

SILENT Piano SH





Owner's manual
Manuel de l'utilisateur
Bedienungsanleitung
Manual del propietario
Uso e manutenzione
使用说明书
Manual do Proprietário

FR DE ES IT

PΤ

ZΗ

IMPORTANT NOTICE FOR THE UNITED KINGDOM Applies to power adaptor Connecting the Plug and Cord

IMPORTANT:

THE WIRES IN THE MAINS LEAD ARE COLOURED IN ACCORDANCE WITH THE FOLLOWING CODE:

BLUE: NEUTRAL BROWN: LIVE

As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows: The wire which is coloured BLUE must be connected to the terminal which is marked

with the letter N or coloured BLACK.

The wire which is coloured BROWN must be connected to the terminal which is marked

The wire which is coloured BROWN must be connected to the terminal which is marked with the letter L or coloured RED.

Make sure that neither core is connected to the earth terminal of the three pin plug.

FCC INFORMATION (U.S.A)

1. IMPORTANT NOTICE: DO NOT MODIFY THIS UNIT!

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

2. IMPORTANT:

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

3. NOTE:

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

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

Utilize power outlets that are on different branch (circuit breaker or fuse) circuits or install AC line filter/s. In the case of radio or TV interference, relocate/reorient the antenna. If the antenna lead-in is 300 ohm ribbon lead, change the lead-in to co-axial type cable.

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

The above statements apply ONLY to those products distributed by Yamaha Corporation of America and its subsidiaries.

Information for Users on Collection and Disposal of Old Equipment



This symbol on the products, packaging, and/or accompanying documents means that used electrical and electronic products should not be mixed with general household waste.

For proper treatment, recovery and recycling of old products, please take them to applicable collection points, in accordance with your national legislation and the Directives 2002/96/EC.

By disposing of these products correctly, you will help to save valuable resources and prevent any potential negative effects on human health and the environment which could otherwise arise from inappropriate waste handling.

For more information about collection and recycling of old products, please contact your local municipality, your waste disposal service or the point of sale where you purchased the items.

[For business users in the European Union]

If you wish to discard electrical and electronic equipment, please contact your dealer or supplier for further information.

[Information on Disposal in other Countries outside the European Union]

This symbol is only valid in the European Union. If you wish to discard these items, please contact your local authorities or dealer and ask for the correct method of disposal.

Information concernant la Collecte et le Traitement des déchets d'équipements électriques et électroniques



Le symbole sur les produits, l'emballage et/ou les documents joints signifie que les produits électriques ou électroniques usagés ne doivent pas être mélangés avec les déchets domestiques habituels.

Pour un traitement, une récupération et un recyclage appropriés des déchets d'équipements électriques et électroniques, veuillez les déposer aux points de collecte prévus à cet effet, conformément à la réglementation nationale et aux Directives 2002/96/EC.

En vous débarrassant correctement des déchets d'équipements électriques et électroniques, vous contribuerez à la sauvegarde de précieuses ressources et à la prévention de potentiels effets négatifs sur la santé humaine qui pourraient advenir lors d'un traitement inapproprié des déchets.

Pour plus d'informations à propos de la collecte et du recyclage des déchets d'équipements électriques et électroniques, veuillez contacter votre municipalité, votre service de traitement des déchets ou le point de vente où vous avez acheté les produits.

[Pour les professionnels dans l'Union Européenne]

Si vous souhaitez vous débarrasser des déchets d'équipements électriques et électroniques veuillez contacter votre vendeur ou fournisseur pour plus d'informations.

[Information sur le traitement dans d'autres pays en dehors de l'Union Européenne]

Ce symbole est seulement valables dans l'Union Européenne. Si vous souhaitez vous débarrasser de déchets d'équipements électriques et électroniques, veuillez contacter les autorités locales ou votre fournisseur et demander la méthode de traitement appropriée.

Verbraucherinformation zur Sammlung und Entsorgung alter Elektrogeräte



Befindet sich dieses Symbol auf den Produkten, der Verpackung und/oder beiliegenden Unterlagen, so sollten benutzte elektrischeGeräte nicht mit dem normalen Haushaltsabfall entsorgt werden.

In Übereinstimmung mit Ihren nationalen Bestimmungen und den Richtlinien 2002/96/EC, bringen Sie alte Geräte bitte zur fachgerechten Entsorgung, Wiederaufbereitung und Wiederverwendung zu den entsprechenden Sammelstellen.

Durch die fachgerechte Entsorgung der Elektrogeräte helfen Sie, wertvolle Ressourcen zu schützen und verhindern mögliche negative Auswirkungen auf die menschliche Gesundheit und die Umwelt, die andernfalls durch unsachgerechte Müllentsorgung auftreten könnten.

Für weitere Informationen zum Sammeln und Wiederaufbereiten alter Elektrogeräte, kontaktieren Sie bitte Ihre örtliche Stadtoder Gemeindeverwaltung. Ihren Abfallentsorgungsdienst oder die Verkaufsstelle der Artikel.

[Information für geschäftliche Anwender in der Europäischen Union]

Wenn Sie Elektrogeräte ausrangieren möchten, kontaktieren Sie bitte Ihren Händler oder Zulieferer für weitere Informationen.

[Entsorgungsinformation für Länder außerhalb der Europäischen Union]

Dieses Symbol gilt nur innerhalb der Europäischen Union. Wenn Sie solche Artikel ausrangieren möchten, kontaktieren Sie bitte Ihre örtlichen Behörden oder Ihren Händler und fragen Sie nach der sachgerechten Entsorgungsmethode.

Información para Usuarios sobre Recolección y Disposición de Equipamiento Viejo



Este símbolo en los productos, embalaje, y/o documentación que se acompañe significa que los productos electrónicos y eléctricos usados no deben ser mezclados con desechos hogareños corrientes.

Para el tratamiento, recuperación y reciclado apropiado de los productos viejos, por favor llévelos a puntos de recolección aplicables, de acuerdo a su legislación nacional y las directivas 2002/96/EC.

Al disponer de estos productos correctamente, ayudará a ahorrar recursos valiosos y a prevenir cualquier potencial efecto negativo sobre la salud humana y el medio ambiente, el cual podría surgir de un inapropiado manejo de los desechos.

Para mayor información sobre recolección y reciclado de productos viejos, por favor contacte a su municipio local, su servicio de gestión de residuos o el punto de venta en el cual usted adquirió los artículos.

[Para usuarios de negocios en la Unión Europea]

Si usted desea deshacerse de equipamiento eléctrico y electrónico, por favor contacte a su vendedor o proveedor para mayor información.

[Información sobre la Disposición en otros países fuera de la Unión Europea]

Este símbolo sólo es válidos en la Unión Europea. Si desea deshacerse de estos artículos, por favor contacte a sus autoridades locales y pregunte por el método correcto de disposición.

Informazioni per gli utenti sulla raccolta e lo smaltimento di vecchia attrezzatura



Questo simbolo sui prodotti, sull'imballaggio, e/o sui documenti che li accompagnano significa che i prodotti elettriche e elettroniche non dovrebbero essere mischiati con i rifiuti domestici generici.

Per il trattamento, recupero e riciclaggio appropriati di vecchi prodotti, li porti, prego, ai punti di raccolta appropriati, in accordo con la Sua legislazione nazionale e le direttive 2002/96/CE.

Smaltendo correttamente questi prodotti, Lei aiuterà a salvare risorse preziose e a prevenire alcuni potenziali effetti negativi sulla salute umana e l'ambiente, che altrimenti potrebbero sorgere dal trattamento improprio dei rifiuti.

Per ulteriori informazioni sulla raccolta e il riciclaggio di vecchi prodotti, prego contatti la Sua amministrazione comunale locale, il Suo servizio di smaltimento dei rifiuti o il punto vendita dove Lei ha acquistato gli articoli.

[Per utenti imprenditori dell'Unione europea]

Se Lei desidera disfarsi di attrezzatura elettrica ed elettronica, prego contatti il Suo rivenditore o fornitore per ulteriori informazioni.

[Informazioni sullo smaltimento negli altri Paesi al di fuori dell'Unione europea]

Questo simbolo è validi solamente nell'Unione europea. Se Lei desidera disfarsi di questi articoli, prego contatti le Sue autorità locali o il rivenditore e richieda la corretta modalità di smaltimento.

Для инструментов с заземленным кабелем питания

ПРЕДУПРЕЖДЕНИЕ

Электропитание/кабель питания

• Подключайте только к электросети с соответствующим напряжением и защитным заземлением. Неправильное заземление может вызвать поражение электрическим током.

Беречь от воды

• Не держите инструмент там, где он может попасть под дождь, рядом с водой, а также в сырых и влажных помещениях. Не ставьте на него емкости с жидкостью, которая может пролиться и попасть в отверстия.

Беречь от огня

 Не ставьте на инструмент зажженные свечи и другие подобные предметы. Горящий предмет может упасть и вызвать пожар.

⚠ ВНИМАНИЕ!

Место установки

• При установке инструмента убедитесь в том, что используемая электрическая розетка легкодоступна. При возникновении какого-либо сбоя или неисправности немедленно отключите питание инструмента и отсоедините кабель питания от электросети.

Даже если питание устройства отключено, инструмент продолжает в минимальном количестве потреблять электроэнергию.

Если инструмент не используется в течение длительного времени, отсоедините кабель питания от электросети.

Для инструментов с незаземленным кабелем питания

ПРЕДУПРЕЖДЕНИЕ

Беречь от воды

• Не держите инструмент там, где он может попасть под дождь, рядом с водой, а также в сырых и влажных помещениях. Не ставьте на него емкости с жидкостью, которая может пролиться и попасть в отверстия.

Беречь от огня

• Не ставьте на инструмент зажженные свечи и другие подобные предметы. Горящий предмет может упасть и вызвать пожар.

⚠ ВНИМАНИЕ!

Место установки

• При установке инструмента убедитесь в том, что используемая электрическая розетка легкодоступна. При возникновении какого-либо сбоя или неисправности немедленно отключите питание инструмента и отсоедините кабель питания от электросети.

Даже если питание устройства отключено, инструмент продолжает в минимальном количестве потреблять электроэнергию.

Если устройство не используется в течение длительного времени, отсоедините кабель питания от электросети.

Для инструментов с блоком питания

<u> Л</u> предупреждение

Беречь от воды

• Не держите инструмент там, где он может попасть под дождь, рядом с водой, а также в сырых и влажных помещениях. Не ставьте на него емкости с жидкостью, которая может пролиться и попасть в отверстия.

Беречь от огня

• Не ставьте на инструмент зажженные свечи и другие подобные предметы. Горящий предмет может упасть и вызвать пожар.

Л ВНИМАНИЕ!

Место установки

• При установке инструмента убедитесь в том, что используемая электрическая розетка легкодоступна. При возникновении какого-либо сбоя или неисправности немедленно отключите питание инструмента и отсоедините кабель питания от электросети.

Даже если кнопка питания находится в положении STANDBY, устройство продолжает в минимальном количестве потреблять электроэнергию. Если устройство не используется в течение длительного времени, отсоедините кабель питания от электросети.

	有毒有害物质或元素					
部件名称	铅 (Pb)	汞 (Hg)	镉 (Cd)	六价铬 (Cr (VI))	多溴联苯 (PBB)	多溴二苯醚 (PBDE)
外壳、框架	×	0	0	0	0	0
印刷线路板	×	0	0	0	0	0

〇:表示该有毒有害物质在该部件所有均质材料中的含量均在SJ/T 11363-2006标准规定的限量要求以下。

×:表示该有毒有害物质至少在该部件的某一均质材料中的含量超出SJ/T 11363-2006标准规定的限量要求。

(此产品符合EU的RoHS指令。)

(この製品はEUのRoHS指令に適合しています。)

(This product conforms to the RoHS regulations in the EU.)

(Dieses Produkt entspricht der RoHS-Richtlinie der EU.)

(Ce produit est conforme aux réglementations RoHS de l'EU.)

(Este producto cumple con los requisitos de la directive RoHS en la UE.)



此标识适用于在中华人民共和国销售的电子信息产品。

标识中间的数字为环保使用期限的年数。

이 기기는 가정용(B급) 전자파적 합기기로서 주로 가정에서 사용하는 것을 목적 으로 하며, 모든 지역에서 사용할 수 있습니다.

SILENT PianoSH

Owner's manual

SPECIAL MESSAGE SECTION

This product utilizes an external power supply (adaptor). DO NOT connect this product to any power supply or adaptor other than one described in the manual, on the name plate, or specifically recommended by Yamaha.



WARNING:

Do not place this product in a position where anyone could walk on, trip over, or roll anything over power cords or other connecting cords. The use of an extension cord is not recommended! If you must use an extension cord, the minimum wire size for a 25' cord (or less) is 18 AWG.



NOTE:

The smaller the AWG number, the larger the current handling capacity. For longer extension cords, consult a local electrician.

This product should be used only with the components supplied or; a cart, rack, or stand that is recommended by Yamaha. If a cart, etc., is used, please observe all safety markings and instructions that accompany the accessory product.



SPECIFICATIONS SUBJECT TO CHANGE:

The information contained in this manual is believed to be correct at the time of printing. However, Yamaha reserves the right to change or modify any of the specifications without notice or obligation to update existing units.

Do not attempt to service this product beyond that described in the user-maintenance instructions. All other servicing should be referred to qualified service personnel.

This product, either alone or in combination with an amplifier and headphones or speaker/s, may be capable of producing sound levels that could cause permanent hearing loss. DO NOT operate for a long period of time at a high volume level or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should consult an audiologist.



IMPORTANT:

The louder the sound, the shorter the time period before damage occurs.

Some Yamaha products may have benches and/or accessory mounting fixtures that are either supplied as a part or the product or as optional accessories. Some of these items are designed to be dealer assembled or installed. Please make sure that benches are stable and any optional fixtures (where applicable) are well secured BEFORE using. Benches supplied by Yamaha are designed for seating only. No other uses are recommended.



NOTICE:

Service charges incurred due to lack of knowledge relating to how a function or effect works (when the unit is operating as designed) are not covered by the manufacturer's warranty, and are therefore the owners responsibility. Please study this manual carefully and consult your dealer before requesting service.



ENVIRONMENTAL ISSUES:

Yamaha strives to produce products that are both user safe and environmentally friendly. We sincerely believe that our products and the production methods used to produce them, meet these goals. In keeping with both the letter and the spirit of the law, we want you to be aware of the following:



Disposal Notice:

Should this product become damaged beyond repair, or for some reason its useful life is considered to be at an end, please observe all local, state, and federal regulations that relate to the disposal of products that contain lead, batteries, plastics, etc. If your dealer is unable to assist you, please contact Yamaha directly.

PLEASE KEEP THIS MANUAL



Introduction

Features

Yamaha's Innovative Silencing System

- The hammer shank stopper stops the movement of the hammer just before striking the string, and the optical sensor will catch keystroke information precisely. The internal tone generator receives the keystroke information and reproduces enrich sound of the piano.
- The noncontact optical sensor faithfully detects subtle movement of the keys without affecting the touch of the keys. You can enjoy the natural expression of the music.

Realistic Piano Voice

- The piano voice is faithfully sampled from the Yamaha CFX concert grand piano. You can enjoy the clear and beautiful tone of the piano.
- The piano voice is sampled with the binaural sampling* method. Even if you listen through headphones, you can enjoy the immersive sound, as if it sounds from the piano. In addition, you can enjoy the natural sound for a long time without straining the ear.
- The unit is equipped with various effects that reproduce the specific resonance of an acoustic piano (Damper Resonance, String Resonance, and Sustain Sample). You can also add subtle sound produced when the keys are released (Key-off Sample). By combining these, you can enjoy the realistic and rich piano sound even when used with the Silent PianoTM function.

Useful Features for Lesson

- You can record your performance on the internal memory or commercially available USB storage device. Since
 you can record your performance as an audio data (WAV) as well as a MIDI data (USB Audio Recorder), it is
 now easy to create your own CDs or upload your performance to the net.
- The metronome is built in this unit. You can practice playing or record your performance more accurately with the metronome.
- Since the unit has two headphone jacks, you can practice sharing your performance with others, or enjoy a duet. The supplied headphones have an open type structure which reproduces the high-quality and clear sound.
- 50 masterpieces of piano are preset on the unit. The unit also comes with a corresponding music book "50 greats for the Piano."
- In addition to a piano voice, the unit has various voices of instruments, such as harpsichord or pipe organ.

^{*} Binaural sampling: method that uses two microphones set at the ear position of a performer and records the sound from a piano as it is.

Accessories

Check that the following items are supplied with your piano.

- AC adaptor (PA-150A/PA-150B/MU24-Y120200-A1 [upright piano], PJP-PS04/MU24-Y120200-A1 [grand piano] or an equivalent recommended by Yamaha) × 1
- Power cable × 1 *
- Headphones × 1
- Headphones hanger × 1
- Attachment screws for headphones hanger × 2
- Owner's manual × 1
- Music book "50 greats for the Piano" × 1
- * Supplied only if the PJP-PS04 AC adaptor is supplied with your piano.

Installation

- Avoid placing this instrument in direct sunlight, in close proximity to heating equipment or other high temperature areas, or in locations with a high degree of humidity.
- Avoid placing this instrument in dusty or dirty areas.
- O Do not expose this instrument to spray or fumes.
- ① Use only the specified AC adaptor. Use of other AC adaptors may result in damage, overheating, or fire.

Trademarks and Copyrights

- The contents of this owner's manual and the copyrights thereof are under exclusive ownership by Yamaha Corporation.
- Yamaha, Silent Piano, Silent, CFX, and Disklavier are trademarks of Yamaha Corporation.
- The company names and product names in this owner's manual are trademarks or registered trademarks of their respective companies.

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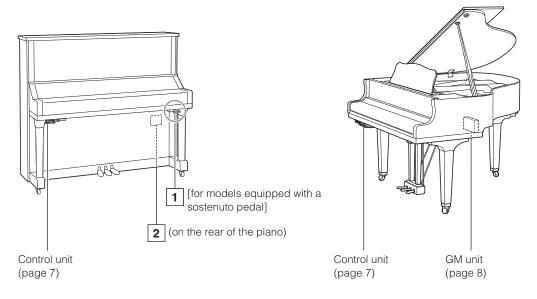
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Getting Started

Part Names and Functions

■ Piano

Upright piano



1 Silencing lever

Activates the Silent PianoTM function (page 11).

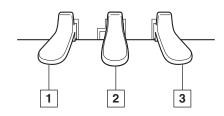
2 DC12V jack

Grand piano

Connect the supplied AC adaptor (page 9).

■ Pedals

Upright piano

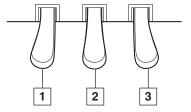


1 Soft pedal / shift pedal

notes played after the pedal is pressed.
When you select the Electric Piano voice, this pedal switches between on and off of the chorus effect.
When you select the Vibraphone voice, this pedal switches between on and off of the vibrato.
When you select the Jazz Organ voice, this pedal switches the rotary speaker speed (fast and slow).

Reduces the volume and slightly changes the timbre

Grand piano



2 Silencing pedal

[For models not equipped with a sostenuto pedal] Activates the Silent PianoTM function (page 11).

Sostenuto pedal

[For models equipped with a sostenuto pedal] Sustains the notes that are being played at that time even after you release the keys. Subsequently played notes are not affected.

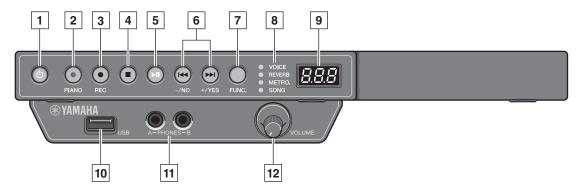
3 Damper pedal

Sustains notes even after you release the keys. While performing with the Piano voice, this recreates a sympathetic resonance occurs in the strings and soundboard on an acoustic piano (Damper Resonance effect). You can set the depth of this resonance in the Function Setup (page 38).

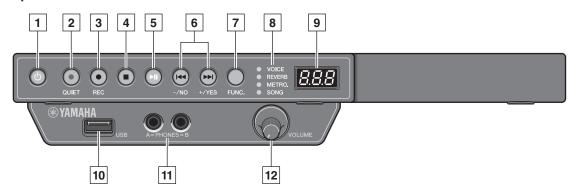
Part Names and Functions

■ Control unit (front panel)

Upright piano



Grand piano



1 POWER () button

Turns the digital piano on and off.

2 PIANO button

[For upright pianos]

Switches the voice of the digital piano to the Piano voice

QUIET button

[For grand pianos]

Activates the Silent PianoTM function (page 11).

3 REC button

Places the instrument in record standby mode.

4 STOP button

Stops playback.

5 PLAY/PAUSE button

Starts and pauses playback.

6 +/YES and -/NO buttons

Select songs, voices, and parameters, or set values of various settings.

7 FUNC. button

Switches the function. The function will be switched as follows each time you press this button.



8 Function indicators

Show the selected function.

9 Display

Shows the voice number, song number, or values of various settings.

10 USB port

Connect the USB storage device (page 36).

11 PHONES jacks (stereo mini jack)

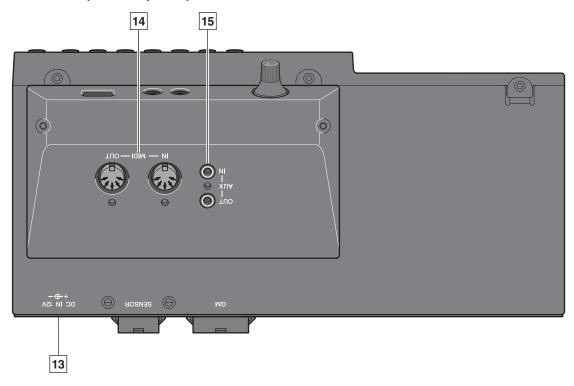
You can connect two stereo headphones, allowing you to share your playing with another person.

12 VOLUME knob

Adjusts the volume for headphones, the OUTPUT jacks (only for grand piano), and the AUX OUT jack (page 11).

Part Names and Functions

■ Control unit (bottom panel)



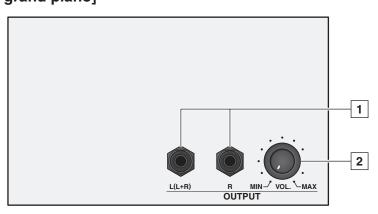
13 DC IN 12V jack

Connect the supplied AC adaptor (page 9).

14 MIDI IN/MIDI OUT jacks

Connect to the input or output jacks of external MIDI devices.

■ GM unit [for grand piano]



1 OUTPUT L (L+R)/R jacks (TRS phone jack)

Connect the optional powered speakers (page 37).

2 OUTPUT VOL. knob

devices.

Adjusts the volume for the OUTPUT L (L+R)/R jacks.

15 AUX IN/AUX OUT jacks (stereo mini jack)

Connect to the input or output jacks of external audio

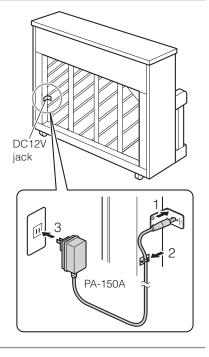
Connecting the AC Adaptor

■ Upright piano

Note

For some models, the PA-150B, PJP-PS04, or MU24-Y120200-A1 AC adaptor is supplied.

- 1 Connect the AC adaptor to the DC12V jack at the rear of the piano.
- 2 Loop the cord through the hook on the piano, as shown.
- 3 Connect the AC adaptor to the AC wall outlet.

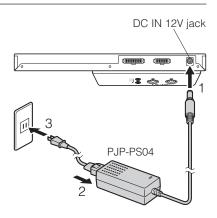


■ Grand piano

Note

For some models, the MU24-Y120200-A1 AC adaptor is supplied.

- Connect the AC adaptor to the DC IN 12V jack at the rear of the control unit.
- 2 Connect the power cable to the AC adaptor.
- Connect the power cable extended from the AC adaptor to the AC wall outlet.



Warning

Use the Yamaha PA-150A/PA-150B/PJP-PS04/MU24-Y120200-A1 AC adaptor, or an equivalent recommended by Yamaha. Use of other AC adaptors may result in damage, overheating, or fire.

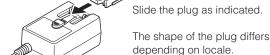
- Do not stretch the cord or bend its ends.
- Do not attempt to use the cord if it is stretched or if the ends of the cord have been bent. Attempting to do so may cause interruptions to the power supply.
- Always turn off the main unit power before disconnecting the AC adaptor.
- When you wish to move the piano, unplug the AC adaptor from the AC outlet and disconnect it from the DC12V or DC IN 12V jack before proceeding.
- Unplug the AC adaptor from the AC outlet if you do not intend to use the instrument for an extended period of time.

■ Notice for the AC adaptor (PA-150B)

Depending on your particular locale, the AC adaptor having a separable plug should be used. In this case, make sure to follow the explanations below for your safety.

If the plug is accidentally removed from the AC adaptor

Without touching the metallic section, slide the plug into place as shown below then push it in completely until you hear the click sound.

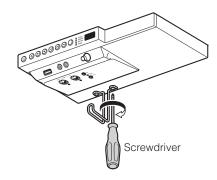


⚠ Warning

- · Make sure to keep the plug attached to the AC adaptor. Using the plug alone can cause electric shock or fire.
- Never touch the metallic section when attaching the plug. To avoid electric shock, short circuit or damage, also be careful that there is no dust between the AC adaptor and plug.

Attaching the Headphones Hanger

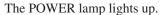
Attach the hanger to the underside of the control unit with the two screws supplied.



Turning the Power On



Press the POWER (b) button.



The display shows the voice number "1" (Piano).



Note

- The sound is not output properly if you hold down the keyboard while turning the power on. Remove your hand from the keyboard when turning the power on.
- [For grand pianos] The Silent Piano™ function will be automatically activated and the QUIET lamp lights up when you turn the power on.

Turning the Power Off

After use, turn the power off.



Press the POWER () button.

The POWER lamp turns off.

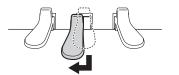


Playing the Piano

Using the Silent Piano™ Function

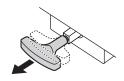
[For upright pianos not equipped with a sostenuto pedal]

Press the center pedal and slide it to the left.



[For upright pianos equipped with a sostenuto pedal]

Pull the silencing lever towards you until you hear a click and feel the mechanism catch.



[For grand pianos]

Press the QUIET button.

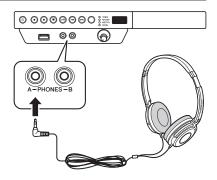
The QUIET lamp lights up and the Silent PianoTM function is activated.

Note

[For grand pianos] The Silent Piano™ function will be activated and the QUIET lamp lights up immediately after turning the power on. In that case, this operation is unnecessary.

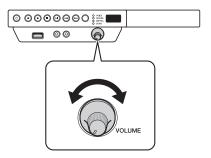


You can use two sets of headphones simultaneously.



Adjust the volume with the VOLUME knob.

To set the appropriate volume, adjust it while playing the keyboard and listening to the sound.



⚠ Caution

- To prevent damage to your hearing, refrain from raising the volume to excessive levels, and do not use the headphones for extended periods of time
- Do not pull the headphone cord or apply excessive force on the plug. This can damage the headphone and lead to sound output malfunction.

- The keying sound of the keyboard remains even though the Silent Piano™ function is activated.
- Adjusting the volume with the VOLUME knob affects the output level of headphones, the OUTPUT jacks (only for grand piano), and the AUX OUT jack.

Selecting Voices

When using the Silent Piano TM function, you can use the internal voices of this unit to perform with voices other than that of a piano.

Press the FUNC. button repeatedly to switch the function to VOICE.



The number of the currently selected voice appears on the display.

Press the +/YES or -/NO button to select the desired voice.



	Voice	Explanation
[GFF]	Off	The unit does not use any voices.
1	Piano	A piano sound sampled from the Yamaha CFX concert grand piano.
[2	Electric Piano 1	An electronic piano sound produced by an FM synthesizer.
3	Electric Piano 2	The sound of an electric piano using hammer-struck metallic "tines."
4	Electric Piano 3	The sound of an electric piano widely used in rock and popular music.
5	Harpsichord 1	The sound of the instrument frequently used in baroque music.
5	Harpsichord 2	A harpsichord with an added upper octave.
7	Vibraphone	Vibraphone played with relatively soft mallets
8	Celesta	The sound of a celesta (a percussion instrument in which hammers strike metallic bars to produce sound).
9	Pipe Organ 1	The voice featuring the combination of pipes (8'+4'+2') of a principal (brass instrument) organ.
II	Pipe Organ 2	The voice featuring a full coupler of a pipe organ.
11	Pipe Organ 3	A pipe organ sound that combines flute-type (woodwind type) stops of different pitches (8'+4').
12	Pipe Organ 4	A pipe organ sound that combines flute-type (woodwind type) stops of different pitches (8'+4'+1-1/3').
13	Jazz Organ	The sound of a "tonewheel" type electric organ.
14	Strings	Stereo-sampled, large-scale strings ensemble with realistic reverb.
15	Choir	A big, spacious choir voice.
15	Synth Pad	A warm, mellow, and spacious synth sound.
17	Piano + Strings	Combination of the Piano and Strings (with a slower attack) voices (dual voice).
18	Piano + Synth Pad	Combination of the Piano and Synth Pad voices (dual voice).
19	Piano + Electric Piano 1	Combination of the Piano and Electric Piano 1 voices (dual voice).

Note

You can recall the default voice setting (Piano) by pressing the +/YES and -/NO buttons simultaneously.

- The voice setting reverts to its default setting when you turn the unit off.
- The selected voice applies only to the sound of your performance. It does not apply to the song playback.
- See "Preset Voice List" on page 49 for details on voices.

Selecting Voices

■ Using voice variations

The unit provides "voice variations" (alternate versions with effect) for your enjoyment when playing other voices than Piano.

Press the soft/shift pedal to alter the sound of the voice.

The pedal switches between on and off of the chorus effect.

When you select the Vibraphone voice:

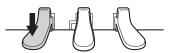
When you select the Electric Piano voice:

The pedal switches between on and off of the vibrato.

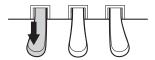
When you select the Jazz Organ voice:

The pedal switches the rotary speaker speed (fast and slow).

Upright piano



Grand piano



■ Changing the voice to that of a piano [for upright piano]

You can change the voice to that of a piano with the touch of a button.

1 Press the PIANO button.

The PIANO lamp lights up and the voice is changed to that of a piano.



Applying the Reverb Effect

A piano sounds differently depending on the size of the room, or the material of the building in which it is played. The reverberation is the major reason for this difference. Using the reverb functions and simulating the reverberation in a concert hall, gives you the feeling of the being at a live performance.

1 Press the FUNC. button repeatedly to switch the function to REVERB.



The current depth setting appears on the display.

2 Hold the FUNC. button for a second to switch to the reverb type selection display.



The currently selected reverb type blinks on the display.

Press the +/YES or -/NO button to select the desired reverb type.



	Reverb Type	Explanation
r o o	Room	Reverberation similar to that heard in a normal room.
HLI	Hall 1	Reverberation similar to that heard in a small concert hall.
HL Z	Hall 2	Reverberation similar to that heard in a large concert hall.
SED	Stage	Reverberation similar to that heard on a stage.

Note

You can recall the default reverb type by pressing the +/YES and -/NO buttons simultaneously.

4 Press the FUNC. button to return to the reverb depth setting display.



Press the +/YES or -/NO button to adjust the reverb depth.



You can adjust the reverb depth in the range of 0 to 20. The reverb is off when you set the depth to 0.

Note

You can recall the default reverb depth by pressing the +/YES and -/NO buttons simultaneously.

- The reverb setting (type and depth) does not revert to its default setting when you turn the unit off.
- The default reverb setting is different for each voice.

Using the Metronome

The unit features the built-in metronome that helps you to play at the accurate tempo.

Press the FUNC. button repeatedly to switch the function to METRO.







The current tempo setting appears on the display.

Press the PLAY/PAUSE button to start the metronome.



Press the +/YES or -/NO button to change the tempo.



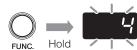


You can change the tempo in the range of 5 to 500 (bpm).

Note

You can recall the default tempo setting (120) by pressing the \pm /YES and \pm /NO buttons simultaneously.

4 Hold the FUNC. button for a second to switch to the beat setting display.



The current beat setting blinks on the display.

5 Press the +/YES or -/NO button to change the beat.





You can change the beat in the range of 2 to 15, or 0.

The first beat is accented with the bell sound and the rest with clicks.

When the beat is set to 0, clicks sound on all beat.

Note

You can recall the default beat setting (0) by pressing the +/YES and -/NO buttons simultaneously.

6 Press the FUNC. button to return to the tempo setting display.







Press STOP button to stop the metronome.



- The metronome setting (tempo and beat) reverts to its default setting when you turn the unit off.
- The tempo appears on the tempo setting display indicates the number of beats in a minute, and one beat represents a quarter. When you play a song written in different measure unit from quarter note, change the setting (e.g. when playing a song in 3/2, set beat to 6/4).
- You can also use metronome when recording your performance (page 28).
- You can adjust the volume of the metronome in the Function Setup (page 38).

Chapter Playing Back Songs

Songs You Can Play on This Unit

The unit can play the preset songs, songs you recorded, or commercially available songs. In this manual, they are collectively called "songs." You can simply listen to these songs, but also practice playing along with the song playback.

■ Playable song data format

Song Format	MIDI song In a MIDI song, the information of your keyboard performance (such as keystroke and velocity) is recorded. This is not a recording of the actual sound. Based on the performance information, the tone generator outputs the sound.	Audio song An audio song is a recording of the actual sound performed.
File Format	SMF0 Standard MIDI File format 0 for playback and recording. MIDI songs recorded with this unit are saved in this format. SMF1 Standard MIDI File format 1 for playback only. ESEQ Format developed by Yamaha, for playback only.	WAV Audio file format commonly used in computers. The unit can play back 44.1kHz/16bit stereo WAV file. Audio songs recorded with this unit are saved in this format.
Extension	.MID / .EVT / .ESQ / .PLS / .KAR / .FIL	.WAV

Note

- Keys do not move during the song playback.
- Use headphones or commercially available powered speakers to listen to the song.
- You can also play back the music software for Disklavier purchased from the "Yamaha MusicSoft" website. For further information, refer to the following website:

Yamaha MusicSoft: http://www.yamahamusicsoft.com/

■ Playable song type (song category)

Sor	ng Category	Explanation
d.	Demonstration songs	The demonstration songs on the unit.
<i>P.</i>	Preset songs	The songs preset on the unit. These correspond to the score in the music book "50 greats for the Piano."
U.	User songs on the internal memory	The MIDI songs you recorded and saved on the unit.
5.	USB MIDI (user songs)	The MIDI songs you recorded and saved on the USB storage device.
F.	USB MIDI (external songs)	The MIDI songs created with other instrument on the USB storage device.
R.	USB AUDIO (user songs)	The audio songs you recorded and saved on the USB storage device.
E.	USB AUDIO (external songs)	The audio songs created with other instrument on the USB storage device.

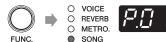
Note

Songs you recorded with this unit are called "user songs." Songs created with other instrument are called "external songs."

Playing Back the Demonstration Song

You can play back any of the demonstration songs stored in this unit.

Press the FUNC. button repeatedly to switch the function to SONG.



The song number of the currently selected category appears on the display.

2 Hold the FUNC. button for a second to switch to the song category selection display.



The currently selected song category blinks on the display.

- Press the +/YES or -/NO button to select "d." (demonstration songs).
- -/NO +/YES
- 4 Press the FUNC. button to return to the song selection display.



Press the +/YES or -/NO button to select the desired song number.



Song Number		Explanation
d.D 1	d.01 – d.03	Plays back only the selected song. When the playback advanced to the end of the selected song, playback stops.
d.r d	Random playback	Plays back all demonstration songs continuously in random order.
d.RL	All playback	Plays back all demonstration songs continuously in sequence.

Note

- You can recall the first song within the selected category by pressing the +/YES and -/NO buttons simultaneously.
- See "Demonstration songs" on page 50 for details on demonstration songs.

6 Press the PLAY/PAUSE button.



Playback begins.

The PLAY/PAUSE lamp lights up and the time counter (measures) on the display advances.

Playing Back the Preset Song

Besides the demonstration songs, 50 piano songs are preset in this unit. These correspond to the score in the music book "50 greats for the Piano." This will help you to practice playing along with the song playback.

1 Press the FUNC. button repeatedly to switch the function to SONG.



The song number of the currently selected category appears on the display.

2 Hold the FUNC. button for a second to switch to the song category selection display.



The currently selected song category blinks on the display.

Press the +/YES or -/NO button to select "P." (preset songs).



Press the FUNC. button to return to the song selection display.



Press the +/YES or -/NO button to select the desired song number.



Song Number		Explanation
P.O 1	P.01 – P.50	Plays back only the selected song. When the playback advanced to the end of the selected song, playback stops.
P.c.d	Random playback	Plays back all preset songs continuously in random order.
P.R.L	All playback	Plays back all preset songs continuously in sequence.

Note

Playback begins.

- You can recall the first song within the selected category by pressing the +/YES and -/NO buttons simultaneously.
- See "Preset songs" on page 50 for details on preset songs.

6 Press the PLAY/PAUSE button.



The PLAY/PAUSE lamp lights up and the time counter (measures) on the display advances.

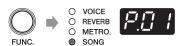
Playing Back the Song Recorded on the Internal Memory

Your performance that has been recorded as a MIDI song and saved on the internal memory can also be played back.

Note

To record your performance, see "Recording Your Performance on the Internal Memory" on page 24.

1 Press the FUNC. button repeatedly to switch the function to SONG.



The song number of the currently selected category appears on the display.

Hold the FUNC. button for a second to switch to the song category selection display.



The currently selected song category blinks on the display.

Press the +/YES or -/NO button to select "U." (user song on the internal memory).



4 Press the FUNC. button to return to the song selection display.



5 Press the +/YES or -/NO button to select the desired song number.



Song Number		Explanation
UU = I	U.01 – U.10	Plays back only the selected song. When the playback advanced to the end of the selected song, playback stops.
U.r.d	Random playback	Plays back all user songs on the internal memory continuously in random order.
LIAL	All playback	Plays back all user songs on the internal memory continuously in sequence.

Note

- You can recall the first song within the selected category by pressing the +/YES and -/NO buttons simultaneously.
- If you select an empty song (which contains no data), the song number and the blank indication (- -) appears alternately on the display.
- If the internal memory contains no songs, "random playback" and "all playback" do not appear on the display.
- 6 Press the PLAY/PAUSE button.

(Measures)

Playback begins.

The PLAY/PAUSE lamp lights up and the time counter (measures) on the display advances.

Playing Back the Song Saved on the USB Storage Device

Connecting commercially available USB storage device to the unit allows you to play back songs stored on that device.

Connect the USB storage device to the USB port at the front of the control unit.

For details, see "Connecting the USB Storage Device" on page 36.

Press the FUNC. button repeatedly to switch the function to SONG.



The song number of the currently selected category appears on the display.

Hold the FUNC. button for a second to switch to the song category selection display.



The currently selected song category blinks on the display.

4 Press the +/YES or -/NO button to select desired category.



S	ong Category	Explanation
5.	USB MIDI	The MIDI songs you recorded and saved on the USB storage device.
_/.	(user songs)	The Wild soligs you recorded and saved on the OSB storage device.
Ę	USB MIDI	The MIDI songs created with other instrument on the USB storage device.
4.	(external songs)	The MIDI songs created with other instrument on the OSD storage device.
R.	USB AUDIO	The audio songs you recorded and saved on the USB storage device.
11.	(user songs)	The audio songs you recorded and saved on the CSB storage device.
<i></i>	USB AUDIO	The audio songs created with other instrument on the USB storage device.
(ex	(external songs)	The audio songs created with other institution the OSD storage device.

Note

If the USB storage device contains no external songs, song category for external songs (F. or C.) does not appear on the display.

5 Press the FUNC. button to return to the song selection display.



Playing Back the Song Saved on the USB Storage Device

Press the +/YES or -/NO button to select the desired song number.





	Song Number	Explanation
5.00	S.00 – S.99	
F.00 100	F.00 – F.99 100 – 399	Plays back only the selected song.
<i>R.00</i>	A.00 – A.99	When the playback advanced to the end of the selected song, playback stops.
E.00 100	C.00 – C.99 100 – 399	
[5.c d]	Random playback	Plays back all songs in the selected category continuously in random order. (The example shows the USB MIDI user song category.)
SAL	All playback	Plays back all preset songs in the selected category continuously in sequence. (The example shows the USB MIDI user song category.)

Playback begins.

- You can recall the first song within the selected category by pressing the +/YES and -/NO buttons simultaneously.
- If you select the user songs that contains no data, the song number and the blank indication (- -) appears alternately on
- If the selected song category contains no songs, "random playback" and "all playback" do not appear on the display.

Press the PLAY/PAUSE button.









The PLAY/PAUSE lamp lights up and the time counter (measures or time) on the display advances.

Operations during Playback



■ Pausing playback

You can pause playback and restart it from where the song was paused.

Press the PLAY/PAUSE button during playback. While playback is paused, the PLAY/PAUSE lamp blinks. Press the PLAY/PAUSE button to restart playback again.

■ Stopping playback

You can stop playback and start it from the beginning of the song.

Press the STOP button during playback.

Press the PLAY/PAUSE button to start playback again.

■ Moving to the other song

To move to the previous song

Press the -/NO button at the beginning of the song, during playback or pause.

To move to the next song

Press the +/YES button during playback or pause.

To move to the beginning of the song

Press the -/NO button during playback or pause.

■ Fast-forward or rewind

Hold the +/YES or -/NO button during playback or pause.

Changing the Playback Tempo

You can speed up or slow down the playback tempo. Slowing down the playback tempo can be useful when practicing a difficult piano part.

1 During playback or pause, hold the FUNC. button for a second to switch to the tempo setting display.



The current tempo setting blinks on the display.

Press the +/YES or -/NO button to adjust the tempo.



You can adjust the playback tempo in the range of -50 to +50 (%). Set 0 to revert to the original tempo.

Note

- You can adjust the tempo relatively for the original one. For example, if you set 10% for the song of which tempo is 100 bpm, the song will be played back at 110 bpm (10% faster than the original).
- You can recall the original tempo by pressing the +/YES and -/NO buttons simultaneously.
- Press the FUNC. button to return to the song playback display.



- The tempo reverts to its original tempo when you select another song.
- You cannot change the playback tempo of audio songs.

Recording Your Performance

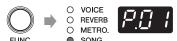
Recording Your Performance on the Internal Memory

You can record your performance on the internal memory of the unit. Recorded performances are saved as a MIDI song (SMF0).

Note

- You can record up to 10 songs on the internal memory.
- You can record up to approximately 500 KB, which equates to a standard song of approximately 30 minutes in length, per one
 recording.
- The recorded performances are preserved even if you turn the unit off.
- You can also use metronome when recording your performance (page 28).
- 1 Press the FUNC. button repeatedly to switch the function to SONG.

The song number of the currently selected category appears on the display.



2 Hold the FUNC. button for a second to switch to the song category selection display.



The currently selected song category blinks on the display.

Press the +/YES or -/NO button to select "U." (user song on the internal memory).

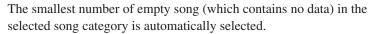


Press the FUNC. button to return to the song selection display.



5 Press the REC button.

The REC lamp blinks and the unit turns into the recording standby mode.



- If there is no empty song, the last song on the internal memory is selected.
 The display shows the song number and "FUL" alternately.
- If the capacity of the memory is running out, "EnP" appears on the display.
 You can start recording, but the capacity may become full during recording.
 We recommend you to delete unnecessary files first (page 31), to ensure sufficient capacity.



English

Recording Your Performance on the Internal Memory

Press the +/YES and -/NO buttons to select the destination song number.





Note

- If you select an empty song (which contains no data), the song number and the blank indication (- -) appears alternately on the display.
- Note that the new recording will erase the existing data if you select a song which contains data.
- To cancel recording, press the STOP or REC button.

7 Press the PLAY/PAUSE button.

Recording starts.

The REC and PLAY/PAUSE lamps light up and the time counter (measures) on the display advances.



8 Begin playing.

Note

If the song being recorded exceeds the size limit (approximately 500 KB) during recording, "FUL" appears on the display and recording stops automatically. Press either the STOP, +/YES or -/NO button to save the data.

9 Stop playing, and press the STOP or REC button.

Recording stops.

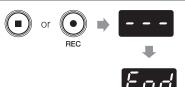
When recording is stopped, dashes appear on the display indicating that recorded data is being saved.

If the data is successfully saved, "End" will appear on the display. Then the song number will appear.



Do not turn the unit off while dashes appear on the display as this may corrupt the data or damage the internal memory.

- If the capacity of the memory has run out during recording, "FUL" appears on the display and the data is not saved. Delete unnecessary files (page 31) and try again.
- If you stop recording without playing, the selected song will be deleted.





Recording Your Performance on the USB Storage Device

You can record your performance directly on the USB storage device. Recorded performances are saved as a MIDI song (SMF0) or an audio song (USB Audio Recorder, 44.1kHz/16bit stereo WAV).

Note

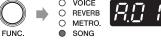
- You can record as much as the capacity of the USB storage device allows.
- You can record up to approximately 500 KB per one MIDI song recording and up to 80 minutes per one audio song recording.
- You can also use metronome when recording your performance (page 28).
- Connect the USB storage device to the USB port at the front of the control unit.

For details, see "Connecting the USB Storage Device" on page 36.

Press the FUNC. button repeatedly to switch the function to SONG.



The song number of the currently selected category appears on the display.



Hold the FUNC. button for a second to switch to the song category selection display.



The currently selected song category blinks on the display.

Press the +/YES or -/NO button to select desired category.

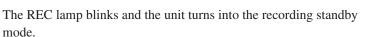


Song Category	Explanation
USB MIDI (user songs)	Select this to record your performance as a MIDI song
USB AUDIO (user songs)	Select this to record your performance as an audio song

Press the FUNC. button to return to the song selection display.



Press the REC button.





The smallest number of empty song (which contains no data) in the selected song category is automatically selected.

- If there is no empty song, "FUL" appears on the display.
- If the capacity of the USB storage device is running out, "EnP" appears on the display. You can start recording, but the capacity may become full during recording. We recommend you to delete unnecessary files first (page 31), to ensure sufficient capacity.

English

Recording Your Performance on the USB Storage Device

Press the +/YES or -/NO button to select the destination song number.





Note

- If you select an empty song (which contains no data), the song number and the blank indication (- - -) appears alternately on the display.
- Note that the new recording will erase the existing data if you select a song which contains data.
- To cancel recording, press the STOP or REC button.

8 Press the PLAY/PAUSE button.

Recording starts.

The REC and PLAY/PAUSE lamps light up and the time counter (measures or time) on the display advances.



9 Begin playing.

Note

- [For MIDI song recording] If the song being recorded exceeds the size limit (approximately 500 KB) during recording, "FUL" appears on the display and recording stops automatically. Press either the STOP, +/YES or -/NO button to save the data.
- [For audio song recording] If the song being recorded exceeds the size limit (80 minutes) or the capacity of the USB storage device has run out during recording, "FUL" appears on the display and recording stops automatically. Press either the STOP, +/YES or -/NO button to save the data.
- [For audio song recording] The sound input from the AUX IN jack is also recorded.

10 Stop playing, and press the STOP or REC button.

Recording stops.

When recording is stopped, dashes appear on the display indicating that recorded data is being saved.

If the data is successfully saved, "End" will appear on the display. Then the song number will appear.



Do not turn the unit off while dashes appear on the display as this may corrupt the data or damage the USB storage device.

- [For MIDI song recording] If the capacity of the USB storage device has run out during recording, "FUL" appears on the display and the data is not saved. Delete unnecessary files (page 31) and try again.
- [For MIDI song recording] If you stop recording without playing, the selected song will be deleted.
- [For audio song recording] If you stop recording without playing, a song with no sound will be saved.





Recording with the Metronome

You can use the metronome to record performance.

1 Press the FUNC. button repeatedly to switch the function to METRO.







The current tempo setting appears on the display.

Press the PLAY/PAUSE button to start the metronome.



Press the +/YES or -/NO button to change the tempo.



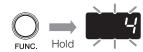


You can change the tempo in the range of 5 to 500 (bpm).

Note

You can recall the default tempo setting (120) by pressing the +/YES and -/NO buttons simultaneously.

4 Hold the FUNC. button for a second to switch to the beat setting display.



The current beat setting blinks on the display.

5 Press the +/YES or -/NO button to change the beat.





You can change the beat in the range of 2 to 15, or 0.

The first beat is accented with the bell sound and the rest with clicks. When the beat is set to 0, clicks sound on all beat.

Note

You can recall the default beat setting (0) by pressing the +/YES and -/NO buttons simultaneously.

6 Press the FUNC. button to return to the tempo setting display.





7 Start recording.

See "Recording Your Performance on the Internal Memory" on page 24 or "Recording Your Performance on the USB Storage Device" on page 26.

- The metronome also stops when recording stops.
- The metronome sound is not recorded.



Handling Song Files

Copying a Song File to the USB Storage Device

You can copy the user song on the internal memory to the USB storage device. You can use this function to make a backup on the USB storage device to protect your valuable music data.

You can copy only the user song on the internal memory to the USB storage device.

Connect the USB storage device to the USB port at the front of the control unit.

For details, see "Connecting the USB Storage Device" on page 36.

Press the FUNC. button repeatedly to switch the function to SONG.



The song number of the currently selected category appears on the display.

Hold the FUNC. button for a second to switch to



the song category selection display. The currently selected song category blinks on the display.

Press the +/YES or -/NO button to select "U." (user song on the internal memory).



Press the FUNC. button to return to the song selection display.



Press the +/YES or -/NO button to select the desired song number.



Continued on next page





Copying a Song File to the USB Storage Device

Hold the REC button for 3 seconds.

"SAv" appears on the display.

Then the smallest number of empty song in the USB MIDI user song category and the blank indication (- - -) appears alternately on the display.

Note

- If there is no empty song in the USB MIDI user song category, "FUL" appears on the display and the song cannot be copied. Delete unnecessary files (page 31) and try again.
- You cannot copy demonstration songs or preset songs. If you try to copy such songs, "E01" or "Pro" appears on the display.



Press the +/YES or -/NO buttons to select the destination song number.



9 Press the FUNC. button.

"n-y" and "SAv" appears alternately on the display.



10 Press the +/YES button.

Copying starts.

Dashes appear on the display indicating that the selected song is being copied.

If the song is successfully copied, "End" will appear on the display.

↑ Caution

Do not turn the unit off or disconnect the USB storage device while dashes appear on the display as this may corrupt the data or damage the internal memory and/or the USB storage device.

Note

To cancel copying, press the -/NO or STOP button.



Deleting a Song File

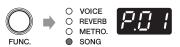
You can delete the user song on the internal memory or the USB storage device.

You can delete only the user song on the internal memory or the USB storage device.

To delete the song file stored on the USB storage device, connect the USB storage device to the USB port at the front of the control unit.

For details, see "Connecting the USB Storage Device" on page 36.

Press the FUNC. button repeatedly to switch the function to SONG.



The song number of the currently selected category appears on the display.

Hold the FUNC. button for a second to switch to the song category selection display.



The currently selected song category blinks on the display.

Press the +/YES or -/NO button to select desired category.



Song Category		Explanation
<i>∐.</i>	User song on the internal memory	Select this to delete the user song on the internal memory
5.	USB MIDI (user songs)	Select this to delete the MIDI songs on the USB storage device
A.	USB AUDIO (user songs)	Select this to delete the audio songs on the USB storage device

Press the FUNC. button to return to the song selection display.



Press the +/YES or -/NO button to select the desired song number.





Continued on next page





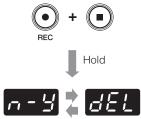
Deleting a Song File

Hold the REC and STOP buttons simultaneously for 3 seconds.

"n-y" and "dEL" appears alternately on the display.

Note

You cannot delete songs other than user songs. If you try to delete such songs, "E01" or "Pro" appears on the display.



8 Press the +/YES button.

Deletion starts.

Dashes appear on the display indicating that the selected song is being deleted.

If the song is successfully deleted, "End" will appear on the display.

Do not turn the unit off or disconnect the USB storage device while dashes appear on the display as this may corrupt the data or damage the internal memory and/or the USB storage device.

Note

To cancel deleting, press the -/NO or STOP button.





Connecting to Other Devices

Connecting to Audio Devices

Be sure to turn the unit and audio devices off before attempting to connect them.

Note

The AUX IN or AUX OUT jack on this unit is a stereo mini jack. If your connection cable is not compatible, you will need to use an adaptor. Please use a nonresistant cable and adaptor.

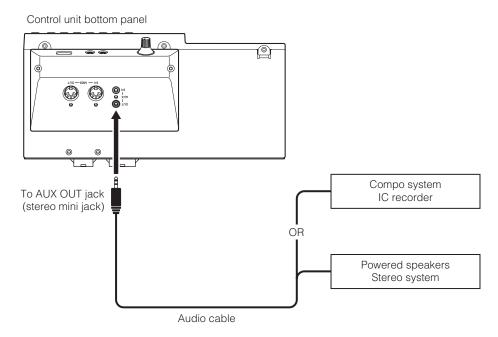
■ Connecting to the AUX OUT jack

When connected to a compo system or IC recorder:

You can record performances played using the Silent Piano™ function.

When connected to powered speakers or a stereo system:

You can listen to performances played using the Silent PianoTM function. The signal output from this jack is the same sound as that heard when listening through headphones.



Note

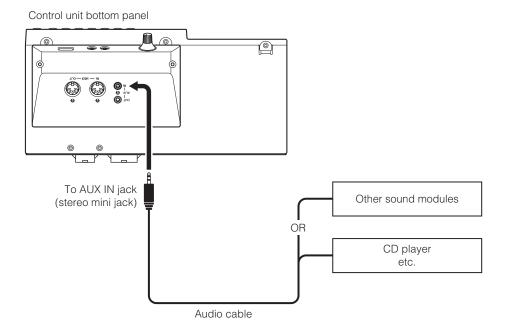
Adjusting the volume with the VOLUME knob affects the output level of the AUX OUT jack.

Connecting to Audio Devices

■ Connecting to the AUX IN jack

When connected to other sound modules or playback devices (such as CD players):

You can use the Silent Piano $^{\text{TM}}$ function together with the sound received from the connected devices.



Do not route the output from the AUX OUT jack to the AUX IN jack. Doing so will cause feedback of the audio signal which may damage the unit and/or the connected device.

Note

- During the playback of audio songs, you cannot hear the sound input through the AUX IN jack.
- You can transpose (page 42) or fine tune (page 42) the pitch of the sound input through the AUX IN jack.

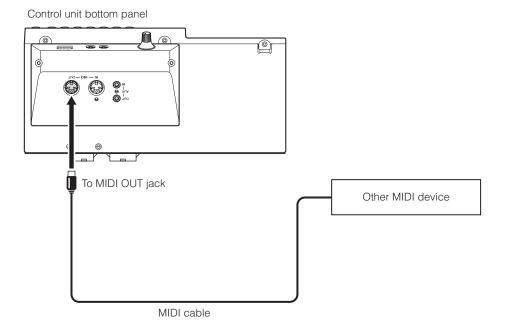
Connecting to MIDI Devices

Be sure to turn the unit and MIDI devices off before attempting to connect them.

■ Connecting to the MIDI OUT jack

When connected to other MIDI device:

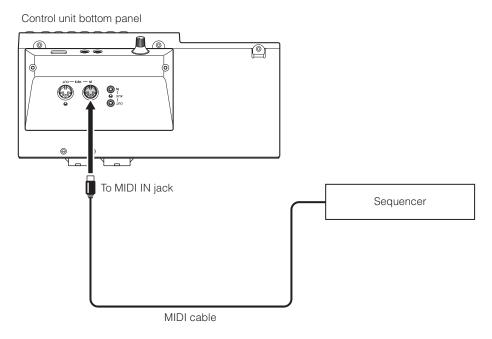
You can reproduce the Silent PianoTM performances using sound modules such as synthesizers and other MIDI devices.



■ Connecting to the MIDI IN jack

When connected to a sequencer:

You can use the sound module of this unit to reproduce performance data received from connected devices.





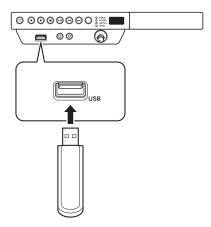
Connecting the USB Storage Device

Connecting commercially available USB storage device to the unit allows you save your performance, and playback songs stored on the device. Connect the USB storage device into the USB port at the front of the control unit.

- Do not remove the USB storage device or turn the unit on or off during data transfer as breakage may result.
- Do not insert and remove the USB storage device too frequently as breakage may result.
- Be careful not to bump the USB storage device with your legs when it is connected to the unit
- Do not insert any objects other than the USB storage device into the USB port as it may become unusable.

Note

- Check that the USB storage device is free of memory and software protection before attempting to use it, as these kinds of protection will prohibit access to the memory.
- The unit is USB 1.1 compliant. You can also connect USB 2.0 devices, however data will be transferred at USB 1.1 speeds.
- You can use only one USB storage device with the unit.



■ Compatible devices

USB flash memory

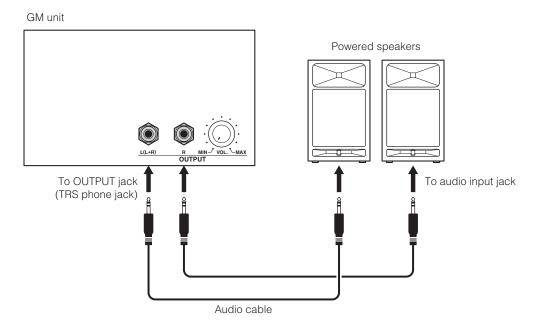
You can use commercially available USB flash memories. The USB flash memory should be formatted in FAT16 or FAT32 file system.

Note

Yamaha does not assure the operation of the commercially available USB flash memories.

Connecting Powered Speakers [for Grand Piano]

The OUTPUT L (L+R)/R jacks let you connect the optional powered speakers. You can also use the OUTPUT VOL. knob to fine-adjust the volume of these jacks.



Note

- Adjusting the volume with the VOLUME knob also affects the output level of the OUTPUT L (L+R)/R jacks.
- If you want to output monaural sound with one speaker, connect it to the OUTPUT L (L+R) jack.

Chapter

Using Various Functions

Setting the Various Convenient Functions (Function Setup)

To get the most out of your piano, set some of the various convenient functions, such as fine tuning of the pitch, adjusting the metronome volume, etc.

■ Function Setup items

	Item Number	Page 40	
Brilliance			F1
Touch	Touch Sensitivity	F2.1	40
	FIXED Velocity	F2.2	40
Keyboard	Keyboard Transpose	F3.1	40
	Keyboard Tuning	F3.2	40
Scale	Scale	F4.1	41
	Base Note	F4.2	41
Metronome Volume	·	F5	41
Song	Single Repeat	F6.1	41
	Song Balance	F6.2	42
	Song Transpose	F6.3	42
	Audio Tuning	F6.4	42
Acoustic Processing	Damper Resonance Depth	F7.1	42
	String Resonance Depth	F7.2	42
	Sustain Sample Depth	F7.3	43
	Key-off Sample Volume	F7.4	43
MIDI	MIDI Transmit Channel	F8.1	43
	Piano Playback Channel	F8.2	43
	Local Control	F8.3	44
	Program Change	F8.4	44
	Control Change	F8.5	44
Auto Power-off		F9	44

English

Setting the Various Convenient Functions (Function Setup)

■ Basic operations

1 Press the FUNC. button repeatedly to turn off all function indicators.







The unit enters the Function Setup mode and the Function Setup item number appears on the display.

Press the +/YES or -/NO button to select the desired item.







Hold the FUNC. button for a second to switch to the parameter setup display.





The current parameter for the selected item blinks on the display.

Press the +/YES or -/NO button to change the parameter.







Note

You can recall the default parameter by pressing the \pm /YES and \pm /NO buttons simultaneously.

5 Press the FUNC. button to return to the item selection display.



6 Press the FUNC. button again to exit the Function Setup mode.



■ Brilliance



You can adjust the timbre brilliance of the sound from mellow to bright.

	-2 (mellow)	The unit produces soft and mellow tone.
	-1 (mellow/normal)	The setting between mellow and normal.
Setting	0	The unit produces standard
range	(normal)	tone.
	1 (normal/bright)	The setting between normal and bright.
	2	The unit produces bright tone.
	(bright)	
Default setting 0 (normal)		0 (normal)

Note

This setting does not revert to its default setting when you turn the unit off.

■ Touch Sensitivity



You can select the keyboard touch sensitivity. Select one to match different playing styles and preference.

	-2	The unit produces maximum
	(soft)	loudness with a light keystroke.
	-1	The setting between soft and
	(soft/medium)	medium.
	0	The unit responses to a fairly
	(medium)	standard keystroke.
Setting	1	The setting between medium
range	(medium/hard)	and hard.
	2	The unit requires a quite hard
	(hard)	keystroke to produce maximum
	(nara)	loudness.
	Off	The unit produces all notes at
	(FIXED)	the same volume regardless of
	(TIMED)	the strength of keystroke.
Default	setting	0 (medium)

Note

- You can set the velocity in "F2.2 FIXED Velocity" when Off (FIXED) is selected.
- This setting does not revert to its default setting when you turn the unit off.

■ FIXED Velocity



You can change the velocity when you select Off (FIXED) in the Touch Sensitivity setting.

Setting range	1 to 127
Default setting	64

Note

- This item does not appear when the parameter other than Off (FIXED) is selected in "F2.1 Touch Sensitivity."
- This setting does not revert to its default setting when you turn the unit off.

■ Keyboard Transpose



You can transpose the pitch of keyboard playing. Transposition can be set in semitone increments. For example, if you set the transposition amount to 5, playing C3 key produces pitch F3.

Setting range	-12 to 12
Default setting	0

■ Keyboard Tuning



You can fine tune the pitch of the keyboard in 0.2 Hz increments. This is useful when you play the piano along with other instruments.

Setting range	414.8 to 466.8 (Hz)
Default setting	440.0 (Hz)

Note

- The value appears as a two-digit number and one decimal place (e.g. "40.2" for 440.2 Hz).
- This setting does not revert to its default setting when you turn the unit off.

■ Scale



Certain genres of music are composed based on scales other than equal temperament, which is the common piano tuning scale. You can enjoy various scales with this setting.

	1 (equal temperament) 2 (pure temperament major) 3 (pure temperament minor)	One octave is divided into twelve equal intervals. Currently the most popular piano tuning scale. Based on natural overtones, three major chords using these scales produce a beautiful, pure sound.
Setting	4 (Pythagorean temperament)	This scale, designed by Pythagoras, a Greek philosopher, is based on the interval of a perfect 5th. The 3rd produces swells, but the 4th and 5th are beautiful and suitable for some leads.
range	5 (meantone temperament)	This scale is an improvement of the Pythagorean in that the swell of the 3rd has been eliminated. The scale became popular during the late 16th century through the late 18th century.
	6 (Werckmeister temperament)	These scales combine meantone temperament and Pythagorean temperament in different ways. With these scales, modulation changes the impression and feel of the
	7 (Kirnberger temperament)	songs. They were often used in the era of Bach and Beethoven. They are often used today to reproduce the music of that era on harpsichords.
Default setting		1 (equal temperament)

Note

This setting does not revert to its default setting when you turn the unit off.

■ Base Note



You need to specify the root when you select a scale other than equal temperament in the Scale setting.

	C, C#, D, E \(\beta \), E, F, F#, G, A \(\beta \), A, B \(\beta \), B
Default setting	С

Note

- This item does not appear when 1 (equal temperament) is selected in "F4.1 Scale."
- Upper bar indicates the sharp note, and lower bar indicates the flat note.



• This setting does not revert to its default setting when you turn the unit off.

■ Metronome Volume



You can adjust the volume of the metronome.

Setting range	1 to 20
Default setting	15

■ Single Repeat



You can play back the currently selected song repeatedly.

Setting range	On, Off
Default setting	Off

Note

This setting is deactivated during random playback or all playback.



Song Balance



You can adjust the volume balance between keyboard playing and song playback (MIDI and audio). Increase the value to reduce the volume of keyboard playing. Decrease the value to reduce the volume of song playback.

Setting range	-64 to 64
Default setting	0

Note

- The original volume balance is set for some PianoSoft songs. During the playback of such songs, priority is given to their original volume balance.
- The piano sound of PianoSoft songs (including the demonstration and preset songs on the unit) is recognized as keyboard playing. Therefore, increasing this value reduces the volume of the piano sound.
- This setting does not revert to its default setting when you turn the unit off.

■ Song Transpose



You can transpose the pitch of song playback (MIDI and audio) or sound input through the AUX IN jack. Transposition can be set in semitone increments. For example, if you set the transposition amount to 5, playing C3 key produces pitch F3.

Setting range	-12 to 12
Default setting	0

Audio Tuning



You can fine tune the pitch of audio song playback or sound input through the AUX IN jack in 1 cent increments.

Setting range	-50 to 50 (cent)
Default setting	0 (cent)

Note

100 cents is equal to one semitone.

■ Damper Resonance Depth



You can set the depth of the Damper Resonance effect, which is applied when you press the damper pedal. This setting is effective for the Piano voice.

Setting range	0 to 10
Default setting	5

Note

This setting does not revert to its default setting when you turn the unit off.

■ String Resonance Depth



You can set the depth of the String Resonance effect. This setting is effective for the Piano voice.

Setting range	0 to 10
Default setting	5

Note

This setting does not revert to its default setting when you turn the unit off.

String Resonance

When the hammer of an acoustic piano strikes the string, other strings will resonate, creating an expressive tone. The effect that reproduces this resonance is called "String Resonance effect." This effect reproduces the natural resonance on the strings of the keys that are already held down when you play the keyboard.

■ Sustain Sample Depth



You can set the depth of the Sustain Sample effect, which is applied when you press the damper pedal. This setting is effective for the Piano voice.

Setting range	0 to 10
Default setting	5

Note

This setting does not revert to its default setting when you turn the unit off.

Sustain Sample

The sample of the unique change in tone of resonance on the strings and soundboard of an acoustic piano when you press the damper pedal.

■ Key-off Sample Volume



You can set the volume of the Key-off Sample. This setting is effective for the Piano voice.

Setting range	0 to 10
Default setting	5

Note

This setting does not revert to its default setting when you turn the unit off.

Key-off Sample

The sample of the subtle noises produced when you release your finger from the keyboard.

■ MIDI Transmit Channel



You can assign the channel on which the unit transmits the MIDI data of keyboard playing.

Setting	1 to 16	The unit transmits the MIDI data of keyboard playing on assigned channel.
Off	The unit does not transmit the MIDI data.	
Default setting		1

Note

- When you use the dual voices, the first voice data is transmitted on the specified channel. The second voice data is transmitted on the next channel to the specified one.
- This setting does not revert to its default setting when you turn the unit off.

■ Piano Playback Channel



You can assign the desired channel that is played back as a piano part when the unit receives the MIDI data.

	Off	The unit plays back the MIDI data from the external MIDI device as a song part.
Setting range	1	The unit plays back the 1 channel of the MIDI data from the external MIDI device as a piano part.
	1–2	The unit plays back the 1 and 2 channels of the MIDI data from external MIDI device as piano parts
Default setting		Off

Note

This setting does not revert to its default setting when you turn the unit off.

■ Local Control



You can select whether the keyboard playing data is transmitted to the internal tone generator of the unit.

Setting	On	The keyboard playing data is transmitted to the internal tone generator. The note you played on the keyboard is reproduced with the internal tone generator of the unit.
range	Off	The keyboard playing data is not transmitted to the internal tone generator. The note you played on the keyboard is reproduced on the external MIDI device.
Default	setting	On

■ Program Change



You can select whether the unit transmits or receives program change numbers.

Setting	On	The unit transmits or receives program change numbers.
range	Off	The unit does not transmit or receive program change numbers.
Default	setting	On

Note

- For details on program change numbers, see "MIDI Data Format" on page D7.
- This setting does not revert to its default setting when you turn the unit off.

■ Control Change



You can select whether the unit transmits or receives control change messages.

Setting	On	The unit transmits or receives control change messages.
range	Off	The unit does not transmit or receive control change messages.
Default setting		On

Note

- For details on control change messages, see "MIDI Data Format" on page D7.
- This setting does not revert to its default setting when you turn the unit off.

■ Auto Power-off



You can turn the power off automatically if you do not operate the unit for 30 minutes with the auto power-off function. You can activate or deactivate the auto power-off function.

Setting range	On	The auto power-off function is activated. The unit is automatically turned off if you do not operate it for 30 minutes.
	Off	The auto power-off function is deactivated. Use the POWER \circlearrowleft button to turn the unit off.
Default	setting	On

Note

This setting does not revert to its default setting when you turn the unit off.

Restoring the Default Settings

You can erase the backup of all settings made and restore the factory default settings.

While holding the STOP button, press the POWER button to turn the unit on.

"CLr" appears on the display and all settings are reset to factory default.





DO NOT turn the unit off while "CLr" appears on the display as may corrupt the data or damage the internal memory.

Note

The user songs on the internal memory will be retained.

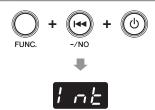
Changing the Language Support for the Song File Name

Depending on this setting, folders or files the unit can recognize vary.

Setting		Explanation
International		Folders or files named in alphabet and umlaut can be recognized.
∏. RL	Japanese	Folders or files named in alphabet and Japanese can be recognized.

1 To change this setting to International, while holding the FUNC. and –/NO buttons simultaneously, press the POWER () button to turn the unit on.

"Int" appears on the display and the setting is changed to International.



To change this setting to Japanese, while holding the FUNC. and +/YES buttons simultaneously, press the POWER () button to turn the unit on.

"JA" appears on the display and the setting is changed to Japanese.



Note

This setting does not revert to its default setting when you turn the unit off.



Deactivating the Auto Power-off Function

While holding the FUNC. button, press the POWER button to turn the unit on.

"PoF" appears on the display and the auto power-off function is deactivated.



Note

If you deactivate the auto power-off function with this step, "F9 Auto Power-off" in Function Setup (page 44) is automatically set to off.

Chapter Appendix

Messages

Message	Situation	Remedy
ELF	The unit is being initialized to the factory default settings.	DO NOT turn the unit off when "CLr" appears in the display.
E8 1	The song file is not compatible with the unit, or the song file may be damaged.	You cannot select this song file.
E02	The USB storage device is protected.	Unprotect the USB storage device.
[E03]	The capacity of the USB storage device becomes full.	Delete unnecessary files on the USB storage device (page 31), or use another USB storage device with sufficient capacity.
	The number of files and folders exceeds the system limit.	Delete unnecessary files on the USB storage device (page 31).
EBH	Audio song playback or recording has failed.	If you are using a USB storage device to which data has already been stored or deleted a number of times, first make sure that the device does not contain important data, then format it and connect to the unit again.
$[\mathcal{E}\mathcal{E}\mathcal{E}]$	A malfunction has occurred in the unit.	Contact your nearest Yamaha dealer or authorized distributor.
$[E \cap P]$	The capacity of the internal memory on the unit or the USB storage device is running out.	Delete unnecessary files to ensure sufficient capacity before staring recording (page 31).
FEL	The internal memory is being cleaned up. All settings made and user song files on the internal memory are being cleared, because the power has been turned off before the operations were completed.	DO NOT turn the unit off when "FCL" appears in the display.
FUL	The capacity of the internal memory on the unit or the USB storage device is insufficient, and the operation cannot be completed.	Delete unnecessary files to ensure sufficient capacity before staring recording (page 31).
$[Pr_{\Phi}]$	You tried to overwrite or delete a protected song.	You cannot overwrite or delete a protected song.
	You tried to overwrite a read-only file.	Cancel the read-only setting for the file.
UnF	The USB storage device connected to the unit is unformatted.	Format the USB storage device using a computer.
Uoc	The overcurrent is induced in the USB storage devices.	Disconnect the device from the USB port, and then turn the unit on again.
	The unit cannot communicate with the USB storage device connected.	Disconnect the USB storage device and connection it again. If the message still appears even when the USB storage device is connected properly, the device may be damaged.
	This USB storage device connected to the unit is not supported on the unit.	Try another USB storage device.
UUZ	The number of the USB storage devices connected exceeds the system limit.	You can use only one USB storage device with the unit.

Troubleshooting

If you have problems with the unit, here are a few troubleshooting tips. If you cannot solve the problem easily yourself, consult your Yamaha piano dealer. DO NOT attempt to repair the piano or the AC adaptor yourself.

Symptom	Cause	Remedy
The unit does not turn on.	The AC adaptor may not be plugged in correctly.	Insert the AC adaptor firmly into the DC12V or DC IN 12V jack and AC outlet (page 9).
The unit turns on but no sound is heard.	The VOLUME knob may be turned to the far left position.	Adjust the setting to an optimal level (page 11).
	The voice is set to Off.	Select the voice (page 12).
The pedal has no effect.	The pedal sensor may not be connected correctly.	Connect the cable firmly to the SENSOR jacks on the rear of the control unit.
The acoustic piano emits sound when I am using the Silent Piano™ function to play.	Playing with extreme force may result in sound being emitted from the acoustic piano.	Moderate the strength of your playing.
The balance or volume varies when listening through commercially available headphones.	Headphone properties differ depending on their type, so different headphones may have different balance or volume characteristics.	Use the same type of headphones for optimum performance.
I can hear a rattling sound from the piano body when playing with the Silent Piano TM function.	This is not a fault. This is the sound of the acoustic piano's keystroke.	
When I play a rapid series of notes with the Silent Piano TM function, a loud sound is emitted that is not part of the performance.	This is not a fault. The structure of the Silent Piano TM causes this to occur in some cases.	
Sound is not output properly or evenly.	Since the keyboard was held down when turning on the unit, the unit detects the keyboard position incorrectly.	Turn off the unit. Remove your hand from the keyboard, then turn it back on.
No reverb effect is applied to the sound.	The reverb depth may be set to 0.	Increase the reverb depth to apply an appropriate amount of reverb (page 14).
The sound lingers excessively.	The reverb depth or the Damper Resonance effect depth may be set to an excessive level.	Set these parameters to an appropriate level (pages 14 and 42).
Noise is heard from the headphones or speakers.	The noise may be due to interference caused by the use of a mobile phone in close proximity to the unit.	Turn the mobile phone off, or use it away from the unit.
	The headphones or speakers may not be connected correctly.	Connect the headphones or speakers to the corresponding jacks firmly (page 11 or 37).
The pitch of the unit is different to that of other instruments.	The pitch is different depending on the instrument.	You can adjust the pitch of this unit to match that of other instruments (page 38).

Preset Voice List

No.	Voice	Explanation
1	Piano	This sound was sampled from the Yamaha CFX concert grand piano. It uses different samples depending on the strength of your playing and produces smoother tonal changes. Even the tonal changes produced by the damper pedal and the subtle sounds of releasing a key are reproduced. The sympathetic vibration (String Resonance) that occurs among the strings of an acoustic piano has also been simulated. Suitable not only for classical compositions but also for piano pieces of any style.
2	Electric Piano 1	An electronic piano sound produced by an FM synthesizer. The tone will change as you vary your playing touch. Ideal for popular music. Pressing the soft pedal/shift pedal switches between on and off of the chorus effect.
3	Electric Piano 2	The sound of an electric piano using hammer-struck metallic "tines." Soft tone when played lightly, and an aggressive tone when played hard. Pressing the soft pedal/shift pedal switches between on and off of the chorus effect.
4	Electric Piano 3	A different type of electric piano sound. Widely used in rock and popular music. Pressing the soft pedal/shift pedal switches between on and off of the chorus effect.
5	Harpsichord 1	The sound of the instrument frequently used in baroque music. Variations in playing touch will not affect the volume, and a characteristic sound will be heard when you release the key.
6	Harpsichord 2	A harpsichord with an added upper octave. Produces a more brilliant sound.
7	Vibraphone	Vibraphone played with relatively soft mallets. The tone becomes more metallic the harder you play. Pressing the soft pedal/shift pedal switches between on and off of the vibrato.
8	Celesta	The sound of a celesta (a percussion instrument in which hammers strike metallic bars to produce sound). This instrument is well-known for its appearance in "Dance of the Sugar-plum Fairies" from Tchaikovsky's "Nutcracker Suite."
9	Pipe Organ 1	This voice features the combination of pipes (8'+4'+2') of a principal (brass instrument) organ. It is suitable for Baroque church music.
10	Pipe Organ 2	This voice features a full coupler of a pipe organ, famous for the sound used in Toccata and Fugue by Bach.
11	Pipe Organ 3	A pipe organ sound that combines flute-type (woodwind type) stops of different pitches (8'+4'). This is a gentle sound that is ideal for accompanying hymns.
12	Pipe Organ 4	A pipe organ sound that combines flute-type (woodwind type) stops of different pitches (8'+4'+1-1/3'). This is brighter than Pipe Organ 3, and is suitable for solos.
13	Jazz Organ	The sound of a "tonewheel" type electric organ. Often heard in jazz and rock idioms. Pressing the soft pedal/shift pedal switches the rotary speaker speed (fast and slow).
14	Strings	Stereo-sampled, large-scale strings ensemble with realistic reverb.
15	Choir	A big, spacious choir voice. Perfect for creating rich harmonies in slow pieces.
16	Synth Pad	A warm, mellow, and spacious synth sound. Ideal for sustained parts in the background of an ensemble.
17	Piano + Strings	Combination of the Piano and Strings (with a slower attack) voices (dual voice).
18	Piano + Synth Pad	Combination of the Piano and Synth Pad voices (dual voice).
19	Piano + Electric Piano 1	Combination of the Piano and Electric Piano 1 voices (dual voice).

Song List

■ Demonstration songs

No.	Title <composer></composer>	
d.01	Polonaise op.53 "Héroïque" <f. chopin="" f.=""></f.>	
d.02	Piano Sonate No.18 K.576 1st mov. <w. a.="" mozart=""></w.>	
d.03	"Little Overture" from The Nutcracker op.71a <p. i.="" tchaikovsky=""></p.>	

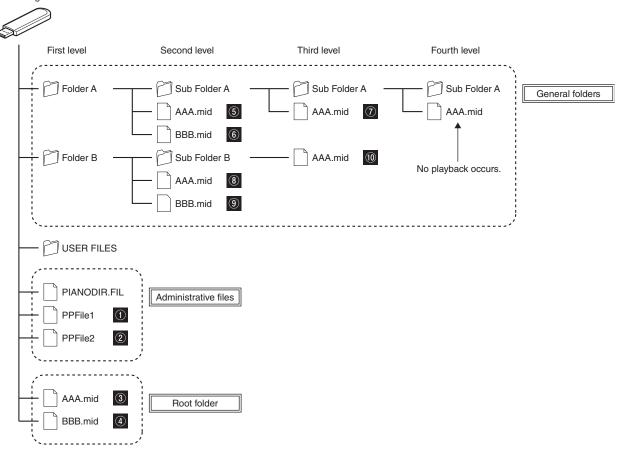
■ Preset songs

No.	Title <composer></composer>	No.	Title < Composer>
P.01	Invention No.1 <j. bach="" s.=""></j.>	P.26	Etude op.10-12 "Revolutionary" <f. chopin="" f.=""></f.>
P.02	Invention No.8 < J. S. Bach>	P.27	Valse op.64-1 "Petit chien" <f. chopin="" f.=""></f.>
P.03	Gavotte <j. bach="" s.=""></j.>	P.28	Valse op.64-2 <f. chopin="" f.=""></f.>
P.04	Prelude (Wohltemperierte Klavier I No.1) < J. S. Bach>	P.29	Valse op.69-1 "L'adieu" <f. chopin="" f.=""></f.>
P.05	Menuett G dur BWV. Anh.114 < J. S. Bach>	P.30	Nocturne op.9-2 <f. chopin="" f.=""></f.>
P.06	Le Coucou <l-c. daquin=""></l-c.>	P.31	Träumerei <r. schumann=""></r.>
P.07	Piano Sonate No.15 K.545 1st mov. <w. a.="" mozart=""></w.>	P.32	Fröhlicher Landmann <r. schumann=""></r.>
P.08	Turkish March <w. a.="" mozart=""></w.>	P.33	La Prière d'une Vierge <t. badarzewska=""></t.>
P.09	Menuett G dur <w. a.="" mozart=""></w.>	P.34	Dolly's Dreaming and Awakening <t. oesten=""></t.>
P.10	Little Serenade <j. haydn=""></j.>	P.35	Arabesque <j. burgmuller="" f.=""></j.>
P.11	Perpetuum mobile <c. m.="" v.="" weber=""></c.>	P.36	Pastorale <j. burgmuller="" f.=""></j.>
P.12	Ecossaise <l. beethoven="" v.=""></l.>	P.37	La chevaleresque <j. burgmuller="" f.=""></j.>
P.13	Für Elise <l. beethoven="" v.=""></l.>	P.38	Liebesträume Nr.3 <f. liszt=""></f.>
P.14	Marcia alla Turca <l. beethoven="" v.=""></l.>	P.39	Blumenlied <g. lange=""></g.>
P.15	Piano Sonate op.13 "Pathétique" 2nd mov. <l. beethoven="" v.=""></l.>	P.40	Barcarolle <p. i.="" tchaikovsky=""></p.>
P.16	Piano Sonate op.27-2 "Mondschein" 1st mov. <l. beethoven="" v.=""></l.>	P.41	Melody in F < A. Rubinstein>
P.17	Piano Sonate op.49-2 1st mov. <l. beethoven="" v.=""></l.>	P.42	Humoresque <a. dvorak=""></a.>
P.18	Impromptu op.90-2 <f. p.="" schubert=""></f.>	P.43	Tango (España) <i. albeniz=""></i.>
P.19	Moments Musicaux op.94-3 <f. p.="" schubert=""></f.>	P.44	The Entertainer <s. joplin=""></s.>
P.20	Frühlingslied op.62-6 < J. L. F. Mendelssohn>	P.45	Maple Leaf Rag <s. joplin=""></s.>
P.21	Jägerlied op.19b-3 <j. f.="" l.="" mendelssohn=""></j.>	P.46	La Fille aux Cheveux de Lin < C. A. Debussy>
P.22	Fantaisie-Impromptu <f. chopin="" f.=""></f.>	P.47	Arabesque 1 <c. a.="" debussy=""></c.>
P.23	Prelude op.28-15 "Raindrop" <f. chopin="" f.=""></f.>	P.48	Clair de lune <c. a.="" debussy=""></c.>
P.24	Etude op.10-5 "Black keys" <f. chopin="" f.=""></f.>	P.49	Rêverie <c. a.="" debussy=""></c.>
P.25	Etude op.10-3 "Chanson de l'adieu" <f. chopin="" f.=""></f.>	P.50	Cakewalk <c. a.="" debussy=""></c.>

Playback Sequence of Song Files on the USB Storage Device

The illustration below shows the playback sequence of song files stored on the USB storage device.

USB storage device



■ Playback sequence of user songs

User songs are named as follows, and saved in the USER FILES folder.

The "**" section indicates the song number. Playback occurs in order of the number in the "**" section.

- USERSONG**.MID (MIDI song)
- USERAUDIO**.WAV (audio song)

■ Playback sequence of external songs

Priority	Folder/File		
1	Administrative files	ninistrative files Playback occurs in the order specified in the administrative file.	
2	Root folder	Root folder Playback occurs in an alphabetical order.	
3	General folders Playback occurs in an alphabetical order.		

Note

The unit cannot recognize song files saved in a folder lower than the third level. If you manage song files on the USB storage device with the computer, make sure to save them to the first, second or third level folder.

Specifications

			Upright Piano	Grand Piano	
Pedals			Damper pedal, Silencing pedal/	Damper pedal, Sostenuto pedal,	
			Sostenuto pedal*1, Soft pedal Shift pedal		
Sensor System	Key Sensor		Noncontact continuous detection optical sensor		
	Hammer Sensor		_	Noncontact 2-point optical fiber sensor	
	Pedal	Damper Pedal	Continuous detection sensor		
	Sensors	Sostenuto Pedal	ON/OFF detection sensor*1	ON/OFF detection sensor	
		Soft/Shift Pedal	ON/OFF detection sensor		
Silencing System Mechanism		Hammer shank stopper operated by silencing pedal/silencing lever*1	Hammer shank stopper operated by motor drive		
	Action		— Quick Escape mechanism		
Internal Tone	Digital Tone	Туре	AWM Stereo Sampling		
		Sound Engine (Piano)	CFX Binaural Sampling		
		Piano Effects	Damper Resonance, String Resonan	ce, Sustain Sample, Key-off Sample	
		Polyphony (max.)	256		
	Number of Vo	oices	19 (16 voices + 3 dual voices)		
Voice Selection			Piano, Electric Piano 1, Electric Piano 2, Electric Piano 3, Harpsicho 1, Harpsichord 2, Vibraphone, Celesta, Pipe Organ 1, Pipe Organ 2, Organ 3, Pipe Organ 4, Jazz Organ, Strings, Choir, Synth Pad, Piano Strings (dual), Piano + Synth Pad (dual), Piano + Electric Piano 1 (d		
	Voice Selection	n (Playback)	480 XG voices + 12 Drum / SFX kit	ts	
Wave Memory			256MB		
Functions			Voice Variations		
			Reverb Type Switch (Room, Hall 1, Hall 2, Stage)		
			Reverb Depth Adjustment		
			Metronome		
			MIDI Recording/Playback		
			Audio (WAV) Recording/Playback		
			Brilliance Adjustment (5 steps) Keyboard Tuning (414.8 Hz to 466.8 Hz)		
			Damper Resonance Depth Adjustment		
			String Resonance Depth Adjustment		
			Sustain Sample Depth Adjustment		
			Key-off Sample Volume Adjustment		
Day and G			Auto Power-off		
Preset Songs		TT - 1-1	53 (50 greats for the Piano + 3 piano	o demonstrations)	
Connectors		Headphones	PHONES (stereo mini jack) × 2		
		Audio	AUX IN/AUX OUT (stereo mini jac	1	
		Speakers	_	OUTPUT L/R (TRS phone jack, impedance balanced)	
		MIDI	MIDI IN/MIDI OUT		
		USB	USB TO DEVICE		
		Power	DC12V	DC IN 12V	
Power Consumpt	ion		11W (DC 12V)	17W (DC 12V)	
Weight			4 kg	10 kg	
Accessories			AC adapter (PA-150A/PA-150B/MU24-Y120200-A1 [upright piano], PJP-PS04/MU24-Y120200-A1 [grand piano] or an equivalent recommended by Yamaha), Power cable*2, Headphones, Headphones hanger, Attachment screws for headphones hanger, Owner's manual, Music book "50 greats for the Piano"		

^{*1} For models equipped with a sostenuto pedal.
*2 Supplied only if the PJP-PS04 AC adaptor is supplied with your piano.

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SILENT Piano SH

Data list



XG Voice List

Voice Group	Voice Name	MSB	LSB	PRG	Element
Piano	GrandPiano	0	0	1	2*
	GrndPianoKSP	0	1	1	1
	MellowGrPno	0	18	1	2
	PianoStrings	0	40	1	2
	Dream	0	41	1	2
	BrightPiano	0	0	2	2
	BritePnoKSP	0	1	2	1
	ElecGrandPno	0	0	3	2
	ElecGrPnoKSP	0	1	3	2
					_
	DetunedCP80	0	32	3	2
	LayeredCP1	0	40	3	2
	LayeredCP2	0	41	3	2
	Honkytonk	0	0	4	2
	HonkytonkKSP	0	1	4	2
	El.Piano1	0	0	5	2
	El.Piano1KSP	0	1	5	1
	MellowEP1	0	18	5	2
	ChorusEP1	0	32	5	2
	HardEl.Piano	0	40	5	2
	VXfadeEl.P1	0	45	5	2
	60sEl.Piano1	0	64	5	1
		0	0	6	2
	El.Piano2	 		_	
	El.Piano2KSP	0	1	6	1
	ChorusEP2	0	32	6	2
	DXEPHard	0	33	6	2
	DXLegend	0	34	6	2
	DXPhaseEP	0	40	6	2
	DX+AnalogEP	0	41	6	2
	DXKotoEP	0	42	6	2
	VXfadeEl.P2	0	45	6	2
	Harpsichord	0	0	7	1
	Harpsi.KSP	0	1	7	1
	Harpsichord2	0	25	7	2
	-	0		7	2
	Harpsichord3	1	35		
	Clavi.	0	0	8	1
	Clavi.KSP	0	1	8	1
	Clavi.Wah	0	27	8	2
	PulseClavi.	0	64	8	1
	PierceClavi.	0	65	8	2
Chromatic	Celesta	0	0	9	1
Percussion	Glockenspiel	0	0	10	1
	MusicBox	0	0	11	2
	Orgel	0	64	11	2
	Vibraphone	0	0	12	1
	VibesKSP	0	1	12	1
	HardVibes	0	45	12	2
		_			
	Marimba	0	0	13	1
	MarimbaKSP	0	1	13	1
	SineMarimba	0	64	13	2
	Balimba	0	97	13	2
	LogDrums	0	98	13	2
	Xylophone	0	0	14	1
	TubularBells	0	0	15	1
	ChurchBells	0	96	15	2
	Carillon	0	97	15	2
	Dulcimer	0	0	16	1
	Dulcimer2	0	35	16	2
	Cimbalom	0	96		2
		+		16	-
	Santur	0	97	16	2
^		0		17	1
Organ	DrawbarOrgan		0		1 ~
Organ	DetDrawOrgan	0	32	17	2
Organ	DetDrawOrgan 60sDrawOrg1		32 33		2 2
Organ	DetDrawOrgan	0	32	17	
Organ	DetDrawOrgan 60sDrawOrg1	0	32 33	17 17	2
Organ	DetDrawOrgan 60sDrawOrg1 60sDrawOrg2	0 0	32 33 34	17 17 17	2 2
Organ	DetDrawOrgan 60sDrawOrg1 60sDrawOrg2 70sDrawOrg1 DrawbarOrg2	0 0 0 0	32 33 34 35 36	17 17 17 17 17	2 2 2 2
Organ	DetDrawOrgan 60sDrawOrg1 60sDrawOrg2 70sDrawOrg1 DrawbarOrg2 60sDrawOrg3	0 0 0 0 0	32 33 34 35 36 37	17 17 17 17 17 17	2 2 2 2 2 2
Organ	DetDrawOrgan 60sDrawOrg1 60sDrawOrg2 70sDrawOrg1 DrawbarOrg2 60sDrawOrg3 EvenBarOrg	0 0 0 0 0 0	32 33 34 35 36 37 38	17 17 17 17 17 17 17	2 2 2 2 2 2 2
Organ	DetDrawOrgan 60sDrawOrg1 60sDrawOrg2 70sDrawOrg1 DrawbarOrg2 60sDrawOrg3 EvenBarOrg 16+2'2_3Org	0 0 0 0 0 0 0	32 33 34 35 36 37 38 40	17 17 17 17 17 17 17 17	2 2 2 2 2 2 2 2
Organ	DetDrawOrgan 60sDrawOrg1 60sDrawOrg2 70sDrawOrg1 DrawbarOrg2 60sDrawOrg3 EvenBarOrg 16+2'2_3Org OrganBass	0 0 0 0 0 0 0 0	32 33 34 35 36 37 38 40 64	17 17 17 17 17 17 17 17 17	2 2 2 2 2 2 2 2 1
Organ	DetDrawOrgan 60sDrawOrg1 60sDrawOrg2 70sDrawOrg1 DrawbarOrg2 60sDrawOrg3 EvenBarOrg 16+2*2_3Org OrganBass 70sDrawOrg2	0 0 0 0 0 0 0 0 0	32 33 34 35 36 37 38 40 64	17 17 17 17 17 17 17 17 17 17	2 2 2 2 2 2 2 2 1 2
Organ	DetDrawOrgan 60sDrawOrg1 60sDrawOrg1 70sDrawOrg1 DrawbarOrg2 60sDrawOrg3 EvenBarOrg 16+2*2_3Org OrganBass 70sDrawOrg2 CheezyOrgan	0 0 0 0 0 0 0 0 0 0	32 33 34 35 36 37 38 40 64 65 66	17 17 17 17 17 17 17 17 17 17	2 2 2 2 2 2 2 2 2 1 2 2
Organ	DetDrawOrgan 60sDrawOrg1 60sDrawOrg1 60sDrawOrg1 DrawbarOrg2 60sDrawOrg3 EvenBarOrg 16+2'2_3Org OrganBass 70sDrawOrg2 CheezyOrgan DrawbarOrg3	0 0 0 0 0 0 0 0 0 0 0 0	32 33 34 35 36 37 38 40 64 65 66	17 17 17 17 17 17 17 17 17 17 17 17	2 2 2 2 2 2 2 2 1 2 2 2 2 2 2 2 2 2 2 2
Organ	DetDrawOrgan 60sDrawOrg1 60sDrawOrg1 70sDrawOrg1 DrawbarOrg2 60sDrawOrg3 EvenBarOrg 16+2*2_3Org OrganBass 70sDrawOrg2 CheezyOrgan	0 0 0 0 0 0 0 0 0 0	32 33 34 35 36 37 38 40 64 65 66	17 17 17 17 17 17 17 17 17 17	2 2 2 2 2 2 2 2 2 1 2 2
Organ	DetDrawOrgan 60sDrawOrg1 60sDrawOrg1 60sDrawOrg1 DrawbarOrg2 60sDrawOrg3 EvenBarOrg 16+2'2_3Org OrganBass 70sDrawOrg2 CheezyOrgan DrawbarOrg3	0 0 0 0 0 0 0 0 0 0 0 0	32 33 34 35 36 37 38 40 64 65 66	17 17 17 17 17 17 17 17 17 17 17 17	2 2 2 2 2 2 2 2 1 2 2 2 2 2 2 2 2 2 2 2
Organ	DetDrawOrgan 60sDrawOrg1 60sDrawOrg1 60sDrawOrg1 70sDrawOrg1 DrawbarOrg2 60sDrawOrg3 EvenBarOrg 16+2'2_3Org OrganBass 70sDrawOrg2 CheezyOrgan DrawbarOrg3 Perc.Organ	0 0 0 0 0 0 0 0 0 0 0 0 0 0	32 33 34 35 36 37 38 40 64 65 66 67 0	17 17 17 17 17 17 17 17 17 17 17 17 17	2 2 2 2 2 2 2 2 1 2 2 2 2 2 2 2 2 2 2 1 2 1 2 1 2 1 2 1 2 1 1 2 1

Voice Group	Voice Name	MSB	LSB	PRG	Element
Organ	Perc.Organ2	0	37	18	2
	RockOrgan	0	0	19	1
	RotaryOrgan	0	64	19	2
	SlowRotary	0	65	19	2 2
	FastRotary	0	66	19 20	2
	ChurchOrgan ChurchOrgan3	0	32	20	2
	ChurchOrgan2	0	35	20	2
	NotreDame	0	40	20	2
	OrganFlute	0	64	20	2
	Trem.OrganFl	0	65	20	2
	ReedOrgan	0	0	21	1
	PuffOrgan	0	40	21	2
	Accordion	0	0	22	1
	AccordIt	0	32	22	2
	Harmonica	0	0	23	1
	Harmonica2	0	32	23	2
	TangoAccord	0	0	24	1
G 1:	TangoAccord2	0	64	24	2
Guitar	NylonGuitar	0	0	25	1
	NylonGuitar2 NylonGuitar3	0	16	25	2
	VelGtrHarmo	0	25 43	25 25	1
	Ukulele	0	96	25	1
	SteelGuitar	0	0	26	1
	SteelGuitar2	0	16	26	1
	12StrGuitar	0	35	26	2
	Nylon&Steel	0	40	26	2
	Steel&Body	0	41	26	2
	Mandolin	0	96	26	2
	JazzGuitar	0	0	27	1
	MellowGuitar	0	18	27	1
	JazzAmp	0	32	27	2
	CleanGuitar	0	0	28	1
	ChorusGuitar	0	32	28	2
	MutedGuitar	0	0	29	1
	FunkGuitar1	0	40	29	2
	MuteSteelGtr	0	41	29	2
	FunkGuitar2	0	43	29	1
	JazzMan	0	45	29	2
	Overdriven	0	0	30	1
	GuitarPinch	0	43	30	1
	Distortion	0	0	31	1
	FeedbackGtr	0	40	31	2
	FeedbackGtr2	0	41	31	2
	GtrHarmonics GtrFeedback	0	0	32	
	GtrHarmonic2	0	65 66	32	1
Bass	AcousticBass	0	0	33	1
Dass	JazzRhythm	0	40	33	2
	VXUprghtBass	0	45	33	2
	FingerBass	0	0	34	1
	FingerDark	0	18	34	2
	FlangeBass	0	27	34	2
	Bass&DistEG	0	40	34	2
	FingerSlap	0	43	34	1
	FingerBass2	0	45	34	2
	Mod.Bass	0	65	34	2
	PickBass	0	0	35	1
	MutePickBass	0	28	35	1
	FretlessBass	0	0	36	1
	Fretless2	0	32	36	2
	Fretless3	0	33	36	2
	Fretless4	0	34	36	2
	Syn.Fretless	0	96 97	36 36	2
	SmthFretless SlapBass1	0	0	37	1
	ResonantSlap	0	27	37	1
	PunchThumb	0	32	37	2
	SlapBass2	0	0	38	1
	Velo.Sw.Slap	0	43	38	1
	SynthBass1	0	0	39	1
	SynBass1Dark	0	18	39	1
	FastResoBass	0	20	39	1
	AcidBass	0	24	39	1
	ClaviBass	0	35	39	2

Voice Group	Voice Name	MSB	LSB	PRG	Element
Bass	TechnoBass	0	40	39	2
	Orbiter	0	64	39	2
	SquareBass RubberBass	0	65 66	39 39	2
	Hammer	0	96	39	2
	SynthBass2	0	0	40	2
	MellowSyBass	0	6	40	1
	SequenceBass	0	12	40	2
	ClickSynBass	0	18	40	2
	SynBass2Dark	0	19	40	1
	SmoothSyBass	0	32	40	2
	ModulrSyBass	0	40	40	2
	DXBass	0	41	40	2
	XWireBass	0	64	40	2
Strings	Violin	0	0	41	1
54111g5	SlwAtkViolin	0	8	41	1
	Viola	0	0	42	1
	Cello	0	0	43	1
	Contrabass	0	0	44	1
	Trem.Strings	0	0	45	1
	SlwAtTremStr	0	8	45	1
	SuspenseStr	0	40	45	2
	PizzicatoStr	0	0	46	1
	Orch.Harp	0	0	47	1
	YangChin	0	40	47	2
	Timpani	0	0	48	1
Ensemble	Strings1	0	0	49	1
	StereoStrngs	0	3	49	2
	SlwAtkStrngs	0	8	49	1
	ArcoStrings	0	24	49	2
	60'sStrings	0	35	49	2
	Orchestra	0	40	49	2
	Orchestra2	0	41	49	2
	TremOrchstra	0	42	49	2
	Velo.Strings	0	45	49	2
	Strings2	0	0	50	1
	S.SlowStrngs	0	3	50	2
	LegatoStrngs	0	8	50	2
	WarmStrings	0	40	50	2
	Kingdom	0	41	50	2
	70'sStrings	0	64	50	1
	Strings3	0	65	50	1
	SynStrings1	0	0	51	2
	ResoStrings	0	27	51	2
	SynStrings4	0	64	51	2
	SynStrings5	0	65	51	2
	SynStrings2	0	0	52	2
	ChoirAahs	0	0	53	1
	StereoChoir	0	3	53	2
	ChoirAahs2	0	16	53	2
	MellowChoir	0	32	53	2
	ChoirStrings	0	40	53	2
	VoiceOohs	0	0	54	1
	SynthVoice	0	0	55	1
	SynthVoice2	0	40	55	2
	Choral	0	41	55	2
	AnalogVoice	0	64	55	1
	OrchestraHit	0	0	56	2
	OrchestrHit2	0	35	56	2
	Impact	0	64	56	2
Brass	Trumpet	0	0	57	1
	Trumpet2	0	16	57	1
	BriteTrumpet	0	17	57	2
	WarmTrumpet	0	32	57	2
	Trombone	0	0	58	1
	Trombone2	0	18	58	2
	Tuba	0	0	59	1
	Tuba2	0	16	59	1
	MutedTrumpet	0	0	60	1
	FrenchHorn	0	0	61	1
	Fr.HornSolo	0	6	61	1
	FrenchHorn2	0	32	61	2
	HornOrchestr	0	37	61	2
	BrassSection	0	0	62	1
	Tp&TbSection	0	35	62	2
	BrassSect2	0	40	62	2
	HighBrass	0	41	62	2
	MellowBrass	0	42	62	2
	SynthBrass1	0	0	63	2
	QuackBrass	0	12	63	2
					-
	ResoSynBrass	0	20	63	2

Voice Group	Voice Name	MSB	LSB	PRG	Element
Brass	SynthBrass3	0	27	63	2
	JumpBrass	0	32	63	2
	AnaVelBrass1	0	45	63	2
	AnalogBrass1	0	64	63	2
	SynthBrass2 SoftBrass	0	18	64	2
	SynthBrass4	0	40	64	2
	ChoirBrass	0	41	64	2
	AnaVelBrass2	0	45	64	2
	AnalogBrass2	0	64	64	2
Reed	SopranoSax	0	0	65	1
	AltoSax	0	0	66	1
	SaxSection	0	40	66	2
	HyperAltoSax	0	43	66	1
	TenorSax	0	0	67	1
	BreathyTenor	0	40	67	2
	SoftTenorSax	0	41	67	2
	TenorSax2	0	64	67	1
	BaritoneSax Oboe	0	0	68	1
	EnglishHorn	0	0	70	1
	Bassoon	0	0	70	1
	Clarinet	0	0	72	1
Pipe	Piccolo	0	0	73	1
P*	Flute	0	0	74	1
	Recorder	0	0	75	1
	PanFlute	0	0	76	1
	BlownBottle	0	0	77	2
	Shakuhachi	0	0	78	1
	Whistle	0	0	79	1
	Ocarina	0	0	80	1
Synth. Lead	SquareLead	0	0	81	2
	SquareLead2	0	6	81	1
	LMSquare	0	8	81	2
	Hollow	0	18	81	1
	Shroud	0	19	81 81	2 2
	Mellow SoloSine	0	64 65	81	2
	SineLead	0	66	81	1
	SawtoothLead	0	0	82	2
	SawtoothLd2	0	6	82	1
	ThickSaw	0	8	82	2
	DynamicSaw	0	18	82	1
	DigitalSaw	0	19	82	2
	BigLead	0	20	82	2
	HeavySynth	0	24	82	2
	WaspySynth	0	25	82	2
	PulseSaw	0	40	82	2
	Dr.Lead	0	41	82	2
	VelocityLead	0	45	82	2
	Seq.Analog	0	96	82	2
	CalliopeLead	0	0	83	2
	PureLead ChiffLead	0	65 0	83 84	2
	Rubby	0	64	84	2
	CharangLead	0	0	85	2
	DistortedLd	0	64	85	2
	WireLead	0	65	85	2
	VoiceLead	0	0	86	2
	SynthAahs	0	24	86	2
	VoxLead	0	64	86	2
	FifthsLead	0	0	87	2
	BigFive	0	35	87	2
	Bass&Lead	0	0	88	2
	Big&Low	0	16	88	2
	Fat&Perky	0	64	88	2
0 4 5 1	SoftWhirl	0	65	88	2
Synth. Pad	NewAgePad	0	0	89	2
	Fantasy	0	64	89	2
	WarmPad ThickPad	0	0 16	90	2
	SoftPad	0	17	90	2
	SinePad	0	18	90	2
	HornPad	0	64	90	2
	RotaryStrngs	0	65	90	2
	PolySynthPad	0	0	91	2
	PolyPad80	0	64	91	2
	ClickPad	0	65	91	2
	AnalogPad	0	66	91	2
	Anaiogi au				
	SquarePad	0	67	91	2
			67 0	91 92	2 2

Voice Group	Voice Name	MSB	LSB	PRG	Elemen
Synth. Pad	Itopia	0	66	92	2
	CCPad	0	67	92	2
	BowedPad	0	0	93	2
	Glacier	0	64	93	2
	GlassPad	0	65	93	2
	MetallicPad	0	0	94	2
	TinePad PanPad	0	64 65	94	2
	HaloPad	0	0	95	2
	SweepPad	0	0	96	2
	Shwimmer	0	20	96	2
	Converge	0	27	96	2
	PolarPad	0	64	96	2
	Celestial	0	66	96	2
Synth. Effects	Rain	0	0	97	2
oj min Brievis	ClaviPad	0	45	97	2
	HarmoRain	0	64	97	2
	AfricanWind	0	65	97	2
	Carib	0	66	97	2
	SoundTrack	0	0	98	2
	Prologue	0	27	98	2
	Ancestral	0	64	98	2
	Crystal	0	0	99	2
	SynthDr.Comp	0	12	99	2
	Popcorn	0	14	99	2
	TinyBells	0	18	99	2
	RoundGlocken	0	35	99	2
	GlockenChime	0	40	99	2
	ClearBells	0	41	99	2
	ChorusBells	0	42	99	2
	SynthMallet	0	64	99	1
	SoftCrystal	0	65	99	2
	LoudGlocken	0	66	99	2
	ChristmasBel	0	67	99	2
	VibeBells	0	68	99	2
	DigitalBells	0	69	99	2
	AirBells	0	70	99	2
	BellHarp	0	71	99	2
	Gamelimba	0	72	99	2
	Atmosphere	0	0	100	2
	WarmAtmos.	0	18	100	2
	HollwRelease	0	19	100	2
	NylonElPiano	0	40	100	2
	NylonHarp	0	64	100	2
	HarpVox	0	65	100	2
	Atmos.Pad	0	66	100	2
	Planet	0	67	100	2
	Brightness	0	0	101	2
	FantasyBells	0	64	101	2
	Smokey	0	96	101	2
	Goblins	0	0	102	2
	GoblinsSynth	0	64	102	2
	Creeper	0	65	102	2
	RingPad	0	66	102	2
	Ritual	0	67	102	2
	ToHeaven	0	68	102	2
	Night	0	70	102	2
	Glisten	0	71	102	2
	BellChoir	0	96	102	2
	Echoes	0	0	103	2
	Echoes2	0	8	103	2
	EchoPan EchoPallo	0	14	103	2
	EchoBells	0	64	103	2
	BigPan	0	65	103	2
	SynthPiano	0	66	103	2
	Creation StarDust	0	68	103	2
	Reso&Panning	0	69	103	2
	Sci-Fi	0	0	103	2
	Starz	0	64	104	2
Ethnic	Sitar	0	0	104	1
Junic	DetunedSitar	0	32	105	2
		0	35	105	2
	Sitar?	1 0		105	2
	Sitar2	0	1 ()4-		1 4
	Tambra	0	96		2
	Tambra Tamboura	0	97	105	2
	Tambra Tamboura Banjo	0	97 0	105 106	1
	Tambra Tamboura Banjo MutedBanjo	0 0	97 0 28	105 106 106	1
	Tambra Tamboura Banjo MutedBanjo Rabab	0 0 0	97 0 28 96	105 106 106 106	1 1 2
	Tambra Tamboura Banjo MutedBanjo Rabab Gopichant	0 0 0 0	97 0 28 96 97	105 106 106 106 106	1 1 2 2
	Tambra Tamboura Banjo MutedBanjo Rabab	0 0 0	97 0 28 96	105 106 106 106	1 1 2

Ethnic	Voice Group	Voice Name	MSB	LSB	PRG	Element
Ranoon			-			
Ralimba						
Bagpipe						
Fiddle				-		
Shanai						
Shanai2						1
Pungi		Shanai2				1
Hichiriki				_		1
Percussive						
Bonang	Percussive		0	0	113	2
Altair			1			
GamelanGongs			-			
StereoGamlan						2
RamaCymbal			1			
AsianBells						
Agogo						
SteelDrums			0	0	114	2
GlassPerc. 0 97 115 2 ThaiBells 0 98 115 2 Woodblock 0 0 0 116 1 Castanets 0 96 116 1 TaikoDrum 0 0 117 1 MelodicTom 0 0 0 118 2 MelodicTom 0 0 0 118 2 MelodicTom 0 64 118 1 RealTom 0 65 118 2 RockTom 0 66 118 2 SynthDrum 0 0 0 119 1 MelodicTom 0 0 0 119 1 MelodicTom 0 0 0 0 119 1 MelodicTom 0 0 0 0 119 1 MelodicTom 0 0 0 0 0 119 1 MelodicTom 0 0 0 0 0 119 1 MelodicTom 0 0 0 0 0 0 119 1 MelodicTom 0 0 0 0 0 0 119 1 MelodicTom 0 0 0 0 0 1 1 MelodicTom 0 0 0 0 0 0 1 1 MelodicTom 0 0 0 0 0 0 0 1 1 MelodicTom 0 0 0 0 0 0 0 0 0			0	0	115	1
ThaiBells			0	97		2
Castanets			0			2
Castanets		Woodblock	0	0	116	1
TaikoDrum			0	96	116	1
GranCassa			0			1
MelodicTom2						_
MelodicTom2						
RealTom			_	_		
RockTom			1			
SynthDrum			1			
AnalogTom D 64						
ElectroPerc. 0 65			1			-
Rev.Cymbal 0						_
Sound Effects						
BreathNoise	Sound Effects	· · · · · · · · · · · · · · · · · · ·				_
Seashore 0 0 123 2	Sound Effects					
BirdTweet						
TelephonRing						
Helicopter						
Applause						
Gunshot O O 128						_
SFX CuttingNoise 64 0 1 1 CuttingNoi22 64 0 2 2 StringSlap 64 0 4 1 Fl.KeyClick 64 0 17 1 Shower 64 0 33 1 Thunder 64 0 34 1 Wind 64 0 34 1 Wind 64 0 35 1 Stream 64 0 36 2 Bubble 64 0 36 2 Feed 64 0 38 2 Dog 64 0 49 1 Horse 64 0 50 1 BirdTweet2 64 0 55 2 Maou 64 0 55 2 Maou 64 0 65 1 DoorSlam 64 0						_
CuttingNoiz2 64 0 2 2 StringSlap 64 0 4 1 FI.KeyClick 64 0 17 1 Shower 64 0 33 1 Thunder 64 0 34 1 Wind 64 0 35 1 Stream 64 0 36 2 Bubble 64 0 37 2 Feed 64 0 38 2 Dog 64 0 49 1 Horse 64 0 50 1 BirdTweet2 64 0 51 1 Ghost 64 0 55 2 Maou 64 0 55 2 PhoneCall 64 0 65 1 DoorSqueak 64 0 66 1 DoorSqueak 64 0 66 1 CarEngineIgn 64 0 69 2 WindChime 64 0 64 0 81 1 CarTresSqel 64 0 82 1 CarPassing 64 0 83 1 CarCrash 64 0 83 1 Siren 64 0 85 2 Train 64 0 85 2 Train 64 0 85 2 Starship 64 0 88 2 Burst 64 0 88 2 Submarine 64 0 88 2 Submarine 64 0 99 1 Laugh 64 0 99 1 Scream 64 0 99 1 Laugh 64 0 99 1 Laugh 64 0 99 1 Scream 64 0 99 1 Scream 64 0 99 1 Laugh 64 0 99 1 Heartbeat 64 0 99 1 Laugh 64 0 99 1 Heartbeat 64 0 99 1 LaserGun 64 0 113 1 LaserGun 64 0 1115 2	CEY					
StringSlap 64 0 4 1 FI.KeyClick 64 0 17 1 Shower 64 0 33 1 Thunder 64 0 34 1 Wind 64 0 35 1 Stream 64 0 36 2 Bubble 64 0 37 2 Feed 64 0 38 2 Dog 64 0 38 2 Dog 64 0 49 1 Horse 64 0 50 1 BirdTweet2 64 0 51 1 Ghost 64 0 55 2 Maou 64 0 56 2 PhoneCall 64 0 65 1 DoorSqueak 64 0 66 1 DoorSlam 64 0 67	SIA		_	_		_
FI.KeyClick 64 0 17 1 1 Shower 64 0 33 1 1 Thunder 64 0 34 1 Wind 64 0 35 1 Stream 64 0 36 2 Bubble 64 0 38 2 1 Dog 64 0 0 50 1 BirdTweet2 64 0 55 2 Maou 64 0 55 2 Maou 64 0 65 1 DoorSqueak 64 0 66 1 DoorSqueak 64 0 66 1 DoorSqueak 64 0 66 1 ScratchCut 64 0 68 1 ScratchSplit 64 0 69 2 WindChime 64 0 70 1 TelphonRing2 64 0 70 1 TelphonRing2 64 0 81 1 CarTiresSqel 64 0 82 1 CarPassing 64 0 83 1 CarCrash 64 0 85 2 Train 64 0 86 1 JetPlane 64 0 86 1 JetPlane 64 0 87 2 Starship 64 0 88 2 Starship 64 0 89 2 Submarine 64 0 99 1 Laugh 64 0 99 1 Laugh 64 0 99 1 Laugh 64 0 99 1 Scream 64 0 99 1 Laugh 64 0 1111 2 Laugh 64 0			1			
Shower 64 0 33 1 Thunder 64 0 34 1 Wind 64 0 35 1 Stream 64 0 35 1 Stream 64 0 37 2 Feed 64 0 37 2 Feed 64 0 38 2 Dog 64 0 49 1 Horse 64 0 50 1 BirdTweet2 64 0 50 1 Ghost 64 0 55 2 Maou 64 0 56 2 PhoneCall 64 0 65 1 DoorSqueak 64 0 66 1 DoorSqueak 64 0 66 1 ScratchCut 64 0 68 1 ScratchSplit 64 0 68			1			
Thunder 64 0 34 1 Wind 64 0 35 1 Stream 64 0 36 2 Bubble 64 0 37 2 Feed 64 0 38 2 Dog 64 0 49 1 Horse 64 0 50 1 BirdTweet2 64 0 50 1 BirdTweet2 64 0 51 1 Ghost 64 0 55 2 Maou 64 0 56 2 PhoneCall 64 0 65 1 DoorSqueak 64 0 65 1 DoorSqueak 64 0 66 1 DoorSlam 64 0 67 1 ScratchCut 64 0 68 1 ScratchSplit 64 0 68<			+			
Wind 64 0 35 1 Stream 64 0 36 2 Bubble 64 0 37 2 Feed 64 0 38 2 Dog 64 0 49 1 Horse 64 0 50 1 BirdTweet2 64 0 50 1 Ghost 64 0 55 2 Maou 64 0 56 2 PhoneCall 64 0 65 1 DoorSqueak 64 0 65 1 DoorSqueak 64 0 66 1 ScratchCut 64 0 67 1 ScratchSquad 64 0 68 1 ScratchSplit 64 0 69 2 WindChime 64 0 70 1 TelphonRing2 64 0						-
Stream 64 0 36 2 Bubble 64 0 37 2 Feed 64 0 38 2 Dog 64 0 49 1 Horse 64 0 50 1 BirdTweet2 64 0 51 1 Ghost 64 0 55 2 Maou 64 0 56 2 PhoneCall 64 0 65 1 DoorSqueak 64 0 66 1 DoorSlam 64 0 66 1 ScratchCut 64 0 68 1 ScratchSplit 64 0 68 1 ScratchSplit 64 0 69 2 WindChime 64 0 70 1 TelphonRing2 64 0 81 1 CarEaginelgn 64 0						
Bubble 64 0 37 2 Feed 64 0 38 2 Dog 64 0 49 1 Horse 64 0 50 1 BirdTweet2 64 0 50 1 Ghost 64 0 55 2 Maou 64 0 56 2 PhoneCall 64 0 65 1 DoorSqueak 64 0 66 1 DoorSqueak 64 0 66 1 DoorSqueak 64 0 66 1 ScratchCut 64 0 66 1 ScratchSplit 64 0 68 1 ScratchSplit 64 0 69 2 WindChine 64 0 70 1 TelphonRing2 64 0 71 1 CarEasingleg 64 0<						
Feed 64 0 38 2 Dog 64 0 49 1 Horse 64 0 50 1 BirdTweet2 64 0 50 1 Ghost 64 0 55 2 Maou 64 0 56 2 PhoneCall 64 0 65 1 DoorSqueak 64 0 66 1 ScratchSplit 64 0 68 1 ScratchSplit 64 0 68 1 CarFassplit 64						
Dog						
Horse				-		
BirdTweet2 64 0 51 1 Ghost 64 0 55 2 Maou 64 0 56 2 PhoneCall 64 0 65 1 DoorSqueak 64 0 66 1 ScratchCall 64 0 68 1 ScratchCall 64 0 69 2 WindChime 64 0 81 1 CarEnginelgn 64 0 82 1 CarPassing 64 0 83 1 CarCrash 64 <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>						
Ghost 64 0 55 2 Maou 64 0 56 2 PhoneCall 64 0 65 1 DoorSqueak 64 0 66 1 DoorSlam 64 0 67 1 ScratchCut 64 0 68 1 ScratchSplit 64 0 69 2 WindChime 64 0 70 1 TelphonRing2 64 0 71 1 CarEnginelgn 64 0 81 1 CarFassing 64 0 82 1 CarCrash 64 0 83 1 CarCrash 64 0 85 2 Train 64 0 86 1 JetPlane 64 0 87 2 Starship 64 0 88 2 RollrCoaster 64						
Maou 64 0 56 2 PhoneCall 64 0 65 1 DoorSqueak 64 0 66 1 DoorSlam 64 0 67 1 ScratchCut 64 0 68 1 ScratchSplit 64 0 69 2 WindChime 64 0 70 1 TelphonRing2 64 0 71 1 CarEngineIgn 64 0 81 1 CarPassing 64 0 82 1 CarPassing 64 0 83 1 CarCrash 64 0 85 2 Train 64 0 86 1 JetPlane 64 0 87 2 Starship 64 0 88 2 Burst 64 0 89 2 RollrCoaster 64						
PhoneCall 64 0 65 1 DoorSqueak 64 0 66 1 DoorSlam 64 0 67 1 ScratchCut 64 0 68 1 ScratchSplit 64 0 69 2 WindChime 64 0 70 1 TelphonRing2 64 0 71 1 CarEngineIgn 64 0 81 1 CarFassing 64 0 82 1 CarPassing 64 0 83 1 CarCrash 64 0 84 1 Siren 64 0 85 2 Train 64 0 86 1 JetPlane 64 0 87 2 Starship 64 0 88 2 Burst 64 0 89 2 RollrCoaster 64						
DoorSqueak 64 0 66 1 DoorSlam 64 0 67 1 ScratchCut 64 0 68 1 ScratchSplit 64 0 69 2 WindChime 64 0 70 1 TelphonRing2 64 0 71 1 CarEnginelgn 64 0 81 1 CarPassing 64 0 82 1 CarPassing 64 0 83 1 CarCrash 64 0 84 1 Siren 64 0 85 2 Train 64 0 86 1 JetPlane 64 0 87 2 Starship 64 0 88 2 Burst 64 0 89 2 RollrCoaster 64 0 99 1 Laugh 64						
DoorSlam 64 0 67 1 ScratchCut 64 0 68 1 ScratchSplit 64 0 69 2 WindChime 64 0 70 1 TelphonRing2 64 0 71 1 CarEnginelgn 64 0 81 1 CarFassing 64 0 82 1 CarCrash 64 0 83 1 CarCrash 64 0 84 1 Siren 64 0 85 2 Train 64 0 86 1 JetPlane 64 0 87 2 Starship 64 0 88 2 Burst 64 0 89 2 RollrCoaster 64 0 97 1 Laugh 64 0 97 1 Laugh 64 0 </td <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>						
ScratchCut 64 0 68 1 ScratchSplit 64 0 69 2 WindChime 64 0 70 1 TelphonRing2 64 0 71 1 CarEngineIgn 64 0 81 1 CarFiresSqel 64 0 82 1 CarPassing 64 0 83 1 CarCrash 64 0 84 1 Siren 64 0 85 2 Train 64 0 86 1 JetPlane 64 0 87 2 Starship 64 0 88 2 Burst 64 0 89 2 RollrCoaster 64 0 90 2 Submarine 64 0 97 1 Scream 64 0 98 1 Punch 64 <						
ScratchSplit 64 0 69 2 WindChime 64 0 70 1 TelphonRing2 64 0 71 1 CarEngineIgn 64 0 81 1 CarFassing 64 0 82 1 CarPassing 64 0 83 1 CarCrash 64 0 84 1 Siren 64 0 85 2 Train 64 0 86 1 JetPlane 64 0 87 2 Starship 64 0 88 2 Burst 64 0 89 2 RollrCoaster 64 0 90 2 Submarine 64 0 97 1 Scream 64 0 98 1 Punch 64 0 99 1 Heartbeat 64						
WindChime 64 0 70 1 TelphonRing2 64 0 71 1 CarEngineIgn 64 0 81 1 CarTiresSqel 64 0 82 1 CarPassing 64 0 83 1 CarCrash 64 0 84 1 Siren 64 0 85 2 Train 64 0 86 1 JetPlane 64 0 87 2 Starship 64 0 88 2 Burst 64 0 89 2 RollrCoaster 64 0 90 2 Submarine 64 0 97 1 Laugh 64 0 98 1 Punch 64 0 99 1 Heartbeat 64 0 100 1 FootSteps 64 0			-			
TelphonRing2 64 0 71 1 CarEngineIgn 64 0 81 1 CarTiresSqel 64 0 82 1 CarPassing 64 0 83 1 CarCrash 64 0 84 1 Siren 64 0 85 2 Train 64 0 86 1 JetPlane 64 0 87 2 Starship 64 0 88 2 Burst 64 0 89 2 RollrCoaster 64 0 90 2 Submarine 64 0 97 1 Laugh 64 0 98 1 Punch 64 0 99 1 Heartbeat 64 0 100 1 FootSteps 64 0 101 1 MachineGun 64 <td< td=""><td></td><td></td><td></td><td></td><td></td><td></td></td<>						
CarEngineIgn 64 0 81 1 CarTiresSqel 64 0 82 1 CarPassing 64 0 83 1 CarCrash 64 0 84 1 Siren 64 0 85 2 Train 64 0 86 1 JetPlane 64 0 87 2 Starship 64 0 88 2 Burst 64 0 89 2 RollrCoaster 64 0 90 2 Submarine 64 0 91 1 Laugh 64 0 97 1 Scream 64 0 98 1 Punch 64 0 99 1 Heartbeat 64 0 100 1 FootSteps 64 0 101 1 MachineGun 64 0 <td></td> <td></td> <td>-</td> <td></td> <td></td> <td></td>			-			
CarTiresSqel 64 0 82 1 CarPassing 64 0 83 1 CarCrash 64 0 84 1 Siren 64 0 85 2 Train 64 0 86 1 JetPlane 64 0 87 2 Starship 64 0 88 2 Burst 64 0 89 2 RollrCoaster 64 0 90 2 Submarine 64 0 91 1 Laugh 64 0 97 1 Scream 64 0 98 1 Punch 64 0 99 1 Heartbeat 64 0 100 1 FootSteps 64 0 101 1 MachineGun 64 0 113 1 LaserGun 64 0						
CarPassing 64 0 83 1 CarCrash 64 0 84 1 Siren 64 0 85 2 Train 64 0 86 1 JetPlane 64 0 87 2 Starship 64 0 88 2 Burst 64 0 89 2 RollrCoaster 64 0 90 2 Submarine 64 0 91 1 Laugh 64 0 97 1 Scream 64 0 98 1 Punch 64 0 99 1 Heartbeat 64 0 100 1 FootSteps 64 0 101 1 MachineGun 64 0 113 1 LaserGun 64 0 114 2 Explosion 64 0						
CarCrash 64 0 84 1 Siren 64 0 85 2 Train 64 0 86 1 JetPlane 64 0 87 2 Starship 64 0 88 2 Burst 64 0 89 2 RollrCoaster 64 0 90 2 Submarine 64 0 91 1 Laugh 64 0 97 1 Scream 64 0 98 1 Punch 64 0 99 1 Heartbeat 64 0 100 1 FootSteps 64 0 101 1 MachineGun 64 0 113 1 LaserGun 64 0 114 2 Explosion 64 0 115 2						
Siren 64 0 85 2 Train 64 0 86 1 JetPlane 64 0 87 2 Starship 64 0 88 2 Burst 64 0 89 2 RollrCoaster 64 0 90 2 Submarine 64 0 91 1 Laugh 64 0 97 1 Scream 64 0 98 1 Punch 64 0 99 1 Heartbeat 64 0 100 1 FootSteps 64 0 101 1 MachineGun 64 0 113 1 LaserGun 64 0 114 2 Explosion 64 0 115 2						
Train 64 0 86 1 JetPlane 64 0 87 2 Starship 64 0 88 2 Burst 64 0 89 2 RollrCoaster 64 0 90 2 Submarine 64 0 91 1 Laugh 64 0 97 1 Scream 64 0 98 1 Punch 64 0 99 1 Heartbeat 64 0 100 1 FootSteps 64 0 101 1 MachineGun 64 0 113 1 LaserGun 64 0 114 2 Explosion 64 0 115 2						
JetPlane 64 0 87 2 Starship 64 0 88 2 Burst 64 0 89 2 RollrCoaster 64 0 90 2 Submarine 64 0 91 1 Laugh 64 0 97 1 Scream 64 0 98 1 Punch 64 0 99 1 Heartbeat 64 0 100 1 FootSteps 64 0 101 1 MachineGun 64 0 113 1 LaserGun 64 0 114 2 Explosion 64 0 115 2						
Starship 64 0 88 2 Burst 64 0 89 2 RollrCoaster 64 0 90 2 Submarine 64 0 91 1 Laugh 64 0 97 1 Scream 64 0 98 1 Punch 64 0 99 1 Heartbeat 64 0 100 1 FootSteps 64 0 101 1 MachineGun 64 0 113 1 LaserGun 64 0 114 2 Explosion 64 0 115 2						
Burst 64 0 89 2 RollrCoaster 64 0 90 2 Submarine 64 0 91 1 Laugh 64 0 97 1 Scream 64 0 98 1 Punch 64 0 99 1 Heartbeat 64 0 100 1 FootSteps 64 0 101 1 MachineGun 64 0 113 1 LaserGun 64 0 114 2 Explosion 64 0 115 2						
RollrCoaster 64 0 90 2 Submarine 64 0 91 1 Laugh 64 0 97 1 Scream 64 0 98 1 Punch 64 0 99 1 Heartbeat 64 0 100 1 FootSteps 64 0 101 1 MachineGun 64 0 113 1 LaserGun 64 0 114 2 Explosion 64 0 115 2						
Submarine 64 0 91 1 Laugh 64 0 97 1 Scream 64 0 98 1 Punch 64 0 99 1 Heartbeat 64 0 100 1 FootSteps 64 0 101 1 MachineGun 64 0 113 1 LaserGun 64 0 114 2 Explosion 64 0 115 2						
Laugh 64 0 97 1 Scream 64 0 98 1 Punch 64 0 99 1 Heartbeat 64 0 100 1 FootSteps 64 0 101 1 MachineGun 64 0 113 1 LaserGun 64 0 114 2 Explosion 64 0 115 2						
Scream 64 0 98 1 Punch 64 0 99 1 Heartbeat 64 0 100 1 FootSteps 64 0 101 1 MachineGun 64 0 113 1 LaserGun 64 0 114 2 Explosion 64 0 115 2						
Punch 64 0 99 1 Heartbeat 64 0 100 1 FootSteps 64 0 101 1 MachineGun 64 0 113 1 LaserGun 64 0 114 2 Explosion 64 0 115 2						
Heartbeat 64 0 100 1 FootSteps 64 0 101 1 MachineGun 64 0 113 1 LaserGun 64 0 114 2 Explosion 64 0 115 2						-
FootSteps 64 0 101 1 MachineGun 64 0 113 1 LaserGun 64 0 114 2 Explosion 64 0 115 2		Punch				-
MachineGun 64 0 113 1 LaserGun 64 0 114 2 Explosion 64 0 115 2			+			
LaserGun 64 0 114 2 Explosion 64 0 115 2						
Explosion 64 0 115 2						
Firework 64 0 116 2		Explosion	64	0	115	
		Firework	64	0	116	2



XG Drum Kit List

: Same as Standard Kit 1

: No Sound

D 10	. 3.50=	(0.127)		1.25	100	105	100	105	107
Bank Sel Bank Sel				127	127	127	127	127	127
Program				0	1	8	16	24	25
Program				1	2	9	17	25	26
MI Note #	DI Note	Key Off	Alternate Group	Standard Kit1	Standard Kit2	Room Kit	Rock Kit	Electro Kit	Analog Kit
13	C#-1		3	Surdo Mute					
14	D-1		3	Surdo Open					
15	D#-1			Hi Q					
16 17	E-1 F-1		4	Whip Slap Scratch H					
18	F#-1		4	Scratch L					
19	G-1			Finger Snap					
20	G#-1			Click Noise					
21	A-1			Metronome Click					
22	A#-1			Metronome Bell					
23	B-1			Seq Click L					
24 25	C0 C#0			Seq Click H Brush Tap					
26	D0	0		Brush Swirl					
27	D#0			Brush Slap					
28	E0	0		Brush Tap Swirl				Reverse Cymbal	Reverse Cymbal
29	F0	0		Snare Roll					
30	F#0			Castanet				Hi Q 2	Hi Q 2
31	G0			Snare Soft	Snare Soft 2		Snare Noisy	Snare Snappy Electro	Snare Noisy 4
32	G#0 A0	-		Sticks Kick Soft				Kick 3	Kick 3
34	A0 A#0	 		Open Rim Shot	Open Rim Shot H Short			INICK 3	INICK 3
35	B0			Kick Tight	-pen ram bilot ii biloit		Kick 2	Kick Gate	Kick Analog Short
36	C1			Kick	Kick Shot		Kick Gate	Kick Gate Heavy	Kick Analog
37	C#1			Side Stick	Side Stick Light				Side Stick Analog
38	D1			Snare	Snare Short	Snare Snappy	Snare Rock	Snare Noisy 2	Snare Analog
39	D#1	-		Hand Clap	Correct Trible IX	Carra Triale C	C D. 1 77: 1:	Garan Nation	Corres April 2
40	E1 F1			Snare Tight Floor Tom L	Snare Tight H	Snare Tight Snappy Tom Room 1	Snare Rock Tight Tom Room 1	Snare Noisy 2 Tom Electro 1	Snare Analog 2 Tom Analog 1
41	F#1		1	Hi-Hat Closed		1 om Room 1	10m Koom 1	1 om Electro 1	Hi-Hat Closed Analog
43	G1		-	Floor Tom H		Tom Room 2	Tom Room 2	Tom Electro 2	Tom Analog 2
44	G#1		1	Hi-Hat Pedal					Hi-Hat Closed Analog 2
45	A1			Low Tom		Tom Room 3	Tom Room 3	Tom Electro 3	Tom Analog 3
46	A#1		1	Hi-Hat Open					Hi-Hat Open Analog
47	B1			Mid Tom L		Tom Room 4	Tom Room 4	Tom Electro 4	Tom Analog 4
48	C2			Mid Tom H		Tom Room 5	Tom Room 5	Tom Electro 5	Tom Analog 5
50	C#2 D2			Crash Cymbal 1 High Tom		Tom Room 6	Tom Room 6	Tom Electro 6	Crash Analog Tom Analog 6
51	D#2			Ride Cymbal 1		Tolii Roolii o	Tolii Roolii o	Tom Electio o	Tom Analog o
52	E2			Chinese Cymbal					
53	F2			Ride Cymbal Cup					
54	F#2			Tambourine					
55	G2			Splash Cymbal					0 1 11 1
56 57	G#2 A2			Crook Cumbal 2					Cowbell Analog
58	A#2			Crash Cymbal 2 Vibraslap					
59	B2			Ride Cymbal 2			+		
60	C3								
61	C#3			Bongo H					
62				Bongo H Bongo L					
·	D3			Bongo L Conga H Mute					Conga Analog H
63	D3 D#3			Bongo L Conga H Mute Conga H Open					Conga Analog M
64	D3 D#3 E3			Bongo L Conga H Mute Conga H Open Conga L					
64 65	D3 D#3 E3 F3			Bongo L Conga H Mute Conga H Open Conga L Timbale H					Conga Analog M
64	D3 D#3 E3			Bongo L Conga H Mute Conga H Open Conga L					Conga Analog M
64 65 66	D3 D#3 E3 F3 F#3 G3 G#3			Bongo L Conga H Mute Conga H Open Conga L Timbale H Timbale L					Conga Analog M
64 65 66 67 68 69	D3 D#3 E3 F3 F#3 G3 G#3 A3			Bongo L Conga H Mute Conga H Open Conga L Timbale H Timbale L Agogo H Agogo L Cabasa					Conga Analog M Conga Analog L
64 65 66 67 68 69 70	D3 D#3 E3 F3 F#3 G3 G#3 A3 A#3			Bongo L Conga H Mute Conga H Open Conga L Timbale H Timbale L Agogo H Agogo L Cabasa Maracas					Conga Analog M
64 65 66 67 68 69 70 71	D3 D#3 E3 F3 F#3 G3 G#3 A3 A#3 B3	0		Bongo L Conga H Mute Conga H Open Conga L Timbale H Timbale L Agogo H Agogo L Cabasa Maracas Samba Whistle H					Conga Analog M Conga Analog L
64 65 66 67 68 69 70 71 72	D3 D#3 E3 F3 F43 G3 G#3 A3 A#3 B3 C4	0		Bongo L Conga H Mute Conga H Open Conga L Timbale H Timbale L Agogo H Agogo L Cabasa Maracas Samba Whistle H Samba Whistle L					Conga Analog M Conga Analog L
64 65 66 67 68 69 70 71 72 73	D3 D#3 E3 F3 F#3 G3 G#3 A3 A#3 B3 C4 C#4	0		Bongo L Conga H Mute Conga H Open Conga L Timbale H Timbale L Agogo H Agogo L Cabasa Maracas Samba Whistle H Samba Whistle L Guiro Short					Conga Analog M Conga Analog L
64 65 66 67 68 69 70 71 72	D3 D#3 E3 F3 F43 G3 G#3 A3 A#3 B3 C4			Bongo L Conga H Mute Conga H Open Conga L Timbale H Timbale L Agogo H Agogo L Cabasa Maracas Samba Whistle H Samba Whistle L					Conga Analog M Conga Analog L
64 65 66 67 68 69 70 71 72 73 74	D3 D#3 E3 F3 F43 G3 G#3 A3 A#3 B3 C4 C#4 D4	0		Bongo L Conga H Mute Conga H Open Conga L Timbale H Timbale L Agogo H Agogo L Cabasa Maracas Samba Whistle H Samba Whistle L Guiro Short Guiro Long Claves Wood Block H					Conga Analog M Conga Analog L Maracas 2
64 65 66 67 68 69 70 71 72 73 74 75 76	D3 D#3 E3 F3 F#3 G3 G#3 A3 A#3 B3 C4 C#4 D4 D#4 E4 F4	0		Bongo L Conga H Mute Conga H Open Conga H Open Conga L Timbale H Timbale L Agogo H Agogo L Cabasa Maracas Samba Whistle H Samba Whistle L Guiro Short Guiro Long Claves Wood Block H Wood Block L					Conga Analog M Conga Analog L Maracas 2 Claves 2
64 65 66 67 68 69 70 71 72 73 74 75 76 77	D3 D#3 E3 F3 F43 G3 G#3 A43 A43 B3 C4 C#4 D4 D#4 E4 F4 F#4	0		Bongo L Conga H Mute Conga H Open Conga L Timbale H Timbale H Agogo H Agogo L Cabasa Maracas Samba Whistle H Samba Whistle L Guiro Short Guiro Long Claves Wood Block H Wood Block L Cuica Mute				Scratch H 2	Conga Analog M Conga Analog L Maracas 2 Claves 2 Scratch H 2
64 65 66 67 68 69 70 71 72 73 74 75 76 77 78	D3 D#3 E3 F3 F3 G3 G#3 A3 A#3 B3 C4 C#4 D4 D#4 E4 F4 F44 G4	0		Bongo L Conga H Mute Conga H Open Conga L Timbale H Timbale L Agogo H Agogo L Cabasa Maracas Samba Whistle H Samba Whistle L Guiro Short Guiro Long Claves Wood Block H Wood Block L Cuica Open				Scratch H 2 Scratch L 2	Conga Analog M Conga Analog L Maracas 2 Claves 2
64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79	D3 D#3 E3 F3 F3 G3 G#3 A3 A43 B3 C4 C4 C#4 D4 D#4 E4 F4 F4 G4 G4 G#4	0	2 2 2	Bongo L Conga H Mute Conga H Open Conga H Open Conga L Timbale H Timbale L Agogo H Agogo L Cabasa Maracas Samba Whistle H Samba Whistle L Guiro Short Guiro Long Claves Wood Block H Wood Block L Cuica Mute Cuica Open Triangle Mute					Conga Analog M Conga Analog L Maracas 2 Claves 2 Scratch H 2
64 65 66 67 68 69 70 71 72 73 74 75 76 77 88 80 81	D3 D#3 E3 F3 F3 G3 G#3 A3 B3 C4 C#4 D4 D#4 E4 F4 F4 F4 G#4 G44 A4	0	2 2	Bongo L Conga H Mute Conga H Open Conga L Timbale H Timbale L Agogo H Agogo L Cabasa Maracas Samba Whistle H Samba Whistle L Guiro Short Guiro Short Guiro Guiro Long Claves Wood Block H Wood Block L Cuica Mute Cuica Open Triangle Mute Triangle Mute Triangle Open					Conga Analog M Conga Analog L Maracas 2 Claves 2 Scratch H 2
64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82	D3 D#3 E3 F3 F3 G3 G#3 A3 A#3 B3 C4 C#4 D4 D#4 E4 F4 F4 F4 G4 G4 A4 A#4	0		Bongo L Conga H Mute Conga H Open Conga L Timbale H Timbale L Agogo H Agogo L Cabasa Maracas Samba Whistle H Samba Whistle L Guiro Short Guiro Long Claves Wood Block H Wood Block L Cuica Open Triangle Mute Triangle Open Shaker					Conga Analog M Conga Analog L Maracas 2 Claves 2 Scratch H 2
64 65 66 67 68 69 70 71 72 73 74 75 76 77 88 80 81	D3 D#3 E3 F3 F3 G3 G#3 A3 B3 C4 C#4 D4 D#4 E4 F4 F4 F4 G#4 G44 A4	0		Bongo L Conga H Mute Conga H Open Conga L Timbale H Timbale L Agogo H Agogo L Cabasa Maracas Samba Whistle H Samba Whistle L Guiro Short Guiro Short Guiro Guiro Long Claves Wood Block H Wood Block L Cuica Mute Cuica Open Triangle Mute Triangle Mute Triangle Open					Conga Analog M Conga Analog L Maracas 2 Claves 2 Scratch H 2
64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83	D3 D#3 E3 F3 F43 G3 G#3 A3 A#3 B3 C4 D4 D#4 E4 F4 G4 G4 G#4 A44 B4	0		Bongo L Conga H Mute Conga H Open Conga L Timbale H Timbale L Agogo H Agogo L Cabasa Maracas Samba Whistle H Samba Whistle L Guiro Short Guiro Long Claves Wood Block H Wood Block L Cuica Mute Cuica Open Triangle Mute Triangle Open Shaker Jingle Bells					Conga Analog M Conga Analog L Maracas 2 Claves 2 Scratch H 2
64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 80 81 82 83 84 85 85	D3 D#3 E3 F3 F43 G3 A43 A43 B3 C4 C#4 D4 E4 F4 F4 F4 G4 G4 G4 A44 B4 C5 C#5 D5	0		Bongo L Conga H Mute Conga H Open Conga L Timbale H Timbale L Agogo H Agogo L Cabasa Maracas Samba Whistle H Samba Whistle L Guiro Short Guiro Long Claves Wood Block H Wood Block L Cuica Mute Cuica Open Triangle Mute Triangle Open Shaker Jingle Bells					Conga Analog M Conga Analog L Maracas 2 Claves 2 Scratch H 2
64 65 66 67 68 69 70 71 72 73 74 75 76 77 80 81 82 83 84 85 86 87	D3 D#3 E3 F3 F43 G3 A3 A43 A43 B3 C4 C#4 D4 D4 D4 E4 F4 E4 F4 E4 F4 C5 C#5 D5 D#5	0		Bongo L Conga H Mute Conga H Open Conga L Timbale H Timbale L Agogo H Agogo L Cabasa Maracas Samba Whistle H Samba Whistle L Guiro Short Guiro Long Claves Wood Block H Wood Block L Cuica Mute Cuica Open Triangle Mute Triangle Open Shaker Jingle Bells					Conga Analog M Conga Analog L Maracas 2 Claves 2 Scratch H 2
64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88	D3 D#3 E3 F3 F43 G3 A43 A43 B3 C4 C#4 D4 D#4 E4 F4 F4 F4 C5 C#5 D5 E5	0		Bongo L Conga H Mute Conga H Open Conga L Timbale H Timbale L Agogo H Agogo L Cabasa Maracas Samba Whistle H Samba Whistle L Guiro Short Guiro Long Claves Wood Block H Wood Block L Cuica Mute Cuica Open Triangle Mute Triangle Open Shaker Jingle Bells					Conga Analog M Conga Analog L Maracas 2 Claves 2 Scratch H 2
64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 80 81 82 83 84 85 86 87 88	D3 D#3 E3 F3 F43 G3 G3 A43 A43 B3 C4 C#4 D4 E4 E4 E4 F44 G4 G4 G#4 A44 B4 C5 D5 D5 D5 D#5 E5	0		Bongo L Conga H Mute Conga H Open Conga L Timbale H Timbale L Agogo H Agogo L Cabasa Maracas Samba Whistle H Samba Whistle L Guiro Short Guiro Long Claves Wood Block H Wood Block L Cuica Mute Cuica Open Triangle Mute Triangle Open Shaker Jingle Bells					Conga Analog M Conga Analog L Maracas 2 Claves 2 Scratch H 2
64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 80 81 82 83 84 85 86 87 88	D3 D#3 E3 F3 F43 G3 A43 A43 B3 C4 C#4 D4 D#4 E4 F4 F4 F4 C5 C#5 D5 E5	0		Bongo L Conga H Mute Conga H Open Conga L Timbale H Timbale L Agogo H Agogo L Cabasa Maracas Samba Whistle H Samba Whistle L Guiro Short Guiro Long Claves Wood Block H Wood Block L Cuica Mute Cuica Open Triangle Mute Triangle Open Shaker Jingle Bells					Conga Analog M Conga Analog L Maracas 2 Claves 2 Scratch H 2

^{*} Key Off: Keys marked with a circle stop sounding the instant they are released.

* Alternate Group: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

: Same as Standard Kit 1

: No Sound

	: No Sou	ind							
	lect MSB			127	127	127	127	126	126
	Change (0 27	0 32	0 40	0 48	0	0
	Change (28	33	41	49	1	2
MI	DI	Key Off	Alternate	Dance Kit	Jazz Kit	Brush Kit	Symphony Kit	SFX Kit1	SFX Kit2
Note #	Note	Rey On	Group	Dance Icit	JUZZ ICH	Diusii Kit	Symphony Kit	SI A KKI	SI A RICE
13	C#-1 D-1		3						
15	D#-1								
16	E-1								
17	F-1 F#-1		4						
19	G-1								
20	G#-1								
21	A-1 A#-1								
23	B-1								
24	C0								
25	C#0								
26 27	D0 D#0	0							
28	E0	0		Reverse Cymbal					
29	F0	0							
30	F#0 G0			Hi Q 2 Snare Techno	Snare Jazz H	Brush Slap 2			
32	G#0			Share recinio	Share Jazz 11	Brush Stap 2			
33	A0			Kick Techno Q			Kick Soft 2		
34	A#0			Rim Gate		Open Rim Shot Light	Cron Coope		
35 36	B0 C1			Kick Techno L Kick Techno	Kick Jazz	Kick Jazz	Gran Cassa Gran Cassa Mute	Cutting Noise	Phone Call
37	C#1			Side Stick Analog	Side Stick Light	Side Stick Light	Gran Cussu Mute	Cutting Noise 2	Door Squeak
38	D1			Snare Clap	Snare Jazz L	Brush Slap 3	Band Snare		Door Slam
39 40	D#1 E1			Snare Dry	Snare Jazz M	Brush Tap 2	Band Snare 2	String Slap	Scratch Cut Scratch H 3
41	F1			Tom Analog 1	Share Jazz M	Tom Brush 1	Band Share 2		Wind Chime
42	F#1		1	Hi-Hat Closed 3					Telephone Ring 2
43	G1			Tom Analog 2		Tom Brush 2			
44	G#1 A1		1	Hi-Hat Closed Analog 3 Tom Analog 3		Tom Brush 3			
46	A#1		1	Hi-Hat Open 3		Tom Brush 5			
47	B1			Tom Analog 4		Tom Brush 4			
48	C2 C#2			Tom Analog 5		Tom Brush 5	Hond Cumbal		
50	D2			Crash Analog Tom Analog 6		Tom Brush 6	Hand Cymbal		
51	D#2						Hand Cymbal Short		
52	E2							Flute Key Click	Car Engine Ignition
53 54	F2 F#2								Car Tires Squeal Car Passing
55	G2								Car Crash
56	G#2			Cowbell Analog			XX 1.0 1.14		Siren
57 58	A2 A#2						Hand Cymbal 2		Train Jet Plane
59	B2						Hand Cymbal 2 Short		Starship
60	C3						·		Burst
61	C#3 D3			Conce Angles II					Roller Coaster
62	D#3			Conga Analog H Conga Analog M					Submarine
64	E3			Conga Analog L					
65	F3								
66	F#3 G3								
68	G#3							Shower	Laugh
69	A3			M				Thunder	Scream
70	A#3 B3	0		Maracas 2				Wind Stream	Punch Heart Beat
72	C4	ŏ						Bubble	Foot Steps
73	C#4							Feed	
74 75	D4 D#4	0		Claves 2					
76	E4			Ciaves 2					
77	F4								
78	F#4			Scratch H 2					
79 80	G4 G#4		2	Scratch L 2					
81	A4		2						
82	A#4								
83	B4							Dog	Machina Gree
84 85	C5 C#5							Dog Horse	Machine Gun Laser Gun
86	D5							Bird Tweet 2	Explosion
87	D#5								Firework
88 89	E5 F5								
90	F#5							Ghost	
91	G5							Maou	



MIDI Data Format

Preset Voice List

Voice Name	Ba	nk	Program Change
voice Name	MSB	LSB	(0-127)
Piano	108	0	0
Electric Piano 1	108	0	5
Electric Piano 2	108	0	4
Electric Piano 3	108	1	4
Harpsichord 1	108	0	6
Harpsichord 2	108	1	6
Vibraphone	108	0	11
Celesta	108	0	8
Pipe Organ 1	108	1	19
Pipe Organ 2	108	0	19
Pipe Organ 3	108	2	19
Pipe Organ 4	108	3	19
Jazz Organ	108	0	16
Strings	108	0	48
Choir	108	0	52
Synth Pad	108	0	89

^{*} Dual voices (Piano + Strings, Piano + Synth Pad, Piano + Electric Piano 1) cannot be recalled from the external MIDI devices.

MIDI Channel Message (1)

		Status byte		1st Data	a byte		2nd Dat	a byte	[MIDI (Silent)]	MID	I Transmi	ssion		al Sequenc		MIDI R	ecording
MIDI Events		Status	Data	(HEX)	Parameter	Data	(HEX)	Parameter	Song	Piano Playback	Panel	Song	MIDI	PLAY	PLAY	REW	Piano	Others
Key Off	8nH	(n: Channel	kk		Key Number	vv		Velocity (0-127)	Part	Channel	Operation	Playback ×	Input	0	Part)	×	0	0
[GM1] [GM2]	9nH	Number) (n: Channel	kk		(0-127) Key Number	vv		Key On: vv=1-127	0	0	(Keyboard)	×	×	0	0	×	0	0
Key On [GM1] [GM2]		(n: Channel Number)			(0-127)			Key Off: vv=0			(Keyboard)							
Control Change	BnH		0	(00H)	Bank Select MSB [GM2]	0 64	(00H) (40H)	Normal SFX Voice	0	0	(Voice)	×	×	0	0	0	0	0
						118 119	(76H) (77H)	GS Rhythm GS Normal										
						120	(78H)	GM2 Rhythm										
						121 126	(79H) (7EH)	GM2 Normal SFX Kit										
			1	(01H)	Modulation	127 0-127	(7FH) (00H7FH)	Drum Kit		×	×	×	×	-	×	0	×	×
					[GM1] [GM2]													
			5	(05H)	Portamento Time [GM2]	0-127	(00H7FH)	Data	0	×	×	×	×	0	×	0	×	×
			6	(06H)	Data Entry MSB [GM2]	0-127	(00H7FH)	Data	0	×	×	×	×	0	×	0	×	×
			7	(07H)	Main Volume	0-127	(00H7FH)	Data	0	0	0	×	×	0	0	0	0	0
					[GM1] [GM2]						(Voice Setting)							
			10	(0AH)	Panpot [GM1] [GM2]	0-127	(00H7FH)	L64CR63	0	×	×	×	×	°	×	0	×	×
			11	(0BH)	Expression [GM1] [GM2]	0-127	(00H7FH)	Data	0	×	×	×	×	0	×	0	×	×
			32	(20H)	Bank Select LSB	0-127	(00H7FH)	Data	0	0	0	×	×	0	0	0	0	0
			38	(26H)	[GM2] Data Entry LSB	0-127	(00H7FH)	Data	0	×	(Voice)	×	×	0	×	0	×	×
			64	(40H)	[GM2] Damper	0-127	(00H7FH)	Data	0	0	0	×	×	-	0	0	0	0
					[GM1] [GM2]						(Pedal)			l				
			65	(41H)	Portamento [GM2]		(00H7FH)	ON: 64-127	0	×	×	×	×	l o	×	0	×	×
			66	(42H)	Sostenuto [GM2]	0-127	(00H7FH)	OFF: 0-63 ON: 64-127	0	0	(Pedal)	×	×	0	0	0	0	0
			67	(43H)	Soft Pedal [GM2]	0-127	(00H7FH)		0	0	(Pedal)	×	×	0	0	0	0	0
			71	(47H)	Harmonic Content	0-127	(00H7FH)	-640+63	0	×	×	×	×	0	×	0	×	×
			72	(48H)	[GM2] Release Time	0-127	(00H7FH)	-640+63	0	×	×	×	×	-	×	0	×	×
			73	(49H)	[GM2] Attack Time	0-127	(00H 7FH)	-640+63	0	×	×	×	×	-	×	0	×	×
					[GM2]													
			74	(4AH)	Brightness [GM2]	0-127	(00H7FH)	-640+63	0	×	×	×	×	°	×	0	×	×
			75	(4BH)	Decay Time [GM2]	0-127	(00H7FH)	-640+63	0	×	×	×	×	0	×	0	×	×
			76	(4CH)	Vibrate Rate [GM2]	0-127	(00H7FH)	-640+63	0	×	×	×	×	0	×	0	×	×
			77	(4DH)	Vibrate Depth	0-127	(00H7FH)	-640+63	0	×	×	×	×	0	×	0	×	×
			78	(4EH)	[GM2] Vibrate Delay	0-127	(00H7FH)	-640+63	0	×	×	×	×	-	×	0	×	×
			84	(54H)	[GM2] Portamento	0-127	(00H 7FH)	Key no. (0-127)	0	×	×	×	×	-	×	×	×	×
			91	(5BH)	Control Effect1 Depth		(00H7FH)		0	×	0	×	×		×	0	×	0
			91	(JBII)	(Reverb Send Level)	0-127	(00H/FH)	Data	"	^	(Voice	^	_ ^	\prod	^	"	_ ^	
			93	(5DH)	[GM2] Effect3 Depth	0-127	(00H7FH)	Data	0	×	Setting)	×	×	-	×	0	×	0
					(Chorus Send Level) [GM2]						(Voice Setting)							
			94	(5EH)	Effect4 Depth	0-127	(00H7FH)	Data	0	×	×	×	×	0	×	0	×	×
			96	(60H)	(Variation Send Level) RPN Increment	_		The data byte is	0	×	×	×	×	-	×	×	×	×
			97	(61H)	RPN Decrement	_		Ignored The data byte is	0	×	×	×	×	-	×	×	×	×
			98	(62H)	NRPN LSB		(00H7FH)	ignored	0	×	×	×	×	-	×	0	×	×
			99	(63H)	NRPN MSB	0-127	(00H7FH)	Data	0	×	×	×	×	0	×	0	×	×
			100	(64H)	RPN LSB [GM2]		(00H7FH)		0	×	×	×	×	l °	×	0	×	×
			101	(65H)	RPN MSB [GM2]	0-127	(00H7FH)	Data	0	×	×	×	×	0	×	0	×	×
Mode Message	BnH	(n: Channel Number)	120	(78H)	All Sound Off [GM2]	0	(00H)	Data	0	0	×	×	×	0	0	×	×	×
		· · · · · · · · · · · · · · · · · · ·	121	(79H)	Reset All	0	(00H)	Data	0	0	×	×	×	0	0	×	×	×
			<u> </u>		Controllers [GM1] [GM2]													
			122	(7AH)	Local Control	0 127	(00h) (7FH)	OFF ON	0	0	×	×	×	×	×	×	×	×
			123	(7BH)	All Note Off [GM1] [GM2]	0	(00H)	Data	0	0	×	×	×	0	0	×	×	×
			124	(7CH)	Omni Off	0	(00H)	Data	0	×	×	×	×	0	×	×	×	×
			125	(7DH)	[GM2] Omni On	0	(00H)	Data	0	×	×	×	×	0	×	×	×	×
			126	(7EH)	[GM2] Mono	0-16	(00H10H)	Data	0	×	×	×	×	0	×	×	×	×
			127	(7FH)	[GM2] Poly	0	(00H)	Data	0	×	×	×	×	-	×	×	×	×
B 6		(67			[GM2]													
Program Change [GM1] [GM2]	CnH	(n: Channel Number)	pp	(00H7FH)	Voice Number (0-127)	_	_		0	0	(Voice)	×	×	l °	0	0	0	0
Channel After Touch [GM1] [GM2]	DnH	(n: Channel Number)	vv	(00H7FH)	Data	_	_	_	0	×	×	×	×	0	×	×	×	×
Polyphonic After Touch	AnH	(n: Channel Number)	kk	(00H7FH)	Key Number (0-127)	vv	(00H7FH)	Data	0	0	(Kaubaard)	×	×	0	0	×	0	0
Pitch Bend Change	EnH	(n: Channel	сс	(00H7FH)		dd	(00H7FH)	MSB	0	×	(Keyboard)	×	×	0	×	0	×	×
[GM1] [GM2] Realtime Message	F8H	Number) MIDI Clock	_		_	_				<u> </u> ×		×		-	+-	-	×	×
	FAH FBH	Start				_		_		×		×			_	_	×	×
	FCH	Continue Stop	_		_	=		_		×		×			=	=	×	×
	FEH FFH	Active Sens [GM2] System Reset	_		_	_		_		×		O ×		-	_	_	×	×
* For upright pian				tha acatamy	to model informe		1 1 Cl											

^{*} For upright pianos (excluding some models), the sostenuto pedal information (Control Change 66) is not transmitted.

MIDI Channel Message (2)

■ Parameters Controlled by NRPN (Non-Registered Parameter Numbers)

						[MIDI (Silent)]					l Sequence				
NR	PN	Data	Entry			MIDI R	eception	MID	I Transmi	ssion	Sc	ong Playba	ick	MIDI Recording		
MSB	LSB	MSB	LSB	Parameter	Data Range	Song Part	Piano Playback Channel	Panel Operation	Song Playback	MIDI Input	PLAY	PLAY (Piano Part)	REW	Piano	Others	
01H	08H	mmH	_	Vibrato Rate	mm: 00H-40H-7FH (-640+63)	0	×	×	×	×	0	×	0	×	×	
01H	09H	mmH	_	Vibrato Depth	mm: 00H-40H-7FH (-640+63)	0	×	×	×	×	0	×	0	×	×	
01H	0AH	mmH	_	Vibrato Delay	mm: 00H-40H-7FH (-640+63)	0	×	×	×	×	0	×	0	×	×	
01H	20H	mmH	_	Low Pass Filter Cutoff Frequency	mm: 00H-40H-7FH (-640+63)	0	×	×	×	×	0	×	0	×	×	
01H	21H	mmH	_	Low Pass Filter Resonance	mm: 00H-40H-7FH (-640+63)	0	×	×	×	×	0	×	0	×	×	
01H	30H	mmH	_	EQ BASS	mm: 00H-40H-7FH (-640+63)	×	×	×	×	×	×	×	×	×	×	
01H	31H	mmH	_	EQ TREBLE	mm: 00H-40H-7FH (-640+63)	×	×	×	×	×	×	×	×	×	×	
01H	34H	mmH	_	EQ BASS Frequency	mm: 04H-28H (322.0k [Hz])	×	×	×	×	×	×	×	×	×	×	
01H	35H	mmH	_	EQ TREBLE Frequency	mm: 1CH-3AH (50016.0k [Hz])	×	×	×	×	×	×	×	×	×	×	
01H	63H	mmH	_	EG Attack Time	mm: 00H-40H-7FH (-640+63)	0	×	×	×	×	0	×	0	×	×	
01H	64H	mmH	_	EG Decay Time	mm: 00H-40H-7FH (-640+63)	0	×	×	×	×	0	×	0	×	×	
01H	66H	mmH	_	EG Release	mm: 00H-40H-7FH (-640+63)	0	×	×	×	×	0	×	0	×	×	
14H	пН	mmH	_	Drum Low Pass Filter Cutoff Frequency	rr: drum instrument note number mm: 00H-40H-7FH (-640+63)	0	×	×	×	×	0	×	×	×	×	
15H	пН	mmH	_	Drum Low Pass Filter Resonance	rr: drum instrument note number mm: 00H-40H-7FH (-640+63)	0	×	×	×	×	0	×	×	×	×	
16H	пН	mmH	-	Drum EG Attack Rate	rr: drum instrument note number mm: 00H-40H-7FH (-640+63)	0	×	×	×	×	0	×	×	×	×	
17H	пН	mmH	_	Drum EG Decay Rate	rr: drum instrument note number mm: 00H-40H-7FH (-640+63)	0	×	×	×	×	0	×	×	×	×	
18H	пН	mmH	_	Drum Pitch Coarse	rr: drum instrument note number	0	×	×	×	×	0	×	×	×	×	
19H	пН	mmH	_	Drum Pitch Fine	rr: drum instrument note number	0	×	×	×	×	0	×	×	×	×	
1AH	пH	mmH	_	Drum Level	mm: 00H-40H-7FH (-640+63) rr: drum instrument note number	0	×	×	×	×	0	×	×	×	×	
					mm: 00H-7FH (0127)											
1CH	пН	mmH	_	Drum Pan	rr: drum instrument note number mm: 00H, 01H-40H-7FH (RND, L63CR63)	0	×	×	×	×	0	×	×	×	×	
1DH	пН	mmH	_	Drum Reverb Send Level	rr: drum instrument note number mm: 00H-7FH (0127)	0	×	×	×	×	0	×	×	×	×	
1EH	пН	mmH	_	Drum Chorus Send Level	rr: drum instrument note number mm: 00H-7FH (0127)	0	×	×	×	×	0	×	×	×	×	
1FH	πН	mmH	_	Drum Variation Send Level	rr: drum instrument note number mm: 00H-7FH (0127) (Variation Connection = SYSTEM) mm: 00H, 01H-7FH (0FF, ON) (Variation Connection = INSERTION)	0	×	×	×	×	0	×	×	×	×	
24H	пН	mmH	_	Drum HPF Cutoff Frequency	rr: drum instrument note number mm: 00H-40H-7FH (-640+63)	×	×	×	×	×	×	×	×	×	×	
30H	пН	mmH	_	Drum EQ Bass Gain	rr: drum instrument note number mm: 00H-7FH (0127)	×	×	×	×	×	×	×	×	×	×	
31H	rrH	mmH	_	Drum EQ Treble Gain	rr: drum instrument note number mm: 00H-7FH (0127)	×	×	×	×	×	×	×	×	×	×	
34H	rrH	mmH	_	Drum EQ Bass Frequency	rr: drum instrument note number mm: 04H-28H (322.0k [Hz])	×	×	×	×	×	×	×	×	×	×	
35H	rrH	mmH	_	Drum EQ Treble Frequency	rr: drum instrument note number mm: 1CH-3AH (50016.0k [Hz])	×	×	×	×	×	×	×	×	×	×	
40H	rrH	mmH	_	Drum VELOCITY PITCH SENS.	rr: drum instrument note number mm: 00H-0FH (015)	×	×	×	×	×	×	×	×	×	×	
41H	rrH	mmH	_	Drum VELOCITY LPF CUTOFF SENS.	rr: drum instrument note number mm: 00H-0FH (015)	×	×	×	×	×	×	×	×	×	×	

^{*} NRPN MSB: 14H-1FH (for drums) message is accepted as long as the channel is set with a drum voice.

* Data Entry LSB will be ignored.

■ Parameters Controlled by RPN (Registered Parameter Numbers)

						[MIDI (Silent)]				[Internal	Sequence	er]		
RI	PN	Data	Entry			MIDI R	leception	MID	I Transmi:	ssion	So	ng Playba	ck	MIDI R	ecording
MSB	LSB	MSB	LSB	Parameter	Data Range	Song Part	Piano Playback Channel	Panel Operation	Song Playback	MIDI Input	PLAY	PLAY (Piano Part)	REW	Piano	Others
00H	00H	mmH	_	Pitch Bend Sensitivity [GM1] [GM2]	mm: 00H-18H (0+24 [semitones])	0	×	×	×	×	0	×	×	×	×
00H	01H	mmH	llH	Fine Tune [GM1] [GM2]	mm II: 00H 00H -100 [cent] mm II: 40H 00H 0 [cent] mm II: 7FH 7FH 100 [cent]	0	×	×	×	×	0	×	0	×	×
00H	02H	mmH	_	Coarse Tune [GM1] [GM2]	mm: 28H-40H-58H (-240+24 [semitones])	0	×	×	×	×	0	×	0	×	×
00H	05H	mmH	llH	Modulation Sensitivity [GM2]	mm: Specified in semitone increments II: Specified in 100/128 cent increments	0	×	×	×	×	0	×	×	×	×
7FH	7FH	_	_	Null [GM2]			×	×	×	×	0	×	×	×	×

■ MIDI Parameter Change Table (XG SYSTEM)

								[MIDI	Stient) J				[Interna	Sequence	21]		
								MIDI F	leception	MID	I Transmi	ssion	So	ng Playba	ick	MIDI R	ecording
	lress H)		Size (H)		Parameter	Description	XG Default (H)	Song Part	Piano Playback Channel	Panel Operation	Song Playback	MIDI Input	PLAY	PLAY (Piano Part)	REW	Piano	Others
00 (0 0	00	4		MASTER TUNE	-102.40+102.3 [cent]	Panel setting value	×	×	0	×	×	×	×	×	×	×
				00-0F		1st bit3-0→bit15-12											
				00-0F		2nd bit3-0→bit11-8											
				00-0F		3rd bit3-0→bit7-4	1										
						4th bit3-0→bit3-0											
	0)4	1	00-7F	MASTER VOLUME	0127	7F	0	×	×	×	×	0	×	0	×	×
	0)5	1	00-7F	MASTER ATTENUATOR	0127	00	×	×	×	×	×	×	×	×	×	×
	0)6	1	28-58	TRANSPOSE	-240+24 [semitones]	40	0	×	×	×	×	0	×	0	×	×
	7.	D	1	N	DRUM SETUP RESET	N: Drum setup number	_	0	×	×	×	×	0	×	×	×	×
	7	Έ	1	00	XG SYSTEM ON	00=XG system ON	_	0	×	×	×	×	0	×	×	0	0
	7	F	1	00	ALL PARAMETER RESET	00=ON	_	0	×	×	×	×	×	×	×	×	×
TOTAL	SIZE	Е	07														

■ MIDI Parameter Change Table (SYSTEM INFORMATION)

A	Addres (H)	is	Size (H)	Data (H)	Parameter	Description
01	00	00	Е	20-7F	Model Name 1	32127 (ASCII CHARACTER)
		0D	20-7F		Model Name 14	32127 (ASCII CHARACTER)
		0E	1		NOT USED	
		0F	1		NOT USED	

TOTAL SIZE 10

■ MIDI Parameter Change Table (EFFECT1)

									Silent)]					l Sequence			
								MIDI R	eception	MID	I Transmi:	ssion	Sc	ng Playba	ick	MIDI R	ecording
1	Addre (H)		Size (H)	Data (H)	Parameter	Description	XG Default (H)	Song Part	Piano Playback Channel	Panel Operation	Song Playback	MIDI Input	PLAY	PLAY (Piano Part)	REW	Piano	Others
02	01	00	2	00-7F	REVERB TYPE MSB	Refer to Effect Parameter List	01(=HALL1)	0	×	0	×	×	0	×	0	0	0
				00-7F	REVERB TYPE LSB		00			(Voice Setting)							
		02	1	00-7F	REVERB PARAMETER 1	Refer to Effect Parameter List	Depends on Reverb Type	0	×	×	×	×	0	×	0	0	0
		03	1	00-7F	REVERB PARAMETER 2	Refer to Effect Parameter List	Depends on Reverb Type	0	×	×	×	×	0	×	0	×	×
		04	1	00-7F	REVERB PARAMETER 3	Refer to Effect Parameter List	Depends on Reverb Type	0	×	×	×	×	0	×	0	×	×
		05	1	00-7F	REVERB PARAMETER 4	Refer to Effect Parameter List	Depends on Reverb Type	0	×	×	×	×	0	×	0	×	×
		06	1	00-7F	REVERB PARAMETER 5	Refer to Effect Parameter List	Depends on Reverb Type	0	×	×	×	×	0	×	0	×	×
		07	1	00-7F	REVERB PARAMETER 6	Refer to Effect Parameter List	Depends on Reverb Type	0	×	×	×	×	0	×	0	×	×
		08	1	00-7F	REVERB PARAMETER 7	Refer to Effect Parameter List		0	×	×	×	×	0	×	0	×	×
		09	1		REVERB PARAMETER 8	Refer to Effect Parameter List		0	×	×	×	×	0	×	0	×	×
		0A	1		REVERB PARAMETER 9	Refer to Effect Parameter List		0	×	×	×	×	0	×	0	×	×
		0B	1	00-7F	REVERB PARAMETER 10	Refer to Effect Parameter List	Depends on Reverb Type	0	×	×	×	×	0	×	0	×	×
		0C	1	00-7F	REVERB RETURN	-∞dB0dB+6dB (064127)	40	0	×	×	×	×	0	×	0	×	×
		0D	1	01-7F	REVERB PAN	L63CR63	40	0	×	×	×	×	0	×	0	×	×
TOT	FAL S	SIZE	0E							•							
02	01	10	1	00-7F	REVERB PARAMETER 11	Refer to Effect Parameter List	Depends on Reverb Type	0	×	×	×	×	0	×	0	×	×
		11	1	00-7F	REVERB PARAMETER 12	Refer to Effect Parameter List		0	×	×	×	×	0	×	0	×	×
		12	1		REVERB PARAMETER 13	Refer to Effect Parameter List		0	×	×	×	×	0	×	0	×	×
		13	1		REVERB PARAMETER 14	Refer to Effect Parameter List		0	×	×	×	×	0	×	0	×	×
		14	1		REVERB PARAMETER 15	Refer to Effect Parameter List		0	×	×	×	×	0	×	0	×	×
		15	1	00-7F	REVERB PARAMETER 16	Refer to Effect Parameter List	Depends on Reverb Type	0	×	×	×	×	0	×	0	×	×

TOTAL SIZE 06

^{*} Transmitted in response to dump request. Not received.

								[MIDI (Silent)]				[Interna	Sequence	er]		
								MIDI R	eception	MID	I Transmi	ssion	Sc	ng Playba	ck	MIDI R	ecording
F	Addres (H)	SS	Size (H)	Data (H)	Parameter	Description	XG Default (H)	Song Part	Piano Playback Channel	Panel Operation	Song Playback	MIDI Input	PLAY	PLAY (Piano Part)	REW	Piano	Others
02	01	20	2	00-7F	CHORUS TYPE MSB	Refer to Effect Parameter List	41(=CHORUS1)	0	×	0	×	×	0	×	0	×	0
				00-7F	CHORUS TYPE LSB		00			(Voice Setting)							
		22	1	00-7F	CHORUS PARAMETER 1	Refer to Effect Parameter List	Depends on Chorus Type	0	×	O (Voice Setting)	×	×	0	×	0	×	0
		23	1	00-7F	CHORUS PARAMETER 2	Refer to Effect Parameter List	Depends on Chorus Type	0	×	×	×	×	0	×	0	×	×
		24	1	00-7F	CHORUS PARAMETER 3	Refer to Effect Parameter List	Depends on Chorus Type	0	×	O (Voice Setting)	×	×	0	×	0	×	0
		25	1	00-7F	CHORUS PARAMETER 4	Refer to Effect Parameter List	Depends on Chorus Type	0	×	×	×	×	0	×	0	×	×
	П	26	1	00-7F	CHORUS PARAMETER 5	Refer to Effect Parameter List	Depends on Chorus Type	0	×	×	×	×	0	×	0	×	×
	П	27	1	00-7F	CHORUS PARAMETER 6	Refer to Effect Parameter List	Depends on Chorus Type	0	×	×	×	×	0	×	0	×	×
	П	28	1	00-7F	CHORUS PARAMETER 7	Refer to Effect Parameter List	Depends on Chorus Type	0	×	×	×	×	0	×	0	×	×
		29	1	00-7F	CHORUS PARAMETER 8	Refer to Effect Parameter List	Depends on Chorus Type	0	×	×	×	×	0	×	0	×	×
		2A	1	00-7F	CHORUS PARAMETER 9	Refer to Effect Parameter List	Depends on Chorus Type	0	×	×	×	×	0	×	0	×	×
		2B	1	00-7F	CHORUS PARAMETER 10	Refer to Effect Parameter List	Depends on Chorus Type	0	×	×	×	×	0	×	0	×	×
		2C	1	00-7F	CHORUS RETURN	-∞dB0dB+6dB (064127)	40	0	×	×	×	×	0	×	0	×	×
	П	2D	1	01-7F	CHORUS PAN	L63CR63	40	0	×	×	×	×	0	×	0	×	×
		2E	1	00-7F	SEND CHORUS TO REVERB	-∞dB0dB+6dB (064127)	00	0	×	×	×	×	0	×	0	×	×
TOT	'AL SI	IZE	0F														
02	01	30	1	00-7F	CHORUS PARAMETER 11	Refer to Effect Parameter List	Depends on Chorus Type	0	×	×	×	×	0	×	0	×	×
		31	1	00-7F	CHORUS PARAMETER 12	Refer to Effect Parameter List	Depends on Chorus Type	0	×	×	×	×	0	×	0	×	×
		32	1	00-7F	CHORUS PARAMETER 13	Refer to Effect Parameter List	Depends on Chorus Type	0	×	×	×	×	0	×	0	×	×
		33	1	00-7F	CHORUS PARAMETER 14	Refer to Effect Parameter List	Depends on Chorus Type	0	×	×	×	×	0	×	0	×	×
		34	1	00-7F	CHORUS PARAMETER 15	Refer to Effect Parameter List	Depends on Chorus Type	0	×	×	×	×	0	×	0	×	×
		35	1	00-7F	CHORUS PARAMETER 16	Refer to Effect Parameter List	Depends on Chorus Type	0	×	0	×	×	0	×	0	×	0
										(Voice Setting)							

TOTAL SIZE 06

				[MIDI (Silent)]				[Interna	l Sequence	er]						
									eception	MID	I Transmi	ssion	Sc	ng Playba	ck	MIDI R	ecording
A	ddress (H)		Size (H)	Data (H)	Parameter	Description	XG Default (H)	Song Part	Piano Playback Channel	Panel Operation	Song Playback	MIDI Input	PLAY	PLAY (Piano Part)	REW	Piano	Others
02	01 4	40	2	00-7F	VARIATION TYPE MSB	Refer to Effect Parameter List	05 (=DELAY L, C, R)	0	×	×	×	×	0	×	0	×	×
	ı	ı		00-7F	VARIATION TYPE LSB		00				İ	İ	i i				İ
	4	42	2	00-7F	VARIATION PARAMETER 1 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	×	×	×	×	0	×	0	×	×
		ı		00-7F	VARIATION PARAMETER 1 LSB		l i				İ		i i				İ
	4	44	2	00-7F	VARIATION PARAMETER 2 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	×	×	×	×	0	×	0	×	×
				00-7F	VARIATION PARAMETER 2 LSB												ĺ
	4	46	2	00-7F		Refer to Effect Parameter List	Depends on Variation Type	0	×	×	×	×	0	×	0	×	×
				00-7F	VARIATION PARAMETER 3 LSB												ĺ
	4	48	2	00-7F	VARIATION PARAMETER 4 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	×	×	×	×	0	×	0	×	×
				00-7F	VARIATION PARAMETER 4 LSB												İ
	4	1A	2	00-7F	VARIATION PARAMETER 5 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	×	×	×	×	0	×	0	×	×
				00-7F	VARIATION PARAMETER 5 LSB												İ
	4	4C	2	00-7F	VARIATION PARAMETER 6 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	×	×	×	×	0	×	0	×	×
				00-7F	VARIATION PARAMETER 6 LSB		1										ĺ
	4	4E			Depends on Variation Type	0	×	×	×	×	0	×	0	×	×		
				00-7F	VARIATION PARAMETER 7 LSB												İ
	- 4	50	2	00-7F	VARIATION PARAMETER 8 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	×	×	×	×	0	×	0	×	×
				00-7F	VARIATION PARAMETER 8 LSB		1										ĺ
	5	52	2	00-7F	VARIATION PARAMETER 9 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	×	×	×	×	0	×	0	×	×
	ı	ı		00-7F	VARIATION PARAMETER 9 LSB		l i				İ	İ	i i				ĺ
	- 5	54	2	00-7F	VARIATION PARAMETER 10 MSB	Refer to Effect Parameter List	Depends on Variation Type	0	×	×	×	×	0	×	0	×	×
				00-7F	VARIATION PARAMETER 10 LSB												ĺ
		56	1	00-7F	VARIATION RETURN	-∞dB0dB+6dB (064127)	40	0	×	×	×	×	0	×	0	×	×
	- 5	57	1	01-7F	VARIATION PAN	L63CR63	40	0	×	×	×	×	0	×	0	×	×
		58	1	00-7F	SEND VARIATION TO REVERB	-∞dB0dB+6dB (064127)	00	0	×	×	×	×	0	×	0	×	×
	5	59	1	00-7F	SEND VARIATION TO CHORUS	-∞dB0dB+6dB (064127)	00	0	×	×	×	×	0	×	0	×	×
	5	5A	1	00-01	VARIATION CONNECTION	INSERTION, SYSTEM	00	0	×	×	×	×	0	×	0	×	×
	5	5B	1	00-7F	VARIATION PART NUMBER	Reception: Part116 (015)	7F	0	×	×	×	×	0	×	0	×	×
						Transmission: Part116 (015) AD (64) OFF (127)											
\Box		5C	1				40	0	×	×	×	×	0	×	0	×	×
	5	5D	1		BEND VARIATION CONTROL DEPTH	-640+63	40	0	×	×	×	×	0	×	0	×	×
	5	5E	1	00-7F	CAT VARIATION CONTROL DEPTH	-640+63	40	0	×	×	×	×	0	×	0	×	×
		5F	1		AC1 VARIATION CONTROL DEPTH		40	0	×	×	×	×	0	×	0	×	×
ШΤ		60	1	00-7F	AC2 VARIATION CONTROL DEPTH	-640+63	40	0	×	×	×	×	0	×	0	×	×
TOTA	AL SIZ	Ε	21														
02	01 7	70	1	00-7F	VARIATION PARAMETER 11	Refer to Effect Parameter List	Depends on Variation Type	0	×	×	×	×	0	×	0	×	×
	7	71	1	00-7F	VARIATION PARAMETER 12	Refer to Effect Parameter List		0	×	×	×	×	0	×	0	×	×
	7	72	1	00-7F	VARIATION PARAMETER 13	Refer to Effect Parameter List	Depends on Variation Type	0	×	×	×	×	0	×	0	×	×
	7	73	1	00-7F	VARIATION PARAMETER 14	Refer to Effect Parameter List	Depends on Variation Type	0	×	×	×	×	0	×	0	×	×
	7	74	1	00-7F	VARIATION PARAMETER 15	Refer to Effect Parameter List	Depends on Variation Type	0	×	×	×	×	0	×	0	×	×
	1 7	75	1	00-7F	VARIATION PARAMETER 16	Refer to Effect Parameter List	Depends on Variation Type	0	×	×	×	×	0	×	0	×	×

TOTAL SIZE 06

■ MIDI Parameter Change Table (MULTI EQ)

A	ddres (H)	is	Size (H)	Data (H)	Parameter	Description
02	40	00	1	00-04	EQ TYPE	flat, jazz, pops, rock, classic
		01	1	34-4C	EQ GAIN1	-120+12 [dB]
		02	1	04-28	EQ FREQUENCY1	322.0k [Hz]
		03	1	01-78	EQ Q1	0.112.0
		04	1	00-01	EQ SHAPE1	shelving, peaking
		05	1	34-4C	EQ GAIN2	-120+12 [dB]
		06	1	0E-36	EQ FREQUENCY2	10010.0k [Hz]
		07	1	01-78	EQ Q2	0.112.0
		08	1		NOT USED	
		09	1	34-4C	EQ GAIN3	-120+12 [dB]
		0A	1	0E-36	EQ FREQUENCY3	10010.0k [Hz]
		0B	1	01-78	EQ Q3	0.112.0
		0C	1		NOT USED	
		0D	1		EQ GAIN4	-120+12 [dB]
		0E	1	0E-36	EQ FREQUENCY4	10010.0k [Hz]
		0F	1	01-78	EQ Q4	0.112.0
		10	1		NOT USED	
		11	1		EQ GAIN5	-120+12 [dB]
		12	1		EQ FREQUENCY5	0.5k16.0k [Hz]
		13	1		EQ Q5	0.112.0
		14	1	00-01	EQ SHAPE5	shelving, peaking

[MIDI (S		1 110	. m			Sequence		Lunin	**
MIDI K	eception	MID	I Transmi	ssion	Sc	ng Playba	ick	MIDI R	ecording
Song Part	Piano Playback Channel	Panel Operation	Song Playback	MIDI Input	PLAY	PLAY (Piano Part)	REW	Piano	Others
×	×	×	×	×	×	×	×	×	×
×	×	×	×	×	×	×	×	×	×
×	×	×	×	×	×	×	×	×	×
×	×	×	×	×	×	×	×	×	×
×	×	×	×	×	×	×	×	×	×
×	×	×	×	×	×	×	×	×	×
×	×	×	×	×	×	×	×	×	×
×	×	×	×	×	×	×	×	×	×
_	_	_	_	_	_	_	_	_	_
×	×	×	×	×	×	×	×	×	×
×	×	×	×	×	×	×	×	×	×
×	×	×	×	×	×	×	×	×	×
_	_	_	_	_	_	_	_	_	_
×	×	×	×	×	×	×	×	×	×
×	×	×	×	×	×	×	×	×	×
×	×	×	×	×	×	×	×	×	×
_	_	_	_	_	_	_	_	_	_
×	×	×	×	×	×	×	×	×	×
×	×	×	×	×	×	×	×	×	×
×	×	×	×	×	×	×	×	×	×
×	×	×	×	×	×	×	×	×	×

■ MIDI Parameter Change Table (EFFECT2)

	1)	Size (H)	Data (H)	Parameter	Description
03 n	00	2	00-7F	INSERTION EFFECT TYPE MSB	Refer to Effect Parameter List
			00-7F	INSERTION EFFECT TYPE LSB	
	02	1	00-7F	INSERTION EFFECT PARAMETER 1	Refer to Effect Parameter List
	03	1	00-7F	INSERTION EFFECT PARAMETER 2	Refer to Effect Parameter List
	04	1	00-7F	INSERTION EFFECT PARAMETER 3	Refer to Effect Parameter List
	05	1	00-7F	INSERTION EFFECT PARAMETER 4	Refer to Effect Parameter List
	06	1	00-7F	INSERTION EFFECT PARAMETER 5	Refer to Effect Parameter List
	07	1	00-7F	INSERTION EFFECT PARAMETER 6	Refer to Effect Parameter List
	08	1	00-7F	INSERTION EFFECT PARAMETER 7	Refer to Effect Parameter List
	09	1	00-7F	INSERTION EFFECT PARAMETER 8	Refer to Effect Parameter List
	0A	1	00-7F	INSERTION EFFECT PARAMETER 9	Refer to Effect Parameter List
	0B	1	00-7F	INSERTION EFFECT PARAMETER 10	Refer to Effect Parameter List
	0C	1	00-7F	INSERTION EFFECT PART NUMBER	Reception: Part116 (015)
	1	İ			Transmission: Part116
					(015)
					AD (64)
ı	1	İ	ĺ		OFF (127)
\neg	0D	1	00-7F	MW INSERTION CONTROL DEPTH	-640+63
	0E	1	00-7F	BEND INSERTION CONTROL DEPTH	-640+63
	0F	1	00-7F	CAT INSERTION CONTROL DEPTH	-640+63
	10	1	00-7F	AC1 INSERTION CONTROL DEPTH	-640+63
\neg	11	1	00-7F	AC2 INSERTION CONTROL DEPTH	-640+63

	20	1	00-7F	INSERTION EFFECT PARAMETER 11	Refer to Effect Parameter List
	21	1	00-7F	INSERTION EFFECT PARAMETER 12	Refer to Effect Parameter List
	22			INSERTION EFFECT PARAMETER 13	
	23			INSERTION EFFECT PARAMETER 14	
	24	1	00-7F	INSERTION EFFECT PARAMETER 15	Refer to Effect Parameter List
	25	1	00-7F	INSERTION EFFECT PARAMETER 16	Refer to Effect Parameter List

TOTAL	SIZE	6

		30	2	00-7F	INSERTION EFFECT PARAMETER 1 MSB	Refer to Effect Parameter List
				00-7F	INSERTION EFFECT PARAMETER 1 LSB	
		32	2	00-7F	INSERTION EFFECT PARAMETER 2 MSB	Refer to Effect Parameter List
ΙI	ĺ	l		00-7F	INSERTION EFFECT PARAMETER 2 LSB	
П		34	2	00-7F	INSERTION EFFECT PARAMETER 3 MSB	Refer to Effect Parameter List
				00-7F	INSERTION EFFECT PARAMETER 3 LSB	
		36	2	00-7F	INSERTION EFFECT PARAMETER 4 MSB	Refer to Effect Parameter List
ΙI	ĺ	l		00-7F	INSERTION EFFECT PARAMETER 4 LSB	
П		38	2	00-7F	INSERTION EFFECT PARAMETER 5 MSB	Refer to Effect Parameter List
		- 1		00-7F	INSERTION EFFECT PARAMETER 5 LSB	
П		3A	2	00-7F	INSERTION EFFECT PARAMETER 6 MSB	Refer to Effect Parameter List
				00-7F	INSERTION EFFECT PARAMETER 6 LSB	
		3C	2	00-7F	INSERTION EFFECT PARAMETER 7 MSB	Refer to Effect Parameter List
ΙI	ĺ	l		00-7F	INSERTION EFFECT PARAMETER 7 LSB	
П		3E	2	00-7F	INSERTION EFFECT PARAMETER 8 MSB	Refer to Effect Parameter List
				00-7F	INSERTION EFFECT PARAMETER 8 LSB	
		40	2	00-7F	INSERTION EFFECT PARAMETER 9 MSB	Refer to Effect Parameter List
				00-7F	INSERTION EFFECT PARAMETER 9 LSB	
		42	2	00-7F	INSERTION EFFECT PARAMETER 10 MSB	Refer to Effect Parameter List
	ĺ	l		00-7F	INSERTION EFFECT PARAMETER 10 LSB	
TOT	AL SIZ	7E	14		-	•

The second byte of the address is considered as an insertion effect number. n: insertion effect number

The insertion effect number range is from 0 to 1. Values outside the range are handled as unknown and ignored. For effect types that do not require MSB, the parameters for address 02-0B will be received and the parameters for address 30-42 will not be received. For effect types that require MSB, the parameters for address 30-42 will be received and the parameters for address 02-0B will not be received. When bulk dumps that include effect type data are transmitted, the parameters for address 02-0B will always be transmitted. However, for effect types that require MSB, the parameters for address 02-0B will not be received when the bulk dump is received.

[MIDI (Silent)]					[Internal	Sequence	er]		
MIDI R	eception	MID	I Transmi	ssion	l	So	ng Playba	ick	MIDI R	ecording
Song Part	Piano Playback Channel	Panel Operation	Song Playback	MIDI Input		PLAY	PLAY (Piano Part)	REW	Piano	Others
	×	×	×	×		×	×	×	×	×
	×	×	×	×	li	×	×	×	×	×
	×	×	×	×	lì	×	×	×	×	×
	×	×	×	×	П	×	×	×	×	×
	×	×	×	×	[×	×	×	×	×
	×	×	×	×		×	×	×	×	×
	×	×	×	×	П	×	×	×	×	×
	×	×	×	×	Ц	×	×	×	×	×
	×	×	×	×	Ц	×	×	×	×	×
	×	×	×	×	П	×	×	×	×	×
	×	×	×	×	П	×	×	×	×	×
	×	×	×	×		×	×	×	×	×
	×	×	×	×		×	×	×	×	×
	×	×	×	×	Ц	×	×	×	×	×
	×	×	×	×	Ц	×	×	×	×	×
	×	×	×	×	П	×	×	×	×	×
	×	×	×	×	1 [×	×	×	×	×
	×	×	×	×	H	×	×	×	×	×
	×	×	×	×	li	×	×	×	×	×
	×	×	×	×	li	×	×	×	×	×
	×	×	×	×	li	×	×	×	×	×
	×	×	×	×	lÌ	×	×	×	×	×
	×	×	×	×		×	×	×	×	×
	×	×	×	×		×	×	×	×	×
	×	×	×	×		×	×	×	×	×
	×	×	×	×		×	×	×	×	×
	×	×	×	×		×	×	×	×	×
	×	×	×	×		×	×	×	×	×
	×	×	×	×		×	×	×	×	×
	×	×	×	×		×	×	×	×	×
	×	×	×	×	ΙÌ	×	×	×	×	×

^{*} The MULTI EQ parameter cannot be reset to its factory setting with XG SYSTEM on.

 $[\]ast\,$ The EFFECT2 parameter cannot be reset to its factory setting with XG SYSTEM on.

■ MIDI Parameter Change Table (MULTI PART)

	_	1					[MIDI (Silent)] eception	MID	I T			l Sequenc		MIDID	
Addr		Size		Parameter	Description	XG Default	Song	Piano	Panel	I Transmi Song	MIDI		PLAY		MIDI R	
(H))	(H)	(H)			(H)	Part	Playback Channel	Operation	Playback	Input	PLAY	(Piano Part)	REW	Piano	Othe
3 nn		1	00-20	NOT USED	0 127	10.7F - 1 00	×	×	×	×	×	×	×	×	×	×
+	01	1	00-7F 00-7F	BANK SELECT MSB BANK SELECT LSB	0127 0127	part10=7F, other parts=00 00	0	0	×	×	×	0	0	0	×	×
+	03	1	00-7F	PROGRAM NUMBER	1128	00	0	0	×	×	×		0	ō	×	×
	04	1	00-0F,	Rev CHANNEL	116, OFF	Part No.	0	×	×	×	×	0	×	×	×	×
+	05	1	7F 00-01	MONO/POLY MODE	MONO, POLY	01	-	×	×	×	×	-	×	×	×	×
+	06	1	00-02	SAME NOTE NUMBER KEY ON	SINGLE, MULTI, INST	01	0	×	×	×	×		×	×	×	×
+	07	1	00.02	ASSIGN	(for Drum)			×		×			×			L
	07	1	00-03	PART MODE	NORMAL, DRUM, DRUMS12	part10=02, other parts=00	0	^	×	_ ^	×	0	_ ^	0	0	0
	08	1	28-58	NOTE SHIFT	-240+24 [semitones]	40	0	×	×	×	×	0	×	0	×	×
	09	2	00-0F 00-0F	DETUNE	-12.80+12.7 [Hz]	08 00	0	×	×	×	×		×	×	×	×
			00-0F		1st bit3-0→bit7-4 2nd bit3-0→bit3-0											
	0B	1	00-7F	VOLUME	0127	64	0	×	×	×	×	0	×	0	×	×
	0C	1	00-7F	VELOCITY SENSE DEPTH	0127	40	0	×	0	×	×	0	×	0	×	0
									(Voice Setting)							
	0D	1	00-7F	VELOCITY SENSE OFFSET	0127	40	0	×	0	×	×	0	×	0	×	0
									(Voice							
+	0E	1	00-7F	PAN	RND, L63CR63	40	0	×	Setting)	×	×	-	×	0	×	×
	0F	1	00-7F	NOTE LIMIT LOW	C-2G8	00	0	×	×	×	×	0	×	×	×	×
	10	1	00-7F	NOTE LIMIT HIGH	C-2G8	7F	0	×	×	×	×	0	×	×	×	×
	11	1	00-7F	DRY LEVEL	0127	7F	0	×	(Voice	×	×		×	0	×	0
\perp	\perp	\perp							Setting)			l				L
+	12		00-7F	CHORUS SEND	0127	00	0	×	×	×	×	0	×	0	×	×
+	13	1	00-7F 00-7F	REVERB SEND VARIATION SEND	0127 0127	28	0	×	×	×	×	0	×	0	×	×
	15	1	00-7F	VIBRATO RATE	-640+63	40	0	×	×	×	×	0	×	0	×	×
T	16	1	00-7F	VIBRATO DEPTH	-640+63	40	0	×	×	×	×	0	×	0	×	×
+	17	1	00-7F	VIBRATO DELAY FILTER CUTOFF FREQUENCY	-640+63 -640+63	40	0	×	×	×	×	0	×	0	×	×
+	19	1		FILTER RESONANCE	-640+63	40	0	×	×	×	×		×	0	×	×
	1A	1	00-7F	EG ATTACK TIME	-640+63	40	0	×	×	×	×	0	×	0	×	×
+	1B	1	00-7F	EG DECAY TIME	-640+63	40	0	×	×	×	×	0	×	0	×	×
+	1C 1D	1	00-7F 28-58	EG RELEASE TIME	-640+63 -240+24 [semitones]	40	0	×	×	×	×	0	×	O ×	×	×
	1E	1	00-7F	MW LOW PASS FILTER CONTROL	-96000+9450 [cent]	40	0	×	×	×	×	0	×	×	×	×
	1F	1	00-7F	MW AMPLITUDE CONTROL	-1000+100 [%]	40	0	×	×	×	×	0	×	×	×	×
+	20	1	00-7F 00-7F	MW LFO PMOD DEPTH MW LFO FMOD DEPTH	0127 0127	0A 00	0	×	×	×	×	0	×	×	×	> >
+	22	1	00-7F	MW LFO AMOD DEPTH	0127	00	-	×	×	×	×	0	×	×	×	,
	23	1	28-58	BEND PITCH CONTROL	-240+24 [semitones]	42	0	×	×	×	×	0	×	×	×	×
+	24	1	00-7F 00-7F	BEND LOW PASS FILTER CONTROL BEND AMPLITUDE CONTROL	-96000+9450 [cent] -1000+100 [%]	40	0	×	×	×	×	0	×	×	×	> >
+	26	1		BEND LFO PMOD DEPTH	0127	00	-	×	×	×	×		×	×	×	×
	27	1		BEND LFO FMOD DEPTH	0127	00	0	×	×	×	×	0	×	×	×	×
TAL:	SIZE	29	00-7F	BEND LFO AMOD DEPTH	0127	00	0	×	×	×	×	0	×	×	×	×
_	30	T 1	00.01	Rev PITCH BEND	OFF, ON	01	0	×	×	×		0	×	×	×	×
+	31	1		Rev CH AFTER TOUCH (CAT)	OFF, ON	01	0	×	×	×	×		×	×	×	,
t	32	1		Rcv PROGRAM CHANGE	OFF, ON	01	0	×	×	×	×	0	×	×	×	,
_	33	1	00-01	Rev CONTROL CHANGE	OFF, ON	01	0	×	×	×	×	0	×	×	×)
+	34	1	00-01	Rcv POLY AFTER TOUCH (PAT) Rcv NOTE MESSAGE	OFF, ON OFF, ON	01	0	×	×	×	×	0	×	×	×	>
T	36	1		Rev RPN	OFF, ON	01	0	×	×	×	×		×	×	×	>
	37	1	00-01	Rcv NRPN	OFF, ON	XGmode=01, GMmode=00	0	×	×	×	×	0	×	×	×	;
+	38	1	00-01	Rev MODULATION Rev VOLUME	OFF, ON OFF, ON	01	0	×	×	×	×	0	×	×	×	,
+	3A	1		Rev PAN	OFF, ON	01	0	×	×	×	×	0	×	×	×	,
	3B		00-01	Rcv EXPRESSION	OFF, ON	01	0	×	×	×	×	0	×	×	×	- 3
+	3C 3D	1	00-01	Rcv HOLD1 Rcv PORTAMENTO	OFF, ON OFF, ON	01	0	×	×	×	×	0	×	×	×	:
+	3E	1	00-01	Rev SOSTENUTO	OFF, ON	01	0	×	×	×	×	0	×	×	×	,
	3F	1	00-01	Rcv SOFT PEDAL	OFF, ON	01	0	×	×	×	×	0	×	×	×	- :
\vdash	40	1	00-01	Rev BANK SELECT	OFF, ON -63 0 +63 [cent]	01 40	0	×	×	×	×	-	×	×	×	⊢
	4.1		00-7F	SCALE TUNING C	-630+63 [cent]	140	0	^	(Function)	^	×	0	×	0	×	
	41	1														
\vdash	41	1	00-7F	SCALE TUNING C#	-630+63 [cent]	40	0	×	(Fullction)	×	×	0	×	0	×	1 1
	42	1							(Function)							
			00-7F	SCALE TUNING C# SCALE TUNING D	-630+63 [cent]	40	0	×	O (Function)	×	×	0	×	0	×	
	42	1							(Function)							
	42 43 44	1 1 1	00-7F 00-7F	SCALE TUNING D SCALE TUNING D#	-630+63 [cent]	40	0	×	(Function) (Function) (Function)	×	×	0	×	0	×	
	42	1	00-7F	SCALE TUNING D	-630+63 [cent]	40	0	×	O (Function) O (Function) O (Function) O (Function)	×	×	0	×	0	×	
	42 43 44 45	1 1 1 1	00-7F 00-7F	SCALE TUNING D SCALE TUNING D#	-630+63 [cent]	40	0	×	(Function) (Function) (Function)	×	×	0	×	0	×	
	42 43 44 45 46	1 1 1 1 1	00-7F 00-7F 00-7F	SCALE TUNING D# SCALE TUNING D# SCALE TUNING E SCALE TUNING F	-630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent]	40 40 40 40	0 0	× × × ×	O (Function) O (Function) O (Function) O (Function) O (Function) O (Function)	× × × ×	× × × ×	0	×	0 0	× × × ×	
	42 43 44 45	1 1 1 1	00-7F 00-7F 00-7F	SCALE TUNING D SCALE TUNING D# SCALE TUNING E	-630+63 [cent] -630+63 [cent]	40 40 40	0	×	O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function)	×	×	0	×	0 0	×	
	42 43 44 45 46	1 1 1 1 1	00-7F 00-7F 00-7F	SCALE TUNING D# SCALE TUNING D# SCALE TUNING E SCALE TUNING F	-630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent]	40 40 40 40	0 0	× × × ×	O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function)	× × × ×	× × × ×	0	×	0 0	× × × ×	
	42 43 44 45 46 47 48	1 1 1 1 1	00-7F 00-7F 00-7F 00-7F 00-7F	SCALE TUNING D# SCALE TUNING D# SCALE TUNING E SCALE TUNING F SCALE TUNING F#	-630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent]	40 40 40 40 40	0 0 0	× × × × ×	O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function)	× × × × ×	× × × × ×	0 0	× × × × ×	0 0 0	× × × × ×	
	42 43 44 45 46 47 48 49	1 1 1 1 1 1 1 1 1 1 1	00-7F 00-7F 00-7F 00-7F 00-7F 00-7F	SCALE TUNING D# SCALE TUNING E SCALE TUNING F SCALE TUNING F# SCALE TUNING G SCALE TUNING G#	-630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent]	40 40 40 40 40 40 40 40	0 0 0	× × × × × × ×	O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function)	× × × × × × ×	× × × × × × ×	0 0	× × × × × × × ×	0 0 0	× × × × × × × ×	
	42 43 44 45 46 47 48 49 4A	1 1 1 1 1 1 1 1 1 1	00-7F 00-7F 00-7F 00-7F 00-7F 00-7F	SCALE TUNING D SCALE TUNING D# SCALE TUNING E SCALE TUNING F SCALE TUNING F# SCALE TUNING G SCALE TUNING G# SCALE TUNING G#	-630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent]	40 40 40 40 40 40 40 40 40		× × × × × × × ×	O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function)	× × × × × × ×	× × × × × × × ×		× × × × × × × ×	0 0 0 0 0 0	× × × × × × × ×	
	42 43 44 45 46 47 48 48 49 4A	1 1 1 1 1 1 1 1 1 1 1	00-7F 00-7F 00-7F 00-7F 00-7F 00-7F 00-7F	SCALE TUNING D# SCALE TUNING E# SCALE TUNING F SCALE TUNING F# SCALE TUNING G SCALE TUNING G# SCALE TUNING G# SCALE TUNING A#	-630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent]	40 40 40 40 40 40 40 40 40 40 40		× × × × × ×	O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function)	× × × × × × ×	× × × × × × × × ×		× × × × × × × ×		× × × × × × ×	
	42 43 44 45 46 47 48 49 4A	1 1 1 1 1 1 1 1 1 1	00-7F 00-7F 00-7F 00-7F 00-7F 00-7F	SCALE TUNING D SCALE TUNING D# SCALE TUNING E SCALE TUNING F SCALE TUNING F# SCALE TUNING G SCALE TUNING G# SCALE TUNING G#	-630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent]	40 40 40 40 40 40 40 40 40		× × × × × × × ×	O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function)	× × × × × × ×	× × × × × × × ×		× × × × × × × ×	0 0 0 0 0 0	× × × × × × × ×	
	42 43 44 45 46 47 48 4A 4B 4C 4D		00-7F 00-7F 00-7F 00-7F 00-7F 00-7F 00-7F 00-7F 28-58	SCALE TUNING D SCALE TUNING D# SCALE TUNING E SCALE TUNING F SCALE TUNING G SCALE TUNING G SCALE TUNING G# SCALE TUNING A# SCALE TUNING A# SCALE TUNING B CAT PITCH CONTROL	-630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent]	40 40 40 40 40 40 40 40 40 40 40 40		× × × × × × × ×	O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function)	× × × × × × × × ×	× × × × × × × × × ×		× × × × × × × × × ×	0 0 0 0	× × × × × × × × × × × ×	
	42 43 44 45 46 47 48 4A 4B 4C 4D 4E		00-7F 00-7F 00-7F 00-7F 00-7F 00-7F 00-7F 00-7F 00-7F	SCALE TUNING D# SCALE TUNING E SCALE TUNING F SCALE TUNING F# SCALE TUNING G SCALE TUNING G# SCALE TUNING A# SCALE TUNING A# SCALE TUNING B CAT PITCH CONTROL CAT LOW PASS FILTER CONTROL	-630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent]	40 40 40 40 40 40 40 40 40 40		× × × × × × × × × × × × × × × × × × ×	O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function)	× × × × × × × × × × × × × × × × × × ×	× × × × × × × × × × × × × × × × × × ×		× × × × × × × × × × × × × × × × × × ×		× × × × × × × × × × × × × × × × × × ×	
	42 43 44 45 46 47 48 4A 4B 4C 4D		00-7F 00-7F 00-7F 00-7F 00-7F 00-7F 00-7F 00-7F 00-7F 00-7F 00-7F	SCALE TUNING D SCALE TUNING D# SCALE TUNING E SCALE TUNING F SCALE TUNING G SCALE TUNING G SCALE TUNING G# SCALE TUNING A# SCALE TUNING A# SCALE TUNING B CAT PITCH CONTROL	-630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent] -630+63 [cent]	40 40 40 40 40 40 40 40 40 40 40 40		× × × × × × × ×	O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function) O (Function)	× × × × × × × × ×	× × × × × × × × × ×		× × × × × × × × × ×	0 0 0 0	× × × × × × × × × × × ×	

			v				Silent)]					l Sequenc			
						MIDI R	eception	MID	I Transmi	ssion	Se	MIDI Recon			
ddress (H)	Size (H)		Parameter	Description	XG Default (H)	Song	Piano Playback	Panel	Song	MIDI	PLAY	PLAY (Piano	REW	Piano	Otl
` ′	l` ′	` ′				Part	Channel	Operation	Playback	Input		Part)			
53	1	28-58	PAT PITCH CONTROL	-240+24 [semitones]	40		×	×	×	×		×	×	×	
54	1	00-7F	PAT LOW PASS FILTER CONTROL	-96000+9450 [cent]	40		×	×	×	×	0	×	×	×	
55	1	00-7F	PAT AMPLITUDE CONTROL	-1000+100 [%]	40	0	×	×	×	×	0	×	×	×	
56	1	00-7F	PAT LFO PMOD DEPTH	0127	00		×	×	×	×	0	×	×	×	
57	1	00-7F	PAT LFO FMOD DEPTH	0127	00		×	×	×	×	0	×	×	×	
58	1	00-7F	PAT LFO AMOD DEPTH	0127	00		×	×	×	×	0	×	×	×	
59	1	00-5F	ACI CONTROLLER NUMBER	095	10		×	×	×	×	0	×	0	×	
5A	1	28-58	AC1 PITCH CONTROL	-240+24 [semitones]	40		×	×	×	×	0	×	×	×	
5B	1	00-7F	ACI LOW PASS FILTER CONTROL	-96000+9450 [cent]	40	0	×	×	×	×	0	×	×	×	Г
5C	1	00-7F	AC1 AMPLITUDE CONTROL	-1000+100 [%]	40	0	×	×	×	×	0	×	×	×	
5D	1	00-7F	AC1 LFO PMOD DEPTH	0127	00		×	×	×	×	0	×	×	×	
5E	1	00-7F	AC1 LFO FMOD DEPTH	0127	00		×	×	×	×	0	×	×	×	П
5F	1	00-7F	AC1 LFO AMOD DEPTH	0127	00	0	×	×	×	×	0	×	×	×	
60	1	00-5F	AC2 CONTROLLER NUMBER	095	11	0	×	×	×	×	0	×	×	×	
61	1	28-58	AC2 PITCH CONTROL	-240+24 [semitones]	40	0	×	×	×	×	0	×	×	×	
62	1	00-7F		-96000+9450 [cent]	40	0	×	×	×	×	0	×	×	×	
63	1	00-7F		-1000+100 [%]	40		×	×	×	×	0	×	×	×	
64	1	00-7F	AC2 LFO PMOD DEPTH	0127	00	0	×	×	×	×	0	×	×	×	
65	1	00-7F	AC2 LFO FMOD DEPTH	0127	00	0	×	×	×	×	0	×	×	×	
66	1	00-7F	AC2 LFO AMOD DEPTH	0127	00	0	×	×	×	×	0	×	×	×	Г
67	1	00-01	PORTAMENTO SWITCH	OFF, ON	00	0	×	×	×	×	0	×	0	×	П
68	1	00-7F	PORTAMENTO TIME	0127	00		×	×	×	×	0	×	0	×	
69	1	00-7F	PITCH EG INITIAL LEVEL	-640+63	40		×	×	×	×	0	×	×	×	
6A	1	00-7F	PITCH EG ATTACK TIME	-640+63	40		×	×	×	×	0	×	×	×	
6B	1	00-7F	PITCH EG RELEASE LEVEL	-640+63	40		×	×	×	×	0	×	×	×	
6C	1	00-7F	PITCH EG RELEASE TIME	-640+63	40		×	×	×	×	0	×	×	×	
6D	1	01-7F	VELOCITY LIMIT LOW	1127	01		×	×	×	×	0	×	×	×	
6E	1	01-7F	VELOCITY LIMIT HIGH	1127	7F		×	×	×	×	0	×	×	×	
AL SIZE	3F														
70	1	1	NOT USED		1_			_			1 -		_		
			NOT CSED					_			╫	_			\vdash
71	-		NOT USED												
71	1	00-7E	NOT USED FO BASS GAIN	-12dB ±12dB	40			×	×	×					
72	1		EQ BASS GAIN	-12dB+12dB	40	×	×	×	×	×	×	×	×	×	F
72 73	1			-12dB+12dB -12dB+12dB				×	×	×					
72 73 AL SIZE	1 1 1 04		EQ BASS GAIN EQ TREBLE GAIN			×	×	×	×	×	×	×	×	×	
72 73 AL SIZE 74	1 1 1 04		EQ BASS GAIN EQ TREBLE GAIN NOT USED			×	×				×	×	×	×	
72 73 AL SIZE 74 75	1 1 1 04	00-7F	EQ BASS GAIN EQ TREBLE GAIN NOT USED NOT USED	-12dB+12dB	40	× ×	× × ×	× 	× — —	× — —	× × ×	× × ×	× × ×	× × ×	
72 73 AL SIZE 74 75 76	1 1 04 1 1 1	00-7F	EQ BASS GAIN EQ TREBLE GAIN NOT USED NOT USED EQ BASS FREQUENCY	-12dB+12dB	40 	× × × - × × × × × ×	× × × × × × × × × × × × × × × × × × ×		- - - x		X X X	X X X -	× × × × × × × × × × × × × × × × × × ×	× × × × × × × × × × × × × × × × × × ×	
72 73 AL SIZE 74 75 76 77	1 1 04 1 1 1 1	00-7F	EQ BASS GAIN EQ TREBLE GAIN NOT USED NOT USED EQ BASS FREQUENCY EQ TREBLE FREQUENCY	-12dB+12dB	40	X X	× × × × × ×				X X X X X X X X X X	× × × × × × × ×	× × × × × ×	× × × × × ×	
72 73 AL SIZE 74 75 76 77 78	1 1 04 1 1 1 1 1	00-7F	EQ BASS GAIN EQ TREBLE GAIN NOT USED NOT USED EQ BASS FREQUENCY EQ TREBLE FREQUENCY NOT USED	-12dB+12dB	40 	X X X X X X X X X X	× × × × × × × × × × × × × × × × × × ×	× — × × × —	× — × × × —	× — × × × —	X X X X X X X X X X	× × × × × × × × × × × × × × × × × × ×	× × × × × × × × × × × × × × × × × × ×	× × × × × × × × × × × × × × × × × × ×	
72 73 AL SIZE 74 75 76 77 78 79	1 1 04 1 1 1 1 1 1	00-7F	EQ BASS GAIN EQ TREBLE GAIN NOT USED NOT USED EQ BASS FREQUENCY EQ TREBLE FREQUENCY NOT USED NOT USED	-12dB+12dB	40 	X X -	× × × × × × × × × × × × × × × × × × ×	×		×	X	× × × × × × × × × × × × × × × × × × ×	× × × × × × × × × × × × × × × × × × ×	× × × × × ×	
72 73 AL SIZE 74 75 76 77 78 79	1 1 04 1 1 1 1 1 1 1	00-7F	EQ BASS GAIN EQ TREBLE GAIN NOT USED NOT USED NOT USED EQ BASS FREQUENCY FO TREBLE FREQUENCY NOT USED NOT USED NOT USED NOT USED	-12dB+12dB	40 	X X X X X X X X X X	× × × × × × · · · · · · · · · · · · · ·	×	×	×	X	× × × × × × × × · · · · · · · · · · · ·	× × × × × × × · · · · · · · · · · · · ·	× × × × × × × · · · · · · · · · · · · ·	
72 73 AL SIZE 74 75 76 77 78 79 7A 7B	1 1 04 1 1 1 1 1 1 1 1	00-7F	EQ BASS GAIN EQ TREBLE GAIN NOT USED NOT USED EQ BASS FREQUENCY EQ TREBLE FREQUENCY NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED	-12dB+12dB	40 	X X X X X X X X X X	× × × × × × × · · · · · · · · · · · · ·	×	×	×	X	× × × × × × × × × × × × × × × × × × ×	× × × × × × × × × × × · · · · · · · · ·	× × × × × × × × × × × × × × × × × × ×	
72 73 AL SIZE 74 75 76 77 78 79 7A 7B	1 1 04 1 1 1 1 1 1 1 1 1	00-7F	EQ BASS GAIN EQ TREBLE GAIN NOT USED NOT USED Q BASS FREQUENCY EQ TREBLE FREQUENCY NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED	-12dB+12dB	40 	X X X X X X X X X X	X X X	×	×	×	X	X	× × × × × × × × × × × × × × × × × × ×	× × × × × × × × × × × × × × × × × × ×	
72 73 AL SIZE 74 75 76 77 78 79 7A 7B 7C	1 1 04 1 1 1 1 1 1 1 1 1 1 1	00-7F	EQ BASS GAIN EQ TREBLE GAIN NOT USED NOT USED EQ BASS FREQUENCY EQ TREBLE FREQUENCY NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED	-12dB+12dB	40 	X X X X X X X X X X	× × × × × × × × × × × · · · · · · · · ·	x x x	x x x	× × × × × · · · · · · · · · · · · · · ·	× × × × × × × × × × × · · · · · · · · ·	× × × × × × × × × × × · · · · · · · · ·	× × × × × × × × × × × × × × × · · · · ·	× × × × × × × × × × × · · · · · · · · ·	
72 73 74 75 76 77 78 79 7A 7B 7C	1 1 04 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	00-7F	EQ BASS GAIN EQ TREBLE GAIN NOT USED NOT USED EQ BASS FREQUENCY EQ TREBLE FREQUENCY NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED	-12dB+12dB	40 	X X X X X X X X X X	X X X	×	×	×	X X X X X X X X X X	X	× × × × × × × × × × × × × × × × × × ×	× × × × × × × × × × × × × × × × × × ×	
72 73 AL SIZE 74 75 76 77 78 79 7A 7B 7C 7D	1 1 04 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	00-7F 04-28 1C-3A	EQ BASS GAIN EQ TREBLE GAIN NOT USED NOT USED EQ BASS FREQUENCY EQ TREBLE FREQUENCY NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED	-12dB+12dB	40 	X X X X X X X X X X	× × × × × × × × × × × · · · · · · · · ·	x x x	x x x	× × × × × · · · · · · · · · · · · · · ·	× × × × × × × × × × × · · · · · · · · ·	× × × × × × × × × × × · · · · · · · · ·	× × × × × × × × × × × × × × × · · · · ·	× × × × × × × × × × × · · · · · · · · ·	
72 73 AL SIZE 74 75 76 77 78 79 7A 7B 7C 7D	1 1 04 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	00-7F 04-28 1C-3A	EQ BASS GAIN EQ TREBLE GAIN NOT USED NOT USED EQ BASS FREQUENCY EQ TREBLE FREQUENCY NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED	-12dB+12dB	40 	X X X X X X X X X X	× × × × × × × × × × × · · · · · · · · ·	x x x	x x x	× × × × × · · · · · · · · · · · · · · ·	X X X X X X X X X X	× × × × × × × × × × × · · · · · · · · ·	× × × × × × × × × × × × × × × × × × ×	× × × × × × × × × × × × × × × · · · · ·	
72 73 AL SIZE 74 75 76 77 78 79 7A 7B 7C 7D	1 1 04 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	00-7F 04-28 1C-3A	EQ BASS GAIN EQ TREBLE GAIN NOT USED NOT USED EQ BASS FREQUENCY EQ TREBLE FREQUENCY NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED	-12dB+12dB	40 	X X X X X X X X X X	× × × × × × × × × × × · · · · · · · · ·	x x x	x x x	× × × × × · · · · · · · · · · · · · · ·	X X X X X X X X X X	× × × × × × × × × × × · · · · · · · · ·	× × × × × × × × × × × × × × × × × × ×	× × × × × × × × × × × × × × × · · · · ·	
72 73 AL SIZE 74 75 76 77 78 79 7A 7B 7C 7D 7E 7F AL SIZE	1 1 1 1 1 1 1 1 1 1 1 1 1 0 C C	00-7F 04-28 1C-3A	EQ BASS GAIN EQ TREBLE GAIN NOT USED NOT USED EQ BASS FREQUENCY EQ TREBLE FREQUENCY NOT USED	-12dB+12dB 322.0k [Hz] 50016.0k [Hz] -100 - 100 [%]	40	x x x x x x x x x x x x x x x x x x x	× × × × × × × × × × × × × × × × × × ×	× × × × × × × × × × × × × × × × × × ×	× × × × × × × × × × × × × × × × × × ×	× × × × × × × × × × × × × × × × × × ×	X	X	× × × × × × × × × × × × × × × × × × ×	× × × × × × × × × × × × × × × × × × ×	
72 73 AL SIZE 74 75 76 77 78 79 7A 7D 7C 7D 7F AL SIZE	1 1 04 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	00-7F 04-28 1C-3A	EQ BASS GAIN EQ TREBLE GAIN NOT USED NOT USED EQ BASS FREQUENCY EQ TREBLE FREQUENCY NOT USED MW OFFSET LEVEL CONTROL BEND OFFSET LEVEL CONTROL	-12dB+12dB 322.0k [Hz] 50016.0k [Hz] -100 - 100 [%] -100 - 100 [%]	40	X X X X X X X X X X	× × × × × × × × × × × × × × × × × × ×	× × × × × × × × × × × × × × × × × × ×	× × × × × × × × × × × × × × × × × × ×	× × × × × × × × × × × × × × × × × × ×	X	× × × × × × × × × × × × × × × × × × ×	× × × × × × × × × × × × × × × × × × ×	× × × × × × × × × × × × × × × × × × ×	
72 73 AL SIZE 74 75 76 77 78 79 7A 7B 7C 7D 7E 7F AL SIZE	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	00-7F 04-28 1C-3A 1C-3A 00-7F 00-7F 00-7F	EQ BASS GAIN EQ TREBLE GAIN NOT USED NOT USED NOT USED EQ BASS FREQUENCY EQ TREBLE FREQUENCY NOT USED	-12dB+12dB 322.0k [Hz] 50016.0k [Hz] -100 - 100 [%]	40	x x x x x x x x x x x x x x x x x x x	× × × × × × × × × × × × × × × × × × ×	× × × × · · · · · · · · · · · · · · · ·	× × × × × · · · · · · · · · · · · · · ·	× × × × × · · · · · · · · · · · · · · ·	X	X	× × × × × × × × × × × × × × × × × × ×	× × × × × × × × × × × × × × × × × × ×	
72 73 AL SIZE 74 75 76 77 78 79 7A 7B 7C 7D 7E AL SIZE nn 40	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	00-7F 04-28 1C-3A 1C-3A 00-7F 00-7F 00-7F	EQ BASS GAIN EQ TREBLE GAIN NOT USED NOT USED ON TO USED EQ BASS FREQUENCY EQ TREBLE FREQUENCY NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED NOT USED CONTROL OFFSET LEVEL CONTROL END OFFSET LEVEL CONTROL CAT OFFSET LEVEL CONTROL	-12dB+12dB 322.0k [Hz] 50016.0k [Hz] -100 - 100 [%] -100 - 100 [%] -100 - 100 [%]	40	X	× × × × × × × × × × ×	× × × × × × × × × × ×	× × × × × × × × × ×	× × × × × × × × × × × ×	X	× × × × × × × × × × ×	× × × × × × × × × × × × × × × × × × ×	× × × × × × × × × × ×	

If there is a Drum voice assigned to the part, the following parameters are ineffective.
 BANK SELECT LSB
 PORTAMENTO
 MONO/POLY
 SCALE TUNING
 POLY AFTER TOUCH
 PITCH EG

■ MIDI Parameter Change Table (DRUM SETUP)

							[MIDI					[Interna				
							MIDI F	eception	MID	I Transmi	ssion	Sc	ong Playba	ng Playback		ecording
Addı (H		Size (H)	Data (H)	Parameter	Description	XG Default (H)	Song Part	Piano Playback Channel	Panel Operation	Song Playback	MIDI Input	PLAY	PLAY (Piano Part)	REW	Piano	Others
3n ri	00	1		PITCH COARSE	-640+63	40	0	×	×	×	×	0	×	×	×	×
	01	1		PITCH FINE	-640+63 [cent]	40	0	×	×	×	×	0	×	×	×	×
	02	1		LEVEL	0127	Depends on the note	0	×	×	×	×	0	×	×	×	×
	03	1		ALTERNATE GROUP	OFF, 1127	Depends on the note	0	×	×	×	×	0	×	×	×	×
	04	1	00-7F	PAN	RND, L63CR63	Depends on the note		×	×	×	×	0	×	×	×	×
	05	1	00-7F	REVERB SEND	0127	Depends on the note	0	×	×	×	×	0	×	×	×	×
	06	1	00-7F	CHORUS SEND	0127	Depends on the note	0	×	×	×	×	0	×	×	×	×
	07	1	00-7F	VARIATION SEND	0127	7F	0	×	×	×	×	0	×	×	×	×
	08	1	00-01	KEY ASSIGN	SINGLE, MULTI	00		×	×	×	×	0	×	×	×	×
	09	1	00-01	Rev NOTE OFF	OFF, ON	Depends on the note	0	×	×	×	×	0	×	×	×	×
	0A	1		Rev NOTE ON	OFF, ON	01		×	×	×	×	0	×	×	×	×
	0B	1	00-7F	LOW PASS FILTER CUTOFF FREQUENCY	-640+63	40	0	×	×	×	×	0	×	×	×	×
	0C	1	00-7F	LOW PASS FILTER RESONANCE	-640+63	40	0	×	×	×	×	0	×	×	×	×
	0D	1	00-7F	EG ATTACK RATE	-640+63	40	0	×	×	×	×	0	×	×	×	×
	0E	1	00-7F	EG DECAY1 RATE	-640+63	40		×	×	×	×	0	×	×	×	×
	0F	1	00-7F	EG DECAY2 RATE	-640+63	40	0	×	×	×	×	0	×	×	×	×
TOTAL		10														
	20	1		EQ BASS GAIN	-12+12 [dB]	40	×	×	×	×	×	×	×	×	×	×
	21	1	00-7F	EQ TREBLE GAIN	-12+12 [dB]	40	×	×	×	×	×	×	×	×	×	×
	22	1		NOT USED		_		_	_	_	_	_	_	_	_	×
	23	1		NOT USED		_		_	_	_	_	_	_	_	_	×
	24	1		EQ BASS FREQUENCY	322.0k [Hz]	0C	×	×	×	×	×	×	×	×	×	×
	25	1	1C-3A	EQ TREBLE FREQUENCY	50016.0k [Hz]	36	×	×	×	×	×	×	×	×	×	×
	26	1		NOT USED		_		_	_	_	_	_	_	_	_	×
	27	1		NOT USED		_		_	_	_	_		_	_	_	×
	28	1		NOT USED		_		_	_	_	_	1 -	_	_	_	×
	29	1		NOT USED		_		_	_	_	_		_	_	_	×
	2A	1		NOT USED		_		_	_	_	_		_	_	_	×
	2B	1		NOT USED		_		_	_	_	_		_	_	_	×
	2C	1		NOT USED		_		_	_	_	_	l —	_	_	_	×
				NOT USED												×

- In the following cases, the unit will initialize all drum setups.

 XG SYSTEM ON received

 GM SYSTEM ON received

 GM LEVEL 2 SYSTEM ON received

 GS RESET received

 DRUM SETUP RESET received (only when in XG mode)

When a part to which a drum setup is assigned receives a program change, the assigned drum setup will be initialized. If the same drum setup is assigned to two or more parts, changes in drum setup parameters (including program changes) will apply to all parts to which it is assigned.

n: drum setup number (0-1) rr: note number (0D-5B)

System Exclusive Messages (1)

- * Not received when Receive System Exclusive Message is set to off. * Not transmitted when Transmit System Exclusive Message is set to off.

■ System Exclusive Messages (Universal Non Realtime Messages)

					[MIDI (Sile	ent)]				[Internal S	equencer]		
			MIDI R	eception	MI	DI Transmiss	ion	Song Playback			MIDI Recording		
MIDI Event				Data Format	Song Part	Piano Playback Channel	Panel Operation	Song Playback	MIDI Input	PLAY	PLAY (Piano Part)	REW	Recorded from panel
GM1 System On	F0	7E XN 09	01	F7	0	×	×	×	×	0	×	×	×
[GM1] [GM2]		11110000	F0	= Exclusive status									1 1
		01111110	7E	= Universal Non-Real Time									
		0xxxnnnn	XN	= When N is received N=0-F, whichever is received. X=ignored									1 1
		00001001	09	= Sub-ID #1=General MIDI Message									1 1
		00000001	01	= Sub-ID #2=General MIDI On									
		11110111	F7	= End of Exclusive									

System Exclusive Messages (2)

■ System Exclusive Messages (XG)

					[MIDI (Silent)]			[Inter	nal Sequencer]			
					MIDI Reception	MIDI Tra	nsmission		Song Playb	ack	MIDI R	ecording
MIDI Event				Data Format	Song Part Piano Playback Channel	Panel Operation	Song Playback	PLA	Part)	REW	Piano	Others
XG Parameter Change	F0	11110000 01000011 0001nnnn 01001100 0hhhhhh 0mmmmmmm 0111111 0ddddddd	43 1n 4C hh mm 11 dd	= Exclusive status = YAMAHA ID = Device Number n=always 0 (when transmit), n=0-F (when recieve) = Model ID = Address High = Address Mid = Address Low = Data	O Refer to Parameter Change Table	O Refer to Parameter Change Table	×	Refe	o Parameter C	Thange Table	Refer to	Parameter e Table
XG Bulk Dump	F0	11110111 43 On 4C 11110000 110000011 0000nnn 01001100 0aaaaaaa 0bbbbbbb 0hhhhhhh 0mmmmmmm 0111111 0ddddddd : : 0ddddddd 0eeeeeee	43 On 4C aa bb hh mm II dd	= End of Exclusive bb hh mm II dd dd cc F7 = Exclusive status = YAMAHA ID = Device Number n=always 0 (when transmit), n=0-F (when recieve) = Model ID = Byte Count MSB = Byte Count LSB = Address High = Address Mid = Address Low = Data : = Data = Checksum = End of Exclusive	O Refer to Parameter Change Table	O Refer to Parameter Change Table	×	Refe	Or to Parameter C	Change Table	Refer to	O Parameter e Table
XG Parameter Request	F0	11110000 01000011 0011nnnn 01001100 0hhhhhhh	43 3n 4C hh mm	= Model ID = Address High = Address Mid	O Refer to Parameter Change Table	×	×		×		:	×
XG Dump Request	F0	43 2n 4C 11110000 01000011 0010nnnn 01001100 0hhhhhhh 0mmmmmmm 0111111	F0 43 2n 4C hh mm	mm II F7 = Exclusive status = YAMAHA ID = Device Number n=always 0 (when transmit), n=0-F (when recieve) = Model ID = Address High = Address Mid = Address Low = End of Exclusive	O Refer to Parameter Change Table	×	×		×		;	<

System Exclusive Messages (2)

■ System Exclusive Messages (Others)

				[MIDI (SII	ent) j			[Internal Sequencer]				
				MIDI F	eception	MIDI Tra	nsmission		ong Playbac	k	MIDI R	ecording
MIDI Event			Data Format	Song Part	Piano Playback Channel	Panel Operation	Song Playback	PLAY	PLAY (Piano Part)	REW	Piano	Others
MIDI Master	F0 43 1n 27	30	00 00 mm ll cc F7	×	×	×	×	×	×	×	×	×
Tuning	11110000	F0	= Exclusive status									
	01000011	43	= YAMAHA ID									
	0001nnnn	1n	n= always 0(when transmit), n=0-F(when receive)									
	00100111	27	= Model ID of TG100									
	00110000	30	= Address High									
	00000000	00	= Address Mid									
	00000000	00	= Address Low				1					
	0000mmmm	0m	= Master Tune MSB									
	00001111	01	= Master Tune LSB									
	Осссссс	CC	= don't care									
	11110111	F7	= End of Exclusive									

■ System Exclusive Messages (Preset Voice)

					[MIDI (Sile				[Internal Se				
					MIDI R	eception	MIDI Tra	nsmission		Song Playbac	k	MIDI R	ecording
MIDI Event				Data Format	Song Part	Piano Playback Channel	Panel Operation	Song Playback	PLAY	PLAY (Piano Part)	REW	Piano	Others
String Resonance	F0	43 73 01 11110000	50 F0	11 On 02 dd F7 = Exclusive status	0	×	(Function)	×	0	×	0	×	×
Depth		01000011	43	= YAMAHA ID	İ	İ		i i	i	İ	j i	İ	i i
		01110011	73	= Clavinova ID	İ		İ	l i	1	İ	j i	ĺ	i i
		00000001	01	= Model ID (Clavinova common ID)	İ		İ	l i			İ		
		01010000	50	= SubID									
		00010001		= SubID									
		0000nnnn	0n	= Channel (00-0F)									
		00000010	02										
		0ddddddd		= Depth (00-48)									
		11110111	F7										
Sustain Sample	F0	43 73 01	50	11 On O3 dd F7	0	×	0	×	0	×	0	×	×
Depth		11110000	F0				(Function)						
		01000011	43	= YAMAHA ID									
		01110011	73	= Clavinova ID									
		00000001	01	= Model ID (Clavinova common ID) = SubID									
		01010000 00010001		= SubID = SubID									
		0000nnnn		= Channel (00-0F)									
		00000011	03	= SubID (Sustain Sample Depth)									
		0ddddddd	dd										
		11110111	F7	= End of Exclusive									
Key Off	F0	43 73 01	50	11 On O4 dd F7	0	×	0	×	0	×	0	×	×
Sampling Depth		11110000	F0	= Exclusive status	İ		(Function)	l i					i i
		01000011	43	= YAMAHA ID				l I	1				
		01110011	73	= Clavinova ID				l I					
		00000001	01	= Model ID (Clavinova common ID)									
		01010000		= SubID									
		00010001		= SubID					1				
		0000nnnn		= Channel (00-0F)									
		00000100	04	= SubID (Key Off Sampling Depth)									
		0ddddddd		= Depth (00-50)									
Soft Pedal	F0	11110111 43 73 01	50	= End of Exclusive 11 On 05 dd F7	0	×	×	×	0	×	0	×	×
Depth	го	11110000		= Exclusive status	1 0					×	0		^
Depui		01000011		= YAMAHA ID									
		01110011	73	= Clavinova ID									
		00000001		= Model ID (Clavinova common ID)									
		01010000		= SubID									
		00010001		= SubID							i		
1		0000nnnn		= Channel (00-0F)									
		00000101	05	= SubID (Soft Pedal Depth)									
		0ddddddd	dd										
		11110111		= End of Exclusive									

^{*} For each depth value, the rest value is 40H = voice parameter.



MIDI IMPLEMENTATION CHART

YAMAHA Date: 07-June-2012 Model: Silent Piano SH Version: 1.00

Fu	ınction	Transmitted	Recognized	Remarks
Basic Channel	Default	1, 2	1-16	
	Changed	1-16	×	
Mode	Default	3	3	
	Messages	×	×	
	Altered	********	×	
Note Number		0-127	0-127	
	: True voice	******	0-127	
Velocity	Note ON	O 9nH, v=1-127	○ 9nH, v=1-127	
	Note OFF	× 8nH, v=64	○ 9nH, v=0 or 8nH	
After Touch	Key's	0	0	
	Ch's	×	×	
Pitch Bend		×	O 0-24 semi	*1
Control Change	0, 32	0	0	Bank Select
-	1	×	0	Modulation
	7	0	0	Main Volume
	10	×	0	Panpot
	11	×	0	Expression
	6, 38	×	0	Data Entry
	64, 66, 67	0 *2	0	Pedal
	71-74	×	0	
	84	×	0	Portamento Control
	91	0	0	Effect1 Depth
	93	0	0	Effect3 Depth
	96-97	×	0	RPN Inc, Dec
	100-101	×	0	RPN LSB, MSB
Prog Change		0 0-127	0 0-127	
	: True #	********		
System Exclusive		0	0	
Common	: Song Pos.	×	×	
	: Song Sel.	×	×	
	: Tune	×	×	
System Real Time	: Clock	×	×	
	: Commands	×	×	
Aux Messages	: All Sound Off	×	0 (120, 126, 127)	
-	: Reset All Cntrls	×	0 (121)	
	: Local ON/OFF	×	0 (122)	
	: All Notes OFF	×	0 (123-125)	
	: Active Sense	0	0	
	: Reset	×	×	
Notes		ard voices the nitch may not	he changed according to the nit	tch hand satting range

Notes

^{*1} For some Harpsichord voices, the pitch may not be changed according to the pitch bend setting range.

^{*2} For upright pianos (excluding some models), the sostenuto pedal information (66) is not transmitted.



YAMAHA CORPORATION

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