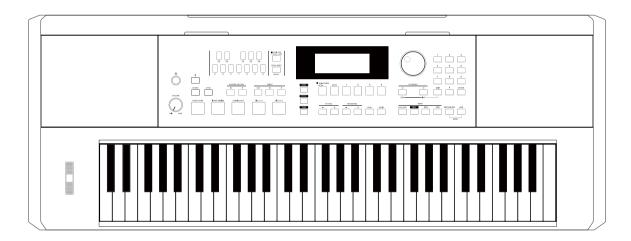


# **Owner's Manual**



Before using this unit, carefully read "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (the leaflet "USING THE UNIT SAFELY"). After reading, keep the document(s) where it will be available for immediate reference.

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Changes or Modifications not expressly approved by the party responsible could void the user's authority to operate this device.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- -- Reorient or relocate the receiving antenna.
- -- Increase the separation between the equipment and receiver.
- -- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- -- Consult the dealer or an experienced radio/TV technician for help.

The device has been evaluated to meet general RF exposure requirement.

This device contains licence-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic Development Canada's licence-exempt RSS(s). Operation is subject to the following two conditions:

- 1. This device may not cause interference.
- 2. This device must accept any interference, including interference that may cause undesired operation of the device.

Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes :

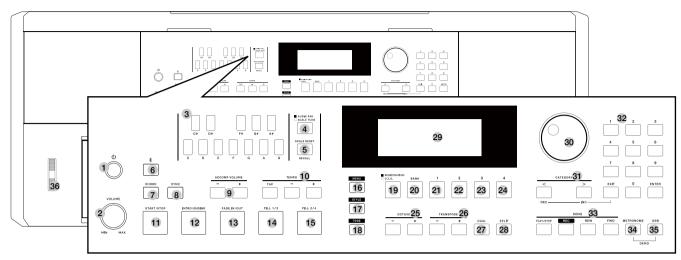
- (1) l'appareil ne doit pas produire de brouillage, et
- (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

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# Panel & Display Description

### **Front Panel**



- 1. [POWER] switch Switch the power on or off.
- 2. [MASTER VOLUME] knob Adjust the master volume.
- [AUDIO PAD / SCALE TUNE] button Switch between Scale Tune mode and Audio Pad mode.

#### In Scale Tune mode:

- SCALE TUNE buttons Set the Scale parameters.
- 5. [SCALE RESET / RECALL] button Reset the scale / recall scale parameters.

#### In Audio Pad mode:

- 3. AUDIO PAD buttons
  Play back the selected MP3 / WAV.
- (\*) button Enter or exit the Bluetooth menu.
- 7. [CHORD] button
  Enter the Chord mode.
- 8. [SYNC] button

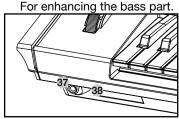
  Turn the Sync function on or off.
- 9. ACCOMP VOLUME [-] / [+] buttons Adjust the accompaniment volume.
- 10. TEMPO [TAP] / [-] / [+] buttons Adjust the current tempo.
- **11. [START/STOP] button**Start or stop playing the style.
- [INTRO/ENDING] button
   Click to play the long Intro or long Ending.
   Double click to play the short Intro or short Ending.

- [FADE IN/OUT] button
   Turn the fade-in or fade-out function on or off.
- 14. [FILL 1/3] button Click to play Fill 1. Double click to play Fill 3.
- 15. [FILL 2/4] button
  Click to play Fill 2.
  Double click to play Fill 4.
- 16. [MENU] button
  Enter the Function menu.
- 17. [STYLE] button Enter the Style mode.
- 18. [TONE] button Enter the Tone mode.
- **19.** [REGISTRATION/O.T.S.] button Switch between registration function and O.T.S. function.
- 20. [BANK] button Select a memory bank.
- 21~24. [1]~[4] buttons
  Recall a registered panel setting.
- 25. OCTAVE [-] / [+] buttons
  Adjust the octave setting of the current tone.
- 26. TRANSPOSE [-] / [+] buttons Adjust the transpose setting.
- 27. [DUAL] button
  Turn the dual function on or off.
- 28. [SPLIT] button Turn the split function on or off.
- 29. LCD display
  Display all parameters and values
  related to the current operation.

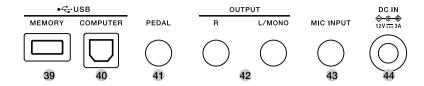
- 30. Data dial Adjust the parameter.
- 31. CATEGORY [<] / [>] buttons
  Change the category in the current menu.
- 32. [EXIT] / [ENTER] and Numeric buttons

Go back / confirm current setting or select the Style/Tone number.

- 33. SONG buttons
  - [PLAY/STOP]: When in other mode, press to enter Song mode, or press and hold it to enter Song mode and play back the song. When in Song mode, press to play or pause the song.
  - [REC]: Enter the Record mode.
    [REW]: Rewind song playback.
    [FWD]: Fast forward song playback.
- 34. [METRONOME] button
  Turn the metronome on or off.
- 35. [USB] button
  Enter the USB Play menu or the USB menu.
- **36. Pitch bend wheel**Roll it to apply pitch-bend effect.
- 37. PHONES Jack
  For connecting to headphones.
- 38. BASS REFLEX ports
  For enhancing the bass par



### **Rear Panel**



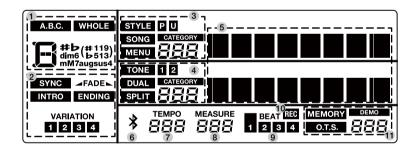
- 39. USB MEMORY jack
  For connecting a USB flash drive.
- 40. USB COMPUTER jack
  For connecting to a computer.
- **41. PEDAL jack**For connecting a sustain pedal.

42. OUTPUT jacks

For connecting external audio equipment.

- 43. MIC INPUT jack
  For connecting a microphone.
- **44. DC IN jack**For connecting the DC 12 V power adaptor.

### LCD



- 1. A.B.C. / WHOLE / CHORD
- 2. SYNC / FADE / INTRO / ENDING / VARIATION
- 3. STYLE / SONG / MENU
- 4. TONE / DUAL / SPLIT
- 5. CHARACTERS
- 6. BLUETOOTH

- 7. TEMPO
- 8. MEASURE
- 9. BEAT
- 10. RECORD
- 11. MEMORY / O.T.S. / DEMO

# Setup

This section contains information about setting up your instrument and preparing to play. Please go through this section carefully before turning the power on.

### **Power Supply**

You can power the instrument by using the included power adaptor. Turn down the volume of instrument and the connected audio equipment before you switch the instrument on.

 If the included power adaptor is interchangeable plug type, choose the included adaptor plug that fits the type of AC outlet used in your region.

Follow the image to put the adaptor plug into the grooves the power adaptor unit and rotate the adaptor plug clockwise to lock. If the included power adaptor is not interchangeable plug type, skip this process.

- Connect one end of the power adaptor to the DC IN jack on the rear panel of the instrument.
- 3. Plug the power adaptor into an appropriate AC outlet.
- 4. Press the [POWER] switch, the LCD screen turns on, which indicates the instrument is powered on.
- If you are ready to turn off the instrument, press and hold the [POW-ER] switch again.

#### Notes:

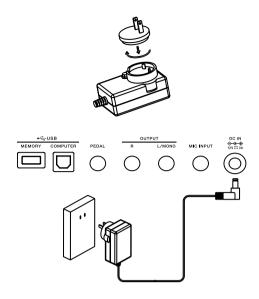
 The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function).

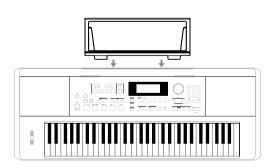
If you do not want the power to be turned off automatically, disengage the Auto Off function (P. 30).

- Unsaved data is lost when the power turns off. Before turning the power off, save the data that you want to keep.
- To restore power, turn the power on again.
- For your safety, please unplug the instrument when it is not in use or during a thunderstorm.

# Setting a Music Rest

A music rest is supplied with the instrument. You can easily attach it by inserting it into the slots at the rear of the panel.





# **Connections**

### Connecting a Pair of Headphones

A standard pair of stereo headphones can be connected to the PHONES jack for private practice or late-night playing. The internal stereo speaker system is automatically shut off when a pair of headphones is plugged into this jack.

#### Note:

To avoid the risk of hearing loss, do not listen with headphones at high volume level for a long period of time.

### Connecting a USB Flash Drive

Connect a USB flash drive to the instrument, you can save the data you've created such as recorded data to USB flash drive, load files from USB flash drive to the instrument, or use the instrument to play back files saved on USB flash drive.

### Note:

To avoid errors or damaging the USB flash drive, do not remove it when reading or writing is in progress.

### Connecting a Computer

The instrument receives and transmits MIDI messages via the USB computer jack. Use a USB cable to connect the instrument to a computer.

#### Notes:

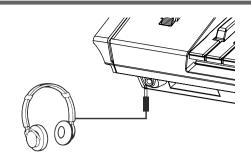
- Do not set the USB MIDI device to be both input and output simultaneously when configuring the software on your computer.
- Otherwise, the sound will be overlapped when playing the keyboard.
- Using a USB2.0 interface is recommended when connecting the instrument to a computer.

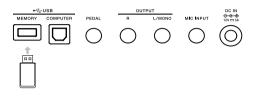
# Connecting a Footswitch

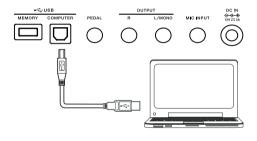
An optional footswitch can be plugged into the PEDAL jack. You can assign different functions to the pedal in the function menu. If you select sustain pedal function, when you step on the pedal, all notes you play on the keyboard will have a longer sustain. (Refer to the function menu for details.)

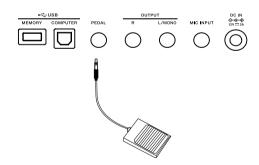
#### Notes:

- Please connect the plug of the pedal to the PEDAL jack before turning the power on.
- The polarity of different pedals may vary. If the connected sustain pedal works in reversed behavior, please plug the pedal to the PED-AL jack before turning the power on.









### Connecting an Audio Equipment

The rear-panel OUTPUT jacks deliver the output of the instrument to external audio equipment such as a keyboard amplifier, a stereo sound system, a mixing console, or a tape recorder. Use an audio cable to connect the OUTPUT jacks of the instrument to the AUX IN jack of the external audio equipment.

Use the R and L / MONO jacks for stereo output or just the L / MONO jack for mono output.

#### Note:

To avoid damaging the speakers, please set the volume level to minimum before connecting to power and other devices.

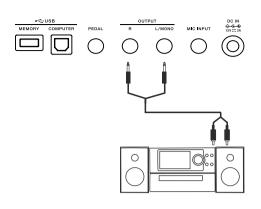
### Connecting a Microphone

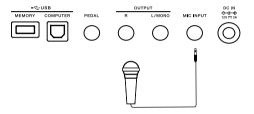
Before connecting or disconnecting a microphone, please set the master volume to minimum level.

Plug a microphone into the MIC INPUT jack, then adjust the master volume to an appropriate level.

### Note:

Please unplug the microphone when it is not used.





# Power / Master Volume

### Turning the Power On / Off

- 1. Make sure the instrument is properly connected to power supply.
- Press the [POWER] switch, the LCD screen turns on, indicating the instrument is powered on.
- If you are ready to turn off the instrument, press and hold the [POW-ER] switch again.

#### Notes:

If the LCD isn't lit after you turn on the instrument, please check the power connection. When power on, the [POWER] switch LED will stay lit.

# Adjusting the Master Volume

Rotate the [VOLUME] knob clockwise to increase the master volume or counter-clockwise to decrease it. Adjust to set the desired volume level.

### Note:

If the keyboard keeps silent, check if the volume has been set to minimum or if headphones are plugged into the PHONES jack.





# Typical Modes

The instrument features 4 typical modes. They are Tone mode, Style mode, Song mode and Function Menu.

### **Tone Mode**

Press the [TONE] button to enter Tone mode.

In Tone mode, you can select a desired tone and use it for performance. For the operation details, please see the chapter Playing Tones (P. 10).

### Style Mode

Press the [STYLE] button to enter Style mode.

In Style mode, you can select a preset style or user style to play back. For the operation details, please see the chapter Auto Accompaniment (P. 12).

### Song Mode

Press the [PLAY/STOP] button to enter Song mode.

In Song mode, you can play back the recorded songs. For the operation details, please see the chapter Play Back Recording (P. 19).

You can also play back the songs from a USB flash drive. For the operation details, please see the chapter Loading User Song from USB Flash Drive (P. 25).

### **Function Menu**

Press the [MENU] button to enter the Function Menu.

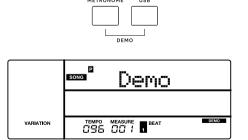
In the Function Menu, you can edit the parameters and functions of this instrument. For the operation details, please see the chapter Function Menu (P. 28).

# **Playing Demo Song**

- 1. Press the [METRONOME] + [USB] buttons simultaneously to play the demo song. The demo song will play repeatedly.
- Press the [METRONOME] + [USB] buttons again to stop playing and exit demo song.
  - Or you can press the [EXIT], [START/STOP] button to stop playing and exit demo song.

#### Note:

While demo song is playing, all buttons and keys are unavailable except [EXIT], [START / STOP], TEMPO [TAP] / [-] / [+], [VOLUME], [METRONOME] + [USB], and the POWER switch.



# **Playing Tones**

The instrument features a variety of built-in tones. Please refer to the Tone List (P. 35).

### Selecting a Tone

- Press the TONE button to enter Tone mode. The "TONE 1" icon on LCD will light up and the LCD displays the current tone name and number.
- 2. Use the data dial or the [EXIT] + [<] / [>] buttons to select a tone you want to play.

Or use the numeric buttons to select a preset tone. You can also use the [<] / [>] button to change the tone category. When switching the category, it will select the first tone in the current category by default.

3. Play the keyboard to use the tone for performance.

### Note:

When Dual and Split functions are in use, you can press the [TONE] button repeatedly to switch between the tone layers.

### Playing Two Tones Simultaneously

The dual function allows you to layer two different tones together, creating a much richer sound.

- Press the [DUAL] button to enter Dual mode. The "DUAL" icon on LCD will light up and the LCD displays the current name and number for "TONE 2".
- 2. Use the data dial or the [EXIT] + [<] / [>] buttons to select a tone you want to play.

Or use the numeric buttons to select a preset tone. You can also use the [<] / [>] button to change the tone category. When switching the category, it will select the first tone in the current category by default.

- **3.** Play the keyboard. You will hear two different tones layered together. It seems like two different instruments playing at the same time.
- 4. Press the [DUAL] button again to turn off the dual function.

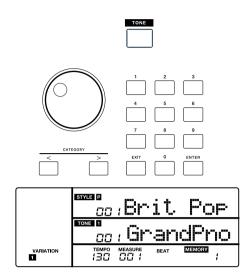
### Playing Different Tones with Both Hands

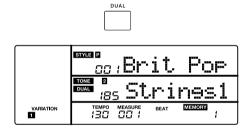
The split function splits the keyboard into the left and the right hand areas, each with a different tone. The left hand tone is the split tone. The default split point is F#3 (19). You can set the split point to any key as required. (Please refer to Split Point in the function menu.)

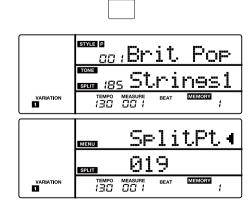
- Press the [SPLIT] button to enter Split mode. The "SPLIT" icon on LCD will light up and the LCD displays the current split tone name and number.
- Use the data dial or the [EXIT] + [<] / [>] button to select a tone you want to play.

Or use the numeric buttons to select a preset tone. You can also use the [<] / [>] button to change the tone category. When switching the category, it will select the first tone in the current category by default.

- Play the keyboard with both hands and you will hear two different tones.
- 4. Press the [SPLIT] button again to turn off the split function.







SPLIT

# **Playing Tones**

#### Notes:

- When the keyboard is split, only the right hand area will use the dual tones.
- You can set the volume level for each tone layer in the mixer. (Please refer to Mixer in the function menu.)

### Pitch Bend

Use the pitch bend wheel to bend notes up (roll the wheel away from you) or down (roll the wheel toward you) while playing the keyboard. The pitch bend wheel is self-centering and will automatically return to normal pitch when released.

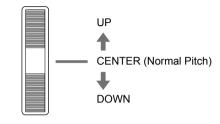
With the pitch bend wheel, you can easily imitate the pitch bend effect of the guitar, violin, saxophone or other instruments.

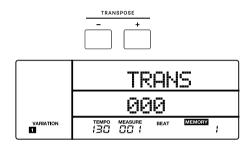
### **Transpose**

This function will shift the pitch of the entire keyboard in semitone steps.

- Press the TRANSPOSE [-] / [+] button. The LCD temporarily displays the transpose menu.
- 2. Use the data dial or the TRANSPOSE [-] / [+] button to change the transpose value. Press the TRANSPOSE [-] and [+] buttons simultaneously to restore the default transpose setting.
- 3. Press and hold the TRANSPOSE [-] or [+] button, then press a specific key to fast set the transpose value.

or the transpect va
Transpose value
0
+1
+2 +3
+3
+4
+5
-6
-5
-4
-3 -2
-2
-1





# **Auto Accompaniment**

The auto accompaniment feature puts a full backing band at your fingertips. To use it, all you have to do is to play the chords with your left hand in the selected accompaniment style, and then the accompaniment will automatically play along, instantly following the chords you play. With auto accompaniment, even a solo performer can enjoy playing with the backing of an entire band or orchestra. This instrument features a variety of styles.

Try selecting some of the different styles and enjoy the auto accompaniment feature. Please refer to the Style List (P. 42).

### **Selecting Chord Modes**

When chord mode is off, you can press the [START/STOP] button to start playing the rhythm tracks.

When chord mode is on, the [CHORD] button LED lights up. You can press the [START/STOP] button to start the rhythm tracks, then play a chord in the chord section to start all tracks.

When in chord mode, you can play back chords in the A.B.C mode and the WHOLE mode.

Press the [CHORD] button once to enter the "A.B.C." (Auto Bass Chord) mode. The chord button LED lights up red. The "A.B.C." icon on LCD lights up. The keyboard is split into two sections. Left hand section is the chord section. You can play single finger chords and normal chords in the chord section.

Press the [CHORD] button again to enter the "WHOLE" mode. The chord button LED lights up green. The "WHOLE" icon on LCD lights up. You can play normal chords over the entire keyboard.

Press the [CHORD] button again to turn off chord mode. The chord button LED and the "WHOLE" icon on LCD turn off.

# Playing Auto Accompaniment (Rhythm Track)

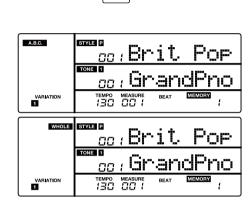
- Press [STYLE] button to enter Style mode. The "STYLE" icon on LCD will light up. The LCD displays the current style name and number.
- 2. Use the data dial or the [EXIT] + [<] / [>] buttons to select a style you want to play.

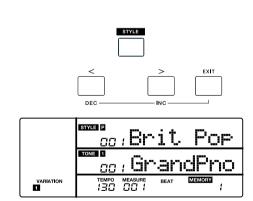
Or use the numeric buttons to select a preset style. You can also use the [<] / [>] button to change the style category. When switching the category, it will select the first style in the current category by default.

3. Press the [START / STOP] button to start playing the rhythm tracks. Or you can press the [SYNC] button to turn on the Sync function. The button LED lights up and the beats on LCD blink. The Sync function puts the playback on standby. You can press any key on the keyboard to start the rhythm tracks.

### Note:

You can play back the rhythm tracks while chord mode is on or off.





### Playing Auto Accompaniment (All Tracks)

- 1. Press the [CHORD] button to enter Chord mode.
- 2. Press the [SYNC] button to turn on the Sync function. The button LED lights up and the beats on LCD blink. The Sync function puts the play back on standby. You can play a chord in the chord section to start playing all tracks.

Or you can press the [START/STOP] button to start the rhythm tracks. Then play a chord in the chord section to start all tracks.

### One Finger Key

The one finger key function allows you to play various chords with only one finger by setting the key of the music you want to play.

1. In A.B.C. mode, press the [MENU] button to enter the Function menu.

- 2. Use the [<] / [>] button to select the "ACCOMP" menu. Then use the data dial or the [EXIT] + [<] / [>] buttons to select the "OneFKey" parameter. Then press the [ENTER] button.
- 3. Use the data dial or the [EXIT] + [<] / [>] buttons to adjust the parameter. (Please refer to the function menu.)

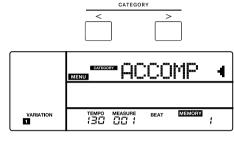
When setting it to "OFF", it will only produce major chords when using one finger key. For example, when you press the key G, it will play G major chord.

When setting it to "C / C# / ... / B", it will play a specific chord when using one finger key.

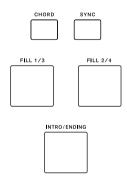
# **Accompaniment Sections**

There are various types of accompaniment sections. They are: Intro (1, 2), Main (1, 2, 3, 4), Fill (1, 2, 3, 4), and Ending (1, 2).

- 1. Press the [STYLE] button.
- 2. Use the data dial to select a style.
- 3. Press the [CHORD] button to enter A.B.C. mode. The "A.B.C." icon on LCD lights up.
- **4.** Press the [SYNC] button to enter Sync Start status. The button LED lights up.
- 5. Press the [FILL 1/3] button to select the Main 1 section.
- 6. Press the [INTRO/ENDING] button. The "INTRO" icon on LCD lights up.
- 7. Now if you can play a chord in the left hand chord section, the auto accompaniment will start. When the Intro section is finished, it will automatically lead into Main section.
- **8.** Press the [FILL 2/4] button. It will play Fill 2, then automatically lead to the corresponding Main 2 section.
- **9.** Press the [INTRO/ENDING] button. The "ENDING" icon on LCD lights up. It will play the Ending section. When the Ending is finished, the playback will stop.









### **Auto Accompaniment**

### Notes:

- When style stops, press the [INTRO/ENDING] button to engage the
  long Intro. The button LED and the "INTRO" icon on LCD stay lit. Or
  you can fast double press the [INTRO/ENDING] button to engage the
  short Intro. The button LED and the "INTRO" icon on LCD blink. Press
  the [INTRO/ENDING] button again to disengage Intro. The button LED
  and the "INTRO" turn off.
- When style is playing, press the [INTRO/ENDING] button to engage the long Ending. The button LED and the "ENDING" icon on LCD stay lit. Or you can fast double press the [INTRO/ENDING] button to engage the short Ending. The button LED and the "ENDING" icon on LCD blink. When the Ending is finished, the button LED and the "ENDING" icon on LCD turn off.
- When style is playing, you can press [FILL 1/3] or [FILL 2/4] button to play Fill 1 or Fill 2. Or you can fast double-press [FILL 1/3] or [FILL 2/4] button to play Fill 3 or Fill 4.
- When style is playing, if you hold down the [FILL 1/3] / [FILL 2/4] button, the selected fill pattern will keep playing until the button is released.
- When style stops, you can press or fast double-press the [FILL 1/3] or [FILL 2/4] button to select a Main section. The button LED and icon on LCD will light up.

### Fade In / Out

1. Fade In

When style stops, press the [FADE IN/OUT] button to turn on the Fade In function. The button LED and the "¬ FADE" icon on LCD light up. Now if you start style playback, the "¬ FADE" icon on LCD blinks and the volume will increase from low to high.

2. Fade Out

When style is playing, you can press the [FADE IN/OUT] button to turn on the Fade Out function. The button LED light up and the "FADE " icon on LCD blinks. The volume will decrease from high to low until the playback stops.

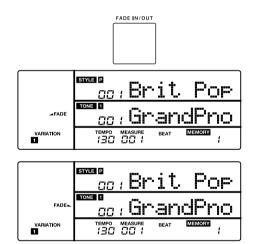
### Note:

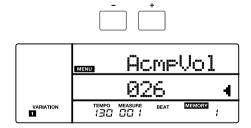
The default fade time is 10 seconds. You can change this time setting in the function menu (P. 28).

# Accompaniment Volume

You can adjust the accompaniment volume to keep an appropriate balance between the accompaniment volume and the tone volume.

- Press the ACCOMP VOLUME [-] / [+] button. The LCD displays the current accompaniment volume level.
- 2. Use the ACCOMP VOLUME [-] / [+] button, the [EXIT] + [<] / [>] buttons or the data dial to adjust the volume level.
- Press the ACCOMP VOLUME [-] and [+] buttons simultaneously to restore the default volume.





### **Chord Fingering**

How the chords are played or indicated with your left hand (in the auto accompaniment section of the keyboard) is referred to as "fingering." There are 2 types of fingerings as described below.

#### **Chord Basics**

A chord, in music, is any harmonic set of three or more notes that is heard as if sounding simultaneously. The most frequently encountered chords are triads. A triad is a set of three notes that can be stacked in thirds. When stacked in thirds, the triad's members, from lowest pitched tone to highest, are called: the Root, the Third, and the Fifth.

#### **Triad Type**

There are following basic triad types:

	, , , , , , , , , , , , , , , , , , ,
Major Triad	A root with a major third added above and a perfect
	fifth will consist as a "Major Triad."
Minor Triad	A root with a minor third added above and a perfect
	fifth will consist as a "Minor Triad."
Augmented Triad	A root with a major third added above and an aug-
_	mented fifth will consist as an "Augmented Triad."
Diminished Triad	A root with a minor third added above and a dimin-
	ished fifth will consist as a "Diminished Triad."

#### **Chord Inversion**

We define this chord its root is not in the bass (i.e. the root is not the lowest note) as an inversion chord. When the root is in the bass, we call the chord: root-position chord. If we put the Third and Fifth in the root position, then it forms "Inversion," we call this chord "Inversion Chord." See the following major triad and its inverted chord.

#### **Chord Name**

The chord name contains two parts content: Chord root and Chord type.

#### Single Finger

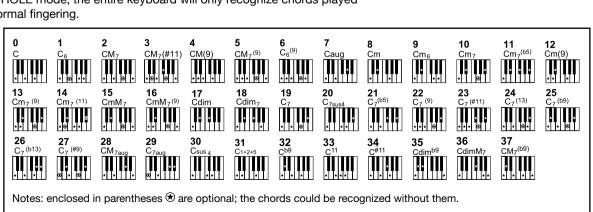
Single finger type not only can detect single finger but also can detect multi finger. And the single finger makes it easily to play chords through only one, two or three keys, Including major, minor, seventh, and minor seventh chord. Refer to relevant picture on the right for details.

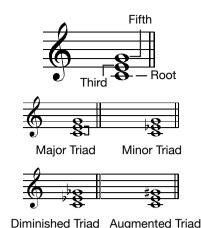
#### Multi-finger

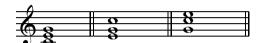
Multi-finger allows you to play chords in normal fingering. Try playing the 38 chord types in C scale as listed on the right.

### Note:

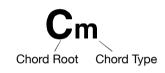
In WHOLE mode, the entire keyboard will only recognize chords played in normal fingering.

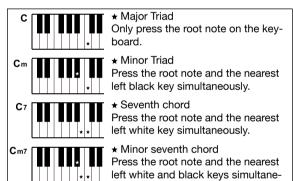






Root Position First Inversion Second Inversion





ously

# Tempo

- Press the Tempo [-] / [+] button to change the tempo. The tempo value on LCD blinks.
- 2. When the tempo value blinks, use the data dial to fast change the tempo. Press the TEMPO [-] and [+] buttons simultaneously to restore the default tempo.
- 3. You can use the [TAP] button to set the tempo. When style stops, press the [TAP] button 5 times at an even speed, it will start the style at the tapping speed. When style is playing, press the [TAP] button twice, the tempo will be reset to the tapping speed.

# swee Brit Po

STYLE P	m .a m
00	:Brit For
TONE 1	
1 00	
	/ ****** ******   *******       ******

METRONOME

#### Notes:

- When style stops, if you change the style, the tempo will be reset to the default tempo of the current style.
- When style is playing, if "Tempo Remain" is turned on, when you change the style, the tempo will remain unchanged. If "Tempo Remain" is turned off, when you change the style, the tempo will be reset to the default tempo of the current style. You can turn the Tempo Remain on/off in the function menu (P. 28).

# Metronome

The metronome provides a steady beat to help you practice at a preset tempo.

- Press [METRONOME] button to start the metronome. The button LED will blink in sync with the metronome sound.
- Press the [METRONOME] button again to stop the metronome. The button LED turns off.
- The default time signature is "4". You can change it in the function menu.

Press the [MENU] button to enter the Function Menu, then use the [<] / [>] button to select the "OTHERS" menu. Use the data dial to select the "MtrBeat" parameter, then press the [ENTER] button. Use the data dial or the [EXIT] + [<] / [>] buttons to change the beat.

#### Notes:

- The metronome will respond in the next beat if it is turned on during style playback.
- If you turn on the metronome in record mode, the metronome sound will not be recorded.

# **Registration Memory**

This function allows you to save virtually all panel settings to a registration memory, and you can instantly recall these setting by pressing a single button.

### Selecting a Registration Bank

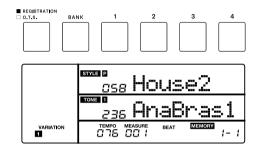
Press the [BANK] button repeatedly to select a memory bank. The LCD displays the current bank number.

The instrument provides 8 banks. Each bank has 4 registration memories (button [1] - [4]).

### Registering the Panel Settings

- 1. The memory function is turned on by default when the power is turned on. When this function is turned off, you can press the [REGISTRA-TION] button to turn this function on, the button LED and the "MEMO-RY" icon on LCD light up.
- 2. Press and hold the [REGISTRATION] button, then press one of the memory buttons [1] [4] to save the panel settings to that button.
  Note: this operation will overwrite the previous data saved in that button.
- 3. Parameters that can be saved to registration memory include: Tone: main tone, dual tone, split tone, DSP effects, mixer settings. Accompaniment: style, tempo, Chord mode. Function: touch response, mic effect and some parameters in the function menu.

# 

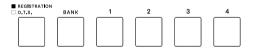


# Recalling the Registered Settings

Press one of the memory buttons [1] - [4]. It will recall the settings saved in that button. This will reset related parameters on the control panel.

#### Notes:

- Registration memory cannot be recalled when the O.T.S. function is in
  use
- When power off, you can press and hold the [EXIT] and [ENTER] buttons and turn on the power. LCD display shows "Reset OK" and the registration memory will be reset to factory default setting.



# **One Touch Setting**

When one touch setting function is in use, you can instantly recall the related tone settings to match the current style with a single touch of a button.

- 1. Press the [O.T.S.] button. The button LED turns off and the "O.T.S." icon on LCD lights up. When chord mode is off, the A.B.C. function is turned on automatically. If the WHOLE mode is selected, it will stay in WHOLE mode when O.T.S. is turned on.
- Press one of the O.T.S. buttons [1]-[4]. It will recall the tone and effect setting that match the selected style.

One Touch Setting parameters include:

Main tone (Volume, Reverb Level, Octave)

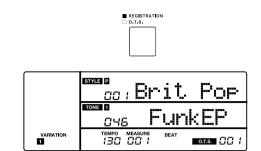
Dual tone (Volume, Reverb Level, Octave)

Split tone (Volume, Reverb Level, Octave)

3. Press the [O.T.S.] button again to turn off this function. It will automatically switch to the registration memory. The button LED and the "MEMORY" icon on LCD lights up.

#### Note:

Registration Memory is not available when O.T.S. is in use.



# Recording

You can record your performance in real time and save it as a user song. The user songs can be exported to a USB flash drive. (Please refer to Connecting USB Flash Drive for details.)

### **Prepare Recording**

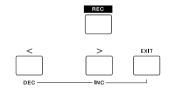
- Before you start recording, you need to select a user song to which the recording will be saved.
- 2. Press the [REC] button to enter the user song menu. The button LED and "REC" icon on LCD light up. You can use the data dial or [EXIT] + [<] / [>] buttons to select a user song.
  The LCD will display "No File!" if the user song has no data. Or the LCD will display "RecSong" if the user song has data.
- 3. Press the [REC] or [ENTER] button again to enter the recording standby mode. The button LED and the "REC" icon on LCD blink. Now you can set the desired tone, style etc. for recording.
- **4.** In recording standby mode, if you press the [EXIT] button, it will go back to the user song menu.

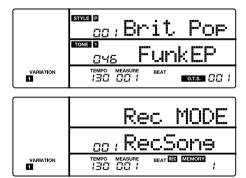
### Note:

You can record up to 10 user songs. If all user songs are already full, when you press the [REC] button, it will go to "Del Sng?" automatically to delete the current user song for preparing recording.

### Start Recording

In recording standby mode, press the [START/STOP] button to start recording. The style starts playing. The four beats and the measure start counting. You can stop style playback by pressing the [START/STOP] button.







# Recording

Or you can play the keyboard to start recording. When the A.B.C. and Sync functions are engaged, you can play any key in left hand section to start the accompaniment.

#### Note:

If the user song you select has data, after recording, the previous data will be overwritten.

### **Stop Recording**

### Manually Stop Recording:

During recording, you can press the [REC] button to stop recording. The button LED and the "REC" icon on LCD turn off. The beat counting stops.

Or you can press the [EXIT] button to stop recording. It will go back to the user song menu.

### **Automatically Stop Recording:**

When memory is used up, recording will stop automatically and be saved.

If you are recording the accompaniment, recording will stop when the Ending finishes.

### Play Back Recording

 During recording, if you press the [REC] button to stop recording, it will then enter Song mode.

When in other modes, you can press the [PLAY/STOP] button to enter Song mode.

When in Song mode, the [PLAY/STOP] button LED and the "SONG" icon on LCD light up. The LCD displays the current song name and number. If the current song has data, the LCD displays "PlaySong", or it will display "No File!" if the current song is blank.

- 2. Use the data dial or the [EXIT] + [<] / [>] buttons to select a song.
- 3. Press the [PLAY/STOP] button to start the song. During song play back, you can use the [PLAY/STOP] button to pause or continue the playback. Or use the [FWD] or [REW] button to fast forward or rewind the song.
- 4. During song playback, you can press the [STYLE], [EXIT] or [USB] (when USB flash drive is connected) to stop and exit Song mode.

### Note:

When in other modes except USB song mode, you can press and hold the [PLAY/STOP] button to enter Song mode and start the playback. By default, it will loop playing all songs. You can change the song loop mode in the function menu. Please refer to the function menu (P. 28).

# Delete Recording

In Song mode, when the LCD displays "PlaySong", you can press the [REC] button to enter delete menu. The LCD displays "Del Sng?", prompting that it's going to delete the song. You can press the [ENTER] button to delete the user song; or press the [EXIT] button to cancel.

#### Note:

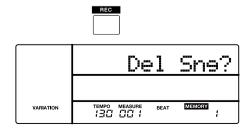
The saved user songs will not be lost after power off.





REC





# **Bluetooth**

### Bluetooth paring and playback

- The instrument's Bluetooth function is turned on by default. The Bluetooth Audio name is E-X50 Audio.
- 2. Turn on the Bluetooth function on mobile device, search the Bluetooth Audio name "E-X50 Audio". Tap this name to pair it. After it is paired, the [\*] button LED and the Bluetooth icon on LCD will light up.
- **3.** You can play back songs on your mobile device and hear the play back from the instrument speakers.

### **Turning Bluetooth Function On/Off**

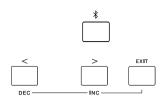
- Press the [\*] button to enter the Bluetooth menu, use the data dial or [EXIT] + [<] / [>] buttons to select "Bluetooth", then press the [ENTER] button to move the cursor to the lower menu.
- 2. Use the data dial or [EXIT] + [<] / [>] buttons to turn the Bluetooth on or off. When Bluetooth function is turned off, the instrument's Bluetooth name cannot be found by a mobile device.

### Adjusting Bluetooth Volume

- 7. Press the [\*] button to enter the Bluetooth menu, use the data dial or [EXIT] + [<] / [>] buttons to select "Volume", then press the [ENTER] to move the cursor to the lower menu.
- 2. Use the data dial or [EXIT] + [<] / [>] buttons to adjust the volume level.

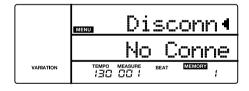
### **Disabling Bluetooth Connection**

- Press the [\*] button to enter the Bluetooth menu, use the data dial to select "Disconnect", then press the [ENTER] to move the cursor to the lower menu.
- Use the data dial , [EXIT] + [<] / [>] buttons, or the [ENTER] button to disable Bluetooth connection. When Bluetooth connection is disabled, the button LED and the Bluetooth icon on LCD will turn off.









# **Pedal Function**

You can assign different functions to the connected footswitch in the function menu (P. 28).

- 1. Press the [MENU] button to enter the function menu.
- **2.** Use the [<] / [>] button to select the "KEYBOARD" menu. Then use the data dial to select the "Pedal" parameter.
- 3. Press the [ENTER] button to move the cursor to the lower menu. Now use the data dial or the [EXIT] + [<] / [>] buttons to change the pedal function.

### Sustain Pedal

This pedal function performs the same function as the damper pedal on an acoustic piano, letting you sustain the sound even after releasing the keys. Step and press on the pedal to turn the sustain effect on. Release the pedal to turn the sustain effect off

#### Soft Pedal

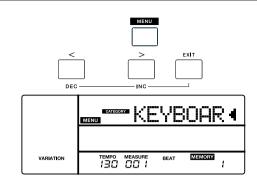
When the soft pedal is selected, pressing this pedal will make the notes you play sound softer.

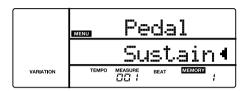
### **Memory Pedal**

When the memory pedal is selected, press this pedal to call up the registration memory, and then you can call up each memory one by one. The memory number on LCD will be updated in sync.

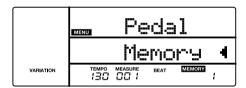
### Style Start/Stop Pedal

When the style start/stop pedal is selected, press this pedal to start/stop accompaniment.







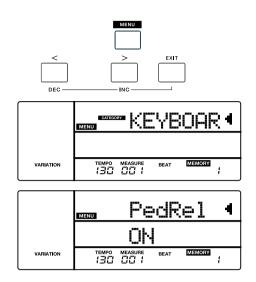




# Sustain Type

You can set the sustain pedal so that it will produce a different sustain effect. When setting to ON, when you press the pedal, it will produce the same sustain effect as holding the keys. When setting to OFF, when you press the pedal, it will produce natural decay of the sound.

- 1. Press the [MENU] button to enter the Function menu.
- 2. Use the [<] / [>] button to select the "KEYBOARD" menu. Then use the data dial to select the "PedRel" parameter.
- 3. Press the [ENTER] button to move the cursor to "OFF" in the lower menu. Now use the data dial or the [EXIT] + [<] / [>] buttons to turn this function on or off. Please refer to the function menu (P. 28).



# Scale Tune

There are two modes: "SCALE TUNE" and "AUDIO PAD". Scale Tune mode is turned on by default.

You can press the [AUDIO PAD / SCALE TUNE] button to switch between the Scale Tune mode and the Audio Pad mode (only when a USB flash drive is connected). When you switch to Scale Tune mode, the LCD will temporarily display "Scale".

Scale Tune buttons are [C], [C#], [D], [D#], [E], [F], [F#], [G], [G#], [A], [A#] and [B].

In Scale Tune mode, press one of the Scale Tune buttons to turn the selected scale on or off.

When a scale is turned on, the corresponding button LED will turn on. The related pitch will decrease by 1/2 semitone. When switched off, the corresponding button LED will turn off. The related pitch will return to normal.

2. Reset the scale

Press the [SCALE RESET] button. All the Scale Tune button LEDs will turn off, and go back to normal pitch.

3. Scale fine tune

Press and hold one of the Scale Tune buttons to enter edit mode. Use the data dial or the [EXIT] + [<] / [>] buttons to edit the selected scale.

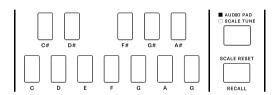
For example, press and hold [C#], the LCD displays "SCALE: C#, -50". Use the data dial to adjust the value, from -50 to 50. If there's no operation, it will go back automatically from the editing display.

4. Store a scale

Press and hold the [SCALE TUNE] button, then press one of the Scale Tune buttons to save the scale settings to that button.

5. Recall a scale

Press and hold the [RECALL] button, then press one of the Scale Tune buttons to recall the scale settings saved in that button.





# **Audio Pad**

When a USB flash drive is connected and recognized, you can press the [AUDIO PAD / SCALE TUNE] button to switch to Audio Pad mode. The button LED lights up and the LCD will temporarily display "AudioPad".

1. Audio Pad buttons are [C], [C#], [D], [D#], [E], [F], [F#], [G], [G#], [A], [A#] and [B].

When the audio files on USB flash drive are recognized, the corresponding button LED will turn on. Press one of the lit buttons to play back the corresponding MP3/WAV file. During playback, the selected button LED will blink. Press the corresponding button again to stop the audio playing back.

#### 2. Audio Pad file names

Audio Pad files on USB flash drive should be named as below: "File name 1" to "File name 4" can be recognized, but "FILE NAME 1" has priority.

Je 1 1 2 1 1 2 J				
Button	File name 1	File name 2	File name 3	File name 4
[C]	PAD_C.wav	PAD_1.wav	PAD_C.mp3	PAD_1.mp3
[C#]	PAD_C#.wav	PAD_2.wav	PAD_C#.mp3	PAD_2.mp3
[D]	PAD_D.wav	PAD_3.wav	PAD_D.mp3	PAD_3.mp3
[D#]	PAD_D#.wav	PAD_4.wav	PAD_D#.m03	PAD_4.mp3
[E]	PAD_E.wav	PAD_5.wav	PAD_E.mp3	PAD_5.mp3
[F]	PAD_F.wav	PAD_6.wav	PAD_F.mp3	PAD_6.mp3
[F#]	PAD_F#.wav	PAD_7.wav	PAD_F#.mp3	PAD_7.mp3
[G]	PAD_G.wav	PAD_8.wav	PAD_G.mp3	PAD_8.mp3
[G#]	PAD_G#.wav	PAD_9.wav	PAD_G#.mp3	PAD_9.mp3
[A]	PAD_A.wav	PAD_10.wav	PAD_A.mp3	PAD_10.mp3
[A#]	PAD_A#.wav	PAD_11.wav	PAD_A#.mp3	PAD_11.mp3
[B]	PAD_B.wav	PAD_12.wav	PAD_B.mp3	PAD_12.mp3

C# D#	F# G# A#	AUDIO PAD
C D E		SCALE RESET  RECALL

	AudioPad
VARIATION	TEMPO MEASURE BEAT MEMORY

### 3. Audio Pad playback mode

You can set the playback mode for each audio pad button. Press and hold one of the Audio Pad buttons to enter edit mode. Then use the data dial or the [EXIT] + [<] / [>] buttons to select "One Shot" mode or "Loop" mode.

#### Audio files that can be played:

MP3	Format	MPEG-1 audio layer 3
	Sampling Frequency	44.1kHz
	Bit Rate	32, 40, 48, 56, 64, 80, 96, 112, 128, 160, 192,
		224, 256, 320 kbps, VBR (Variable Bit Rate)
WAV	Sampling Frequency	22KHz, 44.1KHz, 48KHz
	Bit Rate	16bit

#### Notes:

- Two or more audio files cannot be played at the same time.
- The tempo of an audio file cannot be changed.



# **Connecting USB Flash Drive**

The instrument recognizes USB flash drives (32MB to 128GB) in FAT32 format. It does not support multi-partitioned USB flash drives. We recommend formatting the USB flash drive on the instrument before using.

#### Note:

The instrument supports up to 512 files under the root directory of a USB flash drive of FAT32 format. Exceeding this limit will make it unable to save to the USB flash drive.

### Playing a Style/Song from USB Flash Drive

1. When in style mode, press the [USB] button to enter the USB Style menu. The LCD can display all styles in the USB flash drive by using data dial. The "STYLE" and "USb" icons on LCD light up. Press the [START/STOP] button to start style playback. Press this button again to stop the playback.

When in USB Style menu, you can use these buttons to control the style: TEMPO [TAP] / [-] / [+], [CHORD], [SYNC], [INTRO/ ENDING], [FADE IN/OUT], [FILL 1/3] and [FILL 2/4].

- 2. When in song mode, press the [USB] button to enter the USB Song menu. The "SONG" and "USB" icons on LCD light up. The LCD can shows all songs and MP3/WAV songs in the USB flash drive by using data dial. Press the [PLAY/STOP] button to start song playback. Press this button again to stop the playback.
  - When in USB Song menu, you can use these buttons to control the song (only for MIDI songs): TEMPO [TAP] / [-] / [+], [REW], [FWD] and Scale Tune buttons.
- Use the data dial or the [EXIT] + [<] / [>] buttons to select a song or style.
- **4.** You can set the playback mode in the function menu. Please refer to the function menu (P. 28).

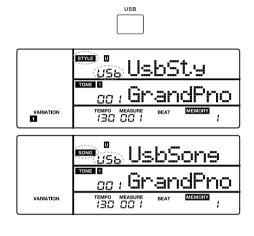
### Saving User Song to USB Flash Drive

- Press the [MENU] button to enter the function menu, then press the [USB] button to enter the USB menu. Use the data dial to select "SaveMID".
- 2. Press the [ENTER] button to move the cursor to "Yes?" in the lower menu. Press the [ENTER] button, the LCD will display "Saving..". The user songs will be saved to the root directory of the USB flash drive. The files will be named as "RecSng\_XX\_NUB.MIDI".
- After saving, the LCD will prompt "Save OK!", then return to the USB menu.

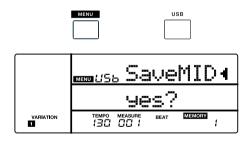
File name description:

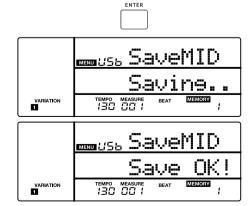
"RecSng\_XX" is the user song name and number (corresponding to the user songs on the instrument).

"NUB" is the number of the saved song (01~512).









### Loading User Song from USB Flash Drive

- Press the [MENU] button to enter the function menu, then press the [USB] button to enter the USB menu. Use the data dial to select "LoadMID".
- Press the [ENTER] button to move the cursor to the MIDI file name (\*.mid) in the lower menu. Use the data dial to select a MIDI file from the USB flash drive.
- 3. Press the [ENTER] button. The LCD will display the user songs (maximum 10 songs) on the instrument. Use the data dial to select a user song. If the selected user song has data, the LCD will prompt "0XX RecSong". If the user song is blank, the LCD will prompt "No File!".
- 4. Press the [ENTER] button. The LCD will prompt "Load OK!". If the selected user song has data, the LCD will prompt "Cover?" Now press the [ENTER] button to confirm loading, or press the [EXIT] button to cancel. This operation will overwrite the previous user song on the instrument.
- 5. After loading, the LCD will return to the USB menu.



### Saving User Style to USB Flash Drive

You can download user styles and save them to style no. 301~330 on the instrument. These user styles can be exported to the USB flash drive by using this operation.

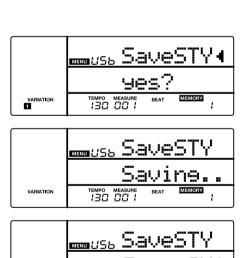
#### Note:

Preset styles cannot be saved to the USB flash drive.

- Press the [MENU] button to enter the function menu, then press the [USB] button to enter the USB menu. Use the data dial to select "SaveSTY".
- 2. Press the [ENTER] button to move the cursor to "Yes?" in the lower menu. Press the [ENTER] button, the LCD will display "Saving..". The user styles will be saved to the root directory of the USB flash drive using the original style names. If the user styles on the instrument are blank, the LCD will prompt "No File!".
- After saving, the LCD will prompt "Save OK!", then return to the USB menu.

### File name description:

If you're using the same file names to save the user styles to USB flash drive, it will automatically add a number to the style name, for example, FILE1, FILE2, FILE3 etc.

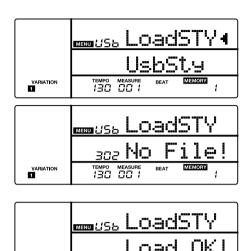


TEMPO MEASURE

### Loading User Style from USB Flash Drive

You can import user styles from the USB flash drive and save them to style no. 301~330 on the instrument.

- Press the [MENU] button to enter the function menu, then press the [USB] button to enter the USB menu. Use the data dial to select "Load-STY".
- Press the [ENTER] button to move the cursor to the style file name (\*.sty) in the lower menu. Use the data dial to select a style file from the USB flash drive.
- 3. Press the [ENTER] button. The LCD will display the user styles on the instrument. Use the data dial to select a user style. If the selected user style has data, the LCD will display the style name. If the USB flash drive has no style data, the LCD will prompt "No File!".
- 4. Press the [ENTER] button. The LCD will prompt "Load OK!". If the selected user style has data, the LCD will prompt "Cover?" Now press the [ENTER] button to confirm loading, or press the [EXIT] button to cancel. This operation will overwrite the previous user style on the instrument.
- 5. After loading, the LCD will return to the USB menu.



TEMPO MEASURE

### Saving User Setting to USB Flash Drive

These user settings can be saved to USB flash drive: Audio Pad playback mode, scale tune setting, octave, transpose, effect parameter setting, main tone number, dual tone number, split tone number, function menu settings (except factory reset), mixer menu setting (except Percussion - Accomp 5 volume), and registration memory.

When exporting the user settings, user songs and user styles will be saved to the USB flash drive as well.

- Press the [MENU] button to enter the function menu, then press the [USB] button to enter the USB menu. Use the data dial to select "SaveUSet".
- 2. Press the [ENTER] button to move the cursor to "Yes?" in the lower menu. Press the [ENTER] button, the LCD will display "Saving..". The user settings will be saved to the root directory of the USB flash drive. The files will be named as "UserSetupX.usp" (X is the user setting number). It will also export the user styles and user songs from the instrument to the USB flash drive.
- After saving, the LCD will prompt "Save OK!", then return to the USB menu.



# Connecting USB Flash Drive

# Loading User Setting from USB Flash Drive 1. Press the [MENU] button to enter the function menu, then press the

- Press the [MENU] button to enter the function menu, then press the [USB] button to enter the USB menu. Use the data dial to select "LoadUSet".
- Press the [ENTER] button to move the cursor to the user setting file name (\*.usp) in the lower menu. Use the data dial to select a user setting.
- 3. Press the [ENTER] button. The LCD will prompt "Sure?".
- 4. Press the [ENTER] button. It will load the user settings to the instrument. The related user styles and user songs will also be loaded to the instrument.
- After loading, the LCD will prompt "Load OK!", then return to the USB menu.

#### Note:

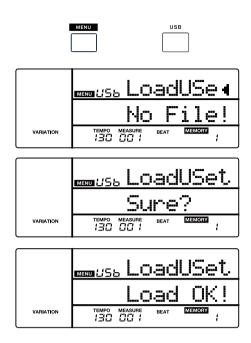
This operation will overwrite the previous settings on the instrument.

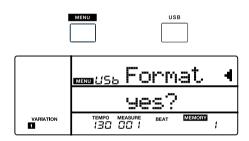
### Formatting the USB Flash Drive

- Press the [MENU] button to enter the function menu, then press the [USB] button to enter the USB menu. Use the data dial to select "Format".
- Press the [ENTER] button to move the cursor to "Yes?" in the lower menu.
- Press the [ENTER] button to format the USB flash drive, or press the [EXIT] button to cancel.
- 4. After formatting, it will return to the USB menu.

### Note:

Formatting will delete all data on the USB flash drive. It may take several minutes to format a USB flash drive of large capacity.

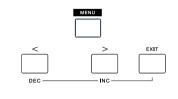




# **Function Menu**

- 1. Press the [MENU] button to enter the function menu.
- 2. Use the [<] / [>] button to select a parameter category. After a second, the LCD automatically shows the parameter.
- **3.** Use the data dial to select a parameter. Then press the [ENTER] button to move the cursor to the lower menu to set the parameter.
- **4.** Use the data dial or the [EXIT] + [<] / [>] buttons to change the setting. Press [EXIT] + [<] + [>] buttons simultaneously to restore the default setting of the current parameter.
- 5. Press the [EXIT] button to go back.
- 6. Press the [STYLE] or [TONE] button to exit the function menu.

Detailed parameters and their ranges:







Parameter category	Parameter	LCD display	Range	Description
	Music volume	MusicVI	0 ~ 32 (default: 26)	
	Upper tone volume	Upper1	0 ~ 32 (default: 25)	1
	Dual tone volume	Upper2	0 ~ 32 (default: 20)	
	Split tone volume	Lower	0 ~ 32 (default: 18)	1
	Metronome volume	MetroVI	0 ~ 32 (default: 25)	]
	Mic volume	Mic Vol	0 ~ 32 (default: 12)	Variable and a second s
MIVED	Percussion volume	Perc	0 ~ 32	You can separately adjust the volume
MIXER	Drum volume	Drum	0 ~ 32	of each track for appropriate volume
	Bass volume	Bass	0 ~ 32	balance.
	Accomp 1 volume	Accomp1	0 ~ 32	
	Accomp 2 volume	Accomp2	0 ~ 32	
	Accomp 3 volume	Accomp3	0 ~ 32	
	Accomp 4 volume	Accomp4	0 ~ 32	
	Accomp 5 volume	Accomp5	0 ~ 32	
	Tune	Tune	-50 ~ +50 (default: 0)	Adjust the pitch of the keyboard up or down in a 2-cent increment.
TUNING	Upper tone octave	OctvR1	-2 ~ +2 (default: 0)	
	Dual tone octave	OctvR2	-2 ~ +2 (default: 0)	Shift the pitch of the specified tone
	Split tone octave	OctvL	-2 ~ +2 (default: 1)	layer up or down by one octave.
	Touch response	Touch	OFF,1 ~ 3 (default: 2)	Set the velocity response of the keyboard.
	Split point	SplitPt	1 ~ 61 (default: 19)	Set the split point for Split mode and Chord mode.
KEYBOARD	Pedal function	Pedal	Sustain Soft Memory Sta/Stp (default: Sustain)	Assign different functions to the footswitch.
	Sustain type	Ped Rel	ON,OFF (default: ON)	Set the sustain type so that it will produce different sustain effect.
	Accomp volume	AcmpVol	0 ~ 32 (default: 26)	Adjust the accompaniment volume.
ACCOMP	One finger key	OneFKey	OFF,C,C#,D,D#,E,F,F#,G,G#,A,A#,B (default: OFF)	Set the root note of one finger key function.
	Fade time	FdTime	1 ~ 20 (default: 10)	Set the fade in/out time.

# **Function Menu**

	Reverb type	RevType	Hall 1 Hall 2 Hall 3 Hall 4 PnoHall Room 1 Room 2 Room 3 Church Garage RevStdH (default: RevStdH)	Select the reverb type.
	Reverb Level	Rev Lv	0 ~ 32 (default: 28)	Adjust the overall reverb level.
	Upper tone reverb level		0 ~ 32 (default: 9)	Adjust the reverb level of the upper tone.
	Dual tone reverb level	RevLvR2	0 ~ 32 (default: 9)	Adjust the reverb level of the dual tone.
	Split tone reverb level	RevLvL	0 ~ 32 (default: 9)	Adjust the reverb level of the split tone.
EFFECT	EQ	EQ	Piano Pop Rock Class Jazz R&B (default: Piano)	Select the EQ type.
	Charus lavel	ChrTYPE	Chorus1 Chorus2 Chorus3 Chorus4 ChrGMC1 ChrGMC2 ChrCel1 ChrCel2 ChrSym1 ChrSym2 ChrDoub ChrStd. (default: ChrStd.)	Select the chorus type.
	Chorus level	Chr Lev	0 ~ 32 (default: 0)	Adjust the chorus level of the current chorus type.

	Mic EQ low gain	LowGain	-10 ~ +10 (default: 0)	
	Mic EQ mid gain	MidGain	-10 ~ +10 (default: 0)	Set the low/mid/high gain for the microphone.
	Mic EQ high gain	HighGain	-10 ~ +10 (default: 0)	
	mo Eq mgm gam	riigiraaiii	MRevHal1	
			MRevHal2	
			MRevHal3	
			MRevHal4	
			MRevPnoH	
	Mic reverb type	MRvType	MRevRom1	Select the mic reverb type.
	Ivile reverb type	IVII IV TYPE	MRevRom2	Select the fine reverb type.
			MRevRom3	
			MRevChrh	
			MRevGrg	
			MRevStdH	
			(default: MRevStdH)	
	Mic reverb level	MRevLev	0 ~ 32 (default: 15)	Adjust the mic reverb level.
	IVIIC TEVELD LEVEL	IVII IEVLEV	MChorus1	Adjust the fille reverb level.
			MChorus2	
			MChorus3	
l			MChorus4	
MEFFECT			MChrGMC1	
			MChrGMC2	
			MChrCel1	
			MChrCel2	
			MChrSym1	
	Mic effect type	MEfType	MChrSym2	Select the mic effect type.
			MChrDoub	
			MChrStd.	
			MWah	
			MPhaser	
			MDist.	
			MOvDr.	
			MPan	
			(default: MChrStd.)	
	Mic effect level	MEfLev	0 ~ 32 (default: 0)	Adjust the mic effect level.
			MDelay	, tajast ine mie onost is ton
	Mic delay type	MDIType	MPanDly	Select the mic delay type.
			(default: MDelay)	Select the fille delay type.
	Mia dalay tima	MDITima		Cat the mis delay time
	Mic delay time	MDITime	0 ~ 32 (default: 10)	Set the mic delay time.
	Mic delay feedback	MDlyFb	0 ~ 32 (default: 14)	Set the mic delay feedback.
	Mic delay level	MDlyLev	0 ~ 32 (default: 8)	Set the mic delay level.
	Tempo remain	TempRmn	ON,OFF (default: OFF)	Tempo will remain unchanged when changing
	Tempe remain	Tomprum	Ort, or r (dolddit: Or r)	style during style playback.
	Tempo lock	TempLck	ON,OFF (default: OFF)	
LOCKRmn	Tone lock	ToneLck	ON,OFF (default: OFF)	
	Style lock	Stl Lck	ON,OFF (default: OFF)	effect, so that they will remain unchanged when
	Transpose lock	TrnsLck	ON,OFF (default: OFF)	recalling the memory.
	Mic effect lock	Mregist	ON,OFF (default: ON)	
	Bluetooth function	Bluetooth	ON,OFF (default: ON)	Turn Bluetooth function on /off.
Bluetooth			OFF,1 ~ 5 (default: 4)	Adjust the Bluetooth volume.
Diueloolii	IBluetooth volume			
	Bluetooth connection	Volume Disconnect	-	
	Bluetooth connection	Disconnect	-	Disable Bluetooth connection.
	Bluetooth connection Metronome beat type	Disconnect MtrBeat	- 0, 2 ~ 9 (default: 4)	Disable Bluetooth connection. Set the metronome beat type.
	Bluetooth connection	Disconnect	-	Disable Bluetooth connection. Set the metronome beat type. Set the MIDI out channel.
	Bluetooth connection Metronome beat type	Disconnect MtrBeat	- 0, 2 ~ 9 (default: 4) 1 ~ 16 (default: 1) 1	Disable Bluetooth connection.  Set the metronome beat type.  Set the MIDI out channel.  Set the playback mode:
	Bluetooth connection Metronome beat type MIDI out	Disconnect MtrBeat MIDIout	- 0, 2 ~ 9 (default: 4) 1 ~ 16 (default: 1) 1 ALL	Disable Bluetooth connection.  Set the metronome beat type.  Set the MIDI out channel.  Set the playback mode: Loop a single song
	Bluetooth connection Metronome beat type	Disconnect MtrBeat	- 0, 2 ~ 9 (default: 4) 1 ~ 16 (default: 1) 1 ALL OFF	Disable Bluetooth connection.  Set the metronome beat type.  Set the MIDI out channel.  Set the playback mode:  Loop a single song  Loop all songs
OTHERS	Bluetooth connection Metronome beat type MIDI out	Disconnect MtrBeat MIDIout	- 0, 2 ~ 9 (default: 4) 1 ~ 16 (default: 1) 1 ALL	Disable Bluetooth connection.  Set the metronome beat type.  Set the MIDI out channel.  Set the playback mode:  Loop a single song  Loop all songs  No looping (off).
OTHERS	Bluetooth connection Metronome beat type MIDI out	Disconnect MtrBeat MIDIout	- 0, 2 ~ 9 (default: 4) 1 ~ 16 (default: 1) 1 ALL OFF	Disable Bluetooth connection.  Set the metronome beat type.  Set the MIDI out channel.  Set the playback mode:  Loop a single song  Loop all songs
OTHERS	Bluetooth connection Metronome beat type MIDI out	Disconnect MtrBeat MIDIout	- 0, 2 ~ 9 (default: 4) 1 ~ 16 (default: 1) 1 ALL OFF (default: ALL)	Disable Bluetooth connection.  Set the metronome beat type.  Set the MIDI out channel.  Set the playback mode:  Loop a single song  Loop all songs  No looping (off).  The instrument will automatically shut down
OTHERS	Bluetooth connection Metronome beat type MIDI out  Song loop	Disconnect MtrBeat MIDlout SngLoop	- 0, 2 ~ 9 (default: 4) 1 ~ 16 (default: 1) 1 ALL OFF (default: ALL) 30, 60, OFF (default:	Disable Bluetooth connection.  Set the metronome beat type.  Set the MIDI out channel.  Set the playback mode:  Loop a single song  Loop all songs  No looping (off).  The instrument will automatically shut down after 30 minutes of inactivity. Selecting OFF will
OTHERS	Bluetooth connection Metronome beat type MIDI out	Disconnect MtrBeat MIDIout	- 0, 2 ~ 9 (default: 4) 1 ~ 16 (default: 1) 1 ALL OFF (default: ALL)	Disable Bluetooth connection.  Set the metronome beat type.  Set the MIDI out channel.  Set the playback mode: Loop a single song Loop all songs No looping (off).  The instrument will automatically shut down after 30 minutes of inactivity. Selecting OFF will disable this function.
OTHERS	Bluetooth connection Metronome beat type MIDI out  Song loop	Disconnect MtrBeat MIDlout SngLoop	- 0, 2 ~ 9 (default: 4) 1 ~ 16 (default: 1) 1 ALL OFF (default: ALL) 30, 60, OFF (default:	Disable Bluetooth connection.  Set the metronome beat type.  Set the MIDI out channel.  Set the playback mode:  Loop a single song  Loop all songs  No looping (off).  The instrument will automatically shut down after 30 minutes of inactivity. Selecting OFF will disable this function.  Note: When Bluetooth is connected, the Auto Off
OTHERS	Bluetooth connection Metronome beat type MIDI out  Song loop	Disconnect MtrBeat MIDlout SngLoop	- 0, 2 ~ 9 (default: 4) 1 ~ 16 (default: 1) 1 ALL OFF (default: ALL) 30, 60, OFF (default:	Disable Bluetooth connection.  Set the metronome beat type.  Set the MIDI out channel.  Set the playback mode: Loop a single song Loop all songs No looping (off).  The instrument will automatically shut down after 30 minutes of inactivity. Selecting OFF will disable this function.

# **Factory Reset**

- Press the [MENU] button to enter the function menu (P. 30). Use the [<] / [>] button to select "OTHERS", then use the data dial to select "Reset".
- Press the [ENTER] button to move the cursor to "Reset?" in the lowe menu. You're going to execute factory reset.
- **3.** Rotate the data dial clockwise to confirm and execute factory reset. **Note:** This operation will delete all user settings.
- 4. The LCD continues to display "DelUSng?", prompting it's going to delete all user songs.
- Press the [ENTER] button to delete all user songs, or press the [EXIT] button to cancel.

**Note:** The deleted user songs cannot be recovered.

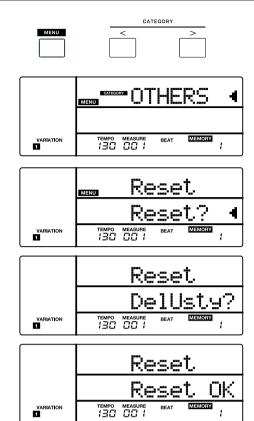
- **6.** The LCD continues to display "DelUSty?", prompting it's going to delete all user styles.
- Press the [ENTER] button to delete all user styles, or press the [EXIT] button to cancel.

**Note:** The deleted user styles cannot be recovered.

8. The reset procedure may take several minutes to complete.

#### Note:

- Do not turn off the power when factory reset is in progress, otherwise it may corrupt the internal data and cause malfunction.
- When power is turned off, you can press and hold the [EXIT] and [ENTER] buttons and turn on the power, it will execute factory reset and delete all user settings, but user songs and user styles will not be deleted.





MIDI (short for Musical Instrument Digital Interface) allows a wide variety of electronic musical instruments, computers and other related devices to connect and communicate with one another.

MIDI carries event messages that specify notation, pitch and velocity, control signals for parameters such as volume, vibrato, audio panning, and program change information to change the tone selections.

The instrument can output the real-time playback information via MIDI messages and control external MIDI devices. The instrument can also accept incoming MIDI messages and generate sound accordingly.

#### Note:

This instrument has a USB computer jack (P. 7), which can be connected to a computer as a MIDI input or MIDI output. This can not be connected with another instrument, unless the instrument has a USB host terminal.

### The main application of MIDI

1. Used as a tone generator.

This instrument can receive MIDI data from computer, and execute MIDI controls to change channels, change tones, add effect and make sound and so on. Refer to MIDI Implementation Chart for more MIDI controls.

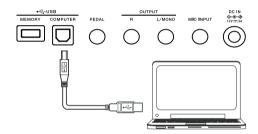
2. Used as a MIDI Keyboard

When you play the keyboard, change the tones or turn the DSP on/off, the instrument will send MIDI data to the computer, which will be saved as records (It only records your keyboard performance when playing along with accompaniment.) You can edit the records on the computer, such as changing the channels or tones, adding DSP effects. Then play back the records with the instrument or other sound source (such as a sound card). You can play the keyboard along with the playback. Refer to MIDI Implementation Chart for more MIDI controls.

### Connecting to a MIDI Software on Computer

To use the USB computer jack (P. 7) of the instrument, you may need to configure the software on computer. For example, setting Digital Audio Workstation (DAW) software under WINDOWS10 operating system:

- Use a standard USB cable to connect the instrument to computer.
   Make sure the instrument is turned on.
- 2. Open Digital Audio Workstation (DAW) software on computer.
- **3.** The software will automatically recognize the E-X50 USB DEVICE either as the MIDI Input or as the MIDI Output. For more configuration information, please refer to the HELP of the software.
- You can follow the above operations when using other similar MIDI software.



# **Troubleshooting**

Problem	Possible Cause and Solution
The speakers produce a pop sound whenever the power is turned on or off.	This is normal and does not indicate a malfunction.
Speakers do not produce sound when the keyboard is played.	<ol> <li>Check if the master volume is set too low.</li> <li>Check if the R1/R2/L1 sound volume is set too low in the mixer in the function menu.</li> <li>Check if headphones are plugged into the PHONES jack.</li> </ol>
The speakers produce noise when a mobile phone is put near them.	Using a mobile phone in close proximity to the instrument may produce interference. To prevent this, turn off the mobile phone or use it farther away from the instrument.
The auto accompaniment does not play back even when sync start is engaged and a key is pressed.	You may be playing keys in the right hand range of the keyboard. To start the accompaniment with sync start, make sure to play keys in the left-hand range.
Certain notes seem to be in the wrong pitch.	Make sure that the tune value is set to 0. Hold down the [EXIT] and [ENTER] buttons and turn on the power to restore factory settings.
When connecting to computer, the instrument cannot be recognized.	Check if the USB cable is firmly connected. Try connecting another USB port on the computer. This instrument is plug and play and should work without installing a driver.
The pedal does not respond.	Check if the pedal cable is firmly connected.
When using a sustain pedal, it doesn't sustain the notes when the pedal is pressed, but it sustain the notes when the pedal is released.	The polarity of different pedals may vary. If the connected sustain pedal works in reversed behavior, please plug the pedal to the PEDAL jack before turning the power on.
It cannot read/save to the USB flash drive.	Make sure your USB flash drive is in FAT32 format and not multi-partitioned.
It shuts down after a period of time.	The Auto Off function will turn off the instrument after a preset period of time when the instrument is not in use. You can disable this function in the function menu.

# **Specifications**

IZ a vila a a vial		C4 Isave with touch was a sec
Keyboard		61 keys with touch response
Display		Multi-functional LCD
Max polyph	iony	256
Tone		707
Style		300 presets + 30 users
Demo song		1
Layer		L, R1, R2
Split		Yes
Style contro	ol	Start / Stop
		Sync Start
		Intro (1, 2)
		Main (1, 2, 3, 4)
		Fill (1, 2, 3, 4)
		Ending (1, 2)
		Chord mode
		Fade in / out
Chord type		38
Reverb		11 types, 33 levels
Chorus		12 types, 33 levels
Effects		DSP effects, Mic effects
Master EQ		6 types
Mixer		Yes
Sequencer		10 user songs
Registration	n memory	4 x 8 banks, parameter lock
O.T.S.		Yes
Assignable	controllers	1 pedal
Pitch Bend		Yes
Pitch adjust	tment	Transpose, octave, tune
Metronome		Yes
Tempo		30-280
Other contr	ol	Touch response, Scale tune, Audio Pad
	& expansion	Bluetooth audio
External dri		USB flash drive (128GB max.)
Connector		USB MIDI
	Headphone	1 standard stereo
	Input	-
	Output	L/MONO, R
	Microphone	Yes
	Pedal	Sustain pedal
Amplifier	1. 000.	2 x 10 watt
Speaker		2 x [12cm + 3 cm]
Power		DC12V, 3000mA
Dimension		1048 x 391 x 141mm
Weight		9.6 kg
vvcigiit		laro va

- This document explains the specifications of the product at the time that the document was issued. For the latest information, refer to the Roland website.
- All specifications are subject to change without notice.

NO.	English Name	LCD Name
	(Piano)	ILOD Name
1	Grand Piano	GrandPno
2	Ballad Piano	BalladP
3	Mellow Piano	MellowP
4	Bright Piano	BrightP
5	Acoustic Piano	AcPiano
6	Acoustic Piano (wide)	AcPianoW
7	Acoustic Piano (dark)	AcPianoD
8	Octave Grand Piano 1	OctPno1
9	Octave Grand Piano 2	OctPno2
10	Piano & Strings	Pno&Str
11	Piano & Pad	Pno&Pad
12	Piano & Choir	Pno&Cho
13	Piano & EP	Pno&EP
14	Piano & Vibraphone	Pno&Vib
15	Harpsichord 1	Harpsi1
16	Harpsichord 2	Harpsi2
17	Harpsichord (octave mix)	HarpsiO
18	Harpsichord (wide)	HarpsiW
19	Harpsichord (with key off)	HarpsiOf
20	Honky Tonk Piano 1	HnyTonk1
21	Honky Tonk Piano 2	HnyTonk2
22	Honky Tonk Piano (wide)	HnyTonkW
23	Honky Tonk Piano (dark)	HnyTonkD
24	Electric Grand Piano 1	E.Grand1
25	Electric Grand Piano 2	E.Grand2
26	Electric Grand Piano (wide)	E.GrandW
27	Electric Grand Piano (dark)	E.GrandD
28	Detuned Electric Piano 1	DetunEP1
29	Detuned Electric Piano 2	DetunEP2
30	Electric Piano 1	E.Piano1
31	Electric Piano 2	E.Piano2
32	Electric Piano 3	E.Piano3
33	Electric Piano 4	E.Piano4
34	Electric Piano 1 (velocity mix)	E.PnoV1
35	Electric Piano 2 (velocity mix)	E.PnoV2
36	60's Electric Piano	60'sEP
37	EP Legend	EPLegend
38	Phase EP	PhaseEP
39	Clavi 1	Clavi1
40	Clavi 2	Clavi2
41	Phase Clavi	PhaseClv
42	Wah Clavi	WahClv
43	Pulse Clavi	PluseClv
44	Dream EP	DreamEP
45	Tremolo EP	1
		TremoEP
46 47	Funk EP Warm EP	FunkEP WarmEP
47 48	i	ChoirEP
48	ChoirEP	<del>†</del>
	Wah EP	WahEP
50	Modern EP	ModernEP
51	EP Pad	EPPad
	MATIC PERCUSSION(ChroPerc)	0-1
52	Celesta 1	Celesta1
53	Celesta 2	Celesta2
54	Celesta 3	Celesta3
55	Glockenspiel 1	Glocken1
56	Glockenspiel 2	Glocken2

	Total 1 1 1 2	lo
57	Glockenspiel 3	Glocken3
58	Music Box 1	MuscBox1
59	Music Box 2	MuscBox2
60	Music Box 3	MuscBox3
61	Vibraphone 1	Vibra1
62	Vibraphone 2	Vibra2
63	Vibraphone (wide)	VibraW
64	Marimba 1	Marimba1
65	Marimba 2	Marimba2
66	Marimba (wide)	MarimbaW
67	Xylophone 1	Xylopho1
68	Xylophone 2	Xylopho2
69	Xylophone 3	Xylopho3
70	Tubular Bells 1	TubulBe1
71	Tubular Bells 2	TubulBe2
72	Church Bell	ChurBell
73	Carillon	Carillon
74	Dulcimer 1	Dulcime1
7 <del>4</del> 75	Dulcimer 2	Dulcime2
76	Santur	Santur
	N(Organ)	001-0
77	Italian 60's Organ	60'sOrgn
78	Drawbar Organ 1	DrawOrg1
79	Drawbar Organ 2	DrawOrg2
80	Drawbar Organ 3	DrawOrg3
81	Detuned Drawbar Organ	DeDraOrg
82	Detuned Percussive Organ	DePerOrg
83	Percussive Organ 1	PercOrg1
84	Percussive Organ 2	PercOrg2
85	Percussive Organ 3	PercOrg3
86	70's Percussive Organ	70'sPcOr
87	Rock Organ 1	RockOrg1
88	Rock Organ 2	RockOrg2
89	Rock Organ 3	RockOrg3
90	Church Organ 1	ChurOrg1
91	Church Organ 2	ChurOrg2
92	Church Organ 3	ChurOrg3
93	Church Organ (octave mix)	ChurOrgO
94	Detuned Church Organ	DeChuOrg
95	Reed Organ 1	ReedOrg1
96	Reed Organ 2	ReedOrg2
97	Rotary Organ	RotyOrgn
98	Puff Organ	PuffOrgn
99	Accordion 1	Acordin1
100	Accordion 2	Acordin2
101	Accordion 3	Acordin3
102	Harmonica 1	Harmnic1
103	Harmonica 2	Harmnic2
104	Harmonica 3	Harmnic3
105	Tango Accordion 1	TangAcd1
106	Tango Accordion 2	TangAcd2
	AR(Guitar)	,
107	Acoustic Guitar (nylon) 1	NylonGt1
	Acoustic Guitar (nylon) 2	NylonGt2
108		<del> </del>
109	Acoustic Guitar (nylon) 3	NylonGt3
110	Acoustic Guitar (nylon + key off)	NylGtrOf
111	Ukulele	Ukulele
112	Acoustic Guitar (steel) 1 Acoustic Guitar (steel) 2	SteelGt1
113		SteelGt2

	T	T
114	12-Strings Guitar	12StrGtr
115	Mandolin 1	Mandoli1
116	Mandolin 2	Mandoli2
117	Steel Guitar with Body Sound	SteelBdy
118	Electric Guitar (jazz) 1	JazzGtr1
119	Electric Guitar (jazz) 2	JazzGtr2
120	Electric Guitar (pedal steel)	PedalGtr
121	Electric Guitar (clean) 1	CleanGt1
122	Electric Guitar (clean) 2	CleanGt2
123	Electric Guitar (detuned clean)	DetClnGt
124	Mid Tone Guitar	MidTonGt
125	Electric Guitar (muted) 1	MutedGt1
126	Electric Guitar (muted) 2	MutedGt2
127	Electric Guitar (funky cutting)	FunkGt
128	Electric Guitar (muted velo-sw)	MutVelGt
129	Jazz Man	JazzMan
130	Overdriven Guitar 1	Ovrdriv1
131	Overdriven Guitar 2	Ovrdriv2
132	Guitar Pinch	GtPinch
133	Distortion Guitar 1	DistGtr1
134	Distortion Guitar 2	DistGtr2
135	Distortion Guitar (with feedback)	FeedbkGt
136	Guitar Feedback	GtrFedbk
137	Distorted Rhythm Guitar	DistRyth
138	Guitar Harmonics 1	GtrHarm1
139	Guitar Harmonics 2	GtHarmo2
140	Velocity Nylon Guitar	NyInGtVe
BASS(		,
141	Acoustic Bass 1	AcoBass1
142	Acoustic Bass 2	AcoBass2
143	Wah Bass	WahBass
144	Electric Bass (finger)	FngrBass
145	Finger Slap Bass	FngrSlap
146	Electric Bass (pick) 1	PickBas1
147	Electric Bass (pick) 2	PickBas2
148	Fretless Bass 1	Fretles1
149	Fretless Bass 2	Fretles2
150	Slap Bass 1	SlapBas1
151	Slap Bass 2	SlapBas2
152	Slap Bass 3	SlapBas3
153	Slap Bass 4	SlapBas4
154	Synth Bass 1	SynBass1
155	Synth Bass 2	SynBass2
156	Synth Bass 3	SynBass3
157	Synth Bass 4	SynBass4
158	Warm Synth Bass	WarmBass
159	Rsonance SynBass	ResoBass
160	Clavi Bass	ClavBass
161	Hammer	Hammer
162	Attack Bass	AtackBas
163	Synth Bass (rubber) 1	RubbBas1
164	Synth Bass (rubber) 2	RubbBas2
165	Attack Pulse	AtackPls
	GS & ORCHESTRAL(Str&Orch)	
166	Violin 1	Violin1
167	Violin 2	Violin2
168	Violin (slow attack)	SIViolin
169	Viola 1	Viola1
170	Viola 2	Viola2
1110		

	·	
171	Cello 1	Cello1
172	Cello 2	Cello2
173	Contrabass 1	Contrbs1
174	Contrabass 2	Contrbs2
175	Tremolo Strings 1	TremStr1
176	Tremolo Strings 2	TremStr2
177	Tremolo Strings 3	TremStr3
178	Pizzicato Strings 1	PizzStr1
179	Pizzicato Strings 2	PizzStr2
180	Orchestral Harp 1	Harp1
181	Orchestral Harp 2	Harp2
182	Yang Chin	YangChin
183	Timpani 1	Timpani1
184	Timpani 2	Timpani2
185	String Ensembles 1	Strings1
186	String Ensembles 2	Strings2
187	String Ensembles 3	Strings3
188	String Ensembles 4	Strings4
189	Strings & Brass	Str&Bras
190	60's Strings	60'sStr
191	Synth Strings 1	SynStrs1
192	Synth Strings 2	SynStrs2
193	Synth Strings 3	SynStrs3
194	Synth Strings 4	SynStrs4
195	Synth Strings 5	SynStrs5
196	Choir Aahs 1	ChorAah1
197	Choir Aahs 2	ChorAah2
198	Choir Aahs 3	ChorAah3
199	Voice Oohs 1	VoicOoh1
200	Voice Oohs 2	VoicOoh2
201	Humming	Humming
202	Analog Voice	AnaVoice
203	Synth Voice 1	SynVoic1
204	Synth Voice 2	SynVoic2
205	Orchestra Hit 1	OrchHit1
206	Orchestra Hit 2	OrchHit2
207	Bass Hit Plus	BassHit
208	6th Hit	6thHit
209	Euro Hit	EuroHit
BRAS	S(Brass)	
210	Trumpet 1	Trumpet1
211	Trumpet 2	Trumpet2
212	Dark Trumpet	DarkTrp
213	Trombone 1	Trmbone1
214	Trombone 2	Trmbone2
215	Trombone 3	Trmbone3
216	Bright Trombone	BritBone
217	Tuba 1	Tuba1
218	Tuba 2	Tuba2
219	Muted Trumpet 1	MuteTrp1
220	Muted Trumpet 2	MuteTrp2
221	Muted Trumpet 3	MuteTrp3
222	French Horn 1	FrHorn1
223	French Horn 2	FrHorn2
224	French Horn 3	FrHorn3
225	Brass Section 1	Brass1
226	Brass Section 2	Brass2
227	Brass Section 3	Brass3
228	Synth Brass 1	SynBras1
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229	Synth Brass 2	SynBras2
230	Synth Brass 3	SynBras3
231	Synth Brass 4	SynBras4
232	Synth Brass 5	SynBras5
233	Synth Brass 6	SynBras6
234	Synth Brass 7	SynBras7
235	Synth Brass 8	SynBras8
236	Analog Synth Brass 1	AnaBras1
237	Analog Synth Brass 2	AnaBras2
238	Analog Synth Brass 3	AnaBras3
239	Rock Brass 1	RockBrs1
240	Rock Brass 2	RockBrs2
241	Funny 1	Funny1
242	Funny 2	Funny2
243	French Horn	FrHorn
		ILIUOIII
	(Reed)	Crown Cross 4
244	Soprano Sax 1	SprnSax1
245	Soprano Sax 2	SprnSax2
246	Soprano Sax 3	SprnSax3
247	Alto Sax 1	AltoSax1
248	Alto Sax 2	AltoSax2
249	Alto Sax 3	AltoSax3
250	Tenor Sax 1	TenoSax1
251	Tenor Sax 2	TenoSax2
252	Tenor Sax 3	TenoSax3
253	Baritone Sax 1	BariSax1
254	Baritone Sax 2	BariSax2
255	Baritone Sax 3	BariSax3
256	Oboe 1	Oboe1
257	Oboe 2	Oboe2
258	Oboe 3	Oboe3
259	2 Oboes	2Oboes
260	English Horn 1	EngHorn1
261	English Horn 2	EngHorn2
262	English Horn 3	EngHorn3
263	2 English Horns	2EngHons
264	Bassoon 1	Bassoon1
	+	
265	Bassoon 2	Bassoon2
266	Bassoon 3	Bassoon3
267	2 Bassoons	2Basoons
268	Clarinet 1	Clarine1
269	Clarinet 2	Clarine2
270	Clarinet 3	Clarine3
271	2 Clarinets	2Clarins
PIPE(F	· · ·	<u> </u>
272	Piccolo 1	Piccolo1
273	Piccolo 2	Piccolo2
274	Piccolo 3	Piccolo3
275	2 Piccolos	2Picolos
276	Sweet Flute	SweeFlut
277	Flute 1	Flute1
278	Flute 2	Flute2
279	Flute 3	Flute3
280	2 Flutes	2Flutes
281	Recorder 1	Recorde1
282	Recorder 2	Recorde2
	2 Recorders	
283	İ	2Records
284	Pan Flute 1	PanFlut1
285	Pan Flute 2	PanFlut2

286         Sweet Pan Flute         SwPanFlu           287         Blown Bottle 1         Bottle1           288         Blown Bottle 2         Bottle2           289         Shakuhachi 1         Shakkhch1           290         Shakuhachi 2         Shakhch2           291         Whistle 1         Whistle1           292         Whistle 2         Whistle2           293         Ocarina 1         Ocarina1           294         Ocarina 2         Ocarina2           SYNTH LEAD(SynthLd)         SquarLd1           295         Lead 1 (square) 1         SquarLd2           296         Lead 1 (square) 3         SquarLd2           297         Lead 1 (square) 3         SquarLd3           298         Lead 1b (sine)         SineLead           299         Lead 2 (sawtooth) 1         SawLead3           301         Lead 2 (sawtooth) 2         SawLead3           301         Lead 2 (sawtooth) 3         SawLead3           302         Lead 2 (sawtooth) 3         SawLead3           303         Lead 2c (sequenced analog) 1         SqAnaLd1           304         Lead 2d (sequenced analog) 2         SqAnaLd1           305         Lead 2d (sequenced analog			
288         Blown Bottle 2         Bottle2           289         Shakuhachi 1         Shakhch1           290         Shakuhachi 2         Shakhch1           291         Whistle 1         Whistle1           292         Whistle 2         Whistle2           293         Ocarina 1         Ocarina1           294         Ocarina 2         Ocarina2           SYNTH LEAD(SynthLd)         SquarLd1           295         Lead 1 (square) 1         SquarLd2           297         Lead 1 (square) 2         SquarLd3           298         Lead 1 (square) 3         SquarLd3           299         Lead 2 (sawtooth) 1         SawLead2           299         Lead 2 (sawtooth) 2         SawLead2           300         Lead 2 (sawtooth) 3         SawLead2           301         Lead 2 (sawtooth) 3         SawLead3           302         Lead 2b (saw + pulse)         SawPlsLd           303         Lead 2c (double sawtooth)         DubSawLd           304         Lead 2d (sequenced analog) 1         SqAnaLd1           305         Lead 2d (sequenced analog) 2         SqAnaLd2           306         Wavy Sawtooth 1         WavySaw1           307         Bauble	286	Sweet Pan Flute	SwPanFlu
289         Shakuhachi 2         Shakkhch2           291         Whistle 1         Whistle 1           292         Whistle 2         Whistle 2           293         Ocarina 1         Ocarina 1           294         Ocarina 2         Ocarina 2           SYNTH LEAD(SynthLd)         SquarLd1           295         Lead 1 (square) 1         SquarLd2           297         Lead 1 (square) 3         SquarLd3           298         Lead 1b (sine)         SineLead           299         Lead 2 (sawtooth) 1         SawLead1           300         Lead 2 (sawtooth) 2         SawLead2           301         Lead 2 (sawtooth) 3         SawLead3           302         Lead 2b (sawtooth) 3         SawLead3           303         Lead 2b (sawtooth) 3         SawLead3           304         Lead 2b (sawtooth) 3         SawLead3           305         Lead 2b (sawtooth) 3         SawLead3           301         Lead 2b (sawtooth) 3         SawLead3           302         Lead 2b (sequenced analog) 1         SqAnaLd1           303         Lead 2c (double sawtooth)         DubSawLd           304         Lead 2d (sequenced analog) 2         SqAnaLd1           305 <td>287</td> <td>Blown Bottle 1</td> <td>Bottle1</td>	287	Blown Bottle 1	Bottle1
290         Shakuhachi 2         Shakhch2           291         Whistle 1         Whistle1           292         Whistle 2         Whistle2           293         Ocarina 1         Ocarina1           294         Ocarina 2         Ocarina2           SYNTH LEAD(SynthLd)         Synth Lead 1 (square) 2         SquarLd1           295         Lead 1 (square) 2         SquarLd2           297         Lead 1 (square) 3         SquarLd3           298         Lead 1 (square) 3         SquarLd3           299         Lead 2 (sawtooth) 1         SawLead1           300         Lead 2 (sawtooth) 2         SawLead2           301         Lead 2 (sawtooth) 3         SawLead3           302         Lead 2 (sawtooth) 3         SawLead3           303         Lead 2 (souble sawtooth)         DubSawLd           304         Lead 2 (sequenced analog) 1         SqAnaLd1           305         Lead 2d (sequenced analog) 2         SqAnaLd1           306         Wavy Sawtooth 1         WavySaw1           307         Bauble Lead         BaubleLd           308         Super Analog         SuperAna           309         Lead 3 (calliope) 2         CalipLd1	288	Blown Bottle 2	Bottle2
290         Shakuhachi 2         Shakhch2           291         Whistle 1         Whistle1           292         Whistle 2         Whistle2           293         Ocarina 1         Ocarina1           294         Ocarina 2         Ocarina2           SYNTH LEAD(SynthLd)         Synth Lead 1 (square) 2         SquarLd1           295         Lead 1 (square) 2         SquarLd2           297         Lead 1 (square) 3         SquarLd3           298         Lead 1 (square) 3         SquarLd3           299         Lead 2 (sawtooth) 1         SawLead1           300         Lead 2 (sawtooth) 2         SawLead2           301         Lead 2 (sawtooth) 3         SawLead3           302         Lead 2 (sawtooth) 3         SawLead3           303         Lead 2 (souble sawtooth)         DubSawLd           304         Lead 2 (sequenced analog) 1         SqAnaLd1           305         Lead 2d (sequenced analog) 2         SqAnaLd1           306         Wavy Sawtooth 1         WavySaw1           307         Bauble Lead         BaubleLd           308         Super Analog         SuperAna           309         Lead 3 (calliope) 2         CalipLd1	289	Shakuhachi 1	Shakhch1
291         Whistle 1         Whistle 2           293         Ocarina 1         Ocarina 2           294         Ocarina 2         Ocarina 2           294         Ocarina 2         Ocarina 2           SYNTH LEAD(SynthLd)         SquarLd1           295         Lead 1 (square) 2         SquarLd2           297         Lead 1 (square) 3         SquarLd2           297         Lead 1b (sine)         SineLead           299         Lead 2 (sawtooth) 1         SawLead1           300         Lead 2 (sawtooth) 2         SawLead2           301         Lead 2 (sawtooth) 3         SawLead3           302         Lead 2 (sawtooth) 3         SawLead3           303         Lead 2 (seautooth) 3         SawLead3           304         Lead 2 (sequenced analog) 1         SqAnaLd3           304         Lead 2d (sequenced analog) 2         SqAnaLd1           305         Lead 2d (sequenced analog) 2         SqAnaLd1           306         Wavy Sawtooth 1         WavySaw1           307         Bauble Lead         BaubleLd           308         Super Analog         SuperAna           309         Lead 3 (calliope) 1         CalipLd1           310	290	•	
292         Whistle 2         Whistle2           293         Ocarina 1         Ocarina1           294         Ocarina 2         Ocarina2           SYNTH LEAD(SynthLd)         295         Lead 1 (square) 2         SquarLd2           295         Lead 1 (square) 2         SquarLd2           297         Lead 1 (square) 3         SquarLd3           298         Lead 1 (square) 3         SquarLd3           299         Lead 2 (sawtooth) 1         SawLead2           300         Lead 2 (sawtooth) 2         SawLead2           301         Lead 2 (sawtooth) 3         SawLead2           301         Lead 2 (sawtooth) 3         SawLead3           302         Lead 2b (saw + pulse)         SawPIsLd           303         Lead 2 (sequenced analog) 1         SqAnaLd1           304         Lead 2d (sequenced analog) 2         SqAnaLd1           305         Lead 2d (sequenced analog) 2         SqAnaLd1           306         Wavy Sawtooth 1         WavySaw1           307         Bauble Lead         BaubleLd           308         Super Analog         SuperAnalog           309         Lead 3 (calliope) 1         CalipLd1           310         Lead 3 (calliope) 2         <		•	-
293         Ocarina 1         Ocarina1           294         Ocarina 2         Ocarina2           SYNTH LEAD(SynthLd)         Dead 1 (square) 1         SquarLd1           295         Lead 1 (square) 2         SquarLd2           297         Lead 1 (square) 3         SquarLd3           298         Lead 1b (sine)         SineLead           299         Lead 2 (sawtooth) 1         SawLead1           300         Lead 2 (sawtooth) 2         SawLead2           301         Lead 2 (sawtooth) 3         SawLead2           302         Lead 2b (saw + pulse)         SawPlsLd           303         Lead 2c (sequenced analog) 1         SqAnaLd1           304         Lead 2d (sequenced analog) 2         SqAnaLd1           305         Lead 2d (sequenced analog) 2         SqAnaLd2           306         Wavy Sawtooth 1         WavySaw1           307         Bauble Lead         BaubleLd           308         Super Analog         SuperAna           309         Lead 3 (calliope) 1         CalipLd1           310         Lead 3 (calliope) 2         CalipLd1           311         Lead 4 (chiff) 2         ChiffLd2           311         Lead 4 (chiff) 3         ChiffLd2     <			_
294         Ocarina 2         Ocarina2           SYNTH LEAD(SynthLd)         295         Lead 1 (square) 1         SquarLd1           296         Lead 1 (square) 2         SquarLd2           297         Lead 1 (square) 3         SquarLd3           298         Lead 1 (square) 3         SquarLd3           299         Lead 2 (sawtooth) 1         SawLead1           300         Lead 2 (sawtooth) 2         SawLead2           301         Lead 2 (sawtooth) 3         SawLead3           302         Lead 2 (sawtooth) 3         SawLead3           302         Lead 2 (sawtooth) 3         SawLead3           303         Lead 2 (sequenced analog) 1         SqAnaLd1           304         Lead 2d (sequenced analog) 2         SqAnaLd1           305         Lead 2 (sequenced analog) 2         SqAnaLd2           306         Wavy Sawtooth 1         WavySaw1           307         Bauble Lead         BaubleLd           308         Super Analog         SuperAna           309         Lead 3 (calliope) 1         CalipLd1           310         Lead 3 (calliope) 2         CalipLd2           311         Lead 4 (chiff) 1         ChiffLd3           312         Lead 4 (chiff) 3			
SYNTH LEAD(SynthLd)         SquarLd1           295         Lead 1 (square) 1         SquarLd2           296         Lead 1 (square) 2         SquarLd2           297         Lead 1 (square) 3         SquarLd3           298         Lead 1b (sine)         SineLead           299         Lead 2 (sawtooth) 1         SawLead1           300         Lead 2 (sawtooth) 3         SawLead3           301         Lead 2 (sawtooth) 3         SawLead3           302         Lead 2b (saw + pulse)         SawPlsLd           303         Lead 2c (double sawtooth)         DubSawLd           304         Lead 2d (sequenced analog) 1         SqAnaLd1           305         Lead 2d (sequenced analog) 2         SqAnaLd2           306         Wavy Sawtooth 1         WavySaw1           307         Bauble Lead         BaubleLd           308         Super Analog         SuperAna           309         Lead 3 (calliope) 1         CalipLd1           310         Lead 3 (calliope) 2         CalipLd2           311         Lead 4 (chiff) 1         ChiffLd2           311         Lead 4 (chiff) 3         ChiffLd3           314         Lead 4 (chiff) 4         ChiffLd3           <			_
295         Lead 1 (square) 2         SquarLd2           296         Lead 1 (square) 3         SquarLd2           297         Lead 1 (square) 3         SquarLd3           298         Lead 1b (sine)         SineLead           299         Lead 2 (sawtooth) 1         SawLead1           300         Lead 2 (sawtooth) 2         SawLead2           301         Lead 2 (sawtooth) 3         SawLead3           302         Lead 2b (saw + pulse)         SawPlsLd           303         Lead 2c (double sawtooth)         DubSawLd           304         Lead 2d (sequenced analog) 1         SqAnaLd1           305         Lead 2d (sequenced analog) 2         SqAnaLd2           306         Wavy Sawtooth 1         WavySaw1           307         Bauble Lead         BaubleLd           308         Super Analog         SuperAna           309         Lead 3 (calliope) 1         CalipLd1           310         Lead 3 (calliope) 2         CalipLd2           311         Lead 4 (chiff) 1         ChiffLd2           311         Lead 4 (chiff) 2         ChiffLd3           312         Lead 4 (chiff) 3         ChiffLd4           315         Lead 5 (charang) 1         CharaLd1 <td></td> <td></td> <td>Coarmaz</td>			Coarmaz
296         Lead 1 (square) 2         SquarLd2           297         Lead 1 (square) 3         SquarLd3           298         Lead 1 (square) 3         SineLead           299         Lead 2 (sawtooth) 1         SawLead1           300         Lead 2 (sawtooth) 2         SawLead3           301         Lead 2 (sawtooth) 3         SawLead3           302         Lead 2b (saw + pulse)         SawPlsLd           303         Lead 2c (double sawtooth)         DubSawLd           304         Lead 2d (sequenced analog) 1         SqAnaLd1           305         Lead 2d (sequenced analog) 2         SqAnaLd2           306         Wavy Sawtooth 1         WavySaw1           307         Bauble Lead         BaubleLd           308         Super Analog         SuperAna           309         Lead 3 (calliope) 1         CalipLd1           310         Lead 3 (calliope) 2         CalipLd2           311         Lead 4 (chiff) 2         ChiffLd3           311         Lead 4 (chiff) 3         ChiffLd3           314         Lead 4 (chiff) 4         ChiffLd3           315         Lead 5 (charang) 1         CharaLd4           316         Lead 5 (charang) 3         CharaLd3			Squart d1
297         Lead 1 (square) 3         SquarLd3           298         Lead 1b (sine)         SineLead           299         Lead 2 (sawtooth) 1         SawLead1           300         Lead 2 (sawtooth) 3         SawLead2           301         Lead 2 (sawtooth) 3         SawLead3           302         Lead 2b (saw + pulse)         SawPlsLd           303         Lead 2c (double sawtooth)         DubSawLd           304         Lead 2d (sequenced analog) 1         SqAnaLd1           305         Lead 2d (sequenced analog) 2         SqAnaLd2           306         Wavy Sawtooth 1         WavySaw1           307         Bauble Lead         BaubleLd           308         Super Analog         SuperAna           309         Lead 3 (calliope) 2         CalipLd1           310         Lead 3 (calliope) 2         CalipLd2           311         Lead 4 (chiff) 1         ChiffLd2           311         Lead 4 (chiff) 2         ChiffLd3           314         Lead 4 (chiff) 3         ChiffLd3           314         Lead 4 (chiff) 4         ChiffLd3           315         Lead 5 (charang) 1         CharaLd1           316         Lead 5 (charang) 2         CharaLd3 <td></td> <td></td> <td></td>			
298         Lead 1b (sine)         SineLead           299         Lead 2 (sawtooth) 1         SawLead1           300         Lead 2 (sawtooth) 2         SawLead2           301         Lead 2 (sawtooth) 3         SawLead3           302         Lead 2b (saw + pulse)         SawPlsLd           303         Lead 2c (double sawtooth)         DubSawLd           304         Lead 2d (sequenced analog) 1         SqAnaLd1           305         Lead 2d (sequenced analog) 2         SqAnaLd2           306         Wavy Sawtooth 1         WavySaw1           307         Bauble Lead         BaubleLd           308         Super Analog         SuperAna           309         Lead 3 (calliope) 1         CalipLd1           310         Lead 3 (calliope) 2         CalipLd1           311         Lead 3 (calliope) 2         CalipLd2           311         Lead 4 (chiff) 1         ChiffLd2           311         Lead 4 (chiff) 3         ChiffLd2           312         Lead 4 (chiff) 3         ChiffLd3           314         Lead 4 (chiff) 4         ChiffLd4           315         Lead 5 (charang) 1         CharaLd1           316         Lead 5 (wice) 1         WireLd1			<del></del>
299         Lead 2 (sawtooth) 1         SawLead1           300         Lead 2 (sawtooth) 2         SawLead2           301         Lead 2 (sawtooth) 3         SawLead3           302         Lead 2b (saw + pulse)         SawPlsLd           303         Lead 2c (double sawtooth)         DubSawLd           304         Lead 2d (sequenced analog) 1         SqAnaLd1           305         Lead 2d (sequenced analog) 2         SqAnaLd2           306         Wavy Sawtooth 1         WavySaw1           307         Bauble Lead         BaubleLd           308         Super Analog         SuperAna           309         Lead 3 (calliope) 1         CalipLd1           310         Lead 3 (calliope) 2         CalipLd2           311         Lead 3 (calliope) 2         CalipLd2           311         Lead 4 (chiff) 1         ChiffLd3           314         Lead 4 (chiff) 2         ChiffLd3           314         Lead 4 (chiff) 3         ChiffLd3           314         Lead 5 (charang) 1         CharaLd4           315         Lead 5 (charang) 2         CharaLd3           316         Lead 5 (charang) 3         CharaLd3           318         Lead 5 (wire lead) 1         WireLd1			
300         Lead 2 (sawtooth) 2         SawLead2           301         Lead 2 (sawtooth) 3         SawLead3           302         Lead 2b (saw + pulse)         SawPlsLd           303         Lead 2c (double sawtooth)         DubSawLd           304         Lead 2d (sequenced analog) 1         SqAnaLd1           305         Lead 2d (sequenced analog) 2         SqAnaLd2           306         Wavy Sawtooth 1         WavySaw1           307         Bauble Lead         BaubleLd           308         Super Analog         SuperAna           309         Lead 3 (calliope) 1         CalipLd1           310         Lead 3 (calliope) 2         CalipLd2           311         Lead 3 (chiff) 1         ChiffLd2           311         Lead 4 (chiff) 2         ChiffLd3           314         Lead 4 (chiff) 3         ChiffLd3           314         Lead 5 (charang) 1         CharaLd2           315         Lead 5 (charang) 2         CharaLd2           317         Lead 5 (charang) 3         CharaLd3           318         Lead 5 (charang) 4         CharaLd4           319         Lead 5a (wire lead) 1         WireLd1           320         Lead 6 (voice) 2         VoiceLd1			
301         Lead 2 (sawtooth) 3         SawLead3           302         Lead 2b (saw + pulse)         SawPlsLd           303         Lead 2c (double sawtooth)         DubSawLd           304         Lead 2d (sequenced analog) 1         SqAnaLd1           305         Lead 2d (sequenced analog) 2         SqAnaLd2           306         Wavy Sawtooth 1         WavySaw1           307         Bauble Lead         BaubleLd           308         Super Analog         SuperAna           309         Lead 3 (calliope) 1         CalipLd1           310         Lead 3 (calliope) 2         CalipLd2           311         Lead 3 (calliope) 2         CalipLd2           311         Lead 4 (chiff) 1         ChiffLd2           312         Lead 4 (chiff) 2         ChiffLd3           314         Lead 4 (chiff) 3         ChiffLd3           314         Lead 5 (charang) 1         CharaLd1           316         Lead 5 (charang) 2         CharaLd2           317         Lead 5 (charang) 3         CharaLd3           318         Lead 5 (wire lead) 1         WireLd1           320         Lead 6 (voice) 2         WireLd2           321         Lead 6 (voice) 2         VoiceLd1 </td <td></td> <td></td> <td><del></del></td>			<del></del>
302         Lead 2b (saw + pulse)         SawPlsLd           303         Lead 2c (double sawtooth)         DubSawLd           304         Lead 2d (sequenced analog) 1         SqAnaLd1           305         Lead 2d (sequenced analog) 2         SqAnaLd2           306         Wavy Sawtooth 1         WavySaw1           307         Bauble Lead         BaubleLd           308         Super Analog         SuperAna           309         Lead 3 (calliope) 1         CalipLd1           310         Lead 3 (calliope) 2         CalipLd2           311         Lead 3 (calliope) 2         CalipLd2           311         Lead 4 (chiff) 1         ChiffLd2           311         Lead 4 (chiff) 2         ChiffLd3           314         Lead 4 (chiff) 3         ChiffLd3           314         Lead 5 (charang) 1         CharaLd1           316         Lead 5 (charang) 2         CharaLd2           317         Lead 5 (charang) 3         CharaLd3           318         Lead 5 (charang) 4         CharaLd4           319         Lead 5 (wire lead) 1         WireLd1           320         Lead 6 (voice) 2         VoiceLd2           321         Lead 6 (voice) 2         VoiceLd2 </td <td></td> <td></td> <td></td>			
303         Lead 2c (double sawtooth)         DubSawLd           304         Lead 2d (sequenced analog) 1         SqAnaLd1           305         Lead 2d (sequenced analog) 2         SqAnaLd2           306         Wavy Sawtooth 1         WavySaw1           307         Bauble Lead         BaubleLd           308         Super Analog         SuperAna           309         Lead 3 (calliope) 1         CalipLd1           310         Lead 3 (calliope) 2         CalipLd2           311         Lead 4 (chiff) 1         ChiffLd2           311         Lead 4 (chiff) 2         ChiffLd2           313         Lead 4 (chiff) 3         ChiffLd3           314         Lead 4 (chiff) 4         ChiffLd4           315         Lead 5 (charang) 1         CharaLd1           316         Lead 5 (charang) 2         CharaLd2           317         Lead 5 (charang) 3         CharaLd2           318         Lead 5 (charang) 4         CharaLd3           318         Lead 5 (charang) 4         CharaLd4           319         Lead 5a (wire lead) 1         WireLd1           320         Lead 5a (wire lead) 2         WireLd2           321         Lead 6 (voice) 2         VoiceLd1 <td></td> <td></td> <td>-</td>			-
304         Lead 2d (sequenced analog) 1         SqAnaLd1           305         Lead 2d (sequenced analog) 2         SqAnaLd2           306         Wavy Sawtooth 1         WavySaw1           307         Bauble Lead         BaubleLd           308         Super Analog         SuperAna           309         Lead 3 (calliope) 1         CalipLd1           310         Lead 3 (calliope) 2         CalipLd2           311         Lead 4 (chiff) 1         ChiffLd1           312         Lead 4 (chiff) 2         ChiffLd2           313         Lead 4 (chiff) 3         ChiffLd3           314         Lead 4 (chiff) 4         ChiffLd3           314         Lead 5 (charang) 1         CharaLd1           315         Lead 5 (charang) 2         CharaLd2           317         Lead 5 (charang) 3         CharaLd2           317         Lead 5 (charang) 4         CharaLd3           318         Lead 5 (charang) 4         CharaLd3           319         Lead 5 (wire lead) 1         WireLd1           320         Lead 5a (wire lead) 2         WireLd2           321         Lead 6 (voice) 1         VoiceLd1           322         Lead 6 (voice) 2         VoiceLd2 <tr< td=""><td></td><td></td><td></td></tr<>			
305         Lead 2d (sequenced analog) 2         SqAnaLd2           306         Wavy Sawtooth 1         WavySaw1           307         Bauble Lead         BaubleLd           308         Super Analog         SuperAna           309         Lead 3 (calliope) 1         CalipLd1           310         Lead 3 (calliope) 2         CalipLd2           311         Lead 4 (chiff) 1         ChiffLd1           312         Lead 4 (chiff) 2         ChiffLd2           313         Lead 4 (chiff) 3         ChiffLd3           314         Lead 4 (chiff) 4         ChiffLd3           314         Lead 5 (charang) 1         CharaLd1           315         Lead 5 (charang) 2         CharaLd2           317         Lead 5 (charang) 3         CharaLd3           318         Lead 5 (charang) 4         CharaLd3           319         Lead 5 (wire lead) 1         WireLd1           320         Lead 5a (wire lead) 2         WireLd1           321         Lead 6 (voice) 1         VoiceLd1           322         Lead 6 (voice) 2         VoiceLd2           323         Lead 7 (fifths) 1         FifthLd2           324         Lead 7 (fifths) 2         FifthLd2 <t< td=""><td></td><td></td><td></td></t<>			
306         Wavy Sawtooth 1         WavySaw1           307         Bauble Lead         BaubleLd           308         Super Analog         SuperAna           309         Lead 3 (calliope) 1         CalipLd1           310         Lead 3 (calliope) 2         CalipLd2           311         Lead 4 (chiff) 1         ChiffLd1           312         Lead 4 (chiff) 2         ChiffLd2           313         Lead 4 (chiff) 3         ChiffLd3           314         Lead 4 (chiff) 4         ChiffLd3           315         Lead 5 (charang) 1         CharaLd1           316         Lead 5 (charang) 2         CharaLd2           317         Lead 5 (charang) 3         CharaLd3           318         Lead 5 (charang) 4         CharaLd3           318         Lead 5 (charang) 4         CharaLd3           319         Lead 5 (wire lead) 1         WireLd1           320         Lead 6 (wire lead) 2         WireLd1           321         Lead 6 (voice) 1         VoiceLd1           322         Lead 6 (voice) 2         VoiceLd2           323         Lead 7 (fifths) 1         FifthLd2           324         Lead 8 (bass + lead) 1         BasLead1           326<			
307         Bauble Lead         BaubleLd           308         Super Analog         SuperAna           309         Lead 3 (calliope) 1         CalipLd1           310         Lead 3 (calliope) 2         CalipLd2           311         Lead 4 (chiff) 1         ChiffLd1           312         Lead 4 (chiff) 2         ChiffLd2           313         Lead 4 (chiff) 3         ChiffLd3           314         Lead 4 (chiff) 4         ChiffLd4           315         Lead 5 (charang) 1         CharaLd1           316         Lead 5 (charang) 2         CharaLd2           317         Lead 5 (charang) 3         CharaLd3           318         Lead 5 (charang) 4         CharaLd3           318         Lead 5 (charang) 4         WireLd1           320         Lead 5 (wire lead) 1         WireLd1           321         Lead 6 (voice) 1         VoiceLd2           321         Lead 6 (voice) 2         VoiceLd2           322         Lead 6 (voice) 2         VoiceLd2           323         Lead 7 (fifths) 1         FifthLd1           324         Lead 8 (bass + lead) 1         BasLead1           325         Lead 8 (bass + lead) 2         BasLead2           3			
308         Super Analog         SuperAna           309         Lead 3 (calliope) 1         CalipLd1           310         Lead 3 (calliope) 2         CalipLd2           311         Lead 4 (chiff) 1         ChiffLd1           312         Lead 4 (chiff) 2         ChiffLd2           313         Lead 4 (chiff) 3         ChiffLd3           314         Lead 4 (chiff) 4         ChiffLd4           315         Lead 5 (charang) 1         CharaLd1           316         Lead 5 (charang) 2         CharaLd2           317         Lead 5 (charang) 3         CharaLd3           318         Lead 5 (charang) 4         CharaLd3           319         Lead 5 (wire lead) 1         WireLd1           320         Lead 5 (wire lead) 2         WireLd2           321         Lead 6 (voice) 1         VoiceLd1           322         Lead 6 (voice) 2         VoiceLd2           323         Lead 7 (fifths) 1         FifthLd1           324         Lead 7 (fifths) 2         FifthLd2           325         Lead 8 (bass + lead) 2         BasLead1           326         Lead 8 (bass + lead) 3         BasLead2           327         Lead 8 (soft wrl)         SftWrlLd		· ·	
309         Lead 3 (calliope) 1         CalipLd1           310         Lead 3 (calliope) 2         CalipLd2           311         Lead 4 (chiff) 1         ChiffLd1           312         Lead 4 (chiff) 2         ChiffLd2           313         Lead 4 (chiff) 3         ChiffLd3           314         Lead 4 (chiff) 4         ChiffLd4           315         Lead 5 (charang) 1         CharaLd1           316         Lead 5 (charang) 2         CharaLd2           317         Lead 5 (charang) 3         CharaLd2           318         Lead 5 (charang) 4         CharaLd3           318         Lead 5 (charang) 4         CharaLd3           318         Lead 5 (charang) 3         CharaLd2           317         Lead 5 (charang) 4         CharaLd2           318         Lead 5 (charang) 4         CharaLd3           318         Lead 5 (charang) 4         WireLd2           319         Lead 5 (wire lead) 1         WireLd1           320         Lead 6 (voice) 2         WireLd2           321         Lead 6 (voice) 1         VoiceLd2           322         Lead 7 (fifths) 1         FifthLd1           324         Lead 7 (fifths) 2         FifthLd1			
310         Lead 3 (calliope) 2         CalipLd2           311         Lead 4 (chiff) 1         ChiffLd1           312         Lead 4 (chiff) 2         ChiffLd2           313         Lead 4 (chiff) 3         ChiffLd3           314         Lead 4 (chiff) 4         ChiffLd4           315         Lead 5 (charang) 1         CharaLd1           316         Lead 5 (charang) 2         CharaLd2           317         Lead 5 (charang) 3         CharaLd2           318         Lead 5 (charang) 4         CharaLd3           318         Lead 5 (charang) 4         CharaLd3           319         Lead 5 (wire lead) 1         WireLd1           320         Lead 5 (wire lead) 2         WireLd1           320         Lead 5 (wire lead) 2         WireLd2           321         Lead 6 (voice) 1         VoiceLd1           322         Lead 6 (voice) 2         VoiceLd2           323         Lead 7 (fifths) 1         FifthLd1           324         Lead 7 (fifths) 2         FifthLd2           325         Lead 8 (bass + lead) 2         BasLead1           326         Lead 8 (bass + lead) 3         BasLead3           328         Lead 8 (soft wrl)         SftWrlLd <tr< td=""><td>308</td><td>Super Analog</td><td>SuperAna</td></tr<>	308	Super Analog	SuperAna
311         Lead 4 (chiff) 1         ChiffLd1           312         Lead 4 (chiff) 2         ChiffLd2           313         Lead 4 (chiff) 3         ChiffLd3           314         Lead 4 (chiff) 4         ChiffLd4           315         Lead 5 (charang) 1         CharaLd1           316         Lead 5 (charang) 2         CharaLd2           317         Lead 5 (charang) 3         CharaLd3           318         Lead 5 (charang) 4         CharaLd3           319         Lead 5 (wire lead) 1         WireLd1           320         Lead 5a (wire lead) 2         WireLd2           321         Lead 6 (voice) 1         VoiceLd1           322         Lead 6 (voice) 2         VoiceLd2           323         Lead 7 (fifths) 1         FifthLd1           324         Lead 7 (fifths) 2         FifthLd2           325         Lead 8 (bass + lead) 1         BasLead1           326         Lead 8 (bass + lead) 2         BasLead2           327         Lead 8 (bass + lead) 3         BasLead3           328         Lead 8 (soft wrl)         SftWrlLd           329         Massiness         Massin           330         Square         Square           331	309	Lead 3 (calliope) 1	CalipLd1
312         Lead 4 (chiff) 2         ChiffLd2           313         Lead 4 (chiff) 3         ChiffLd3           314         Lead 5 (chiff) 4         ChiffLd4           315         Lead 5 (charang) 1         CharaLd1           316         Lead 5 (charang) 2         CharaLd2           317         Lead 5 (charang) 3         CharaLd3           318         Lead 5 (charang) 4         CharaLd4           319         Lead 5 (wire lead) 1         WireLd1           320         Lead 5a (wire lead) 2         WireLd2           321         Lead 6 (voice) 1         VoiceLd1           322         Lead 6 (voice) 2         VoiceLd2           323         Lead 7 (fifths) 1         FifthLd1           324         Lead 7 (fifths) 2         FifthLd2           325         Lead 8 (bass + lead) 1         BasLead1           326         Lead 8 (bass + lead) 2         BasLead2           327         Lead 8 (bass + lead) 3         BasLead3           328         Lead 8a (soft wrl)         SftWrlLd           329         Massiness         Massin           330         Square         Square           331         Slow Square         Square           331	310	Lead 3 (calliope) 2	CalipLd2
313         Lead 4 (chiff) 3         ChiffLd3           314         Lead 5 (chiff) 4         ChiffLd4           315         Lead 5 (charang) 1         CharaLd1           316         Lead 5 (charang) 2         CharaLd2           317         Lead 5 (charang) 3         CharaLd3           318         Lead 5 (charang) 4         CharaLd4           319         Lead 5a (wire lead) 1         WireLd1           320         Lead 5a (wire lead) 2         WireLd2           321         Lead 6a (voice) 1         VoiceLd1           322         Lead 6a (voice) 2         VoiceLd2           323         Lead 7 (fifths) 1         FifthLd1           324         Lead 7 (fifths) 2         FifthLd2           325         Lead 8 (bass + lead) 1         BasLead1           326         Lead 8 (bass + lead) 2         BasLead2           327         Lead 8 (bass + lead) 3         BasLead3           328         Lead 8a (soft wrl)         SftWrlLd           329         Massiness         Massin           330         Square         Square           331         Slow Square Lead         SlwSquLd           332         Sine Solo         SineSolo           333	311	Lead 4 (chiff) 1	ChiffLd1
313         Lead 4 (chiff) 3         ChiffLd3           314         Lead 5 (chiff) 4         ChiffLd4           315         Lead 5 (charang) 1         CharaLd1           316         Lead 5 (charang) 2         CharaLd2           317         Lead 5 (charang) 3         CharaLd3           318         Lead 5 (charang) 4         CharaLd4           319         Lead 5a (wire lead) 1         WireLd1           320         Lead 5a (wire lead) 2         WireLd2           321         Lead 6a (voice) 1         VoiceLd1           322         Lead 6a (voice) 2         VoiceLd2           323         Lead 7 (fifths) 1         FifthLd1           324         Lead 7 (fifths) 2         FifthLd2           325         Lead 8 (bass + lead) 1         BasLead1           326         Lead 8 (bass + lead) 2         BasLead2           327         Lead 8 (bass + lead) 3         BasLead3           328         Lead 8a (soft wrl)         SftWrlLd           329         Massiness         Massin           330         Square         Square           331         Slow Square Lead         SlwSquLd           332         Sine Solo         SineSolo           333	312	Lead 4 (chiff) 2	ChiffLd2
314         Lead 4 (chiff) 4         ChiffLd4           315         Lead 5 (charang) 1         CharaLd1           316         Lead 5 (charang) 2         CharaLd2           317         Lead 5 (charang) 3         CharaLd3           318         Lead 5 (charang) 4         CharaLd4           319         Lead 5a (wire lead) 1         WireLd1           320         Lead 5a (wire lead) 2         WireLd2           321         Lead 6 (voice) 1         VoiceLd1           322         Lead 6 (voice) 2         VoiceLd2           323         Lead 7 (fifths) 1         FifthLd1           324         Lead 7 (fifths) 2         FifthLd2           325         Lead 8 (bass + lead) 1         BasLead1           326         Lead 8 (bass + lead) 2         BasLead2           327         Lead 8 (bass + lead) 3         BasLead3           328         Lead 8 (soft wrl)         SftWrlLd           329         Massiness         Massin           330         Square         Square           331         Slow Square Lead         SlwSquLd           332         Sine Solo         SineSolo           333         Lead 1 (square) 4         SquarLd4           334		<del>• • • • • • • • • • • • • • • • • • • </del>	ChiffLd3
315         Lead 5 (charang) 1         CharaLd1           316         Lead 5 (charang) 2         CharaLd2           317         Lead 5 (charang) 3         CharaLd3           318         Lead 5 (charang) 4         CharaLd4           319         Lead 5a (wire lead) 1         WireLd1           320         Lead 5a (wire lead) 2         WireLd2           321         Lead 6 (voice) 1         VoiceLd1           322         Lead 6 (voice) 2         VoiceLd2           323         Lead 7 (fifths) 1         FifthLd1           324         Lead 7 (fifths) 2         FifthLd2           325         Lead 8 (bass + lead) 1         BasLead1           326         Lead 8 (bass + lead) 2         BasLead2           327         Lead 8 (bass + lead) 3         BasLead3           328         Lead 8 (soft wrl)         SftWrlLd           329         Massiness         Massin           330         Square         Square           331         Slow Square Lead         SlwSquLd           332         Sine Solo         SineSolo           333         Lead 1 (square) 4         SquarLd4           334         Thick Square         ThickSqu           335	314	Lead 4 (chiff) 4	ChiffLd4
316         Lead 5 (charang) 2         CharaLd2           317         Lead 5 (charang) 3         CharaLd3           318         Lead 5 (charang) 4         CharaLd4           319         Lead 5a (wire lead) 1         WireLd1           320         Lead 5a (wire lead) 2         WireLd2           321         Lead 6 (voice) 1         VoiceLd1           322         Lead 6 (voice) 2         VoiceLd2           323         Lead 7 (fifths) 1         FifthLd1           324         Lead 7 (fifths) 2         FifthLd2           325         Lead 8 (bass + lead) 1         BasLead1           326         Lead 8 (bass + lead) 2         BasLead2           327         Lead 8 (bass + lead) 3         BasLead3           328         Lead 8a (soft wrl)         SftWrlLd           329         Massiness         Massin           330         Square         Square           331         Slow Square Lead         SlwSquLd           332         Sine Solo         SineSolo           333         Lead 1 (square) 4         SquarLd4           334         Thick Square         ThickSqu           335         2Oscillators Lead         2OscLd           336 <t< td=""><td></td><td></td><td></td></t<>			
317         Lead 5 (charang) 3         CharaLd3           318         Lead 5 (charang) 4         CharaLd4           319         Lead 5a (wire lead) 1         WireLd1           320         Lead 5a (wire lead) 2         WireLd2           321         Lead 6 (voice) 1         VoiceLd1           322         Lead 6 (voice) 2         VoiceLd2           323         Lead 7 (fifths) 1         FifthLd1           324         Lead 7 (fifths) 2         FifthLd2           325         Lead 8 (bass + lead) 1         BasLead1           326         Lead 8 (bass + lead) 2         BasLead2           327         Lead 8 (bass + lead) 3         BasLead3           328         Lead 8 (bass + lead) 3         BasLead3           329         Massiness         Massin           330         Square         Square           331         Slow Square Lead         SlwSquLd           332         Sine Solo         SineSolo           333         Lead 1 (square) 4         SquarLd4           334         Thick Square         ThickSqu           335         2Oscillators Lead         2OscLd           336         Wavy Sawtooth 2         WavySaw2           337         <			
318         Lead 5 (charang) 4         CharaLd4           319         Lead 5a (wire lead) 1         WireLd1           320         Lead 5a (wire lead) 2         WireLd2           321         Lead 6 (voice) 1         VoiceLd1           322         Lead 6 (voice) 2         VoiceLd2           323         Lead 7 (fifths) 1         FifthLd1           324         Lead 7 (fifths) 2         FifthLd2           325         Lead 8 (bass + lead) 1         BasLead1           326         Lead 8 (bass + lead) 2         BasLead2           327         Lead 8 (bass + lead) 3         BasLead3           328         Lead 8a (soft wrl)         SftWrlLd           329         Massiness         Massin           330         Square         Square           331         Slow Square Lead         SlwSquLd           332         Sine Solo         SineSolo           333         Lead 1 (square) 4         SquarLd4           334         Thick Square         ThickSqu           335         2Oscillators Lead         2OscLd           336         Wavy Sawtooth 2         WavySaw2           337         Analog Lead         BigLead           339         Fat Lead<			
319         Lead 5a (wire lead) 1         WireLd1           320         Lead 5a (wire lead) 2         WireLd2           321         Lead 6 (voice) 1         VoiceLd1           322         Lead 6 (voice) 2         VoiceLd2           323         Lead 7 (fifths) 1         FifthLd1           324         Lead 7 (fifths) 2         FifthLd2           325         Lead 8 (bass + lead) 1         BasLead1           326         Lead 8 (bass + lead) 2         BasLead2           327         Lead 8 (bass + lead) 3         BasLead3           328         Lead 8a (soft wrl)         SftWrlLd           329         Massiness         Massin           330         Square         Square           331         Slow Square Lead         SlwSquLd           332         Sine Solo         SineSolo           333         Lead 1 (square) 4         SquarLd4           334         Thick Square         ThickSqu           335         2Oscillators Lead         2OscLd           336         Wavy Sawtooth 2         WavySaw2           337         Analog Lead         AnaLead           339         Fat Lead         FatLead           340         PWM 4th			
320         Lead 5a (wire lead) 2         WireLd2           321         Lead 6 (voice) 1         VoiceLd1           322         Lead 6 (voice) 2         VoiceLd2           323         Lead 7 (fifths) 1         FifthLd1           324         Lead 7 (fifths) 2         FifthLd2           325         Lead 8 (bass + lead) 1         BasLead1           326         Lead 8 (bass + lead) 2         BasLead2           327         Lead 8 (bass + lead) 3         BasLead3           328         Lead 8a (soft wrl)         SftWrlLd           329         Massiness         Massin           330         Square         Square           331         Slow Square Lead         SlwSquLd           332         Sine Solo         SineSolo           333         Lead 1 (square) 4         SquarLd4           334         Thick Square         ThickSqu           335         2Oscillators Lead         2OscLd           336         Wavy Sawtooth 2         WavySaw2           337         Analog Lead         AnaLead           338         Big Lead         BigLead           339         Fat Lead         FatLead           340         PWM 4th         Rezz4th<		<u> </u>	
321         Lead 6 (voice) 1         VoiceLd1           322         Lead 6 (voice) 2         VoiceLd2           323         Lead 7 (fifths) 1         FifthLd1           324         Lead 7 (fifths) 2         FifthLd2           325         Lead 8 (bass + lead) 1         BasLead1           326         Lead 8 (bass + lead) 2         BasLead2           327         Lead 8 (bass + lead) 3         BasLead3           328         Lead 8a (soft wrl)         SftWrlLd           329         Massiness         Massin           330         Square         Square           331         Slow Square Lead         SlwSquLd           332         Sine Solo         SineSolo           333         Lead 1 (square) 4         SquarLd4           334         Thick Square         ThickSqu           335         2Oscillators Lead         2OscLd           336         Wavy Sawtooth 2         WavySaw2           337         Analog Lead         AnaLead           339         Fat Lead         FatLead           340         PWM 4th         Rezz4th           341         Delayed Lead 1         DlyLead2		<del></del>	
322         Lead 6 (voice) 2         VoiceLd2           323         Lead 7 (fifths) 1         FifthLd1           324         Lead 7 (fifths) 2         FifthLd2           325         Lead 8 (bass + lead) 1         BasLead1           326         Lead 8 (bass + lead) 2         BasLead2           327         Lead 8 (bass + lead) 3         BasLead3           328         Lead 8a (soft wrl)         SftWrlLd           329         Massiness         Massin           330         Square         Square           331         Slow Square Lead         SlwSquLd           332         Sine Solo         SineSolo           333         Lead 1 (square) 4         SquarLd4           334         Thick Square         ThickSqu           335         2Oscillators Lead         2OscLd           336         Wavy Sawtooth 2         WavySaw2           337         Analog Lead         AnaLead           338         Big Lead         BigLead           339         Fat Lead         FatLead           340         PWM 4th         Rezz4th           341         Delayed Lead 1         DlyLead2			_
323         Lead 7 (fifths) 1         FifthLd1           324         Lead 7 (fifths) 2         FifthLd2           325         Lead 8 (bass + lead) 1         BasLead1           326         Lead 8 (bass + lead) 2         BasLead2           327         Lead 8 (bass + lead) 3         BasLead3           328         Lead 8a (soft wrl)         SftWrlLd           329         Massiness         Massin           330         Square         Square           331         Slow Square Lead         SlwSquLd           332         Sine Solo         SineSolo           333         Lead 1 (square) 4         SquarLd4           334         Thick Square         ThickSqu           335         2Oscillators Lead         2OscLd           336         Wavy Sawtooth 2         WavySaw2           337         Analog Lead         AnaLead           338         Big Lead         BigLead           339         Fat Lead         FatLead           340         PWM 4th         Rezz4th           341         Delayed Lead 1         DlyLead2		<del>`                                    </del>	_
324         Lead 7 (fifths) 2         FifthLd2           325         Lead 8 (bass + lead) 1         BasLead1           326         Lead 8 (bass + lead) 2         BasLead2           327         Lead 8 (bass + lead) 3         BasLead3           328         Lead 8a (soft wrl)         SftWrlLd           329         Massiness         Massin           330         Square         Square           331         Slow Square Lead         SlwSquLd           332         Sine Solo         SineSolo           333         Lead 1 (square) 4         SquarLd4           334         Thick Square         ThickSqu           335         2Oscillators Lead         2OscLd           336         Wavy Sawtooth 2         WavySaw2           337         Analog Lead         AnaLead           338         Big Lead         BigLead           339         Fat Lead         FatLead           340         PWM 4th         Rezz4th           341         Delayed Lead 1         DlyLead2			
325         Lead 8 (bass + lead) 1         BasLead1           326         Lead 8 (bass + lead) 2         BasLead2           327         Lead 8 (bass + lead) 3         BasLead3           328         Lead 8a (soft wrl)         SftWrlLd           329         Massiness         Massin           330         Square         Square           331         Slow Square Lead         SlwSquLd           332         Sine Solo         SineSolo           333         Lead 1 (square) 4         SquarLd4           334         Thick Square         ThickSqu           335         2Oscillators Lead         2OscLd           336         Wavy Sawtooth 2         WavySaw2           337         Analog Lead         AnaLead           338         Big Lead         BigLead           339         Fat Lead         FatLead           340         PWM 4th         Rezz4th           341         Delayed Lead 1         DlyLead1           342         Delayed Lead 2         DlyLead2			
326         Lead 8 (bass + lead) 2         BasLead2           327         Lead 8 (bass + lead) 3         BasLead3           328         Lead 8a (soft wrl)         SftWrlLd           329         Massiness         Massin           330         Square         Square           331         Slow Square Lead         SlwSquLd           332         Sine Solo         SineSolo           333         Lead 1 (square) 4         SquarLd4           334         Thick Square         ThickSqu           335         2Oscillators Lead         2OscLd           336         Wavy Sawtooth 2         WavySaw2           337         Analog Lead         AnaLead           338         Big Lead         BigLead           339         Fat Lead         FatLead           340         PWM 4th         Rezz4th           341         Delayed Lead 1         DlyLead1           342         Delayed Lead 2         DlyLead2	$\overline{}$	<u> </u>	
327         Lead 8 (bass + lead) 3         BasLead3           328         Lead 8a (soft wrl)         SftWrlLd           329         Massiness         Massin           330         Square         Square           331         Slow Square Lead         SlwSquLd           332         Sine Solo         SineSolo           333         Lead 1 (square) 4         SquarLd4           334         Thick Square         ThickSqu           335         2Oscillators Lead         2OscLd           336         Wavy Sawtooth 2         WavySaw2           337         Analog Lead         AnaLead           338         Big Lead         BigLead           339         Fat Lead         FatLead           340         PWM 4th         Rezz4th           341         Delayed Lead 1         DlyLead1           342         Delayed Lead 2         DlyLead2			
328         Lead 8a (soft wrl)         SftWrlLd           329         Massiness         Massin           330         Square         Square           331         Slow Square Lead         SlwSquLd           332         Sine Solo         SineSolo           333         Lead 1 (square) 4         SquarLd4           334         Thick Square         ThickSqu           335         2Oscillators Lead         2OscLd           336         Wavy Sawtooth 2         WavySaw2           337         Analog Lead         AnaLead           338         Big Lead         BigLead           339         Fat Lead         FatLead           340         PWM 4th         Rezz4th           341         Delayed Lead 1         DlyLead1           342         Delayed Lead 2         DlyLead2		<del>`</del>	-
329         Massiness         Massin           330         Square         Square           331         Slow Square Lead         SlwSquLd           332         Sine Solo         SineSolo           333         Lead 1 (square) 4         SquarLd4           334         Thick Square         ThickSqu           335         20scllators Lead         20scLd           336         Wavy Sawtooth 2         WavySaw2           337         Analog Lead         AnaLead           338         Big Lead         BigLead           339         Fat Lead         FatLead           340         PWM 4th         Rezz4th           341         Delayed Lead 1         DlyLead1           342         Delayed Lead 2         DlyLead2	$\overline{}$		
330         Square         Square           331         Slow Square Lead         SlwSquLd           332         Sine Solo         SineSolo           333         Lead 1 (square) 4         SquarLd4           334         Thick Square         ThickSqu           335         2Oscillators Lead         2OscLd           336         Wavy Sawtooth 2         WavySaw2           337         Analog Lead         AnaLead           338         Big Lead         BigLead           339         Fat Lead         FatLead           340         PWM 4th         Rezz4th           341         Delayed Lead 1         DlyLead1           342         Delayed Lead 2         DlyLead2			
331         Slow Square Lead         SlwSquLd           332         Sine Solo         SineSolo           333         Lead 1 (square) 4         SquarLd4           334         Thick Square         ThickSqu           335         2Oscillators Lead         2OscLd           336         Wavy Sawtooth 2         WavySaw2           337         Analog Lead         AnaLead           338         Big Lead         BigLead           339         Fat Lead         FatLead           340         PWM 4th         Rezz4th           341         Delayed Lead 1         DlyLead1           342         Delayed Lead 2         DlyLead2			
332         Sine Solo         SineSolo           333         Lead 1 (square) 4         SquarLd4           334         Thick Square         ThickSqu           335         2Oscillators Lead         2OscLd           336         Wavy Sawtooth 2         WavySaw2           337         Analog Lead         AnaLead           338         Big Lead         BigLead           339         Fat Lead         FatLead           340         PWM 4th         Rezz4th           341         Delayed Lead 1         DlyLead1           342         Delayed Lead 2         DlyLead2			
333         Lead 1 (square) 4         SquarLd4           334         Thick Square         ThickSqu           335         20scillators Lead         20scLd           336         Wavy Sawtooth 2         WavySaw2           337         Analog Lead         AnaLead           338         Big Lead         BigLead           339         Fat Lead         FatLead           340         PWM 4th         Rezz4th           341         Delayed Lead 1         DlyLead1           342         Delayed Lead 2         DlyLead2		· · · · · · · · · · · · · · · · · · ·	
334         Thick Square         ThickSqu           335         2Oscillators Lead         2OscLd           336         Wavy Sawtooth 2         WavySaw2           337         Analog Lead         AnaLead           338         Big Lead         BigLead           339         Fat Lead         FatLead           340         PWM 4th         Rezz4th           341         Delayed Lead 1         DlyLead1           342         Delayed Lead 2         DlyLead2	$\overline{}$		
335       2Oscillators Lead       2OscLd         336       Wavy Sawtooth 2       WavySaw2         337       Analog Lead       AnaLead         338       Big Lead       BigLead         339       Fat Lead       FatLead         340       PWM 4th       Rezz4th         341       Delayed Lead 1       DlyLead1         342       Delayed Lead 2       DlyLead2			
336       Wavy Sawtooth 2       WavySaw2         337       Analog Lead       AnaLead         338       Big Lead       BigLead         339       Fat Lead       FatLead         340       PWM 4th       Rezz4th         341       Delayed Lead 1       DlyLead1         342       Delayed Lead 2       DlyLead2		·	
337       Analog Lead       AnaLead         338       Big Lead       BigLead         339       Fat Lead       FatLead         340       PWM 4th       Rezz4th         341       Delayed Lead 1       DlyLead1         342       Delayed Lead 2       DlyLead2			
338         Big Lead         BigLead           339         Fat Lead         FatLead           340         PWM 4th         Rezz4th           341         Delayed Lead 1         DlyLead1           342         Delayed Lead 2         DlyLead2	336	· ·	
339         Fat Lead         FatLead           340         PWM 4th         Rezz4th           341         Delayed Lead 1         DlyLead1           342         Delayed Lead 2         DlyLead2	337	<u> </u>	AnaLead
340         PWM 4th         Rezz4th           341         Delayed Lead 1         DlyLead1           342         Delayed Lead 2         DlyLead2	338	Big Lead	BigLead
340         PWM 4th         Rezz4th           341         Delayed Lead 1         DlyLead1           342         Delayed Lead 2         DlyLead2	339	Fat Lead	FatLead
341Delayed Lead 1DlyLead1342Delayed Lead 2DlyLead2	340		1
342 Delayed Lead 2 DlyLead2		1	
		<del>`</del>	

344	Corrie	Corrie
345	Quint	Quint
	H PAD(SynthPad)	Quint
346	Pad 1 (new age) 1	NewAge1
347	Pad 1 (new age) 2	NewAge2
348	Pad 1 (new age) 3	NewAge3
349	Pad 1 (new age) 4	NewAge4
350		
351	Pad 2 (warm) 1	WarmPad1
	Pad 2 (warm) 2	WarmPad2
352	Pad 2 (warm) 3	WarmPad3
353	Pad 2a (sine pad)	SinePad
354	Pad 3 (polysynth) 1	PolySyn1
355	Pad 3 (polysynth) 2	PolySyn2
356	Pad 3 (polysynth) 3	PolySyn3
357	Pad 3 (polysynth) 4	PolySyn4
358	Pad 4 (choir) 1	ChoirPd1
359	Pad 4 (choir) 2	ChoirPd2
360	Pad 4a (itopia)	ItopiaPd
361	Pad 5 (bowed) 1	BowedPd1
362	Pad 5 (bowed) 2	BowedPd2
363	Pad 5 (bowed) 3	BowedPd3
364	Pad 5 (bowed) 4	BowedPd4
365	Pad 6 (metallic) 1	MetalPd1
366	Pad 6 (metallic) 2	MetalPd2
367	Pad 6 (metallic) 3	MetalPd3
368	Pad 7 (halo) 1	HaloPad1
369	Pad 7 (halo) 2	HaloPad2
370	Pad 7 (halo) 3	HaloPad3
371	Pad 7 (halo) 4	HaloPad4
372	Pad 8 (sweep) 1	SweepPd1
373	Pad 8 (sweep) 2	SweepPd2
374	Pad 8 (sweep) 3	SweepPd3
375	Pan Pad 1	PanPad1
376	Pan Pad 2	PanPad2
377	Dipolar Pad	DipolPad
378	PWM Pad	PWMPad
379	Warmly Pad	WarmlyPd
380	Horn Pad	HornPad
381	Click Pad	ClickPad
382	Analog Pad	AnalogPd
383	80's Poly Pad	80'sPoly
384	PWM 4th Soft	PWM4thSf
385	Synth Calliope Soft	SynCalSf
386	Soft Vox	SoftVox
387	5th SawWave	5thSaw
388	5th Lead Soft	5thLdSf
389	Slow Square	SISquare
390	New Year Pad	1
	<del>`</del>	NewYear
391	Space Voice	SpcVoice
392	Rising	Rising
393	Congregate	Congrega
	H SFX(SynthSFX)	EVD-!4
394	FX 1 (rain) 1	FXRain1
395	FX 1 (rain) 2	FXRain2
396	FX 2 (soundtrack) 1	Sondtrk1
397	FX 2 (soundtrack) 2	Sondtrk2
398	Prelude	Prelude
399	FX 3 (crystal) 1	Crystal1
400	FX 3 (crystal) 2	Crystal2

	I=v.a.(	<u> </u>
401	FX 3 (crystal) 3	Crystal3
402	FX 3a (synth mallet)	SynMalet
403	FX 4 (atmosphere) 1	Atmosph1
404	FX 4 (atmosphere) 2	Atmosph2
405	Warm Air	WarmAir
406	FX 5 (brightness) 1	Bright1
407	FX 5 (brightness) 2	Bright2
408	Smog	Smog
409	FX 6 (goblins) 1	Goblins1
410	FX 6 (goblins) 2	Goblins2
411	FX 6 (goblins) 3	Goblins3
412	Choir Bell 1	ChorBel1
413	Choir Bell 2	ChorBel2
414	FX 7 (echoes) 1	Echoes1
415	FX 7 (echoes) 2	Echoes2
416	FX 7 (echoes) 3	Echoes3
417	FX 7b (echo pan)	EchoPan
418	FX 7a (echo bell) 1	EchoBel1
419	FX 7a (echo bell) 2	EchoBel2
420	FX 7a (echo bell) 3	EchoBel3
421	FX 8 (sci-fi) 1	Sci-Fi1
422	FX 8 (sci-fi) 2	Sci-Fi2
423	FX 8 (sci-fi) 3	Sci-Fi3
INDIA	(India)	
424	Harmonium 1	Hrmnium1
425	Harmonium 2	Hrmnium2
426	Harmonium 3	Hrmnium3
427	Sitar 1	Sitar1
428	Sitar Drone	SitarDrn
429	Classic Sitar	ClsSitar
430	Sitar 2	Sitar2
431	Sitar 3	Sitar3
432	Detuned Sitar	DtnSitar
433	Sitar Glissand	GlsSitar
434	Tanpura	Tanpura
435	Tanpura Low	TanpuraL
436	Tanpura Mid	TanpuraM
437	Sarod	Sarod
438	Santur Fx	SanturEx
	Carren Ext	
439	Santur 1	Santur1
440 441	Santur 2	Santur2
	Santur 3	Santur3
442	Mountain Dulcimer	MtDulcmr
443	India Stroke	IndStrok
444	TablaTarang	IndTarng
445	Indian Flute 1	IndFlut1
446	Indian Flute 2	IndFlut2
447	Sitar 4	Sitar4
448	Sitar 5	Sitar5
449	Sitar 6	Sitar6
INDO	NESIA(Indonesi)	
450	Talempong	Talempng
451	Suling HI	SulingHI
452	Suling Hs	SulingHs
453	Suling Lv	SulingLv
VIETN	NAM(Vietnam)	
454	Taj Mahal	TajMahal
455	QuDi Vib	QuDiVib
456	Twin Sine	TwinSine
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ODIE	NTAL(Oriental)	
457	Accordion c1	Acord.c1
458	Accordion 4L	Acord.4L
	Oud Sad Verd	
459		OudSdVrd
460	Divan Orn 1	DivanOrn
461	NAY 1	NAY1
462	Kanoun 3 Trm	Kanun3Tr
463	Mizmar Trm V	MizmrTrV
464	Strings Stage	StrStage
465	Aks-Baglama	AksBagIm
466	Ney	Ney
467	Zurna TR	ZurnaTR
468	Pick Bs Line	PickBsLn
469	Violin Mono	VInMono
470	Truba	Truba
471	Bouzuki /Gld	Bozuk/GI
TURK	(EY(Turkey)	
472	Aks-Baglama	AksBagIm
473	Elk-Baglama	ElkBaglm
474	4st-Elk Bagla	4ElkBglm
475	Kanun	Kanun
476	TR-Klarnet	TR-Klrnt
477	TR-Yayli	TR-Yayli
478	TR-Keman	TR-Keman
479	UD	UD
480	Ney	Ney
481	Zurna-E	Zurna-E
482	Zurna TR	ZurnaTR
483	Vib-Zurna-A	VibZrnA
484	Vib-Zurna-D	VibZrnD
485	Vib-Zurna-E	VibZrnE
	ZIL(Brazil)	1
486	Acc. Master	AcMaster
487	Acc. Classic	AcClasic
488	Cavaquinho	Cavaqnho
489	Warm JP STR	WmJP-STR
490	Blow Alto Vib	BlwAltVb
491	2600 Sine	2600Sine
ETHN	IIC MISC.(EthMisc.)	
492	Banjo 1	Banjo1
493	Banjo 2	Banjo2
494	Banjo 3	Banjo3
495	Shamisen 1	Shamise1
496	Shamisen 2	Shamise2
497	Shamisen 3	Shamise3
498	Koto 1	Koto1
499	Koto 2	Koto2
500	Taisho Koto	TaishoKt
501	Kalimba 1	Kalimba1
502	Kalimba 2	Kalimba2
503	Kalimba 3	Kalimba3
504	Bag Pipe 1	BagPipe1
505	Bag Pipe 2	BagPipe2
506	Bag Pipe 3	BagPipe3
507	Fiddle 1	Fiddle1
508	u salalla ()	i Etalalia O
	Fiddle 2	Fiddle2
509	Fiddle 3	Fiddle3

E 4 0	lou i o	01 10
512	Shanai 3	Shanai3
	USSION(Perc.)	T 110 14
513	Tinkle Bell 1	TnklBel1
514	Tinkle Bell 2	TnklBel2
515	Tinkle Bell 3	TnklBel3
516	Agogo 1	Agogo1
517	Agogo 2	Agogo2
518	Agogo 3	Agogo3
519	Steel Drums 1	StelDrm1
520	Steel Drums 2	StelDrm2
521	Steel Drums 3	StelDrm3
522	Woodblock 1	WodBlok1
523	Woodblock 2	WodBlok2
524	Woodblock 3	WodBlok3
525	Castanets 1	Castant1
526	Castanets 2	Castant2
527	Taiko Drum 1	TaikDrm1
528	Taiko Drum 2	TaikDrm2
529	Taiko Drum 3	TaikDrm3
530	Concert Bass Drum 1	ConBsDm1
531	Concert Bass Drum 2	ConBsDm2
532	Acoustic Bass Drum	BassDrum
533	Room Kick	RoomKick
534	Power Kick	PowrKick
535	Electric Bass Drum	ElBsDrum
536	Analog Bass Drum	AnBsDrum
537	Jazz Kick	JazzKick
538	Side Stick	SidStick
539	Analog Rim Shot	AnRiShot
540	Acoustic Snare	A.Snare
541	Room Snare	RomSnare
542	Power Snare	PowSnare
543	Electric Snare	E.Snare
544	Analog Snare	AnaSnare
545	Jazz Snare	JazSnare
546	Brush Tap	BrushTap
547	Concert SD	ConcetSD
548	Hand Clap	HandClap
549	Tom	Tom
550	Room Tom	RoomTom
551	Power Tom	PowerTom
552	Electric Tom	ElecTom
553	Analog Tom	AnaTom
554	Brush Tom	BrushTom
555	Closed Hi-hat	ClosedHH
556	Analog Closed Hi-hat	AnCloHH
557	Pedal Hi-hat	PedalHH
558	•	
	Open Hi-hat	OpenHH CroshCvm
559	Crash Cymbal	CrashCym
560	Analog Cymbal	AnaCym
561	Ride Cymbal	RideCym
562	China Cymbal	ChinaCym
563	Ride Bell	RideBell
564	Tambourine	Tambouri
565	Splash Cymbal	SplashCy
566	Cowbell	Cowbell
567	Analog Cowbell	AnaCowbl
568	High Bongo	HiBongo
569	Low Bongo	LoBongo

570		
	Mute Hi Conga	MuHiCnga
571	Open Hi Conga	OpHiCnga
572	Low Conga	LowConga
573	Analog Hi Conga	AnHiCnga
574	Analog Mid Conga	AnMiCnga
575	Analog Low Conga	AnLoCnga
576	High Timbale	HiTimbal
577	Low Timbale	LoTimbal
578	Cabasa	Cabasa
579	Maracas	Maracas
580	Analog Maracas	AnMaraca
581	Short Guiro	ShGuiro
582	Long Guiro	LoGuiro
583	Claves	Claves
584	Mute Cuica	MuCuica
585	Open Cuica	OpCuica
586	Mute Triangle	MuTrgle
587	Open Triangle	OpTrgle
588	Shaker	Shaker
589	Mute Surdo	MuSurdo
590	Open Surdo	OpSurdo
591	Melodic Tom 1	MeloTom1
	Melodic Tom 2	_
592		MeloTom2
593	Melodic Tom 3	MeloTom3
594	Synth Drum 1	SynDrum1
595	Synth Drum 2	SynDrum2
596	Rhythm Box Tom	RhythBox
597	Electric Drum 1	EleDrum1
598	Electric Drum 2	EleDrum2
EOO	Reverse Cymbal 1	RevCymb1
เวษษ		
599 600		
600	Reverse Cymbal 2	RevCymb2
600 SFX(S	Reverse Cymbal 2 SFX)	RevCymb2
600 SFX(5 601	Reverse Cymbal 2 SFX) Guitar Fret Noise 1	RevCymb2 FreNoiz1
600 SFX(5 601 602	Reverse Cymbal 2 SFX) Guitar Fret Noise 1 Guitar Fret Noise 2	RevCymb2 FreNoiz1 FreNoiz2
600 SFX(\$ 601 602 603	Reverse Cymbal 2 SFX) Guitar Fret Noise 1 Guitar Fret Noise 2 Guitar Cutting Noise 1	FreNoiz1 FreNoiz2 GtCtNoz1
600 SFX(5 601 602 603 604	Reverse Cymbal 2 SFX) Guitar Fret Noise 1 Guitar Fret Noise 2 Guitar Cutting Noise 1 Guitar Cutting Noise 2	FreNoiz1 FreNoiz2 GtCtNoz1 GtCtNoz2
600 SFX(5 601 602 603 604 605	Reverse Cymbal 2 SFX) Guitar Fret Noise 1 Guitar Fret Noise 2 Guitar Cutting Noise 1 Guitar Cutting Noise 2 Acoustic Bass String Slap 1	FreNoiz1 FreNoiz2 GtCtNoz1 GtCtNoz2 BsStSlp1
600 SFX(5 601 602 603 604 605 606	Reverse Cymbal 2 SFX) Guitar Fret Noise 1 Guitar Fret Noise 2 Guitar Cutting Noise 1 Guitar Cutting Noise 2 Acoustic Bass String Slap 1 Acoustic Bass String Slap 2	FreNoiz1 FreNoiz2 GtCtNoz1 GtCtNoz2 BsStSlp1 BsStSlp2
600 SFX(\$ 601 602 603 604 605 606 607	Reverse Cymbal 2 SFX)  Guitar Fret Noise 1 Guitar Fret Noise 2 Guitar Cutting Noise 1 Guitar Cutting Noise 2 Acoustic Bass String Slap 1 Acoustic Bass String Slap 2 Breath Noise 1	FreNoiz1 FreNoiz2 GtCtNoz1 GtCtNoz2 BsStSlp1 BsStSlp2 BrthNoz1
600 SFX(\$ 601 602 603 604 605 606 607 608	Reverse Cymbal 2 SFX)  Guitar Fret Noise 1 Guitar Fret Noise 2 Guitar Cutting Noise 1 Guitar Cutting Noise 2 Acoustic Bass String Slap 1 Acoustic Bass String Slap 2 Breath Noise 1 Breath Noise 2	FreNoiz1 FreNoiz2 GtCtNoz1 GtCtNoz2 BsStSlp1 BsStSlp2 BrthNoz1 BrthNoz2
600 SFX(\$ 601 602 603 604 605 606 607 608 609	Reverse Cymbal 2 SFX)  Guitar Fret Noise 1 Guitar Fret Noise 2 Guitar Cutting Noise 1 Guitar Cutting Noise 2 Acoustic Bass String Slap 1 Acoustic Bass String Slap 2 Breath Noise 1 Breath Noise 2 Flute Key Click 1	FreNoiz1 FreNoiz2 GtCtNoz1 GtCtNoz2 BsStSlp1 BsStSlp2 BrthNoz1 BrthNoz2 FIKeyCk1
600 SFX(\$ 601 602 603 604 605 606 607 608 609 610	Reverse Cymbal 2 SFX)  Guitar Fret Noise 1 Guitar Fret Noise 2 Guitar Cutting Noise 1 Guitar Cutting Noise 2 Acoustic Bass String Slap 1 Acoustic Bass String Slap 2 Breath Noise 1 Breath Noise 2 Flute Key Click 1 Flute Key Click 2	FreNoiz1 FreNoiz2 GtCtNoz1 GtCtNoz2 BsStSlp1 BsStSlp2 BrthNoz1 BrthNoz2 FIKeyCk1 FIKeyCk2
600 SFX(\$ 601 602 603 604 605 606 607 608 609 610 611	Reverse Cymbal 2 SFX)  Guitar Fret Noise 1  Guitar Fret Noise 2  Guitar Cutting Noise 1  Guitar Cutting Noise 2  Acoustic Bass String Slap 1  Acoustic Bass String Slap 2  Breath Noise 1  Breath Noise 2  Flute Key Click 1  Flute Key Click 2  Seashore 1	RevCymb2  FreNoiz1 FreNoiz2 GtCtNoz1 GtCtNoz2 BsStSlp1 BsStSlp2 BrthNoz1 BrthNoz2 FIKeyCk1 FIKeyCk2 Seashor1
600 SFX(5) 601 602 603 604 605 606 607 608 609 610 611 612	Reverse Cymbal 2 SFX)  Guitar Fret Noise 1  Guitar Fret Noise 2  Guitar Cutting Noise 1  Guitar Cutting Noise 2  Acoustic Bass String Slap 1  Acoustic Bass String Slap 2  Breath Noise 1  Breath Noise 2  Flute Key Click 1  Flute Key Click 2  Seashore 1  Seashore 2	FreNoiz1 FreNoiz2 GtCtNoz1 GtCtNoz2 BsStSlp1 BsStSlp2 BrthNoz1 BrthNoz2 FIKeyCk1 FIKeyCk2 Seashor1 Seashor2
600 SFX(6) 601 602 603 604 605 606 607 608 609 610 611 612 613	Reverse Cymbal 2 SFX)  Guitar Fret Noise 1  Guitar Fret Noise 2  Guitar Cutting Noise 1  Guitar Cutting Noise 2  Acoustic Bass String Slap 1  Acoustic Bass String Slap 2  Breath Noise 1  Breath Noise 2  Flute Key Click 1  Flute Key Click 2  Seashore 1  Seashore 2  Rain	FreNoiz1 FreNoiz2 GtCtNoz1 GtCtNoz2 BsStSlp1 BsStSlp2 BrthNoz1 BrthNoz2 FIKeyCk1 FIKeyCk2 Seashor1 Seashor2 Rain
600 SFX(6) 601 602 603 604 605 606 607 608 609 610 611 612 613 614	Reverse Cymbal 2 SFX)  Guitar Fret Noise 1 Guitar Fret Noise 2 Guitar Cutting Noise 1 Guitar Cutting Noise 2 Acoustic Bass String Slap 1 Acoustic Bass String Slap 2 Breath Noise 1 Breath Noise 2 Flute Key Click 1 Flute Key Click 2 Seashore 1 Seashore 2 Rain Thunder	FreNoiz1 FreNoiz2 GtCtNoz1 GtCtNoz2 BsStSlp1 BsStSlp2 BrthNoz1 BrthNoz2 FIKeyCk1 FIKeyCk2 Seashor1 Seashor2 Rain Thunder
600 SFX(6) 601 602 603 604 605 606 607 608 609 610 611 612 613 614 615	Reverse Cymbal 2 SFX)  Guitar Fret Noise 1 Guitar Fret Noise 2 Guitar Cutting Noise 1 Guitar Cutting Noise 2 Acoustic Bass String Slap 1 Acoustic Bass String Slap 2 Breath Noise 1 Breath Noise 2 Flute Key Click 1 Flute Key Click 2 Seashore 1 Seashore 2 Rain Thunder Wind	RevCymb2  FreNoiz1 FreNoiz2 GtCtNoz1 GtCtNoz2 BsStSlp1 BsStSlp2 BrthNoz1 BrthNoz2 FIKeyCk1 FIKeyCk2 Seashor1 Seashor2 Rain Thunder Wind
600 SFX(6) 601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616	Reverse Cymbal 2 SFX)  Guitar Fret Noise 1 Guitar Fret Noise 2 Guitar Cutting Noise 1 Guitar Cutting Noise 2 Acoustic Bass String Slap 1 Acoustic Bass String Slap 2 Breath Noise 1 Breath Noise 2 Flute Key Click 1 Flute Key Click 2 Seashore 1 Seashore 2 Rain Thunder Wind Stream	FreNoiz1 FreNoiz2 GtCtNoz1 GtCtNoz2 BsStSlp1 BsStSlp2 BrthNoz1 BrthNoz2 FIKeyCk1 FIKeyCk2 Seashor1 Seashor2 Rain Thunder Wind Stream
600 SFX(6) 601 602 603 604 605 606 607 608 609 610 611 612 613 614 615	Reverse Cymbal 2 SFX)  Guitar Fret Noise 1 Guitar Fret Noise 2 Guitar Cutting Noise 1 Guitar Cutting Noise 2 Acoustic Bass String Slap 1 Acoustic Bass String Slap 2 Breath Noise 1 Breath Noise 2 Flute Key Click 1 Flute Key Click 2 Seashore 1 Seashore 2 Rain Thunder Wind Stream Bubble	FreNoiz1 FreNoiz2 GtCtNoz1 GtCtNoz2 BsStSlp1 BsStSlp2 BrthNoz1 BrthNoz2 FIKeyCk1 FIKeyCk2 Seashor1 Seashor2 Rain Thunder Wind Stream Bubble
600 SFX(6) 601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616	Reverse Cymbal 2 SFX)  Guitar Fret Noise 1 Guitar Fret Noise 2 Guitar Cutting Noise 1 Guitar Cutting Noise 2 Acoustic Bass String Slap 1 Acoustic Bass String Slap 2 Breath Noise 1 Breath Noise 2 Flute Key Click 1 Flute Key Click 2 Seashore 1 Seashore 2 Rain Thunder Wind Stream Bubble Bird Tweet 1	FreNoiz1 FreNoiz2 GtCtNoz1 GtCtNoz2 BsStSlp1 BsStSlp2 BrthNoz1 BrthNoz2 FIKeyCk1 FIKeyCk2 Seashor1 Seashor2 Rain Thunder Wind Stream
600 SFX(6) 601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616 617	Reverse Cymbal 2 SFX)  Guitar Fret Noise 1 Guitar Fret Noise 2 Guitar Cutting Noise 1 Guitar Cutting Noise 2 Acoustic Bass String Slap 1 Acoustic Bass String Slap 2 Breath Noise 1 Breath Noise 2 Flute Key Click 1 Flute Key Click 2 Seashore 1 Seashore 2 Rain Thunder Wind Stream Bubble	FreNoiz1 FreNoiz2 GtCtNoz1 GtCtNoz2 BsStSlp1 BsStSlp2 BrthNoz1 BrthNoz2 FIKeyCk1 FIKeyCk2 Seashor1 Seashor2 Rain Thunder Wind Stream Bubble
600 SFX(\$601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616 617 618	Reverse Cymbal 2 SFX)  Guitar Fret Noise 1 Guitar Fret Noise 2 Guitar Cutting Noise 1 Guitar Cutting Noise 2 Acoustic Bass String Slap 1 Acoustic Bass String Slap 2 Breath Noise 1 Breath Noise 2 Flute Key Click 1 Flute Key Click 2 Seashore 1 Seashore 2 Rain Thunder Wind Stream Bubble Bird Tweet 1 Bird Tweet 2	RevCymb2  FreNoiz1 FreNoiz2 GtCtNoz1 GtCtNoz2 BsStSlp1 BsStSlp2 BrthNoz1 BrthNoz2 FIKeyCk1 FIKeyCk2 Seashor1 Seashor2 Rain Thunder Wind Stream Bubble Tweet1 Tweet2
600 SFX(\$601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616 617 618 619 620	Reverse Cymbal 2 SFX)  Guitar Fret Noise 1 Guitar Fret Noise 2 Guitar Cutting Noise 1 Guitar Cutting Noise 2 Acoustic Bass String Slap 1 Acoustic Bass String Slap 2 Breath Noise 1 Breath Noise 2 Flute Key Click 1 Flute Key Click 2 Seashore 1 Seashore 2 Rain Thunder Wind Stream Bubble Bird Tweet 1 Bird Tweet 2 Dog	RevCymb2  FreNoiz1 FreNoiz2 GtCtNoz1 GtCtNoz2 BsStSlp1 BsStSlp2 BrthNoz1 BrthNoz2 FIKeyCk1 FIKeyCk2 Seashor1 Seashor2 Rain Thunder Wind Stream Bubble Tweet1 Tweet2 Dog
600 SFX(\$601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616 617 618 619 620 621	Reverse Cymbal 2 SFX)  Guitar Fret Noise 1 Guitar Fret Noise 2 Guitar Cutting Noise 1 Guitar Cutting Noise 1 Guitar Cutting Noise 2 Acoustic Bass String Slap 1 Acoustic Bass String Slap 2 Breath Noise 1 Breath Noise 2 Flute Key Click 1 Flute Key Click 2 Seashore 1 Seashore 2 Rain Thunder Wind Stream Bubble Bird Tweet 1 Bird Tweet 2 Dog Horse Gallop	RevCymb2  FreNoiz1 FreNoiz2 GtCtNoz1 GtCtNoz2 BsStSlp1 BsStSlp2 BrthNoz1 BrthNoz2 FIKeyCk1 FIKeyCk2 Seashor1 Seashor2 Rain Thunder Wind Stream Bubble Tweet1 Tweet2 Dog HouseGlp
600 SFX(\$601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616 617 618 619 620 621 622	Reverse Cymbal 2 SFX)  Guitar Fret Noise 1 Guitar Fret Noise 2 Guitar Cutting Noise 1 Guitar Cutting Noise 2 Acoustic Bass String Slap 1 Acoustic Bass String Slap 2 Breath Noise 1 Breath Noise 2 Flute Key Click 1 Flute Key Click 2 Seashore 1 Seashore 2 Rain Thunder Wind Stream Bubble Bird Tweet 1 Bird Tweet 2 Dog Horse Gallop Telephone Ring 1	FreNoiz1 FreNoiz2 GtCtNoz1 GtCtNoz2 BsStSlp1 BsStSlp2 BrthNoz1 BrthNoz2 FIKeyCk1 FIKeyCk2 Seashor1 Seashor2 Rain Thunder Wind Stream Bubble Tweet1 Tweet2 Dog HouseGlp Telphon1
600 SFX(\$ 601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616 617 618 619 620 621 622 623	Reverse Cymbal 2 SFX)  Guitar Fret Noise 1  Guitar Fret Noise 2  Guitar Cutting Noise 1  Guitar Cutting Noise 2  Acoustic Bass String Slap 1  Acoustic Bass String Slap 2  Breath Noise 1  Breath Noise 2  Flute Key Click 1  Flute Key Click 2  Seashore 1  Seashore 2  Rain  Thunder  Wind  Stream  Bubble  Bird Tweet 1  Bird Tweet 2  Dog  Horse Gallop  Telephone Ring 1  Telephone Ring 2	RevCymb2  FreNoiz1 FreNoiz2 GtCtNoz1 GtCtNoz2 BsStSlp1 BsStSlp2 BrthNoz1 BrthNoz2 FIKeyCk1 FIKeyCk2 Seashor1 Seashor2 Rain Thunder Wind Stream Bubble Tweet1 Tweet2 Dog HouseGlp Telphon1 Telphon2
600 SFX(\$ 601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616 617 618 619 620 621 622 623 624	Reverse Cymbal 2 SFX)  Guitar Fret Noise 1  Guitar Fret Noise 2  Guitar Cutting Noise 1  Guitar Cutting Noise 2  Acoustic Bass String Slap 1  Acoustic Bass String Slap 2  Breath Noise 1  Breath Noise 2  Flute Key Click 1  Flute Key Click 2  Seashore 1  Seashore 2  Rain  Thunder  Wind  Stream  Bubble  Bird Tweet 1  Bird Tweet 2  Dog  Horse Gallop  Telephone Ring 2  Door Creaking	RevCymb2  FreNoiz1 FreNoiz2 GtCtNoz1 GtCtNoz2 BsStSlp1 BsStSlp2 BrthNoz1 BrthNoz2 FIKeyCk1 FIKeyCk2 Seashor1 Seashor2 Rain Thunder Wind Stream Bubble Tweet1 Tweet2 Dog HouseGlp Telphon1 Telphon2 DoorCrek
600 SFX(6) 601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616 617 618 619 620 621 622 623 624 625	Reverse Cymbal 2 SFX)  Guitar Fret Noise 1 Guitar Fret Noise 2 Guitar Cutting Noise 1 Guitar Cutting Noise 2 Acoustic Bass String Slap 1 Acoustic Bass String Slap 2 Breath Noise 1 Breath Noise 2 Flute Key Click 1 Flute Key Click 2 Seashore 1 Seashore 2 Rain Thunder Wind Stream Bubble Bird Tweet 1 Bird Tweet 1 Bird Tweet 2 Dog Horse Gallop Telephone Ring 1 Telephone Ring 2 Door Creaking	FreNoiz1 FreNoiz2 GtCtNoz1 GtCtNoz2 BsStSlp1 BsStSlp2 BrthNoz1 BrthNoz2 FIKeyCk1 FIKeyCk2 Seashor1 Seashor2 Rain Thunder Wind Stream Bubble Tweet1 Tweet2 Dog HouseGlp Telphon1 Telphon2 DoorCrek Door
600 SFX(\$ 601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616 617 618 619 620 621 622 623 624	Reverse Cymbal 2 SFX)  Guitar Fret Noise 1  Guitar Fret Noise 2  Guitar Cutting Noise 1  Guitar Cutting Noise 2  Acoustic Bass String Slap 1  Acoustic Bass String Slap 2  Breath Noise 1  Breath Noise 2  Flute Key Click 1  Flute Key Click 2  Seashore 1  Seashore 2  Rain  Thunder  Wind  Stream  Bubble  Bird Tweet 1  Bird Tweet 2  Dog  Horse Gallop  Telephone Ring 2  Door Creaking	RevCymb2  FreNoiz1 FreNoiz2 GtCtNoz1 GtCtNoz2 BsStSlp1 BsStSlp2 BrthNoz1 BrthNoz2 FIKeyCk1 FIKeyCk2 Seashor1 Seashor2 Rain Thunder Wind Stream Bubble Tweet1 Tweet2 Dog HouseGlp Telphon1 Telphon2 DoorCrek

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628	Helicopter	Helicptr
629	Car Engine	CarEngin
630	Car Stop	CarStop
631	Car Pass	CarPass
632	Car Crash	CarCrash
633	Siren	Siren
634	Train	Train
635	Jetplane	Jetplane
636	Starship	Starship
637	Burst Noise	BurtNois
638	Applause	Applause
639	Laughing	Laughing
640	Screaming	Scream
641	Punch	Punch
642	Heart Beat	HeartBet
643		·
644	Footsteps Gunshot	Footstep Gunshot
645	Machine Gun	MachnGun
646	Lasergun	Lasergun
647	Explosion	Explosio
	INED VOICE(CombVoc)	I
648	Stereo Piano & Strings Pad	Pn&StrPd
649	Stereo Piano & Choir	Pn&Choir
650	Stereo Piano & Synth Strings	Pn&SyStr
651	Stereo Piano & Warm Pad	Pn&WrmPd
652	Stereo Piano & Soft EP	Pn&SfEP
653	FM Electric Piano	FMEP
654	Digital Piano	DigitlPn
655	E.Piano & Strings	EP&Str
656	E.Piano & Acoustic Guitar	EP&Gtr
657	E.Piano & Vibraphone	EP&Vibra
658	E.Piano 2 & Pad	EP2&Pad
659	E.Piano 2 & Strings	EP2&Str
660	Harpsichord & Stereo Strings	Hrps&Str
661	Music Box & Stereo Strings	MBox&Str
662	Vibraphone & Stereo Strings	Vib&Str
663	Vibraphone Octave	VibraOct
664	Vibraphone & Marimba & Kalimba	Vib&M&K
665	Marimba & Kalimba	Mar&Kal
666	Marimba Delay	MarDelay
667	Xylophone Octave	XylopOct
668	Organ & Stereo Strings	Orgn&Str
669	Stereo Organ & Piano	Orgn&Pno
670	Rock Organ & Strings	RkOr&Str
671	Church Organ & Choir	ChOr&Cho
672	Church Organ & Strings	ChOr&Str
673	Acoustic Guitar & Flute	Gtr&Flut
674	Acoustic Guitar & Clavi	Gtr&Clav
675	24 String Guitar	24StrGtr
676	Steel Guitar & Warm Pad	StGt&Pad
677	Stereo Strings & Horn	Str&Horn
678	Orchestra	Orchestr
679	Full Strings 1	FullStr1
680	Full Strings 2	FullStr2
681	Symphonic	Symphon
682	Stereo Choir & Strings	Cho&Str
683	Stereo Choir & Steel Guitar	Cho&Gtr
684	3 Trumpets Loose	3Trumpet
685	Trombone & Stereo Strings	Tomb&Str
JUJ	Inombone a otereo otiniga	ויטוווטמטנו

686	3 Trombones Loose	3Trmbone
687	3 Muted Trumpets Loose	3MuTrump
688	Club Brass	ClubBras
689	Brass & Woodwinds	Brs&Wood
DRUN	MS(Drums)	
690	Standard Kit	StandKit
691	Room Kit	RoomKit
692	Power Kit	PowerKit
693	Electronic Kit	ElectKit
694	Analog Kit	AnalgKit
695	Jazz Kit	JazzKit
696	Brush Kit	BrushKit
697	Orchestra Kit	OrcheKit
698	SFX Kit	SFXKit
699	Khaligi 1	Khaligi1
700	Khaligi 2	Khaligi2
701	Sharkiyat Kit	Sharkiyt
702	Oriental Kit 2	OrKit2
703	TR-Perc-Kit	TR-Perc1
704	TR-Drum-Kit	TR-Drum
705	Latin Drm Kit	LatinDrm
706	LD Std Kit	LD-Std
707	IndoMix4	IndoMix4

# Style List

NO.	English Name	LCD Name
8 BEA	,	
1	Brit Pop	Brit Pop
2	Bad Beat	Bad Beat
3	Mersey Rock	MerseyRk
4	8Beat Pop	8BeatPop
5	8Beat 1	8Beat 1
6	Pop Funk	Pop Funk
7	Power Rock	Power Rk
8	Rhythm&Beat	Rhy&Bt
9	8Beat 2	8Beat 2
10	Pop Rock	Pop Rock
11	Pop Fusion	Pop Fusn
12	Sting Latin	StigLatn
13	Rock	Rock
14	Guitar Pop	Gt Pop
15	70's Rock&Roll	70'sRock
16	Folk Rock	FolkRock
17	Soft Rock	SoftRock
18	Old Rock	OldRock
19	Rock&Roll	R'N'R
20	Rock Shuffle	RockShfl
21	Disco Beat	DiscoBt
22	Gospel	Gospel
23	Soul 1	Soul 1
24	Soul 2	Soul 2
25	British Soul Pop	BritSoul
26	Easy R&B Pop	
27	8Beat Blues Rock	EzR&BPop 8BtBluRk
16 BE		Jobibliunk
28	16Beat Pop	16Pt Pop
29	16Beat Funk 1	16Bt Pop 16BtFnk1
30	16Beat Funk 2	16BtFnk2
31	Philly Pop	Phil Pop
32	16Beat Dance	16BtDanc
33	Pop Shuffle	Pop Shfl
	_ <del></del>	
34 35	Fusion Shuffle	FusShufl
	16Beat Soul	16BtSoul
36	16Beat R&B	16BtR&B
37	Pop 16Beat 1	Pop16Bt1
38	Pop 16Beat 2	Pop16Bt2
39	Pop 16Beat 3	Pop16Bt3
40	Slow 16Beat	Slow16Bt
41	Rock Hip Hop	RkHipHop
42	Soft Disco	SoftDisc
43	Funk	Funk
44	Classic Funk	ClasFunk
	AD & 6/8	
45	Nu Folk	Nu Folk
46	Pop Ballad 1	PopBald1
47	Electro Pop	Ele Pop
48	Natural Ballad	NatulBld
49	Love Ballad	LoveBald
50	Blues Ballad 2	BluBld 2
51	Pop Ballad 2	PopBald2
	EP Ballad	EPBallad
152		
52 53	12/8 Swing	12/8Swng

54	New Shuffle	NewShufl		
55	<del>-</del>			
56	6/8 Pop 1 6/8 Pop 2	6/8Pop1 6/8Pop2		
	DE & DISCO	0/8P0p2		
57		Techno 1		
58	Hip Hop	Hip Hop		
59	Groove	Groove		
60	House 1	House 1		
61	House 2	House 2		
62	Euro Dance 1	EuroDnc1		
63	Euro Dance 2	EuroDnc2		
64	Pop Dance	PopDance		
65	Down Beat	DownBeat		
66	Techno 2	Techno 2		
67	Progressive	Progress		
68	Disco Party	DscParty		
69	Techno Disco	TecDisco		
70	Club DJ	Club DJ		
71	Club Dance	ClubDanc		
72	Garage	Garage		
73	Twist 1	Twist 1		
74	Twist 2	Twist 2		
JAZZ				
75	Mid BigBand	BigBand		
76	Piano Jazz	PianoJz		
77	Jazz Fusion	JzFusion		
78	Gospel Swing 1	GpSwing1		
79	Gospel Swing 2	GpSwing2		
80	Latin Jazz 1	LatinJz1		
81	Guitar Swing 1	GtSwing1		
82	Broadway Big Band	BwayBand		
83	Swing	Swing		
84	Latin Jazz 2	LatinJz2		
85	Cool Jazz Ballad	CoolJzBd		
86	Guitar Swing 2	GtSwing2		
87	Modern Jazz Ballad	MdJzBald		
88	Orchestra Swing	OrhSwing		
89	Dixieland 1	Dixland1		
90	Dixieland 2	Dixland2		
91	Smooth Jazz 1	SmthJz1		
92	Swing Shuffle	SwShufl		
LATIN				
93	Reggaeton 1	Regaton1		
94	Reggaeton 2	Regaton2		
95	Colombian Cumbia	Cumbia 1		
96	Grupera Cumbia	Cumbia 2		
97	Iztapa Cumbia	Cumbia 3		
98	Sinaloan Banda	Sinaloan		
99	Norteno 1	Norteno 1		
100	Norteno 2	Norteno 2		
101	Corrido	Corrido		
102	Grupera Ballad	Grupera		
103	Mexican Salsa	SalsaMex		
103	Salsa 1	Salsa 1		
105	Salsa 2	Salsa 2		
106	Merengue	Merengue		
107	Tikitikita	Tikitkta		
108	Meneito	Meneito		

100	DA a see la c	N
109	lambo Mambo	
110	Cha Cha 1	ChaCha 1
111	Slow Bolero	SIBolero
112	Rumba 1	Rumba 1
113	Rumba 2	Rumba 2
114	Latin Rock	LatinRck
115	Tango 1	Tango 1
116	New Reggae	NewRegga
117	Reggae Dance	DanRegga
118	Bachata	Bachata
119	Lambada	Lambada
120	Brega	Brega
121	Pagode	Pagode
122	Arrastape	Arrastap
123	Arrocha 1	Arrocha1
124	Bossa Nova	BosaNova
125	Chamame	Chamame
126	Forro	Forro
127	Baiao	Baiao
128	Guarania	Guarania
129	Pisadinha	Pisadinha
130	Samba	Samba
131	Samba de Rua	SmbDeRua
132	Sertanejo 2	Sertanj2
133	Vanerao	Vanerao
134	Xote	Xote
	ITIONAL	
135	Spain Matador	Matador
136	Slow Waltz 1	SlowWlz1
137	Swing Fox	SwingFox
138	Beguine 1	Beguine1
139	Beguine 2	Beguine2
140	Jive	Jive
141	Fox Trot	FoxTrot
142	Waltz	Waltz
143	Old Waltz	OldWaltz
144	English Waltz	EngWaltz
145	German Waltz	GemWaltz
146	Italian Mazurka	ItaMazuk
147	Mexico Waltz	MexWaltz
148	Vienna Waltz	VinaWltz
149	Slow Waltz 2	SlwWltz2
150	Jazz Waltz	JazzWltz
151	Polka	Polka
152	6/8 March	6/8March
153	German Polka	GemPolka
154	Party Polka	PtyPolka
155	Army March ArmMar	
156	March	March
157	US March USMarc	
158	Musette Musette	
159	French Musette	FMusette
160	Mazurka	Mazurka
WORL	_D	
161	Enka Ballad	EnkaBald
161 162	Enka Ballad Laendler	EnkaBald Laendler
	<u> </u>	<del>-  </del>
162	Laendler	Laendler

165	Dangdut	Dangdut		
166	6/8 Flipper	6/8Flipp		
167	New Age	NewAge		
168	Tarantella	Tarantel		
169	Scottish Scottish			
INDIA				
170	Dep/Rupak	Dep/Rupk		
171	Dadra	Dadra		
172	Bangla	Bangla		
173	Bhajan	Bhajan		
174	Keherwa 1	Keherwa1		
175	Keherwa 2	Keherwa2		
176	Dholki	Dholki		
177	Ghazal	Ghazal		
178	Aasamee	Aasamee		
179	Koli Pattern	KoliPtn		
180	Lavani	Lavani		
181	South Pattern 1	SouthPt1		
182	South Pattern 2	SouthPt2		
183	Pramad NM	PramadNM		
184	Keral	Keral		
185	Dhamaal	Dhamaal		
186	DesiRock	DesiRock		
187	Sufi	Sufi		
188	Filmy Masti 1	FilmyMs1		
189	Filmy Masti 2	FilmyMs2		
190	In Masti 1	InMasti1		
191	In Masti 2	InMasti2		
192	Punjabi	Punjabi		
193	Bhangra 1	Bhangra1		
194	Bhangra 2	Bhangra2		
195	Garba 1	Garba1		
196	Garba 2	Garba2		
197	Qawaali	Qawaali		
198	Raja Bha	RajaBha		
199	Sun Belia	SunBelia		
200	Rajasthan	Rajsthan		
201	Goa Masti	GoaMasti		
202	Congo	Congo		
INDON		Congo		
203	Dangdut std	Dangduts		
204				
205	House Dangdut Koplo Langgam Jawa	Housdplo LanggamJ		
-	<del>                                     </del>			
206	Keroncongan	Kroncong		
207	Keroncong Dangdut Batak	CongDut Batak		
208				
209	Tarling Crbntarling Crbn	Tarling		
210	Minang	Minang		
211	Pop Sunda	PopSunda		
VIETN		D-1 4		
212	Bolero 1	Bolero 1		
213	Bolero 2	Bolero 2		
214	Bonton 1	Bonton 1		
215	Bonton 2	Bonton 2		
216	Cha Cha 3	ChaCha 3		
217	Cha Dance	ChaDance		
218	Dance Remix	DanceRmx		

# Style List

219	Disco Band	DiscoBnd	
220	DJ	DISCOBIIG	
221	Rumba Pop Rumba		
222		SlowRk 2	
223	Slow Surf	SlowSurf	
224	Habanera	Habanera	
225	Tango Cha	TangoCha	
ORIE		ID 1 17	
226	Baladi Live	BaladiLv	
227	RAYE2	RAYE2	
228	Maksoum Sarei	MaksmSar	
229	RMXALL	RMXALL	
230	4444	4444	
231	Sa3idi	Sa3idi	
232	Fox Mix	Fox Mix	
233	Gypsy Laff	GypsyLaf	
234	Katakofti	Katakoft	
235	Konga Mix	KongaMix	
236	Sha3by 1	Sha3by1	
237	Sha3by 2	Sha3by2	
238	Rumba Mix	RumbaMix	
239	Slow Rock	SlwRck	
240	Super Waltz	SuperWlz	
241	AybDnc	AybDnc	
242	Wahda Modern	WahdMdrn	
243	Zaffa Mix	ZaffaMix	
244	Dance	Dance	
245	Baladi	Baladi	
246	Tabtaba	Tabtaba	
247	LAFF2	LAFF2	
248	Reggatone	Rgtone	
249	Romba 1	Romba 1	
250	Adani	Adani	
251	Khubety 2	Khubety2	
252	Dosary	Dosary	
253	Harby	Harby	
254	Ayala	Ayala	
255	Basta	Basta	
256	Khubety 1	Khubety1	
257	Sharh 2	Sharh 2	
258	Adany 2	Adany 2	
259	Liwa	Liwa	
260	Mallaya 1	Mallaya1	
261	Rumba 1	Rumba 1	
262	Rumba 2	Rumba 2	
263	Sout 2	Sout 2	
264	Zaffa Khaligi	ZafKhalg	
TURK			
265	2-4-Dugun	2-4Dugun	
266	4-4-OR-1	4-4-OR-1	
267	6-8-TSM	6-8-TSM	
268	7-8-KRDNZ	7-8KRDNZ	
269	9-8-1	9-8-1	
270	9-8-TSM	9-8-TSM	
271	10-8-TSM	10-8-TSM	
272	10-THM-1	10-THM-1	
273	10-THM-2	10-THM-2	
	1.0 11.11.12	110 111111 2	

274	ACS-2-4	ACS-2-4
275	Ciftetelli-1	Ciftetl1
276	Duble-Vahde	DblVahde
277	Harmandali	Harmandl
278	Misket	Misket
279	Moulfo	Moulfo
280	Pop Halay	PopHalay
281	Top Pop	Top Pop
282	Turk-Pop-1	TurkPop1
283	Turku Pop	TurkuPop
284	Vahde-R&B	VahdeR&B
285	Zeybek	Zeybek
PIAN	IST	
286	Pianist 1	Pianist1
287	Pianist 2	Pianist2
288	Jazz	Jazz
289	Jazz Pub	JazzPub
290	Piano Rock	PianoRk
291	Pop Bossa	PopBossa
292	March	March
293	Piano Beat	PianoBt
294	Piano Bar	PianoBar
295	Blues	Blues
296	Pop Waltz	PopWaltz
297	Ballad	Ballad
298	6/8 Ballad	6/8Bald
299	Pop 1	Pop 1
300	Pop 2	Pop 2

# **Demo List**

NO. English Name LCD N		LCD Name
1	Demo	Demo

# **MIDI** Implementation Chart

Function		Transmitted	Recognized	Remarks
Basic	Default	1	1-16	
Channel	Changed	1-16	1-16	
	Default	Х	3	
Mode	Messages	X	x	
	Altered	*****	x	
Note	Note	0-127	0-127	
Number	: True Voice	*****	0-127	
Velocity	Note on	o 9nH,V=1-127	o 9nH,V=1-127	
	Note off	x (9nH,V=0)	o (9nH,V=0; 8nH,V=0-127)	
After	key's	Х	x	
Touch	Ch's	Χ	x	
Pitch Bend		Х	o	
Control	0,32	0	0	Bank Select
Change	1	0	0	Modulation
	5	X	0	Portamento Time
	6, 38	0	0	Data Entry
	7	0	o	Volume
	10	X	o	Pan
	11	Χ	o	Expression
	64	0	o	Sustain Pedal
	65	X	o	Portamento On/Off
	66	0	0	Sostenuto Pedal
	67	0	0	Soft Pedal
	80	Х	0	Reverb Program
	81	X	o	Chorus Program
	91	0	0	Reverb Level
	93	0	0	Chorus Level
	120	0	0	All Sound Off
	121	X	x	Reset All Controllers
	123	0	0	All Notes Off
Program		0	0	
Change	: True Number	*****	0-127	
System Ex	clusive	X	0	
System	: Song Position	X	X	
Common	: Song Select	Х	×	
	: Tune	X	x	
System	: Clock	0	X	
-	: Commands	x *1	x	
Aux	: Local On/Off	X	X	
	: Active sense	0	0	
	: Reset	X	x	
Notes: *-		<u> </u>	<u> </u>	

When the accompaniment is started, an FAH message is transmitted. When the accompaniment is stopped, an FCH message is transmitted.

Mode 1: OMNI ON, POLYMode 2: OMNI ON, MONO

Mode 3: OMNI OFF, POLYMode 4: OMNI OFF, MONO

o: YES x: NO

