

MIDI Implementation

Model: JD-XA
Date: May 13, 2015
Version: 1.00

1. Data Reception (Sound Source Section)

Channel Voice Messages

Note off

Status	2nd byte	3rd byte
8nH	kkH	vvH
9nH	kkH	00H

n = MIDI channel number: 0H-FH (ch.1-16)
kk = note number: 00H-7FH (0-127)
vv = note off velocity: 00H-7FH (0-127)

Note on

Status	2nd byte	3rd byte
9nH	kkH	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
kk = note number: 00H-7FH (0-127)
vv = note on velocity: 01H-7FH (1-127)

Polyphonic Key Pressure

Status	2nd byte	3rd byte
AnH	kkH	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
kk = note number: 00H-7FH (0-127)
vv = Polyphonic Key Pressure: 00H-7FH (0-127)

* Not received when the Rx PolyPress parameter (PART EDIT:PART MIDI) is OFF.

Control Change

- * If the corresponding Controller number is selected for the MFX Control Src 1, 2, 3 or 4 parameter (EFFECTS EDIT:MFX CTRL) or the Analog Synth Matrix Control Src parameter (TONE EDIT:MATRIX CTRL1-4), the corresponding effect will occur.
- * When the Src Sel parameter (SYSTEM:CONTROL) is set to SYSTEM, if a controller number that corresponds to the Sys Ctrl 1, 2, 3 or 4 parameter (SYSTEM:CONTROL) is selected, the specified effect will apply if the MFX Control Src 1, 2, 3 or 4 parameter (EFFECTS EDIT:MFX CTRL) or the Analog Synth Matrix Control Src parameter (TONE EDIT:MATRIX CTRL1-4) is set to SYS1, SYS2, SYS3 or SYS4.
- * When the Src Sel parameter (SYSTEM:CONTROL) is set to PROGRAM, if a controller number that corresponds to the Ctrl Src 1, 2, 3 or 4 parameter (PROGRAM EDIT:PROGRAM CTRL) is selected, the specified effect will apply if the MFX Control Src 1, 2, 3 or 4 parameter (EFFECTS EDIT:MFX CTRL) or the Analog Synth Matrix Control Src parameter (TONE EDIT:MATRIX CTRL1-4) is set to SYS1, SYS2, SYS3 or SYS4.

Bank Select (Controller number 0, 32)

Status	2nd byte	3rd byte
BnH	00H	mmH
BnH	20H	11H

n = MIDI channel number: 0H-FH (ch.1-16)
mm, 11 = Bank number: 00 00H-7F 7FH (bank.1-bank.16384)

* Not received when the Rx Bank Sel parameter (SYSTEM:MIDI RX) is OFF.

The Programs corresponding to each Bank Select are as follows.

BANK SELECT	PROGRAM	GROUP	NUMBER
MSB	LSB	NUMBER	
085	000 - 001 032 - 033	001 - 128 001 - 128	Internal Program USB Memory Program
			INT:A01 - P16 USB:A01 - P16

Modulation (Controller number 1)

Status	2nd byte	3rd byte
BnH	01H	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
vv = Modulation depth: 00H-7FH (0-127)

* Not received when the Rx Mod parameter (PART EDIT:PART MIDI) is OFF.

Portamento Time (Controller number 5)

Status	2nd byte	3rd byte
BnH	05H	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
vv = Portamento Time: 00H-7FH (0-127)

* The Porta Time parameter (TONE EDIT:TONE COMMON) will change.

Data Entry (Controller number 6, 38)

Status	2nd byte	3rd byte
BnH	06H	mmH
BnH	26H	11H

n = MIDI channel number: 0H-FH (ch.1-16)
mm, 11 = the value of the parameter specified by RPN/NRPN
mm = MSB, 11 = LSB

Volume (Controller number 7)

Status	2nd byte	3rd byte
BnH	07H	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
vv = Volume: 00H-7FH (0-127)

* Not received when the Rx Volume parameter (PART EDIT:PART MIDI) is OFF.

* The Level parameter (PART EDIT:PART) will change.

Panpot (Controller number 10)

Status	2nd byte	3rd byte
BnH	0AH	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
vv = Panpot: 00H-40H-7FH (Left-Center-Right),

* Not received when the Rx Pan parameter (PART EDIT:PART MIDI) is OFF.

* The Pan parameter (PART EDIT:PART) will change.

Expression (Controller number 11)

Status	2nd byte	3rd byte
BnH	0BH	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
vv = Expression: 00H-7FH (0-127)

* Not received when the Rx Express parameter (PART EDIT:PART MIDI) is OFF.

Hold 1 (Controller number 64)

Status	2nd byte	3rd byte
BnH	40H	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
vv = Control value: 00H-7FH (0-127) 0-63 = OFF, 64-127 = ON

* Not received when the Rx Hold-1 parameter (PART EDIT:PART MIDI) is OFF.

○ **Portamento (Controller number 65)**

Status	2nd byte	3rd byte
BnH	41H	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
 vv = Control value: 00H-7FH (0-127) 0-63 = OFF, 64-127 = ON

○ **Resonance (Controller number 71)**

Status	2nd byte	3rd byte
BnH	47H	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
 vv = Resonance value (relative change): 00H-40H-7FH (-64-0+63)

○ **Release Time (Controller number 72)**

Status	2nd byte	3rd byte
BnH	48H	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
 vv = Release Time value (relative change): 00H-40H-7FH (-64-0+63)

○ **Attack time (Controller number 73)**

Status	2nd byte	3rd byte
BnH	49H	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
 vv = Attack time value (relative change): 00H-40H-7FH (-64-0+63)

○ **Cutoff (Controller number 74)**

Status	2nd byte	3rd byte
BnH	4AH	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
 vv = Cutoff value (relative change): 00H-40H-7FH (-64-0+63)

○ **Decay Time (Controller number 75)**

Status	2nd byte	3rd byte
BnH	4BH	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
 vv = Decay Time value (relative change): 00H-40H-7FH (-64-0+63)

○ **Vibrato Rate (Controller number 76)**

Status	2nd byte	3rd byte
BnH	4CH	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
 vv = Vibrato Rate value (relative change): 00H-40H-7FH (-64-0+63)

* Not received on the Analog part.

○ **Vibrato Depth (Controller number 77)**

Status	2nd byte	3rd byte
BnH	4DH	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
 vv = Vibrato Depth Value (relative change): 00H-40H-7FH (-64-0+63)

* Not received on the Analog part.

○ **Vibrato Delay (Controller number 78)**

Status	2nd byte	3rd byte
BnH	4EH	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
 vv = Vibrato Delay value (relative change): 00H-40H-7FH (-64-0+63)

* Not received on the Analog part.

○ **General Purpose Effect 1 (Reverb Send Level) (Controller number 91)**

Status	2nd byte	3rd byte
BnH	5BH	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
 vv = Reverb Send Level: 00H-7FH (0-127)

* The Rev Send parameter (PART EDIT:PART) will change.

○ **NRPN MSB/LSB (Controller number 98, 99)**

Status	2nd byte	3rd byte
BnH	63H	mmH
BnH	62H	llH

n = MIDI channel number: 0H-FH (ch.1-16)
 mm = upper byte (MSB) of parameter number specified by NRPN
 ll = lower byte (LSB) of parameter number specified by NRPN

<<< NRPN >>>

The NRPN (Non Registered Parameter Number) message allows an extended range of control changes to be used. On this unit, NRPN messages can be used to modify sound parameters etc.

To use these messages, you must first use NRPN messages (Controller number 98 and 99, their order does not matter) to specify the parameter to be controlled, and then use Data Entry messages to specify the value of the specified parameter. Once an NRPN parameters has been specified, all Data Entry messages received on that channel will modify the value of that parameter. To prevent accidents, it is recommended that you set RPN Null (RPN Number = 7FH/7FH) when you have finished setting the value of the desired parameter.

* For more about the NRPN that JD-XA receive, refer to Parameter Guide "CC Assignments."

○ **RPN MSB/LSB (Controller number 100, 101)**

Status	2nd byte	3rd byte
BnH	65H	mmH
BnH	64H	llH

n = MIDI channel number: 0H-FH (ch.1-16)
 mm = upper byte (MSB) of parameter number specified by RPN
 ll = lower byte (LSB) of parameter number specified by RPN

<<< RPN >>>

Control Changes include RPN (Registered Parameter Numbers), which are extended.

When using RPNs, first RPN (Controller numbers 100 and 101; they can be sent in any order) should be sent in order to select the parameter, then Data Entry (Controller numbers 6 and 38) should be sent to set the value. Once RPN messages are received, Data Entry messages that is received at the same MIDI channel after that are recognized as changing toward the value of the RPN messages. In order not to make any mistakes, transmitting RPN Null is recommended after setting parameters you need.

This device receives the following RPNs.

RPN	Data entry	Notes
MSB, LSB	MSB, LSB	
00H, 00H	mmH, llH	Pitch Bend Sensitivity mm: 00H-18H (0-24 semitones) ll: ignored (processed as 00H) Up to 2 octave can be specified in semitone steps.
		* The Bend Range parameter (PART VIEW:PITCH) will change.
00H, 01H	mmH, llH	Channel Fine Tuning mm, ll: 20 00H-40 00H-60 00H (-4096 x 100 / 8192-0+4096 x 100 / 8192 cent)
		* The Fine Tune parameter (PART VIEW:PITCH) will change.
00H, 02H	mmH, llH	Channel Coarse Tuning mm: 10H-40H-70H (-48-0+48 semitones) ll: ignored (processed as 00H)
		* The Coarse Tune parameter (PART VIEW:PITCH) will change.
7FH, 7FH	---, ---	RPN null RPN and NRPN will be set as "unspecified." Once this setting has been made, subsequent Parameter values that were previously set will not change.
mm, ll:		ignored

● **Program Change**

Status	2nd byte
CnH	ppH

n = MIDI channel number: 0H-FH (ch.1-16)
 pp = Program number: 00H-7FH (prog.1-prog.128)

* Not received when the Rx Prog Chg parameter (SYSTEM:MIDI RX) is OFF.

● Channel Pressure

Status	2nd byte
DnH	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
 vv = Channel Pressure: 00H-7FH (0-127)

* Not received when the Rx Ch Press parameter (PART EDIT:PART MIDI) is OFF.

● Pitch Bend Change

Status	2nd byte	3rd byte
EnH	llH	mmH

n = MIDI channel number: 0H-FH (ch.1-16)
 mm, ll = Pitch Bend value: 00 00H-40 00H-7F 7FH (-8192-0-+8191)

* Not received when the Rx Bender parameter (PART EDIT:PART MIDI) is OFF.

■ Channel Mode Messages

● All Sounds Off (Controller number 120)

Status	2nd byte	3rd byte
BnH	78H	00H

n = MIDI channel number: 0H-FH (ch.1-16)

* When this message is received, all notes currently sounding on the corresponding channel will be turned off.

● Reset All Controllers (Controller number 121)

Status	2nd byte	3rd byte
BnH	79H	00H

n = MIDI channel number: 0H-FH (ch.1-16)

* When this message is received, the following controllers will be set to their reset values.

Controller	Reset value
Pitch Bend Change	+/-0 (center)
Channel Pressure	0 (off)
Modulation	0 (off)
Expression	127 (max)
	However the controller will be at minimum.
Hold 1	0 (off)
RPN	unset; previously set data will not change
NRPN	unset; previously set data will not change

● All Notes Off (Controller number 123)

Status	2nd byte	3rd byte
BnH	7BH	00H

n = MIDI channel number: 0H-FH (ch.1-16)

* When All Notes Off is received, all notes on the corresponding channel will be turned off. However, if Hold 1 is ON, the sound will be continued until these are turned off.

● OMNI OFF (Controller number 124)

Status	2nd byte	3rd byte
BnH	7CH	00H

n = MIDI channel number: 0H-FH (ch.1-16)

* The same processing will be carried out as when All Notes Off is received.

● OMNI ON (Controller number 125)

Status	2nd byte	3rd byte
BnH	7DH	00H

n = MIDI channel number: 0H-FH (ch.1-16)

* The same processing will be carried out as when All Notes Off is received. OMNI ON will not be turned on.

● MONO (Controller number 126)

Status	2nd byte	3rd byte
BnH	7EH	mmH

n = MIDI channel number: 0H-FH (ch.1-16)
 mm = mono number: 00H-10H (0-16)

* The same processing will be carried out as when All Notes Off is received.

* Not received on the Analog part.

● POLY (Controller number 127)

Status	2nd byte	3rd byte
BnH	7FH	00H

n = MIDI channel number: 0H-FH (ch.1-16)

* The same processing will be carried out as when All Notes Off is received.

* Not received on the Analog part.

■ System Realtime Message

● Timing Clock

Status
F8H

* Received when Sync Mode parameter (SYSTEM:SYNC/TEMPO) is set to SLAVE.

● Active Sensing

Status
FEH

* When Active Sensing is received, the unit will begin monitoring the intervals of all further messages. While monitoring, if the interval between messages exceeds 420 ms, the same processing will be carried out as when All Sounds Off, All Notes Off and Reset All Controllers are received, and message interval monitoring will be halted.

■ System Exclusive Message

Status	Data byte	Status
F0H	iiH, ddH,, eeH	F7H

F0H: System Exclusive Message status
 ii = ID number: an ID number (manufacturer ID) to indicate the manufacturer whose Exclusive message this is. Roland's manufacturer ID is 41H.
 ID numbers 7EH and 7FH are extensions of the MIDI standard; Universal Non-realtime Messages (7EH) and Universal Realtime Messages (7FH).
 dd,...,ee = data: 00H-7FH (0-127)
 F7H: EOX (End Of Exclusive)

Of the System Exclusive messages received by this device, the Universal Non-realtime messages and the Universal Realtime messages and the Data Request (RQ1) messages and the Data Set (DT1) messages will be set automatically.

● Universal Non-realtime System Exclusive Messages

○ Identity Request Message

Status	Data byte	Status
F0H	7EH, dev, 06H, 01H	F7H

Byte	Explanation
F0H	Exclusive status
7EH	ID number (Universal Non-realtime Message)
dev	Device ID (dev: 10H-1FH, 7FH)
06H	Sub ID#1 (General Information)
01H	Sub ID#2 (Identity Request)
F7H	EOX (End Of Exclusive)

* When this message is received, Identity Reply message (p. 6) will be transmitted.

● Universal Realtime System Exclusive Messages

○ Master Volume

Status	Data byte	Status
F0H	7FH, 7FH, 04H, 01H, 11H, mmH	F7H

Byte	Explanation
F0H	Exclusive status
7FH	ID number (universal realtime message)
7FH	Device ID (Broadcast)
04H	Sub ID#1 (Device Control)
01H	Sub ID#2 (Master Volume)
11H	Master Volume lower byte
mmH	Master Volume upper byte
F7H	EOX (End Of Exclusive)

* The lower byte (11H) of Master Volume will be handled as 00H.
 * The Master Level parameter (SYSTEM:SOUND) will change.

○ Master Fine Tuning

Status	Data byte	Status
F0H	7FH, 7FH, 04H, 03H, 11H, mmH	F7H

Byte	Explanation
F0H	Exclusive status
7FH	ID number (universal realtime message)
7FH	Device ID (Broadcast)
04H	Sub ID#1 (Device Control)
03H	Sub ID#2 (Master Fine Tuning)
11H	Master Fine Tuning LSB
mmH	Master Fine Tuning MSB
F7H	EOX (End Of Exclusive)

mm, 11: 00 00H-40 00H-7F 7FH (-100-0+99.9 [cents])

* The MasterTune parameter (SYSTEM:SOUND) will change.

○ Master Coarse Tuning

Status	Data byte	Status
F0H	7FH, 7FH, 04H, 04H, 11H, mmH	F7

Byte	Explanation
F0H	Exclusive status
7FH	ID number (universal realtime message)
7FH	Device ID (Broadcast)
04H	Sub ID#1 (Device Control)
04H	Sub ID#2 (Master Coarse Tuning)
11H	Master Coarse Tuning LSB
mmH	Master Coarse Tuning MSB
F7H	EOX (End Of Exclusive)

11H: ignored (processed as 00H)

mmH: 28H-40H-58H (-24-0+24 [semitones])

* The MasterKeySft parameter (SYSTEM:SOUND) will change.

● Data Transmission

This instrument can use exclusive messages to exchange many varieties of internal settings with other devices.

The model ID of the exclusive messages used by this instrument is 00H 00H 0FH.

○ Data Request 1 (RQ1)

This message requests the other device to transmit data. The address and size indicate the type and amount of data that is requested.

When a Data Request message is received, if the device is in a state in which it is able to transmit data, and if the address and size are appropriate, the requested data is transmitted as a Data Set 1 (DT1) message. If the conditions are not met, nothing is transmitted.

Status	data byte	status
F0H	41H, dev, 00H, 00H, 00H, 0FH, 11H, aaH, bbH, ccH, F7H ddH, ssH, ttH, uuH, vvH, sum	

Byte	Remarks
F0H	Exclusive status
41H	ID number (Roland)
dev	device ID (dev: 10H-1FH, 7FH)
00H	model ID #1 (JD-XA)
00H	model ID #2 (JD-XA)
00H	model ID #3 (JD-XA)
0FH	model ID #4 (JD-XA)
11H	command ID (RQ1)
aaH	address MSB
bbH	address
ccH	address
ddH	address LSB
ssH	size MSB
ttH	size
uuH	size
vvH	size LSB
sum	checksum
F7H	EOX (End Of Exclusive)

* The size of data that can be transmitted at one time is fixed for each type of data. And data requests must be made with a fixed starting address and size. Refer to the address and size given in Parameter Address Map (p. 8).

* For the checksum, refer to p. 20.

* Not received when the Rx Exclusive parameter (SYSTEM:MIDI RX) is OFF.

○ Data set 1 (DT1)

Status	Data byte	Status
F0H	41H, dev, 00H, 00H, 00H, 0FH, 12H, aaH, bbH, ccH, ddH, eeH, ... ffH, sum	F7H

Byte	Explanation
F0H	Exclusive status
41H	ID number (Roland)
dev	Device ID (dev: 10H-1FH, 7FH)
00H	Model ID #1 (JD-XA)
00H	Model ID #2 (JD-XA)
00H	Model ID #3 (JD-XA)
0FH	Model ID #4 (JD-XA)
12H	Command ID (DT1)
aaH	Address MSB: upper byte of the starting address of the data to be sent
bbH	Address: upper middle byte of the starting address of the data to be sent
ccH	Address: lower middle byte of the starting address of the data to be sent
ddH	Address LSB: lower byte of the starting address of the data to be sent.
eeH	Data: the actual data to be sent. Multiple bytes of data are transmitted in order starting from the address.
:	:
ffH	Data
sum	Checksum
F7H	EOX (End Of Exclusive)

* The amount of data that can be transmitted at one time depends on the type of data, and data will be transmitted from the specified starting address and size. Refer to the address and size given in Parameter Address Map (p. 8).

* Data larger than 256 bytes will be divided into packets of 256 bytes or less, and each packet will be sent at an interval of about 20 ms.

* Regarding the checksum, please refer to p. 20.

* Not received when the Rx Exclusive parameter (SYSTEM:MIDI RX) is OFF.

2. Data Transmission (Sound Source Section)

■ Channel Voice Messages

● Note off

Status	2nd byte	3rd byte
8nH	kkH	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
 kk = note number: 00H-7FH (0-127)
 vv = note off velocity: 00H-7FH (0-127)

● Note on

Status	2nd byte	3rd byte
9nH	kkH	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
 kk = note number: 00H-7FH (0-127)
 vv = note on velocity: 01H-7FH (1-127)

● Control Change

* By selecting a controller number that corresponds to the setting of parameters of controllers (wheels, etc.), this instrument can transmit any control change message.

○ Bank Select (Controller number 0, 32)

Status	2nd byte	3rd byte
BnH	00H	mmH
BnH	20H	11H

n = MIDI channel number: 0H-FH (ch.1-16)
 mm, 11 = Bank number: 00 00H-7F 7FH (bank.1-bank.16384)

* Not transmitted when Tx Bank Sel parameter (SYSTEM:MIDI TX) is OFF.

The Programs corresponding to each Bank Select are as follows.

BANK SELECT	PROGRAM NUMBER	GROUP	NUMBER
MSB LSB			
085	000 - 001	001 - 128	Internal Program
	032 - 033	001 - 128	USB Memory Program
			INT:A01 - P16
			USB:A01 - P16

○ Modulation (Controller number 1)

Status	2nd byte	3rd byte
BnH	01H	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
 vv = Modulation depth: 00H-7FH (0-127)

○ Portamento Time (Controller number 5)

Status	2nd byte	3rd byte
BnH	05H	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
 vv = Portamento Time: 00H-7FH (0-127)

○ Data Entry (Controller number 6, 38)

Status	2nd byte	3rd byte
BnH	06H	mmH
BnH	26H	11H

n = MIDI channel number: 0H-FH (ch.1-16)
 mm, 11 = the value of the parameter specified by RPN/NRPN
 mm = MSB, 11 = LSB

○ Expression (Controller number 11)

Status	2nd byte	3rd byte
BnH	0BH	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
 vv = Expression: 00H-7FH (0-127)

○ Hold 1 (Controller number 64)

Status	2nd byte	3rd byte
BnH	40H	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
 vv = Control value: 00H-7FH (0-127) 0-63 = OFF, 64-127 = ON

* When Cont Hold parameter (SYSTEM:HOLD PEDAL) is OFF, just only 00H (OFF) and 7FH (ON) can be send as the control value.

○ NRPN MSB/LSB (Controller number 98, 99)

Status	2nd byte	3rd byte
BnH	63H	mmH
BnH	62H	11H

n = MIDI channel number: 0H-FH (ch.1-16)
 mm = upper byte (MSB) of parameter number specified by NRPN
 11 = lower byte (LSB) of parameter number specified by NRPN

<<< NRPN >>>

The NRPN (Non Registered Parameter Number) message allows an extended range of control changes to be used. On this unit, NRPN messages can be used to modify sound parameters etc.

To use these messages, you must first use NRPN messages (Controller number 98 and 99, their order does not matter) to specify the parameter to be controlled, and then use Data Entry messages to specify the value of the specified parameter. Once an NRPN parameters has been specified, all Data Entry messages received on that channel will modify the value of that parameter. To prevent accidents, it is recommended that you set RPN Null (RPN Number = 7FH/7FH) when you have finished setting the value of the desired parameter.

* For more about the NRPN that JD-XA transmit, refer to Parameter Guide "CC Assignments."

● Program Change

Status	2nd byte
CnH	ppH

n = MIDI channel number: 0H-FH (ch.1-16)
 pp = Program number: 00H-7FH (prog.1-prog.128)

* These messages are transmitted when Program is selected. But not transmitted when Tx Prog Chg parameter (SYSTEM:MIDI TX) is OFF.

● Channel Pressure

Status	2nd byte
DnH	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
 vv = Channel Pressure: 00H-7FH (0-127)

● Pitch Bend Change

Status	2nd byte	3rd byte
EnH	11H	mmH

n = MIDI channel number: 0H-FH (ch.1-16)
 mm, 11 = Pitch Bend value: 00 00H-40 00H-7F 7FH (-8192-0-+8191)

■ System Realtime Messages

● Active Sensing

Status
FEH

* This message is transmitted at intervals of approximately 250 msec.
 * Not transmitted when Tx Actv Sens parameter (SYSTEM:MIDI TX) is OFF.

■ System Exclusive Messages

Universal Non-realtime System Exclusive Message and Data Set 1 (DT1) are the only System Exclusive messages transmitted by the JD-XA

● Universal Non-realtime System Exclusive Message

○ Identity Reply Message (JD-XA)

Receiving Identity Request Message (p. 4), the JD-XA send this message.

Status	Data byte	Status
F0H	7EH, dev, 06H, 02H, 41H, 0FH, 03H, 00H, 00H, 00H, 03H, 00H, 00H	F7H

Byte	Explanation
F0H	Exclusive status
7EH	ID number (Universal Non-realtime Message)
dev	Device ID (dev: 10H-1FH)
06H	Sub ID#1 (General Information)
02H	Sub ID#2 (Identity Reply)
41H	ID number (Roland)
0FH 03H	Device family code
00H 00H	Device family number code
00H 03H 00H 00H	Software revision level
F7H	EOX (End of Exclusive)

● Data Transmission

○ Data set 1 (DT1)

Status	Data byte	Status
F0H	41H, dev, 00H, 00H, 00H, 0FH, 12H, aaH, bbH, ccH, ddH, eeH, ... fFH, sum	F7H

Byte	Explanation
F0H	Exclusive status
41H	ID number (Roland)
dev	Device ID (dev: 00H-1FH, 7FH)
00H	Model ID #1 (JD-XA)
00H	Model ID #2 (JD-XA)
00H	Model ID #3 (JD-XA)
0FH	Model ID #4 (JD-XA)
12H	Command ID (DT1)
aaH	Address MSB: upper byte of the starting address of the data to be sent
bbH	Address: upper middle byte of the starting address of the data to be sent
ccH	Address: lower middle byte of the starting address of the data to be sent
ddH	Address LSB: lower byte of the starting address of the data to be sent.
eeH	Data: the actual data to be sent. Multiple bytes of data are transmitted in order starting from the address.
:	:
fFH	Data
sum	Checksum
F7H	EOX (End Of Exclusive)

* The amount of data that can be transmitted at one time depends on the type of data, and data will be transmitted from the specified starting address and size. Refer to the address and size given in Parameter Address Map (p. 8).

* Data larger than 256 bytes will be divided into packets of 256 bytes or less, and each packet will be sent at an interval of about 20 ms.

3. Data Reception (Sequencer Section)

3.1 Messages recorded during recording

■ Channel Voice Messages

● Note off

Status	2nd byte	3rd byte
8nH	kkH	vvH
9nH	kkH	00H

n = MIDI channel number: 0H-FH (ch.1-16)
 kk = note number: 00H-7FH (0-127)
 vv = note off velocity: 00H-7FH (0-127)

● Note on

Status	2nd byte	3rd byte
9nH	kkH	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
 kk = note number: 00H-7FH (0-127)
 vv = note on velocity: 01H-7FH (1-127)

● Control Change

Status	2nd byte	3rd byte
BnH	01H	vvH

n=MIDI channel number: 0H-FH (ch.1-ch.16)
 kk=Control number: 00H-78H (0-120)
 vv=value: 00H-7FH (0-127)

* kk = 00H and kk = 20H are not recorded.

● Channel Aftertouch

Status	2nd byte
DnH	vvH

n = MIDI channel number: 0H-FH (ch.1-16)
 vv=Channel Aftertouch: 00H-7FH (0-127)

● Pitch Bend Change

Status	2nd byte	3rd byte
EnH	11H	mmH

n = MIDI channel number: 0H-FH (ch.1-16)
 mm, ll = Pitch Bend value: 00 00H-40 00H-7F 7FH (-8192-0-+8191)

■ Channel Mode Messages

● All Sounds Off (Controller number 120)

Status	2nd byte	3rd byte
BnH	78H	00H

n = MIDI channel number: 0H-FH (ch.1-16)

* The same processing will be done as when an All Note Off message is received.

● Reset All Controllers (Controller number 121)

Status	2nd byte	3rd byte
BnH	79H	00H

n = MIDI channel number: 0H–FH (ch.1–16)

● Omni Off (Controller number 124)

Status	2nd byte	3rd byte
BnH	7CH	00H

n = MIDI channel number: 0H–FH (ch.1–16)

* The same processing will be done as when an All Note Off message is received.

● Omni On (Controller number 125)

Status	2nd byte	3rd byte
BnH	7DH	00H

n = MIDI channel number: 0H–FH (ch.1–16)

* The same processing will be done as when an All Note Off message is received.

● Mono (Controller number 126)

Status	2nd byte	3rd byte
BnH	7EH	mmH

n = MIDI channel number: 0H–FH (ch.1–16)

mm = mono number: 00H–10H (0–16)

* The same processing will be done as when an All Note Off message is received.

● Poly (Controller number 127)

Status	2nd byte	3rd byte
BnH	7FH	00H

n = MIDI channel number: 0H–FH (ch.1–16)

* The same processing will be done as when an All Note Off message is received.

■ System Exclusive Messages

Status	Data byte	Status
F0H	iiH, ddH,, eeH	F7H

F0H: System Exclusive message status

ii=ID number: This is the ID number (manufacturer ID) that specifies the manufacturer whose exclusive message this is. Roland's manufacturer ID is 41H. ID numbers 7EH and 7FH are defined in an expansion of the MIDI standard as Universal Non-real-time messages (7EH) and Universal Realtime Messages (7FH).

dd,..., ee = data: 00H–7FH (0–127)

F7H: EOX (End of System Exclusive)

* MIDI Machine Control and MIDI Time code is not recorded.

3.2 Messages not recorded during recording

■ Channel mode messages

● Local On/Off (Controller number 122)

Status	2nd byte	3rd byte
BnH	7AH	vvH

n=MIDI channel number: 0H–FH (ch.1–ch.16)

vv=Value: 00H, 7FH (Local Off, Local On)

● All notes off (Controller number 123)

Status	2nd byte	3rd byte
BnH	7BH	00H

n=MIDI channel number: 0H–FH (ch.1–ch.16)

* When an All Note Off message is received, all notes of the corresponding channel that are on will be sent Note Off's, and the resulting Note Off messages will be recorded.

3.3 Messages acknowledged for synchronization

■ System Realtime Messages

● Timing Clock

Status
F8H

* Received when Sync Mode parameter (SYSTEM:SYNC/TEMPO) is set to SLAVE.

● Start

Status
FAH

* Received when Sync Mode parameter (SYSTEM:SYNC/TEMPO) is set to SLAVE or REMOTE.

● Continue

Status
FBH

* The same processing will be done as when a Start message is received.

* Received when Sync Mode parameter (SYSTEM:SYNC/TEMPO) is set to SLAVE or REMOTE.

● Stop

Status
FCH

* Received when Sync Mode parameter (SYSTEM:SYNC/TEMPO) is set to SLAVE or REMOTE.

4. Data transmission (Sequencer Section)

4.1 Messages transmitted during playing

Recorded messages are transmitted during playback.

4.2 Messages that are generated and transmitted

Messages are generated and transmitted to synchronize with other devices.

■ System Realtime Messages

* Sent when Sync Output parameter (SYSTEM:SYNC/TEMPO) is set to ON.

● Timing Clock

Status
F8H

● Start

Status
FAH

● Stop

Status
FCH

```

00 04 00 | Program Vocoder
00 05 00 | Program TFX (1)
00 06 00 | Program TFX (2)
00 20 00 | Program Part (Analog Part1)
00 21 00 | Program Part (Analog Part2)
00 22 00 | Program Part (Analog Part3)
00 23 00 | Program Part (Analog Part4)
00 24 00 | Program Part (Digital Part1)
00 25 00 | Program Part (Digital Part2)
00 26 00 | Program Part (Digital Part3)
00 27 00 | Program Part (Digital Part4)
00 28 00 | Program Part (MIDI Control Part1)
00 29 00 | Program Part (MIDI Control Part2)
00 2A 00 | Program Part (MIDI Control Part3)
00 2B 00 | Program Part (MIDI Control Part4)
00 2C 00 | Program Part (MIDI Control Part5)
00 2D 00 | Program Part (MIDI Control Part6)
00 2E 00 | Program Part (MIDI Control Part7)
00 2F 00 | Program Part (MIDI Control Part8)
00 30 00 | Program Part EQ (Analog Part1)
00 31 00 | Program Part EQ (Analog Part2)
00 32 00 | Program Part EQ (Analog Part3)
00 33 00 | Program Part EQ (Analog Part4)
00 34 00 | Program Part EQ (Digital Part1)
00 35 00 | Program Part EQ (Digital Part2)
00 36 00 | Program Part EQ (Digital Part3)
00 37 00 | Program Part EQ (Digital Part4)
00 40 00 | Program Zone (Analog Part1)
00 41 00 | Program Zone (Analog Part2)
00 42 00 | Program Zone (Analog Part3)
00 43 00 | Program Zone (Analog Part4)
00 44 00 | Program Zone (Digital Part1)
00 45 00 | Program Zone (Digital Part2)
00 46 00 | Program Zone (Digital Part3)
00 47 00 | Program Zone (Digital Part4)
00 48 00 | Program Zone (MIDI Control Part1)
00 49 00 | Program Zone (MIDI Control Part2)
00 4A 00 | Program Zone (MIDI Control Part3)
00 4B 00 | Program Zone (MIDI Control Part4)
00 4C 00 | Program Zone (MIDI Control Part5)
00 4D 00 | Program Zone (MIDI Control Part6)
00 4E 00 | Program Zone (MIDI Control Part7)
00 4F 00 | Program Zone (MIDI Control Part8)
00 50 00 | Program Controller
00 60 00 | Program Arpeggio Common
00 61 00 | Program Arpeggio Pattern (Note 1)
00 62 00 | Program Arpeggio Pattern (Note 2)
:
00 70 00 | Program Arpeggio Pattern (Note 16)
00 71 00 | Program MIDI Controller (1)
00 71 10 | Program MIDI Controller (2)
:
00 77 10 | Program MIDI Controller (50)
00 78 00 | Program Trigger (1)
00 78 10 | Program Trigger (2)
:
00 79 70 | Program Trigger (16)

```

5. Parameter Address Map

* Transmission of "#" marked address is divided to some packets. For example, ABH in hexadecimal notation will be divided to 0AH and 0BH, and is sent/received in this order.

* "<*>" marked address or parameters are ignored when the JD-XA received them.

JD-XA (ModelID = 00H 00H 00H 0FH)

Start Address	Description
01 00 00 00	Setup
02 00 00 00	System
18 00 00 00	Temporary Program
19 00 00 00	Temporary Tone (Analog Part 1)
19 20 00 00	Temporary Tone (Analog Part 2)
19 40 00 00	Temporary Tone (Analog Part 3)
19 60 00 00	Temporary Tone (Analog Part 4)
1A 00 00 00	Temporary Tone (Digital Part 1)
1A 20 00 00	Temporary Tone (Digital Part 2)
1A 40 00 00	Temporary Tone (Digital Part 3)
1A 60 00 00	Temporary Tone (Digital Part 4)

* System

Offset Address	Description
00 00 00	System Common
00 01 00	System Master EQ
00 02 00	System Mic EFX
00 03 00	System Controller

* Temporary Tone

Offset Address	Description
01 00 00	Temporary SuperNATURAL Synth Tone
02 00 00	Temporary Analog Synth Tone

* Program

Offset Address	Description
00 00 00	Program Common
00 02 00	Program Reverb
00 03 00	Program Delay

* SuperNATURAL Synth Tone

Offset Address	Description
00 00 00	SuperNATURAL Synth Tone Common
00 02 00	SuperNATURAL Synth Tone MFX
00 20 00	SuperNATURAL Synth Tone Partial (1)
00 21 00	SuperNATURAL Synth Tone Partial (2)
00 22 00	SuperNATURAL Synth Tone Partial (3)
00 50 00	SuperNATURAL Synth Tone Modify

* Analog Synth Tone

Offset Address	Description
00 00 00	Analog Synth Tone Common
00 01 00	Analog Synth Tone Partial
00 02 00	Analog Synth Tone MFX

* Setup

Offset Address	Description
00 00	0000 000a (reserve) <*>
00 01	0aaa aaaa (reserve) <*>
:	:
00 03	0aaa aaaa (reserve) <*>
00 04	0aaa aaaa Program BS MSB (CC# 0) (0 - 127)
00 05	0aaa aaaa Program BS LSB (CC# 32) (0 - 127)
00 06	0aaa aaaa Program PC (PC) (0 - 127)
00 07	0aaa aaaa (reserve) <*>
00 08	0aaa aaaa (reserve) <*>
:	:
00 0B	0aaa aaaa (reserve) <*>
00 0C	0000 aaaa Transpose Value (59 - 70) -5 - +6
00 0D	0000 0aaa Octave Shift (61 - 67) -3 - +3
00 0E	0000 aaaa (reserve) <*>
00 00 00 0F	Total Size

* System Common

Offset	Address	Description	
# 00 00	0000 aaaa	Master Tune	(24 - 2024) -100.0 - 100.0 [cent]
00 04	00aa aaaa	Master Key Shift	(40 - 88) -24 - +24
00 05	0aaa aaaa	Master Level	(0 - 127)
00 06	0000 000a	(reserve) <*>	
00 07	0000 000a	(reserve) <*>	
:			
00 10	000a aaaa	(reserve) <*>	
00 11	000a aaaa	Program Control Channel	(0 - 15) 1 - 16
00 12	0aaa aaaa	(reserve) <*>	
00 13	0aaa aaaa	(reserve) <*>	
:			
00 1F	0aaa aaaa	(reserve) <*>	
00 20	0aaa aaaa	System Control 1 Source	(0 - 97) OFF, CC01 - CC31, OFF, CC33 - CC95, BEND, AFT
00 21	0aaa aaaa	System Control 2 Source	(0 - 97) OFF, CC01 - CC31, OFF, CC33 - CC95, BEND, AFT
00 22	0aaa aaaa	System Control 3 Source	(0 - 97) OFF, CC01 - CC31, OFF, CC33 - CC95, BEND, AFT
00 23	0aaa aaaa	System Control 4 Source	(0 - 97) OFF, CC01 - CC31, OFF, CC33 - CC95, BEND, AFT
00 24	0000 000a	Control Source	(0 - 1) SYSTEM, PROGRAM
00 25	0000 000a	Tempo Assign Source	(0 - 1) SYSTEM, PROGRAM
00 26	0000 000a	Receive Program Change	(0 - 1) OFF, ON
00 27	0000 000a	Receive Bank Select	(0 - 1) OFF, ON
00 28	0000 000a	(reserve) <*>	
00 29	0000 0aaa	(reserve) <*>	
00 2A	0000 0aaa	(reserve) <*>	
00 2B	0000 000a	CV/Gate 1 Assign Source	(0 - 1) SYSTEM, PROGRAM
00 2C	0aaa aaaa	(reserve) <*>	
00 2D	000a aaaa	CV/Gate 1 Control Channel	(0 - 16) 1 - 16, OFF
00 2E	0000 0aaa	CV 1 Reference Note	(0 - 4) C0, C1, C2, C3, C4
00 2F	0aaa aaaa	CV 1 Scale	(1 - 127) -63 - +63
00 30	0aaa aaaa	CV 1 Fine Tune for OV	(14 - 114) -63 - +63
00 31	0000 000a	(reserve) <*>	
00 32	0aaa aaaa	(reserve) <*>	
00 33	000a aaaa	CV/Gate 2 Control Channel	(0 - 16) 1 - 16, OFF
00 34	0000 0aaa	CV 2 Reference Note	(0 - 4) C0, C1, C2, C3, C4
00 35	0aaa aaaa	CV 2 Scale	(1 - 127) -63 - +63
00 36	0aaa aaaa	CV 2 Fine Tune for OV	(14 - 114) -63 - +63
00 37	0000 000a	(reserve) <*>	
00 38	0000 000a	CV/Gate 2 Assign Source	(0 - 1) SYSTEM, PROGRAM
00 39	00aa aaaa	(reserve) <*>	
00 3A	0aaa aaaa	(reserve) <*>	
:			
00 3C	0aaa aaaa	(reserve) <*>	
00 00 00 3D	Total Size		

* System Master EQ

Offset	Address	Description	
00 00	0000 000a	EQ Switch	(0 - 1) OFF, ON
00 01	000a aaaa	EQ Input Gain	(0 - 30) -15 - +15 [dB]
00 02	000a aaaa	EQ Low Freq	(0 - 17) 16,20,25,31,40, 50,63,80,100,125, 160,200,250,315,400, 500,630,800 [Hz]
00 03	000a aaaa	EQ Low Gain	(0 - 30) -15 - +15 [dB]
00 04	000a aaaa	EQ Mid1 Freq	(0 - 30) 16,20,25,31,40, 50,63,80,100,125, 160,200,250,315,400, 500,630,800,1000,1250, 1600,2000,2500,3150,4000, 5000,6300,8000,10000,12500,

00 05	000a aaaa	EQ Mid1 Gain	16000,[Hz] (0 - 30) -15 - +15 [dB]
00 06	0000 0aaa	EQ Mid1 Q	(0 - 4) 0.5, 1.0, 2.0, 4.0, 8.0
00 07	000a aaaa	EQ Mid2 Freq	(0 - 30) 16,20,25,31,40, 50,63,80,100,125, 160,200,250,315,400, 500,630,800,1000,1250, 1600,2000,2500,3150,4000, 5000,6300,8000,10000,12500, 16000,[Hz]
00 08	000a aaaa	EQ Mid2 Gain	(0 - 30) -15 - +15 [dB]
00 09	0000 0aaa	EQ Mid2 Q	(0 - 4) 0.5, 1.0, 2.0, 4.0, 8.0
00 0A	000a aaaa	EQ Mid3 Freq	(0 - 30) 16,20,25,31,40, 50,63,80,100,125, 160,200,250,315,400, 500,630,800,1000,1250, 1600,2000,2500,3150,4000, 5000,6300,8000,10000,12500, 16000,[Hz]
00 0B	000a aaaa	EQ Mid3 Gain	(0 - 30) -15 - +15 [dB]
00 0C	0000 0aaa	EQ Mid3 Q	(0 - 4) 0.5, 1.0, 2.0, 4.0, 8.0
00 0D	0000 aaaa	EQ High Freq	(0 - 14) 630,800,1000,1250,1600, 2000,2500,3150,4000,5000, 6300,8000,10000,12500,16000,[Hz]
00 0E	000a aaaa	EQ High Gain	(0 - 30) -15 - +15 [dB]
00 00 00 0F	Total Size		

* System Mic EFX

Offset	Address	Description	
00 00	0000 000a	Reverb Switch	(0 - 1) OFF, ON
00 01	0000 0aaa	Reverb Type	(0 - 7) ROOM1, ROOM2, STAGE1, STAGE2, HALL1, HALL2, DELAY, PAN-DLY
00 02	0aaa aaaa	Reverb Time	(0 - 127)
00 03	0aaa aaaa	Reverb Level	(0 - 127)
00 04	0000 000a	NS Switch	(0 - 1) OFF, ON
00 05	0aaa aaaa	NS Threshold	(0 - 127)
00 06	0aaa aaaa	NS Release	(0 - 127)
00 07	0aaa aaaa	(reserve) <*>	
00 08	0aaa aaaa	(reserve) <*>	
:			
00 0A	0aaa aaaa	(reserve) <*>	
00 00 00 0B	Total Size		

* System Controller

Offset	Address	Description	
00 00	0000 000a	Transmit Program Change	(0 - 1) OFF, ON
00 01	0000 000a	Transmit Bank Select	(0 - 1) OFF, ON
00 02	0aaa aaaa	Keyboard Velocity	(0 - 127) REAL, 1 - 127
00 03	0000 00aa	Keyboard Velocity Curve	(1 - 3) LIGHT, MEDIUM, HEAVY
00 04	000a aaaa	Keyboard Velocity Curve Offset	(54 - 73) -10 - +9
00 05	0aaa aaaa	Aftertouch Sens	(0 - 100)
00 06	0000 0aaa	Hold Pedal Polarity	(0 - 1) STANDARD, REVERSE
00 07	0000 000a	Continuous Hold Pedal	(0 - 1) OFF, ON
00 08	0aaa aaaa	Pedal 1 Assign	(0 - 124) OFF, CC01 - CC31, OFF, CC33 - CC95, CC102 - CC119, BEND-DOWN, BEND-UP, AFT, START/STOP, TAP-TEMPO, PROG-DOWN, PROG-UP, FAV-DOWN, FAV-UP, PANEL-DEC, PANEL-INC
00 09	0000 0aaa	Pedal 1 Destination	(0 - 1) PART-Select, PART-On
00 0A	0000 0aaa	Pedal 1 Polarity	(0 - 1) STANDARD, REVERSE
00 0B	0aaa aaaa	Pedal 2 Assign	(0 - 124) OFF, CC01 - CC31, OFF, CC33 - CC95, CC102 - CC119, BEND-DOWN, BEND-UP, AFT, START/STOP, TAP-TEMPO, PROG-DOWN, PROG-UP, FAV-DOWN, FAV-UP, PANEL-DEC, PANEL-INC
00 0C	0000 0aaa	Pedal 2 Destination	(0 - 1) PART-Select, PART-On
00 0D	0000 0aaa	Pedal 2 Polarity	(0 - 1) STANDARD, REVERSE

00 0E	0aaa aaaa	Wheel 1 Assign	(0 - 117) OFF, CC01 - CC31, OFF, CC33 - CC95, CC102 - CC119, BEND, BEND-DOWN, BEND-UP, AFT
00 0F	0000 0aaa	Wheel 1 Destination	(0 - 1) PART-Select, PART-On
00 10	0aaa aaaa	Wheel 2 Assign	(0 - 117) OFF, CC01 - CC31, OFF, CC33 - CC95, CC102 - CC119, BEND, BEND-DOWN, BEND-UP, AFT
00 11	0000 0aaa	Wheel 2 Destination	(0 - 1) PART-Select, PART-On
00 12	0000 000a	Pedal 1 Assign Source	(0 - 1) SYSTEM, PROGRAM
00 13	0000 000a	Wheel 1 Assign Source	(0 - 1) SYSTEM, PROGRAM
00 14	0000 000a	Knob Mode	(0 - 1) DIRECT, CATCH
00 15	0000 000a	(reserve) <*>	
00 16	0000 000a	Pedal 2 Assign Source	(0 - 1) SYSTEM, PROGRAM
00 17	0000 000a	Wheel 2 Assign Source	(0 - 1) SYSTEM, PROGRAM
00 18	0000 aaaa	(reserve) <*>	
00 19	0aaa aaaa	(reserve) <*>	
:	:	:	:
00 1F	0aaa aaaa	(reserve) <*>	
00 00 00 20	Total Size		

* Program Common

Offset	Address	Description	
00 00	0aaa aaaa	Program Name 1	(32 - 127)
00 01	0aaa aaaa	Program Name 2	32 - 127 [ASCII]
00 02	0aaa aaaa	Program Name 3	(32 - 127)
00 03	0aaa aaaa	Program Name 4	32 - 127 [ASCII]
00 04	0aaa aaaa	Program Name 5	(32 - 127)
00 05	0aaa aaaa	Program Name 6	32 - 127 [ASCII]
00 06	0aaa aaaa	Program Name 7	(32 - 127)
00 07	0aaa aaaa	Program Name 8	32 - 127 [ASCII]
00 08	0aaa aaaa	Program Name 9	(32 - 127)
00 09	0aaa aaaa	Program Name 10	32 - 127 [ASCII]
00 0A	0aaa aaaa	Program Name 11	(32 - 127)
00 0B	0aaa aaaa	Program Name 12	32 - 127 [ASCII]
00 0C	0aaa aaaa	Program Level	(0 - 127)
00 0D	00aa aaaa	(reserve) <*>	
00 0E	00aa aaaa	(reserve) <*>	
:	:	:	:
00 3E	0000 00aa	(reserve) <*>	
00 3F	0000 000a	Efx Tempo Sync Switch	(0 - 1) OFF, ON
00 40	0000 000a	(reserve) <*>	
00 41	0000 000a	(reserve) <*>	
:	:	:	:
00 51	0000 aaaa	(reserve) <*>	
00 52	0aaa aaaa	Mic Level	(0 - 127)
00 53	0000 00aa	Mic Mode	(0 - 3) OFF, VOCODER, MOD, BYPASS
00 54	0aaa aaaa	Mic Modulation Sens	(1 - 127) -63 - +63
00 55	0aaa aaaa	Mic Modulation Destination	(0 - 16) OFF, CUTOFF, RESO, AMP-LEV, X-MOD, PIT-OSC1, PIT-OSC2, PW-OSC1, PW-OSC2, PIT-LF01, PIT-LF02, FLT-LF01, FLT-LF02, AMP-LF01, AMP-LF02, LF01-RATE, LF02-RATE
00 56	0000 000a	Poly Stack Switch	(0 - 1) OFF, ON

00 57	0000 0aaa	Poly Stack Part	(0 - 3) 1 - 4
00 58	0000 000a	(reserve) <*>	
00 59	00aa aaaa	(reserve) <*>	
00 5A	0aaa aaaa	(reserve) <*>	
00 5B	0aaa aaaa	(reserve) <*>	
00 5C	000a aaaa	CV/Gate 1 Control Channel	(0 - 16) 1 - 16, OFF
00 5D	0aaa aaaa	(reserve) <*>	
00 5E	000a aaaa	CV/Gate 2 Control Channel	(0 - 16) 1 - 16, OFF
00 5F	0aaa aaaa	(reserve) <*>	
00 60	0aaa aaaa	(reserve) <*>	
:	:	:	:
00 66	0aaa aaaa	(reserve) <*>	
# 00 67	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Program Tempo	(500 - 30000) 5.00 - 300.00
00 00 00 6B	Total Size		

* Program Reverb

Offset	Address	Description	
00 00	0000 000a	Reverb Switch	(0 - 1) OFF, ON
00 01	0000 aaaa	Reverb Type	(0 - 6)
00 02	0aaa aaaa	Reverb Level	(0 - 127)
00 03	0000 00aa	(reserve) <*>	
# 00 04	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Reverb Parameter 1	(12768 - 52768) -20000 - +20000
# 00 08	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Reverb Parameter 2	(12768 - 52768) -20000 - +20000
# 00 0C	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Reverb Parameter 3	(12768 - 52768) -20000 - +20000
# 00 10	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Reverb Parameter 4	(12768 - 52768) -20000 - +20000
# 00 14	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Reverb Parameter 5	(12768 - 52768) -20000 - +20000
# 00 18	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Reverb Parameter 6	(12768 - 52768) -20000 - +20000
# 00 1C	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Reverb Parameter 7	(12768 - 52768) -20000 - +20000
# 00 20	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Reverb Parameter 8	(12768 - 52768) -20000 - +20000
# 00 24	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Reverb Parameter 9	(12768 - 52768) -20000 - +20000
# 00 28	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Reverb Parameter 10	(12768 - 52768) -20000 - +20000
# 00 2C	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Reverb Parameter 11	(12768 - 52768) -20000 - +20000
# 00 30	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Reverb Parameter 12	(12768 - 52768) -20000 - +20000
# 00 34	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Reverb Parameter 13	(12768 - 52768) -20000 - +20000
# 00 38	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Reverb Parameter 14	(12768 - 52768) -20000 - +20000
# 00 3C	0000 aaaa 0000 bbbb 0000 cccc		

#	00 40	0000 dddd 0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Reverb Parameter 15 Reverb Parameter 16	(12768 - 52768) -20000 - +20000 (12768 - 52768) -20000 - +20000
#	00 44	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Reverb Parameter 17	(12768 - 52768) -20000 - +20000
#	00 48	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Reverb Parameter 18	(12768 - 52768) -20000 - +20000
#	00 4C	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Reverb Parameter 19	(12768 - 52768) -20000 - +20000
#	00 50	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Reverb Parameter 20	(12768 - 52768) -20000 - +20000
#	00 54	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Reverb Parameter 21	(12768 - 52768) -20000 - +20000
#	00 58	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Reverb Parameter 22	(12768 - 52768) -20000 - +20000
#	00 5C	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Reverb Parameter 23	(12768 - 52768) -20000 - +20000
#	00 60	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Reverb Parameter 24	(12768 - 52768) -20000 - +20000
00 00 00 64		Total Size		

* Program Delay

Offset	Address	Description	
	00 00	0000 000a	Delay Switch (0 - 1) OFF, ON
	00 01	0000 aaaa	(reserve) <*>
	00 02	0aaa aaaa	Delay Level (0 - 127)
	00 03	0000 00aa	(reserve) <*>
#	00 04	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Delay Parameter 1 (12768 - 52768) -20000 - +20000
#	00 08	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Delay Parameter 2 (12768 - 52768) -20000 - +20000
#	00 0C	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Delay Parameter 3 (12768 - 52768) -20000 - +20000
#	00 10	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Delay Parameter 4 (12768 - 52768) -20000 - +20000
#	00 14	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Delay Parameter 5 (12768 - 52768) -20000 - +20000
#	00 18	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Delay Parameter 6 (12768 - 52768) -20000 - +20000
#	00 1C	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Delay Parameter 7 (12768 - 52768) -20000 - +20000
#	00 20	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Delay Parameter 8 (12768 - 52768) -20000 - +20000
#	00 24	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Delay Parameter 9 (12768 - 52768) -20000 - +20000
#	00 28	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Delay Parameter 10 (12768 - 52768)

#	00 2C	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Delay Parameter 11	(12768 - 52768) -20000 - +20000
#	00 30	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Delay Parameter 12	(12768 - 52768) -20000 - +20000
#	00 34	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Delay Parameter 13	(12768 - 52768) -20000 - +20000
#	00 38	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Delay Parameter 14	(12768 - 52768) -20000 - +20000
#	00 3C	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Delay Parameter 15	(12768 - 52768) -20000 - +20000
#	00 40	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Delay Parameter 16	(12768 - 52768) -20000 - +20000
#	00 44	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Delay Parameter 17	(12768 - 52768) -20000 - +20000
#	00 48	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Delay Parameter 18	(12768 - 52768) -20000 - +20000
#	00 4C	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Delay Parameter 19	(12768 - 52768) -20000 - +20000
#	00 50	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Delay Parameter 20	(12768 - 52768) -20000 - +20000
#	00 54	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Delay Parameter 21	(12768 - 52768) -20000 - +20000
#	00 58	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Delay Parameter 22	(12768 - 52768) -20000 - +20000
#	00 5C	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Delay Parameter 23	(12768 - 52768) -20000 - +20000
#	00 60	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Delay Parameter 24	(12768 - 52768) -20000 - +20000
00 00 00 7C		Total Size		

* Program Vocoder

Offset	Address	Description	
	00 00	0000 000a	Vocoder Switch (0 - 1)

00 01	0000 aaaa	(reserve) <*>	OFF, ON
00 02	0aaa aaaa	(reserve) <*>	
00 03	0aaa aaaa	(reserve) <*>	
00 04	0aaa aaaa	Vocoder Reverb Send Level	(0 - 127)
00 05	0000 00aa	(reserve) <*>	
00 06	0000 00aa	(reserve) <*>	

#	00 07	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Vocoder Parameter 1 (12768 - 52768) -20000 - +20000
#	00 0B	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Vocoder Parameter 2 (12768 - 52768) -20000 - +20000
#	00 0F	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Vocoder Parameter 3 (12768 - 52768) -20000 - +20000
#	00 13	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Vocoder Parameter 4 (12768 - 52768) -20000 - +20000
#	00 17	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Vocoder Parameter 5 (12768 - 52768) -20000 - +20000
#	00 1B	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Vocoder Parameter 6 (12768 - 52768) -20000 - +20000
#	00 1F	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Vocoder Parameter 7 (12768 - 52768) -20000 - +20000
#	00 23	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Vocoder Parameter 8 (12768 - 52768) -20000 - +20000
#	00 27	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Vocoder Parameter 9 (12768 - 52768) -20000 - +20000

00 00 00 2B	Total Size		

* Program TFX

Offset	Address	Description	
00 00	0000 000a	TFX Switch	(0 - 1) OFF, ON
00 01	000a aaaa	TFX Type	(0 - 29)
00 02	0000 0aaa	TFX Headmargin	(0 - 6) -18dB, -15dB, -12dB, -9dB, -6dB, -3dB, 0dB
00 03	0000 aaaa	(reserve) <*>	
00 04	0aaa aaaa	(reserve) <*>	
:	:	:	:
00 06	0aaa aaaa	(reserve) <*>	
#	00 07	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	TFX Parameter 1 (12768 - 52768) -20000 - +20000
#	00 0B	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	TFX Parameter 2 (12768 - 52768) -20000 - +20000
#	00 0F	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	TFX Parameter 3 (12768 - 52768) -20000 - +20000
#	00 13	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	TFX Parameter 4 (12768 - 52768) -20000 - +20000
#	00 17	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	TFX Parameter 5 (12768 - 52768) -20000 - +20000
#	00 1B	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	TFX Parameter 6 (12768 - 52768) -20000 - +20000
#	00 1F	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	TFX Parameter 7 (12768 - 52768) -20000 - +20000
#	00 23	0000 aaaa 0000 bbbb 0000 cccc	

0000 dddd	TFX Parameter 8	(12768 - 52768) -20000 - +20000
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00 00 00 27 | Total Size

* Program Part

Offset	Address	Description	
00 00	0000 aaaa	Receive Channel	(0 - 15) 1 - 16
00 01	0000 000a	(reserve) <*>	
00 02	0000 000a	(reserve) <*>	
:	:	:	:
00 08	0aaa aaaa	(reserve) <*>	
00 09	0aaa aaaa	Part Level (CC# 7)	(0 - 127)
00 0A	0aaa aaaa	Part Pan (CC# 10)	(0 - 127)
00 0B	0aaa aaaa	Part Coarse Tune (RPN# 2)	L64 - 63R (16 - 112)
00 0C	0aaa aaaa	Part Fine Tune (RPN# 1)	-48 - +48 (14 - 114)
00 0D	0000 00aa	(reserve) <*>	
00 0E	0000 00aa	Part Legato Switch (CC# 68)	(0 - 2) OFF, ON, TONE
00 0F	000a aaaa	Part Pitch Bend Range (RPN# 0)	(0 - 25) 0 - 24, TONE
00 10	0000 00aa	Part Portamento Switch (CC# 65)	(0 - 2) OFF, ON, TONE
#	00 11	0000 aaaa 0000 bbbb	Part Portamento Time (0 - 128) 0 - 127, TONE
00 13	0aaa aaaa	Part Cutoff Offset (CC# 74)	(0 - 127) -64 - +63
00 14	0aaa aaaa	Part Resonance Offset (CC# 71)	(0 - 127) -64 - +63
00 15	0aaa aaaa	Part Attack Time Offset (CC# 73)	(0 - 127) -64 - +63
00 16	0aaa aaaa	Part Decay Time Offset (CC# 75)	(0 - 127) -64 - +63
00 17	0aaa aaaa	Part Release Time Offset (CC# 72)	(0 - 127) -64 - +63
00 18	0aaa aaaa	Part Vibrato Rate (CC# 76)	(0 - 127) -64 - +63
00 19	0aaa aaaa	Part Vibrato Depth (CC# 77)	(0 - 127) -64 - +63
00 1A	0aaa aaaa	Part Vibrato Delay (CC# 78)	(0 - 127) -64 - +63
00 1B	0000 0aaa	Part Octave Shift	(61 - 67) -3 - +3
00 1C	0aaa aaaa	Part Velocity Sens Offset	(1 - 127) -63 - +63
00 1D	0aaa aaaa	(reserve) <*>	
00 1E	0aaa aaaa	(reserve) <*>	
00 1F	0aaa aaaa	Keyboard Fade Width Lower	0 - 127
00 20	0aaa aaaa	Keyboard Fade Width Upper	0 - 127
00 21	0aaa aaaa	Velocity Range Lower	(1 - 127) 1 - UPPER
00 22	0aaa aaaa	Velocity Range Upper	(0 - 127) LOWER - 127
00 23	0aaa aaaa	Velocity Fade Width Lower	(0 - 127)
00 24	0aaa aaaa	Velocity Fade Width Upper	(0 - 127)
00 25	0000 000a	Mute Switch	(0 - 1) OFF, MUTE
00 26	0aaa aaaa	(reserve) <*>	
00 27	0aaa aaaa	(reserve) <*>	
:	:	:	:
00 29	0000 00aa	(reserve) <*>	
00 2A	0000 000a	Part Select	(0 - 1) OFF, ON
00 2B	0000 000a	Part Vocoder Send Switch	(0 - 1) OFF, ON
00 2C	0000 00aa	(reserve) <*>	
00 2D	0aaa aaaa	(reserve) <*>	
00 2E	0aaa aaaa	(reserve) <*>	
00 2F	0aaa aaaa	Part Reverb Send Level (CC# 91)	(0 - 127)
00 30	0000 000a	(reserve) <*>	
00 31	0000 00aa	(reserve) <*>	
00 32	0aaa aaaa	Part Scale Tune Type	(0 - 8) CUSTOM, EQUAL, JUST-MAJ, JUST-MIN, PYTHAGORE, KIRNBERGE, MEANTONE, WERCKMEIS, ARABIC
00 33	0aaa aaaa	Part Scale Tune Key	(0 - 11) C, C#, D, D#, E, F, F#, G, G#, A, A#, B
00 34	0aaa aaaa	Part Scale Tune for C	(0 - 127) -64 - +63
00 35	0aaa aaaa	Part Scale Tune for C#	(0 - 127) -64 - +63
00 36	0aaa aaaa	Part Scale Tune for D	(0 - 127) -64 - +63
00 37	0aaa aaaa	Part Scale Tune for D#	(0 - 127) -64 - +63
00 38	0aaa aaaa	Part Scale Tune for E	(0 - 127) -64 - +63
00 39	0aaa aaaa	Part Scale Tune for F	(0 - 127) -64 - +63
00 3A	0aaa aaaa	Part Scale Tune for F#	(0 - 127) -64 - +63
00 3B	0aaa aaaa	Part Scale Tune for G	(0 - 127) -64 - +63

00 3C	0aaa aaaa	Part Scale Tune for G#	(0 - 127) -64 - +63
00 3D	0aaa aaaa	Part Scale Tune for A	(0 - 127) -64 - +63
00 3E	0aaa aaaa	Part Scale Tune for A#	(0 - 127) -64 - +63
00 3F	0aaa aaaa	Part Scale Tune for B	(0 - 127) -64 - +63

00 40	0000 000a	(reserve) <*>	
00 41	0000 000a	(reserve) <*>	
00 42	0000 000a	Receive Pitch Bend	(0 - 1) OFF, ON
00 43	0000 000a	Receive Polyphonic Key Pressure	(0 - 1) OFF, ON
00 44	0000 000a	Receive Channel Pressure	(0 - 1) OFF, ON
00 45	0000 000a	Receive Modulation	(0 - 1) OFF, ON
00 46	0000 000a	Receive Volume	(0 - 1) OFF, ON
00 47	0000 000a	Receive Pan	(0 - 1) OFF, ON
00 48	0000 000a	Receive Expression	(0 - 1) OFF, ON
00 49	0000 000a	Receive Hold-1	(0 - 1) OFF, ON

00 4A	0000 0aaa	(reserve) <*>	
00 4B	0aaa aaaa	(reserve) <*>	
:			
00 4E	0aaa aaaa	(reserve) <*>	

00 00 00 4F	Total Size		

* Program Part EQ

Offset	Address	Description	
00 00	0000 000a	EQ Switch	(0 - 1) OFF, ON
00 01	000a aaaa	EQ Low Freq	(0 - 17) 16,20,25,31,40, 50,63,80,100,125, 160,200,250,315,400, 500,630,800 [Hz]
00 02	000a aaaa	EQ Low Gain	(0 - 30) -15 - +15 [dB]
00 03	000a aaaa	EQ Mid Freq	(0 - 30) 16,20,25,31,40, 50,63,80,100,125, 160,200,250,315,400, 500,630,800,1000,1250, 1600,2000,2500,3150,4000, 5000,6300,8000,10000,12500, 16000,[Hz]
00 04	000a aaaa	EQ Mid Gain	(0 - 30) -15 - +15 [dB]
00 05	0000 0aaa	EQ Mid Q	(0 - 4)
00 06	0000 aaaa	EQ High Freq	(0 - 14) 0.5, 1.0, 2.0, 4.0, 8.0 630,800,1000,1250,1600, 2000,2500,3150,4000,5000, 6300,8000,10000,12500,16000,[Hz]
00 07	000a aaaa	EQ High Gain	(0 - 30) -15 - +15 [dB]

00 00 00 08	Total Size		

* Program Zone

Offset	Address	Description	
00 00	0aaa aaaa	Keyboard Range Lower	(0 - 127) C-1 - UPPER
00 01	0aaa aaaa	Keyboard Range Upper	(0 - 127) LOWER - G9
00 02	0000 000a	Keyboard Switch	(0 - 1) OFF, ON
00 03	0000 000a	Arpeggio Switch	(0 - 1) OFF, ON
00 04	0000 000a	Control Bender	(0 - 1) OFF, ON
00 05	0000 000a	Control Aftertouch	(0 - 1) OFF, ON
00 06	0000 000a	Control Modulation	(0 - 1) OFF, ON
00 07	0000 000a	Control Hold Pedal	(0 - 1) OFF, ON
00 08	0000 000a	Control Pedal 1	(0 - 1) OFF, ON
00 09	0000 000a	Control Pedal 2	(0 - 1) OFF, ON
00 0A	0000 000a	Control Wheel 1	(0 - 1) OFF, ON
00 0B	0000 000a	Control Wheel 2	(0 - 1) OFF, ON

#	00 0C	0000 aaaa	(reserve) <*>
	00 0E	0aaa aaaa	(reserve) <*>
:			
	00 20	0aaa aaaa	(reserve) <*>

00 00 00 21	Total Size		

* Program Controller

Offset	Address	Description	
00 00	0aaa aaaa	Pedal 1 Assign	(0 - 116) OFF, CC01 - CC31, OFF, CC33 - CC95, CC102 - CC119, BEND-DOWN, BEND-UP, AFT
00 01	0000 0aaa	Pedal 1 Destination	(0 - 1) PART-Select, PART-On
00 02	0aaa aaaa	Pedal 2 Assign	(0 - 116) OFF, CC01 - CC31, OFF, CC33 - CC95, CC102 - CC119, BEND-DOWN, BEND-UP, AFT
00 03	0000 0aaa	Pedal 2 Destination	(0 - 1) PART-Select, PART-On

00 04	0aaa aaaa	Wheel 1 Assign	(0 - 117) OFF, CC01 - CC31, OFF, CC33 - CC95, CC102 - CC119, BEND, BEND-DOWN, BEND-UP, AFT
00 05	0000 0aaa	Wheel 1 Destination	(0 - 1) PART-Select, PART-On
00 06	0aaa aaaa	Wheel 2 Assign	(0 - 117) OFF, CC01 - CC31, OFF, CC33 - CC95, CC102 - CC119, BEND, BEND-DOWN, BEND-UP, AFT
00 07	0000 0aaa	Wheel 2 Destination	(0 - 1) PART-Select, PART-On

00 08	0000 000a	Arpeggio Switch	(0 - 1) OFF, ON
00 09	0000 000a	Arpeggio Hold	(0 - 1) OFF, ON

00 0A	0000 000a	(reserve) <*>	
00 0B	0000 000a	(reserve) <*>	
:			
00 13	0aaa aaaa	(reserve) <*>	

00 00 00 14	Total Size		

* Program Arpeggio Common

Offset	Address	Description	
00 00	0aaa aaaa	Arpeggio Grid	(0 - 8) 04_, 08_, 08L, 08H, 08t, 16_, 16L, 16H, 16t
00 01	0aaa aaaa	Arpeggio Duration	(0 - 9) 30, 40, 50, 60, 70, 80, 90, 100, 120, FULL
00 02	0aaa aaaa	Arpeggio Motif	(0 - 11) UP/L, UP/L&H, UP/_/ DOWN/L, DOWN/L&H, DOWN/_/ UP&DOWN/L, UP&DOWN/L&H, UP&DOWN/_/ RANDOM/L, RANDOM/_/, PHRASE
00 03	0000 0aaa	Arpeggio Octave Range	(61 - 67) -3 - +3
00 04	0aaa aaaa	Arpeggio Accent Rate	(0 - 100)
00 05	0aaa aaaa	Arpeggio Velocity	(0 - 127) REAL, 1 - 127

#	00 06	0000 aaaa	
		0000 bbbb	End Step (1 - 32)

00 00 00 08	Total Size		

* Program Arpeggio Pattern

Offset	Address	Description	
#	00 00	0000 aaaa	
		0000 bbbb	Original Note (0 - 128)

#	00 02	0000 aaaa	
		0000 bbbb	Step1 Data (0 - 128)
#	00 04	0000 aaaa	
		0000 bbbb	Step2 Data (0 - 128)
#	00 06	0000 aaaa	
		0000 bbbb	Step3 Data (0 - 128)
#	00 08	0000 aaaa	
		0000 bbbb	Step4 Data (0 - 128)
#	00 0A	0000 aaaa	
		0000 bbbb	Step5 Data (0 - 128)
#	00 0C	0000 aaaa	
		0000 bbbb	Step6 Data (0 - 128)
#	00 0E	0000 aaaa	
		0000 bbbb	Step7 Data (0 - 128)
#	00 10	0000 aaaa	
		0000 bbbb	Step8 Data (0 - 128)
#	00 12	0000 aaaa	
		0000 bbbb	Step9 Data (0 - 128)
#	00 14	0000 aaaa	
		0000 bbbb	Step10 Data (0 - 128)
#	00 16	0000 aaaa	
		0000 bbbb	Step11 Data (0 - 128)
#	00 18	0000 aaaa	
		0000 bbbb	Step12 Data (0 - 128)
#	00 1A	0000 aaaa	
		0000 bbbb	Step13 Data (0 - 128)
#	00 1C	0000 aaaa	
		0000 bbbb	Step14 Data (0 - 128)
#	00 1E	0000 aaaa	
		0000 bbbb	Step15 Data (0 - 128)

#	00 20	0000 aaaa 0000 bbbb	Step16 Data	(0 - 128)
#	00 22	0000 aaaa 0000 bbbb	Step17 Data	(0 - 128)
#	00 24	0000 aaaa 0000 bbbb	Step18 Data	(0 - 128)
#	00 26	0000 aaaa 0000 bbbb	Step19 Data	(0 - 128)
#	00 28	0000 aaaa 0000 bbbb	Step20 Data	(0 - 128)
#	00 2A	0000 aaaa 0000 bbbb	Step21 Data	(0 - 128)
#	00 2C	0000 aaaa 0000 bbbb	Step22 Data	(0 - 128)
#	00 2E	0000 aaaa 0000 bbbb	Step23 Data	(0 - 128)
#	00 30	0000 aaaa 0000 bbbb	Step24 Data	(0 - 128)
#	00 32	0000 aaaa 0000 bbbb	Step25 Data	(0 - 128)
#	00 34	0000 aaaa 0000 bbbb	Step26 Data	(0 - 128)
#	00 36	0000 aaaa 0000 bbbb	Step27 Data	(0 - 128)
#	00 38	0000 aaaa 0000 bbbb	Step28 Data	(0 - 128)
#	00 3A	0000 aaaa 0000 bbbb	Step29 Data	(0 - 128)
#	00 3C	0000 aaaa 0000 bbbb	Step30 Data	(0 - 128)
#	00 3E	0000 aaaa 0000 bbbb	Step31 Data	(0 - 128)
#	00 40	0000 aaaa 0000 bbbb	Step32 Data	(0 - 128)
00 00 00 42		Total Size		

* Program MIDI Controller

Offset	Address	Description	
	00 00	0aaa aaaa	Knob Assign (0 - 127) CC01 - CC31, CC33 - CC127
	00 01	0aaa aaaa	(reserve) <*>
	00 02	0aaa aaaa	(reserve) <*>
	:	:	:
	00 04	0aaa aaaa	(reserve) <*>
00 00 00 05		Total Size	

* Program Trigger

Offset	Address	Description	
	00 00	0000 aaaa	Assign (0 - 5) NOTE, CC, BEND-DOWN, BEND-UP, AFT, PC+BS
	00 01	0000 000a	Trigger Type (0 - 1) MOMENTARY, LATCH
	00 02	0000 aaaa	(reserve) <*>
#	00 03	0000 aaaa 0000 bbbb	Bank Select MSB (CC# 0) (0 - 128) 0 - 127, OFF
	00 05	0aaa aaaa	Bank Select LSB (CC# 32) (0 - 127)
	00 06	0aaa aaaa	Program Number (PC) (0 - 127)
	00 07	0aaa aaaa	Note Number (0 - 127)
	00 08	0aaa aaaa	Note Velocity (1 - 127)
	00 09	0aaa aaaa	CC Number (0 - 125) CC01 - CC31, CC33 - CC127,
	00 0A	0aaa aaaa	On Value (0 - 127)
	00 0B	0aaa aaaa	Off Value (0 - 127)
	00 0C	0aaa aaaa	(reserve) <*>
	00 0D	0aaa aaaa	(reserve) <*>
	:	:	:
	00 0F	0aaa aaaa	(reserve) <*>
00 00 00 10		Total Size	

* SuperNATURAL Synth Tone Common

Offset	Address	Description	
	00 00	0aaa aaaa	Tone Name 1 (32 - 127) 32 - 127 [ASCII]
	00 01	0aaa aaaa	Tone Name 2 (32 - 127) 32 - 127 [ASCII]
	00 02	0aaa aaaa	Tone Name 3 (32 - 127) 32 - 127 [ASCII]
	00 03	0aaa aaaa	Tone Name 4 (32 - 127) 32 - 127 [ASCII]
	00 04	0aaa aaaa	Tone Name 5 (32 - 127) 32 - 127 [ASCII]
	00 05	0aaa aaaa	Tone Name 6 (32 - 127) 32 - 127 [ASCII]
	00 06	0aaa aaaa	Tone Name 7 (32 - 127) 32 - 127 [ASCII]
	00 07	0aaa aaaa	Tone Name 8 (32 - 127) 32 - 127 [ASCII]
	00 08	0aaa aaaa	Tone Name 9 (32 - 127) 32 - 127 [ASCII]
	00 09	0aaa aaaa	Tone Name 10 (32 - 127) 32 - 127 [ASCII]
	00 0A	0aaa aaaa	Tone Name 11 (32 - 127) 32 - 127 [ASCII]

	00 0B	0aaa aaaa	Tone Name 12 (32 - 127) 32 - 127 [ASCII]
	00 0C	0aaa aaaa	Tone Level (0 - 127)
#	00 0D	0000 aaaa 0000 bbbb	(reserve) <*>
	00 10	0000 cccc	(reserve) <*>
	00 11	0000 000a	(reserve) <*>
	00 12	0000 000a	Portamento Switch (0 - 1) OFF, ON
	00 13	0aaa aaaa	Portamento Time (CC# 5) (0 - 127)
	00 14	0000 00aa	Mono Switch (0 - 1) OFF, ON
	00 15	0000 0aaa	Octave Shift (61 - 67) -3 - +3
	00 16	000a aaaa	Pitch Bend Range Up (0 - 24)
	00 17	000a aaaa	Pitch Bend Range Down (0 - 24)
	00 18	0000 0aaa	Bend Mode (0 - 1) NORMAL, CATCHLAST
	00 19	0000 000a	Partial1 Switch (0 - 1) OFF, ON
	00 1A	0000 000a	Partial1 Select (0 - 1) OFF, ON
	00 1B	0000 000a	Partial2 Switch (0 - 1) OFF, ON
	00 1C	0000 000a	Partial2 Select (0 - 1) OFF, ON
	00 1D	0000 000a	Partial3 Switch (0 - 1) OFF, ON
	00 1E	0000 000a	Partial3 Select (0 - 1) OFF, ON
	00 1F	0000 00aa	RING Switch (0 - 2) OFF, ---, ON
	00 20	0000 000a	Tone MFX Switch (0 - 1) OFF, ON
	00 21	0000 00aa	(reserve) <*>
	00 22	0000 000a	(reserve) <*>
	:	:	:
	00 2D	0000 000a	(reserve) <*>
	00 2E	0000 000a	Unison Switch (0 - 1) OFF, ON
	00 2F	0000 000a	(reserve) <*>
	00 30	0000 000a	(reserve) <*>
	00 31	0000 000a	Portamento Mode (0 - 1) NORMAL, LEGATO
	00 32	0000 000a	Legato Switch (0 - 1) OFF, ON
	00 33	0000 000a	(reserve) <*>
	00 34	0aaa aaaa	Analog Feel (0 - 127)
	00 35	0aaa aaaa	Wave Shape (0 - 127)
	00 36	0aaa aaaa	Tone Category (0 - 127)
#	00 37	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	(reserve) <*>
	00 3B	0000 0aaa	(reserve) <*>
	00 3C	0000 00aa	Unison Size (0 - 3) 2, 4, 6, 8
	00 3D	0aaa aaaa	(reserve) <*>
	00 3E	0aaa aaaa	(reserve) <*>
	00 3F	0aaa aaaa	(reserve) <*>
00 00 00 40		Total Size	

* SuperNATURAL Synth Tone Common MFX

Offset	Address	Description	
	00 00	0aaa aaaa	MFX Type (0 - 67)
	00 01	0aaa aaaa	(reserve) <*>
	00 02	0aaa aaaa	(reserve) <*>
	:	:	:
	00 04	0000 00aa	(reserve) <*>
	00 05	0aaa aaaa	MFX Control 1 Source (0 - 101) OFF, CC01 - CC31, OFF, CC33 - CC95, BEND, AFT, SYS1 - SYS4
	00 06	0aaa aaaa	MFX Control 1 Sens (1 - 127) -63 - +63
	00 07	0aaa aaaa	MFX Control 2 Source (0 - 101) OFF, CC01 - CC31, OFF, CC33 - CC95, BEND, AFT, SYS1 - SYS4
	00 08	0aaa aaaa	MFX Control 2 Sens (1 - 127) -63 - +63
	00 09	0aaa aaaa	MFX Control 3 Source (0 - 101) OFF, CC01 - CC31, OFF, CC33 - CC95, BEND, AFT, SYS1 - SYS4
	00 0A	0aaa aaaa	MFX Control 3 Sens (1 - 127) -63 - +63
	00 0B	0aaa aaaa	MFX Control 4 Source (0 - 101) OFF, CC01 - CC31, OFF, CC33 - CC95, BEND, AFT, SYS1 - SYS4
	00 0C	0aaa aaaa	MFX Control 4 Sens (1 - 127) -63 - +63
	00 0D	000a aaaa	MFX Control Assign 1 (0 - 16) OFF, 1 - 16
	00 0E	000a aaaa	MFX Control Assign 2 (0 - 16) OFF, 1 - 16
	00 0F	000a aaaa	MFX Control Assign 3 (0 - 16) OFF, 1 - 16
	00 10	000a aaaa	MFX Control Assign 4 (0 - 16) OFF, 1 - 16

#	Offset	Address	Description	Value
			OFF, 1 - 16	
#	00 11	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 1	(12768 - 52768) -20000 - +20000
#	00 15	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 2	(12768 - 52768) -20000 - +20000
#	00 19	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 3	(12768 - 52768) -20000 - +20000
#	00 1D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 4	(12768 - 52768) -20000 - +20000
#	00 21	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 5	(12768 - 52768) -20000 - +20000
#	00 25	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 6	(12768 - 52768) -20000 - +20000
#	00 29	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 7	(12768 - 52768) -20000 - +20000
#	00 2D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 8	(12768 - 52768) -20000 - +20000
#	00 31	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 9	(12768 - 52768) -20000 - +20000
#	00 35	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 10	(12768 - 52768) -20000 - +20000
#	00 39	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 11	(12768 - 52768) -20000 - +20000
#	00 3D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 12	(12768 - 52768) -20000 - +20000
#	00 41	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 13	(12768 - 52768) -20000 - +20000
#	00 45	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 14	(12768 - 52768) -20000 - +20000
#	00 49	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 15	(12768 - 52768) -20000 - +20000
#	00 4D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 16	(12768 - 52768) -20000 - +20000
#	00 51	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 17	(12768 - 52768) -20000 - +20000
#	00 55	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 18	(12768 - 52768) -20000 - +20000
#	00 59	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 19	(12768 - 52768) -20000 - +20000
#	00 5D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 20	(12768 - 52768) -20000 - +20000
#	00 61	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 21	(12768 - 52768) -20000 - +20000
#	00 65	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 22	(12768 - 52768) -20000 - +20000
#	00 69	0000 aaaa		

		0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 23	(12768 - 52768) -20000 - +20000
#	00 6D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 24	(12768 - 52768) -20000 - +20000
#	00 71	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 25	(12768 - 52768) -20000 - +20000
#	00 75	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 26	(12768 - 52768) -20000 - +20000
#	00 79	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 27	(12768 - 52768) -20000 - +20000
#	00 7D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 28	(12768 - 52768) -20000 - +20000
#	01 01	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 29	(12768 - 52768) -20000 - +20000
#	01 05	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 30	(12768 - 52768) -20000 - +20000
#	01 09	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 31	(12768 - 52768) -20000 - +20000
#	01 0D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 32	(12768 - 52768) -20000 - +20000

		00 00 01 11	Total Size	

* SuperNATURAL Synth Tone Modify

Offset	Address	Description	Value
	00 00	0aaa aaaa	(reserve) <*>
	00 01	0aaa aaaa	Attack Time Interval Sens (0 - 127)
	00 02	0aaa aaaa	Release Time Interval Sens (0 - 127)
	00 03	0aaa aaaa	Portamento Time Interval Sens (0 - 127)
	00 04	0000 00aa	Envelope Loop Mode (0 - 2)
	00 05	000a aaaa	Envelope Loop Sync Note OFF, FREE-RUN, TEMPO-SYNC (0 - 19) 16, 12, 8, 4, 2, 1, 3/4, 2/3, 1/2, 3/8, 1/3, 1/4, 3/16, 1/6, 1/8, 3/32, 1/12, 1/16, 1/24, 1/32
	00 06	0000 000a	Chromatic Portamento (0 - 1) OFF, ON
	00 07	0aaa aaaa	(reserve) <*>
	00 08	0aaa aaaa	(reserve) <*>
	:	:	:
	00 24	0aaa aaaa	(reserve) <*>

		00 00 00 25	Total Size

* SuperNATURAL Synth Tone Partial

Offset	Address	Description	Value
	00 00	0000 0aaa	OSC Wave (0 - 7) SAW, SQR, PW-SQR, TRI, SINE, NOISE, SUPER-SAW, PCM
	00 01	00aa aaaa	OSC Wave Variation (0 - 2) A, B, C
	00 02	0000 00aa	(reserve) <*>
	00 03	00aa aaaa	OSC Pitch (40 - 88) -24 - +24
	00 04	0aaa aaaa	OSC Detune (14 - 114) -50 - +50
	00 05	0aaa aaaa	OSC Pulse Width Mod Depth (0 - 127)
	00 06	0aaa aaaa	OSC Pulse Width (0 - 127)
	00 07	0aaa aaaa	OSC Pitch Env Attack Time (0 - 127)
	00 08	0aaa aaaa	OSC Pitch Env Decay (0 - 127)
	00 09	0aaa aaaa	OSC Pitch Env Depth (1 - 127) -63 - +63

	00 0A	0000 0aaa	FILTER Mode (0 - 7) BYPASS, LPF, HPF, BPF, PKG, LPF2, LPF3, LPF4
	00 0B	0000 000a	FILTER Slope (0 - 1) -12, -24 [dB]
	00 0C	0aaa aaaa	FILTER Cutoff (0 - 127)
	00 0D	00aa aaaa	FILTER Cutoff Keyfollow (54 - 74)
	00 0E	0aaa aaaa	FILTER Env Velocity Sens (1 - 127) -63 - +63

00 0F	0aaa aaaa	FILTER Resonance	(0 - 127)
00 10	0aaa aaaa	FILTER Env Attack Time	(0 - 127)
00 11	0aaa aaaa	FILTER Env Decay Time	(0 - 127)
00 12	0aaa aaaa	FILTER Env Sustain Level	(0 - 127)
00 13	0aaa aaaa	FILTER Env Release Time	(0 - 127)
00 14	0aaa aaaa	FILTER Env Depth	(1 - 127) -63 - +63
00 15	0aaa aaaa	AMP Level	(0 - 127)
00 16	0aaa aaaa	AMP Level Velocity Sens	(1 - 127) -63 - +63
00 17	0aaa aaaa	AMP Env Attack Time	(0 - 127)
00 18	0aaa aaaa	AMP Env Decay Time	(0 - 127)
00 19	0aaa aaaa	AMP Env Sustain Level	(0 - 127)
00 1A	0aaa aaaa	AMP Env Release Time	(0 - 127)
00 1B	0aaa aaaa	AMP Pan	(0 - 127) L64 - 63R
00 1C	0000 0aaa	LFO Shape	(0 - 5) TRI, SIN, SAW, SQR, S&H, RND
00 1D	0aaa aaaa	LFO Rate	(0 - 127)
00 1E	0000 000a	LFO Tempo Sync Switch	(0 - 1) OFF, ON
00 1F	000a aaaa	LFO Tempo Sync Note	(0 - 19) 16, 12, 8, 4, 2, 1, 3/4, 2/3, 1/2, 3/8, 1/3, 1/4, 3/16, 1/6, 1/8, 3/32, 1/12, 1/16, 1/24, 1/32
00 20	0aaa aaaa	LFO Fade Time	(0 - 127)
00 21	0000 000a	LFO Key Trigger	(0 - 1) OFF, ON
00 22	0aaa aaaa	LFO Pitch Depth	(1 - 127) -63 - +63
00 23	0aaa aaaa	LFO Filter Depth	(1 - 127) -63 - +63
00 24	0aaa aaaa	LFO Amp Depth	(1 - 127) -63 - +63
00 25	0aaa aaaa	LFO Pan Depth	(1 - 127) -63 - +63
00 26	0000 0aaa	Modulation LFO Shape	(0 - 5) TRI, SIN, SAW, SQR, S&H, RND
00 27	0aaa aaaa	Modulation LFO Rate	(0 - 127)
00 28	0000 000a	Modulation LFO Tempo Sync Switch	(0 - 1) OFF, ON
00 29	000a aaaa	Modulation LFO Tempo Sync Note	(0 - 19) 16, 12, 8, 4, 2, 1, 3/4, 2/3, 1/2, 3/8, 1/3, 1/4, 3/16, 1/6, 1/8, 3/32, 1/12, 1/16, 1/24, 1/32
00 2A	0aaa aaaa	OSC Pulse Width Shift	(0 - 127)
00 2B	0000 000a	(reserve) <*>	
00 2C	0aaa aaaa	Modulation LFO Pitch Depth	(1 - 127) -63 - +63
00 2D	0aaa aaaa	Modulation LFO Filter Depth	(1 - 127) -63 - +63
00 2E	0aaa aaaa	Modulation LFO Amp Depth	(1 - 127) -63 - +63
00 2F	0aaa aaaa	Modulation LFO Pan Depth	(1 - 127) -63 - +63
00 30	0aaa aaaa	Cutoff Aftertouch Sens	(1 - 127) -63 - +63
00 31	0aaa aaaa	Level Aftertouch Sens	(1 - 127) -63 - +63
00 32	0aaa aaaa	(reserve) <*>	
00 33	0aaa aaaa	(reserve) <*>	
00 34	0000 00aa	Wave Gain	(0 - 3) -6, 0, +6, +12 [dB]
# 00 35	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Wave Number	(0 - 16384) OFF, 1 - 16384
00 39	0aaa aaaa	HPF Cutoff	(0 - 127)
00 3A	0aaa aaaa	Super Saw Detune	(0 - 127)
00 3B	0aaa aaaa	Modulation LFO Rate Control	(1 - 127) -63 - +63
00 3C	000a aaaa	AMP Level Keyfollow	(54 - 74) -100 - +100
00 00 00 3D	Total Size		

* Analog Synth Tone Common

Offset	Address	Description	
00 00	0aaa aaaa	Tone Name 1	(32 - 127) 32 - 127 [ASCII]
00 01	0aaa aaaa	Tone Name 2	(32 - 127) 32 - 127 [ASCII]
00 02	0aaa aaaa	Tone Name 3	(32 - 127) 32 - 127 [ASCII]
00 03	0aaa aaaa	Tone Name 4	(32 - 127) 32 - 127 [ASCII]
00 04	0aaa aaaa	Tone Name 5	(32 - 127) 32 - 127 [ASCII]
00 05	0aaa aaaa	Tone Name 6	(32 - 127) 32 - 127 [ASCII]
00 06	0aaa aaaa	Tone Name 7	(32 - 127) 32 - 127 [ASCII]
00 07	0aaa aaaa	Tone Name 8	(32 - 127) 32 - 127 [ASCII]
00 08	0aaa aaaa	Tone Name 9	(32 - 127) 32 - 127 [ASCII]
00 09	0aaa aaaa	Tone Name 10	(32 - 127) 32 - 127 [ASCII]
00 0A	0aaa aaaa	Tone Name 11	(32 - 127) 32 - 127 [ASCII]
00 0B	0aaa aaaa	Tone Name 12	(32 - 127) 32 - 127 [ASCII]

			32 - 127 [ASCII]
00 0C	0aaa aaaa	(reserve) <*>	
00 0D	0aaa aaaa	(reserve) <*>	
00 0E	0000 000a	Tone MFX Switch	(0 - 1) OFF, ON
00 0F	0000 000a	Portamento Switch	(0 - 1) OFF, ON
00 10	0aaa aaaa	Portamento Time (CC# 5)	(0 - 127)
00 11	0000 000a	(reserve) <*>	
00 12	0000 000a	Unison Switch	(0 - 1) OFF, ON
00 13	0000 000a	(reserve) <*>	
00 14	0000 00aa	(reserve) <*>	
00 15	0000 000a	Legato Switch	(0 - 1) OFF, ON
00 16	0000 000a	(reserve) <*>	
00 17	0000 0aaa	Octave Shift	(61 - 67) -3 - +3
00 18	000a aaaa	Pitch Bend Range Up	(0 - 24)
00 19	000a aaaa	Pitch Bend Range Down	(0 - 24)
00 1A	0000 0aaa	Bend Mode	(0 - 1) NORMAL, CATCH+LAST
# 00 1B	0000 aaaa 0000 bbbb 0000 cccc	(reserve) <*>	
00 1E	0000 000a	(reserve) <*>	
:			
00 29	0aaa aaaa	(reserve) <*>	
00 2A	0aaa aaaa	Matrix Control 1 Source	(0 - 100) OFF, CC01 - CC31, CC33 - CC95, BEND, AFT, SYS1 - SYS4, VELOCITY, KEYFOLLOW, TEMPO
00 2B	0aaa aaaa	Matrix Control 1 Destination 1	(0 - 16) OFF, CUTOFF, RESO, AMP-LEV, X-MOD, PIT-OSC1, PIT-OSC2, PW-OSC1, PW-OSC2, PIT-LFO1, PIT-LFO2, FLT-LFO1, FLT-LFO2, AMP-LFO1, AMP-LFO2, LFO1-RATE, LFO2-RATE
00 2C	0aaa aaaa	Matrix Control 1 Sens 1	(1 - 127) -63 - +63
00 2D	0aaa aaaa	Matrix Control 1 Destination 2	(0 - 16) OFF, CUTOFF, RESO, AMP-LEV, X-MOD, PIT-OSC1, PIT-OSC2, PW-OSC1, PW-OSC2, PIT-LFO1, PIT-LFO2, FLT-LFO1, FLT-LFO2, AMP-LFO1, AMP-LFO2, LFO1-RATE, LFO2-RATE
00 2E	0aaa aaaa	Matrix Control 1 Sens 2	(1 - 127) -63 - +63
00 2F	0aaa aaaa	Matrix Control 1 Destination 3	(0 - 16) OFF, CUTOFF, RESO, AMP-LEV, X-MOD, PIT-OSC1, PIT-OSC2, PW-OSC1, PW-OSC2, PIT-LFO1, PIT-LFO2, FLT-LFO1, FLT-LFO2, AMP-LFO1, AMP-LFO2, LFO1-RATE, LFO2-RATE
00 30	0aaa aaaa	Matrix Control 1 Sens 3	(1 - 127) -63 - +63
00 31	0aaa aaaa	Matrix Control 1 Destination 4	(0 - 16) OFF, CUTOFF, RESO, AMP-LEV, X-MOD, PIT-OSC1, PIT-OSC2, PW-OSC1, PW-OSC2, PIT-LFO1, PIT-LFO2, FLT-LFO1, FLT-LFO2, AMP-LFO1, AMP-LFO2, LFO1-RATE, LFO2-RATE
00 32	0aaa aaaa	Matrix Control 1 Sens 4	(1 - 127) -63 - +63
00 33	0aaa aaaa	Matrix Control 2 Source	(0 - 100) OFF, CC01 - CC31, CC33 - CC95, BEND, AFT, SYS1 - SYS4, VELOCITY, KEYFOLLOW, TEMPO
00 34	0aaa aaaa	Matrix Control 2 Destination 1	(0 - 16) OFF, CUTOFF, RESO, AMP-LEV, X-MOD, PIT-OSC1, PIT-OSC2, PW-OSC1, PW-OSC2, PIT-LFO1, PIT-LFO2, FLT-LFO1, FLT-LFO2, AMP-LFO1, AMP-LFO2, LFO1-RATE, LFO2-RATE
00 35	0aaa aaaa	Matrix Control 2 Sens 1	(1 - 127) -63 - +63
00 36	0aaa aaaa	Matrix Control 2 Destination 2	(0 - 16) OFF, CUTOFF, RESO, AMP-LEV, X-MOD, PIT-OSC1, PIT-OSC2, PW-OSC1, PW-OSC2, PIT-LFO1, PIT-LFO2, FLT-LFO1, FLT-LFO2, AMP-LFO1, AMP-LFO2, LFO1-RATE, LFO2-RATE
00 37	0aaa aaaa	Matrix Control 2 Sens 2	(1 - 127) -63 - +63
00 38	0aaa aaaa	Matrix Control 2 Destination 3	(0 - 16) OFF, CUTOFF, RESO, AMP-LEV, X-MOD, PIT-OSC1, PIT-OSC2, PW-OSC1, PW-OSC2, PIT-LFO1, PIT-LFO2, FLT-LFO1, FLT-LFO2, AMP-LFO1, AMP-LFO2, LFO1-RATE, LFO2-RATE
00 39	0aaa aaaa	Matrix Control 2 Sens 3	(1 - 127) -63 - +63

00 3A	Oaaa aaaa	Matrix Control 2 Destination 4 OFF, CUTOFF, RESO, AMP-LEV, X-MOD, PIT-OSC1, PIT-OSC2, PW-OSC1, PW-OSC2, PIT-LF01, PIT-LF02, FLT-LF01, FLT-LF02, AMP-LF01, AMP-LF02, LF01-RATE, LF02-RATE	(0 - 16)
00 3B	Oaaa aaaa	Matrix Control 2 Sens 4	(1 - 127) -63 - +63
00 3C	Oaaa aaaa	Matrix Control 3 Source OFF, CC01 - CC31, CC33 - CC95, BEND, AFT, SYS1 - SYS4, VELOCITY, KEYFOLLOW, TEMPO	(0 - 100)
00 3D	Oaaa aaaa	Matrix Control 3 Destination 1 OFF, CUTOFF, RESO, AMP-LEV, X-MOD, PIT-OSC1, PIT-OSC2, PW-OSC1, PW-OSC2, PIT-LF01, PIT-LF02, FLT-LF01, FLT-LF02, AMP-LF01, AMP-LF02, LF01-RATE, LF02-RATE	(0 - 16)
00 3E	Oaaa aaaa	Matrix Control 3 Sens 1	(1 - 127) -63 - +63
00 3F	Oaaa aaaa	Matrix Control 3 Destination 2 OFF, CUTOFF, RESO, AMP-LEV, X-MOD, PIT-OSC1, PIT-OSC2, PW-OSC1, PW-OSC2, PIT-LF01, PIT-LF02, FLT-LF01, FLT-LF02, AMP-LF01, AMP-LF02, LF01-RATE, LF02-RATE	(0 - 16)
00 40	Oaaa aaaa	Matrix Control 3 Sens 2	(1 - 127) -63 - +63
00 41	Oaaa aaaa	Matrix Control 3 Destination 3 OFF, CUTOFF, RESO, AMP-LEV, X-MOD, PIT-OSC1, PIT-OSC2, PW-OSC1, PW-OSC2, PIT-LF01, PIT-LF02, FLT-LF01, FLT-LF02, AMP-LF01, AMP-LF02, LF01-RATE, LF02-RATE	(0 - 16)
00 42	Oaaa aaaa	Matrix Control 3 Sens 3	(1 - 127) -63 - +63
00 43	Oaaa aaaa	Matrix Control 3 Destination 4 OFF, CUTOFF, RESO, AMP-LEV, X-MOD, PIT-OSC1, PIT-OSC2, PW-OSC1, PW-OSC2, PIT-LF01, PIT-LF02, FLT-LF01, FLT-LF02, AMP-LF01, AMP-LF02, LF01-RATE, LF02-RATE	(0 - 16)
00 44	Oaaa aaaa	Matrix Control 3 Sens 4	(1 - 127) -63 - +63
00 45	Oaaa aaaa	Matrix Control 4 Source OFF, CC01 - CC31, CC33 - CC95, BEND, AFT, SYS1 - SYS4, VELOCITY, KEYFOLLOW, TEMPO	(0 - 100)
00 46	Oaaa aaaa	Matrix Control 4 Destination 1 OFF, CUTOFF, RESO, AMP-LEV, X-MOD, PIT-OSC1, PIT-OSC2, PW-OSC1, PW-OSC2, PIT-LF01, PIT-LF02, FLT-LF01, FLT-LF02, AMP-LF01, AMP-LF02, LF01-RATE, LF02-RATE	(0 - 16)
00 47	Oaaa aaaa	Matrix Control 4 Sens 1	(1 - 127) -63 - +63
00 48	Oaaa aaaa	Matrix Control 4 Destination 2 OFF, CUTOFF, RESO, AMP-LEV, X-MOD, PIT-OSC1, PIT-OSC2, PW-OSC1, PW-OSC2, PIT-LF01, PIT-LF02, FLT-LF01, FLT-LF02, AMP-LF01, AMP-LF02, LF01-RATE, LF02-RATE	(0 - 16)
00 49	Oaaa aaaa	Matrix Control 4 Sens 2	(1 - 127) -63 - +63
00 4A	Oaaa aaaa	Matrix Control 4 Destination 3 OFF, CUTOFF, RESO, AMP-LEV, X-MOD, PIT-OSC1, PIT-OSC2, PW-OSC1, PW-OSC2, PIT-LF01, PIT-LF02, FLT-LF01, FLT-LF02, AMP-LF01, AMP-LF02, LF01-RATE, LF02-RATE	(0 - 16)
00 4B	Oaaa aaaa	Matrix Control 4 Sens 3	(1 - 127) -63 - +63
00 4C	Oaaa aaaa	Matrix Control 4 Destination 4 OFF, CUTOFF, RESO, AMP-LEV, X-MOD, PIT-OSC1, PIT-OSC2, PW-OSC1, PW-OSC2, PIT-LF01, PIT-LF02, FLT-LF01, FLT-LF02, AMP-LF01, AMP-LF02, LF01-RATE, LF02-RATE	(0 - 16)
00 4D	Oaaa aaaa	Matrix Control 4 Sens 4	(1 - 127) -63 - +63
00 00 00 4E	Total Size		

* Analog Synth Tone Partial

Offset	Address	Description	
00 00	0000 0aaa	LF01 Shape	(0 - 5)
00 01	Oaaa aaaa	LF01 Rate	(0 - 127)
00 02	Oaaa aaaa	LF01 Fade Time	(0 - 127)

00 03	0000 000a	LF01 Tempo Sync Switch	(0 - 1) OFF, ON
00 04	000a aaaa	LF01 Tempo Sync Note	(0 - 19) 16, 12, 8, 4, 2, 1, 3/4, 2/3, 1/2, 3/8, 1/3, 1/4, 3/16, 1/6, 1/8, 3/32, 1/12, 1/16, 1/24, 1/32
00 05	0000 00aa	LF01 Pitch Destination	(0 - 2) OSC1+2, OSC1, OSC2
00 06	Oaaa aaaa	LF01 Pitch Depth	(1 - 127) -63 - +63
00 07	Oaaa aaaa	LF01 Filter Depth	(1 - 127) -63 - +63
00 08	Oaaa aaaa	LF01 Amp Depth	(1 - 127) -63 - +63
00 09	0000 00aa	LF01 Pulse Width Destination	(0 - 3) OSC1+2, OSC1, OSC2, OFF
00 0A	000a aaaa		(0 - 31)
00 0B	0000 000a	LF01 Key Trigger	(0 - 1) OFF, ON
00 0C	0000 0aaa	LF02 Shape	(0 - 5) TRI, SIN, SAW, SQR, S&H, RND
00 0D	Oaaa aaaa	LF02 Rate	(0 - 127)
00 0E	Oaaa aaaa	LF02 Fade Time	(0 - 127)
00 0F	0000 000a	LF02 Tempo Sync Switch	(0 - 1) OFF, ON
00 10	000a aaaa	LF02 Tempo Sync Note	(0 - 19) 16, 12, 8, 4, 2, 1, 3/4, 2/3, 1/2, 3/8, 1/3, 1/4, 3/16, 1/6, 1/8, 3/32, 1/12, 1/16, 1/24, 1/32
00 11	0000 00aa	LF02 Pitch Destination	(0 - 2) OSC1+2, OSC1, OSC2
00 12	Oaaa aaaa	LF02 Pitch Depth	(1 - 127) -63 - +63
00 13	Oaaa aaaa	LF02 Filter Depth	(1 - 127) -63 - +63
00 14	Oaaa aaaa	LF02 Amp Depth	(1 - 127) -63 - +63
00 15	0000 00aa	LF02 Pulse Width Destination	(0 - 3) OSC1+2, OSC1, OSC2, OFF
00 16	000a aaaa		(0 - 31)
00 17	0000 000a	LF02 Key Trigger	(0 - 1) OFF, ON
00 18	0000 0aaa	MOD-LFO Shape	(0 - 5) TRI, SIN, SAW, SQR, S&H, RND
00 19	Oaaa aaaa	MOD-LFO Rate	(0 - 127)
00 1A	Oaaa aaaa	MOD-LFO Fade Time	(0 - 127)
00 1B	0000 000a	MOD-LFO Tempo Sync Switch	(0 - 1) OFF, ON
00 1C	000a aaaa	MOD-LFO Tempo Sync Note	(0 - 19) 16, 12, 8, 4, 2, 1, 3/4, 2/3, 1/2, 3/8, 1/3, 1/4, 3/16, 1/6, 1/8, 3/32, 1/12, 1/16, 1/24, 1/32
00 1D	0000 00aa	MOD-LFO Pitch Destination	(0 - 2) OSC1+2, OSC1, OSC2
00 1E	Oaaa aaaa	MOD-LFO Pitch Depth	(1 - 127) -63 - +63
00 1F	Oaaa aaaa	MOD-LFO Filter Depth	(1 - 127) -63 - +63
00 20	Oaaa aaaa	MOD-LFO Amp Depth	(1 - 127) -63 - +63
00 21	0000 00aa	MOD-LFO Pulse Width Destination	(0 - 3) OSC1+2, OSC1, OSC2, OFF
00 22	000a aaaa	(reserve) <*>	
00 23	0000 000a	MOD-LFO Key Trigger	(0 - 1) OFF, ON
00 24	0000 000a	LFO Select	(0 - 1) LF01, LF02
00 25	0000 000a	OSC Sync Switch	(0 - 1) OFF, ON
00 26	0000 000a	OSC Ring Switch	(0 - 1) OFF, ON
00 27	Oaaa aaaa	OSC Cross Modulation Depth	(0 - 127)
00 28	0000 000a	OSC Modulation Source	(0 - 1) OSC2, AUX
00 29	0000 000a	OSC Phase Sync	(0 - 1) OFF, ON
00 2A	0000 0aaa	OSC1 Waveform	(0 - 4) SAW, SQR, PW-SQR, TRI, SIN
00 2B	00aa aaaa	OSC1 Pitch Range	(0 - 4) 0 - 4 [oct]
00 2C	Oaaa aaaa	OSC1 Pitch Coarse	(16 - 112) -48 - +48
00 2D	Oaaa aaaa	OSC1 Pitch Fine	(14 - 114) -50 - +50
00 2E	Oaaa aaaa	OSC1 Pulse Width	(0 - 127)
00 2F	Oaaa aaaa	OSC1 Pulse Width Mod Depth	(0 - 127)
00 30	0000 000a	(reserve) <*>	
00 31	Oaaa aaaa	OSC1 Level	(0 - 127)
00 32	Oaaa aaaa	OSC1 Pitch Env Velocity Sens	(1 - 127) -63 - +63
00 33	Oaaa aaaa	OSC1 Pitch Env Attack Time	(0 - 127)
00 34	Oaaa aaaa	OSC1 Pitch Env Decay	(0 - 127)
00 35	Oaaa aaaa	OSC1 Pitch Env Depth	(1 - 127) -63 - +63
00 36	0000 0aaa	OSC2 Waveform	(0 - 4) SAW, SQR, PW-SQR, TRI, SIN
00 37	00aa aaaa	OSC2 Pitch Range	(0 - 4) 0 - 4 [oct]
00 38	Oaaa aaaa	OSC2 Pitch Coarse	(16 - 112) -48 - +48
00 39	Oaaa aaaa	OSC2 Pitch Fine	(14 - 114) -50 - +50
00 3A	Oaaa aaaa	OSC2 Pulse Width	(0 - 127)
00 3B	Oaaa aaaa	OSC2 Pulse Width Mod Depth	(0 - 127)
00 3C	0000 000a	(reserve) <*>	
00 3D	Oaaa aaaa	OSC2 Level	(0 - 127)
00 3E	Oaaa aaaa	OSC2 Pitch Env Velocity Sens	(1 - 127) -63 - +63

00 3F	0aaa aaaa	OSC2 Pitch Env Attack Time	(0 - 127)			0000 dddd	MFX Parameter 4	(12768 - 52768)	
00 40	0aaa aaaa	OSC2 Pitch Env Decay	(0 - 127)					-20000 - +20000	
00 41	0aaa aaaa	OSC2 Pitch Env Depth	(1 - 127)	#	00 21	0000 aaaa			
			-63 - +63			0000 bbbb			
00 42	0000 00aa	OSC Pitch Env Select	(0 - 2)			0000 cccc	MFX Parameter 5	(12768 - 52768)	
			OSC1+2, OSC1, OSC2			0000 dddd		-20000 - +20000	
00 43	0aaa aaaa	AUX Level	(0 - 127)	#	00 25	0000 aaaa			
00 44	0aaa aaaa	AUX Source	(0 - 3)			0000 bbbb			
			WHITE, PINK, DIGITAL, MIC			0000 cccc	MFX Parameter 6	(12768 - 52768)	
00 45	0000 0aaa	(reserve) <*>				0000 dddd		-20000 - +20000	
00 46	0000 0aaa	Filter Type	(0 - 5)	#	00 29	0000 aaaa			
			BYPASS, LPF1, LPF2, LPF3, HPF, BPF			0000 bbbb			
00 47	0aaa aaaa	Filter Cutoff	(0 - 127)			0000 cccc	MFX Parameter 7	(12768 - 52768)	
00 48	0aaa aaaa	Filter Cutoff Fine	(14 - 114)			0000 dddd		-20000 - +20000	
00 49	000a aaaa	Filter Cutoff Keyfollow	(54 - 74)	#	00 2D	0000 aaaa			
			-50 - +50			0000 bbbb			
00 4A	0aaa aaaa	Filter Cutoff Keyfollow Fine	(14 - 114)			0000 cccc	MFX Parameter 8	(12768 - 52768)	
			-50 - +50			0000 dddd		-20000 - +20000	
00 4B	0aaa aaaa	Filter Resonance	(0 - 127)	#	00 31	0000 aaaa			
00 4C	0aaa aaaa	Filter Env Velocity Sens	(1 - 127)			0000 bbbb			
			-63 - +63			0000 cccc	MFX Parameter 9	(12768 - 52768)	
00 4D	0aaa aaaa	Filter Env Attack Time	(0 - 127)			0000 dddd		-20000 - +20000	
00 4E	0aaa aaaa	Filter Env Decay Time	(0 - 127)						
00 4F	0aaa aaaa	Filter Env Sustain Level	(0 - 127)	#	00 35	0000 aaaa			
00 50	0aaa aaaa	Filter Env Release Time	(0 - 127)			0000 bbbb			
00 51	0aaa aaaa	Filter Env Depth	(1 - 127)			0000 cccc	MFX Parameter 10	(12768 - 52768)	
			-63 - +63			0000 dddd		-20000 - +20000	
00 52	0aaa aaaa	Filter HPF Cutoff	(0 - 127)	#	00 39	0000 aaaa			
00 53	0aaa aaaa		(14 - 114)			0000 bbbb			
						0000 cccc	MFX Parameter 11	(12768 - 52768)	
00 54	0aaa aaaa	Filter Drive	(0 - 127)			0000 dddd		-20000 - +20000	
00 55	0aaa aaaa	AMP Level	(0 - 127)	#	00 3D	0000 aaaa			
00 56	000a aaaa	AMP Level Keyfollow	(54 - 74)			0000 bbbb			
			-100 - +100			0000 cccc	MFX Parameter 12	(12768 - 52768)	
00 57	0aaa aaaa	AMP Level Velocity Sens	(1 - 127)			0000 dddd		-20000 - +20000	
			-63 - +63						
00 58	0aaa aaaa	AMP Env Attack Time	(0 - 127)	#	00 41	0000 aaaa			
00 59	0aaa aaaa	AMP Env Decay Time	(0 - 127)			0000 bbbb			
00 5A	0aaa aaaa	AMP Env Sustain Level	(0 - 127)			0000 cccc	MFX Parameter 13	(12768 - 52768)	
00 5B	0aaa aaaa	AMP Env Release Time	(0 - 127)			0000 dddd		-20000 - +20000	
00 5C	0000 aaaa	(reserve) <*>		#	00 45	0000 aaaa			
00 5D	0000 0aaa	(reserve) <*>				0000 bbbb			
:						0000 cccc	MFX Parameter 14	(12768 - 52768)	
00 64	0aaa aaaa	(reserve) <*>				0000 dddd		-20000 - +20000	
00 00 00 65		Total Size		#	00 49	0000 aaaa			
						0000 bbbb			
						0000 cccc	MFX Parameter 15	(12768 - 52768)	
						0000 dddd		-20000 - +20000	
* Analog Synth Tone MFX									
Offset									
Address		Description							
00 00	0aaa aaaa	MFX Type	(0 - 67)	#	00 4D	0000 aaaa			
00 01	0aaa aaaa	(reserve) <*>				0000 bbbb			
00 02	0aaa aaaa	(reserve) <*>				0000 cccc	MFX Parameter 16	(12768 - 52768)	
:						0000 dddd		-20000 - +20000	
00 04	0000 00aa	(reserve) <*>		#	00 51	0000 aaaa			
						0000 bbbb			
						0000 cccc	MFX Parameter 17	(12768 - 52768)	
						0000 dddd		-20000 - +20000	
00 05	0aaa aaaa	MFX Control 1 Source	(0 - 101)	#	00 55	0000 aaaa			
			OFF, CC01 - CC31, OFF, CC33 - CC95, BEND, AFT, SYS1 - SYS4			0000 bbbb			
00 06	0aaa aaaa	MFX Control 1 Sens	(1 - 127)			0000 cccc	MFX Parameter 18	(12768 - 52768)	
			-63 - +63			0000 dddd		-20000 - +20000	
00 07	0aaa aaaa	MFX Control 2 Source	(0 - 101)	#	00 59	0000 aaaa			
			OFF, CC01 - CC31, OFF, CC33 - CC95, BEND, AFT, SYS1 - SYS4			0000 bbbb			
00 08	0aaa aaaa	MFX Control 2 Sens	(1 - 127)			0000 cccc	MFX Parameter 19	(12768 - 52768)	
			-63 - +63			0000 dddd		-20000 - +20000	
00 09	0aaa aaaa	MFX Control 3 Source	(0 - 101)	#	00 5D	0000 aaaa			
			OFF, CC01 - CC31, OFF, CC33 - CC95, BEND, AFT, SYS1 - SYS4			0000 bbbb			
00 0A	0aaa aaaa	MFX Control 3 Sens	(1 - 127)			0000 cccc	MFX Parameter 20	(12768 - 52768)	
			-63 - +63			0000 dddd		-20000 - +20000	
00 0B	0aaa aaaa	MFX Control 4 Source	(0 - 101)	#	00 61	0000 aaaa			
			OFF, CC01 - CC31, OFF, CC33 - CC95, BEND, AFT, SYS1 - SYS4			0000 bbbb			
00 0C	0aaa aaaa	MFX Control 4 Sens	(1 - 127)			0000 cccc	MFX Parameter 21	(12768 - 52768)	
			-63 - +63			0000 dddd		-20000 - +20000	
00 0D	000a aaaa	MFX Control Assign 1	(0 - 16)	#	00 65	0000 aaaa			
			OFF, 1 - 16			0000 bbbb			
00 0E	000a aaaa	MFX Control Assign 2	(0 - 16)			0000 cccc	MFX Parameter 22	(12768 - 52768)	
			OFF, 1 - 16			0000 dddd		-20000 - +20000	
00 0F	000a aaaa	MFX Control Assign 3	(0 - 16)	#	00 69	0000 aaaa			
			OFF, 1 - 16			0000 bbbb			
00 10	000a aaaa	MFX Control Assign 4	(0 - 16)			0000 cccc	MFX Parameter 23	(12768 - 52768)	
			OFF, 1 - 16			0000 dddd		-20000 - +20000	
#	00 11	0000 aaaa		#	00 6D	0000 aaaa			
		0000 bbbb				0000 bbbb			
		0000 cccc				0000 cccc	MFX Parameter 24	(12768 - 52768)	
		0000 dddd	MFX Parameter 1			0000 dddd		-20000 - +20000	
			(12768 - 52768)						
			-20000 - +20000						
#	00 15	0000 aaaa		#	00 71	0000 aaaa			
		0000 bbbb				0000 bbbb			
		0000 cccc				0000 cccc	MFX Parameter 25	(12768 - 52768)	
		0000 dddd	MFX Parameter 2			0000 dddd		-20000 - +20000	
			(12768 - 52768)						
			-20000 - +20000						
#	00 19	0000 aaaa		#	00 75	0000 aaaa			
		0000 bbbb				0000 bbbb			
		0000 cccc				0000 cccc	MFX Parameter 26	(12768 - 52768)	
		0000 dddd	MFX Parameter 3			0000 dddd		-20000 - +20000	
			(12768 - 52768)						
			-20000 - +20000						
#	00 1D	0000 aaaa		#		0000 aaaa			
		0000 bbbb				0000 bbbb			
		0000 cccc				0000 cccc			
		0000 dddd				0000 dddd			

#	00 79	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 27	(12768 - 52768) -20000 - +20000
#	00 7D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 28	(12768 - 52768) -20000 - +20000
#	01 01	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 29	(12768 - 52768) -20000 - +20000
#	01 05	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 30	(12768 - 52768) -20000 - +20000
#	01 09	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 31	(12768 - 52768) -20000 - +20000
#	01 0D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	MFX Parameter 32	(12768 - 52768) -20000 - +20000
00 00 01 11		Total Size		

<Example2> What is the decimal expression of the value 12 34H given as hexadecimal for each 7 bits?

From the preceding table, since 12H = 18 and 34H = 52
18 x 128+52 = 2356

<Example3> What is the decimal expression of the nibbled value 0A 03 09 0D?

From the preceding table, since 0AH = 10, 03H = 3, 09H = 9, 0DH = 13
(10 x 16+3) x 16+9 x 16+13 = 41885

<Example4> What is the nibbled expression of the decimal value 1258?

```
16 ) 1258
    78 ...10
    ---
    4 ...14
    0 ... 4
```

Since from the preceding table, 0 = 00H, 4 = 04H, 14 = 0EH, 10 = 0AH,
the result is: 00 04 0E 0AH.

Examples of Actual MIDI Messages

<Example1> 92 3E 5F

9n is the Note-on status, and n is the MIDI channel number. Since 2H = 2, 3EH = 62, and 5FH = 95, this is a Note-on message with MIDI CH = 3, note number 62 (note name is D4), and velocity 95.

<Example2> CE 49

CnH is the Program Change status, and n is the MIDI channel number. Since EH = 14 and 49H = 73, this is a Program Change message with MIDI CH = 15, program number 74.

<Example3> EA 00 28

EnH is the Pitch Bend Change status, and n is the MIDI channel number. The 2nd byte (00H = 0) is the LSB and the 3rd byte (28H = 40) is the MSB, but Pitch Bend Value is a signed number in which 40 00H (= 64 x 12+80 = 8192) is 0, so this Pitch Bend Value is
28 00H - 40 00H = 40 x 12+80 - (64 x 12+80) = 5120 - 8192 = -3072

If the Pitch Bend Sensitivity is set to 2 semitones, -8192 (00 00H) will cause the pitch to change -200 cents, so in this case -200 x (-3072) / (-8192) = -75 cents of Pitch Bend is being applied to MIDI channel 11.

<Example4> B3 64 00 65 00 06 0C 26 00 64 7F 65 7F

BnH is the Control Change status, and n is the MIDI channel number. For Control Changes, the 2nd byte is the control number, and the 3rd byte is the value. In a case in which two or more messages consecutive messages have the same status, MIDI has a provision called "running status" which allows the status byte of the second and following messages to be omitted. Thus, the above messages have the following meaning.

```
B3 64 00 MIDI ch.4, lower byte of RPN parameter number: 00H
(B3) 65 00 (MIDI ch.4) upper byte of RPN parameter number: 00H
(B3) 06 0C (MIDI ch.4) upper byte of parameter value: 0CH
(B3) 26 00 (MIDI ch.4) lower byte of parameter value: 00H
(B3) 64 7F (MIDI ch.4) lower byte of RPN parameter number: 7FH
(B3) 65 7F (MIDI ch.4) upper byte of RPN parameter number: 7FH
```

In other words, the above messages specify a value of 0C 00H for RPN parameter number 00 00H on MIDI channel 4, and then set the RPN parameter number to 7F 7FH.

RPN parameter number 00 00H is Pitch Bend Sensitivity, and the MSB of the value indicates semitone units, so a value of 0CH = 12 sets the maximum pitch bend range to +/-12 semitones (1 octave). (On this sound generators the LSB of Pitch Bend Sensitivity is ignored, but the LSB should be transmitted anyway (with a value of 0) so that operation will be correct on any device.)

Once the parameter number has been specified for RPN or NRPN, all Data Entry messages transmitted on that same channel will be valid, so after the desired value has been transmitted, it is a good idea to set the parameter number to 7F 7FH to prevent accidents. This is the reason for the (B3) 64 7F (B3) 65 7F at the end.

It is not desirable for performance data (such as Standard MIDI File data) to contain many events with running status as given in <Example 4>. This is because if playback is halted during the song and then rewound or fast-forwarded, the sequencer may not be able to transmit the correct status, and the sound generator will then misinterpret the data. Take care to give each event its own status.

It is also necessary that the RPN or NRPN parameter number setting and the value setting be done in the proper order. On some sequencers, events occurring in the same (or consecutive) clock may be transmitted in an order different than the order in which they were received. For this reason it is a good idea to slightly skew the time of each event (about 1 tick for TPQN = 96, and about 5 ticks for TPQN = 480).

6. Supplementary Material

Decimal and Hexadecimal Table

(An "H" is appended to the end of numbers in hexadecimal notation.)
In MIDI documentation, data values and addresses/sizes of Exclusive messages, etc. are expressed as hexadecimal values for each 7 bits. The following table shows how these correspond to decimal numbers.

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

D: decimal
H: hexadecimal

- * Decimal values such as MIDI channel, bank select, and program change are listed as one greater than the values given in the above table.
- * A 7-bit byte can express data in the range of 128 steps. For data where greater precision is required, we must use two or more bytes. For example, two hexadecimal numbers aa bbH expressing two 7-bit bytes would indicate a value of aa x 128+bb.
- * In the case of values which have a +/- sign, 00H = -64, 40H = +/-0, and 7FH = +63, so that the decimal expression would be 64 less than the value given in the above chart. In the case of two types, 00 00H = -8192, 40 00H = +/-0, and 7F 7FH = +8191. For example, if aa bbH were expressed as decimal, this would be aa bbH - 40 00H = aa x 128+bb - 64 x 128.
- * Data marked "Use nibbled data" is expressed in hexadecimal in 4-bit units. A value expressed as a 2-byte nibble 0a 0bH has the value of a x 16+b.

<Example1> What is the decimal expression of 5AH?
From the preceding table, 5AH = 90

* TPQN: Ticks Per Quarter Note

■ Example of an Exclusive Message and Calculating a Checksum

Roland Exclusive messages (RQ1, DT1) are transmitted with a checksum at the end (before F7) to make sure that the message was correctly received. The value of the checksum is determined by the address and data (or size) of the transmitted Exclusive message.

● How to calculate the checksum

(hexadecimal numbers are indicated by "H")

The checksum is a value derived by adding the address, size, and checksum itself and inverting the lower 7 bits.

Here's an example of how the checksum is calculated. We will assume that in the Exclusive message we are transmitting, the address is aabbccddH and the data or size is eeffH.

```
aa + bb + cc + dd + ee + ff = sum
sum / 128 = quotient ... remainder
128 - remainder = checksum
```

<Example> Setting Reverb Type of Program to Room 2 (DT1)

According to the Parameter Address Map (p. 8), the start address of Temporary Program is 18 00 00 00H, the offset address of Reverb at Program is 02 00H, and the address of Reverb Type is 00 00H. Therefore the address of Reverb Type is;

```
18 00 00 00H
   02 00H
+) 00 00H
---
18 00 02 00H
```

Room 2 has the value of 02H.

So the system exclusive message should be sent is;

```
F0 41 10 00 00 00 0F 12 18 00 02 00 02 ?? F7
(1) (2) (3) (4) (5) address data checksum (6)
```

(1) Exclusive Status (2) ID (Roland) (3) Device ID (17)
 (4) Model ID (JD-XA) (5) Command ID (DT1)
 (6) End of Exclusive

Then calculate the checksum.

```
18H + 00H + 02H + 00H + 02H = 24 + 0 + 2 + 0 + 2 = 28 (sum)
28 (sum) / 128 = 0 (quotient) ... 28 (remainder)
checksum = 128 - 28 (remainder) = 100 = 64H
```

This means that F0 41 10 00 00 00 0F 12 18 00 02 00 02 64 F7 is the message should be sent.

ASCII Code Table

Program Name, etc., of MIDI data are described the ASCII code in the table below.

D	H	Char	D	H	Char	D	H	Char
32	20H	SP	64	40H	@	96	60H	`
33	21H	!	65	41H	A	97	61H	a
34	22H	"	66	42H	B	98	62H	b
35	23H	#	67	43H	C	99	63H	c
36	24H	\$	68	44H	D	100	64H	d
37	25H	%	69	45H	E	101	65H	e
38	26H	&	70	46H	F	102	66H	f
39	27H	`	71	47H	G	103	67H	g
40	28H	(72	48H	H	104	68H	h
41	29H)	73	49H	I	105	69H	i
42	2AH	*	74	4AH	J	106	6AH	j
43	2BH	+	75	4BH	K	107	6BH	k
44	2CH	,	76	4CH	L	108	6CH	l
45	2DH	-	77	4DH	M	109	6DH	m
46	2EH	.	78	4EH	N	110	6EH	n
47	2FH	/	79	4FH	O	111	6FH	o
48	30H	0	80	50H	P	112	70H	p
49	31H	1	81	51H	Q	113	71H	q
50	32H	2	82	52H	R	114	72H	r
51	33H	3	83	53H	S	115	73H	s
52	34H	4	84	54H	T	116	74H	t
53	35H	5	85	55H	U	117	75H	u
54	36H	6	86	56H	V	118	76H	v
55	37H	7	87	57H	W	119	77H	w
56	38H	8	88	58H	X	120	78H	x
57	39H	9	89	59H	Y	121	79H	y
58	3AH	:	90	5AH	Z	122	7AH	z
59	3BH	;	91	5BH	[123	7BH	{
60	3CH	<	92	5CH	\	124	7CH	
61	3DH	=	93	5DH]	125	7DH	}
62	3EH	>	94	5EH	^			
63	3FH	?	95	5FH	_			

D: decimal

H: hexadecimal

* "SP" is space.

MIDI Implementation Chart

Function...	Transmitted	Recognized	Remarks
Basic Default	1-16	1-16	
Channel Changed	1-16	1-16	Memorized
Mode Default	Mode 3	Mode 3	
Messages	x	Mode 3, 4 (M=1)	*2
Altered	*****		
Note	0-126	0-127	
Number : : True Voice	*****	0-127	
Velocity Note On	o	o	
Note Off	o	o	
After Key's	x	o	*1
Touch Channel's	o	o	*1
Pitch Bend	o	o	*1
	0,32 o	o	*1 Bank select
	1 o	o	*1 Modulation
	5 o	o	Portamento time
	6,38 o	o	Data entry
	7 x	o	*1 Volume
	10 x	o	*1 Panpot
	11 o	o	*1 Expression
	12-31 o	o	*4
	64 o	o	*1 Hold 1
	65 x	o	Portamento
	71 x	o	Resonance
	72 x	o	Release time
	73 x	o	Attack time
	74 x	o	Cutoff
	75 x	o	Decay time
	76 x	o	Vibrate rate
	77 x	o	Vibrate depth
	78 x	o	Vibrate delay
	80-83 o	o	*4
	90,91 o	o	*4
	98,99 o	o	*4 NRPN LSB,MSB
	100,101 x	o	*4 RPN LSB,MSB
	102-119 o	o	*4
	1-31,33-127 o	-	MIDI CONTROL
	1-31,33-95,102-119 o	-	Pedal, Wheel
Program	o	*1 o	*1
Change : True Number	*****	0-127	Program No.1-128
System	o	*3 o	*1
Exclusive			
System : Song Position	x	x	
Common : Song Select	x	x	
: Tune Request	x	x	
System :Clock	x	o	
Real Time :Commands	x	x	
Aux :All Sound Off	x	o (120,126,127)	
:Reset All Controllers	x	o	
:Local On/Off	x	x	
Messages :All Notes Off	x	o (123,127)	
:Active Sensing	o	*1 o	
:System Reset	x	x	
Notes	*1 o x is selectable. *2 Recognized as M=1 even if M1. *3 Transmitted only when "Transmitted Edit Data" is ON or RQ1 is received *4 Refer to Parameter Guide "CC Assignments" about function of each controller number.		

Mode 1 : OMNI ON, POLY
Mode 3 : OMNI OFF, POLY

Mode 2 : OMNI ON, MONO
Mode 4 : OMNI OFF, MONO

O : Yes
X : No

MIDI Implementation Chart

Function...	Transmitted	Recognized	Remarks
Basic Default	All channel	All channel	There is not specific basic channel
Channel Changed	x	1-16	
Mode Default	x	x x	
Messages	x		
Altered	*****		
Note	0-127	0-127	
Number : : True Voice	*****	0-127	
Velocity Note On	o	o	
Note Off	o	o	
After Key's	x	x	
Touch Channel's	o	o	
Pitch Bend	o	o	
Control			
Change 0-119	o	o	
Program	x	x	
Change : True Number	*****		
System	o	o	
Exclusive			
System : Song Position	x	x	
Common : Song Select	x	x	
: Tune Request	x	x	
System :Clock	o	*1 o	*1
Real Time :Commands	o	*1 o	*1
Aux :All Sound Off	o	o	*2
Messages :Reset All Controllers	o	o	
:Local On/Off	x	x	
:All Notes Off	x	x	*3
:Omni Mode Off	o	o	*2
:Omni Mode On	o	o	*2
:Mono Mode On	o	o	*2
:Poly Mode On	o	o	*2
:Active Sensing	o	o	
:System Reset	x	x	
Notes	*1 o x is selectable. *2 First, a note-off message is recorded for each note that is currently on; then this message itself is recorded *3 The All Notes Off message itself is not recorded; a note-off message is recorded for each note that is currently on		

Mode 1 : OMNI ON, POLY
Mode 3 : OMNI OFF, POLY

Mode 2 : OMNI ON, MONO
Mode 4 : OMNI OFF, MONO

O : Yes
X : No