. 2	5	5	66
0723	Sax Sect mp	6	5	66
0724	Sax Section	17	4	66
0725	Saxx-shun	7	5	66
0726	Horny Sax	11	5	66
0727	AltoSax + Tp	16	4	66
0728	Oriental SAX	116	4	66
0729	ORSaxVib	2	2	66
0730	ORSaxTrl	3	2	66

No.	Name	CC00	CC32	PC
0731	SC Brt Brass	24	4	62
0732	Pop Brs Sect	4	5	62
0733	SC BrsSect 2	0	4	62
0734	BrassPartOut	15	5	62
0735	Simple Tutti	16	5	62
0736	Stereo Brass	9	5	62
0737	Full sForza	3	5	62
0738	Ac.Brass	80	4	62
0739	Brass Sforz.	81	4	62
0740	Brass sfz 1	10	4	62
0741	Brass sfz 2	12	4	62
0742	St. Brass ff	3	4	62
0743	St.Orch Brs1	36	4	62
0744	St.Orch Brs2	38	4	62
0745	Orch Brass	33	4	62
0746	Octave Brass	46	4	62
0747	Brass Oct	116	4	42
0748	FatPop Brass	14	4	62
0749	Fat + Reed	26	4	62
0750	Brass + Reed	25	4	62
0751	Brass 1	7	4	62
0752	Brass 2	8	4	62
0753	Brass 3	9	4	62
0754	Quad Brass1	4	4	62
0755	Quad Brass2	5	4	62
0756	Henry IV	47	4	64
0757	Brass Fall	16	4	62
0758	Switch Fall	0	5	62
0759	TpTb Sect.	11	5	62
0760	Tpts & Fall	2	5	62
0761	Tpts & Tmbs	12	5	62
0762	2Tps+Tb	43	4	62
0763	2Tps+Tb+Sax	44	4	62
0764	80s Brass 2	0	5	63
0765	Wide SynBrss	0	4	63
0766	Sonic Brass	4	5	63
0767	Cheesy Brass	9	5	63
0768	Dual Saw Brs	10	5	63
0769	JP8000 Brass	11	5	63
0770	Juno-106 Brs	12	5	63
0771	Silk Brs Pad	8	4	63
0772	Silky JP	14	5	63
0773	Soft Brass	15	5	63
0774	Stacked Brs	16	5	63
0775	Syn Brass 2	17	5	63
0776	Xpand Brass2	18	5	63
0777	X-Saw Brass1	19	5	63
0778	DetuneSawBrs	1	5	63
0779	J-Pop Brass	2	5	63
0780	SoftSynBrass	3	5	63
0781	Syn Brass	0	4	64

Tone List

No.	Name	CC00	CC32	PC
0782	Xpand Brass	8	5	63
0783	Africa Brass	80	4	64
0784	Warm Brass	2	4	64
0785	Jump Brass	5	4	63
0786	MG Brass fst	81	4	64
0787	MKS Brass	4	4	63
0788	JUNO Brass	1	4	63
0789	Fat SynBrass	5	4	64
0790	Poly Brass	80	4	63
0791	PowerBrass	47	4	62
0792	Synth Brass	6	4	63
0793	Pro Brass	11	4	63
0794	P5 Brass	9	4	63
0795	Sync Brass	4	4	64
0796	Oct SynBrass	16	4	63
0797	SH-5 Brass	3	4	63
0798	OB Brass	9	4	64
0799	Velo Brass 1	16	4	64
0800	DeepSynBrass	6	4	64
0801	Tuba Stacc	0	5	59
0802	Tuba 1	0	4	59
0803	Tuba 2	1	4	59
0804	Tuba 3	47	4	59
0805	Polka Tuba	46	4	59
0806	Folk Tuba	45	4	59
0807	Tuba + Horn	8	4	59
0808	Euphonium	16	4	58
0809	French Horns	0	4	61
0810	Fr.Horn	1	4	61
0811	Wide FreHrns	3	4	61
0812	F.Hrn Slow	8	4	61
0813	Horn + Orche	2	4	61
0814	RS Trombone	0	4	58
0815	Soft Tb	18	5	62
0816	Twin Tromb.	19	5	62
0817	Trombone 1	48	4	58
0818	Trombone 2	1	4	58
0819	Bright Tb	4	4	58
0820	Bs.Trombone	8	4	58
0821	Twin Bones	13	5	62
0822	V Twin bones	2	4	58
0823	Bones & Tp.	14	5	62
0824	Bones Sect.	2	4	62
0825	Dual Horns	9	4	61
0826	F.Horn Rip	24	4	61
0827	SoaringHorns	46	4	64
0828	Truba	8	2	58
0829	TrubaStp	9	2	58
0830	Majestic Tpt	10	5	57
0831	Majestic Tpt P	0	4	57
0832	Solo Tp	8	5	62

No.	Name	CC00	CC32	PC
0833	Trumpet	5	4	57
0834	Trumpet2	48	4	57
0835	Trumpet3	3	5	60
0836	Romantc Tp	49	4	57
0837	Snake Eyes	17	5	62
0838	Shake Tp.	8	5	57
0839	Mariachi Tp1	3	5	57
0840	Mariachi Tp2	4	5	57
0841	Rom/Mar Tp	51	4	57
0842	MariachiTp	50	4	57
0843	Trumpets /Fl	5	5	57
0844	Trumpts/Doit	6	5	57
0845	Trumpts/Shak	7	5	57
0846	Tp. Mar/Shk1	9	5	57
0847	Tp. Mar/Shk2	52	4	57
0848	Tp Shake	53	4	57
0849	FolkTrumpVb	18	2	57
0850	Trumpet & Nz	4	4	57
0851	Warm Tp.1	25	4	57
0852	Warm Tp.2	26	4	57
0853	Dark Trumpet	3	4	57
0854	Atk Trumpet	47	4	57
0855	FolkTrumpet	1	4	57
0856	Bright Tp.	24	4	57
0857	Twin Tp.	27	4	57
0858	TrumpetFall1	1	5	57
0859	TrumpetFall2	17	4	62
0860	Trp Sfz&Fall	0	5	57
0861	MuteTrumpet1	0	4	60
0862	MuteTrumpet2	2	4	60
0863	MuteTrumpet3	3	4	60
0864	Muted Tp 1	48	4	60
0865	Muted Tp 2	49	4	60
0866	SoftMutedTpt	0	5	60
0867	WhaMutedTpt	1	5	60
0868	Muted Horns	8	4	60
0869	FlugelHorn	8	4	57
0870	FluteVibrato	0	5	74
0871	RS Flute	0	4	74
0872	FluteVibAtk	52	4	74
0873	FlTraverso	3	4	74
0874	Flute Exp	2	4	74
0875	Flute 1	48	4	74
0876	Flute 2	1	4	74
0877	Piccolo 1	0	4	73
0878	JazzClariVib	50	4	72
0879	FolkClarinet	51	4	72
0880	FolkClarinVb	17	2	72
0881	Folk Clarin	0	4	72
0882	SoftClarinet	52	4	72
0883	Clarinet	121	0	72

No.	Name	CC00	CC32	PC
0884	Bs Clarinet	8	4	72
0885	Oboe	0	4	69
0886	Oboe Exp.	8	4	69
0887	English Horn	0	4	70
0888	Bassoon	0	4	71
0889	BottleBlow1	0	4	77
0890	BottleBlow2	47	4	77
0891	The Bottle	46	4	77
0892	Pan Flute1	0	4	76
0893	Pan Flute2	47	4	76
0894	Andes Mood	2	5	74
0895	Multi Wind	16	4	72
0896	TinWhistle2	46	4	76
0897	Whistle 1	0	4	79
0898	Whistle 2	1	4	79
0899	Quad Wind	17	4	72
0900	Recorder	0	4	75
0901	Ocarina	0	4	80
0902	Pipe & Reed	9	4	74

Synth

No.	Name	CC00	CC32	PC
0903	Wind Syn Ld	8	5	84
0904	BellSawLead1	2	5	82
0905	BellSawLead2	3	5	82
0906	Porta Lead	15	5	82
0907	Feat Lead	11	5	82
0908	HyperJupiter	12	5	82
0909	Lone Prophat	13	5	82
0910	Mogulator Ld	14	5	82
0911	SC Dist Lead	18	5	82
0912	SC LegatoSaw	19	5	82
0913	SC Saw Ld 2	20	5	82
0914	SC Syn Ld	21	5	82
0915	SonicVampire	22	5	82
0916	BodyElectric	4	5	82
0917	Sqr-Seqence	23	5	82
0918	Stimulation	24	5	82
0919	Synchro Lead	25	5	82
0920	SynLead 0322	26	5	82
0921	Vintagolizer	27	5	82
0922	303 NRG	0	5	82
0923	Air Lead	4	5	83
0924	Brusky Ld	5	5	83
0925	Castle Ld 2	6	5	83
0926	Cell SquLead	7	5	83
0927	Destroyed Ld	7	5	82
0928	Epic Lead	10	5	82
0929	Digi Vox Ld	8	5	83
0930	Dig-n-Duke	9	5	83
0931	Evangelized	10	5	83
0932	GR Lead	11	5	83
0933	Howards Lead	12	5	83

No.	Name	CC00	CC32	PC
0934	JP Saw Lead	13	5	83
0935	Jucy Saw	14	5	83
0936	Juno SftLd	15	5	83
0937	Jupiter Lead	17	5	83
0938	Mew Lead	18	5	83
0939	MG Saw Ld 1	20	5	83
0940	MG Saw Ld 2	21	5	83
0941	MG Squ Ld 1	22	5	83
0942	MG Squ Ld 2	23	5	83
0943	MG Squ Ld 3	24	5	83
0944	Mid Saw Key	26	5	83
0945	Mid Saw Ld	27	5	83
0946	Mid Saw Ld 1	28	5	83
0947	Mid Saw Ld 2	29	5	83
0948	Mid Saw Ld 3	30	5	83
0949	Mid Saw Ld 4	31	5	83
0950	Mid Saw Ld 5	32	5	83
0951	Mild 2-SawLd	33	5	83
0952	Mini Growl	34	5	83
0953	Modulated Ld	35	5	83
0954	Naked Lead	36	5	83
0955	Classic Lead	6	5	82
0956	PeakArpSine	37	5	83
0957	Polysine	38	5	83
0958	Pulstar G	39	5	83
0959	Pulstar Ld	40	5	83
0960	Pure Sin Ld	41	5	83
0961	Pure SquLd 1	42	5	83
0962	R&B Tri Ld 1	43	5	83
0963	Reso G	45	5	83
0964	ResoAmp Ld	46	5	83
0965	SC ResoLead	47	5	83
0966	SC SoftLead	48	5	83
0967	SC Sqr Lead	49	5	83
0968	SCResoSaw Ld	50	5	83
0969	SH-2 Lead	51	5	83
0970	Sine Lead	52	5	83
0971	Sinetific	53	5	83
0972	Sneaky Leady	54	5	83
0973	SoftLead	55	5	83
0974	Sqr Diamond	56	5	83
0975	Sqr Lead 1	57	5	83
0976	Squ Pipe	58	5	83
0977	SquareLead 1	59	5	83
0978	Synthi Fizz	60	5	83
0979	Theramax	61	5	83
0980	Vint SawLead	62	5	83
0981	Wally Ld	63	5	83
0982	Weather Ld 1	64	5	83
0983	Weather Ld 2	65	5	83
0984	Weather Pad	67	5	83

No.	Name	CC00	CC32	PC
0985	Windy Synth	68	5	83
0986	X-Pulse Lead	69	5	83
0987	CompSaw Ld	1	5	83
0988	CompSqu Ld	2	5	83
0989	ResoSaw Lead	3	5	83
0990	Follow Me	3	5	84
0991	Gwyo Press	4	5	84
0992	Juno Lead	5	5	84
0993	Ringmod Lead	6	5	84
0994	SC Saw Ld 1	7	5	84
0995	TB-Sequence	0	5	90
0996	Waspy Synth	1	5	90
0997	Acid Lead	1	5	94
0998	Coffee Bee	4	5	94
0999	Dance Saws	5	5	94
1000	Hoover Again	8	5	94
1001	Tranceformer	17	5	94
1002	Waving TB303	19	5	94
1003	Let's Talk!	4	5	95
1004	Big Lead	4	4	82
1005	PortaLead P	0	4	88
1006	CC Solo	4	4	81
1007	Bass & Lead	8	4	88
1008	Unison Saws	46	4	91
1009	Velo Lead	5	4	82
1010	Unison SawLd	7	4	84
1011	PM Lead	17	4	82
1012	LM Pure Lead	8	4	83
1013	LM Blow Lead	9	4	83
1014	Fat GR Lead	3	4	85
1015	LA Brass Ld	22	4	85
1016	MG Saw Lead	31	4	82
1017	MG SawLead 2	39	4	82
1018	TB Lead	1	4	84
1019	P5 Sync Lead	16	4	85
1020	Rock Lead	18	4	85
1021	Oct Saw Lead	35	4	82
1022	Chiffer Lead	0	4	84
1023	FatSawLead	9	4	82
1024	FatSawLead1	14	4	82
1025	Fat SyncLead	17	4	85
1026	Waspy Synth	16	4	82
1027	303SquarDst1	20	4	81
1028	303SquarDst2	21	4	81
1029	Pulse Lead	24	4	81
1030	P5 Saw Lead	33	4	82
1031	Natural Lead	36	4	82
1032	FatSolo Lead	4	4	84
1033	ForcefulLead	5	4	84
1034	Oct.UnisonLd	6	4	84
1035	Mad Lead	8	4	84

No.	Name	CC00	CC32	PC
1036	CrowdingLead	9	4	84
1037	Wire Lead	1	4	85
1038	Mellow GR Ld	5	4	85
1039	Dirty Sync	20	4	85
1040	DualSyncLead	21	4	85
1041	Delayed Lead	7	4	88
1042	80'sTechLead	82	2	82
1043	Crispy Lead	84	4	88
1044	KG Lead	10	4	81
1045	JP8 PulseLd1	26	4	81
1046	JP8 PulseLd2	28	4	81
1047	260RingLead	29	4	81
1048	303DistLead	30	4	81
1049	JP8000DistLd	31	4	81
1050	80s Saws 3	69	5	89
1051	4 x Saws	1	5	82
1052	Q DualSaws	17	5	82
1053	Distortion S	8	5	82
1054	Dual Profs	9	5	82
1055	AftTch Ji-n	0	5	84
1056	Analog Bgrnd	19	5	89
1057	Big Planet	72	5	89
1058	Bustranza	73	5	89
1059	DoubleBubble	74	5	89
1060	Europe Xpres	75	5	89
1061	Juno 5th	76	5	89
1062	Juno Poly	77	5	89
1063	Juno Trnce	78	5	89
1064	Memory Pluck	79	5	89
1065	Modular	80	5	89
1066	Oct Unison	81	5	89
1067	Pressyn	82	5	89
1068	Saw Keystep	83	5	89
1069	Saw Stack	84	5	89
1070	Short Detune	85	5	89
1071	Squeepy	86	5	89
1072	SuperSawSlow	87	5	89
1073	Sweep Lead	88	5	89
1074	Wet Atax	2	5	90
1075	X-panda	3	5	90
1076	Step In	103	5	89
1077	Reanimation	7	5	91
1078	Alpha Said..	2	5	94
1079	BPF Saw	3	5	94
1080	DetuneSeqSaw	6	5	94
1081	HPF Sweep	9	5	94
1082	Juno-D Maj7	10	5	94
1083	Moon Synth	11	5	94
1084	Morpher	12	5	94
1085	Ravers Awake	13	5	94
1086	Reso Seq Saw	14	5	94

No.	Name	CC00	CC32	PC
1087	Seq Saw	15	5	94
1088	Sweet House	16	5	94
1089	Power Synth	0	5	94
1090	OB Saw	26	4	82
1091	LM Square	6	4	81
1092	Poly Saws	83	4	91
1093	Super Saw	5	5	63
1094	80's PolySyn	1	4	91
1095	Super Poly	4	4	91
1096	Twin Sine	11	4	81
1097	Dual Sqr&Saw	23	4	81
1098	MG Square	1	4	81
1099	Hollow Mini	2	4	81
1100	Polysynth 1	0	4	91
1101	Phenomena	80	4	87
1102	Poly Key	82	4	91
1103	Saw Wave	0	4	82
1104	Atmosphere	0	4	100
1105	HollowReleas	4	4	100
1106	Syn.Calliope	0	4	83
1107	OB Stab	2	4	101
1108	Big & Raw	1	4	88
1109	Acid Guitar	10	4	85
1110	D-50 Fat Saw	11	4	82
1111	Euro-Dance 2	81	4	88
1112	Polysynth 2	2	4	91
1113	OB DoubleSaw	12	4	82
1114	Techno Saw	47	4	82
1115	JP DoubleSaw	13	4	82
1116	JP SuperSaw	15	4	82
1117	CS Saw	30	4	82
1118	Ice Rain	0	4	97
1119	Big Blue	29	4	102
1120	Vibra Bells	8	4	99
1121	JUNO Rave	3	4	88
1122	Big Fives	1	4	87
1123	C64 Lead	5	5	82
1124	SequenceSaw3	46	4	82
1125	Octave Stack	9	4	91
1126	Euro-Dance 1	80	4	88
1127	Xpressive	83	4	88
1128	7th Atmos.	17	4	104
1129	Galaxy Way	18	4	104
1130	Rising OSC.	19	4	104
1131	Noise Peaker	6	4	92
1132	Raver Blade	82	4	88
1133	Etherality	5	4	104
1134	Reso Stack	10	4	91
1135	Techno Stack	11	4	91
1136	TwinOct.Rave	13	4	91
1137	Synergy MLT	21	5	13

No.	Name	CC00	CC32	PC
1138	Happy Synth	15	4	91
1139	ForwardSweep	16	4	91
1140	ReverseSweep	17	4	91
1141	Minor Rave	24	4	91
1142	SuperSaws	47	4	91
1143	Bamboo Hit	7	4	92
1144	Square Wave	0	4	81
1145	Mellow FM	3	4	81
1146	Shmoog	5	4	81
1147	2600 Sine	8	4	81
1148	OB Square	17	4	81
1149	JP-8 Square	18	4	81
1150	Dist Square	19	4	81
1151	HipHop Sq	33	4	81
1152	Flux Pulse	35	4	81
1153	Pulse Saw	2	4	82
1154	GR-300 Saw	6	4	82
1155	LA Saw	7	4	82
1156	Doctor Solo	8	4	82
1157	Saw Impulse	5	4	97
1158	Strange Str.	6	4	97
1159	MG Saw	24	4	82
1160	Crystal	0	4	99
1161	Syn Mallet	1	4	99
1162	Soft Crystal	2	4	99
1163	Round Glock	3	4	99
1164	Loud Glock	4	4	99
1165	Synchronized	38	4	82
1166	SequenceSaw1	40	4	82
1167	Digi Bells	9	4	99
1168	SequenceSaw2	41	4	82
1169	Reso Saw	42	4	82
1170	Cheese Saw	43	4	82
1171	Blow Bell	12	4	99
1172	Choral Bells	16	4	99
1173	Air Bells	17	4	99
1174	Bell Harp	18	4	99
1175	Gamelimba	19	4	99
1176	Bottom Bell	23	4	99
1177	Warm Atmos	1	4	100
1178	Vaporish	80	4	91
1179	Space Org X	81	4	87
1180	Double Sqr.	10	4	84
1181	Chord maj7th	82	4	87
1182	PureFlatLead	47	4	84
1183	Short Chord	83	4	87
1184	Charang	8	4	85
1185	ShortCircuit	80	4	56
1186	FB.Charang	0	4	85
1187	Brass Star	3	4	101
1188	Org Bell	8	4	101

No.	Name	CC00	CC32	PC
1189	Goblinson	1	4	102
1190	50's Sci-Fi	2	4	102
1191	Abduction	3	4	102
1192	Auhbient	4	4	102
1193	5th DecaSync	19	4	85
1194	LFO Pad	5	4	102
1195	Random Str	6	4	102
1196	UFO FX	14	4	102
1197	5th Saw Wave	0	4	87
1198	FallinInsect	18	4	102
1199	LFO Oct.Rave	19	4	102
1200	5th Lead	2	4	87
1201	Just Before	20	4	102
1202	RandomEnding	22	4	102
1203	JP 5th Saw	5	4	87
1204	Random Sine	23	4	102
1205	JP8000 5thFB	6	4	87
1206	Noise&SawHit	25	4	102
1207	Fat & Perky	2	4	88
1208	DancingDrill	27	4	102
1209	Dirty Stack	28	4	102
1210	Static Hit	30	4	102
1211	Acid Copter	32	4	102
1212	260HarmPad	7	4	89
1213	Pulse Wave 1	80	2	82
1214	Pulse Wave 2	81	2	82
Pad - Ethnic				
1215	Angelique	0	5	95
1216	Morning Star	1	5	95
1217	Film Cue	2	5	95
1218	SC Soft Pad	0	4	90
1219	Saturn Rings	12	5	89
1220	Warm Voices	82	4	95
1221	Warm Pad	2	4	90
1222	LA Warm Pad	82	4	90
1223	Attack! Pad	83	4	90
1224	Human Pad	10	4	90
1225	Pad With	81	4	90
1226	Thick Matrix	1	4	90
1227	Stacked Pad	45	4	90
1228	Sine Pad	5	4	90
1229	Lost Voices	5	5	95
1230	Ooze	6	5	95
1231	Angelis Pad	21	5	89
1232	Consolament	23	5	89
1233	Evolution X	27	5	89
1234	Cell 5th	28	5	89
1235	Hum Pad	29	5	89
1236	Cell Comb	30	5	89
1237	JD Pop Pad	31	5	89
1238	Cell Space	32	5	89

No.	Name	CC00	CC32	PC
1239	FM Vox	3	5	95
1240	Cosmic Rays	34	5	89
1241	Giant Sweep	36	5	89
1242	JP-8Haunting	37	5	89
1243	Jet Pad	38	5	89
1244	JupiterMoves	41	5	89
1245	MistOver5ths	46	5	89
1246	Neo RS-202	48	5	89
1247	OB Rezo Pad	50	5	89
1248	R&B SoftPad	51	5	89
1249	Reso Pad	53	5	89
1250	SC PhaserPad	55	5	89
1251	SaturnHolida	58	5	89
1252	Stringship	0	4	52
1253	Tri 5th Pad	65	5	89
1254	Synthi Ens	66	5	89
1255	WarmReso Pad	67	5	89
1256	two.two Pad	68	5	89
1257	Analog Dream	70	5	89
1258	StepPitShift	104	5	89
1259	Aqua	71	5	89
1260	Nu Trance X	97	5	89
1261	Air Pad	0	5	89
1262	Brusky	1	5	89
1263	Forever	4	5	89
1264	Heaven Pad	5	5	89
1265	Nu Epic Pad	6	5	89
1266	NuSoundtrack	7	5	89
1267	PG Chimes	8	5	89
1268	Polar Morn	9	5	89
1269	Polar Night	10	5	89
1270	ReverseSweep	11	5	89
1271	SC Hollow	13	5	89
1272	AuhAuh	10	4	92
1273	SC Sqr Pad	14	5	89
1274	Soft Breeze	15	5	89
1275	Harpvox	3	4	100
1276	Itopia	3	4	92
1277	OB Soft Pad	6	4	90
1278	Distant Sun	17	5	89
1279	D-50 Fantsia	2	5	89
1280	Fantasia JV	0	4	89
1281	D-50 Fantasy	43	4	89
1282	D-50 Retour	5	4	101
1283	Fantasia 1	8	4	89
1284	Fantasia 2	1	4	89
1285	Fantasia 3	4	4	89
1286	Fantasia 4	5	4	89
1287	FM Heaven	20	5	89
1288	FM Syn Bell	22	5	89
1289	Magic Sines	43	5	89

No.	Name	CC00	CC32	PC
1290	Juno-D Slice	3	5	91
1291	Arposphere	93	5	89
1292	Brisk Vortex	0	5	54
1293	Oceanic Pad	49	5	89
1294	Keep Running	95	5	89
1295	Mr. Fourier	96	5	89
1296	Pulsator	98	5	89
1297	Rhythmic 5th	99	5	89
1298	SC Strobe	100	5	89
1299	SC Throbulax	101	5	89
1300	Sine Magic	102	5	89
1301	Strobe	105	5	89
1302	Strobot	106	5	89
1303	Synth Force	107	5	89
1304	Chop Synth	0	5	91
1305	Echo Echo	1	5	54
1306	Eureggae	1	5	91
1307	Auto 5thSaws	2	5	91
1308	Keep going	4	5	91
1309	Mega Sync	5	5	91
1310	Pulsatron	6	5	91
1311	Step Trance	8	5	91
1312	Electrostars	7	5	94
1313	Tranceiver	18	5	94
1314	LFO Strings	0	5	98
1315	Juno Pop	0	5	121
1316	Robot Sci-Fi	2	5	123
1317	Panning Lead	10	4	103
1318	D-Mention	80	4	95
1319	JP8 Hollow	44	4	92
1320	Square Pad	45	4	92
1321	JP Soft Pad	13	4	90
1322	Warm Squ Pad	46	4	92
1323	LowBirds Pad	8	4	102
1324	Warm JP STR	47	4	90
1325	SC Heaven	2	4	92
1326	Tears Voices	12	4	95
1327	Vox Sweep	2	4	95
1328	Space Voice	8	4	86
1329	Brightness	0	4	101
1330	Heaven II	0	4	92
1331	Bell Heaven	3	4	89
1332	Water Space	4	4	92
1333	Cosmic Voice	8	4	92
1334	Vocorderman	11	4	92
1335	Horror Pad	8	4	95
1336	Breath&Rise	11	4	95
1337	Goblin	0	4	102
1338	X-hale	81	4	95
1339	Soundtrack	0	4	98
1340	JP8Haunting	43	4	92

No.	Name	CC00	CC32	PC
1341	Metal Pad	0	4	94
1342	Silky Pad 1	9	4	104
1343	Echo Pan 1	2	4	103
1344	Big Panner	4	4	103
1345	Reso Panner	5	4	103
1346	Echo Drops	0	4	103
1347	Rotary Strng	3	4	90
1348	Stack Pad	9	4	90
1349	Octave Pad	8	4	90
1350	Sync Brs.Pad	11	4	90
1351	Silky Pad 2	11	4	104
1352	Star Dust	3	4	104
1353	Mystic Pad	6	4	104
1354	Anklung Pad	3	4	97
1355	Tine Pad	1	4	94
1356	Hols Strings	4	4	98
1357	Oct.PWM Pad	12	4	90
1358	PWM Soft Pad	43	4	90
1359	LFO Sweep	44	4	90
1360	Ambient Pad	6	4	100
1361	New Age Pad	2	4	89
1362	Saw Strings	46	4	90
1363	JP8 Sqr Pad	2	4	93
1364	SoftBellPad	1	4	93
1365	Panner Pad	2	4	94
1366	Bowed Glass	0	4	93
1367	Special Rave	4	4	94
1368	Halo Pad	0	4	95
1369	Sweep Pad	0	4	96
1370	Ambient BPF	2	4	96
1371	Converge	8	4	96
1372	Warriors	4	4	96
1373	Shwimmer	9	4	96
1374	Celestial Pd	10	4	96
1375	Sweep Stack	13	4	96
1376	Sweep Pipe	12	4	96
1377	SawsSweep	47	4	96
1378	Stray Pad	15	4	96
1379	Clavi Pad	8	4	97
1380	EP Pad	9	4	97
1381	EP Heaven	44	4	89
1382	CP Pad	11	4	97
1383	Ancestral	1	4	98
1384	Prologue 1	2	4	98
1385	Prologue 2	3	4	98
1386	HistoryWave	5	4	98
1387	Echo Pan 2	3	4	103
1388	Pan Sequence	8	4	103
1389	Star Theme	0	4	104
1390	Echo Bell	1	4	103
1391	Sand Pad	56	5	89

Tone List

No.	Name	CC00	CC32	PC
1392	Sonic Surfer	60	5	89
1393	FX World	94	5	89
1394	Tambra	8	4	105
1395	Tamboura	16	4	105
1396	Rabab	8	4	106
1397	Gopichant	16	4	106
1398	Shamisen	0	4	107
1399	Nice Kalimba	0	4	109
1400	Kalimba	1	4	109
1401	Sanza	8	4	109
1402	Bagpipe	0	4	110
1403	UillnPipe Or	11	4	110
1404	UillnPipe Nm	10	4	110
1405	Uillean Pipe	9	4	110
1406	Fiddle	0	4	111
1407	Pungi	8	4	112
1408	Banjo	0	4	106
1409	Muted Banjo	1	4	106
1410	Zither	16	4	16
1411	Santur	0	4	16
1412	Tron Flute	51	4	74
1413	ORClaVib	2	2	72
1414	ORClaTrl	3	2	72
1415	Frula	10	2	76
1416	FrulaTrl	11	2	76
1417	Fujara	12	2	76
1418	Quena	9	2	76
1419	Shakuhachi	0	4	78
1420	Kawala 1	8	4	76
1421	Di	16	4	73
1422	TinWhistle1	24	4	76
1423	TinWhtsle Nm	25	4	76
1424	ShakuBamboo	47	4	78
1425	Arghool	32	4	73
1426	Bozouki	24	4	26
1427	Kawala 2	9	4	76
1428	KanounStereo	53	4	108
1429	Hichiriki	16	4	112
1430	Pi Pa	32	4	106
1431	Sitar/Drone	4	4	105
1432	Sitar 1	2	4	105
1433	Sitar 2	1	4	105
1434	Sitar 3	5	4	105
1435	Tsugaru	1	4	107
1436	San Xian	9	4	106
1437	Koto	0	4	108
1438	Syn Shamisen	8	4	107
1439	Gu Zheng	1	4	108
1440	Taisho Koto	8	4	108
1441	Kanoon	16	4	108
1442	Bodhran	9	4	109

No.	Name	CC00	CC32	PC
1443	Bodhran Mute	10	4	109
1444	Didgeridoo	8	4	110
1445	Kanoon+Choir	19	4	108
1446	Oct Harp	24	4	108
1447	Er Hu	8	4	111
1448	Gao Hu	9	4	111
1449	Shanai 1	0	4	112
1450	Shanai 2	1	4	112
1451	Suona 1	32	4	112
1452	Suona 2	33	4	112
1453	Tinkle Bell	0	4	113
1454	Gender	9	4	113
1455	Pemade	15	4	113
1456	Yang Qin	24	4	47
1457	HDMallCimba	3	2	16
1458	Cimbalom_F	2	2	16
1459	Cimbalom	8	4	16
1460	Dulcimer	24	4	16
1461	Purify	0	5	11
1462	Kanoun 3 St	54	4	108
1463	Kanoun1 TrmV	58	4	108
1464	Kanoun2 TrmV	59	4	108
1465	Kanoun3 TrmV	60	4	108
1466	Kanoun 1	50	4	108
1467	Kanoun 2	51	4	108
1468	Kanoun 3	52	4	108
1469	Kanoun Trm	57	4	108
1470	Kanoun 3 Oct	56	4	108
1471	Kanoun Oct.	55	4	108
1472	Kawala Oct.	10	4	76
1473	Kawala Oct.V	11	4	76
1474	Bozouki Trm	25	4	26
1475	Bozouki TrmV	26	4	26
1476	Rababa	10	4	111
1477	Oud 1	24	4	106
1478	Oud 2	25	4	106
1479	Oud 3	26	4	106
1480	Oud1 Tremolo	40	4	106
1481	Oud2 Tremolo	41	4	106
1482	Oud1Trm VMix	42	4	106
1483	Oud2Trm VMix	43	4	106
1484	Oud Oct.	27	4	106
1485	Oud+Strings	28	4	106
1486	NAY 1	8	4	73
1487	NAY 2	10	4	73
1488	NAY Oct.	11	4	73
1489	NAY Oct.VMix	12	4	73
1490	Mizmar solo	0	5	112
1491	Mizmar Trm	28	4	112
1492	Mizmar 1	24	4	112
1493	Mizmar 2	25	4	112

No.	Name	CC00	CC32	PC
1494	Mizmar Oct	27	4	112
1495	Mizmar Trm V	29	4	112
1496	Mizmar Dual	26	4	112
1497	BouzBag1	21	2	106
1498	JV Bousouki	18	2	106
1499	Gajde	11	2	110
1500	Bangdi	15	5	72
1501	Bandi Grwl	16	5	72
1502	Bandi/Grwl	17	5	72
1503	Bangdi /3	18	5	72
1504	Esraj&Mizmar	19	5	72
1505	Hulusi	20	5	72
1506	Hulusi2	21	5	72
1507	Hulusi2/3 1	22	5	72
1508	Hls2 Sld Dw	23	5	72
1509	Hls2 Sld Up	24	5	72
1510	Hls2 VbMouth	25	5	72
1511	Hls2/3 Mono	26	5	72
1512	Hls2/Vb Mono	27	5	72
1513	Hls2/VbMouth	28	5	72
1514	Suona Grwl	30	5	72
1515	Suona/Grwl	31	5	72
1516	Qudi	0	5	78
1517	Qudi /3	1	5	78
1518	Qudi Orn	2	5	78
1519	Qudi/Orn	3	5	78
1520	Taj Mahal	4	5	78
1521	Xun	5	5	78
1522	Xun Orn	6	5	78
1523	Xun/Orn	7	5	78
1524	Xiao	8	5	78
1525	Xiao Orn	9	5	78
1526	Xiao/Orn	10	5	78
1527	Guzheng	0	5	105
1528	Guzhng Trm	1	5	105
1529	Guzhng/Trm	2	5	105
1530	St.GuZhngSRX	3	5	105
1531	SitarGlisSRX	4	5	105
1532	Shamisen SRX	5	5	105
1533	Zheng Zither	6	5	105
1534	Pipa	0	5	106
1535	Pipa /4	1	5	106
1536	Pipa Harm	2	5	106
1537	Pipa Vib	3	5	106
1538	Pipa Trem	4	5	106
1539	Pipa/Harm	5	5	106
1540	Pipa/Vib	6	5	106
1541	Pipa/Trem	7	5	106
1542	Rawap	8	5	106
1543	Rawap Trem	9	5	106
1544	Rawap/Trem	10	5	106

No.	Name	CC00	CC32	PC
1545	Tabla+	0	5	115
1546	Drone Sitar	0	4	105
1547	Matouqin	13	5	49
1548	BaritoneShrt	10	4	68
1549	BaritoneMed	11	4	68
1550	BaritoneLong	12	4	68
1551	BonangGamSRX	0	5	13
1552	BelAngk SRX	1	5	13
1553	BsKalimbaSRX	2	5	13
1554	Kane / SRX	3	5	13
1555	Reyong / SRX	4	5	13
1556	VelAfro SRX2	5	5	13
1557	Yangqin	6	5	13
1558	Yangqin /3	7	5	13
1559	Yanqin Hrd	8	5	13
1560	Yanqin Trm	9	5	13
1561	Yanqin/Hrd	10	5	13
1562	Yanqin/Trm	11	5	13
1563	Oygur	12	5	13
1564	Zhongruan	1	5	25
1565	Zhngruan Vib	2	5	25
1566	Zhngruan/Vib	3	5	25
1567	Zhngruan Trm	4	5	25
1568	Zhngruan/Trm	5	5	25
1569	Erhu	1	5	41
1570	Erhu Harm	2	5	41
1571	Erhu/Harm	3	5	41
1572	Erhu/Vib	4	5	41
1573	SihuHorsScrm	9	5	49
Percuss - Sfx				
1574	Timpani	0	4	48
1575	Steel Drums	0	4	115
1576	Woodblock	0	4	116
1577	Concert BD	8	4	117
1578	Wind Chimes	5	4	125
1579	Kajar	17	4	113
1580	Taiko	0	4	117
1581	Small Taiko	1	4	117
1582	Reverse Cym.	0	4	120
1583	Agogo	0	4	114
1584	Sine Perc.	10	4	119
1585	Elec Perc	9	4	119
1586	Fl.Key Click	1	4	122
1587	Cymbal Roll	47	4	113
1588	Jazz Tom	3	4	118
1589	808 Tom	8	4	119
1590	Melo. Tom 1	0	4	118
1591	Melo. Tom 2	8	4	118
1592	Jungle SD	18	4	118
1593	Synth Drum	0	4	119
1594	Rev.Snare	8	4	120

No.	Name	CC00	CC32	PC
1595	Rev.Tom	25	4	120
1596	Rev.ConBD	17	4	120
1597	Rev.Kick 1	16	4	120
1598	MC-500 Beep	11	4	125
1599	HandClapMenu	40	4	116
1600	909 HandClap	32	4	116
1601	Finger Snaps	24	4	116
1602	Castanets	8	4	116
1603	Tambourine	16	4	114
1604	Perc. Bang	11	4	126
1605	Passing by	0	5	123
1606	Retro Sci-Fi	1	5	123
1607	Scatter	3	5	123
1608	Space Echo	4	5	123
1609	Gun Shot	0	4	128
1610	Telephone 1	0	4	125
1611	Telephone 2	1	4	125
1612	Car-Stop	2	4	126
1613	Helicopter	0	4	126
1614	Seashore	0	4	123
1615	Horse-Gallop	2	4	124
1616	Dog	1	4	124
1617	Bird 1	0	4	124
1618	Bird 2	3	4	124
1619	Growl 1	5	4	124
1620	Growl 2	6	4	124
1621	Kitty	4	4	124
1622	Breath Noise	0	4	122
1623	Small Club	7	4	127
1624	Explosion	3	4	128
1625	Car-Engine	1	4	126
1626	Seal	8	4	124
1627	Rain	1	4	123
1628	Thunder	2	4	123
1629	Wind 1	3	4	123
1630	Wind 2	6	4	123
1631	Stream	4	4	123
1632	Bubble	5	4	123
1633	DoorCreaking	2	4	125
1634	Siren	5	4	126
1635	Train	6	4	126
1636	Jetplane	7	4	126
1637	Starship	8	4	126
1638	Burst Noise	9	4	126
1639	Car-Pass	3	4	126
1640	Door	3	4	125
1641	Cricket	7	4	123
1642	White Noise	17	4	123
1643	Winds Hit	47	4	123
1644	Pink Noise	16	4	123
1645	Scratch 1	4	4	125

No.	Name	CC00	CC32	PC
1646	Scratch 2	7	4	125
1647	ScratchKey	8	4	125
1648	TapeRewind	9	4	125
1649	Trumpet Nz	9	4	122
1650	Fancy Animal	7	4	124
1651	Phono Noise	10	4	125
1652	Car-Crash	4	4	126
1653	Calculating	10	4	126
1654	Voice ComeOn	23	4	127
1655	Voice One	16	4	127
1656	Voice Two	17	4	127
1657	Voice Three	18	4	127
1658	Voice Tah	19	4	127
1659	Voice Aou	24	4	127
1660	Voice Oou	25	4	127
1661	Voice Hie	26	4	127
1662	Voice Whey	20	4	127
1663	Voice Kikit	22	4	127
1664	Burner	12	4	126
1665	Glass & Glam	13	4	126
1666	Ice Ring	14	4	126
1667	Crack Bottle	16	4	126
1668	Pour Bottle	17	4	126
1669	Open CD Tray	19	4	126
1670	Audio Switch	20	4	126
1671	Bounce	18	4	117
1672	Key Typing	21	4	126
1673	SL 1	22	4	126
1674	SL 2	23	4	126
1675	Kelontuk Sid	20	4	113
1676	Car Engine	24	4	126
1677	Car Horn	25	4	126
1678	Boeeeen	26	4	126
1679	R.Crossing	27	4	126
1680	Compresser	28	4	126
1681	Sword Boom!	29	4	126
1682	Sword Cross	30	4	126
1683	Stab! 1	31	4	126
1684	Stab! 2	32	4	126
1685	Applause 1	0	4	127
1686	Applause 2	6	4	127
1687	ApplauseWave	8	4	127
1688	Laughing	1	4	127
1689	Screaming	2	4	127
1690	Punch	3	4	127
1691	Atarigane	8	4	114
1692	Heart Beat	4	4	127
1693	Footsteps	5	4	127
1694	Angklung	16	4	116
1695	BabyLaughing	9	4	127
1696	Machine Gun	1	4	128

Tone List

No.	Name	CC00	CC32	PC
1697	Lasergun	2	4	128
1698	Bebarongan	25	4	117
1699	Dholak	27	4	117
1700	Eruption	4	4	128
1701	Big Shot	5	4	128
1702	Clap Hit	27	4	56
1703	Stack Hit	25	4	56
1704	Industry Hit	26	4	56
1705	Technorg Hit	22	4	56
1706	Rave Hit	23	4	56
1707	Bit Hit	20	4	56
1708	Bam Hit	19	4	56
1709	Philly Hit	9	4	56
1710	Dist. Hit	18	4	56
1711	Impact Hit	8	4	56
1712	Euro Hit	3	4	56
1713	Bass Hit	1	4	56
1714	6th Hit	2	4	56
1715	Techno Hit	17	4	56
1716	Perc. Hit	11	4	56
1717	Lo Fi Rave	16	4	56
1718	Shock Wave	12	4	56
Harm. Bar				
1719	Harm.Bar	110	0	1

> **NOTA**
> In case you imported User Tone sounds in BK-9's internal memory, the progressive numbers of "Drums" Tone list doesn't match with the "Drums" Tone list displayed in BK-9.

No.	Name	CC00	CC32	PC
Drums				
1720	StandardNew1	111	4	1
1721	StandardNew2	111	4	2
1722	RoomNew	111	4	9
1723	Rock Kit 1	111	5	25
1724	Rock Kit 2	111	5	26
1725	HipHop Kit 1	111	5	17
1726	R&B Kit	111	5	23
1727	HiFi R&B Kit	111	5	16
1728	Machine Kit1	111	5	19
1729	Machine Kit2	111	5	20
1730	House Kit	111	5	18
1731	Nu Technica	111	5	21
1732	Percussion	111	5	22
1733	StudioX Kit1	111	5	28
1734	StudioX Kit2	111	5	29
1735	SRX Studio	111	5	27
1736	WD Std Kit	111	5	1
1737	LD Std Kit	111	5	2
1738	TY Std Kit	111	5	3
1739	Kit-Euro:POP	111	5	6
1740	StandardKit1	111	5	4
1741	StandardKit2	111	5	24

No.	Name	CC00	CC32	PC
1742	StandardKit3	111	5	5
1743	New Pop	111	4	4
1744	New Rock	111	4	18
1745	New BrushPop	111	4	45
1746	New Folk	111	4	8
1747	New Pop Perc	111	4	47
1748	NewPBrshPerc	111	4	46
1749	V-JazzBrush	111	4	44
1750	Brush	111	4	41
1751	Brush 2	111	4	42
1752	Brush 2 L/R	111	4	43
1753	Jazz	111	4	33
1754	Jazz L/R	111	4	34
1755	Standard 1	111	4	111
1756	Standard 2	111	4	112
1757	Standard L/R	111	4	3
1758	Room	111	4	113
1759	Room L/R	111	4	13
1760	Hip Hop	111	4	10
1761	Jungle	111	4	11
1762	Techno	111	4	12
1763	House	111	4	14
1764	Power	111	4	17
1765	Electronic	111	4	25
1766	909 808 Kit	111	5	15
1767	TR-606	111	4	29
1768	TR-707	111	4	30
1769	TR-808	111	4	26
1770	TR-909	111	4	31
1771	Dance	111	4	27
1772	CR-78	111	4	28
1773	V-VoxDrum	111	4	64
1774	Orchestra	111	4	49
1775	Ethnic	111	4	50
1776	Multi Drum	111	4	32
1777	LatinDrmKit	111	5	7
1778	Latin Menu1	111	5	8
1779	Latin Menu2	111	5	9
1780	Latin Menu3	111	5	10
1781	IndiaDrmKit	111	5	11
1782	MidEastDrKit	111	5	12
1783	Asia Menu	111	5	13
1784	India Menu	111	5	14
1785	IndoMix 1	111	4	101
1786	IndoMix 2	111	4	102
1787	IndoMix 3	111	4	103
1788	IndoMix 4	111	4	104
1789	Or. R&B	111	4	65
1790	Or. Techno	111	4	66
1791	Oriental 1	111	1	117
1792	Oriental 2	111	2	117

No.	Name	CC00	CC32	PC
1793	Oriental 3	111	3	117
1794	Oriental 4	111	4	117
1795	Greek 1	111	4	118
1796	Greek 2	111	4	119
1797	SFX	111	4	57
1798	SFX 2	111	4	61
1799	Rhythm FX	111	4	58
1800	Rhythm FX 2	111	4	59
1801	Rhythm FX 3	111	4	60
1802	Kick&Snare	111	4	51
1803	Kick&Snare 2	111	4	52
1804	Asia	111	4	53
1805	Gamelan 1	111	4	55
1806	Gamelan 2	111	4	56
1807	Cymbal&Claps	111	4	54
1808	Cymbal&Claps 2	111	4	63
1809	CM-64/32L	111	4	128
1810	KBU1-Init	111	93	2
1811	KBU2-Init	111	93	3
1812	KBU3-Init	111	93	4
1813	KBU4-Init	111	93	5
1814	RSU1-Init	111	93	34

Drum Kits

		StandardNew1	StandardNew2	RoomNew	Rock Kit 1	Rock Kit 2	HipHop Kit 1	R&B Kit	HiFi R&B Kit
0	C-1	---	---	---	---	---	---	---	---
1	C#-1	---	---	---	---	---	---	---	---
2	D-1	---	---	---	---	---	---	---	---
3	D#-1	---	---	---	---	---	---	---	---
4	E-1	---	---	---	---	---	---	---	---
5	F-1	---	---	---	---	---	---	---	---
6	F#-1	---	---	---	---	---	---	---	---
7	G-1	---	---	---	---	---	---	---	---
8	G#-1	---	---	---	---	---	---	---	---
9	A-1	---	---	---	---	---	---	---	---
10	Bb-1	---	---	---	---	---	---	---	---
11	B-1	---	---	---	---	---	---	---	---
12	C0	---	---	---	---	---	---	---	---
13	C#0	---	---	---	---	---	---	---	---
14	D0	---	---	---	---	---	---	---	---
15	D#0	---	---	---	---	---	---	---	---
16	E0	---	---	---	---	---	---	---	---
17	F0	---	---	---	---	---	---	---	---
18	F#0	---	---	---	---	---	---	---	---
19	G0	---	---	---	---	---	---	---	---
20	G#0	---	---	---	---	---	---	---	---
21	A0	---	---	---	---	---	---	---	---
22	Bb0	MC-500 Beep1	MC-500 Beep1	MC-500 Beep1	---	---	---	---	---
23	B0	MC-500 Beep2	MC-500 Beep2	MC-500 Beep2	---	---	---	---	---
24	C1	Concert SD	Concert SD	Concert SD	---	---	---	---	---
25	C#1	Snare Roll 1	Snare Roll 1	Snare Roll 1	---	---	---	---	---
26	D1	Finger Snap2	Finger Snap2	Finger Snap2	---	---	---	---	---
27	D#1	High Q	High Q	High Q	---	---	---	---	---
28	E1	Slap	Slap	Slap	R&B Kick	MaxLow Kick2	PlasticKick2	70's Kick	MaxLow Kick2
29	F1	Scratch Push	Scratch Push	Scratch Push	Rk CmpKick	MaxLow Kick1	Group Snap	AnalogKick 6	FB Kick
30	F#1	Scratch Pull	Scratch Pull	Scratch Pull	Sft Snr Gst	LD Rim mf	Snr Roll	Urbn Sn Roll	Rough Kick1a
31	G1	Sticks	Sticks	Sticks	Dry Kick 4	Power Kick	AnalogKick 3	HipHop Kick2	MaxLow Kick1
32	G#1	R8 Click	R8 Click	R8 Click	Snr Roll	Mix Clap 2	GoodOld Snr5	R&B ShrtSnr1	Rough Kick3
33	A1	Metro Click	Metro Click	Metro Click	SH32 Kick	Vint Kick	Dist Kick	Old Kick	Rk CmpKick
34	Bb1	Metro Bell	Metro Bell	Metro Bell	Reg.PHH	Rock CHH2	Noise CHH	HipHop CHH	TR909 Kick 5
35	B1	Reg.Kick 1	Reg.Kick 1	Reg.Kick 1	Reg.Kick 1	Rock Kick	TR707 Kick	EuroHit Kick	Rough Kick1b
36	C2	Reg.Kick 2	Reg.Kick 2	WD Kick	Reg.Kick 2	Rk CmpKick	Dry Kick 4	TR909 Kick 1	R&B Kick
37	C#2	TY CStk	TY CStk	TY CStk	Reg.Stick	Wild Stick	Jazz Rim	Dry Stick 4	Hard Stick
38	D2	Reg.Snr 1	Reg.Snr 1	Reg.Snr1	Reg.Snr2	Maple Snr	Dirty Snr 2	Dirty Snr 2	GoodOld Snr3
39	D#2	Hand Clap	Hand Clap	Hand Clap	Reg.Snr Gst	Sft Snr Gst	Old Clap	Maple Snr	GoodOld Snr4
40	E2	TY Rim	TY Rim	Maple Snr	Reg.Snr1	Reg.Snr1	Vint Snr 4a	Short Snr2	GoodOld Snr2
41	F2	StudioT4	StudioT4	RR F.Tom	Reg.F.Tom	Sharp L.Tom1	TR909 Tom L	TR808 Tom 1	Lo-Bit Snr 1
42	F#2	Reg.CHH 1	Reg.CHH 1	Reg.CHH 1	Reg.CHH 1	Rock CHH 1	HipHop CHH 2	TR606 CHH 2	Noise CHH
43	G2	StudioT3	StudioT3	TY L.Tom	Reg.L.Tom	Sharp L.Tom2	Deep Tom L	Reg.F.Tom	Jazz Snr
44	G#2	Reg.CHH 2	Reg.CHH 2	Reg.CHH 2	Reg.CHH 2	Reg.PHH	Lo-Bit PHH	TR909 CHH 2	Hip PHH
45	A2	StudioT3	StudioT3	TY M.Tom	Reg.M.Tom	Sharp L.Tom3	TR909 Tom M	TR808 Tom 2	Lo-Bit Snr 2
46	Bb2	Reg.OHH	Reg.OHH	Reg.OHH	Reg.OHH	Rock OHH	Lo-Bit OHH 2	Lo-Bit OHH 2	Reg.OHH
47	B2	StudioT2	StudioT2	TY M.Tom	Reg.M.TomFlm	Sharp H.Tom1	Deep Tom M	Reg.M.Tom	Vint Snr 2
48	C3	StudioT2	StudioT2	TY H.Tom	Reg.H.Tom	Sharp H.Tom2	TR909 Tom H	TR808 Tom 3	WD Snr
49	C#3	Crash Cym1	Crash Cym1	Crash Cym1	Crash Cym1a	Crash Cym1	Crash Cym1 p	Rock Crash 1	TR808 Cym 1
50	D3	StudioT1	StudioT1	TY H.Tom	Reg.H.TomFlm	Sharp H.Tom3	Deep Tom H	Reg.H.Tom	GoodOld Snr6
51	D#3	Rock Ride	Rock Ride	Rock Ride	Rock Ride 1	Ride Cymbal	Rock Crash 1	Splash Cym	TR606 Cym 2
52	E3	China Cymbal	China Cymbal	China Cymbal	China Cymbal	China Cymbal	Rock Rd Edge	Rock Rd Edge	White Noise
53	F3	Ride Bell	Ride Bell	Ride Bell	Splash Cym	Ride Bell	China Cymbal	Concert Cym	Bright Form
54	F#3	Tamborine	Tamborine	Tamborine	Tamborine	Tamborine 3	Snap	Cheap Clap	CR78 Tamb
55	G3	Splash Cym	Splash Cym	Crash Cym2a	Rock Crash 1	Rock Crash 2	TR808 Conga2	Snap	SBF Hrd Ld 1
56	G#3	Cowbell Low	Cowbell Low	Cowbell Low	Cowbell Hi	Cowbell Mute	Vint Snr 4	Lo-Bit Snr 2	JD Sm Metal
57	A3	Crash Cym2b	Crash Cym2b	Crash Cym2b	Crash Cym1b	Splash Cym	TR808Cowbell	Wood Block	TR808 Cym 2
58	Bb3	Vibraslap	Vibraslap	Vibraslap	Cowbell Low	Cowbell	Guiro Long	Shaku Noise	Syn Swt Atk3

Drum Kits

		StandardNew1	StandardNew2	RoomNew	Rock Kit 1	Rock Kit 2	HipHop Kit 1	R&B Kit	HiFi R&B Kit
59	B3	Rock Ride	Rock Ride	Rock Ride	Rock Ride 2	Rock Rd Cup	Guiro 2	Syn Hrd Atk1	TR909 Kick4a
60	C4	Bongo 1 Hi	Bongo 1 Hi	Bongo 1 Hi	Conga Hi Mt	Conga Hi Mt	Guiro 1	JD MetalWind	TR909 Kick4b
61	C#4	Bongo 1 Lo	Bongo 1 Lo	Bongo 1 Lo	Conga Lo Mt	Conga Lo Mt	Shaker 3	Maracas	TR808 Rim
62	D4	Conga Lo	Conga Lo	Conga Lo	Conga Hi Slp	Conga Slp Op	Noise CHH	Cabasa Up	TR808 Snr 2
63	D#4	Conga Hi Op	Conga Hi Op	Conga Hi Op	Conga Hi Op	Conga Hi Op	Cabasa 2	Cabasa Down	TR808 Clap 2
64	E4	Conga Lo Op	Conga Lo Op	Conga Lo Op	Conga Lo Op	Conga Lo Op	Vibraslap	Cabasa Cut	TR808 Snr 4
65	F4	Timbale Hi	Timbale Hi	Timbale Hi	Timbale Hi	Timbale Hi	Mix Kick 2	Tamborine 1	TR808 Tom 4
66	F#4	Timbale Low	Timbale Low	Timbale Low	Timbale Low	Timbale Low	Dist Snr	Tamborine 2	TR808 CHH 1
67	G4	High Agogo	High Agogo	High Agogo	Agogo Bell H	Agogo Bell H	Sweep Bass	Tamborine 1	TR808 Tom 3
68	G#4	Low Agogo	Low Agogo	Low Agogo	Agogo Bell L	Agogo Bell L	Short Snr1	Triangle Mt	TR808 CHH 2
69	A4	Cabasa Up	Cabasa Up	Cabasa Up	Cabasa Up	Cabasa Up	CR78 CHH	Triangle Op	TR808 Tom 2
70	Bb4	Maracas	Maracas	Maracas	Maracas	Maracas	Shaker 2	Xylo Seq.	TR808 OHH 1
71	B4	Whistle Shrt	Whistle Shrt	Whistle Shrt	Whistle Shrt	Whistle Shrt	CR78 Tamb	Philly Hit	TR808 Tom 1
72	C5	Whistle Long	Whistle Long	Whistle Long	Whistle Long	Whistle Long	Noise OHH	LoFi Min Hit	Scratch 3
73	C#5	Guiro Short	Guiro Short	Guiro Short	Guiro Short	Guiro Short	Slight Bell	Vinyl Noise	Scratch 4
74	D5	Guiro Long	Guiro Long	Guiro Long	Guiro Long	Guiro Long	Tibet Cymbal	Cajon 1	Scratch 5
75	D#5	Claves	Claves	Claves	Claves	Claves	Wind Chime	Cajon 2	Scratch 6
76	E5	Wood Block H	Wood Block H	Wood Block H	Wood Block H	Wood Block H	Scratch 2	Cajon 3	Old Clap
77	F5	Wood Block H	Wood Block H	Wood Block H	Wood Block L	Wood Block L	Scratch 1	Conga Hi Mt	Hand Clap
78	F#5	Cuica Hi 2	Cuica Hi 2	Cuica Hi 2	Cuica Mute	Cuica Mute	Scratch 10	Conga Lo Mt	R8 Clap
79	G5	Cuica Lo 2	Cuica Lo 2	Cuica Lo 2	Cuica Open	Cuica Open	Scratch 9	Conga Hi Slp	Cabasa Cut
80	G#5	Triangle Mt	Triangle Mt	Triangle Mt	Triangle Mt	Triangle Mt	Smear Hit 2	Conga Lo Slp	R8 Shaker
81	A5	Triangle Op	Triangle Op	Triangle Op	Triangle Op	Triangle Op	Lofi Min Hit	Conga Hi Op	Tamborine 2
82	Bb5	Cabasa Cut	Cabasa Cut	Cabasa Cut	Cabasa Cut	Cabasa Cut	Thin Beef	Conga Lo Op	Cabasa Down
83	B5	Jingle Bell	Jingle Bell	Jingle Bell	DigiSpectrum	Wind Chime	Dist Hit	Conga Slp Op	Cabasa Cut
84	C6	Wind Chime	Wind Chime	Wind Chime	Wind Chime	Dist Chord 1	Narrow Hit 2	Conga Efx	Tibet Cymbal
85	C#6	Castanet	Castanet	Castanet	Dist Chord 1	Dist Chord 2	MG Attack	Conga Thumb	Crotale
86	D6	Mute Surdo	Mute Surdo	Mute Surdo	Dist Chord 2	Dist Chord 3	MG Zap 9	Noise OHH	Slight Bell
87	D#6	Open Surdo	Open Surdo	Open Surdo	Dist Chord 3	Dist Chord 4	Mix Clap 3	Shaker 3	Wind Chime
88	E6	Applause 2	Applause 2	Applause 2	Dist Chord 4	Dist Chord 5	R8 Shaker	Castanet	Triangle 1
89	F6	Hush Kick	Hush Kick	Hush Kick	Dist Chord 5	Dist Chord 6	Cabasa Down	CR78 Beat	Mild CanWave
90	F#6	Studio 2 K	Studio 2 K	Studio 2 K	Rock CHH 2	Rock CHH 2	Cabasa Cut	CR78 OHH	Cheap Clap
91	G6	Warm Kick	Warm Kick	Warm Kick	Cowbell 2a	Dist Chord 7	MaxLow Kick1	CR78 CHH	JD Plunk
92	G#6	WD Kick	WD Kick	WD Kick	Rock CHH 1	DistGtr Nz 1	MaxLow Kick2	Lite OHH	Syn Swt Atk2
93	A6	LD Kick	LD Kick	LD Kick	Cowbell 2b	DistGtr Nz 2	Lo-Bit Snr 1	CR78 Tamb	DistGtr Nz 2
94	Bb6	TY Kick	TY Kick	TY Kick	Rock OHH	DistGtr Nz 3	Dance CHH	JD Vox Noise	River
95	B6	Reg.Kick 2	Reg.Kick 2	Reg.Kick 2	Fng.EB2 Sld	JD Switch	Wild Stick	Guiro 2 Fast	Bubble
96	C7	Rk CmpKick	Rk CmpKick	Rk CmpKick	Cajon 3	Cajon 3	MC500 Beep 1	Metro Click	Train Pass
97	C#7	Stdio1S 1	Stdio1S 1	Stdio1S 1	Cajon 2	Cajon 2	MC500 Beep 2	Metro Bell	LoFi Min Hit
98	D7	Stdio1S 2	Stdio1S 2	Stdio1S 2	Cajon 1	Cajon 1	Gospel Clap	Wind Chime	Pink Noise
99	D#7	TitanSnr	TitanSnr	TitanSnr	Gospel Clap	Real Clap	TR606 Cym	Crotale	Agogo Noise
100	E7	T.Snr RS	T.Snr RS	T.Snr RS	Rock Crash 2	Gospel Clap	China Cymbal	Crash Cym1 p	SynVox Nz 1
101	F7	Br.Snr 1	Br.Snr 1	Br.Snr 1	Rock Rd Cup	Tibet Cymbal	Rock Crash 2	TR909 Crash	SynVox Nz 2
102	F#7	Br.Snr 2	Br.Snr 2	Br.Snr 2	Club FinSnap	Tamborine 1	CR78 OHH	CR78 OHH	R8 Click
103	G7	WD Snr	WD Snr	WD Snr	TR909 Snr 6	Tamborine 2	Concert Cym	Rev.Lite OHH	Syn Swt Atk1
104	G#7	WD Rim	WD Rim	WD Rim	---	---	---	---	---
105	A7	LD Snr	LD Snr	LD Snr	---	---	---	---	---
106	Bb7	LD Rim	LD Rim	LD Rim	---	---	---	---	---
107	B7	TY Snr	TY Snr	TY Snr	---	---	---	---	---
108	C8	Maple Snr	Maple Snr	Maple Snr	---	---	---	---	---
109	C#8	---	---	---	---	---	---	---	---
110	D8	---	---	---	---	---	---	---	---
111	D#8	---	---	---	---	---	---	---	---
112	E8	---	---	---	---	---	---	---	---
113	F8	---	---	---	---	---	---	---	---
114	F#8	---	---	---	---	---	---	---	---
115	G8	---	---	---	---	---	---	---	---
116	G#8	---	---	---	---	---	---	---	---
117	A8	---	---	---	---	---	---	---	---

		StandardNew1	StandardNew2	RoomNew	Rock Kit 1	Rock Kit 2	HipHop Kit 1	R&B Kit	HiFi R&B Kit
118	Bb8	---	---	---	---	---	---	---	---
119	B8	---	---	---	---	---	---	---	---
120	C9	---	---	---	---	---	---	---	---
121	C#9	---	---	---	---	---	---	---	---
122	D9	---	---	---	---	---	---	---	---
123	D#9	---	---	---	---	---	---	---	---
124	E9	---	---	---	---	---	---	---	---
125	F9	---	---	---	---	---	---	---	---
126	F#9	---	---	---	---	---	---	---	---
127	G9	---	---	---	---	---	---	---	---

		Machine Kit1	Machine Kit2	House Kit	Nu Technica	Percussion	StudioX Kit1	StudioX Kit2	SRX Studio
0	C-1	---	---	---	---	---	---	---	---
1	C#–1	---	---	---	---	---	---	---	---
2	D–1	---	---	---	---	---	---	---	---
3	D#–1	---	---	---	---	---	---	---	---
4	E–1	---	---	---	---	---	---	---	---
5	F–1	---	---	---	---	---	---	---	---
6	F#–1	---	---	---	---	---	---	---	---
7	G–1	---	---	---	---	---	---	---	---
8	G#–1	---	---	---	---	---	---	---	---
9	A–1	---	---	---	---	---	---	---	---
10	Bb–1	---	---	---	---	---	---	---	---
11	B–1	---	---	---	---	---	---	---	---
12	C0	---	---	---	---	---	---	---	---
13	C#0	---	---	---	---	---	---	---	---
14	D0	---	---	---	---	---	---	---	---
15	D#0	---	---	---	---	---	---	---	---
16	E0	---	---	---	---	---	---	---	---
17	F0	---	---	---	---	---	---	---	---
18	F#0	---	---	---	---	---	---	---	---
19	G0	---	---	---	---	---	---	---	---
20	G#0	---	---	---	---	---	---	---	---
21	A0	---	---	---	---	---	---	---	---
22	Bb0	---	---	---	---	---	MC-500 Beep1	MC-500 Beep1	MC-500 Beep1
23	B0	---	---	---	---	---	MC-500 Beep2	MC-500 Beep2	MC-500 Beep2
24	C1	---	---	---	---	Finger Snap	Concert SD	Concert SD	Concert SD
25	C#1	---	---	---	---	Club FinSnap	Snare Roll 1	Snare Roll 1	Snare Roll 1
26	D1	---	---	---	---	Snap	Finger Snap2	Finger Snap2	Finger Snap2
27	D#1	---	---	---	---	Group Snap	High Q	High Q	High Q
28	E1	TR909 Kick 2	AnalogKick 5	TR909 Kick 3	SH32 Kick 1	Cowbell	Slap	Slap	Slap
29	F1	TR909 Kick 4	AnalogKick6a	SH32 Kick	JD EML 5th 1	Cowbell Mute	Scratch Push	Scratch Push	Scratch Push
30	F#1	Light Snr	Analog Snr 1	Urbn Sn Roll	AnalogKick 6	Cowbell2 Lng	Scratch Pull	Scratch Pull	Scratch Pull
31	G1	Mix Kick 5	AnalogKick1a	TR909 Kick 2	TR909 Kick 5	Cowbell2 Edg	Sticks	Sticks	Sticks
32	G#1	DR660 Snr	TR808 Snr 4	TR909 Snr 6	Plastic Kc3a	Cowbell3 mf	Reg.PHH	Reg.PHH	StudioH pdl
33	A1	Mix Kick 2	FB Kick	TR909 Kick 5	R&B Kick	Cowbell3 f	Hand Clap	Hand Clap	Hand Clap
34	Bb1	TR808 PHH	TR808 PHH	TR909 PHH 2	TR707 Kick	Wood Block	Snare Roll 2	Snare Roll 2	Snare Roll 2
35	B1	AnalogKick 6	AnalogKick6b	TR909 Kick4a	Plastic Kc3b	Wood Block2H	Warm Kick	Warm Kick	Hush Kick
36	C2	70's Kick 1	AnalogKick6c	TR909 Kick4b	SH32 Kick 2	Wood Block2L	Hush Kick	Hush Kick	Studio 2 K
37	C#2	TR808 Rim	R&B ShrtRim2	TR909 Rim	TR909 Snr 5	Claves	WoodSideStk	Br.SideStk	WoodSideStk
38	D2	Jngl pktSnr1	TR909 Snr 1	TR909 Snr 4	Syn Mtl Atk2	TR808 Claves	TitanSnr	Br.Snr 1	Stdio1S 1
39	D#2	Funk Clap	TR707 Clap	TR909 Clap 2	Flange Snr	Claves 2	T.Snr Ghst	IronSnrGst	Stdio1S flm2
40	E2	Jngl pktSnr2	Lo-Bit Snr 2	TR909 Snr 5	TR909 Snr 3	CR78 Beat	T.Snr RS	Br.Snr 2	Stdio1S 2
41	F2	MG Attack	Deep Tom L	TR909 Tom L	Dance CHH	Castanet	StudioT4	StudioT4	StudioT4
42	F#2	TR808 CHH 1	TR606 CHH 1	TR909 CHH 2	TR606DstCHH1	Whistle	Reg.CHH 1	Reg.CHH 1	StudioH cl1

Drum Kits

		Machine Kit1	Machine Kit2	House Kit	Nu Technica	Percussion	StudioX Kit1	StudioX Kit2	SRX Studio
43	G2	MG Attack	Deep Tom L	TR909 Tom L	TR909 PHH 2	Whistle Long	StudioT3	StudioT3	StudioT3
44	G#2	TR808 PHH	TR606 PHH 1	TR909 PHH 2	TR606 PHH 2a	Whistle Shrt	Reg.CHH 2	Reg.CHH 2	StudioH cl2
45	A2	MG Blip	Deep Tom M	TR909 Tom M	TR909 OHH 1	Bongo Hi Mt	StudioT3	StudioT3	StudioT3
46	Bb2	TR808 OHH 1	TR909 OHH 2	TR909 OHH 2	Lite OHH	Bongo Hi Slp	Reg.OHH	Reg.OHH	StudioH op
47	B2	MG Blip	Deep Tom M	TR909 Tom M	Rock Rd Cup	Bongo Lo Slp	StudioT2	StudioT2	StudioT2
48	C3	Beam HiQ	Deep Tom H	TR909 Tom H	Syn Hrd Atk4	Bongo Hi Op	StudioT2	StudioT2	StudioT2
49	C#3	TR606 Cym 2a	Lite OHH	TR909 Crash1	MG Zap 7a	Bongo Lo Op	Crash Cym	Crash Cym	Crash Cym
50	D3	Beam HiQ	Deep Tom H	TR909 Tom H	MG Zap 9	Conga Hi Mt	StudioT1	StudioT1	StudioT1
51	D#3	Lo-Bit OHH1a	TR808 OHH 1	TR909 Ride 1	MG Zap 8	Conga Lo Mt	Rock Ride	Rock Ride	Rock Ride
52	E3	TR606 Cym 2	TR606 Cym 2a	TR909 Crash2	MG Zap 10	Conga Hi Slp	Chinese Cym	Chinese Cym	Chinese Cym
53	F3	Lo-Bit OHH1b	TR909 Ride 1	TR909 Ride 2	HipHop CHH 2	Conga Lo Slp	Rock Ride	Rock Ride	Rock Ride
54	F#3	CR78 Tamb 1	CR78 Tamb	CR78 Tamb	Syn Swt Atk3	Conga Hi Op	Tambourine	Tambourine	Tambourine
55	G3	TR606 Cym 2b	TR606 Cym 2b	MG Zap 4	Reg.PHH	Conga Lo Op	Splash Cym	Splash Cym	Splash Cym
56	G#3	JD Sm Metal1	JD Sm Metal	JD Sm Metal	Syn Swt Atk6	Conga Slp Op	Cowbell	Cowbell	Cowbell
57	A3	Lo-Bit OHH1c	TR909 Ride 2	MG Zap 5	HipHop OHH	Conga Efx	Crash Cym	Crash Cym	Crash Cym
58	Bb3	Syn Swt Atk3	Syn Swt Atk3	Syn Swt Atk3	TR909 OHH 2	Conga Thumb	Vibra-slap	Vibra-slap	Vibra-slap
59	B3	AnalogKick 6	AnalogKick1b	AnalogKick 2	TR909 R.Crsh	Conga 2H Op	Rock Ride	Rock Ride	Rock Ride
60	C4	70's Kick 2	AnalogKick 4	TR909 Kick 2	TR909 Crash	Conga 2H Mt	StudioT4	High Bongo	High Bongo
61	C#4	R8 Comp Rim	Urbn SnRoll1	TR909 Rim	Rock Crash 1	Conga 2H Slp	Low Bongo	Low Bongo	Low Bongo
62	D4	Pocket Snr	Analog Snr 2	TR909 Snr 1	MG Zap 2	Conga 2L Op	Mute HiConga	Mute HiConga	Mute HiConga
63	D#4	TR909 Clap 2	Dist Clap	TR909 Clap 1	MG Zap 9	Conga 2L Mt	Open HiConga	Open HiConga	Open HiConga
64	E4	Vint Snr 4	Analog Snr 3	TR909 Snr 2	Smear Hit 2	Timbale 1	Open LoConga	Open LoConga	Open LoConga
65	F4	TR606 Tom L	R8 Shaker	TR909 D.TomL	Low Square	Timbale 2	High Timbale	High Timbale	High Timbale
66	F#4	Dance CHH	TR909 CHH 2	TR909 CHH 1	JD WoodCrak1	Timbare 3	Low Timbale	Low Timbale	Low Timbale
67	G4	TR606 Tom L	R8 Shaker	TR909 D.TomL	Piano Atk Nz	Timbare 4	High Agogo	High Agogo	High Agogo
68	G#4	Lo-Bit CHH 1	TR909 PHH 2	TR808 CHH 2	JD WoodCrak2	Cabasa Up	Low Agogo	Low Agogo	Low Agogo
69	A4	TR606 Tom M	Syn Hrd Atk1	TR909 D.TomM	DR202 Beep 1	Cabasa Down	Cabasa	Cabasa	Cabasa
70	Bb4	Reg.OHH	TR909 OHH 2	TR909 OHH 1	JD WoodCrak3	Cabasa Cut	Maracas	Maracas	Maracas
71	B4	TR606 Tom M	SynHrd Atk1a	TR909 D.TomM	Syn Pulse 2	Cabasa2	ShortWhistle	ShortWhistle	ShortWhistle
72	C5	TR606 Tom H	SynHrd Atk1b	TR909 D.TomH	DR202 Beep 2	Cabasa2 Cut	Long Whistle	Long Whistle	Long Whistle
73	C#5	TR909 Crash1	TR909 Crash	TR909 Crash3	Narrow Hit2a	Shaker	Short Guiro	Short Guiro	Short Guiro
74	D5	TR606 Tom H	SynHrd Atk1c	TR909 D.TomH	E.Gtr Harm	Maracas	Long Guiro	Long Guiro	Long Guiro
75	D#5	Lite OHH 1	TR909 Ride 3	TR909 Ride 3	Narrow Hit2b	808 Maracas	Claves	Claves	Claves
76	E5	TR909 Crash2	TR909 Crash	TR909 Crash4	Euro Hit	R8 Shaker	Hi Wood Blck	Hi Wood Blck	Hi Wood Blck
77	F5	Lite OHH 2	TR909 Ride 1	TR909 Ride 4	Jazz Lo Tom1	Guiro 1	Lo Wood Blck	Lo Wood Blck	Lo Wood Blck
78	F#5	CR78 Tamb 2	CR78 Tamb	Tamborine 2	TR909 D.TomL	Guiro 2	Mute Cuica	Mute Cuica	Mute Cuica
79	G5	TR909 Crash	MG Zap 2	MG Zap 2	Jazz Lo Tom2	Guiro Long	Open Cuica	Open Cuica	Open Cuica
80	G#5	JD Sm Metal2	JD Sm Metal	Cowbell Low	TR909 D.TomM	Guiro 2 Up	MuteTriangle	MuteTriangle	MuteTriangle
81	A5	Lite OHH 3	MG Zap 6	MG Zap 6	Jazz Lo Tom3	Guiro 2 Down	OpenTriangle	OpenTriangle	OpenTriangle
82	Bb5	Syn Swt Atk1	Syn Swt Atk1	Cowbell Hi	TR909 D.TomH	Guiro 2 Fast	Shaker	Shaker	Shaker
83	B5	TR808 OHH 2	MG Zap 7	MG Zap 7	AnalogKick 3	Vibraslap	Jingle Bell	Jingle Bell	Jingle Bell
84	C6	808 Maracas	808 Maracas	Conga Hi Mt	AnalogKick 5	Tamborine 1	Wind Chime	Wind Chime	Wind Chime
85	C#6	TR808 Claves	TR808 Claves	Conga Lo Mt	Club Clap	Tamborine 2	Castanets	Castanets	Castanets
86	D6	Triangle Mt	Triangle Mt	Conga Lo Slp	TR808 Snr 7	Tamborine 3	Mute Surdo	Mute Surdo	Mute Surdo
87	D#6	Triangle Op	Triangle Op	Conga Hi Op	TR808 Snr 3	Tamborine4 f	Open Surdo	Open Surdo	Open Surdo
88	E6	Narrow Hit 2	Euro Hit	Conga Lo Op	TR909 Snr 6a	Tamborine4 p	Applause 2	Applause 2	Applause 2
89	F6	Euro Hit	Scratch 4	Timbale Hi	TR909 CHH 2	CR78 Tamb	---	---	---
90	F#6	MG Zap 4	Brt Strat C	Timbale Low	TR606DstCHH2	Timpani p	---	---	---
91	G6	Scratch 1	Crotale	Agogo Bell H	Dance CHH	Timpani f	---	---	---
92	G#6	MG Zap 1	MG Zap 4	Agogo Bell L	TR606 PHH 2b	Timpani Roll	---	---	---
93	A6	TR606 Snr 2	Urbn SnRoll2	Cabasa Down	TR909 OHH 2	Timpani Lp	---	---	---
94	Bb6	Synth Saw	Calc.Saw	Maracas	TR606 OHH	ConcertBD p	---	---	---
95	B6	Digi Breath	White Noise	Guiro Short	CR78 OHH	ConcertBD f	---	---	---
96	C7	DigiSpectrum	Blow Loop	Guiro Long	Juno Sqr HD	ConcertBD ff	---	---	---
97	C#7	Shaker 3	Shaker 2	Claves	TR909 Snr 6b	ConcertBD Lp	Std.1 Snare1	Std.1 Snare1	Std.1 Snare1
98	D7	Conga 2H Slp	Shaker 3	Wood Block L	TR808 Kick	Triangle 1Op	Std.1 Snare2	Std.1 Snare2	Std.1 Snare2
99	D#7	Cajon 1	Cajon 1	Wood Block H	JD EML 5th 2	Triangle 1Mt	Std 2 Snare1	Std 2 Snare1	Std 2 Snare1
100	E7	Vint Snr 3	Euro Hit	Triangle Mt	TR707 Clap	Triangle 2	Std 2 Snare2	Std 2 Snare2	Std 2 Snare2
101	F7	Door Creak 1	Laugh	Triangle Op	Dist Clap	Tibet Cymbal	Snare Drum 2	Snare Drum 2	Snare Drum 2

		Machine Kit1	Machine Kit2	House Kit	Nu Technica	Percussion	StudioX Kit1	StudioX Kit2	SRX Studio
102	F#7	Vint.Phone	Office Phone	Castanet	MG Zap 5	Wind Chime	Std 1 Snare1	Std 1 Snare1	Std 1 Snare1
103	G7	Door Creak 2	Door Creak	Whistle	MG Zap 7b	Crotale	Std 1 Snare2	Std 1 Snare2	Std 1 Snare2
104	G#7	---	---	---	---	Agogo Bell H	Std Snare 3	Std Snare 3	Std Snare 3
105	A7	---	---	---	---	Agogo Bell L	Jazz Snare 1	Jazz Snare 1	Jazz Snare 1
106	Bb7	---	---	---	---	Agogo 2 Hi	Jazz Snare 2	Jazz Snare 2	Jazz Snare 2
107	B7	---	---	---	---	Agogo 2 Low	Room Snare 1	Room Snare 1	Room Snare 1
108	C8	---	---	---	---	Slight Bell	Room Snare 2	Room Snare 2	Room Snare 2
109	C#8	---	---	---	---	---	---	---	---
110	D8	---	---	---	---	---	---	---	---
111	D#8	---	---	---	---	---	---	---	---
112	E8	---	---	---	---	---	---	---	---
113	F8	---	---	---	---	---	---	---	---
114	F#8	---	---	---	---	---	---	---	---
115	G8	---	---	---	---	---	---	---	---
116	G#8	---	---	---	---	---	---	---	---
117	A8	---	---	---	---	---	---	---	---
118	Bb8	---	---	---	---	---	---	---	---
119	B8	---	---	---	---	---	---	---	---
120	C9	---	---	---	---	---	---	---	---
121	C#9	---	---	---	---	---	---	---	---
122	D9	---	---	---	---	---	---	---	---
123	D#9	---	---	---	---	---	---	---	---
124	E9	---	---	---	---	---	---	---	---
125	F9	---	---	---	---	---	---	---	---
126	F#9	---	---	---	---	---	---	---	---
127	G9	---	---	---	---	---	---	---	---

		WD Std Kit	LD Std Kit	TY Std Kit	Kit-Euro:POP	StandardKit1	StandardKit2	StandardKit3	New Pop
0	C-1	---	---	---	---	---	---	---	HipHop Kick1
1	C#-1	---	---	---	---	---	---	---	Jazz Kick 1
2	D-1	---	---	---	---	---	---	---	Mex Kick
3	D#-1	---	---	---	---	---	---	---	Rm Kick 1
4	E-1	---	---	---	---	---	---	---	Rm Kick 2
5	F-1	---	---	---	---	---	---	---	HipHop Kick2
6	F#-1	---	---	---	---	---	---	---	TechnoKick1
7	G-1	---	---	---	---	---	---	---	BassDrumSet
8	G#-1	---	---	---	---	---	---	---	HipHop Kick1
9	A-1	---	---	---	---	---	---	---	909Comp Kick
10	Bb-1	---	---	---	---	---	---	---	St Kick 1
11	B-1	---	---	---	---	---	---	---	JazzKick
12	C0	---	---	---	---	---	---	---	NewRockKik
13	C#0	---	---	---	---	---	---	---	Cymbal Roll
14	D0	---	---	---	---	---	---	---	Rock Stick 2
15	D#0	---	---	---	---	---	---	---	Rm Snare 1
16	E0	---	---	---	---	---	---	---	Rm Snare 2
17	F0	---	---	---	---	---	---	---	St Snare1
18	F#0	---	---	---	---	---	---	---	St Snare2
19	G0	---	---	---	---	---	---	---	JazzSnare2
20	G#0	---	---	---	---	---	---	---	JazzSnare1
21	A0	---	---	---	---	---	---	---	R&B Snare
22	Bb0	---	---	---	---	---	---	---	RockSnare2_2
23	B0	---	---	---	---	---	---	---	RockSnare1_2
24	C1	---	---	---	---	---	---	---	PopSnare38 2
25	C#1	---	---	---	---	---	---	---	Snare Ghost1
26	D1	---	---	---	---	---	---	---	PopSnare38 2
27	D#1	---	---	---	---	---	---	---	FingerSnaps2

Drum Kits

		WD Std Kit	LD Std Kit	TY Std Kit	Kit-Euro:POP	StandardKit1	StandardKit2	StandardKit3	New Pop
28	E1	Dance Kick	Dance Kick	Dance Kick	TR707 Kick	MaxLow Kick2	Dance Kick	HipHop Kick2	909 HandClap
29	F1	Dry Kick 1	Dry Kick 1	Dry Kick 1	AnalogKick 1	Rk CmpKick	Dry Kick 1	Syn Swt Atk1	808 Clap
30	F#1	Snr Roll	Snr Roll	Snr Roll	Dirty Snr 6	Gospel Clap	Snr Roll	Lo-Bit Stk 1	Hand clap2
31	G1	Power Kick	Power Kick	Power Kick	FB Kick	Sweep Bass	Power Kick	TR707 Kick	909 HandClap
32	G#1	Amb.Snr 2	Amb.Snr 2	Amb.Snr2 p	BrushRoll	Sft Snr Gst	Amb.Snr 2p	TR808 Snr 5	Pedal Hi Hat
33	A1	Reg.Kick 2	Reg.Kick 2	Power Kick	PlasticKick2	HipHop Kick2	Power Kick	Vint Kick 1	GospelHClp1
34	Bb1	Reg.PHH	Reg.PHH	Reg.PHH	Reg.CHH 2	Reg.PHH	Reg.PHH	Reg.PHH	Snare Roll 1
35	B1	Reg.Kick 1	Reg.Kick 1	Reg.Kick	Power Kick	Reg.Kick 1	Reg.Kick 1	Vint Kick 2	Pop Kick 35
36	C2	WD Kick	LD Kick	TY Kick	TR909 Kick 6	Reg.Kick 2	Reg.Kick 2	Old Kick 1	Pop Kick 36
37	C#2	WD CStk	LD CStk	TY CStk	R&B ShrtRim1	Reg.Stick	Wild Stick	Lo-Bit Stk 4	Pop Stick1
38	D2	WD Snr	LD Snr	TY Snr	TR909 Snr 3	Reg.Snr 2	Amb.Snr 1	Reg.Snr 1	PopSnare38 1
39	D#2	SF Snr Gst	Reg.Snr Gst	SF SnrGst	TR909 Clap 1	Reg.Snr Gst	Reg.Snr Gst	Amb Clap	Snare Ghost1
40	E2	WD Rim	LD Rim	TY Rim	TR909 Snr 4a	Reg.Snr 1	Amb.Snr 2	TY Rim	PopSnare40 1
41	F2	RR F.Tom	RR F.Tom	RR F.Tom	Sharp L.Tom2	Reg.F.Tom	Reg.F.Tom	Jazz Lo Tom1	Flam Tom 41
42	F#2	Reg.CHH 1	Reg.CHH 1	Reg.CHH 1	TR909 CHH 1	Reg.CHH 1	Reg.CHH 1	Reg.CHH 1	Pop Hi Hat1
43	G2	TY L.Tom	LD L.Tom	TY L.Tom	Sharp L.Tom1	Reg.L.Tom	Reg.L.Tom	Jazz Lo Tom2	Tom 43
44	G#2	Reg.CHH 2	Reg.CHH 2	Reg.CHH 2	TR909 PHH 1	Reg.CHH 2	Reg.CHH 2	Reg.CHH 2	Pop Hi Hat2
45	A2	TY M.Tom	LD M.Tom	TY M.Tom	Sharp M.Tom	Reg.M.Tom 1	Reg.M.Tom	Jazz Mid Tom	Flam Tom 45
46	Bb2	Reg.OHH	Reg.OHH	Reg.OHH	TR909 OHH 2	Reg.OHH	Reg.OHH	Reg.OHH	Pop Hi Hat3
47	B2	TY M.Tom	LD M.Tom	TY M.Tom	Sharp M.Tom	Reg.M.Tom 2	Reg.M.TomFlm	Jazz Mid Tom	Tom 47
48	C3	TY H.Tom	LD H.Tom	TY H.Tom	Sharp H.Tom	Reg.H.Tom 1	Reg.H.Tom	Jazz Hi Tom	Flam Tom 50
49	C#3	Crash Cym1a	Crash Cym1a	Crash Cym 2	TR909 Crash	Crash Cym1	Crash Cym1a	Crash Cym1	Pop Cymbal2
50	D3	TY H.Tom	LD H.Tom	TY H.Tom	Sharp H.Tom	Reg.H.Tom 2	Reg.H.TomFlm	Jazz Hi Tom	Tom 50
51	D#3	Rock Ride 1	Rock Ride 1	Rock Ride 1	TR909 Ride	Rock Ride	Rock Ride 1	Rock Rd Edge	Pop Ride1
52	E3	China Cymbal	China Cymbal	China Cymbal	China Cymbal	China Cymbal	China Cymbal	China Cymbal	Pop Cymbal
53	F3	Splash Cym	Splash Cym	Splash Cym	Rock Rd Edge	Ride Edge	Splash Cym	Rock Rd Cup	Pop Ride2
54	F#3	Tamborine 3	Tamborine 3	Tamborine2	Tamborine 3	Tamborine	Tamborine	Tamborine	Tambourine
55	G3	Rock Crash 1	Rock Crash 1	Crash Cym1a	Crash Cym1 p	Crash Cym2a	Rock Crash 1	Splash Cym	Splash Cym.
56	G#3	Cowbell3	Cowbell3	Cowbell3	Cowbell	Cowbell Low	Cowbell Hi	Cowbell	ChaChaCowb
57	A3	Crash Cym1b	Crash Cym1	Crash Cym1b	Rock Crash 2	Crash Cym2b	Crash Cym1b	Rock Crash 2	CrashCymbal2
58	Bb3	Cowbell2 Lng	Cowbell	Cowbell2 Lng	Vibraslap	Cowbell Hi	Cowbell Low	TR808 Cym	Vibraslap
59	B3	Rock Ride 2	Rock Ride 2	Rock Ride 2	TR606 Cym 2	Ride Bell	Rock Ride 2	Jazz Ride	RockRideCym1
60	C4	Conga Hi Mt	Conga 2H Mt	Conga 2H Mt	Bongo Lo Op	Conga Hi Mt	Conga Hi Mt	Bongo Hi	NewHiBongo
61	C#4	Conga Lo Mt	Conga 2L Mt	Conga 2L Mt	Bongo Hi Op	Conga Lo Mt	Conga Lo Mt	Bongo Lo	NewLoBongo
62	D4	Conga Hi Slp	Conga 2H Slp	Conga 2H Slp	Conga Hi Mt	Conga Lo	Conga Hi Slp	Conga Hi Mt	NewCongaSlp
63	D#4	Conga Hi Op	Conga 2H Op	Conga 2H Op	Conga Hi Op	Conga Hi Op	Conga Hi Op	Conga Hi	NewCongaOp
64	E4	Conga Lo Op	Conga Lo Op	Conga 2L Op	Conga Lo Op	Conga Lo Op	Conga Lo Op	Conga Lo	LoConga
65	F4	Timbale Hi	Timbale 1	Timbare 4	Conga Efx	Timbale Hi	Timbale Hi	Timbale Hi	Timbal Hi
66	F#4	Timbale Low	Timbale 2	Timbare 3	Shaker 3	Timbale Low	Timbale Low	Timbale Low	Timbal Lo
67	G4	Mild Agogo H	Agogo 2 Hi	Agogo 2 Hi	Shaker 2	Agogo Bell H	Mild Agogo H	Cowbell Hi	Agogo
68	G#4	Mild Agogo L	Agogo 2 Low	Agogo 2 Low	CR78 Beat	Agogo Bell L	Mild Agogo L	Cowbell Low	Agogo
69	A4	Cabasa Up	Cabasa 2	Cabasa 2	Cabasa Cut 1	Cabasa Up	Cabasa Up	Cabasa	NewShaker2
70	Bb4	Maracas	Shaker 2	Shaker 1	Cabasa Cut 2	Maracas	Maracas	Shaker	NewShaker1
71	B4	Whistle Shrt	Whistle Shrt	Whistle Shrt	Lo-Bit PHH	Whistle Shrt	Whistle Shrt	Noise OHH 2	ShrtWhistle
72	C5	Whistle Long	Whistle	Whistle Long	Scratch 7	Whistle Long	Whistle Long	Scratch 5	LongWhistle
73	C#5	Guiro Short	Guiro 2 Up	Guiro 2 Up	Syn Low Atk2	Guiro Short	Guiro Short	Syn Low Atk2	Quide1
74	D5	Guiro Long	Guiro Long	Guiro 2 Down	MG Zap 7	Guiro Long	Guiro Long	MG Zap 3	Quide2
75	D#5	Claves	Claves 2	Claves 2	Syn Swt Atk1	Claves	Claves	Syn Swt Atk1	Claves
76	E5	Wood Block H	Wood Block2H	Wood Block2H	Syn Swt Atk4	Wood Block H	Wood Block H	Syn Swt Atk4	Woodblock
77	F5	Wood Block L	Wood Block2L	Wood Block2L	Conga Thumb	Wood Block L	Wood Block L	Bongo Hi Slp	Woodblock
78	F#5	Cuica Mute	Cuica 2 Low	Cuica 2 Low	Triangle 1	Cuica Mute	Cuica Mute	Noise OHH	Mute Cuica
79	G5	Cuica Open	Cuica 2 Hi	Cuica 2 Hi	Triangle 2	Cuica Open	Cuica Open	Noise CHH	Open Cuica
80	G#5	Triangle Mt	Triangle Mt	Triangle Mt	Euro Hit 1	Triangle Mt	Triangle Mt	Triangle 1	MuteTriangl
81	A5	Triangle Op	Triangle Op	Triangle Op	Tao Hit	Triangle Op	Triangle Op	Triangle 2	OpenTriangl
82	Bb5	Cabasa Cut	Cabasa2 Cut	Cabasa2 Cut	Narrow Hit 2	Cabasa Cut	Cabasa Cut	Cajon 1	Shaker
83	B5	DigiSpectrum	DigiSpectrum	DigiSpectrum	Euro Hit 2	Castanet	DigiSpectrum	Cajon 3	Jingle Bell
84	C6	Wind Chime	Wind Chime	Wind Chime	Wind Chime	Bongo Hi Mt	Wind Chime	Wind Chime	Bell Tree
85	C#6	Wood Block M	Wood Block2M	Wood Block2M	Timpani Roll	Bongo Hi Slp	Wood Block M	SprgDrm Hit	Castanets
86	D6	Cajon 2	Cajon 2	Cajon 2	Crotale	Bongo Lo Slp	Cajon 2	Crotale	Mute Surdo

		WD Std Kit	LD Std Kit	TY Std Kit	Kit-Euro:POP	StandardKit1	StandardKit2	StandardKit3	New Pop
87	D#6	ConcertBD	ConcertBD	ConcertBD	R8 Click	Bongo Hi Op	ConcertBD	R8 Click	Open Surdo
88	E6	R&B Kick	R&B Kick	R&B Kick	Metro Bell	Bongo Lo Op	R&B Kick	Metro Bell	Cana
89	F6	Dry Kick 2	Dry Kick 2	Dry Kick 2	MC500 Beep 1	Cajon 1	Dry Kick 2	DR202 Beep	Timbal HiFlm
90	F#6	Old Kick	Old Kick	Old Kick	MC500 Beep 2	Cajon 2	Old Kick	Reverse Cym	Timbal LoFlm
91	G6	Jazz Doos	Jazz Doos	Jazz Doos	Atmosphere	Cajon 3	Jazz Doos	Xylo Seq.	NewTmblPHS
92	G#6	Agogo Noise	Agogo Noise	Agogo Noise	Agogo Noise	Vint Snr 2	Agogo Noise	Vinyl Noise	NewShekere1
93	A6	Rock OHH	Rock OHH	Rock OHH	Car Slip	Shaker 3	Rock OHH	Mobile Phone	NewShekere2
94	Bb6	JD Anklungs	JD Anklungs	JD Anklungs	Group Snap	WD Rim	JD Anklungs	Group Snap	NHBngoMute
95	B6	Rock OHH	Rock OHH	Rock OHH	Laser	Mix Kick 1	Rock OHH	Laser	L BongoMute
96	C7	Cajon 3	Cajon 3	Cajon 3	ConcertBD	Mix Kick 2	Mix Kick 1	Siren	CajonHi
97	C#7	Cajon 1	Cajon 1	Cajon 1	AnalogKick 3	Mix Kick 3	Cajon 1	AnalogKick 3	CajonHiFlm
98	D7	Mix Clap	Mix Kick 4	TY Rim f	Old Kick	Mix Kick 4	Mix Kick 2	Old Kick 2	Cajon Low
99	D#7	Gospel Clap	Gospel Clap	Gospel Clap	Reg.Kick	Mix Kick 5	Gospel Clap	Reg.Kick	CajonLoFlm
100	E7	Bright Clap	Bright Clap	Bright Clap	TR909 Snr 4b	Mix Clap 1	Bright Clap	TR909 Snr 4	FlmncoHClap1
101	F7	Rock Rd Cup	Rock Rd Cup	Rock Rd Cup	TR808 Snr 2	Wind Chime	Rock Rd Cup	TR808 Snr 2	FlmncoHClap1
102	F#7	Cowbell	Cowbell	Cowbell	Vint Snr 4	Tibet Cymbal	Cowbell	Short Snr1	BongoCowBell
103	G7	Crash Cym 2	Crash Cym 2	Crash Cym 2	Light Snr	Crotale	Crash Cym 2	Vint Snr 4	RockSnareFl_H
104	G#7	---	---	---	---	---	---	---	MamboCowBell
105	A7	---	---	---	---	---	---	---	PopSnareDrag
106	Bb7	---	---	---	---	---	---	---	HiHatPhrase3
107	B7	---	---	---	---	---	---	---	CrashPhrase1
108	C8	---	---	---	---	---	---	---	CrashPhrase2
109	C#8	---	---	---	---	---	---	---	CrashPhrase3
110	D8	---	---	---	---	---	---	---	CrashPhrase4
111	D#8	---	---	---	---	---	---	---	CrashPhrase5
112	E8	---	---	---	---	---	---	---	Crash_Stop
113	F8	---	---	---	---	---	---	---	RidePhrase1
114	F#8	---	---	---	---	---	---	---	RidePhrase2
115	G8	---	---	---	---	---	---	---	RidePhrase3
116	G#8	---	---	---	---	---	---	---	RidePhrase4
117	A8	---	---	---	---	---	---	---	RidePhrase5
118	Bb8	---	---	---	---	---	---	---	RidePhrase1
119	B8	---	---	---	---	---	---	---	RidePhrase2
120	C9	---	---	---	---	---	---	---	RidePhrase4
121	C#9	---	---	---	---	---	---	---	ChinaRoll
122	D9	---	---	---	---	---	---	---	ChinaStopped
123	D#9	---	---	---	---	---	---	---	Egg S4
124	E9	---	---	---	---	---	---	---	Egg S1
125	F9	---	---	---	---	---	---	---	Egg AllEndOff
126	F#9	---	---	---	---	---	---	---	Tambour Ending
127	G9	---	---	---	---	---	---	---	Tambour Free

Drum Kits

		New Rock	New Brush Pop	New Folk	New Pop Perc	NewPBrshPerc	V-Jazz Brush	Brush	Brush 2
0	C-1	HipHop Kick1	HipHop Kick1	Brasil Tamburin	CowBellSide	Mambo_SW	HipHop Kick1	Std.1 Kick1	Std.1 Kick1
1	C#−1	Jazz Kick 1	Jazz Kick 1	Marches Tamburin	SeaShells	SeaShells	Jazz Kick 1	Std.1 Kick2	Std.1 Kick2
2	D−1	Mex Kick	Mex Kick	Tamorra 1	Equat-nutshells	Equat-nutshells	Mex Kick	Std.2 Kick1	Std.2 Kick1
3	D#−1	Rm Kick 1	Rm Kick 1	Tamorra 2	Cascade_Ending	Cascade_Ending	Rm Kick 1	Std2 Kick2	Std2 Kick2
4	E−1	Rm Kick 2	Rm Kick 2	Tamorra 3	Chimes-Ending	Chimes-Ending	Rm Kick 2	Kick 1	Kick 1
5	F−1	HipHop Kick2	HipHop Kick2	Tamorra 4	Goathooves	Goathooves	HipHop Kick2	Kick 2	Kick 2
6	F#−1	TechnoKick1	TechnoKick1	Tamorra 6	GoathoovesShot	GoathoovesShot	TechnoKick1	Jazz Kick 1	Jazz Kick 1
7	G−1	BassDrumSet	BassDrumSet	Tamorra 7	Bongo1_SW1	Bongo1_SW1	BassDrumSet	Jazz Kick 2	Jazz Kick 2
8	G#−1	HipHop Kick1	HipHop Kick1	Tamorra 8	Bongo1_SW2	Bongo1_SW2	HipHop Kick1	Room Kick 1	Room Kick 1
9	A−1	909Comp Kick	909Comp Kick	Tamorra Ending	Bongo1_SW3	Bongo1_SW3	909Comp Kick	Room Kick 2	Room Kick 2
10	Bb−1	St Kick 1	St Kick 1	Pandeiro 1	Bongo2_SW1	Bongo2_SW1	St Kick 1	Power Kick1	Power Kick1
11	B−1	JazzKick	JazzKick	Pandeiro 2	Bongo2_SW2	Bongo2_SW2	JazzKick	Power Kick2	Power Kick2
12	C0	Rock Kick	RockKik	Pandeiro 3	Bongo2_3	Bongo2_3	NewRockKik	Elec Kick 2	Elec Kick 2
13	C#0	Cymbal Roll	Cymbal Roll	Pandeiro 4	Congas_SW1	Congas_SW1	Cymbal Roll	Elec Kick 1	Elec Kick 1
14	D0	Rock Stick 2	Rock Stick 2	Pandeiro 5	Congas_SW2	Congas_SW2	Rock Stick 2	TR-808 Kick	TR-808 Kick
15	D#0	Rm Snare 1	Rm Snare 1	Pandeiro 6	Congas_SW3	Congas_SW3	Rm Snare 1	TR-909 Kick	TR-909 Kick
16	E0	Rm Snare 2	Rm Snare 2	BeguineLoop3	Congas_SW4	Congas_SW4	Rm Snare 2	Dance Kick 2	Dance Kick 2
17	F0	St Snare1	St Snare1	BeguineLoop2	Tamorra 1	Tamorra 1	St Snare1	Voice One	Voice One
18	F#0	St Snare2	St Snare2	BeguineLoop1	Tamorra 2	Tamorra 2	St Snare2	Voice Two	Voice Two
19	G0	JazzSnare2	JazzSnare2	JazzSnare2	Tamorra 3	Tamorra 3	NewJzSn2	Voice Three	Voice Three
20	G#0	JazzSnare1	JazzSnare1	JazzzSnare1	Tamorra 4	Tamorra 4	NewJzSn1	---	Jazz Kick 1
21	A0	R&B Snare	R&B Snare	R&B Snare	Tamorra 6	Tamorra 6	R&B Snare	---	Jazz Kick 2
22	Bb0	RockSnare2_2	RockSnare2 2	RockSnare2_2	Tamorra 7	Tamorra 7	PopSnare38 2	MC-500 Beep	MC-500 Beep
23	B0	RockSnare1_2	RockSnare1 2	RockSnare1_2	Tamorra 8	Tamorra 8	PopSnare40 2	MC-500 Beep	MC-500 Beep
24	C1	PopSnare38 2	PopSnare38 2	PopSnare38 2	Tamorra Ending	Tamorra Ending	PopSnare38 2	Concert Snr	Concert Snr
25	C#1	Snare Ghost1	Snare Ghost1	Snare Ghost1	Pandeiro_SW1	Pandeiro_SW1	Snare Ghost1	Snare Roll	Snare Roll
26	D1	PopSnare38 2	PopSnare38 2	PopSnare38 2	Pandeiro_SW2	Pandeiro_SW2	PopSnare38 2	Finger Snap	Finger Snap
27	D#1	FingerSnaps2	FingerSnaps2	FingerSnaps2	Pandeiro_SW3	Pandeiro_SW3	FingerSnaps2	High-Q	High-Q
28	E1	909 HandClap	909 HandClap	RockSnare2_3	Pandeiro 5	Pandeiro 5	909 HandClap	Slap	Slap
29	F1	808 Clap	808 Clap	Roll Snare	Brazilian_Tamburin	Brazilian_Tamburin	808 Clap	ScratchPush	ScratchPush
30	F#1	Hand clap2	Hand clap2	Hand clap2	Chimes&Seeds_1	Chimes&Seeds_1	Hand clap2	ScratchPull	ScratchPull
31	G1	909 HandClap	909 HandClap	909 HandClap	Chimes&Seeds_2	Chimes&Seeds_2	909 HandClap	Sticks	Sticks
32	G#1	Pedal Hi Hat	Pedal Hi Hat	Pedal Hi Hat	PopHiHatFoot	PopHiHatFoot	Pedal HiHat1	SquareClick	SquareClick
33	A1	GospelHClp1	GospelHClp1	FolkSnareTango2	VibratoneSlow-Fast	VibratoneSlow-Fast	GospelHClp1	Mtrnm.Click	Mtrnm.Click
34	Bb1	Snare Roll 1	Snare Roll 1	FolkSnareRoll	AfricanCowBell	AfricanCowBell	Snare Roll 1	Mtrnm. Bell	Mtrnm. Bell
35	B1	Pop Kick 35	Pop Kick 35	Pop Kick 35	Kick_Plastic	Kick_Plastic	JazzKick	Jazz Kick 2	Kick 1
36	C2	Pop Kick 36	Pop Kick 36	Pop Kick 36	Kick_Plastic	Kick_Plastic	JazzKick	Jazz Kick 1	Kick 2
37	C#2	Pop Stick1	Pop Stick1	Pop Stick1	Snare	Snare	NewJzSW1	Side Stick	Side Stick
38	D2	PopSnare38 1	PopSnare38 1	PopSnare38 1	Snare	Snare	NewJzSn1	Brush Swirl	Br Snare1
39	D#2	Snare Ghost1	Snare Ghost1	Snare Ghost1	SnareFlam	SnareFlam	NewJzSW2	Brush Slap1	Br Snare2
40	E2	PopSnare40 1	PopSnare40 1	PopSnare40 1	Snare	Snare	NewJzSn2	Brush Swirl	Brush Swirl
41	F2	Flam Tom 41	Flam Tom 41	Flam Tom 41	FloorTomFlam	FloorTomFlam	NewJzTomLoFl	Lite Tom 4	Lite Tom 4
42	F#2	Pop Hi Hat1	Pop Hi Hat1	Pop Hi Hat1	Jazz Hat1	Jazz Hat1	JazzHiHat1	Brs HiHatCls	Brs HiHatCls
43	G2	Tom 43	Tom 43	Tom 43	FloorTom	FloorTom	NewJzTomLo	Lite Tom 4	Lite Tom 4
44	G#2	Pop Hi Hat2	Pop Hi Hat2	Pop Hi Hat2	Jazz Hat2	Jazz Hat2	JazzHiHat2	Pedal HiHat	Pedal HiHat
45	A2	Flam Tom 45	Flam Tom 45	Flam Tom 45	Tom2Flam	Tom2Flam	Jazz Tom MFl	Lite Tom 4	Lite Tom 4
46	Bb2	Pop Hi Hat3	Pop Hi Hat3	Pop Hi Hat3	Jazz Hat3	Jazz Hat3	JazzHiHat3	Brs HiHatOpn	Brs HiHatOpn
47	B2	Tom 47	Tom 47	Tom 47	Tom2	Tom2	RockTomMid	Lite Tom 4	Lite Tom 4
48	C3	Flam Tom 50	Flam Tom 50	Flam Tom 50	Tom1Flam	Tom1Flam	NewJzTomHiFl	Lite Tom 4	Lite Tom 4
49	C#3	Pop Cymbal2	Pop Cymbal2	Pop Cymbal2	JazzCrCym1	JazzCrCym1	CrachCymbal1	Brush Crash	Brush Crash
50	D3	Tom 50	Tom 50	Tom 50	PopBrushTom1	PopBrushTom1	NewJzTomHi	Lite Tom 4	Lite Tom 4
51	D#3	Pop Ride1	Pop Ride1	Pop Ride1	NewJzRide1	NewJzRide1	JazzRide1	Ride Cym IN	Ride Cym IN
52	E3	Pop Cymbal	Pop Cymbal	Pop Cymbal	BrushCrash2	BrushCrash2	CrachCymbal2	ChinaCymbal	ChinaCymbal
53	F3	Pop Ride2	Pop Ride2	Pop Ride2	Jazz Ride2	Jazz Ride2	JazzRide2	Brush RideBL	Brush RideBL
54	F#3	Tambourine	Tambourine	Tambourine	CembaloFree	CembaloFree	Tambourine	Tambourine	Tambourine
55	G3	Splash Cym.	Splash Cym.	Splash Cym.	BrushCrash1	BrushCrash1	Splash Cym.	Splash Cym.	Splash Cym.
56	G#3	ChaChaCowb	ChaChaCowb	ChaChaCowb	CowBell	CowBell	ChaChaCowb	Cowbell	Cowbell
57	A3	CrashCymbal2	CrashCymbal2	CrashCymbal2	JzCrashCym1	JzCrashCym1	CrachCymbal1	Crash Cymb2	Crash Cymb2
58	Bb3	Vibraslap	Vibraslap	Vibraslap	vibraslp	vibraslp	Vibraslap	Vibraslap	Bb3 Vibraslap

		New Rock	New Brush Pop	New Folk	New Pop Perc	NewPBrshPerc	V-Jazz Brush	Brush	Brush 2
59	B3	RockRideCym1	RockRideCym1	RockRideCym1	RockRide1	RockRide1	RockRideCym1	Ride Cymbal	Ride Cymbal
60	C4	HiBongo	HiBongo	HiBongo	Bongo_SW	Bongo_SW	NewHiBongo	Bongo High	Bongo High
61	C#4	LoBongo	LoBongo	LoBongo	Bongo1_4	Bongo1_4	NewLoBongo	Bongo Low	Bongo Low
62	D4	CongaSlap	Conga Slap	CongaSlap	Congas_SW	Congas_SW	NewCongaSlp	Mute H.Conga	Mute H.Conga
63	D#4	CongaOp	Conga Op	CongaOp	Congas_7	Congas_7	NewCongaOp	Conga Hi Opn	Conga Hi Opn
64	E4	LoConga	Lo Conga	LoConga	Congas_8	Congas_8	NewLoConga	Conga Lo Opn	Conga Lo Opn
65	F4	Timbal Hi	Timbal Hi	Timbal Hi	Timbal Hi	Timbal Hi	Timbal Hi	High Timbale	High Timbale
66	F#4	Timbal Lo	Timbal Lo	Timbal Lo	Timbal Lo	Timbal Lo	Timbal Lo	Low Timbale	Low Timbale
67	G4	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo
68	G#4	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo
69	A4	Shaker2	Shaker2	Shaker2	Shaker2	Shaker2	NewShaker2	Cabasa	Cabasa
70	Bb4	Shaker1	Shaker1	Shaker1	Shaker1	Shaker1	NewShaker1	Maracas	Maracas
71	B4	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle
72	C5	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle
73	C#5	Quide1	Quide1	Quide1	Quide1	Quide1	NewQuide1	Short Guiro	Guiro
74	D5	Quide2	Quide2	Quide2	Quide2	Quide2	NewQuide2	Long Guiro	Long Guiro
75	D#5	Claves	Claves	Claves	Claves	Claves	NewClaves	Claves	Claves
76	E5	Woodblock	Woodblock	Woodblock	Woodblock1	Woodblock1	Woodblock	Woodblock	Woodblock
77	F5	Woodblock	Woodblock	Woodblock	Woodblock2	Woodblock2	Woodblock	Woodblock	Woodblock
78	F#5	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica
79	G5	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica
80	G#5	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl
81	A5	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl
82	Bb5	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker
83	B5	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
84	C6	Bell Tree	Bell Tree	Bell Tree	Belltree	Belltree	Bell Tree	Bell Tree	Bell Tree
85	C#6	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets
86	D6	Mute Surdo	Mute Surdo	Mute Surdo	Surdo_mute	Surdo_mute	Mute Surdo	Mute Surdo	Mute Surdo
87	D#6	Open Surdo	Open Surdo	Open Surdo	Surdo_open	Surdo_open	Open Surdo	Open Surdo	Open Surdo
88	E6	Cana	Cana	Cana	Cana	Cana	Cana	Applause	Applause
89	F6	Timbal HiFlm	Timbal HiFlm	Timbal HiFlm	TimbalHiFlm	TimbalHiFlm	Timbal HiFlm	---	---
90	F#6	Timbal LoFlm	Timbal LoFlm	Timbal LoFlm	TimbalLoFlm	TimbalLoFlm	Timbal LoFlm	---	---
91	G6	Timbal PHS	Timbal PHS	Timbal PHS	TimbalPHS	TimbalPHS	NewTmblPHS	---	---
92	G#6	Shekere1	Shekere1	Shekere1	Shekere1	Shekere1	NewShekere1	---	---
93	A6	Shekere2	Shekere2	Shekere2	Shekere2	Shekere2	NewShekere2	---	---
94	Bb6	Bongo Mute	Bongo Mute	Bongo Mute	Bongo Mute	Bongo Mute	NHBngoMute	---	---
95	B6	L BongoMute	L BongoMute	L BongoMute	LBongoMute	LBongoMute	L BongoMute	---	---
96	C7	CajonHi	CajonHi	CajonHi	CajonHi	CajonHi	CajonHi	---	---
97	C#7	CajonHiFlm	CajonHiFlm	CajonHiFlm	CajonHiFlm	CajonHiFlm	CajonHiFlm	---	---
98	D7	Cajon Low	Cajon Low	Cajon Low	CajonLo	CajonLo	Cajon Low	---	Jazz Snare1
99	D#7	CajonLoFlm	CajonLoFlm	CajonLoFlm	CajonLoFlm	CajonLoFlm	CajonLoFlm	---	Jazz Snare2
100	E7	FlmncoHClap1	FlmncoHClap1	Flmnco Clap1	FlmncoHClp1	FlmncoHClp1	FlmncoHClap1	Brush Swirl	Brush Swirl
101	F7	FlmncoHClap1	FlmncoHClap1	Flmnco Clap1	FlmncoHClp1	FlmncoHClp1	FlmncoHClap1	Brush Tap	Brush Tap
102	F#7	BongoCowBell	BongoCowBell	BongoCowBell	BongoCowBell	BongoCowBell	BongoCowBell	Brush Slap1	Brush Slap1
103	G7	RockSnareFl_H	BrushSnare Shot	PopSnareFl_L	Crotals	Crotals	AfHey	Brush Slap2	Brush Slap2
104	G#7	MamboCowBell	MamboCowBell	MamboCowBell	MamboCowBell	MamboCowBell	MamboCowBell	Brush Slap	Brush Slap
105	A7	Snare Ghost	Phrase3	FolkSnrFlam2	CrashPhrase4	CrashPhrase4	MexFVox2	Brush Swirl	Brush Swirl
106	Bb7	HiHatPhrase3	Phrase1	FolkSnrShot1	CrashPhrase5	CrashPhrase5	AfFoots	Brush Swirl	Brush Swirl
107	B7	Crash2Phrase4	RidePhrase1	FolkSnrShot2	RidePhrase1	RidePhrase1	MexFVox1	Long Swirl	Long Swirl
108	C8	Crash1Phrase3	RidePhrase2	SmallSnarPhr	RidePhrase2	RidePhrase2	MexMVox1	Jazz Snare 1	Jazz Snare 1
109	C#8	Crash1Phrase4	RidePhrase4	FolkSnrFlam5	RidePhrase4	RidePhrase4	YodelFVox1	Jazz Snare 2	Jazz Snare 2
110	D8	CrashPhrase4	CrashPhrase4	FolkSnrFlam3	Egg_M3	Egg_M3	MexMVox2	Std.1 Snare1	Std.1 Snare1
111	D#8	CrashPhrase5	CrashPhrase5	FolkSdSnr1Sh	Egg_MEndOff	Egg_MEndOff	YodelMVox1	Std.1 Snare2	Std.1 Snare2
112	E8	RidePhrase1	SnareBrushFlam	FolkSdSnr2Sh	Egg_M_SW1	Egg_M_SW1	MexMVox3	Std.2 Snare1	Std.2 Snare1
113	F8	RidePhrase2	RidePhrase1	FkSdSnrPhr1	Egg_L4	Egg_L4	FlmncoFVox1	Std.2 Snare2	Std.2 Snare2
114	F#8	RidePhrase3	RidePhrase2	FolkRimShtNS	Egg_LEndOff	Egg_LEndOff	YodelFVox2	Tight Snare	Tight Snare
115	G8	RidePhrase4	RidePhrase3	FolkSplash1	Egg_L_SW1	Egg_L_SW1	FlmncoFVox2	StandrdSnar1	StandrdSnar1
116	G#8	RidePhrase5	RidePhrase4	FolkSplash2	Egg_TuttiEndOff	Egg_TuttiEndOff	NewWhistle1	LD Snare M	LD Snare M
117	A8	BrushRide-Phrase4	RidePhrase5	PopRide_Phr4	Egg_S4	Egg_S4	FlmncoFVox3	LD Snare C	LD Snare C

25

Drum Kits

		New Rock	New Brush Pop	New Folk	New Pop Perc	NewPBrshPerc	V-Jazz Brush	Brush	Brush 2
118	Bb8	Crash1Phrase1	Cascade_Ending	PopRide_Phr5	Egg_SEndOff	Egg_SEndOff	NewWhistle2	Room Snare 1	Room Snare 1
119	B8	Crash1Stopped	Chimes&Seeds	PopBrRidePh2	Egg_S_SW1	Egg_S_SW1	FlmncoMVox1	Room Snare 2	Room Snare 2
120	C9	Crash2Stopped	Chimes	Cymbal Roll	Chimes	Chimes	FlmncoMVox2	Dance Snare1	Dance Snare1
121	C#9	ChinaStopped	Crotals	AAhhh	DoorKeys	DoorKeys	BrazilVox1	Power Snare1	Power Snare1
122	D9	Crash1StopLong	DoorKeys	Uaahh	Pinchimes	Pinchimes	FlmncoMVox3	Rev.Snare	Rev.Snare
123	D#9	Crash2StopLong	Egg S4	Egg S4	Harmess-bell1	Harmess-bell1	BrazilVox2	Power Snare2	Power Snare2
124	E9	ChinaRoll	Egg S1	Egg S1	Harmess-bell2	Harmess-bell2	BrazilVox3	Elec Snare 1	Elec Snare 1
125	F9	Egg EndOff	Egg EndOff	Egg EndOff	Harmess-bell3	Harmess-bell3	AfAahhh	Dance Snare2	Dance Snare2
126	F#9	CembaloEnding	CembaloEnding	CembaloEnding	CembaloEnding	CembaloEnding	Voice Snare	Elec Snare 2	Elec Snare 2
127	G9	CembaloFree	CembaloFree	CembaloFree	CembaloFree	CembaloFree	Voice Snare	Elec Snare 3	Elec Snare 3

		Brush 2 L/R	Jazz	Jazz L/R	Standard 1	Standard 2	Standard L/R	Room	Room L/R
0	C-1	Voice One	Std.1 Kick1	---	Std.1 Kick1	Std.1 Kick1	---	Std.1 Kick1	---
1	C#-1	Voice Two	Std.1 Kick2	---	Std.1 Kick2	Std.1 Kick2	---	Std.1 Kick2	---
2	D-1	Voice Three	Std.2 Kick1	---	Std.2 Kick1	Std.2 Kick1	---	Std.2 Kick1	---
3	D#-1	---	Std2 Kick2	---	Std2 Kick2	Std2 Kick2	---	Std2 Kick2	---
4	E-1	---	Kick 1	---	Kick 1	Kick 1	---	Kick 1	---
5	F-1	MC-500 Beep	Kick 2	---	Kick 2	Kick 2	---	Kick 2	---
6	F#-1	MC-500 Beep	Jazz Kick 1	---	Jazz Kick 1	Jazz Kick 1	---	Jazz Kick 1	---
7	G-1	Concert Snr	Jazz Kick 2	---	Jazz Kick 2	Jazz Kick 2	---	Jazz Kick 2	---
8	G#-1	Snare Roll	Room Kick 1	---	Room Kick 1	Room Kick 1	---	Room Kick 1	---
9	A-1	Finger Snap	Room Kick 2	---	Room Kick 2	Room Kick 2	---	Room Kick 2	---
10	Bb-1	High-Q	Power Kick1	---	Power Kick1	Power Kick1	---	Power Kick1	---
11	B-1	Slap	Power Kick2	---	Power Kick2	Power Kick2	---	Power Kick2	---
12	C0	ScratchPush	Elec Kick 2	---	Elec Kick 2	Elec Kick 2	---	Elec Kick 2	---
13	C#0	ScratchPull	Elec Kick 1	---	Elec Kick 1	Elec Kick 1	---	Elec Kick 1	---
14	D0	Sticks	TR-808 Kick	---	TR-808 Kick	TR-808 Kick	---	TR-808 Kick	---
15	D#0	SquareClick	TR-909 Kick	---	TR-909 Kick	TR-909 Kick	---	TR-909 Kick	---
16	E0	Mtrnm.Click	Dance Kick 2	---	Dance Kick 2	Dance Kick 2	---	Dance Kick 2	---
17	F0	Mtrnm. Bell	Voice One	Voice One	Voice One	Voice One	Voice One	Voice One	Voice One
18	F#0	Br Kick 1	Voice Two	Voice Two	Voice Two	Voice Two	Voice Two	Voice Two	Voice Two
19	G0	Br Kick 2	Voice Three	Voice Three	Voice Three	Voice Three	Voice Three	Voice Three	Voice Three
20	G#0	Side Stick	Br Kick 1	---	Rm Kick 1	---	---	St Kick 1	---
21	A0	Br Snare1	Br Kick 2	---	Rm Kick 2	---	---	St Kick 2	---
22	Bb0	Br Snare2	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep
23	B0	Brush Swirl	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep
24	C1	Lite Tom 4	Concert Snr	Concert Snr	Concert Snr	Concert Snr	Concert Snr	Concert Snr	Concert Snr
25	C#1	BrHiHatClosB	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll
26	D1	Lite Tom 4	Finger Snap	Finger Snap	FingerSnaps2	Finger Snap	FingerSnaps2	Finger Snap	Finger Snap
27	D#1	Pedal HiHat	High-Q	High-Q	High-Q	High-Q	High-Q	High-Q	High-Q
28	E1	Lite Tom 4	Slap	Slap	Slap	Slap	Slap	Slap	Slap
29	F1	BrHiHatOpenB	ScratchPush	ScratchPush	ScratchPush	ScratchPush	ScratchPush	ScratchPush	ScratchPush
30	F#1	Lite Tom 4	ScratchPull	ScratchPull	ScratchPull	ScratchPull	ScratchPull	ScratchPull	ScratchPull
31	G1	Lite Tom 4	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks
32	G#1	BrCrashCymbB	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick
33	A1	Lite Tom 4	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click
34	Bb1	Br RideCymbB	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell
35	B1	ChinaCymbal	Jazz Kick 1	Jazz Kick 1	St Kick 1	Std2 Kick2	St Kick 1	Rm Kick 1	Rm Kick 1
36	C2	Br RideBellB	Jazz Kick 2	Jazz Kick 2	St Kick 2	Std.2 Kick1	St Kick 2	Rm Kick 2	Rm Kick 2
37	C#2	Tambourine	Side Stick	Side Stick	Side Stick	Side Stick	Side Stick	Side Stick	Side Stick
38	D2	Splash Cym.	Jazz Snare1	Jazz Snare1	St Snare2	Std.2 Snare1	St Snare2	Rm Snare 2	Rm Snare 2
39	D#2	Cowbell	Hand clap2	Hand clap2	909 HandClap	808 Clap	909 HandClap	808 Clap	808 Clap
40	E2	Crash Cymb2	Jazz Snare2	Jazz Snare2	St Snare1	Std.2 Snare2	St Snare1	Rm Snare 1	Rm Snare 1
41	F2	Vibraslap	Real Tom 6	Real Tom 6	Real Tom 6	Real Tom 6	Real Tom 6	Room Tom 5	Room Tom 5

		Brush 2 L/R	Jazz	Jazz L/R	Standard 1	Standard 2	Standard L/R	Room	Room L/R
42	F#2	Ride Cymbal	JazzClosedHH	JzHiHatClosB	Close HiHat2	JazzClosedHH	St HiHatClsB	Closed HiHat	Rm HiHatClsB
43	G2	Bongo High	Real Tom 6	Real Tom 6	Real Tom 6	Real Tom 6	Real Tom 6	Room Tom 5	Room Tom 5
44	G#2	Bongo Low	Pedal HiHat	Pedal HiHat	Pedal HiHat2	Pedal HiHat	Pedal HiHat	Pedal HiHat	Pedal HiHat
45	A2	Mute H.Conga	Real Tom 4	Real Tom 4	Real Tom 4	Real Tom 4	Real Tom 4	Room Tom 2	Room Tom 2
46	Bb2	Conga Hi Opn	JazzOpenHH	JzHiHatOpenB	Open HiHat2	JazzOpenHH	St HiHatOpnB	R8OpenHiHat2	Rm HiHatOpnB
47	B2	Conga Lo Opn	Real Tom 4	Real Tom 4	Real Tom 4	Real Tom 4	Real Tom 4	Room Tom 2	Room Tom 2
48	C3	High Timbale	Real Tom 1	Real Tom 1	Real Tom 1	Real Tom 1	Real Tom 1	Room Tom 2	Room Tom 2
49	C#3	Low Timbale	Crash Cymb1	Crash Cymb 1	Crash Cymb1	Crash Cymb1	Crash Cymb 1	Crash Cymb1	Crash Cymb 1
50	D3	Agogo	Real Tom 1	Real Tom 1	Real Tom 1	Real Tom 1	Real Tom 1	Room Tom 2	Room Tom 2
51	D#3	Agogo	Ride Cym IN	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal
52	E3	Cabasa	ChinaCymbal	ChinaCymbal	ChinaCymbal	ChinaCymbal	ChinaCymbal	ChinaCymbal	ChinaCymbal
53	F3	Maracas	Ride Bell	Ridbl_c B	Ride Bell	Ride Bell	Ridbl_c B	Ride Bell	Ridbl_c B
54	F#3	ShrtWhistle	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine
55	G3	LongWhistle	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.
56	G#3	Short Guiro	Cowbell	Cowbell	Cowbell	Cowbell	Cowbell	Cowbell	Cowbell
57	A3	Long Guiro	Crash Cymb2	Crash Cymb2	Crash Cymb2	Crash Cymb2	Crash Cymb2	Crash Cymb2	Crash Cymb2
58	Bb3	Claves	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap
59	B3	Woodblock	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal
60	C4	Woodblock	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High
61	C#4	Mute Cuica	Bongo Low	Bongo Low	Bongo Low	Bongo Low	Bongo Low	Bongo Low	Bongo Low
62	D4	Open Cuica	Mute H.Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga
63	D#4	MuteTriangl	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn
64	E4	OpenTriangl	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn
65	F4	Shaker	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale
66	F#4	Jingle Bell	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale
67	G4	Bell Tree	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo
68	G#4	Castanets	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo
69	A4	Mute Surdo	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa
70	Bb4	Open Surdo	Maracas	Maracas	Maracas	Maracas	Maracas	Maracas	Maracas
71	B4	Applause	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle
72	C5	---	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle
73	C#5	---	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro
74	D5	---	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro
75	D#5	---	Claves	Claves	Claves	Claves	Claves	Claves	Claves
76	E5	---	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock
77	F5	---	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock
78	F#5	Br Kick 1	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica
79	G5	Br Kick 2	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica
80	G#5	Brush Crash	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl
81	A5	Br Snare1	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl
82	Bb5	Ride Cym IN	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker
83	B5	Br Snare2	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
84	C6	Lite Tom 4	Bell Tree	Bell Tree	Bell Tree	Bar Chimes	Bell Tree	Bell Tree	Bell Tree
85	C#6	Brs HiHatCls	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets
86	D6	Lite Tom 4	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo
87	D#6	Brush RideBL	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo
88	E6	Lite Tom 4	Applause	Applause	Applause 2	Applause 2	Applause 2	Applause 2	Applause 2
89	F6	Brs HiHatOpn	---	---	---	---	---	---	---
90	F#6	Br Kick1P	---	---	---	---	---	---	---
91	G6	Br Kick2P	---	---	---	---	---	---	---
92	G#6	BrCrashCymbP	---	---	---	---	---	---	---
93	A6	Br Snare1P	---	---	---	---	---	---	---
94	Bb6	BrRideCymbal	---	---	---	---	---	---	---
95	B6	Br Snare2P	---	Jazz Kick 1	Rm Snare 2	---	St Kick 1	St Snare2	Rm Kick 1
96	C7	Lite4_t P	---	Jazz Kick 2	Rm Snare 1	---	St Kick 2	St Snare1	Rm Kick 2
97	C#7	BrHiHatClosP	---	Crash Cymb1	Std.1 Snare1	Std.1 Snare1	Crash Cymb1	Std.1 Snare1	Crash Cymb1
98	D7	Lite4_t P	Br Snare1	Jazz Snare1	Std.1 Snare2	Std.1 Snare2	St Snare2	Std.1 Snare2	Rm Snare 2
99	D#7	Br RideBell	Br Snare2	Ride Cym IN	Std.2 Snare1	Std.2 Snare1	Ride Cymbal	Std.2 Snare1	Ride Cymbal
100	E7	Lite4_t P	Brush Swirl	Jazz Snare2	Std.2 Snare2	Std.2 Snare2	St Snare1	Std.2 Snare2	Rm Snare 1

Drum Kits

		Brush 2 L/R	Jazz	Jazz L/R	Standard 1	Standard 2	Standard L/R	Room	Room L/R
101	F7	BrHiHatOpenP	Brush Tap	Real Tom 6	Tight Snare	Tight Snare	Real Tom 6	Tight Snare	Room Tom 5
102	F#7	---	Brush Slap1	JazzClosedHH	StandrdSnar1	StandrdSnar1	Close HiHat2	StandrdSnar1	Closed HiHat
103	G7	---	Brush Slap2	Real Tom 4	LD Snare M	LD Snare M	Real Tom 4	LD Snare M	Room Tom 2
104	G#7	---	Brush Slap	Ride Bell	LD Snare C	LD Snare C	Ride Bell	LD Snare C	Ride Bell
105	A7	---	Brush Swirl	Real Tom 1	Jazz Snare 1	Jazz Snare 1	Real Tom 1	Jazz Snare 1	Room Tom 2
106	Bb7	---	Brush Swirl	JazzOpenHH	Jazz Snare 2	Jazz Snare 2	Open HiHat2	Jazz Snare 2	R8OpenHiHat2
107	B7	---	Long Swirl	Jazz Kick1 P	Room Snare 1	Room Snare 1	St Kick1 P	Room Snare 1	Rm Kick1 P
108	C8	---	Jazz Snare 1	Jazz Kick2 P	Room Snare 2	Room Snare 2	St Kick2 P	Room Snare 2	Rm Kick2 P
109	C#8	---	Jazz Snare 2	JzCrashCym1P	Dance Snare1	Dance Snare1	JzCrashCym1P	Dance Snare1	JzCrashCym1P
110	D8	---	Std.1 Snare1	Jazz Snare1P	Power Snare1	Power Snare1	St Snare2 P	Power Snare1	Rm Snare2 P
111	D#8	---	Std.1 Snare2	Ride Cymbal	Rev.Snare	Rev.Snare	Ride Cymbal	Rev.Snare	Ride Cymbal
112	E8	---	Std.2 Snare1	Jazz Snare2P	Power Snare2	Power Snare2	St Snare1P	Power Snare2	Rm Snare1 P
113	F8	---	Std.2 Snare2	Real Tom	Elec Snare 1	Elec Snare 1	Real Tom	Elec Snare 1	Room Tom 5 P
114	F#8	---	Tight Snare	JzHiHatClosP	Dance Snare2	Dance Snare2	St HiHatClsP	Dance Snare2	Rm HiHatClsP
115	G8	---	StandrdSnar1	Real Tom	Elec Snare 2	Elec Snare 2	Real Tom	Elec Snare 2	Room Tom 2 P
116	G#8	---	LD Snare M	Ridbl_c P	Elec. Snare	Elec. Snare	Ridbl_c P	Elec. Snare	Ridbl_c P
117	A8	---	LD Snare C	Real Tom	Elec Snare 3	Elec Snare 3	Real Tom	Elec Snare 3	Room Tom 2 P
118	Bb8	---	Room Snare 1	JzHiHatOpenP	TR-707 Snare	TR-707 Snare	St HiHatOpnP	TR-707 Snare	Rm HiHatOpnP
119	B8	---	Room Snare 2	---	808 Snare 1	808 Snare 1	---	808 Snare 1	---
120	C9	---	Dance Snare1	---	808 Snare 2	808 Snare 2	---	808 Snare 2	---
121	C#9	---	Power Snare1	---	909 Snare 1	909 Snare 1	---	909 Snare 1	---
122	D9	---	Rev.Snare	---	909 Snare 2	909 Snare 2	---	909 Snare 2	---
123	D#9	---	Power Snare2	---	Rap Snare	Rap Snare	---	Rap Snare	---
124	E9	---	Elec Snare 1	---	JungleSnare1	JungleSnare1	---	JungleSnare1	---
125	F9	---	Dance Snare2	---	House Snare	House Snare	---	House Snare	---
126	F#9	---	Elec Snare 2	---	House Snare	House Snare	---	House Snare	---
127	G9	---	Elec Snare 3	---	House Snare	House Snare	---	House Snare	---

		Hip Pop	Jungle	Techno	House	Power	Electronic	909 808 Kit	TR-606
0	C-1	Elec Kick 2	Elec Kick 2	Elec Kick 2	Elec Kick 2	Std.1 Kick1	Elec Kick 2	---	Elec Kick 2
1	C#-1	Elec Kick 1	Elec Kick 1	Elec Kick 1	Elec Kick 1	Std.1 Kick2	Elec Kick 1	---	Elec Kick 1
2	D-1	CR78 Kick 1	CR78 Kick 1	CR78 Kick 1	CR78 Kick 1	Std.2 Kick1	CR78 Kick 1	---	CR78 Kick 1
3	D#-1	CR78 Kick 2	CR78 Kick 2	CR78 Kick 2	CR78 Kick 2	Std2 Kick2	CR78 Kick 2	---	CR78 Kick 2
4	E-1	TR-606 Kick1	R-606 Kick1	TR-606 Kick1	TR-606 Kick1	Kick 1	TR-606 Kick1	---	TR-606 Kick1
5	F-1	TR-707 Kick1	TR-707 Kick1	TR-707 Kick1	TR-707 Kick1	Kick 2	TR-707 Kick1	---	TR-707 Kick1
6	F#-1	808 Kick	808 Kick	808 Kick	808 Kick	Jazz Kick 1	808 Kick	---	808 Kick
7	G-1	TR-808 Kick	TR-808 Kick	TR-808 Kick	TR-808 Kick	Jazz Kick 2	TR-808 Kick	---	TR-808 Kick
8	G#-1	808 BassDrum	808 BassDrum	808 BassDrum	808 BassDrum	Room Kick 1	808 BassDrum	---	808 BassDrum
9	A-1	TR-909 Kick	TR-909 Kick	TR-909 Kick	TR-909 Kick	Room Kick 2	TR-909 Kick	---	TR-909 Kick
10	Bb-1	Dance Kick 2	Dance Kick 2	Dance Kick 2	Dance Kick 2	Power Kick1	Dance Kick 2	---	Dance Kick 2
11	B-1	909Comp Kick	909Comp Kick	909Comp Kick	909Comp Kick	Power Kick2	909Comp Kick	---	909Comp Kick
12	C0	TR-909 Kick2	TR-909 Kick2	TR-909 Kick2	TR-909 Kick2	Elec Kick 2	TR-909 Kick2	---	TR-909 Kick2
13	C#0	HipHop Kick2	HipHop Kick2	HipHop Kick2	HipHop Kick2	Elec Kick 1	HipHop Kick2	---	HipHop Kick2
14	D0	BassDrumSet	BassDrumSet	BassDrumSet	BassDrumSet	TR-808 Kick	BassDrumSet	---	BassDrumSet
15	D#0	TechnoKick1	TechnoKick1	TechnoKick1	TechnoKick1	TR-909 Kick	TechnoKick1	---	TechnoKick1
16	E0	Bounce	Bounce	Bounce	Bounce	Dance Kick 2	Bounce	---	Bounce
17	F0	Voice One	Voice One	Voice One	Voice One	Voice One	Voice One	---	Voice One
18	F#0	Voice Two	Voice Two	Voice Two	Voice Two	Voice Two	Voice Two	---	Voice Two
19	G0	Voice Three	Voice Three	Voice Three	Voice Three	Voice Three	Voice Three	---	Voice Three
20	G#0	HipHop Kick1	TR-909 Kick2	HipHop Kick2	TR-909 Kick2	---	---	---	---
21	A0	Std2 Kick2	909Comp Kick	TR-909 Kick2	TechnoKick2	---	---	---	---
22	Bb0	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	---	MC-500 Beep
23	B0	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	---	MC-500 Beep
24	C1	Concert Snr	Concert Snr	Concert Snr	Concert Snr	Concert Snr	Concert Snr	---	Concert Snr

		Hip Pop	Jungle	Techno	House	Power	Electronic	909 808 Kit	TR-606
25	C#1	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	---	Snare Roll
26	D1	FingerSnaps2	FingerSnaps2	FingerSnaps2	FingerSnaps2	FingerSnaps2	Finger Snap	---	FingerSnaps2
27	D#1	High-Q	High-Q	High-Q	High-Q	High-Q	High-Q	---	High-Q
28	E1	Slap	Slap	Slap	Slap	Slap	Slap	TR909 Kick 2	Slap
29	F1	Scrtch Push2	Scrtch Push2	Scrtch Push2	Scrtch Push2	ScratchPush	Scrtch Push2	TR909 Kick 4	Scrtch Push2
30	F#1	Scrtch Pull2	Scrtch Pull2	Scrtch Pull2	Scrtch Pull2	ScratchPull	Scrtch Pull2	Urbn Sn Roll	Scrtch Pull2
31	G1	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks	TR909 Kick 5	Sticks
32	G#1	SquareClick	G#1 SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	TR909 Snr 3	SquareClick
33	A1	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	TR909 Kick 3	Mtrnm.Click
34	Bb1	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	TR909 PHH 2	Mtrnm. Bell
35	B1	TR-909 Kick2	HipHop Kick1	TechnoKick1	HipHop Kick2	Power Kick2	Elec Kick 2	TR909 Kick 6	CR78 Kick 2
36	C2	909Comp Kick	Std2 Kick2	TR-909 Kick2	TR-909 Kick2	Power Kick1	Elec Kick 1	TR909 Kick 1	TR-606 Kick1
37	C#2	808 Rimshot	Side Stick	808 Rimshot	Side Stick	Side Stick	Side Stick	TR909 Rim	CR78 Rim
38	D2	Rap Snare	Dance Snare1	Dance Snare1	House Snare	Dance Snare1	Elec. Snare	TR909 Snr 1	66 Snare 160
39	D#2	909 HandClap	HC2 Claps 2	707 Claps	909 HandClap	808 Clap	808 Clap	TR909 Clap 1	707 Claps
40	E2	House Snare	House Snare	909 SD 1	Elec Snare 2	Power Snare1	Elec Snare 2	TR909 Snr 2	66 Snare 260
41	F2	Brush Tom	909 Tom	606 Dist.Tom	909 Tom	Rock Tom 4	Synth Drum 2	TR909 Tom L	606 Tom
42	F#2	Closed HiHat	606 HiHat Cl	TR-707HiHatC	TR-707HiHatC	Close HiHat2	JazzClosedHH	TR909 CHH 1	606 HiHat Cl
43	G2	Brush Tom	909 Tom	606 Dist.Tom	909 Tom	Rock Tom 4	Synth Drum 2	TR909 Tom L	606 Tom
44	G#2	Pedal HiHat	JungleHiHat	CR-78HiHatCl	CR-78HiHatCl	Pedal HiHat2	Pedal HiHat	TR909 PHH 1	606 HiHat Cl
45	A2	Brush Tom	909 Tom	606 Dist.Tom	909 Tom	Rock Tom 4	Synth Drum 2	TR909 Tom M	606 Tom
46	Bb2	R8OpenHiHat2	606 HiHat Op	909HiHat Opn	909HiHat Opn	Open HiHat2	JazzOpenHH	TR909 OHH 2	606 HiHat Op
47	B2	Brush Tom	909 Tom	606 Dist.Tom	909 Tom	Rock Tom 4	Synth Drum 2	TR909 Tom M	606 Tom
48	C3	Brush Tom	909 Tom	606 Dist.Tom	909 Tom	Rock Tom 1	Synth Drum 2	TR909 Tom H	606 Tom
49	C#3	909 Crash	Jngl Crash	909 Crash	909 Crash	Crash Cymb1	Crash Cymb1	TR909 Crash	808 Crash
50	D3	Brush Tom	909 Tom	606 Dist.Tom	909 Tom	Rock Tom 1	Synth Drum 2	TR909 Tom H	606 Tom
51	D#3	Ride Cymbal	Ride Cymbal	Ride Cymbal	909Ride Cymb	Ride Cymbal	Ride Cymbal	TR909 Ride 1	606 Ride Cym
52	E3	ReverseCymbl	ReverseCymbl	ReverseCymbl	ReverseCymbl	ChinaCymbal	ReverseCymbl	TR909 Crash1	ChinaCymbal
53	F3	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	TR909 Ride 2	Ride Bell
54	F#3	Shake Tamb	Shake Tamb	Shake Tamb	Shake Tamb	Tambourine	Tambourine	CR78 Tamb 1	CR78 Tambour
55	G3	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	TR909 Crash2	Splash Cym.
56	G#3	808 Cowbell	808 Cowbell	808 Cowbell	808 Cowbell	Cowbell	Cowbell	JD Sm Metal	CR78 Cow
57	A3	Crash Cymb2	Crash Cymb2	909 Crash	909 Crash	Crash Cymb2	Crash Cymb2	TR909 Ride 3	909 Crash
58	Bb3	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Syn Swt Atk3	Vibraslap
59	B3	Ride Cymbal	---	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	TR808 Kick 1	Ride Cymbal
60	C4	Bongo High	Bongo High	CR78 HiBongo	CR78 HiBongo	Bongo High	Bongo High	TR808 Kick 2	CR78 HiBongo
61	C#4	Bongo Low	Bongo Low	CR78 LoBongo	CR78 LoBongo	Bongo Low	Bongo Low	TR808 Rim	CR78 LoBongo
62	D4	Mute H.Conga	Mute H.Conga	808 Conga	808 Conga	Mute H.Conga	Mute H.Conga	TR808 Snr 2	808 Conga
63	D#4	Conga Hi Opn	Conga Hi Opn	808 Conga	808 Conga	Conga Hi Opn	Conga Hi Opn	TR808 Clap 2	808 Conga
64	E4	Conga Lo Opn	Conga Lo Opn	808 Conga	808 Conga	Conga Lo Opn	Conga Lo Opn	TR808 Snr 4	808 Conga
65	F4	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	TR808 Tom L	High Timbale
66	F#4	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	TR808 CHH 1	Low Timbale
67	G4	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	TR808 Tom L	Agogo
68	G#4	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	TR808 CHH 2	Agogo
69	A4	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	TR808 Tom M	Cabasa
70	Bb4	808 Maracas	808 Maracas	808 Maracas	808 Maracas	Maracas	Maracas	TR808 OHH 1	CR78 Maracas
71	B4	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	TR808 Tom M	ShrtWhistle
72	C5	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	TR808 Tom H	LongWhistle
73	C#5	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	TR808Cowbell	Short Guiro
74	D5	CR78 Guiro	CR78 Guiro	CR78 Guiro	CR78 Guiro	Long Guiro	Long Guiro	TR808 Tom H	CR78 Guiro
75	D#5	808 Clave	808 Clave	808 Clave	808 Clave	Claves	Claves	TR606 Cym	CR78 Clv
76	E5	Woodblock	E5 Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	TR606 OHH 1	Woodblock
77	F5	Woodblock	F5 Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	TR606 OHH 2	Woodblock
78	F#5	Hoo	Hoo	Hoo	Hoo	Mute Cuica	Mute Cuica	CR78 Tamb 2	Hoo
79	G5	Hoo	Hoo	Hoo	Hoo	Open Cuica	Open Cuica	CR78 OHH 1	Hoo
80	G#5	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	Cowbell Mute	CR78 M.Beat
81	A5	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	CR78 OHH 2	CR78 M.Beat
82	Bb5	626 Shaker	626 Shaker	626 Shaker	626 Shaker	Shaker	Shaker	Syn Swt Atk5	626 Shaker
83	B5	Jingle Bell	ingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	TR808 OHH 2	Jingle Bell

Drum Kits

		Hip Pop	Jungle	Techno	House	Power	Electronic	909 808 Kit	TR-606
84	C6	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	808 Maracas	Bell Tree
85	C#6	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	TR808 Claves	Castanets
86	D6	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Triangle Mt	Mute Surdo
87	D#6	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Triangle Op	Open Surdo
88	E6	Small Club	Small Club	Applause 2	Applause 2	Applause 2	Small Club	Narrow Hit 2	Small Club
89	F6	Rap Snare	Kick Roll	Dance Snare1	66 Snare 260	---	---	TR808 Cym1	---
90	F#6	Power Snare2	Snare Roll	Elec Snare 2	Dance Snare1	---	---	MG Zap 4	---
91	G6	Noise Slap	Snare 260	Dance Snare1	909 SD 1	---	---	Scratch 1	---
92	G#6	St Snare1	Dance Snare1	House Snare	Dance Snare1	---	---	MG Zap 1	---
93	A6	St Snare2	909 SD 1	Rap Snare	Dance Snare1	---	---	TR606 Snr 2	---
94	Bb6	Rm Snare 1	Elec Snare 2	House Snare	Rap Snare	---	---	Synth Saw	---
95	B6	Rm Snare 2	Dance Snare1	Dance Snare1	House Snare	---	---	Digi Breath	---
96	C7	Dance Snare1	Rap Snare	Rap Snare	House Snare	---	---	TR808 Cym2	---
97	C#7	Techno Hit	Techno Hit	Techno Hit	Techno Hit	Std.1 Snare1	Techno Hit	TR808 Conga1	Techno Hit
98	D7	Philly Hit	Philly Hit	Philly Hit	---	Std.1 Snare2	Philly Hit	TR808 Conga2	Philly Hit
99	D#7	Shock Wave	Shock Wave	Shock Wave	Shock Wave	Std.2 Snare1	Shock Wave	Cajon 1	Shock Wave
100	E7	Lo Fi Rave	Lo Fi Rave	Lo Fi Rave	Lo Fi Rave	Std.2 Snare2	Lo Fi Rave	Vint Snr 3	Lo Fi Rave
101	F7	Bam Hit	Bam Hit	Bam Hit	Bam Hit	Tight Snare	Bam Hit	Door Creak	Bam Hit
102	F#7	Bim Hit	Bim Hit	Bim Hit	Bim Hit	StandrdSnar1	Bim Hit	Vint.Phone	Bim Hit
103	G7	TapeRewind	TapeRewind	TapeRewind	TapeRewind	LD Snare M	TapeRewind	Door Creak	TapeRewind
104	G#7	Phono Noise	Phono Noise	Phono Noise	Phono Noise	LD Snare C	---	---	Phono Noise
105	A7	Dance Snare1	Dance Snare1	Dance Snare1	Dance Snare1	Jazz Snare 1	---	---	Dance Snare1
106	Bb7	Power Snare2	Power Snare2	Power Snare2	Power Snare2	Jazz Snare 2	Power Snare2	---	Power Snare2
107	B7	Elec Snare 1	Elec Snare 1	Elec Snare 1	Elec Snare 1	Room Snare 1	Elec Snare 1	---	Elec Snare 1
108	C8	Dance Snare2	Dance Snare2	Dance Snare2	Dance Snare2	Room Snare 2	Dance Snare2	---	Dance Snare2
109	C#8	Elec Snare 2	Elec Snare 2	Elec Snare 2	Elec Snare 2	Dance Snare1	Elec Snare 2	---	Elec Snare 2
110	D8	Elec. Snare	Elec. Snare	Elec. Snare	Elec. Snare	Power Snare1	Elec. Snare	---	Elec. Snare
111	D#8	Elec Snare 3	Elec Snare 3	Elec Snare 3	Elec Snare 3	Rev.Snare	Elec Snare 3	---	Elec Snare 3
112	E8	66 Snare 260	66 Snare 260	66 Snare 260	66 Snare 260	Power Snare2	66 Snare 260	---	66 Snare 260
113	F8	TR-707 Snare	TR-707 Snare	TR-707 Snare	TR-707 Snare	Elec Snare 1	TR-707 Snare	---	TR-707 Snare
114	F#8	808 Snare 1	808 Snare 1	808 Snare 1	808 Snare 1	Dance Snare2	808 Snare 1	---	808 Snare 1
115	G8	808 Snare 2	808 Snare 2	808 Snare 2	808 Snare 2	Elec Snare 2	808 Snare 2	---	808 Snare 2
116	G#8	TR-808Snare2	TR-808Snare2	TR-808Snare2	TR-808Snare2	Elec. Snare	TR-808Snare2	---	TR-808Snare2
117	A8	909 Snare 1	909 Snare 1	909 Snare 1	909 Snare 1	Elec Snare 3	909 Snare 1	---	909 Snare 1
118	Bb8	909 Snare 2	909 Snare 2	909 Snare 2	909 Snare 2	TR-707 Snare	909 Snare 2	---	909 Snare 2
119	B8	909 SD 1	909 SD 1	909 SD 1	909 SD 1	808 Snare 1	909 SD 1	---	909 SD 1
120	C9	TR-909Snare2	TR-909Snare2	TR-909Snare2	TR-909Snare2	808 Snare 2	TR-909Snare2	---	TR-909Snare2
121	C#9	Rap Snare	Rap Snare	Rap Snare	Rap Snare	909 Snare 1	Rap Snare	---	Rap Snare
122	D9	JungleSnare1	JungleSnare1	JungleSnare1	JungleSnare1	909 Snare 2	JungleSnare1	---	JungleSnare1
123	D#9	House Snare	House Snare	House Snare	House Snare	Rap Snare	House Snare	---	House Snare
124	E9	House Snare	House Snare	House Snare	House Snare	JungleSnare1	House Snare	---	House Snare
125	F9	House Snare	House Snare	House Snare	House Snare	House Snare	House Snare	---	House Snare
126	F#9	Voice Tah	Voice Tah	Voice Tah	Voice Tah	House Snare	Voice Tah	---	Voice Tah
127	G9	Noise Slap	Noise Slap	Noise Slap	Noise Slap	House Snare	Noise Slap	---	Noise Slap

		TR-707	TR-808	TR-909	Dance	CR-78	V-VoxDrum	Orchestra	Ethnic
0	C-1	Elec Kick 2	Elec Kick 2	Elec Kick 2	Elec Kick 2	Elec Kick 2	HipHop Kick1	Std.1 Kick1	---
1	C#-1	Elec Kick 1	Elec Kick 1	Elec Kick 1	Elec Kick 1	Elec Kick 1	Jazz Kick 1	Std.1 Kick2	---
2	D-1	CR78 Kick 1	CR78 Kick 1	CR78 Kick 1	CR78 Kick 1	CR78 Kick 1	Voice Kick	Std.2 Kick1	---
3	D#-1	CR78 Kick 2	CR78 Kick 2	CR78 Kick 2	CR78 Kick 2	CR78 Kick 2	Rm Kick 1	Std2 Kick2	---
4	E-1	TR-606 Kick1	TR-606 Kick1	TR-606 Kick1	TR-606 Kick1	TR-606 Kick1	Rm Kick 2	Kick 1	---
5	F-1	TR-707 Kick1	TR-707 Kick1	TR-707 Kick1	TR-707 Kick1	TR-707 Kick1	HipHop Kick2	Kick 2	---
6	F#-1	808 Kick	808 Kick	808 Kick	808 Kick	808 Kick	TechnoKick1	Jazz Kick 1	---
7	G-1	TR-808 Kick	TR-808 Kick	TR-808 Kick	TR-808 Kick	TR-808 Kick	BassDrumSet	Jazz Kick 2	---
8	G#-1	808 BassDrum	808 BassDrum	808 BassDrum	808 BassDrum	808 BassDrum	HipHop Kick1	Room Kick 1	---
9	A-1	TR-909 Kick	TR-909 Kick	TR-909 Kick	TR-909 Kick	TR-909 Kick	909Comp Kick	Room Kick 2	---
10	Bb-1	Dance Kick 2	Dance Kick 2	Dance Kick 2	Dance Kick 2	Dance Kick 2	St Kick 1	Power Kick1	---
11	B-1	909Comp Kick	909Comp Kick	909Comp Kick	909Comp Kick	909Comp Kick	JazzKick	Power Kick2	---
12	C0	TR-909 Kick2	TR-909 Kick2	TR-909 Kick2	TR-909 Kick2	TR-909 Kick2	NewRockKik	Elec Kick 2	---
13	C#0	HipHop Kick2	HipHop Kick2	HipHop Kick2	HipHop Kick2	HipHop Kick2	Cymbal Roll	Elec Kick 1	---
14	D0	BassDrumSet	BassDrumSet	BassDrumSet	BassDrumSet	BassDrumSet	Rock Stick 2	TR-808 Kick	---
15	D#0	TechnoKick1	TechnoKick1	TechnoKick1	TechnoKick1	TechnoKick1	Rm Snare 1	TR-909 Kick	---
16	E0	Bounce	Bounce	Bounce	Bounce	Bounce	Rm Snare 2	Dance Kick 2	---
17	F0	Voice One	Voice One	Voice One	Voice One	Voice One	St Snare1	Voice One	---
18	F#0	Voice Two	Voice Two	Voice Two	Voice Two	Voice Two	St Snare2	Voice Two	---
19	G0	Voice Three	Voice Three	Voice Three	Voice Three	Voice Three	NewJzSn2	Voice Three	---
20	G#0	---	---	---	HipHop Kick2	---	NewJzSn1	---	---
21	A0	---	---	---	TR-909 Kick2	---	R&B Snare	---	---
22	Bb0	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	RockSnare2_2	MC-500 Beep	---
23	B0	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	MC-500 Beep	RockSnare1_2	MC-500 Beep	---
24	C1	Concert Snr	Concert Snr	Concert Snr	Concert Snr	Concert Snr	PopSnare38 2	Concert Snr	---
25	C#1	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Ghost1	Snare Roll	Finger Snap
26	D1	FingerSnaps2	FingerSnaps2	FingerSnaps2	Finger Snap	FingerSnaps2	PopSnare38 2	Finger Snap	Tambourine
27	D#1	High-Q	High-Q	High-Q	High-Q	High-Q	FingerSnaps2	JazzClosedHH	Castanets
28	E1	Slap	Slap	Slap	Slap	Slap	909 HandClap	Pedal HiHat	Crash Cymb1
29	F1	Scrtch Push2	Scrtch Push2	Scrtch Push2	Scrtch Push2	Scrtch Push2	808 Clap	JazzOpenHH	Snare Roll
30	F#1	Scrtch Pull2	Scrtch Pull2	Scrtch Pull2	Scrtch Pull2	Scrtch Pull2	Hand clap2	Ride Cymbal	Concert Snr
31	G1	Sticks	Sticks	Sticks	Sticks	Sticks	909 HandClap	Sticks	Concert Cym
32	G#1	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	Pedal Hi Hat	SquareClick	ConcertKick
33	A1	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	GospelHClp1	Mtrnm.Click	Jingle Bell
34	Bb1	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Voice Snare	Mtrnm. Bell	Bell Tree
35	B1	TR-707 Kick1	808 BassDrum	TechnoKick2	TR-909 Kick2	CR78 Kick 2	Voice Kick	Jazz Kick 1	Bar Chimes
36	C2	TR-707 Kick1	TR-808 Kick	TR-909 Kick2	TechnoKick2	CR78 Kick 1	Voice Kick	ConcertKick	Wadaiko
37	C#2	TR-707 Rim	808 Rimshot	TR-909 Rim	Side Stick	CR78 Rim	Voice Stick	Side Stick	Wadaiko Rim
38	D2	TR-707 Snare	808 Snare 1	909 SD 1	Dance Snare1	CR78 Snare 1	Voice Snare	Concert Snr	Shimedaiko
39	D#2	707 Claps	808 Clap	909 HandClap	909 HandClap	707 Claps	Voice Stick	Castanets	Atarigane
40	E2	TR-707Snare2	TR-808Snare2	TR-909Snare2	Power Snare1	CR78 Snare 2	Voice Snare	Concert Snr	Hyoushigi
41	F2	TR-707 Tom	808 Tom 2	909 Tom	Synth Drum 2	78 TOM	Voice Snare	Timpani	Ohkawa
42	F#2	TR-707HiHatC	TR-808HiHatC	TR-707HiHatC	CR-78HiHatCl	CR-78HiHatCl	Voice Hi Hat	Timpani	H kotsuzumi
43	G2	TR-707 Tom	808 Tom 2	909 Tom	Synth Drum 2	78 TOM	Voice Tom	Timpani	L Kotsuzumi
44	G#2	TR-707HiHatC	808 HiHat Cl	TR-707HiHatC	808 HiHat Cl	606 HiHat Cl	Voice Hi Hat	Timpani	Ban_Gu
45	A2	TR-707 Tom	808 Tom 2	909 Tom	Synth Drum 2	78 TOM	Voice Tom	Timpani	Big Gong
46	Bb2	TR-707HiHatO	TR-808HiHatO	909HiHat Opn	CR-78HiHatOp	CR-78HiHatOp	Voice Hi Hat	Timpani	Small Gong
47	B2	TR-707 Tom	808 Tom 2	909 Tom	Synth Drum 2	78 TOM	Voice Tom	Timpani	Bend Gong
48	C3	TR-707 Tom	808 Tom 2	909 Tom	Synth Drum 2	78 TOM	Voice Tom	Timpani	RAMA Cymbal
49	C#3	909 Crash	808 Crash	909 Crash	808 Crash	808 Crash	Voice Hi Hat	Timpani	RAMA Cymbal
50	D3	TR-707 Tom	808 Tom 2	909 Tom	Synth Drum 2	78 TOM	Voice Tom	Timpani	Gamelan Gong
51	D#3	909Ride Cymb	606 Ride Cym	909Ride Cymb	606 Ride Cym	606 Ride Cym	Voice Ride	Timpani	Udo_Short
52	E3	ChinaCymbal	ChinaCymbal	ChinaCymbal	ReverseCymbl	ChinaCymbal	VoxCymbal1	Timpani	Udo_Long
53	F3	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Voice Cymbal	Timpani	Udo_slap
54	F#3	Tambourine	CR78 Tambour	Tambourine	Shake Tamb	CR78 Tambour	Voice Tambou	Tambourine	Bendir
55	G3	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Voice Cymbal	Splash Cym.	Req_Dum
56	G#3	808 Cowbell	808 Cowbell	808 Cowbell	808 Cowbell	CR78 Cow	Voice Perc	Cowbell	Req_tik
57	A3	Crash Cymb2	909 Crash	Crash Cymb2	Crash Cymb2	909 Crash	Voice Cymbal	Con.Cymbal2	Tabla_Te
58	Bb3	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Tabla_Na

Drum Kits

		TR-707	TR-808	TR-909	Dance	CR-78	V-VoxDrum	Orchestra	Ethnic
59	B3	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	AfAahhh	Concert Cym	Tabla_Tun
60	C4	Bongo High	CR78 HiBongo	Bongo High	Bongo High	CR78 HiBongo	NewHiBongo	Bongo High	Tabla_Ge
61	C#4	Bongo Low	CR78 LoBongo	Bongo Low	Bongo Low	CR78 LoBongo	NewLoBongo	Bongo Low	Tabla Ge Hi
62	D4	Mute H.Conga	808 Conga	Mute H.Conga	Mute H.Conga	808 Conga	NewCongaSlp	Mute H.Conga	Talking Drum
63	D#4	Conga Hi Opn	808 Conga	Conga Hi Opn	Conga Hi Opn	808 Conga	NewCongaOp	Conga Hi Opn	Bend tlk_drm
64	E4	Conga Lo Opn	808 Conga	Conga Lo Opn	Conga Lo Opn	808 Conga	NewLoConga	Conga Lo Opn	Caxixi
65	F4	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	Timbal Hi	High Timbale	DJembe
66	F#4	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Timbal Lo	Low Timbale	Djembe_rim
67	G4	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Low Timbale
68	G#4	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Timbl Paila
69	A4	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	NewShaker2	Cabasa	High Timbale
70	Bb4	808 Maracas	808 Maracas	808 Maracas	Maracas	CR78 Maracas	NewShaker1	Maracas	Cowbell
71	B4	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	Bongo High
72	C5	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	Bongo Low
73	C#5	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	NewQuide1	Short Guiro	Mute H.Conga
74	D5	Long Guiro	CR78 Guiro	CR78 Guiro	Long Guiro	CR78 Guiro	NewQuide2	Long Guiro	Conga Hi Opn
75	D#5	Claves	808 Clave	808 Clave	Claves	CR78 Clv	NewClaves	Claves	Conga MtLow
76	E5	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Conga Slap
77	F5	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Conga Lo Opn
78	F#5	Hoo	Hoo	Hoo	Hoo	Hoo	Mute Cuica	Mute Cuica	Conga Slide
79	G5	Hoo	Hoo	Hoo	Hoo	Hoo	Open Cuica	Open Cuica	Mut Pandiero
80	G#5	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	CR78 M.Beat	MuteTriangl	MuteTriangl	Opn Pandiero
81	A5	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	CR78 M.Beat	OpenTriangl	OpenTriangl	Open Surdo
82	Bb5	626 Shaker	626 Shaker	Shaker	626 Shaker	626 Shaker	Shaker	Shaker	Mute Surdo
83	B5	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Tamborim
84	C6	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Agogo
85	C#6	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Agogo
86	D6	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Shaker
87	D#6	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Low Whistle
88	E6	Small Club	Small Club	Applause 2	Small Club	Small Club	Cana	Applause	Low Whistle
89	F6	---	---	---	66 Snare 260	---	Timbal HiFlm	---	Mute Cuica
90	F#6	---	---	---	909 SD 1	---	Timbal LoFlm	---	Open Cuica
91	G6	---	---	---	Elec Snare 2	---	NewTmblPHS	---	MuteTriangl
92	G#6	---	---	---	House Snare	---	NewShekere1	---	OpenTriangl
93	A6	---	---	---	Rap Snare	---	NewShekere2	---	Short Guiro
94	Bb6	---	---	---	House Snare	---	NHBngoMute	---	Long Guiro
95	B6	---	---	---	Dance Snare1	---	L BongoMute	---	Cabasa Up
96	C7	---	---	---	Rap Snare	---	CajonHi	---	Cabasa Down
97	C#7	Techno Hit	Techno Hit	Techno Hit	Techno Hit	Techno Hit	CajonHiFlm	Applause 2	Claves
98	D7	Philly Hit	Philly Hit	Philly Hit	Philly Hit	Philly Hit	Cajon Low	Small Club	Woodblock
99	D#7	Shock Wave	Shock Wave	Shock Wave	Shock Wave	Shock Wave	CajonLoFlm	Timpani	Woodblock
100	E7	Lo Fi Rave	Lo Fi Rave	Lo Fi Rave	Lo Fi Rave	Lo Fi Rave	FlmncoHClap1	Timpani	---
101	F7	Bam Hit	Bam Hit	Bam Hit	Bam Hit	Bam Hit	FlmncoHClap1	Timpani	---
102	F#7	Bim Hit	Bim Hit	Bim Hit	Bim Hit	Bim Hit	BongoCowBell	Timpani	---
103	G7	TapeRewind	TapeRewind	TapeRewind	TapeRewind	TapeRewind	AfHey	Timpani	---
104	G#7	Phono Noise	Phono Noise	Phono Noise	Phono Noise	Phono Noise	MamboCowBell	Timpani	---
105	A7	Dance Snare1	Dance Snare1	Dance Snare1	Dance Snare1	Dance Snare1	MexFVox2	Timpani	---
106	Bb7	Power Snare2	Power Snare2	Power Snare2	Power Snare2	Power Snare2	AfFoots	Timpani	---
107	B7	Elec Snare 1	Elec Snare 1	Elec Snare 1	Elec Snare 1	Elec Snare 1	MexFVox1	Timpani	---
108	C8	Dance Snare2	Dance Snare2	Dance Snare2	Dance Snare2	Dance Snare2	MexMVox1	Timpani	---
109	C#8	Elec Snare 2	Elec Snare 2	Elec Snare 2	Elec Snare 2	Elec Snare 2	YodelFVox1	Timpani	---
110	D8	Elec. Snare	Elec. Snare	Elec. Snare	Elec. Snare	Elec. Snare	MexMVox2	Timpani	---
111	D#8	Elec Snare 3	Elec Snare 3	Elec Snare 3	Elec Snare 3	Elec Snare 3	YodelMVox1	Timpani	---
112	E8	66 Snare 260	66 Snare 260	Snare 260	66 Snare 260	66 Snare 260	MexMVox3	Timpani	---
113	F8	TR-707 Snare	TR-707 Snare	TR-707 Snare	TR-707 Snare	TR-707 Snare	FlmncoFVox1	Timpani	---
114	F#8	808 Snare 1	808 Snare 1	Snare 1	808 Snare 1	808 Snare 1	YodelFVox2	---	---
115	G8	808 Snare 2	808 Snare 2	Snare 2	808 Snare 2	808 Snare 2	FlmncoFVox2	---	---
116	G#8	TR-808Snare2	TR-808Snare2	TR-808Snare2	TR-808Snare2	TR-808Snare2	NewWhistle1	---	---
117	A8	909 Snare 1	909 Snare 1	909 Snare 1	909 Snare 1	909 Snare 1	FlmncoFVox3	---	---

		TR-707	TR-808	TR-909	Dance	CR-78	V-VoxDrum	Orchestra	Ethnic
118	Bb8	909 Snare 2	909 Snare 2	909 Snare 2	909 Snare 2	909 Snare 2	NewWhistle2	---	---
119	B8	909 SD 1	909 SD 1	909 SD 1	909 SD 1	909 SD 1	FlmncoMVox1	---	---
120	C9	TR-909Snare2	TR-909Snare2	TR-909Snare2	TR-909Snare2	TR-909Snare2	FlmncoMVox2	---	---
121	C#9	Rap Snare	Rap Snare	Rap Snare	Rap Snare	Rap Snare	BrazilVox1	---	---
122	D9	JungleSnare1	JungleSnare1	JungleSnare1	JungleSnare1	JungleSnare1	FlmncoMVox3	---	---
123	D#9	House Snare	House Snare	House Snare	House Snare	House Snare	BrazilVox2	---	---
124	E9	House Snare	House Snare	House Snare	House Snare	House Snare	BrazilVox3	---	---
125	F9	House Snare	House Snare	House Snare	House Snare	House Snare	AfAahhh	---	---
126	F#9	Voice Tah	Voice Tah	Voice Tah	Voice Tah	Voice Tah	Voice Snare	---	---
127	G9	Noise Slap	Noise Slap	Noise Slap	Noise Slap	Noise Slap	Voice Snare	---	---

		Multi Drum	LatinDrmKit	Latin Menu1	Latin Menu2	Latin Menu3	IndiaDrmKit	MidEastDrKit	Asia Menu
0	C-1	Pop Cymbal2	---	---	---	---	---	---	---
1	C#-1	Pop Ride1	---	---	---	---	---	---	---
2	D-1	R&B Snare	---	---	---	---	---	---	---
3	D#-1	R&B Clap	---	---	---	---	---	---	---
4	E-1	Techno Snare	---	---	---	---	---	---	---
5	F-1	House Snare	---	---	---	---	---	---	---
6	F#-1	Jungle Snare	---	---	---	---	---	---	---
7	G-1	Ps Snare	---	---	---	---	---	---	---
8	G#-1	909 Snare	---	---	---	---	---	---	---
9	A-1	909Snare2	---	---	---	---	---	---	---
10	Bb-1	909 Kick 3	---	---	---	---	---	---	---
11	B-1	House Kick	---	---	---	---	---	---	---
12	C0	TR-808 Kick	---	---	---	---	---	---	---
13	C#0	909 Kick	---	---	---	---	---	---	---
14	D0	909 Kick2	---	---	---	---	---	---	---
15	D#0	TR-909 OHHsh	---	---	---	---	---	---	---
16	E0	TR-909 OHH	---	---	---	---	---	---	---
17	F0	Ah	---	---	---	---	---	---	---
18	F#0	Ha	---	---	---	---	---	---	---
19	G0	ShutHa	---	---	---	---	---	---	---
20	G#0	ShutHi	---	---	---	---	---	---	---
21	A0	One	TimbalesHand	---	---	---	---	---	---
22	Bb0	Two	Timbles HiMt	---	---	---	---	---	---
23	B0	Three	Timbles HiOp	---	---	---	---	---	---
24	C1	Four	Timbles LoMt	---	---	---	---	---	---
25	C#1	Snare Roll	Timbles LoOp	---	---	---	---	---	---
26	D1	FingerSnaps2	TmbSideStick	---	---	---	---	---	---
27	D#1	High-Q	TimblesPaila	---	---	---	---	---	---
28	E1	Slap	SectChd m9	---	---	---	---	---	---
29	F1	Scrtch Push2	SectChd Mj9	---	---	---	---	---	---
30	F#1	Scrtch Pull2	TimbalesFil4	---	---	---	---	---	---
31	G1	Sticks	TimbalesFil3	---	---	---	---	---	---
32	G#1	SquareClick	TimbalesFil2	---	---	---	---	---	---
33	A1	Mtrnm.Click	TimbalesFil1	---	---	---	---	---	---
34	Bb1	Mtrnm. Bell	Dixie HH Hlf	---	---	---	Dixie HH Hlf	Dixie HH Hlf	---
35	B1	HipHop Kick	Fat BD	---	---	---	Fat BD	Maple Kick	---
36	C2	SimpleKick	Room Kick 2	Agogo 2 Hi	Cuica 3	Surdo Hard	Room Kick 2	Warm Kick	Hyoshigi
37	C#2	Side Stick	Cross Stick2	Agogo 2 Lo	Cuica Hi 1	Surdo Mute	Cross Stick2	Cross Stick2	Hyoshigi 2
38	D2	HipHop Snare	Maple Lo Snr	Agogo 3 Hi	Cuica Hi 2	Surdo Mute2	Maple Lo Snr	NaturlHardSN	Kane
39	D#2	707 Claps	Hand Clap 2	Agogo 3 Lo	Cuica Lo 1	Surdo Open H	Claps Real	Claps Real	Kane Side
40	E2	HipHopSnare2	MapleSoft SN	ApitoHiShort	Cuica Lo 2	Surdo Open L	MapleSoft SN	NaturlRimSht	Atarigane
41	F2	85St Tom16	Studio Tom 4	ApitoLoShort	Ganza Hard	Surdo Open1	Studio Tom 4	Studio Tom 4	Kwaengwari f
42	F#2	HipHopCHH	Dixie HH Cls	Berimbau Dn	Ganza Soft	Surdo Open2	Dixie HH Cls	Dixie HH Cls	Kwaengwari p

Drum Kits

		Multi Drum	LatinDrmKit	Latin Menu1	Latin Menu2	Latin Menu3	IndiaDrmKit	MidEastDrKit	Asia Menu
43	G2	85St Tom16	Studio Tom 3	Berimbau Mut	Guiro Long	Surdo Rim	Studio Tom 3	Studio Tom 3	KwaengwariMt
44	G#2	HipHopCHH	Dixie HH Pdl	Berimbau Opn	Guiro Long2	Surdo Rim 2	Dixie HH Pdl	Dixie HH Pdl	Mokugyo 1
45	A2	85St Tom12	Studio Tom 2	Berimbau Up	Guiro Short	Surdo Soft	Studio Tom 2	Studio Tom 2	Mokugyo 2
46	Bb2	---	Dixie HH Opn	Bongo 1 Hi	Guiro Short2	Tamborim Mut	Dixie HH Opn	Dixie HH Opn	Ohkawa
47	B2	85St Tom12	Studio Tom 2	Bongo 1 Lo	Hand Clap 2	Tamborim Opn	Studio Tom 2	Studio Tom 2	Ohkawa 2
48	C3	85St Tom10	Studio Tom 1	Bongo 2 Hi	MamboBell Mt	Tamborim Slp	Studio Tom 1	Studio Tom 1	Shimedaiko 2
49	C#3	85St CrsCym1	Crash Cymbal	Bongo 2 Lo	MamboBell Op	TamborimMute	Crash Cymbal	Crash Cymbal	Sime Taiko
50	D3	85St Tom10	Studio Tom 1	Bongo Hi Hrd	Maracas 2	TamborimOpen	Studio Tom 1	Studio Tom 1	Taiko
51	D#3	85St RdCym	Rock RdCym1	Bongo HiOp f	MaracasUpDwn	TamborimRim	Rock RdCym1	Rock RdCym1	Tsuzumi 2 Hi
52	E3	ChinaCymbal	Crash 1	Bongo Lo Hrd	MtlGuiroLng	TamborimRoll	Crash 1	Crash 1	Tsuzumi 2 mf
53	F3	85St RdBell	Bongo 1 Hi	Bongo Lo Sft	MtlGuiroSht	Tambrin Hit	Dhol 2	Rek Dom	Tsuzumi 2 p
54	F#3	Tambourine	Tambrin Hit	Bongo LoOp f	PandeiroCrsh	TambrinShake	R8 Tamb	R8 Tamb	Tsuzumi Hi
55	G3	Splash Cym.	Bongo 1 Lo	Bongo LoOpmf	PandeiroHit	Timbale Hi	Dholak 1	Rek Open	Tsuzumi Lo
56	G#3	Cowbell	Cowbell Op 1	Bongo LoSlap	PandeiroL Hi	Timbale Lo	VDrm Cowbell	VDrm Cowbell	Wadaiko
57	A3	Crash Cymb2	BongoHiSlap1	BongoBell Mt	PandeiroL Lo	Timbale Side	VDrm Cowbell	Rek Tek	Wadaiko Rim
58	Bb3	Vibraslap	Cowbell 3	BongoBell Op	PandeiroL Rm	Timbales Rim	VDrm Cowbell	VDrm Cowbell	Ho
59	B3	Ride Cymbal	Bongo LoSlap	BongoHiSlap1	PandeiroL Sp	TimbalesFil1	Dholak 9	Rek Trill	Yoh
60	C4	Bongo High	Conga Hi Mt	BongoHiSlap2	PandeiroMute	TimbalesFil2	TablaBaya 1	Afro Feet 1	iYooh
61	C#4	Bongo Low	Conga Lo Mt	Cabasa Roll	PandeiroOpen	TimbalesFil3	TablaBayaSld	Slit Drum	Yyoo Dude
62	D4	Mute H.Conga	Conga Slap	Caixa Mute	PandeiroRim	TimbalesFil4	TablaBaya 3	Afro Feet 2	Buk
63	D#4	Conga Hi Opn	Conga Hi Op	Caixa Mute2	PandeiroRoll	TimbalesHand	TablaBaya 6	Afro Clap	Buk Rim
64	E4	Conga Lo Opn	CongaLoOp f	Caixa Open1	PandeiroS Op	Timbles HiMt	TablaBaya 5	Bendir 1	Changgo
65	F4	High Timbale	Timbles HiMt	Caixa Open2	PandeiroS Rm	Timbles HiOp	TablaBaya Na	Bendir 2	Asian Gong 1
66	F#4	Low Timbale	Timbles LoOp	Caixa Open3	PandeiroS Sp	Timbles LoMt	TablaBayaTin	Dawul	Asian Gong 2
67	G4	Agogo	Agogo 2 Hi	Caixa Rim	Quide Long	Timbles LoOp	TablaBayaTun	Sagat Close	Gamelan Gong
68	G#4	Agogo	Agogo 2 Lo	Caixa Roll	Quide Short	TmbSideStick	TablaBaya 8	Sagat Open	Asian Gong 3
69	A4	Cabasa	Real Cabasa2	Caixa Roll2	Quijada	SectChd 13th	VDrmCabasaUp	VDrmCabasaUp	Asian Gong 4
70	Bb4	Maracas	Maracas 2	Cajon Hi	Rainstick	SectChd m9	VDrm Maracas	VDrm Maracas	Asian Gong 6
71	B4	ShrtWhistle	ApitoHiShort	Cajon Lo	Real Cabasa1	SectChd Mj9	VDrmCabasDwn	VDrmCabasDwn	Asian Gong 7
72	C5	LongWhistle	ApitoLoShort	Cajon Rol Hi	Real Cabasa2	Sabor!	Madal Da	AfroDrum Flm	Ban Gu 1
73	C#5	Short Guiro	Guiro Short2	Cajon Rol Lo	RecoRecoLng	Arriba!	Madal Din	AfroDrum Op1	Ban Gu 2
74	D5	Long Guiro	Guiro Long2	Caxixi	RecoRecoSht	Ole!	Madal Ta	AfroDrum Op2	Ban Gu 3
75	D#5	Claves	Claves Lo 2	Chekere 1	Repinique1	Uno!	VDrm Claves	AfroDrum Rat	Ban Gu 4
76	E5	Woodblock	Berimbau Up	Chekere 2	Repinique2	Dos!	VDrm Woodblk	VDrm Woodblk	Gu Hi
77	F5	Woodblock	Berimbau Dn	Chekere 3	RepiniqueHrd	Tres!	VDrm Woodblk	VDrm Woodblk	Gu Roll
78	F#5	Mute Cuica	Cuica Hi 1	Clave!	RepiniqueSft	Quatro!	FingerSnaps4	TalkingDr Dn	HuYinLuoH Mt
79	G5	Open Cuica	Cuica Lo 2	Claves Lo 2	Repique Open	Grito-Hahaha	Udu Pot1 Acc	TalkingDr Up	HuYinLuoH Op
80	G#5	MuteTriangl	Caixa Mute	Conga Hi Mt	Repique Rim	Grito-Ahaha!	Udu Pot1 Hi	Doholla Dom	HuYinLuoL Mt
81	A5	OpenTriangl	Caixa Open2	Conga Hi Op	Repique Roll	Grito-Haahai	Udu Pot1 Lo	Doholla Roll	HuYinLuoL Op
82	Bb5	Shaker	Caixa Rim	Conga Link	SambaBateria	Grito-Rrrrr!	Udu Pot1 Slp	Doholla Sak	Nao Bo
83	B5	Jingle Bell	Caixa Roll2	Conga Lo Mt	SambaWhistle	Tiquitito!	Udu Pot2 Lng	Doholla Stop	Xiao Bo
84	C6	Bell Tree	Cajon Rol Hi	Conga Roll	Shaker 1	Grito-Oa Oa!	Udu Pot2 Mut	Doholla Tak	Asian Gong 5
85	C#6	Castanets	Cajon Rol Lo	Conga Slap	Shaker 2	Grito-Eh Eh!	Udu Pot2 Sht	Doira Dun	Shou Luo 1
86	D6	Mute Surdo	Surdo Mute2	Conga Thumb	Shaker Long	Ama ya ahi!	Udu Pot MENU	Doira Tik	Shou Luo 2
87	D#6	Open Surdo	Surdo Open2	CongaLoOp f	Shaker Short	Fuego!	118:TablaByP	Sarna Bell	Shu Ban 1
88	E6	ReverseCymbl	PandeiroL Hi	CongaLoOp mf	---	Hey Brazil	TablaBY 3	Sitar Gliss	Shu Ban 2
89	F6	Hoo	PandeiroL Lo	Cowbell 1	---	---	Tablah 1	ZaghrutaStop	Shu Gu
90	F#6	Hoo	PandeiroOpen	Cowbell 2	---	---	Tablah 2	Yoh Tribe	Shu Gu Rim
91	G6	MuteTriangl	PandeiroMute	Cowbell 3	---	---	Tablah 3	How Tribe	Tang Gu Mt
92	G#6	OpenTriangl	PandeiroL Rm	Cowbell Mt 1	---	---	Tablah 4	92:DholakPh	Tang Gu Op
93	A6	MuteTriangl	PandeiroL Sp	Cowbell Mt 2	---	---	TablaBY 1	120:Dhol Ph	BaliCym Cls
94	Bb6	OpenTriangl	Quijada	Cowbell Op 1	---	---	TablaBY 2	African Ens	BaliCym Opn
95	B6	808 Tom 2	Rainstick	Cowbell Op 2	---	---	Tablah Bend	Morocco Ens	Ceng Ceng
96	C7	808 Tom 2	Metronome 2	---	---	---	Metronome 2	Metronome 2	Chenchen Cls
97	C#7	808 Tom 2	R8 Click	---	---	---	R8 Click	R8 Click	Chenchen Opn
98	D7	808 Tom 2	Metronome 1	---	---	---	Metronome 1	Metronome 1	Kopyak Mt
99	D#7	808 Tom 2	180:LatinPt2	---	---	---	---	---	Kopyak Op
100	E7	808 Tom 2	160:CgMambo	---	---	---	---	---	Finger Cym
101	F7	808 Cowbell	132:TmblPtn1	---	---	---	---	---	Ramacymbal

		Multi Drum	LatinDrmKit	Latin Menu1	Latin Menu2	Latin Menu3	IndiaDrmKit	MidEastDrKit	Asia Menu
102	F#7	808 Conga	132:AgogoPtn	---	---	---	---	---	Jaw Harp Opn
103	G7	808 Conga	104:Shakin'	---	---	---	---	---	Jaw Harp Wow
104	G#7	808 Conga	---	---	---	---	---	---	---
105	A7	Synth Drum 2	---	---	---	---	---	---	---
106	Bb7	Synth Drum 2	---	---	---	---	---	---	---
107	B7	Synth Drum 2	---	---	---	---	---	---	---
108	C8	Synth Drum 2	---	---	---	---	---	---	---
109	C#8	Synth Drum 2	---	---	---	---	---	---	---
110	D8	Synth Drum 2	---	---	---	---	---	---	---
111	D#8	R&B OHHsh	---	---	---	---	---	---	---
112	E8	R&B OHH	---	---	---	---	---	---	---
113	F8	R&B CHH	---	---	---	---	---	---	---
114	F#8	R&B OHH	---	---	---	---	---	---	---
115	G8	TR-909 CHH	---	---	---	---	---	---	---
116	G#8	TR-909 OHH	---	---	---	---	---	---	---
117	A8	909 Crash	---	---	---	---	---	---	---
118	Bb8	Pop Kick 36	---	---	---	---	---	---	---
119	B8	IPopCStk37st	---	---	---	---	---	---	---
120	C9	IPopSn38st	---	---	---	---	---	---	---
121	C#9	IPopSn40st	---	---	---	---	---	---	---
122	D9	Pop Hi Hat1	---	---	---	---	---	---	---
123	D#9	Pop Hi Hat2	---	---	---	---	---	---	---
124	E9	Pop Hi Hat3	---	---	---	---	---	---	---
125	F9	Tom 43	---	---	---	---	---	---	---
126	F#9	Tom 47	---	---	---	---	---	---	---
127	G9	Tom 50	---	---	---	---	---	---	---

		India Menu	IndoMix 1	IndoMix 2	IndoMix 3	IndoMix 4	Or. R&B	Or. Techno	Oriental 1
0	C-1	---	Elec Kick 2	HipHop Kick1	Pop Cymbal2	Applause 1	House Kick	House Kick	---
1	C#-1	---	Elec Kick 1	Jazz Kick 1	Pop Ride1	Train	HipHop Kick	HipHop Kick	---
2	D-1	---	CR78 Kick 1	Mex Kick	R&B Snare	Helicopter	TR-808 Kick	SimpleKick	---
3	D#-1	---	CR78 Kick 2	Timpani	R&B Clap	Gun Shot	909 Kick2	909 Kick2	---
4	E-1	---	TR-606 Kick1	Timpani	Techno Snare	Machine Gun	HipHopSnare2	HipHopSnare2	---
5	F-1	---	TR-707 Kick1	Timpani	House Snare	Explosion	Techno Snare	Techno Snare	---
6	F#-1	---	808 Kick	Timpani	Jungle Snare	HorseGallop	TR-808Snare2	R&B Snare	---
7	G-1	---	TR-808 Kick	Timpani	Ps Snare	Bird 1	R&B Clap	R&B Clap	---
8	G#-1	---	808 BassDrum	Timpani	909 Snare	Rain	707 Claps	707 Claps	---
9	A-1	---	TR-909 Kick	Timpani	909Snare2	Thunder	Tambourine	Tambourine	---
10	Bb-1	---	Dance Kick 2	Timpani	909 Kick 3	Applause 2	R&B OHHsh	TR-909 OHHsh	---
11	B-1	---	909Comp Kick	Timpani	House Kick	Timpani	R&B OHH	TR-909 OHH	---
12	C0	---	TR-909 Kick2	Timpani	TR-808 Kick	Timpani	Wadaiko	Wadaiko	---
13	C#0	---	HipHop Kick2	Timpani	909 Kick	Timpani	Ohkawa	Ohkawa	---
14	D0	---	BassDrumSet	Timpani	909 Kick2	Timpani	Shimedaiko	Shimedaiko	---
15	D#0	---	TechnoKick1	Timpani	TR-909 OHHsh	Timpani	H kotsuzumi	H kotsuzumi	---
16	E0	---	Dol4	Synth Drum 2	TR-909 OHH	Timpani	L Kotsuzumi	L Kotsuzumi	---
17	F0	---	Dance Snare1	Synth Drum 2	Ah	Con.Cymbal2	Tabla_Ge	Tabla_Ge	---
18	F#0	---	GondangAlToba	St Snare2	Ha	Concert Cym.	Tabla_Na	Tabla_Na	---
19	G0	---	Elec Snare 1	Synth Drum 2	ShutHa	Agogo 2 Hi	Tabla_Te	Tabla_Te	---
20	G#0	---	Dance Snare2	NewJzSn1	ShutHi	Asian Gong 2	Tabla_Tun	Tabla_Tun	---
21	A0	---	Elec Snare 2	Synth Drum 2	One	Kane	Udo_Long	Udo_Long	---
22	Bb0	---	MamboCowBell	RockSnare2_2	Two	Gamelan gong	Djembe_rim	Djembe_rim	---
23	B0	---	CowBell	Synth Drum 2	Three	HipHop BD1	909 HandClap	909 HandClap	---
24	C1	---	Claves	Rm Kick 2	Four	HipHop BD2	Tambourine	Tambourine	---
25	C#1	---	Woodblock1	Snare Ghost1	SnareFlam	SnareGhost1	Pop Hi Hat1	Pop Hi Hat1	---
26	D1	---	Dol2	Rm Snare 2	FingerSnaps2	Rap Snare	Pop Hi Hat2	Pop Hi Hat2	---

Drum Kits

		India Menu	IndoMix 1	IndoMix 2	IndoMix 3	IndoMix 4	Or. R&B	Or. Techno	Oriental 1
27	D#1	---	Dol3	FingerSnaps2	High-Q	Dance Snare2	Pop Hi Hat3	Pop Hi Hat3	---
28	E1	---	GonTaput4	Rm Snare 1	Slap	909 Snare 1	NewShaker2	NewShaker2	---
29	F1	---	GonTaput5	Room Tom 5	Scrtch Push2	TR-707 HH-c	NewShaker1	NewShaker1	---
30	F#1	---	GonTaput6	Room Tom 5	Scrtch Pull2	NewJzKik	IPopSn40st	IPopSn40st	---
31	G1	---	Sticks	Room Tom 2	Synth Drum 2	NewJzSn1	HipHop Snare	HipHop Snare	---
32	G#1	---	Congas_SW	TR707 Hihat C	Synth Drum 2	NewJzTomLo	Jungle Snare	Jungle Snare	---
33	A1	---	Congas_SW2	Room Tom 2	Synth Drum 2	NewRkTomMid	House Snare	House Snare	---
34	Bb1	---	Congas_SW4	ConcertKick	Synth Drum 2	NewJzTomHi	808 BassDrum	TechnoKick2	---
35	B1	---	808 BassDrum	HipHop Kick2	HipHop Kick	PopKick_PL	909 Kick 3	TR-909 Kick2	Bass Drum
36	C2	Bebarongan 1	TR-808 Kick	TR-909 Kick2	SimpleKick	TR-707 BD	SimpleKick	909 Kick	Bass Drum
37	C#2	Bebarongan 2	808 Rimshot	Side Stick	Side Stick	TR-707 Rim	Side Stick	TR-909 Rim	Rim Shot
38	D2	Bebarongan 3	808 Snare 1	House Snare	St Snare2	PopSnareL	R&B Snare	909 SD 1	Snare Drum
39	D#2	Pelegongan 1	GdgTaputRim	909 HandClap	707 Claps	PopSnrGhst	HandClap1st	HandClap1st	Hand Clap 1
40	E2	Pelegongan 2	TR-808Snare2	Elec Snare 2	St Snare1	PopSnareR	Hand Clap 21	Hand Clap 21	Hand Clap 2
41	F2	Pelegongan 3	808 Tom 2	808 Tom 2	85St Tom16	PopFlrTmFl	909Snare2	TR-909Snare2	Tom 1
42	F#2	Wadon 1	TR-808HiHatC	TR-808HiHatC	HipHopCHH	PopHiHat_U	R&B CHH	TR-707HiHatC	Closed Hi-Hat
43	G2	Wadon 2	808 Tom 2	808 Tom 2	85St Tom16	PopFloorTm	Pop Kick 36	Pop Kick 36	Tom 2
44	G#2	Wadon 3	808 HiHat Cl	JazzClosedHH	HipHopCHH	PopHiHat_S	R&B CHH	TR-707HiHatC	Closed Hi-Hat
45	A2	Wadon 4	808 Tom 2	808 Tom 2	85St Tom12	RockTom2Fl	IPopCStk37st	909 Tom	Tom 3
46	Bb2	Wadon 5	TR-808HiHatO	JazzOpenHH	HipHopOHH	PopHHatOpen1	R&B OHH	909HiHat Opn	Open Hi-Hat
47	B2	Wadon 6	808 Tom 2	808 Tom 2	85St Tom12	PopTom2	Tom 43	909 Tom	Tom 4
48	C3	Wadon 7	808 Tom 2	808 Tom 2	85St Tom10	RockTom1Fl	Tom 47	909 Tom	Tom 5
49	C#3	Dhol 1	808 Crash	808 Crash	85St CrsCym1	PopCrash	Pop Cymbal2	909 Crash	Crash Cymbal
50	D3	Dhol 2	808 Tom 2	Bend tlk_drm	85St Tom10	PopTom1	Tom 50	909 Tom	Tom 6
51	D#3	Dhol 3	606 Ride Cym	Tabla Ge Hi	85St RdCym	PopRide	Pop Ride1	909Ride Cymb	Ride Cymbal
52	E3	Dhol 4	ChinaCymbal	Tabla_Tun	ChinaCymbal	RockCrash1	Pop Cymbal	ChinaCymbal	Doholla1 Rim1
53	F3	Dhol 5	Ride Bell	Tabla_Na	85St RdBell	PopRideBl	Dholla Dom	Dholla Dom	Doholla1 Dom
54	F#3	Dholak 1	Tambourine	Tambourine	Tambourine	Tambourine	Dholla Sak 1	Dholla Sak 1	Finger Doff A
55	G3	Dholak 2	Splash Cym.	Bongo2_SW2	Splash Cym.	RockSplash	Dholla Sak 2	Dholla Sak 2	Doholla1 Rim2
56	G#3	Dholak 3	808 Cowbell	808 Cowbell	Cowbell	CowBell	Dholla Sak 3	Dholla Sak 3	Cowbell
57	A3	Dholak 4	909 Crash	909 Crash	Crash Cymb2	RockCrash2	Dholla Rim	Dholla Rim	Doholla 1 Sak
58	Bb3	Dholak 5	Vibraslap	Pop Kick 36	Vibraslap	Vibraslap	Dholla Raka	Dholla Raka	Dof 2 Dom
59	B3	Dholak 6	Ride Cymbal	PopSnare38 1	Ride Cymbal	RockRide1	Dholla Tak 1	Dholla Tak 1	Dof 1 Rim 1
60	C4	Dholak 7	CR78 HiBongo	Bongo High	NewHighBongo	Conga Hi Mt	Dholla Tak 2	Dholla Tak 2	Dof 1 Dom
61	C#4	Dholak 8	CR78 LoBongo	CR78 LoBongo	NewLowBongo	Conga Lo Mt	DofDom 1	DofDom 1	Dof 1 Sak 1
62	D4	Dholak 9	808 Conga	808 Conga	NewCongaSlap	Conga Slap	DofDom 2	DofDom 2	Dof 1 Rim 2
63	D#4	Dholak Ga	808 Conga	NewCongaOp	NewCongaOpen	Conga Hi Op	DofDom 3	DofDom 3	Dof 1 Sak 2
64	E4	Dholak Na	808 Conga	NewLoConga	NewLowConga	CongaLoOp f	DofTak 1	DofTak 1	Tabla 1 Tak 1
65	F4	Dholak Ta	Timbal Hi	High Timbale	High Timbale	CongaLoOp mf	DofTak 2	DofTak 2	Tabla 1 Tak 2
66	F#4	Dholak Tun	Timbal Lo	Bongo_SW_P1	Low Timbale	Bongo 1 Hi	DofSak 1	DofSak 1	Tabla Roll
67	G4	Madal Da	Agogo	Bongo_SW_P2	Agogo	BongoLoOp f	DofRim 1	DofRim 1	Tabla 1 Dom
68	G#4	Madal Din	Agogo	Bongo_SW_P3	Agogo	808cowbe	DofSak 2	DofSak 2	Tabla FX
69	A4	Madal Ta	Cabasa	Bongo_SW_P4	Cabasa	NewShaker2	DofRim 2	DofRim 2	Tabla 1 Tak 3
70	Bb4	TablaBaya 1	808 Maracas	808 Maracas	Maracas	808marac	DofSak 3	DofSak 3	Tabla 1 Sak
71	B4	TablaBaya 2	GongToba1	Gamelan Gong	Bongo1_SW1	Cabasa	DofFinger 1	DofFinger 1	Tabla 1 Rim
72	C5	TablaBaya 3	GongToba2	LongWhistle	Bongo1_SW3	Dhol 2	DofFinger 2	DofFinger 2	Rek Trill
73	C#5	TablaBaya 4	Short Guiro	Quide1	Short Guiro	Dholak 1	Tabla Raka 1	Tabla Raka 1	Rek 1 Sak
74	D5	TablaBaya 5	CR78 Guiro	Quide2	Long Guiro	Dholak 2	Tabla Tak 1	Tabla Tak 1	Rek 1 Tak 1
75	D#5	TablaBaya 6	808 Clave	Claves	Claves	Dholak 3	Tabla Tik 1	Tabla Tik 1	Rek 1 Rim
76	E5	TablaBaya 7	Woodblock	Woodblock	Woodblock	Dholak 4	Tabla Dom	Tabla Dom	Rek 1 Dom
77	F5	TablaBaya 8	Woodblock	Bongo1_SW3	Woodblock	Dholak 5	Tabla Sak	Tabla Sak	Rek 1 Tak 2
78	F#5	TablaBaya Ge	Bongo_SW	Mute Cuica	CR78 HiBongo	Dholak 7	Tabla Roll	Tabla Roll	Rek 1 Brass
79	G5	TablaBaya Ka	Bongo2_SW2	Congas_8_P1	CR78 LoBongo	Dholak 8	Tabla Tak 2	Tabla Tak 2	Rek 1 Tak 3
80	G#5	TablaBaya Na	MuteTriangl	CongaLoOpen_P1	MuteTriangl	Dholak 9	Tabla Raka 2	Tabla Raka 2	Rek 1 Roll
81	A5	TablaBaya Te	OpenTriangl	CongaLoOpen_P2	OpenTriangl	Dholak Ga	Tabla Rim 1	Tabla Rim 1	Rek 1 Khana Closed
82	Bb5	TablaBaya Ti	Castanets	CongaLoOpen_P3	Shaker	Shaker	Tabla Toks	Tabla Toks	Tabl Noueri Rim
83	B5	TablaBayaGin	Mute Surdo	CongaLoOpen_P4	CowBellSide	Dholak Tun	Tabla Rim 2	Tabla Rim 2	Rek 1 Khana Ope
84	C6	TablaBayaSld	Open Surdo	CongaLoOpen_P5	AfricanCowBell	Tabla Baya 4	Tabla Tik 2	Tabla Tik 2	Sagat Mid
85	C#6	TablaBayaTin	Small Club	Castanets	Castanets	Tabla Baya 5	Rek Raka	Rek Raka	Tabl Noueri Dom

		India Menu	IndoMix 1	IndoMix 2	IndoMix 3	IndoMix 4	Or. R&B	Or. Techno	Oriental 1
86	D6	TablaBayaTun	CR78 Tambour	Bongo High	Mute Surdo	Tabla BayaNa	Rek Dom	Rek Dom	Sagat High
87	D#6	Udu Pot1 Acc	Side Stick	Bongo Low	Open Surdo	Tabla BayaTi	Rek Trill	Rek Trill	Tabl Noueri Tak 1
88	E6	Udu Pot1 Hi	GospelHClp1	Mute H.Conga	Udo_Long	TablaBayaTun	Rek Tak 1	Rek Tak 1	Sagat Sak
89	F6	Udu Pot1 Lo	TR-808Snare2	Conga Hi Opn	808 Tom 2	Udu Pot 1 Hi	Rek Rim	Rek Rim	Hager
90	F#6	Udu Pot1 Slp	909 Snare 1	Conga MtLow	808 Tom 2	Udu Pot 1 Lo	Rek Brass 1	Rek Brass 1	Zir
91	G6	Udu Pot2 Lng	909 Snare 2	Conga Slap	808 Tom 2	Udu Pot 2Lng	Rek Tok	Rek Tok	Nakrazan A
92	G#6	Udu Pot2 Mut	909 SD 1	NewShekere1	808 Tom 2	Udu Pot 2 Sht	Rek Brass 2	Rek Brass 2	Zaghrouta 1 Loop
93	A6	Udu Pot2 Sht	TR-909Snare2	NewShekere2	808 Tom 2	TablaBayaSld	Rek Tak 2	Rek Tak 2	Nakrazan B
94	Bb6	---	Rap Snare	NHBngoMute	808 Tom 2	118:TablaByp	Rek Sak	Rek Sak	Zaghrouta 2 End
95	B6	---	JungleSnare1	L BongoMute	808 Cowbell	92;DholakPh	Rek Tik	Rek Tik	Zaghrouta 2 Loop
96	C7	---	House Snare	CajonHi	808 Conga	Dholak Na	Mazhar Dom	Mazhar Dom	Zaghrouta 2 End
97	C#7	---	House Snare	CajonHiFlm	808 Conga	OpenTriangl	Mazhar Tak	Mazhar Tak	---
98	D7	---	House Snare	Cajon Low	808 Conga	Hand Clap 21	Mazhar Sak	Mazhar Sak	---
99	D#7	---	Congas_SW	CajonLoFlm	Bend Gong	Hand Clap 1	Mazhar Brass	Mazhar Brass	---
100	E7	---	Congas_SW2	FlmncoHClp1	FlmncoHClp1	Dholla1 Rim2	Sagat Mid	Sagat Mid	---
101	F7	---	Congas_SW4	FlmncoHClp1	FlmncoHClp1	Dholla 1 Sak	Sagat Hi	Sagat Hi	---
102	F#7	---	MamboCowBell	BongoCowBell	BongoCowBell	Doff 2 Dom 1	Sagat Closed	Sagat Closed	---
103	G7	---	Tabla Dhut	PopSnareFl	Bend tlk_drm	Doff 1 Rim 1	Sagat Sak	Sagat Sak	---
104	G#7	---	BongoCowBell	MamboCowBell	MamboCowBell	Doff 1 Dom	Dofs Tak	Dofs Tak	---
105	A7	---	Tabla_Ge	PopSnareDrag	Tabla_Ge	Doff 1 Sak	Dofs Dom	Dofs Dom	---
106	Bb7	---	Tabla Ge Hi	HiHatPhrase3	Tabla Ge Hi	Tabla1 Tak 1	Dofs Sak	Dofs Sak	---
107	B7	---	Talking Drum	CrashPhrase1	Talking Drum	Tabla1 Dom 1	Dofs Rim 1	Dofs Rim 1	---
108	C8	---	Bend tlk_drm	CrashPhrase2	Bend tlk_drm	Tabla Fx	Dofs Rim 2	Dofs Rim 2	---
109	C#8	---	Udo_Short	CrashPhrase3	Udo_Short	Tabla 1 Sak	Dofs Dom st.	Dofs Dom st.	---
110	D8	---	Udo_Long	CrashPhrase4	Udo_Long	Tabla 1 Rim	TablaNurDom	TablaNurDom	---
111	D#8	---	Udo_slap	CrashPhrase5	Udo_slap	Rek 1 Brass	Dofs Sak st.	Dofs Sak st.	---
112	E8	---	Tabla_Te	Crash_Stop	Tabla_Te	Rek 1 Roll	TablaNurRim	TablaNurRim	---
113	F8	---	Tabla_Na	RidePhrase1	Tabla_Na	Rek 1 Khan A	TablaNurTak	TablaNurTak	---
114	F#8	---	Tabla_Tun	RidePhrase2	Tabla_Tun	TablaNurRim1	TablaNurSak	TablaNurSak	---
115	G8	---	Ohkawa	RidePhrase3	Ohkawa	Rek 1 Khan B	BassSlideFX	BassSlideFX	---
116	G#8	---	H kotsuzumi	Scrtch Push2	H kotsuzumi	Sagat Mid	BassSlapFX	BassSlapFX	---
117	A8	---	L Kotsuzumi	Scrtch Pull2	L Kotsuzumi	Sagat Hi	ZaghroutaSm2	ZaghroutaSm2	---
118	Bb8	---	Tabla Tong	Small Club	Open Surdo	Sagat Sak	Zir 1	Zir 1	---
119	B8	---	Tabla Tak	Explosion	Mute Surdo	Hager 1	ZaghroutaEd2	ZaghroutaEd2	---
120	C9	---	Tabla Tung	Wind	Conga Lo Opn	Zir 1	NewHiBongo	NewHiBongo	---
121	C#9	---	Tabla_Tang	Thunder	Tabla_Tun	Nakrazhan 1	NewLoBongo	NewLoBongo	---
122	D9	---	Tabla_Dung	Helicopter	Tabla_Tun	Nakrazhan 2	NewCongaSlp	NewCongaSlp	---
123	D#9	---	Harmess-bell1	Applause	Harmess-bell1	ZaghroutaSm2	NewCongaOp	NewCongaOp	---
124	E9	---	Harmess-bell2	Screaming	Harmess-bell2	ZaghroutaEd2	NewLoConga	NewLoConga	---
125	F9	---	Harmess-bell3	Laughing	Harmess-bell3	Voice One	Timbal Hi	Timbal Hi	---
126	F#9	---	CembaloEnding	GtFretNoise	CembaloEnding	Voice Two	Timbal Lo	Timbal Lo	---
127	G9	---	CembaloFree	Wind Chimes	CembaloFree	Voice Three	Hager 1	Hager 1	---

		Oriental 2	Oriental 3	Oriental 4	Greek 1	Greek 2	SFX	SFX 2	Rhythm FX
0	C-1	---	---	---	HipHop BD2	Timpani	---	A.BsMutNoise	Rev.Kick 1
1	C#−1	---	---	---	Rek 2 Rim 2	Timpani	---	A.BsTchNoise	Rev.ConBD
2	D−1	---	---	---	Rek Dom 1	Snare Roll	---	A.BsAtkNoise	Rev.PowerK1
3	D#−1	---	---	---	Rek 2 Tak 1	Concert Snr	---	DistGuitarNz	Rev.Elec.K1
4	E−1	---	---	---	Rek 2 Tak 2C	Concert BD	---	StlGt.SldNz1	Rev.Snare 1
5	F−1	---	---	---	Rek 2 Sak 1	Jingle Bell	---	StlGt.SldNz2	Rev.Snare 2
6	F#−1	---	---	---	Tabla_Ge	Bell Tree	---	StlGt.SldNz3	Rev.Std1SD1
7	G−1	---	---	---	Tabla_Na	Bar Chimes	---	StlGt.SldNz4	Rev.TightSD
8	G#−1	---	---	---	Tabla_Te	Wadaiko	---	Gt.StrokeNz1	Rev.DanceSD
9	A−1	---	---	---	Tabla_Tun	Small Gong	---	Gt.StrokeNz2	Rev.808SD
10	Bb−1	---	---	---	Djembe_rim	Gamelan Gong	---	Gt.StrokeNz3	Rev.Tom 1

Drum Kits

		Oriental 2	Oriental 3	Oriental 4	Greek 1	Greek 2	SFX	SFX 2	Rhythm FX
11	B–1	---	---	---	IPopKik35	Udo_Long	---	Gt.StrokeNz4	Rev.Tom 2
12	C0	---	Wadaiko	---	IPopKik36	82JzBsDrum2	---	Gt.StrokeNz5	Rev.Sticks
13	C#0	---	Ohkawa	---	IPopCStk37st	Side Stick	---	Open CD Tray	Rev.Slap
14	D0	---	Shimedaiko	---	IPopSn38_1	82JzSnare1	---	Audio Switch	ReverseCymbl
15	D#0	---	H kotsuzumi	---	IPopGstS39_1	Hand clap2	---	Key Typing 1	Rev.Cymbal2
16	E0	---	L Kotsuzumi	---	IPopSn40st	82JzSnare2	---	Key Typing 2	Rev.Open HH
17	F0	---	Tabla_Ge	---	PopFlrTmFl	Real Tom 6	---	Key Typing 3	RevRideCym
18	F#0	---	Tabla_Na	---	IPopHat1_42	82JzClsHatB	---	Key Typing 4	Rev.CR-78OHH
19	G0	---	Tabla_Te	---	IPopTomL43	Real Tom 6	---	Key Typing 5	Rev.Clsd.HH
20	G#0	---	Tabla_Tun	---	IPopHat2_44	Pedal HiHat	---	Key Typing 6	Rev.BendGong
21	A0	---	Udo_Long	---	RockTom2Fl	Real Tom 4	MC-500 Beep	BabyLaughing	Rev.Belltree
22	Bb0	---	Djembe_rim	---	IPopHat3_46	82JzOpenHatB	MC-500 Beep	Clap Hit	Rev.Guiro
23	B0	---	909 HandClap	---	IPopTomM47	Real Tom 4	ytwn3.xtp	Stab! 1	Rev.Bendir
24	C1	---	Tambourine	---	RockTom1Fl	Real Tom 4	ytwn2.xtp	Stab! 2	Rev.GunShot
25	C#1	---	ChaChaCowb	---	IPopCyml2_52	Crash1c B	Guitar Slap	Bounce Hit	Rev.Scratch
26	D1	---	Agogo	---	IPopTomH50	Real Tom 4	Chord Stroke	Boeeeen	Rev.Lasergun
27	D#1	---	Agogo	---	IPopRd1_51	Ride_i B	Chord Stroke	Glass & Glam	Click
28	E1	---	NewShaker2	---	IPopCym1_49	ChinaCymbal	Biwa 3	Ice Ring	Tekno Thip
29	F1	---	NewShaker1	---	PopRideBl	Ridbl_c B	Phono Noise	Crack Bottle	Pop Drop
30	F#1	---	PopSnare40 1	---	Tambourine	Tambourine	TapeRewind	Pour Bottle	Wood Slap
31	G1	---	Elec Snare 2	---	Splash Cym.	Splash Cym.	Scrtch Push2	Soda	Dist.Kick
32	G#1	---	909 Snare 2	---	ChaChaCBell	Cowbell	Scrtch Pull2	Car Engine 2	Syn.Drops
33	A1	---	909 Snare 1	---	NewRkCrCym2	Crash Cym.2	GtCutNoise2	Car Horn	Rev.Hi-Q
34	Bb1	---	Elec Kick 2	---	626 Shaker	Vibraslap	GtCutNoise2	R.Crossing	ShrtWhistle
35	B1	Bass Drum	TR-909 Kick2	TR-707 Kick1	NewRkRdCym1	RideCym Edge	Dist.CutNoiz	SL 1	Ice Block
36	C2	Bass Drum	Std.2 Kick1	TR-707 Kick1	TR-909 BD2	TR-909 BD2	Dist.CutNoiz	SL 2	Digi Tambrn
37	C#2	Rim Shot	Pop Stick1	TR-707 Rim	Side Stick	808 Rimshot	Bass Slide	Over Blow	Alias
38	D2	Snare Drum	PopSnare38 1	TR-707 Snare	House SD	Rap Snare	Pick Scrape	Sword Boom!	Mod.Bell
39	D#2	Hand Clap 1	HandClap1st	Hand Clap 2	909 HandClap	HandClap	High-Q	Sword Cross	Tambourine
40	E2	Hand Clap 2	Hand Clap 21	TR-707 Snare	Elec Snare 2	House SD	Slap	Industry Hit	Metalic Perc
41	F2	Tom 1	TR-707 Snare	Tom	Real Tom 6	RkFlrTomFl	ScratchPush	Drill Hit	Velo FX Noiz
42	F#2	Closed Hi-Hat	JazzClosedHH	TR-707HiHatC	TR-707 HH-c	Room Chh	ScratchPull	Compresser	St.NoiseClap
43	G2	Tom 2	Real Tom 6	Tom	Real Tom 6	RkFloorTom	Sticks	Thrill Hit	Swish
44	G#2	Closed Hi-Hat	Pedal HiHat	TR-707HiHatC	CR-78 chh	Pedal HiHat	SquareClick	Explosion 2	Noise Slap
45	A2	Tom 3	Real Tom 4	Tom	Real Tom 4	RockTom2Fl	Mtrnm.Click	Seal	Voice 1
46	Bb2	Open Hi-Hat	JazzOpenHH	TR-707HiHatO	909 OH	Ohh2	Mtrnm. Bell	Fancy Animal	Voice Au
47	B2	Tom 4	Real Tom 4	Tom	Real Tom 4	RockTom2	GtFretNoise	Cricket	Hoo
48	C3	Tom 5	Tom 43	Tom	Real Tom 1	RockTom1Fl	GtCutNoise	Baert	Tape Stop 1
49	C#3	Crash Cymbal	Crash Cymb1	TR-707 Crash	Crash Cym.1	909 Crash	GtCutNoise	Frog Vpoce	Tape Stop 2
50	D3	Tom 6	Tom 47	Tom	Real Tom 1	RockTom1	String Slap	Wind 2	Missile
51	D#3	Ride Cymbal	RockRideCym1	Ride Cymbal	ReverseCymbl	Ride Cymbal	Fl.KeyClick	Scratch 3	Space Birds
52	E3	Doholla 2 Rim 1	Pop Ride2	Dholla2 Dom2	Dholla2 Dom2	ReverseCymbl	Laughing	Scratch 4	FlyingMonstr
53	F3	Doholla 2 Dom	Dholla Dom	Dholla 2 Sak	Dholla 2 Sak	Dholla Dom	Screaming	Scratch 5	---
54	F#3	Hager	Dholla Sak 1	Tambourine	808clave	Dholla Sak 1	Punch	Scratch 6	---
55	G3	Doholla 2 Rim 2	Dholla Sak 2	Dholla2 Rim1	Dholla2 Rim1	Dholla Sak 2	Heart Beat	Scratch 7	---
56	G#3	Cowbell	Dholla Sak 3	Cowbell	Rek 2 Roll	Dholla Sak 3	Footsteps	Noise Attack	---
57	A3	Doholla 2 Sak	Dholla Rim	Dholla2 RimC	Dholla2 RimC	Dholla Rim	Footsteps	Bounce	---
58	Bb3	Zir	Dholla Raka	Cabasa	Rek 2 Sak 1	Dholla Raka	Applause	Dist Knock	---
59	B3	Dof 2 Rim 1	Dholla Tak 1	Doff 2 Dom 2	Doff 2 Dom 2	Dholla Tak 1	Creaking	---	---
60	C4	Dof 2 Dom	Dholla Tak 2	Doff2 Sak 1B	Doff2 Sak 1B	Dholla Tak 2	Door	---	---
61	C#4	Dof 2 Sak 1	DofDom 1	Low Bongo	Tabla Raka 1	DofDom 1	Scratch	---	---
62	D4	Dof 2 Rim 2	DofDom 2	Doff 2 Sak 2	Tabla Tak 1	DofDom 2	Wind Chimes	---	---
63	D#4	Dof 2 Sak 2	DofDom 3	High Bongo	Tabla Tik 1	DofDom 3	Car-Engine	---	---
64	E4	Tabla 2 Tak 1	DofTak 1	Doff 2 Rim 3	Tabla Dom	DofTak 1	Car-Stop	---	---
65	F4	Tabla 2 Tak 2	DofTak 2	Tabla1 Dom 2	Tabla Sak	DofTak 2	Car-Pass	---	---
66	F#4	Tabla Roll	DofSak 1	Tabla Roll	Tabla Roll	DofSak 1	Car-Crash	---	---
67	G4	Tabla 2 Dom	DofRim 1	Tabla 2 Sak	Tabla Tak 2	DofRim 1	Siren	---	---
68	G#4	Tabla FX	DofSak 2	Tabla Fx	Tabla Raka 2	DofSak 2	Train	---	---
69	A4	Tabla 2 Tak 3	DofRim 2	Tabla2 Tak1D	Tabla Rim 1	DofRim 2	Jetplane	---	---

		Oriental 2	Oriental 3	Oriental 4	Greek 1	Greek 2	SFX	SFX 2	Rhythm FX
70	Bb4	Tabla 2 Sak	DofSak 3	Tabla 2 Tik	Tabla Toks	DofSak 3	Helicopter	---	---
71	B4	Tabla 2 Rim	DofFinger 1	Tabla2 Rim 2	Tabla Rim 2	DofFinger 1	Starship	---	---
72	C5	Rek Trill	DofFinger 2	Rek 2 Dom 1B	Tabla Tik 2	DofFinger 2	Gun Shot	---	---
73	C#5	Rek 2 Sak	Tabla Raka 1	Rek 2 Rim 2	Rek Raka	NewClaves	Machine Gun	---	---
74	D5	Rek 2 Dom Closed	Tabla Tak 1	Rek Dom 1	Rek Dom	NewShaker2	Lasergun	---	---
75	D#5	Rek 2 Rim	Tabla Tik 1	Rek 2 Tak 1	Rek Trill	NewShaker1	Explosion	---	---
76	E5	Rek 2 Dom Open	Tabla Dom	Rek 2 Tak 2C	Rek Tak 1	Tabla1 Tak 1	Dog	---	---
77	F5	Rek 2 Tak 1	Tabla Sak	Rek 2 Sak 1	Rek Rim	Tabla1 Dom 1	HorseGallop	---	---
78	F#5	Rek 2 Khana Open	Tabla Roll	Hager 2	Rek Brass 1	Tabla Roll	Bird	---	---
79	G5	Rek 2 Tak 2	Tabla Tak 2	Rek2Khan Cl2	Rek Tok	Tabla1 Tak 2	Rain	---	---
80	G#5	Rek 2 Roll	Tabla Raka 2	Zir 2	Rek Brass 2	Tabla Fx	Thunder	---	---
81	A5	Rek 2 Khana Closed	Tabla Rim 1	Rek2Khan Op2	Rek Tak 2	Tabla1 Tak 3	Wind	---	---
82	Bb5	Tabl Noueri Rim	Tabla Toks	Rek 2 Roll	Rek Sak	Tabla 1 Sak	Seashore	---	---
83	B5	Rek 2 Tak 3	Tabla Rim 2	Rek 2 Sak 1	Rek Tik	Tabla 1 Rim	Stream	---	---
84	C6	Sagat Mid	Tabla Tik 2	Sagat Mid	Mazhar Dom	Rek Trill	Bubble	---	---
85	C#6	Tabl Noueri Dom 2	Rek Raka	Sagat Hi	Mazhar Tak	Rek 1 Sak	Kitty	---	---
86	D6	Sagat High	Rek Dom	Sagat Sak	Mazhar Sak	L Rek Tak 1	Bird 2	---	---
87	D#6	Tabl Noueri Tak 2	Rek Trill	Jingle Bell L	Mazhar Brass	Rek 1 Rim	Growl	---	---
88	E6	Sagat Sak	Rek Tak 1	ZaghroutaSm3	Sagat Mid	L Rek Dom	Applause 2	---	---
89	F6	Bongos Dom	Rek Rim	ZaghroutaEd3	Sagat Hi	L Rek Tak 2	Telephone 1	---	---
90	F#6	Nakrazan A	Rek Brass 1	TablaNurDom3	Sagat Closed	Rek 1 Brass	Telephone 2	---	---
91	G6	Bongos Tak	Rek Tok	Nakrazhan 1	Sagat Sak	L Rek Tak 3	Small Club	---	---
92	G#6	Zaghrouta 1 Loop	Rek Brass 2	TablaNurRim2	Dofs Tak	Rek 1 Roll	Small Club 2	---	---
93	A6	Bongos Rim	Rek Tak 2	Nakrazhan 2	Dofs Dom	Rek 1 Khan A	ApplauseWave	---	---
94	Bb6	Zaghrouta 1 End	Rek Sak	TablaNurTak3	Dofs Sak	TablaNurRim1	Eruption	---	---
95	B6	Zaghrouta 2 Loop	Rek Tik	TR-707 Kick1	Dofs Rim 1	Rek 1 Khan B	Big Shot	---	---
96	C7	Zaghrouta 2 End	Mazhar Dom	Hand Clap 1	Dofs Rim 2	Sagat Mid	Perc. Bang	---	---
97	C#7	---	Mazhar Tak	---	Dofs Dom st.	TablaNurDom1	---	---	---
98	D7	---	Mazhar Sak	---	TablaNurDom	Sagat Hi	---	---	---
99	D#7	---	Mazhar Brass	---	Dofs Sak st.	TablaNurTak1	---	---	---
100	E7	---	Sagat Mid	---	TablaNurRim	Sagat Sak	---	---	---
101	F7	---	Sagat Hi	---	TablaNurTak	Hager 1	---	---	---
102	F#7	---	Sagat Closed	---	TablaNurSak	Zir 1	---	---	---
103	G7	---	Sagat Sak	---	DoubleSlide	Nakrazhan 1	---	---	---
104	G#7	---	Dofs Tak	---	Bass Slide1	ZaghroutaSm1	---	---	---
105	A7	---	Dofs Dom	---	ZaghroutaSm2	Nakrazhan 2	---	---	---
106	Bb7	---	Dofs Sak	---	Zir 1	ZaghroutaEd1	---	---	---
107	B7	---	Dofs Rim 1	---	ZaghroutaEd2	ZaghroutaSm2	---	---	---
108	C8	---	Dofs Rim 2	---	NewHiBongo	ZaghroutaEd2	---	---	---
109	C#8	---	Dofs Dom st.	---	NewLoBongo	TR-707 BD	---	---	---
110	D8	---	TablaNurDom	---	NewCongaSlp	TR-909 BD2	---	---	---
111	D#8	---	Dofs Sak st.	---	NewCongaOp	Mix Kick	---	---	---
112	E8	---	TablaNurRim	---	NewLoConga	82RmBsDrum1	---	---	---
113	F8	---	TablaNurTak	---	NewTmblHi	F8 82StSnare1	---	---	---
114	F#8	---	TablaNurSak	---	NewTmblLo	82JzSnare1	---	---	---
115	G8	---	BassSlideFX	---	Hager 1	House SD	---	---	---
116	G#8	---	BassSlapFX	---	---	Rev.Snare	---	---	---
117	A8	---	ZaghroutaSm2	---	---	---	---	---	---
118	Bb8	---	Zir 1	---	Jingle Bell	---	---	---	---
119	B8	---	ZaghroutaEd2	---	Bell Tree	---	---	---	---
120	C9	---	NewHiBongo	---	Bongo High	---	---	---	---
121	C#9	---	NewLoBongo	---	Bongo Lo	---	---	---	---
122	D9	---	NewCongaSlp	---	Mute H.Conga	---	---	---	---
123	D#9	---	NewCongaOp	---	Conga Hi Opn	---	---	---	---
124	E9	---	NewLoConga	---	Conga Lo Opn	---	---	---	---
125	F9	---	Timbal Hi	---	High Timbale	---	---	---	---
126	F#9	---	Timbal Lo	---	Low Timbale	---	---	---	---
127	G9	---	Hager 1	---	Agogo	---	---	---	---

Drum Kits

		Rhythm FX 2	Rhythm FX 3	Kick&Snare	Kick&Snare2	Asia	Gamelan 1	Gamelan 2	Cymbal&Claps
0	C-1	rev.707bd	RevsBassMute	CR78 Kick 1	CR78 Kick 1	Gamelan Gong	KendangWadon	KendangWadon	rev.lvohh
1	C#-1	rev.909bd2	RevsBasQuail	CR78 Kick 2	CR78 Kick 2	Gamelan Gong	KendangWadon	KendangWadon	Rev. LVCHH 1
2	D-1	rev.hphp_bd1	RevsBassAtk	TR-606 Kick1	TR-606 Kick1	Gamelan Gong	Bebarongan	Bebarongan	Rev. LVCHH 2
3	D#-1	rev.jgl_bd2	ReverseGT Up	TR-707 Kick1	TR-707 Kick1	Gamelan Gong	Pelegongan	Pelegongan	JungleHiHat
4	E-1	rev.tech_bd2	ReverseGT Dw	808 BassDrum	808 BassDrum	Gamelan Gong	Kelontuk	Kelontuk	Close HiHat
5	F-1	rev.606sn2	ReverseGT Up	909Comp Kick	909Comp Kick	Gamelan Gong	Kelontuk Mt	Kelontuk Mt	JazzClosedHH
6	F#-1	rev.cr78sd1	ReverseGT Dw	TR-909 Kick2	TR-909 Kick2	Gamelan Gong	Kelontuk Sid	Kelontuk Sid	Closed HiHat
7	G-1	rev.cr78sd2	ReverseGT Up	HipHop Kick2	HipHop Kick2	Gamelan Gong	Gong Wadon	Gong Wadon	Close HiHat1
8	G#-1	rev.jgl_sd2	ReverseGT Dw	HipHop Kick1	HipHop Kick1	Gamelan Gong	Gong Lanang	Gong Lanang	Close HiHat2
9	A-1	rev.tech_sd2	R DstGtrSgdn	Jungle Kick2	Jungle Kick2	Gamelan Gong	Ceng Ceng	Ceng Ceng	TR-707HiHatC
10	Bb-1	rev.707sd	ReverseGT M	BassDrumSet	BassDrumSet	Gender	Kopyak Op	Kopyak Op	606 HiHat Cl
11	B-1	rev.606sn1	RevGuitarNz1	TechnoKick2	TechnoKick2	Gender	Kopyak Mt	Kopyak Mt	808 HiHat Cl
12	C0	rev.909sd1	RevGuitarNz2	TechnoKick1	TechnoKick1	Gender	Kajar	Kajar	TR-808HiHatC
13	C#0	rev.hphp_sd2	RevGuitarNz3	Mix Kick	Mix Kick	Gender	Kempur	Kempur	CR-78HiHatCl
14	D0	rev.jgl_sd1	RevGuitarNz4	StandrdKick1	StandrdKick1	Gender	Jegogan	Jegogan	GS Pedal HH
15	D#0	Rev House SD	R SlGtrStkSD	Std.1 Kick1	St Kick 1	Bonang	Jegogan33up	Jegogan40up	Pedal HiHat
16	E0	Rev. LVCHH 1	RevGuitarSt1	Std.1 Kick2	St Kick 2	Bonang	Jegogan33dw	Jegogan20dw	Pedal HiHat2
17	F0	rev.606htcl	RevGuitarNz1	Std.2 Kick1	Br Kick 1	Bonang	Jegogan33dw	Jegogan20dw	Half OpenHH1
18	F#0	rev.707chh	RevGuitarSt2	Std2 Kick2	Br Kick 2	Bonang	Jegogan	Jegogan40up	Half OpenHH2
19	G0	rev.808chh	R SlGtrStkD2	Kick 1	Jazz Kick 1	Bonang	Jublag	Jublag	Open Hi Hat
20	G#0	rev.jgl_hh	R Tbone NZ	Kick 2	Jazz Kick 2	RAMA Cymbal	Jublag33up	Jublag40up	JazzOpenHH
21	A0	rev.344tmb2	R Tpet NZ	Soft Kick	TR-909 Kick2	RAMA Cymbal	Jublag33dw	Jublag20dw	R8OpenHiHat2
22	Bb0	rev.344tmb3	Rev St Kick1	Jazz Kick 1	909Comp Kick	Sagat R	Jublag33dw	Jublag20up	Open HiHat2
23	B0	rev.808ohh	Rev St Kick2	Jazz Kick 2	Conc Kick Mt	Sagat L-c	Jublag	Jublag40up	909HiHat Opn
24	C1	rev.707ohh	RevRmKick1	ConcertKick	ConcertKick	Jaw Harp Wow	Penyacah33dw	Penyacah20up	TR-707HiHatO
25	C#1	rev.lvohh	RevRmKick2	Room Kick 1	Rm Kick 1	Wadaiko	Penyacah	Penyacah40up	606 HiHat Op
26	D1	rev.606cym	RevJazzKick1	Room Kick 2	Rm Kick 2	Wadaiko Rim	Penyacah	Penyacah	808 HiHat Op
27	D#1	Rev. HynLuo	RevJazzKick2	Power Kick1	HipHop Kick1	Taiko	Penyacah33up	Penyacah40up	TR-808HiHatO
28	E1	rev.707fx	ReverseKick1	Power Kick2	Std2 Kick2	Shimedaiko	Penyacah33dw	Penyacah20dw	CR-78HiHatOp
29	F1	Voice One	ReverseKick2	Elec Kick 2	Kick Roll	Atarigane	Penyacah33dw	Penyacah20dw	Crash Cymb1
30	F#1	rev.one	rev.hphp_bd1	Elec Kick 1	TR-909 Kick2	Hyoushigi	Penyacah	Penyacah40up	Crash Cymb2
31	G1	Voice Two	rev.707bd	Elec Kick	TechnoKick2	Ohkawa	Pemade33up	Pemade40up	GS Crash
32	G#1	rev.two	rev.jgl_bd2	TR-808 Kick	TechnoKick1	H kotsuzumi	Pemade33dw	Pemade20dw	Brush Crash
33	A1	Voice Three	rev.707bd	TR-909 Kick	HipHop Kick2	L Kotsuzumi	Pemade33dw	Pemade20up	Hard Crash
34	Bb1	rev.three	Rev.Kick 1	Dance Kick 2	TR-909 Kick2	Yyoo Dude	Pemade	Pemade20up	909 Crash
35	B1	Voice Tah	rev.909bd2	Std.1 Snare1	St Snare2	Buk_f	Pemade	Pemade	808 Crash
36	C2	rev.tah	rev.hphp_bd1	Std.1 Snare2	St Snare1	Buk_r	Pemade33up	Pemade40up	Crash Mute 1
37	C#2	Voice 1	rev.909bd2	Std.2 Snare1	Std.2 Snare1	Gengari_p	Pemade33dw	Pemade20dw	Crash Mute 2
38	D2	Voice Au	rev.tech_bd2	Std.2 Snare2	Std.2 Snare2	Gengari_m	Pemade33dw	Pemade20up	ReverseCymbl
39	D#2	Voice Whey	R St Snare2	Tight Snare	Tight Snare	Gengari_f	Pemade	Pemade20up	Rev.Cymbal2
40	E2	Frog Vpoce	R St Snare1	Concert Snr	Concert Snr	Gengari_m	Pemade33up	Pemade	Reverse Cym.
41	F2	rev.yyooh	RevRmSnare2	Jazz Snare 1	Jazz Snare1	Gengari S	Reyong33dw	Reyong20dw	rev.tra_crsm
42	F#2	Douby	RevRmSnare1	Jazz Snare 2	Jazz Snare2	Jang-Gu_c	Reyong33dw	Reyong20up	Crash Cymb1
43	G2	rev.douby	RevJazSnare1	Room Snare 1	Rm Snare 2	Jang-Gu_k	Reyoung	Reyong20up	Splash Cym.
44	G#2	Baert	RevJazSnare2	Room Snare 2	Rm Snare 1	Jang-Gu_r	Reyoung	Reyoung	Ride Bell
45	A2	Baert	ReversSnare1	Dance Snare1	Rap Snare	Jing_p	Reyong33up	Reyong40up	Brush RideBL
46	Bb2	Bounce	ReversSnare2	Power Snare1	House Snare	Jing_f	Reyong33dw	Reyong20dw	Ride Cymbal
47	B2	rev.bounce	ReversSnare1	Rev.Snare	Rev.Snare	Jing_m	Reyong33dw	Reyong20up	Ride Cymbal
48	C3	Dist Knock	Rev.Snare 1	Power Snare2	Power Snare2	Asian Gong 1	Reyoung	Reyong40up	Brush Ride
49	C#3	ytwn3.xtp	R St Snare2	Elec Snare 1	Elec Snare 1	Big Gong	Reyoung	Reyoung	Ride Cym IN
50	D3	xxx	rev.606sn2	Dance Snare2	Dance Snare1	Small Gong	Reyong33up	Reyong40up	Ride Cym IN
51	D#3	Noise Attack	RevRmSnare2	Elec Snare 2	Rap Snare	Pai Ban	Reyong33dw	Reyong20dw	Ride Cym IN
52	E3	SpaceWorms	Rev House SD	House Snare	Dance Snare1	Ban_Gu	Reyong33dw	Reyong20up	Ride Cymbal
53	F3	Emergency!	rev.hphp_sd2	Elec. Snare	66 Snare 260	tangu60	---	---	Ride Cymbal
54	F#3	Calculating	rev.606sn1	Elec Snare 3	909 SD 1	tanmt60	---	---	Ride Cymbal
55	G3	SawLFOSaw	rev.hphp_sd2	808 Snare 1	Elec Snare 2	Bend Gong L	---	---	606 Ride Cym
56	G#3	---	RevJazSnare2	808 Snare 2	Power Snare1	Bend Gong	---	---	TR808 Ride
57	A3	---	Rev.Snare 1	909 Snare 1	House Snare	Huyin Luo L	---	---	ChinaCymbal
58	Bb3	---	Rev.808SD	909 Snare 2	Snare Roll	hynlo60	---	---	Chaina Cym2

		Rhythm FX 2	Rhythm FX 3	Kick&Snare	Kick&Snare2	Asia	Gamelan 1	Gamelan 2	Cymbal&Claps
59	B3	---	Rev House SD	Brush Swirl	Brush Swirl	Huyin Luo Mt	---	---	Hand Clap
60	C4	---	Rev.Hi-Q	Brush Tap	Brush Tap	Hu yin Luo H	---	---	Hand clap2
61	C#4	---	Rev.DanceSD	Brush Slap1	Br Snare1	Hynlo mute	---	---	808 Clap
62	D4	---	Rev.Tom 1	Brush Slap2	Br Snare2	naobo60	---	---	909 HandClap
63	D#4	---	Rev.Tom 1	Brush Slap	Brush Slap	xaobo60	---	---	HC2 Claps 2
64	E4	---	Rev.Tom 1	Brush Swirl	Brush Swirl	Dholak 1	---	---	707 Claps
65	F4	---	R 606 Tom	Brush Swirl	Brush Swirl	Dholak 2	---	---	---
66	F#4	---	RevJnglCrash	Long Swirl	Long Swirl	---	---	---	---
67	G4	---	Rev. LVCHH 1	StandrdSnar1	StandrdSnar1	---	---	---	---
68	G#4	---	Rev. LVCHH 1	LD Snare M	LD Snare M	---	---	---	---
69	A4	---	Rev.CR-78OHH	LD Snare C	LD Snare C	---	---	---	---
70	Bb4	---	Rev. LVCHH 1	Rap Snare	Rap Snare	---	---	---	---
71	B4	---	R Stab! 1	HipHopSnare2	HipHopSnare2	---	---	---	---
72	C5	---	R Bounce	JungleSnare1	JungleSnare1	---	---	---	---
73	C#5	---	R St Snare2	JungleSnare2	JungleSnare2	---	---	---	---
74	D5	---	ReversSnare1	Slap	Slap	---	---	---	---
75	D#5	---	rev.hphp_sd2	MG_Blip	MG_Blip	---	---	---	---
76	E5	---	Shaker	House Snare	House Snare	---	---	---	---
77	F5	---	Rev.Slap	CR78 Snare 1	CR78 Snare 1	---	---	---	---
78	F#5	---	RevrsClapHit	CR78 Snare 2	CR78 Snare 2	---	---	---	---
79	G5	---	R Boeeeen	66 Snare 160	66 Snare 160	---	---	---	---
80	G#5	---	R Bounce	66 Snare 260	66 Snare 260	---	---	---	---
81	A5	---	R CD Tray	TR-707 Snare	TR-707 Snare	---	---	---	---
82	Bb5	---	R Drill	TR-707Snare2	TR-707Snare2	---	---	---	---
83	B5	---	R Glass Stir	TR-707Snare3	TR-707Snare3	---	---	---	---
84	C6	---	R Ice Ring	TR-808Snare2	TR-808Snare2	---	---	---	---
85	C#6	---	R Klnzapcm	909 SD 1	909 SD 1	---	---	---	---
86	D6	---	RevScratch4	TR-909Snare2	TR-909Snare2	---	---	---	---
87	D#6	---	RevScratch5	---	---	---	---	---	---
88	E6	---	RevScratch6	---	---	---	---	---	---
89	F6	---	RevScratch7	---	---	---	---	---	---
90	F#6	---	R Seal	---	---	---	---	---	---
91	G6	---	R Stab! 1	---	---	---	---	---	---
92	G#6	---	R Stab! 2	---	---	---	---	---	---
93	A6	---	R Swrd Boom!	---	---	---	---	---	---
94	Bb6	---	R Swrd Cross	---	---	---	---	---	---
95	B6	---	R Thrill Hit	---	---	---	---	---	---
96	C7	---	R Audio Sw	---	---	---	---	---	---
97	C#7	---	R Typing 1	---	---	---	---	---	---
98	D7	---	R Typing 2	---	---	---	---	---	---
99	D#7	---	R Typing 3	---	---	---	---	---	---
100	E7	---	R Typing 4	---	---	---	---	---	---
101	F7	---	R Typing 5	---	---	---	---	---	---
102	F#7	---	R Typing 6	---	---	---	---	---	---
103	G7	---	---	---	---	---	---	---	---
104	G#7	---	---	---	---	---	---	---	---
105	A7	---	---	---	---	---	---	---	---
106	Bb7	---	---	---	---	---	---	---	---
107	B7	---	---	---	---	---	---	---	---
108	C8	---	---	---	---	---	---	---	---
109	C#8	---	---	---	---	---	---	---	---
110	D8	---	---	---	---	---	---	---	---
111	D#8	---	---	---	---	---	---	---	---
112	E8	---	---	---	---	---	---	---	---
113	F8	---	---	---	---	---	---	---	---
114	F#8	---	---	---	---	---	---	---	---
115	G8	---	---	---	---	---	---	---	---
116	G#8	---	---	---	---	---	---	---	---
117	A8	---	---	---	---	---	---	---	---

		Rhythm FX 2	Rhythm FX 3	Kick&Snare	Kick&Snare2	Asia	Gamelan 1	Gamelan 2	Cymbal&Claps
118	Bb8	---	---	---	---	---	---	---	---
119	B8	---	---	---	---	---	---	---	---
120	C9	---	---	---	---	---	---	---	---
121	C#9	---	---	---	---	---	---	---	---
122	D9	---	---	---	---	---	---	---	---
123	D#9	---	---	---	---	---	---	---	---
124	E9	---	---	---	---	---	---	---	---
125	F9	---	---	---	---	---	---	---	---
126	F#9	---	---	---	---	---	---	---	---
127	G9	---	---	---	---	---	---	---	---

		CM-64/32L
0	C-1	Kick 1
1	C#-1	Kick 1
2	D-1	Side Stick
3	D#-1	Fat Snare
4	E-1	Hand Clap
5	F-1	Elec. Snare
6	F#-1	Tom
7	G-1	Close HiHat
8	G#-1	Tom
9	A-1	Open HiHat2
10	Bb-1	Tom
11	B-1	Open Hi Hat
12	C0	Tom
13	C#0	Tom
14	D0	GS Crash
15	D#0	Tom
16	E0	Ride Cymbal
17	F0	---
18	F#0	---
19	G0	Tambourine
20	G#0	---
21	A0	Cowbell
22	Bb0	---
23	B0	---
24	C1	---
25	C#1	High Bongo
26	D1	Low Bongo
27	D#1	Mute Conga
28	E1	Conga
29	F1	Conga
30	F#1	Timbales
31	G1	Timbales
32	G#1	Agogo
33	A1	Agogo
34	Bb1	Cabasa
35	B1	Maracas
36	C2	ShrtWhistle
37	C#2	LongWhistle
38	D2	Vibraslap
39	D#2	---
40	E2	Claves
41	F2	Laughing
42	F#2	Screaming

		CM-64/32L
43	G2	Punch
44	G#2	Heart Beat
45	A2	Footsteps
46	Bb2	Footsteps
47	B2	Applause
48	C3	Creaking
49	C#3	Door
50	D3	Scratch
51	D#3	Wind Chimes
52	E3	Car-Engine
53	F3	Car-Stop
54	F#3	Car-Pass
55	G3	Car-Crash
56	G#3	Siren
57	A3	Train
58	Bb3	Jetplane
59	B3	Helicopter
60	C4	Starship
61	C#4	Gun Shot
62	D4	Machine Gun
63	D#4	Lasergun
64	E4	Explosion
65	F4	Dog
66	F#4	HorseGallop
67	G4	Bird
68	G#4	Rain
69	A4	Thunder
70	Bb4	Wind
71	B4	Seashore
72	C5	Stream
73	C#5	Bubble
74	D5	---
75	D#5	---
76	E5	---
77	F5	---
78	F#5	---
79	G5	---
80	G#5	---
81	A5	---
82	Bb5	---
83	B5	---
84	C6	---
85	C#6	---

		CM-64/32L
86	D6	---
87	D#6	---
88	E6	---
89	F6	---
90	F#6	---
91	G6	---
92	G#6	---
93	A6	---
94	Bb6	---
95	B6	---
96	C7	---
97	C#7	---
98	D7	---
99	D#7	---
100	E7	---
101	F7	---
102	F#7	---
103	G7	---
104	G#7	---
105	A7	---
106	Bb7	---
107	B7	---
108	C8	---
109	C#8	---
110	D8	---
111	D#8	---
112	E8	---
113	F8	---
114	F#8	---
115	G8	---
116	G#8	---
117	A8	---
118	Bb8	---
119	B8	---
120	C9	---
121	C#9	---
122	D9	---
123	D#9	---
124	E9	---
125	F9	---
126	F#9	---
127	G9	---

MFX types and parameters

NOTE

Most parameter names mentioned below cannot be displayed in full on the BK-9 and are therefore abbreviated.

1. Thru

The effects processor is bypassed.

2. Stereo EQ

This is a four-band stereo equalizer (low, mid x 2, high). Stereo signals (like certain piano sounds) are thus not combined to a mono signal before being processed.

- **EQ Low Frequency (200, 400Hz)**—Frequency of the low range you wish to boost or cut.
- **EQ Low Gain (–15dB~0~15dB)**—Gain of the low range. Negative values reduce the level.
- **EQ High Frequency (2000, 4000, 8000Hz)**—Frequency of the high range you wish to boost or cut.
- **EQ High Gain (–15dB~0~15dB)**—Gain of the high range. Negative values reduce the level.
- **EQ Mid 1 Frequency (200~8000Hz)**—Frequency of the middle range 1 you wish to boost or cut. This is a parametric EQ band.
- **EQ Mid 1 Q (0.5, 1.0, 2.0, 4.0, 8.0)**—Width of the middle range 1. Set a higher value for "Q" to narrow the range to be boosted or cut.
- **EQ Mid 2 Gain (–15dB~0~15dB)**—Gain of middle range 1.
- **EQ Mid 2 Frequency (200~8000Hz)**—Frequency of the middle range 2 you wish to boost or cut. This is a parametric EQ band.
- **EQ Mid 2 Q (0.5, 1.0, 2.0, 4.0, 8.0)**—Width of the middle range 2. Set a higher value for "Q" to narrow the range to be boosted or cut.
- **EQ Mid 2 Gain (–15dB~0~15dB)**—Gain of the middle range 2.
- **Level (0~127)**—Output level. Use this parameter to compensate for exaggerated level differences resulting from the settings you made.

3. Overdrive

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

- **Drive (0~127)**—Degree of distortion. Also changes the volume.
- **Panpot (L64~0~63R)**—Stereo location of the output sound. This is a mono effect that combines incoming signals. You can, however, place the processed signal anywhere between the left and right channels.
- **Amp Simulator Type**—Allows you to specify what kind of guitar amp will be simulated: SMALL: small amp, BUILT-IN: single-unit type amp, 2-STACK: large double stack amp, 3-STACK: large triple stack amp.
- **EQ Low Gain (–15dB~0~15dB)**—Gain of the low range.
- **EQ High Gain (–15dB~0~15dB)**—Gain of the high range.
- **Level (0~127)**—Output level. Use this parameter to compensate for exaggerated level differences resulting from the settings you made.Level (0~127)—Output level. Use this parameter to compensate for exaggerated level differences resulting from the settings you made.

4. Distortion

Produces a more intense distortion than the above. The parameters are the same as for "3. Overdrive".

5. Phaser

Adds phase-shifted copy to the original sound and modulates it.

- **Phaser Manual (100~8000Hz)**—Adjusts the basic frequency that is modulated by the effect.
- **Phaser Rate (0.05~10.0Hz)**—Frequency, i.e. modulation speed.
- **Phaser Depth (0~127)**—Modulation intensity.
- **Phaser Resonance (0~127)**—Amount of feedback. Higher values create a rather more "synthetic character".
- **Phaser Mix Level (0~127)**—Level of the phase-shifted sound with respect to the original signal.
- **Panpot (L64~0~63R)**—Stereo location of the output sound. This is a mono effect that combines incoming signals. You can, however, place the processed signal anywhere between the left and right channels.
- **Level (0~127)**—Output level. Use this parameter to compensate for exaggerated level differences resulting from the settings you made.

6. Spectrum

Spectrum is a type of filter that modifies the timbre by boosting or cutting the level at specific frequencies.

- **Spectrum 250Hz Gain (–15dB~0~15dB)**
- **Spectrum 500Hz Gain (–15dB~0~15dB)**
- **Spectrum 1000Hz Gain (–15dB~0~15dB)**
- **Spectrum 1250Hz Gain (–15dB~0~15dB)**
- **Spectrum 2000Hz Gain (–15dB~0~15dB)**
- **Spectrum 3150Hz Gain (–15dB~0~15dB)**
- **Spectrum 4000Hz Gain (–15dB~0~15dB)**
- **Spectrum 8000Hz Gain (–15dB~0~15dB)**—Gain of each frequency band.
- **Spectrum Band Width Q (0.5, 1.0, 2.0, 4.0, 8.0))**—Simultaneously adjusts the width of the adjusted ranges for all the frequency bands.
- **Panpot (L64~0~63R)**—Stereo location of the output sound. This is a mono effect that combines incoming signals. You can, however, place the processed signal anywhere between the left and right channels.
- **Level (0~127)**—Output level. Use this parameter to compensate for exaggerated level differences resulting from the settings you made.

7. Enhancer

This effect controls the overtone structure of the high frequencies, adding sparkle and tightness to the sound.

- **Enhancer Sens (0~127)**—Sensitivity of the enhancer.
- **Mix Level (0~127)**—Level of the overtones generated by the enhancer.
- **EQ Low Gain (–15dB~0~15dB)**—Gain of the low range.
- **EQ High Gain (–15dB~0~15dB)**—Gain of the high range.
- **Level (0~127)**—Output level. Use this parameter to compensate for exaggerated level differences resulting from the settings you made.

8. Auto Wah

This effect controls a filter to create cyclic change in timbre (an automatic wah effect).

- **Auto Wah Filter Type (LPF, BPF)**—Type of filter. LPF: the wah effect is applied over a wide frequency range. BPF: the wah effect is applied over a narrow frequency range.

- **Auto Wah Rate (0.05~10.0Hz)**—Frequency, i.e. modulation speed.
- **Auto Wah Depth (0~127)**—Modulation intensity.
- **Auto Wah Sens (0~127)**—Adjusts the sensitivity with which the filter is controlled.
- **Auto Wah Manual (0~127)**—Adjusts the center frequency at which the effect is applied.
- **Auto Wah Peak (0~127)**—Adjusts the amount of the wah effect that will occur in the range of the center frequency. Set a higher value to narrow the range to be affected.
- **Level (0~127)**—Output level. Use this parameter to compensate for exaggerated level differences resulting from the settings you made.

9. Rotary

This effect simulates the sound of the rotary speakers often used with the electric organs. Since the movement of the highrange and low-range rotors can be set independently, the unique type of modulation characteristic of these speakers can be simulated quite closely. This effect is most suitable for electric organ sounds (of the [ORGAN] bank – the Harmonic Bar section has its own Rotary effect).

- **Tweeter Slow Rate (0.05~10.0Hz)**
- **Woofer Slow Rate (0.05~10.0Hz)**—Slow speed (SLOW) of the high- or low-frequency rotor.
- **Tweeter Fast Rate (0.05~10.0Hz)**
- **Woofer Fast Rate (0.05~10.0Hz)**—Fast speed (FAST) of the highor low-frequency rotor.
- **Rotary Speed (Slow, Fast)**—Simultaneously switches the rotational speed of the low-frequency and high-frequency rotors.
- **SLOW: Slows down the rotation to the "Slow Rate".**
- **FAST: Speeds up the rotation to the "Fast Rate".**
- **Tweeter Acceleration (0~15)**
- **Woofer Acceleration (0~15)**—Adjusts the time it takes the rotor in question to reach the newly selected speed ("Fast" or "Slow"). Lower values correspond to slower transitions.
- **Tweeter Level (0~127)**
- **Woofer Level (0~127)**—Volume of the rotor in question.
- **Separation (0~127)**—Spatial dispersion of the sound.
- **Level (0~127)**—Output level.

10. Compressor

Reduces high levels (peaks) and boosts low levels, smoothing out fluctuations in volume.

- Compressor Sustain (0~127)—Allows you to specify how strongly incoming signals should be compressed, which results in a longer sustain.
- Compressor Attack (0~127)—Sets the speed at which compression starts.
- Panpot (L64~0~63R)—Stereo location of the output sound. This is a mono effect that combines incoming signals. You can, however, place the processed signal anywhere between the left and right channels.
- Compressor Post Gain (0, +6, +12, +18dB)—Adjusts the output gain. Use this parameter to make up for a significant volume loss due to extreme settings.
- EQ Low Gain (–15dB~0~15dB)—Gain of the low range.
- EQ High Gain (–15dB~0~15dB)—Gain of the high range.
- Level (0~127)—Output level.

11. Limiter

Compresses signals that exceed the specified level, preventing distortion from occurring. Unlike a compressor, it does not boost the level of weaker signals.

- **Limiter Threshold (0~127)**—Adjusts the volume at which compression begins.
- **Limiter Release (0~127)**—Allows you to specify how long signal compression should remain in effect after the signal volume falls below the Threshold value.
- **Limiter Ratio (1.5:1, 2:1, 4:1, 100:1)**—Allows you to specify how strongly volume peaks should be compressed. Choose "100:1" if the Threshold level must never be exceeded (which is a true Limiter function).
- **Panpot (L64~0~63R)**—Stereo location of the output sound. This is a mono effect that combines incoming signals. You can, however, place the processed signal anywhere between the left and right channels.
- **Limiter Post Gain (0, +6, +12, +18dB)**—Adjusts the output gain. Use this parameter to make up for a significant volume loss due to extreme settings.
- **EQ Low Gain (–15dB~0~15dB)**—Gain of the low range.
- **EQ High Gain (–15dB~0~15dB)**—Gain of the high range.
- **Level (0~127)**—Output level.

12. Hexa-Chorus

Uses a six-phase chorus (six layers of chorused sound) to create a dense and spatial effect.

- **Chorus Pre Delay (0.0~100.0ms)**—Adjusts the delay between the incoming direct signal and the moment when the chorus starts working.
- **Chorus Rate (0.05~10.0Hz)**—Frequency, i.e. modulation speed.
- **Chorus Depth (0~127)**—Modulation intensity.
- **Chorus Pre Delay Deviation (0~20)**—Adjusts the differences in Pre Delay between each chorus line (there are six of them).
- **Chorus Depth Deviation (-20~0~20)**—Adjusts the difference in modulation depth between each chorus sound.
- **Chorus Pan Deviation (0~20)**—Adjusts the distribution of the various chorus lines in the stereo image.
- **0: All chorus sounds are in the center.**
- **20: Each chorus sound will be spaced at 60 degree intervals relative to the center.**
- **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).
- **Level (0~127)**—Output level.

13. Trem Chorus

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

- **Chorus Pre Delay (0.0~100.0ms)**—Adjusts the delay between the incoming direct signal and the moment when the chorus starts working.
- **Chorus Rate (0.05~10.0Hz)**—Frequency, i.e. modulation speed.
- **Chorus Depth (0~127)**—Modulation intensity.
- **Tremolo Rate (0.05~10.0Hz)**—Modulation frequency of the tremolo effect.
- **Tremolo Separation (0~127)**—Allows you to set the level of the tremolo effect with respect to the chorus modulation.
- **Tremolo Phase (0~180 deg)**—Spread of the tremolo effect.

● **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).

● **Level (0~127)**—Output level.

14. Space-D

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

● **Chorus Pre Delay (0.0~100.0ms)**—Adjusts the delay between the incoming direct signal and the moment when the chorus starts working.

● **Chorus Rate (0.05~10.0Hz)**—Frequency, i.e. modulation speed.

● **Chorus Depth (0~127)**—Modulation intensity.

● **Chorus Phase (0~180deg)**—Spatial spread of the sound.

● **EQ Low Gain (–15dB~0~15dB)**—Gain of the low range.

● **EQ High Gain (–15dB~0~15dB)**—Gain of the high range.

● **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).

● **Level (0~127)**—Output level.

15. St. Chorus

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

● **Filter Type (OFF, LPF, HPF)**—Type of filter. OFF: no filter is used.

● **LPF: cuts the frequency range above the Cutoff value.**

● **HPF: cuts the frequency range below the Cutoff value.**

● **Cutoff Frequency (200~8000Hz)**—Basic frequency of the filter.

● **Chorus Pre Delay (0.0~100.0ms)**—Adjusts the delay between the incoming direct signal and the moment when the chorus starts working.

● **Chorus Rate (0.05~10.0Hz)**—Frequency, i.e. modulation speed.

● **Chorus Depth (0~127)**—Modulation intensity.

● **Chorus Phase (0~180 deg)**—Spatial spread of the sound.

● **EQ Low Gain (–15dB~0~15dB)**—Gain of the low range.

● **EQ High Gain (–15dB~0~15dB)**—Gain of the high range.

● **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).

● **Level (0~127)**—Output level.

16. St. Flanger

This is a stereo flanger. It produces a metallic resonance that rises and falls like a jet airplane taking off or landing.

● **Filter Type (OFF, LPF, HPF)**—Type of filter. OFF: no filter is used.

● **LPF: cuts the frequency range above the Cutoff value.**

● **HPF: cuts the frequency range below the Cutoff value.**

● **Cutoff Frequency (200~8000Hz)**—Basic frequency of the filter.

● **Flanger Pre Delay (0.0~100.0ms)**—Adjusts the delay time from when the direct sound begins until the flanger sound is heard.

● **Flanger Rate (0.05~10.0Hz)**—Frequency, i.e. modulation speed.

● **Flanger Depth (0~127)**—Modulation intensity.

● **Flanger Phase (0~180 deg)**—Spatial spread of the sound.

● **Flanger Feedback (–98%~0~98%)**—Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (–) settings will invert the phase.

● **EQ Low Gain (–15dB~0~15dB)**—Gain of the low range.

● **EQ High Gain (–15dB~0~15dB)**—Gain of the high range.

● **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance

between the direct (D) and the effect sound (W).

● **Level (0~127)**—Output level.

17. Step Flanger

A Step Flanger is a flanger effect with clearly noticeable steps rather than continuous pitch changes.

● **Flanger Pre Delay (0.0~100.0ms)**—Adjusts the delay time from when the direct sound begins until the flanger sound is heard.

● **Flanger Rate (0.05~10.0Hz)**—Frequency, i.e. modulation speed.

● **Flanger Depth (0~127)**—Modulation intensity.

● **Flanger Feedback (–98%~0~98%)**—Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (–) settings will invert the phase.

● **Step Rate (0.10~20.0Hz, note)**—Rate (period) of pitch change

● **Flanger Phase (0~180deg)**—Spatial spread of the sound.

● **EQ Low Gain (–15dB~0~15dB)**—Gain of the low range.

● **EQ High Gain (–15dB~0~15dB)**—Gain of the high range.

● **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).

● **Level (0~127)**—Output level.

18. St. Delay

Delay is an effect that allows you repeat the input signal, thus creating echoes (repetition).

● **Delay FBK Mode (Normal, Cross)**—Select the way in which delay sound is fed back into the effect.

● **NORMAL: The left delay sound will be fed back into the left delay and the right delay sound into the right delay.**

● **CROSS: The left delay sound will be fed back into the right delay and the right delay sound into the left delay.**

● **Delay Left (0.0~500.0ms)**—Adjust the time from the direct sound until when the left delay sound is heard.

● **Delay Right (0.0~500.0ms)**—Adjust the time from the direct sound until when the right delay sound is heard.

● **FBK Phase Left (Normal, Invert)**—Select the phase of the left delay sound.

● **NORMAL: Phase is not changed.**

● **INVERT: Phase is inverted.**

● **FBK Phase Right (Normal, Invert)**—Select the phase of the right delay sound. NORMAL: Phase is not changed. INVERT: Phase is inverted.

● **Delay Feedback (–98%~0~98%)**—Adjusts the amount of the delay sound that's fed back into the effect. Negative (–) settings invert the phase.

● **Delay HF Damp (200~8000Hz, Bypass)**—Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.

● **EQ Low Gain (–15dB~0~15dB)**—Gain of the low range.

● **EQ High Gain (–15dB~0~15dB)**—Gain of the high range.

● **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).

● **Level (0~127)**—Output level.

19. Mod. Delay

This effect adds modulation to the delayed sound, producing an effect similar to a Flanger.

● **Delay FBK Mode (Normal, Cross)**—Select the way in which delay sound is fed back into the effect.

● **NORMAL: The left delay sound will be fed back into the left delay and the right delay sound into the right delay.**

● **CROSS: The left delay sound will be fed back into the right delay and the right delay sound into the left delay.**

● **Delay Left (0.0~500.0ms)**—Adjust the time from the direct sound until when the left delay sound is heard.

● **Delay Right (0.0~500.0ms)**—Adjusts the time until the delay sound is heard.

● **Delay Feedback (–98%~0~98%)**—Adjusts the amount of the delay sound that's fed back into the effect. Negative (–) settings invert the phase.

● **Delay HF Damp (200~8000Hz, Bypass)**—Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.

● **Modulation Rate (0.05~10.0Hz)**—Frequency, i.e. modulation speed.

● **Modulation Depth (0~127)**—Adjust the depth of the modulation.

● **Modulation Phase (0~180 deg)**—Adjust the spatial spread of the sound

● **EQ Low Gain (–15dB~0~15dB)**—Gain of the low range.

● **EQ High Gain (–15dB~0~15dB)**—Gain of the high range.

● **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).

● **Level (0~127)**—Output level.

20.3 Tap Delay

The Triple Tap Delay produces three delay sounds: center, left and right.

● **Delay Left (200~1000ms, note)**—Adjust the time from the direct sound until when the left delay sound is heard.

● **Delay Right (200~1000ms, note)**—Adjust the time from the direct sound until when the right delay sound is heard.

● **Delay Center (200~1000ms, note)**—Adjust the time delay from the direct sound until when the center delay sound is heard.

● **Delay Feedback (–98%~0~98%)**—Adjusts the amount of the delay sound that's fed back into the effect. Negative (–) settings invert the phase.

● **Delay HF Damp (200~8000Hz, Bypass)**—Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.

● **Delay Level Left (0~127)**—Adjust the volume of the left delay sound.

● **Delay Level Right (0~127)**—Adjust the volume of the right delay sound.

● **Delay Level Center (0~127)**—Adjust the volume of the center delay sound.

● **EQ Low Gain (–15dB~0~15dB)**—Gain of the low range.

● **EQ High Gain (–15dB~0~15dB)**—Gain of the high range.

● **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).

● **Level (0~127)**—Output level.

21.4 Tap Delay

Delay with four repetition lines.

● **Delay 1~4 (200~1000ms, note)**—Adjusts the time until the delay is heard.

● **Delay Level 1~4 (0~127)**—Output level of the delay sound.

● **Delay Feedback (–98%~0~98%)**—Adjusts the amount of the delay sound that's fed back into the effect. Negative (–) settings invert the phase.

● **Delay HF Damp (200~8000Hz, Bypass)**—Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.

● **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).

22. Time Delay

This effect controls the delay time and pitch in realtime.

Lengthening the delay time will lower the pitch and shortening it will raise the pitch.

● **Delay Time (200~1000ms, note)**—Adjusts the time until the delay is heard.

● **Delay Feedback (–98%~0~98%)**—Adjusts the amount of the delay sound that's fed back into the effect. Negative (–) settings invert the phase.

● **Delay Acceleration (0~15)**—Adjusts the time over which the Delay Time changes from the current setting to a specified new setting. The rate of change for the Delay Time directly affects the rate of pitch change.

● **Delay HF Damp (200~8000Hz, Bypass)**—Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.

● **Panpot (L64~0~63R)**—Stereo location of the output sound. This is a mono effect that combines incoming signals. You can, however, place the processed signal anywhere between the left and right channels.

● **EQ Low Gain (–15dB~0~15dB)**—Gain of the low range.

● **EQ High Gain (–15dB~0~15dB)**—Gain of the high range.

● **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).

● **Level (0~127)**—Output level.

23.2 Pitch Shifter

A Pitch Shifter changes the pitch of the original sound. This 2- voice effect contains two pitch shifters and adds two transposed copies to the original sound.

● **Pitch Shift Mode (1~5)**—Higher settings of this parameter will result in slower response, but steadier pitch.

● **Pitch A Coarse (–24~0~+12 semitone)**—Adjusts the pitch of Pitch Shift A in semitone steps (–2~+1 octaves).

● **Pitch B Coarse (–24~0~+12 semitone)**—Adjusts the pitch of Pitch Shift B in semitone steps (–2~+1 octaves).

● **Pitch A Fine (–100~0~+100 cent)**—Makes fine adjustments to the pitch of Pitch Shift A in 2-cent steps (–100~+100 cents). One cent is 1/100th of a semitone.

● **Pitch B Fine (–100~0~+100 cent)**—Makes fine adjustments to the pitch of Pitch Shift B in 2-cent steps (–100~+100 cents). One cent is 1/100th of a semitone.

● **Pitch A Pre Delay (0.0~500.0ms)**—Adjust the time delay from when the direct sound begins until the Pitch Shift A sound is heard.

● **Pitch B Pre Delay (0.0~500.0ms)**—Adjusts the time delay from when the direct sound begins until the Pitch Shift B sound is heard.

● **Pitch A Panpot (L64~0~63R)**—Adjusts the stereo location of the Pitch Shift A sound. L64 is far left, 0 is center and 63R is far right.

● **Pitch B Panpot (L64~0~63R)**—Adjusts the stereo location of the Pitch Shift B sound. L64 is far left, 0 is center and 63R is far right.

● **Level Balance (A100:0B, A50:50B, A0:100B)**—Adjusts the volume balance between the Pitch Shift A and Pitch Shift B sounds. When set to A100:0B, only the sound of Pitch Shift A is

output; when set to A0:100B, only the sound of Pitch Shift B is output.

- **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).
- **Level (0~127)**—Output level.

24. FBK Pitch

Pitch Shifter with several echoes.

- **Pitch Shift Mode (1~5)**—Higher settings of this parameter will result in slower response, but steadier pitch.
- **Pitch Coarse (–24~0~+12 semitones)**—Adjust the pitch of the pitch shifted sound in semitone steps (–2~+1 octaves).
- **Pitch Fine (–100~0~+100 cent)**—Make fine adjustments to the pitch of the pitch shifted sound in 2-cent steps (one cent is 1/100th of a semi tone).
- **Pitch Pre Delay (0.0~500.0ms)**—Adjust the time delay from when the direct sound begins until the pitch shifted sound is heard.
- **Pitch Feedback (–98%~0~98%)**—Adjust the proportion (%) of the processed sound that is fed back into the effect. Negative (–) settings will invert the phase.
- **Panpot (L64~0~63R)**—Stereo location of the output sound. This is a mono effect that combines incoming signals. You can, however, place the processed signal anywhere between the left and right channels.
- **EQ Low Gain (–15dB~0~15dB)**—Gain of the low range.
- **EQ High Gain (–15dB~0~15dB)**—Gain of the high range.
- **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).
- **Level (0~127)**—Output level.

25. Reverb

A nice Reverb effect.

- **Reverb Type (Room 1, Room 2, Stage 1, Stage 2, Hall 1, Hall 2)**— Type of reverb.
- **Room1: Dense reverb with short decay.**
- **Room2: Sparse reverb with short decay.**
- **Stage1: Reverb with greater late reverberation.**
- **Stage2: Reverb with strong early reflections.**
- **Hall1: Reverb with clear reverberance.**
- **Hall2: Reverb with rich reverberance.**
- **Reverb Pre Delay (0.0~100.0ms)**—Adjusts the delay time from the direct sound until the reverb sound is heard.
- **Reverb Time (0~127)**—Time length of reverberation.
- **Reverb HF Damp (200~8000Hz, Bypass)**—Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.
- **EQ Low Gain (–15dB~0~15dB)**—Gain of the low range.
- **EQ High Gain (–15dB~0~15dB)**—Gain of the high range.
- **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).
- **Level (0~127)**—Output level.

26. Gate Reverb

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

- **Reverb Type (Normal, Reverse, Sweep 1, Sweep 2)**—Type of reverb.
- **NORMAL: Conventional gated reverb.**
- **REVERSE: Backwards reverb.**
- **SWEEP1: The reverberant sound moves from right to left.**
- **SWEEP2: The reverberant sound moves from left to right.**
- **Reverb Pre Delay (0.0~100.0ms)**—Adjusts the delay time from the direct sound until the reverb sound is heard.
- **Reverb Gate Time (5~500ms)**—Adjusts the time from when the reverb is heard until it disappears.
- **EQ Low Gain (–15dB~0~15dB)**—Gain of the low range.
- **EQ High Gain (–15dB~0~15dB)**—Gain of the high range.
- **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).
- **Level (0~127)**—Output level.

27. OD➔ Chorus

This effect connects an Overdrive and a Chorus in series. ("Series" means that the output signal of the first effect is also processed by the second).

- **Overdrive Drive (0~127)**—Degree of distortion. Also changes the volume.
- **Overdrive Panpot (L64~0~63R)**—Stereo location of the overdrive sound.
- **Chorus Pre Delay (0.0~100.0ms)**—Adjusts the delay between the incoming direct signal and the moment when the chorus starts working.
- **Chorus Rate (0.05~10.0Hz)**—Frequency, i.e. modulation speed.
- **Chorus Depth (0~127)**—Modulation intensity.
- **Chorus Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct sound (D) and the chorus sound (W).
- **Level (0~127)**—Output level.

28. OD➔ Flanger

This effect connects an Overdrive and a Flanger in series.

- **Overdrive Drive (0~127)**—Degree of distortion. Also changes the volume.
- **Overdrive Panpot (L64~0~63R)**—Stereo location of the overdrive sound.
- **Flanger Pre Delay (0.0~100.0ms)**—Adjusts the delay time from when the direct sound begins until the flanger sound is heard.
- **Flanger Rate (0.05~10.0Hz)**—Frequency, i.e. modulation speed.
- **Flanger Depth (0~127)**—Modulation intensity.
- **Flanger Feedback (–98%~0~98%)**—Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (–) settings will invert the phase.
- **Flanger Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct sound (D) and the flanger sound (W).
- **Level (0~127)**—Output level.

29. OD➔ Delay

This effect connects an overdrive and a delay in series.

- **Overdrive Drive (0~127)**—Degree of distortion. Also changes the volume.
- **Overdrive Panpot (L64~0~63R)**—Stereo location of the overdrive sound.
- **Delay Time (0.0~500.0ms)**—Adjusts the time until the delay is heard.
- **Delay Feedback (–98%~0~98%)**—Adjusts the amount of the delay sound that's fed back into the effect. Negative (–) settings

invert the phase.

● **Delay HF Damp (200~8000Hz, Bypass)**—Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.

● **Delay Balance (D100:0W, D50:50W, D0:100W)**—Adjusts the volume balance between the sound that is sent through the delay (W) and the sound that is not sent through the delay (D).

● **Level (0~127)**—Output level.

30. OD➞ Chorus

This effect connects distortion and a chorus in series.

● **Distortion Drive (0~127)**—Degree of distortion. Also changes the volume.

● **Distortion Panpot (L64~0~63R)**—Stereo location of the distortion sound.

● **Chorus Pre Delay (0.0~100.0ms)**—Adjusts the delay between the incoming direct signal and the moment when the chorus starts working.

● **Chorus Rate (0.05~10.0Hz)**—Frequency, i.e. modulation speed.

● **Chorus Depth (0~127)**—Modulation intensity.

● **Chorus Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct sound (D) and the chorus sound (W).

● **Level (0~127)**—Output level.

31. DST➞ Flanger

This effect connects distortion and a flanger effect in series.

● **Distortion Drive (0~127)**—Degree of distortion. Also changes the volume.

● **Distortion Panpot (L64~0~63R)**—Stereo location of the distortion sound.

● **Flanger Pre Delay (0.0~100.0ms)**—Adjusts the delay time from when the direct sound begins until the flanger sound is heard.

● **Flanger Rate (0.05~10.0Hz)**—Frequency, i.e. modulation speed.

● **Flanger Depth (0~127)**—Modulation intensity.

● **Flanger Feedback (–98%~0~98%)**—Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (–) settings will invert the phase.

● **Flanger Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct sound (D) and the flanger sound (W).

● **Level (0~127)**—Output level.

32. DST➞ Delay

This effect connects distortion and a delay effect in series.

● **Distortion Drive (0~127)**—Degree of distortion. Also changes the volume.

● **Distortion Panpot (L64~0~63R)**—Stereo location of the distortion sound.

● **Delay Time (0.0~500.0ms)**—Adjusts the time until the delay is heard.

● **Delay Feedback (–98%~0~98%)**—Adjusts the amount of the delay sound that's fed back into the effect. Negative (–) settings invert the phase.

● **Delay HF Damp (200~8000Hz, Bypass)**—Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.

● **Delay Balance (D100:0W, D50:50W, D0:100W)**—Adjusts the

volume balance between the sound that is sent through the delay (W) and the sound that is not sent through the delay (D).

● **Level (0~127)**—Output level.

33. EH➞ Chorus

This effect connects an enhancer and a chorus in series.

● **Enhancer Sens (0~127)**—Sensitivity of the enhancer.

● **Enhancer Mix Level (0~127)**—Level of the overtones generated by the enhancer.

● **Chorus Pre Delay (0.0~100.0ms)**—Adjusts the delay between the incoming direct signal and the moment when the chorus starts working.

● **Chorus Rate (0.05~10.0Hz)**—Frequency, i.e. modulation speed.

● **Chorus Depth (0~127)**—Modulation intensity.

● **Chorus Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct sound (D) and the chorus sound (W).

● **Level (0~127)**—Output level.

34. EH➞ Flanger

This effect connects an enhancer and a flanger in series.

● **Enhancer Sens (0~127)**—Sensitivity of the enhancer.

● **Enhancer Mix Level (0~127)**—Level of the overtones generated by the enhancer.

● **Flanger Pre Delay (0.0~100.0ms)**—Adjusts the delay time from when the direct sound begins until the flanger sound is heard.

● **Flanger Rate (0.05~10.0Hz)**—Frequency, i.e. modulation speed.

● **Flanger Depth (0~127)**—Modulation intensity.

● **Flanger Feedback (–98%~0~98%)**—Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (–) settings will invert the phase.

● **Flanger Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct sound (D) and the flanger sound (W).

● **Level (0~127)**—Output level.

35. EH➞ Delay

This effect connects an enhancer and a delay in series.

● **Enhancer Sens (0~127)**—Sensitivity of the enhancer.

● **Enhancer Mix Level (0~127)**—Level of the overtones generated by the enhancer.

● **Delay Time (0.0~500.0ms)**—Adjusts the time until the delay is heard.

● **Delay Feedback (–98%~0~98%)**—Adjusts the amount of the delay sound that's fed back into the effect. Negative (–) settings invert the phase.

● **Delay HF Damp (200~8000Hz, Bypass)**—Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.

● **Delay Balance (D100:0W, D50:50W, D0:100W)**—Adjusts the volume balance between the sound that is sent through the delay (W) and the sound that is not sent through the delay (D).

● **Level (0~127)**—Output level.

36. Chorus➞ DLY

This effect connects a chorus and a delay in series.

● **Chorus Pre Delay (0.0~100.0ms)—Adjusts the delay between the incoming direct signal and the moment when the chorus starts working.**

● **Chorus Rate (0.05~10.0Hz)—Frequency, i.e. modulation speed.**

● **Chorus Depth (0~127)—Modulation intensity.**

● **Chorus Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct sound (D) and the chorus sound (W).

● **Delay Time (0.0~500.0ms)**—Adjusts the time until the delay is heard.

● **Delay Feedback (–98%~0~98%)**—Adjusts the amount of the delay sound that's fed back into the effect. Negative (–) settings invert the phase.

● **Delay HF Damp (200~8000Hz, Bypass)**—Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.

● **Delay Balance (D100:0W, D50:50W, D0:100W)**—Adjusts the volume balance between the sound that is sent through the delay (W) and the sound that is not sent through the delay (D).

● **Level (0~127)**—Output level.

37. Flanger➞ DLY

This effect connects a flanger and a delay in series.

● **Flanger Pre Delay (0.0~100.0ms)**—Adjusts the delay time from when the direct sound begins until the flanger sound is heard.

● **Flanger Rate (0.05~10.0Hz)**—Frequency, i.e. modulation speed.

● **Flanger Depth (0~127)**—Modulation intensity.

● **Flanger Feedback (–98%~0~98%)**—Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (–) settings will invert the phase.

● **Flanger Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct sound (D) and the flanger sound (W).

● **Delay Time (0.0~500.0ms)**—Adjusts the time until the delay is heard.

● **Delay Feedback (–98%~0~98%)**—Adjusts the amount of the delay sound that's fed back into the effect. Negative (–) settings invert the phase.

● **Delay HF Damp (200~8000Hz, Bypass)**—Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.

● **Delay Balance (D100:0W, D50:50W, D0:100W)**—Adjusts the volume balance between the sound that is sent through the delay (W) and the sound that is not sent through the delay (D).

● **Level (0~127)**—Output level.

38. CHO➞ Flanger

This effect connects a chorus and a flanger in series.

● **Chorus Pre Delay (0.0~100.0ms)**—Adjusts the delay between the incoming direct signal and the moment when the chorus starts working.

● **Chorus Rate (0.05~10.0Hz)**—Modulation frequency of the chorus effect.

● **Chorus Depth (0~127)**—Modulation intensity of the chorus effect.

● **Chorus Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct sound (D) and the chorus sound (W). Flanger Pre Delay (0.0~100.0ms)—Adjusts the delay time from when the direct sound begins until the flanger sound is heard.

● **Flanger Rate (0.05~10.0Hz)**—Modulation frequency of the flanger effect.

● **Flanger Depth (0~127)**—Modulation intensity of the flanger effect.

● **Flanger Feedback (–98%~0~98%)**—Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (–) settings will invert the phase.

● **Flanger Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct sound (D) and the flanger sound (W).

● **Level (0~127)**—Output level.

39. CHO/DLY

This effect connects a chorus and a delay in parallel. ("Parallel" means that the input signal is processed by two effects that do not interact.)

● **Chorus Pre Delay (0.0~100.0ms)**—Adjusts the delay between the incoming direct signal and the moment when the chorus starts working.

● **Chorus Rate (0.05~10.0Hz)**—Frequency, i.e. modulation speed.

● **Chorus Depth (0~127)**—Modulation intensity.

● **Chorus Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct sound (D) and the chorus sound (W).

● **Delay Time (0.0~500.0ms)**—Adjusts the time until the delay is heard.

● **Delay Feedback (–98%~0~98%)**—Adjusts the amount of the delay sound that's fed back into the effect. Negative (–) settings invert the phase.

● **Delay HF Damp (200~8000Hz, Bypass)**—Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.

● **Delay Balance (D100:0W, D50:50W, D0:100W)**—Adjusts the volume balance between the sound that is sent through the delay (W) and the sound that is not sent through the delay (D).

● **Level (0~127)**—Output level.

40. Flanger/DLY

This effect connects a flanger and a delay in parallel.

● **Flanger Pre Delay (0.0~100.0ms)**—Adjusts the delay time from when the direct sound begins until the flanger sound is heard.

● **Flanger Rate (0.05~10.0Hz)**—Frequency, i.e. modulation speed.

● **Flanger Depth (0~127)**—Modulation intensity.

● **Flanger Feedback (–98%~0~98%)**—Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (–) settings will invert the phase.

● **Flanger Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct sound (D) and the flanger sound (W).

● **Delay Time (0.0~500.0ms)**—Adjusts the time until the delay is heard.

● **Delay Feedback (–98%~0~98%)**—Adjusts the amount of the delay sound that's fed back into the effect. Negative (–) settings invert the phase.

● **Delay HF Damp (200~8000Hz, Bypass)**—Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.

● **Delay Balance (D100:0W, D50:50W, D0:100W)**—Adjusts the volume balance between the sound that is sent through the delay (W) and the sound that is not sent through the delay (D).

● **Level (0~127)**—Output level.

41. CHO/Flanger

This effect connects a chorus and a flanger in parallel.

- **Chorus Pre Delay (0.0~100.0ms)**—Adjusts the delay between the incoming direct signal and the moment when the chorus starts working.
- **Chorus Rate (0.05~10.0Hz)**—Modulation frequency of the chorus effect.
- **Chorus Depth (0~127)**—Modulation intensity of the chorus effect.
- **Chorus Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct sound (D) and the chorus sound (W).
- **Flanger Pre Delay (0.0~100.0ms)**—Adjusts the delay time from when the direct sound begins until the flanger sound is heard.
- **Flanger Rate (0.05~10.0Hz)**—Modulation frequency of the flanger effect.
- **Flanger Depth (0~127)**—Modulation intensity of the flanger effect.
- **Flanger Feedback (–98%~0~98%)**—Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (–) settings will invert the phase.
- **Flanger Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct sound (D) and the flanger sound (W).
- **Level (0~127)**—Output level.

42. Isolator

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

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

43. Low Boost

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

- **Boost Frequency (50~125 [Hz])**—Center frequency at which the lower range will be boosted.

- **Boost Gain (0~12 [dB])**—Amount by which the lower range will be boosted.
- **Boost Width (Wide, Mid, Narrow)**—Width of the lower range that will be boosted.
- **EQ Low Gain (–15dB~0~15dB)**—Gain of the low frequency range.
- **EQ High Gain (–15dB~0~15dB)**—Gain of the high frequency range.
- **Level (0~127)**—Output level.

44. Super Filter

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

- **Filter Type (LPF, BPF, HPF, NOTCH)**—Filter type. Frequency range that will pass through each filter. LPF: frequencies below the cutoff. BPF: frequencies in the region of the cutoff. HPF: frequencies above the cutoff. NOTCH: frequencies other than the region of the cutoff.
- **Filter Slope (–12, –24, –36 [dB])**—Amount of attenuation per octave: –36dB: extremely steep, –24dB: steep, –12dB: gentle.
- **Filter Cutoff (0~127)**—Cutoff frequency of the filter. Increasing this value will raise the cutoff frequency.
- **Filter Resonance (0~127)**—Filter resonance level. Increasing this value will emphasize the region near the cutoff frequency.
- **Filter Gain (0~12 [dB])**—Amount of boost for the filter output.
- **Modulation Sw (Off, On)**—On/off switch for cyclic change.
- **Modulation Wave (TRI, SQR, SIN, SAW1, SAW2)**—How the cutoff frequency will be modulated: TRI: triangle wave, SQR: square wave, SIN: sine wave, SAW1: sawtooth wave (upward), SWA2: sawtooth wave (downward)
- **Rate [sync] (Hz, Note)**—Use this parameter to specify whether ("Note") or not ("Hz") the modulation rate should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a speed (Hz) or a note value.
- **Rate [Hz] (0.05~10.00Hz)**—Rate of modulation. Rate [note] (musical notes)—Rate parameters can be set as a note-value of a tempo if you set the "Sync" parameter above to "Note". Specify the value of the desired note.
- **Depth (0~127)**—Depth of modulation.
- **Attack (0~127)**—Speed at which the cutoff frequency will change. This is effective if Modulation Wave is SQR, SAW1 or SAW2.
- **Level (0~127)**—Output level.

45. Step Filter

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

- **Step 1~16 (0~127)**—Cutoff frequency at each step
- **Rate [sync] (Hz, Note)**—Use this parameter to specify whether ("Note") or not ("Hz") the rate should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a speed (Hz) or a note value.
- **Rate [Hz] (0.05~10.00Hz)**—Rate of modulation.
- **Rate [note] (musical notes)**—Rate parameters can be set as a note-value of a tempo if you set the "Sync" parameter above to "Note". Specify the value of the desired note.
- **Attack (0~127)**—Speed at which the cutoff frequency changes between steps.
- **Filter Type (LPF, BPF, HPF, NOTCH)**—Filter type. Frequency range that will pass through each filter. LPF: frequencies below the cutoff. BPF: frequencies in the region of the cutoff. HPF:

frequencies above the cutoff. NOTCH: frequencies other than the region of the cutoff.

- **Filter Slope (–12, –24, –36 [dB])**—Amount of attenuation per octave. –36dB: extremely steep, –24dB: steep, –12dB: gentle.

- **Filter Resonance (0~127)**—Filter resonance level. Increasing this value will emphasize the region near the cutoff frequency.

- **Filter Gain (0~12 [dB])**—Amount of boost for the filter output.

- **Level (0~127)**—Output level.

46. Humanizer

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

- **Drive Sw (OFF,ON)**—Turns Drive on/off.

- **Drive (0~127)**—Degree of distortion. Also changes the volume.

- **Vowel 1 (a, e, i, o, u)**

- **Vowel 2 (a, e, i, o, u)**—Selects the vowel.

- **Rate [sync] (Hz, Note)**—Use this parameter to specify whether ("Note") or not ("Hz") the rate should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a speed (Hz) or a note value.

- **Rate [Hz] (0.05~10.00Hz)**—Frequency at which the two vowels switch.

- **Rate [note] (musical notes)**—Rate parameters can be set as a note-value of a tempo if you set the "Sync" parameter above to "Note". Specify the value of the desired note.

- **Depth (0~127)**—Effect depth.

- **Input Sync Sw (Off, On)**—Determines whether the LFO for switching the vowels is reset by the input signal (ON) or not (OFF).

- **Input Sync Threshold (0~127)**—Volume level at which reset is applied.

- **Manual (0~100)**—Point at which Vowel 1/2 switch. 49 or less: Vowel 1 will have a longer duration. 50: Vowel 1 and 2 will be of equal duration. 50 or more: Vowel 2 will have a longer duration.

- **EQ EQ Low Gain (–15dB~0~15dB)**—Gain of the low frequency range.

- **EQ EQ High Gain (–15dB~0~15dB)**—Gain of the high frequency range.

- **Panpot (L64~0~63R)**—Stereo location of the output sound. This is a mono effect that combines incoming signals. You can, however, place the processed signal anywhere between the left and right channels.

- **Level (0~127)—Output level.**

47. Speaker Sim

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

- **Speaker Type**—Select the type of speaker. The specifications of each type are as follows. The speaker column indicates the diameter of each speaker unit (in inches) and the number of units.

Type	Cabinet	Speaker	Microphone
Small 1	small open-back enclosure	10	dynamic mic
Small 1	small open-back enclosure	10	dynamic mic
Middle	open back enclosure	12 x 1	dynamic mic
JC-120	open back enclosure	12 x 2	dynamic mic
Built In 1	open back enclosure	12 x 2	dynamic mic
Built In 2	open back enclosure	12 x 2	condenser mic
Built In 3	open back enclosure	12 x 2	condenser mic
Built In 4	open back enclosure	12 x 2	condenser mic

Type	Cabinet	Speaker	Microphone
Built In 5	open back enclosure	12 x 2	condenser mic
BG Stack 1	sealed enclosure	12 x 4	condenser mic
BG Stack 2	large sealed enclosure	12 x 4	condenser mic
MS Stack 1	large sealed enclosure	12 x 4	condenser mic
MS Stack 2	large sealed enclosure	12 x 4	condenser mic
Metal Stk	large double stack	12 x 4	condenser mic
Small 1	large sealed enclosure	12 x 4	condenser mic
Small 2	large sealed enclosure	12 x 4	condenser mic

- **Mic Setting (1, 2, 3)**—Adjusts the location of the mic that is recording the sound of the speaker. This can be adjusted in three steps, with the mic becoming more distant in the order of 1, 2 and 3.

- **Mic Level (0~127)**—Volume of the microphone.

- **Direct Level (0~127)**—Volume of the direct sound.

- **Level (0~127)**—Output level. 48. Step Phaser. The phaser effect will be varied gradually.

- **Phaser Mode (4-Stage, 8-Stage, 12-Stage)**—Number of stages in the phaser.

- **Phaser Manual (0~127)**—Adjusts the basic frequency from which the sound will be modulated.

- **Step Rate [sync] (Hz, Note)**—Use this parameter to specify whether ("Note") or not ("Hz") the modulation rate should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a speed (Hz) or a note value.

- **Step Rate [Hz] (0.05~10.00Hz)**—Frequency, i.e. modulation speed.

- **Step Rate [note] (musical notes)**—Rate parameters can be set as a note-value of a tempo if you set the "Sync" parameter above to "Note". Specify the value of the desired note.

- **Depth (0~127)**—Depth of modulation.

- **Polarity (Inverse, Synchro)**—Selects whether the left and right phase of the modulation will be the same or the opposite.

  INVERSE: The left and right phase will be opposite. When using a mono source, this spreads the sound. SYNCHRO: The left and right phase will be the same. Select this when inputting a stereo source

- **Resonance (0~127)**—Amount of feedback.

- **Cross Feedback (–98%~0~+98%)**—Adjusts the proportion of the phaser sound that is fed back into the effect. Negative (–) settings will invert the phase.

- **Step Rate [sync] (Hz, Note)**—Use this parameter to specify whether ("Note") or not ("Hz") the step rate should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a speed (Hz) or a note value.

- **Step Rate [Hz] (0.10~20.00Hz)**—Rate of the step-wise change in the phaser effect.

- **Step Rate [note] (Musical Notes)**—Rate parameters can be set as a note-value of a tempo if you set the "Sync" parameter above to "Note". Specify the value of the desired note.

- **Mix Level (0~127)**—Level of the phase-shifted sound.

- **EQ Low Gain (–15dB~0~15dB)**—Gain of the low frequency range.

- **EQ High Gain (–15dB~0~15dB)**—Gain of the high frequency range.

- **Level (0~127)**—Output level.

49. MLT Phaser

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

- **Phaser Mode (4-stage, 8-stage, 12-stage, 16-stage, 20-stage, 24- stage)**—Number of stages in the phaser.

● **Phaser Manual (0~127)**—Adjusts the basic frequency from which the sound will be modulated.

● **Rate [sync] (Hz, Note)**—Use this parameter to specify whether ("Note") or not ("Hz") the modulation rate should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a speed (Hz) or a note value.

● **Rate [Hz] (0.05~10.00Hz)**—Frequency, i.e. modulation speed.

● **Rate [note] (musical notes)**—Rate parameters can be set as a note-value of a tempo if you set the "Sync" parameter above to "Note". Specify the value of the desired note.

● **Depth (0~127)**—Depth of modulation.

● **Resonance (0~127)**—Amount of feedback.

● **Mix Level (0~127)**—Level of the phase-shifted sound.

● **Panpot (L64~0~63R)**—Stereo location of the output sound. This is a mono effect that combines incoming signals. You can, however, place the processed signal anywhere between the left and right channels.

● **EQ Low Gain (–15dB~0~15dB)**—Gain of the low frequency range.

● **EQ High Gain (–15dB~0~15dB)**—Gain of the high frequency range.

● **Level (0~127)**—Output level.

50. Inf Phaser

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

● **Mode (1, 2, 3, 4)**—Higher values will produce a deeper phaser effect.

● **Speed (–100~100)**—Speed at which to raise or lower the frequency at which the sound is modulated (+: upward/–: downward).

● **Resonance (0~127)**—Amount of feedback.

● **Mix Level (0~127)**—Level of the phase-shifted sound.

● **Panpot (L64~0~63R)**—Stereo location of the output sound. This is a mono effect that combines incoming signals. You can, however, place the processed signal anywhere between the left and right channels.

● **EQ Low Gain (–15dB~0~15dB)**—Gain of the low frequency range.

● **EQ High Gain (–15dB~0~15dB)**—Gain of the high frequency range.

● **Level (0~127)**—Output level.

51. Ring Modul

Ring Modulator is an effect which applies amplitude modulation (AM) to the input signal, producing bell-like sounds. You can also change the modulation frequency according to the volume of the sound input to the effects device.

● **Frequency (0~127)**—Sets the frequency at which modulation will be applied.

● **Sens (0~127)**—Sets the amount of frequency modulation applied.

● **Polarity (Up, Down)**—Determines whether the frequency modulation moves towards higher frequencies (UP) or lower frequencies (DOWN).

● **EQ Low Gain**—Adjust the low frequency gain (amount of boost or cut). Positive (+) settings will emphasize (boost) the low frequency range.

● **EQ High Gain**—Adjust the high frequency gain (amount of boost or cut). Positive (+) settings emphasize (boost) the high frequency range.

● **Balance**—Sets the volume balance between the direct and the effect sound. With a setting of D100:0W only the direct sound will be output and with a setting of D0:100W the effect sound will be output.

● **Level (0~127)**—Output level.

52. Step Ring

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

● **Step 1~16 (0~127)**—Frequency of ring modulation at each step.

● **Rate [sync] (Hz, Note)**—Use this parameter to specify whether ("Note") or not ("Hz") the rate should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a speed (Hz) or a note value.

● **Rate [Hz] (0.05~10.00Hz)**—Rate at which the 16-step sequence will cycle.

● **Rate [note] (musical notes)**—Rate parameters can be set as a note-value of a tempo if you set the "Sync" parameter above to "Note". Specify the value of the desired note.

● **Attack (0~127)**—Speed at which the modulation frequency changes between steps.

● **EQ Low Gain (–15dB~0~15dB)**—Gain of the low frequency range.

● **EQ High Gain (–15dB~0~15dB)**—Gain of the high frequency range.

● **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).

● **Level (0~127)**—Output level.

53. Tremolo

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

● **Modulation Wave (TRI, SQR, SIN, SAW1, SAW2)**—Modulation Wave. TRI: triangle wave, SQR: square wave, SIN: sine wave, SAW1/2: sawtooth wave.

● **Rate [sync] (Hz, Note)**—Use this parameter to specify whether ("Note") or not ("Hz") the modulation rate should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a speed (Hz) or a note value.

● **Rate [Hz] (0.05~10.00Hz)**—Frequency, i.e. modulation speed.

● **Rate [note] (musical notes)**—Rate parameters can be set as a note-value of a tempo if you set the "Sync" parameter above to "Note". Specify the value of the desired note.

● **Depth (0~127)**—Depth to which the effect is applied.

● **EQ Low Gain (–15dB~0~15dB)**—Gain of the low frequency range.

● **EQ High Gain (–15dB~0~15dB)**—Gain of the high frequency range.

● **Level (0~127)**—Output level.

54. Auto Pan

Cyclically modulates the stereo location of the sound.

● **Modulation Wave (TRI, SQR, SIN, SAW1, SAW2)**—Modulation Wave. TRI: triangle wave, SQR: square wave, SIN: sine wave, SAW1/2: sawtooth wave.

● **Rate [sync] (Hz, Note)**—Use this parameter to specify whether ("Note") or not ("Hz") the modulation rate should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a speed (Hz) or a note value.

● **Rate [Hz] (0.05~10.00Hz)**—Frequency, i.e. modulation speed. Rate [note] (musical notes)—Rate parameters can be set as a

note-value of a tempo if you set the "Sync" parameter above to "Note". Specify the value of the desired note.

- **Depth (0~127)**—Depth to which the effect is applied.
- **EQ Low Gain (−15dB~0~15dB)**—Gain of the low frequency range.
- **EQ High Gain (−15dB~0~15dB)**—Gain of the high frequency range.
- **Level (0~127)**—Output level.

55. Step Pan

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

- **Step 1~16 (L64~0~63R)**—Pan at each step.
- **Rate [sync] (Hz, Note)**—Use this parameter to specify whether ("Note") or not ("Hz") the rate should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a speed (Hz) or a note value.
- **Rate [Hz] (0.05~10.00Hz)**—Rate at which the 16-step sequence will cycle.
- **Rate [note] (musical notes)**—Rate parameters can be set as a note-value of a tempo if you set the "Sync" parameter above to "Note". Specify the value of the desired note.
- **Attack (0~127)**—Speed at which the pan changes between steps.
- **Input Sync Sw (Off, On)**—Specifies whether an input note will cause the sequence to resume from the first step of the sequence (ON) or not (OFF).
- **Input Sync Threshold (0~127)**—Volume at which an input note will be detected.
- **Level (0~127)**—Output level.

56. Slicer

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

- **Step 1~16 (0~127)**—Level at each step.
- **Rate [sync] (Hz, Note)**—Use this parameter to specify whether ("Note") or not ("Hz") the rate should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a speed (Hz) or a note value.
- **Rate [Hz] (0.05~10.00Hz)**—Rate at which the 16-step sequence will cycle.
- **Rate [note] (musical notes)**—Rate parameters can be set as a note-value of a tempo if you set the "Sync" parameter above to "Note". Specify the value of the desired note.
- **Attack (0~127)**—Speed at which the level changes between steps.
- **Input Sync Sw (Off, On)**—Specifies whether an input note will cause the sequence to resume from the first step of the sequence (ON) or not (OFF).
- **Input Sync Threshold (0~127)**—Volume at which an input note will be detected.
- **Mode (Legato, Slash)**—Sets the manner in which the volume changes as one step progresses to the next.

LEGATO: The change in volume from one step's level to the next remains unaltered. If the level of a following step is the same as the one preceding it, there is no change in volume.

SLASH: The level is momentarily set to 0 before progressing to the level of the next step. This change in volume occurs even if the level of the following step is the same as the preceding step.

- **Shuffle (0~127)**—Timing of volume changes in levels for even numbered steps (step 2, step 4, step 6…). The higher the value,

the later the beat progresses.

- **Level (0~127)**—Output level.

57. VK Rotary

This type provides modified response for the rotary speaker, with the low end boosted further.

This effect features the same specifications as the VK-7's built-in rotary speaker.

- **Speed (Slow, Fast)**—Rotational speed of the rotating speaker.
- **Brake (Off, On)**—Switches the rotation of the rotary speaker. When this is turned on, the rotation will gradually stop. When it is turned off, the rotation will gradually resume.
- **Woofer Slow Speed (0.05~10.0Hz)**—Low-speed rotation speed of the woofer.
- **Woofer Fast Speed (0.05~10.0Hz)**—High-speed rotation speed of the woofer.
- **Woofer Trans Up (0~127)**—Adjusts the rate at which the woofer rotation speeds up when the rotation is switched from Slow to Fast.
- **Woofer Trans Down (0~127)**—Adjusts the rate at which the woofer rotation slows down when the rotation is switched from
- **Fast to Slow.**
- **Woofer Level (0~127)**—Volume of the woofer.
- **Tweeter Slow Speed (0.05~10.0Hz)**—Low-speed rotation speed of the tweeter.
- **Tweeter Fast Speed (0.05~10.0Hz)**—High-speed rotation speed of the tweeter.
- **Tweeter Trans Up (0~127)**—Adjusts the rate at which the tweeter rotation speeds up when the rotation is switched from Slow to Fast.
- **Tweeter Trans Down (0~127)**—Adjusts the rate at which the tweeter rotation slows down when the rotation is switched from Fast to Slow.
- **Tweeter Level (0~127)**—Volume of the tweeter.
- **Spread (0~10)**—Sets the rotary speaker stereo image. The higher the value set, the wider the sound is spread out.
- **EQ Low Gain (−15dB~0~15dB)**—Gain of the low frequency range.
- **EQ High Gain (−15dB~0~15dB)**—Gain of the high frequency range.
- **Level (0~127)**—Output level.

58. 3D Chorus

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

- **Filter Type (OFF, LPF, HPF)**—Type of filter. OFF: no filter is used. LPF: cuts the frequency range above the Cutoff value. HPF: cuts the frequency range below the Cutoff value.
- **Cutoff Frequency (200~8000Hz)**—Basic frequency of the filter.
- **Chorus Pre Delay (0.0~100.0ms)**—Adjusts the delay between the incoming direct signal and the moment when the chorus starts working.
- **Rate [sync] (Hz, Note)**—Use this parameter to specify whether ("Note") or not ("Hz") the modulation rate should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a speed (Hz) or a note value.
- **Chorus Rate (0.05~10.0Hz)**—Frequency, i.e. modulation speed.
- **Rate [note] (musical notes)**—Rate parameters can be set as a note-value of a tempo if you set the "Sync" parameter above to "Note". Specify the value of the desired note.
- **Chorus Depth (0~127)**—Modulation intensity.
- **Phase (0~180 deg)**—Spatial spread of the sound.

- **Output Mode (Speaker, Phones)**—Adjusts the method that will be used to hear the sound that is output to the OUTPUT jacks. The optimal 3D effect will be achieved if you select SPEAKER when using speakers or PHONES when using headphones.

- **EQ Low Gain (–15dB~0~15dB)**—Gain of the low frequency range.

- **EQ High Gain (–15dB~0~15dB)**—Gain of the high frequency range.

- **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).

- **Level (0~127)**—Output level.

. . . .

59. 3D Flanger

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

- **Filter Type (OFF, LPF, HPF)**—Type of filter. OFF: no filter is used.

- **LPF: cuts the frequency range above the Cutoff value. HPF: cuts the frequency range below the Cutoff value.**

- **Cutoff Frequency (200~8000Hz)**—Basic frequency of the filter.

- **Pre Delay (0.0~100.0ms)**—Adjusts the delay time from when the direct sound begins until the flanger sound is heard.

- **Rate [sync] (Hz, Note)**—Use this parameter to specify whether ("Note") or not ("Hz") the modulation rate should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a speed (Hz) or a note value.

- **Rate [Hz] (0.05~10.00Hz)**—Frequency, i.e. modulation speed.

- **Rate [note] (musical notes)**—Rate parameters can be set as a note-value of a tempo if you set the "Sync" parameter above to "Note". Specify the value of the desired note.

- **Depth (0~127)**—Depth of modulation.

- **Phase (0~180 deg)**—Spatial spread of the sound.

- **Feedback (–98%~0~+98%)**—Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (–) settings will invert the phase.

- **Output Mode (Speaker, Phones)**—Adjusts the method that will be used to hear the sound that is output to the OUTPUT jacks. The optimal 3D effect will be achieved if you select SPEAKER when using speakers or PHONES when using headphones.

- **EQ Low Gain (–15dB~0~15dB)**—Gain of the low frequency range.

- **EQ High Gain (–15dB~0~15dB)**—Gain of the high frequency range.

- **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).

- **Level (0~127)**—Output level.

. . . .

60. 3D Step Flgr

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

- **Filter Type (OFF, LPF, HPF)**—Type of filter. OFF: no filter is used. LPF: cuts the frequency range above the Cutoff value. HPF: cuts the frequency range below the Cutoff value.

- **Cutoff Frequency (200~8000Hz)**—Basic frequency of the filter.

- **Pre Delay (0.0~100.0ms)**—Adjusts the delay time from when the direct sound begins until the flanger sound is heard.

- **Rate [sync] (Hz, Note)**—Use this parameter to specify whether ("Note") or not ("Hz") the modulation rate should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a speed (Hz) or a note value.

- **Rate [Hz] (0.05~10.00Hz)**—Frequency, i.e. modulation speed.

- **Rate [note] (musical notes)**—Rate parameters can be set as a note-value of a tempo if you set the "Sync" parameter above to

"Note". Specify the value of the desired note.

- **Depth (0~127)**—Depth of modulation.

- **Phase (0~180 deg)**—Spatial spread of the sound.

- **Feedback (–98%~0~+98%)**—Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (–) settings will invert the phase.

- **Step Rate [sync] (Hz, Note)**—Use this parameter to specify whether ("Note") or not ("Hz") the step rate should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a speed (Hz) or a note value.

- **Step Rate [Hz] (0.10~20.00Hz)**—Rate (period) of pitch change.

- **Step Rate [note] (musical notes)**—Rate parameters can be set as a note-value of a tempo if you set the "Sync" parameter above to "Note". Specify the value of the desired note.

- **Output Mode (Speaker, Phones)**—Adjusts the method that will be used to hear the sound that is output to the OUTPUT jacks. The optimal 3D effect will be achieved if you select SPEAKER when using speakers or PHONES when using headphones.

- **EQ Low Gain (–15dB~0~15dB)**—Gain of the low frequency range.

- **EQ High Gain (–15dB~0~15dB)**—Gain of the high frequency range.

- **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).

- **Level (0~127)**—Output level.

. . . .

61. Band Chorus

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

- **Split Frequency (200~8000Hz)**—Frequency at which the low and high ranges will be divided.

- **Low Pre Delay (0.0~100.0ms)**—Delay time from when the original sound is heard to when the low-range chorus sound is heard.

- **Low Rate [sync] (Hz, Note)**—Use this parameter to specify whether ("Note") or not ("Hz") the low modulation rate should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a speed (Hz) or a note value.

- **Low Rate [Hz] (0.05~10.00Hz)**—Rate at which the low-range chorus sound is modulated.

- **Low Rate [note] (Musical Notes)**—Rate parameters can be set as a note-value of a tempo if you set the "Sync" parameter above to "Note". Specify the value of the desired note.

- **Low Depth (0~127)**—Modulation depth for the low-range chorus sound.

- **Low Phase (0~180 deg)**—Spaciousness of the low-range chorus sound.

- **High Pre Delay (0.0~100.0ms)**—Delay time from when the original sound is heard to when the high-range chorus sound is heard.

- **High Rate [sync] (Hz, Note)**—Use this parameter to specify whether ("Note") or not ("Hz") the high modulation rate should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a speed (Hz) or a note value.

- **High Rate [Hz] (0.05~10.00Hz)**—Rate at which the high-range chorus sound is modulated

- **High Rate [note] (musical notes)**—Rate parameters can be set as a note-value of a tempo if you set the "Sync" parameter above to "Note". Specify the value of the desired note.

- **High Depth (0~127)**—Modulation depth for the high-range chorus sound.

- **High Phase (0~180 deg)**—Spaciousness of the high-range chorus sound.

- **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct sound (D) and the chorus sound (W).
- **Level (0~127)**—Output level.

. . . .

62. Band Flanger

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

- **Split Frequency (200~8000Hz)**—Frequency at which the low and high ranges will be divided.
- **Low Pre Delay (0.0~100.0ms)**—Delay time from when the original sound is heard to when the low-range flanger sound is heard.
- **Low Rate [sync] (Hz, Note)**—Use this parameter to specify whether ("Note") or not ("Hz") the low modulation rate should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a speed (Hz) or a note value.
- **Low Rate [Hz] (0.05~10.00Hz)**—Rate at which the low-range flanger sound is modulated.
- **Low Rate [note] (Musical Notes)**—Rate parameters can be set as a note-value of a tempo if you set the "Sync" parameter above to "Note". Specify the value of the desired note.
- **Low Depth (0~127)**—Modulation depth for the low-range flanger sound.
- **Low Phase (0~180 deg)**—Spaciousness of the low-range flanger sound.
- **Low Feedback (–98%~0~+98%)**—Proportion of the low-range flanger sound that is to be returned to the input (negative values invert the phase).
- **High Pre Delay (0.0~100.0ms)**—Delay time from when the original sound is heard to when the high-range flanger sound is heard.
- **High Rate [sync] (Hz, Note)**—Use this parameter to specify whether ("Note") or not ("Hz") the high modulation rate should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a speed (Hz) or a note value.
- **High Rate [Hz] (0.05~10.00Hz)**—Rate at which the high-range flanger sound is modulated.
- **High Rate [note] (musical notes)**—Rate parameters can be set as a note-value of a tempo if you set the "Sync" parameter above to "Note". Specify the value of the desired note.
- **High Depth (0~127)**—Modulation depth for the high-range flanger sound.
- **High Phase (0~180 deg)**—Spaciousness of the high-range flanger sound.
- **High Feedback (–98%~0~+98%)**—Proportion of the high-range flanger sound that is to be returned to the input (negative values invert the phase).
- **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).
- **Level (0~127)**—Output level.

. . . .

63. Band Step Flg

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

- **Split Frequency (200~8000Hz)**—Frequency at which the low and high ranges will be divided.
- **Low Pre Delay (0.0~100.0ms)**—Delay time from when the original sound is heard to when the low-range flanger sound is heard.
- **Low Rate [sync] (Hz, Note)**—Use this parameter to specify whether ("Note") or not ("Hz") the low modulation rate should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a speed (Hz) or a note value.

- **Low Rate [Hz] (0.05~10.00Hz)**—Rate at which the low-range flanger sound is modulated.
- **Low Rate [note] (Musical Notes)**—Rate parameters can be set as a note-value of a tempo if you set the "Sync" parameter above to "Note". Specify the value of the desired note.
- **Low Depth (0~127)**—Modulation depth for the low-range flanger sound.
- **Low Phase (0~180 deg)**—Spaciousness of the low-range flanger sound.
- **Low Feedback (–98%~0~+98%)**—Proportion of the low-range flanger sound that is to be returned to the input (negative values invert the phase).
- **Low Step Rate [sync] (Hz, Note)**—Use this parameter to specify whether ("Note") or not ("Hz") the low step rate should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a speed (Hz) or a note value.
- **Low Step Rate [Hz] (0.10~20.00Hz)**—Rate at which the steps will cycle for the low-range flanger sound.
- **Low Step Rate [note] (musical notes)**—Rate parameters can be set as a note-value of a tempo if you set the "Sync" parameter above to "Note". Specify the value of the desired note.
- **High Pre Delay (0.0~100.0ms)**—Delay from when the original sound is heard to when the high-range flanger sound is heard.
- **High Rate [sync] (Hz, Note)**—Use this parameter to specify whether ("Note") or not ("Hz") the high modulation rate should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a speed (Hz) or a note value.
- **High Rate [Hz] (0.05~10.00Hz)**—Rate at which the high-range flanger sound is modulated.
- **High Rate [note] (musical notes)**—Rate parameters can be set as a note-value of a tempo if you set the "Sync" parameter above to "Note". Specify the value of the desired note.
- **High Depth (0~127)**—Modulation depth for the high-range flanger sound.
- **High Phase (0~180 deg)**—Spaciousness of the high-range flanger sound.
- **High Feedback (–98%~0~+98%)**—Proportion of the high-range flanger sound that is to be returned to the input (negative values invert the phase).
- **High Step Rate [sync] (Hz, Note)**—Use this parameter to specify whether ("Note") or not ("Hz") the high step rate should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a speed (Hz) or a note value.
- **High Step Rate [Hz] (0.10~20.00Hz)**—Rate at which the steps will cycle for the high-range flanger sound.
- **High Step Rate (note) musical notes**—Rate parameters can be set as a note-value of a tempo if you set the "Sync" parameter above to "Note". Specify the value of the desired note.
- **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).
- **Level (0~127)**—Output level.

. . . .

64. VS Overdrive

This is an overdrive that provides heavy distortion.

- **Drive (0~127)**—Degree of distortion. Also changes the volume.
- **Tone (0~127)**—Sound quality of the Overdrive effect.
- **Amplifier Sw (Off, On)**—Turns the Amp Simulator on/off.
- **Amplifier Type (Small, Built-In, 2-Stack, 3-Stack)**—Type of guitar amp. SMALL: small amp, BUILT-IN: single-unit type amp, 2-STACK: large double stack amp, 3-STACK: large triple stack amp.
- **EQ Low Gain (–15dB~0~15dB)**—Gain of the low frequency range.

● **EQ High Gain (–15dB~0~15dB)**—Gain of the high frequency range.

● **Panpot (L64~0~63R)**—Stereo location of the output sound. This is a mono effect that combines incoming signals. You can, however, place the processed signal anywhere between the left and right channels.

● **Level (0~127)**—Output level.

. . . .

65. VS Distortion

Produces a more intense distortion than the above. The parameters are the same as for "64. VS Overdrive".

. . . .

66. GT Amp Simul

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

● **Pre Amp Sw (Off, On)**—Turns the amp switch on/off. Pre Amp Type (JC-120, Clean Twin, Match Drive, BG Lead, MS1959I, MS1959II, MS1959I+II, Sldn Lead, Metal 5150, Metal Lead,

● **OD-1, OD-2 Turbo, Distortion, Fuzz)**—Type of guitar amp

● **Pre Amp Volume (0~127)**—Volume and amount of distortion of the amp.

● **Pre Amp Master (0~127)**—Volume of the entire pre-amp.

● **Pre Amp Gain (Low, Middle, High)**—Amount of pre-amp distortion.

● **Pre Amp Bass (0~127)**

● **Pre Amp Middle (0~127)**

● **Pre Amp Treble (0~127)**—Tone of the bass/mid/treble frequency range.

* Middle cannot be set if "Match Drive" is selected as the Pre Amp Type.

● **Pre Amp Presence (0~127 [Match Drive: –127~0])**— Tone for the ultra-high frequency range.

● **Pre Amp Bright (Off, On)**—Turning this "On" produces a sharper and brighter sound.

* This parameter applies to the "JC-120", "Clean Twin", and "BG Lead" Pre Amp Types.

● **Speaker Sw (Off, On)**—Determines whether the signal passes through the speaker (ON) or not (OFF).

● **Speaker Type**—Select the type of speaker. The specifications of each type are as follows. The speaker column indicates the diameter of each speaker unit (in inches) and the number of units.

Type	Cabinet	Speaker	Microphone
Small 1	small open-back enclosure	10	dynamic mic
Small 1	small open-back enclosure	10	dynamic mic
Middle	open back enclosure	12 x 1	dynamic mic
JC-120	open back enclosure	12 x 2	dynamic mic
Built In 1	open back enclosure	12 x 2	dynamic mic
Built In 2	open back enclosure	12 x 2	condenser mic
Built In 3	open back enclosure	12 x 2	condenser mic
Built In 4	open back enclosure	12 x 2	condenser mic
Built In 5	open back enclosure	12 x 2	condenser mic
BG Stack 1	sealed enclosure	12 x 4	condenser mic
BG Stack 2	large sealed enclosure	12 x 4	condenser mic
MS Stack 1	large sealed enclosure	12 x 4	condenser mic
MS Stack 2	large sealed enclosure	12 x 4	condenser mic
Metal Stk	large double stack	12 x 4	condenser mic
Small 1	large sealed enclosure	12 x 4	condenser mic
Small 2	large sealed enclosure	12 x 4	condenser mic

● **Mic Setting (1, 2, 3)**—Adjusts the location of the mic that's capturing the sound of the speaker. This can be adjusted in

three steps, from 1~3, with the mic becoming more distant as the value increases.

● **Mic Level (0~127)**—Volume of the microphone.

● **Direct Level (0~127)**—Volume of the direct sound.

● **Panpot (L64~0~63R)**—Stereo location of the output sound. This is a mono effect that combines incoming signals. You can, however, place the processed signal anywhere between the left and right channels.

● **Level (0~127)**—Output level.

. . . .

67. Gate

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

● **Threshold (0~127)**—Volume level at which the gate begins to close

● **Mode (Gate, Duck)**—Type of gate. GATE: The gate will close when the volume of the original sound decreases, cutting the original sound. DUCK (Ducking): The gate will close when the volume of the original sound increases, cutting the original sound.

● **Attack (0~127)**—Adjusts the time it takes for the gate to fully open after being triggered.

● **Hold (0~127)**—Adjusts the time it takes for the gate to start closing after the source sound falls beneath the Threshold.

● **Release (0~127)**—Adjusts the time it takes the gate to fully close after the hold time.

● **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).

● **Level (0~127)**—Output level.

. . . .

68. Long Delay

A delay that provides a long delay time.

● **Delay Time [sync] (msec, Note)**—Use this parameter to specify whether ("Note") or not ("msec") the delay time should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a time or a note value.

● **Delay Time [msec] (0~2600ms)**—Adjusts the time until the delay is heard.

● **Delay Time [note] (Musical Notes)**—Delay times can be set as a note-value of a tempo, if you set the "Sync" parameter above to "Note". Specify the value of the desired note.

● **Phase (Normal, Inverse)**—Phase of the delay (NORMAL: normal phase, INVERT: inverted).

● **Feedback (–98%~0~+98%)**—Adjusts the amount of the delay sound that's fed back into the effect. Negative (–) settings invert the phase.

● **Delay HF Damp (200~8000Hz, Bypass)**—Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.

● **Panpot (L64~0~63R)**—Stereo location of the output sound. This is a mono effect that combines incoming signals. You can, however, place the processed signal anywhere between the left and right channels.

● **EQ Low Gain (–15dB~0~15dB)**—Gain of the low frequency range.

● **EQ High Gain (–15dB~0~15dB)**—Gain of the high frequency range.

● **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).

● **Level (0~127)**—Output level.

69. Serial Delay

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

- **Delay 1 Time [sync] (msec, Note)**—Use this parameter to specify whether ("Note") or not ("msec") the delay 1 time should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a time (msec) or a note value.
- **Delay 1 Time [msec] (0~1300ms)**—Delay time from when sound is input to delay 1 until the delay sound is heard.
- **Delay 1 Time [note] (musical notes)**—Delay times can be set as a note-value of a tempo, if you set the "Sync" parameter above to "Note". Specify the value of the desired note.
- **Delay 1 Feedback (–98%~0~+98%)**—Proportion of the delay sound that is to be returned to the input of delay 1 (negative values invert the phase).
- **Delay 1 HF Damp (200~8000Hz, Bypass)**—Frequency at which the high-frequency content of the delayed sound of delay 1 will be cut (BYPASS: no cut).
- **Delay 2 Time [sync] (msec, Note)**—Use this parameter to specify whether ("Note") or not ("msec") the delay 2 time should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a time (msec) or a note value.
- **Delay 2 Time [msec] (0~1300ms)**—Delay time from when sound is input to delay 2 until the delay sound is heard.
- **Delay 2 Time [note] (musical notes)**—Delay times can be set as a note-value of a tempo, if you set the "Sync" parameter above to "Note". Specify the value of the desired note.
- **Delay 2 Feedback (–98%~0~+98%)**—Proportion of the delay sound that is to be returned to the input of delay 2 (negative values invert the phase).
- **Delay 2 HF Damp (200~8000Hz, Bypass)**—Frequency at which the high-frequency content of the delayed sound of delay 2 will be cut (BYPASS: no cut).
- **Panpot (L64~0~63R)**—Stereo location of the output sound. This is a mono effect that combines incoming signals. You can, however, place the processed signal anywhere between the left and right channels.
- **EQ Low Gain (–15dB~0~15dB)**—Gain of the low frequency range.
- **EQ High Gain (–15dB~0~15dB)**—Gain of the high frequency range.
- **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).
- **Level (0~127)**—Output level.

70. MLT Tap DLY

This effect provides four delays. Each of the Delay Time parameters can be set to a note length based on the selected tempo.

You can also set the panning and level of each delay sound.

- **Delay Time 1~4 [sync] (msec, Note)**—Use this parameter to specify whether ("Note") or not ("msec") the delay time should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a time or a note value.
- **Delay 1~4 Time [msec] (0~2600ms)**—Adjusts the time until Delay 1~4 are heard.
- **Delay 1~4 Time [note] (musical notes)**—Delay times can be set as a note-value of a tempo, if you set the "Sync" parameter above to "Note". Specify the value of the desired note.
- **Delay 1 Feedback (–98%~0~+98%)**—Adjusts the amount of the delay sound that's fed back into the effect. Negative (–) settings invert the phase.

- **HF Damp (200~8000Hz, Bypass)**—Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.
- **Delay 1~4 Panpot (L64~0~63R)**—Stereo location of Delays 1~4.
- **Delay 1~4 Level (0~127)**—Output level of Delays 1~4.
- **EQ Low Gain (–15dB~0~15dB)**—Gain of the low frequency range.
- **EQ High Gain (–15dB~0~15dB)**—Gain of the high frequency range.
- **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).
- **Level (0~127)**—Output level.

71. Reverse DLY

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

- **Threshold (0~127)**—Volume at which the reverse delay will begin to be applied.
- **Rev Delay Time [sync] (msec, Note)**—Use this parameter to specify whether ("Note") or not ("msec") the reverse delay time should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a time (msec) or a note value.
- **Rev Delay Time [msec] (0~1300ms)**—Delay time from when sound is input into the reverse delay until the delay sound is heard.
- **Rev Delay Time [note] (musical notes)**—Delay times can be set as a note-value of a tempo, if you set the "Sync" parameter above to "Note". Specify the value of the desired note.
- **Rev Delay Feedback (–98%~0~+98%)**—Proportion of the delay sound that is to be returned to the input of the reverse delay (negative values invert the phase)
- **Rev Delay HF Damp (200~8000Hz, Bypass)**—Frequency at which the high-frequency content of the reverse-delayed sound will be cut (BYPASS: no cut).
- **Rev Delay Panpot (L64~0~63R)**—Panning of the reverse delay sound.
- **Rev Delay Level (0~127)**—Volume of the reverse delay sound.
- **Delay 1 Time [sync] (msec, Note)**
- **Delay 2 Time [sync] (msec, Note)**
- **Delay 3 Time [sync] (msec, Note)**—Use this parameter to specify whether ("Note") or not ("msec") the delay time should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a time or a note value.
- **Delay 1 Time [msec] (0~1300ms)**
- **Delay 2 Time [msec] (0~1300ms)**
- **Delay 3 Time [msec] (0~1300ms)**—Adjusts the time until the delay is heard.
- **Delay 1 Time [note] (musical notes)**
- **Delay 2 Time [note] (musical notes)**
- **Delay 3 Time [note] (musical notes)**—Delay times can be set as a note-value of a tempo, if you set the "Sync" parameter above to "Note". Specify the value of the desired note.
- **Delay 3 Feedback (–98%~0~+98%)**—Proportion of the delay sound that is to be returned to the input of the tap delay (negative values invert the phase).
- **Delay HF Damp (200~8000Hz, Bypass)**—Frequency at which the low-frequency content of the tap delay sound will be cut (BYPASS: no cut).
- **Delay 1 Panpot (L64~0~63R)**
- **Delay 2 Panpot (L64~0~63R)**—Panning of the tap delay sounds.

- **Delay 1 Level (0~127)**
- **Delay 2 Level (0~127)**—Volume of the tap delay sounds. EQ Low Gain (–15dB~0~15dB)—Gain of the low frequency range.
- **EQ High Gain (–15dB~0~15dB)**—Gain of the high frequency range.
- **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).
- **Level (0~127)**—Output level.

72. Shuffle DLY

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

- **Delay Time [sync] (msec, Note)**—Use this parameter to specify whether ("Note") or not ("msec") the delay time should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a time or a note value.
- **Delay Time [msec] (0~2600ms)**—Adjusts the time until the delay is heard.
- **Delay Time [note] (Musical Notes)**—Delay times can be set as a note-value of a tempo, if you set the "Sync" parameter above to "Note". Specify the value of the desired note.
- **Shuffle Rate (0~100%)**—Adjusts the ratio (as a percentage) of the time that elapses before Delay B sounds relative to the time that elapses before the Delay A sounds. When set to 100%, the delay times are the same.
- **Acceleration (0~15)**—Adjusts the time over which the Delay Time changes from the current setting to its specified new setting.
- **Feedback (–98%~0~+98%)**—Adjusts the amount of the delay sound that's fed back into the effect. Negative (–) settings invert the phase.
- **HF Damp (200~8000Hz, Bypass)**—Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.
- **Panpot A (L64~0~63R)**
- **Panpot B (L64~0~63R)**—Stereo location of Delay A/B.
- **Level A (0~127)**
- **Level B (0~127)**—Volume of delay A/B.
- **EQ Low Gain (–15dB~0~15dB)**—Gain of the low frequency range.
- **EQ High Gain (–15dB~0~15dB)**—Gain of the high frequency range.
- **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).
- **Level (0~127)**—Output level.

73. 3D Delay

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

- **Delay Left Time [sync] (msec, Note)**—Use this parameter to specify whether ("Note") or not ("msec") the left delay time should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a time or a note value.
- **Delay Left Time [msec] (0~2600ms)**—Adjust the time from the direct sound until when the left delay sound is heard.
- **Delay Left Time [note] (musical notes)**—Delay times can be set as a note-value of a tempo, if you set the "Sync" parameter above to "Note". Specify the value of the desired note.
- **Delay Right Time [sync] (msec, Note)**—Use this parameter to specify whether ("Note") or not ("msec") the right delay time should be synchronized to the Arranger or Recorder tempo.

Depending on your choice, the setting range of the following parameter refers to a time or a note value.

- **Delay Right Time [msec] (0~2600ms)**—Adjust the time from the direct sound until when the right delay sound is heard.
- **Delay Right Time [note] (musical notes)**—Delay times can be set as a note-value of a tempo, if you set the "Sync" parameter above to "Note". Specify the value of the desired note.
- **Delay Center Time [sync] (msec, Note)**—Use this parameter to specify whether ("Note") or not ("msec") the center delay time should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a time or a note value.
- **Delay Center Time (msec) 0~2600 [ms]**—Adjust the time delay from the direct sound until when the center delay sound is heard.
- **Delay Center Time [note] (musical notes)**—Delay times can be set as a note-value of a tempo, if you set the "Sync" parameter above to "Note". Specify the value of the desired note.
- **Center Feedback (–98%~0~+98%)**—Adjusts the amount of the delay sound that's fed back into the effect. Negative (–) settings invert the phase.
- **Delay HF Damp (200~8000Hz, Bypass)**—Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.
- **Left Level (0~127)**
- **Right Level (0~127)**
- **Center Level (0~127)**—Output level of the delay sound.
- **Output Mode (Speaker, Phones)**—Adjusts the method that will be used to hear the sound that is output to the OUTPUT jacks. The optimal 3D effect will be achieved if you select SPEAKER when using speakers or PHONES when using headphones.
- **EQ Low Gain (–15dB~0~15dB)**—Gain of the low frequency range.
- **EQ High Gain (–15dB~0~15dB)**—Gain of the high frequenc range.
- **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).
- **Level (0~127)**—Output level.

74. Long Time DLY

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

- **Delay Time [sync] (msec, Note)**—Use this parameter to specify whether ("Note") or not ("msec") the delay time should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a time or a note value.
- **Delay Time [msec] (0~2600ms)**—Adjusts the time until the delay is heard.
- **Delay Time [note] (Musical Notes)**—Delay times can be set as a note-value of a tempo, if you set the "Sync" parameter above to "Note". Specify the value of the desired note.
- **Delay Acceleration (0~15)**—Adjusts the time over which the Delay Time changes from the current setting to a specified new setting. The rate of change for the Delay Time directly affects the rate of pitch change.
- **Feedback (–98%~0~+98%)**—Adjusts the amount of the delay sound that's fed back into the effect. Negative (–) settings invert the phase.
- **Delay HF Damp (200~8000Hz, Bypass)**—Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.
- **Panpot (L64~0~63R)**—Stereo location of the output sound. This is a mono effect that combines incoming signals. You can, however, place the processed signal anywhere between the left

and right channels.

- **EQ Low Gain (–15dB~0~15dB)**—Gain of the low frequency range.

- **EQ High Gain (–15dB~0~15dB)**—Gain of the high frequency range.

- **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).

- **Level (0~127)**—Output level.

75. Tape Echo

A virtual tape echo that produces a realistic tape delay sound.

This simulates the tape echo section of a Roland RE-201 Space Echo.

- **Mode (S, M, L, S+M, S+L, M+L, S+M+L)**—Combination of playback heads to use. Select from three different heads with different delay times. S: short, M: middle, L: long.

- **Repeat Rate (0~127)**—Tape speed. Increasing this value will shorten the spacing of the delayed sounds.

- **Intensity (0~127)**—Amount of delay repeats.

- **Bass (–15dB~0~15dB)**—Boost/cut for the lower range of the echo sound.

- **Treble (–15dB~0~15dB)**—Boost/cut for the upper range of the echo sound.

- **Head S Pan (L64~0~63R)**

- **Head M Pan (L64~0~63R)**

- **Head L Pan (L64~0~63R)**—Independent panning for the short, middle and long playback heads.

- **Tape Distortion (0~5)**—Amount of tape-dependent distortion to be added. This simulates the slight tonal changes that can be detected by signal-analysis equipment. Increasing this value will increase the distortion.

- **Wow/Flutter Rate (0~127)**—Speed of wow/flutter (complex variation in pitch caused by tape wear and rotational irregularity).

- **Wow/Flutter Depth (0~127)**—Depth of wow/flutter.

- **Echo Level (0~127)**—Volume of the echo sound.

- **Direct Level (0~127)**—Volume of the original sound.

- **Level (0~127)**—Output level.

76. LoFi Noise

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

- **LoFi Type (1, 2, 3, 4, 5, 6, 7, 8, 9)**—Degrades the sound quality. The sound quality grows poorer as this value is increased.

- **Post Filter Type (OFF, LPF, HPF)**—Type of filter. OFF: no filter is used. LPF: cuts the frequency range above the Cutoff value. HPF: cuts the frequency range below the Cutoff value.

- **Post Filter Cutoff (200~8000, Bypass)**—Center frequency of the filter.

- **W/P Noise Type (White, Pink)**—Switch between white noise and pink noise.

- **W/P Noise LPF (200~8000, Bypass)**—Center frequency of the low pass filter applied to the white/pink noise (BYPASS: no cut).

- **W/P Noise Level (0~127)**—Volume of the white/pink noise.

- **Disc Noise Type (LP, EP, SP, RND)**—Type of record noise. The frequency at which the noise is heard depends on the selected type.

- **Disc Noise LPF (200~8000Hz, Bypass)**—Adjusts the cutoff frequency of the low pass filter applied to the record noise. If you don't want to filter out any high frequencies, set this parameter to BYPASS.

- **Disc Noise Level (0~127)**—Volume of the record noise.

- **Hum Noise Type (50Hz, 60Hz)**—Frequency of the hum noise.

- **Hum Noise LPF (200~8000Hz, Bypass)**—Center frequency of the low pass filter applied to the hum noise (BYPASS: no cut).

- **Hum Noise Level (0~127)**—Volume of the hum noise.

- **EQ Low Gain (–15dB~0~15dB)**—Gain of the low frequency range.

- **EQ High Gain (–15dB~0~15dB)**—Gain of the high frequency range.

- **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).

- **Level (0~127)**—Output level.

77. LoFi Comp

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

- **Pre Filter Type (1, 2, 3, 4, 5, 6)**—Selects the type of filter applied to the sound before it passes through the Lo-Fi effect.

- **LoFi Type (1, 2, 3, 4, 5, 6, 7, 8, 9)**—Degrades the sound quality. The sound quality grows poorer as this value is increased.

- **Post Filter Type (OFF, LPF, HPF)**—Type of filter. OFF: no filter is used. LPF: cuts the frequency range above the Cutoff value. HPF: cuts the frequency range below the Cutoff value.

- **Post Filter Cutoff (200~8000, Bypass)**—Basic frequency of the Post Filter.

- **EQ Low Gain (–15dB~0~15dB)**—Gain of the low frequency range.

- **EQ High Gain (–15dB~0~15dB)**—Gain of the high frequency range.

- **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).

- **Level (0~127)**—Output level.

78. LoFi Radio

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

- **LoFi Type (1, 2, 3, 4, 5, 6, 7, 8, 9)**—Degrades the sound quality. The sound quality grows poorer as this value is increased.

- **Post Filter Type (OFF, LPF, HPF)**—Type of filter. OFF: no filter is used. LPF: cuts the frequency range above the Cutoff value. HPF: cuts the frequency range below the Cutoff value.

- **Post Filter Cutoff (200~8000, Bypass)**—Basic frequency of the Post Filter.

- **Radio Detune (0~127)**—Simulates the tuning noise of a radio. As this value is raised, the tuning drifts further.

- **Radio Noise Level (0~127)**—Volume of the radio noise.

- **EQ Low Gain (–15dB~0~15dB)**—Gain of the low frequency range.

- **EQ High Gain (–15dB~0~15dB)**—Gain of the high frequency range.

- **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).

- **Level (0~127)**—Output level.

79. Telephone

This effect simulates the tonal character of a telephone transmission.

- **Voice Quality (0~15)**—Audio quality of the telephone voice.

- **Treble (–15dB~0~15dB)**—Bandwidth of the telephone voice.

- **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).

- **Level (0~127)**—Output level.

80. Phonograph

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

- **Signal Distortion (0~127)**—Depth of distortion.
- **Frequency Range (0~127)**—Frequency response of the playback system. Decreasing this value will produce the impression of an old system with a poor frequency response.
- **Disc Type (LP, EP, SP)**—Rotational speed of the turntable. This will affect the frequency of the scratch noise.
- **Scratch Noise Level (0~127)**—Amount of noise due to scratches on the record.
- **Dust Noise Level (0~127)**—Volume of noise due to dust on the record.
- **Hiss Noise Level (0~127)**—Volume of continuous "hiss".
- **Total Noise Level (0~127)**—Volume of overall noise.
- **Wow (0~127)**—Depth of long-cycle rotational irregularity.
- **Flutter (0~127)**—Depth of short-cycle rotational irregularity.
- **Random (0~127)**—Depth of indefinite-cycle rotational irregularity.
- **Total Wow/Flutter (0~127)**—Depth of overall rotational irregularity.
- **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).
- **Level (0~127)**—Output level.

81. Step Pitch

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

- **Step 1~16 (–24~0~12 semitones)**—Amount of pitch shift at each step (semitone units)
- **Rate [sync] (Hz, Note)**—Use this parameter to specify whether ("Note") or not ("Hz") the rate should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a speed (Hz) or a note value.
- **Rate [Hz] (0.05~10.00Hz)**—Rate at which the 16-step sequence will cycle.
- **Rate [note] (musical notes)**—Rate parameters can be set as a note-value of a tempo if you set the "Sync" parameter above to "Note". Specify the value of the desired note.
- **Attack (0~127)**—Speed at which the amount of pitch shift changes between steps.
- **Gate Time (0~127)**—Duration of the pitch shifted sound at each step.
- **Fine (–100~100)**—Pitch shift adjustment for all steps (2-cent units).
- **Delay Time [sync] (msec, Note)**—Use this parameter to specify whether ("Note") or not ("msec") the delay time should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a time or a note value.
- **Delay Time [msec] (0~1300ms)**—Delay time from the original sound until the pitch-shifted sound is heard.
- **Delay Time [note] (Musical Notes)**—Delay times can be set as a note-value of a tempo, if you set the "Sync" parameter above to "Note". Specify the value of the desired note.
- **Feedback (–98%~0~+98%)**—Proportion of the pitch-shifted sound that is to be returned to the input (negative values invert the phase).
- **EQ Low Gain (–15dB~0~15dB)**—Gain of the low frequency range.

- **EQ High Gain (–15dB~0~15dB)**—Gain of the high frequency range.
- **Balance (D100:0W, D50:50W, D0:100W)**—Volume balance between the direct (D) and the effect sound (W).
- **Level (0~127)**—Output level.

82. Sympa Reso

On an acoustic piano, holding down the damper pedal allows other strings to resonate in sympathy with the notes you play, creating rich and spacious resonances. This effect simulates these sympathetic resonances.

- **Depth (0~127)**—Depth of the effect.
- **Damper (0~127)**—Depth to which the damper pedal is pressed (controls the resonant sound).
- **Pre LPF (16~15000Hz, Bypass)**—Frequency of the filter that cuts the high-frequency content of the input sound (BYPASS: no cut).
- **Pre HPF (16~15000Hz, Bypass)**—Frequency of the filter that cuts the low-frequency content of the input sound (BYPASS: no cut).
- **Peaking Freq (200~8000Hz, Bypass)** —Frequency of the filter that boosts/cuts a specific frequency region of the input sound.
- **Peaking Gain (–15dB~0~15dB)**—Amount of boost/cut produced by the filter at the specified frequency region of the input sound.
- **Peaking Q (0.5, 1.0, 2.0, 4.0, 8.0)**—Width of the frequency region boosted/cut by the 'Peaking Gain' parameter (larger values make the region narrower).
- **HF Damp (16~15000Hz, Bypass)**—Frequency at which the highfrequency content of the resonant sound will be cut (BYPASS: no cut).
- **LF Damp (16~15000Hz, Bypass)**—Frequency at which the lowfrequency content of the resonant sound will be cut (BYPASS: no cut).
- **Lid (6, 5, 4, 3, 2, 1)**—This simulates the actual changes in sound that occur when the lid of a grand piano is set at different heights.
- **EQ Low Frequency (200Hz, 400Hz)**—Frequency of the low-range EQ.
- **EQ Low Gain (–15dB~0~15dB)**—Amount of low-range boost/cut.
- **EQ Mid Frequency (200~8000Hz)** —Frequency of the midrange EQ.
- **EQ Mid Gain (–15dB~0~15dB)**—Amount of midrange boost/cut.
- **EQ Mid Q (0.5, 1.0, 2.0, 4.0, 8.0)**—Width of midrange (larger values make the region narrower).
- **EQ High Frequency (2000Hz, 4000Hz, 8000Hz)**—Frequency of the high-range EQ.
- **EQ High Gain (–15dB~0~15dB)**—Amount of high-range boost/cut.
- **Level (0~127)**—Output level.

83. Vib-Od-Rotary

This effect combines an overdrive and a rotary with Vibrato/Chorus. The vibrato effect cyclically modulates the pitch of organ sounds (which is not the same as the Rotary effect). The chorus effect mixes the normal sound of the organ with a sound to which vibrato has been applied, adding richness and spaciousness to the sound.

- **Vibrato Chorus Switch (Off, On)**—Turns the Vibrato Chorus on/off.
- **Vibrato Chorus Type (V-1, V-2, V-3, C-1, C-2, C-3)**— V-1, V-2, V-3: This applies vibrato (pitch modulation). Increasing the value will produce a deeper effect.

- **C-1, C-2, C-3: This applies chorus to add depth and spaciousness to the sound. Increasing the value will produce a deeper effect.**

- **Vibrato Chorus Vintage ('50, '60, '70)**—Tonewheel sounds of the 1950s, '60s and '70.

- **Vibrato Chorus Level (0~127)**—Level of the Vibrato Chorus effect.

- **Overdrive Switch (Off, On)**—Turns the Overdrive on/off

- **Overdrive Drive (0~127)**—Degree of distortion

- **Overdrive Level (0~127)**—Sets the Overdrive output level.

- **Rotary Switch (Off, On)**—Turns the Rotary on/off.

- **Rotary Speed (Slow, Fast)**—Rotational speed of the rotating speaker.

- **Rotary Woofer Slow Speed (0.05~10.00Hz)**—Low-speed rotation speed of the woofer.

- **Rotary Woofer Fast Speed (0.05~10.00Hz)**—High-speed rotation speed of the woofer.

- **Rotary Woofer Acceleration (0~15)**—Adjusts the time it takes the rotor woofer to reach the newly selected speed ("Fast" or "Slow"). Lower values correspond to slower transitions.

- **Rotary Woofer Level (0~127)**—Sets the woofer level.

- **Rotary Tweeter Slow Speed (0.05~10.00Hz)**—Low-speed rotation speed of the tweeter.

- **Rotary Tweeter Fast Speed (0.05~10.00Hz)**—High-speed rotation speed of the tweeter.

- **Rotary Tweeter Acceleration (0~15)**—Adjusts the time it takes the rotor tweeter to reach the newly selected speed ("Fast" or "Slow"). Lower values correspond to slower transitions.

- **Rotary Tweeter Level (0~127)**—Sets the tweeter level.

- **Rotary Separation (0~127)**—Spatial dispersion of the sound.

- **Rotary Level (0~127)**—Sets the output level of the effect.

84. Center Canc

Removes the sounds that are localized at the center of the stereo input. This is a convenient way to eliminate a vocal.

- **L-R Balance (–50~0~50)**—Volume balance of the L (left) and R (right) channels for removing the sound.

- **Range Low (16~15000Hz)**—Lower frequency limit of the band to be removed.

- **Range High (16~15000Hz)**—Upper frequency limit of the band to be removed.

MEMO

MEMO

Roland

602000597