JV-2080 – SYSEX tables

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2 – Seq init (part/patch)

MIDI data	Description	Ref. page
CC32		> VOIR : Program change page
CC0	PGM change	
PGM		
CC7	Volume	
CC10	Pan	
CC11	Expression	
CC1	Modulation	
CC65	Portamento SW	
CC5	Portamento time	
CC100		
CC101	PB range	
CC6		
PB	Pitch bend	
CC71	TVF Resonance	
CC72	ENV Release	
CC73	ENV Attack	
CC74	TVF Cutoff	
CC75	ENV Decay	
CC91	Effect 1 send level (Reverb)	
CC93	Effect 2 send level (Chorus)	
CC94	Effect 3 send level (EFX)	
CH AFT	Channel aftertouch	
SYSEX	System excl. messages	> VOIR : SYSEX list

Extension cards

Slot	Card	Name	Waves	Patches	RHY sets
A	SR-JV80-02	Orchestral I	174	255	0
B	SR-JV80-16	Orchestral II	153	256	2
C	SR-JV80-13	Vocal	82	131	0
D	SR-JV80-05	World	255	255	1
E	SR-JV80-10	Bass & Drums	241	204	8
F	SR-JV80-09	Session	193	255	8
G	SR-JV80-01	Pop	224	145	0
H	SR-JV80-15	Special EFX	248	256	8

3 – Program change

Performance				
CC 32	**CC 0**	**PGM**	**Patch**	**Group**
0	80	1 – 32	1 – 32	USER
0	81	1 – 32	1 – 32	PR-A
1	81	1 – 32	1 – 32	PR-B
0	82	1 – 32	1 – 32	CARD

Part/patch								
Patches				**Rhythm sets**				**Group**
CC 32	**CC 0**	**PGM**	**Patch**	**CC 32**	**CC 0**	**PGM**	**Patch**	
0	80	1 – 128	1 – 128	0	80	1,2	1,2	USER
0	81	1 – 128	1 – 128	0	81	1,2	1,2	PR-A
1	81	1 – 128	1 – 128	1	81	1,2	1,2	PR-B
2	81	1 – 128	1 – 128	2	81	1,2	1,2	PR-C
3	81	1 – 128	1 – 128	3	81	1,2	1,2	GM
4	81	1 – 128	1 – 128	4	81	1,2	1,2	PR-E
0	82	1 – 128	1 – 128	0	82	1,2	1,2	CARD
0	84	1 – 128	1 – 128	0	84	1 – 128	1 – 128	XP-A
1	84	1 – 127	129 – 255	1	84	1 – 127	129 – 255	XP-A
2	84	1 – 128	1 – 128	2	84	1 – 128	1 – 128	XP-B
3	84	1 – 127	129 – 255	3	84	1 – 127	129 – 255	XP-B
4	84	1 – 128	1 – 128	4	84	1 – 128	1 – 128	XP-C
5	84	1 – 127	129 – 255	5	84	1 – 127	129 – 255	XP-C
6	84	1 – 128	1 – 128	6	84	1 – 128	1 – 128	XP-D
7	84	1 – 127	129 – 255	7	84	1 – 127	129 – 255	XP-D
8	84	1 – 128	1 – 128	8	84	1 – 128	1 – 128	XP-E
9	84	1 – 127	129 – 255	9	84	1 – 127	129 – 255	XP-E
10	84	1 – 128	1 – 128	10	84	1 – 128	1 – 128	XP-F
11	84	1 – 127	129 – 255	11	84	1 – 127	129 – 255	XP-F
12	84	1 – 128	1 – 128	12	84	1 – 128	1 – 128	XP-G
13	84	1 – 127	129 – 255	13	84	1 – 127	129 – 255	XP-G
14	84	1 – 128	1 – 128	14	84	1 – 128	1 – 128	XP-H
15	84	1 – 127	129 – 255	15	84	1 – 127	129 – 255	XP-H

4 – SYSEX formats

Data reception			
Data request 1 (RQ1)		**Data set 1 (DT1)**	
F0	Excl status	F0	Excl status
41	ID number	41	ID number
dev	device ID	dev	device ID
6A	model ID	6A	model ID
11	command ID	12	command ID
aa	address MSB	aa	address MSB
bb	address	bb	address
cc	address	cc	address
dd	address LSB	dd	address LSB
ss	size MSB	ee	data
tt	size	...	
uu	size	ff	data
vv	size LSB	sum	cheksum
sum	cheksum	F7	EOX

Data transmission	
Data set 1 (DT1)	
F0	Excl status
41	ID number
dev	device ID
6A	model ID
12	command ID
aa	address MSB
bb	address
cc	address
dd	address LSB
ee	data
...	
ff	data
sum	cheksum
F7	EOX

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5 - System Exclusive address map

F0 41 10 6A 12 **aa bb cc dd xx** chk F7

(dd = paramètre / xx = valeur)

Block	Sub block 1	S. B. 2	Address aa bb cc dd
System Common			00 00 00 dd
Scale tune	Part 1		00 00 10 dd
	V		V
	Part 16		00 00 1F dd
	Patch		00 00 20 dd
Temporary Performance	Common		01 00 00 dd
	Part 1		01 00 10 dd
	V		V
	Part 16		01 00 1F dd
Performance mode	Part 1	Common	02 00 00 dd
Temporary Patch		Tone 1	02 00 10 dd
		Tone 2	02 00 12 dd
	...	Tone 3	02 00 14 dd
		Tone 4	02 00 16 dd
	V	V	V
	Part 9	Common	02 08 00 dd
		Tone 1	02 08 10 dd
		Tone 2	02 08 12 dd
		Tone 3	02 08 14 dd
		Tone 4	02 08 16 dd
Temporary RHY Setup	Common		02 09 00 dd
	Note #35		02 09 23 dd
	V		V
	Note #98		02 09 62 dd
Performance mode	Part 11	Common	02 0A 00 dd
Temporary Patch		Tone 1	02 0A 10 dd
		Tone 2	02 0A 12 dd
	...	Tone 3	02 0A 14 dd
		Tone 4	02 0A 16 dd
	V	V	V
	Part 16	Common	02 0F 00 dd
		Tone 1	02 0F 10 dd
		Tone 2	02 0F 12 dd
		Tone 3	02 0F 14 dd
		Tone 4	02 0F 16 dd

Block	Sub block 1	S. B. 2	Address aa bb cc dd
Patch Mode	Common		03 00 00 dd
Temporary Patch	Tone 1		03 00 10 dd
	Tone 2		03 00 12 dd
	Tone 3		03 00 14 dd
	Tone 4		03 00 16 dd
User Performance	USER:01	Common	10 00 00 dd
		Part 1	10 00 10 dd
		V	V
		Part 16	10 00 1F dd
	V	V	V
	USER:32	Common	10 1F 00 dd
		Part 1	10 1F 10 dd
		V	V
		Part 16	10 1F 1F dd
User RHY Setup	USER:01	Common	10 40 00 dd
		Note #35	10 40 23 dd
		V	
		Note #98	10 40 62 dd
		V	
	USER:02	Common	10 40 00 dd
		Note #35	10 41 23 dd
		V	
		Note #98	10 41 62 dd
User Patch	USER:001	Common	11 00 00 dd
		Tone 1	11 00 10 dd
		Tone 2	11 00 12 dd
		Tone 3	11 00 14 dd
		Tone 4	11 00 16 dd
	V	V	V
	USER:128	Common	11 7F 00 dd
		Tone 1	11 7F 10 dd
		Tone 2	11 7F 12 dd
		Tone 3	11 7F 14 dd
		Tone 4	11 7F 16 dd

dd = paramètre

6 - System Common - Page 1			
Paramètre	**Size**	**dd (par.)**	**Data (val.)**
Sound Mode	0000 00aa	* 00 *	0 - 2 *1
Performance Number	0aaa aaaa	* 01 *	0 - 127 *2
Patch Group Type	0000 00aa	* 02 *	0 - 2 *3
Patch Group ID	0aaa aaaa	* 03 *	0 - 127
Patch Number	0000 aaaa	* 04 *	0 - 254
	0000 bbbb		(001 - 255)
Master Tune	0aaa aaaa	* 06 *	0 - 126 *4
Scale Tune Switch	0000 000a	* 07 *	0 - 1 (OFF/ON)
EFX Switch	0000 000a	* 08 *	0 - 1 (OFF/ON)
Chorus Switch	0000 000a	* 09 *	0 - 1 (OFF/ON)
Reverb Switch	0000 000a	* 0A *	0 - 1 (OFF/ON)
Patch Remain	0000 000a	* 0B *	0 - 1 (OFF/ON)
Clock Source	0000 000a	* 0C *	0 - 1 (INT/MIDI)
TAP Control Source	0000 0aaa	* 0D *	0 - 4 *5
Hold Control Source	0000 0aaa	* 0E *	0 - 4 *5
Peak Control Source	0000 0aaa	* 0F *	0 - 4 *5
Volume Control Source	0000 000a	* 10 *	0 - 1 *6
Aftertouch Source	0000 000a	* 11 *	0 - 2 *7
System Control Source 1	0aaa aaaa	* 12 *	1 - 97 *8
System Control Source 2	0aaa aaaa	* 13 *	1 - 97 *8
Receive Program Change	0000 000a	* 14 *	0 - 1 (OFF/ON)
Receive Bank Select	0000 000a	* 15 *	0 - 1 (OFF/ON)
Receive Control Change	0000 000a	* 16 *	0 - 1 (OFF/ON)
Receive Modulation	0000 000a	* 17 *	0 - 1 (OFF/ON)
Receive Volume	0000 000a	* 18 *	0 - 1 (OFF/ON)
Receive Hold-1	0000 000a	* 19 *	0 - 1 (OFF/ON)
Receive Pitch-Bend	0000 000a	* 1A *	0 - 1 (OFF/ON)
Receive Aftertouch	0000 000a	* 1B *	0 - 1 (OFF/ON)
Control Channel	000a aaaa	* 1C *	0 - 16 (1-16,OFF)
Patch Receive Channel	0000 aaaa	* 1D *	0 - 15 (1-16)
Rhythm Edit Source	0000 000a	* 1E *	0 - 1 *9
Preview Sound Mode	0000 00aa	* 1F *	0 - 2 *10
Preview Note Set 1	0aaa aaaa	* 20 *	0 - 127 (C-1>G9)
Preview Velocity Set 1	0aaa aaaa	* 21 *	0 - 127 *11
Preview Note Set 2	0aaa aaaa	* 22 *	0 - 127 (C-1>G9)
Preview Velocity Set 2	0aaa aaaa	* 23 *	0 - 127 *11
Preview Note Set 3	0aaa aaaa	* 24 *	0 - 127 (C-1>G9)
Preview Velocity Set 3	0aaa aaaa	* 25 *	0 - 127 *11
Preview Note Set 4	0aaa aaaa	* 26 *	0 - 127 (C-1>G9)
Preview Velocity Set 4	0aaa aaaa	* 27 *	0 - 127 *11

*1 : PERFORMANCE, PATCH, GM

*2 : USER:01>USER:32, CARD:01>CARD:32, PRA:01>PRA:32, PRB:01>PRB:32

*3 : USER&PRESET,<PCM>,EXP

*4 : 427,4 - 452,6

*5 : OFF, HOLD-1, SOSTENUTO, SOFT, HOLD-2

*6 : VOLUME, VOL&EXP

*7 : CHANNEL, POLY, CH&POLY

*8 : CC01>CC05, CC07>CC31, CC64>CC95, PITCH BEND, AFTERTOUCH

*9 : PNL, PNL&MIDI

*10 : SINGLE, CHORD, PHRASE

*11 : OFF, 1 - 127

7 - System Common - Page 2			
Paramètre	**Size**	**dd (par.)**	**Data (val.)**
Transmit Program Change	0000 000a	* 28 *	0 - 1 (OFF/ON)
Transmit Bank Select	0000 000a	* 29 *	0 - 1 (OFF/ON)
Patch Transmit Channel	000a aaaa	* 2A *	0 - 17 *12
Transpose Switch	0000 000a	* 2B *	0 - 1 (OFF/ON)
Transpose Value	0000 aaaa	* 2C *	0 - 11 (-5 - +6)
Octave Shift	0000 0aaa	* 2D *	0 - 6 (-3 - +3)
Keyboard Velocity	0aaa aaaa	* 2E *	0 - 127 *13
Keyboard Sens	0000 00aa	* 2F *	0 - 2 *14
Aftertouch Sens	0aaa aaaa	* 30 *	0 - 100 (0 - 100)
Pedal1 Assign	0aaa aaaa	* 31 *	1 - 104 *15
Pedal1 Output Mode	0000 00aa	* 32 *	0 - 3 *16
Pedal1 Polarity	0000 000a	* 33 *	0 - 1 *17
Pedal2 Assign	0aaa aaaa	* 34 *	1 - 104 *15
Pedal2 Output Mode	0000 00aa	* 35 *	0 - 3 *16
Pedal2 Polarity	0000 000a	* 36 *	0 - 1 *17
C1 Assign	0aaa aaaa	* 37 *	1 - 97 *18
C1 Output Mode	0000 00aa	* 38 *	0 - 3 *16
C2 Assign	0aaa aaaa	* 39 *	1 - 97 *18
C2 Output Mode	0000 00aa	* 3A *	0 - 3 *16
Hold Pedal Output Mode	0000 00aa	* 3B *	0 - 3 *16
Hold Pedal Polarity	0000 00aa	* 3C *	0 - 1 *17
Bank Select Group1 Switch	0000 000a	* 3D *	0 - 1 (OFF/ON)
Bank Select Group1 MSB	0aaa aaaa	* 3E *	0 - 127 (0 - 127)
Bank Select Group1 LSB	0aaa aaaa	* 3F *	0 - 127 (0 - 127)
Bank Select Group2 Switch	0000 000a	* 40 *	0 - 1 (OFF/ON)
Bank Select Group2 MSB	0aaa aaaa	* 41 *	0 - 127 (0 - 127)
Bank Select Group2 LSB	0aaa aaaa	* 42 *	0 - 127 (0 - 127)
Bank Select Group3 Switch	0000 000a	* 43 *	0 - 1 (OFF/ON)
Bank Select Group3 MSB	0aaa aaaa	* 44 *	0 - 127 (0 - 127)
Bank Select Group3 LSB	0aaa aaaa	* 45 *	0 - 127 (0 - 127)
Bank Select Group4 Switch	0000 000a	* 46 *	0 - 1 (OFF/ON)
Bank Select Group4 MSB	0aaa aaaa	* 47 *	0 - 127 (0 - 127)
Bank Select Group4 LSB	0aaa aaaa	* 48 *	0 - 127 (0 - 127)
Bank Select Group5 Switch	0000 000a	* 49 *	0 - 1 (OFF/ON)
Bank Select Group5 MSB	0aaa aaaa	* 4A *	0 - 127 (0 - 127)
Bank Select Group5 LSB	0aaa aaaa	* 4B *	0 - 127 (0 - 127)
Bank Select Group6 Switch	0000 000a	* 4C *	0 - 1 (OFF/ON)
Bank Select Group6 MSB	0aaa aaaa	* 4D *	0 - 127 (0 - 127)
Bank Select Group6 LSB	0aaa aaaa	* 4E *	0 - 127 (0 - 127)
Bank Select Group7 Switch	0000 000a	* 4F *	0 - 1 (OFF/ON)
Bank Select Group7 MSB	0aaa aaaa	* 50 *	0 - 127 (0 - 127)
Bank Select Group7 LSB	0aaa aaaa	* 51 *	0 - 127 (0 - 127)

*12:1 - 16, RX-CH, OFF

*13 : REAL, 1 - 127

*14 : LIGHT, STANDARD, HEAVY

*15 : CC01>CC05, CC07>CC31, CC64>CC95, PITCH BEND, AFTERTOUCH,
PROG-UP, PROG-DOWN, START/STOP, PUNCH-IN/OUT, TAP-TEMPO,
OCTAVE-UP, OCTAVE-DOWN

*16 : OFF, INT, MIDI, INT&MIDI

*17 : STANDARD, REVERSE

8 - System Common - Page 3			
Paramètre	**Size**	**dd (par.)**	**Data (val.)**
Pedal3 Assign	0aaa aaaa	* 52 *	1 - 104 *15
Pedal3 Output Moide	0000 00aa	* 53 *	0 - 3 *16
Pedal3 Polarity	0000 000a	* 54 *	0 - 1 *17
Pedal4 Assign	0aaa aaaa	* 55 *	1 - 104 *15
Pedal4 Output Moide	0000 00aa	* 56 *	0 - 3 *16
Pedal4 Polarity	0000 000a	* 57 *	0 - 1 *17
Arpeggio Style	00aa aaaa	* 58 *	0 - 32 (1 - 33)
Arpeggio Motif	00aa aaaa	* 59 *	0 - 33 (1 - 34)
Arpeggio Beat Pattern	00aa aaaa	* 5A *	0 - 60 (1 - 61)
Arpeggio Accent Rate	0aaa aaaa	* 5B *	0 - 100 (0 - 100)
Arpeggio Shuffle Rate	0aaa aaaa	* 5C *	50 - 90 (50 - 90)
Arpeggio Keyboard Velocity	0aaa aaaa	* 5D *	0 - 127 *19
Arpeggio Octave Range	0000 0aaa	* 5E *	0 - 6 (-3 - +3)
Arpeggio Part Number	0000 aaaa	* 5F *	0 - 15 *20
System tempo	0000 aaaa	* 60 *	20 - 250
	0000 bbbb		

*15 : CC01>CC05, CC07>CC31, CC64>CC95, PITCH BEND, AFTERTOUCH,
PROG-UP, PROG-DOWN, START/STOP, PUNCH-IN/OUT, TAP-TEMPO,
OCTAVE-UP, OCTAVE-DOWN

*16 : OFF, INT, MIDI, INT&MIDI

*17 : STANDARD, REVERSE

*19 : REAL, 1 - 127

*20 : PART1 - PART16

Scale Tune			
Paramètre	**Size**	**dd (par.)**	**Data (val.)**
Scale Tune for C	0aaa aaaa	* 00 *	0 - 127 (-64 > +63)
Scale Tune for C#	0aaa aaaa	* 01 *	0 - 127 (-64 > +63)
Scale Tune for D	0aaa aaaa	* 02 *	0 - 127 (-64 > +63)
Scale Tune for D#	0aaa aaaa	* 03 *	0 - 127 (-64 > +63)
Scale Tune for E	0aaa aaaa	* 04 *	0 - 127 (-64 > +63)
Scale Tune for F	0aaa aaaa	* 05 *	0 - 127 (-64 > +63)
Scale Tune for F#	0aaa aaaa	* 06 *	0 - 127 (-64 > +63)
Scale Tune for G	0aaa aaaa	* 07 *	0 - 127 (-64 > +63)
Scale Tune for G#	0aaa aaaa	* 08 *	0 - 127 (-64 > +63)
Scale Tune for A	0aaa aaaa	* 09 *	0 - 127 (-64 > +63)
Scale Tune for A#	0aaa aaaa	* 0A *	0 - 127 (-64 > +63)
Scale Tune for B	0aaa aaaa	* 0B *	0 - 127 (-64 > +63)

Performance Common - Page 1			
Paramètre	**Size**	**dd (par.)**	**Data (val.)**
Performance Name 1	0aaa aaaa	* 00 *	32 - 125
Performance Name 2	0aaa aaaa	* 01 *	32 - 125
Performance Name 2	0aaa aaaa	* 02 *	32 - 125
Performance Name 2	0aaa aaaa	* 03 *	32 - 125
Performance Name 2	0aaa aaaa	* 04 *	32 - 125
Performance Name 2	0aaa aaaa	* 05 *	32 - 125
Performance Name 2	0aaa aaaa	* 06 *	32 - 125
Performance Name 2	0aaa aaaa	* 07 *	32 - 125
Performance Name 2	0aaa aaaa	* 08 *	32 - 125
Performance Name 2	0aaa aaaa	* 09 *	32 - 125
Performance Name 2	0aaa aaaa	* 0A *	32 - 125
Performance Name 2	0aaa aaaa	* 0B *	32 - 125

9 - Performance Common - Page 2			
Paramètre	**Size**	**dd (par.)**	**Data (val.)**
EFX-A Source	0000 aaaa	* 0C *	0 - 15 *1
EFX Type	00aa aaaa	* 0D *	0 - 39 (1 - 40)
EFX Parameter 1	0aaa aaaa	* 0E *	0 - 127
EFX Parameter 2	0aaa aaaa	* 0F *	0 - 127
EFX Parameter 3	0aaa aaaa	* 10 *	0 - 127
EFX Parameter 4	0aaa aaaa	* 11 *	0 - 127
EFX Parameter 5	0aaa aaaa	* 12 *	0 - 127
EFX Parameter 6	0aaa aaaa	* 13 *	0 - 127
EFX Parameter 7	0aaa aaaa	* 14 *	0 - 127
EFX Parameter 8	0aaa aaaa	* 15 *	0 - 127
EFX Parameter 9	0aaa aaaa	* 16 *	0 - 127
EFX Parameter 10	0aaa aaaa	* 17 *	0 - 127
EFX Parameter 11	0aaa aaaa	* 18 *	0 - 127
EFX Parameter 12	0aaa aaaa	* 19 *	0 - 127
EFX Output Assign	0000 00aa	* 1A *	0 - 2 *2
EFX Mix Out Send Level	0aaa aaaa	* 1B *	0 - 127
EFX Chorus Send Level	0aaa aaaa	* 1C *	0 - 127
EFX Reverb Send Level	0aaa aaaa	* 1D *	0 - 127
EFX Control Source 1	0000 aaaa	* 1E *	0 - 10 *3
EFX Control Depth 1	0aaa aaaa	* 1F *	0 - 126 (-63>+63)
EFX Control Source 2	0000 aaaa	* 20 *	0 - 10 *3
EFX Control Depth 2	0aaa aaaa	* 21 *	0 - 126 (-63>+63)
Chorus Level	0aaa aaaa	* 22 *	0 - 127
Chorus Rate	0aaa aaaa	* 23 *	0 - 127
Chorus Depth	0aaa aaaa	* 24 *	0 - 127
Chorus Pre-Delay	0aaa aaaa	* 25 *	0 - 127
Chorus Feedback	0aaa aaaa	* 26 *	0 - 127
Chorus Output	0000 00aa	* 27 *	0 - 2 *4
Reverb Type	0000 0aaa	* 28 *	0 - 7 *5
Reverb Level	0aaa aaaa	* 29 *	0 - 127
Reverb Time	0aaa aaaa	* 2A *	0 - 127
Reverb HF Damp	000a aaaa	* 2B *	0 - 17 *6
Delay Feedback	0aaa aaaa	* 2C *	0 - 127
Performance Tempo	0000 aaaa	* 2D *	20 - 250
	0000 bbbb		
Keyboard Range Switch	0000 000a	* 2F *	0 - 1 (OFF/ON)

*1 : PERFORM, 1 - 9, 11 - 16

*2 : MIX, DIR1, DIR2

*3 : OFF, SYS-CTRL1, SYS-CTRL2, MODULATION, BREATH, FOOT, VOLUME, PAN, EXPRESSION, PITCH BEND, AFTERTOUCH

*4 : MIX, REVERB, MIX+REV

*5 : ROOM1, ROOM2, STAGE1, STAGE2, HALL1, HALL2, DELAY, PAN-DLY

*6 : 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS

10 - Performance Common - Page 3			
Paramètre	**Size**	**dd (par.)**	**Data (val.)**
Voice Reserve 1	0aaa aaaa	* 30 *	0 - 64
Voice Reserve 2	0aaa aaaa	* 31 *	0 - 64
Voice Reserve 3	0aaa aaaa	* 32 *	0 - 64
Voice Reserve 4	0aaa aaaa	* 33 *	0 - 64
Voice Reserve 5	0aaa aaaa	* 34 *	0 - 64
Voice Reserve 6	0aaa aaaa	* 35 *	0 - 64
Voice Reserve 7	0aaa aaaa	* 36 *	0 - 64
Voice Reserve 8	0aaa aaaa	* 37 *	0 - 64
Voice Reserve 9	0aaa aaaa	* 38 *	0 - 64
Voice Reserve 10	0aaa aaaa	* 39 *	0 - 64
Voice Reserve 11	0aaa aaaa	* 3A *	0 - 64
Voice Reserve 12	0aaa aaaa	* 3B *	0 - 64
Voice Reserve 13	0aaa aaaa	* 3C *	0 - 64
Voice Reserve 14	0aaa aaaa	* 3D *	0 - 64
Voice Reserve 15	0aaa aaaa	* 3E *	0 - 64
Voice Reserve 16	0aaa aaaa	* 3F *	0 - 64
Keyboard Mode	0000 000a	* 40 *	0 - 1 *7
Clock Source	0000 000a	* 41 *	0 - 1 *8
EFX-B Source	0000 aaaa	* 42 *	0 - 15 *1
EFX-C Source	0000 aaaa	* 43 *	0 - 15 *1

*1 : PERFORM, 1 - 9, 11 - 16

*7 : LAYER, SINGLE

*8 : PERFORMANCE, SYSTEM

Performance Part - Page 1			
Paramètre	**Size**	**dd (par.)**	**Data (val.)**
Receive Switch	0000 000a	* 00 *	0 - 1 (OFF/ON)
MIDI Channel	0000 aaaa	* 01 *	0 - 15 (1 - 16)
Patch Group Type	0000 00aa	* 02 *	0 - 2 *1
Patch Group ID	0aaa aaaa	* 03 *	0 - 127
Patch Number	0000 aaaa	* 04 *	0 - 254
	0000 bbbb		(001 - 255)
Part Level	0aaa aaaa	* 06 *	0 - 127
Part Pan	0aaa aaaa	* 07 *	0 - 127 (L64>63R)
Part Coarse Tune	0aaa aaaa	* 08 *	0 - 96 (-48>+48)
Part Fine Tune	0aaa aaaa	* 09 *	0 - 100 (-50>+50)
Output Assign	0000 0aaa	* 0A *	0 - 4 *2
Mix/EFX Send Level	0aaa aaaa	* 0B *	0 - 127
Chorus Send Level	0aaa aaaa	* 0C *	0 - 127
Reverb Send Level	0aaa aaaa	* 0D *	0 - 127
Receive Program Change Switch	0000 000a	* 0E *	0 - 1 (OFF/ON)
Receive Volume Switch	0000 000a	* 0F *	0 - 1 (OFF/ON)
Receive Hold-1 Switch	0000 000a	* 10 *	0 - 1 (OFF/ON)
Keyboard Range Lower	0aaa aaaa	* 11 *	0 - 127 *3
Keyboard Range Upper	0aaa aaaa	* 12 *	0 - 127 *4

*1 : USER&PRESET, PCM, EXP

*2 : MIX, EFX, DIR1, DIR2, PAT

*3 : C-1 > Upper

*4 : Lower > G9

11 - Performance Part - Page 2			
Paramètre	**Size**	**dd (par.)**	**Data (val.)**
Octave Shift	0000 0aaa	* 13 *	0 - 6 (-3 > +3)
Local Switch	0000 000a	* 14 *	0 - 1 (OFF/ON)
Transmit Switch	0000 000a	* 15 *	0 - 1 (OFF/ON)
Transmit Bank Select Group	0000 0aaa	* 16 *	0 - 7 *5
Transmit Volume	0000 aaaa	* 17 *	0 - 128
	0000 bbbb		(0 - 127, OFF)
Output Select	0000 00aa	* 19 *	A, B, C

*5 : PATCH, GROUP1 - GROUP7

Patch Common - Page 1			
Paramètre	**Size**	**dd (par.)**	**Data (val.)**
Patch Name 1	0aaa aaaa	* 00 *	32 - 125
Patch Name 2	0aaa aaaa	* 01 *	32 - 125
Patch Name 3	0aaa aaaa	* 02 *	32 - 125
Patch Name 4	0aaa aaaa	* 03 *	32 - 125
Patch Name 5	0aaa aaaa	* 04 *	32 - 125
Patch Name 6	0aaa aaaa	* 05 *	32 - 125
Patch Name 7	0aaa aaaa	* 06 *	32 - 125
Patch Name 8	0aaa aaaa	* 07 *	32 - 125
Patch Name 9	0aaa aaaa	* 08 *	32 - 125
Patch Name 10	0aaa aaaa	* 09 *	32 - 125
Patch Name 11	0aaa aaaa	* 0A *	32 - 125
Patch Name 12	0aaa aaaa	* 0B *	32 - 125
EFX Type	00aa aaaa	* 0C *	0 - 39 (1 - 40)
EFX Parameter 1	0aaa aaaa	* 0D *	0 - 127
EFX Parameter 2	0aaa aaaa	* 0E *	0 - 127
EFX Parameter 3	0aaa aaaa	* 0F *	0 - 127
EFX Parameter 4	0aaa aaaa	* 10 *	0 - 127
EFX Parameter 5	0aaa aaaa	* 11 *	0 - 127
EFX Parameter 6	0aaa aaaa	* 12 *	0 - 127
EFX Parameter 7	0aaa aaaa	* 13 *	0 - 127
EFX Parameter 8	0aaa aaaa	* 14 *	0 - 127
EFX Parameter 9	0aaa aaaa	* 15 *	0 - 127
EFX Parameter 10	0aaa aaaa	* 16 *	0 - 127
EFX Parameter 11	0aaa aaaa	* 17 *	0 - 127
EFX Parameter 12	0aaa aaaa	* 18 *	0 - 127
EFX Output Assign	0000 00aa	* 19 *	0 - 2 *1
EFX Mix Out Send Level	0aaa aaaa	* 1A *	0 - 127
EFX Chorus Send Level	0aaa aaaa	* 1B *	0 - 127
EFX Reverb Send Level	0aaa aaaa	* 1C *	0 - 127
EFX Control Source 1	0000 aaaa	* 1D *	0 - 10 *2
EFX Control Depth 1	0aaa aaaa	* 1E *	0 - 126 (-63>+63)
EFX Control Source 2	0000 aaaa	* 1F *	0 - 10 *2
EFX Control Depth 2	0aaa aaaa	* 20 *	0 - 126 (-63>+63)
Chorus Level	0aaa aaaa	* 21 *	0 - 127
Chorus Rate	0aaa aaaa	* 22 *	0 - 127
Chorus Depth	0aaa aaaa	* 23 *	0 - 127
Chorus Pre-Delay	0aaa aaaa	* 24 *	0 - 127
Chorus Feedback	0aaa aaaa	* 25 *	0 - 127
Chorus Output	0000 00aa	* 26 *	0 - 2 *3

*1 : MIX, DIR1, DIR2

*2 : OFF, SYS-CTRL1, SYS-CTRL2, MODULATION, BREATH, FOOT, VOLUME, PAN, EXPRESSION, PITCH BEND, AFTERTOUCH

*3 : MIX, REVERB, MIX+REV

12 - Patch Common - Page 2			
Paramètre	**Size**	**dd (par.)**	**Data (val.)**
Reverb Type	0000 0aaa	* 27 *	0 - 7 *4
Reverb Level	0aaa aaaa	* 28 *	0 - 127
Reverb Time	0aaa aaaa	* 29 *	0 - 127
Reverb HF Damp	000a aaaa	* 2A *	0 - 17 *5
Delay Feedback	0aaa aaaa	* 2B *	0 - 127
Patch Tempo	0000 aaaa	* 2C *	20 - 250
	0000 bbbb		
Patch Level	0aaa aaaa	* 2E *	0 - 127
Patch Pan	0aaa aaaa	* 2F *	0 - 127 (L64>63R)
Analog Feel	0aaa aaaa	* 30 *	0 - 127
Bend Range Up	0000 aaaa	* 31 *	0 - 12
Bend Range Down	00aa aaaa	* 32 *	0 - 48 (0 > -48)
Key Assign Mode	0000 000a	* 33 *	0 - 1 (POLY, SOLO)
Solo Legato	0000 000a	* 34 *	0 - 1 (OFF/ON)
Portamento Switch	0000 000a	* 35 *	0 - 1 (OFF/ON)
Portamento Mode	0000 000a	* 36 *	0 - 1 *6
Portamento Type	0000 000a	* 37 *	0 - 1 (RATE, TIME)
Portamento Start	0000 000a	* 38 *	0 - 1 (PITCH,NOTE)
Portamento Time	0aaa aaaa	* 39 *	0 - 127
Patch Control Source 2	0000 aaaa	* 3A *	0 - 15 *7
Patch Control Source 3	0000 aaaa	* 3B *	0 - 15 *7
EFX Control Hold / Peak	0000 00aa	* 3C *	0 - 2 *8
Control 1 Hold / Peak	0000 00aa	* 3D *	0 - 2 *8
Control 2 Hold / Peak	0000 00aa	* 3E *	0 - 2 *8
Control 3 Hold / Peak	0000 00aa	* 3F *	0 - 2 *8
Velocity Range Switch	0000 000a	* 40 *	0 - 1 (OFF/ON)
Octave Shift	0000 0aaa	* 41 *	0 - 6 (-3 > +3)
Stretch Tune Depth	0000 00aa	* 42 *	0 - 3 (OFF, 1 - 3)
Voice Priority	0000 000a	* 43 *	0 - 1 *9
Structure Type 1&2	0000 aaaa	* 44 *	0 - 9 (1 - 10)
Booster 1&2	0000 00aa	* 45 *	0 - 3 *10
Structure Type 3&4	0000 aaaa	* 46 *	0 - 9 (1 - 10)
Booster 3&4	0000 00aa	* 47 *	0 - 3 *10
Clock Source	0000 000a	* 48 *	0 - 1 *11
Patch Category	0aaa aaaa	* 49 *	0 - 127 *12

*4 : ROOM1, ROOM2, STAGE1, STAGE2, HALL1, HALL2, DELAY, PAN-DLY

*5 : 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS

*6 : NORMAL, LEGATO

*7 : OFF, SYS-CTRL1, SYS-CTRL2, MODULATION, BREATH, FOOT, VOLUME, PAN, EXPRESSION, PITCH BEND, AFTERTOUCH, LFO1, LFO2, VELOCITY, KEYFOLLOW, PLAYMATE

*8 : OFF, HOLD, PEAK

*9 : LAST, LOUDEST

*10 : 0, +6, +12, +18

*11 : PATCH, SYSTEM

*12 : NO ASSIGN, AC. PIANO, EL. PIANO, KEYBOARDS, BELL, MALLET, ORGAN, ACCORDION, HARMONICA, AC. GUITAR, EL. GUITAR, DIST. GUITAR, BASS, SYNTH BASS, STRINGS, ORCHESTRA, HIT&STAB, WIND, FLUTE, AC. BRASS, SYNTH BRASS, SAX, HARD LEAD, SOFT LEAD, TECHNO SYNTH, PULSATING, SYNTH FX, OTHER SYNTH, BRIGHT PAD, SOFT PAD, VOX, PLUCKED, ETHNIC, PERCUSSION, SOUND FX, BEAT&GROOVE, DRUMS, COMBINATION (0-38)

13 - Patch Tone - Page 1			
Paramètre	**Size**	**dd (par.)**	**Data (val.)**
Tone Switch	0000 000a	* 00 *	0 - 1 (OFF/ON)
Wave Group Type	0000 00aa	* 01 *	0 - 2 *1
Wave Group ID	0aaa aaaa	* 02 *	0 - 127
Wave Number	0000 aaaa	* 03 *	0 - 254
	0000 bbbb		(001 - 255)
Wave Gain	0000 00aa	* 05 *	0 - 3 *2
FXM Switch	0000 000a	* 06 *	0 - 1 (OFF/ON)
FXM Color	0000 00aa	* 07 *	0 - 3 (1 - 4)
FXM Depth	0000 aaaa	* 08 *	0 - 15 (1 - 16)
Tone Delay Mode	0000 0aaa	* 09 *	0 - 7 *3
Tone Delay Time	0aaa aaaa	* 0A *	0 - 127
Velocity Cross Fade	0aaa aaaa	* 0B *	0 - 127
Velocity Range Lower	0aaa aaaa	* 0C *	1 - 127 *4
Velocity Range Upper	0aaa aaaa	* 0D *	1 - 127 *5
Keyboard Range Lower	0aaa aaaa	* 0E *	0 - 127 *6
Keyboard Range Upper	0aaa aaaa	* 0F *	0 - 127 *7
Redamper Control Switch	0000 000a	* 10 *	0 - 1 (OFF/ON)
Volume Control Switch	0000 000a	* 11 *	0 - 1 (OFF/ON)
Hold-1 Control Switch	0000 000a	* 12 *	0 - 1 (OFF/ON)
Pitch Bend Control Switch	0000 000a	* 13 *	0 - 1 (OFF/ON)
Pan Control Switch	0000 00aa	* 14 *	0 - 2 *8
Controller 1 Destination 1	000a aaaa	* 15 *	0 - 18 *9
Controller 1 Depth 1	0aaa aaaa	* 16 *	0 - 126 (-63>+63)
Controller 1 Destination 2	000a aaaa	* 17 *	0 - 18 *9
Controller 1 Depth 2	0aaa aaaa	* 18 *	0 - 126 (-63>+63)
Controller 1 Destination 3	000a aaaa	* 19 *	0 - 18 *9
Controller 1 Depth 3	0aaa aaaa	* 1A *	0 - 126 (-63>+63)
Controller 1 Destination 4	000a aaaa	* 1B *	0 - 18 *9
Controller 1 Depth 4	0aaa aaaa	* 1C *	0 - 126 (-63>+63)
Controller 2 Destination 1	000a aaaa	* 1D *	0 - 18 *9
Controller 2 Depth 1	0aaa aaaa	* 1E *	0 - 126 (-63>+63)
Controller 2 Destination 2	000a aaaa	* 1F *	0 - 18 *9
Controller 2 Depth 2	0aaa aaaa	* 20 *	0 - 126 (-63>+63)
Controller 2 Destination 3	000a aaaa	* 21 *	0 - 18 *9
Controller 2 Depth 3	0aaa aaaa	* 22 *	0 - 126 (-63>+63)
Controller 2 Destination 4	000a aaaa	* 23 *	0 - 18 *9
Controller 2 Depth 4	0aaa aaaa	* 24 *	0 - 126 (-63>+63)
Controller 3 Destination 1	000a aaaa	* 25 *	0 - 18 *9
Controller 3 Depth 1	0aaa aaaa	* 26 *	0 - 126 (-63>+63)
Controller 3 Destination 2	000a aaaa	* 27 *	0 - 18 *9
Controller 3 Depth 2	0aaa aaaa	* 28 *	0 - 126 (-63>+63)
Controller 3 Destination 3	000a aaaa	* 29 *	0 - 18 *9
Controller 3 Depth 3	0aaa aaaa	* 2A *	0 - 126 (-63>+63)
Controller 3 Destination 4	000a aaaa	* 2B *	0 - 18 *9
Controller 3 Depth 4	0aaa aaaa	* 2C *	0 - 126 (-63>+63)

*1 : INT, PCM, EXP

*2 : -6, 0, +6, +12

*3 : NORMAL, HOLD, PLAYMATE, CLOCK-SYNC, TAP-SYNC, KEY-OFF-N, KEY-OFF-D, TEMPO-SYNC

*4 : 1 > Upper

*5 : Lower > 127

*6 : C-1 > Upper

*7 : Lower > G9

*8 : OFF, CONTINUOUS, KEY-ON

*9 : OFF, PCH, CUT, RES, LEV, PAN, MIX, CHO, REV, PL1, PL2, FL1, FL2, AL1, AL2, pL1, pL2, L1R, L2R

14 - Patch Tone - Page 2			
Paramètre	**Size**	**dd (par.)**	**Data (val.)**
LFO1 Waveform	0000 0aaa	* 2D *	0 - 7 *10
LFO1 Key Trigger	0000 000a	* 2E *	0 - 1 (OFF/ON)
LFO1 Rate	0aaa aaaa	* 2F *	0 - 127
LFO1 Offset	0000 0aaa	* 30 *	0 - 4 *11
LFO1 Delay Time	0aaa aaaa	* 31 *	0 - 127
LFO1 Fade Mode	0000 00aa	* 32 *	0 - 3 *12
LFO1 Fade Time	0aaa aaaa	* 33 *	0 - 127
LFO1 External Sync	0000 00aa	* 34 *	0 - 2 *13
LFO2 Waveform	0000 0aaa	* 35 *	0 - 7 *10
LFO2 Key Trigger	0000 000a	* 36 *	0 - 1 (OFF/ON)
LFO2 Rate	0aaa aaaa	* 37 *	0 - 127
LFO2 Offset	0000 0aaa	* 38 *	0 - 4 *11
LFO2 Delay Time	0aaa aaaa	* 39 *	0 - 127
LFO2 Fade Mode	0000 00aa	* 3A *	0 - 3 *12
LFO2 Fade Time	0aaa aaaa	* 3B *	0 - 127
LFO2 External Sync	0000 00aa	* 3C *	0 - 2 *13
Coarse Tune	0aaa aaaa	* 3D *	0 - 96 (-48>+48)
Fine Tune	0aaa aaaa	* 3E *	0 - 100 (-50>+50)
Random Pitch Depth	000a aaaa	* 3F *	0 - 30 *14
Pitch Keyfollow	0000 aaaa	* 40 *	0 - 15 *15
Pitch Enveloppe Depth	000a aaaa	* 41 *	0 - 24 (-12 > +12)
Pitch Enveloppe Velocity Sens	0aaa aaaa	* 42 *	0 - 125 *16
Pitch Enveloppe Velocity Time1	0000 aaaa	* 43 *	0 - 14 *17
Pitch Enveloppe Velocity Time4	0000 aaaa	* 44 *	0 - 14 *17
Pitch Enveloppe Time Keyfollow	0000 aaaa	* 45 *	0 - 14 *17
Pitch Enveloppe Time 1	0aaa aaaa	* 46 *	0 - 127
Pitch Enveloppe Time 2	0aaa aaaa	* 47 *	0 - 127
Pitch Enveloppe Time 3	0aaa aaaa	* 48 *	0 - 127
Pitch Enveloppe Time 4	0aaa aaaa	* 49 *	0 - 127
Pitch Enveloppe Level 1	0aaa aaaa	* 4A *	0 - 126 (-63>+63)
Pitch Enveloppe Level 2	0aaa aaaa	* 4B *	0 - 126 (-63>+63)
Pitch Enveloppe Level 3	0aaa aaaa	* 4C *	0 - 126 (-63>+63)
Pitch Enveloppe Level 4	0aaa aaaa	* 4D *	0 - 126 (-63>+63)
Pitch LFO1 Depth	0aaa aaaa	* 4E *	0 - 126 (-63>+63)
Pitch LFO2 Depth	0aaa aaaa	* 4F *	0 - 126 (-63>+63)

*10 : TRI, SIN, SAW, SQR, TRP, S&H, RND, CHS

*11 : -100, -50, 0, +50, +100

*12 : ON-IN, ON-OUT, OFF-IN, OFF-OUT

*13 : OFF, CLOCK, TAP

*14 : 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 200, 300, 400, 500, 600, 700, 800, 900, 1000, 1100, 1200

*15 : -100, -70, -50, -30, -10, 0, +10, +20, +30, +40, +50, +70, +100, +120, +150, +200

*16 : -100 > +150

*17 : -100, -70, -50, -40, 30, -20, -10, 0, +10, +20, +30, +40, +50, +70, +100

15 - Patch Tone - Page 3			
Paramètre	**Size**	**dd (par.)**	**Data (val.)**
Filter Type	0000 0aaa	* 50 *	0 - 4 *18
Cutoff Frequency	0aaa aaaa	* 51 *	0 - 127
Cutoff Keyfollow	0000 aaaa	* 52 *	0 - 15 *15
Resonance	0aaa aaaa	* 53 *	0 - 127
Resonance Velocity Sens	0aaa aaaa	* 54 *	0 - 125 *16
Filter Enveloppe Depth	0aaa aaaa	* 55 *	0 - 126 (-63>+63)
Filter Enveloppe Velocity Curve	0000 0aaa	* 56 *	0 - 6 (1 - 7)
Filter Enveloppe Velocity Sens	0aaa aaaa	* 57 *	0 - 125 *16
Filter Enveloppe Velocity Time1	0000 aaaa	* 58 *	0 - 14 *17
Filter Enveloppe Velocity Time4	0000 aaaa	* 59 *	0 - 14 *17
Filter Enveloppe Time Keyfollow	0000 aaaa	* 5A *	0 - 14 *17
Filter Enveloppe Time 1	0aaa aaaa	* 5B *	0 - 127
Filter Enveloppe Time 2	0aaa aaaa	* 5C *	0 - 127
Filter Enveloppe Time 3	0aaa aaaa	* 5D *	0 - 127
Filter Enveloppe Time 4	0aaa aaaa	* 5E *	0 - 127
Filter Enveloppe Level 1	0aaa aaaa	* 5F *	0 - 127
Filter Enveloppe Level 2	0aaa aaaa	* 60 *	0 - 127
Filter Enveloppe Level 3	0aaa aaaa	* 61 *	0 - 127
Filter Enveloppe Level 4	0aaa aaaa	* 62 *	0 - 127
Filter LFO1 Depth	0aaa aaaa	* 63 *	0 - 126 (-63>+63)
Filter LFO2 Depth	0aaa aaaa	* 64 *	0 - 126 (-63>+63)
Tone Level	0aaa aaaa	* 65 *	0 - 127
Bias Direction	0000 00aa	* 66 *	0 - 3 *19
Bias Position	0aaa aaaa	* 67 *	0 - 127 (C-1 > G9)
Bias Level	0000 aaaa	* 68 *	0 - 14 *17
Level Enveloppe Velocity Curve	0000 0aaa	* 69 *	0 - 6 (1 - 7)
Level Enveloppe Velocity Sens	0aaa aaaa	* 6A *	0 - 125 *16
Level Enveloppe Velocity Time1	0000 aaaa	* 6B *	0 - 14 *17
Level Enveloppe Velocity Time4	0000 aaaa	* 6C *	0 - 14 *17
Level Enveloppe Time Keyfollow	0000 aaaa	* 6D *	0 - 14 *17
Level Enveloppe Time 1	0aaa aaaa	* 6E *	0 - 127
Level Enveloppe Time 2	0aaa aaaa	* 6F *	0 - 127
Level Enveloppe Time 3	0aaa aaaa	* 70 *	0 - 127
Level Enveloppe Time 4	0aaa aaaa	* 71 *	0 - 127
Level Enveloppe Level 1	0aaa aaaa	* 72 *	0 - 127
Level Enveloppe Level 2	0aaa aaaa	* 73 *	0 - 127
Level Enveloppe Level 3	0aaa aaaa	* 74 *	0 - 127
Level LFO1 Depth	0aaa aaaa	* 75 *	0 - 126 (-63>+63)
Level LFO2 Depth	0aaa aaaa	* 76 *	0 - 126 (-63>+63)
Tone Pan	0aaa aaaa	* 77 *	0 - 127 (L64>63R)
Pan Keyfollow	0000 aaaa	* 78 *	0 - 14 *17
Random Pan Depth	00aa aaaa	* 79 *	0 - 63
Alternate Pan Depth	0aaa aaaa	* 7A *	1 - 127 (L63>63R)
Pan LFO1 Depth	0aaa aaaa	* 7B *	1 - 127 (L63>63R)
Pan LFO2 Depth	0aaa aaaa	* 7C *	1 - 127 (L63>63R)

*15 : -100, -70, -50, -30, -10, 0, +10, +20, +30, +40, +50, +70, +100, +120, +150, +200

*16 : -100 > +150

*17 : -100, -70, -50, -40, 30, -20, -10, 0, +10, +20, +30, +40, +50, +70, +100

*18 : OFF, LPF, BPF, HPF, PKG

*19 : LOWER, UPPER, LOW&UP, ALL

16 - Patch Tone - Page 4			
Paramètre	**Size**	**dd (par.)**	**Data (val.)**
Output Assign	0000 00aa	* 7D *	0 - 3 *20
Mix / EFX Send Level	0aaa aaaa	* 7E *	0 - 127
Chorus Send Level	0aaa aaaa	* 7F *	0 - 127
Reverb Send Level	0aaa aaaa	* 00 * (*)	0 - 127

*20 : MIX, EFX, DIR1, DIR2 (*) : cc=01

Rhythm Common			
Paramètre	**Size**	**dd (par.)**	**Data (val.)**
Rhythm Name 1	0aaa aaaa	* 00 *	32 - 125
Rhythm Name 2	0aaa aaaa	* 01 *	32 - 125
Rhythm Name 3	0aaa aaaa	* 02 *	32 - 125
Rhythm Name 4	0aaa aaaa	* 03 *	32 - 125
Rhythm Name 5	0aaa aaaa	* 04 *	32 - 125
Rhythm Name 6	0aaa aaaa	* 05 *	32 - 125
Rhythm Name 7	0aaa aaaa	* 06 *	32 - 125
Rhythm Name 8	0aaa aaaa	* 07 *	32 - 125
Rhythm Name 9	0aaa aaaa	* 08 *	32 - 125
Rhythm Name 10	0aaa aaaa	* 09 *	32 - 125
Rhythm Name 11	0aaa aaaa	* 0A *	32 - 125
Rhythm Name 12	0aaa aaaa	* 0B *	32 - 125

Rhythm Note - Page 1			
Paramètre	**Size**	**dd (par.)**	**Data (val.)**
Tone Switch	0000 000a	* 00 *	0 - 1 (OFF/ON)
Wave Group Type	0000 00aa	* 01 *	0 - 2 *1
Wave Group ID	0aaa aaaa	* 02 *	0 - 127
Wave Number	0000 aaaa	* 03 *	0 - 254
	0000 bbbb		(001 - 255)
Wave Gain	0000 00aa	* 05 *	0 - 3 *2
Bend Range	0000 aaaa	* 06 *	0 - 12
Mute Group	000a aaaa	* 07 *	0 - 31 (OFF, 1 - 31)
Enveloppe Mode	0000 000a	* 08 *	0 - 1 *3
Volume Control Switch	0000 000a	* 09 *	0 - 1 (OFF/ON)
Hold-1 Control Switch	0000 000a	* 0A *	0 - 1 (OFF/ON)
Pan Control Switch	0000 00aa	* 0B *	0 - 2 *4

*1 : INT, PCM, EXP

*2 : -6, 0, +6, +12

*3 : NO-SUS, SUSTAIN

*4 : OFF, CONTINUOUS, KEY-ON

17 - Rhythm Note - Page 2			
Paramètre	**Size**	**dd (par.)**	**Data (val.)**
Source Key	0aaa aaaa	* 0C *	0 - 127 (C-1 > G9)
Fine Tune	0aaa aaaa	* 0D *	0 - 100 (-50>+50)
Random Pitch Depth	000a aaaa	* 0E *	0 - 30 *5
Pitch Enveloppe Depth	000a aaaa	* 0F *	0 - 24 (-12 > +12)
Pitch Enveloppe Velocity Sens	0aaa aaaa	* 10 *	0 - 125 *6
Pitch Enveloppe Velocity Time	0000 aaaa	* 11 *	0 - 14 *7
Pitch Enveloppe Time 1	0aaa aaaa	* 12 *	0 - 127
Pitch Enveloppe Time 2	0aaa aaaa	* 13 *	0 - 127
Pitch Enveloppe Time 3	0aaa aaaa	* 14 *	0 - 127
Pitch Enveloppe Time 4	0aaa aaaa	* 15 *	0 - 127
Pitch Enveloppe Level 1	0aaa aaaa	* 16 *	0 - 126 (-63>+63)
Pitch Enveloppe Level 2	0aaa aaaa	* 17 *	0 - 126 (-63>+63)
Pitch Enveloppe Level 3	0aaa aaaa	* 18 *	0 - 126 (-63>+63)
Pitch Enveloppe Level 4	0aaa aaaa	* 19 *	0 - 126 (-63>+63)
Filter Type	0000 0aaa	* 1A *	0 - 4 *8
Cutoff Frequency	0aaa aaaa	* 1B *	0 - 127
Resonance	0aaa aaaa	* 1C *	0 - 127
Resonance Velocity Sens	0aaa aaaa	* 1D *	0 - 125 *6
Filter Enveloppe Depth	0aaa aaaa	* 1E *	0 - 126 (-63>+63)
Filter Enveloppe Velocity Sens	0aaa aaaa	* 1F *	0 - 125 *6
Filter Enveloppe Velocity Time	0000 aaaa	* 20 *	0 - 14 *7
Filter Enveloppe Time 1	0aaa aaaa	* 21 *	0 - 127
Filter Enveloppe Time 2	0aaa aaaa	* 22 *	0 - 127
Filter Enveloppe Time 3	0aaa aaaa	* 23 *	0 - 127
Filter Enveloppe Time 4	0aaa aaaa	* 24 *	0 - 127
Filter Enveloppe Level 1	0aaa aaaa	* 25 *	0 - 127
Filter Enveloppe Level 2	0aaa aaaa	* 26 *	0 - 127
Filter Enveloppe Level 3	0aaa aaaa	* 27 *	0 - 127
Filter Enveloppe Level 4	0aaa aaaa	* 28 *	0 - 127
Tone Level	0aaa aaaa	* 29 *	0 - 127
Level Enveloppe Velocity Sens	0aaa aaaa	* 2A *	0 - 125 *6
Level Enveloppe Velocity Time	0000 aaaa	* 2B *	0 - 14 *7
Level Enveloppe Time 1	0aaa aaaa	* 2C *	0 - 127
Level Enveloppe Time 2	0aaa aaaa	* 2D *	0 - 127
Level Enveloppe Time 3	0aaa aaaa	* 2E *	0 - 127
Level Enveloppe Time 4	0aaa aaaa	* 2F *	0 - 127
Level Enveloppe Level 1	0aaa aaaa	* 30 *	0 - 127
Level Enveloppe Level 2	0aaa aaaa	* 31 *	0 - 127
Level Enveloppe Level 3	0aaa aaaa	* 32 *	0 - 127
Tone Pan	0aaa aaaa	* 33 *	0 - 127 (L64>63R)
Random Pan Depth	00aa aaaa	* 34 *	0 - 63
Alternate Pan Depth	0aaa aaaa	* 35 *	1 - 127 (L63>63R)
Output Assign	0000 00aa	* 36 *	0 - 3 *9
Mix / EFX Send Level	0aaa aaaa	* 37 *	0 - 127
Chorus Send Level	0aaa aaaa	* 38 *	0 - 127
Reverb Send Level	0aaa aaaa	* 39 *	0 - 127

*5 : 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 200, 300, 400, 500, 600, 700, 800, 900, 1000, 1100, 1200

*6 : -100 > +150

*7 : -100, -70, -50, -40, 30, -20, -10, 0, +10, +20, +30, +40, +50, +70, +100

*8 : OFF, LPF, BPF, HPF, PKG

*9 : MIX, EFX, DIR1, DIR2