



# DEXTREME

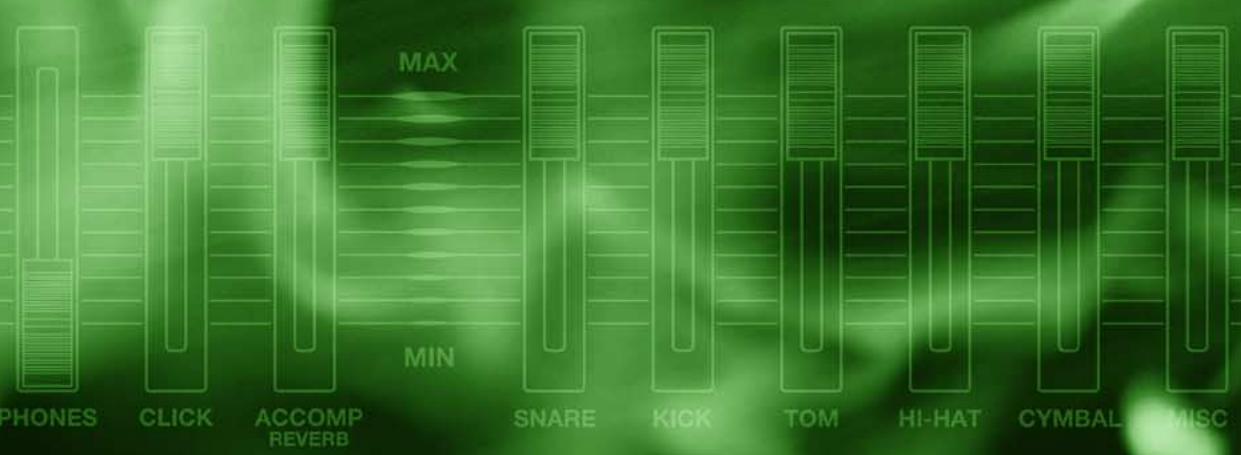
DRUM TRIGGER MODULE

# DEXTREME

## DRUM TRIGGER MODULE

# Owner's Manual

— Reference Section —



# SPECIAL MESSAGE SECTION

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

## **WARNING:**

Do not place this product in a position where anyone could walk on, trip over, or roll anything over power or connecting cords of any kind. The use of an extension cord is not recommended! IF you must use an extension cord, the minimum wire size for a 25' cord (or less ) is 18 AWG. NOTE: The smaller the AWG number ,the larger the current handling capacity. For longer extension cords, consult a local electrician.

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

## **SPECIFICATIONS SUBJECT TO CHANGE:**

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

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

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

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

## **NOTICE:**

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

## **ENVIRONMENTAL ISSUES:**

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

## **Battery Notice:**

This product MAY contain a small non-rechargeable battery which (if applicable) is soldered in place. The average life span of this type of battery is approximately five years. When replacement becomes necessary, contact a qualified service representative to perform the replacement.

This product may also use "household" type batteries. Some of these may be rechargeable. Make sure that the battery being charged is a rechargeable type and that the charger is intended for the battery being charged.

When installing batteries, do not mix batteries with new, or with batteries of a different type. Batteries MUST be installed correctly. Mismatches or incorrect installation may result in overheating and battery case rupture.

## **Warning:**

Do not attempt to disassemble, or incinerate any battery. Keep all batteries away from children. Dispose of used batteries promptly and as regulated by the laws in your area. Note: Check with any retailer of household type batteries in your area for battery disposal information.

## **Disposal Notice:**

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

## **NAME PLATE LOCATION:**

The name plate is located on the bottom panel of the product. The name plate lists the product's model number, power requirements, and other information. The serial number is located on the bottom panel. Please record the model number, serial number, and date of purchase in the spaces provided below, and keep this manual as a permanent record of your purchase.

**Model**

---

**Serial No.**

---

**Purchase Date**

---

# PLEASE KEEP THIS MANUAL

## FCC INFORMATION (U.S.A.)

### 1. IMPORTANT NOTICE: DO NOT MODIFY THIS UNIT!

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

### 2. IMPORTANT:

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

### 3. NOTE:

This product has been tested and found to comply with the requirements listed in FCC Regulations, Part 15 for Class "B" digital devices. Compliance with these requirements provides a reasonable level of assurance that your use of this product in a residential environment will not result in harmful interference with other electronic devices. This equipment generates/uses radio frequencies and, if not installed and used according to the instructions found in the users manual, may cause interference harmful to the operation of other electronic devices. Compliance with FCC regulations does not guarantee that interference will not occur in all installations. If this

product is found to be the source of interference, which can be determined by turning the unit "OFF" and "ON", please try to eliminate the problem by using one of the following measures:

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

Utilize power outlets that are on different branch (circuit breaker or fuse) circuits or install AC line filter/s.

In the case of radio or TV interference, relocate/reorient the antenna. If the antenna lead-in is 300 ohm ribbon lead, change the lead-in to co-axial type cable.

If these corrective measures do not produce satisfactory results, please contact the local retailer authorized to distribute this type of product. If you can not locate the appropriate retailer, please contact Yamaha Corporation of America, Electronic Service Division, 6600 Orangethorpe Ave, Buena Park, CA90620

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

\* This applies only to products distributed by YAMAHA CORPORATION OF AMERICA.

(class B)

### NEDERLAND / THE NETHERLANDS

- Dit apparaat bevat een lithium batterij voor geheugen back-up.
- This apparatus contains a lithium battery for memory back-up.
- Raadpleeg uw leverancier over de verwijdering van de batterij op het moment dat u het apparaat aan het einde van de levensduur afdankt of de volgende Yamaha Service Afdeling:  
Yamaha Music Nederland Service Afdeling  
Kanaalweg 18-G, 3526 KL UTRECHT  
Tel. 030-2828425
- For the removal of the battery at the moment of the disposal at the end of the service life please consult your retailer or Yamaha Service Center as follows:  
Yamaha Music Nederland Service Center  
Address : Kanaalweg 18-G, 3526 KL UTRECHT  
Tel : 030-2828425
- Gooi de batterij niet weg, maar lever hem in als KCA.
- Do not throw away the battery. Instead, hand it in as small chemical waste.

(lithium disposal)

### ADVARSEL!

Lithiumbatteri—Eksplodingsfare ved fejlagtig håndtering. Udskiftning må kun ske med batteri af samme fabrikat og type. Levér det brugte batteri tilbage til leverandoren.

### WARNING

Explosionsfara vid felaktigt batteribyte. Använd samma batterityp eller en ekvivalent typ som rekommenderas av apparattillverkaren. Kassera använt batteri enligt fabrikantens instruktion.

### VAROITUS

Paristo voi räjähtää, jos se on virheellisesti asennettu. Vaihda paristo ainoastaan laitevalmistajan suosittelemaan tyyppiin. Hävitä käytetty paristo valmistajan ohjeiden mukaisesti.

(lithium caution)

### Caution

Always use the supplied Yamaha AC Adaptor to power DTXTREME. The use of an incompatible adaptor may cause a serious shock hazard.

# PRECAUTIONS

## PLEASE READ CAREFULLY BEFORE PROCEEDING

\* Please keep these precautions in a safe place for future reference.



### WARNING

**Always follow the basic precautions listed below to avoid the possibility of serious injury or even death from electrical shock, short-circuiting, damages, fire or other hazards. These precautions include, but are not limited to, the following:**

- Do not open the instrument or attempt to disassemble the internal parts or modify them in any way. The instrument contains no user-serviceable parts. If it should appear to be malfunctioning, discontinue use immediately and have it inspected by qualified Yamaha service personnel.
- Do not expose the instrument to rain, use it near water or in damp or wet conditions, or place containers on it containing liquids which might spill into any openings.
- If the AC adaptor cord or plug becomes frayed or damaged, or if there is a sudden loss of sound during use of the instrument, or if any unusual smells or smoke should appear to be caused by it, immediately turn off the power switch, disconnect the adaptor plug from the outlet, and have the instrument inspected by qualified Yamaha service personnel.
- Use the specified adaptor (PA-5C, PA-D12 or an equivalent recommended by Yamaha) only. Using the wrong adaptor can result in damage to the instrument or overheating.
- Before cleaning the instrument, always remove the electric plug from the outlet. Never insert or remove an electric plug with wet hands.
- Check the electric plug periodically and remove any dirt or dust which may have accumulated on it.



### CAUTION

**Always follow the basic precautions listed below to avoid the possibility of physical injury to you or others, or damage to the instrument or other property. These precautions include, but are not limited to, the following:**

- Do not place the AC adaptor cord near heat sources such as heaters or radiators, and do not excessively bend or otherwise damage the cord, place heavy objects on it, or place it in a position where anyone could walk on, trip over, or roll anything over it.
- When removing the electric plug from the instrument or an outlet, always hold the plug itself and not the cord.
- Do not connect the instrument to an electrical outlet using a multiple-connector. Doing so can result in lower sound quality, or possibly cause overheating in the outlet.
- Unplug the AC power adaptor when not using the instrument, or during electrical storms.
- Before connecting the instrument to other electronic components, turn off the power for all components. Before turning the power on or off for all components, set all volume levels to minimum. Also, be sure to set the volumes of all components at their minimum levels and gradually raise the volume controls while playing the instrument to set the desired listening level.
- Do not expose the instrument to excessive dust or vibrations, or extreme cold or heat (such as in direct sunlight, near a heater, or in a car during the day) to prevent the possibility of panel disfiguration or damage to the internal components.
- Do not use the instrument near other electrical products such as televisions, radios, or speakers, since this might cause interference which can affect proper operation of the other products.
- Do not place the instrument in an unstable position where it might accidentally fall over.
- Before moving the instrument, remove all connected adaptor and other cables.
- When cleaning the instrument, use a soft, dry cloth. Do not use paint thinners, solvents, cleaning fluids, or chemical-impregnated wiping cloths. Also, do not place vinyl, plastic or rubber objects on the instrument, since this might discolor the panel or keyboard.
- Do not rest your weight on, or place heavy objects on the instrument, and do not use excessive force on the buttons, switches or connectors.
- Use only the stand/rack specified for the instrument. When attaching the stand or rack, use the provided screws only. Failure to do so could cause damage to the internal components or result in the instrument falling over.
- Do not operate the instrument for a long period of time at a high or uncomfortable volume level, since this can cause permanent hearing loss. If you experience any hearing loss or ringing in the ears, consult a physician.

#### ■ REPLACING THE BACKUP BATTERY

- This instrument contains a non rechargeable internal backup battery which permits internal data to remain stored even when the power is off. When the backup battery needs replacing, the message "Battery voltage is low" will display in the LCD. When this happens, immediately back up your data (using an external device such as the floppy disk-based Yamaha MIDI Data Filer MDF3), then have qualified Yamaha service personnel replace the backup battery.
- Do not attempt to replace the backup battery yourself, in order to prevent the possible serious hazards. Always have qualified Yamaha service personnel replace the backup battery.
- Never place the backup battery in a location that a child can reach, since a child might accidentally swallow the battery. If this should happen, consult a physician immediately.

#### ■ SAVING USER DATA

- Always save data to a Memory Card (SmartMedia) frequently, in order to help prevent the loss of important data due to a malfunction or user operating error.
- Save all data to an external device such as the Yamaha MIDI Data Filer MDF3, in order to help prevent the loss of important data due to a malfunction or user operating error.

Yamaha cannot be held responsible for damage caused by improper use or modifications to the instrument, or data that is lost or destroyed.

Always turn the power off when the instrument is not in use.

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Features of the DXTREME

Drum Kit Play Mode

Drum Kit Trigger Edit Mode

Drum Kit Voice Edit Mode

Drum Kit Effect Edit Mode

Chain Play Mode

Song Job Mode

Utility Mode

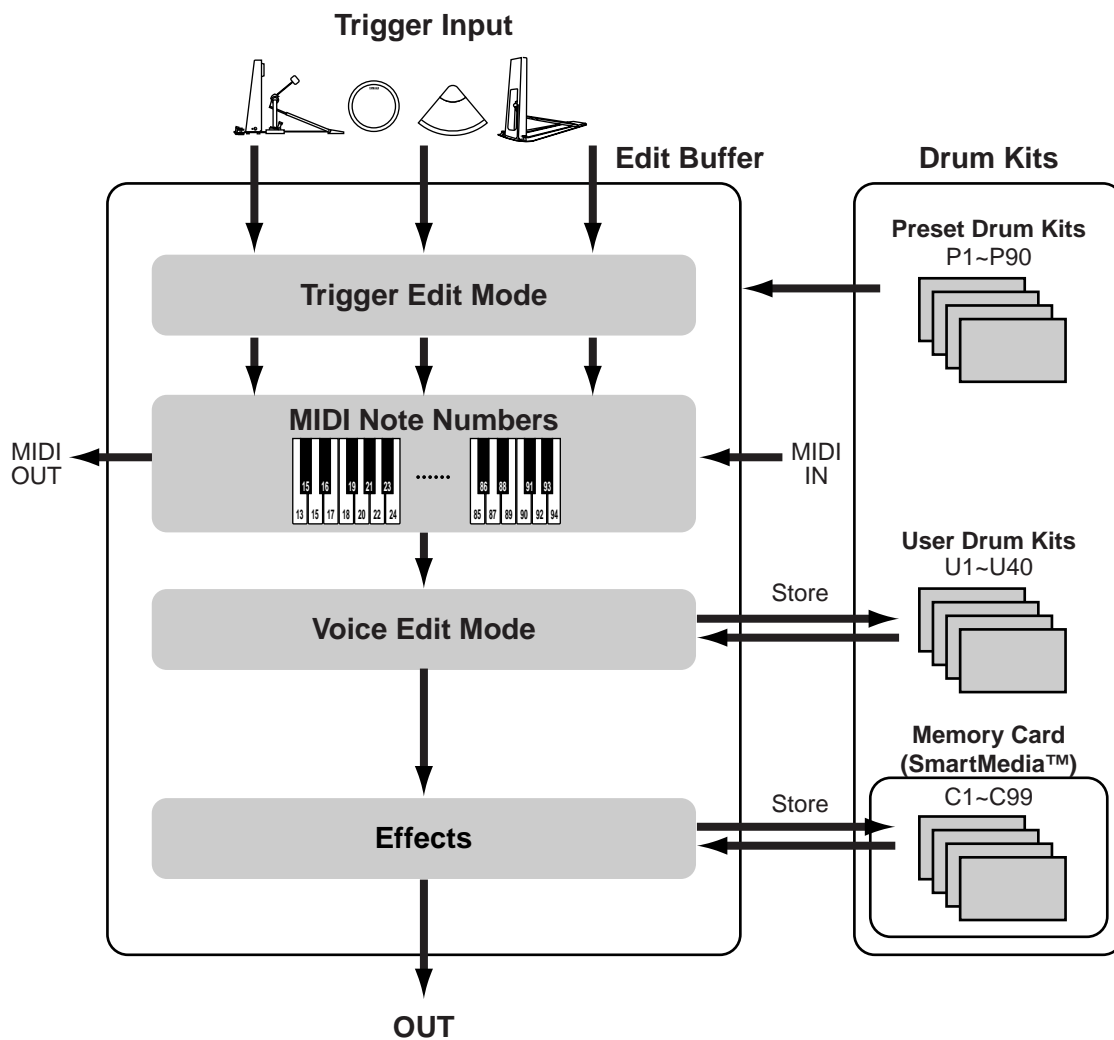
Store Mode

APPENDIX

# Features of the DXTREME

## Understanding the DXTREME

### Overall Structure



## Flow of Pad Messages

The trigger signals sent from the pads connected to input jacks 1 to 16 and the HI-HAT CONTROL and FOOT SW jacks are treated according to the settings of the current drum kit loaded in the edit buffer.

Each trigger input is assigned to a specific MIDI note number, and that MIDI note number is assigned to a drum voice which you can treat in Drum Voice Edit mode.

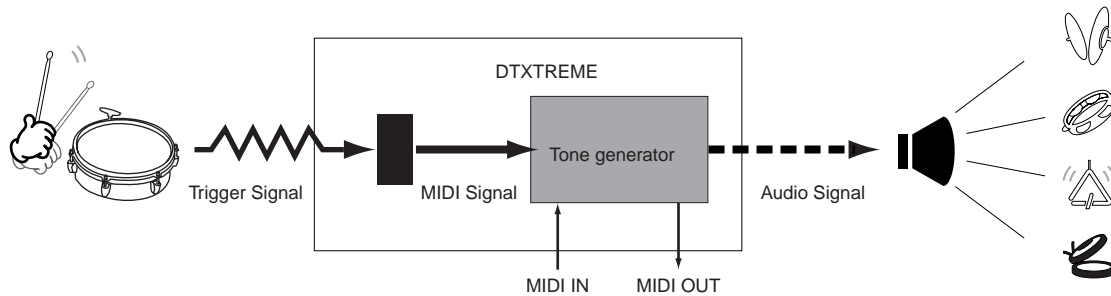
You can also set MIDI setup parameters for keyboard voices (i.e., non-drum voices) used in song playback and so on.

Furthermore, you can apply System Effects to complete drum kits and Insertion Effects to individual voices.

In accordance with all these settings, the voice will be produced in the tone generator section and output through the OUTPUT and PHONES jacks.

## Triggers

When you hit a pad or a drum with a trigger microphone or sensor connected, a trigger signal is sent to the tone generator section of the DTXTREME and a sound is output. Up to six voices can be output for each trigger signal, meaning that it's possible to play a chord or a variety of different sounds from a single pad hit. You can even trigger different notes (pitches) or voices every time you hit the same pad.



## Drum Kits and the Tone Generator

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A drum kit is a collection of drum voices (from 1757 different ones) assigned to pads (trigger inputs) and which have been tuned, assigned reverb settings and so on. You could set up different drum kits for different genres of music. A drum kit consists, essentially, of separate sections for triggers, voices, effects and MIDI setup, holding all the parameters from trigger input to voice output. When you select a drum kit, the data for all these parameters are copied to the edit buffer and used for performances (see above the illustration).

There are various Voice Edit parameters that allow you to tailor sounds to your liking, such as to change the pitch of a voice or the amount reverb applied to it.

There are 90 types of Preset Drum Kits (P1 to P90). You can also store up to 40 User Drum Kits (U1 to U40) containing drum kits that you have set up and edited. A further 99 kits can be saved to Memory Card (C1 to C99).

With the Chain feature, you can line up a series of different drum kits and call them up in order during a performance. This can be useful when playing live.

Furthermore, aside from its drum voices, the DTXTREME also has a variety of 128 keyboard voices which can be used in DTXTREME songs as melody or accompaniment instruments.

The tone generator is 64-voice polyphonic and compatible with the GM sound set. Therefore, it can be used to play back generally available GM-compatible MIDI files as well as MIDI files created using an external sequencer. Also, you can load waveform data from Memory Card and play it back as a drum voice.

## Effects

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Effects can be used to alter a sound, for example, to make it sound wider or distorted. System Effects apply to entire drum kits and Insertion Effects apply to individual drum voices. Reverb and chorus units are available for system effects and Insertion Effect units offer a variety of effect types. Also provided is the Localizer, a 3D-type effect for headphones.

## Songs

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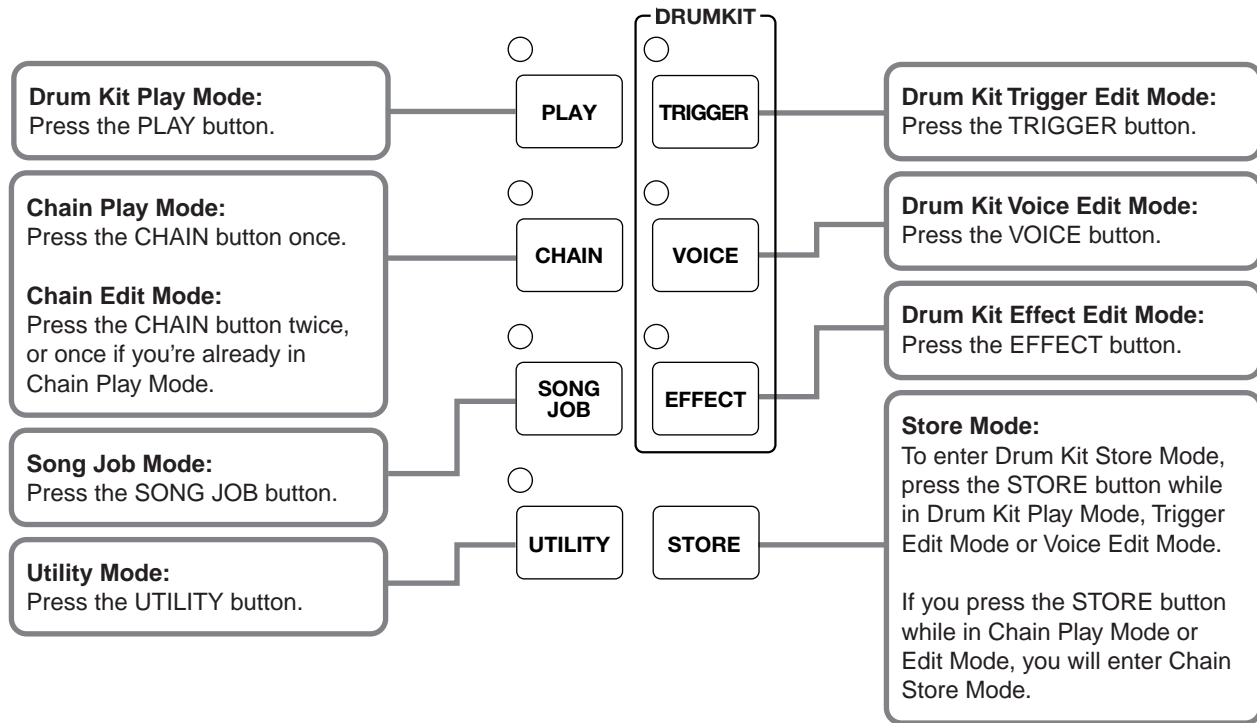
An assortment of 164 Preset Songs (P1-P31, Q1-Q67 and R1-R66) is available, consisting of not just drum voices but also keyboard, bass and other accompaniment sounds. When playing back these songs, you could mute just the song's drum voices and jam along by playing the drum part yourself. One main song plus up to three Pad Songs can be played back simultaneously. You can also record your own performances to User Songs (U1 to U32). A song consists of two tracks, each holding up to 16 MIDI channels of data, and it's possible to create songs in great detail using Step Recording and the functions in Song Job mode.



# DTXTREME Basics

## Switching Between Modes

Use the Mode buttons to switch between modes.



## Page ▲ and ▼ Buttons

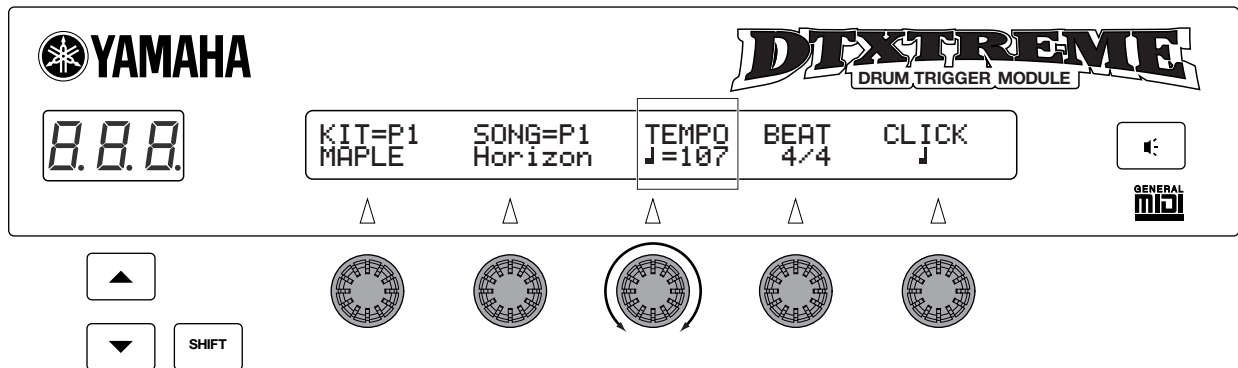
Most modes consist of several pages. To switch between pages, use the Page ▲ and ▼ buttons. The Page ▲ button takes you to the next page and the Page ▼ button takes you to the previous page. You can scroll through pages in the current mode by holding down either Page button.



**NOTE** Use the Page ▲ or ▼ button while holding down the SHIFT button to go to the first or last page.

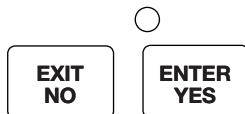
## Data Control Knobs

Up to five parameters are shown in the display, and each can be adjusted directly using the knob located under the displayed parameter. For example, in the following display, the tempo is adjusted by turning the knob located under the TEMPO parameter. Turn each knob clockwise to increase the associated value, and counter-clockwise to decrease it. You can largely increase or decrease the value by turning the associated knob while holding down the SHIFT button.



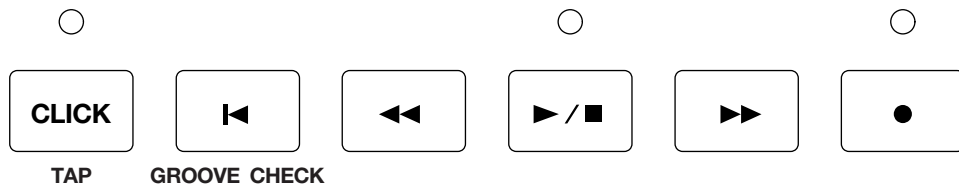
## EXIT/NO and ENTER/YES Buttons

Press the EXIT/NO button when you want to exit from any mode. This will take you back to Drum Kit Play mode. If you want to apply a particular setting, press the ENTER/YES button. Also, you can use these buttons when performing or canceling a Store operation.



## Sequencer Buttons

The Start/Stop and Record buttons are used to control the song sequence. Use the CLICK button to switch the metronome on or off. See page 13 for further details.



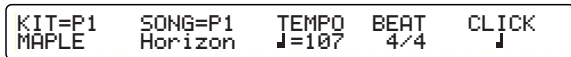
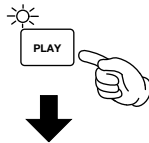
**NOTE** Refer to the Owner's Manual Basic Section for details about using the other controls on the front panel, such as the Mute button and Volume sliders.

# Drum Kit Play Mode

In this mode, you can play the DTXTREME's drum voices via connected pads (or drums with drum trigger pick-ups). You can choose from 90 preset drum kits, 40 user drum kits and up to 99 drum kits held on Memory Card (SmartMedia™). You can also use these kits to play along with a preset song, or record your own performance into songs.

## Entering Drum Kit Play Mode

Press the Play button to enter Drum Kit Play mode. The following Drum Kit/Song selection screen will appear.



In Drum Kit Play mode, the LED display will show the current drum kit number.

## Drum Kit Play Mode Pages

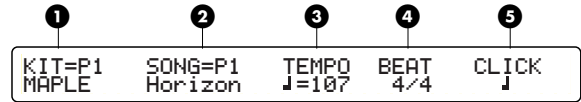
Drum Kit Play mode consists of the following two pages.

- **Drum Kit/Song Selection Page:** Used to select Drum Kits or Songs.
- **Song Page:** Used to set repeated song playback and playback track.

### Settings

1. Use the Page ▲ and ▼ buttons to select the page you want.
2. Enter a value using the Data Control Knob associated with the parameter on the screen.

## Drum Kit/Song Selection Page



### 1 KIT (Drum Kit)

Selects a Drum Kit. The name and number of the Drum Kit will be displayed. P1-P90 are Preset Kits, U1-U40 are User Kits and C1-C99 are Drum Kits held on Memory Card (SmartMedia™).

□ **Settings:** P1-P90, U1-U40, C1-C99

⚠ **NOTE** C1-C99 can only be selected if a Memory Card (SmartMedia™) containing Drum Kits has been inserted.

### 2 SONG

Selects a Song you wish to play with the current Drum Kit (Main Song). The name and number of the Song will be displayed. P1-P31 are Preset Songs, Q1-Q67 are Practice Songs, U1-U32 are User Songs and C1-C32 are Songs held on Memory Card (SmartMedia™).

□ **Settings:** P1-P31, Q1~Q67, R1~R66, U1~U32

⚠ **NOTE** C1-C99 can only be selected if a Memory Card (SmartMedia™) containing Song data has been inserted.

⚠ **NOTE** The DTXTREME can play song data saved in Standard MIDI File Format 0.

### 3 TEMPO

Sets the playback tempo of the Song. Not adjustable when “ext” is displayed, i.e., when the DTXTREME is synchronized to an external clock.

□ **Settings:** 30-300

⚠ **NOTE** External synchronization can be set in Utility mode (page 78).

#### 4 BEAT

Sets the time signature of the Song.

☐Settings: 1/4-16/4, 1/8-16/8, 1/16-16/16

#### 5 CLICK

Sets the beat of the metronome.

☐Settings:

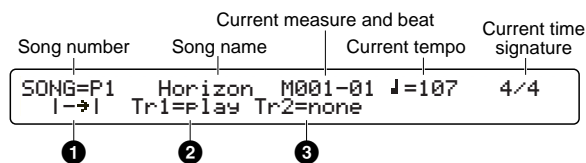
For a 4 BEAT setting of 3/8, 6/8, 9/8, 12/8 or 15/8:

Dotted quarter note, eighth note, 16th note

For other 4 BEAT settings:

Quarter note, quarter note triplet, eighth note, eighth note triplet, 16th note, 16th note triplet

### Song Page



These are just the displayed functions.

#### 1 Repeated Playback

Sets repeated playback of a song (whereby the song is played repeatedly from beginning to end).

☐Settings: → (normal playback), ↺ (repeated playback)

#### 2 Playback Track 1

Sets whether Track 1 of the song will be played back or muted. If the track is empty, “none” is displayed.

☐Settings: play, mute, none

#### 3 Playback Track 2

Sets whether Track 2 of the song will be played back or muted. If the track is empty, “none” is displayed.

☐Settings: play, mute, none

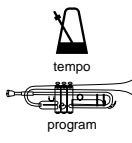



## Song Play

Selects from Preset Songs, User Songs and Songs held on Memory Card. Using the Mute feature to play back in “minus-one” settings, you can add your own drum part to a song, which is useful for solo rehearsals or “sync” performances.

### About Songs

#### ● Song Structure

A song consists of two sequence tracks (Tracks 1 and 2) and header data.

	Header data	Data (MIDI channels 1 to 16)
TR1 (Tracks 1)	 <p>tempo program etc...</p>	
TR2 (Tracks 2)		

The header data at the beginning of the song contains song information such as tempo, time signature, and program change and volume for each MIDI channel. The data is automatically loaded when you select a song.

Each sequence track can contain performance information for MIDI channels 1 to 16, just as with other MIDI sequencers. When you start song playback, this data is sent to the DTXTREME’s internal tone generator for the sounds to be played back.

#### ● Song Types

The DTXTREME has two types of songs: Main Song and Pad Song. The Main Song is played back when you press the Start/Stop button on the front panel. Each Pad Song can be played back (triggered) when an associated pad is hit. Up to one Main Song and three Pad Songs can be played back simultaneously. You can select the song type in the Drum Kit/Song selection page (page 11) but the assignment of pad to song becomes the Pad Song. The Pad Song assignment is set with the TrgFunc parameter in Drum Kit Edit mode (page 29).

# Main Song Playback

## Song Selection

1. Press the PLAY button to enter Drum Kit Play mode.

```
KIT=P1  SONG=P1  TEMPO  BEAT  CLICK
MAPLE  Horizon  J=107  4/4  J
```

2. Select the song you wish to play back at the Drum Kit/Song selection page.

```
KIT=P1  SONG=P1  TEMPO  BEAT  CLICK
ROCK 1  Rokchick  J=103  4/4  J
```

If necessary, you can also set the tempo, beat and click.

3. Press the Page ▼ button to open the Song page to select the playback method and tracks.

```
SONG=P1  Rokchick  M001-01  J=103  4/4
|→|  Tr1=Play  Tr2=none
```

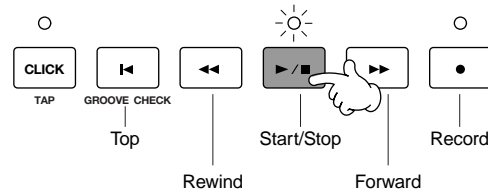
Playing method    Track1            Track2

**NOTE** See page 11 for further details about the Drum Kit/Song selection page and the Song page.

## Song Playback

1. Press the Start/Stop button to start song playback.

During playback, the LED above the Start/Stop button will blink in green at the current tempo.



**NOTE** The current measure and beat will be displayed at the Song page.

2. Press the Start/Stop button again to stop the song playback. The LED above the button will turn off.

If you press the Start/Stop button once more, playback will resume from the stopped point.

### Forward, Rewind and Top Buttons

While the song is stopped, you can use the Forward or Rewind button to select the measure from which you want to resume playback. Each time you press one of these buttons the playback point (measure count) will be moved by one measure. At the Song page, you can verify the measure count and beat. Also, while the song is stopped, you can press the Top button to move the playback point to the beginning of the song.

```
SONG=P1  SongName  M001-01  J=120  4/4
|→|  Tr1=Play  Tr2=none
```

Measure

## Pad Song Playback

To play back a Pad Song, hit the pad assigned to the Pad Song. Playback will depend on the playback mode setting for the pad. There are three playback modes, as shown below. You can set the mode with the TrgFunc parameter in Drum Kit Trigger Edit mode (page 29).

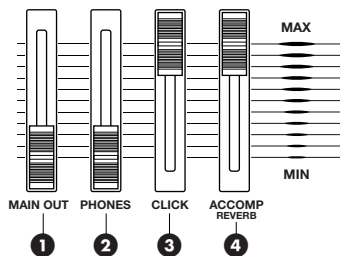
**play:** Playback will begin when you hit a pad, and stop when you hit it again. If you hit it once more, playback will start from the beginning of the song.

**chase:** Just one measure will be played back when you hit a pad. If you hit the pad again during playback, the next measure will be played back.

**cutoff:** This is useful when you control multiple Pad Songs with a single hit. Playback of the Pad Song with this setting will be stopped if another Pad Song is triggered. To simply stop the Pad Song with this setting (without triggering another Pad Song), simply hit the pad associated to it.

## Adjusting Volume

An array of sliders on the front panel can be used to control volume.

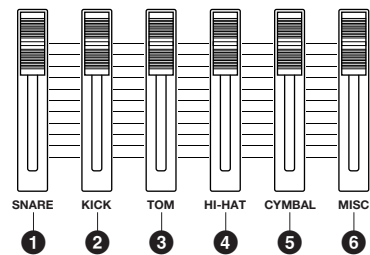


- 1 MAIN OUT slider:**  
Controls the total volume of the DXTREME (at the OUTPUT L/R jacks).
- 2 PHONES slider:**  
Controls the volume at the headphone (PHONES) jack.
- 3 CLICK slider:**  
Controls the volume of the metronome click.

- 4 ACCOMP volume slider:**  
Controls the volume of song parts (other than MIDI channel 10). When playing a Drum Kit accompanied with song playback, you can use this slider to control the overall volume of accompaniment parts.

## Adjusting Volume of Individual Rhythm Sounds

You can control the volume of individual drum sounds, such as the snare and kick drums, the toms, hi-hats, cymbals, and so on. This is a very useful feature for live performances or when recording.

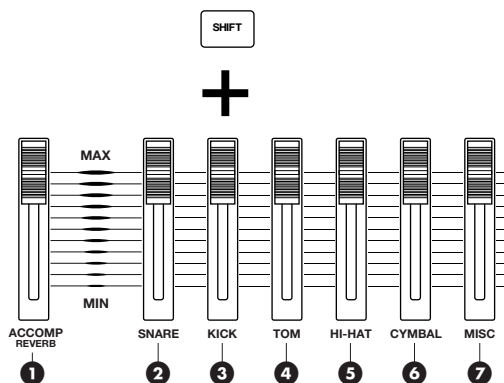


- 1 SNARE slider:**  
Controls the volume of the snare drum.
- 2 KICK slider:**  
Controls the volume of the kick drum.
- 3 TOM slider:**  
Controls the volume of the toms.
- 4 HI-HAT slider:**  
Controls the volume of the hi-hats.
- 5 CYMBAL slider:**  
Controls the volume of the cymbal.
- 6 MISC slider:**  
Controls the overall volume of rhythm sounds other than those listed above.

## Controlling Reverb

You can control the amount of reverb (System Effect) applied to a drum by moving the associated volume slider while holding down the SHIFT button. You need to have set the sliders up to control reverb beforehand at the [UT 4] page in Utility mode (page 72).

See page 54 for details about reverb types and settings.



### 1 SHIFT button + ACCOMP/REVERB slider:

Controls the master return level of the reverb effect. Raise this slider all the way up to obtain the return level set with the RevRetrn parameter in the [Reverb] page in Drum Kit Effect Edit mode (page 54).

### 2 SHIFT button + SNARE slider:

Controls the reverb send level for the snare drum.

### 3 SHIFT button + KICK slider:

Controls the reverb send level for the kick drum.

### 4 SHIFT button + TOM slider:

Controls the reverb send level for the toms.

### 5 SHIFT button + HI-HAT slider:

Controls the reverb send level for the hi-hats.

### 6 SHIFT button + CYMBAL slider:

Controls the reverb send level for the cymbal.

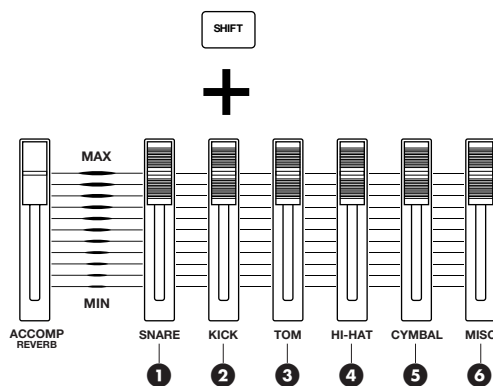
### 7 SHIFT button + MISC slider:

Controls the overall reverb send level of rhythm sounds other than those listed above.

## Controlling Individual Outs 1 to 6

You can control the level of individual drums sent to Individual Outputs 1 to 6 by moving the associated volume slider while holding down the SHIFT button. You need to have set the sliders up to control individual output levels beforehand at the [UT 4] page in Utility mode (page 72).

Assignment of each drum voice to one of the Individual Output can be done in the [VOICE6] page in Drum Kit Voice Edit mode (page 48).



### 1 SHIFT button + SNARE slider:

Controls the output level at Individual Output 1.

### 2 SHIFT button + KICK slider:

Controls the output level at Individual Output 2.

### 3 SHIFT button + TOM slider:

Controls the output level at Individual Output 3.

### 4 SHIFT button + HI-HAT slider:

Controls the output level at Individual Output 4.

### 5 SHIFT button + CYMBAL slider:

Controls the output level at Individual Output 5.

### 6 SHIFT button + MISC slider:

Controls the output level at Individual Output 6.

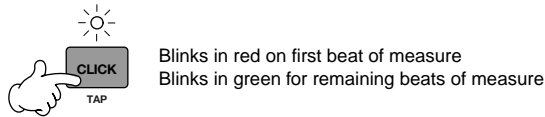
## About Tempo

Each Preset Song has a suitable initial tempo assigned to it beforehand. You can change the initial tempos of these songs temporarily (page 11) but once you begin playback from the beginning again or if you select a different song, the basic preset tempo of the song comes back into effect. It is possible to set a different tempo by disabling the song's preset tempo (page 79).

## Click (Metronome)

Whether the song is playing back or stopped, you can enable the metronome click sound by pressing the CLICK button.

1. Press the CLICK button to start click playback at the current song tempo. The LED above the button will also blink at this tempo.



2. Press the CLICK button again to stop the metronome click.

**NOTE** If you press the CLICK button during song playback, the click will sound in time with the song.

### Adjusting Click Volume

You can use the CLICK slider to adjust the volume of the click. See page 14.

### Adjusting Click Tempo

Whether the song is playing back or stopped, you can change the tempo of the metronome click by adjusting the current tempo. See page 11.

### Setting Click Beat

Whether the song is playing back or stopped, you can change the time signature of the metronome click. See page 12.

### Setting Click Timing

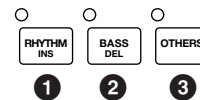
Whether the song is playing back or stopped, you can change the beat of the metronome click. See page 12.

**NOTE** You can change the settings for the metronome click sound and output in the [UT 13] page in Utility mode (page 77).

## Song Mute

You can use the Mute buttons on the front panel to switch on/off the playback of rhythm, bass or accompaniment parts. For example, you could mute the rhythm part and play rhythms yourself using the pads, or you could play along with just the bass part sounding.

If the LED above one of the following button is lit, this means that its corresponding part is playing. If it is unlit, this means that part is muted. Press each button to enable or disable muting.



**1 RHYTHM button:** Enables or disables muting the rhythm part. More accurately, channel 10 at the MIDI input and in Track 1 of the song are muted. The playback of Track 2 is unaffected.

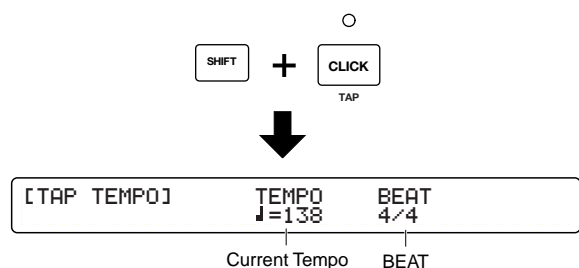
**2 BASS button:** Enables or disables muting the bass part. More accurately, channel 3 at the MIDI input and in Tracks 1 and 2 of the song are muted.

**3 OTHERS button:** Enables or disables muting parts other than rhythm and bass parts. More accurately, parts on MIDI channels 1, 2, 4–9 and 11–16 from incoming MIDI signals and Tracks 1 and 2 of the song are muted.

### Tap Tempo

You can set the tempo from the timing by which you hit the pads (or the Sound button).

1. Enter Tap Tempo mode by pressing the TAP (CLICK) button while holding down the SHIFT button.



In Tap Tempo mode, the LED shows the current tempo.



- Use the Data Control knob under the BEAT parameter to set the beat.

▣Settings: 1/4-16/4, 1/8-16/8, 1/16-16/16

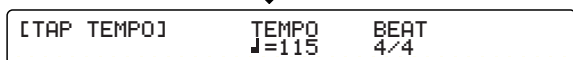
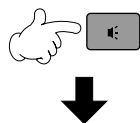
- Hit a pad (or the Sound button) at a steady tempo.

For example, to set the tap tempo for a 4/4 beat, you need to hit the pad on beats 1, 2, 3, 4 and beat 1 of the next measure.

The tempo is automatically set according to the timing at which you hit the pad. The LED display and tempo parameter in the main screen show the tempo. The tempo blinks in the main screen.

For a 3/4 beat, you need to hit the pad on beats 1, 2, 3 and beat 1 of the next measure. If you continue playing, the tempo will be updated at the beginning of the following measure. In the case of a 4/4 beat, the tempo is calculated every four beats.

If you don't hit anything for a certain period, the tempo count is reset.



▣Recognized Tempo Range: 30-300

▣NOTE You can also use the Data Control knob under the TEMPO parameter to set the tempo.

- Press the ENTER/YES button to apply the calculated tempo. The tempo indicator will stop blinking and remain lit.

- Press the EXIT/NO button to exit from Tap Tempo mode and return to Drum Kit Play mode.

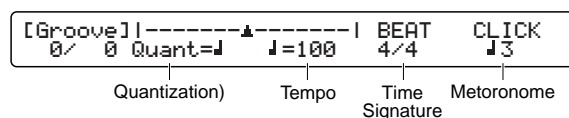
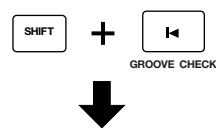
▣NOTE The Tap Tempo feature cannot be used during recording or in recording standby state.

## Groove Check

When playing pads or drums along with a song or click, you can check how far your timing is off. Specify the length of the note; this is used as the basis by which the timing accuracy of your playing is measured, to an accuracy of 1/96 quarter note.

▣NOTE The Groove Check feature can only be used when playing a song or a click.

- Enter Groove Check mode by pressing the Groove Check button while holding down the SHIFT button.



- Set the note Quantization. The note length specified here is used as the basis for the Groove Check timing.

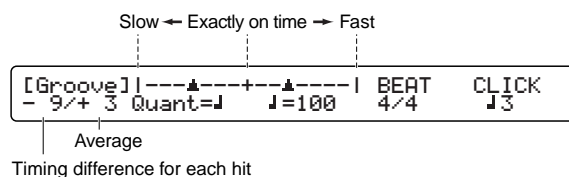
▣Settings: For a BEAT setting of 3/8, 6/8, 9/8, 12/8 or 15/8: Dotted quarter note, eighth note, 16th note

▣For other BEAT settings: quarter note, quarter note triplet, eighth note, eighth note triplet, 16th note, 16th note triplet

- If necessary, you can also set the tempo, beat and click.

▣Settings: Same as in the Drum Kit/Song page. See page 11.

- Play your pads or drums in time with the song. The timing difference for each hit of the pad or drum is displayed as a numerical value and a graph.



Average  
Timing difference for each hit

**Timing difference for each hit:** The difference in timing accuracy each time you hit a pad or drum is displayed as a number in the range -48 to +48. This is useful to measure the groove of a specific instrument such as the snare or kick drum. A negative value means you are playing slower than the song tempo, and a positive value means you are playing faster. A value of zero means you are playing exactly on time.

**Average:** The difference in timing accuracy is measured as an average and displayed as a number between the range -48 and +48. This is useful to measure the entire groove using a whole drum kit or a specific drum pattern. A negative value means you are playing slower than the song tempo, and a positive value means you are playing faster. A value of zero means you are playing exactly on time.

5. Press the EXIT/NO button to exit from Groove Check mode and return to Drum Kit Play mode.

## Song Record

You can record drum kits and synthesizer performances as User Songs U1-U32. As mentioned earlier (page 12), each song consists of two sequence tracks. For example, you can record a drum kit performance on one track and, via MIDI IN, a MIDI synthesizer performance on the other track. Therefore, you can record drum and accompaniment parts separately. Each track can be used to simultaneously record on all MIDI channels (1 to 16) so you can record everything on a single track. Alternatively, you can use the Song Job function to merge everything to a single track later.

You can record your performances in real time (Replace or Overdub) or on a note-by-note (Step) basis.

In real-time recording, you can also simultaneously record multiple channels of MIDI data from a sequencer or computer (page 22, Basic Section) via the MIDI IN or TO HOST ports.

### Recording Procedure

#### 1. Before Recording (page 19)

1. At the Drum Kit/Song page, select the appropriate User Song number for the recording.
2. For real-time recording, set the recording tempo and time signature.

#### 2. Recording Standby (page 19)

Enter Song Record Mode (Recording Standby)

1. Choose the recording mode from Replace, OverDub and Step.
2. Choose the track to which you want to record (Track 1 or 2).

#### 3-A. Real-Time Recording (For Replace Or OverDub Mode) (page 20)

1. Number of measures to be recorded:  
Set the length of the song (i.e., number of measures) you wish to record.
2. Set quantization:  
Set the minimum note length for real-time recording.
3. Recording:  
Record your pad or external MIDI keyboard performances.

#### 3-B. Step Recording (page 21)

1. Set quantization:  
Set the minimum note length for step recording.
2. Recording:  
Enter data one step at a time while watching the main LCD screen.

# 1. Before Recording

Before entering Song Record mode, select the User Song (U1-U32) to which you wish to record at the Drum Kit/Song page (page 11). In the case of real-time recording, you need to have also set the tempo and time signature beforehand. This becomes the basic song tempo but, since you can change this setting after recording, you should initially set a speed at which you can perform comfortably.

**NOTE** If you do not specify the User Song number before entering Recording Standby state, the first empty song number will be selected automatically.

## About Recording Voices And MIDI Channels

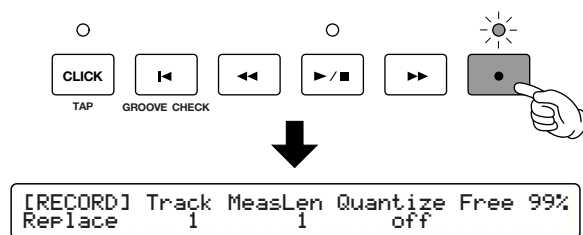
When recording from an external keyboard or other external device, make sure it has been connected to the DTXTREME correctly and that its MIDI transmission channels have been assigned to the DTXTREME's voices.

In Song Job mode (page 61), you can choose from 128 keyboard voices to be recorded to Tracks 1 and 2. See page 68 for details about how to select the voices (Program Change number).

# 2. Recording Standby

Press the Record button to enter Song Record mode in Recording Standby state. The LED above the Record button will be lit in red.

If you press the Record button again, you will be returned to the Drum Kit/Song page.



While in Recording Standby state select the recording mode and track.

# 1. Recording Mode

Set the recording mode.

**Replace:** This is one of the modes for recording drum kits or connected MIDI synthesizers in real time. You can set a specific number of measures to be recorded, or you can use the Start/Stop button to begin and end the recording.

**OverDub:** This is the other mode for recording drum kits or connected MIDI synthesizers in real time. In OverDub mode, the recording repeats once it reaches the specified measure. The newly recorded data is added to (i.e., merged with) any data that existed previously.

**Step:** Using the main LCD screen as a guide, you enter data one step at a time at the specified note resolution.

**Settings:** Replace, OverDub, Step

# 2. Track

Select the track (1 or 2) to which you wish to record.

**Settings:** 1, 2

# 3. Remaining Free Memory

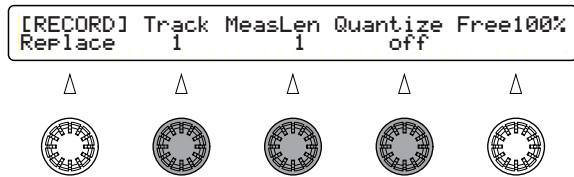
Shows the amount of available free memory. This gives you an idea of how much more data you can record.

The following procedure will vary depending on the selected recording mode. For Replace and OverDub modes, see the procedure under “3-A. Real-Time Recording.” For Step mode, see the procedure under “3-B. Step Recording”.

## 3-A. Real-Time Recording

You can record your drum kit or connected MIDI keyboard's performances in real-time.

First, select the target track in the Recording Standby as mentioned earlier (page 19) and set the number of measures and quantization level.



### 1. Setting the number of measures for recording

Set the number of measures you wish to record. However, if data is held on the other track, the length of the current song has already been determined in recording of that track. For this recording, set the number of measures within the length of the song.

**Range of settings:** 1-999

### 2. Setting quantization

Set the level of quantization for recording. Quantization refers to the correction of differences in the timing of MIDI notes in your performance to match a specified note resolution. For example, if you set the quantization level to eighth notes, the notes in your performance will be aligned exactly with eighth notes, even if there are slight variations in your timing. The note length specified here is the quantization level (i.e., the resolution to which your timing will be corrected). Generally, you would choose a quantization level that is the shortest note length in the phrase or rhythm that you are playing. With the quantization level set to "off," your performance will not be corrected while recording and recorded in 1/96 quarter-note resolutions. You can correct the timing of your performance by applying quantization to it after recording.

Original Data



Quantization



**Setting:** off, quarter note, quarter note triplet, eighth note, eighth note triplet, 16th note, 16th note triplet

**NOTE** When recording on top of existing data (overdubbing), if you choose a quantization note length that is larger than that used in the existing data, the existing data will be re-quantized.

## 3. Real-Time Recording

### Starting Recording

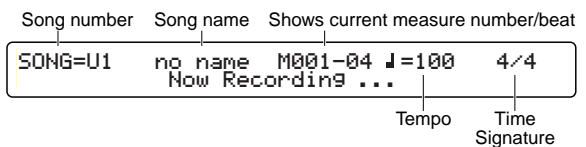
1. Press the Start/Stop button and recording will begin after a two-measure count-in.

Your performance is recorded as MIDI data whenever you hit pads or play a connected MIDI keyboard.

**NOTE** You will see the message "Sequence data is not empty" if you press the Record button in Replace mode and there is data already held on the selected track. Press the ENTER/YES button to return to Recording Standby mode. Retry recording with an empty track.

**NOTE** During the count-in and recording, the LED above the CLICK button will blink.

**NOTE** If the SyncMode parameter has been set to "external" in Utility mode, recording will begin when a System Real-Time Start message is received at the MIDI IN or TO HOST port.



**NOTE** If the recording mode is set to OverDub and you hit a pad while holding down the BASS/DELETE button, all instances of the associated MIDI note number will be deleted.

## End Of Recording

2. Press the Start/Stop button again to end recording and return to the Drum Kit/Song page.

**NOTE** If you switch the power off during recording, you may lose all User Song data.

**NOTE** You can edit your recorded song in Song Job mode (page 61).

## 3-B. Step Recording

You can enter data one step at a time while watching the main LCD screen.

First, select the same track as in the Recording Standby procedure mentioned earlier (page 19) and set the number of measures and quantization level.

```
[RECORD] Track      Quantize Free 99%
Step      1
```

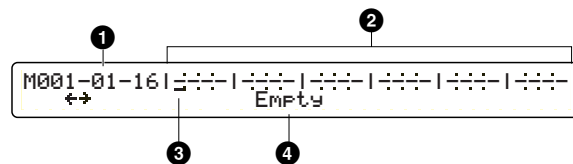
### 1. Setting quantization

Set the quantization level for step recording. The quantization setting here is the minimum note length that can be entered. For example, if you set the quantization level to quarter notes, you will be able to enter one quarter note at a time. If you set it to eighth notes, you will be able to enter one eighth note at a time.

**Settings:** quarter note, quarter note triplet, eighth note, eighth note triplet, 16th note, 16th note triplet

## 2. Step Recording

1. Press the Start/Stop button and you will see the data entry screen. You will see the following blank data entry area if no data has been entered before.



**NOTE** If data already exists, it is represented by a ● mark.

### 1 Measure/beat/clock

Shows the current input (cursor) position.

### 2 Data area

Entered data is represented by a ● mark. Each measure is separated by a vertical line. The displayed resolution will also depend on the note length set as the quantization level.

### 3 Cursor

Move the cursor to the position where you want to input data. The step size by which the cursor can be moved is the same as the note length set as the quantization level.

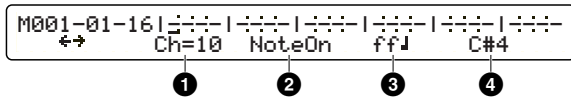
### 4 Empty

No data exists at the current position and a new event can be input.

2. Use the Data Control knob assigned to the cursor to change the data input position. If the position is “Empty,” a new event can be entered.

**NOTE** If you move the cursor to a position that contains data (denoted by a ● mark), the contents of the data at that position are displayed. To change the data, or to insert a different event, see the following column.

- Press the RHYTHM/INSERT button and the parameters available for the event are displayed in the main LCD screen.



### ① Ch= (MIDI channel)

Set the MIDI channel for the event to be input.

### ② Event type

Set the type of the event. This will blink until one of the following types is entered.

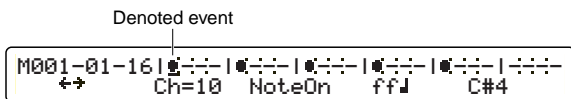
- **Events:** NoteOn (MIDI Note On), PC (Program Change), CC (Control Change), Pbind (Pitch Bend), ChAfter (Channel Aftertouch), Tempo (Tempo Change), PolyKey (Polyphonic Key Pressure)

### ③④ Event parameters

Available parameters depend on the type of event selected.

**NOTE** Time signature display is for information only (not edited here).

- Use the Data Control knob assigned to “Ch= (Channel)” and select the MIDI channel for the event.
- Use the Data Control knob assigned to the event type and select the type of event you wish to input, then set the parameters for it.
- Press the ENTER/YES button to enter the selected event at the current cursor position. The event is denoted by a ● mark.



- Use the Data Control knob assigned to the cursor and select the next input position.
- Repeat the above steps 3 to 6 to continue entering events as necessary.

To end Step Recording, press the Start/Stop button again. You will be returned to the Drum Kit/Song page.

### Changing or erasing events

To change parameter values for an event, move the cursor to the position of the event, use the Data Control knob assigned to each parameter, and change its value. Each parameter value will blink until you press the ENTER/YES button to apply the new value.

To change the event type, move the cursor to the position of the event you wish to change and press the BASS/DELETE button. The event is deleted and the position is now marked as Empty. Then follow step 3 onward to create a new event at the position.

If you wish to add another event at the same position as an existing event, move the cursor to the appropriate position and press the RHYTHM/INSERT button. The procedure hereafter is the same as for entering a new event, as described in step 4 onward. For example, you may want to insert a control change or tempo change event at the same position as a MIDI note event. If there are several events at the same position, the Data Control knob assigned to the cursor can be used to display events at that position switching them.

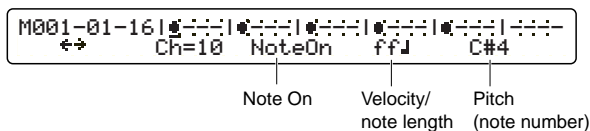


## About Events

The available events and event parameters in Step Recording are as follows.

### NoteOn (MIDI Note On)

This basic information is generated whenever you play notes on a keyboard or hit drum pads. Note On is information about which key was pressed and how it was pressed. Here, you can enter information about the note's pitch (note number), the strength (velocity) at which it was played and how long it was held down (note length).



**Velocity/note length:** Set the strength and length of the note-on event.

**Settings:**

**Velocity:** pp (pianissimo), p (piano), mp (mezzo piano), mf (mezzo forte), f (forte), ff (fortissimo)

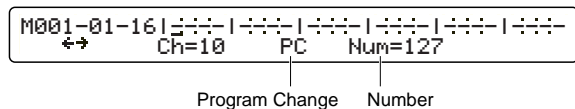
**Note length:** full note, half note, dotted quarter note, quarter note, quarter note triplet, dotted eighth note, eighth note, eighth note triplet, dotted 16th note, 16th note, 16th note triplet, 32nd note

**Pitch (note number):** Set the pitch of the note-on event. Over MIDI, the pitches are given as note numbers (0-127) in semitones. When you play middle C (C3) on a keyboard, a note number of 60 is transmitted. In the case of drum kits, the different drum voices are assigned to individual note numbers.

**Settings:** C-2 (0) – C3 (60) – G8 (127)

### PC (Program Change)

This information is used to select a sound (voice) program by specifying its number from within 1-128. A multiple-part ensemble is possible by entering a different program change for each MIDI channel in the song.



**Num= (Number):** Set the program number.

**Settings:** 1-128

### CC (Control Change)

This information controls effects and volume levels, and can be used to increase the expressiveness of a performance. Control change numbers 0 to 127 can be used to control each of a wide variety of parameters. Some of the most commonly used control change numbers are given below.

**Ctrl. No. 001 Modulation:**

Controls the depth of effects such as vibrato.

**Ctrl. No. 007 Volume:**

Controls the volume.

**Ctrl. No. 010 Pan:**

Moves the sound between left and right in the stereo image.

**Ctrl. No. 011 Expression:**

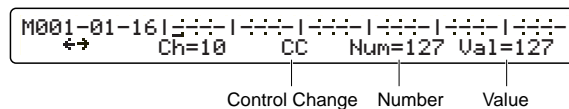
Controls the volume for expressiveness. Usually assigned to a foot controller.

**Ctrl. No. 064 Hold 1:**

Sustains a played note. Same effect as the damper pedal on a piano.

**Ctrl. No. 091 Reverb Depth:**

Controls the amount of the reverb effect applied to sounds from a MIDI tone generator.



**Num= (Number):** Set the controller number.

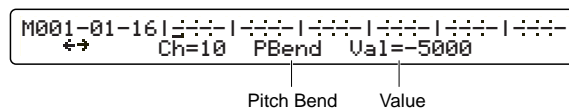
**Settings:** 0-127

**Val= (Value):** Set the selected controller's value.

**Settings:** 0-127

### Pbend (Pitch Bend)

This information is identical to that transmitted when you move the pitch bend wheel on a synthesizer or so on.

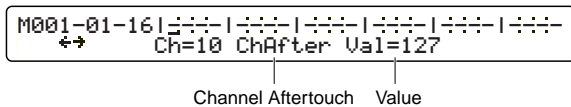


**Val= (Value):** Set the amount of pitch change.

**Settings:** -8192 – 0 (normal pitch) - 8192

### **ChAfter (Channel Aftertouch)**

This information is identical to that transmitted when you apply pressure to a key before releasing it, and can be set to change the tonal quality of a sound.

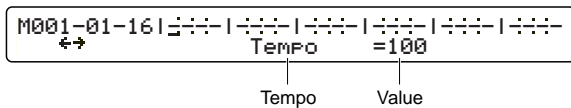


**Val= (Value):** Set the amount of channel aftertouch.

**Settings:** 0-127

### **Tempo (Tempo Change)**

This information is used in order to change the tempo of a song. Normally, the tempo is set at the start of a song but this tempo change information can be used during song playback to change the tempo.

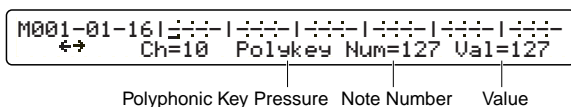


**Val= (Value):** Set the new tempo.

**Settings:** 30-300

### **PolyKey (Polyphonic Key Pressure)**

This information is identical to that transmitted when you apply pressure to a key before releasing it. However, unlike with Channel Aftertouch mentioned earlier, each key pressure can transmit a different value.



**Num= (Note Number):** Set the note number which makes Polyphonic Key Pressure effective.

**Settings:** 0-127

**Val= (Value):** Set the amount of pressure generated by the note number (Num=).

**Settings:** 0-127

**[NOTE]** The DXTREME internal tone generator does not recognize or respond to polyphonic key pressure or channel aftertouch messages.



# Drum Kit Trigger Edit Mode

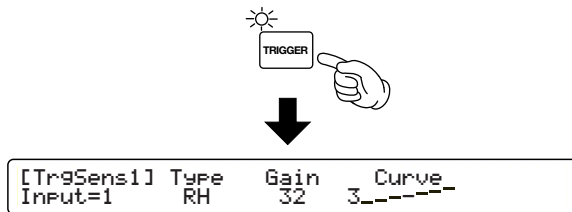
Starting with adjustments of the sensitivity of trigger pads or sensors, there are a variety of parameters in this mode which are necessary in the process of trigger-to-MIDI signal conversion, including assignment of the drum voices to individual trigger inputs and so on.

You can create your own original drum kits or edit existing Preset or User Drum Kits to create new drum kits. You can then save the drum kits you've created as User Drum Kits (U1 to U40).

**NOTE** If you select another drum kit without storing your edits, those edits will be lost.

## Entering Drum Kit Trigger Edit Mode

Press the TRIGGER button.



**NOTE** Select the drum kit you wish to edit in Drum Kit Play mode beforehand. When you enter Drum Kit Trigger Edit mode, the selected Drum Kit number will be displayed in the LED display.

**NOTE** If the JumpRecnt parameter in the [UT 5] page in Utility mode has been set to "on," you will have the last edit page you were working in when you enter the edit mode. If this parameter has been set to "off," you will have the first edit page. See page 73 for details of the JumpRecnt parameter.

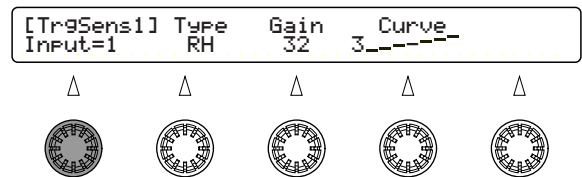
## Edit Pages and Basic Operations in Drum Kit Trigger Edit Mode

The DTXXTREME's trigger functions are found in this mode, consisting of 18 pages. These pages contain settings for each individual pad input and settings common to all pad inputs.

1. Use the Page ▲ and ▼ buttons to select the page containing the parameters you wish to set.

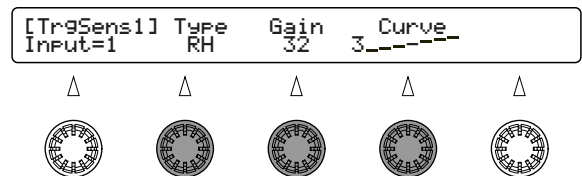


2. Select input 1 - 16 first. Set parameters for each input. If the Learn parameter in the [UT 5] page in Utility mode has been set to "always," you can select the trigger input by hitting the corresponding pad. See page 73 for details of the Learn parameter.



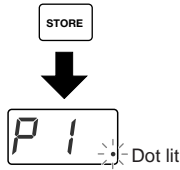
**NOTE** This step is unnecessary when setting Common parameters that are not specific to individual inputs.

3. Use the Data Control knob associated with each parameter to directly enter its value.



**NOTE** By turning the knobs while holding down the SHIFT button, the values will change in larger increments.

- Repeat steps 1 to 3 to to set the necessary parameters.
- When you are done, press the STORE button to store the drum kit. See page 83 for details about the Store operation.



**NOTE** Once you start editing in this mode, you will notice a dot lit up at the right of the LED display, which indicates that you have made some edits but they have not been stored yet. Note that your edits will be lost if you select another Drum Kit without the Store operation.

### Drum Kit Trigger Edit Mode

#### Input parameters (page 26)

- [TrgSens1] Trigger Sense 1
- [TrgSens2] Trigger Sense 2
- [TrgSens3] Trigger Sense 3
- [TrgFunc] Trigger Function
- [TrgMIDI1] Trigger MIDI 1
- [TrgMIDI2] Trigger MIDI 2
- [TrgMIDI3] Trigger MIDI 3
- [TrgRim] Trigger Rim
- [TrgCopy1] Trigger Copy 1
- [TrgCopy2] Trigger Copy 2
- [MIDIEG] MIDI Envelope Generator

#### Foot Controller/Switch settings (page 38)

- [FootCtrl1] Foot Controller 1
- [FootCtrl2] Foot Controller 2
- [FootSw1] Foot Switch 1
- [FootSw2] Foot Switch 2

#### Common parameters (page 40)

- [COMMON1] Common 1
- [COMMON2] Common 2
- [KitName] Kit Name

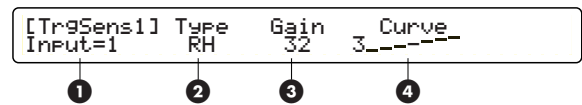
# Functions on Each Page

## Input paramters

Set the trigger-related parameters for each individual input 1 to 16.

### [TrgSens1] Trigger Sense 1

You can set the pad type and the gain for each trigger input. By selecting the correct pad type, you can optimize performance. You can also set the velocity curve controlling the response of the pad to playing strength.



#### 1 Input=

Select the trigger input.

**Settings:** 1- 16

**NOTE** If the Learn parameter in the [UT 5] page in Utility mode has been set to “always,” you can select the trigger input by hitting the corresponding pad. See page 73 for details of the Learn parameter.

#### 2 Type

Select the pad type for each input. The list below shows the pad types that can be set for the connected pads or trigger microphones.

**Settings:** Choose from the following for inputs 1 to 16.

<b>RH</b>	When RHP80, RHP100 or RHP120(SD) are connected.
<b>RH kick</b>	When KP120 is connected.
<b>TP</b>	When TP60, TP80 or TP80S are connected.
<b>KP</b>	When KP60, KP80 or KP80S are connected.
<b>PCY</b>	When PCY60, PCY80 or PCY80S are connected.
<b>BP</b>	When BP80 is connected.
<b>DT Snare</b>	When using DT series Trigger pickups with Snare.
<b>DT HiTom</b>	When using DT series Trigger pickups with small tom.
<b>DT LoTom</b>	When using DT series Trigger pickups with large tom.
<b>DT kick1</b>	When using DT series Trigger pickups with small bass drum.
<b>DT kick2</b>	When using DT series Trigger pickups with large bass drum.

### 3 Gain

Set the gain for each input after setting the Type. The larger the value, the more sensitive the pad becomes.

☐ **Settings:** 0 - 63

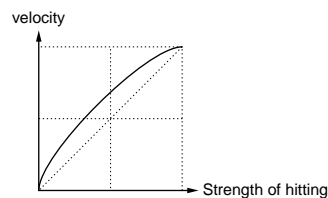
### 4 Curve

Set the velocity curve for each input. The velocity curve determines the change in output level according to the strength by which you hit a pad. The Level Velocity parameters in the [TrgSens2] page (page 28) are related to this.

☐ **Settings:** Choose from the following for inputs 1 to 16.

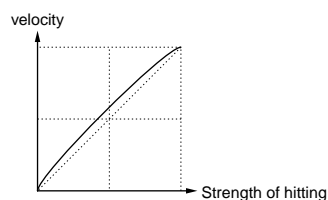
#### Curve 1 (loud2)

```
[TrgSens1] Type Gain Curve
Input=16   RH   32   1/_____
```



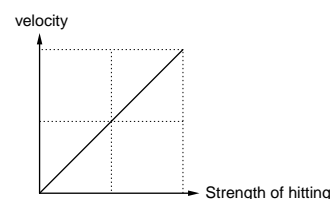
#### Curve 2 (loud1)

```
[TrgSens1] Type Gain Curve
Input=16   RH   32   2/_____
```



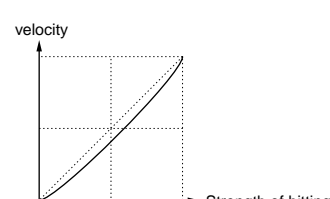
#### Curve 3 (normal)

```
[TrgSens1] Type Gain Curve
Input=16   RH   32   3/_____
```



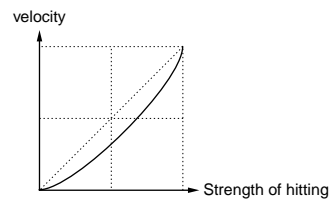
#### Curve 4 (hard1)

```
[TrgSens1] Type Gain Curve
Input=16   RH   32   4/_____
```



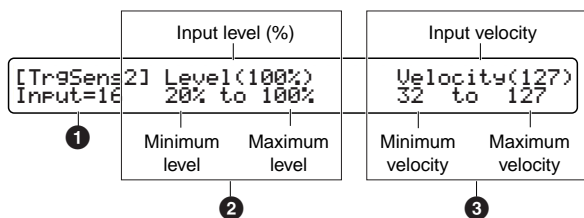
#### Curve 5 (hard2)

```
[TrgSens1] Type Gain Curve
Input=16   RH   32   5/_____
```



## [TrgSens2] Trigger Sense 2

Set the Level range and Velocity range for each input. The Level range defines the maximum and minimum input level. The Velocity range defines the output range of the Velocity values according to the Level range. Together, these settings define how loud the sound is when the pad is hit with a certain strength (input level).



### 1 Input=

Select the trigger input.

Settings: 1 - 16

**NOTE** If the Learn parameter in the [UT 5] page in Utility mode has been set to “always,” you can select the trigger input by hitting the corresponding pad. See page 73 for details of the Learn parameter.

### 2 Level

Set the maximum and minimum input levels for each input. Velocity values are output according to these settings. If the input signal exceeds the maximum level set here, the maximum velocity (as set in the Velocity parameter, explained below) is output. If the input signal is below the minimum level, no sound is output. When you hit a pad, the input level is displayed as a percentage to the right of the Level.

Settings: Minimum level: 0 - 99  
Maximum level: 1 - 100

**NOTE** See the following column for an explanation of the relationship between input level and velocity.

### 3 Velocity

Set the maximum and minimum velocity values for each input. These settings are used together with the maximum and minimum Level settings to determine how loud each sound is output. When you hit a pad, the output velocity value is displayed to the right of the Velocity. If, for example, you set a high minimum velocity, the sound will be loud even if you hit the pad gently. Note, however, that this will reduce the dynamic range and therefore the expressiveness of the sound.

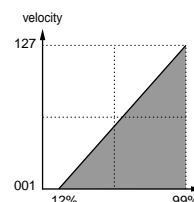
**NOTE** See the following column for an explanation of the relationship between input level and velocity.

Settings: Minimum velocity: 0 - 126  
Maximum velocity: 1 - 127

#### Relationship Between Velocity Curve, Input Level and Velocity

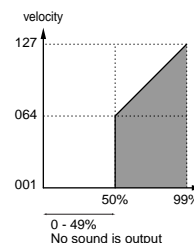
##### Ex. 1

In this illustration, velocity values are output for input levels between 12% and 99%. For an input level of 12%, the velocity is 001. For an input level of 99%, the velocity is 127.



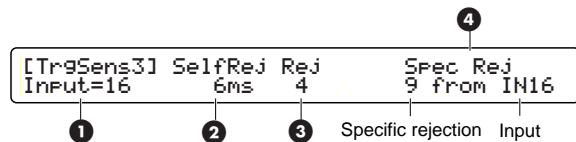
##### Ex. 2

In this illustration, velocity values are output for input levels between 50% and 99%. For an input level of 50%, the velocity is 064. For an input level of 99%, the velocity is 127. No sound is produced with the “0” velocity value that is output by input levels between 00% and 49%.



## [TrgSens3] Trigger Sense 3

You can prevent the double-triggering of notes and crosstalk (overlapping of sounds).



### 1 Input=

Select the trigger input.

□Settings: 1 - 16

**NOTE** If the Learn parameter in the [UT 5] page in Utility mode has been set to “always,” you can select the trigger input by hitting the corresponding pad. See page 73 for details of the Learn parameter.

### 2 SelfRej (Self-rejection)

Set this to prevent double-triggering. If the same note is played twice almost simultaneously, the second instance of the note is automatically muted for the period specified here. The larger the value, the longer the muted period.

□Settings: 6ms (milliseconds), 12ms, 24ms, 37ms, 50ms, 75ms, 100ms, 125ms, 200ms, 500ms, 1.0s (seconds), 1.5s, 2.0s, 2.5s, 3.0s, 3.5s, 4.0s, 4.5s, 5.0s, 5.5s, 6.0s, 6.5s, 7.0s, 7.5s, 8.0s, 8.5s, 9.0s, 9.5s, 10.0s

### 3 Rej (Rejection)

Set this to prevent double-triggering or crosstalk caused by pads or drums connected to other inputs. When a note is triggered almost immediately after another, no sound is output if the input level is below the value set here.

□Settings: 0 (no rejection) - 9

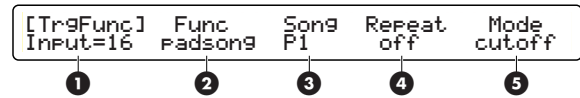
### 4 Spec Rej (Specific Rejection)

Set this to prevent crosstalk caused by the pad or drum connected to the specified input. When a note is triggered almost immediately after another on this input, no sound is output if the input level is below the value set here. Use the Data Control knob on the right to specify the input.

□Settings: Input: 1 - 16  
0 (no rejection) - 9

## [TrgFunc] Trigger Function

Set the function for each trigger input. As well as being used as normal drum pads, the pads can also be set up to play back songs or to enable or disable the click when hit.



### 1 Input=

Select the trigger input.

□Settings: 1 - 16

**NOTE** If the Learn parameter in the [UT 5] page in Utility mode has been set to “always,” you can select the trigger input by hitting the corresponding pad. See page 73 for details of the Learn parameter.

### 2 Func

Set the function for the pad connected to each input. The following functions are available. When the “padsong” function (explained below) is selected, the Song, Repeat and Mode parameters are available.

**normal:** When you hit a pad, a sound is output and a MIDI signal is transmitted.

**padsong:** When you hit a pad, a song is played back. You will also be able to set Song, Repeat and Mode parameters for this.

**NOTE** Since a maximum of three pad songs can be played back with one drum kit, <---> will be displayed in place of Song, Repeat and Mode if three pad songs have already been selected for different inputs.

**click:** When you hit a pad, the click is enabled or disabled.

**inc:** When you hit a pad in Drum Kit mode, the Drum Kit number is incremented by one. In Chain mode, the step is incremented by one.

**dec:** When you hit a pad in Drum Kit mode, the Drum Kit number is decremented by one. In Chain mode, the step is decremented by one.

**bypass:** With this function, the inputs to all other pads are enabled or disabled. You can use a pad to perform the same operation as the TrgByps parameter in the [UT 6] page in Utility mode (page 73).

**strt/stp:** When you hit a pad, playback of the main song is started or stopped.

**MIDI EG:** When you hit a pad, the MIDI EG is output from MIDI OUT. Select this when you wish to transmit MIDI EG values as Control Change messages.

**Settings:** normal, padsong, click, inc, dec, bypass, strt/stp, MIDI EG

### 3 Song

Set the pad song to be played back. This parameter is only available if “padsong” has been selected for the Func parameter.

You can select any User or Preset Song, but not songs on Memory Card.

**Settings:** P1-P31 (demo songs), Q1-Q67 (practice songs), R1-R66 (pad songs), U1-U32 (user songs)

### 4 Repeat

Enable or disable repeated playback of the pad song. This parameter is only available if “padsong” has been selected for the Func parameter.

**Settings:** on (repeated playback enabled), off (repeated playback disabled)

### 5 Mode

Set the song playback mode. This parameter is only available if “padsong” has been selected for the Func parameter. The following three modes are available.

**play:** When you hit a pad, song playback will start. When you hit it again, playback will stop. When you hit the pad once again, song playback will start from the beginning.

**chase:** When you hit a pad, a single measure of the song will be played back. If you hit the pad again while the measure is still playing back, the next measure will be played back.

**cutoff:** When using just a single pad, this is the same as “play.” If you start a different pad song during playback, the current song will be stopped.

**Settings:** play, chase, cutoff

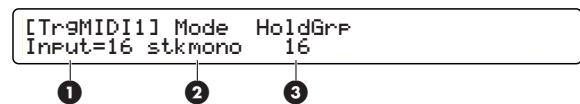
**NOTE** A pad song can play back only MIDI channels 7, 8, 9 and 10 of a song. Furthermore, to avoid conflicts with the main song’s MIDI channels, the other MIDI channels are automatically re-assigned to other channels as explained below.

The channel numbers of the first pad song in a drum kit will be the original channel numbers minus four. For example, if the original channel numbers are 7, 8, 9 and 10, the re-assigned channel numbers will be 3, 4, 5 and 6. The channel numbers of the second pad song in a drum kit will be the original channel numbers plus four. For example, if the original channel numbers are 7, 8, 9 and 10, the re-assigned channel numbers will be 11, 12, 13 and 14. In the third pad song in a drum kit, original channels 7 and 8 will be re-assigned to channels 15 and 16, and original channels 9 and 10 will be re-assigned to channels 1 and 2.

**NOTE** See page 29 for details about pad song playback.

## [TrgMIDI1] Trigger MIDI 1

Set the MIDI Key On parameters for each trigger input.



### 1 Input=

Select the trigger input.

**Settings:** 1 - 16

**NOTE** If the Learn parameter in the [UT 5] page in Utility mode has been set to “always,” you can select the trigger input by hitting the corresponding pad. See page 73 for details of the Learn parameter.

## ② Mode

Set the Key On mode for each input. The Key On mode determines how multiple notes are played. The five Key On modes include modes for simultaneously playing all notes and for playing notes in order. This can be useful when, for example, layering multiple voices or creating keyboard parts.

**stack:** The 1st to 6th note numbers are played back simultaneously.

**alter:** When you hit a pad, the 1st to 9th note numbers will be played in order.

**stkmono:** The 1st to 6th note numbers are played back simultaneously and the previous notes are muted.

**altmono:** When you hit a pad, the 1st to 9th note numbers are played in order and the previous notes are muted.

**hold:** When you hit a pad, the 1st to 6th note numbers are played back simultaneously. When you hit it again, those notes are muted.

**NOTE** If you hit a pad while holding down a rim switch (such as the TP80S or PCY80S), the muted MIDI note numbers will be played and the 1st to 9th note numbers will be muted instead. Therefore, “stack” will have the same effect as “alter” and “stkmono” will have the same effect as “altmono.”

**NOTE** The “stkmono” or “altmono” setting is useful especially when recording your performance to an external sequencer since these settings can prevent an unnecessary stack of played notes to save memory.

**Settings:** stack, alter, stkmono, altmono, hold

## ③ Hold Grp (Hold Group)

Set the Hold Group for multiple trigger inputs that are assigned “hold” in the Mode (Key On mode) parameter. The Hold Group setting allows only a single pad to play notes at any given time. If you set the same group number to multiple trigger inputs, hitting a pad from that group will mute notes triggered by other pads in the same group. It is useful to prevent an unnecessary stack of notes.

**Settings:** off, 1 - 32

## [TrgMIDI2] Trigger MIDI 2

Set the MIDI note numbers for each trigger input, the gate time, MIDI channel and so on. Up to 11 MIDI note numbers can be assigned to each input. When a trigger signal is received at the input, the MIDI note numbers assigned to that input are transmitted to the internal tone generator section and the respective voices are played.

Up to 9 drum voices can be played from one pad. Together with the Key On mode settings, you can play multiple voices simultaneously or in sequential order. You can also assign note numbers for muting or rimshot when using a pad with a rim switch.

Furthermore, the MIDI note numbers are also transmitted via MIDI OUT, so you can use the pads to control external MIDI tone generators and sequencers. The voices for each note number are assigned in Drum Kit Voice Edit mode (page 42). See also page 44 for details about MIDI note numbers.

[TrgMIDI2] Input=	Note	Note#	GateTime	Channel
16	4th	*88 E5	0.3s	10

①
②
③
④
⑤

### ① Input=

Select the trigger input.

**Settings:** 1 - 16

**NOTE** If the Learn parameter in the [UT 5] page in Utility mode has been set to “always,” you can select the trigger input by hitting the corresponding pad. See page 75 for details of the Learn parameter.

## 2 Note

Select from 9 numbers (1st to 9th), mute or rim. MIDI note numbers (Note#) are assigned to the numbers or parameters selected here.

**NOTE** Select “mute” to assign a note number to the voice that is played when you hit a pad while holding down the rim switch. The other (up to 9) voices will be muted when you hit a pad with the rim switch held down.

**NOTE** Select “rim” to assign a note number to the voice that is played when you hit the rim of a pad.

**NOTE** When the trigger input “1” (Input=1) is selected and the pad type (Type) for the input is assigned to “RH” (page 26), the “edge” appears instead of the “mute.” The “edge” is provided for position sensing by the RHP120SD pad.

**NOTE** When the trigger input “8” (Input=8) is selected, since this input is for hi-hat control (HH Ctrl), the five hi-hat notes (open, clse, fcls, spls, rim) are available instead of 1st to 9th notes.

**open:** When you hit a pad while the hi-hat pedal is open.

**clse:** When you hit a pad while the hi-hat pedal is closed.

**fcls:** When changing the hi-hat pedal position from open to closed.

**spls:** When changing the hi-hat pedal position from closed to open.

**rim:** When hitting the rim of a pad.

**NOTE** Assignment of drum voices to MIDI note numbers are set in Drum Kit Voice Edit mode (page 44).

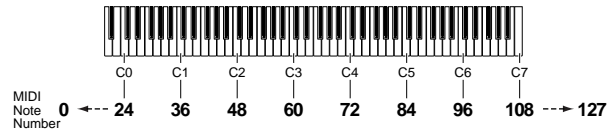
**Settings:** Note: 1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th, mute or edge, rim or open, clse, fcls, spls, rim

## 3 Note# (MIDI Note Number)

Assign MIDI note numbers for the 9 numbers (1st to 9th), mute and rim for the currently selected input. Since the note number is displayed with its note name (key and octave), both will change accordingly as you turn the associated Data Control knob to select the note number. If a \* is displayed to the left of the note number, this means that the same note number has been assigned elsewhere. Note numbers below 13C#-1 or above 94A#5 cannot be assigned. These note numbers will be shown in parentheses.

**Settings:** off, (1C#-2 - 12C-1), 13C#-1 - 94A#5, (95B5 - 127G8), skip (when Key On mode is set to “alter”)

**NOTE** MIDI note numbers are used to specify the pitch of a voice. Middle C, for example, is note number 60. Yamaha specifies notes by their key and octave, such as C3 for middle C. So the C above C3 is C4 and the note number is 72. This makes things easier trying to play notes on an external tone generator.



**NOTE** With the Mode (Key On mode) parameter set to “alter” in the [TrgMIDI1] page, setting “off” to any numbered note number (Note#) will finish programming notes at that point. If you set “off” to 4th note number, for example, you can play 1st to 3rd notes in order with first three hits of a pad, and the next hit will play 1st note again and so on.

**NOTE** With the Mode (Key On mode) parameter set to “alter” in the [TrgMIDI1] page, you can set “skip” to any numbered note number (Note#). You can use “skip” as a rest that produces no sound when hitting a pad. For example, if you set “skip” to every second note numbers, you can play them in 4 beats even while hitting a pad in 8 beats.



## Assigning note numbers using an external MIDI keyboard

You can assign a note or multiple notes such as a chord using an external MIDI keyboard connected to MIDI IN on the DXTREME. This saves you from programming each note one by one. Select “1st” for the Note parameter in the [TrgMIDI2] page on the DXTREME, and then play your desired chord on the MIDI keyboard. Your chord is automatically divided and programmed into individual numbered notes in played order.

- If the Mode parameter in the [TrgMIDI1] page has been set to “stack,” up to 6 MIDI note numbers (1st to 6th) can be set
- If the Mode parameter in the [TrgMIDI1] page has been set to “alter,” up to 9 MIDI note numbers (1st to 9th) can be set

If the Note parameter of the [TrgMIDI2] page has been set to something other than “1st,” the first note (of a chord) you play will only be assigned to that number.

## 4 GateTime

Set the gate time for each note number of each trigger input.

**NOTE** To set the same gate time for all note numbers, set the gate time for the 1st note number. Then set the 2nd and all other note numbers to “1st.”

**Settings:** Gate time: off, 0.0 - 9.9s (in 0.1s increments), =1st (when assigning same value as 1st to note numbers other than 1st)

## 5 Channel (MIDI Channel)

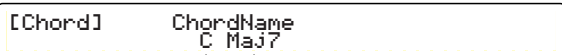
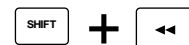
Select the MIDI transmission channel to individual note numbers assigned to 1st to 9th notes, mute or rim of each trigger input.

**NOTE** To set the same channel number for all note numbers, set the channel number for the 1st note number. Then set the 2nd and all other note numbers to “1st.”

**Settings:** MIDI channel: 1 - 16, =1st (when assigning same channel as 1st to note numbers other than 1st)

### Chord Name-based Note Number Settings

In the [TrgMIDI2] page, if you press the Rewind button while holding down the SHIFT button, the [Chord] screen opens. In this page, there are settings that are used when playing back a chord using a pad. Select from 25 types of chords and up to 5 MIDI note numbers will automatically be assigned to the current trigger input. Specify each chord by its root and type.



Root: The root of the chord    Type: The chord type.

**Settings:** Choose from the following for trigger inputs 1 to 16.

**Root:** C, C#, D, D#, E, F, F#, G, G#, A, A#, B

**Type:** Maj7, Maj, 6th, m7(11), Maj9, add9, min, min6, min7, m7(b5), mM7, min9, madd9, 7th, 7(#5), 7(b9), 7th9, 7(#9), 7(#11), 7(b13), 7(13), 7sus4, sus4, dim, aug

## Chord Type List

Display

<b>Maj7</b> 	<b>Maj</b> 	<b>6th</b> 
<b>m7 (11)</b> 	<b>Maj9</b> 	<b>add9</b> 
<b>min</b> 	<b>min6</b> 	<b>min7</b> 
<b>m7 (♭5)</b> 	<b>mM7</b> 	<b>min9</b> 
<b>madd9</b> 	<b>7th</b> 	<b>7 (♯5)</b> 
<b>7 (♭9)</b> 	<b>7th9</b> 	<b>7 (9)</b> 
<b>7 (♯11)</b> 	<b>7 (♭13)</b> 	<b>7 (13)</b> 
<b>7sus4</b> 	<b>sus4</b> 	<b>dim</b> 
<b>aug</b> 		

## Procedure

1. In the [TrgMIDI2] page, select the trigger input for the chord you wish to set.
2. Press the Rewind button while holding down the SHIFT button to switch to the [Chord] page.
3. Use the appropriate Data Control knob to select the root of the chord.
4. Use the appropriate Data Control knob to select the chord type.
5. Press the ENTER/YES button and you will see an “Are you sure?” message.
6. Press the ENTER/YES button again and the chord will be assigned as MIDI note numbers. If you press the EXIT/NO button instead, the chord will not be assigned and you will be returned to the [TrgMIDI2] page.

## [TrgMIDI3] Trigger MIDI 3

Set the velocity crossfade curve for each trigger input.

[TrgMIDI3]	Note	VelxFade
Input=16	1st	1

①
②
③

**NOTE** Available if the Mode parameter in the [TrgMIDI1] page has been set to “stack” or “hold.”

### ① Input=

Select the trigger input.

Settings: 1 - 16

**NOTE** If the Learn parameter in the [UT 5] page in Utility mode has been set to “always,” you can select the trigger input by hitting the corresponding pad. See page 73 for details of the Learn parameter.

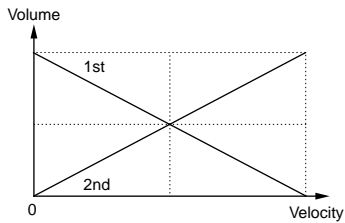
## 2 Note

Select from 6 numbers (1st to 6th), mute or rim. Velocity crossfades are assigned to the numbers or parameters selected here.

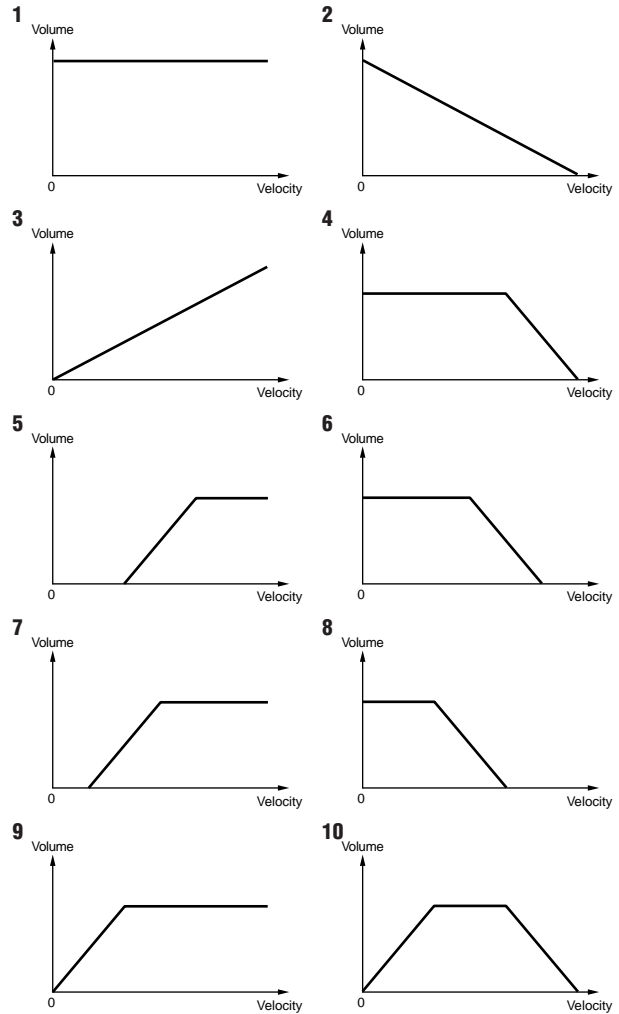
☐ **Settings:** 1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th, mute or edge, rim or open, clse, fcls, spls, rim

## 3 VelXFade (Velocity Crossfade)

Assign velocity crossfade curves up to the 6 notes (1st to 6th). You can choose from a variety of curves that define the volume to velocity, and then assign them to multiple notes. For example, you could assign the curve 2 to the first note and the curve 3 to the second note. You can control the volume balance between these two notes by hitting the associated pad harder or softer. As shown in the illustration below, 1st note will play louder when you play softer (generate a small velocity value) and 2nd note will play louder when you play harder (generate a large velocity value).



The following curves are available.



☐ **Settings:** Velocity crossfade: 1 - 10

**NOTE** This is only available if multiple MIDI note numbers have been assigned in the Note# parameter in the [TrgMIDI2] page.

## [TrgRim] Trigger Rim

Set the Rim Key On mode and Rim Velocity parameters for each input.

[TrgRim]	RimKeyOn	RimVel	HoldGrp
Input=16	withpad	fix127	16
1	2	3	4

### 1 Input=

Select the trigger input.

□ **Settings:** 1 - 16

**NOTE** If the Learn parameter in the [UT 5] page in Utility mode has been set to “always,” you can select the trigger input by hitting the corresponding pad. See page 93 for details of the Learn parameter.

### 2 RimKeyOn (Rim Key On Mode)

Set the Rim Key On mode, defining the way in which the sound is played when you hit the rim of a pad. Use “single” mode for rimshot or similar voices, “hold” mode for sustaining voice, and “withpad” mode when playing rimshot-type and pad voices simultaneously.

**single:** Normal playback of the voice set for rimshot.

**hold:** The voice set for rimshot is played back sustained when you hit the rim of a pad. When you hit it again, the sustained playback is stopped.

**withpad:** The voice set for rimshot is played back simultaneously with the pad voice when you hit a pad.

□ **Settings:** single, hold, withpad

### 3 RimVel (Rim Velocity)

Set the velocity when you hit the rim of a pad. As explained below, the velocity output can be fixed or variable according to the strength with which you hit the pad.

**mute hi:** When you hit the rim of a pad, the velocity that is output is dependent on the Velocity Curve in [TrgSens1] and the Level Range and Velocity Range in [TrgSens2]. Since the muting sensitivity is set to a higher level with this setting, you can mute a sustained sound with a small trigger input level generated at the rim. Appropriate for cymbal pads.

**mute lo:** Same as “mute hi” but the muting sensitivity is set to a lower level. So if you want to use just the muting feature, use the “mute hi” setting. If you want to hit the rim while without disabling muting, use the “mute lo” setting.

**variable:** The velocity that is output is dependent on how hard you hit the pad, and also on the Velocity Curve in [TrgSens1] and the Level Range and Velocity Range in [TrgSens2].

**fix1 - fix127:** Regardless of how hard you hit the pad, the velocity is always output at this fixed level. However, you will be unable to use muting. Also, these settings allow more responsive triggering than “mute hi” or “mute lo”.

□ **Settings:** Rim velocity: mute hi, mute lo, variable, fix1 - fix127

### 4 Hold Grp (Hold Group)

Set the Hold Group for multiple trigger inputs that are assigned “hold” in the RimKeyOn parameter. The Hold Group setting allows only a single pad to play notes at any given time. If you set the same group number to multiple trigger inputs, hitting a pad from that group will mute notes triggered by other pads in the same group. It is useful to prevent an unnecessary stack of notes.

□ **Settings:** off, 1 - 32

## [TrgCopy1] Trigger Copy 1

Copy the settings for one of the trigger inputs in the current drum kit to those of a trigger input in another drum kit specified. This is useful when configuring a trigger input with similar settings.

```
[TrgCopy1] Input  Kit  Input
             from 16 to current 16
```

1                    2                    3

### 1 (from) Input

Select the source input to be copied.

□Settings: 1- 16

### 2 (to) Kit

Select the destination drum kit to copy to. Select “current” when copying to the current drum kit.

□Settings: current, U1-U40

### 3 (to) Note

Select the destination input to be copied to.

□Settings: 1 - 16

### Procedure

1. Specify the source input to be copied and the destination drum kit and input.
2. Press the ENTER/YES button and you will see an “Are you sure?” message.
3. Press the ENTER/YES button again and the settings will be copied. If you press the EXIT/NO button instead, the settings will not be copied and you will be returned to Drum Kit Play mode.

## [TrgCopy2] Trigger Copy 2

Copy the trigger-related settings from the current drum kit to another drum kit specified. This is useful when creating a drum kit with similar settings.

```
[TrgCopy2] Copy Current Trigger to Kit
                                           U1
```

1

### 1 (to) Kit

Select the destination drum kit number to copy to.

□Settings: U1-U40

### Procedure

1. Specify the destination drum kit to copy to.
2. Press the ENTER/YES button and you will see an “Are you sure?” message.
3. Press the ENTER/YES button again and the settings will be copied. If you press the EXIT/NO button instead, the settings will not be copied and you will be returned to Drum Kit Play mode.

## [MIDIEG] MIDI Envelope Generator

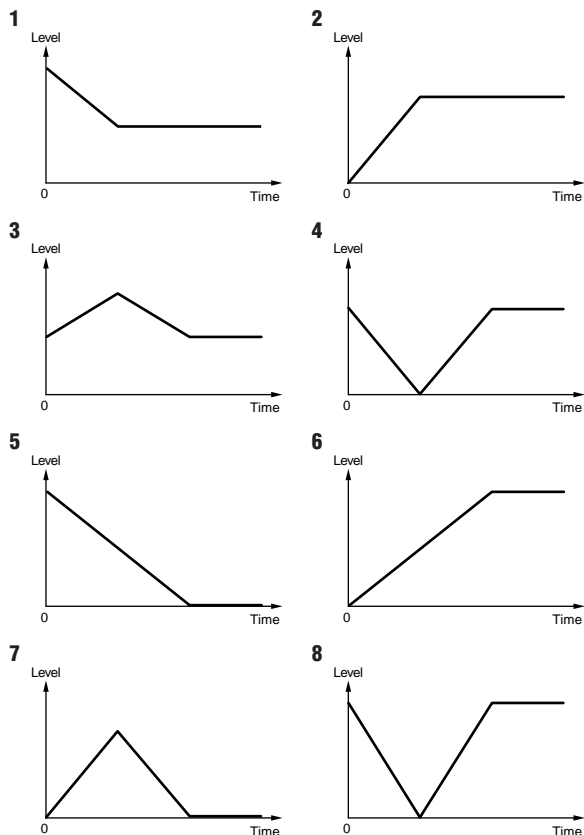
Set the EG curve and transition time and the controller number output from MIDI OUT when the “Func” parameter in the [TrgFunc] page has been set to “MIDI EG.” This is useful when using an external MIDI synthesizer as a drum tone generator. Refer to the Effect Parameter List in the Appendix for details.

```
[MIDIEG] Curve  Time  MIDI  Type
           3/---  32    1ch   Ctl 16
```

1                    2                    3                    4

## 1 Curve

Select from 8 different envelope generator curves.



Settings: 1 - 8

## 2 Time

Set the transition time when the envelope curve comes into effect. The larger the value, the longer the time of the effect.

Settings: 0 - 127

## 3 MIDI (MIDI Channel)

Set the MIDI channel used to transmit the EG curve specified with the Curve and Time parameters above.

Settings: 1-16

## 4 Ctrl# (Controller Number)

Set the MIDI controller number used to transmit the EG curve specified with the Curve and Time parameters above.

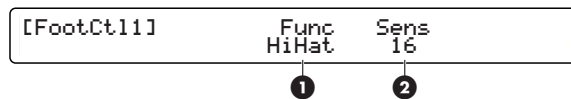
Settings: 0-119

## Foot Controller/Switch settings

Set the footswitch and foot controller parameters.

### [FootCtrl1] Foot Controller 1

Set up the foot controller connected to the HI-HAT CONTROL jack on the rear panel.



### 1 Func (Function)

Set the foot controller function. The following two functions are available.

**HiHat:** Hi-hat and MIDI channel messages (continuous controller) are sent simultaneously.

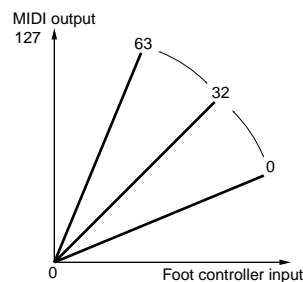
**MIDI:** Only MIDI channel messages (continuous controller) are sent.

Settings: HiHat, MIDI

### 2 Sens (Sensitivity)

Adjust the sensitivity of the foot controller. The larger the value, the more sensitive the more sensitive the foot controller.

Settings: 0 - 63



## [FootCtrl2] Foot Controller 2

Specify the MIDI message type and channel transmitted by the foot controller connected to the HI-HAT CONTROL jack on the rear panel. If the “Func” parameter in the [FootCtl1] page has been set to “MIDI,” the MIDI control message specified here is transmitted.

[FootCtl2]	HHInput	MIDI	Type
	IN8	10ch	Ctl 7

1                      2                      3

### 1 HHInput (Hi-hat Input)

Select the input to be used for a hi-hat. If the “Func” parameters in the [Foot Ctl1] and [FootSw1] pages have been set to “HiHat,” the trigger input for the hi-hat is set here.

**Settings:** none, IN1 - IN16

### 2 MIDI (Transmit Channel)

Set the MIDI channel used to transmit data generated by the foot controller.

**Settings:** MIDI channel: 1 - 16

### 3 Type

Set the type of MIDI control message that the foot controller will transmit.

**Settings:** Ctl0 - Ctl119 (Controller number), A/T (Aftertouch), P/B up (Pitch Bend Up), P/Bdwn (Pitch Bend Down)

## [FootSw1] Foot Switch 1

Set up the footswitch connected to the FOOT SW jack on the rear panel. Also set the MIDI channel and controller number if it is as a MIDI controller.

[FootSw1]	Func	Velocity	MIDI	Type
	HiHat	111	----	-----

1                      2                      3                      4

### 1 Func (Function)

Set the foot controller function. The following functions are available.

**HiHat:** Acts as a hi-hat controller (switching between open and closed positions). With this setting selected, you can also set the Velocity parameter in this screen.

**click:** Enables or disabled the click.

**inc:** Increments the Drum Kit number in Drum Kit mode, and the step number in Chain mode.

**dec:** Decrements the Drum Kit number in Drum Kit mode, and the step number in Chain mode.

**bypas:** Enables or disables all trigger inputs.

**SStop:** Starts or stops the main song.

**MIDI:** Outputs MIDI channel messages (control change). With this setting selected, you can also set the MIDI and Type parameters in this screen.

**HH → BD (Hi-hat → bass drum):** Generates a trigger signal for the trigger input 9 (KICK) when the footswitch is pressed. With this setting selected, you can also set the Velocity parameter in this screen.

**Settings:** HiHat, click, inc, dec, bypas, SStop, MIDI, HH → BD

### 2 Velocity

Set the velocity value output for a trigger signal when the “Func,” “HiHat” and “HH → BD” settings have been selected.

**Settings:** 1 - 127

### ③ MIDI (Transmit Channel)

Set the MIDI channel used to transmit control change messages when the “Func” parameter has been set to “MIDI.”

☐ **Settings:** MIDI channel: 1 - 16

### ④ Type

Set the controller number transmitted when you press the footswitch with the “Func” parameter set to “MIDI.”

☐ **Settings:** Ctl1- Ctl119 (Controller number)

## [FootSw2] Foot Switch 2

Set the control value transmitted when the footswitch is pressed with the “Func” parameter set to “MIDI.”

[FootSw2]OnValue	OffValue
127	127

①

②

### ① OnValue

Set the control value transmitted when the footswitch has been pressed.

☐ **Settings:** 0 - 127

### ② OffValue

Set the control value transmitted when the footswitch is released.

☐ **Settings:** 0 - 127

## Common parameters

Set the parameters common to the current drum kit.

### [COMMON1] Common 1

Set the volume of the entire drum kit and accessibility to the Memory Card.

[COMMON1] Volume	WaveDir
127	No Card

①

②

### ① Volume

Set the volume of the drum voices (MIDI channel 10). This applies to the internal tone generator but not to external MIDI devices.

**NOTE** This is the same as the Volume parameter for “Ch=10” in the [MIDI2] page (page 51) of Drum Kit Voice Edit mode.

☐ **Settings:** 0 - 127

### ② WaveDir (Wave Directory)

Specify the directory on the Memory Card from which the wave or User Voice data will be read. If you select a drum kit while using a Memory Card, the files in this directory will be read. However, if no Memory Card has been inserted, the “No card” message will be displayed and you will be unable to specify a directory. See page 80 for details about the directory structure.

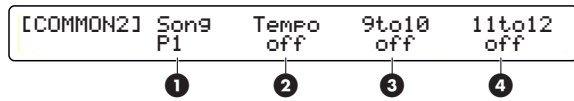
☐ **Settings:** Directory name on Memory Card

**NOTE** If “VOLUME” has been selected in the [UT 19] page (CARD LOAD) in Utility mode (page 81), in addition to wave and User Voice data, you will also be able to load data of drum kits and songs.



## [COMMON2] Common 2

Set the song and tempo settings used when you select the current drum kit.



### 1 Song

Specify the song that is loaded when you select the current drum kit. Set this to “off” to disable the selection of a song when selecting the current drum kit.

❑ **Settings:** off, P1 - P31 (demo songs), Q1 - Q67 (practice songs), R1 - R66 (pad songs), U1 - U32 (user songs), C1 - C99 (card songs)

### 2 Tempo

Specify the tempo that is set when you select the current drum kit. Set this to “off” to disable the selection of a tempo when selecting the current drum kit.

❑ **Settings:** off, 30 - 300

### 3 9to10

Trigger inputs 9 and 10 accept two separate pad outputs using a single stereo jack. If you set this to “on,” a signal on input 9 will be reproduced on input 10.

❑ **Settings:** off, on

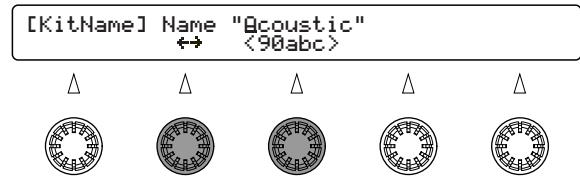
### 4 11to12

Trigger inputs 11 and 12 accept two separate pad outputs using a single stereo jack. If you set this to “on,” a signal on input 11 will be reproduced on input 12.

❑ **Settings:** off, on

## [KitName] Kit Name

Enter a name consisting of up to 8 characters for the current drum kit.



1. Use the Data Control knob assigned to ← → (cursor) to move the cursor to the drum kit name’s first character position. Then use the center Data Control knob to enter a character at that position.
2. Move the cursor to the next character position and enter a character here.
3. Repeat steps 1 and 2 above until you enter a maximum of 8 characters for the drum kit name.

❑ **Acceptable characters:**

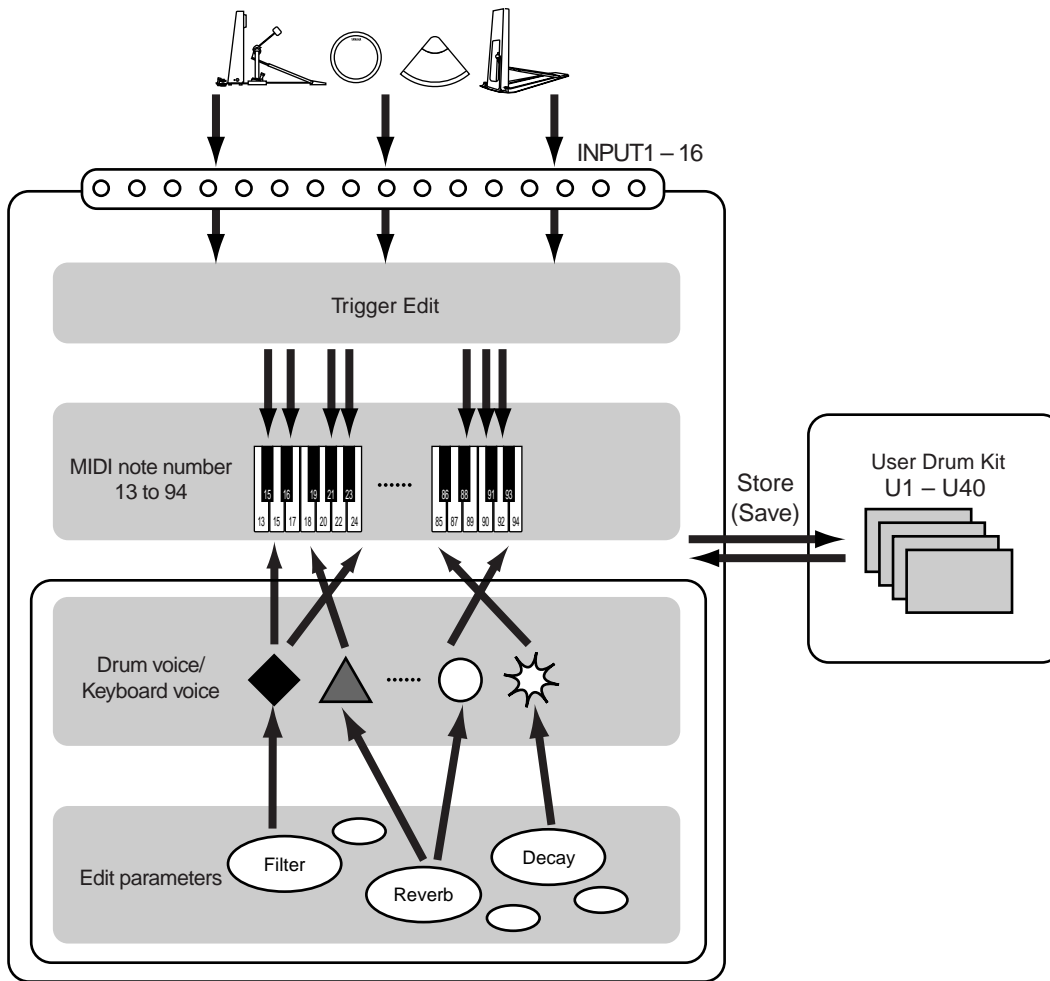
	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/	0	1	2	3
4	5	6	7	8	9	:	;	<	=	>	?	@	A	B	C	D	E	F	G
H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	[
¥	]	^	_	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
p	q	r	s	t	u	v	w	x	y	z	{		}	←	→				

# Drum Kit Voice Edit Mode

You can set to each pad input for the current drum kit, how you like the voice (assigned to the pad) to sound. For each drum voice, you can edit its sound characters such as attack, pitch, and so on, as well as depth of the reverb effect.

By associating MIDI note numbers 13 to 94 (as set in Drum Kit Trigger Edit mode) with drum voices, you can connect each drum pad to a drum voice to create a single drum kit.

The following illustration shows relations among a drum kit, MIDI note numbers, drum voices, and edit parameters. After editing drum voices, you can save them into a user drum kit (U1 to U40).

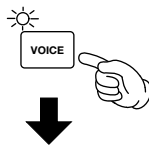


**NOTE** You can choose the same drum voice to multiple pads (MIDI note numbers). By setting that voice differently to each pad, you have similar sounds with different characters.

**NOTE** To cancel your edits, simply switch to Drum Kit Play mode and select another drum kit.

# Entering Drum Kit Voice Edit Mode

Press the VOICE button.



[Voice1]	Type	Voice	42*	Volume	Tuning
38 D1	AcSnr1	MCA55	110	-	1.00

**NOTE** Before entering Drum Kit Voice Edit mode, select the drum kit you want to edit. When editing, you can confirm the current drum kit number by viewing the LED.

**NOTE** If the JumpRecnt parameter in the [UT 5] page in Utility mode has been set to “on,” you will have the last edit page you were working in when you enter the edit mode. If this parameter has been set to “off,” you will have the first edit page. See page 73 for details of the JumpRecnt parameter.

## Edit Pages and Basic Operations in Drum Kit Voice Edit Mode

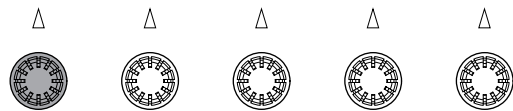
This mode has 10 edit pages. These edit pages contain voice parameters for each MIDI note number and MIDI parameters for each MIDI channel.

1. Select an edit page using the page ▼ and ▲ buttons and find which page contains the parameter you want to edit.



2. Select a MIDI note number (13 to 94) to start editing any voice parameter (see below); In a voice parameter page, you need to first specify the MIDI note number (drum pad) to edit the voice attached to that note number (drum pad). To easily specify the note number, you can set the Learn parameter to “always” in the [UT 5] page in Utility mode (page 73). Each time you hit a drum pad, you can interactively specify its corresponding note number in the edit page.

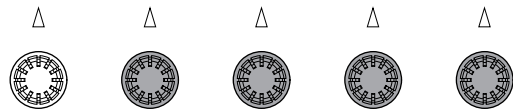
[Voice1]	Type	Voice	42*	Volume	Tuning
38 D1	AcSnr1	MCA55	110	-	1.00



**NOTE** You don't need to specify the note number when you edit a MIDI parameter.

3. Enter the value using the Data Control knob assigned to your desired parameter.

[Voice1]	Type	Voice	42*	Volume	Tuning
38 D1	AcSnr1	MCA55	110	-	1.00

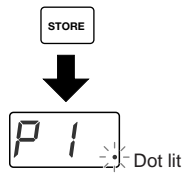


**NOTE** Turning the Data Control knob while holding down the SHIFT button helps largely increasing or decreasing the value.

**NOTE** You can monitor the voice that is being edited by pressing the Sound button.

4. Adjust any necessary parameters repeating steps 1 to 3 above.

- After editing the voice, you may want to save it. Press the STORE button to enter Store mode and execute Drum Kit Store. See page 82 for detailed Store operation.



**NOTE** In Drum Kit Voice Edit mode, a dot will light up at the bottom right of the LED display, which means you have edited the voice but not been saved it yet. Save it at any point when you need to (page 83).

**NOTE** If you enter Drum Kit Play mode or Chain mode and select another drum kit, your edits will be canceled (the LED dot will go out). Be sure to save necessary edits before entering another mode.

## Drum Kit Voice Edit Mode

### Voice Parameters (page 44)

- [Voice1] VOICE1
- [Voice2] Special snare drum settings
- [Voice3] VOICE3
- [Voice4] VOICE4
- [Voice5] VOICE5
- [Voice6] VOICE6
- [VoiceCopy] VOICE COPY

### MIDI Parameters (page 50)

- [MIDI1] MIDI SETUP1
- [MIDI2] MIDI SETUP2
- [MIDI3] MIDI SETUP3

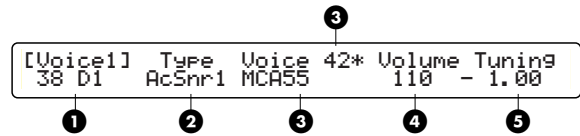
# Edit Pages

## Voice Parameters

You can assign a voice to a MIDI note number (drum pad) and configure how you want that voice to sound.

## [Voice1] VOICE1

Assign a voice and adjust its output volume and tuning. Voices are categorized in by types so that you can choose them easily while confirming the information about the voice such as whether it is 2-layered, looped, and so on.



### 1 Note Number & Name

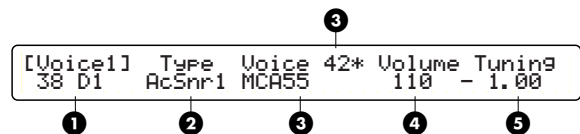
Choose a target MIDI note number. Each note number has a specific note name (shown in the LCD), letting you easily associate the voices to keys on a MIDI keyboard.

**Settings:** 13C#-1 – 94A#5

### 2 Type


Choose a voice type from the following. According to the voice type specified here, you can select a voice of that type with the following Voice parameter. The “wave” type allows for selecting (loading) an AIFF waveform file from a memory card. If you select “user,” you can create your original voice using an external MIDI device to send MIDI parameter change data to the DTXTREME (You cannot create an original voice only with the DTXTREME).

**Settings:** AcKick, ElKick, AcSnr1, 2, EleSnr, OtrSnr, XtrSnr, AcTom1, 2, EleTom, Cymbal, HiHat, Percs1, 2, Efect1, 2, 3, Loop, Voice, Melody, Wave, UsrVce



**NOTE** Original voices you can have on the DTXTREME are a combination of up to 4 voices (chosen from preset voices and AIFF waveforms) specified by external MIDI parameter change data. Refer to the Drum Voice List in the Appendix for more information about available voices.

### ③ Voice (bottom row)

Choose a voice (voice name) categorized in Type. If the voice name ends with a “” mark, that voice is looped.

### ③ Voice (top row)

Your selection is shown here as a voice number associated with the voice name in the bottom row. If the voice number ends with a “\*” mark, that voice is 2-layered and consists of 2 different sounds.

### ④ Volume

Set the output volume of the voice. By setting the volume for each voice, you can balance voices assigned in the drum kit.

Settings: 0 – 127

### ⑤ Tuning

Adjust the tuning of the chosen voice by approximately one cent (1/100 semitone).

Settings: -24.00 – +24.00

## [Voice2] Special snare drum settings

Set the special snare drum parameters only when you have chosen “XtrSnr” for the Type in the [VOICE1] page. You cannot edit parameters in this page when any other voice is chosen (“---” is shown).

Shell	Muffle	Snare	Strainer	Ballance
Beech55	off	warm	loose	0
①	②	③	④	⑤

### ① Shell

Select the shell material of your snare drum. Mostly, each value indicates the material and the depth (in inches) of the shell.

Settings: Map1370, MCAbs55, MCVint55, Beech55, Maple55, Alumin55, Brass35, Brass65, Steel65, Bamboo, FRPSnr

### ② Muffle

Specify the muting method for the batter-side head. You can simulate the muting material using the following values:

**off:** no muting.

**tape:** muted using tape.

**ring:** muted using a ring material put along the rim.

Settings: off, tape, ring

### ③ Snare

Select the snare sound of your snare drum.

Settings: warm, crisp, cool, short, punchy, BS, silky, bright, old, VOX1, VOX2, VOX3, roll, trash

### ④ Strainer

Adjust the strainer of your snare drum. You can simulate the strainer setting using the following values:

**off:** the snare is not touching the snare-side head.

**loose:** the snare is strained loosely.

**mid:** an intermediate setting between loose and tight.

**tight:** the snare is strained tightly.

Settings: off, loose, mid, tight

### ⑤ Balance

Adjust the volume balance between the shell and snare sounds. As a large positive value is set, the snare sound becomes loud. As a large negative value is set, the shell sound becomes loud.

Settings: -64 – 0 – +63

## [Voice3] VOICE3

Set the stereo panning and filter for each MIDI note number (drum pad). If you have chosen a 2-layered voice, you can also specify output volume of each layer.

[Voice3]	Pan	Layer	Filter	Q
49C# 2	R13	+63	+63	+63
1	2	3	4	5

### 1 Note Number & Name

Choose a target MIDI note number. Each note number has a specific note name (shown in the LCD) as found in the [VOICE1] page.

□Settings: 13C#-1 – 94A#5

### 2 Pan

Adjust the pan setting for the voice you have chosen. This setting determines the stereo positioning of the voice.

□Settings: L64 – C – R63 (left to center to right)

### 3 Layer

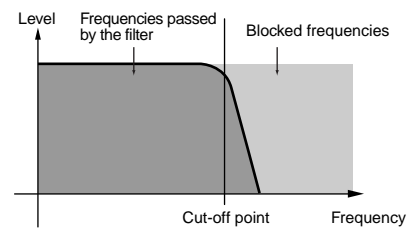
Specify the output volume of each layer if you have chosen a 2-layered voice. A value of “0” will apply the same volume level (50:50) to each layer. If the voice is not 2-layered, this parameter is not editable.

□Settings: -64 (100:0) – 0 (50:50) – +63 (0:100)

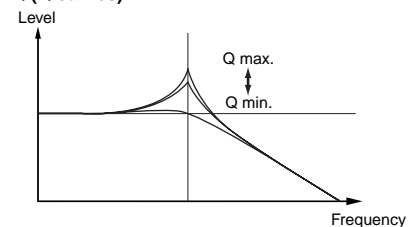
### 4 Filter

Adjust the filter setting for the voice you have chosen. This low-pass filter that cuts the frequencies higher than a specified point (cut-off point) and passes the rest. By combining with the “Q” parameter, you can use these parameters to provide unique sonic characteristics to your voice.

Low-pass filter and frequencies



Q (Q curves)



□Settings: -64 – +63

### 5 Q

Adjust the Q (quality) factor around the cut-off point. By boosting around the cut-off point, you will adjust the curve portion as shown above, and can give unique characteristics to your voice.

□Settings: -64 – +63

## [Voice4] VOICE4

Adjust the attack and decay rates (speeds) of the voice you have chosen. Any musical instrument has a unique volume envelope that helps distinguish what kind of instrument it is. For drum or percussion instruments, their unique characteristics come from the attack and decay rates in the volume envelope. So you can adjust these two factors to obtain a variety of nuances in volume change.

[Voice5]	Attack	Decay
49C# 2	0	0

1                      2                      3

### 1 Note Number & Name

Choose a target MIDI note number. Each note number has a specific note name (shown in the LCD) as found in the [VOICE1] page.

□Settings: 13C#-1 – 94A#5

### 2 Attack

Set the attack rate of the voice you have chosen. The attack rate is how fast the sound becomes audible after the instrument is played. Larger positive values cause the attack rate to be faster. Larger negative values cause the attack rate to be slower. Faster attack rates will cause more percussiveness. With a slower attack, the percussiveness will be diminished and the sound will become gentler.

□Settings: -64 – +63

### 3 Decay

Set the decay rate of the voice you have chosen. The decay rate is how long the sound continues after reaching its peak volume. Larger positive values cause a faster decay rate. Larger negative values cause a slower decay rate. Drum and percussion voices use the decay rate as the release time of the sound. So if you want a cymbal with a long release, set its decay rate to a large positive value.

□Settings: -64 – +63

## [Voice5] VOICE5

Set the key assignment for each MIDI note number (drum pad). Key assignments determine how each voice is played when you hit each pad (how each MIDI note number will be accepted by the DTXTREME tone generator).

[Voice5]	KeyMode	AltGrp	RvKeyOn	RvKeyOff
49C# 2	semi2	127	off	off

1                      2                      3                      4                      5

### 1 Note Number & Name

Choose a target MIDI note number. Each note number has a specific note name (shown in the LCD) as found in the [VOICE1] page.

□Settings: 13C#-1 – 94A#5

### 2 KeyMode

Specify how the same voice is played simultaneously.

**poly:** no limitation until the DTXTREME tone generator reaches maximum polyphony.

**semi8:** up to 8 polyphonic notes to a MIDI note number (same voice). If a ninth note is triggered while the previous 8 notes continue playing, the first note will be muted to play the ninth note (last-note priority).

**semi4:** up to 4 polyphonic notes to a MIDI note number (same voice). If a fifth note is triggered while the previous 4 notes continue playing, the first note will be muted to play the fifth note (last-note priority).

**semi3:** up to 3 polyphonic notes to a MIDI note number (same voice). If a fourth note is triggered while the previous 3 notes continue playing, the first note will be muted to play the fourth note (last-note priority).

**semi2:** up to 2 polyphonic notes to a MIDI note number (same voice). If a third note is triggered while the previous 2 notes continue playing, the first note will be muted to play the third note (last-note priority).

**mono:** only a single note is played at a time for the same MIDI note number. A second note will always mute the first note and play.

**himono:** only a single note is played at a time for the same MIDI note number. A note number (voice) assigned this value will be excluded from the normal last-note priority manner so that the voice can continue sounding without being muted by other successive notes even when the DTXTREME tone generator reaches maximum polyphony.

**Settings:** poly, semi8, semi4, semi3, semi2, mono, himono

**NOTE** If the target MIDI note number (drum pad) is set to “mono” and assigned a voice with a long release (such as a cymbal), hitting that pad continuously will cut off the previous sound unnaturally. Set the KeyMode parameter to get the best effect for your voice assignment.

### 3 AltGrp (Alternate Group)

You can put multiple MIDI note numbers (drum pads) in an alternate group. Note numbers assigned to the same AltGrp value (group number) will not play at the same time. For instance, it is a good idea to group two MIDI note numbers respectively assigned with Open Hi-Hats and Pedal Hi-Hats voices because these two voices do not sound simultaneously in a standard drum kit.

**Settings:** 0 – 127 (group number)

**NOTE** Voices (MIDI note numbers) assigned the same group number will play monophonically in last-note priority. Only a single note can play at a time from one alternate group.

### 4 RvKeyOn (Receive Key On)

For each MIDI note number, specify whether the DTXTREME tone generator receives MIDI Note On messages (triggered from the corresponding drum pad). This is useful when you want to output MIDI Note On from the MIDI OUT of the DTXTREME without routing it to the DTXTREME tone generator (for the purpose of triggering only external sound modules connected to the DTXTREME). With RvKeyOn set to “off” for a specific MIDI note number, hitting its corresponding pad can output a MIDI Note On message without playing the assigned DTXTREME voice.

**Settings:** off, on

### 5 RvKeyOff (Receive Key Off)

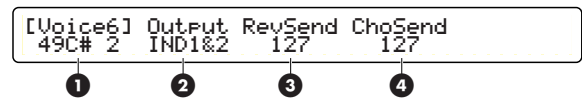
For each MIDI note number, specify whether the DTXTREME tone generator receives MIDI Note Off messages. With RvKeyOff set to “off” for a specific MIDI note number, the assigned voice will ignore MIDI Note Off messages and will play to the end. This is useful if the voice has a long release and you want it to always play out naturally.

**Settings:** off, on

**NOTE** For MIDI note numbers (pads) assigned a looped voice, always set RcvKeyOff to "on." Looped voices normally play repeatedly, but with RcvKeyOff to "off," it would play "endlessly" (you cannot stop its sounding).

## [Voice6] VOICE6

Specify an output routing for the voice you have chosen.



### 1 Note Number & Name

Choose a target MIDI note number. Each note number has a specific note name (shown in the LCD) as found in the [VOICE1] page.

**Settings:** 13C#-1 – 94A#5



## 2 Output

Specify the output routing of the audio signal for the voice you have chosen. When routed to an Individual Output, the voice signal will not be routed to Insertion Effects.

**stereo:** output to OUTPUT L and R.

**InsFx1, InsFx2:** routed to the specified Insertion Effect (1 or 2). Final output routing is determined by the Insertion Effect settings.

**IND1&2, 3&4, 5&6:** stereo-output to the specified pair of Individual Outputs.

**IND1, 2, ... 6:** mono-output to the specified Individual Output.

**Settings:** stereo, InsFx1, InsFx2, IND1&2, IND3&4, IND5&6, IND 1, IND 2, ... IND 6, thru (see NOTE below)

**NOTE** When the Localizer is enabled (on) with effects settings (page 54), Insertion Effects become automatically unavailable. In that situation, the Output value “InsFx1” and “InsFx2” will be replaced with “thru.” When “thru” is chosen for a voice’s output, the Localizer does not affect the sound of that voice.

## 3 RevSend

For the voice you have chosen, set the send level to the reverb effect (system effect).

**Settings:** 0 – 127

## 4 ChoSend

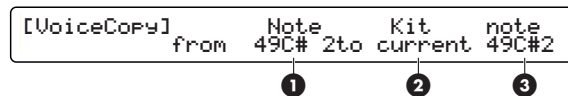
For the voice you have chosen, set the send level to the chorus effect (system effect).

**Settings:** 0 – 127

**NOTE** Each voice’s final send level to a system effect is associated with the master send level (RevSend or ChoSend) in the [Effect Setup] (page 53). The final send level is given by multiplying the send level in the [VOICE6] page by the send level in the [Effect Setup] page.

## [VoiceCopy] VOICE COPY

You can copy all voice parameters’ values for a specific MIDI note number (voice) in the current drum kit, to a MIDI note number in another drum kit.



### 1 (from) Note

Specify the source note number (of the current drum kit) to be copied. Each note number has a specific note name (shown in the LCD) as found in the [VOICE1] page.

**Settings:** 13C#-1 – 94A#5

### 2 (to) Kit

Specify a destination drum kit to copy to. The value “current” means the drum kit you are editing now.

**Settings:** current, U1-U40

### 3 (to) Note

Specify the note number of the destination. Each note number has a specific note name (shown in the LCD) as found in the [VOICE1] page.

**Settings:** 13C#-1 – 94A#5

## Procedure

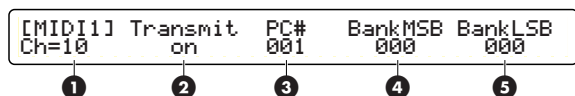
1. Specify the source to copy by selecting a MIDI note number (drum pad) of the current drum kit, and then specify the destination by selecting a drum kit and a note number (drum pad) included in that kit.
2. Press the ENTER/YES button. The LCD display will show “Are you sure?” for confirmation.
3. Press the ENTER/YES button a second time to execute the copy. To cancel copying, press the EXIT/NO button instead. If you cancel the copy operation, you will return to Drum Kit Play mode.

# MIDI Parameters

You can specify for each MIDI channel whether to enable the sending of MIDI messages, output values for program changes, control changes, and so on.

## [MIDI1] MIDI SETUP1

Specify up to 16 program change messages that will be sent out when you switch from the current drum kit to another. This is very useful when selecting several programs at a time on the DTXTREME tone generator as well as external MIDI devices under the control of the DTXTREME. Program changes specified here will be sent to the DTXTREME tone generator and output from MIDI OUT except when the MIDI channel is set to “10,” the basic channel of the drum kit. If the MIDI channel is set to “10,” the specified program change message is only output from MIDI OUT and does not affect the drum kit itself.



### 1 Ch= (Target Channel)

Specify the MIDI channel for sending a MIDI message.

Settings: 1 – 16

**NOTE** First select a MIDI channel here, and then set the contents to send out on that channel using the following parameters. Repeat this procedure for each channel (1 – 16) as necessary.

### 2 Transmit

Enable or disable outputting MIDI messages on the specified channel. When this parameter is set to “on,” MIDI transmission (to MIDI OUT and DTXTREME tone generator) on the specified channel is enabled. Setting “off” disables all MIDI transmissions on that channel and any following MIDI parameters become unavailable.

Settings: on, off

### 3 PC# (Program Change)

Specify a program number you want to output when switching from the current drum kit to another. By simply selecting another drum kit on the DTXTREME, you can conveniently change programs on other MIDI devices including synthesizers. Also notice you can set up to 16 program changes for each drum kit.

Settings: 001 – 128

### 4 BankMSB (Bank Select MSB)

Combined with the BankLSB parameter, you can output a bank select message when switching from the current drum kit to another. This is especially useful when selecting voices in banks on a tone generator with multiple sound (voice) banks. Combine this parameter with the PC# and BankLSB parameters to specify a sound from a specific bank of a MIDI device that is set to a specific (current) MIDI channel. You can set a bank select message for each MIDI channel.

Settings: 000 – 127

### 5 BankLSB (Bank Select LSB)

Combined with the BankMSB parameter, you can output a bank select message when switching from the current drum kit to another. This is especially useful when selecting voices in banks on a tone generator with multiple sound (voice) banks. Combine this parameter with the PC# and BankMSB parameters to specify a sound from a specific bank of a MIDI device that is set to a specific (current) MIDI channel. You can set a bank select message for each MIDI channel.

Settings: 000 – 127

## [MIDI2] MIDI SETUP2

Continuing from the [MIDI1] page, specify control change messages on each MIDI channel you want to output when switching from the current drum kit to another.

[MIDI2]	Volume	Pan	Ctrl#	/	Value
Ch=10	127	R63	127		127
1	2	3	4		5

### 1 Ch= (Target Channel)

Specify the MIDI channel for sending a MIDI message.

**Settings:** 1 – 16

**NOTE** First select a MIDI channel here, and then set the contents to send out on that channel using the following parameters. Repeat this procedure for each channel (1 – 16) as necessary.

### 2 Volume

Specify a value for the controller number 007 (volume).

**Settings:** 000 – 127

### 3 Pan

Specify a value for control number 010 (pan).

**Settings:** 000 – 64 –127 (left to center to right)

### 4 Ctrl# (Controller Number)

You can specify any controller number as a control change. Control changes are MIDI messages that can control the performance of a MIDI device. You can specify many kinds of performance using a set of controller numbers and values. Specify the controller number with this parameter, then specify its value with the following Value parameter.

**Settings:** ---, 000 – 127

### 5 Value

Specify the control value with this parameter, according to the previous Ctrl# parameter.

**Settings:** ---, 000 – 127

## [MIDI3] MIDI SETUP3

Continuing from the [MIDI2] page, specify the effect send levels on each MIDI channel you want to output when switching from the current drum kit to another.

Effect send levels specified here will be sent to the DTXTREME tone generator and output from MIDI OUT except when the MIDI channel is set to “10,” the basic channel of the drum kit. As for the MIDI channel 10, the specified effect send levels are only output from MIDI OUT and do not affect the drum kit itself.

[MIDI3]	RevSend	ChoSend
Ch=10	127	127
1	2	3

### 1 Ch= (Target Channel)

Specify the MIDI channel for sending a MIDI message.

**Settings:** 1 – 16

**NOTE** First select a MIDI channel here, and then set the contents to send out on that channel using the following parameters. Repeat this procedure for each channel (1 – 16) as necessary.

### 2 RevSend

Set the send level to the reverb effect (system effect).

**Settings:** 000 – 127

### 3 ChoSend

Set the send level to the chorus effect (system effect).

**Settings:** 000 – 127

# Drum Kit Effect Edit Mode

In the Effect Edit mode, you can set up effects to an entire drum kit and process its sounds for a stereophonic image, aggressiveness with distortion, and so on. In the final stages of sound creation, effects processing is sometimes very helpful for adding expression.

The DTXTREME provides two types of effects: System Effects and Insertion Effects. System effects include Reverb and Chorus units and can process the entire system (drum kit). Insertion effects includes two versatile units and you can assign effects from many types.

Also, the DTXTREME incorporates the special Localizer effect that can be used for producing realistic three-dimensional (3D) stereophonic sounds.

## Reverb Unit

This system effect applies to your entire drum kit. Choose from 12 reverb types to apply ambience of a large concert hall to a small room.

You can even specify the amount of reverb applied to each voice in the drum kit using the RevSend parameter in the Voice Edit page (page 49). This is useful, for instance, if you want more reverb on the snare drum but less on the bass drum.

## Chorus Unit

This system effect applies to your entire drum kit. Choose from 13 chorus types of soft to hard modulations (chorus, flanger, jet effect, and so on).

You can even specify the amount of chorus applied to each voice in the drum kit using the ChoSend parameter in the Voice Edit page (page 49). This is useful, for instance, if you want unique flanging sounds for hi-hats and other cymbals. Note that the chorus effect will be disabled when the Localizer effect is enabled (page 54).

## Insertion Effects 1 and 2

These additional effects units can support your active sound creations with a wide variety of 44 types (chorus, flanger, distortion, wah, and so on). These two effects units are arranged in parallel so that you can selectively apply the effects to specific voices in your drum kit. Note that both Insertion effects will be disabled when the Localizer effect is enabled (page 54).

## Localizer

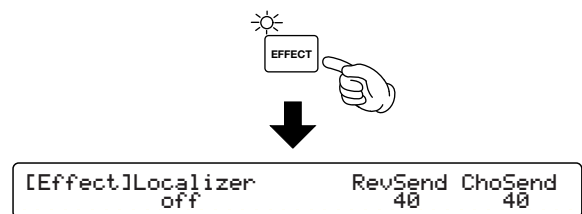
The Localizer can create a realistic 3D sound image of your drum kit when monitoring using headphones. With the Localizer activated, each instrument in your drum kit can come from a specific direction in the 3D ambience.

Such 3D directions can be specified separately to your entire drum kit and other instruments in the song accompaniment.

The Localizer provides 5 effect types. Note that the Chorus unit and Insertion effects (1 and 2) will be both disabled when the Localizer effect is enabled (page 54).

## Entering Drum Kit Effect Edit Mode

Press the EFFECT button.



# Edit Pages and Basic Operations in Drum Kit Effect Edit Mode

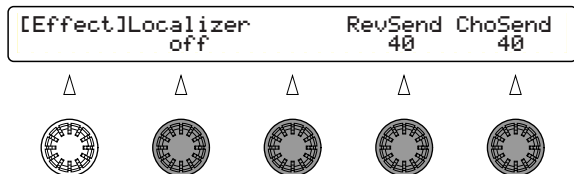
Edit pages in this mode are categorized in 5 effects as follows. Each of effect has its own edit parameter page.



1. Select an edit page using the Page ▲ and ▼ buttons and find which page contains the parameter you want to edit. You can freely (regardless of the category) choose any page using the Page ▲ and ▼ buttons. Note that available effects and their edit pages are different depending on whether the Localizer is enabled or disabled in the first [EFFECT SETUP] page.

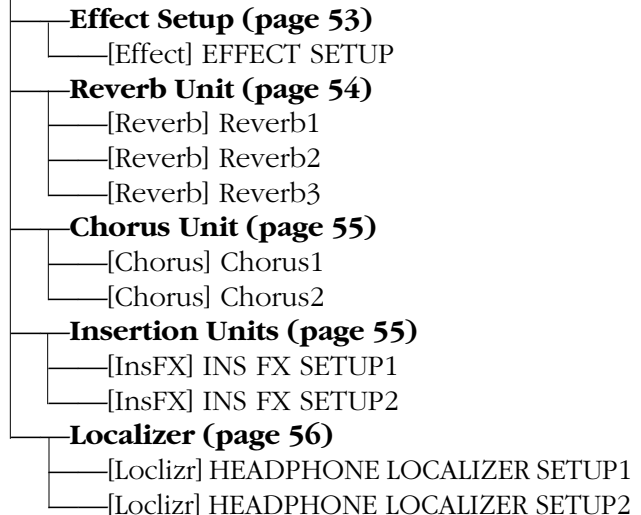


2. Enter the value using the Data Control knob assigned to your desired parameter.



**NOTE** Turning the Data Control knob while holding down the SHIFT button increases or decreases the value in larger increments.

## Drum Kit Effect Edit Mode



**NOTE** The edit pages for the insertion effect (INS FX SETUP1 or INS FX SETUP2) consist of 3 pages except when you choose DelayLCR, DelayLR, or 3BandEQ that has 4 pages.

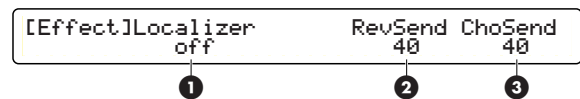
**NOTE** When enabling the Localizer in the EFFECT SETUP page, you do not have edit pages for the Chorus and Insertion effects. When disabling the Localizer in the EFFECT SETUP page, you do not have edit pages for the Localizer.

## Edit Pages

### Effect Setup

#### [Effect] EFFECT SETUP

Enable or disable the Localizer and set the reverb send level and chorus send level for the entire drum kit.



## 1 Localizer

This effect creates a 3D stereophonic image of the sounds from your drum kit.

**on:** Localizer enabled.

**off:** Localizer disabled.

**Settings:** on, off

**NOTE** With the Localizer enabled, the Chorus unit (system effect) and Insertion effects 1 and 2 will be disabled and only the Reverb unit (System effect) will be available. When you enable the Localizer, you do not have edit pages for Chorus and Insertion effects. When disabling the Localizer, you do not have edit pages for the Localizer.

## 2 RevSend

Specify the reverb send level for the drum kit (MIDI channel 10). This parameter only affects (will be sent to) the DTXTREME tone generator and will not be output from MIDI OUT as MIDI messages.

**Settings:** 0 - 127

**NOTE** This parameter is identical to the RevSend parameter available in the [MIDI3] page in Drum Kit Voice Edit mode.

**NOTE** You can also specify a RevSend level for each drum voice in Drum Kit Voice Edit mode (page 42).

## 3 ChoSend

Specify the chorus send level for the drum kit (MIDI channel 10). This parameter only affects (will be sent to) the DTXTREME tone generator and will not be output from MIDI OUT as MIDI messages.

**Settings:** --- (disabled when Localizer is enabled), 0 - 127

**NOTE** This parameter is identical to the ChoSend parameter available in the [MIDI3] page in Drum Kit Voice Edit mode.

**NOTE** You can also specify a ChoSend level for each drum voice in Drum Kit Voice Edit mode (page 42).

# Reverb Unit

## [Reverb] Reverb1

In this page, set the reverb effect parameters. This is a system effect and affects the entire drum kit.

[Reverb]	Type	Time	Diffusion	InitDelay
	HALL1	2.1	10	12.7

1                      2                      3                      4

### 1 Type

Choose a reverb type. As system effect, you can choose from the following 12 types.

**Settings:** NONE, HALL1, HALL2, ROOM1, ROOM2, ROOM3, STAGE1, STAGE2, PLATE, WHITE ROOM, TUNNEL, CANYON, BASEMENT

### About Reverb Parameters 2 - 4

Edit parameters will vary depending on the reverb type chosen in the [Reverb1] page. Refer to the Effects Type List in the Appendix.

## [Reverb] Reverb2

Continued from the [Reverb1] page, set other reverb parameters.

Edit parameters will vary depending on the reverb type you have chosen in Type in the Reverb1 page. Refer to the Effect Type List in the Appendix for details.

## [Reverb] Reverb3

Continued from the [Reverb1] and [Reverb2] pages, set more reverb parameters.

Edit parameters will vary depending on the reverb type you have chosen in the Reverb1 page. Refer to the Effect Type List in the Appendix for details.

# Chorus Unit

## [Chorus] Chorus1

In this page, you can specify details of the chorus effect. This is a system effect and affects the entire drum kit. Note that this effect is unavailable when the Localizer is enabled in the [Effect] page (page 54).

[Chorus]	Type	LFO	Depth	FBLevel
	CHORUS1	0.25Hz	54	+13
	1	2	3	4

### 1 Type

Choose a chorus type. As system effect, you can choose from the following 14 types.

**Settings:** NONE, CHORUS1, CHORUS2, CHORUS3, CHORUS4, CELESTE1, CELESTE2, CELESTE3, CELESTE4, FLANGER1, FLANGER2, FLANGER3, SYMPHNIC, ENSEMBLE, PHASER

### About CHORUS Parameters 2 - 4

Edit parameters will vary depending on the chorus type you have chosen in the [Chorus1] page. Refer to the Effect Type List in the Appendix for details.

## [Chorus] Chorus2

Continued from the [Chorus1] page, set parameters for the chorus type you have chosen. Note that this effect is unavailable when the Localizer is enabled in the [Effect] page (page 54).

Edit parameters will vary depending on the chorus type you have chosen in the [Chorus1] page. Refer to the Effect Type List in the Appendix for details.

# Insertion Units

## [InsFX] INS FX SETUP1/2

In these pages, you can set parameters for each insertion effect you want to apply to a specific voice in the drum kit. Note that the insertion effects are unavailable when the Localizer is enabled in the [Effect] page (page 54).

[InsFX]	Type	DRY/WET	L>RD1ay	R>LD1ay
FX=1	CROSSDELAY	(D=W)	170.0	170.0
1	2			

### Procedure

1. Use the Data Control knob assigned to “FX=” and choose either insertion effect 1 or 2.
2. Use the Data Control knob assigned to “Type” and assign an effect type to the insertion effect you have chosen. Parameters for the effect type will be displayed.
3. Select an edit page using the Page ▲ and ▼ buttons and find the page containing the parameter you want to edit.
4. Enter the value using the Data Control knob assigned to your desired parameter.

**NOTE** Turning the Data Control knob while holding down the SHIFT button increases or decreases the value in larger increments.

5. Repeat steps 3 to 4 and set any necessary parameters.
6. If necessary, go back to step 1 and switch to the other insertion effect in order to set it up following steps 2 to 5.

**NOTE** Available edit pages and parameters may vary depending on the effect type you choose. Refer to the Effect Type List in the Appendix for details.

### 1 FX=

Choose the target insertion effect.

**Settings:** FX=1 (insertion effect 1), FX=2 (insertion effect 2)

## 2 Type

Choose an effect type to assign. You can assign any of 44 insertion effect types.

□ **Settings:** THRU, HALL1, HALL2, ROOM1, ROOM2, ROOM3, STAGE1, STAGE2, PLATE, DelayLCR, DelayLR, ECHO, CrossDelay, KARAOKE1, KARAOKE2, KARAOKE3, CHORUS1, CHORUS2, CHORUS3, CHORUS4, CELESTE1, CELESTE2, CELESTE3, CELESTE4, FLANGER1, FLANGER2, FLANGER3, SYMPHONIC, ENSEMBLE, ROTARY, TREMOLO, AUTOPAN, PHASER, DISTORTION, OVERDRIVE, AMPSIM, 3BANDEQ, 2BANDEQ, FILTER, AUTOWAH, TOUCHWAH1, 2, ENHANCER, COMP, NOISEGATE

## Other Edit Pages and Parameters

Available edit pages and parameters may vary depending on the effect type (Type) you choose. When you choose an effect type, there will be associated parameters provided in multiple edit pages.

NOTE Refer to the Effect Type List in the Appendix for details of available edit pages and parameters.

## Localizer

### [Loclizr] HEADPHONE LOCALIZER SETUP1

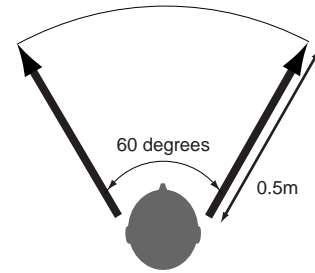
You can specifically set the Localizer's 3D stereophony in this page when you have enabled it in the [Effect] page (page 54). The Localizer's 3D effects are only effective when monitored through stereo headphones. When monitored through speakers, sounds applied the Localizer effects may be heard strangely.

[Loclizr]	Type	DrSens	AcqSens	HRTF
	NORMAL	16	16	15
		1	2	3
				4

## 1 Type

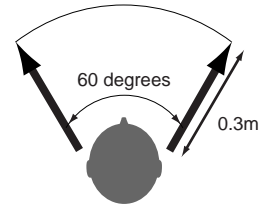
Choose a stereophonic effect from 5 preset types. The following illustrations show how each stereophonic effect (virtual stereo speakers) is monitored using the headphones.

### NORMAL



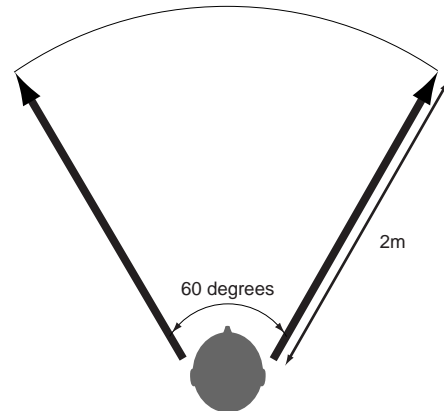
Left and right speakers positioned 0.5 meter ahead of the listener, at the angle of 60 degrees.

### NEAR



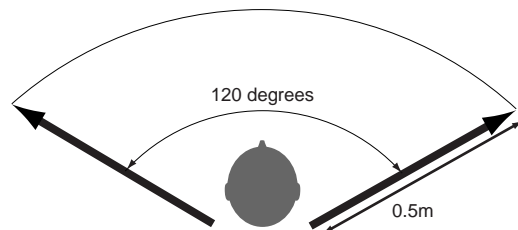
Left and right speakers positioned 0.3 meter ahead of the listener, at the angle of 60 degrees.

### FAR



Left and right speakers positioned 2 meters ahead of the listener, at the angle of 60 degrees.

### WIDE



Left and right speakers positioned 0.5 meter ahead of the listener, at the angle of 120 degrees.



## POINT



A speaker positioned 0.5 meter ahead of the listener.

□Settings: THRU, NORMAL, NEAR, FAR, WIDE, POINT

### ② DrSens (Drum Sense)

Specify the stereophonic position of the drum kit. A larger value will accordingly emphasize the 3D positioning. A smaller value will accordingly emphasize the normal stereo panning (as specified in Drum Kit Voice Edit mode). The value “0” bypasses the Localizer and no 3D effect is applied.

□Settings: 0 - 16

### ③ AcpSens (Accompaniment Sense)

Specify the stereophonic position of accompanying instruments (other than the drum kit). A larger value will accordingly emphasize the 3D positioning. A smaller value will accordingly emphasize the normal stereo panning. The value “0” bypasses the Localizer and no 3D effect is applied.

□Settings: 0 - 20

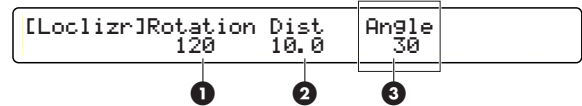
### ④ HRTF (Head Related Transfer Function)

Perception of the sound image is different from person to person. An audible effect that one person cannot perceive may give an extreme effect (sound modulation) to another. The HRTF parameter can compensate for such personal differences in perception.

□Settings: 0 - 20

## [Loclizr] HEADPHONE LOCALIZER SETUP2

Continued from the HEADPHONE LOCALIZER SETUP1 page, you can set parameters for the 3D effect monitored with the headphones in this page when you have enabled it in the [Effect] page (page 54).



### ① Rotation

Specify the position (angle) of all instruments available on the DTXTREME. This is a virtual position perceived when monitored with headphones. As a larger positive value is set, all instruments including the drum kit will accordingly rotate clockwise from the listener's front to back (0 to 180 degrees). As a larger negative value is set, all instruments including the drum kit will accordingly rotate counter-clockwise from the listener's front to back (0 to 180 degrees).

□Settings: -180 (back) - 0 (front) - 180 (back) [unit: degree]

### ② Dist (Distance)

Specify the distance of all instruments available on the DTXTREME. This is a virtual distance perceived when monitored with headphones. As a larger value is set, all instruments including the drum kit will accordingly become further.

□Settings: 0.3 - 10.0 [unit: meter]

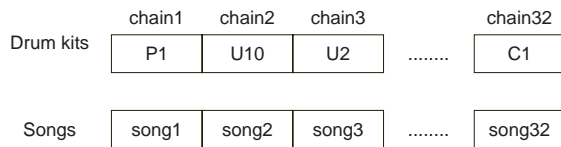
### ③ Angle

Specify how the sounds from the DTXTREME will play in stereo width (left to right). With the center at zero (0), the sounds will expand to a maximum width of 180 degrees.

□Settings: 0 (center) - 180 (left to right) [unit: degree]

# Chain Play Mode

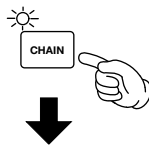
A chain is a programmed sequence that arranges multiple drum kits or songs in a certain order. In Chain Play mode, you can choose that chain, and recall and play a drum kit or song. Chain play is useful to play the different drum kits arranged in a order you like, especially in live performances or other exercises. You can program up to 32 chains and choose to play any one at a time.



**NOTE** Before playing a chain, program it in Chain Edit mode (page 59).

## Entering Chain Play Mode

Press the CHAIN button.



```
CHAIN=1 Step=1 Kit=U1 Init Name
IniChain
```

## Page Configuration and Operations in Chain Play Mode

Chain Play mode provides a single edit page and its operation is quite simple.

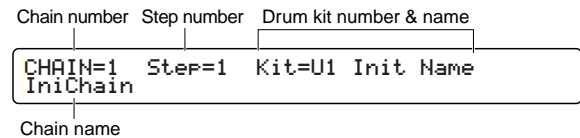
### Operations

1. Use the leftmost Data Control knob and choose a chain.

2. Use a footswitch or drum pad to choose a step.
3. Play a drum kit assigned to that step or start playback of a song assigned to that step.
4. Repeat steps 2 and 3 as necessary to choose a drum kit or a song when you want it.

## Choosing a Chain

Use the Data Control knob corresponding to “CHAIN=” and choose a chain (number) you want to use.



Settings: 1 - 32

**NOTE** If the LED display is set to indicate a drum kit in Utility mode (page 72), the display shows the drum kit number assigned to each step.

## Choosing a Step

Use the Data Control knob corresponding to “Step=” and increase or decrease the step number.

If you want to concentrate on playing the drum pads, you can use any two drum pads to increment and decrement the step number (page 29). You can also use footswitches for that purpose (page 39).

Every time you switch to another step, the drum kit number and name assigned to that step will be shown in the LCD.

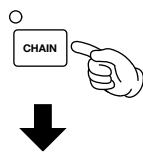
Settings: 1 - 32

# Chain Edit Mode

In this mode, you can program a chain by arranging drum kits or songs in a certain order. A chain can contain up to 32 steps. You can store up to 32 chains in the DTEXTREME memory.

## Entering Chain Play Mode

Press the CHAIN button twice if you are working in another mode. If you are working in Chain Play mode, press the CHAIN button once.



```
[CHAIN]"IniChain" Step   Type Num=U1  
↔ <GHIJK> 1         kit  Initkit
```

**NOTE** Before entering Chain Edit mode, choose the chain you want to edit (in Chain Play mode).

# Page Configuration and Operations in Chain Play Mode

Chain Edit mode provides a single edit page and its operation is quite simple.

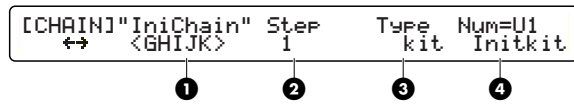
## Programming a Chain

1. Choose a chain to create or edit in Chain Play mode.
2. Enter Chain Edit mode.
3. Specify a chain name as necessary.
4. Set the desired drum kit or song in the first step.
5. Proceed to the second step and set the desired drum kit or song in the same manner.
6. Continue programming for as many steps as you want up to 32 steps.
7. Enter Store mode and save that chain when you complete programming.

**NOTE** In Chain Edit mode, a dot will be lit in the LED display. This means you have edited the chain but not yet saved it. Save it at any point (page 83). If, while editing, you enter Chain Play mode and select another chain, your edits will be lost (the LED dot will go out). Be sure to save necessary edits before entering another mode.



# Chain Edit Page



## 1 Chain Name

Specify a chain name of up to 8 characters. Use the leftmost Data Control knob to move the cursor (input point), and use the second-to-left knob to choose a character. Repeat this operation to input up to 8 characters for the chain name. Available characters are the same as those for the drum kit name. See page 41 for more information.

## 2 Step

Choose a step number to assign a drum kit or song. You can assign up to 32 steps for each chain.

□ **Settings:** 1 - 32

## 3 Type

Specify what you assign to the step; song or drum kit. If the step is the final step in the chain, you can explicitly complete the chain by assigning “END” (to avoid proceeding to an unused step in live performance or so on).

□ **Settings:** song, kit (drum kit), END (assigned to a final step of the chain)

## 4 Song/Drum Kit Number and Name

If you have chosen “song” for the Type parameter, specify a song here. If you have chosen “kit” for the Type parameter, specify a drum kit here. The top row shows the song or drum kit number, and the bottom row shows the associated song or drum kit name for that number.

□ **Settings:** Song: P1 - P31, Q1 - Q67, R1 - R66, U1 - U32  
Drum kit: P1 - P90, U1 - U40, C1 - C99

# Creating or Editing a Chain

1. When creating a new chain, use the Data Control knob corresponding to the Step parameter and choose the first step. When editing an existing chain, choose the step number you want to edit.
2. Use the Data Control knob corresponding to the Type parameter and specify either “song” or “kit” depending on which you want to set for that step (song or drum kit).
3. Use the Data Control knob corresponding to “Num=” and choose the song or drum kit you want to assign to that step.
4. Repeat steps 1 to 3 above and specify as many steps as you want for the current chain.
5. When you complete the chain at a specific step, assign “END” to that step using the Data Control knob corresponding to the Type parameter. The current chain will be completed at that step.

**NOTE** You can program steps assigned to drum kits, as well as to songs in the same chain.

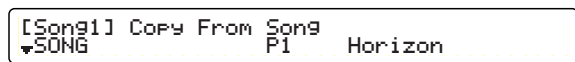
**NOTE** The chain will stop at the step assigned with “END” while switching steps in Chain Play mode. The “END” value is especially useful when you switch steps using a drum pad or a footswitch, since it will help avoiding inadvertently switching to an unused step (song or drum kit).

# Song Job Mode

You can edit a user song in a variety of ways, such as adding a name for the song, setting voice parameters for each track, applying quantization and copying or clearing a whole song.

## Entering Song Job Mode

Press the SONG JOB button.



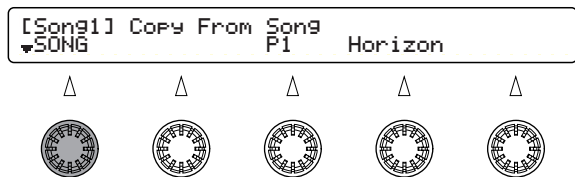
**NOTE** Before entering Song Job mode, choose a user song (U1-U32) you want to edit.

**NOTE** You will not be able to enter Song Job mode if a preset song or a song held on a memory card (card song) has been selected.

## Edit Pages and Basic Operations in Song Job Mode

The Song Job mode parameters are grouped into the following four categories. Each category has its own parameter pages.

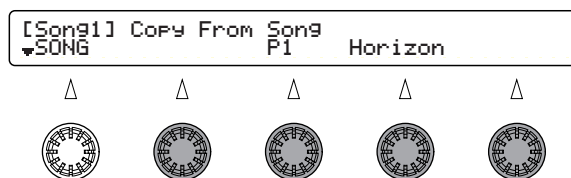
1. Use the leftmost Data Control knob and jump to the first page of each category. The illustration below shows the first page for each category: [Song1], [Song4], [Song8] and [Song12].



2. Use the Page ▲ and ▼ buttons and select the page containing the parameter you wish to edit. The Page ▲ and ▼ buttons let you select any page regardless of category.



3. Use the Data Control knob below each parameter and change the parameter's value.



### Song Job mode

#### Song-level editing (page 62)

- [Song1] SONG COPY
- [Song2] SONG CLEAR
- [Song3] SONG NAME

#### Track-level editing (page 63)

- [Song4] SONG QUANTIZE TRACK
- [Song5] SONG MIX TRACK
- [Song6] SONG COPY TRACK
- [Song7] SONG CLEAR TRACK

#### Measure-level editing (page 64)

- [Song8] SONG COPY MEASURE
- [Song9] SONG CREATE MEASURE
- [Song10] SONG DELETE MEASURE
- [Song11] SONG ERASE MEASURE

#### Voice-related settings (page 68)

- [Song12] SONG VOICE1
- [Song13] SONG VOICE2
- [Song14] SONG VOICE3

# Edit Pages

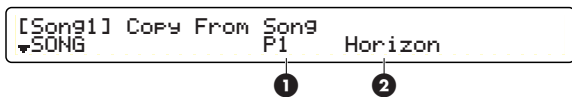
**NOTE** Use the Data Control knob associated with each parameter to directly enter parameter values. By turning the knobs while holding down the SHIFT button, the values will change in larger increments. The leftmost Data Control knob can be used to jump directly to the first page of each category.

## Song-level Editing

### [Song1] SONG COPY

Copies a preset or user song to the current “empty” user song.

**NOTE** If the current song is not empty, you will see the message “Sequence data is not empty” and you will be unable to copy. Press the ENTER/YES button to return to the previous page.



#### 1 Copy From Song

Select the source song number (i.e., the song from which you wish to copy)

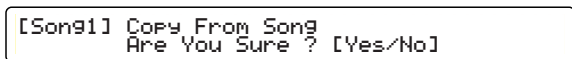
**Settings:** P1-P31 (demo songs), Q1-Q67 (practice songs), R1-R66 (pad songs), U1-U32 (user songs), (songs cannot be copied from Memory Card)

#### 2 (Song Name)

Shows the name of the song. This cannot be changed here.

#### Procedure

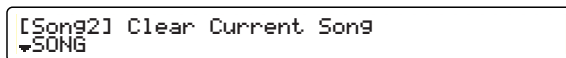
1. Use the center Data Control knob to select the source preset or user song to be copied from.
2. Press the ENTER/YES button and you will see an “Are you sure?” message.



3. Press the ENTER/YES button again and the song will be copied. If you press the EXIT/NO button instead, the song will not be copied and you will be returned to Drum Kit Play mode.

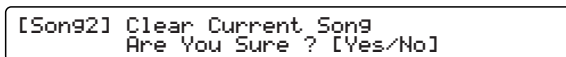
### [Song2] SONG CLEAR

Clears all data in the current song.



#### Procedure

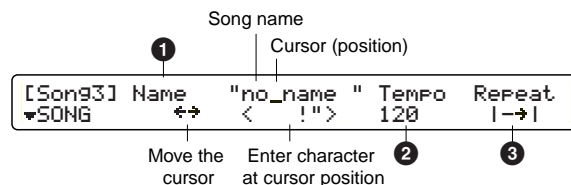
1. Press the ENTER/YES button and you will see an “Are you sure?” message.



2. Press the ENTER/YES button again and the song will be cleared. If you press the EXIT/NO button instead, the song will not be cleared and you will be returned to Drum Kit Play mode.

### [Song3] SONG NAME

You can assign a song name up to 8 characters in length. You can also set the Tempo and Repeated Playback settings.



#### 1 Name

As shown in the illustration, use the second-to-left Data Control knob to move the cursor to the position you wish to edit, then use the center Data Control knob to enter a character for the name. Repeat this as necessary to assign a song name up to 8 characters in length.

**Settings:** Same as for Drum Kit Name. See page 41.

#### 2 TEMPO

Set the initial song tempo.

**Settings:** 30-300

### ③ Repeat

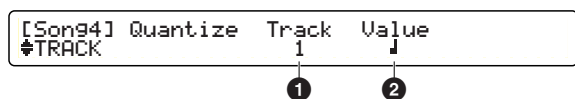
Set repeated song playback (where the song repeatedly plays from start to end). If this is set to “→,” song playback stops at the end of the song.

□Settings: → (normal playback), ↻ (repeated playback)

## Track-level Editing

### [Song4] SONG QUANTIZE TRACK

You can apply quantization to either Track 1 or 2. See page 20 for detailed explanation of quantization.



#### ① Track (Track Number)

Specify the track to be quantized.

□Settings: 1, 2

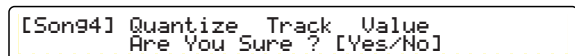
#### ② Value

Set the quantization level (i.e., the resolution to which notes will be corrected).

□Settings: Quarter note, quarter note triplet, eighth note, eighth note triplet, 16th note, 16th note triplet

#### Procedure

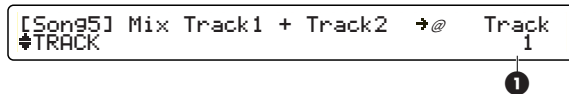
1. Use the Data Control knob assigned to “Track” to select the track you wish to quantize.
2. Use the Data Control knob assigned to “Value” to set the quantization level.
3. Press the ENTER/YES button and you will see an “Are you sure?” message.



4. Press the ENTER/YES button again and the track will be quantized. If you press the [EXIT/NO] button instead, the track will not be quantized and you will be returned to Drum Kit Play mode.

### [Song5] SONG MIX TRACK

You can merge the data held on both tracks onto either Track 1 or 2. The data that existed previously on the destination track is overwritten by the newly merged data.



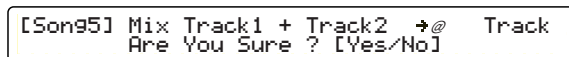
#### ① Track (Track Number)

Specify the track to which the merged data will be written.

□Settings: 1, 2

#### Procedure

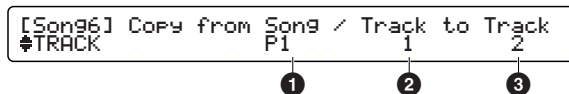
1. Use the rightmost Data Control knob to select the destination track to which the merged data will be written.
2. Press the ENTER/YES button and you will see an “Are you sure?” message.



3. Press the ENTER/YES button again and the tracks will be merged. If you press the EXIT/NO button instead, the tracks will not be merged and you will be returned to Drum Kit Play mode.

### [Song6] SONG COPY TRACK

You can copy a track from a preset or user song to a track on the current song. Any data that exists on the destination track will be overwritten by the copied data.



## 1 Copy From Song

Select the source song from which you wish to copy data. The song number will be displayed.

❑ **Settings:** P1-P31, Q1-Q67, R1-R66, U1-U32 (songs held on a memory card cannot be copied)

## 2 Track To

Select the track number of the source song from which you wish to copy data.

❑ **Settings:** 1, 2

## 3 Track

Select the track number of the current song to which you wish to copy data.

❑ **Settings:** 1, 2

### Procedure

1. Use the center Data Control knob to select the source song (preset or user song) from which you wish to copy data.
2. Use the Data Control knob for “Track to” to select the track from which you wish to copy data.
3. Use the Data Control knob for “Track” to select the destination track to which you wish to copy data.
4. Press the ENTER/YES button and you will see an “Are you sure?” message.

```
[Song96] Copy from Song / Track to Track  
Are You Sure ? [Yes/No]
```

5. Press the ENTER/YES button again and the track will be copied. If you press the EXIT/NO button instead, the track will not be copied and you will be returned to Drum Kit Play mode.

## [Song7] SONG CLEAR TRACK

You can clear data that exists on either track in the current song.

```
[Song7] Clear      Track  
#TRACK           1  
                ①
```

## 1 Track

Select the track you wish to clear.

❑ **Settings:** 1, 2

### Procedure

1. Use the center Data Control knob to select the track you wish to clear.
2. Press the ENTER/YES button and you will see an “Are you sure?” message.

```
[Song7] Clear      Track  
Are You Sure ? [Yes/No]
```

3. Press the ENTER/YES button again and the track will be cleared. If you press the EXIT/NO button instead, the track will not be cleared and you will be returned to Drum Kit Play mode.

## Measure-level Editing

### [Song8] SONG COPY MEASURE

You can copy data in the specified measures on a track of a preset or user song to the specified measures on a track of the current song. Any data that exists in the destination measures will be overwritten by the copied data.

**NOTE** There are many parameters that can be specified in this job so they have been divided into two pages: one for source settings and the other for destination settings.



## Source

```
[Song98] Copy from Track Measure
#MEASURE Song=P1 1 001 → 004
```

1 2 3 4

### 1 Copy from

Select the source song that you wish to copy. The song number will be displayed.

☐ **Settings:** P1-P31, Q1-Q67, R1-R66, U1-U32 (Songs held on a memory card cannot be copied)

### 2 Track

Select the track number of the source song that you wish to copy.

☐ **Settings:** 1, 2

### 3 Measure (from)

Select the first measure of the track on the source song that you wish to copy.

☐ **Settings:** 001-999

### 4 Measure (to)

Select the last measure of the track on the source song that you wish to copy.

☐ **Settings:** 001-999

When you press the ENTER/YES button after entering values in this (first) page, you will be taken to the second page.

## Destination

```
[Song98] Copy to Track Measure
#MEASURE 1 001
```

1 2

### 1 (Copy to) Track

Select the destination track number of the current song.

☐ **Settings:** 1, 2

### 2 Measure

Select the first measure of the destination track on the current song. From the beginning of the measure specified here, data from the source song will be copied and overwrite as many measures (of the current song) as specified in the first page.

☐ **Settings:** 001-999

## Procedure

1. Use the Data Control knob assigned to “Copy from” to select the source preset or user song to be copied.
2. Use the Data Control knob assigned to “Track” to select the source track to be copied.
3. Use the Data Control knobs respectively assigned to “Measure (from)” and “Measure (to)” and select the first and last measures to be copied.
4. Press the ENTER/YES button and you will see the second page.

```
[Song98] Copy to Track Measure
#MEASURE 1 001
```

5. Use the Data Control knob assigned to “Track” to select the destination track.
6. Use the Data Control knob assigned to “Measure” to select the first measure.
7. Press the ENTER/YES button and you will see an “Are you sure?” message.

```
[Song98] Copy to Track Measure
Are You Sure ? [Yes/No]
```

8. Press the ENTER/YES button again and the measures will be copied. If you press the EXIT/NO button instead, the measures will not be copied and you will be returned to Drum Kit Play mode.

## [Song9] SONG CREATE MEASURE

Specify the position in the current song where you wish to insert an empty measure in the specified time signature.

```
[Song9] Create  Track  Beat  Measure
#MEASURE 001 x < 1 16/16 ) 111
          ①      ②      ③      ④
```

### ① Create

Specify the number of empty measures to be inserted.

□Settings: 001-999

### ② Track

Select the track number in which the measures will be inserted.

□Settings: 1, 2

### ③ Beat

Select the time signature of the measures to be inserted.

□Settings: 1/4-16/4, 1/8-16/8, 1/16-16/16

### ④ Measure

Select the starting point of the measures to be inserted. The specified number of empty measures will be inserted from this point onward.

□Settings: 001-999

## Procedure

1. Use the Data Control knob assigned to “Create” to enter the number of empty measures to be inserted.
2. Use the Data Control knob assigned to “Track” to select the track in which empty measures will be inserted.
3. Use the Data Control knob assigned to “Beat” to enter the time signature of the empty measures to be inserted.

4. Use the Data Control knob assigned to “Measure” to enter the starting point from which empty measures will be inserted.

5. Press the ENTER/YES button and you will see an “Are you sure?” message.

```
[Song9] Create  Track  Beat  Measure
Are You Sure ? [Yes/No]
```

6. Press the ENTER/YES button again and the empty measures will be created. If you press the EXIT/NO button instead, the empty measures will not be created and you will be returned to Drum Kit Play mode.

## [Song10] SONG DELETE MEASURE

You can delete measures of a track in the current song. The remaining measures after the deleted portion will automatically be moved to fill the gap.

```
[Song10] Delete  Track  Measure
#MEASURE                2  001 → 004
                        ①      ②      ③
```

### ① Track

Specify the track number containing the data to be deleted.

□Settings: 1, 2

### ② Measure (from)

Specify the first in the block of measures to be deleted.

□Settings: 001-999

### ③ Measure (to)

Specify the last in the block of measures to be deleted.

□Settings: 001-999

## Procedure

1. Use the Data Control knob assigned to “Track” to select the track containing the data to be deleted.
2. Use the Data Control knobs respectively assigned to “Measure (from)” and “Measure (to)” and select the first and last in the block of measures to be deleted.
3. Press the ENTER/YES button and you will see an “Are you sure?” message.

```
[Song10] Delete   Track      Measure  
Are You Sure ? [Yes/No]
```

4. Press the ENTER/YES button again and the measures will be deleted. If you press the EXIT/NO button instead, the measures will not be deleted and you will be returned to Drum Kit Play mode.

## [Song11] SONG ERASE MEASURE

You can erase all data within the specified measures of a track in the current song. The difference between this operation and a DELETE operation is that when the measures are erased, they are effectively turned into empty measures containing no data. Therefore, the measures after the erased portion will not be moved.

```
[Song11] Erase   Track      Measure  
#MEASURE       2         001 → 004  
1             2             3
```

### 1 Track

Specify the track number containing the data to be erased.

□Settings: 1, 2

### 2 Measure (from)

Specify the first in the block of measures to be erased.

□Settings: 001-999

### 3 Measure (to)

Specify the last in the block of measures to be erased.

□Settings: 001-999

## Procedure

1. Use the Data Control knob assigned to “Track” to select the track containing the data to be erased.
2. Use the Data Control knobs respectively assigned to “Measure (from)” and “Measure (to)” and select the first and last in the block of measures to be erased.
3. Press the ENTER/YES button and you will see an “Are you sure?” message.

```
[Song11] Erase   Track      Measure  
Are You Sure ? [Yes/No]
```

4. Press the ENTER/YES button again and the measures will be erased. If you press the EXIT/NO button instead, the measures will not be erased and you will be returned to Drum Kit Play mode.

# Voice-related Settings

## [Song12] SONG VOICE1

You can set Control Change (Volume and Pan) values for each MIDI channel in the current song. These values will be transmitted via MIDI OUT whenever you select this song.

[Song12] ^VOICE	Ch 16	Transmit on	Volume 100	Pan 064
	①	②	③	④

### ① Ch (Channel)

Select a MIDI channel. Volume and Pan settings for the selected MIDI channel will be displayed.

□Settings: 1-16

### ② Transmit

Select whether or not MIDI messages are output for each MIDI channel.

□Settings: on (transmitted), off (not transmitted)

**NOTE** If set to “off,” the channel’s Volume and Pan values will be displayed as “---.”

### ③ Volume

Set the Volume value for each MIDI channel.

□Settings: 000-127

### ④ Pan

Set the Pan value (stereo position) for each MIDI channel.

□Settings: 000 (left) – 064 (center) – 127 (right)

## Procedure

1. Use the Data Control knob assigned to “Ch” to switch to the appropriate MIDI channel. The current Volume and Pan values for the channel is displayed.
2. Use the Data Control knob assigned to each value for the channel and change it.
3. Repeat steps 1 and 2 for each MIDI channel you wish to set.

## [Song13] SONG VOICE2

You can set a Program Change value for each MIDI channel in the current song (i.e., change the voice information in the song header). These values will be transmitted via MIDI OUT whenever you select this song.

[Song13] ^VOICE	Ch 16	PC# 001	BankMSB 000	BankLSB 000
	①	②	③	

**NOTE** As for MIDI channels set to “off” (not to transmit MIDI messages) with the Transmit parameter in the [SONG12] page, all parameters for those channels will be displayed “---” and cannot be edited.

### ① Ch

Select the MIDI channel. The PC# (Program Change number) and BankMSB/LSB (Bank Select MSB/LSB) settings for the selected channel will be displayed.

□Settings: 1-16

### ② PC# (Program Change number)

Set the Program Change number for the MIDI channel.

□Settings: 001-128

### ③ BankMSB/BankLSB (Bank Select MSB/LSB)

Set the Bank Select MSB and LSB for the MIDI channel.

□Settings: BankMSB: 000-127  
BankLSB: 000-127

**NOTE** Bank Select is a MIDI message used to select a program (voice) bank. An MSB and an LSB value are used together to specify one bank.

## Procedure

Same as for [Song12] SONG VOICE1.

## [Song14] SONG VOICE3

You can set Control Change values (filter, reverb/chorus send) for each MIDI channel of the currently selected song. These values will be transmitted via the MIDI OUT whenever you select this song.

[Song14] VOICE	Ch	Filter	RevSend	ChoSend
	16	0	040	000

①                      ②                      ③                      ④

**NOTE** All parameters in this page will be displayed as “---” if the Transmit parameter of the [Song12] SONG VOICE1 page (page 68) has been set to “off.”

### ① Ch (Channel)

Select the MIDI channel. The Filter, RevSend (Reverb Send) and ChoSend (Chorus Send) settings for the selected channel will be displayed.

□Settings: 1-16

### ② Filter

Set the Filter value for the MIDI channel.

□Settings: -64 – 0 – +63

### ③ RevSend (Reverb Send)

Set the Reverb Send level for the MIDI channel.

□Settings: 000-127

### ④ ChoSend (Chorus Send)

Set the Chorus Send level for the MIDI channel.

□Settings: 000-127

### Procedure

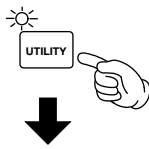
Same as for [Song12] SONG VOICE1.

# Utility Mode

The DTXTREME system settings are made in this mode, and includes parameters that are common to all modes such as MIDI, effects and Memory Card settings.

## Entering Utility Mode

Press the UTILITY button.



```
[UT 1]  Low(Freq Gain)  Mid(Freq Gain)
  EQ      100Hz        + 0      800Hz    + 0
```

## Edit Pages and Basic Operations in Utility Mode

The Utility mode parameters are grouped into the following seven categories. Each category has its own parameters page.

Category display	Parameter	
[UT 1] EQ	Low(Freq Gain) 100Hz	Mid(Freq Gain) 800Hz
	+ 0	+ 0

1. Use the Page ▲ and ▼ buttons to select the Page containing the parameter you wish to set. The Page ▲ and ▼ buttons let you select any page regardless of category.
2. Use the leftmost Data Control knob and jump to the first page of each category. The first page of each category are: [UT 1], [UT 3], [UT 5], [UT 9], [UT 13], [UT 17] and [UT 19].
3. Use the Data Control knob below each parameter to change the parameter's value. In Utility mode, the values are stored as you enter them (no Store operation required).

**NOTE** By turning the knobs while holding down the SHIFT button, the values will change in larger increments.

### Utility Mode

#### Master EQ (Master Equalizer) (page 71)

- 3Band Master EQ settings
  - [UT 1] Master EQ 1
  - [UT 2] Master EQ 2

#### TG (Tone Generator) (page 71)

- Tone generator settings.
  - [UT 3] TG 1
  - [UT 4] TG 2

#### SYSTEM (page 72)

- System settings
  - [UT 5] SYSTEM 1
  - [UT 6] SYSTEM 2
  - [UT 7] SYSTEM 3
  - [UT 8] SYSTEM 4

#### MIDI (page 75)

- MIDI settings
  - [UT 9] MIDI 1
  - [UT 10] MIDI 2
  - [UT 11] MIDI 3
  - [UT 12] MIDI 4

#### CLICK (page 77)

- Click sound and mode settings
  - [UT 13] CLICK 1
  - [UT 14] CLICK 2
  - [UT 15] CLICK 3
  - [UT 16] CLICK 4

#### SEQ (Sequencer) (page 79)

- Sequencer settings
  - [UT 17] SEQ 1
  - [UT 18] SEQ 2

#### CARD (page 80)

- Memory Card-related operations
  - [UT 19] CARD LOAD
  - [UT 20] CARD SAVE
  - [UT 21] CARD DELETE
  - [UT 22] CARD RENAME
  - [UT 23] CARD FORMAT

# Functions On Each Page

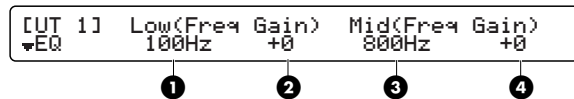
**NOTE** Use the Data Control knob associated with each parameter to directly enter parameter values. The leftmost Data Control knob can be used to jump directly to the first page of each category.

## Master EQ (Master Equalizer)

You can set equalizer settings for the tone generator. Master EQ is a 3-band equalizer and Lo (Low) and Hi (High) are shelving-types.

### [UT 1] Master EQ 1

In this page, you can set the Lo and Mid equalizers. The available parameters are as follows.



#### 1 Low Freq

Set the center frequency of the lower range of frequencies.

Settings: 32Hz - 2.0kHz

#### 2 Low Gain

Set the gain for the lower range of frequencies.

Settings: -12 - +12

#### 3 Mid Freq

Set the center frequency of the middle range of frequencies.

Settings: 100Hz - 10.0kHz

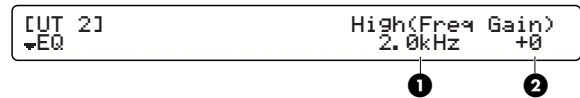
#### 4 Mid Gain

Set the gain for the middle range of frequencies.

Settings: -12 - +12

### [UT 2] Master EQ 2

You can set the High settings here. The following parameters are available.



#### 1 High Freq

Set the center frequency of the higher range of frequencies.

Settings: 0.5kHz - 16.0kHz

#### 2 High Gain

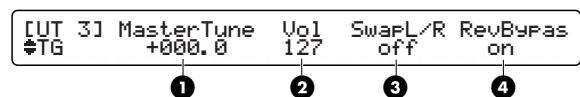
Set the gain for the higher range of frequencies.

Settings: -12 - +12

## TG (Tone Generator)

### [UT 3] TG1

Set tone generator-related parameters here, such as volume and tuning. The following parameters are available.



#### 1 Master Tune

Set the master tuning for the tone generator in 0.1 cent increments.

Settings: -102.4 - +102.3

#### 2 Master Vol

Set the master volume for the tone generator.

Settings: 0-127

### ③ Swap L/R

Reverse the left and right positions of the drum voices.

**off:** Position are normal.

**on:** Positions are reversed.

**Settings:** off, on

### ④ RevBypas

Enable or disable bypassing the reverb unit. If bypassed, all audio outputs will not be applied the reverb effect (system effect).

**off:** System reverb effect is available.

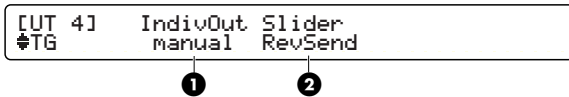
**on:** System reverb effect is unavailable.

**Settings:** off, on

**[NOTE]** Every time you turn the DTXTREME on, this parameter is automatically set to “on.”

## [UT 4] TG2

Set the individual output parameters here.



### ① IndivOut

Set the signals sent to the INDIVIDUAL OUTPUT jacks.

**manual:** Output routing for each MIDI note number (voice) is specified with the Output parameter in the [Voice6] page in Drum Kit Voice Edit mode.

**auto:** The SNARE, KICK, TOM, HI-HAT, CYMBAL, MISC are sent respectively to Individual Outputs 1 to 6. However, if the Insertion Effects are applied, their settings determine the output routing for each voice.

**Settings:** manual, auto

### ② Slider

Set what is controlled by moving the panel slider (SNARE, KICK, TOM, HI-HAT, CYMBAL or MISC) while holding down the SHIFT button.

**RevSend:** Reverb send level of each part.

**indiv:** Output volume levels of Individual Outputs 1-6 (1: SNARE, 2: KICK, 3: TOM, 4: HI-HAT, 5: CYMBAL, 6: MISC).

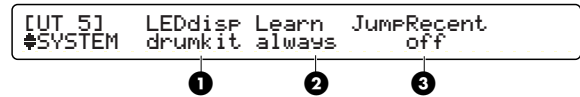
**Settings:** RevSend, indiv

## SYSTEM

Set the system-wide settings of the DTXTREME, including display, triggering, factory setting and so on.

## [UT 5] SYSTEM 1

In this page, you can choose the LED indication and Individual Output settings. The available parameters are as follows.



### ① LEDdisp

Choose the message shown in the LED.

**drumkit:** Shows the current drum kit number.

**tempo:** Shows the current tempo.

**Settings:** drumkit, tempo



## ② Learn

Set how Learn mode works. With this mode enabled, you can select the target trigger input by simply hitting the respective pad while in Drum Kit Trigger Edit mode or Voice Edit mode.

**off:** Learn mode is disabled. Select the inputs you wish to edit using the front panel controls.

**w/shift:** Same as “always” (explained below) but the SHIFT button should be held down when you hit the pad.

**always:** In Trigger Edit mode, the number of the respective trigger input is displayed on the screen when you hit a pad. In Voice Edit mode, the MIDI note number of the respective trigger input is displayed on the screen when you hit a pad.

☐ **Settings:** off, w/shift, always

## ③ JumpRecnt

With this function enabled, when you enter any Edit mode, you will be automatically taken to the page that you were previously editing in that mode.

**off:** When you enter an edit mode, the first page in each mode is displayed.

**on:** When you enter an edit mode, the page previously accessed in that mode is displayed.

☐ **Settings:** off, on

## [UT 6] SYSTEM 2

In this page, you can set the trigger-related parameters. The available parameters are as follows.

[UT 6]	TrgLink	TrgByps	TrgSet	EdgeAdj
#SYSTEM	global	on	typel	0
	①	②	③	④

## ① TrgLink

Set the Trigger Link settings, where all trigger input data uses the settings for User Kit 1, regardless of the drum kit you have selected. For example, if the trigger input data is different for each drum kit, the pad connections would have to be reconfigured for each drum kit. However, with the Trigger Link function enabled, the drum voice assignments for the pads are simply changed when you switch to another drum kit, without the need to change the pad connections or settings.

**global:** As for the following parameters, each drum kit uses values for those of User Kit 1. padtype, gain, min level, max level, min velocity, velocity curve, self reject, rejection, s.reject input, s.reject.

**indiv:** Different values can be set for each drum kit.

☐ **Settings:** global, indiv

## ② TrgByps

By enabling Trigger Bypass, inputs from all connected pads will be ignored. This can be useful when, for example, changing the settings for the trigger pick-ups connected to your drum set, or when you want to prevent the accidental triggering of unnecessary sounds during pattern or song playback.

**off:** All pads can be played back normally.

**on:** Nothing can be input from any of the pads or the hi-hat controller and MIDI note numbers for the pads will not be transmitted.

☐ **Settings:** off, on

### ③ TrgSet

Select a trigger set for preset drum kits. By “trigger set,” we mean the settings for each pad as set in the [TrgSens1] to [TrgSens3] pages in Drum Kit Trigger Edit mode. The following four types of trigger sets are available. The trigger set selected here will always be used when selecting a preset drum kit.

Input no.	Trigger set			
	Type 1	Type 2	Type 3	Type 4
input1	RH	RH	RH	TP
input2	RH	TP	TP	TP
input3	RH	TP	TP	TP
input4	RH	TP	TP	TP
input5	RH	TP	TP	TP
input6	PCY	PCY	PCY	PCY
input7	PCY	PCY	PCY	PCY
input8	TP	TP	TP	TP
input9	RHkick	KP	RHkick	KP
input10	RHkick	KP	RHkick	KP
input11	PCY	PCY	PCY	PCY
input12	TP	TP	TP	TP
input13	PCY	PCY	PCY	PCY
input14	TP	TP	TP	TP
input15	TP	TP	TP	TP
input16	TP	TP	TP	TP

Relationship between pad and display

Display	Connected pad type
RH	RHP80/100/120(SD)
RHkick	KP120
TP	TP80S/80/60
PCY	PCY80S/80/60/10
KP	KP80S/80/60

☐Settings: 1 - 4

### ④ EdgeAdj

Set how easily you can play the voice assigned to the edge portion of the pad when the position sensing feature is enabled.

☐Settings: -64 – +63

**NOTE** To enable the position sensing, connect the PH120SD pad to the trigger input 1 (SNARE).

## [UT 7] SYSTEM 3

In this page, you can set the hi-hat and pad settings. The available parameters are as follows.

[UT 7]	FCoffset	FCspt	IncFunc	DecFunc
SYSTEM	+00	32	IN16	IN16
	①	②	③	④

### ① FCoffset

Set an offset value to be added to the hi-hat controller input value. This function simulates the opening between top and bottom hi-hat cymbals. You can adjust the triggering point where the closed hi-hat voice plays as the pedal is depressed to the floor. The smaller the value, the faster the sound will appear (i.e., the nearer the triggering point is to the fully released pedal position).

☐Settings: +32 - -32

### ② FCspt

Set the time for the footsplash effect. This function simulates the sonic effect of a closed hi-hat being half-opened (as the pedal position changes from being fully depressed to half depressed). The larger the value, the sooner the footsplash effect will appear, although the effect will also erroneously appear if you repeatedly press the pedal.

☐Settings: 0-127

### ③ IncFunc

The pad connected to the trigger input specified here can act as the Increment switch, regardless of the Trigger Function settings (page 29). In Drum Kit mode, this feature lets you use the pad to switch to a different drum kit. In Chain Play mode, the pad can be used to move forward a step in the sequence.

☐Settings: off, IN1 - IN16

### ④ DecFunc

The pad connected to the trigger input specified here can act as the Decrement switch, regardless of the Trigger Function settings (page 29). In Drum Kit mode, this feature lets you use the pad to switch to a different drum kit. In Chain Play mode, the pad can be used to move backward a step in the sequence.

☐Settings: off, IN1 - IN16

## [UT 8] SYSTEM 4

In this page, you can return the DTXTREME's settings to their factory defaults.

```
[UT 8]      Factory Set
#SYSTEM
```

### Factory Set

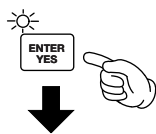
The factory default values for all the unit's settings are restored.

#### Factory Set (Factory Default Settings)

The DTXTREME's drum kits, effects, trigger settings and other settings have default values as the unit is shipped from the factory. As you edit these settings, the default values are overwritten. If necessary, you can restore the DTXTREME's settings to their default values as explained below.

**When you restore the factory defaults, all current settings will be overwritten and lost. Make sure you will not be overwriting important data. It is recommended that you back up important data to Memory Card or some other external storage medium beforehand.**

1. In Utility mode, select the [UT 8] page (4th page under SYSTEM). Press the ENTER/YES button and you will see an "Are you sure?" message.



```
[UT 8]      Factory Set
Are You Sure ? [Yes/No]
```

2. Press the ENTER/YES button again and the factory defaults will be restored. If you press the EXIT/NO button instead, the defaults will not be restored and you will be returned to Drum Kit Play mode.

## MIDI

Set the DTXTREME's MIDI-related settings here.

## [UT 9] MIDI 1

Set the Bulk Dump settings on this page. The available parameters are as follows.

```
[UT 9]      Transmit Bulk Data
#MIDI      all data
```

### Transmit Bulk Data

You can select and send various types of Bulk Dump data to, say, a Yamaha MDF3 MIDI Data Filer or an external MIDI sequencer that can handle system exclusive messages.

**all data:** All DTXTREME data is sent.

**system:** The DTXTREME system data is sent.

**cur DKIT:** Data for the current drum kit is sent.

**all DKIT:** Data for all drum kits is sent.

**curCHAIN:** The current chain data is sent.

**allCHAIN:** All chain data is sent.

**cur SONG:** Data for the current song is sent.

**all SONG:** Data for all songs is sent.

**Settings:** all data, system, cur DKIT, all DKIT, curCHAIN, allCHAIN, cur SONG, all SONG

### Performing Bulk Dump

1. In Utility mode, select the [UT 9] page (1st MIDI page) showing Transmit Bulk Data.
2. Select the type of data you wish to transmit. Press the ENTER/YES button and you will see an "Are you sure?" message.
3. Press the ENTER/YES button again and the bulk dump will proceed. If you press the EXIT/NO button instead, the bulk dump will not proceed and you will be returned to Drum Kit Play mode.

## Receiving Bulk Data

Send out the DTXTREME bulk data stored on an external MIDI device such as Yamaha MDF3 MIDI Data filer or MIDI sequencer. Since the DTXTREME can receive incoming bulk data in any mode, no special preparation to receiving bulk data is required. When the DTXTREME start receiving incoming bulk data, it shows the following display.

```
Receiving Bulk data. in progress.
```

When bulk loading process is finished, the DTXTREME shows the following display for a few seconds and shows the previous display.

```
Receiving Bulk data. completed.
```

**NOTE** To receive incoming bulk data, the DTXTREME must have a matched device number to the sending MIDI device.

## [UT 10] MIDI 2

At this page, you can set bulk dump-related settings and select the MIDI operation mode. The available parameters are as follows.

```
[UT 10] Dev.No DumpInterval MIDI mode
#MIDI 16 150 native
```

1 2 3

### 1 Dev.No

Set the MIDI device number. This number has to be the same as that of the other external MIDI device when transferring system exclusive data (such as bulk data or parameter changes) between the DTXTREME and such a device.

**Settings:** all, 1 - 16

### 2 DumpIntrvl

Set the interval time between packets sent via bulk dump. When sending to older or less powerful devices, it may be useful to set this to a high value.

**Settings:** 50, 100, 150, 200, 250, 300 (unit: milli second)

### 3 MIDImode

Set the MIDI operation mode. You can set how the DTXTREME responds to Program Change messages from an external MIDI device.

**native:** Program Change messages will select regular DTXTREME drum kits.

**GM:** Program Change messages will select GM-type drum kits.

**Settings:** native, GM

## [UT 11] MIDI 3

In this page, you can set the parameters for MIDI messages received by the DTXTREME's internal tone generator.

```
[UT 11] Receive10 PC PC10 SysEx
#MIDI on on on on
```

1 2 3 4

### 1 Receive10

Select whether or not to receive MIDI channel messages on channel 10.

**Settings:** off, on

### 2 PC

Enable or disable the reception of Program Change messages. When enabled, the internal tone generator receives MIDI Program Change messages sent from the controller portion of the DTXTREME or an external MIDI device and switch between drum kits, keyboard sounds and so on.

**Settings:** off, on

### ③ PC10

Enable or disable the reception of Program Change messages on MIDI channel 10. Channel 10 is reserved for the DTXXTREME's drum part. When this is enabled, Program Change messages in a DTXXTREME song or received from an external MIDI device can be used to switch between drum kits. Note that the PC parameter has to also be enabled for this feature to be available.

**Settings:** off, on

### ④ SysEx

Enable or disable the reception of system exclusive messages.

**Settings:** off, on

## [UT 12] MIDI 4

In this page, you can set MIDI message reception and transmission. The available parameters are as follows.

[UT 12]	Local	SendHH	HostThrPort
♯MIDI	on	on	1
	①	②	③

### ① Local

Enable or disable MIDI Local Control. When disabled, the tone generator section of the DTXXTREME functions independently of the controller section of the DTXXTREME.

**off:** Pad signals are transmitted over MIDI but the internal tone generator does not sound except for signals received over MIDI.

**on:** The tone generator operates as normal.

**Settings:** off, on

### ② SendHH

Enable or disable the transmission of Control Change messages for continuous hi-hat control via a foot controller. The continuous hi-hat sound changing from its closed position to its open position is converted into Control Change messages and transmitted over MIDI to an external MIDI device. This does not affect how the DTXXTREME's internal tone generator responds, however.

**off:** Control Change messages are not transmitted.

**on:** Control Change messages are transmitted.

**Settings:** off, on

### ③ HostThrPort

Specify the port number on which MIDI messages can be output from MIDI OUT when they are received at TO HOST (sent from a personal computer). This is useful when using the DTXXTREME as MIDI interface to the computer.

**Settings:** 1 - 8

## CLICK

Set the DTXXTREME's click-related settings.

## [UT 13] Click 1

In this page, you can select the mode and type of sounds of the click. The available parameters are as follows.

[UT 13]	VoiceSet	Output	Mode	MIDIOut
♯CLICK	CowBell	Phones	Play&Rec	off
	①	②	③	④

### ① VoiceSet

Select from eight preset click sounds.

**Settings:** Metronom, Cowbell, Claves, Stick, FootStep, Count, Count+Sk, UserVce

## 2 Output

Select the output for the click sound. You can choose from stereo (the main OUTPUT L/R jacks), phones (headphone jack), st+ph (OUTPUT L/R and headphone jacks) and indiv1 to indiv6 (one of the individual output jacks).

□Settings: stereo, phones, st+ph, indiv1 - indiv6

## 3 Mode

Select the click mode.

**manual:** The click can only be enabled or disabled by the CLICK button.

**play:** The click can be enabled or disabled by the CLICK button. It is also enabled when the sequencer starts playing and disabled when it is stopped.

**rec:** The click is enabled or disabled by the CLICK button. It is also enabled when the sequencer starts recording and disabled when it is stopped.

**play&rec:** The click is enabled or disabled by the CLICK button. It is also enabled when the sequencer is playing or recording and disabled when it is stopped.

□Settings: manual, play, rec, play&rec

## 4 MIDIOut

Enable or disable the transmission of the click as MIDI events.

□Settings: off, on

## [UT 14] Click 2

In this page, you can select the accented click sound (played on the first beat of the measure). If the VoiceSet in [UT 13] is not a UserVoice, <---> will be displayed and this will be unavailable. The available parameters are as follows.

[UT 14]	Type	Voice[High]	Vol	Tuning
♣CLICK	Percus	11 RollRim1	127	+10.25

1 2 3 4

## 1 Type

Select the category of the voice to be used for the accented click.

## 2 Voice[High]

Select the number and name of the voice to be used as the accented click. You can select from the voices in the category selected in “Type”.

□Settings: Drum voice number and name

NOTE Any voice that is used in a drum kit can be selected.

## 3 Vol

Set the volume of the accented click.

□Settings: 0 - 127

## 4 Tuning

Set the pitch of the accented click.

□Settings: -24.00 - +24.00

## [UT 15] Click 3

In this page, you can select the on-beat click sound (played on every beat of the measure other than the first).

If the VoiceSet in [UT 13] is not a UserVoice, <---> will be displayed and this will be unavailable. The available parameters are as follows.

[UT 15]	Type	Voice[Mid]	Vol	Tuning
♣CLICK	Percus	11 RollRim1	127	+10.25

1 2 3 4

## 1 Type

Select the category of the voice to be used for the on-beat click.

## 2 Voice[Mid]

Select the number and name of the voice to be used as the on-beat click. You can select from the voices in the category selected in “Type”.

□Settings: Drum voice number and name

### 3 Vol

Set the volume of the on-beat click.

□Settings: 0 - 127

### 4 Tuning

Set the pitch of the on-beat click.

□Settings: -24.00 - +24.00

## [UT 16] Click 4

In this page, you can select the off-beat click sound (played between every beat of the measure).

If the VoiceSet in [UT 13] is not a UserVoice, <---> will be displayed and this will be unavailable.

The available parameters are as follows.

[UT 16]	Type	Voice[Low]	Vol	Tuning
♯CLICK	Percus	11 RollRim1	127	+10.25
	1	2	3	4

### 1 Type

Select the category of the voice to be used for the off-beat click.

### 2 Voice[Low]

Select the number and name of the voice to be used as the off-beat click. You can select from the voices in the category selected in “Type”.

□Settings: Drum voice number and name

### 3 Vol

Set the volume of the off-beat click.

□Settings: 0 - 127

### 4 Tuning

Set the pitch of the off-beat click.

□Settings: -24.00 - +24.00

## SEQ (Sequencer)

Set the DTXXTREME's sequencer-related settings here.

## [UT 17] SEQ1

In this page, you can set the sequencer's MIDI-related parameters. The available parameters are as follows.

[UT 17]	MIDICtl1	SyncMode
♯SEQ	off	internal
	1	2

### 1 MIDICtl

Enable or disable the reception and transmission of MIDI Start, Stop and Continue messages.

□Settings: off, on

### 2 SyncMode

Set the type of synchronization used when the DTXXTREME is connected to a drum machine or some other external MIDI device.

**internal:** The external MIDI device is synchronized to the DTXXTREME.

**external:** The DTXXTREME is synchronized to the external MIDI device by receiving the timing clock (F8) at MIDI IN or TO HOST.

□Settings: internal, external

## [UT 18] SEQ2

In this page, you can set the sequencer's operations. The available parameters are as follows.

[UT 18]	UseTempo	PlayCount	RecCount
♯SEQ	song	off	off
	1	2	3

## 1 UseTempo

Enable or disable changes in tempo when you switch between songs.

**song:** When you switch to another song, its tempo is used.

**global:** When you switch to another song, its tempo is ignored and the current tempo is used.

**Settings:** song, global

## 2 PlayCount

Enable or disable playback count-in. When enabled, there will be a count-in before song playback starts after you press the Start/Stop button.

**Settings:** off, on

## 3 RecCount

Enable or disable recording count-in. When enabled, there will be a count-in before song recording starts after you press the Record button.

**Settings:** off, on

# Card

You can set the DTXEXTREME's Memory Card-related settings here.

**NOTE** See the Appendix page on how to handle the memory card (SmartMedia™).

### Card Mode Basics

Utility pages [UT 19] to [UT 23] are provided for Card mode, where you can perform various Memory Card-related operations, including reading, saving, deleting and renaming data.

1. Switch to the appropriate page in Card mode.
2. Use the Data Control knobs to select necessary parameters in the page.

3. After entering the settings, press the ENTER/YES button and you will see an "Are you sure?" message.

4. Press the ENTER/YES button again and the selected command will be executed. If you press the EXIT/NO button instead, the command will not be executed and you will be returned to Drum Kit Play mode.

### About the Memory Card (SmartMedia™) File Format

#### When Formatting

When the memory card is formatted in the [UT 23] page (page 82), its contents will be completely erased and the following directories will be created.

```

YAMAHA\DTXTREME
  \ALLDATA ..... all data
  \SYSTEM ..... system
  \ONEKIT ..... one kit
  \ALLKIT ..... all kit
  \ONECHAIN ..... one chain
  \ALLCHAIN ..... all chain
  \ONESONG ..... one song
  \ALLSONG ..... all song
  \ALLVOICE ..... all voice
  \AUTOLOAD ..... for autoload
  \VOLUME ..... for loading wave files

```

Data saved to the memory card will be stored in one of the directories listed above.

**NOTE** If you save a drum kit or song to a SmartMedia card that was being used for some other purpose and which has not been formatted, above directories will automatically be created on that card.



## [UT 19] CARD LOAD

In this page, you can load files from the memory card. The available parameters are as follows.

```
[UT 19] Load  FileName
^CARD allChain "dtxset1 "
```

①                      ②

### ① Load

Select the type of file you wish to load.

**all data:** Files holding all data.

**system:** Files holding parameter data set in Utility mode.

**one kit:** The file holding the data for the current drum kit.

**all kit:** Files holding all User Drum Kit data.

**oneChain:** The file holding data for the current chain.

**allChain:** Files holding all User Chain data.

**one song:** The file holding data for the current song (DTX format).

**all song:** Files holding all User Song data (DTX format).

**allVoice:** Files holding all User Voice data (for voices created using MIDI parameter changes).

**SMF:** Standard MIDI File data.

**VOLUME:** All files in one go.

**Settings:** all data, system, one kit, all kit, oneChain, allChain, one song, all song, allVoice, SMF, VOLUME

**NOTE** If you leave AIFF files in the directory \YAMAHA\DTXTREME\AUTOLOAD, they will be automatically loaded when you power up the DTXTREME. The file names will need to begin with a number from 01 to 99 ([NN\*\*\*\*\*.AIF], where NN=01 – 99) and end with the extension “.AIF.” Files which are loaded this way will show up as “wave” under the “Type” parameter in the [Voice1] page (page 44) in Drum Kit Voice Edit mode.

**NOTE** AIFF (Audio Interchange File Format) is mostly used by Macintosh and other computers. The DTXTREME can import AIFF files recorded in mono.

**NOTE** Using a computer, you can create a new directory under \YAMAHA\DTXTREME\VOLUME\ and then leave wave data or other files containing settings (all data, all kit, allChain, all song, allVoice) in that directory. In this case, you can verify the new directory by selecting VOLUME in the CARD LOAD page. When you select and load the directory, the wave and settings files can then be loaded in one go. Also, when you switch to another drum kit, you can load wave data from a different directory. In this case, you need to specify the directory in the “WaveDir” parameter in the [COMMON1] page in Drum Kit Trigger Edit mode. See page 40 for further details about this.

**NOTE** To play back SMFs (Standard MIDI Files), they must reside in the root directory and have the “.MID” extension. This way, the SMF can be specified by song number (C1 to C99) in the Drum Kit/Song page when the the memory card is inserted.

### ② FileName

Select the file you wish to load. Use the Data Control knob to select the file name on memory card. If files of the type specified in “Load” do not exist, the message “no file” will be displayed.

## [UT 20] CARD SAVE

In this page, you can save files to the memory card. The available parameters are as follows.

```
[UT 20] Save  FileName
^CARD oneChain "initchn" ↔ <ABCDE>
```

①                      ②

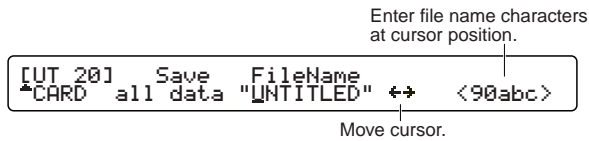
### ① Save

Select the type of file you wish to save. The available types are the same as for loading.

**Settings:** all data, system, one kit, all kit, oneChain, allChain, one song, all song, allVoice

## ② FileName

Enter a file name. As illustrated, use the second-to-right Data Control knob to move the cursor and use the rightmost Data Control knob to enter each file name character at the cursor position. The file name can be up to 8 characters in length.



**NOTE** Following characters are unavailable for a file name.  
" ' \* + , . / : ; < = > ? \ ` |  
When these characters are selected by the rightmost cursor, they are automatically replaced with an underscore character ( \_ ).

## [UT 21] CARD DELETE

In this page, you can delete files from the memory card. The available parameters are as follows.



### ① Delete

Select the type of file you wish to delete. The available file types are the same as for loading.

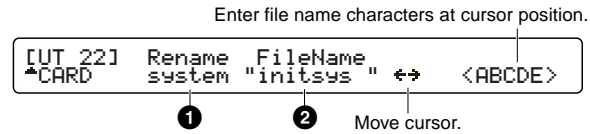
**Settings:** all data, system, one kit, all kit, oneChain, allChain, one song, all song, allVoice

### ② FileName

Specify the file name. Use the Data Control knob to select the file name on the memory card. If files of the type specified in "Delete" do not exist, the message "no file" will be displayed.

## [UT 22] CARD RENAME

In this page, you can rename files on the memory card. The available parameters are as follows.



### ① Rename

Select the type of file you wish to rename. The available types are the same as for loading.

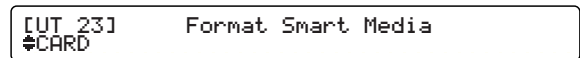
**Settings:** all data, system, one kit, all kit, oneChain, allChain, one song, all song, allVoice

### ② FileName

Enter a new file name. As illustrated, use the second-to-right Data Control knob to move the cursor and use the rightmost Data Control knob to enter each file name character at the cursor position. The file name can be up to 8 characters in length.

## [UT 23] CARD FORMAT

In this page, you can format the memory card. Formatting is performed in Card mode, as explained in "Card Mode Basics" (page 80).



# Store Mode

After editing a drum kit or its voice or creating a chain, you may need to save them in the DTXXTREME memory in the store operation. To save a drum kit, you need to enter Drum Kit Store mode. Similarly, enter Chain Store mode to save a chain. However, your store operations are quite simple (always the same) since the DTXXTREME always recognizes which mode you are working in and automatically leads you to the necessary Store mode.

## Entering Store Mode

### Drum Kit Store Mode

Press the STORE button when you are in Drum Kit Trigger Edit mode or Drum Kit Voice Edit mode. You can also enter the Store mode from Drum Kit Play mode by pressing the STORE button.



Store Current Drumkit to Kit  
U1 Init Kit

### Chain Store Mode

Press the STORE button when you are in Chain Edit mode or Chain Play mode.

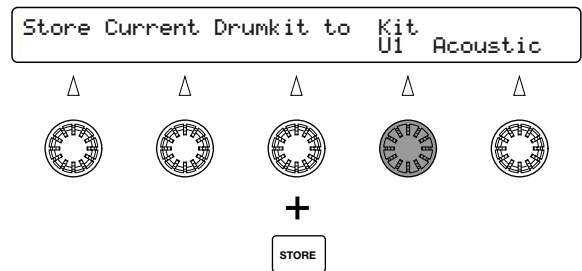


Store Current Chain to Chain  
1 IniChain

## Store Procedure

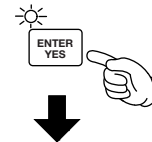
Storing procedures (one for a drum kit and one for a chain) are identical. Here we explain the saving procedure using displays for a drum kit.

1. Use the Data Control knob corresponding to the number and name of the drum kit (chain) and choose the location (another drum kit or chain number) to save the current drum kit (chain).



**Location:** Drum kit: U1 - U40, C1 - C99  
Chain: 1 - 32

2. Press the ENTER/YES button. A confirmation message (Are you sure?) will appear in the bottom row of the LCD screen.



Store Current Drumkit to Kit  
Are You Sure ? [Yes/No]

3. Press the ENTER/YES button a second time to execute the store operation. The current drum kit (chain) you have been editing will be stored in the location specified in step 1. The display shows "Done." for a brief moment and the DTXXTREME returns to Drum Kit Play (Chain Play) mode.

## Copying a Drum Kit or Chain

There is a tip in the store operation. You can copy a specific drum kit or chain to another location. Having duplicate drum kits or chains in adjacent positions makes it easy to observe the differences between original and edited versions of drum kits or chains.

- 1.** Choose a drum kit or a chain (original) in Drum Kit Play mode or Chain Play mode.
- 2.** Press the STORE button and enter the Store mode without editing that kit or chain.
- 3.** Choose a location you want to copy the original and execute the store operation. Now you have an identical drum kit or chain in two locations.

# APPENDIX

## Handling the Memory Card (SmartMedia™\*)

---

Be sure to handle Memory Cards with care. Follow the important precautions below.

\* SmartMedia is a trademark of Toshiba Corporation.

### ■ Compatible Memory Card Type

3.3V(3V) Memory Cards can be used. 5V type Memory Cards are not compatible with this instrument.

### ■ Memory Capacity

There are five types of Memory Cards: 2MB/4MB/8MB/16MB/32MB. A Memory Card with the memory capacity exceeding 32MB can also be used if it conforms to the standards of SSFDC (Solid State Memory Card Card: another name of SmartMedia) Forum.

### ■ Inserting/Removing Memory Cards

#### • To insert a Memory Card:

Hold the Memory Card so that the connector section (gold) of the Memory Card is facing upward and forward, towards the Memory Card slot. Carefully insert the Memory Card into the slot, slowly pushing it all the way in until it is fitted in place.

Don't insert the Memory Card in wrong direction.

Don't insert anything other than a Memory Card in the slot.

#### • To remove a Memory Card:

Before removing the Memory Card, be sure to confirm that the Memory Card is not in use, or it is not being accessed by the instrument. Then pull the Memory Card out slowly by hand. If the Memory Card is being accessed\*, a message indicating that it is in use appears on the instrument's display.

\* It includes saving, loading, formatting, deleting and making directory. Also, be aware that the instrument will automatically access the Memory Card to check the media type when it is inserted while the instrument is turned on.

**!** Never attempt to remove the Memory Card or turn the power off during accessing. Doing so can damage the data on the instrument/Memory Card and possibly the Memory Card itself.

### ■ Formatting Memory Cards

Before using a Memory Card with your instrument it must first be formatted. Once it is formatted all data on

it will be erased. Be sure to check if the data is unnecessary for you or not, beforehand.

**NOTE** The Memory Cards formatted with this instrument may become unusable with other instruments.

### ■ About the Memory Cards

#### • To handle Memory Cards with care:

There are times when static electricity affects Memory Cards. Before you handle Memory Cards, to reduce the possibility of static electricity, touch the metal parts such as a door knob and aluminum sash.

Be sure to remove the Memory Card from the Memory Card slot when it is not in use for a long time.

Do not expose the Memory Card to direct sunlight, extremely high or low temperatures, or excessive humidity, dust or liquids.

Do not place heavy objects on a Memory Card or bend or apply pressure to the Memory Card in any way.

Do not touch the metal part (gold) of the Memory Card or put any metallic plate onto the metal part.

Do not expose the Memory Card to magnetic fields, such as those produced by televisions, speakers, motors, etc., since magnetic fields can partially or completely erase data on the Memory Card, rendering it unreadable.

Do not attach anything other than the provided labels to a Memory Card. Also make sure that labels are attached in the proper location.

#### • To protect your data (Write-protect):

To prevent inadvertent erasure of important data, stick the write-protect seal (provided in the Memory Card package) onto the designated area (within a circle) of the Memory Card.

Conversely speaking, to save data on the Memory Card, make sure to remove the write-protect seal from the Card.

Do not reuse the seal that is peeled off.

### ■ Data Backup

For maximum data security Yamaha recommends that you keep two copies of important data on separate Memory Cards. This gives you a backup if one Memory Card is lost or damaged.

# Troubleshooting

---

## The DTXTREME is Not Making a Sound or a Triggered Sound

---

- Make sure the pads and triggers are connected correctly to the input jacks of the DTXTREME.
- Make sure the connectors from the DTXTREME OUTPUT jack (and NOT the INDIV. OUT jack) are plugged correctly to the input jacks of the amplifier or mixer.
- Raise the volume by using the volume slider.
- Make sure the input level is displayed on the LCD when you play the pad or drum with a trigger.
- Raise the minimum value of the level range.
- Make sure the output settings of the voice is not “INDIV. OUT.”
- Make sure the Trigger Bypass switch in Utility mode is OFF .
- Check the Local Control in Utility mode. The Local Control should be “on.”
- Check the cables.

## The External Tone Generator is Not Making a Sound

---

- Make sure the MIDI connectors are correctly connected.
- Make sure the MIDI channels match the input jack numbers of the connected external devices.
- Make sure the value of the MIDI note numbers are set correctly.
- Make sure the Trigger Bypass switch in Utility mode is “off.”
- Make sure the HOST SELECT switch is set correctly.

## The Sound does not Match the Settings

---

- Make sure you have not plugged the monaural phone plug when the power is still ON. This sets the rim switch ON on the DTXTREME. Turn the power OFF and ON again.
- Make sure the output MIDI channel is set to Drum Voice (ch=10).
- Make sure the pad type is set correctly. If set incorrectly, the mute and egde functions will not work properly.

## The Velocity (Sound) is Too Small

---

- Raise the gain setting.
- If the pads have an output or velocity control volume, adjust them (by raising them).
- Raise the velocity.
- Try a different velocity curve.
- Raise the volume of the voice.
- Make sure the input type is correct.
- Reset the INPUT ATTENUATION switch on the rear panel.

## The Triggered Sound is Not Stable (When using acoustic drums)

---

- Make sure you have select the correct input type. Try a larger drum.
- Make sure the trigger pickup (DT series) is securely fastened with new sticky tape.
- Make sure the cable is securely inserted into the DT10 jack.

## Double-triggering

---

- If you are using a sensor made by other manufacturers, it may be sending a large signal causing double-triggering.
- Make sure the head is not causing irregular vibration. If it is, it is necessary to mute the head.
- Make sure the sensor is fixed near the rim (above the bearing) and not near the center of the head.
- Make sure that nothing is touching the sensor.
- If the pads have an output or velocity control volume, adjust them (by lowering them).
- Raise the rejection parameter. Be careful not to set it too high or it may cause a sound to be muted when another drum is played at the same time.
- Try using the self rejection parameter.
- Try switching the INPUT ATTENUATION switch on the rear panel.

## You are Experiencing “Crosstalk”

---

- Replace the sensor away from the nearby drum.
- The minimum input level needs to be higher.
- Raise the gain setting.
- Raise the rejection parameter. Be careful not to set it too high or it may cause a sound to be muted when another drum is played at the same time.
- If the sound crosstalks with a specific trigger input, use the Spec rejection settings.

## The Sounds are Cut when you Play Continuously

---

- If you are playing a rim shot, set the RIM Velocity parameter in Drum Kit Trigger Edit mode to a setting other than “mute Hi” and “mute Lo.”
- Set the unnecessary 2nd notes on to “off” in Drum Kit Trigger Edit mode.
- Set the Key mode in Drum Kit Voice Edit mode to “semi2,” “semi3,” “semi4” and so on.

## Only 1 Sound is Heard when 2 Pads (Drums) are Played

---

- Raise the gain setting of the pad (drum) that is not making a sound.
- Lower the rejection parameter of the pad (drum) that is not making a sound.
- Make sure that the pads (drums) are not assigned to the same group in the Alternate Group settings in Drum Kit Voice Edit mode.

## **The Sound is Too Loud (The Velocity is Permanently Too High)**

---

- Lower the gain setting.
- Lower the minimum value of the velocity range.
- Try another velocity curve.
- If you are using a sensor made by other manufacturers, it may be sending a large signal.
- Reset the INPUT ATTENUATION switch on the rear panel.

## **The Hi-hat Foot Controller or Footswitch Works Oppositely**

---

- Turn the power switch on again with the foot controller or footswitch connected to the rear panel. The DTXTREME will automatically detect the polarity of the switch and enable regular operation. (If the power is currently ON, turn it OFF once and then ON again).
- Make sure you are not stepping on the foot controller or footswitch when you turn the power ON.

## **The Bass or Chord Patterns do Not Play in Pattern or Song Mode**

---

- Make sure the tracks are not muted.
- Make sure the Tr parameter in Song Play mode is not set to “mute.”

## **The DTXTREME does Not Receive any Switch or Trigger Data**

---

- A data error has occurred. Turn the power OFF and then ON while holding the Play and Trigger buttons and the DTXTREME will reset to its initial settings. Beware that all the data will be lost. Frequent data back-up storage to external MIDI devices such as the Yamaha MDF2 is recommended to prevent lost data.

## **The Sound will Not Stop**

---

- Some sounds may have an extremely long release when the Rev Key Off function is enabled. In such a case, press the VOICE button while holding SHIFT to temporarily stop the sound.

## **The Edge Sound is Hard to Produce**

---

- You need to use the position sensing RHP120SD pad.



# Error Messages

---

```
ERROR : MIDI input buffer full
                Push [ENTER]
```

MIDI buffer memory has become full by receiving too much MIDI data at a time via MIDI IN or TO HOST. Reduce the amount of data (data transfer rate) or increase the interval between each transfer on the sending device.

```
ERROR : MIDI data error
                Push [ENTER]
```

An error has occurred while MIDI data was being received. Check if the MIDI cable is properly connected and if the MIDI data is appropriate.

```
ERROR : Host data error
                Push [ENTER]
```

An error has occurred while MIDI data was being received via TO HOST. Check if the MIDI cable is properly connected and the HOST SELECT switch is properly set.

```
ERROR : HOST is offline
                Push [ENTER]
```

Communications via TO HOST are not working. Check if the computer connected to TO HOST is turned on, the serial cable is properly connected to TO HOST, and the HOST SELECT switch is properly set.

```
WARNING: All data initialized
                Push [ENTER]
```

All setting data is initialized because the backup battery inside the DTXTREME may be running short. Consult your nearest Yamaha dealer on replacing the battery.

```
WARNING : Battery voltage is low
                Push [ENTER]
```

The backup battery inside the DTXTREME may be running low. All setting data may be lost if the DTXTREME is turned off after this message is shown. First try to save necessary data to a memory card or so on, then consult your nearest Yamaha dealer on replacing the battery.

```
ERROR : MIDI check sum error
                Push [ENTER]
```

Checksum of the received bulk data is incorrect. Check if the data is not corrupted and appropriate for the DTXTREME, and then retry.

```
ERROR : MIDI Illegal data
                Push [ENTER]
```

Received bulk data contains illegal data. Check if the data is not corrupted and appropriate for the DTXTREME, and then retry.

```
ERROR : Sequencer is Running
                Push [ENTER]
```

This message will be shown if you attempt an operation while the internal sequencer is running. Stop the sequencer and retry.

```
ERROR : Sequence data is not empty
                Push [ENTER]
```

This message will be shown if you attempt recording to operation to the track that contains data. Retry recording to an empty track.

```
ERROR : Memory full          Push [ENTER]
```

User memory has become full. Save necessary user data to the memory card and clear unnecessary data to release the memory.

```
ERROR : Card is write protected Push [ENTER]
```

This message will be shown if you attempt saving onto a write-protected memory card. Cancel write-protection of the memory card and retry.

```
ERROR : Card read/write error Push [ENTER]
```

An error has occurred while the DTXTREM was reading or writing a memory card. First re-format the memory card and retry. If the message still appears when you attempt reading writing on the re-formatted card, that memory card may be broken. Replace the memory card. In any case, the data stored on the troubled card may be corrupted.

```
ERROR : File is unknown format Push [ENTER]
```

The DTXTREME cannot recognize the specified file (file format). Check if the file is suitable for the DTXTREME and is not corrupted.

```
ERROR : Can't edit preset song Push [ENTER]
```

This message will be shown if you attempt to load a song from the memory card or by receiving bulk data when a preset song is selected (in Drum Kit Play mode). First select a user song and then retry loading a song.

```
ERROR : Can't edit card song Push [ENTER]
```

This message will be shown if you attempt to load a song from the memory card or by receiving bulk data when a card song is selected (in Drum Kit Play mode). First select a card song and then retry loading a song.

# DTXTREME Specifications

---

## Tone Generator

---

16-bit AWM2(PCM)

## Wave Memory

---

DRAM16Mbit x 2 (max47sec@44.1kHz)

## Poylphony

---

Maximum of 64 notes

## Parts

---

16 parts

## Voices

---

1757 Drum and Percussion Voices, 128 Keyboard Voice (GM Level 1)

## System Effects

---

2 Blocks (Reverb, Chorus)

## Effect for Drum Kit

---

2 Insertion Effects

## Sequencer

---

2 Tracks MIDI sequencer

## MODES

---

### 8 modes

Drum Kit Play mode  
Drum Kit Trigger Edit mode  
Drum Kit Voice Edit mode  
Drum Kit Effect Edit mode  
Chain Play mode  
Song Job mode  
Utility mode  
Store mode

## Controls

---

### 23 Push switches

PAGE+, PAGE-, RHYTHM, BASS, OTHERS, CLICK, TOP, REW, PLAY/STOP, FF, REC, PLAY, CHAIN, SONG JOB, UTILITY, EXIT/NO, SHIFT, TRIGGER, VOICE, COMMON, STORE, ENTER/YES, SPEAKER

### 10 Slide Volumes

MASTER VOLUME, PHONES, ACCOMP/REVERB, CLICK, SNARE, KICK, TOM, HI-HAT, CYMBAL, MISC

### 5 Rotary encoders

## Display

---

- 40 x 2 characters Backlit LCD
- 3 digits 7 segments LED
- 14 operation LEDs

## Memory Card

---

SmartMedia™, 3.3V card used only

## Input and Output

---

### Rear Panel

- MIDI IN/OUT/THRU
- TO HOST, Host select SW
- FOOT SW (mono phone) — FC4, FC5, HH60
- HI-HAT CONTROL (stereo phone) — HH80, HH80A, HH60
- OUTPUT L/MONO (mono phone)
- OUTPUT R (mono phone)
- INDIVIDUAL OUTPUT 1 ~ 6 (mono phone)
- Trigger input 1 ~ 8 (stereo phone — L: trigger, R: sw) x 8
- Trigger input 9/10, 11/12, 13/14, 15/16 (stereo phone — L, R: trigger ) x 4
- INPUT ATTENUATION switch 1 ~ 16 (DIP SW)

### Side Panel

- SmartMedia™ connector

### Front Panel

- PHONES (stereo phone)
- AUX IN (stereo mini)
- AUX IN VOL

## Power Requirements

---

DC 12V

## Dimensions(W x H x D)

---

300mm x 71mm x 229mm

## Weight

---

2.2kg

## Included Accessories

---

Owner's Manual  
AC power adaptor (PA-5B or PA-D12)

## Accessories

---

Footswitch Yamaha FS55, FC4, FC5  
Foot Controller Yamaha HH80A, HH60, FC7

\* Specifications and descriptions in this owner's manual are for information purposes only. Yamaha Corp. reserves the right to change or modify products or specifications at any time without prior notice. Since specifications, equipment or options may not be the same in every locale, please check with your Yamaha dealer.

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# DATA List

## MIDI Data Format

### 1. General

#### 1.1 Coverage

The specifications described herein specify transmission and reception of MIDI data of the DTXTREME.

#### 1.2 Compliance

The specifications described herein comply to following standards:

- MIDI 1.0
- YMCS V16.19
- GM System Level 1 standard specified by Yamaha Corporation

#### 1.3 Legend

The following specifications are described as:

- Hexadecimals are headed with a dollar sign (\$).
- \$nn\*N indicates that there are multiple values.

### 2. Channel Messages

Channel messages on MIDI channel 10 are not received when the "Receive10" system parameter is set to off.

#### 2.1 Key On or Key Off

Supports both transmission and reception.

Reception note range: C-2 - G8

Velocity range: 1 to 127 (note on only)

#### 2.2 Control Change

The internal sequencer is capable of recording or playback of all kinds of control change messages, so that the DTXTREME can transmit and receive those messages.

The internal tone generator and drum triggering function as follows.

##### 2.2.1 bank select MSB, LSB - 0, 32

Supports both transmission and reception.

Operations based on bank select data may vary depending on the MIDI mode setting. However, in any MIDI mode setting, actual operations on bank select will be suspended until the DTXTREME receives a program change message that follows bank select data.

##### • MIDI mode setting: native

MSB=0	LSB=any value:	normal voice	
MSB=127	LSB=any value:	GM drum voice	*note1
MSB=125	LSB=0:	drum voice, preset kit1	*note2
MSB=125	LSB=1:	drum voice, user kit	*note2
MSB=125	LSB=2:	drum voice, card kit	*note2

##### • MIDI mode setting: GM

MSB=0	LSB=any value:	normal voice	
MSB=127	LSB=any value:	GM drum voice	*note1

\*note1: The DTXTREME only receives program numbers 1, 2, 9, 17, 25, 26, 33, 41 and 49 and selects a GM preset drum kit that corresponds to the received number.

\*note2: The DTXTREME selects a drum kit that corresponds to the received number.

It is possible to select a drum voice for any MIDI channel (except 10). In this case, the drum map used for that voice is identical to that for MIDI channel 10.

##### 2.2.2 1 modulation

Reception only.

##### 2.2.3 4 foot controller

Supports both transmission and reception.

##### 2.2.4 6 data entry

Reception only. Used to specify RPN data.

##### 2.2.5 7 main volume

Supports both transmission and reception.

##### 2.2.6 10 pan

Supports both transmission and reception.

0 is the far left of a stereo image and 127 is the far right of a stereo image.

##### 2.2.7 11 expression

Reception only.

##### 2.2.8 64 hold 1

Reception only.

##### 2.2.9 71 harmonic content

Reception only.

##### 2.2.10 72 release time

Reception only.

##### 2.2.11 73 attack time

Reception only.

##### 2.2.12 74 brightness

Reception only.

##### 2.2.13 84 portamento control

Reception only.

##### 2.2.14 91 effect1 depth

Reception only. Affects the reverb send level.

##### 2.2.15 93 chorus depth

Reception only. Affects the chorus send level.

##### 2.2.16 100, 101 data increment/decrement

Reception only.

##### 2.2.17 RPN

\$00/\$00 pitch bend sensitivity: Reception only.

\$00/\$01 fine tuning: Reception only.

\$00/\$02 coarse tuning: Reception only.

\$71/\$71 NULL: Reception only.

### 2.3 Channel Mode Messages

Reception only.

##### 2.3.1 120 all sound off

Mutes all the sounds currently playing through the specified channel.

##### 2.3.2 121 reset all controllers

Sets the following controller values back to its initial value: pitchbend, modulation, expression, hold1, portamento control, RPN number

##### 2.3.3 123 all note off

Mutes all notes from the specified channels currently playing. They will, however, not be muted until hold 1 is turned off.

##### 2.3.4 124 omni off

Operates as all notes off is received.

##### 2.3.5 125 omni on

Operates as all notes off is received.

##### 2.3.6 126 mono

Operates as all sounds off is received.

##### 2.3.7 127 poly

Operates as all sounds off is received.

### 2.4 Program Change

When the "Receive10 pc" system is set to off, the DTXTREME does not receive program change data.

When the "Receive10 pc" system is set to off, the DTXTREME does not receive program change data on MIDI channel 10.

### 2.5 Pitch Bend

Supports both transmission and reception.

## 2.6 Channel Aftertouch

Does not support transmission and reception.

## 2.7 Polyphonic Aftertouch

Does not support transmission and reception.

## 3. System Exclusive Messages

When the "receive system exclusive" system parameter is set to off, the DTXTREAME does not receive system exclusive messages.

The DTXTREAME does not receive system exclusive messages that does not include the device number specified with the "device number" system parameter.

### 3.1 Parameter Change

#### 3.1.1 GM system ON

\$F0 \$7E \$7F \$09 \$01 \$F7

Sets all the data except the MIDI master tuning data to its initial value. Supports both transmission and reception.

#### 3.1.2 XG system ON

\$F0 \$43 \$1n \$4C \$00 \$00 \$7E \$00 \$F7

n is device number.  
Operates as GM system ON is received. Reception only.

#### 3.1.3 identify request

\$F0 \$7E \$0n \$06 \$01 \$F7

n is device number.  
After this message is received, the DTXTREME transmits identity reply. Reception only.

#### 3.1.4 MIDI master volume

\$F0 \$7F \$7F \$04 \$01 \$XX \$mm \$F7

XX is dummy (ignored). mm is the volume data. Reception only.

#### 3.1.5 MIDI master tune

\$F0 \$43 \$1n \$27 \$30 \$00 \$00 \$mm \$ll \$cc \$F7

n is device number.

Master tuning can be done by 128 cents which is specified by mm (MSnible) and ll (LSnible).

Reception only.

#### 3.1.6 identify reply

\$F0 \$7E \$0n \$06 \$02 \$43 \$00 \$4C \$73 \$07 \$mm \$00 \$00 \$00 \$F7

n is device number.  
mm is software version number (\$00).

Transmission only.

#### 3.1.7 display data

\$F0 \$43 \$1n \$4c \$06 \$00 \$ii \$dd\*N \$F7

n is device number (1 - F).  
ii is display start position (\$00 - \$1F).  
dd is an ASCII code number. Up to 32 "dd" values can be specified.  
A specified string (of up to 32 characters) is displayed in the LCD for a certain period of time. If multiple data sets are received, the LCD displays each string at the specified start position in the received order.  
Reception only.

#### 3.1.8 clear all song

\$F0 \$43 \$7D \$1n \$44 \$54 \$00 \$F7

n is device number (1 - F).  
Clears all user songs.

### 3.1.9 remote SW

\$F0 \$43 \$7D \$1n \$52 \$53 data \$F7

n is device number (1 - F).  
Operates identically as a panel switch is pressed (on/off).  
Data specifies the switch number (bit0 - bit5: \$00 - \$3F) and its status (bit6: \$40, 1: on, 0: off).  
See Data Tables for the switch number.

### 3.1.10 parameter change

\$F0 \$43 \$7D \$1n \$44 \$58 p1 p2 p3 p4 data1 (data2) \$F7

n is device number (1 - F).  
Changes values for various parameters on the DTXTREME.  
The parameter number specified with p1, p2, p3 and p4 is given a value specified with data1 and data2.  
If the target parameter belongs to a user stack (one of 4 elements that comprise a user voice), it takes 2 bytes (data1 and data2). In this case, data1 (MS7bit) and data2 (LS7bit) is combined to express a single value (\$0000 - \$3FFF).  
See Data Tables for the parameter number.  
Reception only.

### 3.2 Bulk Dump

Bulk data is transmitted and received as follows:

\$F0	
\$43	
\$7D	
\$0n	n: device number
\$ss	data bytes MS7bit
\$ss	data bytes LS7bit
\$44	ID, ASCII char 'D'
\$54	ID, ASCII char 'T'
\$58	ID, ASCII char 'X'
\$54	ID, ASCII char 'T'
type1	type, ASCII char
type2	type, ASCII char
type3	type, ASCII char
type4	type, ASCII char
indM	index number MS7bit
indL	index number LS7bit
numM	object number MS7bit
numL	object number LS7bit
data	data
...	
data	
csum	check sum
\$F7	

n is device number (1 - F).

Data bytes is a numeric value obtained by adding 12 to the number of data bytes.

If data is more than 4,096 bytes, that data is divided into multiple packets (\$F0 - \$F7) and each packet is transferred with a unique index number. The first index number is \$00 \$01 (\$0001) and the last is \$7F \$7F (\$3FFF). If data is within 4,096 bytes, that data is transferred in a single packet with the first index number, \$00 \$01 (\$0001).

Object number specifies a unique number from multiple similar kinds of data (like drum kit number, song number or so on). If the target data is single (like system common data, edit buffer data or so on), this value must be \$7F (\$3FFF).

Check sum must be a 2's complement of the sum of the 7th byte (ID) and following data (before check sum).

#### 3.2.1 bulk dump - system data

\$F0	
...	
\$58	ID, ASCII char 'X'
\$54	ID, ASCII char 'T'
\$53	type, ASCII char 'S'
\$59	type, ASCII char 'Y'
\$53	type, ASCII char 'S'
\$54	type, ASCII char 'T'
\$00	fix
\$00	fix
\$7F	fix
\$7F	fix
data	data
...	
data	
csum	check sum
\$F7	

See Data Tables for details of data.



### 3.2.2 bulk dump - drumkit data

```

$F0
...
$58 ID, ASCII char 'X'
$54 ID, ASCII char 'T'
$44 type, ASCII char 'D'
$4B type, ASCII char 'K'
$49 type, ASCII char 'I'
$54 type, ASCII char 'T'
$00 fix
$00 fix
numM drumkit number MS7bit
numL drumkit number LS7bit
data data
...
data
csum check sum
$F7

```

Drumkit number is a user drumkit number counted from 0 (counted from 1 in the panel display).  
Drumkit number \$7F \$7F (\$3FFF) specifies the edit buffer.  
See Data Tables for details of data.

### 3.2.3 chain dump - chain data

```

$F0
...
$58 ID, ASCII char 'X'
$54 ID, ASCII char 'T'
$43 type, ASCII char 'C'
$48 type, ASCII char 'H'
$41 type, ASCII char 'A'
$49 type, ASCII char 'I'
$00 fix
$00 fix
numM drumkit number MS7bit
numL drumkit number LS7bit
data data
...
data
csum check sum
$F7

```

Chain number is a user chain number counted from 0 (counted from 1 in the panel display).  
Chain number \$7F \$7F (\$3FFF) specifies the edit buffer.  
See Data Tables for details of data.

### 3.2.4 bulk dump - song data

```

$F0
...
$58 ID, ASCII char 'X'
$54 ID, ASCII char 'T'
$53 type, ASCII char 'S'
$4F type, ASCII char 'O'
$4E type, ASCII char 'N'
$47 type, ASCII char 'G'
indM index number MS7bit
indL index number LS7bit
numM song number MS7bit
numL song number LS7bit
data data
...
data
csum check sum
$F7

```

If data is large, it is divided into multiple messages.

Song number must be counted from 0 (counted from 1 in the panel display).  
Song number \$7F \$7F (\$3FFF) specifies the one song (current song).

Each data byte is divided into 4-bit MSnibble and LSnibble, and then transferred as successive 2 bytes.  
See Data Tables for details of data.

### 3.2.5 bulk dump - stack data

```

$F0
...
$58 ID, ASCII char 'X'
$54 ID, ASCII char 'T'
$53 type, ASCII char 'S'
$54 type, ASCII char 'T'
$43 type, ASCII char 'C'
$4B type, ASCII char 'K'
$00 fix
$00 fix
numM stack number MS7bit
numL stack number LS7bit
data data
...
data
csum check sum
$F7

```

Stack number is specified with numM and numL (\$00 - \$0F for each) and determines the user stack 1 - 16.

Each data byte is divided into 4-bit MSnibble and LSnibble, and then transferred as successive 2 bytes.  
See Data Tables for details of data.

## 3.3 Dump Request

When the DTXXTREME receives dump request (reception only), it transmits requested bulk data.

```

$F0
$43
$7D
$2n n: device number
$44 ID, ASCII char 'D'
$54 ID, ASCII char 'T'
$58 ID, ASCII char 'X'
$54 ID, ASCII char 'T'
type1 type, ASCII char
type2 type, ASCII char
type3 type, ASCII char
type4 type, ASCII char
numM object number MS7bit
numL object number LS7bit
$F7

```

Type specifies the type of bulk data. See the bulk dump format for available types.

Object number specifies a unique number from multiple similar kinds of data (like drum kit number, song number or so on). If the target data is single (like system common data, edit buffer data or so on), this value must be \$7F \$7F (\$3FFF).

If there is only one song data on the DTXXTREME, this does not mean that data is single.

## 4. System Common Messages

### 5.1 Song Select

```
$F3 $nn
```

nn is song number.

Reception only.

## 5. System Realtime Messages

Supports both transmission and reception.

### 5.1 Timing Clock

When the "MIDI sync mode" system parameter has a value of "ext" or "auto," the DTXXTREME synchronizes to incoming timing clock.

### 5.2 Start, Continue, Stop

When the "MIDI control" system parameter is set to off, the DTXXTREME does not receive start, continue and stop messages.

### 5.3 Active Sensing

Reception: If an active sensing message is received and there is no subsequent MIDI data coming in for approximately 300 milliseconds, the DTXXTREME will mute all current sounds playing.

Transmission: The DTXXTREME transmits MIDI data including active sensing message every (approximately) 300 milliseconds

# MIDI Data Table

- Table A: Parameter Change – Parameter List
- Table B: Bulk Dump Data details
- Table C: Effect Parameter details

## Table A: Parameter Change – Parameter List

range format:

```
OB24 0:-12, 1:-11, ... 12:0, 13:+1, ... 24:+12
OB30 0:-15, 1:-14, ... 15:0, 16:+1, ... 30:+15
OB32 0:-16, 1:-15, ... 16:0, 17:+1, ... 32:+16
OB48 0:-24, 1:-23, ... 24:0, 25:+1, ... 48:+24
OB64 0:-64, 1:-32, ... 32:0, 33:+1, ... 64:+32
OB127 0:-127, 1:-62, ... 64:0, 65:+1, ... 127:+63
OB$0800 $0000:-$400,$0001:-$3ff,... $0400:$0,$0401:+$1,...$0800:+$400
OB$1000 $0000:-$800,$0001:-$7ff,... $0800:$0,$0801:+$1,...$1000:+$800
OB$1800 $0000:-$c00,$0001:-$bfff,... $0c00:$0,$0c01:+$1,...$1800:+$c00
ASCII $20 - $7f
```

### A.1 parameter change - DRUM control parameter

P1-4	range	name
1 1 --	0-2	KIT DEVICE
1 2 --	0-	KIT NO
1 3 --	0,1	KIT EDIT FLAG
1 4 --	0-31	CHAIN NO
1 5 --	0,1	CHAIN EDIT FLAG

### A.2 parameter change - SEQ control parameter

P1-4	range	name
2 6 --	0-2	SONG DEVICE
2 7 --	0-	SONG NO
2 9 --	30-300	TEMPO LSB 7bit
2 10 --	30-300	TEMPO MSB 7bit
2 16 --	0,1	REPEAT PLAY
2 19 --	0-39	CLICK BEAT
2 20 --	0-6	CLICK QUANTIZE
2 21 --	0,1	MUTE RHY
2 22 --	0,1	MUTE BASS
2 23 --	0,1	MUTE OTHER

### A.3 parameter change - system parameter

P1-4	range	name
3 1 --	0,1	LINK MODE
3 2 --	0,1	LEARN MODE
3 3 --	0,1	BYPASS
3 4 --	OB32	F/C OFFSET DATA
3 5 --	0-127	F/C OFFSET TIME
3 6 --	0,1	JUMP TO RECENT PAGE
3 7 --	0-16	INC PAD NO
3 8 --	0-16	DEC PAD NO
3 9 --	0,1	LED DISPLAY
4 1 --	0,1	MIDI MODE
4 2 --	0-15	MIDI DEV NO
4 3 --	0,1	LOCAL SW
4 4 --	0,1	RECEIVE P/C
4 5 --	0,1	RECEIVE MIDI CH10
4 6 --	0,1	RECEIVE MIDI CH10 P/C
4 7 --	0,1	RECEIVE SYSEX
4 8 --	0,1	SEND HH CONTROL
4 9 --	0,1	SEQ CONTROL
4 10 --	0-7	MIDI THRU PORT
4 11 --	0-5	BULK TIME
5 1 --	OB24	EQ GAIN LO
5 2 --	OB24	EQ GAIN MID
5 3 --	OB24	EQ GAIN HI
5 4 --	4-40	EQ FREQ LO
5 5 --	14-54	EQ FREQ MID
5 6 --	28-58	EQ FREQ HI
6 1 --	0-	CLICK VOICE SET
6 2 --	0-8	CLICK OUTSEL
6 3 --	0,1	CLICK MIDI OUT
6 4 --	0-3	CLICK MODE
6 5 --	0,1	PLAY COUNT
6 6 --	0,1	REC COUNT
6 7 --	0,1	SYNC MODE
6 8 --	0,1	GLOBAL TEMPO
28 1 m -	0-	USER CLICK VOICE CATEGORY
28 2 m -	0-	USER CLICK VOICE INDEX NO
28 3 m -	0-127	USER CLICK VOLUME
28 5 m -	OB\$1800	USER CLICK PITCH MSB 7bit
28 6 m -	OB\$1800	USER CLICK PITCH LSB 7bit
28 7 m -	OB127	USER CLICK MODIFY
28 8 m -	OB127	USER CLICK FILTER
28 9 m -	OB127	USER CLICK Q
28 10 m -	OB127	USER CLICK ATTACK
28 11 m -	OB127	USER CLICK DECAY

```
7 1 -- OB$800 MASTER TUNE MSB7bit
7 2 -- OB$800 MASTER TUNE LSB7bit
7 3 -- 0-127 MASTER VOLUME
7 4 -- 0,1 REVERB BYPASS
7 5 -- 0,1 SWAP L/R
7 6 -- 0,1 AUTO INDIV OUTPUT
7 7 -- 0,1 SLIDER MODE
```

m: 0-2 click type

### A.4 parameter change - Drumkit pad note parameter

P1-4	range	name
8 1 in n	0-127	MIDI NOTE NO
8 2 in n	0-99	GATE TIME
8 3 in n	0-16	MIDI CHANNEL
8 4 in n	0-9	VELOCITY TABLE

in: 0-15 trigger input number  
n: note index number

### A.5 parameter change - Drumkit pad parameter

P1-4	range	name
9 1 in -	0-4	KEY ON MODE
9 2 in -	0-21	PAD TYPE
9 3 in -	0-63	GAIN
9 4 in -	0-98	MIN LEVEL
9 5 in -	1-99	MAX LEVEL
9 6 in -	0-126	MIN VELOCITY
9 7 in -	0-127	MAX VELOCITY
9 8 in -	0-4	VELOCITY CURVE
9 9 in -	0-9	SELF REJECTION
9 10 in -	0-9	REJECTION
9 11 in -	0-15	SPECIFIED REJECT INPUT NO
9 12 in -	0-9	SPECIFIED REJECT
9 13 in -	0-7	PAD FUNCTION
9 14 in -	0-2	RIM KEY ON MODE
9 15 in -	0-16	RIM VELOCITY
9 16 in -	0-32	RIM HOLD GROUP
9 17 in -	0,1	PAD SONG DEVICE
9 18 in -	0-	PAD SONG NO
9 19 in -	0-2	PAD SONG MODE
9 20 in -	0,1	PAD SONG REPEAT
9 21 in -	0-32	HOLD GROUP

in: 0-15 trigger input number

### A.6 parameter change - Drumkit map parameter

P1-4	range	name
10 1 nt -	0-	VOICE CATEGORY
10 2 nt -	0-	VOICE INDEX NO
10 3 nt -	0-127	VOLUME
10 4 nt -	0-127	PAN
10 5 nt -	OB\$1800	PITCH MSB 7bit
10 6 nt -	OB\$1800	PITCH LSB 7bit
10 7 nt -	OB127	MODIFY
10 8 nt -	OB127	FILTER
10 9 nt -	OB127	Q
10 10 nt -	OB127	ATTACK
10 11 nt -	OB127	DECAY
10 12 nt -	0-3	KEY ASSIGN MODE
10 13 nt -	0-127	ALTERNATE GROUP
10 14 nt -	0,1	KEY OFF ENABLE
10 15 nt -	0,1	KEY ON ENABLE
10 16 nt -	0-11	OUTPUT SELECT
10 17 nt -	0-127	REVERB SEND
10 18 nt -	0-127	CHORUS SEND

nt: 0-81 (MIDI note number - 13)

### A.7 parameter change - Drumkit xmap parameter

P1-4	range	name
24 1 - -	0-3	SNAPPY SELECT
24 2 - -	0-3	MUFFLING
24 3 - -	0-3	HEAD SELECT

### A.8 parameter change - Drumkit insert FX parameter

P1-4	range	name
11 1 if -		PARAMETER 1 MSB 7bit
11 2 if -		PARAMETER 1 LSB 7bit
11 3 if -		PARAMETER 2 MSB 7bit
11 4 if -		PARAMETER 2 LSB 7bit
11 5 if -		PARAMETER 3 MSB 7bit
11 6 if -		PARAMETER 3 LSB 7bit
11 7 if -		PARAMETER 4 MSB 7bit
11 8 if -		PARAMETER 4 LSB 7bit
11 9 if -		PARAMETER 5 MSB 7bit
11 10 if -		PARAMETER 5 LSB 7bit
11 11 if -		PARAMETER 6 MSB 7bit
11 12 if -		PARAMETER 6 LSB 7bit
11 13 if -		PARAMETER 7 MSB 7bit
11 14 if -		PARAMETER 7 LSB 7bit
11 15 if -		PARAMETER 8 MSB 7bit
11 16 if -		PARAMETER 8 LSB 7bit
11 17 if -		PARAMETER 9 MSB 7bit
11 18 if -		PARAMETER 9 LSB 7bit

```

11 19 if - PARAMETER 10 MSB 7bit
11 20 if - PARAMETER 10 LSB 7bit
11 21 if - PARAMETER 11 MSB 7bit
11 22 if - PARAMETER 11 LSB 7bit
11 23 if - PARAMETER 12 MSB 7bit
11 24 if - PARAMETER 12 LSB 7bit
11 25 if - PARAMETER 13 MSB 7bit
11 26 if - PARAMETER 13 LSB 7bit
11 27 if - PARAMETER 14 MSB 7bit
11 28 if - PARAMETER 14 LSB 7bit
11 29 if - PARAMETER 15 MSB 7bit
11 30 if - PARAMETER 15 LSB 7bit
11 31 if - PARAMETER 16 MSB 7bit
11 32 if - PARAMETER 16 LSB 7bit
11 33 if - 0-44 TYPE
11 34 if - 1-127 PAN
11 35 if - 0-127 REVSEND
11 36 if - 0-127 CHOSEND
11 37 if - 0-119 CONTROL NO
11 38 if - 0-127 CONTROL SENS
11 39 if - 0-9 OUT SELECT
-----
if: 0,1 Insert FX number

```

### A.9 parameter change - Drumkit reverb parameter

```

Pl-4      range  name
-----
12 1 - -  PARAMETER 1
12 2 - -  PARAMETER 2
12 3 - -  PARAMETER 3
12 4 - -  PARAMETER 4
12 5 - -  PARAMETER 5
12 6 - -  PARAMETER 6
12 7 - -  PARAMETER 7
12 8 - -  PARAMETER 8
12 9 - -  PARAMETER 9
12 10 - - PARAMETER 10
12 11 - - PARAMETER 11
12 12 - - PARAMETER 12
12 13 - - PARAMETER 13
12 14 - - PARAMETER 14
12 15 - - PARAMETER 15
12 16 - - PARAMETER 16
12 17 - - 0-12 TYPE
12 18 - - 0-127 RETURN LEVEL
12 19 - - 0-127 PAN
-----

```

### A.10 parameter change - Drumkit chorus note parameter

```

Pl-4      range  name
-----
13 1 - -  PARAMETER 1
13 2 - -  PARAMETER 2
13 3 - -  PARAMETER 3
13 4 - -  PARAMETER 4
13 5 - -  PARAMETER 5
13 6 - -  PARAMETER 6
13 7 - -  PARAMETER 7
13 8 - -  PARAMETER 8
13 9 - -  PARAMETER 9
13 10 - - PARAMETER 10
13 11 - - PARAMETER 11
13 12 - - PARAMETER 12
13 13 - - PARAMETER 13
13 14 - - PARAMETER 14
13 15 - - PARAMETER 15
13 16 - - PARAMETER 16
13 17 - - 0-14 TYPE
13 18 - - 0-127 RETURN LEVEL
13 19 - - 0-127 PAN
13 20 - - 0-127 CHORUS TO REVERB LEVEL
-----

```

### A.11 parameter change - Drumkit localizer note parameter

```

Pl-4      range  name
-----
21 1 - -  PARAMETER 1
21 2 - -  PARAMETER 2
21 3 - -  PARAMETER 3
21 4 - -  PARAMETER 4
21 5 - -  PARAMETER 5
21 6 - -  PARAMETER 6
21 7 - -  PARAMETER 7
21 8 - -  PARAMETER 8
21 9 - -  PARAMETER 9
21 10 - - PARAMETER 10
21 11 - - PARAMETER 11
21 12 - - PARAMETER 12
21 13 - - PARAMETER 13
21 14 - - PARAMETER 14
21 15 - - PARAMETER 15
21 16 - - PARAMETER 16
21 17 - - 0-5 TYPE
21 18 - - 0-16 DRUM SENSITIVITY
21 19 - - 0-16 ACOMP SENSITIVITY
-----

```

### A.12 parameter change - Drumkit MIDI setup parameter

```

Pl-4      range  name
-----
14 1 i -  0,1 ENABLE SW
14 2 i -  0-127 PROGRAM CHANGE
14 3 i -  0-127 BANK SELECT MSB
14 4 i -  0-127 BANK SELECT LSB
-----

```

```

14 5 i -  0-127 VOLUME
14 6 i -  0-127 PAN
14 7 i -  0-127 C/C NUMBER
14 8 i -  0-127 C/C DATA
14 9 i -  0-127 REVERB SEND
14 10 i - 0-127 CHORUS SEND
-----
i: 0-16 MIDI channel

```

### A.13 parameter change - Drumkit common parameter

```

Pl-4      range  name
-----
15 1 c -  ASCII NAME
15 2 - -  0,1 F/C FUNCTION
15 3 - -  0-63 F/C SENSITIVITY
15 4 - -  0-16 HH CONTROL INPUT NO
15 5 - -  0-15 F/C MIDI CHANNEL
15 6 - -  0-122 F/C MIDI CONTROL NO
15 7 - -  0-7 F/S FUNCTION
15 8 - -  1-127 F/S MIDI VELOCITY
15 9 - -  0-15 F/S MIDI CHANNEL
15 10 - - 0-119 F/S MIDI CONTROL NO
15 11 - - 0-127 F/S MIDI OFF DATA
15 12 - - 0-127 F/S MIDI ON DATA
15 13 - - 0,1 INPUT 9T010
15 14 - - 0,1 INPUT 11T012
15 15 - - 0,1 ENABLE LOCALIZER
15 16 - - 0,1 SONG SELECT DEVICE
15 17 - - 0- SONG SELECT NO
15 18 - - 30-300 TEMPO SELECT MSB 7bit
15 19 - - 30-300 TEMPO SELECT LSB 7bit
15 20 c -  ASCII VOLUME FILE NAME
15 21 - - 0-7 EG WAVE
15 22 - - 0-127 EG TIME
15 23 - - 0-119 EQ CONTROL NO
15 30 - - 0-127 DRUM VOLUME
15 31 - - 0-127 DRUM REVERB SEND
15 32 - - 0-127 DRUM CHORUS SEND
-----
c: 0-7 column number

```

### A.14 parameter change - user voice common parameter

```

Pl-4      range  name
-----
16 1 c i  ASCII NAME
16 2 - i  0,1 HH X FADE SW
16 3 - i  0-127 HH RATE
-----
c: 0-7 column number
i: 0-98 user voice number

```

### A.15 parameter change - user voice stack parameter

```

Pl-4      range  name
-----
17 1 j i  0- KEY BANK NO
17 2 j i  0-127 ATTENUATION
17 3 j i  OB48 TRANSPOSE
17 4 j i  0-127 TUNE
17 5 j i  0-127 AR
17 6 j i  0-127 DIR
17 7 j i  0-127 D2R
17 8 j i  90127 RR
17 9 j i  0-255 IL
17 10 j i 0-255 D1L
17 11 j i 0-255 D2L
17 13 j i 0-22 VELOCITY TABLE
17 14 j i OB30 KEY VELOCITY SENS
17 15 j i 0-31 Q
17 16 j i 0-2047 FILTER
17 17 j i 0-127 BOOST
17 19 j i OB$1000 PEG L1
17 20 j i 0-127 PEG R1
17 21 j i OB30 PITCH KVS
17 22 j i OB30 ATTACK KVS
17 23 j i OB30 DECAY KVS
17 24 j i 0,1 STACK ENABLE
17 25 j i OB127 GAIN LO
17 26 j i OB127 GAIN HI
17 27 j i 4-40 FREQ LO
17 28 j i 28-58 FREQ HI
17 29 j i 0-127 DIP FC
-----
j: stack number
i: 0-98 user voice number

```

### A.16 parameter change - Chain common parameter

```
-----
P1-4      range  name
-----
22 1 c -   ASCII  NAME
-----
c: 0-7 column number
```

### A.17 parameter change - Chain step parameter

```
-----
P1-4      range  name
-----
23 1 i -   0-2   TYPE
23 2 i -   0-2   SONG/KIT DEVICE
23 3 i -   0-   SONG/KIT NO
-----
i: 0-31 step number
```

### A.18 parameter change - remote sw

```
-----
sw number  sw name
-----
1          PLAY
2          TRIGGER
3          EXIT NO
4          ENTER YES
5          CLICK
6          TOP
7          CHAIN
8          VOICE
9          SHIFT
10         SOUND
11         PAGEG UP
12         PAGEG DOWN
13         SONG
14         EFFECT
15         FF
16         REC
17         RHYTHM
18         BASS
19         UTIL
20         STORE
21         REW
22         PLAY/STOP
23         OTHERS
-----
```

### Tabel B: bulk dump data details

type formats:

uc unmarked 8-bit data  
 us unmarked 16-bit data  
 \*nn array of the same type of data  
 [\*\*\*] data block

### B.1 bulk dump - system data

```
-----
[USER CLICK] block
-----
type  NAME
-----
UC    MIDI NOTE NO
UC    USER CLICK VOICE CATEGORY
UC    USER CLICK VOICE INDEX NO
UC    USER CLICK VOLUME
1 bytes reserve
UC    USER CLICK PITCH MSB 7bit
UC    USER CLICK PITCH LSB 7bit
UC    USER CLICK MODIFY
UC    USER CLICK FILTER
UC    USER CLICK Q
UC    USER CLICK ATTACK
UC    USER CLICK DECAY
6 bytes reserve
-----
system data
-----
type  NAME
-----
UC    LINK MODE
UC    LEARN MODE
UC    BYPASS
UC    F/C OFFSET DATA
UC    F/C OFFSET TIME
UC    JUMP TO RECENT PAGE
UC    INC PAD NO
UC    DEC PAD NO
UC    LED DISPLAY
4 bytes reserve
UC    MIDI MODE
UC    MIDI DEV NO
UC    LOCAL SW
UC    RECEIVEVE P/C
UC    RECEIVE MIDI CH10
UC    RECEIVE MIDI CH10 P/C
UC    RECEIVE SYSEX
UC    SEND HH CONTROL
UC    SEQ CONTROL
UC    MIDI THRU PORT
UC    BULK TIME
4 bytes reserve
UC    GAIN LO
UC    GAIN MID
UC    GAIN HI
```

```
UC    FREQ LO
UC    FREQ MID
UC    FREQ HI
4 bytes reserve
UC    VOICE SET
UC    OUTSEL
UC    CLICK MIDI OUT
UC    CLICK MODE
UC    PLAY COUNT
UC    REC COUNT
UC    SYNC MODE
UC    GLOBAL TEMPO
4 bytes reserve

[USER CLICK] * 3

UC    TUNE MSB7bit
UC    TUNE LSB7bit
UC    MASTER VOLUME
UC    REVERB BYPASS
UC    SWAP L/R
UC    AUTO INDIV OUTPUT
UC    SLIDER MODE
36 bytes reserve
-----
```

### B.2 bulk dump - drumkit data

```
-----
[PADNOTE] block
-----
type  NAME
-----
UC    MIDI NOTE NO
UC    GATE TIME
UC    MIDI CHANNEL
UC    VELOCITY TABLE
-----
[PAD] block
-----
type  NAME
-----
[PADNOTE] * 16
UC    KEY ON MODE
UC    PAD TYPE
UC    GAIN
UC    MIN LEVEL
UC    MAX LEVEL
UC    MIN VELOCITY
UC    MAX VELOCITY
UC    VELOCITY CURVE
UC    SELF REJECTION
UC    REJECTION
UC    SPECIFIED REJECT INPUT NO
UC    SPECIFIED REJECT
UC    PAD FUNCTION
UC    RIM KEY ON MODE
UC    RIM VELOCITY
UC    RIM HOLD GROUP
UC    PAD SONG DEVICE
UC    PAD SONG NO
UC    PAD SONG MODE
UC    PAD SONG REPEAT
UC    HOLD GROUP
1 byte reserve
-----
[MAP] block
-----
type  NAME
-----
UC    VOICE CATEGORY
UC    VOICE INDEX NO
UC    VOLUME
UC    PAN
UC    PITCH MSB 7bit
UC    PITCH LSB 7bit
UC    MODIFY
UC    FILTER
UC    Q
UC    ATTACK
UC    DECAY
UC    KEY ASSIGN MODE
UC    ALTERNATE GROUP
UC    KEY OFF ENABLE
UC    KEY ON ENABLE
UC    OUTPUT SELECT
UC    REVERB SEND
UC    CHORUS SEND
-----
[XMAP] block
-----
type  NAME
-----
UC    SNAPPY SELECT
UC    MUFFLINT
UC    HEAD SELECT
-----
```

[INS FX] block

```
-----
type  NAME
-----
UC    PARAMETER 1 MSB 7bit
UC    PARAMETER 1 LSB 7bit
UC    PARAMETER 2 MSB 7bit
UC    PARAMETER 2 LSB 7bit
UC    PARAMETER 3 MSB 7bit
UC    PARAMETER 3 LSB 7bit
UC    PARAMETER 4 MSB 7bit
UC    PARAMETER 4 LSB 7bit
UC    PARAMETER 5 MSB 7bit
UC    PARAMETER 5 LSB 7bit
UC    PARAMETER 6 MSB 7bit
UC    PARAMETER 6 LSB 7bit
UC    PARAMETER 7 MSB 7bit
UC    PARAMETER 7 LSB 7bit
UC    PARAMETER 8 MSB 7bit
UC    PARAMETER 8 LSB 7bit
UC    PARAMETER 9 MSB 7bit
UC    PARAMETER 9 LSB 7bit
UC    PARAMETER 10 MSB 7bit
UC    PARAMETER 10 LSB 7bit
UC    PARAMETER 11 MSB 7bit
UC    PARAMETER 11 LSB 7bit
UC    PARAMETER 12 MSB 7bit
UC    PARAMETER 12 LSB 7bit
UC    PARAMETER 13 MSB 7bit
UC    PARAMETER 13 LSB 7bit
UC    PARAMETER 14 MSB 7bit
UC    PARAMETER 14 LSB 7bit
UC    PARAMETER 15 MSB 7bit
UC    PARAMETER 15 LSB 7bit
UC    PARAMETER 16 MSB 7bit
UC    PARAMETER 16 LSB 7bit
UC    TYPE
UC    PAN
UC    REVERSE
UC    CHOSEND
UC    CONTROL NO
UC    CONTROL SENS
UC    OUT SELECT
1 byte reserve
-----
```

[REVERB] block

```
-----
type  NAME
-----
UC    PARAMETER 1
UC    PARAMETER 2
UC    PARAMETER 3
UC    PARAMETER 4
UC    PARAMETER 5
UC    PARAMETER 6
UC    PARAMETER 7
UC    PARAMETER 8
UC    PARAMETER 9
UC    PARAMETER 10
UC    PARAMETER 11
UC    PARAMETER 12
UC    PARAMETER 13
UC    PARAMETER 14
UC    PARAMETER 15
UC    PARAMETER 16
UC    TYPE
UC    RETURN LEVEL
UC    PAN
1 byte reserve
-----
```

[LOC] block

```
-----
type  NAME
-----
UC    PARAMETER 1
UC    PARAMETER 2
UC    PARAMETER 3
UC    PARAMETER 4
UC    PARAMETER 5
UC    PARAMETER 6
UC    PARAMETER 7
UC    PARAMETER 8
UC    PARAMETER 9
UC    PARAMETER 10
UC    PARAMETER 11
UC    PARAMETER 12
UC    PARAMETER 13
UC    PARAMETER 14
UC    PARAMETER 15
UC    PARAMETER 16
UC    TYPE
UC    DRUM SENSITIVITY
UC    ACOMP SENSITIVITY
1 byte reserve
-----
```

[CHORUS] block

```
-----
type  NAME
-----
UC    PARAMETER 1
UC    PARAMETER 2
UC    PARAMETER 3
UC    PARAMETER 4
UC    PARAMETER 5
UC    PARAMETER 6
UC    PARAMETER 7
UC    PARAMETER 8
UC    PARAMETER 9
UC    PARAMETER 10
-----
```

```
UC    PARAMETER 11
UC    PARAMETER 12
UC    PARAMETER 13
UC    PARAMETER 14
UC    PARAMETER 15
UC    PARAMETER 16
UC    TYPE
UC    RETURN LEVEL
UC    PAN
UC    CHORUS TO REVERB LEVEL
-----
```

[TRNS] block

```
-----
type  NAME
-----
UC    ENABLE SW
UC    PROGRAM CHANGE
UC    BANK SELECT MSB
UC    BANK SELECT LSB
UC    VOLUME
UC    PAN
UC    C/C NUMBER
UC    C/C DATA
UC    REVERB SEND
UC    CHORUS SEND
-----
```

drumkit data

```
-----
type  NAME
-----
8 bytes NAME
[PAD] * 16
[MAP] * 82
[XMAP] * 1
UC    F/C FUNCTION
UC    F/C SENSITIVITY
UC    HH CONTROL INPUT NO
UC    F/C MIDI CHANNEL
UC    F/C MIDI CONTROL NO
UC    F/S FUNCTION
UC    F/S MIDI VELOCITY
UC    F/S MIDI CHANNEL
UC    F/S MIDI CONTROL NO
UC    F/S MIDI OFF DATA
UC    F/S MIDI ON DATA
UC    INPUT 9T010
UC    INPUT 11T012
UC    ENABLE LOCALIZER
[INS FX] * 2
[LOC] * 1
[REVERB] * 1
[CHORUS] * 1
[TRNS] * 16
UC    SONG SELECT DEVICE
UC    SONG SELECT NO
UC    TEMPO SELECT MSB 7bit
UC    TEMPO SELECT LSB 7bit
8 bytes VOLUME FILE NAME
UC    EG WAVE
UC    EG TIME
UC    EG CONTROL NO
1 byte reserve
-----
```

B.6 bulk dump - user voice stack data

[STACKVOICE] block

```
-----
type  name
-----
US    kbank number
UC    attenuation @0.75db
UC    shift
UC    tune @1.17cent
UC    fr 0-127, Mode 0x80
UC    fl
UC    lr
UC    ll
UC    rr
lbyte reserve
UC    velTh1No
UC    fc kvs
UC    Q
US    fc
UC    volume boost
lbyte reserve
US    peg L1
UC    peg R1
UC    pitch kvs
UC    attack kvs
UC    decay kvs
UC    stack enable
UC    EQ gain Lo
UC    EQ gain Hi
UC    EQ freq Lo
UC    EQ freq Hi
UC    Dip fc
-----
```

stack data

type	name
ASCII	name
UC	HH xfade enable
UC	HH rate sens
[STACKVOICE]*4	

**Table C: effect parameter details**

**C.1 HALL1~PLATE**

param	range	name
1	0-69	reverb time
2	0-10	diffusion
3	0-63	initial delay
4	0-52	HPF cutoff frequency
5	34-60	LPF cutoff frequency
10	1-127	dry / wet balance
11	0-45	reverb delay
12	0-4	density
13	1-127	ER / rev balance
14	1-10	feedback high damp
15	1-127	feedback level

**C.2 WHITE ROOM~BASEMENT**

param	range	name
1	0-69	reverb time
2	0-10	diffusion
3	0-63	initial delay
4	0-52	HPF cutoff frequency
5	34-60	LPF cutoff frequency
6	0-37	width
7	0-73	height
8	0-104	depth
9	0-30	wall vary
10	1-127	dry / wet balance
11	0-45	reverb delay
12	0-4	density
13	1-127	ER / rev balance
14	1-10	feedback high damp
15	1-127	feedback level

**C.3 CHORUS1~CHORUS4, CELESTE1~CELESTE4**

param	range	name
1	0-127	LFO frequency
2	0-127	LFO depth
3	1-127	feedback level
4	0-127	delay offset
6	4-40	EQ low frequency
7	52-76	EQ low gain
8	28-58	EQ high frequency
9	52-76	EQ high gain
10	1-127	dry / wet balance
11	14-54	EQ mid frequency
12	52-76	EQ mid gain
13	10-120	EQ mid width
15	0-1	input mode mono / stereo

**C.4 FLANGER1~FLANGER3**

param	range	name
1	0-127	LFO frequency
2	0-127	LFO depth
3	1-127	feedback level
4	0-127	delay offset
6	4-40	EQ low frequency
7	52-76	EQ low gain
8	28-58	EQ high frequency
9	52-76	EQ high gain
10	1-127	dry / wet balance
11	14-54	EQ mid frequency
12	52-76	EQ mid gain
13	10-120	EQ mid width
14	4-124	LFO phase difference

**C.5 SYMPHONIC**

param	range	name
1	0-127	LFO frequency
2	0-127	LFO depth
3	0-127	delay offset
6	4-40	EQ low frequency
7	52-76	EQ low gain
8	28-58	EQ high frequency
9	52-76	EQ high gain
10	1-127	dry / wet balance
11	14-54	EQ mid frequency
12	52-76	EQ mid gain
13	10-120	EQ mid width

**C.6 PHASER1**

param	range	name
1	0-127	LFO frequency
2	0-127	LFO depth
3	0-127	phase shift offset
4	1-127	feedback level
6	4-40	EQ low frequency
7	52-76	EQ low gain
8	28-58	EQ high frequency
9	52-76	EQ high gain
10	1-127	dry / wet balance
11	*4,5,6*	stage
12	0-1	diffusion mono / stereo

**C.7 ENSEMBLE DETUNE**

param	range	name
1	14-114	detune
2	0-127	initial delay Lch
3	0-127	initial delay Rch
10	1-127	dry / wet balance
11	4-40	EQ low frequency
12	52-76	EQ low gain
13	28-58	EQ high frequency
14	52-76	EQ high gain

**C.8 ROTARY SPEAKER**

param	range	name
1	0-127	LFO frequency
2	0-127	LFO depth
6	4-40	EQ low frequency
7	52-76	EQ low gain
8	28-58	EQ high frequency
9	52-76	EQ high gain
10	1-127	dry / wet balance
11	14-54	EQ mid frequency
12	52-76	EQ mid gain
13	10-120	EQ mid width

**C.9 TREMOLO**

param	range	name
1	0-127	LFO frequency
2	0-127	AM depth
3	0-127	PM depth
6	4-40	EQ low frequency
7	52-76	EQ low gain
8	28-58	EQ high frequency
9	52-76	EQ high gain
11	14-54	EQ mid frequency
12	52-76	EQ mid gain
13	10-120	EQ mid width
14	4-124	LFO phase difference
15	0-1	input mode mono / stereo

**C.10 AUTO PAN**

param	range	name
1	0-127	LFO frequency
2	0-127	L/R depth
3	0-127	F/R depth
4	0-5	PAN direction
6	4-40	EQ low frequency
7	52-76	EQ low gain
8	28-58	EQ high frequency
9	52-76	EQ high gain
11	14-54	EQ mid frequency
12	52-76	EQ mid gain
13	10-120	EQ mid width

**C.11 DISTORTION, OVERDRIVE**

param	range	name
1	0-127	drive
2	4-40	EQ low frequency
3	52-76	EQ low gain
4	34-60	LPF cutoff frequency
5	0-127	output level
7	14-54	EQ mid frequency
8	52-76	EQ mid gain
9	10-120	EQ mid width
10	1-127	dry / wet balance
11	0-127	edge

### C.12 AMP SIMULATOR

param	range	name
1	0-127	drive
2	0-3	AMP type
3	34-60	LPF cutoff frequency
4	0-127	output level
10	1-127	dry / wet balance
11	0-127	edge

### C.13 HARMONIC ENHANCER

param	range	name
1	28-58	HPF cutoff frequency
2	0-127	drive
3	0-127	mix level

### C.14 COMPRESSOR

param	range	name
1	0-19	attack
2	0-15	release
3	79-121	threshold
4	0-7	ratio
5	0-127	output level

### C.15 NOISE GATE

param	range	name
1	0-19	attack
2	0-15	release
3	55-97	threshold
4	0-127	output level

### C.16 AUTO WAH

param	range	name
1	0-127	LFO frequency
2	0-127	LFO depth
3	0-127	cutoff frequency offset
4	10-120	resonance
6	4-40	EQ low frequency
7	52-76	EQ low gain
8	28-58	EQ high frequency
9	52-76	EQ high gain
10	1-127	dry / wet balance

### C.17 TOUCH WAH1, TOUCH WAH2

param	range	name
1	0-127	sensitive
2	0-127	cutoff frequency offset
3	10-120	resonance
6	4-40	EQ low frequency
7	52-76	EQ low gain
8	28-58	EQ high frequency
9	52-76	EQ high gain
10	1-127	dry / wet balance
16	52-67	release

### C.18 2BAND EQ

param	range	name
1	4-40	EQ low frequency
2	52-76	EQ low gain
3	28-58	EQ high frequency
4	52-76	EQ high gain

### C.19 3BAND EQ

param	range	name
1	52-76	EQ low gain
2	14-54	EQ mid frequency
3	52-76	EQ mid gain
4	10-120	EQ mid width
5	52-76	EQ high gain
6	8-40	EQ low frequency
7	28-58	EQ high frequency
15	0-1	input mode mono / stereo

### C.20 FILTER

param	range	name
1	0-60	EQ HPF frequency
2	10-120	EQ HPF Q
3	0-60	EQ LPF frequency
4	10-120	EQ LPF Q

### C.21 DELAY L, C, R

param	range	name
1	1-7429	delay time L
2	1-7429	delay time R
3	1-7429	delay time
4	1-7429	feedback time
5	1-127	feedback level
6	0-127	delay level C
7	1-10	feedback high damp
10	1-127	dry / wet balance
13	4-40	EQ low frequency
14	52-76	EQ low gain
15	28-58	EQ high frequency
16	52-76	EQ high gain

### C.22 DELAY L, R

param	range	name
1	1-7429	delay time L
2	1-7429	delay time R
3	1-7429	feedback time 1
4	1-7429	feedback time 2
5	1-127	feedback level
6	1-10	feedback high damp
10	1-127	dry / wet balance
13	4-40	EQ low frequency
14	52-76	EQ low gain
15	28-58	EQ high frequency
16	52-76	EQ high gain

### C.23 ECHO

param	range	name
1	1-3714	delay time L1
2	1-127	feedback level L
3	1-3714	delay time R1
4	1-127	feedback level R
5	1-10	feedback high damp
6	1-3714	delay time L2
7	1-3714	delay time R2
8	0-127	delay level
10	1-127	dry / wet balance
13	4-40	EQ low frequency
14	52-76	EQ low gain
15	28-58	EQ high frequency
16	52-76	EQ high gain

### C.24 CROSS DELAY

param	range	name
1	1-3714	delay time L>R
2	1-3714	delay time R>L
3	1-127	feedback level
4	0-2	input select
5	1-10	feedback high damp
10	1-127	dry / wet balance
13	4-40	EQ low frequency
14	52-76	EQ low gain
15	28-58	EQ high frequency
16	52-76	EQ high gain

### C.25 KARAOKE1~KARAOKE3

param	range	name
1	0-127	delay time
2	1-127	feedback level
3	0-52	HPF cutoff frequency
4	34-60	LPF cutoff frequency
10	1-127	dry / wet balance

### C.26 LOCALIZER

param	range	name
1	0-4	HRTF
2	1-120	rotation
3	0-15	distance
4	0-60	angle

# Drum Voice List

## AcKick (Acoustic Kick)

G.No	Name	Layer	Loop	G.No	Name	Layer	Loop
1	2HeadHi	*		71	PhiDRY20	*	
2	2HeadLo	*		68	OpenFoot	*	
3	2HedMed1	*		69	OpenN'Mt	*	
4	2HedMed2	*		70	PhDRY20D	*	
5	AMBroom	*		72	Player	*	
6	Basic	*		73	PlayRoom	*	
7	BassCase	*		74	Pointy	*	
8	BassCasS	*		75	RC18	*	
9	BDafitty1	*		76	RC18Jazz	*	
10	BDafitty2	*		77	RC20		
11	BDbasc1			78	RC20JAZZ	*	
12	BDbasc2			79	RC20MUF		
13	BDbonzo2	*		80	Rock1		
14	BDersko1	*		81	Rock2		
15	BDevolvr	*		82	ROOM1		
16	BDpalmer	*		83	ROOM2		
17	BDstomp1	*		84	ROOM3		
18	Bdvmn	*		85	ROOM4		
19	BECHBASS			86	RoomBob		
20	BEECH22	*		87	ROOMer		
21	BEECH22T	*		88	Roomy1	*	
22	BEECHAMB			89	Roomy2	*	
23	BigSofty	*		90	SDRY 1		
24	Bottom	*		91	SDRY 2		
25	Bushy	*		92	SDRY 3		
26	DarkRoom	*		93	SDRY 4		
27	DryDirt	*		94	SDRYB1		
28	GATE1			95	SftPunch		
29	GATE2			96	ShortBak	*	
30	GATEbech	*		97	Simple	*	
31	GateM			98	Soft		
32	GM GATE			99	SoftBotm	*	
33	GMH			100	SoTight	*	
34	GMJ			101	Sympathy	*	
35	GML			102	TheBoot	*	
36	GMM			103	Thumper	*	
37	GMM2			104	TVDRY22	*	
38	Gr8Room	*		105	TVDRY22D	*	
39	HevyBsRm	*		106	TVDry24		
40	KONG1			107	VeloRoom	*	
41	LoRoom1	*		108	WetDirt	*	
42	LoRoomS	*		109	Who???	*	
43	MapleA22			110	WudPoint	*	
44	MapleAmb			111	XFKJak20	*	
45	MC20SIRM	*		112	XGKICK	*	
46	MCA20	*					
47	MC20SOFT	*					
48	MCA20Dry						
49	MCA20amb	*					
50	MCA20Wet						
51	MCA22	*					
52	MCA22AMB	*					
53	MCA22D	*					
54	MCABASS						
55	MCV20	*					
56	MCV20AMB	*					
57	MCV20D	*					
58	MCV20GT						
59	MCV20Rom						
60	MCVBASS						
61	Metal	*					
62	MONDO						
63	MotoCity	*					
64	MPGATE	*					
65	MPL20AMB	*					
66	MPL22AMB	*					
67	NN04C						

## EIKick (Electric Kick)

G.No	Name	Layer	Loop
1	ambykik		
2	AnaQuick		
3	BD bass1	*	
4	BDdigiro	*	
5	BDfunky1	*	
6	BDlong1	*	
7	BDNIN1	*	
8	BDudu1	*	
9	BDurban1	*	
10	BDurban2	*	
11	BigBoy	*	
12	BigBoy2		
13	BigSteam	*	
14	Boomer	*	
15	Dance1		
16	Dance2		
17	Dance3		
18	Dance4		
19	Dance5	*	
20	Dance6		
21	Dance7		
22	DelayBD		
23	DIGIBS	*	
24	DirtBD	*	
25	DlayBDlo		
26	DragKik	*	
27	DynamoHm		
28	ELEC1		
29	ELEC2		
30	fefifom	*	
31	Hopper	*	
32	IDbdmuff		
33	Indst1	*	
34	JingDrum	*	
35	Mr.E	*	
36	MtlPoint	*	
37	Off2War	*	
38	QuikBuzz		
39	RatlDrum	*	
40	Rave1	*	
41	Rave2	*	
42	Rave3	*	
43	Rave4		
44	Rave5	*	
45	Revers		
46	RoboKick	*	
47	Scarface	*	
48	SIMN KIK		
49	SparKick	*	
50	SpiraBD	*	
51	SpkrDNDR	*	
52	SteelBD	*	
53	Sub1		
54	Sub2		
55	Sub3	*	
56	TEKHC1	*	
57	TEKHC2	*	
58	TEKHC3	*	
59	TEKVFX	*	
60	Walkik	*	

## AcSnr1 (Acoustic Snare1)

G.No	Name	Layer	Loop
1	AJ137	*	
2	AJ137 R		
3	AMBomSD	*	
4	Bamboo	*	
5	BBoo L		
6	Beech55	*	
7	Beech55R		
8	BeechAF		
9	BeechAR		
10	BeechedM	*	
11	Big&Bad	*	
12	Big&BSHi	*	
13	Birch55	*	
14	Birch55R		
15	BomSD	*	
16	Brass 65	*	
17	Brass65B		
18	BrassMpl	*	
19	BrassRim		
20	BS edge		
21	DarkAmb	*	
22	DG35 BS	*	
23	DryPICSD	*	
24	DW1355AL	*	
25	DW1455AL	*	
26	DW1455R		
27	DW14amb		
28	DW14amR		
29	EarRing	*	
30	EarWig		
31	Franky	*	
32	FRP		
33	GARim		
34	HeartSD	*	
35	lightSD	*	
36	LitlDevl		
37	LittlGuy		
38	LngTooth	*	
39	Manu55 R		
40	Manu55BS	*	
41	MapleAmb	*	
42	MCA55	*	
43	MCA55 R	*	
44	MCA55bz	*	
45	MCV edge		
46	MCV55	*	
47	MCV55 R		
48	MCV55buz	*	
49	MCVdynam	*	
50	Mick		
51	Mick R		
52	MixSSD		
53	MP Cncrt	*	
54	MP Elv70	*	
55	MP55amb	*	
56	MP55amR		
57	MPElv70R		
58	MPL1040		
59	Mple550R		
60	muter	*	
61	NoSnare1	*	
62	NoSnare2	*	
63	OIHoller	*	
64	PandaSnr	*	
65	Pecan		
66	PhilyPic	*	
67	PhilyRim		



**AcSnr1 (Acoustic Snare1)**

G.No	Name	Layer	Loop
68	PicDDD	*	
69	RealRim	*	
70	RichShot	*	
71	Ringer	*	
72	RingGo	*	
73	RolrBall	*	
74	SlamDin2	*	
75	SlngVINT		
76	Smoothy	*	
77	SN ambDG		
78	SN amBMC		
79	SnapOn	*	
80	Snippet	*	
81	Snippet2		
82	Sparky		
83	Standby	*	
84	Standby2	*	
85	Standby3	*	
86	Steel 65	*	
87	Steel55F	*	
88	Steel65R		
89	SunSD	*	
90	TambSNpf	*	
91	TambSnrH	*	
92	TambSnrL	*	
93	ThinMple	*	
94	Tracker	*	
95	VintageA		
96	WFLNYLOM		
97	Wood7rim		
98	WoodPic		
99	X3Loosy	*	
100	X3MANU55	*	
101	X3Smooth	*	
102	X4Loosy	*	
103	XG 55	*	
104	XG 65	*	
105	XG SnMuf	*	
106	XMANU55R	*	
107	XMCA55EQ	*	

**AcSnr2 (Acoustic Snare2)**

G.No	Name	Layer	Loop
1	12soprno	*	
2	AL&BS	*	
3	Amb 01		
4	Amb 02		
5	Amb 03		
6	Ambient	*	
7	Ambient1	*	
8	AmbiRim	*	
9	Ambt1rim	*	
10	Barypic	*	
11	Baryrim	*	
12	BeatyRim		
13	Beauty	*	
14	BETA Sn	*	
15	BigWdRim	*	
16	BigWood		
17	Binky	*	
18	BlastX	*	
19	Blue90		
20	Blue90R	*	
21	BluePIC	*	
22	Brass55	*	
23	BrassRim		
24	Brassy	*	
25	BrysnH		
26	BrysnR		
27	BsSteel	*	
28	BuzRgRim	*	
29	Buzzring	*	
30	ClubOK	*	
31	ClubORri		
32	Cool Dry	*	
33	Deep&Dry	*	
34	Dry		
35	Drygyrim	*	
36	DryMetal	*	
37	Fat looz		
38	Fatbrass		
39	Fatbrim	*	
40	Fusion	*	
41	Gate		
42	Hip Hop		
43	Jelyrim	*	
44	Latinrim	*	
45	LesRim	*	
46	LiteSnr1	*	
47	Loosy	*	
48	LoosyRim	*	
49	Looz Pic		
50	Maple12	*	
51	Maple55A	*	
52	MapleV65	*	
53	Metalpic	*	
54	MickCJ8S	*	
55	MickDarS		
56	MickMHS	*	
57	MickOLD	*	
58	MrcSnrH		
59	MrcSnrM		
60	Nashvill	*	
61	OldCan	*	
62	OpnRim	*	
63	OpnRimA	*	
64	OpnRimB	*	
65	OpnRimC	*	
66	OpnRimD	*	
67	ParadeS	*	
68	PhlyRim	*	
69	Picket	*	

**EleSnr (Electric Snare)**

G.No	Name	Layer	Loop
1	AnaAir	*	
2	AnaBuzz	*	
3	AnaBzRim	*	
4	AnaDaRim	*	
5	AnaDark		
6	AnaHit	*	
7	AnAirRim	*	
8	Analog H	*	
9	Analog L	*	
10	AnalogH1	*	
11	AnalogL1	*	
12	AnaMeRim	*	
13	AnaMetal	*	
14	AnaShh	*	
15	AnaShRim	*	
16	AnaSlegh	*	
17	AnaSlRim	*	
18	AnaTite		
19	AnaVel	*	
20	AnaWee	*	
21	AnaWeRim	*	
22	AnaWide		
23	AnaWiRim	*	
24	AnHitRim	*	
25	AnSStick		
26	AnVelRim	*	
27	ASOBI	*	
28	Blaaaghf	*	
29	CapGun	*	
30	CapRim	*	
31	Dance		
32	Dance01		
33	Dance02		
34	Dance03		
35	Dance05		
36	Dance06		
37	DanceP		
38	DelaySN		
39	DelyShot	*	
40	DIGISD	*	
41	DirtSN	*	
42	Distort	*	
43	Dry Guy	*	
44	Dryroom	*	
45	Electric		
46	Elektrik		
47	Elem1		
48	Elem2		
49	Elem3	*	
50	EltrcRIM	*	
51	Eno rim	*	
52	Enotype	*	
53	Fact rim	*	
54	Factory	*	
55	Fantam	*	
56	FantaRim	*	
57	Fiitroll	*	
58	Fiitrim	*	
59	FX	*	
60	FX rim	*	
61	GhiGateS	*	
62	GrittySN	*	
63	HandSD	*	
64	Hi5Rim	*	
65	HiFive		
66	JelyRoll		
67	JnglSD1		
68	JnglSD2		
69	Manycure	*	

**EleSnr (Electric Snare)**

G.No	Name	Layer	Loop
70	Philydry	*	
71	popSSD	*	
72	Rain	*	
73	Rapper	*	
74	RIMpopr	*	
75	RIMshort	*	
76	RIMSHOT1	*	
77	RIMSHOT2	*	
78	RIMSHOT3	*	
79	RockRim	*	
80	RollEm1	*	
81	RollEm2	*	
82	RollEm3		
83	RollRim1	*	
84	RollRim2		
85	RollRim3		
86	Ruberbnd	*	
87	S Gate1		
88	S Gate2		
89	S Gate3		
90	S RuberS		
91	SAmbie4	*	
92	Sambie6	*	
93	SAna1	*	
94	SAna2	*	
95	SAna3	*	
96	Sddark!	*	
97	SDdkrim	*	
98	SDind58	*	
99	SDRAW1	*	
100	SDRAW2	*	
101	Sheetmtl		
102	ShmtlrIm	*	
103	Shotgun	*	
104	SimmnS		
105	Smacker	*	
106	Snarf	*	
107	SnarfRim	*	
108	SnBright		
109	SnDelay		
110	SnSpctcl		
111	SoppSD	*	
112	SpiraSN	*	
113	SteelRim	*	
114	SteelSN	*	
115	TechoSN		
116	TECHSD1	*	
117	TECHSD2	*	
118	TECHSD3	*	
119	Tekk1		
120	Tekk2		
121	Tekk3		
122	tkattak!	*	
123	TV hihop		
124	TV SN A		
125	UnclAB	*	
126	UnclARim	*	
127	WackyEFX	*	

**OtrSnr (Snare & Others)**

G.No	Name	Layer	Loop
1	BrHdMute		
2	BrHdMutP		
3	Brsh		
4	Brsh H		
5	Brsh1Rim	*	
6	Brsh2Rim	*	
7	BrshAtak		
8	BrshHit1		
9	BrshHrd2		
10	BrshOpen		
11	BrshSc		
12	BrshSlp		
13	BrshSlpL		
14	BrshSwp		
15	BrshSwp2		*
16	BrshTap		
17	BrshTpF		
18	BrshTpSo		
19	BrsUpRim	*	
20	BrSwH		*
21	BrSwL		*
22	BrSwTime		
23	BrSwTRim	*	
24	BrushHrd		
25	BrushOpn		
26	BrushPly		*
27	BruhPly2		*
28	BrushSwp		*
29	SdStkDry		
30	SStck1		
31	SStck2		
32	SStck3		
33	SStckWB	*	
34	Xstick		
35	XstickON		
36	StickOak		
37	Stickpon		
38	StickRed		
39	STK_HT		
40	SnRoll1		*
41	SnRoll2		*
42	SN RollL		*
43	SN Roll		
44	Roller		
45	RO_S		
46	41/2strk	*	
47	4strkrUF		
48	RollaRuf	*	
49	Buzz		
50	Drag		
51	Flam		
52	FlamaRuf	*	
53	Flammy		
54	FlubityB	*	
55	PingPong	*	

**XtrSnr (Special Snare) AcTom1 (Acoustic Tom1)**

Shell	
G.No	Name
1	Maple1370
2	MCAbs55
3	MCVint55
4	Beech55
5	Maple55
6	Alumin55
7	Brass35
8	Brass55
9	Brass65
10	Steel65
11	Bamboo
12	FRPSnr

Snappy	
G.No	Name
1	warm
2	crisp
3	cool
4	short
5	punchy
6	BS
7	silky
8	bright
9	old
10	VOX1
11	VOX2
12	VOX3
13	roll
14	trash

G.No	Name	Layer	Loop	G.No	Name	Layer	Loop
1	MCA10CL	*		70	MCA10ab2	*	
2	MCA12CL	*		71	MCA12ab2	*	
3	MCA14CL	*		72	MCA14ab2	*	
4	MCA16CL	*		73	MCA16ab2	*	
5	MCA10	*		74	MCV10abi	*	
6	MCA12	*		75	MCV12abi	*	
7	MCA14	*		76	MCV14abi	*	
8	MCA16	*		77	MCV16abi	*	
9	MCV10CL	*		78	MPL10ab2		
10	MCV12CL	*		79	MPL12ab2		
11	MCV13CL	*		80	MPL14ab2		
12	MCV14CL	*		81	MPL16ab2		
13	MCV16CL	*		82	MC10ab2		
14	MC10	*		83	MC12ab2		
15	MC12	*		84	MC14ab2		
16	MC14	*		85	MC16ab2		
17	MC16	*		86	BCH10abi	*	
18	MC10J	*		87	BCH12abi	*	
19	MC12J	*		88	BCH14abi	*	
20	MC14J	*		89	BCH16abi	*	
21	DryMPL10	*		90	BCH10ab2	*	
22	DryMPL13	*		91	BCH12ab2	*	
23	DryMPL14	*		92	BCH14ab2	*	
24	DryMPL16	*		93	BCH16ab2	*	
25	RC10PN	*		94	TMMvAm10		
26	RC12PN	*		95	TMMvAm12		
27	RC14PN	*		96	TMMvAm13		
28	RC16PN	*		97	TMMvAm16		
29	RC10CL	*		98	TMGrAm10		
30	RC12CL	*		99	TMGrAm13		
31	RC14CL	*		100	TMGrAm14		
32	RC16CL	*		101	TMGrAm16		
33	BCA10	*		102	TMBEAm10	*	
34	BCA12	*		103	TMBEAm12	*	
35	BCA14	*		104	TMBEAm14	*	
36	BCA16	*		105	TMBEAm16	*	
37	BEECH10	*		106	MALLET10	*	
38	BEECH12	*		107	MALLET12	*	
39	BEECH14	*		108	MALLET14	*	
40	BEECH16	*		109	MALLET16	*	
41	BEECH18R	*		110	TMMallSH		
42	XTMMCA10	*		111	TMMallSM		
43	XTMMCA12	*		112	TMMallSL		
44	XTMMCA13	*		113	TMMallSF		
45	XTMMCA16	*		114			
46	XTMVC10	*					
47	XTMVC12	*					
48	XTMVC13	*					
49	XTMVC16	*					
50	TMMC&A10	*					
51	TMMC&A12	*					
52	TMMC&A14	*					
53	TMMC&A16	*					
54	TMMPG10						
55	TMMPG12						
56	TMMPG13						
57	TMMPG16						
58	TMLRC10C						
59	TMLRC12C						
60	TMLRC13C						
61	TMLRC16C						
62	XLGBCA10	*					
63	XLGBCA12	*					
64	XLGBCA13	*					
65	XLGBCA16	*					
66	MCA10abi	*					
67	MCA12abi	*					
68	MCA14abi	*					
69	MCA16abi	*					

**AcTom2 (Acoustic Tom2)**

G.No	Name	Layer	Loop	G.No	Name	Layer	Loop
1	DRY8	*		70	JAZZ12	*	
2	DRY10	*		71	JAZZ14	*	
3	DRY12	*		72	JAZZ16	*	
4	DRY14	*		73	TOMntrlH		
5	DRY16	*		74	TOMntrlM		
6	XG8			75	TOMntrlL		
7	XG10			76	TOMntrlF		
8	XG12			77	Dry2 Hi		
9	XG14			78	Dry2 Mid		
10	XG16			79	Dry2 Lo		
11	TMTom10			80	Dry2 Flr		
12	TMTom12			81	Room3 Hi		
13	TMTom14			82	Room3Mid	*	
14	TMTom16			83	Room3 Lo	*	
15	NY8abi	*		84	Room3Flr	*	
16	NY10abi	*		85	RoomP H		
17	NY13abi	*		86	RoomP M		
18	NY16abi	*		87	RoomP L	*	
19	NY18abi	*		88	RoomP F		
20	V TOM10	*		89	RoomQH	*	
21	V TOM12	*		90	RoomQM	*	
22	V TOM14	*		91	RoomQL	*	
23	V TOM16	*		92	RoomQF	*	
24	richTom1	*		93	Room 6	*	
25	richTom2	*		94	Room 5	*	
26	richTom3	*		95	Room 4	*	
27	richTom4	*		96	Room 3	*	
28	IvoryTmH	*		97	Room 2	*	
29	IvoryTmM	*		98	Room 1	*	
30	IvoryTmF	*		99	Rock 6		
31	X3BigT12	*		100	Rock 5		
32	X3BigT14	*		101	Rock 4		
33	X3BigT16	*		102	Rock 3		
34	X3BigT18	*		103	Rock 2		
35	TMLBRSHH			104	Rock 1		
36	TMLBRSHM			105	SAmbTmH	*	
37	TMLBRSHL			106	SAmbTmM	*	
38	TMLBRSHF			107	SAmbTmL	*	
39	TMSBRSHH			108	SAmbTmF	*	
40	TMSBRSHM			109	AmbTomH		
41	TMSBRSHL			110	AmbTomM		
42	TMSBRSHF			111	AmbTomL		
43	BrshJzHi			112	AmbTomF		
44	BrshJzMd			113	ACTomH		
45	BrshJzLo			114	ACTomM		
46	BrshJzFl			115	ACTomL		
47	BrshRkHi			116	ACTomF		
48	BrshRkMd			117	Night10	*	
49	BrshRkLo			118	Night12	*	
50	BrshRkFl			119	Night14	*	
51	Dry1 Hi			120	Night16	*	
52	Dry1 Mid			121	TOMxfadH	*	
53	Dry1 Lo			122	TOMxfadM	*	
54	Dry1 Flr			123	TOMxfadL	*	
55	DRY GM6			124	TOMxfadF	*	
56	DRY GM5						
57	DRY GM4						
58	DRY GM3						
59	DRY GM2						
60	DRY GM1						
61	Maple10						
62	Maple12						
63	Maple14						
64	Maple16						
65	Lite Hi	*					
66	Lite Mid	*					
67	Lite Lo	*					
68	Lite Flr	*					
69	JAZZ10	*					

**EleTom (Electric Tom)**

G.No	Name	Layer	Loop	G.No	Name	Layer	Loop
1	Ana 1Hi			70	SpiraTM1	*	
2	Ana 1Mid			71	SpiraTM2	*	
3	Ana 1Lo			72	DirTM1	*	
4	Ana 1Flr			73	DirTM2	*	
5	Ana 2Hi	*		74	DirTM3	*	
6	Ana 2Mid	*		75	WetThumH		
7	Ana 2Lo	*		76	WetThumL	*	
8	Ana 2flr			77	StrngTom		
9	AnlgTom6			78	TOM2010	*	
10	AnlgTom5			79	TOMDOOML	*	
11	AnlgTom4			80	TOMNTRL	*	
12	AnlgTom3			81	TOMDOOMH	*	
13	AnlgTom2			82	Tombienc	*	
14	AnlgTom1			83	TomCymH	*	
15	TEKK 1H			84	TomCymL	*	
16	TEKK 1M			85	TM Revrs		
17	TEKK 1L			86	Analogs		
18	TEKK 1F			87	T GongE		
19	TEKK 2H						
20	TEKK 2M						
21	TEKK 2L						
22	TEKK 2F						
23	TEKK 3H						
24	TEKK 3M						
25	TEKK 3L						
26	TEKK 3F						
27	AnalndsH	*					
28	AnalndsM	*					
29	AnalndsL	*					
30	AnalndsF	*					
31	E Tom6						
32	E Tom5						
33	E Tom4						
34	E Tom3						
35	E Tom2						
36	E Tom1						
37	SIMTOM H	*					
38	SIMTOM M	*					
39	SIMTOM L	*					
40	SIMTOM F	*					
41	HybridH	*					
42	HybridM	*					
43	HybridL	*					
44	HybridF	*					
45	ElectrcH						
46	ElectrcM						
47	ElectrcL						
48	ElectrcF						
49	Distrt H						
50	Distrt M						
51	Distrt L						
52	Distrt F						
53	ETMooRH						
54	ETMooRM						
55	ETMooRL						
56	ETMooRXL						
57	IndTmH	*					
58	IndTmM	*					
59	IndTmL	*					
60	IndTmF	*					
61	DIGITOM	*					
62	DIGITOM	*					
63	DIGITOM	*					
64	BRYTOM1	*					
65	BRYTOM2	*					
66	FASRTOM1	*					
67	FASRTOM2	*					
68	TECHTOM1	*					
69	TECHTOM2	*					

### Cymbal

G.No	Name	Layer	Loop	G.No	Name	Layer	Loop
1	BriteCrs			70	TrashCR2	*	
2	CR S18			71	TrashRid	*	
3	CR S18S	*		72	W.Cym	*	
4	CR Z18			73	HCym1		
5	CR Z18S	*		74	HCym2	*	
6	Crash 1			75	HCymClisL		
7	Crash 2			76	HCymClisM		
8	Crash 3			77	HCymOpnL		
9	Crash1Si	*		78	HCymOpnM		
10	CrshAC			79	C FX01		
11	Crash 16			80	C FX02		
12	CrshDRK			81	CR VFX		
13	FasCrash	*		82	RideVFDy		
14	Fast 14			83	RideVFX1		
15	Fast 17			84	RideVFX2		
16	PaperThn			85	FXCrshEg		
17	ReverseC			86	DIGICC		
18	SoftRoll			87	DIGIRC		
19	DeepCym	*		88	GlassCr		
20	FlatTopA			89	GlasRide		
21	FlatTopB			90	AngCym		
22	FTopSizz	*		91	Ride Anl		
23	JazzRide	*					
24	RideAC22						
25	RideEM	*					
26	RideFTK	*					
27	RideFTKS	*					
28	RideKC1S	*					
29	RideKC21						
30	RideKC22						
31	RideLite						
32	RideMlni						
33	RideP21						
34	Rider 3	*					
35	RideS Si	*					
36	RideS21						
37	RideXG						
38	RockRide						
39	RideSide						
40	SizzlDrk	*					
41	sizzle A	*					
42	Sizzler	*					
43	SizzLit	*					
44	SizzlRck	*					
45	SizzRide	*					
46	RideB20K						
47	RideBTip						
48	Bell A						
49	RidB Drk						
50	RidB Lit						
51	RidB Rc						
52	6"splash						
53	Splash 1						
54	Splash 2						
55	Splash 3						
56	Splash 4						
57	Splash 5						
58	Splash 6						
59	Splash 7						
60	6"china						
61	ChiMiSiz	*					
62	China						
63	China XG						
64	Chinese						
65	ChiXGSiz	*					
66	MinChina						
67	Clusher	*					
68	TrashBEL	*					
69	TrashCR1	*					

### HiHat

G.No	Name	Layer	Loop	G.No	Name	Layer	Loop
1	Close01			70	H Splsh		
2	Close02			71	Hpsplsh1	*	
3	Close03			72	FSplshAC		
4	Close04			73	FSplshV		
5	Close09			74	HatPin		
6	Close0X	*		75	DIGIHHC		
7	Cis01AC	*		76	DIGIHHC		
8	Cis01NB	*		77	LitlHats		
9	Cis02AC	*		78	TEKHH1	*	
10	CisAC13F			79	TEKHH2	*	
11	CisAC13P						
12	CisAC13X	*					
13	CisSHFT						
14	RealHatC	*					
15	H Cis01						
16	H Cis13						
17	H CisA1						
18	H CisA2						
19	H CisMu						
20	H CisNB1						
21	H TiClis1						
22	H TiClis2						
23	HH32cls	*					
24	HHbrtcls	*					
25	HHcl2Xfd	*					
26	HHclsXfd	*					
27	Bell						
28	Bell tip						
29	H CisTc1						
30	H CisTc3						
31	CisDance						
32	Open09						
33	Open ACL						
34	Open01						
35	Open01L						
36	Open02						
37	Open02L						
38	Opn01AC	*					
39	Opn02AC	*					
40	QOpen AC						
41	RealHatO	*					
42	Open01						
43	H OPMu						
44	H Opn13						
45	H OpnDW	*					
46	H OpnL1	*					
47	H OpnL3	*					
48	H OpnLK	*					
49	H QOPMu						
50	HHopen#1	*					
51	H OpnAMu						
52	H OpnAn						
53	H OpnLA1	*					
54	H OpnLA2	*					
55	PDL XG1						
56	PDL XG2						
57	PDLAC13						
58	H Pdl13						
59	H PdlDW						
60	H PdlLit	*					
61	H PdlMu						
62	H PdlNB						
63	HHFTpd1						
64	Hpdclis1	*					
65	Hpdclis3	*					
66	FTsplRK						
67	FTsplRK2	*					
68	FTsplsh1						
69	H SplNB						

### Percs1 (Percussion1)

G.No	Name	Layer	Loop	G.No	Name	Layer	Loop
1	AgogoCh			70	ShakerNw		
2	AgogoL			71	Shake1		
3	AgogoH			72	Shake2		
4	AgogoAgu			73	ShakeA		
5	AgogoJun			74	SIBell		
6	AnCongaM			75	SteelDrm		
7	AnCowbll			76	Surdo		
8	AnMaracs	*		77	SurdoM		
9	ATR			78	SurdoLo		
10	BassDr			79	Taiko		
11	Bell			80	TalkD		
12	Bell Tre			81	TalknDrD		
13	Bongo Hi			82	TalknDrU		
14	Bongo Lo			83	TalknDrV		
15	Bongo Mu			84	TamborAb		
16	Cabasa1			85	TamborDe		
17	Cabasa2	*		86	TamborVo		
18	Castanet			87	TambA		
19	Clap8			88	TambHH	*	
20	ClapA			89	Tambour1		
21	Clvs			90	Tambour2		
22	ClvsA			91	Tambour3		
23	Conga Hi			92	Timbale		
24	Conga Lw			93	Timbal1H		
25	CongaTw			94	Timbal1L		
26	Conga			95	Timbal2H		
27	Conga8H			96	Timbal2L		
28	CongaC			97	TimCas		
29	CongaG			98	TimpH		
30	CongaH			99	TimpL		
31	CongaM			100	Triangl		
32	CongaMV			101	Trianglo		
33	CongAn			102	TriMute1		
34	CongaO			103	TriMute2		
35	CongaS			104	TriMute3		
36	CongBe			105	XfadeTri	*	
37	CongC7			106	VibrSlap		
38	CowB1			107	WCHim		
39	CowB2			108	Whist		
40	CowBAn			109	WHP		
41	CowBM			110	WoodBloc		
42	CuicaAgu			111	SWhistH		*
43	CuicaMed			112	SWhistL		*
44	CuicaH						
45	CuicaL						
46	EthWB						
47	FSnap2						
48	Gong1						
49	Gong2	*					
50	Gong3						
51	GrCassa	*					
52	GrCassaM	*					
53	GrCassGM						
54	GCasMtGM						
55	Guiro						
56	GuiShtHi						
57	GuiShtLo						
58	HiQ						
59	JingBell						
60	Kalmb						
61	Log H						
62	Log L						
63	Maracas1	*					
64	Maracas2						
65	Maracas3						
66	Maracas4						
67	MtBel						
68	Mtron						
69	Scrach						

### Percs2 (Percussion2)

G.No	Name	Layer	Loop	G.No	Name	Layer	Loop
1	A Bndi D			70	Djem1Edg		
2	A Bndi T			71	Djem1Ed2		
3	A Duf D1			72	Djem1Sub		
4	A Duf D2			73	Dje1SlpO		
5	A Duf T1			74	Dje1SlpM		
6	A Duf T2			75	Djem2Sub		
7	A Duf T3			76	Djem2SbM		
8	A Finger			77	Djem2/24		
9	A Haga1			78	Dje2/24S		
10	A Haga2			79	Djem2Edg	*	
11	A Haga3			80	G Chench		
12	A Haga4			81	G Kajaha		
13	A Clap1			82	G Kundan		
14	A Clap2			83	G Kundn2		
15	A ReqDum			84	G Kundn3		
16	A ReqTak			85	G Kununa		
17	A ReqBrs			86	G Tinkrk		
18	A SagatC			87	G Tnkrk2		
19	A SagatO			88	J YagrD1		
20	Tabla Ta			89	J YagrR1		
21	TablaTk1			90	J YagrDM		
22	TablaTkH			91	J YagrD2		
23	TablaTkL			92	J YagrR2		
24	TablaDum			93	J Okawa		
25	Tabla B			94	J Atarg		
26	Tabla BL			95	J AtargM		
27	Tabla BM			96	J AtrgM2		
28	Tabla BV			97	J ShimD1		
29	Tabla OV			98	J ShimD2		
30	TablaH			99	J ShimD3		
31	TablaM			100	J ShimD4		
32	TablaN			101	J ShimD5		
33	TablaO			102	J ShDri1		
34	TablaLP		*	103	J ShDri2		
35	TablPlay			104	J ShDri3	*	
36	TabFilLP		*	105	J Tsuzmi		
37	TablaFil			106	J TsuzmO		
38	Udo F			107	J TsuzmM		
39	Udo H			108	J OhtsuC		
40	Udo L						
41	Udu808H	*					
42	Udu808L	*					
43	CAXIXI						
44	PandroCa						
45	PandroDe						
46	PandTre						
47	PandTre2	*					
48	RecoReco						
49	Recoldpf						
50	Recolda3						
51	RepnqAbr						
52	RepnqAnl						
53	RepnqDed						
54	RepnqMao						
55	RpnqMMao						
56	RepnqKet						
57	ZabumbaA						
58	ZabumbaS						
59	ZabumbaV						
60	ChnBGFHi						
61	ChnBGFLo						
62	ChnBGRo1						
63	ChnBGRo2	*					
64	ChnBGRo3	*					
65	ChnBGRo4	*					
66	ChnCym						
67	ChnHCym						
68	ChnDrm1						
69	ChnDrm2						

**Efect1 (Effect1)**

G.No	Name	Layer	Loop	G.No	Name	Layer	Loop
1	6AMBreth	*		70	SlikRoad	*	
2	Ambush	*		71	SloSprkl	*	
3	AMRhythm	*		72	Stream		
4	Applau	*		73	TablaX	*	
5	Bird			74	TakeOff	*	
6	Bird-P			75	TekGt		
7	Bottle			76	Thundr		
8	BreakOut			77	TimbTimp	*	
9	BrsHit			78	TineDrum	*	
10	BuzzyWak	*		79	Tire		
11	C Crash			80	TungDrum	*	
12	CarPss			81	TV vo		
13	CBRadi			82	TymKeepr	*	
14	ComVc			83	USS		
15	CoolSA			84	VoclShKR	*	
16	Creature	*		85	WetMetal	*	
17	Crush			86	Yadee		
18	CStart						
19	Didger						
20	Dog						
21	DogHats						
22	Door						
23	DSqrm						
24	FM Met						
25	FStep						
26	Funky						
27	Gargoyle	*					
28	Glass1						
29	Gun 1						
30	Gun 2						
31	Gun 3						
32	HaHoHee	*					
33	HandyDad	*					
34	HandySon	*					
35	Heli						
36	HipNs						
37	INDbells	*					
38	INDchina						
39	INDconga	*					
40	INDcrash						
41	InddogCR	*					
42	INDhihat	*					
43	INDrave	*					
44	INDride	*					
45	INDride2	*					
46	INDride3						
47	INDshakr	*					
48	Indust						
49	InsAmb						
50	Laugh						
51	LoMo						
52	MetalDip	*					
53	MotoM						
54	Motor						
55	NoyzEB	*					
56	OOOWWW						
57	OrchSmsh	*					
58	OrcHt1						
59	OrcHt2						
60	PAD						
61	RatlBoom	*					
62	RaveRide	*					
63	RaveWave	*					
64	Reverse	*					
65	Ring						
66	RubbrOil						
67	Scream						
68	Seasho						
69	Shazam!	*					

**Efect2 (Effect2)**

G.No	Name	Layer	Loop	G.No	Name	Layer	Loop
1	JNGLSN1	*		70	AmbHit01		
2	JNGLSN2	*		71	QueSPACE		
3	JNGLSN3	*		72	AmbHit02		
4	JNGLSN4	*		73	FRAG13		
5	JNGLSN5	*		74	Vocal04	*	
6	JNGLSN6	*		75	FRAG03		
7	JNGLSN7	*		76	FRAG14		
8	JNGLSN8	*		77	FRAG12		
9	JNGLSN9	*		78	FRAG08		
10	JNGLSN10	*		79	FRAG01		
11	JNGBASS1	*		80	FRAG18		
12	JNGBASS2	*		81	FRAG11		
13	JNGBASS3	*		82	FRAG05		
14	JNGBASS4	*		83	FRAG21		
15	JNGBASS5	*		84	FRAG20		
16	JNGBASS6	*					
17	JNGBASS7	*					
18	JNGBASS8	*					
19	GUMYBASS	*					
20	BDSUBSNK	*					
21	TENDO	*					
22	SPIKER	*					
23	PULSAR	*					
24	PULSAR2	*					
25	PULSAR3	*					
26	DALIBAS1	*					
27	DALIBAS2	*					
28	DALIBAS3	*					
29	IRONBASS	*					
30	SEAMNSTR	*					
31	D&BFRAG1						
32	POPPX						
33	WINER	*					
34	DOOMED	*					
35	ANVILISH	*					
36	TRANQUL	*					
37	MOSHER	*					
38	D&BFRAG8						
39	PEEPER						
40	WYZOG						
41	D&FRAG11						
42	SCRUNCH						
43	VOLTAGE	*					
44	D&FRAG14						
45	GRONKER						
46	SEMILOOP						
47	POINGER						
48	JNGSN11	*					
49	SUKRPNCH						
50	D&FRAG20						
51	BOUNCER	*					
52	SHUTDOWN	*					
53	DOPPLER	*					
54	DUCKSTER	*					
55	TAMTAMY	*					
56	PANKY	*					
57	ANAFROGR	*					
58	GOWAH	*					
59	DEEPDIVE	*					
60	ASCENDER						
61	JURASSIC	*					
62	CLOUDS	*					
63	TRAINBRK	*					
64	RUNNER	*					
65	RADAMACU	*					
66	UMK 47						
67	FRAG23						
68	AmbHit10						
69	WAKX PAD						

**Efect3 (Effect3)**

G.No	Name	Layer	Loop	G.No	Name	Layer	Loop
1	Amb Hi			70	SEQ2010	*	
2	Amb Lo			71	Sexy		
3	Amb4db	*		72	Sinuses		
4	AsianBel	*		73	SLoop1	*	
5	BEEZDR	*		74	SLoop2	*	
6	BixBeadz			75	Spiralon		
7	BIZBASS	*		76	Spirlon2	*	
8	Boombam			77	TEHRAN	*	
9	BOONDWAT	*		78	TEKBASS1	*	
10	Booom!!	*		79	TEKNEW1	*	
11	Breezin1			80	TEKNEW2	*	
12	Breezin2			81	TEKNEW3		
13	Come'in	*		82	TEKNEW4	*	
14	Come'on	*		83	TEKNEW5	*	
15	Crazstab			84	TRAILNOR	*	
16	DBbdfx			85	Tree	*	
17	DBflufer			86	Tweeters	*	
18	DBfrag1			87	VAPORIZE	*	
19	DBfrag2			88	VFXBASS	*	
20	DBfrag3			89	VFXLPFG1	*	
21	DBfrag4			90	VFXLPFG2	*	
22	DBsnbd			91	Vnlspn		
23	DogChaze	*		92	Vocodvox		
24	Drink!?!?			93	WatrBell		
25	DUOFRG1	*		94	WhichWay	*	
26	DUOFRG2	*		95	ZAPOIDS1	*	
27	Evilamb			96	ZAPOIDS2		
28	Fall			97	ZAPOIDS3	*	
29	fantSoun			98	ZAPOIDS4	*	
30	FATRIZER	*		99	ZAPOIDS5	*	
31	Fizlshot			100	Zip Opn		
32	Frapnel1			101	Zip fire		
33	Frapnel2			102	Zip Cls1		
34	GEDDON	*		103	Zip Cls2		
35	Ghost!!!						
36	GlasJngl						
37	GumiDrop	*					
38	Gun Bass	*					
39	HighNote						
40	IDbicut						
41	IDbright						
42	JLP						
43	LittleBe	*					
44	LoFiDlay	*					
45	LoozPhat	*					
46	METOID1	*					
47	METOID2	*					
48	Mnagerie						
49	MultiBas						
50	MUSE 1	*					
51	MUSE 2	*					
52	NEBULA	*					
53	newbreed	*					
54	nightbar						
55	No48.1						
56	No48.2						
57	NOYBER	*					
58	Padster						
59	RainSSS	*					
60	Ready?	*					
61	RevdbHL						
62	Rhimz						
63	Rhodeyze	*					
64	Rhody						
65	Ribbit						
66	Ricochet						
67	Running						
68	SANDMAN	*					
69	Scream						

**Loop**

G.No	Name	Layer	Loop	G.No	Name	Layer	Loop
1	AlienSp	*	*	70	Spirals		*
2	BigBeat		*	71	SpyShift		*
3	Blaznoz		*	72	StreamLP		*
4	Cybryawn		*	73	SwingnL		*
5	C'YDNCE	*	*	74	TranZyLP	*	*
6	Cymbloop	*	*	75	TriLoop		*
7	Danse??	*	*	76	UK2x2LP	*	*
8	DBloop		*	77	UptownL		*
9	DBpanefx		*	78	VFXLoop		*
10	DBrevbt		*	79	VFX2Loop		*
11	DBtrbeat		*	80	WE LOOP		*
12	DIGERDO		*				
13	DigiTime	*	*				
14	DncFoot		*				
15	DpAfair		*				
16	DruggdLp	*	*				
17	Dubby		*				
18	E NZE		*				
19	ET Loop	*	*				
20	EvLloop		*				
21	FactryLP		*				
22	Go UP!		*				
23	HelilLoop		*				
24	HellsBel		*				
25	HipLoop		*				
26	Hipspoof		*				
27	Hollis L		*				
28	House1		*				
29	IDloop		*				
30	Indian		*				
31	JgFrag1		*				
32	JgFrag2		*				
33	JgFrag3		*				
34	JgLoop1		*				
35	JgLoop2		*				
36	JgLoop3		*				
37	JgLoop4		*				
38	JgLoop5		*				
39	JgLoop6		*				
40	JgLoop7		*				
41	JgLoop8		*				
42	JgLoop9		*				
43	JgLoop10		*				
44	JngleLuv	*	*				
45	KillnL		*				
46	Laurattl		*				
47	Lexrloop		*				
48	LITELOOP		*				
49	LoMLoop	*	*				
50	LoMO LP		*				
51	LoMsolo		*				
52	LoopFrg1		*				
53	LoopFrg2		*				
54	LoopHole	*	*				
55	Lowdown		*				
56	LPloop1		*				
57	LPloop2		*				
58	MachineL	*	*				
59	NightLP		*				
60	NYCLoop	*	*				
61	PhotoLP		*				
62	Printprz		*				
63	PsychoLP	*	*				
64	Reverooov		*				
65	Revloon		*				
66	Rolly		*				
67	ScrewLP		*				
68	SlicLoop		*				
69	SNAPLOOP		*				

### Voice (Human Voice)

G.No	Name	Layer	Loop	G.No	Name	Layer	Loop
1	BD1 LR			70	Count10S	*	
2	BD1 TW			71	Count11S	*	
3	BD2 LR	*		72	Count12S	*	
4	BD3 LR			73	Count13S	*	
5	SD1 LR			74	Count14S	*	
6	SD2 LR			75	Count15S	*	
7	SD3 LR			76	Count16S	*	
8	SD4 LR						
9	SD5 LR						
10	SD5 TW						
11	SD6 LR						
12	SD7 LR	*					
13	TOM 1 H						
14	TOM 1 M						
15	TOM 1 L						
16	TOM 1 F						
17	TOM 2 H						
18	TOM 2 M						
19	TOM 2 L						
20	TOM 2 F						
21	SIMM H						
22	SIMM M						
23	SIMM L						
24	SIMM F						
25	Conga H						
26	Conga L						
27	Conga Mu						
28	Conga Sf						
29	Cabasa						
30	CabasSht						
31	Cowbell						
32	ChestTOM						
33	HH Cls						
34	HH Qter						
35	HH Opn						
36	Splash						
37	Ride						
38	SteamCy						
39	WaterCy						
40	Count 1						
41	Count 2						
42	Count 3						
43	Count 4						
44	Count 5						
45	Count 6						
46	Count 7						
47	Count 8						
48	Count 9						
49	Count 10						
50	Count 11						
51	Count 12						
52	Count 13						
53	Count 14						
54	Count 15						
55	Count 16						
56	Count A						
57	Count An						
58	CountAnd						
59	Count Da						
60	Count E						
61	Count 1S	*					
62	Count 2S	*					
63	Count 3S	*					
64	Count 4S	*					
65	Count 5S	*					
66	Count 6S	*					
67	Count 7S	*					
68	Count 8S	*					
69	Count 9S	*					

### Melody

G.No	Name	Layer	Loop
1	Brass 4		*
2	Brass 5		*
3	Celesta		
4	Chor 516		*
5	Chor 539		*
6	Chorus 4		*
7	GlockenH		
8	GlockenL		
9	GlockenM		
10	Marimba		
11	MTrp 4		*
12	ORGAN 3		*
13	SBrass 4		*
14	SBrass 5		*
15	sitar599		
16	SteelDr3		
17	SynPf 3		
18	Trb 3		*
19	Trp 4		*
20	vibe 541		
21	Xylophon		
22	SStrngA4		*
23	SStrngB4		*
24	STRNG 3		*
25	STRNG 4		*
26	Syn 3		*
27	SynSt 3		*
28	AcBass		
29	BassSAWH		*
30	BassSAWL		*
31	BassSINH		
32	BassSINL		
33	SyBass2H		
34	SyBass2L		



# GM Keyboard Voice List

No	Category	Display	Layer	No	Category	Display	Layer	No	Category	Display	Layer	No	Category	Display	Layer
1	Piano	GrandPno	1	33	Bass	Aco.Bass	1	65	Reed	SpnoSax	1	97	Synth Effects	Rain	2
2		BritePno	1	34		FngrBass	1	66		Alto Sax	1	98		SoundTrk	2
3		E.Grand	2	35		PickBass	1	67		TenorSax	1	99		Crystal	2
4		HnkyTonk	2	36		Fretless	1	68		Bari.Sax	1	100		Atmosphr	2
5		E.Piano1	2	37		SlapBas1	1	69		Oboe	1	101		Bright	2
6		E.Piano2	2	38		SlapBas2	1	70		Eng.Horn	1	102		Goblins	2
7		HarpSi.	1	39		SynBass1	1	71		Bassoon	1	103		Echoes	2
8		Clavi.	1	40		SynBass2	1	72		Clarinet	1	104		SF	2
9	Chromatic Percussion	Celesta	1	41	Strings	Violin	1	73	Pipe	Piccolo	1	105	Ethnic	Sitar	1
10		Glocken	1	42		Viola	1	74		Flute	1	106		Banjo	1
11		MusicBox	2	43		Cello	1	75		Recorder	1	107		Shamisen	1
12		Vibes	1	44		ContraBs	1	76		PanFlute	1	108		Koto	1
13		Marimba	1	45		Trem.Str	2	77		Bottle	2	109		Kalimba	1
14		Xylophon	1	46		Pizz.Str	2	78		Shakhchi	1	110		Bagpipe	2
15		TubulBel	1	47		Harp	1	79		Whistle	1	111		Fiddle	1
16		Dulcimer	2	48		Timpani	1	80		Ocarina	1	112		Shanai	1
17	Organ	DrawOrgn	1	49	Ensemble	Strings1	1	81	Synth Lead	SquareLd	2	113	Percussiv	TnkIBell	2
18		PercOrgn	1	50		Strings2	1	82		Saw.Lead	2	114		Agogo	1
19		RockOrgn	2	51		Syn.Str1	2	83		CaliopLd	2	115		SteelDrm	2
20		ChrchOrg	2	52		Syn.Str2	2	84		Chiff Ld	2	116		WoodBlok	1
21		ReedOrgn	1	53		ChoirAah	2	85		CharanLd	2	117		TaikoDrm	1
22		Acordion	2	54		VoiceOoh	1	86		Voice Ld	2	118		MelodTom	1
23		Harmnica	1	55		SynVoice	1	87		Fifth Ld	2	119		Syn.Drum	1
24		TangoAcc	2	56		Orch.Hit	1	88		Bass &Ld	2	120		RevCymb1	1
25	Guitar	NylonGtr	1	57	Brass	Trumpet	1	89	Synth Pad	NewAgePd	2	121	Sound Effect	FretNoiz	1
26		SteelGtr	1	58		Trombone	1	90		Warm Pad	2	122		BrthNoiz	1
27		Jazz Gtr	1	59		Tuba	1	91		PolySyPd	2	123		Seashore	2
28		CleanGtr	2	60		Mute.Trp	1	92		ChoirPad	2	124		Tweet	2
29		Mute.Gtr	1	61		Fr.Horn	1	93		BowedPad	2	125		Telephone	1
30		Ovrdrive	1	62		BrasSect	1	94		MetalPad	2	126		Helicptr	2
31		Dist.Gtr	1	63		SynBras1	2	95		Halo Pad	2	127		Applause	2
32		GtrHarmo	1	64		SynBras2	2	96		SweepPad	2	128		Gunshot	1

# Preset Drum Kit List

NO	Kit Name	Pad song	NO	Kit Name	Pad song	NO	Kit Name	Pad song
1	MAPLE		31	Elec.Ave		61	MixedMtr	
2	MC Clear		32	GM Elec		62	AZSunset	
3	MC Reglr		33	ANALOG 1		63	3forMe	
4	MCV ambi		34	ANALOG 2		64	StarLite	
5	MCA Clea		35	GM Analg		65	GM Clasc	
6	MCA ambi		36	VOX 1		66	SYMPHONY	
7	RC clear		37	VOX 2		67	Brush	
8	RC PIN		38	VOX 3		68	Mallet	
9	RC Reglr		39	EthnicPr		69	Inputs?	
10	RC Jazz		40	LatinPer		70	FX-ULBR!	
11	BEECH		41	OrientPr		71	MIAMINO	*
12	GM std 1		42	PBworld1		72	SHAMY	
13	Acoustic		43	PBworld2		73	Live@D&B	
14	X Snare1		44	Hpstudio		74	VFX/NYC1	*
15	X Snare2		45	Hphall		75	VFX/NYC2	*
16	ROOM 1		46	HPmaple1		76	FutrKIT1	*
17	ROOM 2		47	HPmaple2		77	Portzhed	*
18	GM Room		48	LiteShot		78	AmbiEfx	
19	HALL 1		49	Cockt@ail		79	HouseJaz	*
20	HALL 2		50	Studio		80	DanzFlor	*
21	ROCK 1		51	Be-Bop		81	BigBeatz	
22	ROCK 2		52	MPL Rock		82	7/8Craze	*
23	ROCK 3		53	AcousticX		83	PhatGel	*
24	GM Rock		54	GM std 2		84	TR@→→sH!	
25	7080HrdD		55	GM Jazz		85	DEFAVU??	
26	POWER 1		56	GM Brush		86	AnDerd !	
27	POWER 2		57	VariGrvr		87	bontibon	
28	POWER 3		58	XTNATRL'		88	WAZA	*
29	POWER 4		59	VersaKIT		89	zEn	*
30	ELECTRIC		60	LAFwy		90	Mystery	*

\* Using Pad Song

**No.1 MAPLE**

Input	Note	Note#	Voice		
			Type	NO	Name
1	1st	31	AcSnr1	85	Standby3
	rim	34	AcSnr1	74	SlamDin2
2	1st	48	AcTom1	21	DryMPL10
	rim	86	AcTom1	75	MCV12abi
3	1st	47	AcTom1	22	DryMPL13
	rim	87	AcTom1	76	MCV14abi
4	1st	45	AcTom1	23	DryMPL14
	rim	88	AcTom1	76	MCV14abi
5	1st	43	AcTom1	24	DryMPL16
	rim	89	AcTom1	77	MCV16abi
6	1st	59	Cymbal	40	SizzlDrk
	rim	51	Cymbal	41	sizzle A
7	1st	49	Cymbal	10	CrshAC
	mute	94	Cymbal	54	Splash 2
8	open	46	HiHat	35	Open01L
	clse	42	HiHat	1	Close01
9	fcls	44	HiHat	59	H PdIDW
	spls	91	HiHat	71	Hpsplsh1
10	rim	90	HiHat	35	Open01L
	1st	33	AcKick	53	MCA22D
11	1st	36	AcKick	53	MCA22D
	1st	53	Cymbal	49	RidB Drk
12	1st	56	Percs1	38	CowB1
	1st	52	Cymbal	3	CR S18S
13	1st	84	Percs1	12	Bell Tre
	1st	92	Percs1	39	CowB2
14	1st	93	Percs1	41	CowBM

**No.2 MC Clear**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr1	76	Smoothy
	edge	85	AcSnr1	45	MCV edge
2	rim	34	AcSnr1	74	SlamDin2
	1st	48	AcTom1	9	MCV10CL
3	rim	86	AcTom1	94	TMMvAm10
	1st	47	AcTom1	10	MCV12CL
4	rim	87	AcTom1	95	TMMvAm12
	1st	45	AcTom1	12	MCV14CL
5	rim	88	AcTom1	96	TMMvAm13
	1st	43	AcTom1	13	MCV16CL
6	rim	89	AcTom1	97	TMMvAm16
	1st	59	Cymbal	26	RideFTK
7	rim	51	Cymbal	41	sizzle A
	1st	49	Cymbal	11	Crash 16
8	mute	94	Cymbal	54	Splash 2
	rim	57	Cymbal	7	Crash 2
9	open	46	HiHat	35	Open01L
	clse	42	HiHat	35	Open01L
10	fcls	44	HiHat	59	H PdIDW
	spls	91	HiHat	71	Hpsplsh1
11	rim	90	HiHat	48	H OpnLK
	1st	33	AcKick	7	BassCase
12	1st	36	AcKick	8	BassCasS
	1st	53	Cymbal	49	RidB Drk
13	1st	56	Percs1	38	CowB1
	1st	52	Cymbal	3	CR S18S
14	1st	84	Percs1	12	Bell Tre
	1st	92	Percs1	3	AgogoH
15	1st	93	Percs1	2	AgogoL

**No.3 MC Reglr**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr1	48	MCV55buz
	rim	34	AcSnr1	47	MCV55 R
2	1st	48	AcTom1	18	MC10J
	rim	86	AcTom1	74	MCV10abi
3	1st	47	AcTom1	19	MC12J
	rim	87	AcTom1	75	MCV12abi
4	1st	45	AcTom1	20	MC14J
	rim	88	AcTom1	76	MCV14abi
5	1st	43	AcTom1	17	MC16
	rim	89	AcTom1	77	MCV16abi

6	1st	59	Cymbal	28	RideKC1S
	rim	51	Cymbal	14	sizzle A
7	1st	49	Cymbal	41	Fast 14
	mute	94	Cymbal	54	Splash 2
8	rim	57	Cymbal	15	Fast 17
	open	46	HiHat	35	Open01L
9	clse	42	HiHat	34	Open01
	fcls	44	HiHat	55	PDL XG1
10	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	48	H OpnLK
1st	33	AcKick	6	Basic	
1st	36	AcKick	6	Basic	
1st	53	Cymbal	49	RidB Drk	
1st	56	Percs1	38	CowB1	
1st	52	Cymbal	6	Crash 1	
1st	84	Percs1	12	Bell Tre	
1st	92	Percs1	49	Gong2	
1st	93	Percs1	50	Gong3	

**No.4 MCV ambi**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr1	15	BomSD
	rim	34	AcSnr2	62	OpnRim
2	1st	48	AcTom1	94	TMMvAm10
	rim	86	AcTom1	102	TMBAm10
3	1st	47	AcTom1	95	TMMvAm12
	rim	87	AcTom1	103	TMBAm12
4	1st	45	AcTom1	96	TMMvAm13
	rim	88	AcTom1	104	TMBAm14
5	1st	43	AcTom1	97	TMMvAm16
	rim	89	AcTom1	105	TMBAm16
6	1st	59	Cymbal	30	RideKC22
	rim	51	Cymbal	41	sizzle A
7	1st	49	Cymbal	2	CR S18
	mute	55	Cymbal	58	Splash 6
8	rim	57	Cymbal	7	Crash 2
	open	46	HiHat	35	Open01L
9	clse	42	HiHat	9	Cis02AC
	fcls	44	HiHat	62	H PdINB
10	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	38	Opn01AC
1st	33	AcKick	56	MCV20AMB	
1st	36	AcKick	56	MCV20AMB	
1st	53	Cymbal	49	RidB Drk	
1st	56	Percs1	38	CowB1	
1st	52	Cymbal	4	CR Z18	
1st	84	Percs1	12	Bell Tre	
1st	92	Percs1	39	CowB2	
1st	93	Percs1	41	CowBM	

**No.5 MCA Clea**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr1	44	MCA55bz
	edge	85	AcSnr1	45	MCV edge
2	rim	34	AcSnr1	47	MCV55 R
	1st	48	AcTom1	1	MCA10CL
3	rim	86	AcTom1	66	MCA10abi
	1st	47	AcTom1	2	MCA12CL
4	rim	87	AcTom1	67	MCA12abi
	1st	45	AcTom1	3	MCA14CL
5	rim	88	AcTom1	68	MCA14abi
	1st	43	AcTom1	8	MCA16
6	rim	89	AcTom1	69	MCA16abi
	1st	59	Cymbal	27	RideFTKS
7	rim	51	Cymbal	41	sizzle A
	1st	49	Cymbal	14	Fast 14
8	mute	94	Cymbal	53	Splash 1
	rim	57	Cymbal	7	Crash 2
9	open	46	HiHat	35	Open01L
	clse	42	HiHat	35	Open01L
10	fcls	44	HiHat	55	PDL XG1
	spls	91	HiHat	71	Hpsplsh1
11	rim	90	HiHat	35	Open01L
	1st	33	AcKick	53	MCA22D
12	1st	36	AcKick	53	MCA22D
	1st	53	Cymbal	49	RidB Drk

12	1st	56	Percs1	38	CowB1
13	1st	52	Cymbal	3	CR S18S
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Percs1	38	CowB1
16	1st	93	Percs1	41	CowBM

**No.6 MCA ambi**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr1	102	X4Loosy
	rim	34	AcSnr2	65	OpnRimC
2	1st	48	AcTom1	66	MCA10abi
	rim	86	AcTom1	102	TMBAm10
3	1st	47	AcTom1	67	MCA12abi
	rim	87	AcTom1	103	TMBAm12
4	1st	45	AcTom1	68	MCA14abi
	rim	88	AcTom1	104	TMBAm14
5	1st	43	AcTom1	69	MCA16abi
	rim	89	AcTom1	105	TMBAm16
6	1st	59	Cymbal	35	RideS Si
	rim	51	Cymbal	41	sizzle A
7	1st	49	Cymbal	10	CrshAC
	rim	57	Cymbal	6	Crash 1
8	open	46	HiHat	38	Opn01AC
	clse	42	HiHat	38	Opn01AC
9	fcls	44	HiHat	57	PDLAC13
	spls	91	HiHat	71	Hpsplsh1
10	rim	90	HiHat	37	Open02L
	1st	33	AcKick	52	MCA22AMB
11	1st	36	AcKick	52	MCA22AMB
	1st	53	Cymbal	49	RidB Drk
12	1st	56	Percs1	38	CowB1
	1st	52	Cymbal	3	CR S18S
13	1st	84	Percs1	12	Bell Tre
	1st	92	Percs1	38	CowB1
14	1st	93	Percs1	41	CowBM

**No.7 RC clear**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr1	31	Franky
	rim	34	AcSnr2	15	BigWdRim
2	1st	48	AcTom1	29	RC10CL
	rim	86	AcTom1	94	TMMvAm10
3	1st	47	AcTom1	30	RC12CL
	rim	87	AcTom1	95	TMMvAm12
4	1st	45	AcTom1	31	RC14CL
	rim	88	AcTom1	96	TMMvAm13
5	1st	43	AcTom1	32	RC16CL
	rim	89	AcTom1	97	TMMvAm16
6	1st	59	Cymbal	21	FlatTopB
	rim	51	Cymbal	41	sizzle A
7	1st	49	Cymbal	14	Fast 14
	mute	55	Cymbal	58	Splash 6
8	rim	57	Cymbal	7	Crash 2
	open	46	HiHat	35	Open01L
9	clse	42	HiHat	35	Open01L
	fcls	44	HiHat	55	PDL XG1
10	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	35	Open01L
1st	33	AcKick	112	XGKICK	
1st	36	AcKick	112	XGKICK	
1st	53	Cymbal	49	RidB Drk	
1st	56	Percs1	38	CowB1	
1st	52	Cymbal	9	Crash1Si	
1st	84	Percs1	12	Bell Tre	
1st	92	AcKick	0	NoAssign	
1st	93	AcKick	0	NoAssign	

### No.8 RC PIN

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr1	85	Standby3
	rim	34	AcSnr1	74	SlamDin2
2	1st	48	AcTom1	25	RC10PN
	rim	86	AcTom1	94	TMMvAm10
3	1st	47	AcTom1	26	RC12PN
	rim	87	AcTom1	95	TMMvAm12
4	1st	45	AcTom1	27	RC14PN
	rim	88	AcTom1	96	TMMvAm13
5	1st	43	AcTom1	28	RC16PN
	rim	89	AcTom1	97	TMMvAm16
6	1st	59	Cymbal	40	SizzlDrk
	rim	51	Cymbal	41	sizzle A
7	1st	49	Cymbal	14	Fast 14
	rim	57	Cymbal	7	Crash 2
8	open	46	HiHat	48	H OpnLK
	clse	42	HiHat	48	H OpnLK
	fcls	44	HiHat	59	H PdIDW
	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	48	H OpnLK
9	1st	33	AcKick	21	BEECH22T
10	1st	36	AcKick	21	BEECH22T
11	1st	53	Cymbal	49	RidB Drk
12	1st	56	Percs1	38	CowB1
13	1st	52	Cymbal	3	CR S18S
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Percs1	38	CowB1
16	1st	93	Percs1	41	CowBM

### No.9 RC Reglr

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr1	54	MP Elv70
	rim	34	AcSnr2	11	Baryrim
2	1st	48	AcTom1	59	TMLRC12C
	rim	86	AcTom1	94	TMMvAm10
3	1st	47	AcTom1	59	TMLRC12C
	rim	87	AcTom1	95	TMMvAm12
4	1st	45	AcTom1	60	TMLRC13C
	rim	88	AcTom1	96	TMMvAm13
5	1st	43	AcTom1	61	TMLRC16C
	rim	89	AcTom1	97	TMMvAm16
6	1st	59	Cymbal	26	RideFTK
	rim	51	Cymbal	41	sizzle A
7	1st	49	Cymbal	14	Fast 14
	rim	57	Cymbal	7	Crash 2
8	open	46	HiHat	48	H OpnLK
	clse	42	HiHat	48	H OpnLK
	fcls	44	HiHat	59	H PdIDW
	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	48	H OpnLK
9	1st	33	AcKick	78	RC20JAZZ
10	1st	36	AcKick	78	RC20JAZZ
11	1st	53	Cymbal	49	RidB Drk
12	1st	56	Percs1	38	CowB1
13	1st	52	Cymbal	3	CR S18S
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Percs1	38	CowB1
16	1st	93	Percs1	41	CowBM

### No.10 RC Jazz

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr1	76	Smoothy
	rim	34	AcSnr1	74	SlamDin2
2	1st	48	AcTom2	69	JAZZ10
	rim	86	AcTom1	94	TMMvAm10
3	1st	47	AcTom2	70	JAZZ12
	rim	87	AcTom1	95	TMMvAm12
4	1st	45	AcTom2	71	JAZZ14
	rim	88	AcTom1	96	TMMvAm13
5	1st	43	AcTom2	72	JAZZ16
	rim	89	AcTom1	97	TMMvAm16
6	1st	59	Cymbal	40	SizzlDrk
	rim	51	Cymbal	22	FTopSizz

7	1st	49	Cymbal	15	Fast 17
	mute	94	Cymbal	55	Splash 3
	rim	57	Cymbal	7	Crash 2
8	open	46	HiHat	48	H OpnLK
	clse	42	HiHat	48	H OpnLK
	fcls	44	HiHat	59	H PdIDW
	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	47	H OpnL3
9	1st	33	AcKick	76	RC18Jazz
10	1st	36	AcKick	76	RC18Jazz
11	1st	53	Cymbal	48	Bell A
12	1st	56	Percs1	38	CowB1
13	1st	52	Cymbal	2	CR S18
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Percs1	38	CowB1
16	1st	93	Percs1	41	CowBM

### No.11 BEECH

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr1	37	LittlGuy
	rim	34	AcSnr2	17	Binky
2	1st	48	AcTom1	37	BEECH10
	rim	86	AcTom1	102	TMBeAm10
3	1st	47	AcTom1	38	BEECH12
	rim	87	AcTom1	103	TMBeAm12
4	1st	45	AcTom1	39	BEECH14
	rim	88	AcTom1	104	TMBeAm14
5	1st	43	AcTom1	40	BEECH16
	rim	89	AcTom1	105	TMBeAm16
6	1st	59	Cymbal	27	RideFTKS
	rim	51	Cymbal	41	sizzle A
7	1st	49	Cymbal	14	Fast 14
	rim	57	Cymbal	7	Crash 2
8	open	46	HiHat	48	H OpnLK
	clse	42	HiHat	48	H OpnLK
	fcls	44	HiHat	59	H PdIDW
	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	48	H OpnLK
9	1st	33	AcKick	21	BEECH22T
10	1st	36	AcKick	21	BEECH22T
11	1st	53	Cymbal	49	RidB Drk
12	1st	56	Percs1	38	CowB1
13	1st	52	Cymbal	3	CR S18S
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Percs1	38	CowB1
16	1st	93	Percs1	41	CowBM

### No.12 GM std 1

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr1	102	X4Loosy
	rim	34	AcSnr2	62	OpnrIm
2	1st	48	AcTom2	56	DRY GM5
	rim	86	AcTom1	42	XTMMCA10
3	1st	47	AcTom2	57	DRY GM4
	rim	87	AcTom1	43	XTMMCA12
4	1st	45	AcTom2	58	DRY GM3
	rim	88	AcTom1	44	XTMMCA13
5	1st	43	AcTom2	59	DRY GM2
	rim	89	AcTom1	45	XTMMCA16
6	1st	59	Cymbal	43	SizzLit
	rim	51	Cymbal	31	RideLite
7	1st	49	Cymbal	11	Crash 16
	mute	94	Cymbal	54	Splash 2
	rim	57	Cymbal	7	Crash 2
8	open	46	HiHat	43	H OPMu
	clse	42	HiHat	19	H ClsMu
	fcls	44	HiHat	55	PDL XG1
	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	35	Open01L
9	1st	33	AcKick	21	BEECH22T
10	1st	36	AcKick	33	GMH
11	1st	53	Cymbal	50	RidB Lit
12	1st	56	Percs1	38	CowB1
13	1st	52	Cymbal	63	China XG
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Percs1	50	Gong3
16	1st	93	Percs1	48	Gong1

### No.13 Acoustic

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr2	47	Loosy
	edge	85	AcSnr1	45	MCV edge
	rim	34	AcSnr2	62	OpnrIm
2	1st	48	AcTom2	2	DRY10
	rim	86	AcTom2	113	ACTomH
3	1st	47	AcTom2	3	DRY12
	rim	87	AcTom2	114	ACTomM
4	1st	45	AcTom2	4	BELL A
	rim	88	AcTom2	115	ACTomL
5	1st	43	AcTom2	5	DRY16
	rim	89	AcTom2	116	ACTomF
6	1st	59	Cymbal	40	SizzlDrk
	rim	51	Cymbal	41	sizzle A
7	1st	49	Cymbal	11	Crash 16
	rim	57	Cymbal	7	Crash 2
8	open	46	HiHat	48	H OpnLK
	clse	42	HiHat	48	H OpnLK
	fcls	44	HiHat	59	H PdIDW
	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	48	H OpnLK
9	1st	33	AcKick	21	BEECH22T
10	1st	36	AcKick	21	BEECH22T
11	1st	53	Cymbal	49	RidB Drk
12	1st	56	Percs1	38	CowB1
13	1st	52	Cymbal	63	China XG
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Percs1	38	CowB1
16	1st	93	Percs1	41	CowBM

### No.14 X Snare1

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	XtrSnr	1	head
	rim	34	XtrSnr	2	rim
2	1st	48	AcTom1	9	MCV10CL
	rim	86	AcTom1	94	TMMvAm10
3	1st	47	AcTom1	10	MCV12CL
	rim	87	AcTom1	95	TMMvAm12
4	1st	45	AcTom1	12	MCV14CL
	rim	88	AcTom1	96	TMMvAm13
5	1st	43	AcTom1	13	MCV16CL
	rim	89	AcTom1	97	TMMvAm16
6	1st	59	Cymbal	26	RideFTK
	rim	51	Cymbal	41	sizzle A
7	1st	49	Cymbal	11	Crash 16
	mute	94	Cymbal	54	Splash 2
	rim	57	Cymbal	7	Crash 2
8	open	46	HiHat	35	Open01L
	clse	42	HiHat	35	Open01L
	fcls	44	HiHat	59	H PdIDW
	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	48	H OpnLK
9	1st	33	AcKick	7	BassCase
10	1st	36	AcKick	8	BassCasS
11	1st	53	Cymbal	49	RidB Drk
12	1st	56	Percs1	38	CowB1
13	1st	52	Cymbal	3	CR S18S
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Percs1	3	AgogoH
16	1st	93	Percs1	2	AgogoL

**No.15 X Snare2**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	XtrSnr	1	head
	rim	34	XtrSnr	2	rim
2	1st	48	AcTom1	25	RC10PN
	rim	86	AcTom1	94	TMMvAm10
3	1st	47	AcTom1	26	RC12PN
	rim	87	AcTom1	95	TMMvAm12
4	1st	45	AcTom1	27	RC14PN
	rim	88	AcTom1	96	TMMvAm13
5	1st	43	AcTom1	28	RC16PN
	rim	89	AcTom1	97	TMMvAm16
6	1st	59	Cymbal	40	SizzlDrk
	rim	51	Cymbal	41	sizzle A
7	1st	49	Cymbal	14	Fast 14
	rim	57	Cymbal	7	Crash 2
8	open	46	HiHat	48	H OpnLK
	clse	42	HiHat	48	H OpnLK
	fcls	44	HiHat	59	H PdlDW
8	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	48	H OpnLK
9	1st	33	AcKick	21	BEECH22T
10	1st	36	AcKick	21	BEECH22T
11	1st	53	Cymbal	49	RidB Drk
12	1st	56	Percs1	38	CowB1
13	1st	52	Cymbal	3	CR S18S
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Percs1	38	CowB1
16	1st	93	Percs1	41	CowBM

**No.16 ROOM 1**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr1	85	Standby3
	rim	34	AcSnr1	74	SlamDin2
2	1st	48	AcTom1	90	BCH10ab2
	rim	86	AcTom1	102	TMBAm10
3	1st	47	AcTom1	91	BCH12ab2
	rim	87	AcTom1	103	TMBAm12
4	1st	45	AcTom1	92	BCH14ab2
	rim	88	AcTom1	104	TMBAm14
5	1st	43	AcTom1	93	BCH16ab2
	rim	89	AcTom1	105	TMBAm16
6	1st	59	Cymbal	30	RideKC22
	rim	51	Cymbal	41	sizzle A
7	1st	49	Cymbal	7	Crash 2
	mute	55	Cymbal	58	Splash 6
	rim	57	Cymbal	12	CrshDRK
8	open	46	HiHat	35	Open01L
	clse	42	HiHat	34	Open01
	fcls	44	HiHat	59	H PdlDW
	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	48	H OpnLK
9	1st	33	AcKick	7	BassCase
10	1st	36	AcKick	7	BassCase
11	1st	53	Cymbal	49	RidB Drk
12	1st	56	Percs1	38	CowB1
13	1st	52	Cymbal	3	CR S18S
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Percs1	38	CowB1
16	1st	93	Percs1	41	CowBM

**No.17 ROOM 2**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr1	37	LittlGuy
	rim	34	AcSnr1	67	PhilyRim
2	1st	48	AcTom1	94	TMMvAm10
	rim	86	AcTom1	102	TMBAm10
3	1st	47	AcTom1	95	TMMvAm12
	rim	87	AcTom1	103	TMBAm12
4	1st	45	AcTom1	96	TMMvAm13
	rim	88	AcTom1	104	TMBAm14
5	1st	43	AcTom1	97	TMMvAm16
	rim	89	AcTom1	105	TMBAm16
6	1st	59	Cymbal	27	RideFTKS
	rim	51	Cymbal	41	sizzle A

7	1st	49	Cymbal	15	Fast 17
	mute	55	Cymbal	58	Splash 6
	rim	57	Cymbal	7	Crash 2
8	open	46	HiHat	35	Open01L
	clse	42	HiHat	34	Open01
	fcls	44	HiHat	57	PDLAC13
	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	47	H OpnL3
9	1st	33	AcKick	72	Player
10	1st	36	AcKick	72	Player
11	1st	53	Cymbal	49	RidB Drk
12	1st	56	Percs1	38	CowB1
13	1st	52	Cymbal	6	Crash 1
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Percs1	38	CowB1
16	1st	93	Percs1	41	CowBM

**No.18 GM Room**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr2	98	SnareM
	rim	34	AcSnr2	62	OpnRim
2	1st	48	AcTom2	94	Room 5
	rim	86	AcTom1	66	MCA10abi
3	1st	47	AcTom2	95	Room 4
	rim	87	AcTom1	67	MCA12abi
4	1st	45	AcTom2	96	Room 3
	rim	88	AcTom1	68	MCA14abi
5	1st	43	AcTom2	97	Room 2
	rim	89	AcTom1	69	MCA16abi
6	1st	59	Cymbal	43	SizzLit
	rim	51	Cymbal	31	RideLite
7	1st	49	Cymbal	11	Crash 16
	mute	94	Cymbal	54	Splash 2
	rim	57	Cymbal	7	Crash 2
8	open	46	HiHat	43	H OPMu
	clse	42	HiHat	19	H ClsMu
	fcls	44	HiHat	55	PD L XG1
	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	47	H OpnL3
9	1st	33	AcKick	56	MCV20AMB
10	1st	36	AcKick	33	GMH
11	1st	53	Cymbal	50	RidB Lit
12	1st	56	Percs1	38	CowB1
13	1st	52	Cymbal	63	China XG
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Percs2	39	Udo H
16	1st	93	Percs2	40	Udo L

**No.19 HALL 1**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr1	76	Smoothy
	rim	34	AcSnr1	49	MCVdynam
2	1st	48	AcTom1	90	BCH10ab2
	rim	86	AcTom1	102	TMBAm10
3	1st	47	AcTom1	91	BCH12ab2
	rim	87	AcTom1	103	TMBAm12
4	1st	45	AcTom1	92	BCH14ab2
	rim	88	AcTom1	104	TMBAm14
5	1st	43	AcTom1	93	BCH16ab2
	rim	89	AcTom1	105	TMBAm16
6	1st	59	Cymbal	28	RideKC1S
	rim	51	Cymbal	30	RideKC22
7	1st	49	Cymbal	15	Fast 17
	mute	55	Cymbal	58	Splash 6
	rim	57	Cymbal	7	Crash 2
8	open	46	HiHat	35	Open01L
	clse	42	HiHat	34	Open01
	fcls	44	HiHat	59	H PdlDW
	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	48	H OpnLK
9	1st	33	AcKick	33	GMH
10	1st	36	AcKick	33	GMH
11	1st	53	Cymbal	49	RidB Drk
12	1st	56	Percs1	38	CowB1
13	1st	52	Cymbal	3	CR S18S
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Percs1	38	CowB1
16	1st	93	Percs1	41	CowBM

**No.20 HALL 2**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	XtrSnr	1	head
	rim	34	XtrSnr	2	rim
2	1st	48	AcTom1	75	MCV12abi
	rim	86	AcTom1	102	TMBAm10
3	1st	47	AcTom1	76	MCV14abi
	rim	87	AcTom1	103	TMBAm12
4	1st	45	AcTom1	76	MCV14abi
	rim	88	AcTom1	104	TMBAm14
5	1st	43	AcTom1	77	MCV16abi
	rim	89	AcTom1	105	TMBAm16
6	1st	59	Cymbal	40	SizzlDrk
	rim	51	Cymbal	41	sizzle A
7	1st	49	Cymbal	7	Crash 2
	mute	55	Cymbal	58	Splash 6
	rim	57	Cymbal	5	CR Z18S
8	open	46	HiHat	35	Open01L
	clse	42	HiHat	34	Open01
	fcls	44	HiHat	59	H PdlDW
	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	47	H OpnL3
9	1st	33	AcKick	52	MCA22AMB
10	1st	36	AcKick	55	MCV20
11	1st	53	Cymbal	49	RidB Drk
12	1st	56	Percs1	38	CowB1
13	1st	52	Cymbal	3	CR S18S
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Percs1	38	CowB1
16	1st	93	Percs1	41	CowBM

**No.21 ROCK 1**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr1	83	Standby
	rim	34	AcSnr1	74	SlamDin2
2	1st	48	AcTom1	98	TMGrAm10
	rim	86	AcTom1	102	TMBAm10
3	1st	47	AcTom1	99	TMGrAm13
	rim	87	AcTom1	104	TMBAm14
4	1st	45	AcTom1	100	TMGrAm14
	rim	88	AcTom1	105	TMBAm16
5	1st	43	AcTom1	101	TMGrAm16
	rim	89	AcTom1	105	TMBAm16
6	1st	59	Cymbal	26	RideFTK
	rim	51	Cymbal	41	sizzle A
7	1st	49	Cymbal	10	CrshAC
	mute	55	Cymbal	58	Splash 6
	rim	57	Cymbal	4	CR Z18
8	open	46	HiHat	38	Opn01AC
	clse	42	HiHat	7	Cls01AC
	fcls	44	HiHat	57	PD LAC13
	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	48	H OpnLK
9	1st	33	AcKick	52	MCA22AMB
10	1st	36	AcKick	52	MCA22AMB
11	1st	53	Cymbal	49	RidB Drk
12	1st	56	Percs1	38	CowB1
13	1st	52	Cymbal	2	CR S18
14	1st	84	Percs1	12	Bell Tre
15	1st	92	AcKick	0	NoAssign
16	1st	93	AcKick	0	NoAssign

**No.22 ROCK 2**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr1	15	BomSD
	rim	34	AcSnr2	66	OpnRimD
2	1st	48	AcTom2	94	Room 5
	rim	86	AcTom1	102	TMBAm10
3	1st	47	AcTom2	95	Room 4
	rim	87	AcTom1	103	TMBAm12
4	1st	45	AcTom2	96	Room 3
	rim	88	AcTom1	104	TMBAm14
5	1st	43	AcTom2	97	Room 2
	rim	89	AcTom1	105	TMBAm16
6	1st	59	Cymbal	28	RideKC1S
	rim	51	Cymbal	30	RideKC22
7	1st	49	Cymbal	10	CrshAC
	mute	55	Cymbal	58	Splash 6
8	rim	57	Cymbal	12	CrshDRK
	open	46	HiHat	48	H OpnLK
9	clse	42	HiHat	11	ClSAC13P
	fcls	44	HiHat	59	H PdlDW
10	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	47	H OpnL3
11	1st	33	AcKick	83	ROOM2
12	1st	36	AcKick	83	ROOM2
13	1st	53	Cymbal	48	Bell A
14	1st	56	Percs1	38	CowB1
15	1st	52	Cymbal	4	CR Z18
16	1st	84	Percs1	12	Bell Tre
17	1st	92	AcKick	0	NoAssign
18	1st	93	AcKick	0	NoAssign

**No.23 ROCK 3**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr1	29	EarRing
	rim	34	AcSnr2	20	Blue90R
2	1st	48	AcTom1	102	TMBAm10
	rim	86	AcTom1	98	TMGrAm10
3	1st	47	AcTom1	103	TMBAm12
	rim	87	AcTom1	99	TMGrAm13
4	1st	45	AcTom1	104	TMBAm14
	rim	88	AcTom1	100	TMGrAm14
5	1st	43	AcTom1	105	TMBAm16
	rim	89	AcTom1	101	TMGrAm16
6	1st	59	Cymbal	28	RideKC1S
	rim	51	Cymbal	30	RideKC22
7	1st	49	Cymbal	6	Crash 1
	mute	55	Cymbal	58	Splash 6
8	rim	57	Cymbal	12	CrshDRK
	open	46	HiHat	35	Open01L
9	clse	42	HiHat	34	Open01
	fcls	44	HiHat	59	H PdlDW
10	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	48	H OpnLK
11	1st	33	AcKick	89	Roomy2
12	1st	36	AcKick	89	Roomy2
13	1st	53	Cymbal	49	RidB Drk
14	1st	56	Percs1	38	CowB1
15	1st	52	Cymbal	4	CR Z18
16	1st	84	Percs1	12	Bell Tre
17	1st	92	Percs1	38	CowB1
18	1st	93	Percs1	41	CowBM

**No.24 GM Rock**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr2	85	RockM
	rim	34	AcSnr2	62	OpnRim
2	1st	48	AcTom2	100	Rock 5
	rim	86	AcTom2	117	Night10
3	1st	47	AcTom2	101	Rock 4
	rim	87	AcTom2	118	Night12
4	1st	45	AcTom2	102	Rock 3
	rim	88	AcTom2	119	Night14
5	1st	43	AcTom2	103	Rock 2
	rim	89	AcTom2	120	Night16
6	1st	59	Cymbal	43	SizzLit
	rim	51	Cymbal	31	RideLite

7	1st	49	Cymbal	2	CR S18
	mute	94	Cymbal	54	Splash 2
	rim	57	Cymbal	12	CrshDRK
8	open	46	HiHat	43	H OPMU
	clse	42	HiHat	19	H ClsMu
	fcls	44	HiHat	55	PDL XG1
	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	47	H OpnL3
9	1st	36	AcKick	32	GM GATE
10	1st	36	AcKick	32	GM GATE
11	1st	53	Cymbal	50	RidB Lit
12	1st	56	Percs1	38	CowB1
13	1st	52	Cymbal	63	China XG
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Percs1	50	Gong3
16	1st	93	Percs2	66	ChnCym

**No.25 7080HrdD**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr2	72	Powerpic
	rim	34	AcSnr2	62	OpnRim
2	1st	48	AcTom2	16	NY10abi
	rim	86	AcTom1	42	XTMMCA10
3	1st	47	AcTom2	17	NY13abi
	rim	87	AcTom1	43	XTMMCA12
4	1st	45	AcTom2	18	NY16abi
	rim	88	AcTom1	44	XTMMCA13
5	1st	43	AcTom2	19	NY18abi
	rim	89	AcTom1	45	XTMMCA16
6	1st	59	Cymbal	30	RideKC22
	rim	51	Cymbal	31	RideLite
7	1st	49	Cymbal	10	CrshAC
	mute	94	Cymbal	54	Splash 2
8	rim	57	Cymbal	1	BriteCrs
	open	46	HiHat	46	H OpnL1
9	clse	42	HiHat	20	H ClsNB1
	fcls	44	HiHat	55	PDL XG1
10	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	35	Open01L
11	1st	33	AcKick	30	GATEbech
	2nd	25	AcKick	28	GATE1
12	1st	36	AcKick	33	GMH
13	1st	53	Cymbal	50	RidB Lit
14	1st	56	Percs1	38	CowB1
15	1st	52	Cymbal	63	China XG
16	1st	84	Percs1	12	Bell Tre
17	1st	92	Percs1	50	Gong3
18	1st	93	Percs1	48	Gong1

**No.26 POWER 1**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr1	99	X3Loosy
	rim	34	AcSnr2	62	OpnRim
2	1st	48	AcTom2	109	AmbTomH
	rim	86	AcTom2	113	ACTomH
3	1st	47	AcTom2	110	AmbTomM
	rim	87	AcTom2	113	ACTomH
4	1st	45	AcTom2	111	AmbTomL
	rim	88	AcTom2	114	ACTomM
5	1st	43	AcTom2	112	AmbTomF
	rim	89	AcTom2	115	ACTomL
6	1st	59	Cymbal	28	RideKC1S
	rim	51	Cymbal	30	RideKC22
7	1st	49	Cymbal	2	CR S18
	mute	55	Cymbal	58	Splash 6
8	rim	57	Cymbal	12	CrshDRK
	open	46	HiHat	35	Open01L
9	clse	42	HiHat	34	Open01
	fcls	44	HiHat	59	H PdlDW
10	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	39	Opn02AC
11	1st	33	AcKick	107	VeloRoom
12	1st	36	AcKick	107	VeloRoom
13	1st	53	Cymbal	49	RidB Drk
14	1st	56	Percs1	38	CowB1
15	1st	52	Cymbal	4	CR Z18

14	1st	84	Percs1	12	Bell Tre
15	1st	92	Percs1	38	CowB1
16	1st	93	Percs1	41	CowBM

**No.27 POWER 2**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr1	21	DarkAmb
	rim	34	AcSnr1	49	MCVdynam
2	1st	48	AcTom2	117	Night10
	rim	86	AcTom2	113	ACTomH
3	1st	47	AcTom2	118	Night12
	rim	87	AcTom2	114	ACTomM
4	1st	45	AcTom2	119	Night14
	rim	88	AcTom2	115	ACTomL
5	1st	43	AcTom2	120	Night16
	rim	89	AcTom2	116	ACTomF
6	1st	59	Cymbal	38	RockRide
	rim	51	Cymbal	30	RideKC22
7	1st	49	Cymbal	2	CR S18
	mute	55	Cymbal	58	Splash 6
8	rim	57	Cymbal	12	CrshDRK
	open	46	HiHat	35	Open01L
9	clse	42	HiHat	34	Open01
	fcls	44	HiHat	59	H PdlDW
10	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	48	H OpnLK
11	1st	33	AcKick	41	LoRoom1
12	1st	36	AcKick	41	LoRoom1
13	1st	53	Cymbal	49	RidB Drk
14	1st	56	Percs1	38	CowB1
15	1st	52	Cymbal	4	CR Z18
16	1st	84	Percs1	12	Bell Tre
17	1st	92	Percs1	38	CowB1
18	1st	93	Percs1	41	CowBM

**No.28 POWER 3**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr1	29	EarRing
	rim	34	AcSnr2	65	OpnRimC
2	1st	48	AcTom2	77	Dry2 Hi
	rim	86	AcTom2	113	ACTomH
3	1st	47	AcTom2	78	Dry2 Mid
	rim	87	AcTom2	114	ACTomM
4	1st	45	AcTom2	79	Dry2 Lo
	rim	88	AcTom2	115	ACTomL
5	1st	43	AcTom2	80	Dry2 Fir
	rim	89	AcTom2	116	ACTomF
6	1st	59	Cymbal	28	RideKC1S
	rim	51	Cymbal	30	RideKC22
7	1st	49	Cymbal	10	CrshAC
	mute	55	Cymbal	58	Splash 6
8	rim	57	Cymbal	12	CrshDRK
	open	46	HiHat	35	Open01L
9	clse	42	HiHat	34	Open01
	fcls	44	HiHat	59	H PdlDW
10	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	39	Opn02AC
11	1st	33	AcKick	56	MCV20AMB
12	1st	36	AcKick	56	MCV20AMB
13	1st	53	Cymbal	49	RidB Drk
14	1st	56	Percs1	38	CowB1
15	1st	52	Cymbal	4	CR Z18
16	1st	84	Percs1	12	Bell Tre
17	1st	92	Percs1	38	CowB1
18	1st	93	Percs1	41	CowBM

**No.29 POWER 4**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr2	84	RockL
	rim	34	AcSnr2	12	BeatyRim
2	1st	48	AcTom2	20	V TOM10
	rim	86	AcTom2	113	ACTomH
3	1st	47	AcTom2	21	V TOM12
	rim	87	AcTom2	114	ACTomM
4	1st	45	AcTom2	22	V TOM14
	rim	88	AcTom2	115	ACTomL
5	1st	43	AcTom2	23	V TOM16
	rim	89	AcTom2	116	ACTomF
6	1st	59	Cymbal	29	RideKC21
	rim	51	Cymbal	30	RideKC22
7	1st	49	Cymbal	4	CR Z18
	mute	55	Cymbal	58	Splash 6
rim	57	Cymbal	12	CrshDRK	
8	open	46	HiHat	35	Open01L
	clse	42	HiHat	34	Open01
fcls	44	HiHat	59	H PdIDW	
	91	HiHat	71	Hpsplsh1	
	rim	90	HiHat	48	H OpnLK
	rim	90	HiHat	48	H OpnLK
9	1st	33	AcKick	16	BDpalmer
10	1st	36	AcKick	16	BDpalmer
11	1st	53	Cymbal	49	RidB Drk
12	1st	56	Percs1	38	CowB1
13	1st	52	Cymbal	3	CR S18S
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Percs1	38	CowB1
16	1st	93	Percs1	41	CowBM

**No.30 ELECTRIC**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	EleSnr	34	Dance03
	rim	34	AcSnr2	85	RockM
2	1st	48	EleTom	32	E Tom5
	rim	86	EleTom	37	SIMTOM H
3	1st	47	EleTom	33	E Tom4
	rim	87	EleTom	38	SIMTOM M
4	1st	45	EleTom	34	E Tom3
	rim	88	EleTom	39	SIMTOM L
5	1st	43	EleTom	35	E Tom2
	rim	89	EleTom	40	SIMTOM F
6	1st	59	Cymbal	38	RockRide
	rim	51	Cymbal	29	RideKC21
7	1st	49	Cymbal	2	CR S18
	rim	57	Cymbal	5	CR Z18S
8	open	46	HiHat	38	Opn01AC
	clse	42	HiHat	38	Opn01AC
fcls	44	HiHat	57	PDLAC13	
	91	HiHat	71	Hpsplsh1	
	rim	90	HiHat	39	Opn02AC
	rim	90	HiHat	39	Opn02AC
9	1st	35	AcKick	32	GM GATE
10	1st	36	AcKick	31	GateM
11	1st	53	Cymbal	48	Bell A
12	1st	56	Percs1	38	CowB1
13	1st	52	Cymbal	81	CR VFX
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Efect3	78	TEKBASS1
16	1st	93	Efect1	49	InsAmb

**No.31 Elec.Ave**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	38	AcSnr2	84	RockL
	rim	34	AcSnr2	28	BuzRgRim
2	1st	50	EleTom	32	E Tom5
	rim	66	Percs1	94	Timbal1L
3	1st	47	EleTom	33	E Tom4
	rim	65	Percs1	93	Timbal1H
4	1st	43	EleTom	34	E Tom3
	rim	77	Percs1	69	Scrach
5	1st	45	EleTom	35	E Tom2
	rim	89	EleTom	36	E Tom1
6	1st	59	Cymbal	40	SizzlDrk
	rim	52	Cymbal	23	JazzRide

7	1st	49	Cymbal	8	Crash 3
	mute	83	Efect1	50	Laugh
rim	84	Cymbal	17	ReverseC	
	open	46	HiHat	44	H Opn13
clse	42	HiHat	17	H ClsA1	
	fcls	44	HiHat	59	H PdIDW
spls	20	HiHat	68	FTsplsh1	
	rim	16	HiHat	46	H OpnL1
9	1st	36	AcKick	31	GateM
10	1st	53	Cymbal	48	Bell A
11	1st	53	Cymbal	48	Bell A
12	1st	56	Percs1	39	CowB2
13	1st	57	Cymbal	8	Crash 3
14	1st	56	Percs1	39	CowB2
15	1st	58	EleSnr	65	HiFive
16	1st	79	Percs1	7	AnCowbll

**No.32 GM Elec**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	38	AcSnr2	84	RockL
	rim	34	AcSnr2	62	OpnRim
2	1st	48	EleTom	32	E Tom5
	rim	86	EleTom	37	SIMTOM H
3	1st	47	EleTom	33	E Tom4
	rim	87	EleTom	38	SIMTOM M
4	1st	45	EleTom	34	E Tom3
	rim	88	EleTom	39	SIMTOM L
5	1st	43	EleTom	35	E Tom2
	rim	89	EleTom	40	SIMTOM F
6	1st	59	Cymbal	38	RockRide
	rim	51	Cymbal	31	RideLite
7	1st	49	Cymbal	10	CrshAC
	mute	94	Cymbal	54	Splash 2
rim	57	Cymbal	2	CR S18	
8	open	46	HiHat	43	H OPMu
	clse	42	HiHat	19	H ClsMu
fcls	44	HiHat	55	PDL XG1	
	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	47	H OpnL3
	rim	90	HiHat	47	H OpnL3
9	1st	36	AcKick	31	GateM
10	1st	36	AcKick	31	GateM
11	1st	53	Cymbal	50	RidB Lit
12	1st	56	Percs1	38	CowB1
13	1st	52	Cymbal	63	China XG
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Efect1	15	CoolSA
16	1st	93	Efect1	48	Indust

**No.33 ANALOG 1**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	38	EleSnr	93	SAna1
	rim	34	EleSnr	3	AnaBzRim
2	1st	48	EleTom	37	SIMTOM H
	rim	86	EleTom	37	SIMTOM H
3	1st	47	EleTom	38	SIMTOM M
	rim	87	EleTom	38	SIMTOM M
4	1st	45	EleTom	39	SIMTOM L
	rim	88	EleTom	39	SIMTOM L
5	1st	43	EleTom	40	SIMTOM F
	rim	89	EleTom	40	SIMTOM F
6	1st	59	Cymbal	91	Ride Anl
	rim	51	Voice	37	Ride
7	1st	49	Cymbal	61	ChiMiSiz
	rim	57	Cymbal	88	GlassCr
8	open	46	HiHat	43	H OPMu
	clse	42	HiHat	19	H ClsMu
fcls	44	HiHat	61	H PdIMu	
	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	53	H OpnLA1
	rim	90	HiHat	53	H OpnLA1
9	1st	36	ElKick	48	SIMN KIK
10	1st	36	ElKick	48	SIMN KIK
11	1st	53	Cymbal	89	GlasRide
12	1st	56	Percs1	38	CowB1
13	1st	52	Cymbal	90	AngCym
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Percs1	49	Gong2
16	1st	93	Percs1	50	Gong3

**No.34 ANALOG 2**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	EleSnr	32	Dance01
	rim	34	EleSnr	36	Dance06
2	1st	48	EleTom	23	TEKK 3H
	rim	86	EleTom	23	TEKK 3H
3	1st	47	EleTom	24	TEKK 3M
	rim	87	EleTom	24	TEKK 3M
4	1st	45	EleTom	25	TEKK 3L
	rim	88	EleTom	25	TEKK 3L
5	1st	43	EleTom	26	TEKK 3F
	rim	89	EleTom	26	TEKK 3F
6	1st	59	Cymbal	91	Ride Anl
	rim	51	Cymbal	89	GlasRide
7	1st	49	Cymbal	90	AngCym
	rim	57	Cymbal	86	DIGICC
8	open	46	HiHat	51	H OpnAMu
	clse	42	HiHat	17	H ClsA1
fcls	44	HiHat	18	H ClsA2	
	spls	91	HiHat	52	H OpnAn
rim	90	Voice	35	HH Opn	
9	1st	33	ElKick	16	Dance2
10	1st	36	ElKick	16	Dance2
11	1st	53	Voice	37	Ride
12	1st	56	Percs1	40	CowBAN
13	1st	52	Cymbal	81	CR VFX
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Percs1	49	Gong2
16	1st	93	Percs1	50	Gong3

**No.35 GM Analg**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	38	EleSnr	10	AnalogH1
	rim	34	AcSnr2	62	OpnRim
2	1st	48	EleTom	23	Ana 1Mid
	rim	86	EleTom	2	TEKK 3H
3	1st	47	EleTom	3	Ana 1Lo
	rim	87	EleTom	24	TEKK 3M
4	1st	45	EleTom	3	Ana 1Lo
	rim	88	EleTom	25	TEKK 3L
5	1st	43	EleTom	4	Ana 1Flr
	rim	89	EleTom	26	TEKK 3F
6	1st	59	Cymbal	43	SizzLit
	rim	51	Cymbal	31	RideLite
7	1st	49	Cymbal	90	AngCym
	mute	94	Cymbal	54	Splash 2
rim	49	Cymbal	90	AngCym	
8	open	46	HiHat	51	H OpnAMu
	clse	42	HiHat	17	H ClsA1
fcls	44	HiHat	18	H ClsA2	
	spls	91	HiHat	71	Hpsplsh1
rim	90	HiHat	47	H OpnL3	
9	1st	35	ElKick	2	AnaQuick
10	1st	36	ElKick	29	ELEC2
11	1st	53	Cymbal	50	RidB Lit
12	1st	56	Percs1	40	CowBAN
13	1st	52	Cymbal	63	China XG
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Efect3	73	SLoop1
16	1st	93	Efect3	18	DBfrag1

**No.36 VOX 1**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	Voice	6	SD2 LR
	rim	34	Voice	8	SD4 LR
2	1st	48	Voice	13	TOM 1 H
	rim	86	Voice	27	Conga Mu
3	1st	47	Voice	14	TOM 1 M
	rim	87	Voice	25	Conga H
4	1st	45	Voice	15	TOM 1 L
	rim	88	Voice	26	Conga L
5	1st	43	Voice	16	TOM 1 F
	rim	89	Voice	26	Conga L
6	1st	59	Voice	37	Ride
	rim	51	Voice	29	Cabasa
7	1st	49	Voice	36	Splash
	rim	57	Voice	34	HH Qter
8	open	46	Voice	35	HH Opn
	clse	42	Voice	33	HH Cls
	fcls	44	Voice	33	HH Cls
	spls	91	Voice	36	Splash
	rim	90	Voice	35	HH Opn
9	1st	33	Voice	1	BD1 LR
10	1st	36	Voice	1	BD1 LR
11	1st	53	Voice	39	WaterCy
12	1st	56	Percs1	38	CowB1
13	1st	52	Voice	38	SteamCy
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Voice	25	Conga H
16	1st	93	Voice	26	Conga L

**No.37 VOX 2**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	Voice	10	SD5 TW
	rim	34	Voice	5	SD1 LR
2	1st	48	Voice	17	TOM 2 H
	rim	86	Voice	27	Conga Mu
3	1st	47	Voice	18	TOM 2 M
	rim	87	Voice	25	Conga H
4	1st	45	Voice	19	TOM 2 L
	rim	88	Voice	26	Conga L
5	1st	43	Voice	20	TOM 2 F
	rim	89	Voice	26	Conga L
6	1st	59	Voice	37	Ride
	rim	51	Voice	29	Cabasa
7	1st	49	Voice	36	Splash
	rim	57	Voice	34	HH Qter
8	open	46	Voice	35	HH Opn
	clse	42	Voice	33	HH Cls
	fcls	44	Voice	33	HH Cls
	spls	91	Voice	36	Splash
	rim	90	Voice	35	HH Opn
9	1st	33	Voice	2	BD1 TW
10	1st	36	Voice	2	BD1 TW
11	1st	53	Voice	31	Cowbell
12	1st	56	Percs1	38	CowB1
13	1st	52	Voice	38	SteamCy
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Voice	25	Conga H
16	1st	93	Voice	26	Conga L

**No.38 VOX 3**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	Voice	11	SD6 LR
	rim	34	Voice	5	SD1 LR
2	1st	48	Voice	21	SIMM H
	rim	86	Voice	27	Conga Mu
3	1st	47	Voice	22	SIMM M
	rim	87	Voice	25	Conga H
4	1st	45	Voice	23	SIMM L
	rim	88	Voice	26	Conga L
5	1st	43	Voice	24	SIMM F
	rim	89	Voice	26	Conga L
6	1st	59	Voice	37	Ride
	rim	51	Voice	36	Splash
7	1st	49	Voice	36	Splash
	rim	57	Voice	39	WaterCy

8	open	46	Voice	35	HH Opn
	clse	42	Voice	33	HH Cls
	fcls	44	Voice	33	HH Cls
	spls	91	Voice	36	Splash
rim	90	Voice	35	HH Opn	
9	1st	33	Voice	4	BD3 LR
10	1st	36	Voice	4	BD3 LR
11	1st	53	Voice	31	Cowbell
12	1st	56	Percs1	38	CowB1
13	1st	52	Voice	38	SteamCy
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Voice	25	Conga H
16	1st	93	Voice	26	Conga L

**No.39 EthnicPr**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	Percs2	3	A Duf D1
	rim	34	Percs2	6	A Duf T2
2	1st	48	Percs2	71	Djem1Ed2
	rim	86	Percs2	79	Djem2Edg
3	1st	47	Percs2	77	Djem2/24
	rim	87	Percs2	73	Dje1SlpO
4	1st	45	Percs2	9	A Haga1
	rim	88	Percs2	24	TablaDum
5	1st	43	Percs2	75	Djem2Sub
	rim	89	Percs2	52	RepnqAnl
6	1st	59	Percs2	44	PandroCa
	rim	51	Percs2	47	PandTre2
7	1st	49	Percs2	17	A ReqBrs
	mute	94	Percs2	18	A SagatC
rim	57	Percs2	16	A ReqTak	
8	open	46	Percs2	15	A ReqDum
	clse	42	Percs2	4	A Duf D2
	fcls	44	Percs2	55	RpnqMMao
	spls	91	Percs2	16	A ReqTak
	rim	90	Percs2	5	A Duf T1
9	1st	33	Percs2	72	Djem1Sub
10	1st	36	AcKick	33	GMH
11	1st	53	Percs2	45	PandroDe
12	1st	56	Percs1	38	CowB1
13	1st	52	Percs2	48	RecoReco
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Percs1	49	Gong2
16	1st	93	Percs1	50	Gong3

**No.40 LatinPer**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	64	Percs1	26	Conga
	rim	20	Percs1	30	CongaH
2	1st	66	Percs1	94	Timbal1L
	rim	56	Percs1	38	CowB1
3	1st	65	Percs1	93	Timbal1H
	rim	55	Percs1	97	TimCas
4	1st	57	Percs2	39	Udo H
	rim	52	Percs2	33	TablaO
5	1st	28	Percs2	40	Udo L
	rim	58	Percs1	106	VibrSlap
6	1st	67	Percs1	3	AgogoH
	rim	68	Percs1	3	AgogoH
7	1st	81	Percs1	100	Triangl
	mute	80	Percs1	104	TriMute3
	rim	49	Cymbal	11	Crash 16
8	open	47	Percs1	62	Log L
	clse	63	Percs1	26	Conga
	fcls	59	Percs2	40	Udo L
	spls	91	Percs2	39	Udo H
rim	62	Percs1	31	CongaM	
9	1st	33	AcKick	21	BEECH22T
10	1st	36	Percs1	36	CongBe
11	1st	53	Cymbal	50	RidB Lit
12	1st	56	Percs1	38	CowB1
13	1st	79	Percs1	45	CuicaL
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Percs1	50	Gong3
16	1st	93	Percs1	48	Gong1

**No.41 OrientPr**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	Percs2	97	J ShimD1
	rim	34	Percs2	93	J Okawa
2	1st	48	Percs2	105	J Tsuzmi
	rim	86	Percs2	107	J TsuzmM
3	1st	47	Percs2	106	J TsuzmO
	rim	87	Percs2	99	J ShimD3
4	1st	45	Percs2	88	J YagrD1
	rim	88	Percs2	89	J YagrR1
5	1st	43	Percs2	72	Djem1Sub
	rim	89	Percs2	101	J ShimD5
6	1st	59	Percs2	94	J Atarg
	rim	51	Percs2	95	J AtargM
7	1st	49	Percs2	66	ChnCym
	mute	94	Percs1	89	Tambour1
rim	57	Percs2	66	ChnCym	
8	open	46	Percs2	83	G Kundn2
	clse	42	Percs2	69	ChnDrm2
	fcls	44	Percs2	80	G Chench
	spls	91	Percs2	102	J ShDrl1
rim	90	Percs2	84	G Kundn3	
9	1st	33	Percs2	91	J YagrD2
10	1st	36	AcKick	33	GMH
11	1st	53	Percs2	96	J AtargM2
12	1st	56	Percs1	38	CowB1
13	1st	52	Percs1	50	Gong3
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Percs1	49	Gong2
16	1st	93	Percs1	50	Gong3

**No.42 PbworlId**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	89	Percs2	35	TablPlay
	rim	90	Percs2	37	TablaFil
2	1st	49	Percs2	15	A ReqDum
	rim	51	Percs2	17	A ReqBrs
3	1st	57	Percs2	1	A Bndi D
	rim	56	Percs2	2	A Bndi T
4	1st	23	Efect1	66	RubbrOil
	rim	22	Efect1	78	TineDrum
5	1st	41	Percs2	40	Udo L
	rim	40	Percs2	39	Udo H
6	1st	80	Percs2	47	PandTre2
	rim	16	Percs1	109	WHP
7	1st	55	Percs1	90	Tambour2
	rim	51	Percs2	17	A ReqBrs
8	open	46	Percs2	66	ChnCym
	clse	42	Efect1	10	BuzzyWak
	fcls	44	Percs2	67	ChnHCym
	spls	55	Percs1	90	Tambour2
rim	53	Percs2	80	G Chench	
9	1st	20	ElKick	39	RatIDrum
10	1st	31	Percs2	94	J Atarg
11	1st	31	Percs2	94	J Atarg
12	1st	58	Percs2	62	ChnBGRol
13	1st	92	Efect1	71	SloSprkl
14	1st	58	Percs2	62	ChnBGRol
15	1st	77	Percs2	10	A Haga2
16	1st	78	Percs2	11	A Haga3

**No.43 PBworld2**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st rim	72	Percs2	51	ReprnqAbr
		77	Percs2	56	ReprnqKet
2	1st rim	60	Percs1	81	TalknDrD
		69	Percs2	30	TablahH
3	1st rim	65	Percs2	101	J ShimD5
		48	AcTom2	44	BrshJzMd
4	1st rim	84	EleTom	76	WetThumL
		85	EleTom	76	WetThumL
5	1st rim	24	EiKick	37	Off2War
		31	EleTom	84	TomCymL
6	1st rim	51	Cymbal	40	SizzlDrk
		55	Cymbal	21	FlatTopB
7	1st rim	83	Percs1	59	JingBell
		94	Efect1	4	Applau
8	open cise	74	Percs2	53	ReprnqDed
		76	Percs2	55	RpnqMMao
9	1st rim	36	AcKick	23	BigSofty
		22	Percs2	19	A SagatO
10	1st rim	22	Percs2	19	A SagatO
		56	Percs2	108	J OhtsuC
11	1st rim	26	Percs2	49	Recoldpf
		56	Percs2	108	J OhtsuC
12	1st rim	26	Percs2	49	Recoldpf
		89	Percs2	63	ChnBGRo2
13	1st rim	89	Percs2	63	ChnBGRo2
		90	Percs2	64	ChnBGRo3

**No.44 Hpstudio**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st rim	31	AcSnr1	102	X4Loosy
		34	AcSnr2	62	OpnRim
2	1st rim	48	AcTom2	56	DRY GM5
		86	AcTom1	42	XTMMCA10
3	1st rim	47	AcTom2	57	DRY GM4
		87	AcTom1	43	XTMMCA12
4	1st rim	45	AcTom2	58	DRY GM3
		88	AcTom1	44	XTMMCA13
5	1st rim	43	AcTom2	59	DRY GM2
		89	AcTom1	45	XTMMCA16
6	1st rim	59	Cymbal	43	SizzlLit
		51	Cymbal	31	RideLite
7	1st mute rim	49	Cymbal	11	Crash 16
		94	Cymbal	54	Splash 2
8	open cise	46	HiHat	43	H OPMu
		42	HiHat	19	H ClsMu
9	1st rim	33	AcKick	21	BEECH22T
		36	AcKick	33	GMH
10	1st rim	53	Cymbal	50	RidB Lit
		56	Percs1	38	CowB1
11	1st rim	52	Cymbal	63	China XG
		84	Percs1	12	Bell Tre
12	1st rim	84	Percs1	12	Bell Tre
		92	Percs1	50	Gong3
13	1st rim	92	Percs1	50	Gong3
		93	Percs1	48	Gong1

**No.46 HPMaple1**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st rim	31	AcSnr1	102	X4Loosy
		34	AcSnr2	62	OpnRim
2	1st rim	48	AcTom2	56	DRY GM5
		86	AcTom1	42	XTMMCA10
3	1st rim	47	AcTom2	57	DRY GM4
		87	AcTom1	43	XTMMCA12
4	1st rim	45	AcTom2	58	DRY GM3
		88	AcTom1	44	XTMMCA13
5	1st rim	43	AcTom2	59	DRY GM2
		89	AcTom1	45	XTMMCA16
6	1st rim	59	Cymbal	43	SizzlLit
		51	Cymbal	31	RideLite

7	1st mute rim	49	Cymbal	11	Crash 16
		94	Cymbal	54	Splash 2
8	open cise	46	HiHat	43	H OPMu
		42	HiHat	19	H ClsMu
9	1st rim	33	AcKick	21	BEECH22T
		36	AcKick	33	GMH
10	1st rim	53	Cymbal	50	RidB Lit
		56	Percs1	38	CowB1
11	1st rim	52	Cymbal	63	China XG
		84	Percs1	12	Bell Tre
12	1st rim	84	Percs1	12	Bell Tre
		92	Percs1	50	Gong3
13	1st rim	92	Percs1	50	Gong3
		93	Percs1	48	Gong1

**No.47 HPMaple2**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st rim	31	AcSnr1	49	MCVdynam
		34	AcSnr2	65	OpnRimC
2	1st rim	48	AcTom1	21	DryMPL10
		86	AcTom1	102	TMBeAm10
3	1st rim	47	AcTom1	22	DryMPL13
		87	AcTom1	103	TMBeAm12
4	1st rim	45	AcTom1	23	DryMPL14
		88	AcTom1	104	TMBeAm14
5	1st rim	43	AcTom1	24	DryMPL16
		89	AcTom1	105	TMBeAm16
6	1st rim	59	Cymbal	40	SizzlDrk
		51	Cymbal	41	sizzle A
7	1st mute rim	49	Cymbal	10	CrshAC
		94	Cymbal	54	Splash 2
8	open cise	46	HiHat	46	H OpnL1
		42	HiHat	1	Close01
9	1st rim	33	AcKick	53	MCA22D
		36	AcKick	51	MCA22
10	1st rim	53	Cymbal	49	RidB Drk
		56	Percs1	38	CowB1
11	1st rim	52	Cymbal	3	CR S18S
		84	Percs1	12	Bell Tre
12	1st rim	84	Percs1	12	Bell Tre
		92	Percs1	39	CowB2
13	1st rim	92	Percs1	39	CowB2
		93	Percs1	41	CowBM

**No.48 LiteShot**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st rim	31	AcSnr1	50	Mick
		34	AcSnr1	51	Mick R
2	1st rim	48	AcTom1	5	MCA10
		86	Percs1	89	Tambour1
3	1st rim	47	AcTom1	5	MCA10
		87	Percs1	38	CowB1
4	1st rim	45	AcTom1	7	MCA14
		88	Cymbal	66	MinChina
5	1st rim	43	Percs2	75	Djem2Sub
		89	Percs2	79	Djem2Edg
6	1st rim	59	Cymbal	31	RideLite
		51	Cymbal	23	JazzRide
7	1st rim	49	Cymbal	14	Fast 14
		57	Cymbal	72	W.Cym
8	open cise	46	HiHat	44	H Opn13
		42	HiHat	16	H Cls13
9	1st rim	33	AcKick	112	XGKICK
		36	AcKick	112	XGKICK
10	1st rim	53	Cymbal	49	RidB Drk
		56	Percs1	38	CowB1
11	1st rim	52	Cymbal	63	China XG
		84	Percs1	12	Bell Tre
12	1st rim	84	Percs1	12	Bell Tre
		92	Percs1	49	Gong2
13	1st rim	92	Percs1	49	Gong2
		93	Percs1	50	Gong3

**No.49 Cockt@il**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st rim	31	AcSnr2	54	MickCJ8S
		34	AcSnr2	105	TrashRIM
2	1st rim	48	AcTom2	69	JAZZ10
		86	Percs1	93	Timbal1H
3	1st rim	47	AcTom2	69	JAZZ10
		87	Percs1	94	Timbal1L
4	1st rim	45	AcTom2	70	JAZZ12
		88	Percs1	94	Timbal1L
5	1st rim	43	AcTom2	70	JAZZ12
		89	Percs1	94	Timbal1L
6	1st rim	59	Cymbal	71	TrashRid
		51	Cymbal	71	TrashRid
7	1st rim	49	Cymbal	55	Splash 3
		57	Cymbal	11	Crash 16
8	open cise	46	HiHat	44	H Opn13
		42	HiHat	16	H Cls13
9	1st rim	33	AcTom2	74	GMNtrIM
		36	AcKick	33	GMH
10	1st rim	53	Cymbal	35	RideS Si
		56	Percs1	38	CowB1
11	1st rim	52	Cymbal	52	6*splash
		84	Percs1	12	Bell Tre
12	1st rim	84	Percs1	12	Bell Tre
		92	Percs1	49	Gong2
13	1st rim	92	Percs1	49	Gong2
		93	Percs1	50	Gong3

**No.50 Studio**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st rim	31	AcSnr1	76	Smoothy
		34	AcSnr1	74	SlamDin2
2	1st rim	48	AcTom2	7	XG10
		86	AcTom1	86	BCH10abi
3	1st rim	47	AcTom2	8	XG12
		87	AcTom1	87	BCH12abi
4	1st rim	45	AcTom2	9	XG14
		88	AcTom1	88	BCH14abi
5	1st rim	43	AcTom2	10	XG16
		89	AcTom1	89	BCH16abi
6	1st rim	59	Cymbal	30	RideKCT2S
		51	Cymbal	27	RideFTKS
7	1st mute rim	49	Cymbal	6	Crash 1
		55	Cymbal	58	Splash 6
8	open cise	46	HiHat	35	Open01L
		42	HiHat	34	Open01
9	1st rim	33	AcKick	112	XGKICK
		36	AcKick	112	XGKICK
10	1st rim	53	Cymbal	49	RidB Drk
		56	Percs1	38	CowB1
11	1st rim	52	Cymbal	63	China XG
		84	Percs1	12	Bell Tre
12	1st rim	84	Percs1	12	Bell Tre
		92	AcKick	0	NoAssign
13	1st rim	92	AcKick	0	NoAssign
		93	AcKick	0	NoAssign



### No.51 Be-Bop

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr1	76	Smoothy
	rim	34	AcSnr2	62	OpnRim
2	1st	48	AcTom2	69	JAZZ10
	rim	86	AcTom2	43	BrshJzHi
3	1st	47	AcTom2	70	JAZZ12
	rim	87	AcTom2	44	BrshJzMd
4	1st	45	AcTom2	71	JAZZ14
	rim	88	AcTom2	45	BrshJzLo
5	1st	43	AcTom2	72	JAZZ16
	rim	89	AcTom2	46	BrshJzFI
6	1st	59	Cymbal	41	sizzle A
	rim	51	Cymbal	42	Sizzler
7	1st	49	Cymbal	11	Crash 16
	rim	57	Cymbal	7	Crash 2
8	open	46	HiHat	45	H OpnDW
	clse	42	HiHat	45	H OpnDW
	fcls	44	HiHat	57	PDLAC13
	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	48	H OpnLK
9	1st	33	AcKick	76	RC18Jazz
10	1st	36	AcKick	76	RC18Jazz
11	1st	53	Cymbal	49	RidB Drk
12	1st	56	Percs1	38	CowB1
13	1st	52	Cymbal	63	China XG
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Percs1	49	Gong2
16	1st	93	Percs1	50	Gong3

### No.52 MPL Rock

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr1	76	Smoothy
	rim	34	AcSnr1	49	MCVdynam
2	1st	48	AcTom2	16	NY10abi
	rim	86	AcTom1	103	TMBeAm12
3	1st	47	AcTom2	17	NY13abi
	rim	87	AcTom1	104	TMBeAm14
4	1st	45	AcTom2	18	NY16abi
	rim	88	AcTom1	104	TMBeAm14
5	1st	43	AcTom2	19	NY18abi
	rim	89	AcTom1	105	TMBeAm16
6	1st	59	Cymbal	35	RideS Si
	rim	51	Cymbal	30	RideKC22
7	1st	49	Cymbal	14	Fast 14
	mute	55	Cymbal	58	Splash 6
	rim	57	Cymbal	7	Crash 2
8	open	46	HiHat	35	Open01L
	clse	42	HiHat	34	Open01
	fcls	44	HiHat	59	H PdlDW
	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	48	H OpnLK
9	1st	33	AcKick	65	MPL20AMB
10	1st	36	AcKick	65	MPL20AMB
11	1st	53	Cymbal	49	RidB Drk
12	1st	56	Percs1	38	CowB1
13	1st	52	Cymbal	3	CR S18S
14	1st	84	Percs1	12	Bell Tre
15	1st	92	AcKick	0	NoAssign
16	1st	93	AcKick	0	NoAssign

### No.53 AcousticX

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	73	AcSnr1	3	AMBomSD
	2nd	75	AcSnr2	15	BigWdRim
	3rd	37	AcSnr1	85	Standby3
	rim	74	AcSnr1	49	MCVdynam
2	1st	48	AcTom2	15	NY8abi
	rim	13	AcTom2	89	RoomQH
3	1st	47	AcTom2	17	NY13abi
	7th	56	Percs1	72	Shake2
	8th	39	Efect3	82	TEKNEW4
	9th	61	Percs2	74	Dje1SlpM
	rim	14	AcTom2	90	RoomQM
4	1st	45	AcTom2	18	NY16abi
	rim	15	AcTom2	91	RoomQL

5	1st	43	AcTom2	19	NY18abi
	7th	54	Percs1	89	Tambour1
	8th	56	Percs1	72	Shake2
	rim	16	AcTom2	92	Tambour1 RoomQF
6	1st	59	Cymbal	35	RideS Si
	rim	51	Cymbal	41	sizzler A
7	1st	49	Cymbal	2	CR S18
	mute	94	Cymbal	54	Splash 2
	rim	57	Cymbal	7	Crash 2
8	open	46	HiHat	50	HHopen#1
	clse	70	HiHat	20	H ClsNB1
	fcls	44	HiHat	59	H PdlDW
	spls	91	HiHat	68	FTsplsh1
	rim	90	HiHat	35	Open01L
9	1st	36	AcKick	99	SoftBotm
	2nd	33	AcKick	4	2HedMed2
	3rd	35	AcKick	24	Bottom
10	1st	58	Percs1	39	CowB2
11	1st	53	Cymbal	46	RideB20K
12	1st	40	Cymbal	62	China
13	1st	52	Cymbal	62	China
14	1st	56	Percs1	72	Shake2
15	1st	56	Percs1	72	Shake2
16	1st	56	Percs1	72	Shake2

### No.54 GM std 2

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr1	83	Standby
	rim	34	AcSnr2	62	OpnRim
2	1st	48	AcTom2	56	DRY GM5
	rim	86	AcTom1	25	RC10PN
3	1st	47	AcTom2	57	DRY GM4
	rim	87	AcTom1	26	RC12PN
4	1st	45	AcTom2	58	DRY GM3
	rim	88	AcTom1	27	RC14PN
5	1st	43	AcTom2	59	DRY GM2
	rim	89	AcTom1	28	RC16PN
6	1st	59	Cymbal	43	SizzLit
	rim	51	Cymbal	31	RideLite
	7	1st	49	Cymbal	11
8	open	46	HiHat	43	H OPMu
	clse	42	HiHat	19	H ClsMu
	fcls	44	HiHat	61	H PdlMu
9	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	47	H OpnL3
	10	1st	33	AcKick	112
11	1st	36	AcKick	33	GMH
12	1st	53	Cymbal	50	RidB Lit
13	1st	56	Percs1	38	CowB1
14	1st	52	Cymbal	63	China XG
15	1st	84	Percs1	12	Bell Tre
16	1st	92	Percs2	45	PandroDE
17	1st	93	Percs2	46	PandTre

### No.55 GM Jazz

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr1	44	MCA55bz
	rim	34	AcSnr2	62	OpnRim
2	1st	48	AcTom1	58	TMLRC10C
	rim	86	AcTom2	35	TMLBRSHH
3	1st	47	AcTom1	59	TMLRC12C
	rim	87	AcTom2	36	TMLBRSHM
4	1st	45	AcTom1	60	TMLRC13C
	rim	88	AcTom2	37	TMLBRSHL
5	1st	43	AcTom1	60	TMLRC13C
	rim	89	AcTom2	38	TMLBRSHF
6	1st	59	Cymbal	43	SizzLit
	rim	51	Cymbal	31	RideLite
7	1st	49	Cymbal	11	Crash 16
	mute	94	Cymbal	54	Splash 2
	rim	57	Cymbal	7	Crash 2

8	open	46	HiHat	43	H OPMu
	clse	42	HiHat	19	H ClsMu
	fcls	44	HiHat	55	PDL XG1
	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	47	H OpnL3
9	1st	33	AcKick	78	RC20JAZZ
10	1st	36	AcKick	34	GMJ
11	1st	53	Cymbal	50	RidB Lit
12	1st	56	Percs1	38	CowB1
13	1st	52	Cymbal	63	China XG
14	1st	84	Percs1	12	Bell Tre
15	1st	92	OtrSnr	7	BrshAtak
16	1st	93	OtrSnr	30	SSctk1

### No.56 GM Brush

Input	Note	Note#	Voice			
			Type	Num	Name	
1	1st	31	OtrSnr	13	BrshSlpL	
	rim	34	AcSnr2	62	OpnRim	
2	1st	48	AcTom2	43	BrshJzHi	
	rim	86	AcTom2	35	TMLBRSHH	
3	1st	47	AcTom2	44	BrshJzMd	
	rim	87	AcTom2	36	TMLBRSHM	
4	1st	45	AcTom2	45	BrshJzLo	
	rim	88	AcTom2	37	TMLBRSHL	
5	1st	43	AcTom2	46	BrshJzFI	
	rim	89	AcTom2	38	TMLBRSHF	
6	1st	59	Cymbal	43	SizzLit	
	rim	51	Cymbal	31	RideLite	
7	1st	49	Cymbal	11	Crash 16	
	mute	94	Cymbal	54	Splash 2	
	rim	57	Cymbal	7	Crash 2	
	8	open	46	HiHat	43	H OPMu
		clse	42	HiHat	19	H ClsMu
9	fcls	44	HiHat	55	PDL XG1	
	spls	91	HiHat	71	Hpsplsh1	
	rim	90	HiHat	47	H OpnL3	
10	1st	33	AcKick	78	RC20JAZZ	
11	1st	36	AcKick	34	GMJ	
12	1st	53	Cymbal	50	RidB Lit	
13	1st	56	Percs1	38	CowB1	
14	1st	52	Cymbal	63	China XG	
15	1st	92	Percs1	107	WCHim	
16	1st	93	Percs1	100	Triangl	

### No.57 VariGrvr

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr1	102	X4Loosy
	rim	34	AcSnr1	46	MCV55
2	1st	48	AcTom1	21	DryMPL10
	rim	86	AcTom2	2	DRY10
3	1st	47	AcTom1	22	DryMPL13
	rim	87	AcTom2	3	DRY12
4	1st	43	AcTom1	24	DryMPL16
	rim	88	AcTom2	5	DRY16
5	1st	41	AcTom1	24	DryMPL16
	rim	89	AcTom2	5	DRY16
6	1st	59	Cymbal	28	RideKC1S
	rim	51	Cymbal	71	TrashRid
	7	1st	49	Cymbal	2
8	open	46	HiHat	39	Opn02AC
	clse	42	HiHat	1	Close01
	fcls	44	HiHat	59	H PdlDW
	spls	91	HiHat	71	Hpsplsh1
9	1st	33	AcKick	14	BDersko1
10	1st	85	Cymbal	44	SizzIRck
11	1st	53	Cymbal	46	RideB20K
12	1st	56	Percs1	38	CowB1
13	1st	55	Cymbal	64	Chinese
14	1st	56	Percs1	38	CowB1
15	1st	56	Percs1	38	CowB1
16	1st	56	Percs1	38	CowB1

### No.58 XTNatrL'

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	40	AcSnr1	84	Standby2
	2nd	38	AcSnr2	32	Cool Dry
	3rd	71	AcSnr1	95	VintageA
	rim	34	AcSnr1	49	MCVdynam
2	1st	48	AcTom1	25	RC10PN
	rim	13	AcTom2	105	SAmbTmH
3	1st	47	AcTom1	26	RC12PN
	rim	14	AcTom2	106	SAmbTmM
4	1st	43	AcTom1	27	RC14PN
	rim	15	AcTom2	107	SAmbTmL
5	1st	41	AcTom1	28	RC16PN
	rim	16	AcTom2	107	SAmbTmL
6	1st	59	Cymbal	28	RideKC1S
	rim	53	Cymbal	44	SizzlRck
	7	1st	49	Cymbal	1
mute		94	Cymbal	55	Splash 3
rim		57	Cymbal	4	CR Z18
8	open	46	HiHat	39	Opn02AC
	clse	42	HiHat	1	Close01
	fcis	44	HiHat	59	H PdlDW
	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	39	Opn02AC
	9	1st	33	AcKick	27
2nd		35	AcKick	36	GMM
3rd		74	AcKick	46	MCA20
10	1st	53	Cymbal	44	SizzlRck
11	1st	51	Cymbal	49	RidB Drk
12	1st	52	Cymbal	63	China XG
13	1st	52	Cymbal	63	China XG
14	1st	56	Percs1	38	CowB1
15	1st	56	Percs1	38	CowB1
16	1st	56	Percs1	38	CowB1

### No.59 VersaKIT

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	40	AcSnr1	84	Standby2
	2nd	31	XtrSnr	1	head
	rim	34	AcSnr1	49	MCVdynam
2	1st	48	AcTom1	37	BEECH10
	rim	13	AcTom1	74	MCV10abi
3	1st	47	AcTom1	37	BEECH10
	rim	14	AcTom1	75	MCV12abi
4	1st	45	AcTom1	38	BEECH12
	rim	15	AcTom1	76	MCV14abi
5	1st	43	AcTom1	40	BEECH16
	rim	16	AcTom1	77	MCV16abi
6	1st	59	Cymbal	41	sizzle A
	rim	51	Cymbal	44	SizzlRck
7	1st	49	Cymbal	15	Fast 17
	rim	55	Cymbal	58	Splash 6
8	open	46	HiHat	39	Opn02AC
	clse	42	HiHat	39	Opn02AC
	fcis	44	HiHat	59	H PdlDW
	spls	91	HiHat	71	Hpsplsh1
9	1st	36	AcKick	27	DryDirt
	2nd	33	AcKick	21	BEECH22T
10	1st	56	Percs1	38	CowB1
11	1st	53	Cymbal	46	RideB20K
12	1st	71	Cymbal	64	Chinese
13	1st	57	Cymbal	4	CR Z18
14	1st	56	Percs1	38	CowB1
15	1st	56	Percs1	38	CowB1
16	1st	56	Percs1	38	CowB1

### No.60 LAFwy

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	38	AcSnr2	47	Loosy
	rim	34	AcSnr2	62	OpnRim
2	1st	48	AcTom2	56	DRY GM5
	rim	86	AcTom1	70	MCA10ab2
3	1st	47	AcTom2	57	DRY GM4
	rim	87	AcTom1	71	MCA12ab2

4	1st	45	AcTom2	58	DRY GM3	
	rim	88	AcTom1	72	MCA14ab2	
5	1st	43	AcTom2	59	DRY GM2	
	rim	89	AcTom1	73	MCA16ab2	
6	1st	59	Cymbal	43	SizzlLit	
	rim	84	Cymbal	23	JazzRide	
7	1st	49	Cymbal	8	Crash 3	
	mute	83	Cymbal	11	Crash 16	
	rim	55	Cymbal	58	Splash 6	
8	open	46	HiHat	43	H OPMu	
	clse	42	HiHat	19	H ClsMu	
	fcis	44	HiHat	61	H PdlMu	
	spls	20	HiHat	69	H SplNB	
9	1st	33	AcKick	72	Player	
	10	1st	53	Cymbal	50	RidB Lit
	11	1st	51	Cymbal	50	RidB Lit
	12	1st	56	Percs1	38	CowB1
	13	1st	52	Cymbal	62	China
	14	1st	56	Percs1	38	CowB1
	15	1st	56	Percs1	38	CowB1
	16	1st	52	Cymbal	62	China

### No.61 MixedMtr

Input	Note	Note#	Voice			
			Type	Num	Name	
1	1st	40	AcSnr2	47	Loosy	
	rim	34	AcSnr2	28	BuzRgRim	
2	1st	48	AcTom2	11	TMTom10	
	rim	86	AcTom1	71	MCA12ab2	
3	1st	47	AcTom2	12	TMTom12	
	rim	87	AcTom1	72	MCA14ab2	
4	1st	45	AcTom2	13	TMTom14	
	rim	88	AcTom1	73	MCA16ab2	
5	1st	43	AcTom2	14	TMTom16	
	rim	89	AcTom1	73	MCA16ab2	
6	1st	59	Cymbal	40	SizzlDrk	
	rim	52	Cymbal	23	JazzRide	
7	1st	49	Cymbal	8	Crash 3	
	mute	83	Cymbal	11	Crash 16	
	rim	55	Cymbal	62	China	
8	open	46	HiHat	46	H OpnL1	
	clse	42	HiHat	16	H Cls13	
	fcis	44	HiHat	59	H PdlDW	
	spls	20	HiHat	68	FTsplsh1	
9	1st	36	AcKick	100	SoTight	
	10	1st	53	Cymbal	48	Bell A
	11	1st	53	Cymbal	48	Bell A
	12	1st	56	Percs1	39	CowB2
	13	1st	57	Cymbal	8	Crash 3
	14	1st	56	Percs1	39	CowB2
	15	1st	55	Cymbal	62	China
	16	1st	56	Percs1	39	CowB2

### No.62 AZSunset

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	40	AcSnr2	47	Loosy
	rim	34	AcSnr2	28	BuzRgRim
2	1st	48	AcTom2	51	Dry1 Hi
	rim	86	AcTom2	113	ACTomH
3	1st	47	AcTom2	52	Dry1 Mid
	rim	13	AcTom2	113	ACTomH
4	1st	45	AcTom2	53	Dry1 Lo
	rim	14	AcTom2	114	ACTomM
5	1st	43	AcTom2	54	Dry1 Flr
	rim	15	AcTom2	115	ACTomL
6	1st	52	Cymbal	23	JazzRide
	rim	59	Cymbal	40	SizzlDrk
7	1st	49	Cymbal	8	Crash 3
	mute	83	Cymbal	11	Crash 16
	rim	55	Cymbal	62	China
8	open	46	HiHat	46	H OpnL1
	clse	42	HiHat	16	H Cls13
	fcis	44	HiHat	59	H PdlDW
	spls	20	HiHat	69	H SplNB
	rim	46	HiHat	46	H OpnL1

9	1st	36	AcKick	100	SoTight
10	1st	53	Cymbal	48	Bell A
11	1st	53	Cymbal	48	Bell A
12	1st	56	Percs1	39	CowB2
13	1st	57	Cymbal	8	Crash 3
14	1st	56	Percs1	39	CowB2
15	1st	56	Percs1	39	CowB2
16	1st	54	Percs1	89	Tambour1

### No.63 3forMe

Input	Note	Note#	Voice			
			Type	Num	Name	
1	1st	40	AcSnr2	47	Loosy	
	rim	34	AcSnr2	28	BuzRgRim	
2	1st	48	AcTom2	51	Dry1 Hi	
	rim	86	AcTom2	113	ACTomH	
3	1st	47	AcTom2	52	Dry1 Mid	
	rim	14	AcTom2	114	ACTomM	
4	1st	45	AcTom2	53	Dry1 Lo	
	rim	15	AcTom2	115	ACTomL	
5	1st	43	AcTom2	54	Dry1 Flr	
	rim	17	AcTom2	116	ACTomF	
6	1st	59	Cymbal	40	SizzlDrk	
	rim	52	Cymbal	23	JazzRide	
7	1st	49	Cymbal	8	Crash 3	
	rim	55	Cymbal	62	China	
8	open	46	HiHat	46	H OpnL1	
	clse	42	HiHat	16	H Cls13	
	fcis	44	HiHat	59	H PdlDW	
	spls	20	HiHat	69	H SplNB	
9	1st	36	AcKick	8	BassCasS	
	10	1st	53	Cymbal	48	Bell A
	11	1st	53	Cymbal	48	Bell A
	12	1st	56	Percs1	39	CowB2
	13	1st	57	Cymbal	8	Crash 3
	14	1st	56	Percs1	39	CowB2
	15	1st	55	Cymbal	62	China
	16	1st	56	Percs1	39	CowB2

### No.64 StarLite

Input	Note	Note#	Voice			
			Type	Num	Name	
1	1st	40	AcSnr2	47	Loosy	
	rim	34	AcSnr2	28	BuzRgRim	
2	1st	48	AcTom2	11	TMTom10	
	rim	86	AcTom2	113	ACTomH	
3	1st	47	AcTom2	12	TMTom12	
	rim	14	AcTom2	114	ACTomM	
4	1st	45	AcTom2	13	TMTom14	
	rim	15	AcTom2	115	ACTomL	
5	1st	43	AcTom2	14	TMTom16	
	rim	17	AcTom2	116	ACTomF	
6	1st	52	Cymbal	23	JazzRide	
	rim	59	Cymbal	40	SizzlDrk	
7	1st	49	Cymbal	8	Crash 3	
	rim	55	Cymbal	62	China	
8	open	46	HiHat	46	H OpnL1	
	clse	42	HiHat	16	H Cls13	
	fcis	44	HiHat	59	H PdlDW	
	spls	20	HiHat	68	FTsplsh1	
9	1st	36	AcKick	100	SoTight	
	10	1st	53	Cymbal	48	Bell A
	11	1st	53	Cymbal	48	Bell A
	12	1st	56	Percs1	39	CowB2
	13	1st	57	Cymbal	8	Crash 3
	14	1st	56	Percs1	39	CowB2
	15	1st	55	Cymbal	62	China
	16	1st	56	Percs1	39	CowB2

**No.65 GM Clasc**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st rim	31	AcSnr1	44	MCA55bz
		34	AcSnr2	62	OpnRim
2	1st rim	48	AcTom1	58	TMLRC10C
		86	AcTom1	110	TMMallSH
3	1st rim	47	AcTom1	59	TMLRC12C
		87	AcTom1	111	TMMallSM
4	1st rim	45	AcTom1	60	TMLRC13C
		88	AcTom1	112	TMMallSL
5	1st rim	43	AcTom1	60	TMLRC13C
		89	AcTom1	113	TMMallSF
6	1st rim	59	Cymbal	76	HCymClisM
		51	Cymbal	76	HCymClisM
7	1st rim	49	Cymbal	77	HCymOpnL
		94	Cymbal	54	Splash 2
8	open	46	HiHat	43	H OPMu
		42	HiHat	19	H ClisMu
9	1st rim	33	AcKick	78	RC20JAZZ
		36	Percs1	53	GrCassGM
10	1st rim	53	Cymbal	50	RidB Lit
		56	Percs1	38	CowB1
11	1st rim	52	Cymbal	63	China XG
		84	Percs1	12	Bell Tre
12	1st rim	92	Percs1	50	Gong3
		93	Percs1	51	GrCassa

**No.66 SYMPHONY**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st rim	31	AcSnr1	48	MCV55buz
		34	AcSnr2	62	OpnRim
2	1st rim	48	Percs1	98	TimpH
		86	AcTom1	110	TMMallSH
3	1st rim	47	Percs1	98	TimpH
		87	AcTom1	111	TMMallSM
4	1st rim	45	Percs1	99	TimpL
		88	AcTom1	112	TMMallSL
5	1st rim	43	Percs1	99	TimpL
		89	AcTom1	113	TMMallSF
6	1st rim	59	Cymbal	77	HCymOpnL
		51	Cymbal	76	HCymClisM
7	1st rim	49	Cymbal	2	CR S18
		57	Percs2	66	ChnCym
8	open	46	HiHat	35	Open01L
		42	HiHat	15	H Clis01
9	1st rim	33	Percs1	51	GrCassa
		36	Percs1	53	GrCassGM
10	1st rim	53	Cymbal	23	JazzRide
		56	Percs1	38	CowB1
11	1st rim	52	Cymbal	63	China XG
		84	Percs1	12	Bell Tre
12	1st rim	92	Percs1	49	Gong2
		93	Percs1	50	Gong3

**No.67 Brush**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st rim	31	OtrSnr	7	BrshAtak
		34	OtrSnr	13	BrshSlpL
2	1st rim	48	AcTom2	43	BrshJzHi
		86	AcTom2	35	TMLBRSHH
3	1st rim	47	AcTom2	44	BrshJzMd
		87	AcTom2	36	TMLBRSHM
4	1st rim	45	AcTom2	45	BrshJzLo
		88	AcTom2	37	TMLBRSHL
5	1st rim	43	AcTom2	46	BrshJzFl
		89	AcTom2	38	TMLBRSHF
6	1st rim	59	Cymbal	40	SizziDrk
		51	Cymbal	41	sizzle A

7	1st rim	49	Cymbal	16	PaperThn
		57	Cymbal	6	Crash 1
8	open	46	HiHat	35	Open01L
		42	HiHat	35	Open01L
9	1st rim	33	AcKick	76	RC18Jazz
		36	AcKick	33	GMH
10	1st rim	53	Cymbal	49	RidB Drk
		56	Percs1	38	CowB1
11	1st rim	52	Cymbal	63	China XG
		84	Percs1	12	Bell Tre
12	1st rim	92	Percs1	49	Gong2
		93	Percs1	50	Gong3

**No.68 Mallet**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st rim	31	AcSnr1	62	NoSnare2
		34	AcSnr2	42	Hip Hop
2	1st rim	48	AcTom1	106	MALLET10
		86	AcTom1	110	TMMallSH
3	1st rim	47	AcTom1	107	MALLET12
		87	AcTom1	111	TMMallSM
4	1st rim	45	AcTom1	108	MALLET14
		88	AcTom1	112	TMMallSL
5	1st rim	43	AcTom1	109	MALLET16
		89	AcTom1	113	TMMallSF
6	1st rim	59	Cymbal	26	RideFTK
		51	Cymbal	41	sizzle A
7	1st rim	49	Cymbal	16	PaperThn
		57	Cymbal	6	Crash 1
8	open	46	HiHat	35	Open01L
		42	HiHat	35	Open01L
9	1st rim	33	AcKick	76	RC18Jazz
		36	AcKick	33	GMH
10	1st rim	53	Cymbal	49	RidB Drk
		56	Percs1	38	CowB1
11	1st rim	52	Cymbal	63	China XG
		84	Percs1	12	Bell Tre
12	1st rim	92	Percs1	49	Gong2
		93	Percs1	50	Gong3

**No.69 Inputs?**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st rim	31	Voice	40	Count 1
		34	Voice	31	Cowbell
2	1st rim	48	Voice	41	Count 2
		86	Voice	21	SIMM H
3	1st rim	47	Voice	42	Count 3
		87	Voice	22	SIMM M
4	1st rim	45	Voice	43	Count 4
		88	Voice	23	SIMM L
5	1st rim	43	Voice	44	Count 5
		89	Voice	23	SIMM L
6	1st rim	59	Voice	45	Count 6
		51	Voice	37	Ride
7	1st rim	49	Voice	46	Count 7
		57	Voice	39	WaterCy
8	open	46	Voice	47	Count 8
		42	Voice	47	Count 8
9	1st rim	33	Voice	48	Count 9
		36	Voice	2	BD1 TW
10	1st rim	56	Voice	49	Count 10
		53	Voice	50	Count 11
11	1st rim	13	Voice	51	Count 12
		14	Voice	52	Count 13
12	1st rim	15	Voice	53	Count 14
		16	Voice	54	Count 15
13	1st rim	17	Voice	55	Count 16

**No.70 FX-UL8R!**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st rim	73	AcSnr1	3	AMBomSD
		75	AcSnr2	15	BigWdRim
2	1st rim	48	AcTom2	15	NY8abi
		13	AcTom2	89	RoomQH
3	1st rim	47	AcTom2	17	NY13abi
		56	Percs1	72	Shake2
4	1st rim	45	AcTom2	18	NY16abi
		15	AcTom2	91	RoomQL
5	1st rim	43	AcTom2	19	NY18abi
		16	AcTom2	92	RoomQF
6	1st rim	59	Cymbal	35	RideS Si
		53	Cymbal	35	RideS Si
7	1st rim	49	Cymbal	2	CR S18
		94	Cymbal	81	CR VFX
8	open	46	HiHat	50	HHopen#1
		70	HiHat	20	H ClisNB1
9	1st rim	36	AcKick	99	SoftBotm
		33	AcKick	4	2HedMed2
10	1st rim	58	Percs1	39	CowB2
		51	Cymbal	46	RideB20K
11	1st rim	40	Cymbal	62	China
		52	Cymbal	62	China
12	1st rim	56	Percs1	72	Shake2
		56	Percs1	72	Shake2
13	1st rim	56	Percs1	72	Shake2
		56	Percs1	72	Shake2

### No.71 MIAMINO

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	AcSnr1	102	X4Loosy
	rim	34	AcSnr2	62	OpnRim
2	1st	77	MIDI 9ch : PC109 Kalimba	8	AnMaracs
	2nd	65			
	3rd	54			
	rim	86			
3	1st	58		69	Scrach
	2nd	62			
	3rd	55			
	rim	87			
4	1st	76		8	AnMaracs
	2nd	64			
	3rd	54			
	rim	88			
5	1st	58		55	Guiro
	2nd	60			
	3rd	57			
	rim	89			
6	1st	59	Cymbal	43	SizzLit
	rim	51	Cymbal	31	RideLite
7	PadSong	R57	MIAMINO		*1
	rim	57	Percs1	55	Guiro
8	open	46	HiHat	43	H OPMu
	clse	42	HiHat	19	H ClsMu
	fcls	44	Efect3	39	HighNote
	spls	91	HiHat	71	Hpsplsh1
	rim	90	HiHat	47	H OpnL3
	4th	31	MIDI 8ch : PC-35 ElectricBass (pick)		*2
10	1st	36	EiKick	59	TEKVFX
11	1st	53	Cymbal	50	RidB Lit
12	1st	56	Percs1	38	CowB1
13	1st	52	Cymbal	63	China XG
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Percs1	49	Gong2
16	1st	93	Percs1	50	Gong3

\*1 Assigned with a padsong. \*2 GM voice on other than ch10.

### No.72 SHAMY

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	31	EleSnr	40	DIGISD
	rim	34	Efect2	41	D&FRAG11
2	1st	90	Melody	28	AcBass
	2nd	62			
	3rd	64			
	4th	59			
	5th	54			
	6th	55			
3	1st	91	Melody	28	AcBass
	2nd	59			
	3rd	64			
	4th	67			
	5th	53			
	6th	57			
4	1st	92	Melody	28	AcBass
	2nd	62			
	3rd	64			
	4th	69			
	5th	55			
	6th	57			

5	1st	93	Melody	28	AcBass
	2nd	64			
	3rd	57			
	4th	66			
	5th	61			
	6th	71			
6	1st	59	Cymbal	40	SizzlDrk
	rim	51	Cymbal	41	sizzle A
7	1st	23	Melody	15	sitar599
	2nd	25	Melody	15	sitar599
	3rd	23	Melody	15	sitar599
	4th	20	Melody	15	sitar599
	5th	18	Melody	15	sitar599
	6th	15	Melody	15	sitar599
	7th	18	Melody	15	sitar599
	8th	20	Melody	15	sitar599
8	open	46	HiHat	35	Open01L
	clse	42	HiHat	35	Open01L
	fcls	44	HiHat	59	H PdIDW
	spls	91	Melody	28	AcBass
	rim	90	Melody	28	AcBass
9	1st	33	Percs2	37	TablaFil
	2nd	35	Loop	39	JgLoop6
10	1st	36	AcKick	57	MCV20D
11	1st	53	Cymbal	49	RidB Drk
12	1st	56	Percs1	38	CowB1
13	1st	52	Efect3	83	TEKNEW5
14	1st	84	Percs1	12	Bell Tre
15	1st	92	Melody	28	AcBass
16	1st	93	Melody	28	AcBass

### No.73 Live'D&B

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	40	AcSnr1	3	AMBomSD
	2nd	38	AcSnr1	20	BS edge
	edge	37	OtrSnr	31	SStck2
	rim	34	AcSnr1	29	EarRing
2	1st	72	Loop	68	SlicLoop
	rim	83	Efect3	21	DBfrag4
3	1st	47	EleTom	78	TOM2010
	rim	77	Efect2	38	D&BFRAG8
4	1st	49		102	J ShDr11
	2nd	56			
	3rd	59			
	4th	63			
	rim	78			
5	1st	59	MIDI 1ch : PC101 Brightness		
	2nd	66			
	3rd	64			
	4th	71			
6	1st	53	Cymbal	44	SizzlRck
	rim	16	Efect3	64	Rhody
7	1st	82	Efect2	75	FRAG03
	rim	57	Cymbal	4	CR Z18
8	open	46	HiHat	39	Opn02AC
	clse	42	HiHat	1	Close01
	fcls	44	HiHat	59	H PdIDW
	spls	91	HiHat	71	Hpsplsh1
	rim	42	HiHat	1	Close01
9	1st	33	AcKick	27	DryDirt
	2nd	35	Efect3	7	BIZBASS
10	1st	71	Efect3	51	MUSE 2
11	1st	18	Efect3	28	Fall
12	1st	52	Cymbal	63	China XG
13	1st	52	Cymbal	63	China XG
14	1st	56	Percs1	38	CowB1
15	1st	56	Percs1	38	CowB1
16	1st	56	Percs1	38	CowB1

### No.74 VFX/NYC1

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	73	AcSnr1	45	MCV edge
	2nd	75	AcSnr1	29	EarRing
	3rd	76	AcSnr2	46	LiteSnr1
	edge	37	Efect3	46	METOID1
	rim	74	AcSnr1	36	LitDevl
2	1st	68	Efect2	31	D&BFRAG1
	rim	88	Efect2	66	UMK 47
3	Padsong : R4 Shyn4D&B rim	89	Efect3	56	No48.2
4	Padsong : R66 Suspens3 rim	90	Efect3	97	ZAPOIDS3
5	Padsong : R1 Shyn1D&B rim	24	Efect2	16	JNGBASS6
6	1st	59	Cymbal	35	RideS Si
	rim	51	Cymbal	46	RideB20K
7	1st	49	Cymbal	2	CR S18
	rim	57	Cymbal	7	Crash 2
8	open	46	HiHat	50	HHopen#1
	clse	70	HiHat	20	H ClsNB1
	fcls	44	HiHat	59	H PdIDW
	spls	91	HiHat	72	FSplshAC
9	1st	36	AcKick	11	BDbascl
	2nd	33	AcKick	3	2HedMed1
10	1st	13	Efect3	81	TEKNEW3
11	1st	30	Loop	8	DBloop
12	1st	40	Loop	9	DBpanefx
13	1st	52	Cymbal	62	China
14	1st	56	Percs1	72	Shake2
15	1st	56	Percs1	72	Shake2
16	1st	56	Percs1	72	Shake2

### No.75 VFX/NYC2

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st	40	AcSnr2	92	SD1931W
	2nd	38	AcSnr2	75	RIMdry1
	edge	37	Efect3	21	DBfrag4
	rim	34	AcSnr2	79	RIMouch!
2	1st	27	Efect3	55	No48.1
	rim	37	Efect3	21	DBfrag4
3	Padsong : R11 Beyond B rim	25	Efect3	88	VFXBASS
4	Padsong : R12 Beyond C rim	89	Efect3	28	Fall
5	Padsong : R16 Beyond G rim	24	Efect3	88	VFXBASS
6	1st	51	Cymbal	35	RideS Si
	rim	53	Cymbal	51	RidB Rc
7	1st	49	Cymbal	2	CR S18
	rim	57	Cymbal	4	CR Z18
8	open	46	HiHat	43	H OPMu
	clse	42	HiHat	19	H ClsMu
	fcls	44	HiHat	61	H PdIMu
	spls	91	HiHat	73	FSplshV
	rim	42	HiHat	19	H ClsMu
9	1st	35	AcKick	107	VeloRoom
	2nd	36	EiKick	18	Dance4
10	1st	64	Percs2	79	Djem2Edg
	2nd	65	Percs2	75	Djem2Sub
	3rd	66	Percs2	72	Djem1Sub
	4th	62	Percs2	73	Dje1SlpO
	5th	60	Percs2	78	Dje2/24S
	6th	62	Percs2	73	Dje1SlpO
11	1st	26	Efect3	93	WatrBell
12	1st	56	Percs1	72	Shake2
13	1st	52	Cymbal	62	China
14	1st	56	Percs1	72	Shake2
15	1st	56	Percs1	72	Shake2
16	1st	56	Percs1	72	Shake2

### No.76 FutrKIT1

Input	Note	Note#	Voice			
			Type	Num	Name	
1	1st	34	AcSnr1	85	Standby3	
	edge	37	Efect3	46	METOID1	
	rim	32	AcSnr1	36	LitlDevl	
2	1st	68	Percs2	38	Udo F	
	2nd	78	Percs2	40	Udo L	
	3rd	83	Percs2	39	Udo H	
rim	51	Loop	52	LoopFrg1		
3	Padsong: R33 Electro4	rim	72	Voice	42	Count 3
4	Padsong: R31 Electro2	rim	71	Voice	64	Count 4S
5	Padsong: R30 Electro1	rim	30	Efect3	20	DBfrag3
				79	Cymbal	29
6	1st	rim	84	Cymbal	51	RidB Rc
			59	Efect3	92	Vocodvox
7	1st	rim	57	Cymbal	81	CR VFX
			46	HiHat	32	Open09
8	open	clse	44	HiHat	31	ClsDance
			44	HiHat	31	ClsDance
			44	HiHat	31	ClsDance
			91	HiHat	73	FSplshV
			42	Efect3	66	Ricochet
9	1st	2nd	35	AcKick	108	WetDirt
			33	ElKick	2	AnaQuick
10	1st	53	Efect3	95	ZAPOIDS1	
11	1st	53	Efect3	95	ZAPOIDS1	
12	1st	56	Percs1	72	Shake2	
13	1st	52	Cymbal	2	CR S18	
14	1st	56	Percs1	72	Shake2	
15	1st	56	Percs1	72	Shake2	
16	1st	56	Percs1	72	Shake2	

### No.77 Portzhd

Input	Note	Note#	Voice			
			Type	Num	Name	
1	1st	71	AcSnr2	3	Amb 01	
	2nd	31	AcSnr1	102	X4Loosy	
	edge	37	Efect3	46	METOID1	
	rim	37	Efect3	46	METOID1	
2	1st	rim	48	AcTom2	118	Night12
			26	Efect3	9	BOONDWAT
3	Padsong: R41 Triphop2	rim	27	Efect3	9	BOONDWAT
4	Padsong: R42 Triphop3	rim	78	Efect3	75	Spiralon
5	Padsong: R43 Triphop4	rim	84	Percs2	65	ChnBGRo4
6	1st	rim	59	Cymbal	36	RideS21
			51	Cymbal	33	RideP21
7	1st	rim	52	Cymbal	64	Chinese
			57	Cymbal	5	CR Z18S
8	open	clse	46	HiHat	32	Open09
			44	HiHat	31	ClsDance
			44	HiHat	31	ClsDance
			91	HiHat	73	FSplshV
			42	Efect3	46	METOID1
9	1st	34	AcKick	108	WetDirt	
10	1st	23	Efect3	81	TEKNEW3	
11	1st	53	Cymbal	46	RideB20K	
12	1st	83	Efect3	77	TEHRAN	
13	1st	52	Cymbal	64	Chinese	
14	1st	24	Efect2	16	JNGBASS6	
15	1st	56	Percs1	71	Shake1	
16	1st	56	Percs1	71	Shake1	

### No.78 AmbiEfx

Input	Note	Note#	Voice			
			Type	Num	Name	
1	1st	rim	87	EleSnr	41	DirTSN
			34	Efect3	1	Amb Hi
2	1st	rim	48	EleTom	64	BRYTOM1
			30	Efect3	40	IDbicuit
3	1st	rim	47	EleTom	64	BRYTOM1
			89	Efect3	22	DBSnbd
4	1st	rim	43	EleTom	64	BRYTOM1
			90	Efect3	5	BEEZDR
5	MIDI EG: InsertFX1	rim	88	Efect3	26	DUOFRG2
6	1st	rim	59	Cymbal	26	RideFTK
			51	Cymbal	28	RideKC1S
7	1st	rim	49	Cymbal	12	CrshDRK
			57	Cymbal	12	CrshDRK
8	open	clse	46	HiHat	43	H OPMu
			42	HiHat	24	HHbrtcls
			44	HiHat	61	H PdIMu
			91	HiHat	72	FSplshAC
9	1st	rim	36	ElKick	48	SIMN KIK
			53	Cymbal	84	RideVFX2
10	1st	53	Cymbal	84	RideVFX2	
11	1st	53	Cymbal	84	RideVFX2	
12	1st	56	Percs1	38	CowB1	
13	1st	52	Cymbal	62	China	
14	1st	56	Percs1	38	CowB1	
15	1st	56	Percs1	38	CowB1	
16	1st	56	Percs1	38	CowB1	

### No.79 HouseJaz

Input	Note	Note#	Voice			
			Type	Num	Name	
1	1st	rim	87	AcSnr1	38	LngTooth
			34	EleSnr	56	FantaRim
2	1st	rim	48	Voice	17	TOM 2 H
			48	Voice	17	TOM 2 H
			50	Voice	18	TOM 2 M
			45	Voice	19	TOM 2 L
			43	Voice	20	TOM 2 F
			45	Voice	19	TOM 2 L
3	Padsong: R47 HJ Piano	rim	85	EleTom	41	HybridH
			86	EleTom	42	HybridM
4	Padsong: R48 HJ Synth	rim	88	EleTom	43	HybridL
5	Padsong: R49 HJ Bass	rim	89	EleTom	44	HybridF
6	1st	rim	59	Cymbal	25	RideEM
			51	Cymbal	31	RideLite
7	1st	rim	49	Voice	38	SteamCy
			57	Cymbal	3	CR S18S
8	open	clse	46	HiHat	44	H Opn13
			42	Voice	33	HH Cls
			44	HiHat	61	H PdIMu
			91	HiHat	68	FTsplsh1
			90	HiHat	44	H Opn13
9	1st	2nd	36	Voice	1	BD1 LR
			35	ElKick	29	ELEC2
10	1st	53	Cymbal	50	RidB Lit	
11	1st	53	Cymbal	50	RidB Lit	
12	1st	56	Percs1	38	CowB1	
13	1st	52	Cymbal	62	China	
14	1st	56	Percs1	38	CowB1	
15	1st	56	Percs1	38	CowB1	
16	1st	56	Percs1	38	CowB1	

### No.80 DanzFlor

Input	Note	Note#	Voice			
			Type	Num	Name	
1	1st	edge	87	EleSnr	9	Analog L
			37	OtrSnr	31	SStck2
			34	EleSnr	31	Dance
2	1st	rim	48	EleTom	33	E Tom4
			85	EleTom	31	E Tom6
3	Padsong: R52 DanzIT-C	rim	86	EleTom	34	E Tom3
4	Padsong: R51 DanzIT-B	rim	88	EleTom	35	E Tom2
5	Padsong: R50 DanzIT-A	rim	89	EleTom	36	E Tom1
6	1st	rim	59	Cymbal	43	SizzLit
			51	Cymbal	31	RideLite
7	1st	rim	49	Cymbal	11	Crash 16
			57	Cymbal	7	Crash 2
8	open	clse	46	HiHat	43	H OPMu
			42	HiHat	19	H ClsMu
			44	HiHat	61	H PdIMu
			91	HiHat	71	Hpsplsh1
			90	HiHat	43	H OPMu
9	1st	36	ElKick	21	Dance7	
10	1st	53	Cymbal	50	RidB Lit	
11	1st	53	Cymbal	50	RidB Lit	
12	1st	56	Percs1	38	CowB1	
13	1st	52	Cymbal	62	China	
14	1st	56	Percs1	38	CowB1	
15	1st	56	Percs1	38	CowB1	
16	1st	56	Percs1	38	CowB1	

### No.81 BigBeatz

Input	Note	Note#	Voice			
			Type	Num	Name	
1	1st	rim	87	EleSnr	117	TECHSD2
			34	AcSnr2	62	OpnRim
2	1st	rim	48	Efect3	75	Spiralon
			88	Loop	41	JgLoop8
3	1st	rim	47	Efect3	75	Spiralon
			89	Loop	43	JgLoop10
4	1st	rim	43	Efect3	39	HighNote
			90	Loop	2	BigBeat
5	1st	rim	92	Loop	17	Dubby
			91	Loop	76	UK2x2LP
6	1st	rim	59	Cymbal	43	SizzLit
			51	Efect3	12	Breezin2
7	1st	rim	49	Cymbal	17	ReverseC
			52	Efect3	11	Breezin1
8	open	clse	46	HiHat	43	H OPMu
			42	HiHat	19	H ClsMu
			44	HiHat	61	H PdIMu
			91	Loop	76	UK2x2LP
			93	HiHat	43	H OPMu
9	1st	36	AcKick	33	GMH	
10	1st	53	Efect3	71	Sexy	
11	1st	53	Efect3	71	Sexy	
12	1st	56	Percs1	38	CowB1	
13	1st	52	Efect3	11	Breezin1	
14	1st	56	Percs1	38	CowB1	
15	1st	56	Percs1	38	CowB1	
16	1st	56	Percs1	38	CowB1	

**No.82 7/8Craze**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st rim	87 34	AcSnr2 AcSnr2	33 62	Deep&Dry OpnRim
2	1st rim	48 85	AcTom2 AcTom2	56 56	DRY GM5 DRY GM5
3	1st rim	86	AcTom2	57	DRY GM4
4	1st rim	88	AcTom2	58	DRY GM3
5	1st rim	41 89	AcTom2 AcTom2	60 59	DRY GM1 DRY GM2
6	1st rim	59 51	Cymbal Cymbal	31 47	RideLite RideBTip
7	1st rim	49 57	Cymbal Cymbal	11 7	Crash 16 Crash 2
8	open clse fcls spls rim	46 42 44 91 46	HiHat HiHat Percs1 AcTom1 HiHat	43 19 38 0 43	H OPMu H ClsMu CowB1 NoAssign H OPMu
9	1st rim	36	AcKick	41	LoRoom1
10	1st rim	53	Cymbal	50	RidB Lit
11	1st rim	53	Cymbal	50	RidB Lit
12	1st rim	56	Percs1	38	CowB1
13	1st rim	52	Cymbal	62	China
14	1st rim	56	Percs1	38	CowB1
15	1st rim	56	Percs1	38	CowB1
16	1st rim	56	Percs1	38	CowB1

**No.83 PhatGel**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st rim	87 34	EleSnr EleSnr	110 112	SnSpctcl SpiraSN
2	1st rim	48 85	EleTom EleTom	70 41	SpiraTM1 HybridH
3	1st rim	86	EleTom	42	HybridM
4	1st rim	88	EleTom	43	HybridL
5	1st rim	41 89	AcTom2 EleTom	60 44	DRY GM1 HybridF
6	1st rim	59 51	Cymbal Cymbal	43 31	SizzLit RideLite
7	1st mute rim	49 94 57	Cymbal Cymbal Cymbal	11 81 7	Crash 16 CR VFX Crash 2
8	open clse fcls spls rim	46 42 44 91 46	HiHat HiHat HiHat HiHat HiHat	44 16 61 69 44	H Opn13 H Cls13 H PdlMu H SplNB H Opn13
9	1st rim	36	ElKick	50	SpiraBD
10	1st rim	53	Cymbal	50	RidB Lit
11	1st rim	53	Cymbal	50	RidB Lit
12	1st rim	56	Percs1	38	CowB1
13	1st rim	52	Cymbal	62	China
14	1st rim	56	Percs1	38	CowB1
15	1st rim	56	Percs1	38	CowB1
16	1st rim	56	Percs1	38	CowB1

**No.84 TR @ LS!**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st 2nd 3rd rim	31 39 37 34	OtrSnr Percs1 EleSnr OtrSnr	51 19 65 48	Flam Clap8 HiFive RollaRuf
2	1st rim	48 86	AcTom1 AcTom1	67 42	MCA12abi XTMMCA10
3	1st rim	47 87	AcTom1 AcTom1	68 43	MCA14abi XTMMCA12

4	1st rim	45 88	AcTom1 AcTom1	69 44	MCA16abi XTMMCA13
5	1st rim	43 89	AcTom1 AcTom1	69 45	MCA16abi XTMMCA16
6	1st rim	59 51	Cymbal Cymbal	68 71	TrashBEL TrashRid
7	1st mute rim	49 94 57	Cymbal Cymbal Cymbal	55 54 61	Splash 3 Splash 2 ChiMISz
8	open clse fcls spls rim	46 42 44 91 90	HiHat HiHat HiHat HiHat Cymbal	42 24 56 83 71	Open01 HHbrtcls PDL XG2 Hpsplsh1 RideVFX1
9	1st 2nd 3rd	33 18 17	AcKick AcKick AcKick	46 75 46	MCA20 RC18 MCA20
10	1st rim	36	AcKick	33	GMH
11	1st rim	53	Efect3	91	Vnlsn
12	1st rim	56	Percs1	38	CowB1
13	1st rim	52	Cymbal	63	China XG
14	1st rim	84	Percs1	12	Bell Tre
15	1st rim	92	Percs1	50	Gong3
16	1st rim	93	Percs1	48	Gong1

**No.85 DEJAVU??**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st 2nd rim	31 18 34	Efect3 EleSnr EleSnr	17 39 116	DBflufer DelyShot TECHSD1
2	1st 2nd rim	48 43 86	Efect3 Efect3 Percs2	29 71 22	fantSoun Sexy TablaTKH
3	1st 2nd rim	47 49 87	Efect3 Efect3 Percs2	55 56 26	No48.1 No48.2 Tabla BL
4	1st rim	45 88	Efect3 Percs2	57 38	Padster TablaFil
5	1st rim	41 89	Efect3 Percs2	72 35	Sinuses TablPlay
6	1st 2nd 3rd 4th 5th 6th 7th 8th 9th rim	53 56 58 60 63 65 63 60 63 51	Efect3 Efect3 Efect3 Efect3 Efect3 Efect3 Efect3 Efect3 Efect3	55 56 22 26 38 35 35 35 35	No48.1 No48.2 Tabla BL Padster TablaFil Sinuses TablPlay
7	1st 2nd 3rd 4th 5th 6th 7th 8th 9th mute rim	70 72 70 68 65 63 60 63 65 94 65	Efect3 Efect3 Efect3 Efect3 Efect3 Efect3 Efect3 Efect3 Efect3	55 56 22 26 38 35 35 35 35	No48.1 No48.2 Tabla BL Padster TablaFil Sinuses TablPlay
8	open clse fcls spls rim	46 42 44 91 90	Percs2 Percs2 Percs2 HiHat Percs2	49 46 64 71 47	Recoldpf PandTre ChnBGRo3 Hpsplsh1 PandTre2
9	1st rim	33	Efect3	7	BIZBASS
10	1st rim	36	AcKick	33	GMH
11	1st rim	53	Cymbal	50	RidB Lit
12	1st rim	56	Percs1	38	CowB1

13	1st 2nd 3rd	63 63 65	MIDI 8ch : PC56 Orch Hit	26 26 93	Conga Conga Timbal1H
14	1st rim	84	Percs1	12	Bell Tre
15	1st rim	92	Percs1	50	Gong3
16	1st rim	93	Percs1	48	Gong1

**No.86 AnDerd !**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st rim	31 34	Efect3 EleSnr	49 52	MultiBas Enotype
2	1st rim	48 86	Efect3 EleTom	69 32	Scream E Tom5
3	1st 2nd 3rd 4th rim	94 93 92 91 87	Voice Voice Voice Voice EleTom	40 60 57 59 34	Count 1 Count E Count An Count Da E Tom3
4	1st rim	45 88	Efect3 EleTom	41 35	IDBright E Tom2
5	1st rim	43 89	Efect3 EleTom	67 36	Running E Tom1
6	1st rim	59 51	Cymbal Cymbal	46 31	RideB20K RideLite
7	1st mute rim	49 94 57	Voice Voice Voice	36 40 39	Splash Count 1 WaterCy
8	open clse fcls spls rim	46 42 44 82 90	HiHat HiHat Percs1 Percs1 HiHat	43 19 1 71 35	H OPMu H ClsMu AgogoCh Shake1 Open01L
9	1st rim	33	Efect3	6	BixBeatz
10	1st rim	36	AcKick	33	GMH
11	1st rim	53	EleTom	50	Distrt M
12	1st rim	56	Percs1	38	CowB1
13	1st rim	52	Cymbal	63	China XG
14	1st rim	84	Percs1	12	Bell Tre
15	1st rim	92	Voice	57	Count An
16	1st rim	93	Voice	60	Count E

**No.87 bontibon**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st rim	31 34	EleSnr EleSnr	10 36	AnalogH1 Dance06
2	1st rim	48 86	EleTom EleTom	56 45	ETMooRXL ElectrC
3	1st rim	47 87	EleTom EleTom	55 46	ETMooRL ElectrcM
4	1st rim	45 88	Loop EleTom	55 47	Lowdown ElectrcL
5	1st rim	43 89	Loop EleTom	57 48	LPloop2 ElectrcF
6	1st rim	59 51	Percs2 Percs1	48 69	RecoReco Scrach
7	1st rim	49 57	Cymbal Cymbal	46 7	RideB20K Crash 2
8	open clse fcls spls rim	46 42 44 91 90	HiHat HiHat HiHat Percs1 HiHat	79 74 61 78 47	TEKH2 HatPin H PdlMu SurdoLo H OpnL3
9	1st 2nd	33 19	ElKick Efect3	25 86	DlayBDIo Tweeters
10	1st rim	36	AcKick	33	GMH
11	1st rim	53	Percs2	56	RepnqKet
12	1st rim	56	Percs1	38	CowB1
13	1st rim	52	Cymbal	63	China XG
14	1st rim	84	Percs1	12	Bell Tre
15	1st rim	92	Percs1	49	Gong2
16	1st rim	93	Percs1	50	Gong3

**No.88 WAZA**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st edge	38	AcSnr1	24	DW1355AL
		37	AcSnr1	110	Amb 01
2	Pad song : R59 Waza1 rim	48	AcTom1	21	DryMPL10
3	Pad song : R59 Waza2 rim	47	AcTom1	22	DryMPL13
4	Pad song : R60 Waza3 rim	43	AcTom1	23	DryMPL14
5	1st	44	HiHat	55	PDL XG1
	2nd	127	EleTom	0	NoAssign
	3rd	36	AcKick	13	BDbonzo2
	4th	125	Efect3	0	NoAssign
	rim	41	AcTom1	24	DryMPL16
6	1st	59	Cymbal	45	SizzRide
	rim	51	Cymbal	21	FlatTopB
7	1st	49	Cymbal	1	BriteCrs
	rim	52	Cymbal	62	China
8	open	46	HiHat	36	Open02
	clse	42	HiHat	4	Close04
	fcls	44	HiHat	55	PDL XG1
	spls	91	HiHat	67	FTspIRK2
	rim	90	HiHat	36	Open02
9	1st	36	AcKick	13	BDbonzo2
10	1st	53	Cymbal	47	RideBTip
11	1st	53	Cymbal	47	RideBTip
12	1st	56	AcTom2	33	X3BigT16
13	1st	55	Cymbal	82	RideVFDy
14	1st	56	AcTom2	33	X3BigT16
15	1st	56	AcTom2	33	X3BigT16
16	1st	56	AcTom2	33	X3BigT16

**No.89 zEn**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st edge	38	AcSnr2	43	Jelyrim
		37	AcSnr1	110	Amb 01
2	Pad song : R61 zEn1 rim	48	AcTom1	21	DryMPL10
3	Pad song : R62 zEn2 rim	47	AcTom1	22	DryMPL13
4	Pad song : R63 zEn3 rim	43	AcTom1	23	DryMPL14
5	1st	40	AcSnr1	35	lightSD
	rim	41	AcTom1	24	DryMPL16
6	1st	52	Cymbal	62	China
	rim	49	Cymbal	1	BriteCrs
7	1st	49	Cymbal	1	BriteCrs
	rim	52	Cymbal	62	China
8	open	46	HiHat	36	Open02
	clse	42	HiHat	25	HHcl2Xfd
	fcls	44	HiHat	55	PDL XG1
	spls	91	HiHat	67	FTspIRK2
	rim	90	HiHat	36	Open02
9	1st	36	AcKick	18	Bdvman
10	1st	53	Cymbal	34	Rider 3
11	1st	53	Cymbal	34	Rider 3
12	1st	56	AcTom2	33	X3BigT16
13	1st	55	Cymbal	66	MinChina
14	1st	56	AcTom2	33	X3BigT16
15	1st	56	AcTom2	33	X3BigT16
16	1st	56	AcTom2	33	X3BigT16

**No.90 Mistery**

Input	Note	Note#	Voice		
			Type	Num	Name
1	1st rim	31	Efect2	82	FRAG05
		34	Efect2	1	JNGLSN1
2	Pad song : R64 Suspens1 rim	86	Efect2	41	D&FRAG11
3	Pad song : R65 Suspens2 rim	87	Efect2	73	FRAG13
4	Pad song : R66 Suspens3 rim	88	Efect2	82	FRAG05
				93	WatrBell
5	1st rim	43	Efect3	69	WAKX PAD
		89	Efect2	69	WAKX PAD
6	1st rim	59	Cymbal	91	Ride Anl
		51	Cymbal	82	RideVFDy
7	1st mute rim	49	Cymbal	85	FXCrshEg
		94	Cymbal	54	Splash 2
8	open clse	46	HiHat	43	H OPMu
		42	HiHat	19	H ClsMu
9	fcls	44	HiHat	55	PDL XG1
		91	HiHat	71	Hpsplsh1
		90	HiHat	35	Open01L
10	1st	33	EIKick	7	BDNIN1
11	1st	36	AcKick	33	GMH
12	1st	53	Cymbal	89	GlasRide
13	1st	56	Percs1	38	CowB1
14	1st	52	Cymbal	81	CR VFX
15	1st	84	Percs1	12	Bell Tre
16	1st	92	Percs1	50	Gong3
17	1st	93	Percs1	48	Gong1

# Preset Song List

## P1– P31 Demo Songs

Song		Drum Kit	
No.	Name	No.	Name
1	Horizon	59	VersaKIT
2	Robin's7	61	MixedMtr
3	Crimson	62	AZSunset
4	RokChick	21	ROCK 1
5	AOR	5	MCA Clea
6	Vbop2001	57	VariGrvr
7	With You	64	StarLite
8	BaconBlis	22	ROCK 2
9	Rock Inn	52	MPL Rock
10	UnionSQ	58	XTNatrL'
11	B to B	31	Elec.Ave
12	Jemseg	63	3forMe
13	Latiniq	11	BEECH
14	Antenna	43	PBworld2
15	Funct U	13	Acoustic
16	Fastlane	60	LAfwy
17	Mestizo	12	GM std1
18	Ritual	43	PBworld2
19	tribe	42	PBworld1
20	Vee Bop	51	Be-Bop
21	ZarousDB	78	AmbiEfx
22	BigDadd	12	GM std1
23	Muses	12	GM std1
24	KitDemo1	8	RC PIN
		34	ANALOG 2
		2	MC Clear
		1	MAPLE
		5	MCA Clea
		11	BEECH
25	KitDemo2	21	ROCK 1
		22	ROCK 2
		23	ROCK 3
		26	POWER 1
		29	POWER 4
		30	ELECTRIC
26	KitDemo3	9	RC Reglr
		10	RC Jazz
27	KitDemo4	3	MC Reglr
		50	Studio
28	KitDemo5	7	RC clear
29	KitDemo6	86	AnDerd!
		84	TR@→→sH!
		87	bontibon
		85	DEJAVU??
		88	WAZA
		89	zEn
30	KitDemo7	70	FX-UL8R!
		73	Live'D&B
		74	VFX/NYC1
		75	VFX/NYC2
		77	Portzhed
31	KitDemo8	79	HouseJaz
		80	DanzFlor
		81	BigBeatz
		82	7/8Craze
		83	PhatGel

\*P24 to P31 are provided for introducing drum kits. Songs except for P28 use multiple drum kits (Kits are switched automatically during playback).

## Practice Songs from Q1– Q67 Various Genres

Song		Drum Kit	
No.	Name	No.	Name
1	Samba 1	12	GM std 1
2	Samba 2	12	GM std 1
3	8beat 1	12	GM std 1
4	8beat 2	12	GM std 1
5	16 beat	12	GM std 1
6	HdRck 1	24	GM Rock
7	HdRck 2	24	GM Rock
8	HdRck 3	24	GM Rock
9	HdRck 4	24	GM Rock
10	SlowRock	12	GM std 1
11	Ballad1	12	GM std 1
12	Ballad2	12	GM std 1
13	Ballad3	12	GM std 1
14	Ballad4	55	GM Jazz
15	Ballad5	35	GM Analg
16	Ballad6	12	GM std 1
17	Ballad7	35	GM Analg
18	Ballad8	12	GM std 1
19	RckPop1	12	GM std 1
20	RckPop2	55	GM Jazz
21	RckPop3	24	GM Rock
22	RckPop4	55	GM Jazz
23	RckPop5	18	GM Room
24	RckPop6	55	GM Jazz
25	Dance 1	33	ANALOG 1
26	Dance 2	35	GM Analg
27	Dance 3	35	GM Analg
28	Dance 4	32	GM Elec
29	Latin 1	12	GM std 1
30	Latin 2	40	LatinPer
31	Latin 3	12	GM std 1
32	Latin 4	12	GM std 1
33	Latin 5	12	GM std 1
34	Latin 6	12	GM std 1
35	Latin 7	12	GM std 1
36	Latin 8	55	GM Jazz
37	Latin 9	12	GM std 1
38	Latin10	55	GM Jazz
39	Jazz 1	55	GM Jazz
40	Jazz 2	55	GM Jazz
41	Jazz 3	12	GM std 1
42	Jazz 4	10	RC Jazz
43	Jazz 5	56	GM Brush
44	Jazz 6	10	RC Jazz
45	Jazz 7	56	GM Brush
46	R&B 1	12	GM std 1
47	R&B 2	55	GM Jazz
48	R&B 3	18	GM Room
49	R&B 4	32	GM Elec
50	R&B 5	55	GM Jazz
51	R&B 6	55	GM Jazz
52	R&B 7	12	GM std 1
53	R'n'R 1	12	GM std 1
54	R'n'R 2	12	GM std 1
55	Funk 1	12	GM std 1
56	Funk 2	12	GM std 1
57	Funk 3	12	GM std 1
58	Funk 4	12	GM std 1
59	Funk 5	12	GM std 1
60	Reggae1	18	GM Room
61	Reggae2	35	GM Analg
62	Waltz	18	GM Room
63	March	12	GM std 1
64	Shuffle1	12	GM std 1
65	Shuffle2	12	GM std 1
66	Fusion 1	12	GM std 1
67	Fusion 2	12	GM std 1

## R1 – R66 Pad Songs

Song		Drum Kit	
No.	Name	No.	Name
1	Shyn1D&B	74	VFX/NYC1
2	Shyn2D&B	74	VFX/NYC1
3	Shyn3D&B	74	VFX/NYC1
4	Shyn4D&B	74	VFX/NYC1
5	Shyn5D&B	74	VFX/NYC1
6	Shyn6D&B	74	VFX/NYC1
7	DwnSideA	74	VFX/NYC1
8	DwnSideB	74	VFX/NYC1
9	DwnSideC	74	VFX/NYC1
10	Beyond A	75	VFX/NYC2
11	Beyond B	75	VFX/NYC2
12	Beyond C	75	VFX/NYC2
13	Beyond D	75	VFX/NYC2
14	Beyond E	75	VFX/NYC2
15	Beyond F	75	VFX/NYC2
16	Beyond G	75	VFX/NYC2
17	Beyond H	75	VFX/NYC2
18	Hrdcor1	76	FutrKIT1
19	Hrdcor2	76	FutrKIT1
20	Hrdcor3	76	FutrKIT1
21	Hrdcor4	76	FutrKIT1
22	Hrdcor5	76	FutrKIT1
23	Hrdcor6	76	FutrKIT1
24	Hrdcor7	76	FutrKIT1
25	Hrdcor8	76	FutrKIT1
26	Hrdcor9	76	FutrKIT1
27	Hrdcor10	76	FutrKIT1
28	Hrdcor11	76	FutrKIT1
29	Hrdcor12	76	FutrKIT1
30	Electro1	76	FutrKIT1
31	Electro2	76	FutrKIT1
32	Electro3	76	FutrKIT1
33	Electro4	76	FutrKIT1
34	Electro5	76	FutrKIT1
35	D&Bfill1	76	FutrKIT1
36	D&Bfill2	76	FutrKIT1
37	D&Bintro	76	FutrKIT1
38	D&BgrvA	76	FutrKIT1
39	D&Bbridg	76	FutrKIT1
40	TripHop1	77	Portzhed
41	TripHop2	77	Portzhed
42	TripHop3	77	Portzhed
43	TripHop4	77	Portzhed
44	TekHous1	77	Portzhed
45	TekHous2	77	Portzhed
46	TekHous3	77	Portzhed
47	HJ_Piano	79	HouseJaz
48	HJ_Synth	79	HouseJaz
49	HJ_Bass	79	HouseJaz
50	DanzIt-A	80	DanzFlor
51	DanzIt-B	80	DanzFlor
52	DanzIt-C	80	DanzFlor
53	PhatGel	83	PhatGel
54	PhatGel2	83	PhatGel
55	7Craze-A	82	7/8Craze
56	7Craze-B	82	7/8Craze
57	MIAMINO	71	MIAMINO
58	Waza1	88	WAZA
59	Waza2	88	WAZA
60	Waza3	88	WAZA
61	zEn1	89	zEn
62	zEn2	89	zEn
63	zEn3	89	zEn
64	Suspens1	90	Mystery
65	Suspens2	90	Mystery
66	Suspens3	90	Mystery



# Effect Parameter List

## System Reverb

HALL1,2,ROOM1,2,3,STAGE1,2,PLATE,WHITEROOM,  
TUNNEL,CANYON,BASEMENT

Parameter	Value
Time	0.3– 30
Diffusion	0– 10
InitDlay	0.1– 99.3
RevDlay	0.1– 99.3
HPF	thru,22– 8.0k
LPF	1k– 18k,thru
ErBalance	1– 127
FBLevel	-63– 63
Pan	L64– C– R63
RevRetrn	0– 127

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

Parameter	Value	Control
Dry/Wet	D63>W – D<W63	●
Time	0.3– 30	
Diffusion	0– 10	
InitDlay	0.1– 99.3	
LPF	1k– 18k,thru	
Pan	L64– C– R63	
Output	stereo,IND1&2,IND3&4,IND5&6,IND1– 6	
RevSend	0– 127	
ChoSend	0– 127	
MIDI Ctl#	0– 119	
MIDI Sens	-64– 63	

## System Chorus

CHORUS1,2,3,4,CELESTE1,2,3,4,FLANGER1,2,3,

Parameter	Value
LFO	0.00Hz– 39.7Hz
Depth	0– 127
FBLevel	-63– +63
DlayOfst	0.0– 50.0
Pan	L64– C– R63
Cho→Rev	0– 127
ChoRetrn	0– 127

DelayLCR

Parameter	Value	Control
Dry/Wet	D63>W – D<W63	●
LchDlay	0.1– 742.9	
RchDlay	0.1– 742.9	
CchDlay	0.1– 742.9	
FBDlay	0.1– 742.9	
FBLevel	-63– 63	
HiDamp	0.1– 1.0	
Pan	L64– C– R63	
Output	stereo,IND1&2,IND3&4,IND5&6,IND1– 6	
RevSend	0– 127	
ChoSend	0– 127	
MIDI Ctl#	0– 119	
MIDI Sens	-64– 63	

SYMPHONIC

Parameter	Value
LFO	0.00Hz– 39.7Hz
Depth	0– 127
DlayOfst	0.0– 50.0
Pan	L64– C– R63
Cho→Rev	0– 127
ChoRetrn	0– 127

DelayLR

Parameter	Value	Control
Dry/Wet	D63>W – D<W63	●
LchDlay	0.1– 742.9	
RchDlay	0.1– 742.9	
FBDlay1	0.1– 742.9	
FBDlay2	0.1– 742.9	
FBLevel	-63– 63	
HiDamp	0.1– 1.0	
Pan	L64– C– R63	
Output	stereo,IND1&2,IND3&4,IND5&6,IND1– 6	
RevSend	0– 127	
ChoSend	0– 127	
MIDI Ctl#	0– 119	
MIDI Sens	-64– 63	

ENSEMBLE

Parameter	Value
Detune	-50– +50
LchDlay	0.0– 50.0
RchDlay	0.0– 50.0
Pan	L64– C– R63
Cho→Rev	0– 127
ChoRetrn	0– 127

PHASER

Parameter	Value
LFO	0.00Hz– 39.7Hz
Depth	0– 127
FBLevel	-63– +63
PhseOfst	0– 127
Pan	L64– C– R63
Cho→Rev	0– 127
ChoRetrn	0– 127

## Insertion Effects

Parameters marked with a ● in the "Control" column can be control using the DTXTREME's MIDI EG function and external MIDI controllers.

THRU

Parameter	Value
RevSend	0– 127
ChoSend	0– 127

ECHO

Parameter	Value	Control
Dry/Wet	D63>W – D<W63	●
LchDlay	0.1– 371.4	
RchDlay	0.1– 371.4	
L_FBLvl	-63– 63	
R_FBLvl	-63– 63	
Pan	L64– C– R63	
Output	stereo,IND1&2,IND3&4,IND5&6,IND1– 6	
RevSend	0– 127	
ChoSend	0– 127	
MIDI Ctl#	0– 119	
MIDI Sens	-64– 63	

**CrossDelay**

Parameter	Value	Control
Dry/Wet	D63>W – D<W63	●
L→R Delay	0.1 – 371.4	
R→L Delay	0.1 – 371.4	
FBLevel	-63 – 63	
Input	L,R,L&R	
Pan	L64 – C – R63	
Output	stereo,IND1&2,IND3&4,IND5&6,IND1 – 6	
RevSend	0 – 127	
ChoSend	0 – 127	
MIDI Ctl#	0 – 119	
MIDI Sens	-64 – 63	

**KARAOKE1,2,3**

Parameter	Value	Control
Dry/Wet	D63>W – D<W63	●
DlayTm	0 – 127	
FBLevel	-63 – 63	
HPF	thru,22 – 8.0k	
LPF	1k – 18k,thru	
Pan	L64 – C – R63	
Output	stereo,IND1&2,IND3&4,IND5&6,IND1 – 6	
RevSend	0 – 127	
ChoSend	0 – 127	
MIDI Ctl#	0 – 119	
MIDI Sens	-64 – 63	

**CHORUS1,2,3,4,CELESTE1,2,3,4,FLANGER1,2,3**

Parameter	Value	Control
Dry/Wet	D63>W – D<W63	●
LFO	0.00Hz – 39.7Hz	
Depth	0 – 127	
FBLevel	-63 – +63	
DlayOfst	0.0 – 50.0	
Pan	L64 – C – R63	
Output	stereo,IND1&2,IND3&4,IND5&6,IND1 – 6	
RevSend	0 – 127	
ChoSend	0 – 127	
MIDI Ctl#	0 – 119	
MIDI Sens	-64 – 63	

**SYMPHONIC**

Parameter	Value	Control
Dry/Wet	D63>W – D<W63	●
LFO	0.00Hz – 39.7Hz	
Depth	0 – 127	
DlayOfst	0.0 – 50.0	
Pan	L64 – C – R63	
Output	stereo,IND1&2,IND3&4,IND5&6,IND1 – 6	
RevSend	0 – 127	
ChoSend	0 – 127	
MIDI Ctl#	0 – 119	
MIDI Sens	-64 – 63	

**ENSEMBLE**

Parameter	Value	Control
Dry/Wet	D63>W – D<W63	●
Detune	-50 – +50	
LchDlay	0.0 – 50.0	
RchDlay	0.0 – 50.0	
Output	stereo,IND1&2,IND3&4,IND5&6,IND1 – 6	
RevSend	0 – 127	
ChoSend	0 – 127	
MIDI Ctl#	0 – 119	
MIDI Sens	-64 – 63	

**ROTARY**

Parameter	Value	Control
Dry/Wet	D63>W – D<W63	●
LFO	0.00Hz – 39.7Hz	
Depth	0 – 127	
Pan	L64 – C – R63	
Output	stereo,IND1&2,IND3&4,IND5&6,IND1 – 6	
RevSend	0 – 127	
ChoSend	0 – 127	
MIDI Ctl#	0 – 119	
MIDI Sens	-64 – 63	

**TREMOLO**

Parameter	Value	Control
Dry/Wet	D63>W – D<W63	●
LFO	0.00Hz – 39.7Hz	
AMDepth	0 – 127	
PMDepth	0 – 127	
Pan	L64 – C – R63	
Output	stereo,IND1&2,IND3&4,IND5&6,IND1 – 6	
RevSend	0 – 127	
ChoSend	0 – 127	
MIDI Ctl#	0 – 119	
MIDI Sens	-64 – 63	

**AUTOPAN**

Parameter	Value	Control
Dry/Wet	D63>W – D<W63	●
LFO	0.00Hz – 39.7Hz	
L/RDpth	0 – 127	
F/RDpth	0 – 127	
PanDir	L<>R,L->R,L<-R,Lturn,Rturn,L/R	
Pan	L64 – C – R63	
Output	stereo,IND1&2,IND3&4,IND5&6,IND1 – 6	
RevSend	0 – 127	
ChoSend	0 – 127	
MIDI Ctl#	0 – 119	
MIDI Sens	-64 – 63	

**PHASER**

Parameter	Value	Control
Dry/Wet	D63>W – D<W63	●
LFO	0.00Hz – 39.7Hz	
Depth	0 – 127	
PhseOfst	0 – 127	
FBLevel	-63 – 63	
Pan	L64 – C – R63	
Output	stereo,IND1&2,IND3&4,IND5&6,IND1 – 6	
RevSend	0 – 127	
ChoSend	0 – 127	
MIDI Ctl#	0 – 119	
MIDI Sens	-64 – 63	

**DISTORTION,OVERDRIVE**

Parameter	Value	Control
Dry/Wet	D63>W – D<W63	●
Drive	0 – 127	
LPF	1.0k – 18k,thru	
OutLevel	0 – 127	
Edge	0 – 127	
Pan	L64 – C – R63	
Output	stereo,IND1&2,IND3&4,IND5&6,IND1 – 6	
RevSend	0 – 127	
ChoSend	0 – 127	
MIDI Ctl#	0 – 119	
MIDI Sens	-64 – 63	

**AMPSIM**

Parameter	Value	Control
Dry/Wet	D63>W – D<W63	
Drive	0 – 127	●
Amp	0,1,2,3	
LPF	1.0k – 18k,thru	
OutLevel	0 – 127	
Pan	L64 – C – R63	
Output	stereo,IND1&2,IND3&4,IND5&6,IND6	
RevSend	0 – 127	
ChoSend	0 – 127	
MIDI Ctl#	0 – 119	
MIDI Sens	-64 – 63	

**3BandEQ**

Parameter	Value	Control
LoFreq	50 – 2.0k	
LoGain	-12 – +12	●
MidFreq	100 – 10k	
MidWidth	10 – 120	
MidGain	-12 – +12	
HiFreq	500 – 16k	
HiGain	-12 – +12	
Pan	L64 – C – R63	
Output	stereo,IND1&2,IND3&4,IND5&6,IND46	
RevSend	0 – 127	
ChoSend	0 – 127	
MIDI Ctl#	0 – 119	
MIDI Sens	-64 – 63	

**2BandEQ**

Parameter	Value	Control
LoFreq	32 – 2.0k	
LoGain	-12 – +12	●
HiFreq	500 – 16k	
HiGain	-12 – +12	
Output	stereo,IND1&2,IND3&4,IND5&6,IND1 – 6	
RevSend	0 – 127	
ChoSend	0 – 127	
MIDI Ctl#	0 – 119	
MIDI Sens	-64 – 63	

**FILTER**

Parameter	Value	Control
LPFFreq	thru,22 – 18k,thru	●
LPFQ	0.0 – 12.0	
HPFFreq	thru,22 – 18k,thru	
HPFQ	0.0 – 12.0	
Output	stereo,IND1&2,IND3&4,IND5&6,IND1 – 6	
RevSend	0 – 127	
ChoSend	0 – 127	
MIDI Ctl#	0 – 119	
MIDI Sens	-64 – 63	

**AUTOWAH**

Parameter	Value	Control
Dry/Wet	D63>W – D<W63	
LFO	0.00Hz – 39.7Hz	
Depth	0 – 127	●
CtofOfst	0 – 127	
Q	0.0 – 12.0	
Output	stereo,IND1&2,IND3&4,IND5&6,IND1 – 6	
RevSend	0 – 127	
ChoSend	0 – 127	
MIDI Ctl#	0 – 119	
MIDI Sens	-64 – 63	

**TOUCHWAH1,2**

Parameter	Value	Control
Dry/Wet	D63>W – D<W63	
Sens	0 – 127	●
CtofOfst	0 – 127	
Q	0.0 – 12.0	
Output	stereo,IND1&2,IND3&4,IND5&6,IND1 – 6	
RevSend	0 – 127	
ChoSend	0 – 127	
MIDI Ctl#	0 – 119	
MIDI Sens	-64 – 63	

**ENHANCER**

Parameter	Value	Control
HPF	500 – 16k	
Drive	0 – 127	●
MixLevel	0 – 127	
Pan	L64 – C – R63	
Output	stereo,IND1&2,IND3&4,IND5&6,IND1 – 6	
RevSend	0 – 127	
ChoSend	0 – 127	
MIDI Ctl#	0 – 119	
MIDI Sens	-64 – 63	

**COMP**

Parameter	Value	Control
Attack	1 – 40	
Release	10 – 680	
Threshld	-48 – -6	●
Ratio	1.0 – 20.0	
OutLevel	0 – 127	
Pan	L64 – C – R63	
Output	stereo,IND1&2,IND3&4,IND5&6,IND1 – 6	
RevSend	0 – 127	
ChoSend	0 – 127	
MIDI Ctl#	0 – 119	
MIDI Sens	-64 – 63	

**NOISEGATE**

Parameter	Value	Control
Attack	1 – 40	
Release	10 – 680	
Threshld	-48 – -6	●
OutLevel	0 – 127	
Pan	L64 – C – R63	
Output	stereo,IND1&2,IND3&4,IND5&6,IND1 – 6	
RevSend	0 – 127	
ChoSend	0 – 127	
MIDI Ctl#	0 – 119	
MIDI Sens	-64 – 63	

# Effect Parameter Description

LCD	Parameter name	Effect types in which the parameter exists	Explanation of parameter
AMDepth	AM Depth	TREMOLO	Depth of volume modulation
Amp	AMP Type	AMPSIM	Select the type of amp to be simulated
Attack	Attack	COMP NOISEGATE	Time until the compressor effect begins to apply Time until the gate begins to open
CchDelay	Cch Delay	DelayLCR	Length of the center channel delay
ChoSend	Chorus Send	All types	Send level of insertion effect output to system chorus effect
ChoRetrn	Chorus Return	System Chorus only	Return level of system chorus effect
CtofOfst	Cutoff Frequency Offset	WAH type	Frequency offset value that will control the wah filter
Depth	LFO Depth	CHORUS type, FLANGER type, SYMPHONIC ROTARY PHASER AUTOWAH	Depth of delay modulation Depth of modulation caused by speaker rotation Depth of phase modulation Depth at which the wah filter will be controlled
Detune	Detune	ENSEMBLE	Amount of pitch shift
DelayOfst	Delay Offset	CHORUS type, FLANGER type, SYMPHONIC	Offset value of delay modulation
DelayTm	Delay Time	KARAOKE type	Spacing of reflections for karaoke echo
Diffusion	Diffusion	REVERB type, PHASER	Control the spaciousness
Drive	Drive	DISTORTION type ENHANCER	Depth of distortion Depth at which the excite is applied
Dry/Wet	Dry/Wet	All types	Balance between dry sound and effect sound
Edge	Edge	DISTORTION,OVERDRIVE	Curve of distortion characteristics (sharp(127) distorts suddenly, mild(0) distorts gradually)
F/RDpth	F/R Depth	AUTOPAN	Depth of front/back panning (valid when PAN Direction=Lturn,Rturn)
FBDlay	Feedback Delay	DelayLCR	Length of feedback delay
FBDlay1	Feedback Delay1	DelayLR	Length of feedback delay 1
FBDlay2	Feedback Delay2	DelayLR	Length of feedback delay 2
FBLevel	Feedback Level	System Reverb only DelayLCR,DelayLR,CrossDelay KARAOKE type CHORUS type, FLANGER type PHASER	Feedback amount of initial delay Feedback amount Setting for repeated reflections Level at which delay output is again returned to the input (negative values invert the phase) Level at which phaser output is again returned to the input (negative values insert the phase)
ErBalance	Er/Rev Balance	REVERB type	Level balance between the early reflections and the reverberation
HiDamp	High Damp	DelayLCR,DelayLR	Attenuation of the high frequency range (lower values will cause the high range to decay more rapidly)
HiFreq	High Frequency	3BAND EQ,2BAND EQ	Center frequency for boosting or cutting higher frequencies
HiGain	High Gain	3BAND EQ,2BAND EQ	Gain level for boosting or cutting higher frequencies
HPF	HPF Cutoff Frequency	REVERB type, KARAOKE type, ENHANCER	Frequency below which frequencies are cut off by high-pass filter
HPFFreq	HPF Cutoff Frequency	FILTER	Frequency below which frequencies are cut off by high-pass filter
HPRQ	HPF Q	FILTER	Q value for high-pass filter
InitDelay	Initial Delay	REVERB type	Delay time until the early reflections
Input	Input Select	CrossDelay	Input select
L/RDpth	L/R Depth	AUTOPAN	Depth of left/right panning
L→R Delay	L→R Delay	CrossDelay	Delay time from left (input) to right (output)
LchDelay	Lch Delay	DelayLCR,DelayLR,ECHO,ENSEMBLE	Length of left channel delay
L_FBLvl	Lch Feedback Level	ECHO	Amount of left channel feedback
LFO	LFO Frequency	CHORUS type, FLANGER type, SYMPHONIC ROTARY TREMOLO AUTOPAN PHASER AUTOWAH	Frequency of delay modulation Frequency at which the speaker will rotate Modulation frequency Autopan frequency Phase modulation frequency Frequency at which wah filter will be controlled
LoFreq	Low Frequency	3BAND EQ,2BAND EQ	Center frequency for boosting or cutting lower frequencies
LoGain	Low Gain	3BAND EQ,2BAND EQ	Gain level for boosting or cutting lower frequencies
LPF	LPF Cutoff Frequency	REVERB type, KARAOKE type, DISTORTION type	Frequency above which frequencies are cut off by low-pass filter
LPFFreq	LPF Cutoff Frequency	FILTER	Frequency above which frequencies are cut off by low-pass filter
LPFQ	LPF Q	FILTER	Q value for low-pass filter
MidFreq	Mid Frequency	3BAND EQ	Center frequency for boosting or cutting middle frequencies
MidGain	Mid Gain	3BAND EQ	Gain level for boosting or cutting middle frequencies
MidWidth	Mid Width	3BAND EQ	Bandwidth for boosting or cutting middle frequencies
MIDI Ctl#	MIDI Control Change Number	All types	Controller number used for real-time control of the effect
MIDI Sens	MIDI ControlSensitivity	All types	Seneitivity used for real-time control of the effect
MixLevel	Mix Level	ENHANCER	Level of the effect sound that is mixed into the dry sound
OutLevel	Output Level	DISTORTION type, COMP, NOISEGATE	Output level
Output	Output Select	All types	Output routing

LCD	Parameter name	Effect types in which the parameter exists	Explanation of parameter
Pan	Pan	All types	Pan of first unit
PanDir	Pan Direction	AUTOPAN	Autopan type
PhseOfst	Phase Shift Offset	PHASER	Offset value for phase modulation
PMDepth	PM Depth	TREMOLO	Depth of delay modulation
Q	Q	WAH type	bandwidth for wah filter
R→Ldlay	R→L Delay	CrossDelay	Delay time from right (input) to left (output)
Ratio	Ratio	COMP	Compression ratio of the compressor
RchDlay	Rch Delay	DelayLCR,DelayLR,ECHO,ENSEMBLE	Length of right channel delay
R_FBLvl	Rch Feedbak Level	ECHO	Amount of right channel feedback
Release	Release	COMP NOISEGATE	Time until the sound is released from the compressor effect Time until the gate closes
RevDlay	Reverb Delay	System Reverb only	Delay time between the early reflections and the reverberation
RevSend	Reverb Send	All types	send level of insertion effect output to system reverb effect
RevRetrn	Reverb Return	System Reverb only	return level of system reverb effect
Sens	Sensitive	TOUCHWAH1,2	sensitivity range of wah filter for input level
Threshld	Threshold	COMP NOISEGATE	Input level at which compression will begin Input level at which the gate will begin to open
Time	Reverb Time	REVERB type	duration of reverb effect

#### Supplements

REVERB type	HALL1, 2, ROOM1, 2, 3, STAGE1, 2, PLATE
DELAY type	DelayLCR, DelayLR, ECHO, CrossDelay
KARAOKE type	KARAOKE1, 2, 3
CHORUS type	CHORUS1, 2, 3, 4, CELESTE1, 2, 3, 4
FLANGER type	FLANGER1, 2, 3
DISTORTION type	DISTORTION, OVERDRIVE, AMPSIM
WAH type	AUTOWAH, TOUCHWAH1, 2

Function ...	Transmitted	Recognized	Remarks
Basic Channel      Default Changed	1 - 16 1 - 16	1 - 16 1 - 16	memorized
Mode              Default Messages Alterd	X X *****	3 3 X	
Note Number : True voice	0 - 127 0 - 127	0 - 127 0 - 127	
Velocity      Note ON Note Off	O 9nH,v=1-127 X 9nH,v=0	O v=1-127 X	
After Touch      Key's Ch's	X X	X X	
Pitch Bender	X	O	7 bit resolution
Control Change      0,4,7,10,32 1,6,11,64 71,72,73 74,84,91 93,100,101	O X X X X	O O O O O	
Prog Change : True #	O 0 - 127 *****	O 0 - 127	
System Exclusive	O	O	
System : Song Pos. : Song Sel. Common : Tune	X X X	X O X	
System :Clock Real Time :Commands	O O	O O	
Aux :All Sound Off :Reset All Cntrls :Local ON/OFF :All Notes OFF Mes- :Active Sense sages:Reset	X X O X O X	O O O O (123-127) O X	

Mode 1 : OMNI ON, POLY      Mode 2 : OMNI ON, MONO      O : Yes  
 Mode 3 : OMNI OFF, POLY      Mode 4 : OMNI OFF, MONO      X : No

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