



SOUND PC CARD

PCC10XG

for Windows®95

取扱説明書



Safety Precautions

Before use, please read CAREFULLY "Safety

Precautions" this.

Notes shown here, safely received proper use of the product, is intended to prevent harm or damage to you or other people. Notes, in order to clarify the extent of the size and urgency of the harm and damage, we classified the contents that arise when the wrong handling is assumed to "caution" and "warning". Since any important content on the Conservation of your safety and equipment, please be sure to observe.

Symbols Display

△ Symbol indicates the danger, warning or caution. Symbol indicates a prohibited act. There are also those specific contents into the symbols are drawn. Symbol ● indicates that you or instruct or to force the action. There are also those specific contents into the symbols are drawn.

* After reading, please be sure to keep it in the place of those that are used can be seen at any time.

warning

When you handling that ignores the display contents, it is assumed the risk of death or serious injury.



Do not open the inside of the device, internal components. Do not modify or disassemble the. Cause of electric shock or fire or failure. Or be. If it should appear to be malfunctioning, please ask your Yamaha dealer inspection and repair. Always purchase of musical instruments store or at the end of the equipment.



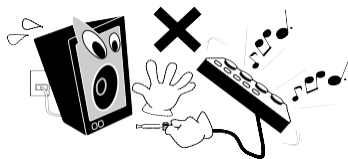
Do not use in humid, such as outdoors in the bathroom and rainy weather. In addition, liquid (such as water and chemicals) Do not use in the place that may touch on. Will be electric shock or fire or the cause of the failure,.

Note

When you handling that ignores the display contents, possibility is a possibility or property damage injury that occur is assumed.



If you want to connect the device to other devices, all of the machine. Turn off the power of the vessel. There is a risk of electric shock or damage to equipment.



Or in case of restart ON / OFF the power of the personal computer, the difference unplug the sound PC card. If the teeth, and when the ON / OFF the power of the connected devices, always the volume of the device to a minimum (0), removing the ear or et headphones. Power supply Or "Butsu"

gutter Uotogashi at the time of ON /
OFF operation and connections, beep
sound at the time of restart ("copy",
"port One", etc.) you may have to. If

the volume is turned up, there you have
it you damage the damage and ears of
the equipment.

! Not

ThisWhen the handling ignoring the display contents of, a possibility that is a possibility or property damage injury occurs is assumed.

⊘ Location (such as a car during the day) and extreme temperature, such as near the stove increases in direct sunlightBetween the roller, where the temperature in the reverse is extremely low, it does not use at a lot of Mataho stiffness and vibration. Deformation or internal parts will cause or to failure.

⊘ Do not use in moist environmental conditions. For example, if you suddenly move the intense environment of the temperature difference, sound PC card is condensation, cards and personal computersCause of emissions of failure. If you have condensation, drying the card, please use from in a while the same environment.

⊘ Do not use near a TV or radio, speakers, such as other electrical products. Due to the extensive use of digital circuit, TV YaThere is a case where noise is generated in the and La Geo.



⊘ Do not place in an unstable location. Or faulty equipment is overturned, the customer is injuredCause to be or.

⊘ The sound PC card into the PC slotDo not save while you insert. For long-term storage the sound PC card, please be stored at room temperature and put in a car Dokesu.

! Do not use excessive force in connection cables and connectors. When removing the connection, the cable portionWithout was lifting, pulling out be sure to have the plastic portion of the connector. There is a risk that damage the cord and connectorOr

! Expansion John box be used on a stable location, such as on top of the desk. Become a fallen or hanging state, loss of equipmentThere is a risk of scratches.

! When moving the body, to the connecting cableBase to do in terms of removed. Or damage to the code, customers or failOtherwise, there is.

⊘ If you need to clean the body, benzene orDown toner, detergent, chemical cloth, etc. Never use. Also, do not place plastic products and plastic products on the body. It will cause the discoloration / alteration. Clean,Soft Please then wipe with dry cloth.

⊘ Do not drop the body, I do not want to or apply strong shock. In addition, unreasonable, such as the switch and connection terminalNot apply a force. It will cause the body may be damaged.

⊘ Using a long period of time headphones at high volumeAbsent. This can cause permanent hearing loss.



When used for a long time sound PC card, it may card this body is somewhat hot. Paso a cardPlease note that when removed from the co-down.

In the case of failure due to improper use or modifications are not guaranteed, so please understand.

be.

Description of radio interference self-regulatory notification system

This device, the second type information device (residential area or its adjacent information device to be used in the region) for the purpose of prevent interference in a residential area in an information processing apparatus Electronic Emission Association (VCCI). However, this product radio, and will you use in close proximity to the television receiver, it may become the cause of radio interference. Please refer to the correct handling in accordance with this document.

(4) -1

Introduction

This time, the Yamaha sound PC card PCC10XG I received your purchase, there truly is There rattan. PCC10XG is to bring together high-quality sound by Yamaha own AWM2 sound source and the high-performance effector, is a PC card type of portable sound source that conforms to the XG / GM. Simply set the card into the notebook computer equipped with Windows95, anywhere you can get a high-quality sound. Correctly set the PCC10XG, its great features in order to get enough to take advantage, and as I guide Please read this manual carefully. In addition, even after I had you read, in case a question arises, thank you so I will keep it in a safe place along with the warranty card.

■ PCC10XG Features

And high-quality sound and a rich effects **AWM2 variations rich Normal Voice 676 with high quality due to the sound source**, Built-in preset tone of the drum voice 21 set. Reverb (11 Thailand - flops), Chorus (11 types), variation (43 Also equipped with digital effects of the three lines of type). It complies with XG and GM System Level 1It is.

- corresponding to each company laptop PCMCIA Type II It conforms to the installed Windows95 If the notebook PC, the supplied driver software You can only need to install the door and enjoy the sound of PCC10XG.

· 16 Bit A / D input terminal The PCC10XG, A / D for external inputInput terminals are available. The signal input to this terminal, an analog / digital converter (16 bit)It is, subjected to the effect processing of the built-in, will be a 16-part signal and mixing the output of the sound source of the PCC10XG. Or multiplied by the Effects by connecting a guitar or bass, or you can sing over effects to the voice in the karaoke software for the computer to connect the microphone.

· 16 Part, 32Polyphonic Maximum polyphony number of 16 Part 32It is in a multi-sound source of the sound. Such as orchestras and big bands, parOften the sequence data of the bet number can also be played.

Etiquette to enjoy the



This is the Electronic Industries Association of Japan
"Etiquette of sound" campaign is a symbol mark of emissions.

Fun music is what become very worried by time and place. Let's happy to consideration of the neighbors enough. As may be quiet at night a small sound, especially bass might be easily transmitted and floors and walls, would bother where the unexpected. Try to moderate volume, is the Mohegan convex way will you use headphones or close the window.

If you wish to use the headphones, please enjoy at a moderate volume so that it does not

- Windows95 is a registered trademark of Microsoft Corporation, USA.
- The company names and product names in this manual are listed are registered trademarks or trademarks of their respective owners.

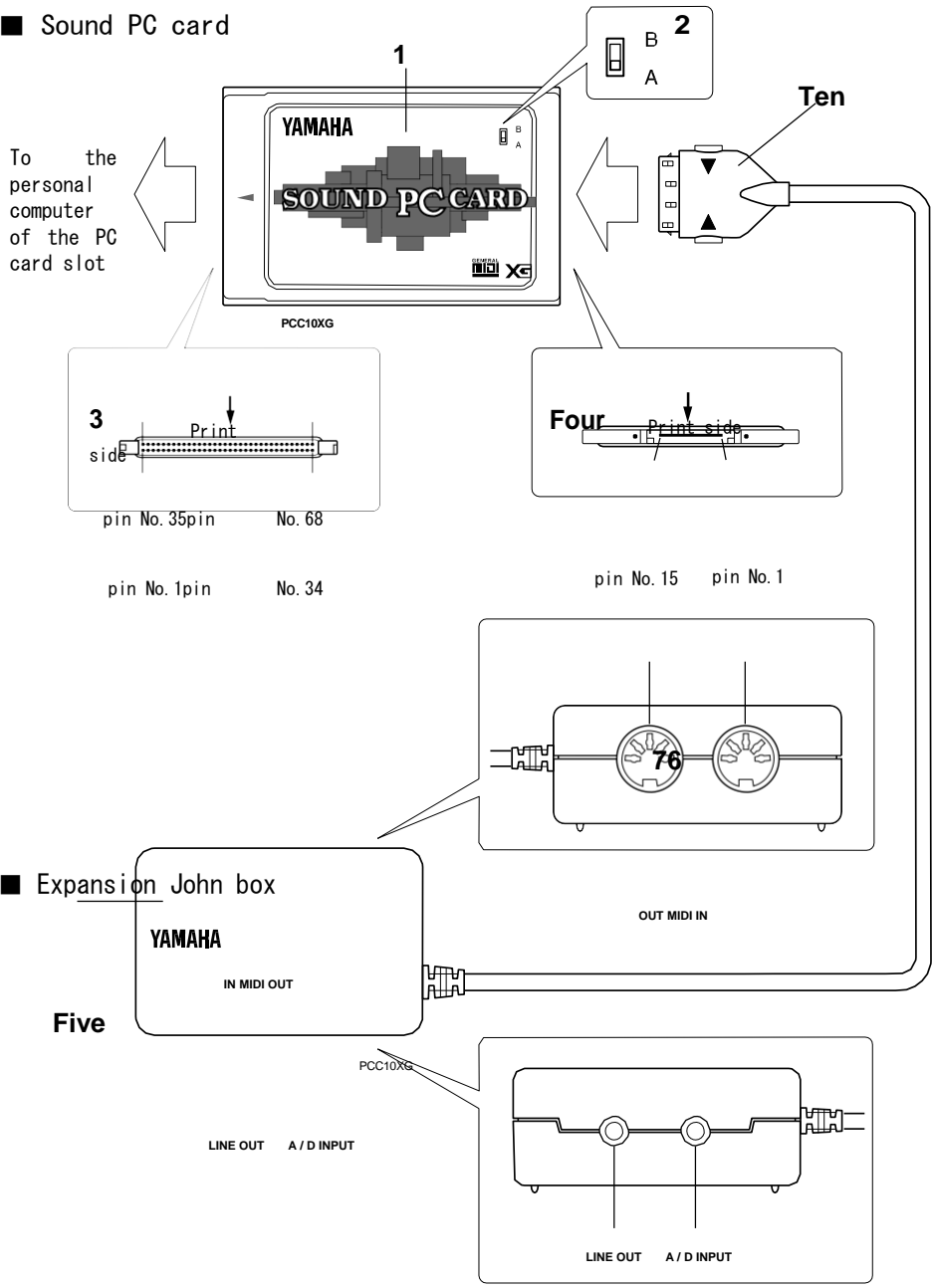
Table of contents

Function and the name of each part	4, Five
Before connecting the PCC10XG	6
Connection Before You Begin	6
Connection to the PC / external devices	7
1. Sound PC card and Expansion John box connection	8
2. Sound PC card attachment of the	8
3. Playback device, connection of MIDI instruments	9
How to Use 4. A / D INPUT terminal	Ten
The driver of the installationLe	12
Installation of PCC10XG for driver	12
Other settings Of	MIDI files
According to the 14 Windows95 Play	14
The use of a personal computer built-in speakers	15
PCC10XG of the configuration and functions,	16
About MIDI	18
MIDI data formatDoo	19
XG Normal Voice list	30
TG300B Normal Voice list	32
XG drum voice	

list	34
TG300B drum voice list ...	
36 Effects type squirrelDoo - - - - -	
.....	38 Effect parameter
list	39 effects data
assignment table	42
specification	- - - - -
.....	43 failure kana?
.....	When - - - - -
I thought 44 MIDI implementation chart	
.....	46

Names and functions of each part

■ Sound PC card



8 9

■ Sound PC card

1 Sound PC card XG Corresponding sound source (Normal Voice 676, Drum Voice 21 sets of presets, digital effects 65Type) is equipped with PC card.

2 Mode selection switch (A / B)

This switch is used to switch the mode of sound PC card.

* It has been set to "A" at the time of shipment. Please use in the position of always "A". In the "B" it does not work.

3 Card connector (slot side) PC PCCard slot (PCMCIA: Type II) This is a connector on the side to be inserted into. It has become a pin arrangement such as the figure on the left.

* Depending on your computer but some of the specifications to be inserted in a state of facing down the printing surface of the card. PCs body of the instruction manual well on your reading, please insert.

Four Card connector (Expansion John box side) Aix is a connector on the side which is to be connected with the cable of bread John box. It has become a pin arrangement such as the figure on the left. Into the connector on the cable" Printing surface and the surface (the surface there is a mode selection switch) and connect it to be on the same side. (→ 8 page)

* When you connect the orientation of the connector to the contrary, cause a failure.

* If you pull out the connector, the direction of the arrow buttons on each side of the Expansion John box connector

(► ◀ While pressing in, please pull out.

■ Expansion John box

Five Expansion John box Signal Ya between the MIDI devices or external audio equipment and microphone / line input and the PC card (PC) The interface for Ritori.

6 MIDI IN terminal MIDI signals from an external MIDI device PC This is the terminal for input to the card (PC). Or send a MIDI signal to the personal computer (sequencer software), or you can play the sound source of PCC10XG from an external MIDI device.

7 MIDI OUT terminal

MIDI signal or MID from the personal computer (sequencer software)I This pin outputs a signal received by the IN terminal. Or play a different sound sources at the same time PCC10XG, you can control an external MIDI device.

8 Line-out terminal (LINE OUT)

Line output, is the terminal for the headphone (stereo mini-jack).

9 A / D input terminal (A / D INPUT)

Microphone or guitar, bass, is a terminal connected to the output, such as a CD player (monaural mini-jack).

* By from the application software sends a MIDI system exclusive messages, you will be A / D-in output functions are available. (→ 11 page)

Ten Expansion John box connector
Connect the connector of sound PC card.

4. If you are not enabled, set to be used in the following procedure.
- 4-1. "Double-click the PCIC or item of compatible PCMCIA controller", to display the Properties screen.



- 4-2. Check the check box of "Original Configuration (in use)".
* Depending on the type of computer
"UndockedIt may have been displayed (in use)".
- 4-3. Click the "OK" button, PCIC to start the de wizard.
- 4-4. P Follow the instructions that appear on the screen C Run the card wizard, to complete.
- 4-5. Windows95 finished, and then cycle the power of the personal computer (restart).

"PCIC or compatible PCMCIA controller" in the above operation will be available. According to the procedure from the next page, to connect the PCC10XG to the PC, install the driver / Please set up.

Connection to the PC / external device



When installing the PCC10XG to a personal computer, the following points: Please be careful.

And connection of external devices to the sound PC card of detachable or ex bread John box, please be sure turn off the PC and external devices all power.

- Be sure to connect the sound PC card and Expansion John box (next page 1.), please attach a sound PC card to the computer.
(However, PCC10XG If you play the sound on your computer built-in speakers, and do not use an external MIDI device and the A / D input, you do not need to connect the Expansion John box. One to your computer built-in speaker information, please refer to page 15.)
- PC or when the restart when turning ON / OFF the power of the body, when attaching and detaching the sound PC card, or if you want to turn ON / OFF the power of external devices that are connected, noise or beep sound "Butsu" ("copy", you might like "Hotel Point") it is. Remove the headphones from the ear, please go to the volume of the playback device connected to the LINE OUT terminal of Expansion John box at the minimum (0).
- it can not be attached to the PCMCIA slot Type II other than the PC card slot. Also, please do not attached to the non-PC card slot.
- Please do not be used in conjunction with other MIDI sound source PC card.

Sound PC Card, touch its connector portion of the Expansion John box Please do not.

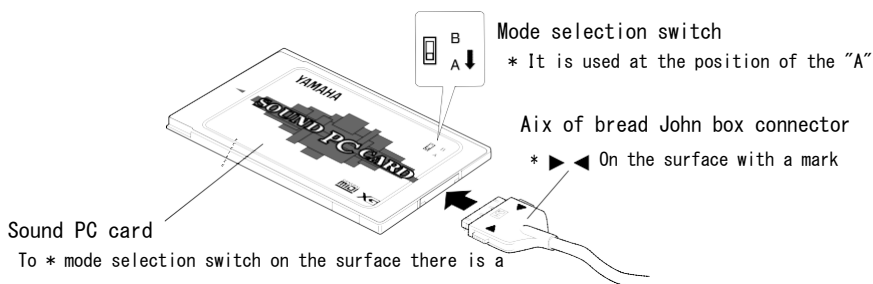
Sound PC When used for a long time the card, the card body that is somewhat hotthere is. (This is not a malfunction.)

Sound PC PC suspend / resume while wearing the card When performing the, terminate the always applications that use PCC10XG (such as a sequence soft), please do.

1. connection of sound PC card and Expansion John box

1-1. **Aix Connect the bread John box of the connector to the sound PC card.** KeThe connector of Buru" Insert to suit the surface where there is a display on the printing surface of the card (the surface there is a mode selection switch).

- * When you connect the orientation of the connector to the contrary, will be the cause of the failure.
- * Card mode selection switch Please use at the position of always "A". In the "B" it does not work.
- * Expansion John box, please use placed on a flat, stable location. Use in hanging state will be the cause of the failure.
- * When removing the connector, the direction of the arrow buttons ►◄ on each side of the connector (Do not push, et al., Please pull out to.)



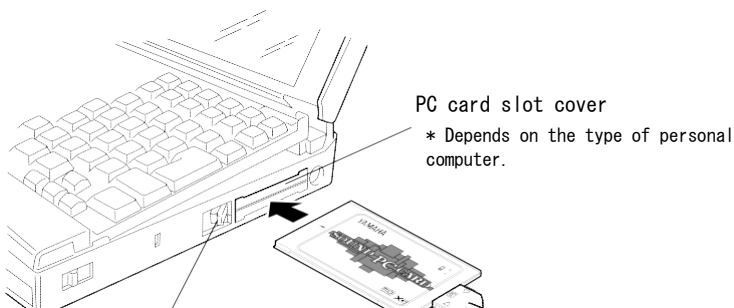
2. installation of sound PC card

2-1. Turn off the power of the personal computer.

2-2. Open the cover of the personal computer of the PC card slot. (It depends on the type of personal computer.)

2-3. **Insert up to firmly back the sound PC card into the PC card slot.**

- * Depending on the type of PC, different or be inserted in the above either side of the card. Please insert from check with the instruction manual of the personal computer body without fail.



Eject button

* Depends on the type of personal computer.

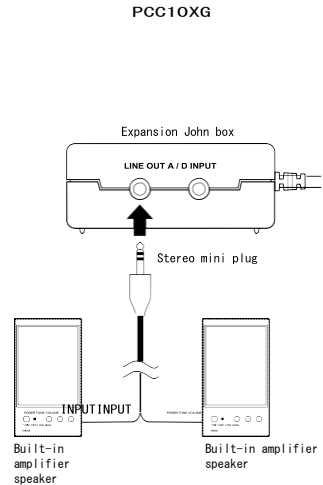
3. Reproducing apparatus, connection of MIDI devices

- connection of the playback device (LINE OUT terminal)

Use of bread John box LINE Playback device to the OUT terminal

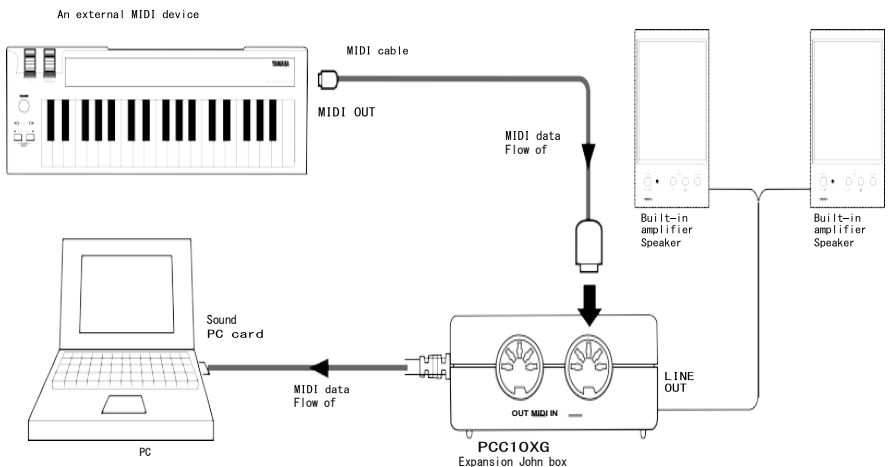
You can listen to the sound of the (amplifier built-in speakers and audio equipment). You can also record by connecting a cassette deck. To connect commercially available code (PCC10XG side please use the stereo mini-plug) it is. You can also connect a pair of headphones. Volume of the headphones, please adjust the soft side.

* If there is a built-in speakers on your computer, you can also play sound from the speaker. (→ 15 page)



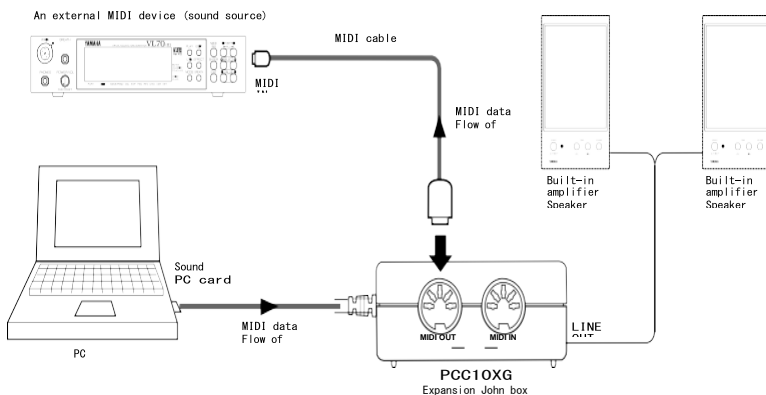
- Connection of an external MIDI device (MIDI IN / OUT terminal)

Or by entering the data to the sequence software to connect a MIDI keyboard, from an external MIDI device if the sound the sound source of PCC10XG, of these external MIDI device MIDI OUT terminal and PCC10XG of Connect the MIDI IN connector with a MIDI cable.



Or play different external MIDI sound source at the same time as PCC10XG, a place

to control an external MIDI device If is, MIDI cable and a MIDI OUT terminal of the MIDI IN terminal and PCC10XG of these external MIDI device Connect with Le.

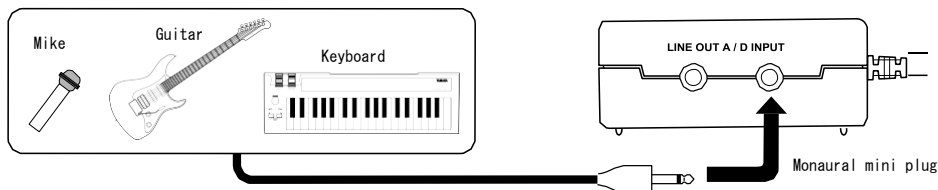


* Please use the MIDI standard MIDI cable. In addition, MIDI cable is a 15m is a limit is. Use of more long cable may result in trouble such as malfunction.

How to Use 4. A / D INPUT terminal

The A / D INPUT terminal, line equipment such as a CD player or a keyboard or a microphone or guitar,, You can connect the base and the like.

A / D INPUT Audio signal, which is input from the T terminal, the built-in sound card PC voice (XG Norma Ruboisu / Drum Voice) and are mixed, will be output from the LINE OUT terminal. Like the XG Norma Ruboisu / drum voices, effect to an audio signal input to the A / D INPUT pin You can make a bet.



Audio signals input from the A / D INPUT pin, a digital audio recording (hard disk recording) using the corresponding sequence software recorded on the hard disk of the PC It will not be able to sound. If you use a digital audio recording corresponding sequence software, such as XGworks to record the audio signal on the PC's hard disk, please connect a microphone or guitar to the microphone / line input terminal that is attached to the PC.

● line equipment or a microphone, guitar, connections, such as base

Send a MIDI system exclusive messages from the application software to PCC10XG By trust, you can and the connection child A / D INPUT terminal to the line device or a microphone or guitar, bass, and the like. ("Selecting the input source (INPUT GAIN) (microphone / line)," next page "A / D input of ON / OFF" and the section please refer.) Karaoke software for a computer, such as a Yamaha song music (Karak) in the case of ing your use PCC10XG as a sound source, you can enjoy karaoke by applying an effect to the connected microphone. Please adjust in the application side to use volume microphone volume.

- * For information about how to send MIDI System Exclusive messages, please read the software's manual to be used.
- * Guitar, depending on the type, such as a base, it may have a good effect better to set to "line" input source is obtained.
- * If you connect a microphone, please use the dynamic microphone.

- A / D input of the ON / OFF By sending a MIDI system exclusive message from the outside (PCC10XG System message), you can switch the ON / OFF state of the A / D input function. If you ON,

A / D input function of PCC10XG will look like can be used.

- A / D If you want the input to ON: F0 43 1n 49 01 00 00 01 F7
- A / D If you want the input to OFF: F0 43 1n 49 01 00 00 00 F7

* A / D initial setting of the input feature is the "OFF".

- A / D input of the volume

By externally sending the MIDI system exclusive message (XG A / D Part message), you can adjust the A / D input of the volume.

F0 43 1n 4C 10 00 0B vv F7vv = Volume value

- The input source selection of the (INPUT GAIN) (microphone / line)

While the A / D inputs to ON, MIDI system exclusive messages from outside (XG A / D Part messages) by a letter, you can switch the input source (INPUT GAIN) to the microphone or line. To "Mike" the input source when connecting a guitar or bass, when you connect the line equipment, such as a keyboard and a CD player will be set to "line" input source.

- INPUT If you want to set the GAIN to the microphone: F0 43 1n 4C 10 00 00 00 F7
- INPUT If you want to set the GAIN to the line: F0 43 1n 4C 10 00

* The initial setting of the input source has become a "line".

→ any of the settings, for more information "Please see the MIDI data format ("page 19 ~).

Once the connection is complete, lower the volume of the playback device (speakers and amplifiers with amplifier),

PC → reproducing apparatus (Such as speakers with built-in amplifiers)



Turn on the power in the order. Also if you turn off the power, it carried out in reverse order.

Install driver

■ Installation of PCC10XG driver

Install (Setup) in the personal computer the PCC10XG for the driver with the following procedure.

● Installation Instructions

- 1) In accordance with the preceding paragraph "Connecting to a computer / external device", personal computer to sound PC card, Expansion John Box, and connect an external device.
- 2) Turn on the power of the personal computer.
"Device Driver Wizard" will be displayed on the computer screen.



* In the case of Windows98, the "Add New Hardware Wizard" will be displayed.

* Some of the personal computer (If you are using OSR2 previous Windows95), without displaying the "Device Driver Wizard", the screen referred to as "new hardware" will be displayed instead. In that case, please refer to the (installation from the "new hardware") described below.

- 3) CD-ROM the (XGears), the CD-ROM drive Set.
- 4) Click the "Next" button.
"I do not driver for this device is found
You will see a message that the "is.



* The case of Windows98, you will see a message "Please select the search method" is.

- 5) Click the "Specify a location" button.
"Specify a location" dialog box appears.

- 8) Click the "Finish" button. Copy of the file is carried out, "Insert Disk" dialog box is displayed. Please proceed to Step 9.



* The case of Windows98, click the "Next" button. A copy of the file is done. In the case of Windows98, Once you have a copy of the file is complete, the Driver installation is complete.

- 9) "OK Click on the "button. U "file copy" dialog box is displayed.



Ten) In the column "source file", in the same manner as in step 6CD— ROM(XGears) to set the drive name (E:Do etc.) and enter the name of the folder.

→ Example) E: ¥ Pcc10drv_ ¥ dosv

- 11) "OK Click on the "button". Copy of the file is done. A copy of the file has been completed Et.al., Is complete driver installation.

After installation is complete, sound PC The card (PCC10XG) is automatically recognized only by setting the PC card slot, it will be available.

■Installing from a "new hardware"

In the part of the personal computer (in the case OSR2 earlier you use Windows95), "Device Driver Wizard" does not appear in the above procedure 2. Instead the right of such "new hardware" dialog box appears. If this is the case, install the PCC10XG drivers as it is in the following

- 1) The CD-ROM (XGears), the CD-ROM drive Set.
- 2) In the "new hardware" dialog box "Driver from disk provided by hardware manufacturer."Select, and then click the "OK" button.
- 3) the dialog box, "Installing from the floppy



- 4) "distributed files copy source" column in the CD-ROM
Drive name that you set the (XGears) (E: etc.) and in the case of a folder name (DOS



Enter, and then click the OK button.
→ Example) E: ¥ Pcc10drv_ ¥ dosv

- 5) The "Select Device" dialog box appears, select the "Model" column or et al. "YAMAHA Sound PC Card PCC10XG".



- 6)Click the "OK" button. This file
Copy is done. A copy of the file is completeOnce, Driver installation is

■ Other Settings

Other, and set the PC for the following items.

● set of multimedia

- 1. Open the "My Computer" → "Control Panel" → "Multimedia" of Windows95, click the "Advanced" tag.
- 2. and "PCC10XG Synth MIDI of" "PCC10XG MIDI Port of MIDI" of the "MIDI devices" double-click, make sure that each is in a state of active can be used



● set of MIDI mapper

- 1. Open the "My Computer" → "Control Panel" → "Multimedia" of Windows95, and then click the "MIDI" tag.
- 2. "YAMAHA PCC10XG to" single device "column ~~Make it to Synth's side~~ If it is not side a list" Y A M A H Select the A PCC10XG Synth ".



- 3. "OK" Click the button, MIDI map To complete the setting of par.

■ playback of MIDI files due to Windows95 (Let's first put out the sound) Once PCC10XG setup of the connection and the driver is complete, Windows95 Using the "Media Player", let's play a MIDI file (MIDI song data).

● MIDI file playback procedure

- 1. "Start button" of Windows95 → "Program" → "Accessories" → "Multimedia" → to open the "Media



- 2. "Media Player" in the "device (D)." Select the "3. MIDI sequencer" from.
- 3. In the "Open file" dialog box, Open the MIDI file you want to play.
- 4. Play button of the "eye Diapru players" When you press the (PLAY), playback starts.

What do you think. PCC10XG Did you can check your on your own

high-quality sound of? Please try to play a MIDI file actually in your sequencer software next.

For the required settings of a PC or sequence software to be used, each of handling
Please read the manual.

The use of a personal computer built-in speakers

When the speakers on your computer is built, not to connect a speaker with built-in amplifier Also, you can play the song the sound of PCC10XG. Driver Installation (→ 12 page) by doing, et al., Please set to use a personal computer built-in speakers in the following procedure.

Depending on the type of personal computer, there are things that sound of PCC10XG from the built-in speaker even if the setting of the following is not output. In addition, there are those output even if the sound is small. For adjust the volume of the built-in speaker, please refer to your computer's manual.

1. While wearing the PCC10XG to the PC, "My Computer" of Windows95 → "Control Panel" → "MaruOpen-media".



2. Click the "Advanced" tag in the properties of the multi-media, to display a list of multi-media devices.



3. Double-click the "MIDI device", to display a list of the MIDI device.



MIDI From the device "YAMAHA PCC10XG MIDI of Synth "Select, press the Properties button. "YAMAHA PCC10XG Synth of MIDI Properties" opens.



4. Click on the Settings button. Speaker selection screen is displayed.



5. Click to select the radio button of "ON", "OK"Press the button.
6. Press the "OK" button, "YAMAHA Close the PCC10XG Synth of MIDI properties".
7. "OK"Press the button to close the "Multimedia Properties".

If you do not want to use the built-in speakers, please select the OFF step 5. In. At the time you install the driver of PCC10XG, set of built-in speaker is turned

ON.

Configuration and function of the PCC10XG

PCC10XG is, XG When TG300B It has two play modes. Usually it works in XG mode. Commercially available XGSong collection and **GM** If you want to play the data of the song collection reads the signal that has been the first to record the data, you switch the automatic performance mode in PCC10XG side. Whether you are creating a sequence data on your own, you can switch the play mode in Rukoto put Exclusive messages such as XG system-on to the data.

- * Sound to the PCInsert the de PC card, and turn on the power of the personal computer, all the settings of PCC10XG is initialized.

- * Case with the automatic switching of the play mode, it takes about 0.5 seconds. The song the head of the song data to be produced, we recommend that you inserted some blank measures.

● **XG mode** XGMode is to be used as a multi-sound source that conforms to. XGA commercially available song data that was marked by to play in this mode, you can enjoy casually even spectacular performance, including up to a myriad of extended voice and effect functions. In addition, because it also functions as a multi-sound source which is fully compatible with GM System Level 1, you can play a better sound a commercially available song data with the GM logo.

- Number of parts that can be used:16 Part

Voice number that can be used:480 Normal Voice +11 Drum Voice

● **TG300B (TG 300 Bee) mode GM System Level 1**Mode is to be used as a multi-sound source that conforms to. You will receive the MIDI information that is used by other companies in the computer music for the sound source.

- Number of parts that can be used:16 Part

Voice number that can be used:579 Normal Voice +10 Drum Voice

■ voice and elements

Voice and is that of sound programs that are configured by the element which is the smallest unit of sound source. The voice of PCC10XG, 1 There are two types of things of things and the second element of the element. The voice, which is composed of two elements, thick voice and can not make the first element, the voice to be switched the sound by the strength with which you play the keyboard (the strength of the notes of the velocity), piano and vinegar Different sound, such as that Toringusu will include voice and that was mixed together. The number of used elements of each voice, refer to the voice list from the 30 page. The maximum polyphony number is determined by the number of this element.

■ Normal and Drum Voices

The voice There are two types of Normal and Drum Voices.

- The normal voice, is to pronounce the instrument sound pitch that matches the scale of the keyboard (or sound effects). Simply when that voice is, it refers to the normal voice.
- The drum voice, special voice which a large number of drums and percussion sounds in one voice is assigned to each note (keyboard).

In normal voice, it will change the pitch by keyboard (receive notes) to play, but in the Drum Voice assigned to the keyboard Pitch of the information in only the sound color is does not matter to the sound.

Maximum polyphony ■

PCC10XG Maximum polyphony when using the 32 notes (A / D inputs: 30It is the sound). Is this 32 sound is calculated in element units. As described in the "Voice and elements" of the above, the voice There are those things and the second element of the first element. Number of sounds that can be used in the entire sound source is, when you are using only the voice of one element configuration is 32, but will be less than 32 sound and use to mix the voice of the 2 element configuration. PCC10XG So, when receiving the performance information that exceeds the maximum number of simultaneous pronunciation, forcibly stopped from the sound in the pronunciation, the performance information sent from the later has become a priority to pronounce mechanism. (Rear wearing priority)

■ Part pronunciation priority

When exceeding the maximum polyphony is, it is pronounced in the following order of priority.

● channel (part) pronunciation priorityorder

10 (drum part) - 12 - 3 - 4 - 5 - 6 - 7 - 8 - 9 - 11 - 12 - 13 - 14 - 15 - 16

The important part, such as melody and bass by devising such as assigning a higher priority channel (part), the most Datong It will also be less likely to atmosphere of the song may be impaired if the time exceeds the number of pronunciation.

■ Element Reserve

Overall, even if it exceeds the maximum number of simultaneous pronunciation, only the specified channel (part) is the ability to ensure the pronunciation number (number of elements). For example, if you set to "10" elements reserve of a certain part, regardless of the pronunciation priority of the part, the part is the number of elementary capital will be allocated up to 10. Element reserve, "XG Native Parameter Change (" 22Page) by the element reserve of the message (<With Table 1-4>: Set in a 26 page) to send it.

■ selection of voice

PCC10XGHas a built-in 676 (normal voice) +21 (Drum Voice) kind of voice in the body. Choose a voiceProgram number that can and this is from 1 to 128.. In order to select the voice beyond the 128 type, use a combination of bank number to the program number.

· Basic voice of 128 voice is compliant with the GM System Level 1.

For a voice that can be set in the bank number and program number, please refer to the voice list from the 30 page.

Bank number is, in the MIDI message, the bank select MSB of the control change, it has been represented by two types of messages that the LSB.

Actual MIDIIn the data, when the play mode is "XG", a division of the voice type, such as Normal and Drum Voices in the value of the MSB, you have to set the advanced voice of the bank with the value of the LSB. (However, you set the bank in the MSB only SFX bank) In addition, the play mode"TG300B■

– from an external MIDI device, when you change the program number of PCC10XG, you use the MIDI program change. Program change number is in the range of 0 to 127, and since the program number has been in the range of 1 to 128, and there is a sequencer or sequence software that is 1 Tsuzure occurs in the value to be set. For more information, please refer to the sequencer or sequence soft of the manual to be used.

Bank select and details of the program change, please refer to the "About MIDI" (page 18) and "MIDI data format" (page 19).

■ About effects

PCC10XGThe two systems and the system and insertion both also configurable variation effect (43 types) to one system, a total of three systems of d, the reverb effect (11 types) and Chorus (11 types) as a system effect It has a built-in effects. Effects can be applied also to the A / D input.

System Effects: The type of effect you want to exchange the signal at the send / return from all parts

Insertion Effect: type and settings of Effects Effects that can be used to specify the one part, you can be set / changed by the "XG Native Parameter Change (" page 22).

■ 16-bit A / D input

PCC10XG includes a microphone or guitar, bass, or can be connected to the line devices such as CD player A / D, Equipped with an input terminal. After the signal input from the A / D input terminal which is effect processing, signal and mixing the output of the Voice Will.



“GM” And, even in the sound source by the manufacturer and model is different, provided for the purpose to be reproduced is played by the voice of almost the same system, is that of certain criteria related to voice allocation and MIDI functions of the sound source. To the sound source and song data that conforms to the “GM”, the GM mark comes with.



“XG” The, the more extensive the “GM” on the array of sound, complex with the times, continue to sophisticated computer peripheral environment to be made to correspond, it was to allow the continuity of the rich expressive power and data, is a sound source format proposed by Yamaha.

About MIDI

■ What is MIDI?

MIDI (The I MIDI), Musical stands for Instruments Digital Interface, between manufacturers and types is also different musical instruments and computers In the world's unification of standards established in order to exchange and performance information and tone information. In MIDI “, play the keyboard” in addition to the information about the performance that say “, select a tone”, such as to control the tempo or change the setting, you can exchange a variety of information. Take advantage of these features to the full, not only to play in the tone of the PCC10XG, changing the tone for each part, for example, by changing the settings of the bread and effects, you can be the parameters with the PCC10XG little control.

■ MIDI messages PCC10XG receives

PCC10XG receives (is externally controlled) MIDI The I message, there is something like the following.

Notes on / note-off Information by pressing the keyboard (note-on) and release information (note-off), and which key (note number) how much of the strength (velocity Information of whether to play with).

Control ChenDi You can choose the voice of the bank, it is the message that the such as controls volume and pan. Control number to thus function has been allocated. (From the next page

The most frequently used in the “MIDI data format” reference) control change would be bank select. This message PCC10X In Rukoto be sent to G, you can choose the voice bank.

Program change It is the message to select a voice. Upon receipt of this message, of Boisuba link that is currently selected, the voice of the received number will be selected. Also, if you received with the bank selection of the above-mentioned control change, you can specify the voice bank and voice both.

-Pitchbend Convey the information of the pitch bend wheel, to change the pitch That is information. Channel aftertouch After you play the keyboard, convey further pushed strength, a change in the sound It is a message to give.

Polyphonic aftertouch For each key, after you play the keyboard, convey further pushed strength, is the message to give a change in the sound.

System Exclusive messages Other direct performance information listed above, perform settings for the system of MIDI device to the system exclusive message. By using this menu Tsu sage, you can control most of the features of PCC10XG. Setting the master volume, the selection of the play mode (XG or is TG300B), you can, such as the adjustment of the effector of the type and parameters. For more information from the next page

“Please see the MIDI data format “.

● 10 decimal ← → 16 hexadecimal correspondence table

In “MIDI data format”, there are some that are expressed in decimal and some that are expressed in hexadecimal. In hexadecimal notation, H (Hexadecimal) is added after the numerical value (or the head of the column).

10 Dec	16 Hex	10 Dec	16 Hex	10 Dec	16 Hex	10 Dec	16 Hex	10 Dec	16 Hex	10 Dec	16 Hex	10 Dec	16 Hex	10 Dec	16 Hex
0	00	16	Ten	32	20	48	30	64	40	80	50	96	60	112	70
1	01	17	11	33	21	49	31	65	41	81	51	97	61	113	71
2	02	18	12	34	22	50	32	66	42	82	52	98	62	114	72
3	03	19	13	35	23	51	33	67	43	83	53	99	63	115	73
4	04	20	14	36	24	52	34	68	44	84	54	100	64	116	74
5	05	21	15	37	25	53	35	69	45	85	55	101	65	117	75
6	06	22	16	38	26	54	36	70	46	86	56	102	66	118	76
7	07	23	17	39	27	55	37	71	47	87	57	103	67	119	77
8	08	24	18	40	28	56	38	72	48	88	58	104	68	120	78
9	09	25	19	41	29	57	39	73	49	89	59	105	69	121	79
10	0A	26	1A	42	2A	58	3A	74	4A	90	5A	106	6A	122	7A
11	0B	27	1B	43	2B	59	3B	75	4B	91	5B	107	6B	123	7B
12	0C	28	1C	44	2C	60	3C	76	4C	92	5C	108	6C	124	7C
13	0D	29	1D	45	2D	61	3D	77	4D	93	5D	109	6D	125	7D
14	0E	30	1E	46	2E	62	3E	78	4E	94	5E	110	6E	126	7E
15	0F	31	1F	47	2F	63	3F	79	4F	95	5F	111	6F	127	7F

MIDI data format

MIDI By sending a message to the PCC10XG, you can control various settings of the sound source of the PCC10XG. Here, details about the types and functions of MIDI messages received by PCC10XGKu explains.

* For the method of transmitting to PCC10XG of each message, please refer to the instruction manual of your sequencer software or the like.

1. channel message

1.1 note-on / note-off

Receiving note range = C-2 (0) ~ G8 (127): C3 = 60 Velocity range = 1-127 message (Velocity is the note-on only receive) convey performance information of the keyboard. Note-on: message note-off that was holding the keyboard: the message each message that release the keyboard, the "note number" that indicates whether you play any keyboard, indicating how to play in how much of the strength, "velocity" It contains the data of the two types that. Multi-part parameters (Appendix 1 - 4:26 page) when the Rev NOTE MESSAGE = OFF, and does not receive at that part. In the Rhythm Part, drum setup parameters (Appendix 1:00 to 6:29 page) Rev of NOTE OFF = not receive the note-off time of OFF. Also, it does not receive the note-on time of similarly Rev NOTE ON = OFF.

Message to control such as 1.2 Control Change volume and pan. Control number, depending on the function is different. Multi-part parameters (Appendix 1:00 to 4:26 page) when the Rev CONTROL CHANGE = OFF, and it does not receive any of the control change of the part. In addition, multi-part parameters (Appendix 1:00 to 4:26 page) when the receive of settings for each control change is set to OFF, control change, that part will not receive.

1.2.1 Bank Select (Bank Select)

Ctrl # parameter	Data Range
0 Bank Select MSB 0: Normal, 64: SFX, 126: SFX Kit, 127: Drum	
32 Bank Select LSB 0 ... 127	MIDI to select the voice of the bank message. Boisuba link is selected by a combination of 2 MSB and LSB. MSB and LSB functions by playing mode is that do different. When the play mode is "XG" is a voice large division of the Normal Voice or Doranubo chair by the value of the MSB, the bank specified by the value of the LSB. When the play mode is "TG300B" is, by fixing the value of the LSB, the bank designated voice in only the value of the MSB. See also: Voice List (page 30 ~) bank select MSB, after receiving the LSB, the first time the voice bank is switched to receive the program change.

1.2.2 Modulation (Modulation Wheel)

Ctrl # parameter	Data Range
1 Modulation 0 ... 127	To control the depth to apply vibrato. No vibrato at 0, vibrato up to 127.

1.2.3 Portamento Time (portamento time)

Ctrl # parameter	Data Range
5 To control Portamento Time 0 ... 127	consuming way of portamento (pitch rate of change). 1.2.9 not turn ON the Portamento and effect is not applied. Portamento shortest time at 0, portamento longest time in the 127.

1.2.4 Data Entry (data entry)

Ctrl # parameter	Data Range
6 Data Entry MSB 0 ... 127	
38 Data Entry LSB 0 ... 127	RPNMSB, RPN LSB and, NRPN MSB, set the value of the parameter specified in the NRPN LSB. Two of the control chain of MSB and LSB. The parameter values are set by a combination of di.

1.2.5 Main Volume (main volume)

Ctrl # parameter	Data Range
7 Main Volume 0 ... 127	To control the volume of each part. No sound at 0, volume up to 127.

1.2.6 Pan (pan pot)

Ctrl # parameter	Data Range
10 Pan 0 ... 127	
PathYou	control the pan of each over door (localization of stereo playback of sound). Left at 0, and right at 127.

1.2.7 Expression (expression)

Ctrl # parameter	Data Range
11 Expression 0 ... 127	To control the expression of each 0 ... 127 part. No sound at 0, volume up to 127.

1.2.8 Hold1 (Hold 1)

Ctrl # parameter	Data Range
64 Hold1 0 ... 127	
To control the on / off the sustain pedal.	To sustain the state that has been pronounced when the pedal is pressed. 0 to 63 when the sustain pedal is off (released state), it becomes 64-127 Tokio emissions of (stepped s state).

1.2.9 Portamento (Portamento)

Ctrl # parameter	Data Range
65 Portamento 0 ... 127	To control the on / off portamento pedal. Stepping on the pedal, it takes a portamento effect. 0 to 63 when portamento is turned off (released state), turned on when between 64 and 127 (Stepping do 1 state). To adjust how it will be applied in 1.2.3 Portamento Time.

1.2.10 Sostenuto (sostenuto pedal)

Ctrl # parameter	Data Range
66 Sostenuto 0 ... 127	To control the on / off sostenuto pedal. To sustain the pronunciation of the sound of the keyboard, which had been holding when the pedal is pressed. 0-63 when sostenuto pedal off (released state), turned on when between 64 and 127 (stepped s state).

1.2.11 Soft Pedal (soft pedal)

Ctrl # parameter	Data Range
67 Soft Pedal 0 ... 127	To control the soft pedal on / off. While stepping on the pedal, the sound becomes softer. Soft pedal is off when the data is 0 to 63 (released state), turned on when between 64 and 127 (stepped s state).

1.2.12 Harmonic Content (Harmonic Content)

Ctrl # parameter	Data Range
71 Harmonic Content 0 ... 127 (0: -64, 64: +0, 127: +63)	Adjusting the resonance set by the voice. Substituting a value of 0 to 127 -64 to +63, the original sound as the offset value Resonance is added to the color data is changed. It will sound as a habit value increases. The tone, Oh area by effect is sometimes narrower than the range that can be set.

1.2.13 Release Time (release time)

Ctrl # parameter	Data Range
72 Release Time 0 ... 127 (0: -64, 64: +0, 127: +63)	Adjust the envelope release time set by the voice. Substituting a value of 0 to 127 -64 to +63, based on the offset values added to the tone color data, the release time is subject to change.

1.2.14 Attack Time (Attack Time)

Ctrl # parameter	Data Range
73 Attack Time 0 ... 127 (0: -64, 64: +0, 127: +63)	Adjust the envelope attack time set by the voice. Substituting a value of 0 to 127 -64 to +63, based on the offset values added to the tone color data, the attack time is changed.

MIDI data format

1.2.15 Brightness (brightness)

Cntrl # parameter Data Range
74 Brightness0 ... 127 (0: -64, 64: +0, 127: +63)

Adjust the cutoff frequency of the filter set by the voice. Substituting a value of 0 to 127 -64 to +63, is added to the original sound data as an offset value. Ru is changed cutoff frequency. The higher the value is reduced it becomes soft sound. The tone, the effectIn some cases narrower than the range in the range can be set.

1.2.16 Portamento Contro (l portamento control)

Cntrl # parameter Data Range
84 Portamento ControlA value of 0 ... 127 portamento source key number (key number to start the portamento). 0 to set the note number with the data to 127. If for example you want to apply a portamento toward the from C3 C4 are set as follows.

90 3C 7F C3 note-on
Specify the B0 54 3C source key number to C3
90 48 7F C4 note-on (disappear note-on at the same time as C3, portamento is applied to C4)

Pitch of the currently sounding to receive the portamento control, then the note-on of the key of the same channel to be received, portamento Thailand

Changes in the rate of the non-0. Multi-part parameters (Appendix 1:00 to 4:26 Also receives a Rcv PORTAMENTO = OFF of the page).

1.2.17 Effect1 Depth (reverb send level)

Cntrl # parameter Data Range
91 Effect1 Depth 0 ... 127 To set the send level for the reverb effect.

1.2.18 Effect3 Depth (Chorus Send Level)

Cntrl # parameter Data Range
93 Effect3 Depth 0 ... 127 To adjust the send level for the Chorus effect.

1.2.19 Effect4 Depth

(Variation Effect Send Level)

Cntrl # parameter Data Range
94 Effect4 Depth 0 ... 127 Effect parameters overTurn-(Appendix Table 1 - 3: 2 on page 5) Variation of When Connection = 1 (System), sets the send level for the Variation effect. When Variation Connection = 0 of (Insertion)No effect.

1.2.20 Data Increment / Decrement (for RPN)

(Data increment / decrement)

Cntrl # parameter Data Range
96 RPN Increment0 ... 127
97 RPN Decrement 0 ...
127Data bytes are ignored.

Pitch bend sensitivity in RPN, fine tune, callAfter specifying the Suchun, to increase or decrease the value of each parameter by one. When the increment / decrement is allowed a maximum value / minimum value is reached and will not be increase or decrease of more values. (Also operations such as raised repeated courses tune When you increment the Fine Tune do not do)

1.2.21 NRPN (Non Registered Parameter Number)

Cntrl # parameter Data Range
98 NRPN LSB 0 ... 127
99 NRPN MSB 0 ... 127 Vibrato, filter, EG, drum setup, MIDI message for changing the setting of the tone offset value. NRPN MSB, NRPNAfter you have specified the parameters you want to change in the LSB, Day To set the value of the parameter in the data entry.

*Once NRPN is set, the data entry to be received subsequently in the same channel is processed as the value of NRPN set. After the control with this message, preventing Parameter Number Null (7FH, 7FH) an erroneous operation is set to is necessary.

It is possible to receive the following NRPN.

NRPN Data entry
MSB LSB MSB range of the parameter name and value
01H 08H mmH vibrato rate
mm: OOH - 40H - 7FH (-64 - 0 - +63)
01H 09H mmH vibrato depth
mm: OOH - 40H - 7FH (-64 - 0 - +63)
01H 0AH mmH vibrato delay
mm: OOH - 40H - 7FH (-64 - 0 - +63)
01H 20H mmH filter cutoff frequency
mm: OOH - 40H - 7FH (-64 - 0 - +63)
01H 21H mmH Filter Resonance
mm: OOH - 40H - 7FH (-64 - 0 - +63)
01H 63H mmH EG attack time
mm: OOH - 40H - 7FH (-64 - 0 - +63)
01H 64H mmH EG decay time
mm: OOH - 40H - 7FH (-64 - 0 - +63)
01H 66H mmH EG release time
mm: OOH - 40H - 7FH (-64 - 0 - +63)
14H rrH mmH drum filter cutoff frequency
mm: OOH - 40H - 7FH (-64 - 0 - +63)
rr: drum instrument note
number 15H rrH mmH drum filter resonance
mm: OOH - 40H - 7FH (-64 - 0 - +63)
rr: drum instrument note
number 16H rrH mmH drum EG attack late
mm: OOH - 40H - 7FH (-64 - 0 - +63)
rr: drum instrument note
number 17H rrH mmH drum EG decay rate
mm: OOH - 40H - 7FH (-64 - 0 - +63)
rr: drum instrument note
number Decay1,2 both effect is applied.
18H rrH mmH drum Instrument pitch course
mm: OOH - 40H - 7FH(-64 - 0 - +63)
rr: drum instrument note number
19H rrH mmH drum Instrument pitch Fine
mm: OOH - 40H - 7FH (-64 - 0 - +63)
rr: drum instrument note number
1AH rrH mmH drum instrument level
mm: OOH - 7FH (0 - maximum)
rr: drum instrument note number
1CH rrH mmH drum Instrument bread pot
mm: OOH, 01H - 40H - 7FH
(Random, left - center - right) rr: Drum instrument note number
1DH rrH mmH drum instrument reverb Send level
mm: OOH - 7FH (0 - maximum)
rr: drum instrument note number
1EH rrH mmH drum Instrument chorus Send level
mm: OOH - 7FH (0 - maximum)
rr: drum instrument note
number 1FH rrH mmH drum Instrument
Variation Send level mm: OOH - 7FH (0 - maximum)
rr: drum instrument note number
MSB 14H-1FH (drum) is a multi-part parameters (Appendix 1:00 to 4:26 page) PART MODE = DRUMS1 of, DRUMS2 valid only if it has been selected. (In the case of the PART MODE = DRUM that it can not be edited)

1.2.22 RPN (Registered Parameter Number)

Cntrl # parameter Data Range
100 RPN LSB 0 ... 127 (Default: 7FH)
101 RPN MSB 0 ... 127 (Default: 7FH) Such as pitch bend sensitivity and tuning, setting of PartMIDI messages for changing the constant offset value.

When * Once RPN is set, the data entry to be received subsequently in the same channel is processed as the value of RPN set. After control using this message, the parameters Na members Null (7FH, 7FH) it is necessary to prevent the erroneous operation is set to.

It is possible to receive the next RPN.

RPN Data entry

MSB LSB MSB LSB range of the parameter name and value

00H 00H mmH -- pitch bend sensitivity

mm: 00H-18H (0-24 semitones)

Up to 2 octave can be set in semitonesDefault: 02H

The value of the

LSB is ignored. 00H 01H mmH | 1H fine-tuning

mm: 00H-40H-7FH (-64-0- + 63)

00H 02H mmH -- Course tuning

mm: 28H - 40H - 58H (-24 - +24 semitones)

The value of the

LSB is ignored. 7FH 7FH -- - RPN

Null

The RPN and NRPN number Cancel.

1.2.23 channel mode message

To receive the following channel mode message.

2nd byte	3rd byte	message
120	0	All Sound Off
121	0	Reset All Controllers
one two	0	All Note Off
124	0	Omni Off
125	0	Omni On
126	0 to 16	Mono
127	0	Poly

1.2.23.1 All Sound Off (All Sound off)

All the sound in the pronunciation of the corresponding channel (each part) to mute. However, the status of channel messages such as Note On and Hold On is holding.

1.2.23.2 Reset All Controllers (Reset All Controllers)

Return the settings of the following controllers to an initial value.

Controller settings

Pitch bend change \pm 0 (center)

Channel Pressure 0 (off) Polyphonic

Aftertouch 0 (off) Modulation 0(off)

Expression 12 7(maximum)

holeDe 1 0(off)

Portamento 0(off)

Sostenuto 0(off)

Soft pedal 0(off) Portamento Control

Portamento source received

Cancel the note number

RPN Number unset state, the impact on the data that has been set up to itAbsent

NRPN Number unset state, the impact on the data that has been set up to itAbsent

1.2.23.3 All Note Off (all-note-off)

ApplicableTo turn off all the notes that are currently on the channel. However, if Hold 1 or Sostenuto is on, the sound until they are turned off does not end.

1.2.23.4 Omni Off (Omunionfu)

It performs the same processing as when All Notes Off is received.

1.2.23.5 Omni On (Omunion)

It performs the same processing as when All Notes Off is received.

1.2.23.6 Mono (mono)

Do the same process as when you received the All Sound Off, 3rd byt (If e mono number) is in the range of 0-16 the corresponding channel monomode (Mode4: m = 1) to.

1.2.23.7 Poly(Poly)

Do the same process as when you received the All Sound Off, the corresponding channel to Poly mode (Mode3).

1.3 Program Change

Message for selecting a voice. When used in conjunction with bank select, you will be able to choose the voice of the extended voice bank not only basic voice bank. Multi-part parameters (Appendix 1:00 to 4:26 page) when the Rcv PROGRAM CHANGE = OFF, the program change of that part will not receive.

1.4 Pitch Bend Convey the performance of the pitch bend wheel, the message to change the pitch. Multi-part parameters (Appendix 1:00 to 4:26 page) when the Rcv PITCH BEND CHANGE = OFF, the pitch bend of the part will not receive.

1.5 channel aftertouch After you play the keyboard, it conveys further pushed strength, the message to give a change in the sound. The default setting is off. When the Rcv CHANNEL AFTER TOUCH = OFF multi-part parameters (Appendix 1:00 to 4:26 page), channel aftertouch of that part will not receive.

For each 1.6 Polyphonic aftertouch each keyboard after playing the keyboard, messages to convey further pushed strength. The default setting is off. Multi-part parameters (Appendix 1:00 to 4:26 page) when the Rcv POLYPHONIC AFTER TOUCH = OFF, the polyphonic aftertouch of that part will not receive. Only effective range of note number 36-97 is applied.

2. System Exclusive messages

Not a direct performance information, MIDI to perform the settings concerning the system of MIDI equipment message. With this MIDI message, also possible to edit almost all of the settings of PCC10XG from an external MIDI device. PCC10XG is the device number "All (it has been fixed at all) ".

2.1 Parameter Change

PCC10XG is, dealing with the following parameters change.

[Universal real-time message]

1) Master Volume

[Universal Non-real-time message]

1) General MIDI Mode On

[XG Native Parameter Change]

1) XG System on

2) XG System Data parameter change

3) Multi Effect1 Data parameter change

4) Multi Part Data parameter change

5) A / D Part Data parameter change

6) A / D System Data parameter change

7) Drums Setup Data parameter change

[PCC10XG Native Parameter Change]

1) PCC10XG System Data parameter change

[More]

1) Master tuning

2) TG300 System Data parameter change

3) TG300 Multi Effect Data parameter change

4) TG300 Mutli Part Data parameter change

2.1.2 Universal real-time message

2.1.2.1 Master Volume (master volume)

```
11110000 F0 Exclusive status
01111111 7F Universal Real Time
01111111 7F ID of target device
00000100 04 Sub-ID # 1 = Device Control Message
00000001 01 Sub-ID # 2 = Master Volume
0sssssss ss * Volume LSB
0ttttttt tt Volume MSB
11110111 F7 End of Exclusive
Or,
11110000 F0 Exclusive status
01111111 7F Universal Real Time
0xxxxnnn xn Device Number, xxx=don't care
```

```
00000100 04 Sub-ID #1=Device Control Message
00000001 01 Sub-ID #2=Master Volume
0sssssss ss Volume LSB
0ttttttt tt Volume MSB
11110111 F7 End of Exclusive
```


Upon receipt, Volume MSB is reflected in MASTER VOLUME system parameters (page 24).

* Hexadecimal representation ss of 0sssssss, the other as well

2.1.3 Universal non-real-time message

2.1.3.1 General MIDI Mode On (GM mode on)

```
11110000 F0 Exclusive status 01111110
7E Universal Non-Real Time 01111111
7F ID of target device
00001001 09 Sub-ID # 1 = General MIDI Message
00000001 01 Sub-ID # 2 = General MIDI On
11101111 F7 End of Exclusive
Or,
11110000 F0 Exclusive status 01111110
7E Universal Non-Real Time
0xxxxnnn xn Device Number, xxx = do not care
00001001 09 Sub-ID # 1 = General MIDI Message
00000001 01 Sub-ID # 2 = General MIDI On
11101111 F7 End of Exclusive and performance
mode to receive the ON is changed to XG mode,
become a state capable of receiving the
definition has been all of the MIDI message to
GM. Its
For, it will not receive NRPN and Bank Select messages. The
execution of this message, because it takes about 50ms, the
following message To note the distance between the.
```

2.1.4 XG Native Parameter Change Send the following parameters change message to PCC10XGTurkeyAnd in, fine setting of the sound source (voice) can be changed (the effect type and effect parameter, transpose, tuning, etc.).

```
11110000 F0 Exclusive status 01000011
43 YAMAHA ID
0001nnnn 1n device Number
01001100 4C XG Model ID
0aaaaaaa aa Address High
0aaaaaaa aa Address Mid 0aaaaaaa
aa Address Low 0ddddd dd Data
||
11101111 F7 End of Exclusive
Data size The parameters of 2 or 4 for transmitting the
size of data. If you want to send to continue the message
is, (in the case of a time base 480, about 5 clock) a
little bit between the following message to open it.
```

● Parameter change example

1. If you want to change to "ECHO" the variation effect type First, look at the "Effect Type List" (page 38), type and MSB for "ECHO" effects, and examine the LSB.
→ VARIATION in the type of effect, MSB = 07, LSB = 00 then VARIATION of <Attached Table 1-3> (page 25) Watching TYPE sections examines the value of Address (High, Mid, Low).
→ High Mid Low = 02 01 40

By applying the above data to equation 2.1.4 XG Native

```
11110000 F0 Exclusive status
01000011 43 YAMAHA ID
0001nnnn 1n * device
01001100 Number 4C XG
00000010 02 Address High
00000001 01 Address Mid
01000000 40 Address Low
00000111 07 Data (VARIATION TYPE
00000000 00 Data (VARIATION TYPE
11101111 LSB)
Upon receiving this data, voice that is currently selected
in the PCC10XG
```

The effect type is changed to "ECHO".

Since * PCC10XG device number of is fixed to the "All

2. If you want to change the Dry / Wet of the selected "ECHO" effect into two halves (Dry = Wet) First, a look at the "Effect parameter list" (page 39), investigate the "ECHO" Effects of Dry / Wet parameter .

In → No. 10 parameters, Dry = Value of Wet 64 (Hexadecimal 40) Next <Attached Table 1-3> section VARIATION PARAMETER 10 (25 pages) Watches, examines the value of Address (High, Mid, Low).

→ High Mid Low = 02 01 54

By applying the above data to equation 2.1.4 XG Native Parameter Change, and transmits the PCC10XG.

```
11110000 F0 Exclusive status
01000011 43 YAMAHA ID
0001nnnn 1n device Number
01001100 4C XG Model ID
00000010 02 Address High
00000001 01 Address Mid
01010100 54 Address Low
00000000 00 Data (MSB)→ 00 remains
01000000 40 Data (LSB)→ settings
11101111 F7 End of Exclusive Upon receiving this
data, the ECHO effect that is currently selected in the
PCC10XG Dry / Wet of Value is changed into two halves
(Dry = Wet).
```

It takes some time to process MIDI message. If the sound source to be reproduced is limited to PCC10XG is, create a blank measures to the tune head of all channels

2.1.4.1 XG System On (XG system-on)

```
11110000 F0 Exclusive status
01000011 43 YAMAHA ID
0001nnnn 1n device Number 01001100
4C XG Model ID
00000000 00 Address High
00000000 00 Address Mid
01111110 7E Address Low
00000000 00 Data
11101111 Messages for the F7 End of Exclusive
PCC10XG to function as a sound source that
conforms to the "XG". Upon receipt of this
message, change the play mode to "XG"
Owl, all parameters are initialized. Para
of the A / D Part Meter, except Variation Send
is Ru to save the previous value. The value of the Variation
Send is zero. Further NRPN, such as bank select, all MIDI
messages defined in XG becomes reception state. The
execution of this message, about 50ms written order, to
note the next message is sent.
```

● switching of play mode (XG mode and TG300B mode)

```
XG System On = F0 43 1n 4C 00 00 7E 00 F7
TG 300B Reset = F0 41 1n 42 12 40 00 7F 00 41 F7
n =Device number
```

2.1.4.2 XG System Data parameter change

(XG system data parameter change)

Appendix <1-1> (Page 24), <1-2> (page 24) reference.

2.1.4.3 Multi Effect1 Data parameter change

(Multi-Effects 1 data parameter change)

Appendix <1-1> (Page 24), <1-3> (page 24) reference.

2.1.4.4 Multi Part Data parameter change

(Multi-part data parameter change)

Appendix <1-1> (Page 24), <1-4> (page 26) reference.

2.1.4.5 A / D Part Data parameter change

(A / D part data parameter change)

Appendix <1-1> (Page 24), <1-5> (page 28) reference.

2.1.4.6 Drums Setup Data parameter change (Drum set-up data parameters change)

Appendix <1-1> (page 24), <1-6> (page 29) reference.

Drum Setup Reset message (Annex 1:00 to 2:24 page) receives the value of Drum Setup parameter is initialized. Switching the drum set, the value of Drum Setup parameter is initialized.

2.1.5 PCC10XG native Parameter Change

```
11110000 F0 Exclusive status
01000011 43 YAMAHA ID
0001nnnn 1n device Number
01001001 49 Model ID
0aaaaaaa aa Address High
0aaaaaaa aa Address Mid
0aaaaaaa aa Address Low
0ddddd dd Data
||
11110111 F7 End of Exclusive
```

2.1.5.1 PCC10XG System Data parameter change (PCC10XG system data parameter change)

Appendix <2-1> (page 29), <2-2> (page 29) reference.

2.1.6 Other parameters change

2.1.6.1 Master Tuning

```
11110000 F0 Exclusive status
01000011 43 YAMAHA ID
0001nnnn 1n device Number
00100111 27 Model ID
00110000 30 Sub ID2
00000000 00
00000000 00
0nnnnnnnn nn Master Tune MSB
01111111 11 Master Tune LSB
0ccccccc cc do not care
11110111 F7 End of Exclusive
```

Messages that are changing the pitch of all channels at once.

2.2 Bulk Dump

This unit handles the following bulk data.

[XG native]

- 1) XG System Data
- 2) Multi Effect1 Data
- 3) Multi Part Data
- 4) A / D Part Data
- 5) Drums Setup Data

2.2.1 XG Native Bulk

```
Dump11110000 F0 Exclusive
status 01000011 43 YAMAHA ID
0000nnnn 0n device Number
01001100 4C XG Model ID
0bbbbbbb bb ByteCount 0bbbbbbb
bb ByteCount 0aaaaaaa aa
Address High 0aaaaaaa aa
Address Mid 0aaaaaaa aa
Address Low 0ddddd dd Data
||
||
```

```
0ccccccc cc Check-sum 11110111
```

```
F7 End of Exclusive
```

Address and Byte Count is possible to refer to the Appendix.

Check sum is, Start Address, Byte Count, Data, the Check-sum itself Lower 7bit of added value is a value to be zero.

2.2.1.1 XG System Data bulk dump (XG system data bulk dump)

Appendix <1-1> (page 24), <1-2> (page 24) reference.

2.2.1.2 Multi Effect1 Data bulk dump (Multi-Effects 1 data bulk dump)

Appendix <1-1> (Page 24), <1-3> (page 24) reference.

2.2.1.3 Multi Part Data bulk dump (Multi-part data bulk dump)

Appendix <1-1> (Page 24), <1-4> (page 26) reference.

2.2.1.4 A / D Part Data bulk dump (A / D part data Bulk Dump)

Appendix <1-1> (Page 24), <1-5> (page 28) reference.

2.2.1.5 Drums Setup Data bulk dump (Multi-setup data bulk dump)

Appendix <1-1> (Page 24), <1-6> (page 29) reference.

3. real-time message

3.1 Active Sensing

a) Transmission

Do not send.

b) Reception

Even after active sensing (FE) about 300msec or more from reception once if not come next MIDI signal, to all-sound-off, all-note-off, the same processing as when receiving the reset all controllers.

4. About MIDI OUT

MIDI From OUT terminal, the data transmitted from the computer As it is through out.

MIDI data format

<Attached Table 1-1>

Parameter Base Address
Model ID = 4C[XG]

Parameter Change				
	Address			Description
	High	Mid	Low	
XG SYSTEM	00	00	00	System
	00	00	7D	Drum setup Reset
	00	00	7E	XG System On
	00	00	7F	All Parameter Reset
EFFECT 1	02	01	00	Effect1 (Reverb, Chorus, Variation)
MULTI PART	08	00	00	Multi Part 1
	:	:	:	:
	08	0F	00	Multi Part 16
A / D PART	Ten	00	00	A / D Part
DRUM	30	0D	00	Drum Setup 1
	31	0D	00	Drum Setup 2

Address	Parameter
3n 0D 00	note number 13
3n 0E 00	note number 14
:	:
3n 5B 00	note number 91

n: Drum Setup number (0, 1)

<Attached Table 1-2>

MIDI Parameter Change table (SYSTEM) [XG]

Address (H)	Size (H)	Data (H)	Parameter	Description	Default value
00 00 00	Four	0000 - 07FF	MASTER TUNE	-102.4 - +102.3 [cent] 1st bit3 - 0 → bit15 - 12 2nd bit3 - 0 → bit11 - 8 3rd bit3 - 0 → bit7 - 4 4th bit3 - 0 → bit3 -	00 04 00 00 -400
04	1	00 - 7F	MASTER VOLUME		7F
05	1		NOT USED		
06	1	28 - 58	TRANSPOSE	-24 - +24 [semitones]	40
7D	n		DRUM SETUP	n = Drum Setup number (0,	
7E	00		RESET XG	1) 00 = XG System ON	
7F	00		ALL PARAMETER RESET	00 = ON (receive)	

only) TOTAL SIZE 07

<Attached Table 1-3>

MIDI Parameter Change table (EFFECT 1) [XG]

Address (H)	Size (H)	Data (H)	Parameter	Description	Default value
02 01 00	2	00 - 7F	REVERB TYPE MSB	→ ※ 1	01 (= HALL1)
		00 - 7F	REVERB TYPE LSB	00: basic type	00
02	1	00 - 7F	REVERB PARAMETER	→ ※ 2	It depends on reverb
03	1	00 - 7F	REVERB PARAMETER 2	"	"
04	1	00 - 7F	REVERB PARAMETER 3	"	"
05	1	00 - 7F	REVERB PARAMETER 4	"	"
06	1	00 - 7F	REVERB PARAMETER 5	"	"
07	1	00 - 7F	REVERB PARAMETER 6	"	"
08	1	00 - 7F	REVERB PARAMETER 7	"	"
09	1	00 - 7F	REVERB PARAMETER 8	"	"
0A	1	00 - 7F	REVERB PARAMETER 9	"	"
0B	1	00 - 7F	REVERB PARAMETER 10	"	"
0C	1	00 - 7F	REVERB RETURN	-∞dB ... 0dB ... + 6dB (0 ... 64 ...	40
0D	1	01 - 7F	REVERB PAN	L63 ... C ... R63 (1 ... 64 ... 127)	40
TOTAL SIZE 0E					
02 01 10	1	00 - 7F	REVERB PARAMETER 11	→ ※ 2	It depends on reverb
11	1	00 - 7F	REVERB PARAMETER 12	"	"
12	1	00 - 7F	REVERB PARAMETER 13	"	"
13	1	00 - 7F	REVERB PARAMETER 14	"	"
14	1	00 - 7F	REVERB PARAMETER 15	"	"
15	1	00 - 7F	REVERB PARAMETER 16	"	"
TOTAL SIZE 6					

→ ※ 1: Effect Type List (page 38) reference

→ ※ 2: Effect parameter list (page 39) reference

Address (H)	Size (H)	Data (H)	Parameter	Description	Default value (H)
02 01 20	2	00 - 7F	CHORUS TYPE MSB	→※1 00 :	41 (=CHORUS1)
		00 - 7F	CHORUS TYPE LSB	basic type	00
22	1	00 - 7F	CHORUS PARAMETER	→※2	depends on chorus type
23	1	00 - 7F	CHORUS PARAMETER 2	"	"
24	1	00 - 7F	CHORUS PARAMETER 3	"	"
25	1	00 - 7F	CHORUS PARAMETER 4	"	"
26	1	00 - 7F	CHORUS PARAMETER 5	"	"
27	1	00 - 7F	CHORUS PARAMETER 6	"	"
28	1	00 - 7F	CHORUS PARAMETER 7	"	"
29	1	00 - 7F	CHORUS PARAMETER 8	"	"
2A	1	00 - 7F	CHORUS PARAMETER 9	"	"
2B	1	00 - 7F	CHORUS PARAMETER 10	"	"
2C	1	00 - 7F	CHORUS RETURN	-∞dB...0dB...+6dB (0...64...127)	40
2D	1	01 - 7F	CHORUS PAN	L63...C...R63 (1...64...127)	40
2E	1	00 - 7F	SEND CHORUS TO REVERB	-∞dB...0dB...+6dB (0...64...127)	00
TOTAL SIZE 0F					
02 01 30	1	00 - 7F	CHORUS PARAMETER 11	→※2	depends on chorus type
31	1	00 - 7F	CHORUS PARAMETER 12	"	"
32	1	00 - 7F	CHORUS PARAMETER 13	"	"
33	1	00 - 7F	CHORUS PARAMETER 14	"	"
34	1	00 - 7F	CHORUS PARAMETER 15	"	"
35	1	00 - 7F	CHORUS PARAMETER 16	"	"
TOTAL SIZE 6					
02 01 40	2	00 - 7F	VARIATION TYPE MSB	→※1	05 (=DELAY L,C,R)
		00 - 7F	VARIATION TYPE LSB	00 : basic type	00
42	2	00 - 7F	VARIATION PARAMETER 1	→※2	depends on variation type
		00 - 7F	VARIATION PARAMETER 1 LSB	"	"
44	2	00 - 7F	VARIATION PARAMETER 2 MSB	"	"
		00 - 7F	VARIATION PARAMETER 2	"	"
46	2	00 - 7F	LSB VARIATION PARAMETER	"	"
		00 - 7F	VARIATION PARAMETER 3 LSB	"	"
48	2	00 - 7F	VARIATION PARAMETER 4 MSB	"	"
		00 - 7F	VARIATION PARAMETER 4 LSB	"	"
4A	2	00 - 7F	VARIATION PARAMETER 5 MSB	"	"
		00 - 7F	VARIATION PARAMETER 5 LSB	"	"
4C	2	00 - 7F	VARIATION PARAMETER 6 MSB	"	"
		00 - 7F	VARIATION PARAMETER 6 LSB	"	"
4E	2	00 - 7F	VARIATION PARAMETER 7 MSB	"	"
		00 - 7F	VARIATION PARAMETER 7 LSB	"	"
50	2	00 - 7F	VARIATION PARAMETER 8 MSB	"	"
		00 - 7F	VARIATION PARAMETER 8 LSB	"	"
52	2	00 - 7F	VARIATION PARAMETER 9 MSB	"	"
		00 - 7F	VARIATION PARAMETER 9 LSB	"	"
54	2	00 - 7F	VARIATION PARAMETER 10 MSB	"	"
		00 - 7F	VARIATION PARAMETER 10 LSB	"	"
56	1	00 - 7F	VARIATION RETURN	-∞dB...0dB...+6dB (0...64...127)	40
57	1	01 - 7F	VARIATION PAN	L63...C...R63 (1...64...127)	40
58	1	00 - 7F	SEND VARIATION TO REVERB	-∞dB...0dB...+6dB (0...64...127)	00
59	1	00 - 7F	SEND VARIATION TO CHORUS	-∞dB...0dB...+6dB (0...64...127)	00
5A	1	00 - 0F	VARIATION CONNECTION	0: INSERTION, 1: SYSTEM	00
5B	1	00 - 0F, 40, 7F	VARIATION PART	Part 1...16 = 0...15, A/D Part= 64, OFF = 127	7F
5C	1	00 - 7F	MW VARIATION CONTROL	-64 - +63	40
5D	1	00 - 7F	BEND VARIATION CONTROL DEPTH	-64 - +63	40
5E	1	00 - 7F	CAT VARIATION CONTROL DEPTH	-64 - +63	40
5F	1	00 - 7F	AC1 VARIATION CONTROL DEPTH	-64 - +63	40
60	1	00 - 7F	AC2 VARIATION CONTROL DEPTH	-64 - +63	40
TOTAL SIZE 21					
02 01 70	1	00 - 7F	VARIATION PARAMETER 11	→※2	depends on variation type
71	1	00 - 7F	VARIATION PARAMETER 12	"	"
72	1	00 - 7F	VARIATION PARAMETER 13	"	"
73	1	00 - 7F	VARIATION PARAMETER 14	"	"
74	1	00 - 7F	VARIATION PARAMETER 15	"	"
75	1	00 - 7F	VARIATION PARAMETER 16	"	"
TOTAL SIZE 6					

→ ※ 1: Effect Type List (page 38) reference

→ ※ 2: Effect parameter list (page 39) reference

MIDI data format

<Attached Table 1-4>

MIDI Parameter Change table (MULTI PART) [XG]

Address (H)	Size (H)	Data (H)	Parameter	Description	Default value(H)
08 nn 00	1	00 - 20	ELEMENT RESERVE	0 - 32	part10 = 00, other =
nn 01	1	00 - 7F	BANK SELECT MSB	0 - 127	part10 = 7F, other =
nn 02	1	00 - 7F	BANK SELECT LSB	0 - 127	00
nn 03	1	00 - 7F	PROGRAM NUMBER	1 - 128	00
nn 04	1	00 - 0F, 7F	Rcv CHANNEL	1 - 16, OFF	part no.
nn 05	1	00 - 01	MONO/POLY MODE	0: MONO, 1: POLY	01
nn 06	1	00 - 02	SAME NOTE NUMBER KEY ON ASSIGN	0: SINGLE 1: MULTI	01
nn 07	1	00 - 03	PART MODE	2: INST (for DRUM) 0: NORMAL 1: DRUM 2 - 3: DRUMS1 - 2	00 (Part10以外) 02 (Part10)
nn 08	1	28 - 58	NOTE SHIFT	-24 - +24 [semitones]	40
nn 09	2	00 - FF	DETUNE	-12.8 - +12.7 [Hz]	08 00
nn 0A				1st bit3-0-bit17-4 2nd bit3-0-bit13-0	(80)
nn 0B	1	00 - 7F	VOLUME	0 - 127	64
nn 0C	1	00 - 7F	VELOCITY SENSE DEPTH	0 - 127	40
nn 0D	1	00 - 7F	VELOCITY SENSE OFFSET	0 - 127	40
nn 0E	1	00 - 7F	PAN	0: random, L63...C...R63 (1...64...127)	40
nn 0F	1	00 - 7F	NOTE LIMIT LOW	C-2 - G8	00
nn 10	1	00 - 7F	NOTE LIMIT HIGH	C-2 - G8	7F
nn 11	1	00 - 7F	DRY LEVEL	0 - 127	7F
nn 12	1	00 - 7F	CHORUS SEND	0 - 127	00
nn 13	1	00 - 7F	REVERB SEND	0 - 127	28
nn 14	1	00 - 7F	VARIATION SEND	0 - 127	00
nn 15	1	00 - 7F	VIBRATO RATE	-64 - +63	40
nn 16	1	00 - 7F	VIBRATO DEPTH	-64 - +63	40 (drum part
nn 17	1	00 - 7F	VIBRATO DELAY	-64 - +63	40 (drum part
nn 18	1	00 - 7F	FILTER CUTOFF FREQUENCY	-64 - +63	40
nn 19	1	00 - 7F	FILTER RESONANCE	-64 - +63	40
nn 1A	1	00 - 7F	EG ATTACK TIME	-64 - +63	40
nn 1B	1	00 - 7F	EG DECAY TIME	-64 - +63	40
nn 1C	1	00 - 7F	EG RELEASE TIME	-64 - +63	40
nn 1D	1	28 - 58	MW PITCH CONTROL	-24 - +24 [semitones]	40
nn 1E	1	00 - 7F	MW FILTER CONTROL	-9600 - +9450 [cent]	40
nn 1F	1	00 - 7F	MW AMPLITUDE CONTROL	-64 - +63	40
nn 20	1	00 - 7F	MW LFO PMOD DEPTH	0 - 127	0A
nn 21	1	00 - 7F	MW LFO FMOD DEPTH	0 - 127	00
nn 22	1	00 - 7F	MW LFO AMOD DEPTH	0 - 127	00
nn 23	1	28 - 58	BEND PITCH CONTROL	-24 - +24 [semitones]	42
nn 24	1	00 - 7F	BEND FILTER CONTROL	-9600 - +9450 [cent]	40
nn 25	1	00 - 7F	BEND AMPLITUDE CONTROL	-64 - +63	40
nn 26	1	00 - 7F	BEND LFO PMOD DEPTH	+100 - +100 [%]	40
nn 27	1	00 - 7F	BEND LFO FMOD DEPTH	+100 - +100 [%]	40
nn 28	1	00 - 7F	BEND LFO AMOD DEPTH	+100 - +100 [%]	40
TOTAL SIZE 29					
nn 30	1	00 - 01	Rcv PITCH BEND	0: OFF, 1: ON	01
nn 31	1	00 - 01	Rcv CH AFTER TOUCH (CAT)	0: OFF, 1: ON	01
nn 32	1	00 - 01	Rcv PROGRAM CHANGE	0: OFF, 1: ON	01
nn 33	1	00 - 01	Rcv CONTROL CHANGE	0: OFF, 1: ON	01
nn 34	1	00 - 01	Rcv POLY AFTER TOUCH (PAT)	0: OFF, 1: ON	01
nn 35	1	00 - 01	Rcv NOTE MESSAGE	0: OFF, 1: ON	01
nn 36	1	00 - 01	Rcv RPN	0: OFF, 1: ON	01
nn 37	1	00 - 01	Rcv NRPN	0: OFF, 1: ON	XG=01, GM=00
nn 38	1	00 - 01	Rcv MODULATION	0: OFF, 1: ON	01
nn 39	1	00 - 01	Rcv VOLUME	0: OFF, 1: ON	01
nn 3A	1	00 - 01	Rcv PAN	0: OFF, 1: ON	01
nn 3B	1	00 - 01	Rcv EXPRESSION	0: OFF, 1: ON	01
nn 3C	1	00 - 01	Rcv HOLD1	0: OFF, 1: ON	01
nn 3D	1	00 - 01	Rcv PORTAMENTO	0: OFF, 1: ON	01
nn 3E	1	00 - 01	Rcv SOSTENUTO	0: OFF, 1: ON	01
nn 3F	1	00 - 01	Rcv SOFT PEDAL	0: OFF, 1: ON	01
nn 40	1	00 - 01	Rcv BANK SELECT	0: OFF, 1: ON	XG=01, GM=00

Address (H)	Size (H)	Data (H)	Parameter	Description	Default value (H)
nn 41	1	00 - 7F	SCALE TUNING C	-64 - +63 [cent]	40
nn 42	1	00 - 7F	SCALE TUNING C#	-64 - +63 [cent]	40
nn 43	1	00 - 7F	SCALE TUNING D	-64 - +63 [cent]	40
nn 44	1	00 - 7F	SCALE TUNING D#	-64 - +63 [cent]	40
nn 45	1	00 - 7F	SCALE TUNING E	-64 - +63 [cent]	40
nn 46	1	00 - 7F	SCALE TUNING F	-64 - +63 [cent]	40
nn 47	1	00 - 7F	SCALE TUNING F#	-64 - +63 [cent]	40
nn 48	1	00 - 7F	SCALE TUNING G	-64 - +63 [cent]	40
nn 49	1	00 - 7F	SCALE TUNING G#	-64 - +63 [cent]	40
nn 4A	1	00 - 7F	SCALE TUNING A	-64 - +63 [cent]	40
nn 4B	1	00 - 7F	SCALE TUNING A#	-64 - +63 [cent]	40
nn 4C	1	00 - 7F	SCALE TUNING B	-64 - +63 [cent]	40
nn 4D	1	28 - 58	CAT PITCH CONTROL	-24 - +24 [semitones]	40
nn 4E	1	00 - 7F	CAT FILTER CONTROL	-9600 - +9450 [cent]	40
nn 4F	1	00 - 7F	CAT AMPLITUDE CONTROL	-64 - +63	40
nn 50	1	00 - 7F	CAT LFO PMOD DEPTH	0 - 127	00
nn 51	1	00 - 7F	CAT LFO FMOD DEPTH	0 - 127	00
nn 52	1	00 - 7F	CAT LFO AMOD DEPTH	0 - 127	00
nn 53	1	28 - 58	PAT PITCH CONTROL	-24 - +24 [semitones]	40
nn 54	1	00 - 7F	PAT FILTER CONTROL	-9600 - +9450 [cent]	40
nn 55	1	00 - 7F	PAT AMPLITUDE CONTROL	-64 - +63	40
nn 56	1	00 - 7F	PAT LFO PMOD DEPTH	0 - 127	00
nn 57	1	00 - 7F	PAT LFO FMOD DEPTH	0 - 127	00
nn 58	1	00 - 7F	PAT LFO AMOD DEPTH	0 - 127	00
nn 59	1	00 - 5F	AC1 CONTROLLER NUMBER	0 - 95	10
nn 5A	1	28 - 58	AC1 PITCH CONTROL	-24 - +24 [semitones]	40
nn 5B	1	00 - 7F	AC1 FILTER CONTROL	-9600 - +9450 [cent]	40
nn 5C	1	00 - 7F	AC1 AMPLITUDE CONTROL	-64 - +63	40
nn 5D	1	00 - 7F	AC1 LFO PMOD DEPTH	0 - 127	00
nn 5E	1	00 - 7F	AC1 LFO FMOD DEPTH	0 - 127	00
nn 5F	1	00 - 7F	AC1 LFO AMOD DEPTH	0 - 127	00
nn 60	1	00 - 5F	AC2 CONTROLLER NUMBER	0 - 95	11
nn 61	1	28 - 58	AC2 PITCH CONTROL	-24 - +24 [semitones]	40
nn 62	1	00 - 7F	AC2 FILTER CONTROL	-9600 - +9450 [cent]	40
nn 63	1	00 - 7F	AC2 AMPLITUDE CONTROL	-64 - +63	40
nn 64	1	00 - 7F	AC2 LFO PMOD DEPTH	0 - 127	00
nn 65	1	00 - 7F	AC2 LFO FMOD DEPTH	0 - 127	00
nn 66	1	00 - 7F	AC2 LFO AMOD DEPTH	0 - 127	00
nn 67	1	00 - 01	PORTAMENTO SWITCH	0:OFF, 1:ON	00
nn 68	1	00 - 7F	PORTAMENTO TIME	0 - 127	00
nn 69	1	00 - 7F	PITCH EG INITIAL LEVEL	-64 - +63	40
nn 6A	1	00 - 7F	PITCH EG ATTACK TIME	-64 - +63	40
nn 6B	1	00 - 7F	PITCH EG RELEASE LEVEL	-64 - +63	40
nn 6C	1	00 - 7F	PITCH EG RELEASE TIME	-64 - +63	40
nn 6D	1	01 - 7F	VELOCITY LIMIT LOW	1 - 127	01
nn 6E	1	01 - 7F	VELOCITY LIMIT HIGH	1 - 127	7F
TOTAL SIZE 3F					

nn = part number (0: Part 1, 1: Part 2, 2: Part 3, ..., 15: Part 16) DRUM PART In the case of the following parameters may not take effect.

- SOFT PEDAL
- SCALE TUNING
- PITCH EG INITIAL LEVEL
- PITCH EG RELEASE TIME
- BANK SELECT LSB • MONO/POLY
- PORTAMENTO • POLY AFTER TOUCH
- PITCH EG ATTACK TIME • PITCH EG RELEASE LEVEL

MIDI data format

<Attached Table 1-5>

MIDI Parameter Change table (A / D PART) [XG]

Address (H)	Size (H)	Data (H)	Parameter	Description	Default value (H)
10 00 00	1	00 - 01	INPUT GAIN	0:MIC 1:LINE	01
00 01	1	00 - 7F	BANK SELECT MSB	0 - 127	00
00 02	1	00 - 7F	BANK SELECT LSB	0 - 127	00
00 03	1	00 - 7F	PROGRAM NUMBER	1 - 128	02
00 04	1	00 - 0F, 7F	Rcv CHANNEL	1 - 16, OFF	7F
00 05	1		NOT USED		
00 06	1		"		
00 07	1		"		
00 08	1		"		
00 09	1		"		
00 0A	1		"		
00 0B	1	00 - 7F	VOLUME	0 - 127	64
00 0C	1		NOT USED		
00 0D	1		"		
00 0E	1	01 - 7F	PAN	L63...C...R63 (1...64...127)	40
00 0F	1		NOT USED		
00 10	1		"		
00 11	1	00 - 7F	DRY LEVEL	0 - 127	7F
00 12	1	00 - 7F	CHORUS SEND	0 - 127	00
00 13	1	00 - 7F	REVERB SEND	0 - 127	28
00 14	1	00 - 7F	VARIATION SEND	0 - 127	00

TOTAL SIZE 15

10 00 30	1		NOT USED		
00 31	1		"		
00 32	1	00 - 01	Rcv PROGRAM CHANGE	0:OFF, 1:ON	00
00 33	1	00 - 01	Rcv CONTROL CHANGE	0:OFF, 1:ON	01
00 34	1		NOT USED		
00 35	1		"		
00 36	1		"		
00 37	1		"		
00 38	1		"		
00 39	1	00 - 01	Rcv VOLUME	0:OFF, 1:ON	01
00 3A	1	00 - 01	Rcv PAN	0:OFF, 1:ON	01
00 3B	1	00 - 01	Rcv EXPRESSION	0:OFF, 1:ON	01
00 3C	1		NOT USED		
00 3D	1		"		
00 3E	1		"		
00 3F	1		"		
00 40	1	00 - 01	Rcv BANK SELECT	0:OFF, 1:ON	00
00 41	1		NOT USED		
00 42	1		"		
00 43	1		"		
00 44	1		"		
00 45	1		"		
00 46	1		"		
00 47	1		"		
00 48	1		"		
00 49	1		"		
00 4A	1		"		
00 4B	1		"		
00 4C	1		"		
00 4D	1		"		
00 4E	1		"		
00 4F	1		"		
00 50	1		"		
00 51	1		"		
00 52	1		"		
00 53	1		"		
00 54	1		"		
00 55	1		"		
00 56	1		"		
00 57	1		"		
00 58	1		"		
00 59	1	00 - 5F	AC1 CONTROLLER NUMBER	0 - 95	10
00 5A	1		NOT USED		
00 5B	1		"		
00 5C	1		"		
00 5D	1		"		
00 5E	1		"		
00 5F	1		"		
00 60	1	00 - 5F	AC2 CONTROLLER NUMBER	0 - 95	11

TOTAL SIZE 31

<Attached Table 1-6>

MIDI Parameter Change table (DRUM SETUP) [XG]

Address (H)	Size (H)	Data (H)	Parameter		Description value (H)	Default
3n rr 00100		- 7F	PITCH COARSE	-64 - +63	40	
3n rr 01100		- 7FPITCH	FINE-64	- +63[cent]	40	
3n rr 02100		- 7F	LEVEL	0 - 127	depend on the note	
3n rr 03100		- 7F	ALTERNATE GROUP	0:OFF, 1 - 127 "		
3n rr 04100		- 7F	PAN	0:random, L63...C...R63 (1...64...127) "		
3n rr 05100		- 7F	REVERB SEND	0 - 127 "		
3n rr 06100		- 7F	CHORUS SEND	0 - 127 "		
3n rr 07	1	00 - 7F	7FVARIATION	SEND	0 - 127 7F	
3n rr 08100		- 01	KEY ASSIGN0:SINGLE,	1:MULTI	00	
3n rr 09100		- 01Rev	NOTE OFF	0:OFF, 1:ON	depend on the note	
3n rr 0A100		- 01Rev	NOTE ON	0:OFF, 1:ON	01	
3n rr 0B	100	- 7FFILTER	CUTOFF FREQUENCY	-64 - +63	40	
3n rr 0C	100	- 7FFILTER	RESONANCE	-64 - +63	40	
3n rr 0D	100	- 7F	EG ATTACK RATE	-64 - +63	40	
3n rr 0E	100	- 7F	EG DECAY1 RATE	-64 - +63	40	
3n rr 0F100		- 7F	EG DECAY2 RATE	-64 - +63	40	
TOTAL SIZE	10					

[Note] n: Drum Setup number (0, 1)
 rr: note number (00 - 5B)

XG system on, upon receiving the GM mode on message, Drum Setup parameter All of which are initialized. The Drum Setup Reset message, each Drum Setup parameter may be initialized.
 Switching the drum set is initialized.

<Attached Table 2-1>

Parameter Base Address

Model ID = 49 【 PCC10XG 】 ◆

Parameter Change				
	Address			Description
	High	Mid	Low	
PCC10XG SYSTEM	01	00	00	System

<Attached Table 2-2>

MIDI Parameter Change table (SYSTEM) [PCC10XG]

Address (H)	Size (H)	Data (H)	Parameter	Description	Default value (H)
01 00 00	1	00 - 01	A/D ON/OFF	OFF/ON	00
01	1	00 - 01	KARAOKE LOCK	OFF/ON	00

XG Normal Voice list

Bank Select MSB = 000, LSB = bank number

Instrumental Placement	Program bank	Voice name	Alt	Instrumental Placement	Program bank	Voice name	Alt	Instrumental Placement	Program bank	Voice name	Alt	Instrumental Placement	Program bank	Voice name	Alt				
Group	Instrument	Program	Bank	Element	Group	Instrument	Program	Bank	Element	Group	Instrument	Program	Bank	Element	Group	Instrument	Program	Bank	Element
Group	##	Voice	Name	ment	Group	##	Voice	Name	ment	Group	##	Voice	Name	ment	Ensemble	49	0	Strings1	1
Piano10		GrandPno1			Organ17	0	DrawOrgn1			Bass33	0	AccBass1				3	S.Strngs	2	
		1 GmndPnoK1				32	DetDrwOr2				40	JazzRthm2				8	SlowStr	1	
		18 MelloGrP1				33	60sDrOr12				45	VXUpgrht2				35	60sStrng	2	
		40 PianoStr2				34	60sDrOr22				0	FngRbass1				40	Orchestr	2	
		41 Dream2				35	70sDrOr12				18	FngRDrk2				41	Orchstr2	2	
	2	0 BrttePno1				36	DrawOrg22				27	FlangeBa2				42	TremOrch	2	
		1 BrttePnoK1				37	60sDrOr32				40	Ba&DstEG2				45	VeloStr2	2	
	3	0 E.Grand2				38	EvenBar2				43	FngRSlap2				50	0	Strings2	1
		1 EIGrPnoK2				40	TG2'2'32				45	FngBass22				3	S.SlvStr	2	
		32 DetLCP802				64	Organ Ba1				65	MelAlem2				8	LegatoSt	2	
		40 EIGrPno12				65	70sDrOr22				0	PickBass1				40	Warm Str	2	
		41 EIGrPno22				66	CheezOrg2				28	MutePkBa1				41	Kingdom	2	
	4	0 HnkyTonk2				67	DrawOrg32				36	0 Fretless1				64	70s Str	1	
		1 HnkyTonK2				18	0 PercOrg1				32	Fretles22				65	Str Ens3	1	
		0 E.Piano12				24	TsPcOr12				33	Fretles32				51	0	Syn.Str1	2
		1 EL.PnoK1K1				32	DetPncOr2				34	Fretles42				27	ResoStr	2	
		18 MelloEP12				33	LtOrg2				96	SynFrt2				64	Syn Str4	2	
		32 Chor.EP12				37	PncOrg22				97	Smooth2				65	SS Str	2	
		40 HardELP2				19	0 RockOrgn2				0	SlapBass11				52	0	Syn.Str2	2
		45 VX.ELP12				64	RotaryOr2				27	RezoSlap1				53	0	ChoirAash	1
		64 60sELP1				65	StoRotar2				32	PunchThm2				3	S.Choir	2	
	6	0 E.Piano22				66	FstRotar2				0	SlapBass21				16	Ch.Aahs2	2	
		1 EL.Pno2K1				20	0 ChrchOrg2				43	VeloSlap2				32	MelChoir	2	
		32 Chor.EP22					32	ChrchOrg32				0	SynBass11			40	ChoirStr	2	
		33 DX.Hard2					35	ChurOrg22				18	SynBa1Dk1			54	0	VoiceOoh	1
	34 DXLegend2				40	NtrdDam2			20	FastResB1		55	0	SynVoice	1				
	40 DX.Phase2				64	OrgFlute2			24	AcidBass1		40	SynVox2	2					
	41 DX+Analg2				65	1YmOrgFl2			35	Cly Bass2		41	Choral	2					
	42 DXKotoEP2				65	TrgOrgFl2			35	Cly Bass2		64	AnaVoice	1					
Chromatic 90		45 VX.ELP22			21	0 ReedOrg1			40	TeknoBa2		56	0	Orch.Hit	2				
		0 Harpsi.1			64	Puff Org2			64	Oscar2		35	OrchHit2	2					
		1 Harpsi.K1			65	SqrBass1			66	RubberBa2		64	Impact	2					
		25 Harpsi.22			66	RubberBa2			96	Hammer2		57	0	Trumpet	1				
		35 Harpsi.32			23	0 Harmnica1			0	SynBass22		16	Trumpet2	1					
	8	0 Clav.2				32	Harmo22			6	MeloSB11		17	BrilleTrp	2				
		1 Clav. K1			24	0 TangoAc22			6	MeloSB11		32	WarmTrp	2					
						64	TrigoAc22			12	Seq Bass2		58	0	Trombone	1			
		27 ClavWah2				16	NylonGtr1			18	CikSynBa2		18	Tmbone2	2				
		64 PulseClv1				19	SynBa2DK1			32	SmthBa22		59	0	Tuba	1			
		65 PierceCl2				25	NylonG132			40	ModulrBa2		16	Tuba2	1				
		Celesta1				43	VelGtHm2			0	ModulrBa2		60	0	Mute.Trp	1			
	Percussion 10	0 Glocken1				96	Ukulele1			41	DX Bass2		61	0	FrtHorn2	2			
						26	0 SteelGtr1			64	X WireBa2		6	FrtHorn2	1				
							16	SteelG121			0	Vloin1		37	HornOrch	2			
							35	12StrGtr2			8	SlowVln1		62	0	BrasSect	1		
							40	Nyln&Sil2			42	0 Violat1		35	TP&TbSec	2			
							41	Sil&Body2			0	Cello1		40	BrsSec2	2			
							96	Mandolin2			44	0 Corftrab1		41	HiBrass	2			
	13	1 MaimbaK1			27	0 JazzGtr1			8	SlpWTrS1r1		42	MelloBrS	2					
		64 SynMmb2				18	MelloGtr1			40	Susp Str2		63	0	SynBras1	2			
		97 Balafon22				32	JazzAmp2			46	0 Pizz.Str1		12	QuackBr	2				
		0 Log.Drum2			28	0 CleanGtr1				47	0 Harp1		20	RezSynBr	2				
		0 Xylophon1				32	ChorusG12			40	YangChin2		24	PolyBrss	2				
	14	0 TubaBel1			29	0 MuteGtr1				0	Timpani1		27	SynBras3	2				
	96 ChrchBel2				40	FunkGtr12						32	JumpBrss	2					
	97 Cantlon2				41	MuteSilG2						45	AnaVelBr	2					
	0 Dulcimer1				43	FunkGtr22						64	AnaBrss1	2					
16	35 Dulcimr22				45	JazzMan1						0	SynBras2	1					
	96 Cimbalom2				30	0 Ovdrive1						18	Soft Brs	2					
	97 Santur2				43	GtPinch2						40	SynBras4	2					
					0	Dist.Gtr1						41	ChorBrss	2					
					40	FeedbkG12						45	VelBras2	2					
					41	FeedbG122						64	AnaBras2	2					
					32	0 GtrHarmo1													
					65	GtFeedbk1													
					66	GtrHmo21													

Bank 0 : (GM)
Bank 1 : Key Scale Panning
Bank 3 : Stereo
Bank 6 : Single

Bank 8 : Slow
Bank 12 : Fast
Decay Bank 14 : Double Attack
Bank 16 : Bright

Bank 17 : Bright

Bank 18 : Dark
Bank 19 : Dark
Bank 20 : Resonant Bank 24

: Attack Bank 25 : Release
Bank 27 : Reso Sweep
Bank 28 : Muted
Bank 32 : Detune 1
Bank 33 : Detune 2

Bank 34 : Detune 3	Bank 43 : Velo-Switch	Bank 71 :
Bank 35 : Octave 1	Bank 45 : Velo-Xfade	Other wave
Bank 36 : Octave 2	Bank 64 : Other wave	Bank 72 :
Bank 37 : 5th 1	Bank 65 : Other wave	Other wave
Bank 38 : 5th 2 Bank 39	Bank 66 : Other wave	Bank 96 :
: Bend Bank 40 : Tutti	Bank 67 : Other wave	Other wave
Bank 41 : Tutti Bank 42	Bank 68 : Other wave	Bank 97 :
: Tutti	Bank 69 : Other wave	Other wave
	Bank 70 : Other wave	Bank 98 :
		Other wave
		Bank 99 :
		Other wave
		Bank 100 :
		Other wave
		Bank 101 :
		Other wave

Bank Select MSB =
064, LSB = 000
SFX voice

Instrument Group	Program #	Bank #	Voice Name	Element	Instrument Group	Program #	Bank #	Voice Name	Element	Instrument Group	Program #	Bank #	Voice Name	Element	Program #	MSB=064 LSB=000	Element	Program #	MSB=064 LSB=000	Element	
Reed	65	0	SpmoSax	1	Synth Pad	92	0	ChoirPad	2	Ethnic	105	0	Sitar	1	1	CuttingNz	1	65	Tel Dial	1	
	66	0	Alto Sax	2		64	64	Heaven2	2		32	32	DetSitar	2	2	CttingNz2	2	66	DoorSgsk	1	
	40	40	Sax Sect	2		66	66	Itopia	2		35	35	Sitar 2	2	3			67	Door Slam	1	
	43	43	HyprAlto	2		67	67	CC Pad	2		96	96	Tambora	2	4	Str Slap	1	68	Scratch	1	
	67	0	TenorSax	1		93	0	BowedPad	2		97	97	Tamboura	2	5			69	Scratch 2	2	
	40	40	BrthTnSx	2		64	64	Glacier	2		106	0	Bajo	1	6			70	WindChm	1	
	41	41	SoftTntr	2		65	65	GlassPad	2		28	28	MuteBrjo	1	7			71	Telephon2	1	
	64	64	TnrSax 2	1		94	0	MetalPad	2		96	96	Rabab	2	8			72			
	68	0	Bari.Sax	1		64	64	Tine Pad	2		97	97	Gopichnt	2	9			73			
	69	0	Oboe	2		65	65	Pan Pad	2		98	98	Oud	2	10			74			
	70	0	Eng.Horn	1		95	0	Halo Pad	2		107	0	Shamisen	1	11			75			
	71	0	Bassoon	1		96	0	SweepPad	2		108	0	Koto	1	12			76			
	72	0	Clarinet	1		20	20	Swimmer	2		96	96	T. Koto	2	13			77			
	Pipe	73	0	Piccolo		1	27	27	Converge		2	97	97	Kanoon	2	14			78		
		74	0	Flute		1	64	64	PolarPad		2	109	0	Kalimba	1	15			79		
		75	0	Recorder		1	66	66	Celstial		2	110	0	Bagpipe	2	16			80		
76		0	PanFlute	1	Synth Effects	97	0	Rain	2		111	0	Fiddle	1	17	FLKClk	1	81	CarEngin	1	
77		0	Bottle	2		45	45	ClaviPad	2		112	0	Shanai	1	18			82	Car Stop	1	
78		0	Shakhchi	2		64	64	HrmoRain	2		96	96	Shanal2	1	19			83	Car Pass	1	
79		0	Whistle	1		65	65	AlfrcnWnb	2		97	97	Pungi	1	20			84	CarCrash	1	
80		0	Ocarina	1		66	66	Caribbean	2		96	96	Hichiki	2	21			85	Siren	2	
Synth Lead		81	0	SquareLd		2	98	0	SoundTrk	2	Percussive	113	0	TnkBlk	2	22			86	Train	1
		6	6	Square 2		1	27	27	Prologue	2		96	96	Bonang	2	23			87	Jetplane	2
		8	8	LMSquare		2	64	64	Ancestrf	2		97	97	Gender	2	24			88	Starship	2
		18	18	Hollow		1	99	0	Crystal	2		98	98	Gamelan	2	25			89	Burst	2
		19	19	Shmoog		2	12	12	SynDrCrmp	2		99	99	S.Gamlan	2	26			90	Coaster	2
		64	64	Mellow		2	14	14	Popcorn	2		100	100	Rama Cym	2	27			91	SbMarine	2
		65	65	SoloSine		2	18	18	TinyBell	2		114	0	Agogo	2	28			92		
		66	66	SineLead		1	35	35	RndGlock	2		115	0	SteelDrm	2	29			93		
	Synth Lead	82	0	Saw.Lead		2	40	40	GlockChi	2		97	97	GlasPerc	2	30			94		
		6	6	Saw 2		1	41	41	ClearBell	2		98	98	ThaiBell	2	31			95		
		8	8	ThickSaw		2	42	42	ChorBell	2		116	0	WoodBlok	1	32			96		
		18	18	DynaSaw		1	64	64	SynMalet	1		96	96	Castanet	1	33	Rain	1	97	Laughing	1
		19	19	DigiSaw		2	65	65	StnCyst	2		117	0	TalkoDrm	1	34	Thunder	1	98	Scream	1
		20	20	Big Lead		2	66	66	LoudGlok	2		96	96	Gr.Cassa	1	35	Wind	1	99	Punch	1
		24	24	HeavySyn		2	67	67	XmasBell	2		118	0	MelodTom	2	36	Stream	2	100	Hurt	1
		25	25	WaspySyn		2	68	68	VibeBell	2		64	64	Mel Tom2	1	37	Bubble	2	101	FootStep	1
40		40	PulseSaw	2		69	69	DigiBell	2	65		65	Real Tom	2	38	Feed	2	102			
41		41	Dr. Lead	2		70	70	AirBells	2	66		66	Rock Tom	2	39			103			
45		45	VeloLead	2		71	71	BellHarp	2	Sound Effects	119	0	Syn.Drum	1	40			104			
96		96	Seq Ana	2		72	72	Gamelmba	2		64	64	Ana Tom	1	41			105			
83		0	CaliopLd	2		100	0	Atmosphr	2		65	65	ElecPerc	2	42			106			
65		65	Pure Pad	2		18	18	WarmAtms	2		120	0	RevCymb1	1	43			107			
84		0	Chiff Ld	2		19	19	HolwRls	2		121	0	FretNoiz	2	44			108			
64		64	Rubby	2		40	40	NylonEP	2		122	0	BrthNoiz	2	45			109			
85		0	CharanLd	2		64	64	NylnHarp	2		123	0	Seashore	2	46			110			
64		64	DistLead	2		65	65	Harp Vox	2		124	0	Tweet	2	47			111			
65		65	WireLead	2		66	66	AtmosPad	2		125	0	Telephone	1	48			112			
86		0	Voice Ld	2		67	67	Planet	2		126	0	Helicptr	1	49	Dog	1	113	MchinGun	1	
Synth Pad	24	24	SynthAah	2	101	0	Bright	2	102	64	64	FantaBel	2	50	Horse	1	114	LaserGun	2		
	64	64	VoxLead	2		96	96	Smockey	2	65	65	GobSins	2	51	Bird 2	1	115	Xplosion	2		
	87	0	Fifth Ld	2		102	0	Goblins	2	66	66	GobSyn	2	52			116	FireWork	2		
	35	35	Big Five	2		64	64	GobSyn	2	65	65	50sSciFi	2	53			117				
	88	0	Bass &Ld	2		66	66	Ring Pad	2	66	66	Ring Pad	2	54			118				
	16	16	Bq&Low	2		67	67	Ritual	2	67	67	Ritual	2	55	Ghost	2	119				
	64	64	Fat&Prky	2		68	68	ToHeaven	2	68	68	ToHeaven	2	56	Maou	2	120				
	65	65	SoftWurl	2		70	70	Night	2	69	69	Creation	2	57			121				
	Synth Pad	89	0	NewAgePd		2	71	71	Glisten	2	103	0	Echoes	2	58			122			
		64	64	Fantasy2		2	36	36	BellChoir	2	8	8	EchoPad2	2	59			123			
		90	0	Warm Pad		2	14	14	Echo Pan	2	64	64	EchoBell	2	60			124			
		16	16	Thick Pad		2	65	65	Big Pan	2	65	65	Big Pan	2	61			125			
		17	17	Soft Pad		2	66	66	SynPiano	2	66	66	SynPiano	2	62			126			
		18	18	SinePad		2	67	67	Creation	2	67	67	Creation	2	63			127			
		64	64	Horn Pad		2	68	68	Stardust	2	68	68	Stardust	2	64			128			
		65	65	RotarStr		2	69	69	Reso Pan	2	69	69	Reso Pan	2							
91		0	PolySyPd	2	104	0	Sci-Fi	2	64	64	Starz	2									
64		64	PolyPd80	2																	
65		65	ClickPd	2																	
66		66	Ana Pad	2																	
67		67	SquarPad	2																	

: No Sound

: No Sound

TG300B Normal Voice list

Bank Select MSB = bank number, LSB = 000

Instrumental Placement group	Program Number	Bank Number	Voice name	Element	
Piano	1	0	GrandPno	1	
		8	GrndPnoK	1	
		16	MelloGrP	1	
		126	A-Piano1	2	
		127	e.piano1	1	
	2	0	BritePno	1	
		8	BritePnoK	1	
		126	A-Piano2	2	
		127	e.piano2	1	
	3	0	E.Grand	1	
		1	EIGrPno1	2	
		2	EIGrPno2	2	
		8	EIGrPnoK	2	
		126	A-Piano3	2	
		127	e.piano3	1	
	F o u r	0	HnkyTonk	2	
		8	HnkyTrnkK	2	
		126	A-Piano4	2	
		127	e.piano1	1	
		0	E.Piano1	2	
		8	Chor.EP1	2	
		16	VX.EI.P1	2	
		24	60sELP	1	
		25	HardELP	2	
		26	MelloEP1	2	
		32	ELPno1K	1	
		126	A-Piano5	1	
		127	e.piano2	1	
		6	0	E.Piano2	2
			8	Chor.EP2	2
			16	VX.EI.P2	2
		24	DX.Hard	2	
		32	ELPno2K	1	
		126	A-Piano6	1	
		127	e.piano3	1	
		72	0	HarpSl.	1
			8	HarpSl.3	2
			16	HarpSl.K	2
			24	HarpSl.2	2
			126	A-Piano7	1
			127	e.piano4	1
		8	0	Clavi.	2
			8	Clavi. K	1
			126	E-Piano1	2
			127	hnkytrnk	2
Chromatic Percussion		9	0	Celsta	1
			126	E-Piano2	2
			127	e.organ1	2
		T e n	0	Glocken	1
			126	E-Piano3	2
			127	e.organ2	2
	11	0	MusicBox	2	
		126	A-Guitr1	1	
		127	e.organ3	1	
		0	Vibes	1	
		1	HardVibe	2	
		8	VibesK	1	
		126	A-Guitr2	2	
		127	e.organ4	1	
	13	0	Maimba	1	
		8	MaimbaK	1	
		17	Batafon2	2	
		24	Log.Drum	2	
		126	A-Guitr3	2	
		127	pipeorg1	2	
	14	0	Xylophon	1	
		126	E-Guitr1	2	
		127	pipeorg2	2	
	15	0	TubaBel	1	
		8	ChrchBel	2	
		9	Carillon	1	
		126	E-Guitr2	2	
		127	pipeorg3	2	
	16	0	Dulcimer	1	
		1	Dulcimr2	2	
		8	Cimbalom	2	
		126	Slap-1	2	
		127	acordion	2	

Instrument Group	Program #	#	Voice Name	Element
Organ	17	0	DrawOrgn1	
		1	70sDrOr12	
		8	DetDrwOr2	
		9	70sDrOr22	
		16	60sDrOr12	
		17	60sDrOr22	
		18	60sDrOr32	
		24	CheezOrg2	
		32	DrawOrg22	
		33	EvenBar2	
		40	OrganBa1	
		126	Slap-22	
	127	harpst11		
	18	0	PercOrgn1	
		1	70sPcOr12	
		8	DetPcOr2	
		32	PercOrg22	
		126	Slap-32	
		127	harpst22	
	19	0	RockOrgn2	
		8	RotaryOr2	
		16	SlpRotar2	
		24	FstRotar2	
		126	Slap-42	
		127	harpst31	
	20	0	ChrchOrg2	
		8	ChrchOrg22	
		16	ChrchOrg32	
		24	OrgFlute2	
		32	TrmOrgFl2	
		126	Slap-52	
	twenty one	127	clavi11	
0			ReedOrgn1	
126			Slap-62	
127			clavi21	
0			Accordion2	
8			Accordt2	
twenty three		126	Slap-72	
		127	clavi31	
		0	Harmica1	
twenty four		1	Harmo22	
		126	Slap-82	
	127	celesta11		
	0	TangoAcc2		
	126	Finger-11		
Guitar	tw	127	celesta21	
		0	NylonGtr1	
		8	Ukulele1	
	26	16	NylonGtr32	
		24	VelGtHrm2	
		32	NylonGtr21	
		40	LequintG1	
		126	Finger-22	
		127	synbrst12	
	27	0	SteelGtr1	
		8	12StrGtr2	
		9	Nlyn & Stt2	
		16	Mandolin2	
		32	SteelGt21	
		126	Picked-11	
28	127	synbrst22		
	0	Jazz Gtr1		
	1	MelloGtr1		
29	8	PdSteel1		
	126	Picked-22		
	127	synbrst32		
	0	CleanGtr1		
30	8	ChorusGt2		
	126	FrettsBs1		
	127	synbrst42		

Instrument Group	Program #	Bank #	Voice Name	Element
Guitar	29	0	Mute.Gtr	1
		8	FunkGtr1	2
		16	FunkGtr2	2
		126	A-Bass	2
		127	synbass1	1
	30	0	Ovdrive1	1
		126	Choir-1	1
		127	synbass2	2
	31	0	Dist.Gtr	1
		8	FeedbkGt	2
		9	FeedbGt2	2
		126	Choir-2	1
		127	synbass3	2
Bass	32	0	GtrHarmo	1
		8	GIFeedbk	1
		126	Choir-3	2
		127	synbass4	1
	33	0	Acc.Bass	1
		126	Choir-4	2
		127	newagepd2	2
	34	0	FngBass1	1
		8	FngBass2	2
		126	Stmgs-1	2
		127	synharmo	2
	35	0	PickBass1	1
		8	MutePikBa	1
		126	Stmgs-2	2
		127	choir pd	2
	36	0	Fretless1	1
		1	Fretless2	2
		2	Fretless3	2
		3	Fretless4	2
		4	SynFret1	2
		5	Smooth	2
		126	Stmgs-3	2
		127	bowed pd	2
	37	0	SlapBas1	1
		8	ResoSlap	1
		126	Stmgs-4	2
		127	soundtrk	2
	38	0	SlapBas2	1
		126	E-Organ1	2
		127	atmosphr	2
	39	0	SynBass1	1
		1	SynBa1Dk	1
		8	AcidBass	1
		9	FastResB	1
		10	TeknoBa	2
		16	ResoBass	1
		126	E-Organ2	2
		127	syn warm	2
	40	0	SynBass2	2
		1	ClkSynBa	2
		2	ModulBa	2
		3	Sieg Bass	2
		8	DX Bass	2
		9	X.WireBa	2
		16	RubberBa	2
		17	SynBa2Dk	1
		18	MelloSB1	1
		19	SmthBa2	2
		126	E-Organ3	2
		127	synfunny	1

Instrument Group	Program #	Bank #	Voice Name	Element
Strings	41	0	Violin	1
		8	SlowVln	1
		126	E-Organ4	2
		127	syncho1	2
	42	0	Viola	1
		126	E-Organ5	2
		127	rain	2
	43	0	Cello	1
		126	E-Organ6	2
		127	synboe	2
	44	0	Contrabs	1
		126	E-Organ7	2
		127	syncho2	2
	45	0	Trem.Str	1
		8	SlowTrStr	1
		9	Susp Str	2
		126	E-Organ8	2
		127	synsolo	2
	46	0	Pizz.Str	1
		126	E-Organ9	2
		127	synrdorg	2
	47	0	Harp	1
		126	SoftTP-1	1
		127	synbell	1
	48	0	Timpani	1
		126	SoftTP-2	1
		127	squared	2
Ensemble	49	0	Strings1	1
		1	Slow Str	1
		8	Orchestra	2
		9	Orchstr2	2
		10	TremOrch	2
		11	ChoirStr	2
		16	S.Strings	2
		26	VelcStr	2
		126	TP/TRB-1	1
		127	strect1	2
	50	0	Strings2	1
		1	70s Str	1
		8	LegatoSt	2
		9	Warm Str	2
		10	S.SlwStr	2
		126	TP/TRB-5	1
		127	strect2	2
	51	0	Syn.Str1	2
		1	Syn Str4	2
		126	TP/TRB-3	1
		127	strect3	2
	52	0	Syn.Str2	2
		126	TP/TRB-4	1
		127	pizz.str	1
	53	0	ChoirAah	1
		8	S.Choir	2
		9	MelChoir	2
		32	Ch.Aahs2	2
		126	TP/TRB-8	2
		127	violin 1	2
	54	0	VoiceOoh	1
		126	TP/TRB-6	2
		127	violin 2	1
	55	0	SynVoice	1
		8	SynVox2	2
		126	Sax-1	1
		127	cello 1	1
	56	0	Orch.Hlt	2
		1	OrchHt2	2
		8	Impact	2
		16	LoRiRave	2
		126	Sax-2	1
		127	cello 2	1

TG300B Normal Voice list

Instrument Group	Program #	Bank #	Voice Name	Elemen	Instrument Group	Program #	Bank #	Voice Name	Elemen	Instrument Group	Program #	Bank #	Voice Name	Elemen	Instrument Group	Program #	Bank #	Voice Name	Elemen	
Brass	57	0	Trumpet	1	Synth Lead	81	0	SquareLd	2	Synth Effects	97	0	Rain	2	Percussive	113	0	TrkBell	2	
	24	1	Trumpet2	1		1	1	Square 2	1		1	1	HrmoRain	2		8	8	Bonang	2	
	25	2	BriteTrp	2		2	2	Hollow	1		2	2	AfrcnWnd	2		9	9	Gender	2	
	126	25	WarmTrp	2		3	3	Mellow	2		8	8	ClaviPad	2		10	10	Gamelan	2	
	127	126	Sax-3	1		4	4	SoloSine	2		127	127	brssect2	2		11	11	S.Gamlan	2	
	127	127	contrabs	1		5	5	Shmoog	2		98	0	SoundTrk	2		16	16	Rama Cym	2	
	58	0	Trombone	1		6	1	LMSquare	2		2	2	Ancestral	1		127	127	timpani	1	
	1	1	Tmrbone2	2		8	8	SineLead	1		99	0	Prologue	1		114	0	Agogo	2	
	126	126	Sax-4	2		127	127	sax3	1		1	1	vibet1	1		127	127	melotom	1	
	127	127	harp 1	1		82	0	Saw.Lead	2		1	1	Crystal	2		115	0	SteelDrum	2	
	59	0	Tuba	1		1	1	Saw 2	1		1	1	SynMalet	1		127	127	deepnar	1	
	1	1	Tuba 2	1		2	2	PulseSaw	2		2	2	SftCryst	2		116	0	WoodBlok	1	
	126	126	Brass-1	1		3	3	ThickSaw	2		3	3	RndGlock	2		8	8	Castanet	1	
	127	127	harp 2	1		4	4	Big Lead	2		4	4	LoudGlock	2		127	127	e.perc1	1	
	60	0	Mute.Trp	1		5	5	VeloLead	2		5	5	GlockChi	2		117	0	TalkDrum	1	
	126	126	Brass-2	1		6	6	HeavySyn	2		6	6	ClearBel	2		8	8	Gr.Cassa	1	
	127	127	guitar 1	1		7	7	DynaSaw	1		7	7	XmasBell	2		127	127	e.perc2	1	
	61	0	Fr.Horn	2		8	8	Dr. Lead	2		8	8	VibeBell	2		118	0	MelodTom	2	
	1	1	FrHorn2	2		16	16	WaspySyn	2		9	9	DigiBell	2		1	1	Real Tom	2	
	8	8	FrHrSolo	1		127	127	sax4	1		16	16	ChorBell	2		8	8	Mel Tom2	2	
	16	16	HornOrch	2		83	0	CaliopLd	2		17	17	AirBells	2		9	9	Rock Tom	2	
	126	126	Brass-3	2		2	2	Pure Pad	1		18	18	Bell-Harp	2		127	127	taiko	1	
	127	127	guitar 2	1		127	127	clarint1	1		19	19	Gamelmba	2		119	0	Syn.Drum	1	
	62	0	BrasSect	1		84	0	Chiff Ld	2		127	127	vibe2	1		8	8	Ana Tom	1	
8	8	BrssSec2	2	85	0	CharanLd	2	127	127	clarint2	1	8	8	ElecPerc	1					
126	126	Brass-4	2	86	0	Voicc Ld	2	127	127	oboe	1	127	127	talkorn	1					
127	127	elecgr1	2	87	0	Eng.horn	1	8	8	Harp Vox	2	120	0	RevCymbal	1					
63	0	SynBras1	2	88	0	Big&Ld	2	1	1	NylnHarp	2	127	127	cymbal	2					
1	1	PolyBrss	2	1	1	Big&Low	2	2	2	Harp Vox	2	121	0	FrntNoiz	2					
8	8	SynBras3	2	86	0	Velo.horn	1	3	3	HollyRls	2	2	2	CutngHz	2					
9	9	QuackBr	2	87	0	Fifth Ld	2	6	6	NylonEP	2	2	2	Str Slap	1					
16	16	AnaBrss1	2	1	1	Big Five	2	127	127	AtmosPad	1	3	3	CtngnHz2	2					
126	126	Brass-5	2	127	127	bassoon	1	101	0	Bright	2	127	127	casianet	1					
127	127	elecgr2	2	88	0	Bass &Ld	2	127	127	maletwin	2	122	0	BrthNoiz	2					
64	0	SynBras2	1	1	1	Big&Low	2	102	0	Goblins	2	1	1	FLKClk	1					
1	1	Soft Brs	2	2	2	Fat&Prky	2	1	1	GobSyn	2	127	127	triangle	1					
8	8	SynBras4	2	127	127	harmnica	1	2	2	50sSciFi	2	123	0	Seashore	2					
16	16	AnaBrss2	2	89	0	NewAgePd	2	127	127	glocken	2	1	1	Rain	1					
17	17	VellBras2	2	90	0	Warm Pad	2	103	0	Echoes	2	2	2	Thunder	1					
126	126	Orch-Hit	1	1	1	ThickPad	2	1	1	EchoBell	2	3	3	Wind	1					
127	127	sitar	1	2	2	Horn Pad	2	2	2	Echo Pan	2	4	4	Stream	2					
Reed	65	0	SpmoSax	1	1	1	RotarStr	2	3	3	EchoPad2	2	5	5	Bubble	2				
	127	127	a.bass 1	1	4	4	Soft Pad	1	4	4	Big Pan	2	127	127	orchhit	1				
	66	0	Alto Sax	1	127	127	trumpet2	1	6	6	SynPiano	2	124	0	Tweet	2				
	8	8	HypAlto	2	91	0	PolySyPd	2	127	127	tububel	1	1	1	Dog	1				
	126	126	a.bass 2	2	1	1	PolyPd80	2	104	0	Sci-Fi	2	2	2	Horse	1				
	127	127	e.bass 2	2	127	127	tmbone1	2	1	1	Starz	2	3	3	Bird 2	1				
	67	0	TnrSax 2	1	92	0	ChoirPad	2	127	127	xylophen	1	127	127	telephone	1				
	8	8	BrthTnSx	2	1	1	tmbone2	2	105	0	Sitar	2	125	0	Telephone	1				
	126	126	e.bass 1	1	2	2	Heaven2	2	1	1	Sitar 2	1	1	1	Tel.Dial	1				
	127	127	e.bass 1	1	127	127	tmbone2	2	2	2	DetSitar	2	2	2	DoorSgsk	1				
	68	0	Bari.Sax	1	93	0	BowedPad	2	16	16	Tambra	2	3	3	DoorSlam	1				
	127	127	e.bass 2	1	127	127	fr.horn1	1	127	127	Tamboura	2	4	4	Scratch	1				
	69	0	Oboe	2	94	0	MetalPad	1	1	1	marimba	2	5	5	WindChm	1				
	126	126	slapbas1	1	1	1	Time Pad	2	8	8	Banjo	1	6	6	Scratch2	2				
	70	0	Eng.Horn	1	2	2	Pan Pad	2	127	127	MuteBnjo	1	127	127	bird	1				
	127	127	slapbas2	1	127	127	fr.horn2	2	1	1	Rabab	2	126	0	Helicpr	1				
	71	0	Bassoon	1	95	0	Halo Pad	2	16	16	Gopchint	2	1	1	CarEngin	1				
	127	127	fretles1	1	127	127	tuba	2	24	24	Oud	2	2	2	Car Stop	1				
	72	0	Clarinet	1	96	0	SweepPad	2	127	127	koto	1	3	3	Car Pass	1				
	127	127	fretles2	1	1	1	PolarPad	2	107	0	Shamisen	1	4	4	CarCrash	1				
	Pipe	73	0	Piccolo	1	96	0	SweepPad	2	108	0	Koto	1	5	5	Siren	2			
		127	127	flute1	1	1	1	PolarPad	2	8	8	T. Koto	2	6	6	Train	1			
		74	0	Flute	1	2	2	Converge	2	16	16	Kanon	2	7	7	Jetplane	2			
		127	127	flute2	1	9	9	Shwimmer	2	127	127	shakhchi	2	8	8	Starship	2			
75		0	Recorder	1	10	10	Celestial	2	109	0	Kalimba	1	9	9	Burst	2				
127		127	piccolo1	1	127	127	brssect1	1	127	127	whistle1	2	16	16	Coaster	2				
76		0	PanFlute	1	127	127	brssect1	1	110	0	Bagpipe	2	127	127	jam	1				
127		127	piccolo2	2	111	0	Fiddle	1	127	127	whistle2	1	127	127	Applause	1				
77		0	Bottle	2	112	0	Shanal	1	1	1	Shanal	1	1	1	Laughing	1				
127		127	recorder	1	18	18	Pungi	1	111	0	Fiddle	1	2	2	Scream	1				
78		0	Shakhchi	2	127	127	breath	2	127	127	bottle	2	3	3	Punch	1				
127		127	panpipes	2	112	0	Shanal2	1	1	1	Shanal2	1	4	4	Heart	1				
79		0	Whistle	1	1	1	Shanal2	1	1	1	Shanal2	1	5	5	FootStep	1				
127		127	sax1	2	16	16	Hichniki	2	112	0	Shanal	1	127	127	efctwatr	2				
80		0	Ocarina	1	127	127	breath	2	1	1	Shanal	1	128	0	Gunshot	1				
127		127	sax2	1	1	1	Shanal	1	2	2	MchinGun	1	1	1	LaserGun	2				
Percussive		113	0	TrkBell	2	Synth Pad	89	0	NewAgePd	2	Ethnic	105	0	Sitar	2	Percussive	125	0	Telephone	1
		8	8	Bonang	2		1	1	Fantasy2	1		1	1	Sitar 2	1		1	1	Tel.Dial	1
		9	9	Gender	2		127	127	trumpet1	1		2	2	DetSitar	2		2	2	DoorSgsk	1
		10	10	Gamelan	2		90	0	Warm Pad	2		3	3	EchoPan	2		3	3	DoorSlam	1
		11	11	S.Gamlan	2		1	1	ThickPad	2		4	4	EchoBell	2		4	4	Scratch	1
		16	16	Rama Cym	2		2	2	Horn Pad	2		5	5	EchoPan	2		5	5	WindChm	1
		127	127	timpani	1		4	4	Soft Pad	1		6	6	EchoPad2	2		6	6	Scratch2	2
		114	0	Agogo	2		127	127	tmbone1	2		127	127	glocken	2		127	127	bird	1
	127	127	melotom	1	89		0	NewAgePd	2	103		0	Echoes	2	126		0	Helicpr	1	
	115	0	SteelDrum	2	1		1	Fantasy2	1	1		1	EchoBell	2	1		1	CarEngin	1	
	127	127	deepnar	1	127		127	trumpet1	1	2		2	EchoPan	2	2		2	Car Stop	1	
	116	0	WoodBlok	1	90		0	Warm Pad	2	3		3	EchoBell	2	3		3	Car Pass	1	
	8	8	Castanet	1	1		1	ThickPad	2	4		4	EchoPan	2	4		4	CarCrash	1	
	127	127	e.perc1	1	2		2	Horn Pad	2	5		5	EchoPan	2	5		5	Siren	2	
	117	0	TalkDrum	1	4		4	Soft Pad	1	6		6	EchoPad2	2	6		6	Train	1	
	8	8	Gr.Cassa	1	127		127	tmbone2	2	127		127	glocken	2	7		7	Jetplane	2	
	127	127	e.perc2	1	89		0	NewAgePd	2	103		0	Echoes	2	8		8	Starship	2	
	118	0	MelodTom	2	1		1	Fantasy2	1	1		1	EchoBell	2	9		9	Burst	2	
	1	1	Real Tom	2	127		127	trumpet1	1	2		2	EchoPan	2	16		16	Coaster	2	
	8	8	Mel Tom2	2	90		0	Warm Pad	2	3		3	EchoBell	2	127		127	jam	1	
	9	9	Rock Tom	2	1		1	ThickPad	2	4		4	EchoPan	2	127		127	Applause	1	
	127	127	taiko	1	2		2	Horn Pad	2	5		5	EchoPan	2	1		1	Laughing	1	
	119	0	Syn.Drum	1	4		4	Soft Pad	1	6		6	EchoPad2	2	2		2	Scream	1	
	8	8	Ana Tom	1	127		127	tmbone1	2	127		127	glocken	2	3		3	Punch	1	
127	127	ElecPerc	1	89	0	NewAgePd	2	103	0	Echoes	2	4	4	Heart	1					
127	127	talkorn	1	1	1	Fantasy2	1	1	1	EchoBell	2	5	5	FootStep	1					
120	0	RevCymbal	1	127	127	trumpet1	1	2	2	EchoPan	2	127	127	efctwatr	2					
121	0	FrntNoiz	2	90	0	Warm Pad	2	3	3	EchoBell	2	127	127	efctjngl	2					
2	2	CutngHz	2	1	1	ThickPad	2	4	4	EchoPan	2	1	1	LaserGun	2					
3	3	Str Slap	1	2	2	Horn Pad	2	5	5	EchoPan	2	2	2	Xplosion	2					
3	3	CtngnHz2	2	4	4	Soft Pad	1	6	6	EchoPad2	2	3	3	efctjngl	2					
127	127																			

34

Bank select MSB= bank number , LSB=000

[illegible]

: Standard Kit Same as
: No Sound

Function. For example, in group 1, the closed hi-hat and the open hi-hat do not sound simultaneously.

TG300B Drum Voice list

Program #	Note#	Note	Alternate assign	1	9	17	25	26	33	41	49	57	128
				Standard Kit	Room Kit	Power Kit	Electro Kit	Analog Kit	Jazz Kit	Brush Kit	Orchestra Kit	SFX Set	C/M Kit
25	Ch 0			Snare Roll									
26	D 0			Finger Snap									
27	D# 0			Hi Q									
28	E 0			Whip Slap									
29	F 0	7		Scratch Push									
30	F# 0	7		Scratch Pull									
31	G 0			Sticks									
32	G# 0			Click Noise									
33	A 0			Metronome Click									
34	A# 0			Metronome Bell									
35	B 0			Base Drum M									
36	C 1			Base Drum H		BD Power	BD Electronic	BD Analog H	BD Jazz	BD Soft	BD Jazz		
37	C# 1			Side Stick		SD Power	SD Electronic	Analog Side Stick		Brush Tap	Concert SD		
38	D 1			Snare M				Analog Snare L		Brush Slap	Casinet		
39	D# 1			Hand Clap						Brush Swirl	Concert SD	Slap	SD Electro
40	E 1			Snare H									
41	F 1			Floor Tom L	Room Tom 1	Room Tom 1	E Tom 1	Analog Tom 1	Jazz Tom 1	Jazz Tom 1	Concert SD	Scratch Push	
42	F# 1	1		Hi-Hat Closed				Analog HH Closed 1		Jazz Tom 1	Timpani F	Scratch Pull	
43	G 1			Floor Tom H	Room Tom 2	Room Tom 2	E Tom 2	Analog Tom 2	Jazz Tom 2	Jazz Tom 2	Timpani G	Sticks	
44	G# 1	1		Hi-Hat Pedal				Analog HH Closed 2			Timpani G#	Square Click	Hi-Hat Open 1
45	A 1			Low Tom	Room Tom 3	Room Tom 3	E Tom 3	Analog Tom 3	Jazz Tom 3	Jazz Tom 3	Timpani A	Metronome Click	
46	A# 1	1		Hi-Hat Open				Analog HH Open			Timpani A#	Metronome Bell	Hi-Hat Open 2
47	B 1			Mid Tom L	Room Tom 4	Room Tom 4	E Tom 4	Analog Tom 4	Jazz Tom 4	Jazz Tom 4	Timpani B	Guitar Fret Noise	
48	C 2			Mid Tom H	Room Tom 5	Room Tom 5	E Tom 5	Analog Tom 5	Jazz Tom 5	Jazz Tom 5	Timpani C	Guitar Cutting Down	
49	C# 2			Crash Cymbal 1				Analog Cymbal			Timpani C#	Guitar Cutting Up	
50	D 2			High Tom	Room Tom 6	Room Tom 6	E Tom 6	Analog Tom 6	Jazz Tom 6	Jazz Tom 6	Timpani D	Ac Bass Slap	
51	D# 2			Ride Cymbal 1							Timpani D#	FL Key Click	
52	E 2			Chinese Cymbal			Reverse Cymbal				Timpani E	Laughing	
53	F 2			Ride Cymbal Cup							Timpani F	Screaming	
54	F# 2			Tambourine								Punch	
55	G 2			Splash Cymbal								Heartbeat	
56	G# 2			Cowbell				Analog Cowbell				Footsteps 1	
57	A 2			Crash Cymbal 2							Hand Cym. 1	Footsteps 2	
58	A# 2			Vibraslap							Hand Cym. 2	Applause	
59	B 2			Ride Cymbal 2								Door Creaking	
60	C 3			Bongo H								Door Slam	
61	C# 3			Bongo L								Scratch	
62	D 3			Conga H Mute				Analog Conga H				Windchime	
63	D# 3			Conga H Open				Analog Conga M				Engine Start	
64	E 3			Conga L				Analog Conga L				Tire Scream	
65	F 3			Timbale H								Car Passing	
66	F# 3			Timbale L								Crash	
67	G 3			Agogo L								Siren	
68	G# 3			Agogo H								Train	
69	A 3			Cabasa								Jetplane	
70	A# 3			Maracas				Analog Maracas				Helicopter	
71	B 3	2		Samba Whistle H								Starship	

72	C	4	2	Samba Whistle L														Gunshot	Vibraslap
73	C#	4	3	Guiro Short														Machine Gun	
74	D	4	3	Guiro Long														Laser Gun	
75	D#	4		Claves										Analog Claves				Explosion	
76	E	4		Wood Block H														Dog	Laughing
77	F	4		Wood Block L														Horse Gallop	Screaming
78	F#	4	4	Cajon Mute														Bird Tweet	Punch
79	G	4	4	Cajon Open														Rain	Heartbeat
80	G#	4	5	Triangle Mute														Thunder	Footsteps 1
81	A	4	5	Triangle Open														Wind	Footsteps 2
82	A#	4		Shaker														Seashore	Applause
83	B	4		Jingle Bell														Stream	Door Creaking
84	C	5		Bell Tree														Door Slam	Door Creaking
85	C#	5		Gastinet														Bubble	Scratch
86	D	5	6	Surdo Mute															Windchime
87	D#	5	6	Surdo Open															Engine Start
88	E	5																	Tire Squeal
89	F	5																	Car Passing
90	F#	5																	Grass
91	G	5																	Siren
92	G#	5																	Train
93	A	5																	Jeep
94	A#	5																	Helicopter
95	B	5																	Starship
96	C	6																	Gunshot
97	C#	6																	Machine Gun
98	D	6																	Laser Gun
99	D#	6																	Explosion
100	E	6																	Dog
101	F	6																	Horse Gallop
102	F#	6																	Bird Tweet
103	G	6																	Rain
104	G#	6																	Thunder
105	A	6																	Wind
106	A#	6																	Seashore
107	B	6																	Stream

Standard Kit Same as

No Sound

* Instruments common to the Standard Kit in the C/M Kit are the same.
Some settings, such as effect send and pan, are different.

Effect Type List

REVERB

Exclusive		Effect Type	Feature
MSB	LSB		
00	00	NO EFFECT	And the effect to OFF. ◆
01	00	HALL1	This reverb effect simulates the acoustics of a hall.
01	01	HALL2	"
02	00	ROOM1	This reverb effect simulates the sound of the room.
02	01	ROOM2	"
02	02	ROOM3	"
03	00	STAGE1	Reverb for solo instruments.
03	01	STAGE2	"
04	00	PLATE	The iron plate reverb simulates the reverb.
Ten	00	WHITE ROOM	It is a unique short reverb with a bit of initial delay.
11	00	TUNNEL	Simulates of space expanding to left and right.
13	00	BASEMENT	After some initial delay, reverb with a unique sound.

CHORUS

Exclusive		Effect Type	Feature◆
MSB	LSB		
00	00	NO EFFECT	And the effect to OFF. ◆
41	00	CHORUS1	It is a common chorus program. We spread the sound natural.
41	01	CHORUS2	"
41	02	CHORUS3	"
41	08	CHORUS4	This is a chorus of stereo input. PAN set in part will be also valid for the effect sound.
42	00	CELESTE1	The three-phase LFO, is a program that adds modulation and spaciousness to the sound.
42	01	CELESTE2	"
42	02	CELESTE3	"
42	08	CELESTE4	It is Celeste of stereo input. PAN set in part will be also valid for the effect sound.
43	00	FLANGER1	It gives the jet sound.
43	01	FLANGER2	"
43	08	FLANGER3	"

VARIATION

Exclusive		Effect Type	Feature◆
MSB	LSB		
00	00	NO EFFECT	And the effect to OFF. ◆
01	00	HALL1	This reverb effect simulates the acoustics of a hall.
01	01	HALL2	"
02	00	ROOM1	This reverb effect simulates the sound of the room.
02	01	ROOM2	"
02	02	ROOM3	"
03	00	STAGE1	Reverb for solo instruments.
03	01	STAGE2	"
04	00	PLATE	The iron plate reverb simulates the reverb.
05	00	DELAY L, C, R	L, is a program that generates a three delay sounds of R, C (center).
06	00	DELAY L, R	L, is a program that generates a R2 pieces of the delay sound. We have two of the
07	00	ECHO L, R	Two of delay and L, have the R independent of the feedback delay.
08	00	CROSS DELAY	Two of the feedback of the delay is a program that was allowed to cross.
09	00	EARLY REF1	This effect isolates only the early reflection components of the reverb.
09	01	EARLY REF2	"
0A	00	GATE REVERB	The gate reverb is what was simulated.
0B	00	REVERSE GATE	Program is simulating the reverse playback of the gate reverb.
14	00	KARAOKE 1	This is a delay with feedback of the same mechanism as echo for karaoke.
14	01	KARAOKE 2	"
14	02	KARAOKE 3	"
41	00	CHORUS1	It is a common chorus program. We spread the sound natural.
41	01	CHORUS2	"
41	02	CHORUS3	"
41	08	CHORUS4	This is a chorus of stereo input.
42	00	CELESTE1	The three-phase LFO, is a program that adds modulation and spaciousness to the sound.
42	01	CELESTE2	"
42	02	CELESTE3	"
42	08	CELESTE4	It is Celeste of stereo input.
43	00	FLANGER1	It gives the jet sound.
43	01	FLANGER2	"
43	08	FLANGER3	"
44	00	SYMPHONIC	It is what was more multiplexing the modulation of CELESTE.
45	00	ROTARY SPEAKER	A rotating speaker is what was simulated. AC1 (Assignable Controller 1), etc., can control the rotation
46	00	TREMLO	This effect of changing the volume periodically.
47	00	AUTO PAN	Left and right of the sound image, is a program that cyclically moves back and forth.
48	00	PHASER1	To have a swell to the sound by varying the phase (Phase) periodically.
48	08	PHASER2	Phaser stereo input.
49	00	DISTORTION	It gives the distortion edgy sound.
4A	00	OVER DRIVE	Adds mild distortion to the sound.
4B	00	AMP SIMULATOR	A simulation of a guitar amp.
4C	00	3BAND EQ (MONO)	LOW, MID, it is the MONO EQ that can be HIGH equalizing.
4D	00	2BAND EQ	LOW, it is STEREO EQ that can be HIGH equalizing. Ideal for the drum part.
4E	00	AUTO WAH (LFO)	The center frequency of the wah filter will then periodically change. It can also
50	00	PITCH CHANGE	Is a program to change the pitch of the input signal.
40	00	THRU	Bypass without applying an effect.

* MSB, LSB are both hexadecimal display. * Effects of LSB = 0 is the basic type.

Effect parameter list

HALL1,2, ROOM1,2,3, STAGE1,2, PLATE

No. *	Parameter	Range	Value	→ P42**	Control
1	Reverb Time	0.3~30.0s	0-69	table#4	●
				table#5	
	Feedback Level	-63~+63	1-127		

WHITE ROOM, TUNNEL, BASEMENT

No. *	Parameter	Range	Value	→ P42**	Control
1	Reverb Time	0.3~30.0s	0-69	table#4	●
				table#5	
16	Feedback Level	-63~+63	1-127		

DELAY L,C,R

No. *	Parameter	Range	Value	→ P42**	Control
1	Lch Delay	0.1~715.0ms	1-7150		●
				table#3	
16	EQ High Gain	-12~+12dB	52-76	table#3	

DELAY L,R

No. *	Parameter	Range	Value	→ P42**	Control
1	Lch Delay	0.1~715.0ms	1-7150		●
				table#3	
16	EQ High Gain	-12~+12dB	52-76	table#3	

ECHO

No. *	Parameter	Range	Value	→ P42**	Control
1	Lch Delay1	0.1~355.0ms	1-3550		●
				table#3	
16	EQ High Gain	-12~+12dB	52-76	table#3	

CROSS DELAY

No. *	Parameter	Range	Value	→ P42**	Control
1	L→R Delay	0.1~355.0ms	1-3550		●
				table#3	
16	EQ High Gain	-12~+12dB	52-76	table#3	

EARLY REF1,2

No. *	Parameter	Range	Value	→ P42**	Control
1	Type	S-H, L-H, Rdm, Rvs, Plt, Spr	0-5	table#6 table#5	●
	High Damp	0.1~1.0	1-10		
16					

GATE REVERB, REVERSE GATE

No. *	Parameter	Range	Value	→ P42**	Control
1	Type	TypeA, TypeB	0-1	table#6 table#5	●
	High Damp	0.1~1.0	1-10		
16					

- : Parameters that can be controlled with AC1 (assignable controller 1).
- No. * : This number corresponds to the PARAMETER number in<Appendix 1-3>->(page 24).
- P42 ** : See "Effect Data Assignment Table".

Effect parameter list

KARAOKE1,2,3

No.*	Parameter	Range	Value	→ P42**	Control
1	Delay Time	0~127	0-127	table#7	
	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127		●
16					

ROTARY SPEAKER

No.*	Parameter	Range	Value	→ P42**	Control
1	LFO Frequency	0.00~39.7Hz	0-127	table#1	●
	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127	table#3	
16					

CHORUS1,2,3,4, CELESTE1,2,3,4

No.*	Parameter	Range	Value	→ P42**	Control
1	LFO Frequency	0.00~39.7Hz	0-127	table#1	
				table#3	●
16	Input Mode	mono/stereo	0-1		

TREMOLO

No.*	Parameter	Range	Value	→ P42**	Control
1	LFO Frequency	0.00~39.7Hz	0-127	table#1	●
				resolution=3deg	
16	Input Mode	mono/stereo	0-1		

FLANGER1,2,3

No.*	Parameter	Range	Value	→ P42**	Control
1	LFO Frequency	0.00~39.7Hz	0-127	table#1	
					●
16	LFO Phase Difference	-180~+180deg	4-124	resolution=3deg	

AUTO PAN

No.*	Parameter	Range	Value	→ P42**	Control
1	LFO Frequency	0.00~39.7Hz	0-127	table#1	●
	EQ High Gain	-12~+12dB	52-76	table#3	
16					

SYMPHONIC

No.*	Parameter	Range	Value	→ P42**	Control
1	LFO Frequency	0.00~39.7Hz	0-127	table#1	
	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127	table#3	●
16					

PHASER1,2

No.*	Parameter	Range	Value	→ P42**	Control
1	LFO Frequency	0.00~39.7Hz	0-127	table#1	
					●
16	LFO Phase Difference	-180~+180deg.	4-124	Phaser2のみ	

- mark : AC1 is the control parameters that can be (assignable controller 1).
- No.* : This number corresponds to the PARAMETER number of<Appendix 1-3>->(page 24).

· P42 ** : Please refer to the "effect data assignment table".

Effect parameter list

DISTORTION, OVERDRIVE

No.*	Parameter	Range	Value	→ P42**	Control
1	Drive	0~127	0-127	table#3	●
	Edge(Clip Curve)	0~127	0-127	mild~sharp	
16					

AUTO WAH

No.*	Parameter	Range	Value	→ P42**	Control
1	LFO Frequency	0.00~39.7Hz	0-127	table#1	●
	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127	table#3	
16					

GUITAR AMP SIMULATOR

No.*	Parameter	Range	Value	→ P42**	Control
1	Drive	0~127	0-127	table#3	●
	Edge(Clip Curve)	0~127	0-127	mild~sharp	
16					

PITCH CHANGE

No.*	Parameter	Range	Value	→ P42**	Control
1	Pitch	-24~+24	40-88	table#3	
	Dry/Wet	D63>W ~ D=W ~ D<W63	1-127	table#3	●
16					

3-BAND EQ

No.*	Parameter	Range	Value	→ P42**	Control
1	EQ Low Gain	-12~+12dB	52-76	table#3	
	EQ High Frequency	500Hz~16.0kHz	28-58	table#3	
16					

2-BAND EQ

No.*	Parameter	Range	Value	→ P42**	Control
1	EQ Low Frequency	50Hz~2.0kHz	8-40	table#3	
	EQ High Gain	-12~+12dB	52-76	table#3	
16					

- : AC1 is the control parameters that can be (assignable controller 1).
- No.* : This number corresponds to the PARAMETER number of <Appendix 1-3>→(page 24).
- P42 ** : Please refer to the "effect data assignment table".

Effect data assignment table

Table#1

LFO Frequency (Hz)

Data	Value	Data	Value	Data	Value
0	0.00	43	1.81	86	5.38
1	0.04	44	1.85	87	5.55
2	0.08	45	1.89	88	5.72
3	0.13	46	1.94	89	6.06
4	0.17	47	1.98	90	6.39
5	0.21	48	2.02	91	6.73
6	0.25	49	2.06	92	7.07
7	0.29	50	2.10	93	7.40
8	0.34	51	2.15	94	7.74
9	0.38	52	2.19	95	8.08
10	0.42	53	2.23	96	8.41
11	0.46	54	2.27	97	8.75
12	0.51	55	2.31	98	9.08
13	0.55	56	2.36	99	9.42
14	0.59	57	2.40	100	9.76
15	0.63	58	2.44	101	10.10
16	0.67	59	2.48	102	10.80
17	0.72	60	2.52	103	11.40
18	0.76	61	2.57	104	12.10
19	0.80	62	2.61	105	12.80
20	0.84	63	2.65	106	13.50
21	0.88	64	2.69	107	14.10
22	0.93	65	2.78	108	14.80
23	0.97	66	2.86	109	15.50
24	1.01	67	2.94	110	16.20
25	1.05	68	3.03	111	16.80
26	1.09	69	3.11	112	17.50
27	1.14	70	3.20	113	18.20
28	1.18	71	3.28	114	19.50
29	1.22	72	3.37	115	20.90
30	1.26	73	3.45	116	22.20
31	1.30	74	3.53	117	23.60
32	1.35	75	3.62	118	24.90
33	1.39	76	3.70	119	26.20
34	1.43	77	3.87	120	27.60
35	1.47	78	4.04	121	28.90
36	1.51	79	4.21	122	30.30
37	1.56	80	4.37	123	31.60
38	1.60	81	4.54	124	33.00
39	1.64	82	4.71	125	34.30
40	1.68	83	4.88	126	37.00
41	1.72	84	5.05	127	39.70
42	1.77	85	5.22		

Table#2

Modulation Delay Offset (ms)

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

Table#3

EQ Frequency (Hz)

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

Table#4

Reverb Time (second)

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

Table#5

Delay Time (ms)

Table#6

Room Size (meter)

Table#7

Delay Time (ms)

Table#8

Reverb Width; Depth; Height (meter)

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

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

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

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

specification

Sound system	AWM2 (Advanced Wave Memory 2)
Maximum polyphony	32 sound(Rear wearing priority)
Play mode	XG, TG300B
Pronunciation system	16-channel multi-timbral after the element with reserve wearing priority, DVA
Number of timbre	Normal Voice Total 676 XG: 480, TG300B: 579 Drum Voice (set) Total 21 XG: 11, TG300B: 10
A / D input	Input: monaural mini \times 1 A / D precision: 16 bitsNumber of channels: 1 channel (monaural) Input Source: Mike (guitar) / line (switching in the MIDI message) effects: possible
effect	Reverb \times 11, chorus \times 11, variation \times 43 ※ A / D also valid for input
Interface function	PCMCIA, MIDI
Connecting terminal	The card body: Card connector (slot side, Expansion John box side)Expansion John box: MIDI IN, MIDI OUT, LINE OUT / HEAD PHONES, A / D INPUT, Expansion John box connector
Power supply	Via the card slot, supplied from the personal computer
Quiescent current	250mA (operation average)
External dimensions	Card body: 54.0 (width) \times 85.6 (depth) \times 5.0 (height) mm PC Card TypeIIConformance Expansion John box: 48.0 (width) \times 73.0 (depth) \times 30.0 (height) mm
weight	Card body: 27g Expansion John box: 63 g
accessories	Sound PC card, expandable John box, card case, PCC10XG driver disk (DRIVER DISK): 3.5 inch 2HD 1 sheet \times

* Design and specifications are subject to change without
prior notice.

Failure kana? If you think

"No sound", "operating normally If such as no ", after first confirming the connection, please check the following items. Also, If you no longer know the current setting, we recommend that you try and try again (back to the initial state) once again set off and then on again. If this problem persists, your dealer or a Yamaha CBX Information Center (→ 48 page), please contact your Yamaha dealer (→ 49 page).

No sound of PCC10XG	And reproducing apparatus (Speakers, headphones) to properly Suka? (→ 9 pages) - and application software to control the PCC10XG, re Volume of raw device turned up?
Sound is produced from the Absent	-Or volume is up? (Set in the PC side) Speaker settings or turned ON? (→ 15 page) · Depending on the model of the personal computer, small sound coming There is a casting.
Or connected external MIDI Et no sound MIDI from an external MIDI In response to the No sound from PCC10XG	· MIDIIN, MIDI Whether each of the terminals of OUT (→ 9 pages) · An external MIDI device, whether the power of the computer is turned on?
Sound PC Card Not	· Windows95 Does it have been installed correctly? · PCMCIA controllers in the Windows95 is now operating normally Suka? (→ 6 page) Mode selection switch of sound PC card is now made to Do you? (→ 8 page)
Instruments When Thor, "Vinegar conflicts ", etc. Message is displayed. No installation is complete	· Windows95 referring to the troubleshooting, to resolve the conflict please.
MIDI file is played Absent	· Windows95 "Control Panel" → "Multimedia" on the inner → The "single device" column of the "MIDI" "YAMAHA PCC10XG Suka" "Please be (→ 14 page) -The MIDI file Is standard MIDI file (SMF) format? - the MIDI file Is GM or XG format?
No sound of a certain part	- that part in or not sending the mute information? - the part in a MIDI volume information and expression information Do not send a etc.?
It is shifted pitch and pitch	Notes shift and do not sending the transpose information?
Is interrupted sound	· MIDI data Do not exceed the maximum number of simultaneous pronunciation? (→ 16 page)

YAMAHA [Sound PC Card]
 Model PCC10XG MIDI Implementation Chart

Date:21-SEP-1996
 Version : 1.0

```

+-----+-----+-----+-----+
:                               : Transmitted :Recognized:
:                               :Remarks:
:Function ... :                               ::
:
:-----+-----+-----+-----+
:BasicDefault: x: 1 - 16
:
:ChannelChanged           : x:           1 - 16
:
:-----+-----+-----+-----+
:Default           : x:           3
:ModeMessages           : x:           3,4(m=1)*2
::
:altered: ***** : x
:
:-----+-----+-----+-----+
:Note: x: 0 - 127
:Number : True voice: ***** : 0 - 127
:
:-----+-----+-----+-----+
:Velocity Note ON: x: o9nH,v=1-127 ::
:
:      Note OFF:  x:           x
:
:-----+-----+-----+-----+
:AfterKey's: x: o*1 ::
:
:TouchCh's: x: o*1 ::
:
:-----+-----+-----+-----+
:Pitch Bender:      x:           o 0-24 semi *1 ::
:
:-----+-----+-----+-----+
:      0,32 : x           : o           *1 :Bank Select:

```

: 1,5,7,10,11 : x
: 6,38 : x
: 64-67 : x
: Control 71-74 : x
: 84 : x
: Change 91,93,94 : x
: 96-97 : x

: o
: o
: o
: o
: o
: o
: o

*1 ::
*1 :Data Entry:
*1 ::
*1 :Sound Controller:
*1 :Portamento Cntrl:
*1 :Effect Depth:
*1 :RPN Inc,Dec:


```

:          98-99 : x          : o          *1 :NRPN LSB,MSB:
:          100-101 : x          : o          *1 :RPN LSB,MSB:
:          120 : x          : o          :All Sound Off:
:          121 : x          : o          :Reset All Cntrls:
:          :::
:-----+-----+-----+-----+
:Prog          : x          : o0 - 127
:Change : True # : *****
:-----+-----+-----+-----+
:System Exclusive: x: o
:-----+-----+-----+-----+
:: Song Pos. : x: x
:
:common : Song Sel. : x: x
:: Tune: x: x
:
:-----+-----+-----+-----+
:System:Clock: x: x
:
:Real Time :Commands: x: x
:-----+-----+-----+-----+
:Aux:Local ON/OFF : x: x
:
::All Notes OFF: x: o(123-127)
:
:Mes- :Active Sense : x: o
:sages:Reset: x: x
:-----+-----+-----+-----+
:Notes: *1; receive if switch is on.:
:
:*2; m is always treated as "1" regardless of its value.:
:
:
:-----+-----+-----+-----+
Mode 1 : OMNI ON, POLY Mode 2 : OMNI ON,MONOo : Yes Mode 3

```

: OMNI OFF, POLYMode 4 : OMNI OFF, MONOx : No

■ guidance of user support services

Yamaha digital product, always one to promote equipped with innovation the new technology / high-performance, we promote product development, such as possible to reduce the burden and hassle of the people you wish to use. Also it described the contents of the instruction manual, Order to make easy to use more clearly, we will research / improvement.

However, in some high-performance digital products, a variety of knowledge of about only the instruction manual is not fully explained There are those that would require or experience.

With respect to the actual operation, if the basic item but we will be described in the instruction manual, the "description We are unable understanding", "does not work in following the procedures", a wide variety such as "described cannot be found" problems occur there is.

So that will help to such customers, in our CBX And we opened the Information CenterCage you.

We will not hesitate to use as I guide.

Customers who had you purchase a package products such as HELLO! MUSIC! Series, "Read set AOn Ppugaido "of the" User Support Service "for your reference, in advance, please complete your" ki user registration procedures ".

At the time of the inquiry, "product name", "serial number", "your address", "your name", if you are looking for announcements Kedah again (packaged goods a "telephone number", "user ID number" is also be sure to please let us know). In addition, "(such as your computer type) connection equipment", "procedures and it by the results and the status of the operation", please let us know in detail as well, such as "the contents of the input data". If the information from the customer is insufficient you may not be able to reply.

Yamaha CBX Information Center

TEL053-460-1667

- ◆ receipt date Monday to Friday (Excluding holidays)
- ◆ Hours 10: 00 - 12:00 / 13:00 to 17:00

■ for version-up of the driver software

The driver software is, there is likely to be the next version up. Version-up driver, can be downloaded from the Yamaha website (please refer to the → 49 page).

Yamaha dealer (Repair and repair parts you bring the window)

Hokkaido service center Over Yubinbango064-8543 Sapporo, Chuo-ku, Minami 10 Jo Nishi 1-1-50
 Yamaha Center in the TEL (011) 512-6108 Sendai Service Center Yubinbango984-0015 Sendai,
 Wakabayashi-ku, Oroshimachi 5-7 Sendai wholesalers Joint Distribution Center 3F

TEL (022) 236-0249

Tokyo metropolitan area service center Over Yubinbango211-0025, Nakahara-ku, Kawasaki, Kizuki
 1184

TEL (044) 434-3100

Tokyo service station* Yubinbango108-8568 Takanawa, Minato-ku, Tokyo 2-17-11

TEL (03) 5488-6625

(* Bring repair only handling)

Hamamatsu service center Over Yubinbango435-0048 Hamamatsu Kaminishi-cho, 911 Yamaha
 Corporation Miyatake factory TEL (053) 465-6711 Nagoya Service Center Yubinbango454-0058
 Nagoya Nakagawa-ku, Tamagawa-cho 2-1-2 Yamaha Corporation Nagoya Distribution Center 3F

TEL (052) 652-2230

Osaka service center Over Yubinbango565-0803 Suita Shin'ashiyashimo 1-16 Yamaha Corporation
 Senrioka Center in the TEL (06) 6877-5262 Shikoku service station Yubinbango760-0029 Takamatsu
 Marugame-machi 8-7 Yamaha Music Takamatsu store TEL (087) 822-3045 Hiroshima service center
 Yubinbango731-0113 Hiroshima Asaminami District Nishihara 6-14-14

TEL (082) 874-

3787 Kyushu service center Over Yubinbango812-8508 Hakata-ku, Fukuoka City Hakata Station 2-
 11-4

TEL (092) 472-

2134

[head office]

Customer service Part Yubinbango435-0048 Hamamatsu Kaminishi-cho, 911 Yamaha Corporation
 Miyatake factory TEL (053) 465-1158

Contact us about the digital instruments

EM Hokkaido sales office Yubinbango064-8543 Chuo-ku, Sapporo Minami 10 Jo Nishi 1-1-50 Yamaha
 Center in the TEL (011) 512-6113 EM Sendai sales office Yubinbango980-0804, Aoba-ku, Sendai
 Omachi 2-2-10TE

L (022) 222-6147

EM Tokyo office Yubinbango108-8568 Takanawa, Minato-ku, Tokyo 2-17-11TE

L (03) 5488-5476

EM Kanto sales office Yubinbango108-8568 Takanawa, Minato-ku, Tokyo 2-17-11TE

L (03) 5488-5477

EM Nagoya office Yubinbango460-8588 medium Nagoya-ku Nishiki 1-18-28TE

L (052) 201-5199EM

Osaka office Yubinbango542-0081 Chuo-ku, Osaka Shinsaibashi 3-12-9 Shinsaibashi Plaza Building
 East Wing TEL (06) 6252-5231 EM Hiroshima sales office Yubinbango730-8628 medium Hiroshima-
 ku, Kamiya-cho 1-1-18 Yamaha building TEL (082) 244-3749 EM Kyushu sales office Yubinbango812-
 8508 Hakata-ku, Fukuoka City Hakata station 2-11-4TE

L (092) 472-2130

Electronic musical instruments business Parts sales department Yubinbango430-8650 Hamamatsu City,
 Nakazawa-cho, 10-1TE

L (053) 460-2432

● such as location, phone number is subject to change.

home page<http://www.yamaha.co.jp/>

Nifty Serve

FMIDIVA in the "GO FMIDIVA" command Once in, Yamaha digital musical instruments and There is a DTM product forum.

Electronic conference:

16 Yamaha Synth & CBX information board

17 Yamaha Synth & CBX User's Cafe

18 Yamaha Synth & CBX consultation room

Data library:

8 Yamaha / digital CBX

Translated by Ethan Queen (ethanqueen@gmail.com)
With the help of : <https://www.onlinedoctranslator.com/>

For updates to this English translation, go here:
<https://www.vogons.org/viewtopic.php?f=62&t=69105>

ヤマハ株式会社