Roland Cloud User's Guide

FANTOM-6EX/FANTOM-7EX/FANTOM-8EX

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01

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Roland Cloud user's guide

This guide explains how to use the sound files (*1) found in Roland Cloud on the FANTOM EX.
Read this guide along with the Reference Manual included with your FANTOM EX product.

(*1) Sound Pack, Wave Expansion, SuperNATURAL Expansion, Model Expansion

Using Roland Cloud Manager

Use Roland Cloud Manager to download the sound files from Roland Cloud to your computer.
Next, use a USB flash drive to import the sound files that you downloaded to your computer into the FANTOM EX.

- Click **here** for more information on Roland Cloud.
- Click **here** to download the Roland Cloud Manager.
- Click **here** to download the Owner's Manual for Roland Cloud Manager.
- Click **here** for the latest support information on Roland Cloud.

NOTE

- You must purchase a Lifetime Key for the data if you want to use Roland Cloud Manager.
- Data that was downloaded with only a Roland Cloud membership can't be loaded into the FANTOM EX.

Importing the sound files by using Roland Cloud Manager

This explains how to use Roland Cloud Manager to download and import the sound files.

Installing the Roland Cloud Manager

1. On your computer, download Roland Cloud Manager.

Access the website listed below to download the appropriate installer for your computer.

https://roland.cm/RolandCloudManager

2. Double-click the installer you downloaded to begin the installation.

Proceed with the installation by following the directions shown onscreen.

When you see a message saying that the installation was successful, click the [Close] or [Finish].

3. Start the Roland Cloud Manager that you installed, and register your account.

Follow the onscreen instructions to register.

Downloading the sound files

1. Start Roland Cloud Manager.

2. Click "Hardware" on the Menu tab.

A list of hardware appears at the top of the screen.

3. Click the product name you're using.

A list of contents appears.

4. Click the sound file that you want to import.

The sound file download page appears.

5. Click "Get Lifetime Key" to purchase a Lifetime Key.

6. Once you've made your purchase, click "Library" on the Menu tab.

A list of the contents you have purchased appears.

7. Select the sound file and download or install.

Saving the sound files to a USB flash drive

* If you're using the USB flash drive for the first time, format it using the FANTOM EX.

1. Prepare the sound file that you will add on the FANTOM EX.

2. Connect the USB flash drive to your computer.

3. Save the file in the appropriate directory of your USB flash drive.

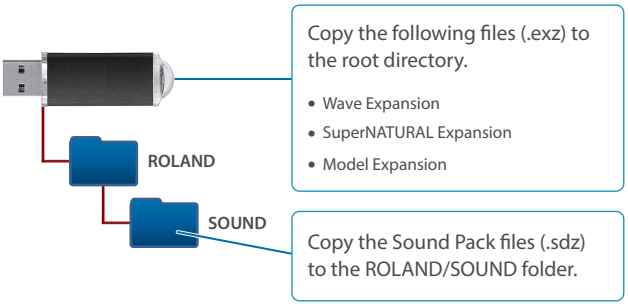
Sound Pack (extension: .sdz): ROLAND/SOUND folder

Wave Expansion (extension: .exz): Root directory

SuperNATURAL Expansion (extension: .exz): Root directory

Model Expansion (extension: .exz): Root directory

USB flash drive folder architecture



4. Disconnect the USB flash drive from your computer.

Adding the sounds to the FANTOM EX

Follow these steps to import or install the sounds you would like to add, according to their type.

➡ "Importing a Sound Pack" (p. 4)

➡ "Installing a EXPANSION" (p. 5)

Importing a Sound Pack

1. Connect the USB flash drive in which you saved the tone file to the FANTOM EX.

2. Press the [MENU] button.

The MENU screen appears.

3. Touch <UTILITY>.

The UTILITY screen appears.

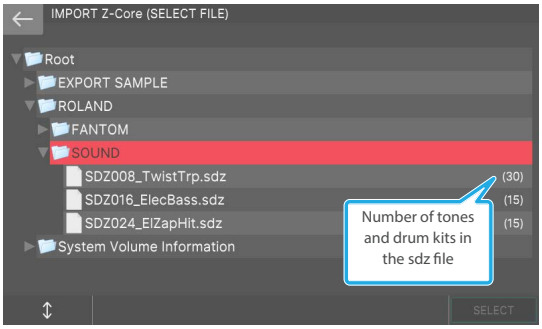
4. Touch <IMPORT>.

The IMPORT MENU appears.

5. Touch <IMPORT TONE>.

6. Select the tone type to import.

The folders and files on the USB flash drive are shown.



MEMO

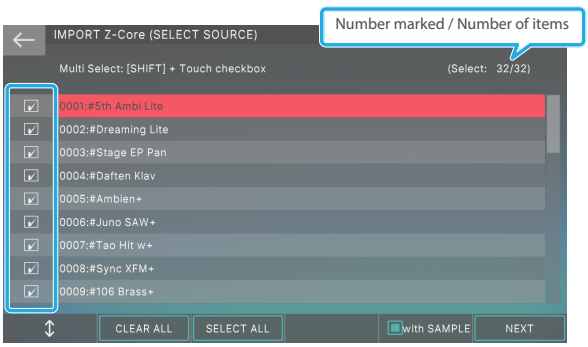
If you want to import a drum kit, touch <IMPORT DRUM>.

Menu	Explanation
[E1]	Scrolls the cursor up or down.
[E6] SELECT	Selects an .sdz file.

7. Touch the .sdz file that you want to import.

8. Select [E6] SELECT.

The IMPORT TONE (SELECT SOURCE) screen appears.



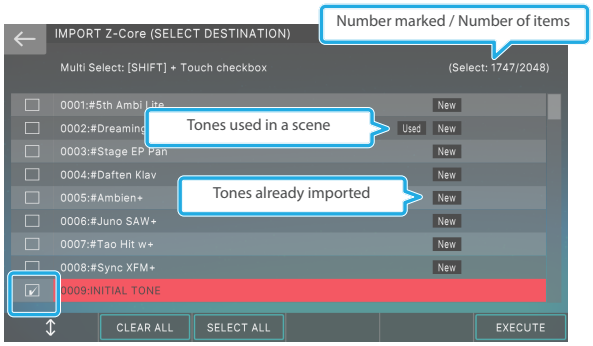
9. Touch the box at the left of each tone that you want to import, adding a check mark.

Menu	Explanation
[E1]	Scrolls the cursor up or down.
[E2] CLEAR ALL	Clears all check marks.
[E3] SELECT ALL	Adds a check mark to all tones.
[E5] with SAMPLE	Select the corresponding check boxes to include the Kbd samples on import.
[E6] NEXT	Proceeds to the next step.
Hold down the [SHIFT] button and touch a check box	Adds a check mark to multiple tones in a single action, starting from the tone at the cursor location to the tone that you touched while holding down the [SHIFT] button.

10. Select [E6] NEXT.

The IMPORT TONE (SELECT DESTINATION) screen appears.

This is a list of the user tones in the FANTOM EX.



11. Touch the box at the left of the import-destination user tone (user drum kit) to add a check mark.

NOTE

The user tone(s) selected as the import-destination are overwritten.

12. Select [E6] EXECUTE.

A confirmation message appears.

If you decide to cancel, select [E6] CANCEL.

13. Select [E5] OK.

The import is executed, and you return to the IMPORT MENU screen.

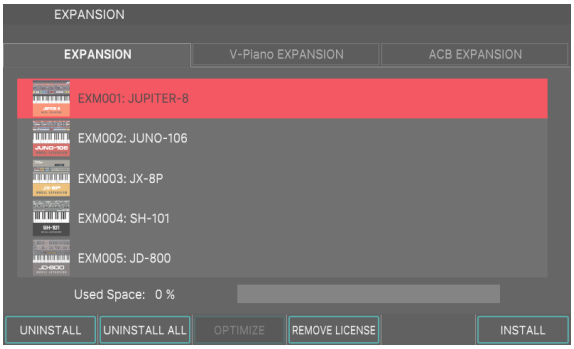
Installing a EXPANSION

1. Save the tone data you downloaded (only the EXZ and PNG files) to the root directory (the topmost level) of your USB flash drive.

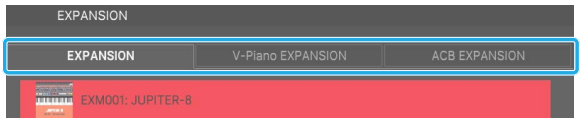
2. Turn off the FANTOM EX, and connect the USB flash drive to the USB MEMORY port.

3. Turn the power on while holding down the [TEMPO] button.

The EXPANSION screen appears.



4. Select the EXPANSION tab you want to install.



Tab	Explanation
EXPANSION	Expansions except for V-Piano, ACB
V-Piano EXPANSION	V-Piano EXPANSION
ACB EXPANSION	ACB EXPANSION

5. Press the [E6] (INSTALL).

The tone data saved on the USB flash drive is shown.

6. Use the cursor [▼] [▲] buttons or the [E1] knob to select the tone data to install.

To select a continuous series of tone data, press the cursor [▼] [▲] buttons or the [E1] knob while holding down the [SHIFT] button.

When one of the tone data items is selected and you touch a different tone data item while holding down the [SHIFT] button, you can select multiple tone data items.

7. Press the [E6] (INSTALL).

A confirmation message appears.

To cancel, touch [E6] CANCEL.

8. Select [E5] OK.

Once the data is installed, the tone data titles are shown in the on-screen list.

To install more tone data, repeat steps 5–7.

NOTE

Never turn off the power or remove the USB flash drives while the screen indicates "working".

9. Turn the power back on once the tone data has been installed.

Selecting and editing tones

NOTE

You must install the SuperNATURAL expansions shown below (available via Roland Cloud) to use the SuperNATURAL tones.

➡ Click **here** for the latest support information on Roland Cloud.

SuperNATURAL Acoustic Piano

Selecting a SuperNATURAL Acoustic Piano tone

1. In the TONE LIST screen, select a category group and a category tab.

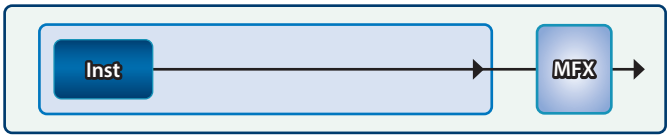
MEMO

The FANTOM EX's SuperNATURAL Acoustic Piano tones are added to the categories "A.Piano".

2. Select a tone whose tone type is "SN-AP".

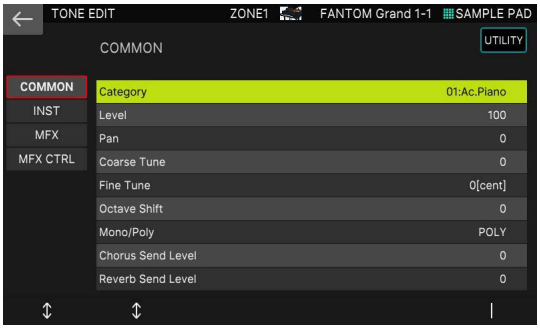
Editing a SuperNATURAL Acoustic Piano tone

For SuperNATURAL Acoustic Piano tones, you can select one instrument and edit parameters that are specific to that instrument.



1. Select a tone whose TONE TYPE is "SN-AP", and then touch [MENU] button → <TONE EDIT>.

The TONE EDIT screen appears.



Menu	Explanation
[E1] knob	Scrolls up or down through the tabs.
[E2] knob	Scrolls the cursor up/down to select a parameter.
[E6] knob	Edits the parameter selected by the cursor.
<UTILITY>	Accesses the UTILITY window.

2. Move the cursor to the desired parameter and edit the value.

Tab	Explanation
COMMON	Settings for the entire tone.
INST	Settings for the instrument and its corresponding parameters.
MFX	Settings related to multi-effects.
MFX CONTROL	Settings for controlling MFX via MIDI.

SuperNATURAL E.Piano

Selecting a SuperNATURAL E.Piano tone

1. In the TONE LIST screen, select a category group and a category tab.

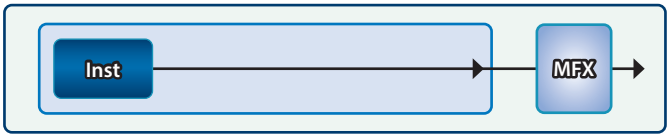
MEMO

The FANTOM EX's SuperNATURAL E.Piano tones are added to the categories "E.Piano".

2. Select a tone whose tone type is "SN-EP".

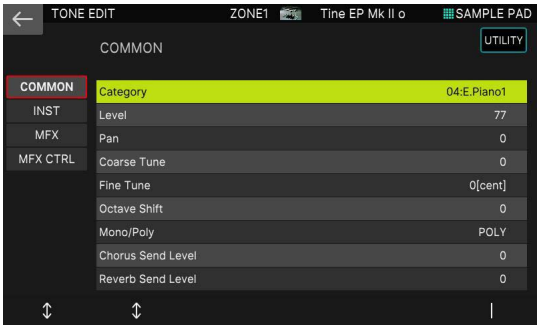
Editing a SuperNATURAL E.Piano tone

For SuperNATURAL E.Piano tones, you can select one instrument and edit parameters that are specific to that instrument.



1. Select a tone whose TONE TYPE is "SN-EP", and then touch [MENU] button → <TONE EDIT>.

The TONE EDIT screen appears.



Menu	Explanation
[E1] knob	Scrolls up or down through the tabs.
[E2] knob	Scrolls the cursor up/down to select a parameter.
[E6] knob	Edits the parameter selected by the cursor.
<UTILITY>	Accesses the UTILITY window.

2. Move the cursor to the desired parameter and edit the value.

Tab	Explanation
COMMON	Settings for the entire tone.
INST	Settings for the instrument and its corresponding parameters.
MFX	Settings related to multi-effects.
MFX CONTROL	Settings for controlling MFX via MIDI.

Model Expansion

Selecting a model tone

The Model tone type recreates the sound of certain vintage synthesizers. You can select the Model bank for specific models when the tone type is set to "Model". Each model bank has parameters that are unique to each model, and the sounds change in different ways when you operate the knobs and other controllers.

This means that with just a single FANTOM EX, you're able to use a variety of other models as well, as if you owned them.

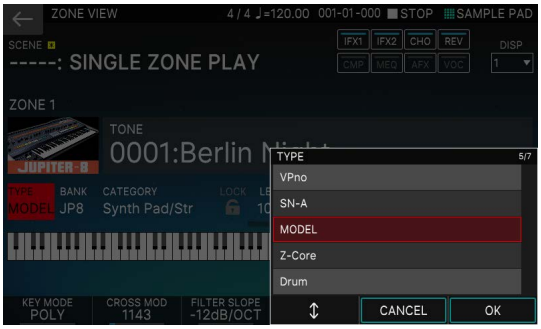
NOTE

You must install the MODEL expansions shown below (available via Roland Cloud) to use the SuperNATURAL tones.

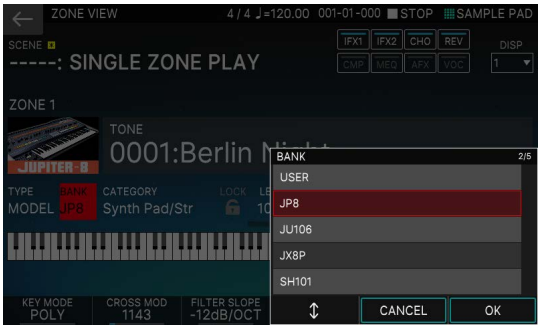
➡ Click **here** for the latest support information on Roland Cloud.

1. Switch to the ZONE VIEW screen.

2. Move the cursor to TYPE, and select "MODEL".



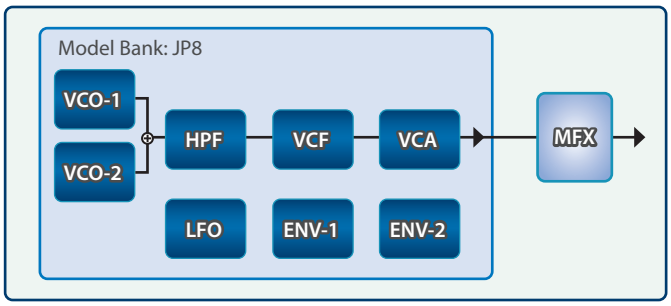
3. Move the cursor to BANK, and select a model bank.



4. Move the cursor to the tone name (number), and use the [VALUE] dial or the [INC][DEC] buttons to select a tone.

Editing a model tone

With the Model tones, you edit the parameters that are unique to their respective model bank.



1. Select a tone for which the tone type is "MODEL", and touch the [MENU] button → <TONE EDIT>.

Accesses the TONE EDIT screen.



Menu	Explanation
[E1] knob	Scrolls the tab up/down.
[E2]–[E6] knobs	Edits the corresponding parameters. (The corresponding parameter changes depending on the cursor position.)
<To PRO>	Displays the TONE EDIT PRO screen.
<UTILITY>	Displays the UTILITY window.

2. Move the cursor to the desired parameter, and edit the value.

The tabs and parameters differ depending on the model bank selected.

For details on the parameters, see the "Parameter list" (p. 17).

Using the Edit Knobs

Use the knobs and buttons of the SYNTH control sections to make changes to the sound in real time. The corresponding parameters change depending on the model bank.

Adding n/zyme to the model tones

n/zyme offers the following advantages, letting you create new kinds of tones that differ from the previous model banks.

The OSC section includes two wave types, "Wavetable OSC" and "Drawing OSC".

In a Shape section which lets you dynamically change the waveform, you can control two types of modulation, phase modulation and shaping modulation at the same time; and use motion control to create complex tonal changes over time.

The Step Modulator section features two step modulators that let you make cyclical tonal changes in time with the beat.

The Effects section now features an independent Spread function that adds breadth and depth to the sound, in addition to the existing EQ and MFX.

What is the Wavetable OSC?

The Wavetable OSC features a varied collection of single-cycle waveforms called a "table". Different waveforms are arranged in continuous order inside the table, and you can specify the position from which to begin playback to play unique sounds whose waveforms change in various ways over time.

What is the Drawing OSC?

This is an oscillator for drawing and playing single-cycle waveforms. The waveform is divided up into a maximum of 32 ranges, and you can specify the value for each range. When the waveform is played back, each range is connected together in a continuous way to let you freely create and play the waveform.

What is phase modulation?

Phase modulation is used to alter the output waveform by modulating the phase of the input waveform. By increasing the phase of even a simple input waveform, you can make dramatic changes to the waveform to get a distinctive tone.

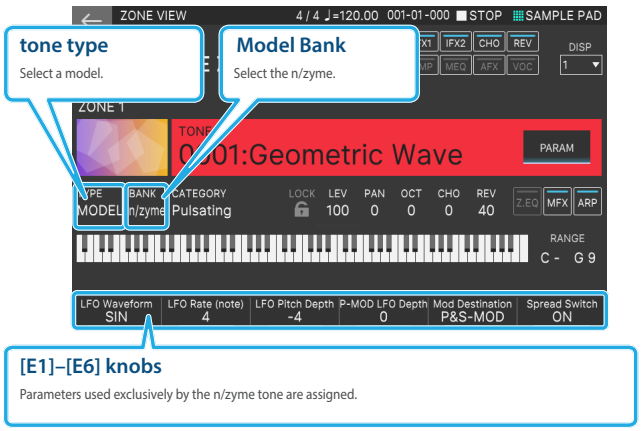
What is shaping modulation?

With shaping modulation, you can modulate the input waveform signal using a waveform table called a "shaper". The more complex the shaper is, the greater the change you can make, even to simple input waveforms. This lets you make tones that are rich in high-frequency components.

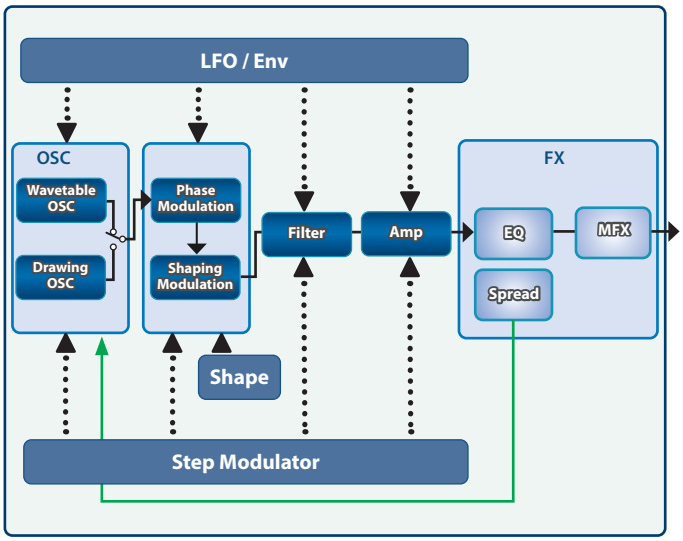
Selecting a n/zyme Tone

1. Press the [ZONE VIEW] button.

The ZONE VIEW screen appears.



Editing a n/zyme Tone



1. Select a n/zyme tone, and touch the [MENU] button → <TONE EDIT>.

The TONE EDIT n/zyme ZOOM screen appears.

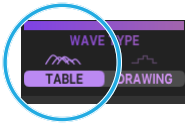


Menu	Explanation
[E1] knob	Scrolls the tab left-right.
[E2]–[E6] knobs	Used for editing the corresponding parameters and opening the edit windows.
<To PRO>	Displays the TONE EDIT PRO screen.
<UTILITY>	Displays the UTILITY window.

2. Move the cursor to the desired parameter, and edit the value.

ZOOM EDIT (Wavetable) screen

When the WAVE TYPE is "Wavetable", you can use two layers to stack together and play different wavetable sounds.



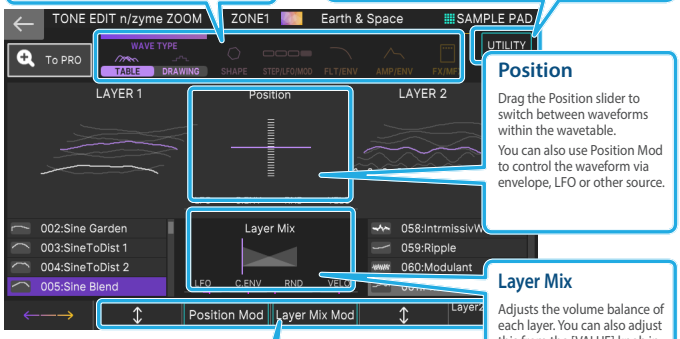
Touch the "WAVE TYPE" icon to switch between "Wavetable" and "Drawing".
The WAVE TYPE does not change when you turn the [E1] knob.

Tab

Use the [E1] knob to scroll and switch between tabs. You can also touch the icons in the tabs to switch to a different page within the same tab.

<UTILITY>

Touch this to show the tone initialization menu.



Position

Drag the Position slider to switch between waveforms within the wavetable.
You can also use Position Mod to control the waveform via envelope, LFO or other source.

Layer Mix

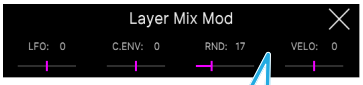
Adjusts the volume balance of each layer. You can also adjust this from the [VALUE] knob in the OSC section on the right side of the panel.

[E2]–[E6] knobs

Use [E2] knob and [E5] knob to select the wavetables used by the respective layers. Use [E3] knob to open the Position modulation window, and [E4] knob to open the Layer Mix modulation window.
Press or turn the knobs to edit a parameter.

MEMO

When you turn layer 1 off (by selecting wavetable "000:OFF"), layer 2 turns off at the same time.
You can't use layer 2 by itself.

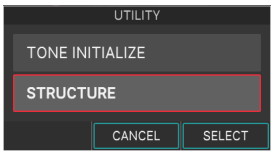


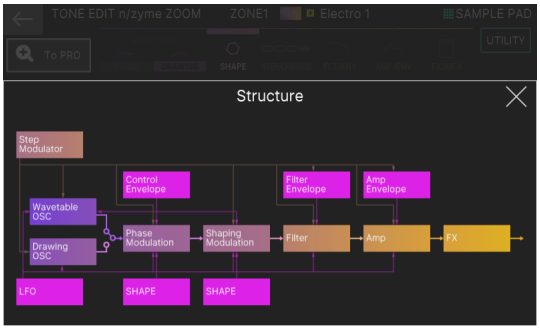
Position Mod/Layer Mix Mod

Open the respective windows and use [E3]–[E6] knob to edit the parameters.

MEMO

When you select "STRUCTURE" from the UTILITY window menu, you can check the current connections for each section in graphical form.



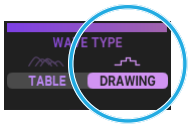


The overlaying windows such as the Structure window and each Mod window can be closed by tapping outside of the window area.

ZOOM EDIT (Drawing) screen

When WAVE TYPE is "Drawing", you can freely draw the waveform to be used by the oscillator.

* The waveform you draw plays as a single-cycle waveform.



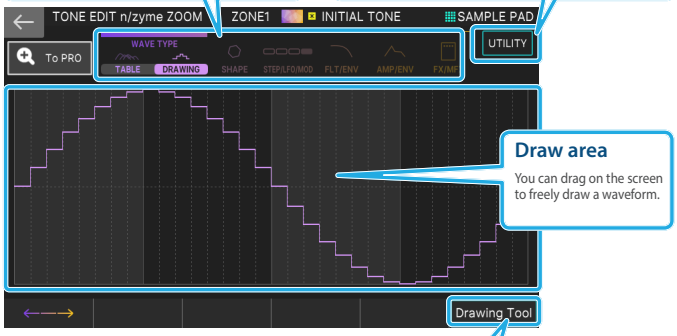
Touch the "WAVE TYPE" icon to switch between "Wavetable" and "Drawing".
The WAVE TYPE does not change when you turn the [E1] knob.

Tab

Use the [E1] knob to scroll and switch between tabs. You can also touch the icons in the tabs to switch to a different page within the same tab.

<UTILITY>

Touch this to show the tone initialization menu.



Draw area

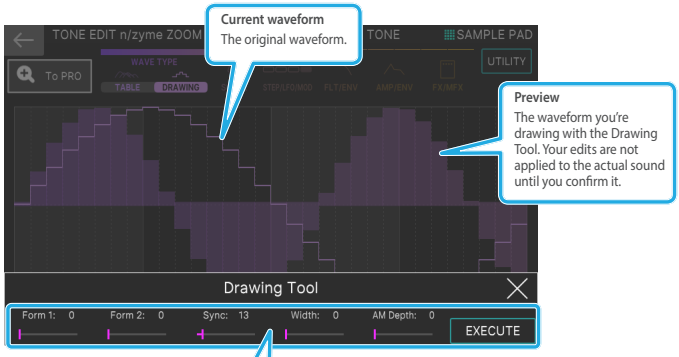
You can drag on the screen to freely draw a waveform.

[E6] knob

Press [E6] knob to open the Drawing Tool window.

Drawing Tool

You can use Drawing Tool to render a waveform by entering its numerical values.



[E1]–[E6] knobs

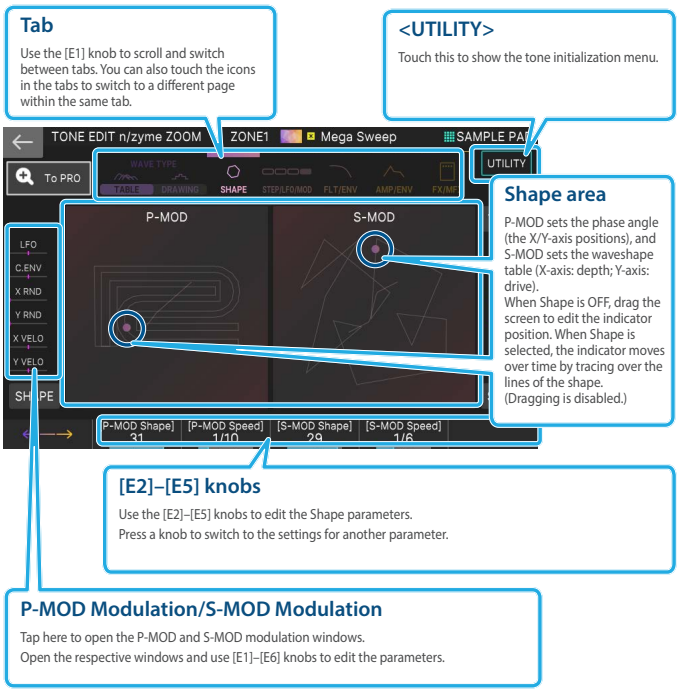
[E1]–[E5] knobs are Drawing Tool parameters. You can use the knobs to draw a wide range of waveforms.
When you're finished with the Drawing Tool, press [E6] knob to confirm the waveform.

Menu	Explanation
[E1] Form (Form 1)	Morphs between the waveforms as follows: Sine (0)–Triangle (42)–Saw (84)–Square (127).
[E2] Mod (Form 2)	Morphs between a sine wave (0) and a metallic sound (127).
[E3] Sync	Narrows the width of the waveform that's currently set, and repeats it.
[E4] Width	Narrows the width of the waveform that's currently set.
[E5] AM Depth	Deforms the currently set waveform by applying a comb filter to thin out the data.

Menu	Explanation
[E6] EXECUTE	Applies the changes you made using the Drawing Tool to the waveform.
OSC [Value] knob Morph Rough	Sets how rough the sound quality is. When you change this parameter, the results are immediately applied to the waveform.

ZOOM EDIT (Shape) screen

Two settings are available on the Shape screen, P-MOD (Phase Modulation) and S-MOD (Shaping Modulation).



Tab

Use the [E1] knob to scroll and switch between tabs. You can also touch the icons in the tabs to switch to a different page within the same tab.

<UTILITY>

Touch this to show the tone initialization menu.

Shape area

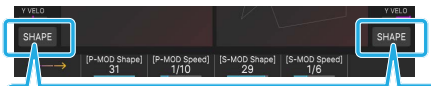
P-MOD sets the phase angle (the X/Y-axis positions), and S-MOD sets the waveshape table (X-axis: depth; Y-axis: drive).
When Shape is OFF, drag the screen to edit the indicator position. When Shape is selected, the indicator moves over time by tracing over the lines of the shape.
(Dragging is disabled.)

[E2]–[E5] knobs

Use the [E2]–[E5] knobs to edit the Shape parameters.
Press a knob to switch to the settings for another parameter.

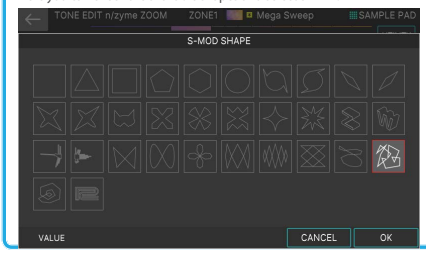
P-MOD Modulation/S-MOD Modulation

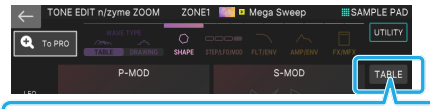
Tap here to open the P-MOD and S-MOD modulation windows.
Open the respective windows and use [E1]–[E6] knobs to edit the parameters.



P-MOD SHAPE/S-MOD SHAPE

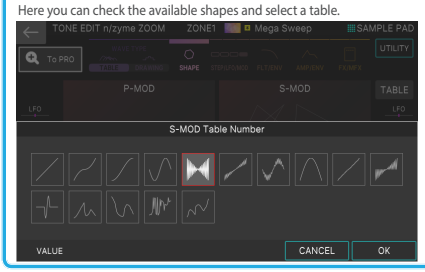
Touch <SHAPE> to open the SHAPE window for P-MOD and S-MOD respectively.
Here you can check the available shapes and select SHAPE.



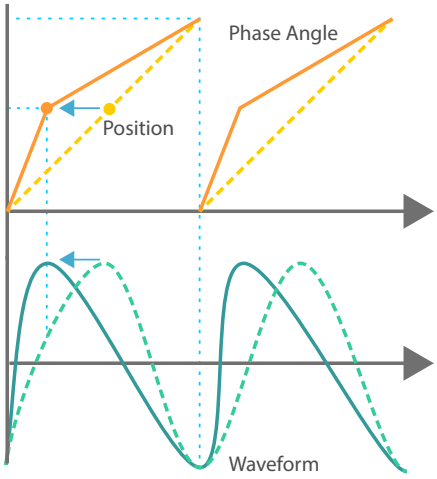


S-MOD Table

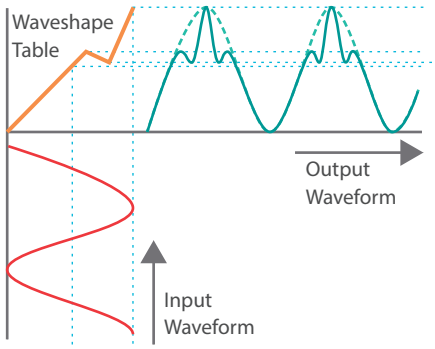
Touch <TABLE> to open the S-MOD Table window.
Here you can check the available shapes and select a table.



Relationship between phase angles and waveforms



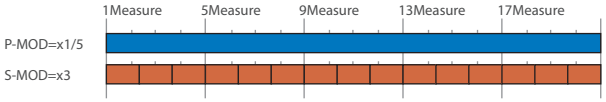
Relationship between waveshape tables and waveforms



Motion control

You can control the X/Y-axis parameters via motion control, by using the shapes you selected in P-MOD SHAPE and S-MOD SHAPE.

By setting the P-MOD Tempo Sync and S-MOD Tempo Sync switches to "ON", you can synchronize the motion with the tempo of the sequencer. When P-MOD Speed and S-MOD Speed are set to "x1", their indicators trace a full cycle over approximately four measures of time.



ZOOM EDIT (Step Modulator) screen

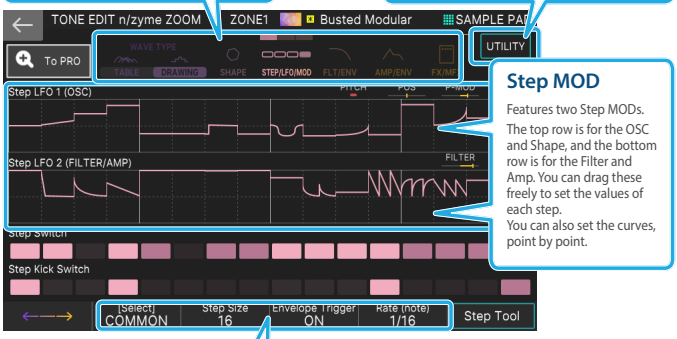
The Step Modulator screen has two Step MODs and settings for the Step Kick Switch.

Tab

Use the [E1] knob to scroll and switch between tabs. You can also touch the icons in the tabs to switch to a different page within the same tab.

<UTILITY>

Touch this to show the tone initialization menu.



Step MOD

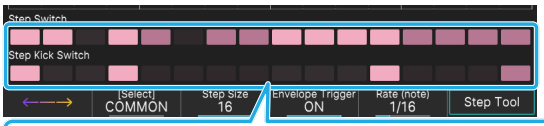
Features two Step MODs.

The top row is for the OSC and Shape, and the bottom row is for the Filter and Amp. You can drag these freely to set the values of each step.

You can also set the curves, point by point.

[E2]–[E5] knobs

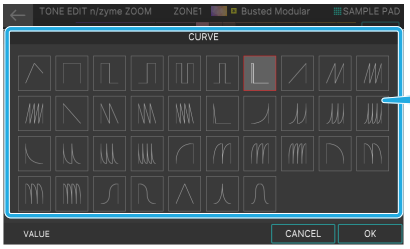
Use [E2] knob to zoom in on the selected portions within the respective areas of Step MOD1, Step MOD2, Step Switch and Step Kick Switch. Use [E3] knob to set the size of the steps to loop. Use [E4] knob to set the envelope trigger on/off. Use [E5] knob to set the step length as a note length.



Step Switch/Step Kick Switch

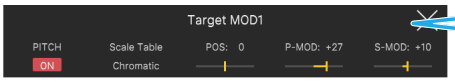
Step Switch sets whether each step is on or off. Steps that are off are disabled.

The Step Kick Switch creates a kick (bass drum)-like effect at the timing of the "on" steps by applying a downward-sloping pitch envelope to the sound.



Curve selector

Double-tap at any step position to open the curve selector window. Select the curve you want to edit by touching it and press [E6] OK to confirm.



When Step MOD1 or Step MOD2 are zoomed in, "Target" is shown in [E6] knob.

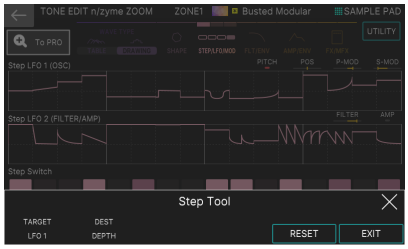
Press [E6] knob to open the Target window for editing the modulation parameters and other settings.

Each time you press the knob, the setting toggles between the current value and "0".



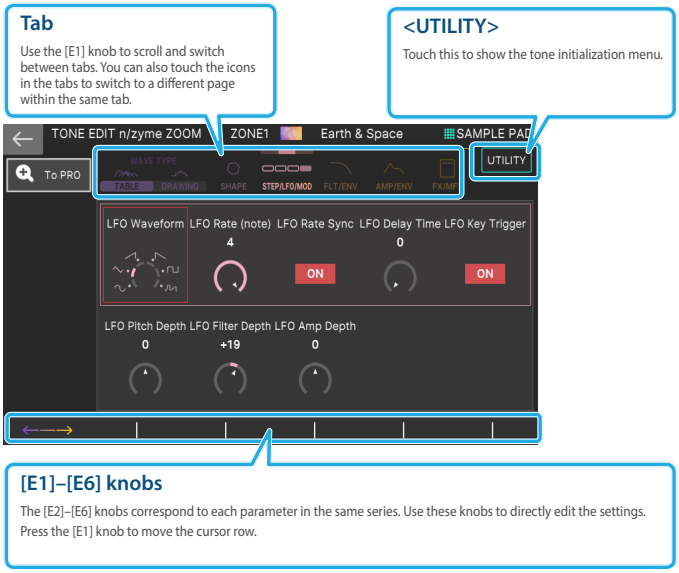
Setup Tool

Touch <Setup Tool> to open the window. You can select the target with the [E1] and [E2] knobs, and use [E5] knob to reset the target parameter.



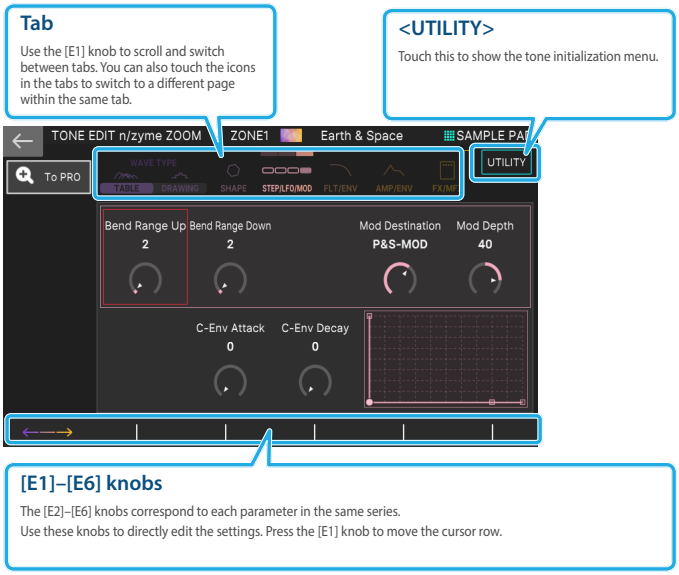
ZOOM EDIT (LFO) screen

Use the LFO screen to configure the LFO-related settings.

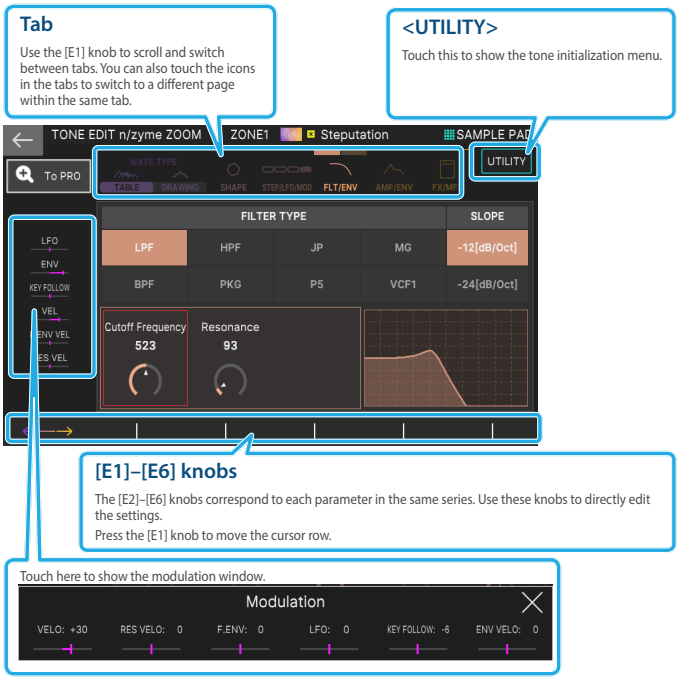


ZOOM EDIT (MOD) screen

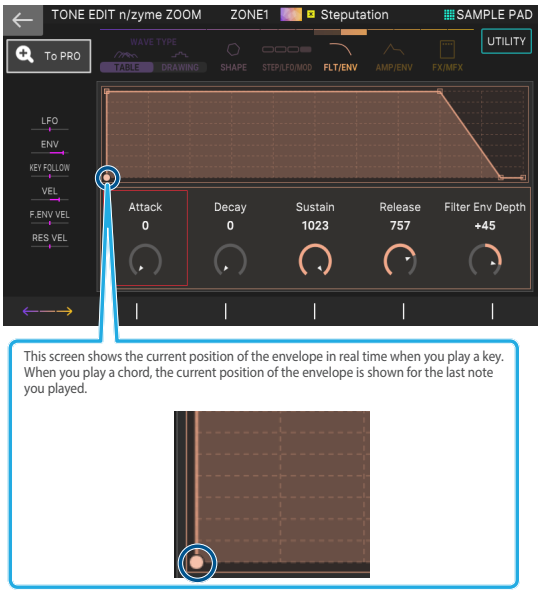
Use the MOD screen to configure the Control Env. (the OSC and shape envelopes) and the Bend Range.



ZOOM EDIT (Filter) screen



FILTER ENVELOPE screen



ZOOM EDIT (Amp) screen

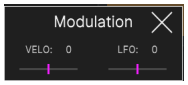
Tab
Use the [E1] knob to scroll and switch between tabs. You can also touch the icons in the tabs to switch to a different page within the same tab.

<UTILITY>
Touch this to show the tone initialization menu.



[E1]–[E6] knobs
The [E2]–[E6] knobs correspond to each parameter in the same series. Use these knobs to directly edit the settings.
Press the [E1] knob to move the cursor row.

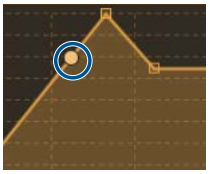
Touch here to show the modulation window.



Amp ENVELOPE screen



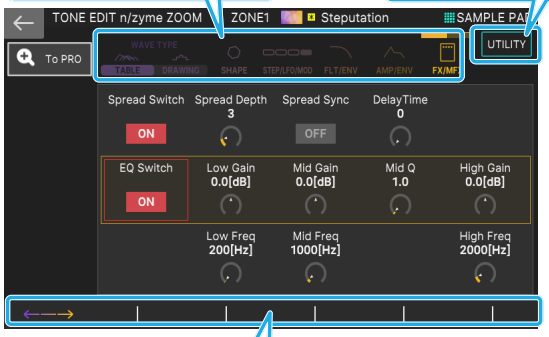
This screen shows the current position of the envelope in real time when you play a key. When you play a chord, the current position of the envelope is shown for the last note you played.



ZOOM EDIT (FX:SPREAD/EQ) screen

Tab
Use the [E1] knob to scroll and switch between tabs. You can also touch the icons in the tabs to switch to a different page within the same tab.

<UTILITY>
Touch this to show the tone initialization menu.



[E1]–[E6] knobs
The [E2]–[E6] knobs correspond to each parameter in the same series. Use these knobs to directly edit the settings.
Press the [E1] knob to move the cursor row.

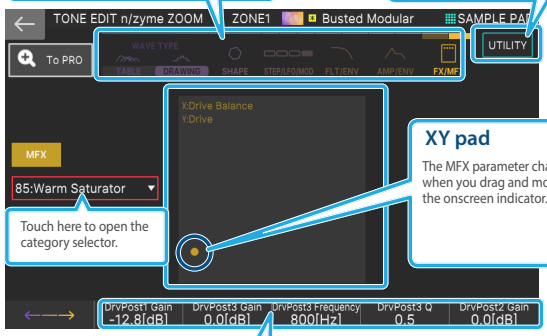
MEMO

For the EQ, the values that were set are applied when a note sounds.

ZOOM EDIT (FX:MFX) screen

Tab
Use the [E1] knob to scroll and switch between tabs. You can also touch the icons in the tabs to switch to a different page within the same tab.

<UTILITY>
Touch this to show the tone initialization menu.

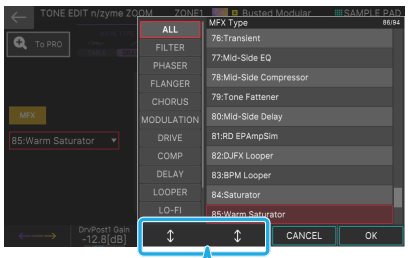


XY pad
The MFX parameter changes when you drag and move the onscreen indicator.

Touch here to open the category selector.

[E2]–[E6] knobs
The [E2]–[E6] knobs correspond to the parameters of the selected effect. Use these knobs to directly edit the settings.

Category selector



Use the [E3] knob to select the category, and the [E4] knob to select the type within the category.

Using the Edit Knobs

Use the knobs and buttons of the SYNTH control sections to make changes to the sound in real time.

Controller	Wavetable	Wave Drawing
[TYPE] knob	Wavetable/Wave Drawing switch	
[VALUE] knob (when lit)	Layer Mix	Morph Rough
[VALUE] knob (when blinking)	Mix Curve	–
[CUTOFF] knob	Cutoff Frequency	Cutoff Frequency
[RESONANCE] knob	Resonance	Resonance
[FILTER TYPE] button	Filter Type	Filter Type
[A] knob (PITCH ENV)	CTRL Env Attack	CTRL Env Attack
[D] knob (PITCH ENV)	CTRL Env Decay	CTRL Env Decay
[S] knob (PITCH ENV)	–	–
[R] knob (PITCH ENV)	–	–
[A] knob (FILTER ENV)	Filter Env Attack	Filter Env Attack
[D] knob (FILTER ENV)	Filter Env Decay	Filter Env Decay
[S] knob (FILTER ENV)	Filter Env Sustain	Filter Env Sustain
[R] knob (FILTER ENV)	Filter Env Release	Filter Env Release
[A] knob (AMP ENV)	Amp Env Attack	Amp Env Attack
[D] knob (AMP ENV)	Amp Env Decay	Amp Env Decay
[S] knob (AMP ENV)	Amp Env Sustain	Amp Env Sustain
[R] knob (AMP ENV)	Amp Env Release	Amp Env Release
[AMP LEVEL] knob	Amp Level	Amp Level
[EFFECT TYPE] knob (when lit)	MFX Type	MFX Type
[EFFECT TYPE] knob (when unlit)	MFX OFF	MFX OFF
[EFFECT DEPTH] knob	Changes according to the selected MFX TYPE	
[USB AUDIO] slider	Position * This operation works only while the n/zyme TONE EDIT screen is shown.	–

MEMO

To switch a knob between lit and blinking, press the knob in.

Deleting the license information

This deletes Roland Cloud license information from the FANTOM EX unit and also deletes the previously-installed content data that is authorized by that license information.

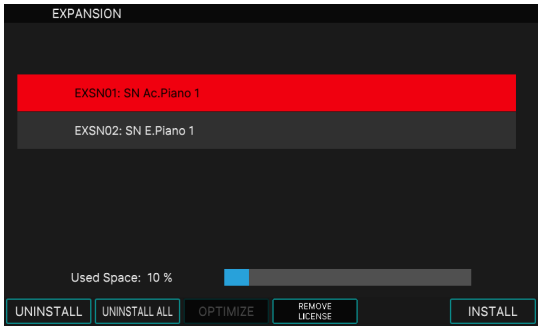
If you are installing content that is distributed from Roland Cloud, and the message "Incorrect License! Please Remove License" appears, use the Remove License function to delete the previously-installed license information.

NOTE

When you use the Remove License function to delete the previously-installed license information, the content data that is authorized by the deleted license information is also deleted, and will no longer be usable.

1. Turn the power on while holding down the [TEMPO] button.

The EXPANSION screen appears.



2. Select [E4] REMOVE LICENSE.

A confirmation message appears.

If you decide to choose, select [E6] CANCEL.

3. Select [E5] OK.

The license information is deleted.

NOTE

Never turn off the power or remove the USB flash drives while the screen indicates "working".

4. Turn the power off, and then on again.

Error messages

Display	Meaning	Explanation
Incorrect File!	This file cannot be installed because it is an EXPANSION for a different model. The sound file that you are attempting to install is damaged.	–
Incorrect License! Please Remove License	A sound file with a different user license is already installed.	Use the Remove License function to delete the user license that is written into the unit.
Wave Memory Full!	There is insufficient memory capacity for installation.	Uninstall unneeded expansions.
It has already been installed	This EXPANSION is already installed.	–
Wave Memory is fragmented. To install, run Optimize first.	Installation is not possible because the free area of memory is fragmented.	Execute the OPTIMIZE function to optimize the tone storage area.
Multiple License!	In a situation where licenses are not installed, you are attempting to simultaneously select and install EXPANSION that have different user licenses.	–
Wave Memory Consistency Error	The internal file is damaged.	Execute the UNINSTALL ALL operation.
Tone Full!	There is not enough free tone area to execute IMPORT SCENE.	Allocate the lacking number of tones for each tone type.

Parameter list

SuperNATURAL Acoustic Piano/E.Piano tone parameter

COMMON

Parameter	Value	Explanation
Category	00–49	Selects the category of the tone.
Level	0–127	Adjusts the volume of the tone.
Pan	L64–0–63R	Specifies the pan of the tone. "L64" is far left, "0" is center, and "63R" is far right.
Coarse Tune	-48–+48	Adjusts the pitch of the sound up or down in semitone steps (+/-4 octaves).
Fine Tune	-50–+50 [cent]	Adjusts the pitch of the sound up or down in 1-cent steps (+/-50 cents).
Octave Shift	-3–+3	Adjusts the pitch of the tone's sound up or down in units of an octave (+/-3 octaves).
Mono/Poly	Specifies whether the patch will play polyphonically (POLY) or monophonically (MONO).	
	MONO	Only the last-played note will sound.
	POLY	Two or more notes can be played simultaneously.
Chorus Send Level	0–127	Specifies the depth of chorus that does not pass through MFX. If you don't want to add the chorus effect, set it to 0.
Reverb Send Level	0–127	Specifies the depth of reverb that does not pass through MFX. If you don't want to add the reverb effect, set it to 0.

INST

Parameter	Value	Explanation
Parameters for each instrument	Specifies the parameters of the selected instrument. Refer to "SuperNATURAL Inst Parameters".	

MFX

Parameter	Value	Explanation
MFX Type	Selects the MFX type.	
MFX Switch	OFF, ON	Switches the MFX on/off.
MFX Chorus Send Level	0–127	Adjusts the amount of chorus. If you don't want to add the chorus effect, set it to 0.
MFX Reverb Send Level	0–127	Adjusts the amount of reverb. If you don't want to add the reverb effect, set it to 0.
MFX Parameter	Edit the parameters for the selected MFX. The available parameters differ depending on the type of the effects you selected in MFX Type.	

MFX CTRL

Parameter	Value	Explanation
Control 1–4 Source	Specifies the MIDI message that will control the corresponding MFX CONTROL parameter.	
	OFF	MFX CONTROL will not be used.
	CC01–31	Controller number 1–31
	CC33–95	Controller number 33–95
	BEND	Pitch bend
	AFT	Aftertouch
	SYS-CTRL1–4	Use the controller that is assigned by the System Control Source 1–4.
Control 1–4 Destination		Specifies the multi-effect parameters that are controlled by MFX CONTROL. The multi-effects parameters available for control will depend on the multi-effects type.
Control 1–4 Sens	-63–+63	Specifies the depth of MFX CONTROL. Specify a positive (+) value if you want to change the value of the assigned destination in a positive direction (larger, toward the right, faster, etc.), or specify a negative (-) value if you want to change the value in a negative direction (smaller, toward the left, slower, etc.). Larger values will allow a greater amount of control.

SuperNATURAL Inst Parameter

SuperNATURAL Acoustic Piano tone

Parameter	Value	Explanation
Stereo Width	0–100	Adjusts the spread of the sound.

SuperNATURAL E.Piano tone

Parameter	Value	Explanation
Noise Level	0–127	Adjusts the amount of noise.

NOTE

Tones that are shown as "No Parameter" in the INST tab do not have Inst parameters.

EXM001: JUPITER-8 Model Expansion

TONE COMMON

Parameter	Value	Explanation
(name)	Tone name	
CATEGORY	CATEGORY	Selects the tone's category.

TONE

Parameter	Value	Explanation	CC#
LFO RATE	0–1023	Specifies the rate of the LFO cycle.	29
LFO DELAY TIME	0–1023	Adjusts the time from when the key is pressed until the LFO starts to apply modulation.	27
LFO WAVEFORM	SINE, SAW-DW, SQR, S&H	Selects the waveform of the LFO.	
VCO1 LFO MOD	0–100	Adjusts the depth at which the LFO modulates the OSC.	26
VCO1 ENV MOD	-100–+100	Adjusts the depth at which the LFO modulates the ENV1.	22
VCO FREQ MOD	VCO-1, BOTH, VCO-2	Selects the OSC that is modulated by LFO MOD.	
PULSE WIDTH MOD SEL	Specifies the pulse width mode.		
	LFO	The pulse width is changed by the LFO.	
	MANUAL	The pulse width is changed by PULSE WIDTH MOD.	
	ENV	The pulse width is changed by the ENV1.	
PULSE WIDTH MOD	0–127	**PW MODE = MANUAL** Adjusts the pulse width.	50
		PW MODE = LFO/ ENV Adjusts the modulation depth.	
CROSS MOD	0–10800	Uses the OSC2 waveform to change the frequency of OSC1. Higher values cause the sound of OSC1 to be more complex, allowing you to create metallic sounds or sound effects.	
VCO1 RANGE	16', 8', 4', 2'	Specifies the octave of OSC1.	47
VCO1 WAVEFORM	TRI, SAW, PW, SQR	Selects the waveform that is the basis of the OSC1 sound.	
VCO SYNC	OFF, ON	This is oscillator sync. It produces a complex waveform by forcibly resetting OSC1 to the beginning of its cycle in synchronization with the cycle of OSC2.	
VCO2 RANGE SW	NORMAL, LOW FREQ	Selects whether OSC2 operates as NORMAL (in the audible frequency range) or as LFO (in the low frequency range).	111
VCO2 LOW FREQ	0–127	Specifies the octave when OSC2 MODE is set to LOW FREQ.	
VCO2 RANGE	-12–+24	Specifies the octave of OSC2.	62
VCO2 FINE TUNE	-50–+50	Specifies a fine adjustment to the pitch of OSC2.	56
VCO2 WAVEFORM	SINE, SAW, PW, NOISE	Selects the waveform that is the basis of the OSC2 sound.	
VCO1 LEVEL	0–255	Adjusts the volume balance of OSC1.	16
VCO2 LEVEL	0–255	Adjusts the volume balance of OSC2.	17
HPF CUTOFF FREQ	0–1023	Adjusts the cutoff frequency of the high-pass filter.	79
FILTER TYPE	R, M, S	Selects one of three response curves, each modeling the LPF of an analog synthesizer of the past.	108
FILTER CUTOFF FREQ	0–1023	Specifies the cutoff frequency of the low-pass filter. The frequency region above the cutoff frequency is cut, producing a more mellow tonal character.	3
FILTER RESONANCE	0–1023	Boosts the region of the filter's cutoff frequency. Higher values produce a stronger result, giving the sound a distinctively synthesizer-like character.	9
FILTER SLOPE	-12dB/OCT, -24dB/OCT	Selects the type of slope for the low-pass filter.	
FILTER ENV MOD SEL	ENV-1, ENV-2	Selects the envelope that is used to control the cutoff frequency.	
FILTER ENV MOD	0–+1023	Adjusts the amount by which the cutoff frequency is controlled by the envelope.	81
FILTER LFO MOD	0–100	Adjusts the amount by which the LFO modulates the cutoff frequency.	28
FILTER KEY FOLLOW	0–200	Adjusts the amount by which the keyboard pitch affects the cutoff frequency (key follow). With smaller values, the cutoff frequency becomes lower as you play higher notes.	82
AMP LEVEL	0–127	Adjusts the volume of the tone.	110
AMP LFO MOD	0–3	Uses the LFO to vary the AMP volume (tremolo effect). Higher values produce a greater effect.	30
ENV1 ATTACK	0–1023	Specifies the ENV1 Attack time.	83
ENV1 DECAY	0–1023	Specifies the ENV1 Decay time.	80
ENV1 SUSTAIN	0–1023	Specifies the ENV1 Sustain level.	85
ENV1 RELEASE	0–1023	Specifies the ENV1 Release time.	86
ENV1 KEY FOLLOW	OFF, ON	Specifies the ENV1 key follow. If key follow is on, ADR times become longer for lower notes and shorter for higher notes.	
ENV1 POLARITY	NORMAL, REVERSE	When this is set to "REVERSE", the ENV is reversed (inverted).	

Parameter	Value	Explanation	CC#
ENV2 ATTACK	0–1023	Specifies the ENV2 Attack time.	89
ENV2 DECAY	0–1023	Specifies the ENV2 Decay time.	90
ENV2 SUSTAIN	0–1023	Specifies the ENV2 Sustain level.	102
ENV2 RELEASE	0–1023	Specifies the ENV2 Release time.	103
ENV2 KEY FOLLOW	OFF, ON	Specifies the ENV2 key follow. If key follow is on, ADR times become longer for lower notes and shorter for higher notes.	
BEND PITCH	0–1200	Specifies the range of pitch change produced by pitch bend.	41
BEND FILTER	-63–+63	Specifies the range of filter change produced by pitch bend.	14
MODULATION LFO	-63–+63	Specifies the amount of LFO applied by modulation.	
AFTER-TOUCH LEVEL	-63–+63	Sets how much aftertouch changes the tone volume. * **This is only enabled for keyboards with aftertouch.**	
AFTER-TOUCH FREQ	-63–+63	Sets how much aftertouch changes the low-pass filter intensity. * **This is only enabled for keyboards with aftertouch.**	
AFTER-TOUCH LFO	-63–+63	Sets how much aftertouch changes the LFO intensity. * **This is only enabled for keyboards with aftertouch.**	
KEY MODE	Specifies how notes are sounded.		119
	POLY	Polyphonic	
	SOLO	Monophonic	
	UNISON	Unison	
	SL-UNISON	Monophonic unison	
PARAM EXPANSION	OFF, ON	If this is "ON", the range of change for LFO RATE, CUTOFF, RESONANCE, and FILTER ENV DEPTH is wider than on the original model.	
CONDITION	0–100	Simulates the changes that occur as a unit ages.	
PITCH DRIFT	0–255	Adjusts the slight pitch drift that occurs when notes are played on an analog synthesizer.	
PORTAMENTO SW	OFF, ON	Turns portamento on/off. If this is on, the pitch will change smoothly from one note to the next-played note.	118
PORTAMENTO CURVE	Specifies the pitch change curve for portamento.		
	ORIGINAL	Change according to the original curve of the model.	
	LINEAR	Change in a linear curve.	
	EXP-1	Change in a non-linear curve (gentle slope).	
	EXP-2	Change in a non-linear curve (steep slope).	
PORTAMENTO TIME	0–1023	Adjusts the time over which the portamento pitch change occurs.	5

EXM002: JUNO-106 Model Expansion

TONE COMMON

Parameter	Value	Explanation
(name)	Tone name	
CATEGORY	CATEGORY	Selects the tone's category.

TONE

Parameter	Value	Explanation	CC#
LFO RATE	0–1023	Specifies the speed of the LFO cycle.	29
LFO DELAY TIME	0–1023	Adjusts the time from when the key is pressed until LFO modulation starts to apply.	27
DCO RANGE	16', 8', 4'	Specifies the octave of the oscillator.	
DCO LFO MOD	0–100	Uses the LFO to vary the pitch (vibrato).	26
PULSE WIDTH	0–127	**PM MODE = LFO:** Adjusts the modulation depth. **PM MODE = MANUAL:** Adjusts the pulse width.	50
PWM MODE	LFO, MANUAL	Selects whether the pulse width is modulated by the LFO (LFO) or kept at the fixed value specified by PULSE WIDTH MOD (MANUAL).	
PWM	OFF, ON	Turns the pulse wave on/off.	
SAW	OFF, ON	Turns the sawtooth wave on/off.	
SUB OSC LEVEL	0–255	Adjusts the volume of the sub oscillator.	18
NOISE LEVEL	0–255	Adjusts the volume of the noise.	19
HPF CUTOFF FREQ	0–3	Sets the high-pass filter's cutoff frequency in four steps.	
FILTER TYPE	R, M, S	Selects one of three response curves, each modeling the LPF of an analog synthesizer of the past.	108
FILTER CUTOFF FREQ	0–1023	Specifies the cutoff frequency of the low-pass filter. The frequency region above the cutoff frequency is cut, producing a more mellow tonal character.	3
FILTER RESONANCE	0–1023	Boosts the region of the filter's cutoff frequency. Higher values produce a stronger result, giving the sound a distinctively synthesizer-like character.	9
FILTER ENV POLARITY	NORMAL, REVERSE	When this is set to "REVERSE", the ENV is reversed (inverted).	
FILTER EMV MOD	-1023–+1023	Adjusts the amount by which the cutoff frequency is controlled by the envelope.	81
FILTER LFO MOD	0 - 100	Adjusts the amount by which the LFO modulates the cutoff frequency.	28
FILTER KEY FOLLOW	0 - 200	Adjusts the amount by which the keyboard pitch affects the cutoff frequency (key follow). With smaller values, the cutoff frequency becomes lower as you play higher notes.	82

Parameter	Value	Explanation	CC#
AMP LEVEL	0–127	Adjusts the volume of the tone.	110
AMP ENV MODE	ENV, GATE	Specifies whether the volume is controlled by the ENV (ENV) or by the gate signal (GATE).	
ENV ATTACK	0–1023	Specifies the ENV Attack time.	89
ENV DECAY	0–1023	Specifies the ENV Decay time.	90
ENV SUSTAIN	0–1023	Specifies the ENV Sustain level.	102
ENV RELEASE	0–1023	Specifies the ENV Release time.	103
BEND PITCH	0–1200	Specifies the range of pitch change produced by pitch bend.	41
BEND FILTER	-63–+63	Specifies the range of filter change produced by pitch bend.	14
MODULATION LFO	-63–+63	Specifies the amount of LFO applied by modulation.	
AFTER-TOUCH LEVEL	-63–+63	Sets how much aftertouch changes the tone volume. * **This is only enabled for keyboards with aftertouch.**	
AFTER-TOUCH FREQ	-63–+63	Sets how much aftertouch changes the low-pass filter intensity. * **This is only enabled for keyboards with aftertouch.**	
AFTER-TOUCH LFO	-63–+63	Sets how much aftertouch changes the LFO intensity. * **This is only enabled for products with aftertouch.**	
KEY MODE	Specifies how notes are sounded.		119
	POLY	Polyphonic	
	SOLO	Monophonic	
	UNISON	Unison	
	SL-UNISON	Monophonic unison	
PARAM EXPANSION	OFF, ON	When this is set to "ON", the LFO RATE, CUTOFF and RESONANCE produce greater change.	
CONDITION	0–100	Simulates the changes that occur as a unit ages.	
PITCH DRIFT	0–255	Adjusts the slight pitch drift that occurs when notes are played on an analog synthesizer.	
PORTAMENTO SW	OFF, ON	Turns portamento on/off. If this is "ON", the pitch will change smoothly from one note to the next-played note.	118
PORTAMENTO CURVE	Specifies the pitch change curve for portamento.		
	ORIGINAL	Change according to the original curve of the model.	
	LINEAR	Change in a linear curve.	
	EXP1	Change in a non-linear curve (gentle slope).	
	EXP2	Change in a non-linear curve (steep slope).	
PORTAMENTO TIME	0–1023	Adjusts the time over which the portamento pitch change occurs.	5

EXM003: JX-8P Model Expansion

TONE COMMON

Parameter	Value	Explanation
(name)	Tone name	
CATEGORY	CATEGORY	Selects the tone's category.

TONE

Parameter	Value	Explanation	CC#
DCO1 RANGE	16', 8', 4', 2'	Specifies the octave of OSC1.	47
DCO1 WAVEFORM	SAW, PULSE, SQR, NOISE	Specifies the waveform that is the basis of the OSC1 sound.	
DCO1 TUNE	-12–+12	Adjusts the OSC1 pitch.	20
DCO1 LFO MOD	0–100	Adjusts the depth to which LFO modulates OSC1.	26
DCO1 ENV MOD	0–100	Adjusts the depth to which the ENV specified by OSC ENV MODE affects the OSC1 pitch envelope.	22
DCO2 RANGE	16', 8', 4', 2'	Specifies the OSC2 octave.	62
DCO2 WAVEFORM	SAW, PULSE, SQR, NOISE	Selects the waveform that is the basis of the OSC2 sound.	
CROSS MOD	X-MOD, SYNC, OFF	Selects the MOD MODE type (OFF, SYNC, X-MOD).	
DCO2 TUNE	-12–+12	Adjusts the OSC2 pitch.	87
DCO2 FINE TUNE	-50–+50	Finely adjusts the OSC2 pitch.	56
DCO2 LFO MOD	0–100	Adjusts the depth to which the LFO modulates OSC2.	
DCO2 ENV MOD	0–100	Adjusts the depth to which the ENV specified by OSC ENV MODE affects the OSC2 pitch envelope.	
PITCH DYNAMICS	OFF, 1–3	Adjusts the sensitivity at which the velocity controls the depth of the pitch envelope.	
DCO ENV MODE	NORMAL1, REVERSE1, NORMAL2, REVERSE2	Selects the envelope that is used to control the OSC.	
DCO1 LEVEL	0–255	Adjusts the OSC1 volume balance.	16
DCO2 LEVEL	0–255	Adjusts the OSC2 volume balance.	17
MIXER ENV	0–63	Adjusts the depth to which the envelope specified by MIXER ENV MODE controls the OSC2 level.	
MIXER DYNAMICS	OFF, 1–3	Adjusts the sensitivity at which the velocity controls the depth of MIXER ENV.	
MIXER ENV MODE	ENV-1, ENV-2	Selects the envelope that is used as MIXER ENV.	

Parameter	Value	Explanation	CC#
HPF CUTOFF FREQ	0–3	Sets the cutoff frequency of the high-pass filter in four steps.	
FILTER TYPE	R, M, S	Selects one of three response curves, each modeling the LPF of an analog synthesizer of the past.	108
FILTER CUTOFF FREQ	0–1023	Specifies the cutoff frequency of the low-pass filter. The frequency region above the cutoff frequency is cut, producing a more mellow tonal character.	3
FILTER RESONANCE	0–1023	Boosts the region of the filter's cutoff frequency. Higher values produce a stronger result, giving the sound a distinctively synthesizer-like character.	9
FILTER LFO MOD	0–100	Adjusts the amount by which the LFO modulates the cutoff frequency.	28
FILTER ENV MOD	-1023–+1023	Adjusts the amount by which the envelope selected by FLT ENV MODE controls the cutoff frequency.	81
FILTER KEY FOLLOW	0–200	Adjusts the amount by which the keyboard pitch affects the cutoff frequency (key follow). With smaller values, the cutoff frequency becomes lower as you play higher notes.	82
FILTER DYNAMICS	OFF, 1–3	Adjusts the sensitivity at which velocity controls the depth of FILT ENV DEPTH.	
FILTER ENV MODE	NORMAL1, REVERSE1, NORMAL2, REVERSE2	Selects the envelope that is used to control FILTER.	
AMP LEVEL	0–127	Adjusts the volume of the tone.	110
AMP DYNAMICS	OFF, 1–3	Adjusts the sensitivity at which velocity controls the AMP ENV depth.	
AMP ENV MODE	ENV2, GATE	Selects whether the volume is controlled by ENV2 (ENV2) or stays at a fixed volume as long as the key is held down (GATE).	
LFO WAVEFORM	SINE, SQR, RANDOM	Specifies the LFO waveform.	
LFO RATE	0–1023	Specifies the rate of the LFO cycle.	29
LFO DELAY TIME	0–1023	Adjusts the time from when a key is pressed until LFO modulation starts being applied.	27
ENV1 ATTACK	0–1023	Specifies the ENV1 Attack time.	83
ENV1 DECAY	0–1023	Specifies the ENV1 Decay time.	80
ENV1 SUSTAIN	0–1023	Specifies the ENV1 Sustain level.	85
ENV1 RELEASE	0–1023	Specifies the ENV1 Release time.	86
ENV1 KEY FOLLOW	OFF, 1–3	Specifies the ENV1 key follow in four levels. With higher values, ADR times become longer as you play lower on the keyboard, and shorter as you play higher.	
ENV2 ATTACK	0–1023	Specifies the ENV2 Attack time.	89
ENV2 DECAY	0–1023	Specifies the ENV2 Decay time.	90
ENV2 SUSTAIN	0–1023	Specifies the ENV2 Sustain level.	102
ENV2 RELEASE	0–1023	Specifies the ENV2 Release time.	103

Parameter	Value	Explanation	CC#
ENV2 KEY FOLLOW	OFF, 1–3	Specifies the ENV2 key follow in four levels. With higher values, ADR times become longer as you play lower on the keyboard, and shorter as you play higher.	
BEND PITCH	2, 3, 4, 7	Specifies the range of pitch change produced by pitch bend in four levels: 2, 3, 4, or 7 semitones.	49
MODULATION LFO	-63–+63	Adjusts the depth of modulation.	
AFTER-TOUCH LEVEL	-63–+63	Sets how much aftertouch changes the tone volume. * **This is only enabled for products with aftertouch.**	
AFTER-TOUCH FREQ	-63–+63	Sets how much aftertouch changes the low-pass filter intensity. * **This is only enabled for products with aftertouch.**	
AFTER-TOUCH LFO	-63–+63	Sets how much aftertouch changes the LFO intensity. * **This is only enabled for products with aftertouch.**	
KEY MODE	Specifies how notes are sounded.		119
	POLY	Polyphonic	
	SOLO	Monophonic	
	UNISON	Unison	
	SL-UNISON	Monophonic unison	
PARAM EXPANSION	OFF, ON	If this is ON, the range of change for LFO RATE, CUTOFF, RESONANCE, and FILTER ENV DEPTH is wider than on the original model.	
CONDITION	0–100	Simulates the changes that occur as a unit ages.	
PITCH DRIFT	0–255	Adjusts the slight pitch drift that occurs when notes are played on an analog synthesizer.	
PORTAMENTO SW	OFF, ON	Turns portamento on/off. If this is on, the pitch will change smoothly from one note to the next-played note.	118
PORTAMENTO CURVE	Specifies the pitch change curve for portamento.		
	ORIGINAL	Change according to the original curve of the model.	
	LINEAR	Change in a linear curve.	
	EXP1	Change in a non-linear curve (gentle slope).	
	EXP2	Change in a non-linear curve (steep slope).	
PORTAMENTO TIME	0–1023	Adjusts the time over which the portamento pitch change occurs.	5

EXM004: SH-101 Model Expansion

TONE COMMON

Parameter	Value	Explanation
(name)	Tone name	
CATEGORY	CATEGORY	Selects the tone's category.

TONE

Parameter	Value	Explanation	CC#
VCO RANGE	16', 8', 4', 2'	Specifies the oscillator's octave.	47
VCO MOD	0–100	Adjusts the depth at which the LFO modulates the OSC.	26
PULSE WIDTH	0–127	**PW MODE = MANUAL** Adjusts the pulse width value. **PW MODE = LFO/ ENV**: Adjusts the depth of modulation.	50
PWM MODE	Specifies the pulse width mode.		
	LFO	The pulse width is affected by the LFO.	
	MANUAL	The pulse width is affected by PULSE WIDTH MOD.	
	ENV	The pulse width is affected by ENV.	
LFO RATE	0–1023	Specifies the speed of the LFO cycle.	29
LFO WAVEFORM	TRI, SQR, RANDOM	Specifies the LFO waveform.	
PULSE LEVEL	0–255	Adjusts the volume of the pulse wave.	16
SAW LEVEL	0–255	Adjusts the volume of the sawtooth wave.	17
SUB OSC SEL	Specifies the SUB OSC type.		
	SUB1 OCT -1	One octave lower	
	SUB1 OCT -2	Two octaves lower	
	SUB2 OCT -2	Two octaves lower (small pulse width)	
SUB OSC LEVEL	0–255	Adjusts the volume of the sub oscillator.	18
NOISE LEVEL	0–255	Adjusts the noise volume.	19
FILTER TYPE	R, M, S	Selects one of three response curves, each modeling the LPF of an analog synthesizer of the past.	108
FILTER CUTOFF FREQ	0–1023	Specifies the cutoff frequency of the low-pass filter. The frequency region above the cutoff frequency is cut, producing a more mellow tonal character.	3
FILTER RESONANCE	0–1023	Boosts the region of the filter's cutoff frequency. Higher values produce a stronger result, giving the sound a distinctively synthesizer-like character.	9
FILTER ENV MOD	0–1023	Adjusts the amount by which the cutoff frequency is controlled by the envelope.	81
FILTER LFO MOD	0–100	Adjusts the amount by which the LFO modulates the cutoff frequency.	28
FILTER KEY FOLLOW	0–200	Varies the filter's cutoff frequency according to the note played on the keyboard.	82
AMP LEVEL	0–127	Adjusts the volume of the tone.	110
AMP ENV MODE	ENV, GATE	Specifies whether the volume is controlled by the ENV (ENV) or stays at a fixed volume as long as the key is held down (GATE).	
ENV MODE	Specifies what causes the envelope to attack.		
	GATE+TRIG	Attack each time a key is pressed.	
	GATE	Attack when a key is pressed anew. No attack when playing legato.	
	LFO	Attack repeatedly at each cycle of the LFO as long as the key is held.	
ENV ATTACK	0–1023	Specifies the ENV Attack time.	89
ENV DECAY	0–1023	Specifies the ENV Decay time.	90
ENV SUSTAIN	0–1023	Specifies the ENV Sustain level.	102
ENV RELEASE	0–1023	Specifies the ENV Release time.	103
BEND PITCH	0–1500	Specifies the range of pitch change produced by pitch bend.	
BEND FILTER	-63–63	Specifies the range of filter change produced by pitch bend.	14
MODULATION LFO	-63–63	Specifies the amount of LFO applied by modulation.	
AFTER-TOUCH LEVEL	-63–+63	Sets how much aftertouch changes the tone volume. * **This is only enabled for products with aftertouch.**	
AFTER-TOUCH FREQ	-63–+63	Sets how much aftertouch changes the low-pass filter intensity. * **This is only enabled for products with aftertouch.**	
AFTER-TOUCH LFO	-63–+63	Sets how much aftertouch changes the LFO intensity . * **This is only enabled for products with aftertouch.**	
KEY MODE	Specifies how notes are sounded.		119
	POLY	Polyphonic	
	SOLO	Monophonic	
	UNISON	Unison	
	SL-UNISON	Monophonic unison	
PARAM EXPANSION	OFF, ON	If this is "ON", the range of change for LFO RATE, CUTOFF, RESONANCE, and FILTER ENV DEPTH is wider than on the original model.	
CONDITION	0–100	Simulates the changes that occur as a unit ages.	
PITCH DRIFT	0–255	Adjusts the slight pitch drift that occurs when notes are played on an analog synthesizer.	

Parameter	Value	Explanation	CC#
PORTAMENTO SW	Turns portamento on/off. If this is on, the pitch will change smoothly from one note to the next-played note.		
	OFF	Regardless of the portamento time setting, portamento is not applied.	
	ON	Portamento is always applied.	
	AUTO	Portamento is applied only when you play legato (pressing the next key before completely releasing the previously-played key). This lets you use your playing technique to control portamento on/off.	
PORTAMENTO CURVE	Specifies the pitch change curve for portamento.		
	ORIGINAL	Change according to the original curve of the model.	
	LINEAR	Change in a linear curve.	
	EXP1	Change in a non-linear curve (gentle slope).	
	EXP2	Change in a non-linear curve (steep slope).	
PORTAMENTO TIME	0–1023	Adjusts the time over which the portamento pitch change occurs.	5

EXM005:JD-800 Model Expansion

TONE COMMON

Parameter	Value	Explanation	CC#
Category	CATEGORY	Selects the tone category.	
Tone Level	0–100	Adjusts the overall volume for all tones.	110
Bender Range Down	0–48	Sets the amount of change (in semitones) made when the pitch bend wheel is pushed all the way down. For example, if you set this to "48" and push the pitch bend wheel all the way down, the pitch goes down four octaves.	49
Bender Range Up	0–12	Sets the amount of change (in semitones) made when the pitch bend wheel is pushed all the way up. For example, when this is set to "48" and you push the pitch bend wheel all the way up, the pitch goes up four octaves.	41
Aftertouch Bend Sens	-36, -24, -12–0–+12	Sets the aftertouch sensitivity.	
Solo Switch	OFF, ON	Sets whether the tones play as single notes (ON=monophonic) or as chords (OFF=polyphonic) when you play multiple keys.	115
Solo Legato Switch	OFF, ON	This effect is applied when SOLO is on. When this is on and you hold down a key and then play another key, the sound of the second note played smoothly transitions from the first note without an attack.	116
Unison Switch	OFF, ON	This layers a single tone. When this is on, a certain number of sounds (set in each tone) are layered.	
Portamento Switch	OFF, ON	Turns the portamento on/off. When this is on, the pitch of the second note you play glides continuously from the first note. OFF: Portamento is not applied, regardless of the portamento time setting. ON: Portamento is always applied.	
	* Portamento does not operate when the Solo switch is off, regardless of the Porta Switch setting.		
Portamento Mode	NORMAL, LEGATO	NORMAL: Portamento is always applied. LEGATO: Portamento is only applied when you play in legato style (playing one key and then playing the next while holding down the first one).	118

Parameter	Value	Explanation	CC#
Portamento Time	0–100	When portamento is used, this sets the time taken for the pitch to change. Higher settings cause the pitch to take longer when gliding to the next note.	5

GENERAL

Parameter	Value	Explanation
Partial Switch	OFF, ON	These buttons turn the partials on/off, and select which partials are to be stacked when played.
Active Switch	OFF, ON	Selects the partials to edit. Any edits you make apply to all selected partials.
Velocity Curve	1–4	You can select from one of four curves, which affect how much each type of envelope is applied according to how hard you play the keys. The envelopes that are affected include the PITCH ENV, TVF ENV and TVA ENV.
Hold Control Switch	OFF, ON	Sets whether the sound of the partial is sustained (held) when you operate the hold pedal.
Key Range Low	C-–G9	Set the keyboard range in which each partial will sound. Make these settings when you want different key ranges to play different tones. Specify the lower limit of the key range.
Key Range High	C-–G9	Set the keyboard range in which each partial will sound. Make these settings when you want different key ranges to play different tones. Specify the upper limit of the key range.

LFO1

Parameter	Value	Explanation
Waveform	TRI, SAW, SQU, S&H, RND	These buttons set the LFO waveform.
Rate Sync	OFF, ON	Turn this on to sync the LFO cycle with the tempo.
Rate	0–100 1/64T, 1/64, 1/32T, 1/32, 1/16T, 1/32., 1/16, 1/8T, 1/16., 1/8, 1/4T, 1/8., 1/4, 1/2T, 1/4., 1/2, 1T, 1/2., 1, 2T, 1., 2, 4	When Rate sync is off, the LFO cycle is set irrespective of the tempo. The larger the value, the shorter the LFO cycle. When Rate sync is on, the LFO cycle is set to a note length.
Delay Time	0–100, REL	Sets the time it takes before the LFO effect begins after you press a key. The larger the value, the longer it takes for the LFO effect to start after you play the keyboard. The setting above 100 is "REL". The "REL" setting makes the LFO start right after you release the key.
Fade Time	-50–+50	Sets the time-based change of the LFO as it takes effect. Set this to "+" to make the LFO amplitude gradually ramp up to maximum. Set this to "-" to make the LFO amplitude gradually ramp down to zero. No time-based change occurs when this is set to "0". The larger the absolute value, the more time required for change.
Offset	+, 0, -	Moves the center value for the LFO waveform (the pitch or cutoff frequency) up or down.
Key Trigger	OFF, ON	Sets whether to synchronize the start of the LFO cycle with the timing you use to play the keys ("ON" to synchronize, "OFF" to disable).

LFO2

Parameter	Value	Explanation
Waveform	TRI, SAW, SQU, S&H, RND	These buttons set the LFO waveform.
Rate Sync	OFF, ON	Turn this on to sync the LFO cycle with the tempo.
Rate	0–100 1/64T, 1/64, 1/32T, 1/32, 1/16T, 1/32., 1/16, 1/8T, 1/16., 1/8, 1/4T, 1/8., 1/4, 1/2T, 1/4., 1/2, 1T, 1/2., 1, 2T, 1., 2, 4	When Rate sync is off, the LFO cycle is set irrespective of the tempo. The larger the value, the shorter the LFO cycle. When Rate sync is on, the LFO cycle is set to a note length.
Delay Time	0–100, REL	Sets the time it takes before the LFO effect begins after you press a key. The larger the value, the longer it takes for the LFO effect to start after you play the keyboard. The setting above 100 is "REL". The "REL" setting makes the LFO start right after you release the key.

Parameter	Value	Explanation
Fade Time	-50–+50	Sets the time-based change of the LFO as it takes effect. Set this to "+" to make the LFO amplitude gradually ramp up to maximum. Set this to "-" to make the LFO amplitude gradually ramp down to zero. No time-based change occurs when this is set to "0". The larger the absolute value, the more time required for change.
Offset	+, 0, -	Moves the center value for the LFO waveform (the pitch or cutoff frequency) up or down.
Key Trigger	OFF, ON	Sets whether to synchronize the start of the LFO cycle with the timing you use to play the keys ("ON" to synchronize, "OFF" to disable).

WG

Parameter	Value	Explanation
Waveform	WAVEFORM	Sets the waveform that sounds.
Wave Gain	-18dB, -12dB, -6dB, 0dB, +6dB, +12dB	Sets the waveform gain (amplitude). The value changes in units of 6dB (decibels). Raising the value by 6dB increases the gain by a factor of two.
Pitch Coarse	-48–+48	Shifts the pitch in units of a semitone.
Pitch Fine	-50–+50	Finely adjusts the pitch in units of one cent.
Pitch Random	0–100	Sets the width of change at which the pitch randomly changes with each key press. To disable this random change, set this to "0".
Pitch Keyfollow	-100%, -50%, -20%, -10%, -5%, 0%, +5%, +10%, +20%, +50%, +98%, +99%, +100%, +101%, +102%, +150%, +200%	Sets the width of pitch change when the key is shifted one octave (12 keys) up. To make the pitch change over one octave like regular keyboards, set this to "+100". To make the pitch change two octaves over the range of one octave, set this to "+200". Set this to a negative value to make the pitch go down as you play higher notes. To play the same pitch no matter which key you press, set this to "0".
Bender Sw	OFF, ON	Sets whether MIDI pitch bend messages are received (ON) or not (OFF) for each partial.
Aftertouch Bend Sw	OFF, ON	Sets whether MIDI aftertouch bend messages are received (ON) or not (OFF), and whether these messages are used to apply pitch bend for each partial.
LFO1 Depth	-50–+50	Adjusts the intensity at which LFO1/LFO2 modulates OSC.
LFO2 Depth	-50–+50	

Parameter	Value	Explanation
Lever Sens	LFO2: 50 –0– LFO1: 50	Sets the depth of vibrato that is controlled by the modulation lever. When this is set for LFO1, the LFO1 waveform is used for vibrato; and when this is set for LFO2, the LFO2 waveform is used for vibrato. Set this to "0" to turn vibrato off.
Aftertouch Mod Sens	LFO2: 50 –0– LFO1: 50	This sets the depth of vibrato that is controlled by aftertouch. Set the value to the maximum vibrato depth you want when applying maximum aftertouch.

Pitch Env

Parameter	Value	Explanation
Velocity Sens	-50–+50	Use this to set how much the pitch envelope changes in response to how hard you play the keys. Set this to a "+" value to make the pitch envelope respond more when you play harder, and set this to a "-" value to make it respond less when you play harder.
Time Velocity Sens	-50–+50	Use this to set how much the Time 1 (time) value of the pitch envelope changes in response to how hard you play the keys. Set this to a "+" value to make the Time 1 value longer when you play harder, and set this to a "-" value to make the value shorter when you play harder.
TIme Keyfollow	-10–+10	Use this to set how much the Time 2–Time 4 values (pitch envelope time) change according to the keys you play. When you set this to a "+" value, playing higher notes makes the time shorter (with the pitch envelope time at C4 or middle C as the base value); and when you set this to a "-" value, playing higher notes makes the time longer. Larger values produce greater change.
L0	-50–+50	These knobs set the pitch envelope levels. Use these knobs to determine how much the pitch changes at each point in relation to the base pitch. Use "+" values for pitches higher than the base pitch, and use "-" values for pitches lower than the base pitch.
L1	-50–+50	
L2	-50–+50	
T1	0–100	These knobs set the pitch envelope times. Larger values make the time to reach the next pitch longer (for example, Time 2 sets the time it takes to go from Level 1 to Level 2).
T2	0–100	
T3	0–100	

TVF

Parameter	Value	Explanation
Filter Mode	LPF, BPF, HPF	These buttons select the TVF filter type. HPF: High-pass filter. This cuts off frequencies below the cutoff frequency (Cutoff Freq). This filter type is useful for creating percussion sounds and the like that have a distinctive high end. BPF: Band-pass filter. This cuts off frequencies except for those around the cutoff frequency (Cutoff Freq). This filter type is useful for making sounds with a unique character. LPF: Low-pass filter. This cuts off frequencies above the cutoff frequency (Cutoff Freq). Cutting off the high frequencies makes the sound more mellow. This is the most frequently-used type.
Cutoff Freq	0–100	Sets the frequency at which the filter applied to the frequency components of the waveform begins to take effect (the cutoff frequency).
Resonance	0–100	Emphasizes the portion of the sound around the cutoff frequency, giving character to the tone. Excessively high settings can produce oscillation, causing the sound to distort.
Cutoff Keyfollow	-100%–150%	Set this to make the cutoff frequency change according to the keys you play. When you set this to a "+" value, playing higher notes raises the cutoff frequency (with the cutoff frequency of the key you specified by Cutoff Freq as the base value); and when you set this to a "-" value, playing higher notes lowers the cutoff frequency.
Aftertouch Sens	-50–+50	Set this to make the cutoff frequency change according to how much aftertouch you use.
LFO Select	LFO1, LFO2	Selects whether to apply either LFO1 or LFO2 to the cutoff frequency.
LFO Depth	-50–+50	Sets how much LFO1 and LFO2 affect the cutoff frequency.
ENV Depth	-50–+50	This sets the intensity of the TVF envelope. Larger values produce a greater change in the filter envelope. Setting this to a negative value inverts the envelope's shape.

TVF ENV

Parameter	Value	Explanation
Velocity Sens	-50–+50	Use this to set how much the TVF envelope changes in response to how hard you play the keys. Set this to a "+" value to make the filter envelope respond more when you play harder, and set this to a "-" value to make it respond less when you play harder.
Time Velocity Sens	-50–+50	Use this to set how much the Time 1 (time) value of the TVF envelope changes in response to how hard you play the keys. Set this to a "+" value to make the Time 1 value shorter when you play harder, and set this to a "-" value to make the value longer when you play harder.
Time Keyfollow	-10–+10	Use this to set how much the TVF envelope times (Time 2–Time 4) change according to the key you play. When you set this to a "+" value, playing higher notes makes the time shorter (with the filter envelope time at C4 or middle C as the base value); and when you set this to a "-" value, playing higher notes makes the time longer. Larger values produce greater change.
L1	0–100	These knobs set the TVF envelope levels. Use these knobs to determine how much the cutoff frequency changes at each point in relation to the base cutoff frequency.
L2	0–100	
Sustain Level	0–100	
L4	0–100	
T1	0–100	Sets the TVF envelope times. Larger values make the time to reach the next cutoff frequency longer (for example, Time 2 sets the time it takes to go from Level 1 to Level 2).
T2	0–100	
T3	0–100	
T4	0–100	

TVA

Parameter	Value	Explanation
Level	0–100	Adjusts the volume of the partial.
Bias Direction	UP, LOW, U&L	**UP:** Changes the volume of the high end from the bias point. **LOW:** Changes the volume of the low end from the bias point. **U&L:** Symmetrically changes the volume of the high and low end, centered around the bias point.
Bias Point	C--G9	Sets the base key from which the volume is changed.
Bias Level	-10–+10	Sets the slope of volume change respective to the bias direction. Larger values produce greater change. The change is inverted when this is set to a "-" value.

Parameter	Value	Explanation
Aftertouch Sens	-50–+50	Sets the degree to which the partial volume changes in response to aftertouch.
LFO Select	LFO1, LFO2	Selects whether to apply either LFO1 or LFO2 to the partial volume.
LFO Depth	-50–+50	Sets how much LFO1 and LFO2 affect the partial volume.

TVA ENV

Parameter	Value	Explanation
Velocity Sens	-50–+50	Set this to change the partial volume according to how hard you play the keys. Set this to a "+" value to make the partial louder when you play harder, and set this to a "-" value to make the partial softer when you play harder.
Time Velocity Sens	-50–+50	Use this to set how much the Time values of the TVA envelope change in response to how hard you play the keys. Set this to a "+" value to make the Time 1 value shorter when you play harder, and set this to a "-" value to make the value longer when you play harder.
Time Keyfollow	-10–+10	Set this to change the TVA envelope times (Time 2–Time 4) according to the keys you play. When you set this to a "+" value, playing higher notes makes the time shorter (with the AMP envelope time at C4 or middle C as the base value); and when you set this to a "-" value, playing higher notes makes the time longer. Larger values produce greater change.
L1	0–100	This sets the TVA envelope levels. Use these to determine how much the volume changes at each point in relation to the base volume.
L2	0–100	
Sustain Level	0–100	
T1	0–100	This sets the TVA envelope times. Larger values make the time to reach the next volume level longer (for example, Time 2 sets the time it takes to go from Level 1 to Level 2).
T2	0–100	
T3	0–100	
T4	0–100	

EQ

Parameter	Value	Explanation	CC#
Switch	OFF, ON	Turns the equalizer on/off.	
Low Gain	-24.0dB–+24.0dB	Adjusts the amount of boost/cut of the low frequency range.	
Mid Gain	-24.0dB–+24.0dB	Adjusts the amount of boost/cut of the mid-frequency range.	
High Gain	-24.0dB–+24.0dB	Adjusts the amount of boost/cut of the high frequency range.	
Low Frequency	20–16000	Sets the center frequency of the low range.	
Mid Frequency	20–16000	Sets the center frequency of the mid-frequency range.	
High Frequency	20–16000	Sets the center frequency of the high range.	
Mid Q	0.5–16.0	Sets the width of the mid-frequency range. Higher values make the width more narrow.	

MFX B

Parameter	Value	Explanation	CC#
Sequence	Sequence	Selects the order in which the effects are connected. **CHO:** Chorus **DLY:** Delay **REV:** Reverb	
Chorus Switch	OFF, ON	Turns the chorus on/off.	
Delay Switch	OFF, ON	Turns the delay on/off.	
Reverb Switch	OFF, ON	Turns reverb on/off.	

Output

Parameter	Value	Explanation	CC#
Balance	D100:0W–D0:100W	Sets the volume balance between the dry sound (D) and the effect sound (W).	
Level	0–127	Sets the volume level.	12

Chorus

Parameter	Value	Explanation	CC#
Chorus Rate	0.1Hz–10.0Hz	Sets the rate of modulation for the chorus. Higher values produce a faster rate.	
Chorus Depth	0–100	Sets the depth of modulation for the chorus. Higher values produce a greater modulation depth.	
Chorus Delay	0.1–50.0 [msec]	Sets the delay time for the chorus. This sets the time it takes from the start of the original sound to when the chorus effect begins. Larger values produce longer delays, creating a wider sound.	
CH Feedback	-98%–98%	Sets the feedback value, meaning how much of the chorus output signal is sent back to the effect input. Set what percentage of the normal phase/reversed phase (+/-) of the output signal goes back to the input. When this is set to "0", no feedback is applied.	
Chorus Level	0–100	Sets the chorus volume.	93

Delay

Parameter	Value	Explanation	CC#
Delay Center (sync sw)	OFF, ON	Turn this on to synchronize the delay times of the left, center and right delay sounds with the tempo.	
Delay Left (sync sw)	OFF, ON		
Delay Right (sync sw)	OFF, ON		
Delay Center	0.1–600.0 [msec]	When each Sync Sw is off, the delay times of the left, center and right delay sounds can be set irrespective of tempo.	
Delay Left	0.1–600.0 [msec]		
Delay Right	0.1–600.0 [msec]		
Delay Center	1/64T, 1/64, 1/32T, 1/32, 1/16T, 1/32., 1/16, 1/8T, 1/16., 1/8, 1/4T, 1/8., 1/4, 1/2T, 1/4., 1/2, 1T, 1/2., 1, 2T, 1., 2	When each Sync Sw is on, the delay times of the left, center and right delay sounds can be set by note length.	
Delay Left			
DL R Note			
Center Level	0–100	Sets the levels of the left, center and right delay sounds.	94
Left Level	0–100		92
Right Level	0–100		95
Delay Feedback	-98%–98%	Sets the feedback value, which is how much of the center delay output signal is sent back to the effect input. Set what percentage of the normal phase/reversed phase (+/-) of the output signal goes back to the input. When this is set to "0", no feedback is applied. When the center delay sound is fed back, the delay sounds fed back from the left and right will be input as well.	

Reverb

Parameter	Value	Explanation	CC#
Reverb Type	ROOM1, ROOM2, HALL1, HALL2, HALL3, HALL4, GATE, REVERSE, FLYING1, FLYING2	Selects the reverb type. Use this to select the reverberation characteristics, which are a result of the hall size, wall materials and so on. ROOM1/2: A reverb that simulates a room. ROOM2 has a more reflective and brighter sound than ROOM1. HALL1–4: A reverb that simulates a concert hall. Types 1–4 differ in room size, reflections and so on. GATE: A reverb to which a gate is applied. This mutes the reverberations at a fixed time. REVERSE: Makes the reverberations grow louder and then mute at a fixed time. FLYING1/2: Pans the reverberations from left to right (FLYING1) or right to left (FLYING2).	
Reverb Pre Delay	0–120 [msec]	This sets the pre-delay time, meaning the time it takes for the reverberations to sound after the original sound is heard. Larger values give an impression of being in a larger room.	
Reverb ER Lev	0–100	Sets the sound level of the direct reflections from the walls and the early reflections after the original sound is produced. This indicates the distance from the sound source (the original sound) to the walls. Larger values indicate a shorter distance to the walls. • This parameter is disabled if the "GATE", REVERSE", or "FLYING1/2" types are selected. • The early reflection level and reverb level work separately. For this reason, the early reflection can still be heard even when the reverb level is "0".	
Reverb HF Damp	500Hz–16kHz, BYPASS	Sets the frequencies to cut in the high-frequency portion of the reverberation. The high-frequency portion of reverb sounds decays differently depending on the wall material. This parameter simulates this kind of high-frequency decay.	

Parameter	Value	Explanation	CC#
Reverb Time	0.1–20.0 s (*1) 5–500 [ms] (*2)	Sets the reverberation time. Higher values produce longer reverberations. * 1 Reverb Type: ROOM1/2, HALL1–4 * 2 Reverb Type: GATE, REVERSE, FLYING1/2	13
Reverb Level	0–100	Sets the reverberation volume.	91

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GENERAL

Parameter	Value	Explanation
Category	0:No Assign–49:Zone	Tone category
Mono/Poly	MONO, POLY	Sets whether the tones play in polyphonic (POLY) or monophonic (MONO) mode. **MONO**: Only one sound at a time plays, and only the last key you played produces sound. **POLY**: More than one sound can play at the same time.
Octave Shift	-3–+3	Sets the pitch of the tone's sound in octaves (up to ±3 octaves).
Velocity Curve	FIXED, 1–7	You can select from one of seven curves, which change the intensity of the cutoff frequency, filter envelope and tone volume according to how hard you play the keys. If you don't want the intensity to change according to how hard you play the keys, set this to "FIXED". 
Portamento Switch	OFF, ON	Select "ON" to apply portamento, or "OFF" if you don't want to apply portamento. * **Portamento is a glide effect that smoothly connects the pitches of the first and second notes that you play on the keyboard. When "MONO/POLY" is set to "MONO" and portamento is applied, you can obtain slide effects like the sound of playing a violin.**
Portamento Mode	NORMAL, LEGATO	This sets the playing style for applying portamento. **NORMAL**: Portamento is always applied. **LEGATO**: Portamento is only applied when you play in legato style (playing one key and then playing the next while holding down the first one).

Parameter	Value	Explanation
Portamento Curve Type	LINEAR, EXP	This sets the curve used by the portamento effect to change the pitch. **LINEAR**: A linear curve of change is applied. **EXP**: A non-linear curve of change is applied.
Portamento Time	0–1023	When portamento is used, this sets the time taken for the pitch to change. Higher settings cause the pitch to take longer when gliding to the next note.

OSC TYPE

Parameter	Value	Explanation
Waveform Type	DRAWING, TABLE	Selects the OSC type.

OSC TABLE

Parameter	Value	Explanation
Position	0–127	When Waveform Type is "TABLE", this sets the wavetable position for layers 1 and 2.
Wave Layer1 Number	OFF, 001–063	When Waveform Type is "TABLE", this selects the wavetable no. for layer 1. If this is set to "000:OFF", no waveform is selected.
Wave Layer2 Number	OFF, 001–063	When Waveform Type is "TABLE", this selects the wavetable no. for layer 2. If this is set to "000:OFF", no waveform is selected.
Layer2 Octave Down	0–2	When Waveform Type is "TABLE", this sets how much to lower the octave for layer 2.
Layer Mix	0–127	When Waveform Type is "TABLE", this sets the mix ratio for layer 1 and 2.
Layer Mix Curve	0, 1	When Waveform Type is "TABLE", this sets the mix curve for layers 1 and 2. **0**: linear; **1**: tapered
Position LFO Depth	-63–+63	When Waveform Type is "TABLE", this sets how much the LFO affects Wavetable Position.
Position Env Depth	-63–+63	When Waveform Type is "TABLE", this sets how much OSC Envelope affects Wavetable Position.
Position Velocity Sens	-100–+100	When Waveform Type is "TABLE", this sets how much the key velocity affects Wavetable Position.
Position Random Sens	0–63	When Waveform Type is "TABLE", this sets the degree of randomness of the Wavetable Position when you press a key.
Layer Mix LFO Depth	-63–+63	When Waveform Type is "TABLE", this sets the intensity (depth) of the LFO applied to Layer Mix.

Parameter	Value	Explanation
Layer Mix Env Depth	-63–+63	When Waveform Type is "TABLE", this sets the intensity (depth) of the OSC Envelope applied to Layer Mix.
Layer Mix Velocity Sens	-100–+100	When Waveform Type is "TABLE", this sets the depth of the mix for Layer Mix when you press a key.
Layer Mix Random Sens	0–63	When Waveform Type is "TABLE", this sets the degree of randomness for Layer Mix when you press a key.

OSC DRAWING

Parameter	Value	Explanation
Morph Rough	0–127	When Waveform Type is "DRAWING", this sets how rough the sound quality is.
Wave Data 1-32	-72–+72	When Waveform Type is "DRAWING", this sets the Wave Data 1–32 waveform data.
Drawing Tool Form 1 (*1)	0–127	When Waveform Type is "DRAWING", this morphs between the waveforms as follows: Sine (0)–Triangle (42)–Saw (84)–Square (127).
Drawing Tool Form 2 (*1)	0–127	When Waveform Type is "DRAWING", this morphs between a sine wave (0) and a metallic sound (127).
Drawing Tool Sync (*1)	0–127	When Waveform Type is "DRAWING", this narrows the width of the waveform that's currently set, and repeats it.
Drawing Tool Width (*1)	0–127	When Waveform Type is "DRAWING", this narrows the width of the waveform that's currently set.
Drawing Tool AM Depth (*1)	0–127	When Waveform Type is "DRAWING", this deforms the currently set waveform by applying a comb filter to thin out the data.
Drawing Tool Exec (*1)	-	When Waveform Type is "DRAWING", this applies the changes you made using the Drawing Tool to the waveform.

(*1) This is only shown on the ZOOM EDIT screen.

P-MOD

Parameter	Value	Explanation
P-MOD-X	-63–+63	Sets the depth of the X direction.
P-MOD-Y	-63–+63	Sets the depth of the Y direction.
P-MOD LFO Depth	-63–+63	When the LFO is applied in the Y direction, this sets the depth.
P-MOD Env Depth	-63–+63	When the OSC Envelope is applied in the X direction, this sets the depth.
P-MOD-X Random Sens	0–63	Sets the degree of randomness in the X direction when you press a key.
P-MOD-Y Random Sens	0–63	Sets the degree of randomness in the Y direction when you press a key.
P-MOD-X Velocity Sens	-100–+100	Sets how much the X direction changes according to how hard you play the keys.
P-MOD-Y Velocity Sens	-100–+100	Sets how much the Y direction changes according to how hard you play the keys.
P-MOD Limiter	OFF, ON	Restricts the depth of the X direction.
P-MOD Shape	OFF, 1–31	Sets the shape used by the shape function. The function is disabled when "OFF" is selected.
P-MOD Size	1–127	Sets the size of the shape.
P-MOD Speed	1/16–x16	Sets how fast the indicator moves along the shape when the P-MOD Tempo Sync switch is "ON". This sets the multiple of time (times four measures) that it takes for the indicator to trace the shape once.
P-MOD Rate	0–1023	Sets how fast the indicator moves along the shape when the P-MOD Tempo Sync switch is "OFF".
P-MOD Tempo Sync Sw	OFF, ON	Sets whether to synchronize the speed that the indicator moves around the shape with the scene's tempo.
P-MOD Direction	BWD, FWD	Sets the direction that the indicator moves around the shape.

S-MOD

Parameter	Value	Explanation
S-MOD Shaping Depth	0–127	Sets the shaping depth intensity.
S-MOD Drive	0–127	Sets the amount of Drive.
S-MOD LFO Depth	-63–+63	When the LFO is applied to Shaping Depth, this sets the depth.
S-MOD Env Depth	-63–+63	When OSC Envelope is applied to Shaping Depth, this sets the depth.
S-MOD Shaping Depth Velocity Sens	-100–+100	Sets how much Shaping Depth changes according to how hard you play the keys.
S-MOD Drive Velocity Sens	-100–+100	Set this to change the Drive according to how hard you play the keys.
S-MOD Shaping Depth Random Sens	0–63	Sets the degree of randomness for the Shaping Depth when you press a key.
S-MOD Drive Random Sens	0–63	Sets the degree of randomness for the Drive when you press a key.
S-MOD Table Number	1–15	Selects the table.
S-MOD Shape	OFF, 1–31	Sets the shape used by the shape function. The function is disabled when "OFF" is selected.
S-MOD Size	1–127	Sets the size of the shape.

Parameter	Value	Explanation
S-MOD Speed	1/16–x16	Sets how fast the indicator moves along the shape when the S-MOD Tempo Sync switch is "ON". This sets the multiple of time (times four measures) that it takes for the indicator to trace the shape once.
S-MOD Rate	0–1023	Sets how fast the indicator moves along the shape when the S-MOD Tempo Sync switch is "OFF".
S-MOD Tempo Sync Sw	OFF, ON	Sets whether to synchronize the speed that the indicator moves around the shape with the scene's tempo.
S-MOD Direction	BWD, FWD	Sets the direction that the indicator moves around the shape.

STEP COMMON

Parameter	Value	Explanation
Step Size	1–16	Sets the step size for looping.
Envelope Trigger	OFF, ON	When using Step to trigger the OSC, Filter or Amp Envelope, set this to "ON".
Rate (note)	1/64T, 1/64, 1/32T, 1/32, 1/16T, 1/32., 1/16, 1/8T, 1/16., 1/8, 1/4T, 1/8., 1/4, 1/2T, 1/4., 1/2, 1T, 1/2., 1, 2T, 1., 2, 4	Sets the length per step as a note length.

STEP MOD1

Parameter	Value	Explanation
Step Mod Pitch Switch	OFF, ON	When using OSC Step Depth to operate the pitch, set this to "ON".
Step Mod P-MOD Switch	OFF, ON	When using OSC Step Depth to operate Phase Modulation Y, set this to "ON".
Step Mod S-MOD Switch	OFF, ON	When using OSC Step Depth to operate Shaping Modulation and Shaping Depth, set this to "ON".
Step Mod Position Switch	OFF, ON	When using OSC Step Depth to operate Wavetable Position, set this to "ON". * **This works for tones for which the Waveform Type is set to "Wavetable OSC".**
Step Mod P-MOD Depth	-63–+63	Sets the depth of the Phase Modulation Y direction. * **This is enabled when Step Mod P-MOD Switch is "ON".**
Step Mod S-MOD Depth	-63–+63	Sets the depth of the Shaping Modulation and Shaping Depth. * **This is enabled when Step Mod S-MOD Switch is "ON".**
Step Mod Position Depth	-63–+63	Sets the intensity of the Wavetable Position movement. * **This is enabled when Step Mod Position Switch is "ON".**

Parameter	Value	Explanation
Scale Switch	OFF, ON	To make the pitch set in Scale Depth follow the notes that make up the Scale Table that you selected in "Scale Table", set this to "ON". * **This is enabled when Step Mod Pitch Switch is "ON".**
Scale Table	Chromatic, Major, Major Pentatonic, Minor, Harmonic Minor, Melodic Minor, Whole Tone, Blue note, Japanese Minor, Ryukyu, Bari, Spanish, Gypsy, C, C G, C Eb G, C Eb G Bb, C D Eb G Bb, C D Eb F G Bb	Sets the Scale Table.
OSC Step Depth 1–16	-72–+72	Sets the depth of the Pitch, Phase Modulation, Shaping Modulation and Wavetable Position for each step.
OSC Step Curve 1–16	0–36	Sets the curve of the Pitch, Phase Modulation, Shaping Modulation and Wavetable Position for each step.

STEP MOD2

Parameter	Value	Explanation
Step Mod Filter Switch	OFF, ON	To control the depth of Filter-Amp Step Depth when it is used to control the Filter, set this to "ON".
Step Mod Amp Switch	OFF, ON	To control the depth of Filter-Amp Step Depth when it is used to control the Amp, set this to "ON".
Step Mod Filter Depth	-100–+100	Sets the depth of the Filter.
Filter-Amp Step Depth 1–16	-72–+72	Sets the depth of Filter and Amp for each step.
Filter-Amp Step Curve 1–16	0–36	Sets the curve of Filter and Amp for each step.

STEP SW

Parameter	Value	Explanation
Step Switch 1–16	OFF, ON	Sets whether each step plays or not (on/off).

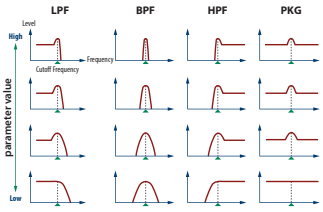
STEP KICK

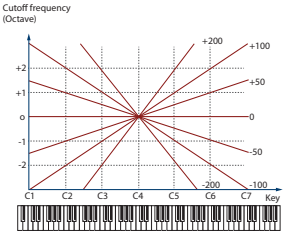
Parameter	Value	Explanation
Step Kick Switch 1–16	OFF, ON	When this is "ON" for a given step, a downward-sloping pitch envelope is applied to the step to create a kick (bass drum)-like effect. * **This is enabled when Step Mod Pitch Switch is "ON".**

CTRL ENV

Parameter	Value	Explanation
CTRL Env Attack Time	0–1023	Sets the CTRL Envelope attack time.
CTRL Env Decay Time	0–1023	Sets the CTRL Envelope decay time.

FILTER

Parameter	Value	Explanation
Filter Type	TVF, VCF	Selects the filter type. * **TVF stands for "Time Variant Filter". This is a filter that you can configure in detail to create time-based changes to the frequency of the sound. When VCF is selected, the polyphony of the instrument is less than when TVF is selected.**
TVF Filter Type	LPF, BPF, HPF, PKG	Selects the TVF filter type. * **When "VCF" is selected for Filter Type, this is "LPF".** **LPF** Low-pass-filter. This cuts off frequencies above the cutoff frequency. Cutting off the high frequencies makes the sound more mellow. This is the most frequently-used type. **BPF** Band-pass filter. This cuts off frequencies except for those around the cutoff frequency. This filter type is useful for making sounds with a unique character. **HPF** High-pass filter. This cuts off frequencies below the cutoff frequency. This filter type is useful for creating percussion sounds and the like that have a distinctive high end. **PKG** Peaking filter. This emphasizes frequencies around the cutoff frequency. You can use the LFO to cyclically vary the cutoff frequency, creating a wah effect.
VCF Type	VCF1, JP, MG, P5	This works when Filter Type is "VCF". All of these settings simulate how the LPF works on an analog synthesizer. In particular, the MG, JP and P5 types are suitable for recreating the synthesizer sounds of the past.
Filter Slope	-12, -24 [dB/Oct]	Selects the filter slope. * **When this is set to -24dB, the polyphony of the instrument is less than when -12dB is selected.**
HPF Cutoff	0–1023	Specifies the cutoff frequency of the -6dB high-pass filter. * **This works when Filter Type is "VCF".**
Cutoff Frequency	0–1023	Sets the frequency at which the filter that is applied to the frequency components of the waveform begins to take effect (the cutoff frequency). When TVF Filter Type is set to "LPF" or "VCF", a lower cutoff frequency produces less higher overtones, which results in a more mellow sound. Larger values make the sound brighter. When Filter Type is set to "BPF", the harmonic components that sound change depending on the cutoff frequency value. This filter type is useful for making sounds with a unique character. When Filter Type is set to "HPF", a higher cutoff frequency produces less lower overtones, which emphasizes the sound's brightness. When Filter Type is set to "PKG", the harmonic components that are emphasized change depending on the cutoff frequency value.
Resonance	0–1023	Emphasizes the portion of the sound around the cutoff frequency, adding character to the sound. Excessively high settings can produce oscillation, causing the sound to distort. 
Cutoff Velocity Sens	-100–+100	Set this to change the cutoff frequency according to how hard you play the keys. Set this to a "+" value to increase the cutoff frequency when you play harder, and set this to a "-" value to decrease the cutoff frequency when you play harder.
Resonance Velocity Sens	-100–+100	Sets how much the resonance depth changes in response to how hard you play the keys. Set this to a "+" value to make the resonance increase when you play harder, and set this to a "-" value to make the resonance decrease when you play harder.
Filter Env Depth	-63–+63	This sets the intensity of the Filter envelope. Larger values produce a greater change in the filter envelope. Setting this to a negative value inverts the envelope's shape.

Parameter	Value	Explanation
Filter Env Velocity Sens	-100–+100	Use this to set how much the Filter envelope changes in response to how hard you play the keys. Set this to a "+" value to make the filter envelope respond more when you play harder, and set this to a "-" value to make it respond less when you play harder.
Cutoff Keyfollow	-200–+200	Set this to make the cutoff frequency change according to the keys you play. When you set this to a "+" value, playing higher notes raises the cutoff frequency (with the cutoff frequency as the base value); and when you set this to a "-" value, playing higher notes lowers the cutoff frequency. Larger values produce greater change. 

FILTER ENV

Parameter	Value	Explanation
Filter Env Attack Time	0–1023	Specifies the attack time of the Filter envelope. Higher settings lengthen the time it takes to reach the next cutoff frequency.
Filter Env Decay Time	0–1023	Specifies the decay time of the Filter envelope. Higher settings lengthen the time it takes to reach the next cutoff frequency.
Filter Env Sustain Level	0–1023	Specifies the sustain level of the Filter envelope.
Filter Env Release Time	0–1023	Specifies the release time of the Filter envelope. Higher settings lengthen the time it takes to reach the next cutoff frequency.
Filter Env Attack Time Velocity Sens	-100–+100	Sets how much the attack time of the Filter envelope changes in response to how hard you play the keys. Set this to a "+" value for a faster attack time when you play the keys harder, and set this to a "-" value for a slower attack time when you play the keys harder.
Filter Env Release Time Velocity Sens	-100–+100	Sets how much the release time of the Filter envelope changes in response to how quickly you release the keys. Set this to a "+" value for a faster release time when you release the keys quickly, and set this to a "-" value for a slower release time when you release the keys quickly.

AMP

Parameter	Value	Explanation
Amp Level	0–127	Adjusts the overall volume for all tones.
Amp Level Velocity Sens	-100–+100	Set this to change the volume according to how hard you play the keys. Set this to a "+" value to make the volume bigger when you play harder, and set this to a "-" value to make the volume smaller when you play harder.

AMP ENV

Parameter	Value	Explanation
Amp Env Attack Time	0–1023	Specifies the attack time of the Amp envelope. Higher settings make the pitch take longer when gliding to the next volume.
Amp Env Decay Time	0–1023	Specifies the decay time of the Amp envelope. Higher settings make the pitch take longer when gliding to the next volume.
Amp Env Sustain Level	0–1023	Specifies the sustain level of the Amp envelope.
Amp Env Release Time	0–1023	Specifies the release time of the envelope. Higher settings make the pitch take longer when gliding to the next volume.
Amp Env Attack Time Velocity Sens	-100–+100	Sets how much the attack time of the Amp envelope changes in response to how hard you play the keys. Set this to a "+" value for a faster attack time when you play the keys harder, and set this to a "-" value for a slower attack time when you play the keys harder.

Parameter	Value	Explanation
Amp Env Release Time Velocity Sens	-100–+100	Sets how much the release time of the Amp envelope changes in response to how quickly you release the keys. Set this to a "+" value for a faster release time when you release the keys quickly, and set this to a "-" value for a slower release time when you release the keys quickly.

LFO

Parameter	Value	Explanation
LFO Waveform	SIN, TRI, SAW-UP, SAW-DW, SQR, RND	Sets the LFO waveform. **SINE**: sine wave **TRI**: triangle wave **SAW-UP**: sawtooth wave **SAW-DOWN**: sawtooth wave (negative polarity) **SQR**: square wave **RND**: random wave
LFO Rate Sync	OFF, ON	Turn this "ON" to sync the LFO cycle with the tempo.
LFO Rate (note)	1/64T, 1/64, 1/32T, 1/32, 1/16T, 1/32., 1/16, 1/8T, 1/16., 1/8, 1/4T, 1/8., 1/4, 1/2T, 1/4., 1/2, 1T, 1/2., 1, 2T, 1., 2, 4	This works when Rate Sync is "ON". Sets the LFO cycle as a note length.
LFO Rate	0–1023	This works when Rate Sync is "OFF". Sets the LFO cycle irrespective of the tempo. The larger the value, the shorter the LFO cycle.
LFO Delay Time	0–1023	Sets the time it takes before the LFO effect begins after you press a key. (Delay and Fade Time works in tandem with this.)
LFO Key Trigger	OFF, ON	Sets whether to synchronize the start of the LFO cycle with the timing you use to play the keys ("ON" to synchronize, "OFF" to disable).
LFO Pitch Depth	-63–+63	Sets the depth of the LFO when it is applied to the pitch.
LFO Filter Depth	-100–+100	Sets the depth of the LFO when it is applied to the cutoff frequency.
LFO Amp Depth	-100–+100	Sets the depth of the LFO when it is applied to the volume.

BEND / MOD

Parameter	Value	Explanation
Bend Range Up	0–48	Sets the amount of change (in semitones) made when the pitch bend lever is set to maximum. For example, when this is set to "48" and you push the pitch bend lever all the way up or to the right, the pitch goes up four octaves.
Bend Range Down	0–48	Sets the amount of change (in semitones) made when the pitch bend is set to minimum. For example, if you set this to "48" and push the pitch bend lever all the way down or to the left, the pitch goes down four octaves.
Mod Destination	PIT-LFO, FILTER-LFO, AMP-LFO, P-MOD, S-MOD, P&S-MOD, WT-POS, MIX/ROUGH, WT-POS&MIX	Selects what the modulation applies to.
Mod Pitch LFO Depth	-63–+63	Sets the depth of modulation when it is used to control the Pitch LFO Depth.
Mod Filter LFO Depth	-63–+63	Sets the depth of modulation when it is used to control the Filter LFO Depth.
Mod Amp LFO Depth	-63–+63	Sets the depth of modulation when it is used to control the Amp LFO Depth.
Mod P-MOD Depth	-63–+63	Sets the depth of modulation when it is used to control Phase Modulation X, Y.
Mod S-MOD Depth	-63–+63	Sets the depth of modulation when it is used to control the Shaping Modulation, Shaping Depth and Drive.
Mod P&S-MOD Depth	-63–+63	Sets the depth of modulation when it is used to control the Phase Modulation X, Y, the Shaping Modulation, Shaping Depth and Drive.
Mod WT Pos Depth	-63–+63	Sets the depth of modulation when it is used to control Wavetable Position. * **Wavetable Position works for tones for which the Waveform Type is set to "TABLE".**
Mod Mix/Rough Depth	-63–+63	Sets the depth of modulation when it is used to control Layer Mix and Morph Rough. * **Layer Mix works for tones for which the Waveform Type is set to "TABLE".** * **Morph Rough works for tones for which the Waveform Type is set to "DRAWING".**

Parameter	Value	Explanation
Mod WT Pos&Mix Depth	-63–+63	Sets the depth of modulation when it is used to control the Wavetable Position and Layer Mix. * **Wavetable Position and Layer Mix work for tones for which the Waveform Type is set to "TABLE".**

SPREAD

Parameter	Value	Explanation
Spread Switch	OFF, ON	Turns the spread on/off.
Spread Depth	0–20	Sets the depth of the spread.
Spread Timing Tempo Sync	OFF, ON	To synchronize the Delay Time of the delay with the tempo, set this to "ON".
Delay Time (note)	1/64T, 1/64, 1/32T, 1/32, 1/16T, 1/32., 1/16, 1/8T, 1/16., 1/8, 1/4T, 1/8., 1/4, 1/2T, 1/4., 1/2, 1T, 1/2., 1, 2T, 1., 2	This works when Spread Timing Tempo Sync is set to "ON". Set the Delay Time to a note length.
Delay Time	0–1023	Sets the time it takes to hear the delay sound after you press a key.

MEMO

When Spread is "ON", the polyphony of the instrument is reduced.

EQ

Parameter	Value	Explanation
EQ Switch	OFF, ON	Turns the equalizer on/off for the tone.
Low Gain	-24.0–+24.0 [dB]	Adjusts the amount of boost/cut of the low-frequency range.
Mid Gain	-24.0–+24.0 [dB]	Adjusts the amount of boost/cut of the mid-frequency range.
High Gain	-24.0–+24.0 [dB]	Adjusts the amount of boost/cut of the high-frequency range.
Low Freq	20–16000 [Hz]	Sets the center frequency of the low range.
Mid Freq	20–16000 [Hz]	Sets the center frequency of the mid range.
High Freq	20–16000 [Hz]	Sets the center frequency of the high range.
Mid Q	0.5–16.0 (0.1step)	Sets the width of the mid-frequency range. Higher values make the width more narrow.

MEMO

For the EQ, the values that were set are applied when a note sounds.

MFX

Parameter	Value	Explanation
MFX Switch	OFF, ON	Switches the MFX on/off.
MFX Type	Selects the MFX type.	
Chorus Send	0–127	Sets the amount of chorus. If you don't want to add the chorus effect, set it to 0.
Reverb Send	0–127	Sets the amount of reverb. If you don't want to add the reverb effect, set it to 0.
MFX parameters	Edit the parameters for the selected MFX. The available parameters differ depending on the type of the effects you selected in MFX Type.	

MFX CTRL

Parameter	Value	Explanation
Control 1–4 Source	Specifies the MIDI message that will control the corresponding MFX CONTROL parameter.	
	OFF	MFX will not be used.
	CC01–31	Controller number 1–31
	CC33–95	Controller number 33–95
	BEND	Pitch Bend
	AFT	Aftertouch
	SYS-CTRL1–4	Use the controller that is assigned by the System Control Source 1–4.
Control 1–4 Destination		Specifies which of the multi-effect parameters are controlled using MFX CONTROL. The multi-effects parameters available for control will depend on the multi-effects type.
Control 1–4 Sens	-63–+63	Specifies the depth of MFX CONTROL. Specify a positive "+" value if you want to change the value of the assigned destination in a positive direction (larger, toward the right, faster, etc.), or specify a negative value "-" if you want to change the value in a negative direction (smaller, toward the left, slower, etc.). Larger values will allow a greater amount of control.

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TONE COMMON

Parameter	Value	Explanation
Category	00–49	Selects the tone category.

LFO

Parameter	Value	Explanation
RATE	0–255	Determines the speed of the LFO.
DELAY TIME	0–255	Specifies the time from when the key is pressed until the LFO's amplitude reaches the maximum.
WAVE FORM	SIN, TRI, SAW, SQR, RANDOM1, RANDOM2	SIN (Sine wave) TRI (Triangle wave) SAW (Saw wave) SQR (Square wave) RANDOM (1/2) (Random wave)
KEY TRIG switch	OFF, ON	Specifies whether the LFO cycle starts at the moment you press the key (ON) or is not synchronized with the key-press (OFF).
TRIG ENV switch	OFF, ON	If this is ON, the envelope starts repeatedly at intervals of the LFO cycle.

VCO MODULATOR

Parameter	Value	Explanation
LFO MOD	-128–127	Adjusts the depth by which LFO modulate the VCO.
ENV MOD	-128–127	Adjusts the depth by which ENV-1 modulate the VCO.
MODULATOR DEST	VCO-1, BOTH, VCO-2	Selects the VCO (1, 2) that is modulated by LFO MOD/ENV MOD. If you select BOTH, both VCOs are modulated.
PULSE WIDTH	0–255	**When the switch is "MAN" (MANUAL):** Adjusts the value of the pulse width. **When the switch is "LFO", "E1+", "E1-", "E2+", "E2-":** Adjusts the modulation depth.
VCO PWM SOURCE	MAN, LFO, E1+, E1-, E2+, E2-	Select the source that controls the pulse width of the square wave. **MAN:** PULSE WIDTH value **LFO:** LFO **E1+:** ENV-1 **E1-:** ENV-1 (inverse characteristic) **E2+:** ENV-2 **E2-:** ENV-2 (inverse characteristic)

VCO-1

Parameter	Value	Explanation
CROSS MOD	0–255	Modifies the VCO-1 frequency according to the VCO-2 waveform. Moving the slider upward makes OSC 1 become a more complex sound, allowing you to create metallic sounds or sound effects.
RANGE	64, 32, 16, 8, 4, 2	Specifies the octave of the oscillator.
WAVE FORM	SAW, PWM, TRI, SIN, SQR, NOISE	Selects the waveform that is the basis of the sound. SAW (Saw wave) PWM (Asymmetrical pulse wave) TRI (Triangle wave) SIN (Sine wave) SQR (Square wave) NOISE

VCO-2

Parameter	Value	Explanation
NORMAL/LOW FREQ switch	NORMAL, LOW FREQ	If LOW FREQ is on, VCO-2 operates as an LFO. In this case, SUB RANGE varies the pitch (frequency), so the pitch will be the same regardless of which key you play.
SYNC switch	OFF, ON	This is oscillator sync. It generates a complex waveform by forcibly resetting VCO-2 to the beginning of its cycle in synchronization with the VCO-1 frequency.
RANGE	64, 32, 16, 8, 4, 2	Specifies the octave of the oscillator.
SUB RANGE	-36–36	Adjusts the VCO-2 pitch in semitone units.
FINE TUNE	-128–127	Finely adjusts the VCO-2 pitch.
WAVE FORM	SAW, PWM, TRI, SIN, SQR, NOISE	Selects the waveform that is the basis of the sound. SAW (Saw wave) PWM (Asymmetrical pulse wave) TRI (Triangle wave) SIN (Sine wave) SQR (Square wave) NOISE

VCO-1/VCO-2

Parameter	Value	Explanation
LEVEL (VCO-1)	0–255	Adjusts the VCO-1 volume.
LEVEL (VCO-2)	0–255	Adjusts the VCO-2 volume.

HPF

Parameter	Value	Explanation
CUTOFF FREQ	0–255	Specifies the cutoff frequency of the high-pass filter. Frequency components below the cutoff frequency are cut.

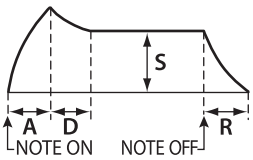
VCF

Parameter	Value	Explanation
CUTOFF FREQ	0–255	Specifies the cutoff frequency of the low-pass filter. Frequency components above the cutoff frequency are cut.
RES	0–255	Resonance boosts the sound in the region of the filter's cutoff frequency. Higher settings produce stronger emphasis, creating a distinctively "synthesizer-like" sound.
SLOPE	-24dB, -18dB, -12dB	Selects the slope (steepness) of the low-pass filter.
VEL SENS	0–255	Adjusts the sensitivity with which the filter envelope is affected by your keyboard dynamics.
ENV MOD	-128–127	Adjusts the depth to which the cutoff frequency is controlled by the ENV (envelope).
ENV MOD SOURCE	ENV-1, ENV-2	Selects the envelope that is used for control.
LFO MOD	-128–127	Uses the LFO to vary the cutoff frequency.
KEY FLW	-128–127	Adjusts the way in which the pitch of the note affects the cutoff frequency (key follow) when using the keyboard to control cutoff frequency. Moving the slider downward causes the cutoff frequency to fall as you play higher on the keyboard.

VCA

Parameter	Value	Explanation
LEVEL	0–255	Adjusts the volume of the patch.
LFO MOD	-128–127	Allows the LFO to modulate the VCA volume (producing tremolo).
TONE	-128–127	Adjusts the tonal character.
VEL SENS	0–255	Adjusts the sensitivity with which the volume is affected by your keyboard dynamics.

ENV-1/ENV-2



Parameter	Value	Explanation
A	0–255	Attack time
D	0–255	Decay time
S	0–255	Sustain level
R	0–255	Release time
KEY FLW	OFF, ON	If key follow is on, ADR becomes longer as you play lower notes, and ADR becomes shorter as you play higher notes. This is appropriate when simulating the sound of decay-type instruments.

EFFECT

Parameter	Value	Explanation
EFFECT TYPE	OVERDRIVE, DISTORTION, METAL, FUZZ, CRUSHER, PHASER	Selects the effect type.
TONE	0–255	Specifies the character of the effect.
DEPTH	0–255	Specifies the depth of the effect.

TEMPO

Parameter	Value	Explanation
TEMPO SYNC	OFF, ON	The modulation speed (RATE) of the LFO section and the delay time (TIME) of the EFFECTS section are synchronized to the tempo.

KEY

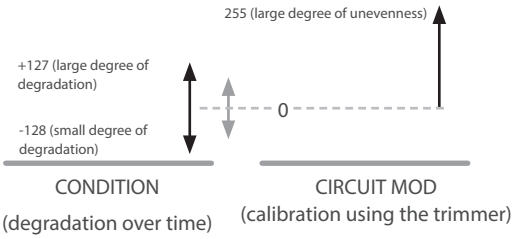
Parameter	Value	Explanation
ASSIGN MODE	MONO	Plays monophonically.
	UNI	Plays all sounds in unison.
	POLY-1	Plays polyphonically.
	POLY-2	
OCTAVE	-3–3	These buttons let you shift the pitch range of the keyboard in one-octave units.

COMMON

Parameter	Value	Explanation
PORTAMENTO	OFF, 1–255	Adjusts the time over which pitch change occurs when portamento is applied.
TYPE	1, 2	1: The pitch changes within the time specified in PORTAMENTO, regardless of the distance between the keys you press. 2: The pitch changes at the speed specified in PORTAMENTO, regardless of the distance between the keys you press.
LEGATO	OFF, ON	Applies portamento only when you play legato (i.e., when you press the next key before releasing the previous key).
BEND RANGE	1–24	Specifies the amount of pitch bend range.
BEND GAIN	x1–x4	Specifies a multiplier for the BEND RANGE, extending the range of change.
BEND SENS VCO	0–255	Specifies the amount of the pitch change produced by pitch bend operations.
BEND SENS VCF	0–255	Specifies the amount of the filter change produced by pitch bend operations.
MOD SENS VCO	0–255	Specifies the amount of the pitch change produced by modulation operations.
MOD SENS VCF	0–255	Specifies the amount of the filter change produced by modulation operations.

CONDITION/CIRCUIT MOD (Circuit Modification)

Parameter	Value	Explanation
CONDITION	-128–127	This simulates the slight degradation of the analog sound generator circuit over the passage of several decades, which might occur on the original model. With this condition as the zero point, you can increase the value to simulate even more degradation for a warmer, more imprecise sound that's characteristic of analog circuitry; or you can decrease the value to simulate a more ideal sound with less degradation over time.
(CIRCUIT MOD)	0–255	Simulates the calibration trimmer on the motherboard. Raising the value creates more differences in calibration between the voices, adding a unique kind of unevenness or expressiveness to the sound. The state of the calibration starting point (0) controlled by the trimmer differs with the [CONDITION] knob settings.



Scene list

No.	Scene Name	MSB	LSB	PC
A001	Piano+Pad EX	85	0	1
A002	Organ / Bass Duo	85	0	2
A003	EP Raindrop	85	0	3
A004	JD Hallway	85	0	4
A005	Big Brass Max	85	0	5
A006	SH Ghost Bass	85	0	6
A007	Macro Lush	85	0	7
A008	Sweet Spot	85	0	8
A009	German Concert	85	0	9
A010	Tine Mk1	85	0	10
A011	Compu Party	85	0	11
A012	Compu AfterParty	85	0	12
A013	Dm:Neo-Inception	85	0	13
A014	Demo:Feeling You	85	0	14
A015	Demo:F.Bs C'monB	85	0	15
A016	Single Tone Play	85	0	16
A017	Rising Saw	85	0	17
A018	Glacial Period	85	0	18
A019	Fade Into You	85	0	19
A020	Soft Scape 2	85	0	20
A021	Shimmering in 86	85	0	21
A022	In The Mist	85	0	22
A023	Mist of Rune	85	0	23
A024	Architecture	85	0	24
A025	Ambient 02	85	0	25
A026	Apocalypse How?	85	0	26
A027	Borealis	85	0	27
A028	Ember Glance	85	0	28
A029	Fanfare	85	0	29
A030	Everest	85	0	30
A031	Ephemera	85	0	31
A032	Ambient 07	85	0	32
A033	Shea	85	0	33
A034	Nice Nice	85	0	34
A035	Pickin' Up	85	0	35
A036	C'mon Baby	85	0	36
A037	Don't Go	85	0	37
A038	Our Mind	85	0	38
A039	In the Sky	85	0	39
A040	Livin'	85	0	40
A041	Lost	85	0	41
A042	Heaven	85	0	42
A043	All In	85	0	43
A044	Searching	85	0	44
A045	Yaya	85	0	45
A046	Learn	85	0	46
A047	Flex	85	0	47
A048	Balearic	85	0	48
A049	Lake Tahoe	85	0	49
A050	Metropolis	85	0	50
A051	SynthPhonic#01	85	0	51
A052	Ambient 04	85	0	52
A053	Holding Samples	85	0	53
A054	Infinite Hold	85	0	54
A055	Prophet of Boom	85	0	55
A056	Grv Split / Pd	85	0	56
A057	Film Score	85	0	57
A058	Str / Hrn / Ww	85	0	58
A059	Chamber Baroque	85	0	59
A060	Breath of Wood	85	0	60
A061	Japan Tradition	85	0	61
A062	Chamber 4Strings	85	0	62
A063	Plasma S-Choir	85	0	63
A064	Sunrise Horns	85	0	64
A065	Dark Mode	85	0	65
A066	Sunset solo	85	0	66
A067	Static	85	0	67
A068	Cat Dance	85	0	68
A069	No Tomorrow	85	0	69
A070	Romantic 80s	85	0	70
A071	80s Synth Pop	85	0	71
A072	New Wave	85	0	72
A073	Strange Pop	85	0	73
A074	Piece of Peace	85	0	74
A075	Spring Train	85	0	75
A076	90s ElePop	85	0	76
A077	90s EleHouse	85	0	77
A078	South Wind	85	0	78
A079	Progre House	85	0	79
A080	Progre Trance	85	0	80
A081	Wave Weaver	85	0	81
A082	Synth Velo Brass	85	0	82
A083	Edge of Darkness	85	0	83
A084	Poly Scape 1	85	0	84
A085	Dreaming	85	0	85
A086	Bottom of Earth	85	0	86
A087	Future Ensemble	85	0	87
A088	Tone of Jupiter	85	0	88
A089	Big Ensemble	85	0	89
A090	Big Room Synth	85	0	90
A091	Sixth of Jupiter	85	0	91
A092	Queen of Pagoda	85	0	92
A093	Emotional Drone	85	0	93
A094	World Of JUNO	85	0	94
A095	Faced Transonic	85	0	95
A096	Washed	85	0	96
A097	Tech House	85	0	97
A098	Pulsar Drift	85	0	98
A099	Chill Wave	85	0	99
A100	Future Bass 02	85	0	100
A101	Future Bass 01	85	0	101
A102	Together On	85	0	102
A103	Electro Disco	85	0	103
A104	Space Disco	85	0	104
A105	Chiptune Disco	85	0	105
A106	Electronic Space	85	0	106
A107	Puzzlement	85	0	107
A108	Drum Step	85	0	108
A109	Trance Transfer	85	0	109
A110	Reshape	85	0	110
A111	Fantom Overture	85	0	111
A112	Transmission	85	0	112
A113	Poly Scape 2	85	0	113
A114	Chill Syn 02	85	0	114
A115	Pulse Relay	85	0	115
A116	Underglimmering	85	0	116
A117	Refracting Delay	85	0	117
A118	Rainy Drone	85	0	118
A119	Chill Syn 06	85	0	119
A120	Chill Syn 04	85	0	120
A121	Chill Syn 03	85	0	121
A122	Dreaming Alice	85	0	122
A123	Chill Syn 01	85	0	123
A124	PWM Pad & Lead	85	0	124
A125	Chill Syn 05	85	0	125
A126	8bit Family	85	0	126
A127	FM GAME	85	0	127
A128	You Need Funky	85	0	128
B001	Intention	85	1	1
B002	Floating	85	1	2
B003	Farewell Detroit	85	1	3
B004	Snowflakes	85	1	4
B005	Dubtek One	85	1	5
B006	Symbiote	85	1	6
B007	Emeritus	85	1	7
B008	Hello Berlin	85	1	8
B009	Oriented Music	85	1	9
B010	Synth Edge	85	1	10
B011	Innovation	85	1	11
B012	Drizzling Night	85	1	12
B013	Feeling of Jazz	85	1	13
B014	SH101 vs JUNO106	85	1	14
B015	Chip Backing 1	85	1	15
B016	Chip Backing 2	85	1	16
B017	Future Pluck	85	1	17
B018	Saw Wave Piano	85	1	18
B019	Velocity Mallets	85	1	19
B020	Ethnic Toy	85	1	20
B021	808 Sweet Snow	85	1	21
B022	Fantasy D-50+	85	1	22

No.	Scene Name	MSB	LSB	PC
B023	Experimental 02	85	1	23
B024	Ethnic Minimal 1	85	1	24
B025	Pluck&PianoW	85	1	25
B026	Synth Lounge	85	1	26
B027	Deep V-Grand	85	1	27
B028	Stage V-Grand	85	1	28
B029	Eastcoast V	85	1	29
B030	Concerto V	85	1	30
B031	Symphony V	85	1	31
B032	Ac Pno+Bs Split	85	1	32
B033	E.Bass & 90s PF	85	1	33
B034	Ac Pno+EP Layer	85	1	34
B035	Ac Pno+Str Layer	85	1	35
B036	Ac Pno+Brs Layer	85	1	36
B037	When Poets Dream	85	1	37
B038	Desired Piano	85	1	38
B039	Ambient 08	85	1	39
B040	Ambient 09	85	1	40
B041	Insomnia Night	85	1	41
B042	Ambient 01	85	1	42
B043	EP+Bs Split	85	1	43
B044	EP+Pop Hns Split	85	1	44
B045	EP+Ld Split	85	1	45
B046	EP+Syn Brs Layer	85	1	46
B047	EP Comb 1	85	1	47
B048	EP+Pad Layer	85	1	48
B049	EP Comb 2	85	1	49
B050	Crystallization	85	1	50
B051	FM EP X	85	1	51
B052	Organ+Bs Split	85	1	52
B053	Dream Organ	85	1	53
B054	Emitting Organ	85	1	54
B055	E.Gt vs JUNO	85	1	55
B056	LOUD Dist E.G	85	1	56
B057	Bass & Poly 1	85	1	57
B058	Bass & Poly 2	85	1	58
B059	Bass & Poly 3	85	1	59
B060	Bass & Poly 4	85	1	60
B061	Bass & Poly 5	85	1	61
B062	BassLead / EpBrs	85	1	62
B063	Solid Bass&2Lead	85	1	63
B064	Bs Lwr / Ld Upr	85	1	64
B065	Bit Crusher J	85	1	65
B066	Upper&LowerLeads	85	1	66
B067	Lead to Lead	85	1	67
B068	Buzz Ensemble	85	1	68
B069	Progressive Neon	85	1	69
B070	Kick+Bass / Plk	85	1	70
B071	808 HiP Conga	85	1	71
B072	Vox & Sine Lead	85	1	72
B073	Synth Wave 02	85	1	73
B074	FutureB /Arp&Ld	85	1	74
B075	Drone /FX 1	85	1	75
B076	Drone /FX 2	85	1	76
B077	FX Scape 1	85	1	77
B078	FX Scape 2	85	1	78
B079	Cassiopea	85	1	79
B080	Paranormalism	85	1	80
B081	Ambient 05	85	1	81
B082	Neue Musik	85	1	82
B083	Fun Kung Fu	85	1	83
B084	Above & Below	85	1	84
B085	You Need A Beat	85	1	85
B086	Electro House 1	85	1	86
B087	Electro House 3	85	1	87
B088	90s Synth Pop	85	1	88
B089	ElePop /Arp	85	1	89
B090	Run Highway	85	1	90
B091	Reggae Dub	85	1	91
B092	Electronic Onion	85	1	92
B093	IKASU!!!! BEAT	85	1	93
B094	Minimal 01	85	1	94
B095	Minimal 02	85	1	95
B096	Minimal 03	85	1	96
B097	Visitor JUNO	85	1	97
B098	Progressive.H	85	1	98
B099	Synth Pop	85	1	99
B100	Dance Play Kit	85	1	100
B101	Grv Split / Ld	85	1	101
B102	Robo has Gone	85	1	102
B103	Electro House 2	85	1	103
B104	808 Split Comb	85	1	104
B105	909 Split Comb	85	1	105
B106	Synth Wave 04	85	1	106
B107	MinimalAmb /Arp	85	1	107
B108	Synth Wave 03	85	1	108
B109	Ethnic Minimal 2	85	1	109
B110	Synth Wave 01	85	1	110
B111	Experimental 03	85	1	111
B112	Modular Split	85	1	112
B113	Ambient 03	85	1	113
B114	Tangerine	85	1	114
B115	Which TB?	85	1	115
B116	Experimental 01	85	1	116
B117	Arp / Dly 1	85	1	117
B118	Arp / Dly 2	85	1	118
B119	Arp / Dly 4	85	1	119
B120	Arp / Dly 8	85	1	120
B121	Arp7th & DubDly	85	1	121
B122	Arp / Dly 5	85	1	122
B123	Arp / Dly 7	85	1	123
B124	Arp / Dly 9	85	1	124
B125	Arp / Dly 3	85	1	125
B126	Arp / Dly 6	85	1	126
B127	Arp / Dly 10	85	1	127
B128	INITIAL SCENE	85	1	128
C001	Piano Menu	85	2	1
C002	Keyboard Menu	85	2	2
C003	Pad Menu	85	2	3
C004	Poly Key Menu	85	2	4
C005	Synth Bass Menu	85	2	5
C006	Hard Lead Menu	85	2	6
C007	Soft Lead Menu	85	2	7
C008	Pluck Menu	85	2	8
C009	Synth Brass Menu	85	2	9
C010	Strings Menu	85	2	10
C011	Bell Menu	85	2	11
C012	FX Menu	85	2	12
C013	E.Drum Kit Menu	85	2	13
C014	Ac.Drum Kit Menu	85	2	14
C015	Pulsating Menu	85	2	15
C016	Groove Menu	85	2	16

No.	Scene Name	MSB	LSB	PC
D113	Piano+Pad Layer	85	3	113
D114	Jupiter Explored	85	3	114
D115	Something Air	85	3	115
D116	Wobble HYP	85	3	116
D117	A Dark Edge	85	3	117
D118	Light&ShadeBrass	85	3	118
D119	Soft Scape 1	85	3	119
D120	Illumination	85	3	120
D121	No Answer	85	3	121
D122	Classic Trap	85	3	122
D123	Complextro	85	3	123
D124	Think of U	85	3	124
D125	Soft Illusion	85	3	125
D126	Ice Motion	85	3	126
D127	SH Pipe Lead	85	3	127
D128	Enchanted Lead	85	3	128

Sound list

EXSN01: SuperNATURAL Acoustic Piano 1 Expansion

Tone List

No.	Tone Name	Category	MSB	LSB	PC
1	Concert Jazz	Ac.Piano	105	64	1
2	Recording Grand	Ac.Piano	105	64	2
3	Concert Grand	Ac.Piano	105	64	3
4	Bright Concert	Ac.Piano	105	64	4
5	Mellow Concert	Ac.Piano	105	64	5
6	Concert Grand 2	Ac.Piano	105	64	6
7	Bright Concert 2	Ac.Piano	105	64	7
8	Mellow Concert 2	Ac.Piano	105	64	8
9	Clear Grand	Ac.Piano	105	64	9
10	Mono Grand	Ac.Piano	105	64	10

Scene List

No.	Tone Name	Memo
1	Jazz Concert	Ac.Piano
2	Recording Grand	Ac.Piano
3	Concert Grand	Ac.Piano
4	Warm Concert	Ac.Piano
5	Studio Sparkle	Layer; Ac.Piano; Synth PolyKey
6	Padawareness	Layer; Ac.Piano; Ensemble Brass
7	Piano Fanfare	Layer; Ac.Piano; Ensemble Brass
8	Echoes of Utopia	Layer; Ac.Piano; Celesta
9	Pno Chorale+Bell	Layer; Ac.Piano; Choir; Bell
10	Close to Rome	Layer; Ac.Piano; Ensamble Strings; Pulsating
11	NaturalMass	Layer; Ac.Piano; Synth Pad
12	Filtered Friend	Layer; Ac.Piano; Ac.Piano
13	Purified Pair	Layer; Ac.Piano; E.Organ
14	Delayed Gravity	Layer; Ac.Piano; Synth Pad
15	Unusual Duo	Layer; Ac.Piano; Ac.Bass
16	Piano Padder Spl	Split; Ac.Piano; Synth Pad

EXSN02: SuperNATURAL Electric Piano 1 Expansion

Tone List

No.	Tone Name	Category	MSB	LSB	PC
1	Tine Mk II Trem	E.Piano1	105	65	1
2	Tine Mk I Trem 1	E.Piano1	105	65	2
3	Tine EP Trem	E.Piano1	105	65	3
4	1975 EP Trem 1	E.Piano1	105	65	4
5	1975 EP Amp OD 1	E.Piano1	105	65	5
6	Mk II Chorus	E.Piano1	105	65	6
7	1975 Chorus	E.Piano1	105	65	7
8	Mk II Phaser	E.Piano1	105	65	8
9	1975 Phaser	E.Piano1	105	65	9
10	Mk I Touch Wah	E.Piano1	105	65	10
11	TineEP Tape Echo	E.Piano1	105	65	11
12	1975 Tape Echo	E.Piano1	105	65	12
13	Mk I Mod Delay	E.Piano1	105	65	13
14	Mk II Comp	E.Piano1	105	65	14
15	1975 Comp	E.Piano1	105	65	15
16	1975 RingMod	E.Piano1	105	65	16
17	Tine Mk I Trem 2	E.Piano1	105	65	17
18	Tine MkI TrmOff	E.Piano1	105	65	18
19	1975 EP Trem 2	E.Piano1	105	65	19
20	Tine EP Mk II RD	E.Piano1	105	65	20
21	Tine EP Mk I RD	E.Piano1	105	65	21
22	Tine E.Piano RD	E.Piano1	105	65	22
23	1975 E.Piano RD	E.Piano1	105	65	23
24	1975 EP Amp OD 2	E.Piano1	105	65	24
25	75 TremoloEP RD	E.Piano1	105	65	25
26	75 Mellow EP RD	E.Piano1	105	65	26
27	Chorus TineEP RD	E.Piano1	105	65	27
28	75 Chorus EP RD	E.Piano1	105	65	28
29	75 Phased EP RD	E.Piano1	105	65	29
30	Phaser TineEP RD	E.Piano1	105	65	30
31	75 SweetEcho RD	E.Piano1	105	65	31
32	75 ModDelayEP RD	E.Piano1	105	65	32
33	75 ModDelay EP	E.Piano1	105	65	33
34	75 Driven EP RD	E.Piano1	105	65	34
35	Mk I Keyoff RD	E.Piano1	105	65	35
36	1975 Keyoff RD	E.Piano1	105	65	36

Scene List

No.	Tone Name	Memo
1	Tine EP Mk II	E.Piano
2	Tine EP Mk I	E.Piano
3	Tine E.Piano	E.Piano
4	1975 E.Piano	E.Piano
5	Off the Spectrum	E.Piano
6	Vienna Guru	E.Piano
7	In a Dark Room	E.Piano
8	MkII Sust+SDD320	E.Piano
9	Vulcan Road	E.Piano
10	MkI Sust+CE-1	E.Piano
11	75 Sust+TapeEcho	E.Piano
12	Tine Euphoria	Layer; E.Piano; Celesta
13	Murmerized	Layer; E.Piano; Pulsating; E.Piano
14	EP Flickers	Layer; E.Piano; Synth PolyKey

No.	Tone Name	Memo
15	EP Soft Brs/Hits	Split; E.Piano; Synth Brass; Synth PolyKey; E.Piano
16	1975/FR PBs Spl	Split; E.Piano; E.Piano
17	EP/Organ Bass	Split; E.Piano; E.Organ
18	Mkl Sust+SSPhasr	E.Piano
19	Tribal Tines	Layer; E.Piano; Plucked; Vox
20	Tine Mkl TremOff	E.Piano

EXSN03: SuperNATURAL Acoustic Piano 2 Expansion

Tone List

No.	Tone Name	Category	MSB	LSB	PC
1	Classic Piano	Ac.Piano	105	66	1
2	Classic Light	Ac.Piano	105	66	2
3	Classic Heavy	Ac.Piano	105	66	3
4	Classic Warm 1	Ac.Piano	105	66	4
5	Classic Warm 2	Ac.Piano	105	66	5
6	Classic Warm 3	Ac.Piano	105	66	6
7	Clsc Brilliant 1	Ac.Piano	105	66	7
8	Clsc Brilliant 2	Ac.Piano	105	66	8
9	Clsc Brilliant 3	Ac.Piano	105	66	9
10	Smooth Classic	Ac.Piano	105	66	10
11	Winter Warm	Ac.Piano	105	66	11
12	Oslo's Finest	Ac.Piano	105	66	12
13	Homegrown	Ac.Piano	105	66	13
14	Nordic Breeze	Ac.Piano	105	66	14
15	Mazurka 1849	Ac.Piano	105	66	15
16	Wondermaze	Ac.Piano	105	66	16
17	Stargaze	Ac.Piano	105	66	17
18	Rev Expression	Ac.Piano	105	66	18
19	Chorus Baroness	Ac.Piano	105	66	19
20	Piano Concrete	Ac.Piano	105	66	20

Scene List

No.	Scene Name	Memo
1	Homecoming	Layer; Ac.Piano; Synth Pad
2	Concrete Dream	Layer; Ac.Piano; Synth Pad
3	Sweet Swell	Layer; Ac.Piano; Strings Section
4	Classic Minimal	Layer; Ac.Piano; Synth Pad
5	Heaven Express	Layer; Ac.Piano; Synth Pad; Synth Brass
6	Reverse Glory	Layer; Ac.Piano; Synth Pad
7	Fantasy Hallway	Layer; Ac.Piano; Synth Pad
8	Wonder Choir	Layer; Ac.Piano; Choir
9	Ice Machine	Layer; Ac.Piano; Synth PolyKey
10	Parallel Peaks	Layer; Ac.Piano; Synth PolyKey; Flute
11	Sustained Haze	Layer; Ac.Piano; Synth Pad
12	TMT the Giant	Layer; Ac.Piano; Synth Pad
13	Time Traveller	Layer; Ac.Piano; Synth Pad; Synth Brass
14	Eastern Solice	Layer; Ac.Piano; Synth Pad; Synth PolyKey
15	Night Chaser	Layer; Ac.Piano; Synth Pad
16	ClassicPianoMenu	Ac.Piano

EXSN04 : SuperNATURAL Acoustic Piano 3 Expansion

Tone List

No.	Tone Name	Category	MSB	LSB	PC
1	Artists' Choice	Ac.Piano	105	67	1
2	Warm Artist	Ac.Piano	105	67	2
3	Bright Artist	Ac.Piano	105	67	3
4	Piano Performer	Ac.Piano	105	67	4
5	Studio Grand	Ac.Piano	105	67	5
6	Lyrical Touch	Ac.Piano	105	67	6
7	Grand Ballad	Ac.Piano	105	67	7
8	Pop Rocker	Ac.Piano	105	67	8
9	Piano Rag	Ac.Piano	105	67	9
10	Dark Felt Pno	Ac.Piano	105	67	10
11	Warm Felt Pno	Ac.Piano	105	67	11
12	Soft Distance	Ac.Piano	105	67	12
13	Legato Static	Ac.Piano	105	67	13
14	Make Me Phase	Ac.Piano	105	67	14
15	Mod Acoustive	Ac.Piano	105	67	15

EXM001: JUPITER-8 Model Expansion

Tone List

No.	Tone Name	Category	MSB	LSB	PC
1	Berlin Night	Synth Pad/Str	97	64	1
2	Dirty Little Pad	Synth Pad/Str	97	64	2
3	Metro Flute	Synth Pad/Str	97	64	3
4	Pluck Swell	Synth Pad/Str	97	64	4
5	Sweeping Pulse	Synth Pad/Str	97	64	5
6	Sweep JP	Synth Pad/Str	97	64	6
7	Sunbeams	Synth Pad/Str	97	64	7
8	Reso Drone	Synth Pad/Str	97	64	8
9	Reso Pad	Synth Pad/Str	97	64	9
10	Uni-Sync	Synth Pad/Str	97	64	10
11	Flange Pad /Mod	Synth Pad/Str	97	64	11
12	Fat 5 Fever	Synth Pad/Str	97	64	12
13	Thrift Store	Synth Pad/Str	97	64	13
14	Delicate Bells	Synth Bellpad	97	64	14
15	Bright Pad 1	Synth Pad/Str	97	64	15
16	Bright Pad 2	Synth Pad/Str	97	64	16
17	Bright Strings	Synth Pad/Str	97	64	17
18	Strings JP	Synth Pad/Str	97	64	18

No.	Tone Name	Category	MSB	LSB	PC
19	Oct Pad	Synth Pad/Str	97	64	19
20	Retro Flute	Synth Pad/Str	97	64	20
21	Sqr Soft Pad	Synth Pad/Str	97	64	21
22	EPistle	Synth Pad/Str	97	64	22
23	Soft Saw Pad	Synth Pad/Str	97	64	23
24	PWM Stac Pad	Synth Pad/Str	97	64	24
25	ModLoop EP!	Synth Pad/Str	97	64	25
26	Soft Pad JP	Synth Pad/Str	97	64	26
27	Big Bite Pluck	Synth PolyKey	97	64	27
28	Fairy Tales	Synth PolyKey	97	64	28
29	Silk Stabber	Synth PolyKey	97	64	29
30	Soft Pluck	Synth PolyKey	97	64	30
31	Memories	Pulsating	97	64	31
32	Havana Pad	Pulsating	97	64	32
33	MW Studr	Pulsating	97	64	33
34	Zip Lock Pluck	Pulsating	97	64	34
35	Duster Pad	Pulsating	97	64	35
36	Sanctuary Pad	Pulsating	97	64	36
37	Slice Pad	Pulsating	97	64	37
38	Sqr Stac Pad	Pulsating	97	64	38
39	Wah Pad	Pulsating	97	64	39
40	Synth Brass JP	Synth Brass	97	64	40
41	PWM Env Brass	Synth Brass	97	64	41
42	Future Brass	Synth Brass	97	64	42
43	Detuned Lead	Synth Lead	97	64	43
44	SBF Saw Lead	Synth Lead	97	64	44
45	Sync or Swim	Synth Lead	97	64	45
46	Sync Lead JP	Synth Lead	97	64	46
47	4th Stac Lead	Synth Lead	97	64	47
48	5th Dist Lead	Synth Lead	97	64	48
49	Solid Lead Lower	Synth Lead	97	64	49
50	Solid Lead Upper	Synth Lead	97	64	50
51	TB Squared	Synth Lead	97	64	51
52	Saw Lead	Synth Lead	97	64	52
53	European Lead	Synth Lead	97	64	53
54	Sqr Bend Lead	Synth Lead	97	64	54
55	Sine Pump Up	Synth Lead	97	64	55
56	Reso Choke Bass	Synth Bass	97	64	56
57	Polarity Bass	Synth Bass	97	64	57
58	Jumpah	Synth Bass	97	64	58
59	Tri Bass	Synth Bass	97	64	59
60	Gut Punch Bass	Synth Bass	97	64	60
61	Pulse Basser	Synth Bass	97	64	61
62	Bass Juice	Synth Bass	97	64	62
63	Basser PW	Synth Bass	97	64	63
64	8-Easy	Synth Bass	97	64	64
65	Burned Bass	Synth Bass	97	64	65
66	Tight Bass	Synth Bass	97	64	66
67	Saw Unison Bass	Synth Bass	97	64	67
68	Sqr Unison Bass	Synth Bass	97	64	68
69	Tri Looper	Synth Seq/Pop	97	64	69
70	Sqr Seq Tone	Synth Seq/Pop	97	64	70
71	XMod Spike	Synth FX	97	64	71
72	Low Freq Tone	Synth FX	97	64	72
73	NEG SYNC	Synth Pad/Str	97	64	73
74	NEG PLUCK	Synth Pad/Str	97	64	74
75	SYNC SWEEP	Synth Pad/Str	97	64	75
76	CARS SYNC	Synth Pad/Str	97	64	76
77	SYNC LEAD	Synth Lead	97	64	77
78	HONKY TONK	Synth PolyKey	97	64	78
79	HARP	Synth PolyKey	97	64	79
80	LO STRINGS	Synth Pad/Str	97	64	80
81	MID STRINGS	Synth Pad/Str	97	64	81
82	HI STRINGS	Synth Pad/Str	97	64	82
83	MELLOW STRINGS	Synth Pad/Str	97	64	83
84	LO BRASS	Synth Brass	97	64	84
85	HI BRASS	Synth Brass	97	64	85
86	S&H BRASS	Synth Brass	97	64	86
87	SYNTH BRASS	Synth Brass	97	64	87
88	BELL ORGAN	Synth PolyKey	97	64	88
89	COMBO ORGAN	Synth PolyKey	97	64	89
90	PIPE ORGAN	Synth PolyKey	97	64	90
91	ELECTRIC ORGAN	Synth PolyKey	97	64	91
92	SOLO VOICE	Synth Lead	97	64	92
93	CHOIR VOICES	Synth Pad/Str	97	64	93
94	CHIME	Synth Bellpad	97	64	94
95	SOLAR WINDS	Synth FX	97	64	95
96	FUZZY FIFTHS	Synth Lead	97	64	96
97	DOWN FOURTH	Synth Lead	97	64	97
98	MELLOW BLIP	Synth Pad/Str	97	64	98
99	HARD BLIP	Synth Pad/Str	97	64	99
100	CLARINET	Synth Lead	97	64	100
101	FLUTE	Synth Lead	97	64	101
102	VIOLIN	Synth Pad/Str	97	64	102
103	CELLO	Synth Pad/Str	97	64	103
104	HARMONICA	Synth Lead	97	64	104
105	INIT TONE	No Assign	97	64	105

EXM002: JUNO-106 Model Expansion

Tone List

No.	Tone Name	Category	MSB	LSB	PC
1	Heater Pad	Synth Pad/Str	97	66	1
2	CE-Drone	Synth Pad/Str	97	66	2
3	Saw Strings	Synth Pad/Str	97	66	3
4	PMW Crawler	Synth Pad/Str	97	66	4
5	Soft Pad	Synth Pad/Str	97	66	5
6	Tsukamu /Mod	Synth Pad/Str	97	66	6
7	Bright Pad	Synth Pad/Str	97	66	7
8	Hi Strings	Synth Pad/Str	97	66	8
9	Glorious Pad	Synth Pad/Str	97	66	9
10	Reso Swallow	Synth Pad/Str	97	66	10

No.	Tone Name	Category	MSB	LSB	PC
11	Face Lift	Synth Pad/Str	97	66	11
12	Juno Sweeper	Synth Pad/Str	97	66	12
13	Reso Sweep	Synth Pad/Str	97	66	13
14	Sweep ReleasePd1	Synth Pad/Str	97	66	14
15	Feels Pad	Synth Pad/Str	97	66	15
16	Kolibri	Synth Pad/Str	97	66	16
17	Somber Pulse Pad	Synth Pad/Str	97	66	17
18	Mr PWM	Synth Pad/Str	97	66	18
19	Sfz Swell	Synth Pad/Str	97	66	19
20	Seary Pad	Synth Pad/Str	97	66	20
21	Sweep ReleasePd2	Synth Pad/Str	97	66	21
22	Gate Plucker	Synth Pad/Str	97	66	22
23	PWM Soft Pad	Synth Pad/Str	97	66	23
24	Ambient Pad	Synth Pad/Str	97	66	24
25	Noise Pad	Synth Pad/Str	97	66	25
26	m0t0n0v0	Synth Bellpad	97	66	26
27	LFO Pad	Synth Pad/Str	97	66	27
28	Enchanted	Synth PolyKey	97	66	28
29	Oboete iru?	Synth PolyKey	97	66	29
30	Uganda Poly	Synth PolyKey	97	66	30
31	Ring Shorty	Synth PolyKey	97	66	31
32	Hard Pluck	Synth PolyKey	97	66	32
33	Bright Pluck	Synth PolyKey	97	66	33
34	Delay Pluck	Synth PolyKey	97	66	34
35	X-Gamer	Pulsating	97	66	35
36	Garage Sale	Pulsating	97	66	36
37	Wah LFO Pad	Pulsating	97	66	37
38	TheUnexplored EP	Pulsating	97	66	38
39	Refuge Pad	Pulsating	97	66	39
40	Bright Brass	Synth Brass	97	66	40
41	Reso Soft Brass	Synth Brass	97	66	41
42	JUNO Lead 1	Synth Lead	97	66	42
43	JUNO Lead 2	Synth Lead	97	66	43
44	Sacred Lead	Synth Lead	97	66	44
45	Mr Sudz Lead	Synth Lead	97	66	45
46	Sir Wah	Synth Lead	97	66	46
47	Retroist Lead	Synth Lead	97	66	47
48	Noise Lead	Synth Lead	97	66	48
49	Big Boy Bass	Synth Bass	97	66	49
50	Crensaw Ld/Bs	Synth Bass	97	66	50
51	Revisit Bass	Synth Bass	97	66	51
52	Dizzy Bass	Synth Bass	97	66	52
53	Shaker Bass	Synth Bass	97	66	53
54	Bug Juice Bass	Synth Bass	97	66	54
55	Disto Click Bass	Synth Bass	97	66	55
56	Halo Rez Bass	Synth Bass	97	66	56
57	Bass Y'all	Synth Bass	97	66	57
58	Soft Subber	Synth Bass	97	66	58
59	Saw Fatty	Synth Bass	97	66	59
60	Low Boost Bass	Synth Bass	97	66	60
61	PWM+SubOSC Bass	Synth Bass	97	66	61
62	SubOSC Bass	Synth Bass	97	66	62
63	Ring My Wheel Bs	Synth Bass	97	66	63
64	Treat Bass	Synth Bass	97	66	64
65	Iron-8 Bass	Synth Bass	97	66	65
66	Seq Bass	Synth Bass	97	66	66
67	Sub Reso Bass	Synth Bass	97	66	67
68	Reso Seq Bs	Synth Bass	97	66	68
69	Fast Mod Pluck	Synth Seq/Pop	97	66	69
70	Soft Pluck	Synth Seq/Pop	97	66	70
71	Saw Seq	Synth Seq/Pop	97	66	71
72	Sqr Seq	Synth Seq/Pop	97	66	72
73	Big Wave	Synth FX	97	66	73
74	Console 80 FX	Synth FX	97	66	74
75	Synth Drum	Synth FX	97	66	75
76	BRASS	Synth Brass	97	66	76
77	MOVING STRINGS	Synth Pad/Str	97	66	77
78	BRASS & STRINGS	Synth Pad/Str	97	66	78
79	CHOIR	Synth Pad/Str	97	66	79
80	PIANO I	Synth PolyKey	97	66	80
81	ORGAN II	Synth PolyKey	97	66	81
82	CELESTE	Synth PolyKey	97	66	82
83	ELECT. PIANO II	Synth PolyKey	97	66	83
84	STEEL DRUMS	Synth PolyKey	97	66	84
85	XYLOPHONE	Synth PolyKey	97	66	85
86	BRASS III	Synth Brass	97	66	86
87	STRINGS III	Synth Pad/Str	97	66	87
88	DARK PLUCK	Synth PolyKey	97	66	88
89	FUNKY I	Synth PolyKey	97	66	89
90	SYNTH BASS I	Synth Bass	97	66	90
91	LEAD I	Synth Lead	97	66	91
92	LEAD II	Synth Lead	97	66	92
93	FUNKY II	Synth PolyKey	97	66	93
94	SYNTH BASS II	Synth Bass	97	66	94
95	FUNKY III	Synth PolyKey	97	66	95
96	THUD WAH	Synth Pad/Str	97	66	96
97	GOING UP	Synth FX	97	66	97
98	SNARE DRUM	Synth FX	97	66	98
99	TOM TOMS	Synth FX	97	66	99
100	TIMPANI	Synth FX	97	66	100
101	SYNTH PAD	Synth Pad/Str	97	66	101
102	SWEEP I	Synth Pad/Str	97	66	102
103	PLUCK SWEEP	Synth Pad/Str	97	66	103
104	REPEATER	Synth PolyKey	97	66	104
105	DARK SYNTH PIANO	Synth PolyKey	97	66	105
106	WAH RELEASE	Synth PolyKey	97	66	106
107	RESONANCE FUNK	Synth FX	97	66	107
108	INIT TONE	No Assign	97	66	108

EXM003: JX-8P Model Expansion

Tone List

No.	Tone Name	Category	MSB	LSB	PC
1	Mass-5	Synth Pad/Str	97	68	1
2	Square Dimes	Synth Pad/Str	97	68	2
3	SaiYuSenJiKou	Synth Pad/Str	97	68	3
4	5th Synth 1	Synth Pad/Str	97	68	4
5	Scorched Pad	Synth Pad/Str	97	68	5
6	Dynamic Lush Pad	Synth Pad/Str	97	68	6
7	Slow Atk Strings	Synth Pad/Str	97	68	7
8	Hollow Daddy	Synth Pad/Str	97	68	8
9	Hinode	Synth Pad/Str	97	68	9
10	Bowed Synth	Synth Pad/Str	97	68	10
11	Choir Pad	Synth Pad/Str	97	68	11
12	Ancient One	Synth Pad/Str	97	68	12
13	Soft Pad 1	Synth Pad/Str	97	68	13
14	Poly JX	Synth Pad/Str	97	68	14
15	Clavcid!	Synth Pad/Str	97	68	15
16	Res-Plasto	Synth Pad/Str	97	68	16
17	Dyna Reso	Synth Pad/Str	97	68	17
18	Descender Pad	Synth Pad/Str	97	68	18
19	5th Synth 2	Synth Pad/Str	97	68	19
20	Reso Sweep 1	Synth Pad/Str	97	68	20
21	Reso Sweep 2	Synth Pad/Str	97	68	21
22	Reso Sweep 3	Synth Pad/Str	97	68	22
23	Severed Strings	Synth Pad/Str	97	68	23
24	Gross dude...	Synth Pad/Str	97	68	24
25	Mirror Pluck	Synth Pad/Str	97	68	25
26	Soft Pad 2	Synth Pad/Str	97	68	26
27	Porto Strings	Synth Pad/Str	97	68	27
28	Dulci-Synth	Synth Pad/Str	97	68	28
29	Bend Pad	Synth Pad/Str	97	68	29
30	Bell Chorus	Synth Bellpad	97	68	30
31	Two Chimes	Synth Bellpad	97	68	31
32	Bright Keys	Synth PolyKey	97	68	32
33	Syniano EP	Synth PolyKey	97	68	33
34	Quiver	Pulsating	97	68	34
35	BC Pluck	Pulsating	97	68	35
36	Tremolo Synth	Pulsating	97	68	36
37	Rnd Filter Synth	Pulsating	97	68	37
38	JX Poly Brass	Synth Brass	97	68	38
39	JX Powerbrass	Synth Brass	97	68	39
40	Polyheimer	Synth Brass	97	68	40
41	Bend Brass	Synth Brass	97	68	41
42	Velo Brass	Synth Brass	97	68	42
43	Velo Brassman	Synth Brass	97	68	43
44	Classic Poly JX	Synth Brass	97	68	44
45	Horn Pad	Synth Brass	97	68	45
46	Amazement Ld	Synth Lead	97	68	46
47	Square Bottom	Synth Lead	97	68	47
48	Miss Maiden Lead	Synth Lead	97	68	48
49	Sqr Lead	Synth Lead	97	68	49
50	Mod Bot	Synth Lead	97	68	50
51	X-Mod Lead	Synth Lead	97	68	51
52	8bit Lead	Synth Lead	97	68	52
53	Low Blow	Synth Bass	97	68	53
54	Bit Basher	Synth Bass	97	68	54
55	Delay Bass	Synth Bass	97	68	55
56	5th Stac Bass	Synth Bass	97	68	56
57	Dark Chorus Bass	Synth Bass	97	68	57
58	Velo Reso Bass	Synth Bass	97	68	58
59	Velo Filter Bass	Synth Bass	97	68	59
60	DoubleFilter Bs	Synth Bass	97	68	60
61	Sqr Pluck 1	Synth Seq/Pop	97	68	61
62	Sqr Pluck 2	Synth Seq/Pop	97	68	62
63	Velo Pluck	Synth Seq/Pop	97	68	63
64	Toy Darts	Synth Seq/Pop	97	68	64
65	Puny Pluck	Synth Seq/Pop	97	68	65
66	Fat Fifth 2	Synth Seq/Pop	97	68	66
67	Vel Seq Tone	Synth Seq/Pop	97	68	67
68	XMod Compu	Synth FX	97	68	68
69	Tech Chord	Synth FX	97	68	69
70	Synth Tom	Synth FX	97	68	70
71	Telephone	Synth FX	97	68	71
72	Noise Sweep	Synth FX	97	68	72
73	C5 FX Sweep	Synth FX	97	68	73
74	PIANO 1	Synth PolyKey	97	68	74
75	PIANO 2	Synth PolyKey	97	68	75
76	PIANO 3	Synth PolyKey	97	68	76
77	LOW STRINGS	Synth Pad/Str	97	68	77
78	VOICES	Synth Pad/Str	97	68	78
79	ORGAN I	Synth PolyKey	97	68	79
80	ORGAN II	Synth PolyKey	97	68	80
81	SYNTH BASS	Synth Bass	97	68	81
82	SOUNDTRACK	Synth Pad/Str	97	68	82
83	FAT FIFTH	Synth Pad/Str	97	68	83
84	T O M S	Synth FX	97	68	84
85	CLAV	Synth PolyKey	97	68	85
86	SQUARELEAD	Synth Lead	97	68	86
87	POLY BRASS	Synth Brass	97	68	87
88	SOFT BRASS	Synth Brass	97	68	88
89	STAB BRASS	Synth Brass	97	68	89
90	AGOGO BELL	Synth FX	97	68	90
91	PIANO 4	Synth PolyKey	97	68	91
92	PIANO 5	Synth PolyKey	97	68	92
93	STRINGBRASS	Synth Brass	97	68	93
94	STRINGS 1	Synth Pad/Str	97	68	94
95	STRINGS 2	Synth Pad/Str	97	68	95
96	CHOIR	Synth Pad/Str	97	68	96
97	MAY.S WIND	Synth Pad/Str	97	68	97
98	MARIMBA	Synth Seq/Pop	97	68	98
99	HARPSICH	Synth PolyKey	97	68	99
100	XMAS BEL	Synth Bellpad	97	68	100

No.	Tone Name	Category	MSB	LSB	PC
101	VIBES	Synth Bellpad	97	68	101
102	UPRITEBASS	Synth Bass	97	68	102
103	LOG DRUM	Synth Seq/Pop	97	68	103
104	MALLET	Synth Seq/Pop	97	68	104
105	POLY SYNTH	Synth Pad/Str	97	68	105
106	INIT TONE	No Assign	97	68	106

EXM004: SH-101 Model Expansion

Tone List

No.	Tone Name	Category	MSB	LSB	PC
1	Gimme Lead	Synth Lead	97	70	1
2	Long Note	Synth Lead	97	70	2
3	Mod Shatter	Synth Lead	97	70	3
4	Saw Boz	Synth Lead	97	70	4
5	Fireflies	Synth Lead	97	70	5
6	T-Holiday	Synth Lead	97	70	6
7	Lazor Boy	Synth Lead	97	70	7
8	Throttle Lust	Synth Lead	97	70	8
9	Lizard King	Synth Lead	97	70	9
10	Blisters	Synth Lead	97	70	10
11	Pulse Leader	Synth Lead	97	70	11
12	Solo Sweet	Synth Lead	97	70	12
13	Porta Saw Lead	Synth Lead	97	70	13
14	PW+SubOSC Ld	Synth Lead	97	70	14
15	Porta Sqr Lead	Synth Lead	97	70	15
16	Sqr Atk Lead	Synth Lead	97	70	16
17	Calc Lead	Synth Lead	97	70	17
18	PWM LFO Lead	Synth Lead	97	70	18
19	PWM Env Lead 1	Synth Lead	97	70	19
20	PWM Env Lead 2	Synth Lead	97	70	20
21	Reso PW+Saw Ld	Synth Lead	97	70	21
22	Chiptune Lead	Synth Lead	97	70	22
23	Saw Flutter Ld	Synth Lead	97	70	23
24	Bit Crusher Lead	Synth Lead	97	70	24
25	Oct Bass	Synth Bass	97	70	25
26	Le Bass	Synth Bass	97	70	26
27	Cone Pleaser	Synth Bass	97	70	27
28	THAbass	Synth Bass	97	70	28
29	Reester Bass	Synth Bass	97	70	29
30	PWM PortaDrone	Synth Bass	97	70	30
31	Shlob Bass	Synth Bass	97	70	31
32	Choice Bass	Synth Bass	97	70	32
33	Shorty Enhancer	Synth Bass	97	70	33
34	Filter Env Bs 1	Synth Bass	97	70	34
35	PW+Saw Bass	Synth Bass	97	70	35
36	Slow FltEnv Bass	Synth Bass	97	70	36
37	Noise Bass	Synth Bass	97	70	37
38	Reso Bass	Synth Bass	97	70	38
39	Long Reso Bass	Synth Bass	97	70	39
40	Reso Sqr+Saw Bs	Synth Bass	97	70	40
41	Organ Bass	Synth Bass	97	70	41
42	Filter Env Bs 2	Synth Bass	97	70	42
43	Dark Bass	Synth Bass	97	70	43
44	SubOSC Soft Bass	Synth Bass	97	70	44
45	Delta Bass	Synth Bass	97	70	45
46	Punisher	Synth Bass	97	70	46
47	Ye Olde 101	Synth Bass	97	70	47
48	Porta Bass	Synth Bass	97	70	48
49	Seq Bass	Synth Bass	97	70	49
50	Reso Seq Bs	Synth Bass	97	70	50
51	Flanger Seq Bs	Synth Bass	97	70	51
52	Phaser Seq Bs	Synth Bass	97	70	52
53	Heady Flange	Synth Seq/Pop	97	70	53
54	Tape 101	Synth Seq/Pop	97	70	54
55	Moon Worm	Pulsating	97	70	55
56	Disto Shorty	Synth Seq/Pop	97	70	56
57	True Pluck	Synth Seq/Pop	97	70	57
58	Sqr Seq SH	Synth Seq/Pop	97	70	58
59	Reso Sqr Seq	Synth Seq/Pop	97	70	59
60	PWM Pluck	Synth Seq/Pop	97	70	60
61	3Tap Dly Seq	Synth Seq/Pop	97	70	61
62	MultiTap Dly Seq	Synth Seq/Pop	97	70	62
63	Reso Bell	Synth Seq/Pop	97	70	63
64	This Old Game	Synth Pad/Str	97	70	64
65	Main Pull SH	Synth Pad/Str	97	70	65
66	Poly 101 1	Synth Pad/Str	97	70	66
67	Shuno Pad	Synth Pad/Str	97	70	67
68	Poly-101 2	Synth Pad/Str	97	70	68
69	Sharimba	Synth Pad/Str	97	70	69
70	Porto Bells	Synth PolyKey	97	70	70
71	Echo Pluck	Synth PolyKey	97	70	71
72	Shorty /Mod	Synth PolyKey	97	70	72
73	Suggestive...	Synth PolyKey	97	70	73
74	Star Message	Pulsating	97	70	74
75	rAnDOm Pads	Pulsating	97	70	75
76	Side Repeater	Pulsating	97	70	76
77	LFO 1/4 Trancer	Pulsating	97	70	77
78	Afterthought	Pulsating	97	70	78
79	Retro Cycle	Pulsating	97	70	79
80	Pulse Pad	Pulsating	97	70	80
81	Buzz Shorty	Pulsating	97	70	81
82	R2 Wheel	Synth FX	97	70	82
83	SelfOSC Kick 1	Synth FX	97	70	83
84	SelfOSC Kick 2	Synth FX	97	70	84
85	SelfOSC DistKick	Synth FX	97	70	85
86	SelfOSC Zap	Synth FX	97	70	86
87	SelfOSC Perc	Synth FX	97	70	87
88	SelfOSC LFO Perc	Synth FX	97	70	88
89	SelfOSC Sweep	Synth FX	97	70	89
90	SelfOSC Tone	Synth FX	97	70	90
91	SelfOSC Rnd FX	Synth FX	97	70	91

No.	Tone Name	Category	MSB	LSB	PC
92	Noise Hit 1	Synth FX	97	70	92
93	Noise Hit 2	Synth FX	97	70	93
94	Noise Percussion	Synth FX	97	70	94
95	Sonar Noise	Synth FX	97	70	95
96	PhaserNoise /Mod	Synth FX	97	70	96
97	INIT TONE	No Assign	97	70	97

EXM005:JD-800 Model Expansion

Tone List

No.	Name	Category	MSB	LSB	PC
JD001	Millennium	42:Pulsating	97	72	1
JD002	Massive Pad	36:Synth Pad/Str	97	72	2
JD003	Crystal EPs	5:E.Piano2	97	72	3
JD004	Synthadelic Bass	21:Synth Bass	97	72	4
JD005	Wailing Guitar	18:Dist.Guitar	97	72	5
JD006	Fantasia 90's	37:Synth Bellpad	97	72	6
JD007	Spun Glass	37:Synth Bellpad	97	72	7
JD008	Mother Afrika!	22:Plucked/Stroke	97	72	8
JD009	Swimotion	42:Pulsating	97	72	9
JD010	Classic Sweeper	36:Synth Pad/Str	97	72	10
JD011	LA MIDI'd Piano	5:E.Piano2	97	72	11
JD012	Meaty Bass	21:Synth Bass	97	72	12
JD013	ST Master	17:E.Guitar	97	72	13
JD014	Perc-Vox Stack	32:Vox/Choir	97	72	14
JD015	Killer Pad	36:Synth Pad/Str	97	72	15
JD016	Waveblower	36:Synth Pad/Str	97	72	16
JD017	Pulsating Pad	42:Pulsating	97	72	17
JD018	Mr.Brass!	35:Synth Brass	97	72	18
JD019	Bruiser Tines	4:E.Piano1	97	72	19
JD020	Wet Bass	21:Synth Bass	97	72	20
JD021	Throaty Clav	10:Clav	97	72	21
JD022	Rockin'Wire	36:Synth Pad/Str	97	72	22
JD023	Iceman	36:Synth Pad/Str	97	72	23
JD024	Ming Dynasty	22:Plucked/Stroke	97	72	24
JD025	Planetarium	42:Pulsating	97	72	25
JD026	Pulse Pad	36:Synth Pad/Str	97	72	26
JD027	All Stops Out	6:E.Organ	97	72	27
JD028	Fusion Solo	34:Synth Lead	97	72	28
JD029	MIDI Guitar	17:E.Guitar	97	72	29
JD030	Pain&Injury Keyz	38:Synth PolyKey	97	72	30
JD031	Deep Breath Pad	36:Synth Pad/Str	97	72	31
JD032	Harlequin	37:Synth Bellpad	97	72	32
JD033	Slow Bell Pad	37:Synth Bellpad	97	72	33
JD034	Analog Brass	35:Synth Brass	97	72	34
JD035	Ac.Piano 1	2:Pop Piano	97	72	35
JD036	Modular Bass	21:Synth Bass	97	72	36
JD037	MIDI Clav	10:Clav	97	72	37
JD038	Voco ST	17:E.Guitar	97	72	38
JD039	Invocation	37:Synth Bellpad	97	72	39
JD040	Ethnic Logs	22:Plucked/Stroke	97	72	40
JD041	2-way Slide	36:Synth Pad/Str	97	72	41
JD042	Macho Swell	36:Synth Pad/Str	97	72	42
JD043	Doo Organ	7:Pipe Organ	97	72	43
JD044	Synth Pipe Solo	34:Synth Lead	97	72	44
JD045	Nylon Choir	16:Ac.Guitar	97	72	45
JD046	Scraping Bone	36:Synth Pad/Str	97	72	46
JD047	Hybrid Strings	36:Synth Pad/Str	97	72	47
JD048	JD-bells 1	14:Bell	97	72	48
JD049	1974!	36:Synth Pad/Str	97	72	49
JD050	Polysynth	36:Synth Pad/Str	97	72	50
JD051	Metallic EPs	5:E.Piano2	97	72	51
JD052	Face Bass	21:Synth Bass	97	72	52

No.	Name	Category	MSB	LSB	PC
JD053	Velo-Crunch	34:Synth Lead	97	72	53
JD054	Stack Attack!	36:Synth Pad/Str	97	72	54
JD055	Girlish Vox	32:Vox/Choir	97	72	55
JD056	Shakuflute	34:Synth Lead	97	72	56
JD057	Aurora Borealis	42:Pulsating	97	72	57
JD058	Pulsation	36:Synth Pad/Str	97	72	58
JD059	Waveola Keys	38:Synth PolyKey	97	72	59
JD060	Tekno Funk Bass	21:Synth Bass	97	72	60
JD061	Backwards 60's	34:Synth Lead	97	72	61
JD062	MetalVox/Bass	49:Zone	97	72	62
JD063	Bottle It	36:Synth Pad/Str	97	72	63
JD064	Doo Pipes	32:Vox/Choir	97	72	64
JD065	Muscle Beach	36:Synth Pad/Str	97	72	65
JD066	JD Buzzed	36:Synth Pad/Str	97	72	66
JD067	Kiruna Pad	36:Synth Pad/Str	97	72	67
JD068	Cloud Keys /Mod	36:Synth Pad/Str	97	72	68
JD069	Lonely City	36:Synth Pad/Str	97	72	69
JD070	Frost Freeze	36:Synth Pad/Str	97	72	70
JD071	Requiem /Mod	36:Synth Pad/Str	97	72	71
JD072	The Summoner	36:Synth Pad/Str	97	72	72
JD073	Krystals Pad	37:Synth Bellpad	97	72	73
JD074	JD Keys	37:Synth Bellpad	97	72	74
JD075	Liquidy Worms	37:Synth Bellpad	97	72	75
JD076	Asian Dream	38:Synth PolyKey	97	72	76
JD077	Soft Knock	38:Synth PolyKey	97	72	77
JD078	Irish Eyes	38:Synth PolyKey	97	72	78
JD079	Our Story	38:Synth PolyKey	97	72	79
JD080	Strummy /Mod	38:Synth PolyKey	97	72	80
JD081	Bell Vox Key	38:Synth PolyKey	97	72	81
JD082	Simple Shocks	38:Synth PolyKey	97	72	82
JD083	SleepLess	38:Synth PolyKey	97	72	83
JD084	Baptist Pad	32:Vox/Choir	97	72	84
JD085	Padtergeist	32:Vox/Choir	97	72	85
JD086	Koyona	42:Pulsating	97	72	86
JD087	404 Pad /Mod	42:Pulsating	97	72	87
JD088	Bell Phases	42:Pulsating	97	72	88
JD089	Bot Swarm	42:Pulsating	97	72	89
JD090	String Wave	42:Pulsating	97	72	90
JD091	Droid Crew	42:Pulsating	97	72	91
JD092	Null Split	42:Pulsating	97	72	92
JD093	Straight Shot	34:Synth Lead	97	72	93
JD094	Velo Voc Lead	34:Synth Lead	97	72	94
JD095	CH Cutter	34:Synth Lead	97	72	95
JD096	YooDoo Sequel	34:Synth Lead	97	72	96
JD097	JD Shredder!	34:Synth Lead	97	72	97
JD098	Semi-Orbit	34:Synth Lead	97	72	98
JD099	Flicker	34:Synth Lead	97	72	99
JD100	Sine Of Life	34:Synth Lead	97	72	100
JD101	Gee Funk Bass	21:Synth Bass	97	72	101
JD102	Frenzy Bs /Mod	21:Synth Bass	97	72	102
JD103	Slime Slap!	21:Synth Bass	97	72	103
JD104	Extreme Bot!	21:Synth Bass	97	72	104
JD105	800 Bass	21:Synth Bass	97	72	105
JD106	Proison	21:Synth Bass	97	72	106
JD107	Gear Grease	21:Synth Bass	97	72	107
JD108	Cog Punch	21:Synth Bass	97	72	108
JD109	Piano Memories	1:Ac.Piano	97	72	109
JD110	Bell E.Piano	5:E.Piano2	97	72	110
JD111	Vocal Tines	4:E.Piano1	97	72	111
JD112	Speaking Clav	10:Clav	97	72	112
JD113	Bellisma	14:Bell	97	72	113
JD114	Cele-Bells	14:Bell	97	72	114
JD115	Market Bells	14:Bell	97	72	115
JD116	Reso Pearl	14:Bell	97	72	116
JD117	Partikle /Mod	15:Mallet	97	72	117
JD118	Trickle Seq	40:Synth Seq/Pop	97	72	118
JD119	Flutter Pluck	40:Synth Seq/Pop	97	72	119
JD120	One Drop	40:Synth Seq/Pop	97	72	120
JD121	Stab -93	44:Hit	97	72	121
JD122	Bit Chord Stack	44:Hit	97	72	122
JD123	Vapor Cave	44:Hit	97	72	123
JD124	Bit Stab	44:Hit	97	72	124
JD125	Vibe Knock	44:Hit	97	72	125
JD126	Bell Brain	44:Hit	97	72	126
JD127	Vintage Stab	44:Hit	97	72	127
JD128	ASMR U there?	39:Synth FX	97	72	128
JD129	Init Tone	0:No Assign	97	73	1

Waveform

No.	WaveName	Category
001	Syn Saw 1	130 : Singl | Saw
002	Syn Saw 2	130 : Singl | Saw
003	FAT Saw	130 : Singl | Saw
004	FAT Square	131 : Singl | SqPls
005	Syn Pulse1	131 : Singl | SqPls
006	Syn Pulse2	131 : Singl | SqPls
007	Syn Pulse3	131 : Singl | SqPls
008	Syn Pulse4	131 : Singl | SqPls
009	Syn Pulse5	131 : Singl | SqPls
010	Pulse Mod	142 : Synth | Dtune
011	Triangle	132 : Singl | Tri
012	Syn Sine	133 : Singl | Sine
013	Soft Pad	143 : Synth | PdStr
014	Wire Str	135 : Singl | Digi
015	MIDI Clav	030 : Keys | Clav
016	Spark Vox1	141 : Synth | Voice
017	Spark Vox2	141 : Synth | Voice
018	Syn Sax	145 : Synth | Lead
019	Clav Wave	030 : Keys | Clav
020	Cello Wave	135 : Singl | Digi
021	BrightDigi	135 : Singl | Digi
022	Cutters	135 : Singl | Digi
023	Syn Bass	082 : Bass | SynBs
024	Rad Hose	119 : WWind | Other
025	Vocal Wave	141 : Synth | Voice
026	Wally Wave	135 : Singl | Digi
027	Brusky lp	135 : Singl | Digi
028	Digiwave	135 : Singl | Digi

No.	WaveName	Category
029	Can Wave 1	135 : Singl | Digi
030	Can Wave 2	135 : Singl | Digi
031	EML 5th	135 : Singl | Digi
032	Wave Scan	135 : Singl | Digi
033	Nasty	135 : Singl | Digi
034	Wave Table	135 : Singl | Digi
035	Fine Wine	140 : Synth | Bell
036	Funk Bass1	081 : Bass | E.Bs
037	Funk Bass2	081 : Bass | E.Bs
038	ST Sust	071 : Guitr | E.Gtr
039	Harp Harm	146 : Synth | KyPlk
040	Full Organ	049 : Organ | Other
041	Full Draw	049 : Organ | Other
042	Doo	141 : Synth | Voice
043	ZZZ Vox	141 : Synth | Voice
044	Org Vox	141 : Synth | Voice
045	Male Vox	141 : Synth | Voice
046	Kalimba	069 : Pluck | Other
047	Xylo	050 : M.Prc | Malet
048	Marim Wave	050 : M.Prc | Malet
049	Log Drum	231 : Perc | Wood
050	AgogoBells	232 : Perc | Metal
051	Bottle Hit	059 : M.Prc | Other
052	Gamelan 1	059 : M.Prc | Other
053	Gamelan 2	059 : M.Prc | Other
054	Gamelan 3	059 : M.Prc | Other
055	Tabla	230 : Perc | Mmbrn
056	Pole lp	149 : Synth | Other
057	Pluck Harp	060 : Pluck | Pluck
058	Nylon Str	070 : Guitr | A.Gtr
059	Hooky	239 : Perc | Other
060	Muters	071 : Guitr | E.Gtr
061	Klack Wave	135 : Singl | Digi
062	Crystal	140 : Synth | Bell
063	Digi Bell	140 : Synth | Bell
064	FingerBell	050 : M.Prc | Malet
065	Digi Chime	140 : Synth | Bell
066	Bell Wave	140 : Synth | Bell
067	Org Bell	140 : Synth | Bell
068	Scrape Gut	079 : Guitr | Other
069	ST Atk	079 : Guitr | Other
070	Hellow Bs	082 : Bass | SynBs
071	Piano Atk	010 : Piano | AcPno
072	EP Hard	029 : EP | Other
073	Clear Keys	049 : Organ | Other
074	EP Distone	029 : EP | Other
075	Flute Push	110 : Wwind | Flute
076	Shami	069 : Pluck | Other
077	Wood Crak	231 : Perc | Wood
078	Klmba Atk	069 : Pluck | Other
079	Block	231 : Perc | Wood
080	Org Atk 1	049 : Organ | Other
081	Org Atk 2	049 : Organ | Other
082	Cowbell	232 : Perc | Metal
083	Sm Metal	169 : FX | Other
084	StrikePole	169 : FX | Other
085	Pizz	092 : Strng | Pizz
086	Switch	163 : FX | SndFX
087	Tuba Slap	109 : Brass | Other
088	Plink	169 : FX | Other
089	Plunk	169 : FX | Other
090	EP Atk	029 : EP | Other
091	TVF_Trig	160 : FX | SynFX
092	Flute Tone	110 : Wwind | Flute
093	Pan Pipe	119 : WWind | Other
094	BottleBlow	119 : WWind | Other
095	Shaku Atk	119 : WWind | Other
096	FlugelWave	100 : Brass | Solo
097	French	100 : Brass | Solo
098	WhiteNoise	149 : Synth | Other
099	Pink Noise	149 : Synth | Other
100	Pitch Wind	149 : Synth | Other
101	Vox Noise1	149 : Synth | Other
102	Vox Noise2	149 : Synth | Other
103	CrunchWind	149 : Synth | Other
104	ThroatWind	149 : Synth | Other
105	Metal Wind	149 : Synth | Other
106	Windago	149 : Synth | Other
107	Anklungs	059 : M.Prc | Other
108	Wind Chime	233 : Perc | Ratle

EXM007: n/zyme Model Expansion

Tone List

No.	Name	Category	MSB	LSB	PC
1	Geometric Wave	Pulsating	97	79	1
2	Wave StepModular	Pulsating	97	79	2
3	Electro Waltz	Pulsating	97	79	3
4	Earth & Space	Synth Pad/Str	97	79	4
5	Chip Stutter	Phrase	97	79	5
6	Electro 1	Phrase	97	79	6
7	Dyow	Synth Bass	97	79	7
8	Square Folder	Synth Bass	97	79	8
9	Mega Sweep	Synth Lead	97	79	9
10	Draw Sync Sweep	Synth Lead	97	79	10
11	Phaser Pad	Synth Pad/Str	97	79	11
12	Waveswarm	Synth Pad/Str	97	79	12
13	Panning Pad	Synth PolyKey	97	79	13
14	Santa Monica	Synth PolyKey	97	79	14
15	Prismatic Piano	E.Piano2	97	79	15
16	Shorty Key	Pulsating	97	79	16
17	Tender Twitch	Pulsating	97	79	17

No.	Name	Category	MSB	LSB	PC
18	Future PulseTone	Pulsating	97	79	18
19	Cinematic 1	Pulsating	97	79	19
20	Cinematic 2	Pulsating	97	79	20
21	Cinematic 3	Pulsating	97	79	21
22	Drawing Pad	Pulsating	97	79	22
23	Multi Voxylor	Pulsating	97	79	23
24	Pulsar Keys	Pulsating	97	79	24
25	Wavemarillion MW	Pulsating	97	79	25
26	StepMod Dance MW	Pulsating	97	79	26
27	Geometric Wave 2	Pulsating	97	79	27
28	Draw Step Seq Pd	Pulsating	97	79	28
29	Chop Bots	Pulsating	97	79	29
30	Flange Step Pad	Pulsating	97	79	30
31	Steputation	Pulsating	97	79	31
32	Ambi Step	Pulsating	97	79	32
33	Storm Pad	Pulsating	97	79	33
34	Runner	Pulsating	97	79	34
35	DrawPulsating Pd	Pulsating	97	79	35
36	Sine Mine	Pulsating	97	79	36
37	Tri Pulse Pad	Pulsating	97	79	37
38	Quiver Pad	Pulsating	97	79	38
39	FM Dist Pad	Pulsating	97	79	39
40	Stun Dance	Pulsating	97	79	40
41	Romance	Pulsating	97	79	41
42	A.Guitar Cutting	Pulsating	97	79	42
43	Mantra	Phrase	97	79	43
44	Electro 2	Phrase	97	79	44
45	Electro 3	Phrase	97	79	45
46	Ninth Street	Phrase	97	79	46
47	Draw Bell Seq	Phrase	97	79	47
48	Gen X Bells	Phrase	97	79	48
49	Busted Modular	Phrase	97	79	49
50	Warrior	Phrase	97	79	50
51	Off Road	Synth Bass	97	79	51
52	Intruder	Synth Bass	97	79	52
53	Velo Rez	Synth Bass	97	79	53
54	Hawk-i	Synth Bass	97	79	54
55	Dist LFO Bass	Synth Bass	97	79	55
56	Morse Code	Synth Bass	97	79	56
57	WT Wobble	Synth Bass	97	79	57
58	Delta Bass	Synth Bass	97	79	58
59	EffEmm Bass	Synth Bass	97	79	59
60	Blue Bass	Synth Bass	97	79	60
61	WT Sweep Lead	Synth Lead	97	79	61
62	Sync Lead	Synth Lead	97	79	62
63	Mod To Feedback	Synth Lead	97	79	63
64	Last Satellite	Synth Lead	97	79	64
65	Interrupt Lead	Synth Lead	97	79	65
66	Dark Anthem	Synth Lead	97	79	66
67	Wailing WaveLead	Synth Lead	97	79	67
68	FBK Osc Lead	Synth Lead	97	79	68
69	Comb Sine Lead	Synth Lead	97	79	69
70	Wave Particles	Synth Pad/Str	97	79	70
71	Garden of Waves	Synth Pad/Str	97	79	71
72	Blockbuster	Synth Pad/Str	97	79	72
73	AEIOU Pad	Synth Pad/Str	97	79	73
74	Draw Saw Pad	Synth Pad/Str	97	79	74
75	Zenu Pad	Synth Pad/Str	97	79	75
76	Time Travel	Synth Pad/Str	97	79	76
77	EffEmm Worlds	Synth Pad/Str	97	79	77
78	Scan Pad	Synth Pad/Str	97	79	78
79	Draw Sweep Pad	Synth Pad/Str	97	79	79
80	IYBITWC	Synth Pad/Str	97	79	80
81	Warm Wow	Synth Pad/Str	97	79	81
82	Thoughtful	Synth Pad/Str	97	79	82
83	Hubble	Synth Pad/Str	97	79	83
84	Floating WT	Synth PolyKey	97	79	84
85	Velo Purl	Synth PolyKey	97	79	85
86	Vapour Pluck	Synth PolyKey	97	79	86
87	Bright Future	Synth PolyKey	97	79	87
88	Bounce Key	Synth PolyKey	97	79	88
89	Morning Organ	Synth PolyKey	97	79	89
90	Kioku	Synth PolyKey	97	79	90
91	Waterwhirl	Synth PolyKey	97	79	91
92	HPF Shooter	Synth PolyKey	97	79	92
93	Noise Chimes	Synth PolyKey	97	79	93
94	Synth Guitar	Synth PolyKey	97	79	94
95	Guitar Bell	Synth PolyKey	97	79	95
96	Diganna	Synth PolyKey	97	79	96
97	Dimensions	Synth Bellpad	97	79	97
98	Air Blow	Synth Bellpad	97	79	98
99	Sine Garden	Synth Bellpad	97	79	99
100	Dream Bell	Synth Bellpad	97	79	100
101	Pop Bell Keys	Synth Bellpad	97	79	101
102	Bell Pluck Pad	Synth Bellpad	97	79	102
103	FM Bells	Synth Bellpad	97	79	103
104	Draw Bell Pad	Synth Bellpad	97	79	104
105	Glassy Keys	Synth Bellpad	97	79	105
106	Hiyoyah	Vox/Choir	97	79	106
107	Vocal Shift	Vox/Choir	97	79	107
108	Aye Aye	Vox/Choir	97	79	108
109	Chatter Bots	Synth Seq/Pop	97	79	109
110	Mullet Mallet	Synth Seq/Pop	97	79	110
111	Sparkle Synth	Synth Seq/Pop	97	79	111
112	Engines On	Synth FX	97	79	112
113	Sine Sweep Up	Synth FX	97	79	113
114	INIT TONE	No Assign	97	79	114

Wavetable List

No.	Name
1	4waves morph
2	Sine Garden
3	SineToDist 1

No.	Name
4	SineToDist 2
5	Sine Blend
6	Sqr To Saw
7	Saw Sync
8	Square Sync
9	EM Piano
10	Morph Mode
11	SyncShift WT
12	Growl FM
13	EffEmm One
14	FM Bells
15	Organ Sweep
16	EffEmm Two
17	FM Parade
18	FM Sweep
19	FM Oct Mod
20	Crystalshyft
21	Bell
22	Spectra
23	Circuit
24	Shiner
25	Inharmonic
26	Can Tank
27	Spect2
28	Spectrum Swp
29	UniSqr Spctl
30	Saw Spectral
31	Hubble
32	Weaow
33	Harmonic
34	Seared
35	JP-8K FbkOSC
36	AEIOU Warp
37	Uni Sqr Warp
38	Rhythm Warp1
39	Rhythm Warp2
40	Mosquito
41	Robovoxxy
42	Why Bass
43	VowelSweep 1
44	VowelSweep 2
45	Voxylite
46	Voxylor
47	A E I O U
48	Wavefold
49	Future Acid
50	Livepianna
51	Guitar Sweep
52	Syn Guitar
53	Guitar WT 1
54	Guitar WT 2
55	Acoustic Gtr
56	Ac Gtr Slide
57	OnceWasNoise
58	IntrmissivWT
59	Ripple
60	Modulant
61	Phase Ride
62	Saw Stortion
63	Vector

Scene List

No.	Name
1	Sine Mine Pad
2	Bustered Modular
3	Hesitation
4	Choir Future
5	Universal Voices
6	Passpoly
7	Nineth Street
8	Assumption
9	Punch Punk Bass
10	Epic Romance Bs
11	Robber's Lead
12	Wait Up Lead
13	Earth Pad
14	Pad & Bell
15	Padded Pleasures
16	Desert Aire
17	Cinematic 1
18	Cinematic 2
19	Electro Cinema 1
20	Electro Cinema 2

M09X01 : V-Piano Expansion 01 German Concert Expansion

Tone List

No.	Tone Name	MSB	LSB	PC
1	German Concert	103	64	1
2	Bold Grand	103	64	2
3	Calm Focus	103	64	3
4	Open Warm	103	64	4
5	Open Warm 2	103	64	5
6	Studio Pop	103	64	6
7	Studio Rock	103	64	7
8	Ballad Warm	103	64	8
9	Bright & Clear	103	64	9
10	Feelin' Hopping	103	64	10
11	Short Stick	103	64	11
12	Quiet Phrase	103	64	12
13	Bright Baby	103	64	13
14	Deep Open	103	64	14
15	Presence	103	64	15
16	Water Piano	103	64	16
17	Low Lifted Cncrt	103	64	17

ACB001: JUPITER-8 ACB Expansion

Preset List

No.	Tone Name	MSB	LSB	PC
1	Soft & Subtle	107	64	1
2	Straight Poke	107	64	2
3	Reso Polloy	107	64	3
4	City Scape	107	64	4
5	Echo Gems	107	64	5
6	Gasser	107	64	6
7	Round Boy	107	64	7
8	India Pulse	107	64	8
9	Klang Swallow	107	64	9
10	Bump Sub	107	64	10
11	Wet Reso	107	64	11
12	Wide P	107	64	12
13	Stutter Mod	107	64	13
14	Pulse Phase	107	64	14
15	Disto Sing	107	64	15
16	Trust Me	107	64	16
17	Summer Brass	107	64	17
18	Brass Panner	107	64	18
19	Brass Baby	107	64	19
20	eJungle Brass	107	64	20
21	1981 NEG Pluck	107	64	21
22	1981 Cars Sync	107	64	22
23	1981 Hammer Lead	107	64	23
24	1981 Clav	107	64	24
25	1981 Echo Piano	107	64	25
26	1981 Honky Tonk	107	64	26
27	1981 Xylo	107	64	27
28	1981 Harp	107	64	28
29	1981 Lo Strings	107	64	29
30	1981 Hi Strings	107	64	30
31	1981 Mellow Str	107	64	31
32	1981 Lo Brass	107	64	32
33	1981 Hi Brass	107	64	33
34	1981 S/H Brass	107	64	34
35	1981 Pipe Organ	107	64	35
36	1981 Drawbar Org	107	64	36
37	1981 Solo Voice	107	64	37
38	1981 Choir Voice	107	64	38
39	1981 Fat Fifth	107	64	39
40	1981 Fuzzy Fifth	107	64	40
41	1981 Hard Blip	107	64	41
42	1981 Flute	107	64	42
43	1981 Whistle	107	64	43
44	1981 Chime	107	64	44