

* In this implementation, the order in which the TD-50X's buttons should be pressed is indicated in the following way. For example, [KIT]–[MENU]–[MIDI CH] means “press the [KIT] button, then press the [MENU] button, then press the PAGE [DOWN] button to access the page 4 (KIT PAD MIDI), and then press the [MIDI CH] button.”

The KIT MENU screen consists of the four pages “KIT SETTINGS,” “KIT SETTINGS 2,” “KITPAD CTRL,” and “KIT PAD MIDI”; you can switch between these four pages by pressing the PAGE [UP] [DOWN] buttons. For details, refer to the TD-50X owner's manual (Quick Start).

* The “Data List” referred to in this document can be obtained via the Roland website.

1. Receive Data

■ Channel Voice Messages

* Following Channel Voice Messages can be received in [KIT]–[MENU]–[MIDI CH] MIDI CH.

* Not received when [SETUP]–[MIDI]–[BASIC] MIDI Tx/Rx Sw is set to “OFF.”

● Note On

Status	2nd byte	3rd byte
9nH	kkH	vvH
n = MIDI channel number:	0H–FH (ch.1–ch.16)	
kk = note number:	00H–7FH (0–127)	
vv = note on velocity:	01H–7FH (1–127)	

* Messages are received only on the channel that is assigned to the pad whose note number matches the message.

For details on note numbers, refer to the PAD MIDI page of “TD-50X Data List” (PDF).

* When the [KIT]–[MENU]–[BRUSH] Brush Switch is set to “ON,” the note number set by means of [KIT]–[MENU]–[NOTE] Note No. (SNARE<BRUSH>) is received on the channel to which the SNARE<HEAD> is assigned (when an instrument compatible with brush performances is selected for the Snare pad head).

* The note number set by means of [KIT]–[MENU]–[NOTE] Note No. (SNARE<XSTICK>) is received on the channel to which the SNARE<RIM> is assigned (when an instrument compatible with cross-sticking is selected for the Snare pad rim).

* When recording, this is recorded in the sequencer data itself.

● Polyphonic Key Pressure

Status	2nd byte	3rd byte
AnH	kkH	vvH
n = MIDI channel number:	0H–FH (ch.1–ch.16)	
kk = note number:	00H–7FH (0–127)	
vv = value	00H–7FH (0–127)	

* Messages are received only on the channel that is assigned to the pad whose note number matches the message.

For details on note numbers, refer to the PAD MIDI page of “TD-50X Data List” (PDF).

* If the value is greater than 1, the decay of the note sounded by the received note number will be shortened based on the value (Used in choking).

* When recording, this is recorded in the sequencer data itself.

● Control Change

○ Modulation (Controller number 1)

Status	2nd byte	3rd byte
BnH	01H	vvH
n = MIDI channel number:	0H–FH (ch.1–ch.16)	
Modulation depth:	00H–7FH (0–127)	
	Pedal position:	open to closed
	Head strike position:	center to perimeter
	Rim strike position:	deep to shallow

* On channels to which the “HI-HAT<BOW>” is assigned, if the Hi-Hat Pedal CC in [SETUP] - [MIDI] - [CONTROL] is set to “MODULATION (1),” the hi-hat control pedal position changes.

* If either the Snare CC (used for the snare pad head and rim), the Ride CC (used for the ride pad bow), the Toms/AUXs CC (used for the heads and rims of TOM 1–4 and AUX 1–4), the Hi-Hat CC (used for the hi-hat pad bow) or the Hi-Hat LR CC (used for the hi-hat pad bow and edge) in [SETUP] - [MIDI] - [CONTROL] is set to “MODULATION (1),” the strike position of the pad corresponding to the note number received directly afterwards on the same note channel changes.

* If Hi-Hat LR CC has been set, the head and rim strike positions change from left to right.

* When recording, the “Hi-Hat Pedal CC data,” “Snare CC data,” “Ride CC data,” “Toms/AUXs CC data,” “Hi-Hat CC data” and “Hi-Hat LR CC data” are stored in the sequencer data according to the above settings.

○ Breath Controller (Controller number 2)

Status	2nd byte	3rd byte
BnH	02H	vvH
n = MIDI channel number:	0H–FH (ch.1–ch.16)	
vv = Control value:	00H–7FH (0–127)	
	Pedal position:	open to closed
	Head strike position:	center to perimeter
	Rim strike position:	deep to shallow

* On channels to which the “HI-HAT<BOW>” is assigned, if the Hi-Hat Pedal CC in [SETUP] - [MIDI] - [CONTROL] is set to “BREATH (2),” the hi-hat control pedal position changes.

* If either the Snare CC (used for the snare pad head and rim), the Ride CC (used for the ride pad bow), the Toms/AUXs CC (used for the heads and rims of TOM 1–4 and AUX 1–4), the Hi-Hat CC (used for the hi-hat pad bow) or the Hi-Hat LR CC (used for the hi-hat pad bow and edge) in [SETUP] - [MIDI] - [CONTROL] is set to “BREATH (2),” the strike position of the pad corresponding to the note number received directly afterwards on the same note channel changes.

* If Hi-Hat LR CC has been set, the head and rim strike positions change from left to right.

* When recording, the “Hi-Hat Pedal CC data,” “Snare CC data,” “Ride CC data,” “Toms/AUXs CC data,” “Hi-Hat CC data” and “Hi-Hat LR CC data” are stored in the sequencer data according to the above settings.

○ Foot Controller (Controller number 4)

Status	2nd byte	3rd byte
BnH	04H	vvH
n = MIDI channel number:	0H–FH (ch.1–ch.16)	
vv = Control value:	00H–7FH (0–127)	
	Pedal position:	open to closed
	Head strike position:	center to perimeter
	Rim strike position:	deep to shallow

* On channels to which the “HI-HAT<BOW>” is assigned, if the Hi-Hat Pedal CC in [SETUP] - [MIDI] - [CONTROL] is set to “FOOT (4),” the hi-hat control pedal position changes.

* If either the Snare CC (used for the snare pad head and rim), the Ride CC (used for the ride pad bow), the Toms/AUXs CC (used for the heads and rims of TOM 1–4 and AUX 1–4), the Hi-Hat CC (used for the hi-hat pad bow) or the Hi-Hat LR CC (used for the hi-hat pad bow and edge) in [SETUP] - [MIDI] - [CONTROL] is set to “FOOT (4),” the strike position of the pad corresponding to the note number received directly afterwards on the same note channel changes.

* If Hi-Hat LR CC has been set, the head and rim strike positions change from left to right.

* When recording, the “Hi-Hat Pedal CC data,” “Snare CC data,” “Ride CC data,” “Toms/AUXs CC data,” “Hi-Hat CC data” and “Hi-Hat LR CC data” are stored in the sequencer data according to the above settings.

○ Expression (Controller number 11)

Status	2nd byte	3rd byte
BnH	0BH	vvH
n = MIDI channel number:	0H–FH (ch.1–ch.16)	
vv = Expression:	00H–7FH (0–127)	
	Pedal position:	open to closed
	Head strike position:	center to perimeter
	Rim strike position:	deep to shallow

* On channels to which the “HI-HAT<BOW>” is assigned, if the Hi-Hat Pedal CC in [SETUP] - [MIDI] - [CONTROL] is set to “EXPRESSION (11),” the hi-hat control pedal position changes.

* If either the Snare CC (used for the snare pad head and rim), the Ride CC (used for the ride pad bow), the Toms/AUXs CC (used for the heads and rims of TOM 1–4 and AUX 1–4), the Hi-Hat CC (used for the hi-hat pad bow) or the Hi-Hat LR CC (used for the hi-hat pad bow and edge) in [SETUP] - [MIDI] - [CONTROL] is set to “EXPRESSION (11),” the strike position of the pad corresponding to the note number received directly afterwards on the same note channel changes.

* If Hi-Hat LR CC has been set, the head and rim strike positions change from left to right.

* When recording, the “Hi-Hat Pedal CC data,” “Snare CC data,” “Ride CC data,” “Toms/AUXs CC data,” “Hi-Hat CC data” and “Hi-Hat LR CC data” are stored in the sequencer data according to the above settings.

MIDI Implementation

○ General Purpose Controller 1 (Controller number 16)

Status	2nd byte	3rd byte
BnH	10H	vvH
n = MIDI channel number:		0H–FH (ch.1–ch.16)
vv = Control value:		00H–7FH (0–127)
		Pedal position: open to closed
		Head strike position: center to perimeter
		Rim strike position: deep to shallow

- * On channels to which the “HI-HAT<BOW>” is assigned, if the Hi-Hat Pedal CC in [SETUP] - [MIDI] - [CONTROL] is set to “GENERAL1 (16),” the hi-hat control pedal position changes.
- * If either the Snare CC (used for the snare pad head and rim), the Ride CC (used for the ride pad bow), the Toms/AUXs CC (used for the heads and rims of TOM 1–4 and AUX 1–4), the Hi-Hat CC (used for the hi-hat pad bow) or the Hi-Hat LR CC (used for the hi-hat pad bow and edge) in [SETUP] - [MIDI] - [CONTROL] is set to “GENERAL1 (16),” the strike position of the pad corresponding to the note number received directly afterwards on the same note channel changes.
- * If Hi-Hat LR CC has been set, the head and rim strike positions change from left to right.
- * When recording, the “Hi-Hat Pedal CC data,” “Snare CC data,” “Ride CC data,” “Toms/AUXs CC data,” “Hi-Hat CC data” and “Hi-Hat LR CC data” are stored in the sequencer data according to the above settings.

○ General Purpose Controller 2 (Controller number 17)

Status	2nd byte	3rd byte
BnH	11H	vvH
n = MIDI channel number:		0H–FH (ch.1–ch.16)
vv = Control value:		00H–7FH (0–127)
		Pedal position: open to closed
		Head strike position: center to perimeter
		Rim strike position: deep to shallow

- * On channels to which the “HI-HAT<BOW>” is assigned, if the Hi-Hat Pedal CC in [SETUP] - [MIDI] - [CONTROL] is set to “GENERAL2 (17),” the hi-hat control pedal position changes.
- * If either the Snare CC (used for the snare pad head and rim), the Ride CC (used for the ride pad bow), the Toms/AUXs CC (used for the heads and rims of TOM 1–4 and AUX 1–4), the Hi-Hat CC (used for the hi-hat pad bow) or the Hi-Hat LR CC (used for the hi-hat pad bow and edge) in [SETUP] - [MIDI] - [CONTROL] is set to “GENERAL2 (17),” the strike position of the pad corresponding to the note number received directly afterwards on the same note channel changes.
- * If Hi-Hat LR CC has been set, the head and rim strike positions change from left to right.
- * When recording, the “Hi-Hat Pedal CC data,” “Snare CC data,” “Ride CC data,” “Toms/AUXs CC data,” “Hi-Hat CC data” and “Hi-Hat LR CC data” are stored in the sequencer data according to the above settings.

○ General Purpose Controller 3 (Controller number 18)

Status	2nd byte	3rd byte
BnH	12H	vvH
n = MIDI channel number:		0H–FH (ch.1–ch.16)
vv = Control value:		00H–7FH (0–127)
		Pedal position: open to closed
		Head strike position: center to perimeter
		Rim strike position: deep to shallow

- * On channels to which the “HI-HAT<BOW>” is assigned, if the Hi-Hat Pedal CC in [SETUP] - [MIDI] - [CONTROL] is set to “GENERAL3 (18),” the hi-hat control pedal position changes.
- * If either the Snare CC (used for the snare pad head and rim), the Ride CC (used for the ride pad bow), the Toms/AUXs CC (used for the heads and rims of TOM 1–4 and AUX 1–4), the Hi-Hat CC (used for the hi-hat pad bow) or the Hi-Hat LR CC (used for the hi-hat pad bow and edge) in [SETUP] - [MIDI] - [CONTROL] is set to “GENERAL3 (18),” the strike position of the pad corresponding to the note number received directly afterwards on the same note channel changes.
- * If Hi-Hat LR CC has been set, the head and rim strike positions change from left to right.
- * When recording, the “Hi-Hat Pedal CC data,” “Snare CC data,” “Ride CC data,” “Toms/AUXs CC data,” “Hi-Hat CC data” and “Hi-Hat LR CC data” are stored in the sequencer data according to the above settings.

○ General Purpose Controller 4 (Controller number 19)

Status	2nd byte	3rd byte
BnH	13H	vvH
n = MIDI channel number:		0H–FH (ch.1–ch.16)
vv = Control value:		00H–7FH (0–127)
		Pedal position: open to closed
		Head strike position: center to perimeter
		Rim strike position: deep to shallow

- * On channels to which the “HI-HAT<BOW>” is assigned, if the Hi-Hat Pedal CC in [SETUP] - [MIDI] - [CONTROL] is set to “GENERAL4 (19),” the hi-hat control pedal position changes.
- * If either the Snare CC (used for the snare pad head and rim), the Ride CC (used for the ride pad bow), the Toms/AUXs CC (used for the heads and rims of TOM 1–4 and AUX 1–4), the Hi-Hat CC (used for the hi-hat pad bow) or the Hi-Hat LR CC (used for the hi-hat pad bow and edge) in [SETUP] - [MIDI] - [CONTROL] is set to “GENERAL4 (19),” the strike position of the pad corresponding to the note number received directly afterwards on the same note channel changes.
- * If Hi-Hat LR CC has been set, the head and rim strike positions change from left to right.
- * When recording, the “Hi-Hat Pedal CC data,” “Snare CC data,” “Ride CC data,” “Toms/AUXs CC data,” “Hi-Hat CC data” and “Hi-Hat LR CC data” are stored in the sequencer data according to the above settings.

○ General Purpose Controller 5 (Controller number 80)

Status	2nd byte	3rd byte
BnH	50H	vvH
n = MIDI channel number:		0H–FH (ch.1–ch.16)
vv = Control value:		00H–7FH (0–127)
		Pedal position: open to closed
		Head strike position: center to perimeter
		Rim strike position: deep to shallow

- * On channels to which the “HI-HAT<BOW>” is assigned, if the Hi-Hat Pedal CC in [SETUP] - [MIDI] - [CONTROL] is set to “GENERAL5 (80),” the hi-hat control pedal position changes.
- * If either the Snare CC (used for the snare pad head and rim), the Ride CC (used for the ride pad bow), the Toms/AUXs CC (used for the heads and rims of TOM 1–4 and AUX 1–4), the Hi-Hat CC (used for the hi-hat pad bow) or the Hi-Hat LR CC (used for the hi-hat pad bow and edge) in [SETUP] - [MIDI] - [CONTROL] is set to “GENERAL5 (80),” the strike position of the pad corresponding to the note number received directly afterwards on the same note channel changes.
- * If Hi-Hat LR CC has been set, the head and rim strike positions change from left to right.
- * When recording, the “Hi-Hat Pedal CC data,” “Snare CC data,” “Ride CC data,” “Toms/AUXs CC data,” “Hi-Hat CC data” and “Hi-Hat LR CC data” are stored in the sequencer data according to the above settings.

○ General Purpose Controller 6 (Controller number 81)

Status	2nd byte	3rd byte
BnH	51H	vvH
n = MIDI channel number:		0H–FH (ch.1–ch.16)
vv = Control value:		00H–7FH (0–127)
		Pedal position: open to closed
		Head strike position: center to perimeter
		Rim strike position: deep to shallow

- * On channels to which the “HI-HAT<BOW>” is assigned, if the Hi-Hat Pedal CC in [SETUP] - [MIDI] - [CONTROL] is set to “GENERAL6 (81),” the hi-hat control pedal position changes.
- * If either the Snare CC (used for the snare pad head and rim), the Ride CC (used for the ride pad bow), the Toms/AUXs CC (used for the heads and rims of TOM 1–4 and AUX 1–4), the Hi-Hat CC (used for the hi-hat pad bow) or the Hi-Hat LR CC (used for the hi-hat pad bow and edge) in [SETUP] - [MIDI] - [CONTROL] is set to “GENERAL6 (81),” the strike position of the pad corresponding to the note number received directly afterwards on the same note channel changes.
- * If Hi-Hat LR CC has been set, the head and rim strike positions change from left to right.
- * When recording, the “Hi-Hat Pedal CC data,” “Snare CC data,” “Ride CC data,” “Toms/AUXs CC data,” “Hi-Hat CC data” and “Hi-Hat LR CC data” are stored in the sequencer data according to the above settings.

○ General Purpose Controller 7 (Controller number 82)

Status	2nd byte	3rd byte
BnH	52H	vvH
n = MIDI channel number:		0H–FH (ch.1–ch.16)
vv = Control value:		00H–7FH (0–127)
	Pedal position:	open to closed
	Head strike position:	center to perimeter
	Rim strike position:	deep to shallow

- * On channels to which the "HI-HAT<BOW>" is assigned, if the Hi-Hat Pedal CC in [SETUP] - [MIDI] - [CONTROL] is set to "GENERAL7 (82)," the hi-hat control pedal position changes.
- * If either the Snare CC (used for the snare pad head and rim), the Ride CC (used for the ride pad bow), the Toms/AUXs CC (used for the heads and rims of TOM 1–4 and AUX 1–4), the Hi-Hat CC (used for the hi-hat pad bow) or the Hi-Hat LR CC (used for the hi-hat pad bow and edge) in [SETUP] - [MIDI] - [CONTROL] is set to "GENERAL7 (82)," the strike position of the pad corresponding to the note number received directly afterwards on the same note channel changes.
- * If Hi-Hat LR CC has been set, the head and rim strike positions change from left to right.
- * When recording, the "Hi-Hat Pedal CC data," "Snare CC data," "Ride CC data," "Toms/AUXs CC data," "Hi-Hat CC data" and "Hi-Hat LR CC data" are stored in the sequencer data according to the above settings.

○ General Purpose Controller 8 (Controller number 83)

Status	2nd byte	3rd byte
BnH	53H	vvH
n = MIDI channel number:		0H–FH (ch.1–ch.16)
vv = Control value:		00H–7FH (0–127)
	Pedal position:	open to closed
	Head strike position:	center to perimeter
	Rim strike position:	deep to shallow

- * On channels to which the "HI-HAT<BOW>" is assigned, if the Hi-Hat Pedal CC in [SETUP] - [MIDI] - [CONTROL] is set to "GENERAL8 (83)," the hi-hat control pedal position changes.
- * If either the Snare CC (used for the snare pad head and rim), the Ride CC (used for the ride pad bow), the Toms/AUXs CC (used for the heads and rims of TOM 1–4 and AUX 1–4), the Hi-Hat CC (used for the hi-hat pad bow) or the Hi-Hat LR CC (used for the hi-hat pad bow and edge) in [SETUP] - [MIDI] - [CONTROL] is set to "GENERAL8 (83)," the strike position of the pad corresponding to the note number received directly afterwards on the same note channel changes.
- * If Hi-Hat LR CC has been set, the head and rim strike positions change from left to right.
- * When recording, the "Hi-Hat Pedal CC data," "Snare CC data," "Ride CC data," "Toms/AUXs CC data," "Hi-Hat CC data" and "Hi-Hat LR CC data" are stored in the sequencer data according to the above settings.

○ High Resolution Velocity Prefix (Controller number 88)

Status	2nd byte	3rd byte
BnH	58H	kkH
n = MIDI channel number:		0H–FH (ch.1–ch.16)
kk = High resolution velocity prefix:		00H–40H (0–64)

- * If a note-on message is received immediately thereafter on the same note channel, the force (velocity) of the pad strike is expressed as follows according to the values of the note-on velocity and the high resolution velocity prefix.
 - **When the note-on velocity is less than 127 and the high resolution velocity prefix is less than 64**
The velocity is the same as the note-on velocity.
 - **When the note-on velocity is less than 127 and the high resolution velocity prefix is 64**
If we let the note-on velocity be "x," the velocity is expressed as "x+0.5."
 - **When the note-on velocity is 127**
If we let the high resolution velocity prefix be "y," the velocity is expressed as "127 +(0.5 * y)."
- * Velocity values below the decimal point are not expressed in the screen of the TD-50X. If we let the velocity be "x," velocities above 127 are expressed as "127 + (x-127)."
- * If a note-off is received immediately thereafter on the same note channel, the high resolution velocity prefix is reset.
- * Not Received when [SETUP]–[MIDI]–[CONTROL] HI-Reso Velocity is set to "OFF."
- * If a message whose high resolution velocity prefix value of 65 or greater is received, it is received as a value of 64.

● Program Change

Status	2nd byte
CnH	ppH
n = MIDI channel number:	0H–FH (ch.1–ch.16)
pp = Program number:	00H–7FH (prog.1–prog.128)
* Not Received when [SETUP]–[MIDI]–[BASIC] program Change Rx is set to "OFF."	
* The sound will change beginning with the next Note-On after the Program Change is received. Voices which were already sounding before the Program Change was received will not be affected.	
* Only the program number set with [SETUP]–[MIDI]–[BASIC] is received.	
* The sound changes starting with a new note-on that follows program change reception. A voice that was already sounding before the program change was received is not affected.	
* Not recorded in the sequencer.	

■ Channel Mode Messages

- * Following Channel Voice Messages can be received in [KIT]–[MENU]–[MIDI CH] MIDI CH.
- * Not received when [SETUP]–[MIDI]–[BASIC] Tx/Rx Sw is set to "OFF."

● All Sounds Off (Controller number 120)

Status	2nd byte	3rd byte
BnH	78H	00H
n = MIDI channel number:		0H–FH (ch.1–ch.16)z
* When this message is received, all currently-sounding notes on the corresponding channel will be silenced. However, the status of channel messages will not change.		

● Reset All Controllers (Controller number 121)

Status	2nd byte	3rd byte
BnH	79H	00H
n = MIDI channel number:		0H–FH (ch.1–ch.16)
* When this message is received, polyphonic key pressure for all pads assigned to the same channel number is reset to 0.		
* If the channel number is the same as the channel that is assigned for HI-HAT<BOW>, the controller that is assigned by [SETUP]–[MIDI]–[CONTROL] Hi-Hat Pedal CC is reset to 0.		

● All Notes Off (Controller number 123)

Status	2nd byte	3rd byte
BnH	7BH	00H
n = MIDI channel number:		0H–FH (ch.1–ch.16)
* The same processing will be carried out as when All Sounds Off is received.		

● OMNI OFF (Controller number 124)

Status	2nd byte	3rd byte
BnH	7CH	00H
n = MIDI channel number:		0H–FH (ch.1–ch.16)
* The same processing will be carried out as when All Sounds Off is received.		

● OMNI ON (Controller number 125)

Status	2nd byte	3rd byte
BnH	7DH	00H
n = MIDI channel number:		0H–FH (ch.1–ch.16)
* The same processing will be carried out as when All Sounds Off is received.		

● MONO (Controller number 126)

Status	2nd byte	3rd byte
BnH	7EH	mmH
n = MIDI channel number:		0H–FH (ch.1–ch.16)
mm = mono number:		00H–10H (0–16)
* The same processing will be carried out as when All Sounds Off is received.		

● POLY (Controller number 127)

Status	2nd byte	3rd byte
BnH	7FH	00H
n = MIDI channel number:		0H–FH (ch.1–ch.16)
* The same processing will be carried out as when All Sounds Off is received.		

System Realtime Message

* Following System Realtime Messages cannot be recorded in the sequencer.

Timing Clock

Status

F8H

* Recognized only when the [SETUP]–[MIDI]–[SYNC] Sync Mode is set at “EXTERNAL.”

Start

Status

FAH

* If a START message is received while the song is stopped, the click playback is reset. The song does not play.

* Recognized only when the [SETUP]–[MIDI]–[SYNC] Sync Mode is set at “EXTERNAL.”

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 about 500 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

* Following System Exclusive Messages cannot be recorded in the sequencer.

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)	

The System Exclusive Messages received by this device are Universal Non-realtime System Exclusive Messages.

This device receives the following system exclusive messages: universal non-realtime system exclusive messages, data request (RQ1), and data set (DT1).

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 ((10H–1FH (17–32), 7FH Initial value is 10H (17)
06H	Sub ID#1 (General Information)
01H	Sub ID#2 (Identity Request)
F7H	EOX (End Of Exclusive)

* When Identity Request is received, Identity Reply message will be transmitted (p. 9).

* The [SETUP]–[MIDI]–[BASIC] Device ID setting is used as the Device ID.

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 00H 00H 07H.

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, 00H, 07H, 11H, aaH, bbH, ccH, ddH, ssH, ttH, uuH, vvH, sum	F7H

byte	Explanation
F0H	Exclusive status
41H	ID number (Roland)
dev	device ID (dev: 10H–1FH, 7FH)
00H	Model ID#1 (TD-50X)
00H	Model ID#2 (TD-50X)
00H	Model ID#3 (TD-50X)
00H	Model ID#4 (TD-50X)
07H	Model ID#5 (TD-50X)
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 “3. Parameter Address Map” (p. 10).

* For the checksum, refer to p. 35.

Data Set 1 (DT1)

Status	Data byte	Status
F0H	41H, dev, 00H, 00H, 00H, 00H, 07H, 12H, aaH, bbH, ccH, ddH, eeH, ... ffH, sum	F7H

Byte	Explanation
F0H	Exclusive status
41H	ID number (Roland)
dev	Model ID (dev: 10H–1FH, 7FH)
00H	Model ID#1 (TD-50X)
00H	Model ID#2 (TD-50X)
00H	Model ID#3 (TD-50X)
00H	Model ID#4 (TD-50X)
07H	Model ID#5 (TD-50X)
12H	Command ID (DT1)
aaH	Address MSB
bbH	Address
ccH	Address
ddH	Address LSB
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 “3. Parameter Address Map” (p. 10).

* 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. 35.

2. Transmit Data

* When [SETUP]–[MIDI]–[BASIC] Soft Thru MIDI In/Soft Thru USB MIDI In is set to “ON”, messages received in addition to the following messages are also sent.

Channel Voice Messages

* The following channel voice messages are transmitted on the channel specified as the [KIT]–[MENU]–[MIDI CH] MIDI CH.

* Not transmitted when [SETUP]–[MIDI]–[BASIC] MIDI Tx/Rx Sw is set to “OFF.”

Note Off

Status	2nd byte	3rd byte
8nH	kkH	vvH
n = MIDI channel number:		0H–FH (ch.1–ch.16)
kk = note number:		00H–7FH (0–127)
vv = Note off velocity:		40H (64) fixed

* In the channel assigned to the pad, after a pad is struck or the hi-hat control pedal is in the foot closed (splash) position, Note Off is transmitted after the interval set in Gate Time ([KIT]–[MENU]–[GATE]).

Note On

Status	2nd byte	3rd byte
9nH	kkH	vvH
n = MIDI channel number:		0H–FH (ch.1–ch.16)
kk = note number:		00H–7FH (0–127)
vv = Note on velocity:		01H–7FH (1–127)

* In the channel assigned to the pad, after a pad is struck or the hi-hat control pedal is in the foot closed (splash) position, the note number set for the drum kit is transmitted.

* For a channel to which SNARE<HEAD> is assigned, when [KIT]–[MENU]–[BRUSH] Brush Switch is “ON,” the note number specified by [KIT]–[MENU]–[NOTE] NOTE NO. (SNARE<BRUSH>) is transmitted.

* For a channel to which SNARE<RIM> is assigned, when an instrument that supports cross-stick technique is assigned to the rim of the SNARE pad, and either the [KIT] - [XSTICK] XStick Switch is “ON” or a digitally-connected pad that supports cross-stick technique (such as the PD-140DS) is assigned to the snare, then playing cross-stick technique on the SNARE pad will transmit the note number specified by [KIT]–[MENU]–[NOTE] NOTE NO. (SNARE<XSTICK>) after the Gate Time has elapsed.

* In the channel to which the HI-HAT<BOW> is assigned, the note number transmitted when the hi-hat pad is struck (open, closed) switches with the value set with [SETUP]–[MIDI]–[CONTROL] HH Note# Border setting (the Hi-Hat Pedal CC Control value) in accordance with the degree to which the hi-hat pedal is pressed.

* If the recorded sequencer data itself includes note-on messages, they are transmitted during performance.

Polyphonic Key Pressure

Status	2nd byte	3rd byte
AnH	kkH	vvH
n = MIDI channel number:		0H–FH (ch.1–ch.16)
kk = note number:		00H–7FH (0–127)
vv = Value:		00H, 7FH (0, 127)

* On the channel to which the pad is assigned, 7FH will be transmitted when the rim of the pad is pressed and 00H will be transmitted when the rim is released, for the note number specified for the head and rim. (When using a choking compatible pad and [TRIGGER]–[SENS] Trig Type is set to the corresponding pad.)

* In the case of a digitally-connected pad that supports choking technique (such as CY-18DR, VH-14D), a value in the range of 7FH through 00H is transmitted according to the strength of choking.

* In the case of a digitally-connected pad that supports choking technique (such as CY-18DR, VH-14D), polyphonic key pressure is also transmitted when you place your hand on the sensor.

* If the recorded sequencer data itself includes polyphonic key pressure messages, they are transmitted during performance.

Control Change

Modulation (Controller number 1)

Status	2nd byte	3rd byte
BnH	01H	vvH
n = MIDI channel number:		0H–FH (ch.1–ch.16)
vv = Modulation depth:		00H–7FH (0–127)
	Pedal position:	open to closed
	Head strike position:	center to perimeter
	Rim strike position:	deep to shallow

* On channels to which the “HI-HAT<BOW>” is assigned, if the Hi-Hat Pedal CC in [SETUP] - [MIDI] - [CONTROL] is set to “MODULATION (1),” the data is transmitted when operating the hi-hat control pedal. Striking the hi-hat pad causes the data to be transmitted as pedal position data before the note-on message.

* When the following three settings are made, the data is sent as strike position data when striking a pad, before the note-on message.

- Either the Snare CC (used for the snare pad head and rim), the Ride CC (used for the ride pad bow), the Toms/AUXs CC (used for the heads and rims of TOM 1–4 and AUX 1–4), the Hi-Hat CC (used for the hi-hat pad bow) or the Hi-Hat LR CC (used for the hi-hat pad bow and edge) in [SETUP] - [MIDI] - [CONTROL] is set to “MODULATION (1).”

- The Trig Type in [TRIGGER] - [SENS] is set to a type that can detect the strike position, or a digitally-connected pad is assigned that can sense the strike position.

- “Head” and “Rim” of Position Detect in [TRIGGER] - [POSITION] are set to “ON.”

* If Hi-Hat LR CC has been set, the head and rim strike positions change from left to right.

* If the recorded sequencer data contains “Hi-Hat Pedal CC data,” “Snare CC data,” “Ride CC data,” “Toms/AUXs CC data,” “Hi-Hat CC data” and “Hi-Hat LR CC data,” the data is transmitted when playing according to the above settings.

Breath Controller (Controller number 2)

Status	2nd byte	3rd byte
BnH	02H	vvH
n = MIDI channel number:		0H–FH (ch.1–ch.16)
vv = Modulation depth:		00H–7FH (0–127)
	Pedal position:	open to closed
	Head strike position:	center to perimeter
	Rim strike position:	deep to shallow

* On channels to which the “HI-HAT<BOW>” is assigned, if the Hi-Hat Pedal CC in [SETUP] - [MIDI] - [CONTROL] is set to “BREATH (2),” the data is transmitted when operating the hi-hat control pedal. Striking the hi-hat pad causes the data to be transmitted as pedal position data before the note-on message.

* When the following three settings are made, the data is sent as strike position data when striking a pad, before the note-on message.

- Either the Snare CC (used for the snare pad head and rim), the Ride CC (used for the ride pad bow), the Toms/AUXs CC (used for the heads and rims of TOM 1–4 and AUX 1–4), the Hi-Hat CC (used for the hi-hat pad bow) or the Hi-Hat LR CC (used for the hi-hat pad bow and edge) in [SETUP] - [MIDI] - [CONTROL] is set to “BREATH (2).”

- The Trig Type in [TRIGGER] - [SENS] is set to a type that can detect the strike position, or a digitally-connected pad is assigned that can sense the strike position.

- “Head” and “Rim” of Position Detect in [TRIGGER] - [POSITION] are set to “ON.”

* If Hi-Hat LR CC has been set, the head and rim strike positions change from left to right.

* If the recorded sequencer data contains “Hi-Hat Pedal CC data,” “Snare CC data,” “Ride CC data,” “Toms/AUXs CC data,” “Hi-Hat CC data” and “Hi-Hat LR CC data,” the data is transmitted when playing according to the above settings.

MIDI Implementation

○ Foot Controller (Controller number 4)

Status	2nd byte	3rd byte
BnH	04H	vvH
n = MIDI channel number:		0H–FH (ch.1–ch.16)
vv = Modulation depth:		00H–7FH (0–127)
		Pedal position: open to closed
		Head strike position: center to perimeter
		Rim strike position: deep to shallow

- * On channels to which the “HI-HAT<BOW>” is assigned, if the Hi-Hat Pedal CC in [SETUP] - [MIDI] - [CONTROL] is set to “FOOT (4),” the data is transmitted when operating the hi-hat control pedal. Striking the hi-hat pad causes the data to be transmitted as pedal position data before the note-on message.
- * When the following three settings are made, the data is sent as strike position data when striking a pad, before the note-on message.
 - Either the Snare CC (used for the snare pad head and rim), the Ride CC (used for the ride pad bow), the Toms/AUXs CC (used for the heads and rims of TOM 1–4 and AUX 1–4), the Hi-Hat CC (used for the hi-hat pad bow) or the Hi-Hat LR CC (used for the hi-hat pad bow and edge) in [SETUP] - [MIDI] - [CONTROL] is set to “FOOT (4).”
 - The Trig Type in [TRIGGER] - [SENS] is set to a type that can detect the strike position, or a digitally-connected pad is assigned that can sense the strike position.
 - “Head” and “Rim” of Position Detect in [TRIGGER] - [POSITION] are set to “ON.”
- * If Hi-Hat LR CC has been set, the head and rim strike positions change from left to right.
- * If the recorded sequencer data contains “Hi-Hat Pedal CC data,” “Snare CC data,” “Ride CC data,” “Toms/AUXs CC data,” “Hi-Hat CC data” and “Hi-Hat LR CC data,” the data is transmitted when playing according to the above settings.

○ Expression (Controller number 11)

Status	2nd byte	3rd byte
BnH	0BH	vvH
n = MIDI channel number:		0H–FH (ch.1–ch.16)
vv = Expression:		00H–7FH (0–127)
		Pedal position: open to closed
		Head strike position: center to perimeter
		Rim strike position: deep to shallow

- * On channels to which the “HI-HAT<BOW>” is assigned, if the Hi-Hat Pedal CC in [SETUP] - [MIDI] - [CONTROL] is set to “EXPRESSION (11),” the data is transmitted when operating the hi-hat control pedal. Striking the hi-hat pad causes the data to be transmitted as pedal position data before the note-on message.
- * When the following three settings are made, the data is sent as strike position data when striking a pad, before the note-on message.
 - Either the Snare CC (used for the snare pad head and rim), the Ride CC (used for the ride pad bow), the Toms/AUXs CC (used for the heads and rims of TOM 1–4 and AUX 1–4), the Hi-Hat CC (used for the hi-hat pad bow) or the Hi-Hat LR CC (used for the hi-hat pad bow and edge) in [SETUP] - [MIDI] - [CONTROL] is set to “EXPRESSION (11).”
 - The Trig Type in [TRIGGER] - [SENS] is set to a type that can detect the strike position, or a digitally-connected pad is assigned that can sense the strike position.
 - “Head” and “Rim” of Position Detect in [TRIGGER] - [POSITION] are set to “ON.”
- * If Hi-Hat LR CC has been set, the head and rim strike positions change from left to right.
- * If the recorded sequencer data contains “Hi-Hat Pedal CC data,” “Snare CC data,” “Ride CC data,” “Toms/AUXs CC data,” “Hi-Hat CC data” and “Hi-Hat LR CC data,” the data is transmitted when playing according to the above settings.

○ General Purpose Controller 1 (Controller number 16)

Status	2nd byte	3rd byte
BnH	10H	vvH
n = MIDI channel number:		0H–FH (ch.1–ch.16)
vv = Control value:		00H–7FH (0–127)
		Pedal position: open to closed
		Head strike position: center to perimeter
		Rim strike position: deep to shallow

- * On channels to which the “HI-HAT<BOW>” is assigned, if the Hi-Hat Pedal CC in [SETUP] - [MIDI] - [CONTROL] is set to “GENERAL1 (16),” the data is transmitted when operating the hi-hat control pedal. Striking the hi-hat pad causes the data to be transmitted as pedal position data before the note-on message.
- * When the following three settings are made, the data is sent as strike position data when striking a pad, before the note-on message.
 - Either the Snare CC (used for the snare pad head and rim), the Ride CC (used for the ride pad bow), the Toms/AUXs CC (used for the heads and rims of TOM 1–4 and AUX 1–4), the Hi-Hat CC (used for the hi-hat pad bow) or the Hi-Hat LR CC (used for the hi-hat pad bow and edge) in [SETUP] - [MIDI] - [CONTROL] is set to “GENERAL1 (16).”
 - The Trig Type in [TRIGGER] - [SENS] is set to a type that can detect the strike position, or a digitally-connected pad is assigned that can sense the strike position.
 - “Head” and “Rim” of Position Detect in [TRIGGER] - [POSITION] are set to “ON.”
- * If Hi-Hat LR CC has been set, the head and rim strike positions change from left to right.
- * If the recorded sequencer data contains “Hi-Hat Pedal CC data,” “Snare CC data,” “Ride CC data,” “Toms/AUXs CC data,” “Hi-Hat CC data” and “Hi-Hat LR CC data,” the data is transmitted when playing according to the above settings.

○ General Purpose Controller 2 (Controller number 17)

Status	2nd byte	3rd byte
BnH	11H	vvH
n = MIDI channel number:		0H–FH (ch.1–ch.16)
vv = Control value:		00H–7FH (0–127)
		Pedal position: open to closed
		Head strike position: center to perimeter
		Rim strike position: deep to shallow

- * On channels to which the “HI-HAT<BOW>” is assigned, if the Hi-Hat Pedal CC in [SETUP] - [MIDI] - [CONTROL] is set to “GENERAL2 (17),” the data is transmitted when operating the hi-hat control pedal. Striking the hi-hat pad causes the data to be transmitted as pedal position data before the note-on message.
- * When the following three settings are made, the data is sent as strike position data when striking a pad, before the note-on message.
 - Either the Snare CC (used for the snare pad head and rim), the Ride CC (used for the ride pad bow), the Toms/AUXs CC (used for the heads and rims of TOM 1–4 and AUX 1–4), the Hi-Hat CC (used for the hi-hat pad bow) or the Hi-Hat LR CC (used for the hi-hat pad bow and edge) in [SETUP] - [MIDI] - [CONTROL] is set to “GENERAL2 (17).”
 - The Trig Type in [TRIGGER] - [SENS] is set to a type that can detect the strike position, or a digitally-connected pad is assigned that can sense the strike position.
 - “Head” and “Rim” of Position Detect in [TRIGGER] - [POSITION] are set to “ON.”
- * If Hi-Hat LR CC has been set, the head and rim strike positions change from left to right.
- * If the recorded sequencer data contains “Hi-Hat Pedal CC data,” “Snare CC data,” “Ride CC data,” “Toms/AUXs CC data,” “Hi-Hat CC data” and “Hi-Hat LR CC data,” the data is transmitted when playing according to the above settings.

○ General Purpose Controller 3 (Controller number 18)

Status	2nd byte	3rd byte
BnH	12H	vvH
n = MIDI channel number:		0H–FH (ch.1–ch.16)
vv = Control value:		00H–7FH (0–127)
		Pedal position: open to closed
		Head strike position: center to perimeter
		Rim strike position: deep to shallow

- * On channels to which the "HI-HAT<BOW>" is assigned, if the Hi-Hat Pedal CC in [SETUP] - [MIDI] - [CONTROL] is set to "GENERAL3 (18)," the data is transmitted when operating the hi-hat control pedal. Striking the hi-hat pad causes the data to be transmitted as pedal position data before the note-on message.
- * When the following three settings are made, the data is sent as strike position data when striking a pad, before the note-on message.
 - Either the Snare CC (used for the snare pad head and rim), the Ride CC (used for the ride pad bow), the Toms/AUXs CC (used for the heads and rims of TOM 1–4 and AUX 1–4), the Hi-Hat CC (used for the hi-hat pad bow) or the Hi-Hat LR CC (used for the hi-hat pad bow and edge) in [SETUP] - [MIDI] - [CONTROL] is set to "GENERAL3 (18)."
 - The Trig Type in [TRIGGER] - [SENS] is set to a type that can detect the strike position, or a digitally-connected pad is assigned that can sense the strike position.
 - "Head" and "Rim" of Position Detect in [TRIGGER] - [POSITION] are set to "ON."
- * If Hi-Hat LR CC has been set, the head and rim strike positions change from left to right.
- * If the recorded sequencer data contains "Hi-Hat Pedal CC data," "Snare CC data," "Ride CC data," "Toms/AUXs CC data," "Hi-Hat CC data" and "Hi-Hat LR CC data," the data is transmitted when playing according to the above settings.

○ General Purpose Controller 4 (Controller number 19)

Status	2nd byte	3rd byte
BnH	13H	vvH
n = MIDI channel number:		0H–FH (ch.1–ch.16)
vv = Control value:		00H–7FH (0–127)
		Pedal position: open to closed
		Head strike position: center to perimeter
		Rim strike position: deep to shallow

- * On channels to which the "HI-HAT<BOW>" is assigned, if the Hi-Hat Pedal CC in [SETUP] - [MIDI] - [CONTROL] is set to "GENERAL4 (19)," the data is transmitted when operating the hi-hat control pedal. Striking the hi-hat pad causes the data to be transmitted as pedal position data before the note-on message.
- * When the following three settings are made, the data is sent as strike position data when striking a pad, before the note-on message.
 - Either the Snare CC (used for the snare pad head and rim), the Ride CC (used for the ride pad bow), the Toms/AUXs CC (used for the heads and rims of TOM 1–4 and AUX 1–4), the Hi-Hat CC (used for the hi-hat pad bow) or the Hi-Hat LR CC (used for the hi-hat pad bow and edge) in [SETUP] - [MIDI] - [CONTROL] is set to "GENERAL4 (19)."
 - The Trig Type in [TRIGGER] - [SENS] is set to a type that can detect the strike position, or a digitally-connected pad is assigned that can sense the strike position.
 - "Head" and "Rim" of Position Detect in [TRIGGER] - [POSITION] are set to "ON."
- * If Hi-Hat LR CC has been set, the head and rim strike positions change from left to right.
- * If the recorded sequencer data contains "Hi-Hat Pedal CC data," "Snare CC data," "Ride CC data," "Toms/AUXs CC data," "Hi-Hat CC data" and "Hi-Hat LR CC data," the data is transmitted when playing according to the above settings.

○ General Purpose Controller 5 (Controller number 80)

Status	2nd byte	3rd byte
BnH	50H	vvH
n = MIDI channel number:		0H–FH (ch.1–ch.16)
vv = Control value:		00H–7FH (0–127)
		Pedal position: open to closed
		Head strike position: center to perimeter
		Rim strike position: deep to shallow

- * On channels to which the "HI-HAT<BOW>" is assigned, if the Hi-Hat Pedal CC in [SETUP] - [MIDI] - [CONTROL] is set to "GENERAL5 (80)," the data is transmitted when operating the hi-hat control pedal. Striking the hi-hat pad causes the data to be transmitted as pedal position data before the note-on message.
- * When the following three settings are made, the data is sent as strike position data when striking a pad, before the note-on message.
 - Either the Snare CC (used for the snare pad head and rim), the Ride CC (used for the ride pad bow), the Toms/AUXs CC (used for the heads and rims of TOM 1–4 and AUX 1–4), the Hi-Hat CC (used for the hi-hat pad bow) or the Hi-Hat LR CC (used for the hi-hat pad bow and edge) in [SETUP] - [MIDI] - [CONTROL] is set to "GENERAL5 (80)."
 - The Trig Type in [TRIGGER] - [SENS] is set to a type that can detect the strike position, or a digitally-connected pad is assigned that can sense the strike position.
 - "Head" and "Rim" of Position Detect in [TRIGGER] - [POSITION] are set to "ON."
- * If Hi-Hat LR CC has been set, the head and rim strike positions change from left to right.
- * If the recorded sequencer data contains "Hi-Hat Pedal CC data," "Snare CC data," "Ride CC data," "Toms/AUXs CC data," "Hi-Hat CC data" and "Hi-Hat LR CC data," the data is transmitted when playing according to the above settings.

○ General Purpose Controller 6 (Controller number 81)

Status	2nd byte	3rd byte
BnH	51H	vvH
n = MIDI channel number:		0H–FH (ch.1–ch.16)
vv = Control value:		00H–7FH (0–127)
		Pedal position: open to closed
		Head strike position: center to perimeter
		Rim strike position: deep to shallow

- * On channels to which the "HI-HAT<BOW>" is assigned, if the Hi-Hat Pedal CC in [SETUP] - [MIDI] - [CONTROL] is set to "GENERAL6 (81)," the data is transmitted when operating the hi-hat control pedal. Striking the hi-hat pad causes the data to be transmitted as pedal position data before the note-on message.
- * When the following three settings are made, the data is sent as strike position data when striking a pad, before the note-on message.
 - Either the Snare CC (used for the snare pad head and rim), the Ride CC (used for the ride pad bow), the Toms/AUXs CC (used for the heads and rims of TOM 1–4 and AUX 1–4), the Hi-Hat CC (used for the hi-hat pad bow) or the Hi-Hat LR CC (used for the hi-hat pad bow and edge) in [SETUP] - [MIDI] - [CONTROL] is set to "GENERAL6 (81)."
 - The Trig Type in [TRIGGER] - [SENS] is set to a type that can detect the strike position, or a digitally-connected pad is assigned that can sense the strike position.
 - "Head" and "Rim" of Position Detect in [TRIGGER] - [POSITION] are set to "ON."
- * If Hi-Hat LR CC has been set, the head and rim strike positions change from left to right.
- * If the recorded sequencer data contains "Hi-Hat Pedal CC data," "Snare CC data," "Ride CC data," "Toms/AUXs CC data," "Hi-Hat CC data" and "Hi-Hat LR CC data," the data is transmitted when playing according to the above settings.

MIDI Implementation

○ General Purpose Controller 7 (Controller number 82)

Status	2nd byte	3rd byte
BnH	52H	vvH
n = MIDI channel number:		0H–FH (ch.1–ch.16)
vv = Control value:		00H–7FH (0–127)
		Pedal position: open to closed
		Head strike position: center to perimeter
		Rim strike position: deep to shallow

- * On channels to which the “HI-HAT<BOW>” is assigned, if the Hi-Hat Pedal CC in [SETUP] - [MIDI] - [CONTROL] is set to “GENERAL7 (82),” the data is transmitted when operating the hi-hat control pedal. Striking the hi-hat pad causes the data to be transmitted as pedal position data before the note-on message.
- * When the following three settings are made, the data is sent as strike position data when striking a pad, before the note-on message.
 - Either the Snare CC (used for the snare pad head and rim), the Ride CC (used for the ride pad bow), the Toms/AUXs CC (used for the heads and rims of TOM 1–4 and AUX 1–4), the Hi-Hat CC (used for the hi-hat pad bow) or the Hi-Hat LR CC (used for the hi-hat pad bow and edge) in [SETUP] - [MIDI] - [CONTROL] is set to “GENERAL7 (82).”
 - The Trig Type in [TRIGGER] - [SENS] is set to a type that can detect the strike position, or a digitally-connected pad is assigned that can sense the strike position.
 - “Head” and “Rim” of Position Detect in [TRIGGER] - [POSITION] are set to “ON.”
- * If Hi-Hat LR CC has been set, the head and rim strike positions change from left to right.
- * If the recorded sequencer data contains “Hi-Hat Pedal CC data,” “Snare CC data,” “Ride CC data,” “Toms/AUXs CC data,” “Hi-Hat CC data” and “Hi-Hat LR CC data,” the data is transmitted when playing according to the above settings.

○ General Purpose Controller 8 (Controller number 83)

Status	2nd byte	3rd byte
BnH	53H	vvH
n = MIDI channel number:		0H–FH (ch.1–ch.16)
vv = Control value:		00H–7FH (0–127)
		Pedal position: open to closed
		Head strike position: center to perimeter
		Rim strike position: deep to shallow

- * On channels to which the “HI-HAT<BOW>” is assigned, if the Hi-Hat Pedal CC in [SETUP] - [MIDI] - [CONTROL] is set to “GENERAL8 (83),” the data is transmitted when operating the hi-hat control pedal. Striking the hi-hat pad causes the data to be transmitted as pedal position data before the note-on message.
- * When the following three settings are made, the data is sent as strike position data when striking a pad, before the note-on message.
 - Either the Snare CC (used for the snare pad head and rim), the Ride CC (used for the ride pad bow), the Toms/AUXs CC (used for the heads and rims of TOM 1–4 and AUX 1–4), the Hi-Hat CC (used for the hi-hat pad bow) or the Hi-Hat LR CC (used for the hi-hat pad bow and edge) in [SETUP] - [MIDI] - [CONTROL] is set to “GENERAL8 (83).”
 - The Trig Type in [TRIGGER] - [SENS] is set to a type that can detect the strike position, or a digitally-connected pad is assigned that can sense the strike position.
 - “Head” and “Rim” of Position Detect in [TRIGGER] - [POSITION] are set to “ON.”
- * If Hi-Hat LR CC has been set, the head and rim strike positions change from left to right.
- * If the recorded sequencer data contains “Hi-Hat Pedal CC data,” “Snare CC data,” “Ride CC data,” “Toms/AUXs CC data,” “Hi-Hat CC data” and “Hi-Hat LR CC data,” the data is transmitted when playing according to the above settings.

○ High Resolution Velocity Prefix (Controller number 88)

Status	2nd byte	3rd byte
BnH	58H	kkH
n = MIDI channel number:		0H–FH (ch.1–ch.16)
kk = High resolution velocity prefix		00H–40H (0–64)

- * Not transmitted when [SETUP]–[MIDI]–[CONTROL] HI-Reso Velocity is set to “OFF.”
- * When you strike a digitally-connected pad, the strike strength (velocity) is expressed in 0.5 steps across 317 levels (1, 1.5, ... , 158.5, 159), and is transmitted before the note-on as follows according to the velocity.
 - **When the velocity is less than 127 and the decimal portion is 0**
The high resolution velocity prefix is 0.
 - **When the velocity is less than 127 and the decimal portion is 0.5**
The high resolution velocity prefix is 64.
 - **When the velocity is 127 or more**
If we let the high resolution velocity be “x,” high resolution velocity prefix is (x - 127)/0.5.

* Velocity values below the decimal point are not expressed in the screen of the TD-50X. If we let the velocity be “x,” velocities above 127 are expressed as “127 + (x-127).”

● Program Change

Status	2nd byte
CnH	ppH
n = MIDI channel number:	0H–FH (ch.1–ch.16)
pp = Program number:	00H–7FH (prog.1–prog.128)
* Not transmitted when [SETUP]–[MIDI]–[BASIC] Program Change TX is set to “OFF.”	
* When a drum kit is selected, the corresponding program number ([SETUP]–[MIDI]–[PROG]) is transmitted.	

■ System Realtime Messages

● Timing Clock

Status
F8H
* Not transmitted when [SETUP]–[MIDI]–[SYNC] Sync Out is set to “OFF.”

● Active Sensing

Status
FEH
* This message is transmitted at intervals of approximately 250 msec.

■ System Exclusive Message

Identity Reply and Data Set (DT1) are the only System Exclusive messages transmitted by this device.

● Universal Non-realtime System Exclusive Message

○ Identity Reply

Status	Data byte	Status
F0H	7EH, dev, 06H, 02H, 41H, 07H, 04H, 00H, 00H, 00H, 01H, 00H, 00H	F7H

Byte	Explanation
F0H	Exclusive status
7EH	ID number (Universal Non-realtime Message)
dev	Device ID (10H–1FH (17–32), 7FH) Initial value is 10H (17)
06H	Sub ID#1 (General Information)
02H	Sub ID#2 (Identity Reply)
41H	ID number (Roland)
07H 04H	Device family code
00H 00H	Device family number code
00H 01H 00H 00H	Software revision level
F7H	EOX (End of Exclusive)

* When Identity Request (p. 4) is received, Identity Reply message will be transmitted.

* The [SETUP]–[MIDI]–[GLOBAL] Device ID setting is used as the Device ID.

○ Data Set 1 (DT1)

Status	Data byte	Status
F0H	41H, dev, 00H, 00H, 00H, 00H, 07H, 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 (TD-50X)
00H	Model ID#2 (TD-50X)
00H	Model ID#3 (TD-50X)
00H	Model ID#4 (TD-50X)
07H	Model ID#5 (TD-50X)
12H	Command ID (DT1)
aaH	Address MSB
bbH	Address
ccH	Address
ddH	Address LSB
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 “3. Parameter Address Map” (p. 10).

* 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. 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.

* Trigger 1–8 corresponds to the TRIGGER BANK No.1–8 parameters.

Start Address	Description	
00 00 00 00	Current	[Current]
01 00 00 00	Setup	[Setup]
02 00 00 00	Trigger 1	[Trigger]
02 01 00 00	Trigger 2	[Trigger]
⋮		
02 07 00 00	Trigger 8	[Trigger]
03 00 00 00	SetList 1	[SetListParams]
03 00 10 00	SetList 2	[SetListParams]
⋮		
03 03 70 00	SetList 32	[SetListParams]
04 00 00 00	Kit 1	[Kit]
04 02 00 00	Kit 2	[Kit]
⋮		
05 46 00 00	Kit 100	[Kit]

* [Kit]

The assignments to each head within the [Kit] are as follows.

[KitUnitCommon], [KitUnitLayer], [KitUnitVEdit]			
KICK HEAD	1	HI-HAT HEAD	12
SNARE HEAD	2	HI-HAT RIM	13
SNARE RIM	3	CRASH1 HEAD	14
TOM1 HEAD	4	CRASH1 RIM	15
TOM1 RIM	5	CRASH2 HEAD	16
TOM2 HEAD	6	CRASH2 RIM	17
TOM2 RIM	7	RIDE HEAD	18
TOM3 HEAD	8	RIDE RIM	19
TOM3 RIM	9	RIDE BELL	20
TOM4 HEAD	10	AUX1 HEAD	21
TOM4 RIM	11	AUX1 RIM	22
AUX2 HEAD	23		
AUX2 RIM	24		
AUX3 HEAD	25		
AUX3 RIM	26		
AUX4 HEAD	27		
AUX4 RIM	28		

[KitPad]			
KICK	1	HI-HAT	7
SNARE	2	CRASH1	8
TOM1	3	CRASH2	9
TOM2	4	RIDE	10
TOM3	5	AUX1	11
TOM4	6	AUX2	12
AUX3	13		
AUX4	14		

Offset Address	Description	
00 00 00	Kit Common	[KitCommon]
00 01 00	Kit MIDI	[KitMidi]
00 03 00	Kit Master Comp	[KitMasterComp]
00 04 00	Kit Master EQ	[KitMasterEQ]
00 10 00	Kit MFX 1	[KitMfx]
00 12 00	Kit MFX 2	[KitMfx]
00 14 00	Kit MFX 3	[KitMfx]
⋮		
00 20 00	Kit Unit Common 1	[KitUnitCommon]
00 21 00	Kit Unit Common 2	[KitUnitCommon]
⋮		
00 3B 00	Kit Unit Common 28	[KitUnitCommon]
00 40 00	Kit Unit Main 1	[KitUnitLayer]
00 41 00	Kit Unit Main 2	[KitUnitLayer]
⋮		
00 5B 00	Kit Unit Main 28	[KitUnitLayer]
00 60 00	Kit Unit Sub 1	[KitUnitLayer]
00 61 00	Kit Unit Sub 2	[KitUnitLayer]
⋮		
00 7B 00	Kit Unit Sub 28	[KitUnitLayer]
01 00 00	Kit Unit VEdit Main 1	[KitUnitVEdit]
01 01 00	Kit Unit VEdit Main 2	[KitUnitVEdit]
⋮		
01 1B 00	Kit Unit VEdit Main 28	[KitUnitVEdit]
01 20 00	Kit Unit VEdit Sub 1	[KitUnitVEdit]
01 21 00	Kit Unit VEdit Sub 2	[KitUnitVEdit]
⋮		
01 3B 00	Kit Unit VEdit Sub 28	[KitUnitVEdit]
01 40 00	Kit Pad 1	[KitPad]
01 41 00	Kit Pad 2	[KitPad]

⋮		
01 4D 00	Kit Pad 14	[KitPad]
01 60 00	Kit MCR Room	[KitRoom]
⋮		
01 70 00	Kit MCR Overhead	[KitOverhead]

* [Setup]

Offset Address	Description	
00 00 00	Output	[SetupOutput]
00 01 00	Control	[SetupControl]
00 02 00	Click	[Click]
00 03 00	Misc	[SetupMisc]

* [Trigger]

The assignments to each trigger within the [TrigAnalog] are as follows.

KICK	1	HI-HAT	7	AUX3	13
SNARE	2	CRASH1	8	AUX4	14
TOM1	3	CRASH2	9		
TOM2	4	RIDE	10		
TOM3	5	AUX1	11		
TOM4	6	AUX2	12		

[TrigDigital]

These are the trigger parameters for a digitally-connected pad. Digitally-connected pads detected by the TD-50X are assigned in the order in which they are recognized.

Normally you should edit these parameters from within the TD-50X itself.

Offset Address	Description	
00 00 00	Trigger Misc	[TrigMisc]
00 01 00	Trigger Analog 1	[TrigAnalog]
00 02 00	Trigger Analog 2	[TrigAnalog]
⋮		
00 0E 00	Trigger Analog 14	[TrigAnalog]
00 0F 00	Trigger Digital 1	[TrigDigital]
00 10 00	Trigger Digital 2	[TrigDigital]
⋮		
00 1C 00	Trigger Digital 14	[TrigDigital]

* [Current]

Offset Address	Description	
00 00	0aaa aaaa Drum Kit Number	(0 - 99) 1 - 100
00 00 00 01	Total Size	

* [KitCommon]

Some characters are not displayed for Kit Name and Kit Sub Name.

Offset Address		Description	
00 00	0aaa aaaa	Kit Name 1 (1 - 126)	1 - 126 [ASCII]
00 01	0aaa aaaa	Kit Name 2 (1 - 126)	1 - 126 [ASCII]
00 02	0aaa aaaa	Kit Name 3 (1 - 126)	1 - 126 [ASCII]
00 03	0aaa aaaa	Kit Name 4 (1 - 126)	1 - 126 [ASCII]
00 04	0aaa aaaa	Kit Name 5 (1 - 126)	1 - 126 [ASCII]
00 05	0aaa aaaa	Kit Name 6 (1 - 126)	1 - 126 [ASCII]
00 06	0aaa aaaa	Kit Name 7 (1 - 126)	1 - 126 [ASCII]
00 07	0aaa aaaa	Kit Name 8 (1 - 126)	1 - 126 [ASCII]
00 08	0aaa aaaa	Kit Name 9 (1 - 126)	1 - 126 [ASCII]
00 09	0aaa aaaa	Kit Name 10 (1 - 126)	1 - 126 [ASCII]
00 0A	0aaa aaaa	Kit Name 11 (1 - 126)	1 - 126 [ASCII]
00 0B	0aaa aaaa	Kit Name 12 (1 - 126)	1 - 126 [ASCII]
00 0C	0aaa aaaa	Kit Sub Name 1 (1 - 126)	1 - 126 [ASCII]
00 0D	0aaa aaaa	Kit Sub Name 2 (1 - 126)	1 - 126 [ASCII]
00 0E	0aaa aaaa	Kit Sub Name 3 (1 - 126)	1 - 126 [ASCII]
00 0F	0aaa aaaa	Kit Sub Name 4 (1 - 126)	1 - 126 [ASCII]
00 10	0aaa aaaa	Kit Sub Name 5 (1 - 126)	1 - 126 [ASCII]
00 11	0aaa aaaa	Kit Sub Name 6 (1 - 126)	1 - 126 [ASCII]
00 12	0aaa aaaa	Kit Sub Name 7 (1 - 126)	1 - 126 [ASCII]
00 13	0aaa aaaa	Kit Sub Name 8 (1 - 126)	1 - 126 [ASCII]
00 14	0aaa aaaa	Kit Sub Name 9 (1 - 126)	1 - 126 [ASCII]
00 15	0aaa aaaa	Kit Sub Name 10 (1 - 126)	1 - 126 [ASCII]
00 16	0aaa aaaa	Kit Sub Name 11 (1 - 126)	1 - 126 [ASCII]
00 17	0aaa aaaa	Kit Sub Name 12 (1 - 126)	1 - 126 [ASCII]
00 18	0aaa aaaa	Kit Sub Name 13 (1 - 126)	1 - 126 [ASCII]
00 19	0aaa aaaa	Kit Sub Name 14 (1 - 126)	1 - 126 [ASCII]
00 1A	0aaa aaaa	Kit Sub Name 15 (1 - 126)	1 - 126 [ASCII]
00 1B	0aaa aaaa	Kit Sub Name 16 (1 - 126)	1 - 126 [ASCII]
#	00 1C	0000 aaaa	Volume (-601 - 60) -INF, -60.0 - +6.0 [dB]
	00 1D	0000 bbbb	
	00 1E	0000 cccc	
	00 1F	0000 dddd	
#	00 20	0000 aaaa	Pedal HH Volume (-601 - 60) -INF, -60.0 - +6.0 [dB]
	00 21	0000 bbbb	
	00 22	0000 cccc	
	00 23	0000 dddd	
	00 24	0000 000a	Xstick Switch (0 - 1) OFF, ON
	00 25	0aaa aaaa	Xstick Inst (0 - 127) 1 - 5
#	00 26	0000 aaaa	Xstick Inst Volume (-601 - 60) -INF, -60.0 - +6.0 [dB]
	00 27	0000 bbbb	
	00 28	0000 cccc	
	00 29	0000 dddd	
	00 2A	0000 000a	Brush Switch (0 - 1) OFF, ON
	00 2B	0000 aaaa	Color (0 - 9) 1 - 10
	00 2C	0000 000a	Favorite (0 - 1) OFF, ON
	00 2D	0000 aaaa	OH Template (0 - 15) OFF, ON
	00 2E	0000 000a	Kit Tempo (0 - 1) OFF, ON
	00 2F	0000 0aaa	Kit Font (0 - 5) 0 - 5
#	00 30	0000 aaaa	Kit Tempo (20 - 260) 20 - 260
	00 31	0000 bbbb	
	00 32	0000 cccc	
	00 33	0000 dddd	
#	00 34	0000 aaaa	HH Open/Close Balance (-5 - 5) -5 - 5
	00 35	0000 bbbb	
00 00 00 36		Total Size	

* [KitMidi]

Offset Address	Description		
# 00 00	0000 aaaa	Note KICK	(0 - 128) 0 - 127, OFF
00 01	0000 bbbb		
00 02	0000 cccc		
00 03	0000 dddd		
# 00 04	0000 aaaa	Note SNARE (HEAD)	(0 - 128) 0 - 127, OFF
00 05	0000 bbbb		
00 06	0000 cccc		
00 07	0000 dddd		
# 00 08	0000 aaaa	Note SNARE (RIM)	(0 - 128) 0 - 127, OFF
00 09	0000 bbbb		
00 0A	0000 cccc		
00 0B	0000 dddd		
# 00 0C	0000 aaaa	Note SNARE (BRUSH)	(0 - 128) 0 - 127, OFF
00 0D	0000 bbbb		
00 0E	0000 cccc		
00 0F	0000 dddd		
# 00 10	0000 aaaa	Note SNARE (XSTICK)	(0 - 128) 0 - 127, OFF
00 11	0000 bbbb		
00 12	0000 cccc		
00 13	0000 dddd		
# 00 14	0000 aaaa	Note TOM1 (HEAD)	(0 - 128) 0 - 127, OFF
00 15	0000 bbbb		
00 16	0000 cccc		
00 17	0000 dddd		
# 00 18	0000 aaaa	Note TOM1 (RIM)	(0 - 128) 0 - 127, OFF
00 19	0000 bbbb		
00 1A	0000 cccc		
00 1B	0000 dddd		
# 00 1C	0000 aaaa	Note TOM2 (HEAD)	(0 - 128) 0 - 127, OFF
00 1D	0000 bbbb		
00 1E	0000 cccc		
00 1F	0000 dddd		
# 00 20	0000 aaaa	Note TOM2 (RIM)	(0 - 128) 0 - 127, OFF
00 21	0000 bbbb		
00 22	0000 cccc		
00 23	0000 dddd		
# 00 24	0000 aaaa	Note TOM3 (HEAD)	(0 - 128) 0 - 127, OFF
00 25	0000 bbbb		
00 26	0000 cccc		
00 27	0000 dddd		
# 00 28	0000 aaaa	Note TOM3 (RIM)	(0 - 128) 0 - 127, OFF
00 29	0000 bbbb		
00 2A	0000 cccc		
00 2B	0000 dddd		
# 00 2C	0000 aaaa	Note TOM4 (HEAD)	(0 - 128) 0 - 127, OFF
00 2D	0000 bbbb		
00 2E	0000 cccc		
00 2F	0000 dddd		
# 00 30	0000 aaaa	Note TOM4 (RIM)	(0 - 128) 0 - 127, OFF
00 31	0000 bbbb		
00 32	0000 cccc		
00 33	0000 dddd		
# 00 34	0000 aaaa	Note HI-HAT OPEN (BOW)	(0 - 128) 0 - 127, OFF
00 35	0000 bbbb		
00 36	0000 cccc		
00 37	0000 dddd		
# 00 38	0000 aaaa	Note HI-HAT OPEN (EDGE)	(0 - 128) 0 - 127, OFF
00 39	0000 bbbb		
00 3A	0000 cccc		
00 3B	0000 dddd		
# 00 3C	0000 aaaa	Note HI-HAT CLOSE (BOW)	(0 - 128) 0 - 127, OFF
00 3D	0000 bbbb		
00 3E	0000 cccc		
00 3F	0000 dddd		
# 00 40	0000 aaaa	Note HI-HAT CLOSE (EDGE)	(0 - 128) 0 - 127, OFF
00 41	0000 bbbb		
00 42	0000 cccc		
00 43	0000 dddd		
# 00 44	0000 aaaa	Note HI-HAT PEDAL	(0 - 128) 0 - 127, OFF
00 45	0000 bbbb		
00 46	0000 cccc		
00 47	0000 dddd		
# 00 48	0000 aaaa	Note CRASH 1 (BOW)	(0 - 128) 0 - 127, OFF
00 49	0000 bbbb		
00 4A	0000 cccc		
00 4B	0000 dddd		
# 00 4C	0000 aaaa	Note CRASH 1 (EDGE)	(0 - 128) 0 - 127, OFF
00 4D	0000 bbbb		
00 4E	0000 cccc		
00 4F	0000 dddd		
# 00 50	0000 aaaa		
00 51	0000 bbbb		

MIDI Implementation

#	00 52	0000 cccc	Note CRASH 2 (BOW)	(0 - 128) 0 - 127, OFF
	00 53	0000 dddd		
	00 54	0000 aaaa		
	00 55	0000 bbbb		
#	00 56	0000 cccc	Note CRASH 2 (EDGE)	(0 - 128) 0 - 127, OFF
	00 57	0000 dddd		
	00 58	0000 aaaa		
	00 59	0000 bbbb		
#	00 5A	0000 cccc	Note RIDE (BOW)	(0 - 128) 0 - 127, OFF
	00 5B	0000 dddd		
	00 5C	0000 aaaa		
	00 5D	0000 bbbb		
#	00 5E	0000 cccc	Note RIDE (EDGE)	(0 - 128) 0 - 127, OFF
	00 5F	0000 dddd		
	00 60	0000 aaaa		
	00 61	0000 bbbb		
#	00 62	0000 cccc	Note RIDE (BELL)	(0 - 128) 0 - 127, OFF
	00 63	0000 dddd		
	00 64	0000 aaaa		
	00 65	0000 bbbb		
#	00 66	0000 cccc	Note AUX1 (HEAD)	(0 - 128) 0 - 127, OFF
	00 67	0000 dddd		
	00 68	0000 aaaa		
	00 69	0000 bbbb		
#	00 6A	0000 cccc	Note AUX1 (RIM)	(0 - 128) 0 - 127, OFF
	00 6B	0000 dddd		
	00 6C	0000 aaaa		
	00 6D	0000 bbbb		
#	00 6E	0000 cccc	Note AUX2 (HEAD)	(0 - 128) 0 - 127, OFF
	00 6F	0000 dddd		
	00 70	0000 aaaa		
	00 71	0000 bbbb		
#	00 72	0000 cccc	Note AUX2 (RIM)	(0 - 128) 0 - 127, OFF
	00 73	0000 dddd		
	00 74	0000 aaaa		
	00 75	0000 bbbb		
#	00 76	0000 cccc	Note AUX3 (HEAD)	(0 - 128) 0 - 127, OFF
	00 77	0000 dddd		
	00 78	0000 aaaa		
	00 79	0000 bbbb		
#	00 7A	0000 cccc	Note AUX3 (RIM)	(0 - 128) 0 - 127, OFF
	00 7B	0000 dddd		
	00 7C	0000 aaaa		
	00 7D	0000 bbbb		
#	00 7E	0000 cccc	Note AUX4 (HEAD)	(0 - 128) 0 - 127, OFF
	00 7F	0000 dddd		
	01 00	0000 aaaa		
	01 01	0000 bbbb		
#	01 02	0000 cccc	Note AUX4 (RIM)	(0 - 128) 0 - 127, OFF
	01 03	0000 dddd		
	01 04	0aaa aaaa		
	01 05	0aaa aaaa		
#	01 06	0aaa aaaa	Gate Time SNARE (RIM)	(1 - 80) 0.1 - 8.0
	01 07	0aaa aaaa		
	01 08	0aaa aaaa		
	01 09	0aaa aaaa		
#	01 0A	0aaa aaaa	Gate Time TOM2 (RIM)	(1 - 80) 0.1 - 8.0
	01 0B	0aaa aaaa		
	01 0C	0aaa aaaa		
	01 0D	0aaa aaaa		
#	01 0E	0aaa aaaa	Gate Time TOM4 (RIM)	(1 - 80) 0.1 - 8.0
	01 0F	0aaa aaaa		
	01 10	0aaa aaaa		
	01 11	0aaa aaaa		
#	01 12	0aaa aaaa	Gate Time CRASH1 (EDGE)	(1 - 80) 0.1 - 8.0
	01 13	0aaa aaaa		
	01 14	0aaa aaaa		
	01 15	0aaa aaaa		
#	01 16	0aaa aaaa	Gate Time RIDE (EDGE)	(1 - 80) 0.1 - 8.0
	01 17	0aaa aaaa		
	01 18	0aaa aaaa		
	01 19	0aaa aaaa		

01 1A	0aaa aaaa	Gate Time AUX2 (HEAD)	(1 - 80) 0.1 - 8.0
01 1B	0aaa aaaa	Gate Time AUX2 (RIM)	(1 - 80) 0.1 - 8.0
01 1C	0aaa aaaa	Gate Time AUX3 (HEAD)	(1 - 80) 0.1 - 8.0
01 1D	0aaa aaaa	Gate Time AUX3 (RIM)	(1 - 80) 0.1 - 8.0
01 1E	0aaa aaaa	Gate Time AUX4 (HEAD)	(1 - 80) 0.1 - 8.0
01 1F	0aaa aaaa	Gate Time AUX4 (RIM)	(1 - 80) 0.1 - 8.0
01 20	000a aaaa	MIDI Ch KICK	(0 - 16) 1 - 15, GLOBAL
01 21	000a aaaa	MIDI Ch SNARE (HEAD)	(0 - 16) 1 - 15, GLOBAL
01 22	000a aaaa	MIDI Ch SNARE (RIM)	(0 - 16) 1 - 15, GLOBAL
01 23	000a aaaa	MIDI Ch TOM1 (HEAD)	(0 - 16) 1 - 15, GLOBAL
01 24	000a aaaa	MIDI Ch TOM1 (RIM)	(0 - 16) 1 - 15, GLOBAL
01 25	000a aaaa	MIDI Ch TOM2 (HEAD)	(0 - 16) 1 - 15, GLOBAL
01 26	000a aaaa	MIDI Ch TOM2 (RIM)	(0 - 16) 1 - 15, GLOBAL
01 27	000a aaaa	MIDI Ch TOM3 (HEAD)	(0 - 16) 1 - 15, GLOBAL
01 28	000a aaaa	MIDI Ch TOM3 (RIM)	(0 - 16) 1 - 15, GLOBAL
01 29	000a aaaa	MIDI Ch TOM4 (HEAD)	(0 - 16) 1 - 15, GLOBAL
01 2A	000a aaaa	MIDI Ch TOM4 (RIM)	(0 - 16) 1 - 15, GLOBAL
01 2B	000a aaaa	MIDI Ch HI-HAT (BOW)	(0 - 16) 1 - 15, GLOBAL
01 2C	000a aaaa	MIDI Ch HI-HAT (EDGE)	(0 - 16) 1 - 15, GLOBAL
01 2D	000a aaaa	MIDI Ch CRASH1 (BOW)	(0 - 16) 1 - 15, GLOBAL
01 2E	000a aaaa	MIDI Ch CRASH1 (EDGE)	(0 - 16) 1 - 15, GLOBAL
01 2F	000a aaaa	MIDI Ch CRASH2 (BOW)	(0 - 16) 1 - 15, GLOBAL
01 30	000a aaaa	MIDI Ch CRASH2 (EDGE)	(0 - 16) 1 - 15, GLOBAL
01 31	000a aaaa	MIDI Ch RIDE (BOW)	(0 - 16) 1 - 15, GLOBAL
01 32	000a aaaa	MIDI Ch RIDE (EDGE)	(0 - 16) 1 - 15, GLOBAL
01 33	000a aaaa	MIDI Ch RIDE (BELL)	(0 - 16) 1 - 15, GLOBAL
01 34	000a aaaa	MIDI Ch AUX1 (HEAD)	(0 - 16) 1 - 15, GLOBAL
01 35	000a aaaa	MIDI Ch AUX1 (RIM)	(0 - 16) 1 - 15, GLOBAL
01 36	000a aaaa	MIDI Ch AUX2 (HEAD)	(0 - 16) 1 - 15, GLOBAL
01 37	000a aaaa	MIDI Ch AUX2 (RIM)	(0 - 16) 1 - 15, GLOBAL
01 38	000a aaaa	MIDI Ch AUX3 (HEAD)	(0 - 16) 1 - 15, GLOBAL
01 39	000a aaaa	MIDI Ch AUX3 (RIM)	(0 - 16) 1 - 15, GLOBAL
01 3A	000a aaaa	MIDI Ch AUX4 (HEAD)	(0 - 16) 1 - 15, GLOBAL
01 3B	000a aaaa	MIDI Ch AUX4 (RIM)	(0 - 16) 1 - 15, GLOBAL
00 00 01 3C Total Size			

* [KitOverhead]			
Offset Address		Description	
#	00 00	0000 000a	Switch (0 - 1) OFF, OVHEAD ON
	00 01	0000 aaaa	Mic Type (0 - 13) TYPE1 - 14
	00 02	0000 00aa	Mic Width (0 - 2) 0 - 2
	00 03	0000 aaaa	Level (-601 - 120) -INF, -60.0 - +12.0 [dB]
#	00 04	0000 bbbb	
	00 05	0000 cccc	
	00 06	0000 dddd	
#	00 07	0000 000a	Pre Comp Switch (0 - 1) OFF, ON
	00 08	0000 aaaa	Pre Comp Gain (-48 - 48) -24.0 - +24.0 [dB]
	00 09	0000 bbbb	
	00 0A	0000 aaaa	
	00 0B	0000 bbbb	
#	00 0C	0000 0aaa	Pre Comp Threshold (-60 - 0) -60 - 0 [dB]
	00 0D	0000 00aa	Pre Comp Ratio (0 - 7) 1:1, 2:1, 3:1, 4:1 8:1, 16:1, 32:1, 100:1
	00 0E	0aaa aaaa	Pre Comp Knee (0 - 3) HARD, SOFT1 - 3
	00 0F	0aaa aaaa	Pre Comp Attack (0 - 100) 0.1 - 100 [ms]
#	00 0F	0aaa aaaa	Pre Comp Release (0 - 99) 10 - 1000 [ms]
	00 10	0000 000a	Post Comp Switch (0 - 1) OFF, ON

[illegible]

MIDI Implementation

	00 00	0000 000a	Switch	(0 - 1) OFF, COMP ON
	00 01	0000 0aaa	Type	(0 - 7) SINGLE SOFT COMP, SINGLE HARD COMP, SINGLE LIMITER, SINGLE PARALLEL, 2 BAND SOFT COMP, 2 BAND HARD COMP, 2 BAND LIMITER, 2 BAND PARALLEL
#	00 02	0000 aaaa	Split Freq	(0 - 1600) SINGLE, 10 - 16000[Hz]
	00 03	0000 bbbb		
	00 04	0000 cccc		
	00 05	0000 dddd		
#	00 06	0000 aaaa		
	00 07	0000 bbbb	Lo Gain	(-48 - 48) -24.0 - +24.0 [dB]
#	00 08	0000 aaaa	Hi Gain	(-48 - 48) -24.0 - +24.0 [dB]
	00 09	0000 bbbb		
#	00 0A	0000 aaaa	Lo Threshold	(-48 - 0) -48 - 0 [dB]
	00 0B	0000 bbbb		
#	00 0C	0000 aaaa	Hi Threshold	(-48 - 0) -48 - 0 [dB]
	00 0D	0000 bbbb		
	00 0E	0000 0aaa	Lo Ratio	(0 - 7) 1:1, 2:1, 3:1, 4:1, 8:1, 16:1, 32:1, 100:1
	00 0F	0000 0aaa	Hi Ratio	(0 - 7) 1:1, 2:1, 3:1, 4:1, 8:1, 16:1, 32:1, 100:1
	00 10	0000 00aa	Lo Knee	(0 - 3) HARD, SOFT 1 - 3
	00 11	0000 00aa	Hi Knee	(0 - 3) HARD, SOFT 1 - 3
	00 12	0aaa aaaa	Lo Attack	(0 - 100) 0.1 - 100 [ms]
	00 13	0aaa aaaa	Hi Attack	(0 - 100) 0.1 - 100 [ms]
	00 14	0aaa aaaa	Lo Release	(0 - 99) 10 - 1000 [ms]
	00 15	0aaa aaaa	Hi Release	(0 - 99) 10 - 1000 [ms]
	00 16	0aaa aaaa	Balance	(1 - 100) D99:1W - D0:100W
	00 00 00 17	Total Size		

	00 18	0000 000a	Side Low Eq Type	-12 - +12 [dB] (0 - 1) SHELV, PEAK
	00 19	000a aaaa	Side Low Freq	(0 - 17) 20Hz, 25Hz, 31.5Hz, 40Hz, 50Hz, 63Hz, 80Hz, 100Hz, 125Hz, 160Hz, 200Hz, 250Hz, 315Hz, 400Hz, 500Hz, 630Hz, 800Hz, 1kHz
	00 1A	0000 0aaa	Side Low Q	(0 - 4) 0.5, 1.0, 2.0, 4.0 8.0
#	00 1B	0000 aaaa	Side Low Gain	(-12 - 12) -12 - +12 [dB]
	00 1C	0000 bbbb		
	00 1D	000a aaaa	Side Mid 1 Freq	(0 - 29) 20Hz, 25Hz, 31.5Hz, 40Hz, 50Hz, 63Hz, 80Hz, 100Hz, 125Hz, 160Hz, 200Hz, 250Hz, 315Hz, 400Hz, 500Hz, 630Hz, 800Hz, 1kHz, 1.25kHz, 1.6kHz, 2kHz, 2.5kHz, 3.15kHz, 4kHz, 5kHz, 3.3kHz, 8kHz, 10kHz, 12.5kHz, 16kHz
	00 1E	0000 0aaa	Side Mid 1 Q	(0 - 4) 0.5, 1.0, 2.0, 4.0 8.0
#	00 1F	0000 aaaa	Side Mid 1 Gain	(-12 - 12) -12 - +12 [dB]
	00 20	0000 bbbb		
	00 21	000a aaaa	Side Mid 2 Freq	(0 - 29) 20Hz, 25Hz, 31.5Hz, 40Hz, 50Hz, 63Hz, 80Hz, 100Hz, 125Hz, 160Hz, 200Hz, 250Hz, 315Hz, 400Hz, 500Hz, 630Hz, 800Hz, 1kHz, 1.25kHz, 1.6kHz, 2kHz, 2.5kHz, 3.15kHz, 4kHz, 5kHz, 3.3kHz, 8kHz, 10kHz, 12.5kHz, 16kHz
	00 22	0000 0aaa	Side Mid 2 Q	(0 - 4) 0.5, 1.0, 2.0, 4.0 8.0
#	00 23	0000 aaaa	Side Mid 2 Gain	(-12 - 12) -12 - +12 [dB]
	00 24	0000 bbbb		
	00 25	0000 000a	Side High Eq Type	(0 - 1) SHELV, PEAK
	00 26	0000 aaaa	Side High Freq	(0 - 12) 1kHz, 1.25kHz, 1.6kHz, 2kHz, 2.5kHz, 3.15kHz, 4kHz, 5kHz, 6.3kHz, 8kHz, 10kHz, 12.5kHz, 16kHz
	00 27	0000 0aaa	Side High Q	(0 - 4) 0.5, 1.0, 2.0, 4.0 8.0
#	00 28	0000 aaaa	Side High Gain	(-12 - 12) -12 - +12 [dB]
	00 29	0000 bbbb		

	00 00 00 2A	Total Size		

* [KitMasterEQ]

Offset	Address	Description		
	00 00	0000 000a	Switch	(0 - 1) OFF, ON
#	00 01	0000 aaaa	Mid Input Gain	(-12 - 12) -12 - +12 [dB]
	00 02	0000 bbbb		
	00 03	0000 000a	Low Eq Type	(0 - 1) SHELV, PEAK
	00 04	000a aaaa	Low Freq	(0 - 17) 20Hz, 25Hz, 31.5Hz, 40Hz, 50Hz, 63Hz, 80Hz, 100Hz, 125Hz, 160Hz, 200Hz, 250Hz, 315Hz, 400Hz, 500Hz, 630Hz, 800Hz, 1kHz
	00 05	0000 0aaa	Low Q	(0 - 4) 0.5, 1.0, 2.0, 4.0 8.0
#	00 06	0000 aaaa	Low Gain	(-12 - 12) -12 - +12 [dB]
	00 07	0000 bbbb		
	00 08	000a aaaa	Mid 1 Freq	(0 - 29) 20Hz, 25Hz, 31.5Hz, 40Hz, 50Hz, 63Hz, 80Hz, 100Hz, 125Hz, 160Hz, 200Hz, 250Hz, 315Hz, 400Hz, 500Hz, 630Hz, 800Hz, 1kHz, 1.25kHz, 1.6kHz, 2kHz, 2.5kHz, 3.15kHz, 4kHz, 5kHz, 3.3kHz, 8kHz, 10kHz, 12.5kHz, 16kHz
	00 09	0000 0aaa	Mid 1 Q	(0 - 4) 0.5, 1.0, 2.0, 4.0 8.0
#	00 0A	0000 aaaa	Mid 1 Gain	(-12 - 12) -12 - +12 [dB]
	00 0B	0000 bbbb		
	00 0C	000a aaaa	Mid 2 Freq	(0 - 29) 20Hz, 25Hz, 31.5Hz, 40Hz, 50Hz, 63Hz, 80Hz, 100Hz, 125Hz, 160Hz, 200Hz, 250Hz, 315Hz, 400Hz, 500Hz, 630Hz, 800Hz, 1kHz, 1.25kHz, 1.6kHz, 2kHz, 2.5kHz, 3.15kHz, 4kHz, 5kHz, 3.3kHz, 8kHz, 10kHz, 12.5kHz, 16kHz
	00 0D	0000 0aaa	Mid 2 Q	(0 - 4) 0.5, 1.0, 2.0, 4.0 8.0
#	00 0E	0000 aaaa	Mid 2 Gain	(-12 - 12) -12 - +12 [dB]
	00 0F	0000 bbbb		
	00 10	0000 000a	High Eq Type	(0 - 1) SHELV, PEAK
	00 11	0000 aaaa	High Freq	(0 - 12) 1kHz, 1.25kHz, 1.6kHz, 2kHz, 2.5kHz, 3.15kHz, 4kHz, 5kHz, 6.3kHz, 8kHz, 10kHz, 12.5kHz, 16kHz
	00 12	0000 0aaa	High Q	(0 - 4) 0.5, 1.0, 2.0, 4.0 8.0
#	00 13	0000 aaaa	High Gain	(-12 - 12) -12 - +12 [dB]
	00 14	0000 bbbb		
	00 15	0000 000a	Mid/Side Switch	(0 - 1) STEREO, MID/SIDE
#	00 16	0000 aaaa	Side Input Gain	(-12 - 12)
	00 17	0000 bbbb		

* [KitUnitLayer]

Offset	Address	Description		
#	00 00	0000 aaaa	Insrtument	(0 -)
	00 01	0000 bbbb		
	00 02	0000 cccc		
	00 03	0000 dddd		
#	00 04	0000 aaaa		
	00 05	0000 bbbb		
	00 06	0000 cccc		
	00 07	0000 dddd	Volume	(-601 - 60) -INF, -60.0 - +6.0 [dB]
	00 08	0000 000a	Inst Bank	(0 - 1) PRESET, USER SAMPLE
	00 09	0000 000a	Transient Switch	(0 - 1) OFF, ON
	00 0A	0000 aaaa	Transient Time	(1 - 10) 1, 10
#	00 0B	0000 aaaa	Transient Attack	(-100 - 100) -100 - 100
	00 0C	0000 bbbb		
#	00 0D	0000 aaaa	Transient Release	(-100 - 100) -100 - 100
	00 0E	0000 bbbb		
#	00 0F	0000 aaaa	Transient Gain	(-120 - 60) -12.0 - +6.0 [dB]
	00 10	0000 bbbb		
	00 11	0000 00aa	Dynamic Enhancer Switch	(0 - 2) OFF, NORMAL, WIDE
	00 12	0aaa aaaa	Pad Decay	(1 - 100) 1 - 100
#	00 13	0000 aaaa	Pad Pitch	(-4800 - 4800) -4800 - 4800
	00 14	0000 bbbb		
	00 15	0000 cccc		
	00 16	0000 dddd		
#	00 17	0000 aaaa	Pad Pitch Sweep	(-100 - 100) -100 - 100
	00 18	0000 bbbb		
	00 19	0000 00aa	User Sample Transient Type	(0 - 3) TYPE 1 - 4
	00 1A	0000 00aa	Transient Attack Type	(0 - 2) NORMAL, WIDE 1 - 2
	00 00 00 1B	Total Size		

* [KitUnitCommon]

Offset	Address	Description		
#	00 00	0000 aaaa	Pan	(-30 - 30) L30 - 1, CTR, R1 - 30
	00 01	0000 bbbb		

#	00 02	0000 aaaa	Minimum Volume	(0 - 15) 0 - 15
	00 03	0000 aaaa	Maximum Volume	(-5 - 0) -5 - 0
	00 04	0000 bbbb		(0 - 8) OFF, 1 - 8
	00 05	0000 aaaa	Mute Group SEND	(0 - 8) OFF, 1 - 8
	00 06	0000 aaaa	Mute Group RECEIVE	(0 - 8) OFF, 1 - 8
#	00 07	0000 000a	Sub Inst Switch	(0 - 1) OFF, SUB ON
	00 08	0000 0aaa	Layer Type	(0 - 4) MIX, FADE1 - 3, SWITCH
	00 09	0000 aaaa	Layer Fade Point	(1 - 159) 1 - 127, 127+1 - 127+32
	00 0A	0000 bbbb		
	00 0B	0000 cccc		
00 0C	0000 dddd			
#	00 0D	0000 000a	Eq Switch	(0 - 1) OFF, EQ ON
	00 0E	000a aaaa	Eq Low Freq	(0 - 17) 20Hz, 25Hz, 31.5Hz, 40Hz, 50Hz, 63Hz, 80Hz, 100Hz, 125Hz, 160Hz, 200Hz, 250Hz, 315Hz, 400Hz, 500Hz, 630Hz, 800Hz, 1kHz
	00 0F	0000 aaaa	Eq Low Gain	(-15 - 15) -15 - +15 [dB]
	00 10	0000 bbbb		(0 - 29) 20Hz, 25Hz, 31.5Hz, 40Hz, 50Hz, 63Hz, 80Hz, 100Hz, 125Hz, 160Hz, 200Hz, 250Hz, 315Hz, 400Hz, 500Hz, 630Hz, 800Hz, 1kHz, 1.25kHz, 1.6kHz, 2kHz, 2.5kHz, 3.15kHz, 4kHz, 5kHz, 3.3kHz, 8kHz, 10kHz, 12.5kHz, 16kHz
	00 11	000a aaaa	Eq Mid Freq	(0 - 4) 0.5, 1.0, 2.0, 4.0, 8.0
#	00 12	0000 0aaa	Eq Mid Q	(0 - 4) 0.5, 1.0, 2.0, 4.0, 8.0
	00 13	0000 aaaa	Eq Mid Gain	(-15 - 15) -15 - +15 [dB]
	00 14	0000 bbbb		(0 - 12) 1kHz, 1.25kHz, 1.6kHz, 2kHz, 2.5kHz, 3.15kHz, 4kHz, 5kHz, 6.3kHz, 8kHz, 10kHz, 12.5kHz, 16kHz
	00 15	0000 aaaa	Eq High Freq	(-15 - 15) -15 - +15 [dB]
	00 16	0000 aaaa	Eq High Gain	(-15 - 15) -15 - +15 [dB]
00 17	0000 bbbb			
#	00 18	0000 aaaa	MFX Send Level	(-601 - 60) -INF, -60.0 - +6.0 [dB]
	00 19	0000 bbbb		
	00 1A	0000 cccc		
	00 1B	0000 dddd		
	00 1C	0000 00aa	MFX Assign	(1 - 3) MFX1, MFX2, MFX3
#	00 1D	0000 aaaa	Pedal Bend Range	(-24 - 24) -24 - 24
	00 1E	0000 bbbb		(0 - 1) OFF, ON
	00 1F	0000 000a	Position Control	(0 - 10) INSIDE-5 - -1, DEFAULT, OUTSIDE+1 - +5
	00 20	0000 aaaa	Position Area	(0 - 10) INSIDE-5 - -1, DEFAULT, OUTSIDE+1 - +5
	00 21	0000 aaaa	Room Send Level	(-601 - 60) -INF, -60.0 - +6.0 [dB]
00 22	0000 bbbb			
00 23	0000 cccc			
00 24	0000 dddd			
#	00 25	0000 aaaa	Overhead Send Level	(-601 - 60) -INF, -60.0 - +6.0 [dB]
	00 26	0000 bbbb	Overhead Send Filter Select	(0 - 4) BYPASS, FILTER 1- 4
	00 27	0000 cccc		
	00 28	0000 dddd	Layer Fade End	(1 - 159) 1 - 127, 127+1 - 127+32
	00 29	0000 0aaa		
00 2A	0000 aaaa			
00 2B	0000 bbbb			
00 2C	0000 cccc	Layer Fade End	(1 - 159) 1 - 127, 127+1 - 127+32	
00 2D	0000 dddd			
00 00 00 2E Total Size				

* [KitPad]

Offset	Address	Description	
	00 00	0000 000a	MFX DRY+WET (0 - 1) MFX ONLY, DRY+MFX
	00 01	0000 000a	Comp Switch (0 - 1) OFF, COMP ON
	00 02	0000 aaaa	CompType (0 - 10) KICK 1, KICK 2, SNARE 1, SNARE 2, TOM 1, TOM 2, CYMBAL 1, CYMBAL 2, SOFT COMP, HARD COMP, LIMITER
#	00 03	0000 aaaa	Gain (-48 - 48) -24.0 - +24.0 [dB]
	00 04	0000 bbbb	
#	00 05	0000 aaaa	Threshold (-48 - 0) -48 - 0 [dB]
	00 06	0000 bbbb	
	00 07	0000 0aaa	Ratio (0 - 7) 1:1, 2:1, 3:1, 4:1, 8:1, 16:1, 32:1, 100:1
	00 08	0000 00aa	Knee (0 - 3) HARD, SOFT1 - 3
	00 09	0aaa aaaa	Attack (0 - 100) 0.1 - 100 [ms]
	00 0A	0aaa aaaa	Release (0 - 99) 10 - 1000 [ms]
	00 00 00 0B	Total Size	

* [SetListParams]

Some characters are not displayed for SetList Name.

Offset	Address	Description
# 00 00	0000 aaaa	SetList Name 1 (1 - 126) 1 - 126 [ASCII]
00 01	0000 bbbb	
# 00 02	0000 aaaa	SetList Name 2 (1 - 126) 1 - 126 [ASCII]
00 03	0000 bbbb	
# 00 04	0000 aaaa	SetList Name 3 (1 - 126) 1 - 126 [ASCII]
00 05	0000 bbbb	
# 00 06	0000 aaaa	SetList Name 4 (1 - 126) 1 - 126 [ASCII]
00 07	0000 bbbb	
# 00 08	0000 aaaa	SetList Name 5 (1 - 126) 1 - 126 [ASCII]
00 09	0000 bbbb	
# 00 0A	0000 aaaa	SetList Name 6 (1 - 126) 1 - 126 [ASCII]
00 0B	0000 bbbb	
# 00 0C	0000 aaaa	SetList Name 7 (1 - 126) 1 - 126 [ASCII]
00 0D	0000 bbbb	
# 00 0E	0000 aaaa	SetList Name 8 (1 - 126) 1 - 126 [ASCII]
00 0F	0000 bbbb	
# 00 10	0000 aaaa	SetList Name 9 (1 - 126) 1 - 126 [ASCII]
00 11	0000 bbbb	
# 00 12	0000 aaaa	SetList Name 10 (1 - 126) 1 - 126 [ASCII]
00 13	0000 bbbb	
# 00 14	0000 aaaa	SetList Name 11 (1 - 126) 1 - 126 [ASCII]
00 15	0000 bbbb	
# 00 16	0000 aaaa	SetList Name 12 (1 - 126) 1 - 126 [ASCII]
00 17	0000 bbbb	
# 00 18	0000 aaaa	Step 1 KitNum (-1 - 99) END(*1), 1 - 100
00 19	0000 bbbb	
# 00 1A	0000 aaaa	Step 2 KitNum (-1 - 99) END(*1), 1 - 100
00 1B	0000 bbbb	
# 00 1C	0000 aaaa	Step 3 KitNum (-1 - 99) END(*1), 1 - 100
00 1D	0000 bbbb	
# 00 1E	0000 aaaa	Step 4 KitNum (-1 - 99) END(*1), 1 - 100
00 1F	0000 bbbb	
# 00 20	0000 aaaa	Step 5 KitNum (-1 - 99) END(*1), 1 - 100
00 21	0000 bbbb	
# 00 22	0000 aaaa	Step 6 KitNum (-1 - 99) END(*1), 1 - 100
00 23	0000 bbbb	
# 00 24	0000 aaaa	Step 7 KitNum (-1 - 99) END(*1), 1 - 100
00 25	0000 bbbb	
# 00 26	0000 aaaa	Step 8 KitNum (-1 - 99) END(*1), 1 - 100
00 27	0000 bbbb	
# 00 28	0000 aaaa	Step 9 KitNum (-1 - 99) END(*1), 1 - 100
00 29	0000 bbbb	

MIDI Implementation

#	00 2A	0000 aaaa	Step 10 KitNum	(-1 - 99)
	00 2B	0000 bbbb		END(*1), 1 - 100
#	00 2C	0000 aaaa	Step 11 KitNum	(-1 - 99)
	00 2D	0000 bbbb		END(*1), 1 - 100
#	00 2E	0000 aaaa	Step 12 KitNum	(-1 - 99)
	00 2F	0000 bbbb		END(*1), 1 - 100
#	00 30	0000 aaaa	Step 13 KitNum	(-1 - 99)
	00 31	0000 bbbb		END(*1), 1 - 100
#	00 32	0000 aaaa	Step 14 KitNum	(-1 - 99)
	00 33	0000 bbbb		END(*1), 1 - 100
#	00 34	0000 aaaa	Step 15 KitNum	(-1 - 99)
	00 35	0000 bbbb		END(*1), 1 - 100
#	00 36	0000 aaaa	Step 16 KitNum	(-1 - 99)
	00 37	0000 bbbb		END(*1), 1 - 100
#	00 38	0000 aaaa	Step 17 KitNum	(-1 - 99)
	00 39	0000 bbbb		END(*1), 1 - 100
#	00 3A	0000 aaaa	Step 18 KitNum	(-1 - 99)
	00 3B	0000 bbbb		END(*1), 1 - 100
#	00 3C	0000 aaaa	Step 19 KitNum	(-1 - 99)
	00 3D	0000 bbbb		END(*1), 1 - 100
#	00 3E	0000 aaaa	Step 20 KitNum	(-1 - 99)
	00 3F	0000 bbbb		END(*1), 1 - 100
#	00 40	0000 aaaa	Step 21 KitNum	(-1 - 99)
	00 41	0000 bbbb		END(*1), 1 - 100
#	00 42	0000 aaaa	Step 22 KitNum	(-1 - 99)
	00 43	0000 bbbb		END(*1), 1 - 100
#	00 44	0000 aaaa	Step 23 KitNum	(-1 - 99)
	00 45	0000 bbbb		END(*1), 1 - 100
#	00 46	0000 aaaa	Step 24 KitNum	(-1 - 99)
	00 47	0000 bbbb		END(*1), 1 - 100
#	00 48	0000 aaaa	Step 25 KitNum	(-1 - 99)
	00 49	0000 bbbb		END(*1), 1 - 100
#	00 4A	0000 aaaa	Step 26 KitNum	(-1 - 99)
	00 4B	0000 bbbb		END(*1), 1 - 100
#	00 4C	0000 aaaa	Step 27 KitNum	(-1 - 99)
	00 4D	0000 bbbb		END(*1), 1 - 100
#	00 4E	0000 aaaa	Step 28 KitNum	(-1 - 99)
	00 4F	0000 bbbb		END(*1), 1 - 100
#	00 50	0000 aaaa	Step 29 KitNum	(-1 - 99)
	00 51	0000 bbbb		END(*1), 1 - 100
#	00 52	0000 aaaa	Step 30 KitNum	(-1 - 99)
	00 53	0000 bbbb		END(*1), 1 - 100
#	00 54	0000 aaaa	Step 31 KitNum	(-1 - 99)
	00 55	0000 bbbb		END(*1), 1 - 100
#	00 56	0000 aaaa	Step 32 KitNum	(-1 - 99)
	00 57	0000 bbbb		END(*1), 1 - 100
00 00 00 58		Total Size		

(*1) The last step of each set list (shown as END on the actual unit) has a value of “-1.”

[Click]				
Offset Address		Description		
	00 00	00aa aaaa	Sound	(0 - 14) METRONOME, CLICK, VOICE, BEEP 1, BEEP 2, TEK CLICK, STICKS, CLAVES, WOOD BLOCK, COWBELL, AGOGO, TRIANGLE, TAMBOURINE, MARACAS, CABASA
#	00 01	0000 aaaa	Pan	(-30 - 30)
	00 02	0000 bbbb		L30 - 1, CTR, R1 - 30
#	00 03	0000 aaaa	Level	(-601 - 60)
	00 04	0000 bbbb		-INF, -60.0 - +6.0 [dB]
	00 05	0000 cccc		
	00 06	0000 dddd		
00 00 00 07		Total Size		

* [TrigMisc]				
Some characters are not displayed for Trigger Bank Name.				
Offset	Address	Description		
#	00 00	0000 aaaa	Trigger Bank Name 1	(1 - 126)
	00 01	0000 bbbb		1 - 126 [ASCII]
#	00 02	0000 aaaa	Trigger Bank Name 2	(1 - 126)
	00 03	0000 bbbb		1 - 126 [ASCII]
#	00 04	0000 aaaa	Trigger Bank Name 3	(1 - 126)
	00 05	0000 bbbb		1 - 126 [ASCII]
#	00 06	0000 aaaa	Trigger Bank Name 4	(1 - 126)
	00 07	0000 bbbb		1 - 126 [ASCII]
#	00 08	0000 aaaa	Trigger Bank Name 5	(1 - 126)
	00 09	0000 bbbb		1 - 126 [ASCII]
#	00 0A	0000 aaaa	Trigger Bank Name 6	(1 - 126)
	00 0B	0000 bbbb		1 - 126 [ASCII]
#	00 0C	0000 aaaa	Trigger Bank Name 7	(1 - 126)
	00 0D	0000 bbbb		1 - 126 [ASCII]
#	00 0E	0000 aaaa	Trigger Bank Name 8	(1 - 126)
	00 0F	0000 bbbb		1 - 126 [ASCII]
#	00 10	0000 aaaa	Trigger Bank Name 9	(1 - 126)
	00 11	0000 bbbb		1 - 126 [ASCII]
#	00 12	0000 aaaa	Trigger Bank Name 10	(1 - 126)
	00 13	0000 bbbb		1 - 126 [ASCII]
#	00 14	0000 aaaa	Trigger Bank Name 11	(1 - 126)
	00 15	0000 bbbb		1 - 126 [ASCII]
#	00 16	0000 aaaa	Trigger Bank Name 12	(1 - 126)
	00 17	0000 bbbb		1 - 126 [ASCII]
#	00 18	0000 aaaa	Trigger Bank Name 13	(1 - 126)
	00 19	0000 bbbb		1 - 126 [ASCII]
#	00 1A	0000 aaaa	Trigger Bank Name 14	(1 - 126)
	00 1B	0000 bbbb		1 - 126 [ASCII]
#	00 1C	0000 aaaa	Trigger Bank Name 15	(1 - 126)
	00 1D	0000 bbbb		1 - 126 [ASCII]
#	00 1E	0000 aaaa	Trigger Bank Name 16	(1 - 126)
	00 1F	0000 bbbb		1 - 126 [ASCII]
#	00 20	0000 aaaa	HI-HAT VH-12 Offset	(-100 - 100)
	00 21	0000 bbbb		-100 - 100
	00 22	0000 cccc		
	00 23	0000 dddd		
#	00 24	0000 aaaa	HI-HAT VH-13 Offset	(-100 - 100)
	00 25	0000 bbbb		-100 - +100
	00 26	0000 cccc		
	00 27	0000 dddd		
#	00 28	0000 aaaa	HI-HAT VH-12 Foot Splash Sens	(-10 - 10)
	00 29	0000 bbbb		-10 - +10
#	00 2A	0000 aaaa	HI-HAT VH-13 Foot Splash Sens	(-10 - 10)
	00 2B	0000 bbbb		-10 - +10
#	00 2C	0000 aaaa	HI-HAT FD Foot Splash Sens	(-10 - 10)
	00 2D	0000 bbbb		-10 - +10
	00 2E	0000 00aa	HI-HAT VH-12 Noise Cancel	(0 - 2)
				1 - 3
	00 2F	0000 00aa	HI-HAT VH-13 Noise Cancel	(0 - 2)
				1 - 3
	00 30	0000 000a	HI-HAT CC MAX	(0 - 1)
				90, 127
	00 31	0aaa aaaa	Analog XStick Threshold	(0 - 127)
				0 - 127
	00 32	0aaa aaaa	XTalk Cancel Rate 1 (KICK)	(0 - 80)
				0 - 80
	00 33	0aaa aaaa	XTalk Cancel Rate 2 (SNARE)	(0 - 80)
				0 - 80
	00 34	0aaa aaaa	XTalk Cancel Rate 3 (TOM 1)	(0 - 80)
				0 - 80
	00 35	0aaa aaaa	XTalk Cancel Rate 4 (TOM 2)	(0 - 80)
				0 - 80
	00 36	0aaa aaaa	XTalk Cancel Rate 5 (TOM 3)	(0 - 80)
				0 - 80
	00 37	0aaa aaaa	XTalk Cancel Rate 6 (TOM 4)	(0 - 80)
				0 - 80
	00 38	0aaa aaaa	XTalk Cancel Rate 7 (HI-HAT)	(0 - 80)
				0 - 80
	00 39	0aaa aaaa	XTalk Cancel Rate 8 (CRASH 1)	(0 - 80)
				0 - 80
	00 3A	0aaa aaaa	XTalk Cancel Rate 9 (CRASH 2)	(0 - 80)
				0 - 80
	00 3B	0aaa aaaa	XTalk Cancel Rate 10 (RIDE)	(0 - 80)
				0 - 80
	00 3C	0aaa aaaa	XTalk Cancel Rate 11 (AUX 1)	(0 - 80)
				0 - 80
	00 3D	0aaa aaaa	XTalk Cancel Rate 12 (AUX 2)	(0 - 80)
				0 - 80
	00 3E	0aaa aaaa	XTalk Cancel Rate 13 (AUX 3)	(0 - 80)
				0 - 80
	00 3F	0aaa aaaa	XTalk Cancel Rate 14 (AUX 4)	(0 - 80)
				0 - 80
#	00 40	0000 aaaa	HI-HAT VH-14D Offset	(-100 - 100)
	00 41	0000 bbbb		
	00 42	0000 cccc		
	00 43	0000 dddd		

#	Offset Address	Description	Range
00 44	0000 aaaa		-100 - +100
00 45	0000 bbbb	HI-HAT VH-14D Foot Splash Sens	(-10 - 10)
00 46	0000 00aa	HI-HAT VH-14D Noise Cancel	-10 - +10
00 47	0000 0aaa	HI-HAT VH-14D Pressure Sens	(0 - 2)
00 48	0000 00aa	Global Sens	1 - 3
			(0 - 4)
			1 - 5
			(0 - 2)
			LOW, NORMAL, HIGH
00 00 00 49	Total Size		

* [TrigAnalog]

This area is valid for a pad that is connected to a TRIGGER IN jack.

Offset Address	Description	Range
00 00	00aa aaaa Trig Type	(0 - 56)
	KDA22, KD222, KD220, KD200, KD180, KD180L, KD140, KD120, KD85, KD10, KD9, KD8, KD7, KT10, KT9, PDA120, PDA120L, PDA100, PDA100L, PDA140F, PD128, PD125X, PD125, PD108, PD105X, PD105, PD85, PDX100, PDX12, PDX8, PDX6, PDX8, VH13, VH12, VH11, VH10, CY16RT, CY15R, CY14CT, CY14C, CY13R, CY12C, CY12R/C, CY8, CY5, BT1, BT1 SENS, PAD1, PAD2, PAD3, RT30K, RT30HR, RT30H SN, RT30H TM, RT10K, RT10S, RT10T	
00 01	00aa aaaa Sensitivity	(0 - 62)
		1.0 - 32.0
00 02	00aa aaaa RimGain	(0 - 32)
		0 - 3.2
00 03	000a aaaa Threshold	(0 - 31)
		0 - 31
00 04	0000 0aaa Curve	(0 - 7)
		LINEAR, EXP1, EXP2, LOG1, LOG2, SPLINE, LOUDI, LOUD2
00 05	0000 0aaa ExtNoiseCancel	(0 - 5)
		OFF, 1 - 5
00 06	0aaa aaaa Head/Rim Adjust	(0 - 80)
		0 - 80
00 07	00aa aaaa Scan Time	(0 - 40)
		0 - 4.0
00 08	0aaa aaaa Mask Time	(0 - 64)
		0 - 64
00 09	0000 aaaa Retrigger Cancel	(0 - 15)
		1 - 16
00 0A	0000 000a Position Detect Head	(0 - 1)
		OFF, ON
00 0B	0000 000a Position Detect Rim	(0 - 1)
		OFF, ON
00 00 00 0C	Total Size	

* [SetupOutput]

Offset Address	Description	Range
00 00	0000 000a Master Assign (KICK)	(0 - 1)
		PHONES ONLY, PHONES+MASTER(L+R)
00 01	0000 000a Master Assign (SNARE)	(0 - 1)
		PHONES ONLY, PHONES+MASTER(L+R)
00 02	0000 000a Master Assign (TOM 1)	(0 - 1)
		PHONES ONLY, PHONES+MASTER(L+R)
00 03	0000 000a Master Assign (TOM 2)	(0 - 1)
		PHONES ONLY, PHONES+MASTER(L+R)
00 04	0000 000a Master Assign (TOM 3)	(0 - 1)
		PHONES ONLY, PHONES+MASTER(L+R)
00 05	0000 000a Master Assign (TOM 4)	(0 - 1)
		PHONES ONLY, PHONES+MASTER(L+R)
00 06	0000 000a Master Assign (HI-HAT)	(0 - 1)
		PHONES ONLY, PHONES+MASTER(L+R)
00 07	0000 000a Master Assign (CRASH 1)	(0 - 1)
		PHONES ONLY, PHONES+MASTER(L+R)
00 08	0000 000a Master Assign (CRASH 2)	(0 - 1)
		PHONES ONLY, PHONES+MASTER(L+R)
00 09	0000 000a Master Assign (RIDE)	(0 - 1)
		PHONES ONLY, PHONES+MASTER(L+R)
00 0A	0000 000a Master Assign (AUX 1)	(0 - 1)
		PHONES ONLY, PHONES+MASTER(L+R)
00 0B	0000 000a Master Assign (AUX 2)	(0 - 1)
		PHONES ONLY, PHONES+MASTER(L+R)
00 0C	0000 000a Master Assign (AUX 3)	(0 - 1)
		PHONES ONLY, PHONES+MASTER(L+R)
00 0D	0000 000a Master Assign (AUX 4)	(0 - 1)
		PHONES ONLY, PHONES+MASTER(L+R)
00 0E	0000 aaaa Direct Assign (KICK)	(0 - 15)
		OFF, DIRECT 1, DIRECT 2, DIRECT 1+2(L+R), DIRECT 3, DIRECT 4, DIRECT 3+4(L+R), DIRECT 5, DIRECT 6, DIRECT 5+6(L+R), DIRECT 7, DIRECT 8, DIRECT 7+8(L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R
00 0F	0000 aaaa Direct Assign (SNARE)	(0 - 15)
		OFF, DIRECT 1, DIRECT 2, DIRECT 1+2(L+R), DIRECT 3, DIRECT 4, DIRECT 3+4(L+R), DIRECT 5, DIRECT 6, DIRECT 5+6(L+R), DIRECT 7, DIRECT 8, DIRECT 7+8(L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R

00 10	0000 aaaa	Direct Assign (TOM 1)	(0 - 15)
			OFF, DIRECT 1, DIRECT 2, DIRECT 1+2(L+R), DIRECT 3, DIRECT 4, DIRECT 3+4(L+R), DIRECT 5, DIRECT 6, DIRECT 5+6(L+R), DIRECT 7, DIRECT 8, DIRECT 7+8(L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R
00 11	0000 aaaa	Direct Assign (TOM 2)	(0 - 15)
			OFF, DIRECT 1, DIRECT 2, DIRECT 1+2(L+R), DIRECT 3, DIRECT 4, DIRECT 3+4(L+R), DIRECT 5, DIRECT 6, DIRECT 5+6(L+R), DIRECT 7, DIRECT 8, DIRECT 7+8(L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R
00 12	0000 aaaa	Direct Assign (TOM 3)	(0 - 15)
			OFF, DIRECT 1, DIRECT 2, DIRECT 1+2(L+R), DIRECT 3, DIRECT 4, DIRECT 3+4(L+R), DIRECT 5, DIRECT 6, DIRECT 5+6(L+R), DIRECT 7, DIRECT 8, DIRECT 7+8(L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R
00 13	0000 aaaa	Direct Assign (TOM 4)	(0 - 15)
			OFF, DIRECT 1, DIRECT 2, DIRECT 1+2(L+R), DIRECT 3, DIRECT 4, DIRECT 3+4(L+R), DIRECT 5, DIRECT 6, DIRECT 5+6(L+R), DIRECT 7, DIRECT 8, DIRECT 7+8(L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R
00 14	0000 aaaa	Direct Assign (HI-HAT)	(0 - 15)
			OFF, DIRECT 1, DIRECT 2, DIRECT 1+2(L+R), DIRECT 3, DIRECT 4, DIRECT 3+4(L+R), DIRECT 5, DIRECT 6, DIRECT 5+6(L+R), DIRECT 7, DIRECT 8, DIRECT 7+8(L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R
00 15	0000 aaaa	Direct Assign (CRASH 1)	(0 - 15)
			OFF, DIRECT 1, DIRECT 2, DIRECT 1+2(L+R), DIRECT 3, DIRECT 4, DIRECT 3+4(L+R), DIRECT 5, DIRECT 6, DIRECT 5+6(L+R), DIRECT 7, DIRECT 8, DIRECT 7+8(L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R
00 16	0000 aaaa	Direct Assign (CRASH 2)	(0 - 15)
			OFF, DIRECT 1, DIRECT 2, DIRECT 1+2(L+R), DIRECT 3, DIRECT 4, DIRECT 3+4(L+R), DIRECT 5, DIRECT 6, DIRECT 5+6(L+R), DIRECT 7, DIRECT 8, DIRECT 7+8(L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R
00 17	0000 aaaa	Direct Assign (RIDE)	(0 - 15)
			OFF, DIRECT 1, DIRECT 2, DIRECT 1+2(L+R), DIRECT 3, DIRECT 4, DIRECT 3+4(L+R), DIRECT 5, DIRECT 6, DIRECT 5+6(L+R), DIRECT 7, DIRECT 8, DIRECT 7+8(L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R
00 18	0000 aaaa	Direct Assign (AUX 1)	(0 - 15)
			OFF, DIRECT 1, DIRECT 2, DIRECT 1+2(L+R), DIRECT 3, DIRECT 4, DIRECT 3+4(L+R), DIRECT 5, DIRECT 6, DIRECT 5+6(L+R), DIRECT 7, DIRECT 8, DIRECT 7+8(L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R
00 19	0000 aaaa	Direct Assign (AUX 2)	(0 - 15)
			OFF, DIRECT 1, DIRECT 2, DIRECT 1+2(L+R), DIRECT 3, DIRECT 4, DIRECT 3+4(L+R), DIRECT 5, DIRECT 6, DIRECT 5+6(L+R), DIRECT 7, DIRECT 8, DIRECT 7+8(L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R
00 1A	0000 aaaa	Direct Assign (AUX 3)	(0 - 15)
			OFF, DIRECT 1, DIRECT 2, DIRECT 1+2(L+R), DIRECT 3, DIRECT 4, DIRECT 3+4(L+R), DIRECT 5, DIRECT 6, DIRECT 5+6(L+R), DIRECT 7, DIRECT 8, DIRECT 7+8(L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R
00 1B	0000 aaaa	Direct Assign (AUX 4)	(0 - 15)
			OFF, DIRECT 1, DIRECT 2, DIRECT 1+2(L+R), DIRECT 3, DIRECT 4, DIRECT 3+4(L+R), DIRECT 5, DIRECT 6, DIRECT 5+6(L+R), DIRECT 7, DIRECT 8, DIRECT 7+8(L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R
00 1C	0000 000a	Master Assign (MFX1)	(0 - 1)
			PHONES ONLY, PHONES+MASTER(L+R)
00 1D	0000 000a	Master Assign (MFX2)	(0 - 1)
			PHONES ONLY, PHONES+MASTER(L+R)
00 1E	0000 000a	Master Assign (MFX3)	(0 - 1)
			PHONES ONLY, PHONES+MASTER(L+R)
00 1F	0000 000a	Master Assign (SONG)	(0 - 1)
			PHONES ONLY, PHONES+MASTER(L+R)
00 20	0000 000a	Master Assign (CLICK)	(0 - 1)
			PHONES ONLY, PHONES+MASTER(L+R)
00 21	0000 000a	Master Assign (MIX IN)	(0 - 1)

MIDI Implementation

00 22	0000 000a	Master Assign (USB IN MAIN) PHONES ONLY, PHONES+MASTER(L+R) (0 - 1)
00 23	0000 000a	Master Assign (USB IN SUB) PHONES ONLY, PHONES+MASTER(L+R) (0 - 1)
00 24	0000 0aaa	Direct Assign (MFX1) OFF, DIRECT 1, DIRECT 2, DIRECT 1+2(L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R (0 - 6)
00 25	0000 0aaa	Direct Assign (MFX2) OFF, DIRECT 1, DIRECT 2, DIRECT 1+2(L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R (0 - 6)
00 26	0000 0aaa	Direct Assign (MFX3) OFF, DIRECT 1, DIRECT 2, DIRECT 1+2(L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R (0 - 6)
00 27	0000 0aaa	Direct Assign (SONG) OFF, DIRECT 1, DIRECT 2, DIRECT 1+2(L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R (0 - 6)
00 28	0000 0aaa	Direct Assign (CLICK) OFF, DIRECT 1, DIRECT 2, DIRECT 1+2(L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R (0 - 6)
00 29	0000 0aaa	Direct Assign (MIXIN) OFF, DIRECT 1, DIRECT 2, DIRECT 1+2(L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R (0 - 6)
00 2A	0000 0aaa	Direct Assign (USB IN MAIN) OFF, DIRECT 1, DIRECT 2, DIRECT 1+2(L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R (0 - 6)
00 2B	0000 0aaa	Direct Assign (USB IN SUB) OFF, DIRECT 1, DIRECT 2, DIRECT 1+2(L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R (0 - 6)
00 2C	0000 000a	Master Output Mode MASTER, DIRECT (0 - 1)
00 2D	0000 000a	PadEq/Comp to Direct OFF, ON (0 - 1)
00 2E	0000 000a	Pad Comp to Phones OFF, ON (0 - 1)
00 2F	0000 000a	Fader to Direct OFF, ON (0 - 1)
00 30	0000 00aa	Direct Out Att -12, -6.0[dB] (0 - 2)
00 31	0000 aaaa	LoCut Frequency (0 - 10) 20, 25, 31.5, 40, 50, 63, 80, 100, 125, 160, 200 [Hz]
00 32	0000 000a	Master Output LoCut Switch OFF, ON (0 - 1)
00 33	0000 000a	Phones Output LoCut Switch OFF, ON (0 - 1)
00 34	0000 000a	Direct Output LoCut Switch OFF, ON (0 - 1)
00 35	0000 000a	Master Overhead Output PHONES ONLY, PHONES+MASTER(L+R) (0 - 1)
00 36	0000 000a	Master Room Output PHONES ONLY, PHONES+MASTER(L+R) (0 - 1)
00 37	0000 aaaa	Direct Overhead Output OFF, DIRECT 1, DIRECT 2, DIRECT 1+2(L+R), DIRECT 3, DIRECT 4, DIRECT 3+4(L+R), DIRECT 5, DIRECT 6, DIRECT 5+6(L+R), DIRECT 7, DIRECT 8, DIRECT 7+8(L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R (0 - 15)
00 38	0000 aaaa	Direct Room Output OFF, DIRECT 1, DIRECT 2, DIRECT 1+2(L+R), DIRECT 3, DIRECT 4, DIRECT 3+4(L+R), DIRECT 5, DIRECT 6, DIRECT 5+6(L+R), DIRECT 7, DIRECT 8, DIRECT 7+8(L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R (0 - 15)
00 00 00 39	Total Size	

* [SetupControl]

Offset	Address	Description
00 00	0000 0aaa	Trig Bank Number (0 - 7) 1 - 8
00 00 00 01	Total Size	

* [SetupMisc]

Offset	Address	Description	
	00 00	0000 00aa	Mix In Gain (0 - 2) 0, +6, +12 [dB]
	00 01	0000 00aa	USB Audio Volume Select Input MAIN (0 - 2) OFF, SONG, CLICK
	00 02	0000 00aa	USB Audio Volume Select Input SUB (0 - 2) OFF, SONG, CLICK
#	00 03	0000 aaaa	USB Audio Input Gain (-36 - 12) -36 - +12 [dB]
	00 04	0000 bbbb	
#	00 05	0000 aaaa	USB Audio Output Gain (-24 - 24) -24 - +24 [dB]
	00 06	0000 bbbb	
	00 00 00 07	Total Size	

* [KitRoom]

Offset	Address	Description
00 00	0000 000a	Switch (0 - 1) OFF, ROOM/REVERB ON
00 01	0000 000a	Type (0 - 5) ROOM, REVERB, TD-50 ROOM, WARM HALL, SRV-2000, SRV-2000(NLR)
# 00 02	0000 aaaa	Level (-60.1 - 60) -INF, -60.0 - +6.0 [dB]
00 03	0000 bbbb	
00 04	0000 cccc	
00 05	0000 dddd	
# 00 06	0000 aaaa	Room Parameter 1 (*N)
00 07	0000 bbbb	
00 08	0000 cccc	
00 09	0000 dddd	
# 00 0A	0000 aaaa	Room Parameter 2 (*N)
00 0B	0000 bbbb	
00 0C	0000 cccc	
00 0D	0000 dddd	
# 00 0E	0000 aaaa	Room Parameter 3 (*N)
00 0F	0000 bbbb	
00 10	0000 cccc	
00 11	0000 dddd	
# 00 12	0000 aaaa	Room Parameter 4 (*N)
00 13	0000 bbbb	
00 14	0000 cccc	
00 15	0000 dddd	
# 00 16	0000 aaaa	Room Parameter 5 (*N)
00 17	0000 bbbb	
00 18	0000 cccc	
00 19	0000 dddd	
# 00 1A	0000 aaaa	Room Parameter 6 (*N)
00 1B	0000 bbbb	
00 1C	0000 cccc	
00 1D	0000 dddd	
# 00 1E	0000 aaaa	Room Parameter 7 (*N)
00 1F	0000 bbbb	
00 20	0000 cccc	
00 21	0000 dddd	
# 00 22	0000 aaaa	Room Parameter 8 (*N)
00 23	0000 bbbb	
00 24	0000 cccc	
00 25	0000 dddd	
# 00 26	0000 aaaa	Room Parameter 9 (*N)
00 27	0000 bbbb	
00 28	0000 cccc	
00 29	0000 dddd	
# 00 2A	0000 aaaa	Room Parameter 10 (*N)
00 2B	0000 bbbb	
00 2C	0000 cccc	
00 2D	0000 dddd	
# 00 2E	0000 aaaa	Room Parameter 11 (*N)
00 2F	0000 bbbb	
00 30	0000 cccc	
00 31	0000 dddd	
# 00 32	0000 aaaa	Room Parameter 12 (*N)
00 33	0000 bbbb	
00 34	0000 cccc	
00 35	0000 dddd	
# 00 36	0000 aaaa	Room Parameter 13 (*N)
00 37	0000 bbbb	
00 38	0000 cccc	
00 39	0000 dddd	
# 00 3A	0000 aaaa	Room Parameter 14 (*N)
00 3B	0000 bbbb	
00 3C	0000 cccc	
00 3D	0000 dddd	
# 00 3E	0000 aaaa	Room Parameter 15 (*N)
00 3F	0000 bbbb	
00 40	0000 cccc	
00 41	0000 dddd	
# 00 42	0000 aaaa	Room Parameter 16 (*N)
00 43	0000 bbbb	
00 44	0000 cccc	
00 45	0000 dddd	
# 00 46	0000 aaaa	Room Parameter 17 (*N)
00 47	0000 bbbb	
00 48	0000 cccc	
00 49	0000 dddd	
# 00 4A	0000 aaaa	
00 4B	0000 bbbb	
00 4C	0000 cccc	

#	00 4D	0000 dddd	Room Parameter 18	(*N)
	00 4E	0000 aaaa		
	00 4F	0000 bbbb		
	00 50	0000 cccc		
#	00 51	0000 dddd	Room Parameter 19	(*N)
	00 52	0000 aaaa		
	00 53	0000 bbbb		
	00 54	0000 cccc		
	00 55	0000 dddd	Room Parameter 20	(*N)

	00 00 00 56	Total Size		

(*N) This area is allocated as shown below according to the selected type.
Addresses which do not have allocations according to type are ignored.

Type:ROOM

Offset	Address	Description		
#	00 06	0000 aaaa	Room Type	(0 - 19) SMALL STUDIO 1 - 4, LARGE STUDIO 1 - 4, LIVE HOUSE 1 - 4, STAGE 1 - 4, MIDDLE HALL 1-4
	00 07	0000 bbbb		
	00 08	0000 cccc		
	00 09	0000 dddd		
#	00 0A	0000 aaaa	Distance	(0 - 6) 0 - 6
	00 0B	0000 bbbb		
	00 0C	0000 cccc		
	00 0D	0000 dddd		
#	00 0E	0000 aaaa	Time	(-64 - 0) -64 - 0
	00 0F	0000 bbbb		
	00 10	0000 cccc		
	00 11	0000 dddd		

Type:REVERB

Offset	Address	Description		
#	00 06	0000 aaaa	Reverb Type	(0 - 4) ROOM1, ROOM2, HALL1, HALL2, PLATE
	00 07	0000 bbbb		
	00 08	0000 cccc		
	00 09	0000 dddd		
#	00 0A	0000 aaaa	Pre Delay	(0 - 100) 0 - 100 [msec]
	00 0B	0000 bbbb		
	00 0C	0000 cccc		
	00 0D	0000 dddd		
#	00 0E	0000 aaaa	Time	(1 - 100) 0.1 - 10 [sec]
	00 0F	0000 bbbb		
	00 10	0000 cccc		
	00 11	0000 dddd		
#	00 12	0000 aaaa	Density	(0 - 127) 0 - 127
	00 13	0000 bbbb		
	00 14	0000 cccc		
	00 15	0000 dddd		
#	00 16	0000 aaaa	Diffusion	(0 - 127) 0 - 127
	00 17	0000 bbbb		
	00 18	0000 cccc		
	00 19	0000 dddd		
#	00 1A	0000 aaaa	LF Damp	(0 - 100) 0 - 100
	00 1B	0000 bbbb		
	00 1C	0000 cccc		
	00 1D	0000 dddd		
#	00 1E	0000 aaaa	HF Damp	(0 - 100) 0 - 100
	00 1F	0000 bbbb		
	00 20	0000 cccc		
	00 21	0000 dddd		
#	00 22	0000 aaaa	Spread	(0 - 127) 0 - 127
	00 23	0000 bbbb		
	00 24	0000 cccc		
	00 25	0000 dddd		
#	00 26	0000 aaaa	Tone	(0 - 127) 0 - 127
	00 27	0000 bbbb		
	00 28	0000 cccc		
	00 29	0000 dddd		

Type:TD-50 ROOM

Offset			
	Address	Description	
#	00 06	0000 aaaa	Room Type (0 - 24) BEACH, LIVING ROOM, BATH ROOM, STUDIO, GARAGE, LOCKER ROOM, THEATER, CAVE, GYMNASIUM, DOME STADIUM, BOOTH A, BOOTH B, STUDIO A, STUDIO B, BASEMENT, JAZZ CLUB, ROCK CLUB, BALLROOM, GATE, CONCERT HALL, SPORTS ARENA, EXPO HALL, BOTTLE, CITY, SPIRAL
	00 07	0000 bbbb	
	00 08	0000 cccc	
	00 09	0000 dddd	
#	00 0A	0000 aaaa	

	00 0B	0000 bbbb	Room Size	(0 - 4) TINY, SMALL, MEDIUM, LARGE, HUGE
	00 0C	0000 cccc		
	00 0D	0000 dddd		
#	00 0E	0000 aaaa	Room Shape	(0 - 100) 0 - 100
	00 0F	0000 bbbb		
	00 10	0000 cccc		
	00 11	0000 dddd		
#	00 12	0000 aaaa	Wall Type	(0 - 5) CURTAIN, CLOTH, WOOD, PLASTER, CONCRETE, GLASS
	00 13	0000 bbbb		
	00 14	0000 cccc		
	00 15	0000 dddd		
#	00 16	0000 aaaa	Mic Position	(0 - 8) NEXT DOOR, LOW FLOOR, LOW, MID LOW, MID, MID HIGH, HIGH, CEILING A, CEILING B
	00 17	0000 bbbb		
	00 18	0000 cccc		
	00 19	0000 dddd		

Type:WARM HALL

Offset	Address	Description		
#	00 06	0000 aaaa	Pre Delay	(0 - 125) 0.0 - 100.0 [msec]
	00 07	0000 bbbb		
	00 08	0000 cccc		
	00 09	0000 dddd		
#	00 0A	0000 aaaa	Time	(3 - 300) 0.3 - 30 [sec]
	00 0B	0000 bbbb		
	00 0C	0000 cccc		
	00 0D	0000 dddd		
#	00 0E	0000 aaaa	Pre LPF	(1 - 32) 16, 20, 25, 32, 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, 15000, BYPASS [Hz]
	00 0F	0000 bbbb		
	00 10	0000 cccc		
	00 11	0000 dddd		
#	00 12	0000 aaaa	Pre HPF	(0 - 31) BYPASS, 16, 20, 25, 32, 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, 15000 [Hz]
	00 13	0000 bbbb		
	00 14	0000 cccc		
	00 15	0000 dddd		
#	00 16	0000 aaaa	PreLoop LPF	(1 - 32) 16, 20, 25, 32, 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, 15000, BYPASS [Hz]
	00 17	0000 bbbb		
	00 18	0000 cccc		
	00 19	0000 dddd		
#	00 1A	0000 aaaa	Diffusion	(0 - 127) 0 - 127
	00 1B	0000 bbbb		
	00 1C	0000 cccc		
	00 1D	0000 dddd		
#	00 1E	0000 aaaa	HF Damp Freq	(0 - 9) 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz]
	00 1F	0000 bbbb		
	00 20	0000 cccc		
	00 21	0000 dddd		
#	00 22	0000 aaaa	HF Damp Ratio	(1 - 10) 0.1 - 1.0
	00 23	0000 bbbb		
	00 24	0000 cccc		
	00 25	0000 dddd		

Type:SRV-2000

Offset	Address	Description		
#	00 06	0000 aaaa	Selection	(0 - 14) R0.3, R1.0, R7.0, R15, R22, R26, R32, R37, H15, H22, H26, H32, H37, P-B, P-A
	00 07	0000 bbbb		
	00 08	0000 cccc		
	00 09	0000 dddd		
#	00 0A	0000 aaaa	Pre Delay	(0 - 160) 0 - 160 [msec]
	00 0B	0000 bbbb		
	00 0C	0000 cccc		
	00 0D	0000 dddd		
#	00 0E	0000 aaaa	Time	(1 - 990) 0.1 - 99.0 [sec]
	00 0F	0000 bbbb		
	00 10	0000 cccc		
	00 11	0000 dddd		
#	00 12	0000 aaaa	HF Damp	(5 - 100) 0.05 - 1.00
	00 13	0000 bbbb		
	00 14	0000 cccc		
	00 15	0000 dddd		
#	00 16	0000 aaaa		
	00 17	0000 bbbb		

MIDI Implementation

	00 18	0000 cccc			
	00 19	0000 dddd	Density	(0 - 9)	0 - 9
#	00 1A	0000 aaaa			
	00 1B	0000 bbbb			
	00 1C	0000 cccc			
	00 1D	0000 dddd	Attack Gain	(0 - 9)	0 - 9
#	00 1E	0000 aaaa			
	00 1F	0000 bbbb			
	00 20	0000 cccc			
	00 21	0000 dddd	Attack Time	(0 - 9)	0 - 9
#	00 22	0000 aaaa			
	00 23	0000 bbbb			
	00 24	0000 cccc			
	00 25	0000 dddd	ER Density	(0 - 9)	0 - 9
#	00 26	0000 aaaa			
	00 27	0000 bbbb			
	00 28	0000 cccc			
	00 29	0000 dddd	ER Level	(0 - 99)	0 - 99
#	00 2A	0000 aaaa			
	00 2B	0000 bbbb			
	00 2C	0000 cccc			
	00 2D	0000 dddd	EQ Low Freq	(4 - 100)	0.04 - 1.00 [kHz]
#	00 2E	0000 aaaa			
	00 2F	0000 bbbb			
	00 30	0000 cccc			
	00 31	0000 dddd	EQ Low Gain	(-24 - 12)	-24 - 12 [dB]
#	00 32	0000 aaaa			
	00 33	0000 bbbb			
	00 34	0000 cccc			
	00 35	0000 dddd	EQ Mid Freq	(25 - 999)	0.25 - 9.99 [kHz]
#	00 36	0000 aaaa			
	00 37	0000 bbbb			
	00 38	0000 cccc			
	00 39	0000 dddd	EQ Mid Gain	(-24 - 12)	-24 - 12 [dB]
#	00 3A	0000 aaaa			
	00 3B	0000 bbbb			
	00 3C	0000 cccc			
	00 3D	0000 dddd	EQ Mid Q	(2 - 90)	0.2 - 9.0
#	00 3E	0000 aaaa			
	00 3F	0000 bbbb			
	00 40	0000 cccc			
	00 41	0000 dddd	EQ Hi Freq	(80 - 999)	0.80 - 9.99 [kHz]
#	00 42	0000 aaaa			
	00 43	0000 bbbb			
	00 44	0000 cccc			
	00 45	0000 dddd	EQ Hi Gain	(-24 - 12)	-24 - 12 [dB]
#	00 46	0000 aaaa			
	00 47	0000 bbbb			
	00 48	0000 cccc			
	00 49	0000 dddd	EQ Hi Q	(2 - 90)	0.2 - 9.0

Type:SRV-2000(NLR)

Offset	Address	Description		
#	00 06	0000 aaaa		
	00 07	0000 bbbb		
	00 08	0000 cccc		
	00 09	0000 dddd	Pre Delay	(0 - 120)
				0 - 120 [msec]
#	00 0A	0000 aaaa		
	00 0B	0000 bbbb		
	00 0C	0000 cccc		
	00 0D	0000 dddd	Reverb Time	(-9 - 990)
				-0.9 - 99.0 [sec]
#	00 0E	0000 aaaa		
	00 0F	0000 bbbb		
	00 10	0000 cccc		
	00 11	0000 dddd	Gate Time	(10 - 450)
				10 - 450 [msec]
#	00 12	0000 aaaa		
	00 13	0000 bbbb		
	00 14	0000 cccc		
	00 15	0000 dddd	EQ Low Freq	(4 - 100)
				0.04 - 1.00 [kHz]
#	00 16	0000 aaaa		
	00 17	0000 bbbb		
	00 18	0000 cccc		
	00 19	0000 dddd	EQ Low Gain	(-24 - 12)
				-24 - 12 [dB]
#	00 1A	0000 aaaa		
	00 1B	0000 bbbb		
	00 1C	0000 cccc		
	00 1D	0000 dddd	EQ Mid Freq	(25 - 999)
				0.25 - 9.99 [kHz]
#	00 1E	0000 aaaa		
	00 1F	0000 bbbb		
	00 20	0000 cccc		
	00 21	0000 dddd	EQ Mid Gain	(-24 - 12)
				-24 - 12 [dB]
#	00 22	0000 aaaa		
	00 23	0000 bbbb		

	00 24	0000 cccc			
	00 25	0000 dddd	EQ Mid Q	(2 - 90)	0.2 - 9.0
#	00 26	0000 aaaa			
	00 27	0000 bbbb			
	00 28	0000 cccc			
	00 29	0000 dddd	EQ Hi Freq	(80 - 999)	0.80 - 9.99 [kHz]
#	00 2A	0000 aaaa			
	00 2B	0000 bbbb			
	00 2C	0000 cccc			
	00 2D	0000 dddd	EQ Hi Gain	(-24 - 12)	-24 - 12 [dB]
#	00 2E	0000 aaaa			
	00 2F	0000 bbbb			
	00 30	0000 cccc			
	00 31	0000 dddd	EQ Hi Q	(2 - 90)	0.2 - 9.0

* [KitMfx]

Offset	Address	Description		
	00 00	000a aaaa	Type	(0 - 37)
			DELAY, TAPE ECHO, REVERSE DELAY, 3TAP PAN DELAY,	
			OD->DELAY, DS->DELAY, CHORUS, SPACE-D,	
			OD->CHORUS, DS->CHORUS, PHASER A, PHASER B,	
			STEP PHASER, FLANGER, REVERB, LONG REVERB,	
			SUPER FILTER, FILTER+DRIVE, AUTO WAH,	
			OD/DS->TWAH, LOFI COMPRESS, DISTORTION, OVERDRIVE,	
			SATURATOR, T-SCREAM, BIT CRUSHER, ISOLATOR,	
			RING MODULATOR, PITCH SHIFTER, AUTO PAN,	
			TIME CTRL DLY, PAN DELAY, SDD-320, SBF-325,	
			SPEAKER SIM, GUITAR AMP SIM, LOW BOOST, ENHANCER	
	00 01	0000 000a	Switch	(0 - 1)
			OFF, ON	
#	00 02	0000 aaaa		
	00 03	0000 bbbb		
	00 04	0000 cccc		
	00 05	0000 dddd	Level	(-601 - 60)
#	00 06	0000 aaaa		
	00 07	0000 bbbb		
	00 08	0000 cccc		
	00 09	0000 dddd	MXF Parameter 1	(*N)
#	00 0A	0000 aaaa		
	00 0B	0000 bbbb		
	00 0C	0000 cccc		
	00 0D	0000 dddd	MXF Parameter 2	(*N)
#	00 0E	0000 aaaa		
	00 0F	0000 bbbb		
	00 10	0000 cccc		
	00 11	0000 dddd	MXF Parameter 3	(*N)
#	00 12	0000 aaaa		
	00 13	0000 bbbb		
	00 14	0000 cccc		
	00 15	0000 dddd	MXF Parameter 4	(*N)
#	00 16	0000 aaaa		
	00 17	0000 bbbb		
	00 18	0000 cccc		
	00 19	0000 dddd	MXF Parameter 5	(*N)
#	00 1A	0000 aaaa		
	00 1B	0000 bbbb		
	00 1C	0000 cccc		
	00 1D	0000 dddd	MXF Parameter 6	(*N)
#	00 1E	0000 aaaa		
	00 1F	0000 bbbb		
	00 20	0000 cccc		
	00 21	0000 dddd	MXF Parameter 7	(*N)
#	00 22	0000 aaaa		
	00 23	0000 bbbb		
	00 24	0000 cccc		
	00 25	0000 dddd	MXF Parameter 8	(*N)
#	00 26	0000 aaaa		
	00 27	0000 bbbb		
	00 28	0000 cccc		
	00 29	0000 dddd	MXF Parameter 9	(*N)
#	00 2A	0000 aaaa		
	00 2B	0000 bbbb		
	00 2C	0000 cccc		
	00 2D	0000 dddd	MXF Parameter 10	(*N)
#	00 2E	0000 aaaa		
	00 2F	0000 bbbb		
	00 30	0000 cccc		
	00 31	0000 dddd	MXF Parameter 11	(*N)
#	00 32	0000 aaaa		
	00 33	0000 bbbb		
	00 34	0000 cccc		
	00 35	0000 dddd	MXF Parameter 12	(*N)
#	00 36	0000 aaaa		
	00 37	0000 bbbb		
	00 38	0000 cccc		
	00 39	0000 dddd	MXF Parameter 13	(*N)
#	00 3A	0000 aaaa		
	00 3B	0000 bbbb		
	00 3C	0000 cccc		
	00 3D	0000 dddd	MXF Parameter 14	(*N)
#	00 3E	0000 aaaa		
	00 3F	0000 bbbb		
	00 40	0000 cccc		
	00 41	0000 dddd	MXF Parameter 15	(*N)
#	00 42	0000 aaaa		
	00 43	0000 bbbb		
	00 44	0000 cccc		
	00 45	0000 dddd	MXF Parameter 16	(*N)
#	00 46	0000 aaaa		

#	00 47	0000 bbbb	MFX Parameter 17	(*N)
	00 48	0000 cccc		
	00 49	0000 dddd		
	00 4A	0000 aaaa		
#	00 4B	0000 bbbb	MFX Parameter 18	(*N)
	00 4C	0000 cccc		
	00 4D	0000 dddd		
	00 4E	0000 aaaa		
#	00 4F	0000 bbbb	MFX Parameter 19	(*N)
	00 50	0000 cccc		
	00 51	0000 dddd		
	00 52	0000 aaaa		
#	00 53	0000 bbbb	MFX Parameter 20	(*N)
	00 54	0000 cccc		
	00 55	0000 dddd		
	00 56	0000 aaaa		
#	00 57	0000 bbbb	MFX Parameter 21	(*N)
	00 58	0000 cccc		
	00 59	0000 dddd		
	00 5A	0000 aaaa		
#	00 5B	0000 bbbb	MFX Parameter 22	(*N)
	00 5C	0000 cccc		
	00 5D	0000 dddd		
	00 5E	0000 aaaa		
#	00 5F	0000 bbbb	MFX Parameter 23	(*N)
	00 60	0000 cccc		
	00 61	0000 dddd		
	00 62	0000 aaaa		
#	00 63	0000 bbbb	MFX Parameter 24	(*N)
	00 64	0000 cccc		
	00 65	0000 dddd		
	00 66	0000 aaaa		
#	00 67	0000 bbbb	MFX Parameter 25	(*N)
	00 68	0000 cccc		
	00 69	0000 dddd		
	00 6A	0000 aaaa		
#	00 6B	0000 bbbb	MFX Parameter 26	(*N)
	00 6C	0000 cccc		
	00 6D	0000 dddd		
	00 6E	0000 aaaa		
#	00 6F	0000 bbbb	MFX Parameter 27	(*N)
	00 70	0000 cccc		
	00 71	0000 dddd		
	00 72	0000 aaaa		
#	00 73	0000 bbbb	MFX Parameter 28	(*N)
	00 74	0000 cccc		
	00 75	0000 dddd		
	00 76	0000 aaaa		
#	00 77	0000 bbbb	MFX Parameter 29	(*N)
	00 78	0000 cccc		
	00 79	0000 dddd		
	00 7A	0000 aaaa		
#	00 7B	0000 bbbb	MFX Parameter 30	(*N)
	00 7C	0000 cccc		
	00 7D	0000 dddd		
	00 7E	0000 aaaa		
#	00 7F	0000 bbbb	MFX Parameter 31	(*N)
	01 00	0000 cccc		
	01 01	0000 dddd		
	01 02	0000 aaaa		
#	01 03	0000 bbbb	MFX Parameter 32	(*N)
	01 04	0000 cccc		
	01 05	0000 dddd		
00 00 01 06 Total Size				

(*N) This area is allocated as shown below according to the selected MFX type. Addresses which do not have allocations according to MFX type are ignored.

MFX Type: DELAY

Offset	Address	Description
#	00 06	0000 aaaa
	00 07	0000 bbbb
	00 08	0000 cccc
	00 09	0000 dddd
		Tempo Sync L (0 - 1) OFF, ON
#	00 0A	0000 aaaa
	00 0B	0000 bbbb
	00 0C	0000 cccc
	00 0D	0000 dddd
		Delay L Time (msec) (1 - 1300) 1 - 1300 [msec]
#	00 0E	0000 aaaa
	00 0F	0000 bbbb
	00 10	0000 cccc
	00 11	0000 dddd
		Delay L Time (note) (0 - 21) MUSICAL-NOTES
#	00 12	0000 aaaa
	00 13	0000 bbbb
	00 14	0000 cccc
	00 15	0000 dddd
		Tempo Sync R (0 - 1) OFF, ON
#	00 16	0000 aaaa
	00 17	0000 bbbb
	00 18	0000 cccc
	00 19	0000 dddd
		Delay R Time (msec) (1 - 1300) 1 - 1300 [msec]
#	00 1A	0000 aaaa
	00 1B	0000 bbbb
	00 1C	0000 cccc
	00 1D	0000 dddd
		Delay R Time (note) (0 - 21) MUSICAL-NOTES
#	00 1E	0000 aaaa
	00 1F	0000 bbbb
	00 20	0000 cccc

#	00 21	0000 dddd	Phase Left	(0 - 1) NORMAL, INVERSE
	00 22	0000 aaaa	Phase Right	(0 - 1) NORMAL, INVERSE
	00 23	0000 bbbb		
	00 24	0000 cccc		
#	00 25	0000 dddd		
	00 26	0000 aaaa	Feedback Mode	(0 - 1) NORMAL, CROSS
	00 27	0000 bbbb		
	00 28	0000 cccc		
	00 29	0000 dddd		
#	00 2A	0000 aaaa	Feedback	(0 - 98) -98 - +98 [%]
	00 2B	0000 bbbb		
	00 2C	0000 cccc		
	00 2D	0000 dddd		
#	00 2E	0000 aaaa	HF Damp	(0 - 17) 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz]
	00 2F	0000 bbbb		
	00 30	0000 cccc		
	00 31	0000 dddd		
#	00 32	0000 aaaa	Low Gain	(0 - 30) -15 - +15 [dB]
	00 33	0000 bbbb		
	00 34	0000 cccc		
	00 35	0000 dddd		
#	00 36	0000 aaaa	High Gain	(0 - 30) -15 - +15 [dB]
	00 37	0000 bbbb		
	00 38	0000 cccc		
	00 39	0000 dddd		
#	00 3A	0000 aaaa	dummy (ignored)	
	00 3B	0000 bbbb		
	00 3C	0000 cccc		
	00 3D	0000 dddd		
#	00 3E	0000 aaaa	Level	(0 - 127) 0 - 127
	00 3F	0000 bbbb		
	00 40	0000 cccc		
	00 41	0000 dddd		

MFX Type: TAPE ECHO

Offset	Address	Description
#	00 06	0000 aaaa
	00 07	0000 bbbb
	00 08	0000 cccc
	00 09	0000 dddd
		Mode (0 - 6) S, M, L, S+M, S+L, M+L, S+M+L
#	00 0A	0000 aaaa
	00 0B	0000 bbbb
	00 0C	0000 cccc
	00 0D	0000 dddd
		Repeat Rate (0 - 127) 0 - 127
#	00 0E	0000 aaaa
	00 0F	0000 bbbb
	00 10	0000 cccc
	00 11	0000 dddd
		Intensity (0 - 127) 0 - 127
#	00 12	0000 aaaa
	00 13	0000 bbbb
	00 14	0000 cccc
	00 15	0000 dddd
		Bass (0 - 30) -15 - +15 [dB]
#	00 16	0000 aaaa
	00 17	0000 bbbb
	00 18	0000 cccc
	00 19	0000 dddd
		Treble (0 - 30) -15 - +15 [dB]
#	00 1A	0000 aaaa
	00 1B	0000 bbbb
	00 1C	0000 cccc
	00 1D	0000 dddd
		Head S Pan (0 - 127) L64 - 63R
#	00 1E	0000 aaaa
	00 1F	0000 bbbb
	00 20	0000 cccc
	00 21	0000 dddd
		Head M Pan (0 - 127) L64 - 63R
#	00 22	0000 aaaa
	00 23	0000 bbbb
	00 24	0000 cccc
	00 25	0000 dddd
		Head L Pan (0 - 127) L64 - 63R
#	00 26	0000 aaaa
	00 27	0000 bbbb
	00 28	0000 cccc
	00 29	0000 dddd
		Tape Distortion (0 - 5) 0 - 5
#	00 2A	0000 aaaa
	00 2B	0000 bbbb
	00 2C	0000 cccc
	00 2D	0000 dddd
		W/F Rate (0 - 127) 0 - 127
#	00 2E	0000 aaaa
	00 2F	0000 bbbb
	00 30	0000 cccc
	00 31	0000 dddd
		W/F Depth (0 - 127) 0 - 127
#	00 32	0000 aaaa
	00 33	0000 bbbb

MIDI Implementation

#	00 34	0000 cccc	dummy (ignored)	
	00 35	0000 dddd		
	00 36	0000 aaaa		
	00 37	0000 bbbb		
#	00 38	0000 cccc	dummy (ignored)	
	00 39	0000 dddd		
	00 3A	0000 aaaa		
	00 3B	0000 bbbb		
#	00 3C	0000 cccc	Level	(0 - 127)
	00 3D	0000 dddd		0 - 127

MFx Type: REVERSE DELAY

Offset		Description		
Address				
#	00 06	0000 aaaa	Threshold	
	00 07	0000 bbbb		
	00 08	0000 cccc		
	00 09	0000 dddd		(0 - 127)
#	00 0A	0000 aaaa	Tempo Sync Rev	0 - 127
	00 0B	0000 bbbb		
	00 0C	0000 cccc		
	00 0D	0000 dddd		(0 - 1)
#	00 0E	0000 aaaa	RevDelay Time (msec)	OFF, ON
	00 0F	0000 bbbb		
	00 10	0000 cccc		
	00 11	0000 dddd		(1 - 1300)
#	00 12	0000 aaaa	RevDelay Time (note)	1 - 1300 [msec]
	00 13	0000 bbbb		
	00 14	0000 cccc		
	00 15	0000 dddd		(0 - 21)
#	00 16	0000 aaaa	RevDelay Feedback	MUSICAL-NOTES
	00 17	0000 bbbb		
	00 18	0000 cccc		
	00 19	0000 dddd		(0 - 98)
#	00 1A	0000 aaaa	RevDelay HF Damp	-98 - +98 [%]
	00 1B	0000 bbbb		
	00 1C	0000 cccc		
	00 1D	0000 dddd		(0 - 17)
#	00 1E	0000 aaaa	RevDelay Pan	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz]
	00 1F	0000 bbbb		
	00 20	0000 cccc		
	00 21	0000 dddd		(0 - 127)
#	00 22	0000 aaaa	RevDelay Level	L64 - 63R
	00 23	0000 bbbb		
	00 24	0000 cccc		
	00 25	0000 dddd		(0 - 127)
#	00 26	0000 aaaa	Tempo Sync Delay1	0 - 127
	00 27	0000 bbbb		
	00 28	0000 cccc		
	00 29	0000 dddd		(0 - 1)
#	00 2A	0000 aaaa	Delay1 Time (msec)	OFF, ON
	00 2B	0000 bbbb		
	00 2C	0000 cccc		
	00 2D	0000 dddd		(1 - 1300)
#	00 2E	0000 aaaa	Delay1 Time (note)	1 - 1300 [msec]
	00 2F	0000 bbbb		
	00 30	0000 cccc		
	00 31	0000 dddd		(0 - 21)
#	00 32	0000 aaaa	Tempo Sync Delay2	MUSICAL-NOTES
	00 33	0000 bbbb		
	00 34	0000 cccc		
	00 35	0000 dddd		(0 - 1)
#	00 36	0000 aaaa	Delay2 Time (msec)	OFF, ON
	00 37	0000 bbbb		
	00 38	0000 cccc		
	00 39	0000 dddd		(1 - 1300)
#	00 3A	0000 aaaa	Delay2 Time (note)	1 - 1300 [msec]
	00 3B	0000 bbbb		
	00 3C	0000 cccc		
	00 3D	0000 dddd		(0 - 21)
#	00 3E	0000 aaaa	Tempo Sync Delay3	MUSICAL-NOTES
	00 3F	0000 bbbb		
	00 40	0000 cccc		
	00 41	0000 dddd		(0 - 1)
#	00 42	0000 aaaa	Delay3 Time (msec)	OFF, ON
	00 43	0000 bbbb		
	00 44	0000 cccc		
	00 45	0000 dddd		(1 - 1300)
#	00 46	0000 aaaa	Delay3 Time (note)	1 - 1300 [msec]
	00 47	0000 bbbb		
	00 48	0000 cccc		
	00 49	0000 dddd		(0 - 21)
#	00 4A	0000 aaaa		MUSICAL-NOTES
	00 4B	0000 bbbb		

#	00 4C	0000 cccc	Delay 3 Feedback	(0 - 98)
	00 4D	0000 dddd		-98 - +98 [%]
	00 4E	0000 aaaa		
	00 4F	0000 bbbb		
#	00 50	0000 cccc	Delay HF Damp	(0 - 17)
	00 51	0000 dddd		200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz]
	00 52	0000 aaaa		
	00 53	0000 bbbb		
#	00 54	0000 cccc	Delay 1 Pan	(0 - 127)
	00 55	0000 dddd		L64 - 63R
	00 56	0000 aaaa		
	00 57	0000 bbbb		
#	00 58	0000 cccc	Delay 2 Pan	(0 - 127)
	00 59	0000 dddd		L64 - 63R
	00 5A	0000 aaaa		
	00 5B	0000 bbbb		
#	00 5C	0000 cccc	Delay 1 Level	(0 - 127)
	00 5D	0000 dddd		0 - 127
	00 5E	0000 aaaa		
	00 5F	0000 bbbb		
#	00 60	0000 cccc	Delay 2 Level	(0 - 127)
	00 61	0000 dddd		0 - 127
	00 62	0000 aaaa		
	00 63	0000 bbbb		
#	00 64	0000 cccc	Low Gain	(0 - 30)
	00 65	0000 dddd		-15 - +15 [dB]
	00 66	0000 aaaa		
	00 67	0000 bbbb		
#	00 68	0000 cccc	High Gain	(0 - 30)
	00 69	0000 dddd		-15 - +15 [dB]
	00 6A	0000 aaaa		
	00 6B	0000 bbbb		
#	00 6C	0000 cccc	dummy (ignored)	
	00 6D	0000 dddd		
	00 6E	0000 aaaa		
	00 6F	0000 bbbb		
#	00 70	0000 cccc	Level	(0 - 127)
	00 71	0000 dddd		0 - 127

MFx Type: 3TAP PAN DELAY

Offset		Description		
Address				
#	00 06	0000 aaaa	Tempo Sync L	(0 - 1)
	00 07	0000 bbbb		OFF, ON
	00 08	0000 cccc		
	00 09	0000 dddd		
#	00 0A	0000 aaaa	Delay L Time (msec)	(1 - 1300)
	00 0B	0000 bbbb		1 - 1300 [msec]
	00 0C	0000 cccc		
	00 0D	0000 dddd		
#	00 0E	0000 aaaa	Delay L Time (note)	(0 - 21)
	00 0F	0000 bbbb		MUSICAL-NOTES
	00 10	0000 cccc		
	00 11	0000 dddd		
#	00 12	0000 aaaa	Tempo Sync R	(0 - 1)
	00 13	0000 bbbb		OFF, ON
	00 14	0000 cccc		
	00 15	0000 dddd		
#	00 16	0000 aaaa	Delay R Time (msec)	(1 - 1300)
	00 17	0000 bbbb		1 - 1300 [msec]
	00 18	0000 cccc		
	00 19	0000 dddd		
#	00 1A	0000 aaaa	Delay R Time (note)	(0 - 21)
	00 1B	0000 bbbb		MUSICAL-NOTES
	00 1C	0000 cccc		
	00 1D	0000 dddd		
#	00 1E	0000 aaaa	Tempo Sync Center	(0 - 1)
	00 1F	0000 bbbb		OFF, ON
	00 20	0000 cccc		
	00 21	0000 dddd		
#	00 22	0000 aaaa	Delay Ctr Time (msec)	(0 - 21)
	00 23	0000 bbbb		MUSICAL-NOTES
	00 24	0000 cccc		
	00 25	0000 dddd		
#	00 26	0000 aaaa	Delay Ctr Time (note)	(0 - 21)
	00 27	0000 bbbb		MUSICAL-NOTES
	00 28	0000 cccc		
	00 29	0000 dddd		
#	00 2A	0000 aaaa	Center Feedback	(0 - 98)
	00 2B	0000 bbbb		-98 - +98 [%]
	00 2C	0000 cccc		
	00 2D	0000 dddd		
#	00 2E	0000 aaaa		

	00 2F	0000 bbbb			
	00 30	0000 cccc			
	00 31	0000 dddd	HF Damp	(0 - 17) 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz]	
#	00 32	0000 aaaa			
	00 33	0000 bbbb			
	00 34	0000 cccc			
	00 35	0000 dddd	Left Level	(0 - 127) 0 - 127	
#	00 36	0000 aaaa			
	00 37	0000 bbbb			
	00 38	0000 cccc			
	00 39	0000 dddd	Right Level	(0 - 127) 0 - 127	
#	00 3A	0000 aaaa			
	00 3B	0000 bbbb			
	00 3C	0000 cccc			
	00 3D	0000 dddd	Center Level	(0 - 127) 0 - 127	
#	00 3E	0000 aaaa			
	00 3F	0000 bbbb			
	00 40	0000 cccc			
	00 41	0000 dddd	Low Gain	(0 - 30) -15 - +15 [dB]	
#	00 42	0000 aaaa			
	00 43	0000 bbbb			
	00 44	0000 cccc			
	00 45	0000 dddd	High Gain	(0 - 30) -15 - +15 [dB]	
#	00 46	0000 aaaa			
	00 47	0000 bbbb			
	00 48	0000 cccc			
	00 49	0000 dddd	dummy (ignored)		
#	00 4A	0000 aaaa			
	00 4B	0000 bbbb			
	00 4C	0000 cccc			
	00 4D	0000 dddd	Level	(0 - 127) 0 - 127	

	00 08	0000 bbbb			
	00 0C	0000 cccc			
	00 0D	0000 dddd	Distortion Pan	(0 - 127) L64 - 63R	
#	00 0E	0000 aaaa			
	00 0F	0000 bbbb			
	00 10	0000 cccc			
	00 11	0000 dddd	Tempo Sync	(0 - 1) OFF, ON	
#	00 12	0000 aaaa			
	00 13	0000 bbbb			
	00 14	0000 cccc			
	00 15	0000 dddd	Delay Time (msec)	(1 - 2600) 1 - 2600 [msec]	
#	00 16	0000 aaaa			
	00 17	0000 bbbb			
	00 18	0000 cccc			
	00 19	0000 dddd	Delay Time (note)	(0 - 21) MUSICAL-NOTES	
#	00 1A	0000 aaaa			
	00 1B	0000 bbbb			
	00 1C	0000 cccc			
	00 1D	0000 dddd	Delay Feedback	(0 - 98) -98 - +98 [%]	
#	00 1E	0000 aaaa			
	00 1F	0000 bbbb			
	00 20	0000 cccc			
	00 21	0000 dddd	Delay HF Damp	(0 - 17) 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz]	
#	00 22	0000 aaaa			
	00 23	0000 bbbb			
	00 24	0000 cccc			
	00 25	0000 dddd	Delay Balance	(0 - 100) D100:0W - D0:100W	
#	00 26	0000 aaaa			
	00 27	0000 bbbb			
	00 28	0000 cccc			
	00 29	0000 dddd	Level	(0 - 127) 0 - 127	

MFX Type: OD -> DELAY

Offset	Address	Description
#	00 06	0000 aaaa
	00 07	0000 bbbb
	00 08	0000 cccc
	00 09	0000 dddd
		Overdrive Drive
		(0 - 127) 0 - 127
#	00 0A	0000 aaaa
	00 0B	0000 bbbb
	00 0C	0000 cccc
	00 0D	0000 dddd
		Overdrive Pan
		(0 - 127) L64 - 63R
#	00 0E	0000 aaaa
	00 0F	0000 bbbb
	00 10	0000 cccc
	00 11	0000 dddd
		Tempo Sync
		(0 - 1) OFF, ON
#	00 12	0000 aaaa
	00 13	0000 bbbb
	00 14	0000 cccc
	00 15	0000 dddd
		Delay Time (msec)
		(1 - 2600) 1 - 2600 [msec]
#	00 16	0000 aaaa
	00 17	0000 bbbb
	00 18	0000 cccc
	00 19	0000 dddd
		Delay Time (note)
		(0 - 21) MUSICAL-NOTES
#	00 1A	0000 aaaa
	00 1B	0000 bbbb
	00 1C	0000 cccc
	00 1D	0000 dddd
		Delay Feedback
		(0 - 98) -98 - +98 [%]
#	00 1E	0000 aaaa
	00 1F	0000 bbbb
	00 20	0000 cccc
	00 21	0000 dddd
		Delay HF Damp
		(0 - 17) 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz]
#	00 22	0000 aaaa
	00 23	0000 bbbb
	00 24	0000 cccc
	00 25	0000 dddd
		Delay Balance
		(0 - 100) D100:0W - D0:100W
#	00 26	0000 aaaa
	00 27	0000 bbbb
	00 28	0000 cccc
	00 29	0000 dddd
		Level
		(0 - 127) 0 - 127

MFX Type: DS -> DELAY

Offset	Address	Description
#	00 06	0000 aaaa
	00 07	0000 bbbb
	00 08	0000 cccc
	00 09	0000 dddd
		Distortion Drive
		(0 - 127) 0 - 127
#	00 0A	0000 aaaa

MFX Type: CHORUS

Offset	Address	Description
#	00 06	0000 aaaa
	00 07	0000 bbbb
	00 08	0000 cccc
	00 09	0000 dddd
		Filter Type
		(0 - 2) OFF, LPF, HPF
#	00 0A	0000 aaaa
	00 0B	0000 bbbb
	00 0C	0000 cccc
	00 0D	0000 dddd
		Cutoff Freq
		(0 - 16) 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz]
#	00 0E	0000 aaaa
	00 0F	0000 bbbb
	00 10	0000 cccc
	00 11	0000 dddd
		Pre Delay
		(0 - 125) 0.0 - 100 [msec]
#	00 12	0000 aaaa
	00 13	0000 bbbb
	00 14	0000 cccc
	00 15	0000 dddd
		Tempo Sync
		(0 - 1) OFF, ON
#	00 16	0000 aaaa
	00 17	0000 bbbb
	00 18	0000 cccc
	00 19	0000 dddd
		Rate (Hz)
		(1 - 200) 0.05 - 10.00 [Hz]
#	00 1A	0000 aaaa
	00 1B	0000 bbbb
	00 1C	0000 cccc
	00 1D	0000 dddd
		Rate (note)
		(0 - 21) MUSICAL-NOTES
#	00 1E	0000 aaaa
	00 1F	0000 bbbb
	00 20	0000 cccc
	00 21	0000 dddd
		Depth
		(0 - 127) 0 - 127
#	00 22	0000 aaaa
	00 23	0000 bbbb
	00 24	0000 cccc
	00 25	0000 dddd
		Phase
		(0 - 90) 0 - 180 [deg]
#	00 26	0000 aaaa
	00 27	0000 bbbb
	00 28	0000 cccc
	00 29	0000 dddd
		Low Gain
		(0 - 30) -15 - +15 [dB]
#	00 2A	0000 aaaa
	00 2B	0000 bbbb
	00 2C	0000 cccc
	00 2D	0000 dddd
		High Gain
		(0 - 30) -15 - +15 [dB]
#	00 2E	0000 aaaa
	00 2F	0000 bbbb
	00 30	0000 cccc
	00 31	0000 dddd
		dummy (ignored)
#	00 32	0000 aaaa
	00 33	0000 bbbb
	00 34	0000 cccc

MIDI Implementation

00 35	0000 dddd	Level	(0 - 127) 0 - 127
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MFX Type: SPACE-D

Offset	Address	Description
#	00 06 00 07 00 08 00 09	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Pre Delay (0 - 125) 0.0 - 100 [msec]
#	00 0A 00 0B 00 0C 00 0D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Tempo Sync (0 - 1) OFF, ON
#	00 0E 00 0F 00 10 00 11	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Rate (Hz) (1 - 200) 0.05 - 10.00 [Hz]
#	00 12 00 13 00 14 00 15	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Rate (note) (0 - 21) MUSICAL-NOTES
#	00 16 00 17 00 18 00 19	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Depth (0 - 127) 0 - 127
#	00 1A 00 1B 00 1C 00 1D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Phase (0 - 90) 0 - 180 [deg]
#	00 1E 00 1F 00 20 00 21	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Low Gain (0 - 30) -15 - +15 [dB]
#	00 22 00 23 00 24 00 25	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd High Gain (0 - 30) -15 - +15 [dB]
#	00 26 00 27 00 28 00 29	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd dummy (ignored)
#	00 2A 00 2B 00 2C 00 2D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Level (0 - 127) 0 - 127

MFX Type: OD -> CHORUS

Offset	Address	Description
#	00 06 00 07 00 08 00 09	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Overdrive Drive (0 - 127) 0 - 127
#	00 0A 00 0B 00 0C 00 0D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Overdrive Pan (0 - 127) L64 - 63R
#	00 0E 00 0F 00 10 00 11	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Pre Delay (0 - 125) 0.0 - 100 [msec]
#	00 12 00 13 00 14 00 15	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Tempo Sync (0 - 1) OFF, ON
#	00 16 00 17 00 18 00 19	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Rate (Hz) (1 - 200) 0.05 - 10.00 [Hz]
#	00 1A 00 1B 00 1C 00 1D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Rate (note) (0 - 21) MUSICAL-NOTES
#	00 1E 00 1F 00 20 00 21	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Chorus Depth (0 - 127) 0 - 127
#	00 22 00 23 00 24 00 25	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Chorus Balance (0 - 100) D100:0W - D0:100W
#	00 26 00 27	0000 aaaa 0000 bbbb

00 28	0000 cccc	Level	(0 - 127) 0 - 127
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MFX Type: DS -> CHORUS

Offset	Address	Description
#	00 06 00 07 00 08 00 09	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Distortion Drive (0 - 127) 0 - 127
#	00 0A 00 0B 00 0C 00 0D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Distortion Pan (0 - 127) L64 - 63R
#	00 0E 00 0F 00 10 00 11	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Pre Delay (0 - 125) 0.0 - 100 [msec]
#	00 12 00 13 00 14 00 15	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Tempo Sync (0 - 1) OFF, ON
#	00 16 00 17 00 18 00 19	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Rate (Hz) (1 - 200) 0.05 - 10.00 [Hz]
#	00 1A 00 1B 00 1C 00 1D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Rate (note) (0 - 21) MUSICAL-NOTES
#	00 1E 00 1F 00 20 00 21	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Chorus Depth (0 - 127) 0 - 127
#	00 22 00 23 00 24 00 25	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Chorus Balance (0 - 100) D100:0W - D0:100W
#	00 26 00 27 00 28 00 29	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Level (0 - 127) 0 - 127

MFX Type: PHASER A

Offset	Address	Description
#	00 06 00 07 00 08 00 09	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Mode (0 - 2) 4-STAGE, 8-STAGE, 12-STAGE
#	00 0A 00 0B 00 0C 00 0D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Manual (0 - 127) 0 - 127
#	00 0E 00 0F 00 10 00 11	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Tempo Sync (0 - 1) OFF, ON
#	00 12 00 13 00 14 00 15	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Rate (Hz) (1 - 200) 0.05 - 10.00 [Hz]
#	00 16 00 17 00 18 00 19	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Rate (note) (0 - 21) MUSICAL-NOTES
#	00 1A 00 1B 00 1C 00 1D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Depth (0 - 127) 0 - 127
#	00 1E 00 1F 00 20 00 21	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Polarity (0 - 1) INVERSE, SYNCHRO
#	00 22 00 23 00 24 00 25	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Resonance (0 - 127) 0 - 127
#	00 26 00 27 00 28 00 29	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd Cross Feedback (0 - 98) -98 - +98 [%]

#	00 2A	0000 aaaa		
	00 2B	0000 bbbb		
	00 2C	0000 cccc		
	00 2D	0000 dddd	dummy (ignored)	
#	00 2E	0000 aaaa		
	00 2F	0000 bbbb		
	00 30	0000 cccc		
	00 31	0000 dddd	Low Gain	(0 - 30) -15 - +15 [dB]
#	00 32	0000 aaaa		
	00 33	0000 bbbb		
	00 34	0000 cccc		
	00 35	0000 dddd	High Gain	(0 - 30) -15 - +15 [dB]
#	00 36	0000 aaaa		
	00 37	0000 bbbb		
	00 38	0000 cccc		
	00 39	0000 dddd	Level	(0 - 127) 0 - 127

MFX Type: PHASER B

Offset	Address	Description		
#	00 06	0000 aaaa		
	00 07	0000 bbbb		
	00 08	0000 cccc		
	00 09	0000 dddd	Speed	(0 - 100) 0 - 100
#	00 0A	0000 aaaa		
	00 0B	0000 bbbb		
	00 0C	0000 cccc		
	00 0D	0000 dddd	Depth	(0 - 127) 0 - 127
#	00 0E	0000 aaaa		
	00 0F	0000 bbbb		
	00 10	0000 cccc		
	00 11	0000 dddd	Low Gain	(0 - 30) -15 - +15 [dB]
#	00 12	0000 aaaa		
	00 13	0000 bbbb		
	00 14	0000 cccc		
	00 15	0000 dddd	High Gain	(0 - 30) -15 - +15 [dB]
#	00 16	0000 aaaa		
	00 17	0000 bbbb		
	00 18	0000 cccc		
	00 19	0000 dddd	Level	(0 - 127) 0 - 127

MFX Type: STEP PHASER

Offset	Address	Description		
#	00 06	0000 aaaa		
	00 07	0000 bbbb		
	00 08	0000 cccc		
	00 09	0000 dddd	Mode	(0 - 2) 4-STAGE, 8-STAGE, 12-STAGE
#	00 0A	0000 aaaa		
	00 0B	0000 bbbb		
	00 0C	0000 cccc		
	00 0D	0000 dddd	Manual	(0 - 127) 0 - 127
#	00 0E	0000 aaaa		
	00 0F	0000 bbbb		
	00 10	0000 cccc		
	00 11	0000 dddd	Tempo Sync (Rate)	(0 - 1) OFF, ON
#	00 12	0000 aaaa		
	00 13	0000 bbbb		
	00 14	0000 cccc		
	00 15	0000 dddd	Rate (Hz)	(1 - 200) 0.05 - 10.00 [Hz]
#	00 16	0000 aaaa		
	00 17	0000 bbbb		
	00 18	0000 cccc		
	00 19	0000 dddd	Rate (note)	(0 - 21) MUSICAL-NOTES
#	00 1A	0000 aaaa		
	00 1B	0000 bbbb		
	00 1C	0000 cccc		
	00 1D	0000 dddd	Depth	(0 - 127) 0 - 127
#	00 1E	0000 aaaa		
	00 1F	0000 bbbb		
	00 20	0000 cccc		
	00 21	0000 dddd	Polarity	(0 - 1) INVERSE, SYNCHRO
#	00 22	0000 aaaa		
	00 23	0000 bbbb		
	00 24	0000 cccc		
	00 25	0000 dddd	Resonance	(0 - 127) 0 - 127
#	00 26	0000 aaaa		
	00 27	0000 bbbb		
	00 28	0000 cccc		
	00 29	0000 dddd	Cross Feedback	(0 - 98) -98 - +98 [%]
#	00 2A	0000 aaaa		
	00 2B	0000 bbbb		
	00 2C	0000 cccc		
	00 2D	0000 dddd	Tempo Sync (Step Rate)	(0 - 1)

#	00 2E	0000 aaaa		OFF, ON
	00 2F	0000 bbbb		
	00 30	0000 cccc		
	00 31	0000 dddd	Step Rate (Hz)	(1 - 200) 0.05 - 10.00 [Hz]
#	00 32	0000 aaaa		
	00 33	0000 bbbb		
	00 34	0000 cccc		
	00 35	0000 dddd	Step Rate (note)	(0 - 21) MUSICAL-NOTES
#	00 36	0000 aaaa		
	00 37	0000 bbbb		
	00 38	0000 cccc		
	00 39	0000 dddd	dummy (ignored)	
#	00 3A	0000 aaaa		
	00 3B	0000 bbbb		
	00 3C	0000 cccc		
	00 3D	0000 dddd	Low Gain	(0 - 30) -15 - +15 [dB]
#	00 3E	0000 aaaa		
	00 3F	0000 bbbb		
	00 40	0000 cccc		
	00 41	0000 dddd	High Gain	(0 - 30) -15 - +15 [dB]
#	00 42	0000 aaaa		
	00 43	0000 bbbb		
	00 44	0000 cccc		
	00 45	0000 dddd	Level	(0 - 127) 0 - 127

MFX Type: FLANGER

Offset	Address	Description		
#	00 06	0000 aaaa		
	00 07	0000 bbbb		
	00 08	0000 cccc		
	00 09	0000 dddd	Filter Type	(0 - 2) OFF, LPF, HPF
#	00 0A	0000 aaaa		
	00 0B	0000 bbbb		
	00 0C	0000 cccc		
	00 0D	0000 dddd	Cutoff Freq	(0 - 16) 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz]
#	00 0E	0000 aaaa		
	00 0F	0000 bbbb		
	00 10	0000 cccc		
	00 11	0000 dddd	Pre Delay	(0 - 125) 0.0 - 100 [msec]
#	00 12	0000 aaaa		
	00 13	0000 bbbb		
	00 14	0000 cccc		
	00 15	0000 dddd	Tempo Sync	(0 - 1) OFF, ON
#	00 16	0000 aaaa		
	00 17	0000 bbbb		
	00 18	0000 cccc		
	00 19	0000 dddd	Rate (Hz)	(1 - 200) 0.05 - 10.00 [Hz]
#	00 1A	0000 aaaa		
	00 1B	0000 bbbb		
	00 1C	0000 cccc		
	00 1D	0000 dddd	Rate (note)	(0 - 21) MUSICAL-NOTES
#	00 1E	0000 aaaa		
	00 1F	0000 bbbb		
	00 20	0000 cccc		
	00 21	0000 dddd	Depth	(0 - 127) 0 - 127
#	00 22	0000 aaaa		
	00 23	0000 bbbb		
	00 24	0000 cccc		
	00 25	0000 dddd	Phase	(0 - 90) 0 - 180 [deg]
#	00 26	0000 aaaa		
	00 27	0000 bbbb		
	00 28	0000 cccc		
	00 29	0000 dddd	Feedback	(0 - 98) -98 - +98 [%]
#	00 2A	0000 aaaa		
	00 2B	0000 bbbb		
	00 2C	0000 cccc		
	00 2D	0000 dddd	Low Gain	(0 - 30) -15 - +15 [dB]
#	00 2E	0000 aaaa		
	00 2F	0000 bbbb		
	00 30	0000 cccc		
	00 31	0000 dddd	High Gain	(0 - 30) -15 - +15 [dB]
#	00 32	0000 aaaa		
	00 33	0000 bbbb		
	00 34	0000 cccc		
	00 35	0000 dddd	dummy (ignored)	
#	00 36	0000 aaaa		
	00 37	0000 bbbb		
	00 38	0000 cccc		
	00 39	0000 dddd	Level	(0 - 127) 0 - 127

MFX Type: REVERB

MIDI Implementation

Offset Address		Description	
#	00 06 00 07 00 08 00 09	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Type (0 - 5) ROOM1, ROOM2, STAGE1, STAGE2, HALL1, HALL2
#	00 0A 00 0B 00 0C 00 0D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Pre Delay (0 - 125) 0.0 - 100 [msec]
#	00 0E 00 0F 00 10 00 11	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Time (0 - 127) 0 - 127
#	00 12 00 13 00 14 00 15	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	HF Damp (0 - 17) 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz]
#	00 16 00 17 00 18 00 19	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Low Gain (0 - 30) -15 - +15 [dB]
#	00 1A 00 1B 00 1C 00 1D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	High Gain (0 - 30) -15 - +15 [dB]
#	00 1E 00 1F 00 20 00 21	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	dummy (ignored)
#	00 22 00 23 00 24 00 25	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Level (0 - 127) 0 - 127

MFX Type: LONG REVERB

Offset Address		Description	
#	00 06 00 07 00 08 00 09	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Depth (0 - 127) 0 - 127
#	00 0A 00 0B 00 0C 00 0D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Time (0 - 127) 0 - 127
#	00 0E 00 0F 00 10 00 11	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Pre LPF (1 - 32) 16, 20, 25, 32, 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, 15000, BYPASS [Hz]
#	00 12 00 13 00 14 00 15	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Pre HPF (0 - 31) BYPASS, 16, 20, 25, 32, 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, 15000 [Hz]
#	00 16 00 17 00 18 00 19	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Peaking Freq (0 - 16) 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz]
#	00 1A 00 1B 00 1C 00 1D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Peaking Gain (0 - 30) -15 - +15 [dB]
#	00 1E 00 1F 00 20 00 21	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Peaking Q (0 - 4) 0.5, 1.0, 2.0, 4.0, 8.0
#	00 22 00 23 00 24 00 25	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	HF Damp (1 - 32) 16, 20, 25, 32, 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, 15000, BYPASS [Hz]
#	00 26 00 27	0000 aaaa 0000 bbbb	

	00 28 00 29	0000 cccc 0000 dddd	LF Damp (0 - 31) BYPASS, 16, 20, 25, 32, 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, 15000 [Hz]
#	00 2A 00 2B 00 2C 00 2D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Character (0 - 5) 1 - 6
#	00 2E 00 2F 00 30 00 31	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	EQ Low Freq (0 - 1) 200, 400 [Hz]
#	00 32 00 33 00 34 00 35	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	EQ Low Gain (0 - 30) -15 - +15 [dB]
#	00 36 00 37 00 38 00 39	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	EQ High Freq (0 - 2) 2000, 4000, 8000 [Hz]
#	00 3A 00 3B 00 3C 00 3D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	EQ High Gain (0 - 30) -15 - +15 [dB]
#	00 3E 00 3F 00 40 00 41	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Level (0 - 127) 0 - 127

MFX Type: SUPER FILTER

Offset Address		Description	
#	00 06 00 07 00 08 00 09	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Filter Type (0 - 3) OFF, LPF, HPF, NOTCH
#	00 0A 00 0B 00 0C 00 0D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Filter Slope (0 - 2) -12, -24, -36 [dB]
#	00 0E 00 0F 00 10 00 11	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Filter Cutoff (0 - 127) 0 - 127
#	00 12 00 13 00 14 00 15	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Filter Resonance (0 - 127) 0 - 127
#	00 16 00 17 00 18 00 19	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Filter Gain (0 - 12) 0 - +12[dB]
#	00 1A 00 1B 00 1C 00 1D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Modulation Sw (0 - 1) OFF, ON
#	00 1E 00 1F 00 20 00 21	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Modulation Wave (0 - 4) TRI, SQR, SIN, SAW1, SAW2
#	00 22 00 23 00 24 00 25	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Tempo Sync (0 - 1) OFF, ON
#	00 26 00 27 00 28 00 29	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Rate (Hz) (1 - 200) 0.05 - 10.00 [Hz]
#	00 2A 00 2B 00 2C 00 2D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Rate (note) (0 - 21) MUSICAL-NOTES
#	00 2E 00 2F 00 30 00 31	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Depth (0 - 127) 0 - 127
#	00 32 00 33 00 34 00 35	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Attack (0 - 127) 0 - 127
#	00 36 00 37 00 38	0000 aaaa 0000 bbbb 0000 cccc	

00 39	0000 dddd	Level	(0 - 127) 0 - 127
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MFX Type: FILTER+DRIVE

Offset	Address	Description	
#	00 06	0000 aaaa	
	00 07	0000 bbbb	
	00 08	0000 cccc	
	00 09	0000 dddd	Cutoff (0 - 127) 0 - 127
#	00 0A	0000 aaaa	
	00 0B	0000 bbbb	
	00 0C	0000 cccc	
	00 0D	0000 dddd	Resonance (0 - 127) 0 - 127
#	00 0E	0000 aaaa	
	00 0F	0000 bbbb	
	00 10	0000 cccc	
	00 11	0000 dddd	Drive (0 - 127) 0 - 127
#	00 12	0000 aaaa	
	00 13	0000 bbbb	
	00 14	0000 cccc	
	00 15	0000 dddd	Level (0 - 127) 0 - 127

MFX Type: AUTO WAH

Offset	Address	Description	
#	00 06	0000 aaaa	
	00 07	0000 bbbb	
	00 08	0000 cccc	
	00 09	0000 dddd	Filter Type (0 - 1) LPF, HPF
#	00 0A	0000 aaaa	
	00 0B	0000 bbbb	
	00 0C	0000 cccc	
	00 0D	0000 dddd	Manual (0 - 127) 0 - 127
#	00 0E	0000 aaaa	
	00 0F	0000 bbbb	
	00 10	0000 cccc	
	00 11	0000 dddd	Peak (0 - 127) 0 - 127
#	00 12	0000 aaaa	
	00 13	0000 bbbb	
	00 14	0000 cccc	
	00 15	0000 dddd	Sens (0 - 127) 0 - 127
#	00 16	0000 aaaa	
	00 17	0000 bbbb	
	00 18	0000 cccc	
	00 19	0000 dddd	Polarity (0 - 1) UP, DOWN
#	00 1A	0000 aaaa	
	00 1B	0000 bbbb	
	00 1C	0000 cccc	
	00 1D	0000 dddd	Tempo Sync (0 - 1) OFF, ON
#	00 1E	0000 aaaa	
	00 1F	0000 bbbb	
	00 20	0000 cccc	
	00 21	0000 dddd	Rate (Hz) (1 - 200) 0.05 - 10.00 [Hz]
#	00 22	0000 aaaa	
	00 23	0000 bbbb	
	00 24	0000 cccc	
	00 25	0000 dddd	Rate (note) (0 - 21) MUSICAL-NOTES
#	00 26	0000 aaaa	
	00 27	0000 bbbb	
	00 28	0000 cccc	
	00 29	0000 dddd	Depth (0 - 127) 0 - 127
#	00 2A	0000 aaaa	
	00 2B	0000 bbbb	
	00 2C	0000 cccc	
	00 2D	0000 dddd	Phase (0 - 90) 0 - 180 [deg]
#	00 2E	0000 aaaa	
	00 2F	0000 bbbb	
	00 30	0000 cccc	
	00 31	0000 dddd	Low Gain (0 - 30) -15 - +15 [dB]
#	00 32	0000 aaaa	
	00 33	0000 bbbb	
	00 34	0000 cccc	
	00 35	0000 dddd	High Gain (0 - 30) -15 - +15 [dB]
#	00 36	0000 aaaa	
	00 37	0000 bbbb	
	00 38	0000 cccc	
	00 39	0000 dddd	Level (0 - 127) 0 - 127

MFX Type: OD/DS -> TWAH

Offset	Address	Description	
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Address	Description	
# 00 06	0000 aaaa	
	00 07	0000 bbbb
	00 08	0000 cccc
	00 09	0000 dddd
		Drive Switch (0 - 1) OFF, ON
# 00 0A	0000 aaaa	
	00 0B	0000 bbbb
	00 0C	0000 cccc
	00 0D	0000 dddd
		Drive Type (0 - 1) OVERDRIVE, DISTORTION
# 00 0E	0000 aaaa	
	00 0F	0000 bbbb
	00 10	0000 cccc
	00 11	0000 dddd
		Drive (0 - 127) 0 - 127
# 00 12	0000 aaaa	
	00 13	0000 bbbb
	00 14	0000 cccc
	00 15	0000 dddd
		Tone (0 - 127) 0 - 127
# 00 16	0000 aaaa	
	00 17	0000 bbbb
	00 18	0000 cccc
	00 19	0000 dddd
		Amp Switch (0 - 1) OFF, ON
# 00 1A	0000 aaaa	
	00 1B	0000 bbbb
	00 1C	0000 cccc
	00 1D	0000 dddd
		Amp Type (0 - 3) SMALL, BUILT-IN, 2-STACK, 3-STACK
# 00 1E	0000 aaaa	
	00 1F	0000 bbbb
	00 20	0000 cccc
	00 21	0000 dddd
		Touch Wah Switch (0 - 1) OFF, ON
# 00 22	0000 aaaa	
	00 23	0000 bbbb
	00 24	0000 cccc
	00 25	0000 dddd
		Touch Wah Mode (0 - 1) LPF, BPF
# 00 26	0000 aaaa	
	00 27	0000 bbbb
	00 28	0000 cccc
	00 29	0000 dddd
		Touch Wah Polarity (0 - 1) DOWN, UP
# 00 2A	0000 aaaa	
	00 2B	0000 bbbb
	00 2C	0000 cccc
	00 2D	0000 dddd
		Touch Wah Sens (0 - 127) 0 - 127
# 00 2E	0000 aaaa	
	00 2F	0000 bbbb
	00 30	0000 cccc
	00 31	0000 dddd
		Touch Wah Manual (0 - 127) 0 - 127
# 00 32	0000 aaaa	
	00 33	0000 bbbb
	00 34	0000 cccc
	00 35	0000 dddd
		Touch Wah Peak (0 - 127) 0 - 127
# 00 36	0000 aaaa	
	00 37	0000 bbbb
	00 38	0000 cccc
	00 39	0000 dddd
		Touch Wah Balance (0 - 100) D100:0W - D0:100W
# 00 3A	0000 aaaa	
	00 3B	0000 bbbb
	00 3C	0000 cccc
	00 3D	0000 dddd
		Low Gain (0 - 30) -15 - +15 [dB]
# 00 3E	0000 aaaa	
	00 3F	0000 bbbb
	00 40	0000 cccc
	00 41	0000 dddd
		High Gain (0 - 30) -15 - +15 [dB]
# 00 42	0000 aaaa	
	00 43	0000 bbbb
	00 44	0000 cccc
	00 45	0000 dddd
		Level (0 - 127) 0 - 127

MFX Type: LOFI COMPRESS

Offset	Address	Description	
#	00 06	0000 aaaa	
	00 07	0000 bbbb	
	00 08	0000 cccc	
	00 09	0000 dddd	Pre Filter Type (0 - 5) 1, 2, 3, 4, 5, 6
#	00 0A	0000 aaaa	
	00 0B	0000 bbbb	
	00 0C	0000 cccc	
	00 0D	0000 dddd	LoFi Type (0 - 8) 1, 2, 3, 4, 5, 6, 7, 8, 9
#	00 0E	0000 aaaa	
	00 0F	0000 bbbb	
	00 10	0000 cccc	
	00 11	0000 dddd	PostFilter Type (0 - 2) OFF, LPF, HPF
#	00 12	0000 aaaa	
	00 13	0000 bbbb	
	00 14	0000 cccc	

MIDI Implementation

	00 15	0000 dddd	PostFilter Cutoff	(0 - 16) 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz]
#	00 16	0000 aaaa	Low Gain	(0 - 30) -15 - +15 [dB]
	00 17	0000 bbbb		
	00 18	0000 cccc		
	00 19	0000 dddd		
#	00 1A	0000 aaaa	High Gain	(0 - 30) -15 - +15 [dB]
	00 1B	0000 bbbb		
	00 1C	0000 cccc		
	00 1D	0000 dddd		
#	00 1E	0000 aaaa	dummy (ignored)	
	00 1F	0000 bbbb		
	00 20	0000 cccc		
	00 21	0000 dddd		
#	00 22	0000 aaaa	Level	(0 - 127) 0 - 127
	00 23	0000 bbbb		
	00 24	0000 cccc		
	00 25	0000 dddd		

MFX Type: DISTORTION

Offset	Address	Description		
#	00 06	0000 aaaa	Drive	(0 - 127) 0 - 127
	00 07	0000 bbbb		
	00 08	0000 cccc		
	00 09	0000 dddd		
#	00 0A	0000 aaaa	Tone	(0 - 127) 0 - 127
	00 0B	0000 bbbb		
	00 0C	0000 cccc		
	00 0D	0000 dddd		
#	00 0E	0000 aaaa	Amp Sw	(0 - 1) OFF, ON
	00 0F	0000 bbbb		
	00 10	0000 cccc		
	00 11	0000 dddd		
#	00 12	0000 aaaa	Amp Type	(0 - 3) SMALL, BUILT-IN, 2-STACK, 3-STACK
	00 13	0000 bbbb		
	00 14	0000 cccc		
	00 15	0000 dddd		
#	00 16	0000 aaaa	Low Gain	(0 - 30) -15 - +15 [dB]
	00 17	0000 bbbb		
	00 18	0000 cccc		
	00 19	0000 dddd		
#	00 1A	0000 aaaa	High Gain	(0 - 30) -15 - +15 [dB]
	00 1B	0000 bbbb		
	00 1C	0000 cccc		
	00 1D	0000 dddd		
#	00 1E	0000 aaaa	Pan	(0 - 127) L64 - 63R
	00 1F	0000 bbbb		
	00 20	0000 cccc		
	00 21	0000 dddd		
#	00 22	0000 aaaa	Level	(0 - 127) 0 - 127
	00 23	0000 bbbb		
	00 24	0000 cccc		
	00 25	0000 dddd		

MFX Type: OVERDRIVE

Offset	Address	Description		
#	00 06	0000 aaaa	Drive	(0 - 127) 0 - 127
	00 07	0000 bbbb		
	00 08	0000 cccc		
	00 09	0000 dddd		
#	00 0A	0000 aaaa	Tone	(0 - 127) 0 - 127
	00 0B	0000 bbbb		
	00 0C	0000 cccc		
	00 0D	0000 dddd		
#	00 0E	0000 aaaa	Amp Sw	(0 - 1) OFF, ON
	00 0F	0000 bbbb		
	00 10	0000 cccc		
	00 11	0000 dddd		
#	00 12	0000 aaaa	Amp Type	(0 - 3) SMALL, BUILT-IN, 2-STACK, 3-STACK
	00 13	0000 bbbb		
	00 14	0000 cccc		
	00 15	0000 dddd		
#	00 16	0000 aaaa	Low Gain	(0 - 30) -15 - +15 [dB]
	00 17	0000 bbbb		
	00 18	0000 cccc		
	00 19	0000 dddd		
#	00 1A	0000 aaaa	High Gain	(0 - 30)
	00 1B	0000 bbbb		
	00 1C	0000 cccc		
	00 1D	0000 dddd		

#	00 1E	0000 aaaa	Pan	(0 - 127) L64 - 63R
	00 1F	0000 bbbb		
	00 20	0000 cccc		
	00 21	0000 dddd		
#	00 22	0000 aaaa	Level	(0 - 127) 0 - 127
	00 23	0000 bbbb		
	00 24	0000 cccc		
	00 25	0000 dddd		

MFX Type: SATURATOR

Offset	Address	Description		
#	00 06	0000 aaaa	Saturator Gain	(0 - 127) 0 - 127
	00 07	0000 bbbb		
	00 08	0000 cccc		
	00 09	0000 dddd		
#	00 0A	0000 aaaa	Saturator Drive	(0 - 127) 0 - 127
	00 0B	0000 bbbb		
	00 0C	0000 cccc		
	00 0D	0000 dddd		
#	00 0E	0000 aaaa	Saturator Level	(0 - 127) 0 - 127
	00 0F	0000 bbbb		
	00 10	0000 cccc		
	00 11	0000 dddd		
#	00 12	0000 aaaa	Comp Depth	(0 - 127) 0 - 127
	00 13	0000 bbbb		
	00 14	0000 cccc		
	00 15	0000 dddd		
#	00 16	0000 aaaa	Comp Level	(0 - 127) 0 - 127
	00 17	0000 bbbb		
	00 18	0000 cccc		
	00 19	0000 dddd		
#	00 1A	0000 aaaa	Hi Gain	(3 - 21) -12 - +6 [dB]
	00 1B	0000 bbbb		
	00 1C	0000 cccc		
	00 1D	0000 dddd		
#	00 1E	0000 aaaa	Level	(0 - 127) 0 - 127
	00 1F	0000 bbbb		
	00 20	0000 cccc		
	00 21	0000 dddd		

MFX Type: T-SCREAM

Offset	Address	Description		
#	00 06	0000 aaaa	Distortion	(0 - 127) 0 - 127
	00 07	0000 bbbb		
	00 08	0000 cccc		
	00 09	0000 dddd		
#	00 0A	0000 aaaa	Tone	(0 - 127) 0 - 127
	00 0B	0000 bbbb		
	00 0C	0000 cccc		
	00 0D	0000 dddd		
#	00 0E	0000 aaaa	Level	(0 - 127) 0 - 127
	00 0F	0000 bbbb		
	00 10	0000 cccc		
	00 11	0000 dddd		

MFX Type: BIT CRUSHER

Offset	Address	Description		
#	00 06	0000 aaaa	Sample Rate	(0 - 127) 0 - 127
	00 07	0000 bbbb		
	00 08	0000 cccc		
	00 09	0000 dddd		
#	00 0A	0000 aaaa	Bit Down	(0 - 18) 0 - 18
	00 0B	0000 bbbb		
	00 0C	0000 cccc		
	00 0D	0000 dddd		
#	00 0E	0000 aaaa	Filter	(0 - 127) 0 - 127
	00 0F	0000 bbbb		
	00 10	0000 cccc		
	00 11	0000 dddd		
#	00 12	0000 aaaa	Low Gain	(0 - 30) -15 - +15 [dB]
	00 13	0000 bbbb		
	00 14	0000 cccc		
	00 15	0000 dddd		
#	00 16	0000 aaaa	High Gain	(0 - 30)
	00 17	0000 bbbb		
	00 18	0000 cccc		
	00 19	0000 dddd		

#	00 1A	0000 aaaa	-15 - +15 [dB]
	00 1B	0000 bbbb	
	00 1C	0000 cccc	
	00 1D	0000 dddd	Level (0 - 127) 0 - 127

MFx Type: ISOLATOR

Offset	Address	Description	
#	00 06	0000 aaaa	
	00 07	0000 bbbb	
	00 08	0000 cccc	
	00 09	0000 dddd	Boost/Cut Low (0 - 64) -60 - +4 [dB]
#	00 0A	0000 aaaa	
	00 0B	0000 bbbb	
	00 0C	0000 cccc	
	00 0D	0000 dddd	Boost/Cut Mid (0 - 64) -60 - +4 [dB]
#	00 0E	0000 aaaa	
	00 0F	0000 bbbb	
	00 10	0000 cccc	
	00 11	0000 dddd	Boost/Cut High (0 - 64) -60 - +4 [dB]
#	00 12	0000 aaaa	
	00 13	0000 bbbb	
	00 14	0000 cccc	
	00 15	0000 dddd	Anti Phase Low Sw (0 - 1) OFF, ON
#	00 16	0000 aaaa	
	00 17	0000 bbbb	
	00 18	0000 cccc	
	00 19	0000 dddd	Anti Phase Low Level (0 - 127) 0 - 127
#	00 1A	0000 aaaa	
	00 1B	0000 bbbb	
	00 1C	0000 cccc	
	00 1D	0000 dddd	Anti Phase Mid Sw (0 - 1) OFF, ON
#	00 1E	0000 aaaa	
	00 1F	0000 bbbb	
	00 20	0000 cccc	
	00 21	0000 dddd	Anti Phase Mid Level (0 - 127) 0 - 127
#	00 22	0000 aaaa	
	00 23	0000 bbbb	
	00 24	0000 cccc	
	00 25	0000 dddd	Low Boost Sw (0 - 1) OFF, ON
#	00 26	0000 aaaa	
	00 27	0000 bbbb	
	00 28	0000 cccc	
	00 29	0000 dddd	Low Boost Level (0 - 127) 0 - 127
#	00 2A	0000 aaaa	
	00 2B	0000 bbbb	
	00 2C	0000 cccc	
	00 2D	0000 dddd	Level (0 - 127) 0 - 127

MFx Type: RING MODULATOR

Offset	Address	Description	
#	00 06	0000 aaaa	
	00 07	0000 bbbb	
	00 08	0000 cccc	
	00 09	0000 dddd	Frequency (0 - 127) 0 - 127
#	00 0A	0000 aaaa	
	00 0B	0000 bbbb	
	00 0C	0000 cccc	
	00 0D	0000 dddd	Sens (0 - 127) 0 - 127
#	00 0E	0000 aaaa	
	00 0F	0000 bbbb	
	00 10	0000 cccc	
	00 11	0000 dddd	Polarity (0 - 1) UP, DOWN
#	00 12	0000 aaaa	
	00 13	0000 bbbb	
	00 14	0000 cccc	
	00 15	0000 dddd	Low Gain (0 - 30) -15 - +15 [dB]
#	00 16	0000 aaaa	
	00 17	0000 bbbb	
	00 18	0000 cccc	
	00 19	0000 dddd	High Gain (0 - 30) -15 - +15 [dB]
#	00 1A	0000 aaaa	
	00 1B	0000 bbbb	
	00 1C	0000 cccc	
	00 1D	0000 dddd	dummy (ignored)
#	00 1E	0000 aaaa	
	00 1F	0000 bbbb	
	00 20	0000 cccc	
	00 21	0000 dddd	Level (0 - 127) 0 - 127

MFx Type: PITCH SHIFTER

Offset	Address	Description	
#	00 06	0000 aaaa	
	00 07	0000 bbbb	
	00 08	0000 cccc	
	00 09	0000 dddd	Coarse (0 - 36) -24 - +12 [semi]
#	00 0A	0000 aaaa	
	00 0B	0000 bbbb	
	00 0C	0000 cccc	
	00 0D	0000 dddd	Fine (0 - 100) -100 - +100 [cent]
#	00 0E	0000 aaaa	
	00 0F	0000 bbbb	
	00 10	0000 cccc	
	00 11	0000 dddd	Tempo Sync (0 - 1) OFF, ON
#	00 12	0000 aaaa	
	00 13	0000 bbbb	
	00 14	0000 cccc	
	00 15	0000 dddd	Delay Time (msec) (1 - 1300) 1 - 1300 [msec]
#	00 16	0000 aaaa	
	00 17	0000 bbbb	
	00 18	0000 cccc	
	00 19	0000 dddd	Delay Time (note) (0 - 21) MUSICAL-NOTES
#	00 1A	0000 aaaa	
	00 1B	0000 bbbb	
	00 1C	0000 cccc	
	00 1D	0000 dddd	Feedback (0 - 98) -98 - +98 [%]
#	00 1E	0000 aaaa	
	00 1F	0000 bbbb	
	00 20	0000 cccc	
	00 21	0000 dddd	Low Gain (0 - 30) -15 - +15 [dB]
#	00 22	0000 aaaa	
	00 23	0000 bbbb	
	00 24	0000 cccc	
	00 25	0000 dddd	High Gain (0 - 30) -15 - +15 [dB]
#	00 26	0000 aaaa	
	00 27	0000 bbbb	
	00 28	0000 cccc	
	00 29	0000 dddd	dummy (ignored)
#	00 2A	0000 aaaa	
	00 2B	0000 bbbb	
	00 2C	0000 cccc	
	00 2D	0000 dddd	Level (0 - 127) 0 - 127

MFx Type: AUTO PAN

Offset	Address	Description	
#	00 06	0000 aaaa	
	00 07	0000 bbbb	
	00 08	0000 cccc	
	00 09	0000 dddd	Mod Wave (0 - 5) TRI, SQR, SIN, SAW1, SAW2, TRP
#	00 0A	0000 aaaa	
	00 0B	0000 bbbb	
	00 0C	0000 cccc	
	00 0D	0000 dddd	Tempo Sync (0 - 1) OFF, ON
#	00 0E	0000 aaaa	
	00 0F	0000 bbbb	
	00 10	0000 cccc	
	00 11	0000 dddd	Rate (Hz) (1 - 200) 0.05 - 10.00 [Hz]
#	00 12	0000 aaaa	
	00 13	0000 bbbb	
	00 14	0000 cccc	
	00 15	0000 dddd	Rate (note) (0 - 21) MUSICAL-NOTES
#	00 16	0000 aaaa	
	00 17	0000 bbbb	
	00 18	0000 cccc	
	00 19	0000 dddd	Depth (0 - 127) 0 - 127
#	00 1A	0000 aaaa	
	00 1B	0000 bbbb	
	00 1C	0000 cccc	
	00 1D	0000 dddd	Low Gain (0 - 30) -15 - +15 [dB]
#	00 1E	0000 aaaa	
	00 1F	0000 bbbb	
	00 20	0000 cccc	
	00 21	0000 dddd	High Gain (0 - 30) -15 - +15 [dB]
#	00 22	0000 aaaa	
	00 23	0000 bbbb	
	00 24	0000 cccc	
	00 25	0000 dddd	Level (0 - 127) 0 - 127

MFx Type: TIME CTRL DLY

Offset	Address	Description
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MIDI Implementation

Address		Description	
#	00 06	0000 aaaa	Tempo Sync
	00 07	0000 bbbb	
	00 08	0000 cccc	
	00 09	0000 dddd	
			(0 - 1) OFF, ON
#	00 0A	0000 aaaa	Delay Time (msec)
	00 0B	0000 bbbb	
	00 0C	0000 cccc	
	00 0D	0000 dddd	
			(1 - 1300) 1 - 1300 [msec]
#	00 0E	0000 aaaa	Delay Time (note)
	00 0F	0000 bbbb	
	00 10	0000 cccc	
	00 11	0000 dddd	
			(0 - 21) MUSICAL-NOTES
#	00 12	0000 aaaa	Acceleration
	00 13	0000 bbbb	
	00 14	0000 cccc	
	00 15	0000 dddd	
			(0 - 15) 0 - 15
#	00 16	0000 aaaa	Feedback
	00 17	0000 bbbb	
	00 18	0000 cccc	
	00 19	0000 dddd	
			(0 - 98) -98 - +98 [%]
#	00 1A	0000 aaaa	HF Damp
	00 1B	0000 bbbb	
	00 1C	0000 cccc	
	00 1D	0000 dddd	
			(0 - 17) 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz]
#	00 1E	0000 aaaa	Low Gain
	00 1F	0000 bbbb	
	00 20	0000 cccc	
	00 21	0000 dddd	
			(0 - 30) -15 - +15 [dB]
#	00 22	0000 aaaa	High Gain
	00 23	0000 bbbb	
	00 24	0000 cccc	
	00 25	0000 dddd	
			(0 - 30) -15 - +15 [dB]
#	00 26	0000 aaaa	dummy (ignored)
	00 27	0000 bbbb	
	00 28	0000 cccc	
	00 29	0000 dddd	
#	00 2A	0000 aaaa	Level
	00 2B	0000 bbbb	
	00 2C	0000 cccc	
	00 2D	0000 dddd	
			(0 - 127) 0 - 127

MFX Type: PAN DELAY

Offset	Address	Description	
#	00 06	0000 aaaa	Tempo Sync
	00 07	0000 bbbb	
	00 08	0000 cccc	
	00 09	0000 dddd	
			(0 - 1) OFF, ON
#	00 0A	0000 aaaa	Delay Time (msec)
	00 0B	0000 bbbb	
	00 0C	0000 cccc	
	00 0D	0000 dddd	
			(1 - 2600) 1 - 2600 [msec]
#	00 0E	0000 aaaa	Delay Time (note)
	00 0F	0000 bbbb	
	00 10	0000 cccc	
	00 11	0000 dddd	
			(0 - 21) MUSICAL-NOTES
#	00 12	0000 aaaa	Delay Feedback
	00 13	0000 bbbb	
	00 14	0000 cccc	
	00 15	0000 dddd	
			(0 - 98) -98 - +98 [%]
#	00 16	0000 aaaa	Delay HF Damp
	00 17	0000 bbbb	
	00 18	0000 cccc	
	00 19	0000 dddd	
			(0 - 17) 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz]
#	00 1A	0000 aaaa	Delay 1 Pan
	00 1B	0000 bbbb	
	00 1C	0000 cccc	
	00 1D	0000 dddd	
			(0 - 127) L64 - 63R
#	00 1E	0000 aaaa	Delay 2 Pan
	00 1F	0000 bbbb	
	00 20	0000 cccc	
	00 21	0000 dddd	
			(0 - 127) L64 - 63R
#	00 22	0000 aaaa	Delay 1 Level
	00 23	0000 bbbb	
	00 24	0000 cccc	
	00 25	0000 dddd	
			(0 - 127) 0 - 127
#	00 26	0000 aaaa	Delay 2 Level
	00 27	0000 bbbb	
	00 28	0000 cccc	
	00 29	0000 dddd	
			(0 - 127) 0 - 127

#	00 2A	0000 aaaa	Low Gain	(0 - 30) -15 - +15 [dB]
	00 2B	0000 bbbb		
	00 2C	0000 cccc		
	00 2D	0000 dddd		
#	00 2E	0000 aaaa	High Gain	(0 - 30) -15 - +15 [dB]
	00 2F	0000 bbbb		
	00 30	0000 cccc		
	00 31	0000 dddd		
#	00 32	0000 aaaa	dummy (ignored)	
	00 33	0000 bbbb		
	00 34	0000 cccc		
	00 35	0000 dddd		
#	00 36	0000 aaaa	Level	(0 - 127) 0 - 127
	00 37	0000 bbbb		
	00 38	0000 cccc		
	00 39	0000 dddd		

MFX Type: SDD-320

Offset	Address	Description	
#	00 06	0000 aaaa	Mode (0 - 6) 1, 2, 3, 4, 1+4, 2+4, 3+4
	00 07	0000 bbbb	
	00 08	0000 cccc	
	00 09	0000 dddd	
#	00 0A	0000 aaaa	Low Gain (0 - 30) -15 - +15 [dB]
	00 0B	0000 bbbb	
	00 0C	0000 cccc	
	00 0D	0000 dddd	
#	00 0E	0000 aaaa	High Gain (0 - 30) -15 - +15 [dB]
	00 0F	0000 bbbb	
	00 10	0000 cccc	
	00 11	0000 dddd	
#	00 12	0000 aaaa	Level (0 - 127) 0 - 127
	00 13	0000 bbbb	
	00 14	0000 cccc	
	00 15	0000 dddd	

MFX Type: SBF-325

Offset	Address	Description	
#	00 06	0000 aaaa	Mode (0 - 3) FL1, FL2, FL3, CHO
	00 07	0000 bbbb	
	00 08	0000 cccc	
	00 09	0000 dddd	
#	00 0A	0000 aaaa	Tempo Sync (0 - 1) OFF, ON
	00 0B	0000 bbbb	
	00 0C	0000 cccc	
	00 0D	0000 dddd	
#	00 0E	0000 aaaa	Rate (Hz) (0 - 111) 0.02 - 5.00 [Hz]
	00 0F	0000 bbbb	
	00 10	0000 cccc	
	00 11	0000 dddd	
#	00 12	0000 aaaa	Rate (note) (0 - 21) MUSICAL-NOTES
	00 13	0000 bbbb	
	00 14	0000 cccc	
	00 15	0000 dddd	
#	00 16	0000 aaaa	Depth (0 - 127) 0 - 127
	00 17	0000 bbbb	
	00 18	0000 cccc	
	00 19	0000 dddd	
#	00 1A	0000 aaaa	Manual (0 - 127) 0 - 127
	00 1B	0000 bbbb	
	00 1C	0000 cccc	
	00 1D	0000 dddd	
#	00 1E	0000 aaaa	Feedback (0 - 127) 0 - 127
	00 1F	0000 bbbb	
	00 20	0000 cccc	
	00 21	0000 dddd	
#	00 22	0000 aaaa	CH-R Mod Phase (0 - 1) NORM, INV
	00 23	0000 bbbb	
	00 24	0000 cccc	
	00 25	0000 dddd	
#	00 26	0000 aaaa	CH-L Phase (0 - 1) NORM, INV
	00 27	0000 bbbb	
	00 28	0000 cccc	
	00 29	0000 dddd	
#	00 2A	0000 aaaa	CH-R Phase (0 - 1) NORM, INV
	00 2B	0000 bbbb	
	00 2C	0000 cccc	
	00 2D	0000 dddd	
#	00 2E	0000 aaaa	Level (0 - 127)
	00 2F	0000 bbbb	
	00 30	0000 cccc	
	00 31	0000 dddd	

0 - 127			
MFX Type: SPEAKER SIM			
Offset	Address	Description	
#	00 06 00 07 00 08 00 09	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	SP Type (0 - 15) SMALL 1, SMALL 2, MIDDLE, JC-120, BUILT-IN 1, BUILT-IN 2, BUILT-IN 3, BUILT-IN 4, BUILT-IN 5, BG STACK 1, BG STACK 2, MS STACK 1, MS STACK 2, METAL STACK, 2-STACK, 3-STACK
#	00 0A 00 0B 00 0C 00 0D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Mic Setting (0 - 2) 1 - 3
#	00 0E 00 0F 00 10 00 11	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Mic Level (0 - 127) 0 - 127
#	00 12 00 13 00 14 00 15	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Direct Level (0 - 127) 0 - 127
#	00 16 00 17 00 18 00 19	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Level (0 - 127) 0 - 127

MFX Type: GUITAR AMP SIM

Offset	Address	Description	
#	00 06 00 07 00 08 00 09	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Amp Sw (0 - 1) OFF, ON
#	00 0A 00 0B 00 0C 00 0D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Amp Type (0 - 13) JC-120, CLEAN TWIN, MATCH DRIVE, BG LEAD, MS1959I, MS1959II, MS1959I+II, SLDN LEAD, METAL 5150, METAL LEAD, OD-1, OD-2 TURBO, DISTORTION, FUZZ
#	00 0E 00 0F 00 10 00 11	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Amp Volume (0 - 127) 0 - 127
#	00 12 00 13 00 14 00 15	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Amp Master (0 - 127) 0 - 127
#	00 16 00 17 00 18 00 19	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Amp Gain (0 - 2) LOW, MIDDLE, HIGH
#	00 1A 00 1B 00 1C 00 1D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Amp Bass (0 - 127) 0 - 127
#	00 1E 00 1F 00 20 00 21	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Amp Middle (0 - 127) 0 - 127
#	00 22 00 23 00 24 00 25	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Amp Treble (0 - 127) 0 - 127
#	00 26 00 27 00 28 00 29	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Amp Presence (0 - 127) 0 - 127
#	00 2A 00 2B 00 2C 00 2D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Amp Bright (0 - 1) OFF, ON
#	00 2E 00 2F 00 30 00 31	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Speaker Sw (0 - 1) OFF, ON
#	00 32 00 33 00 34 00 35	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Spkr Type (0 - 15) SMALL 1, SMALL 2, MIDDLE, JC-120, BUILT-IN 1, BUILT-IN 2, BUILT-IN 3, BUILT-IN 4, BUILT-IN 5,

BG STACK 1, BG STACK 2, MS STACK 1, MS STACK 2, METAL STACK, 2-STACK, 3-STACK			
#	00 36 00 37 00 38 00 39	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Mic Setting (0 - 2) 1 - 3
#	00 3A 00 3B 00 3C 00 3D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Mic Level (0 - 127) 0 - 127
#	00 3E 00 3F 00 40 00 41	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Direct Level (0 - 127) 0 - 127
#	00 42 00 43 00 44 00 45	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Pan (0 - 127) L64 - 63R
#	00 46 00 47 00 48 00 49	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Level (0 - 127) 0 - 127

MFX Type: LOW BOOST

Offset	Address	Description	
#	00 06 00 07 00 08 00 09	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Boost Frequency (0 - 8) 50, 56, 63, 71, 80, 90, 100, 112, 125 [Hz]
#	00 0A 00 0B 00 0C 00 0D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Boost Gain (0 - 12) 0 - +12 [dB]
#	00 0E 00 0F 00 10 00 11	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Boost Width (0 - 2) WIDE, MID, NARROW
#	00 12 00 13 00 14 00 15	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Low Gain (0 - 30) -15 - +15 [dB]
#	00 16 00 17 00 18 00 19	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	High Gain (0 - 30) -15 - +15 [dB]
#	00 1A 00 1B 00 1C 00 1D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Level (0 - 127) 0 - 127

MFX Type: ENHANCER

Offset	Address	Description	
#	00 06 00 07 00 08 00 09	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Sens (0 - 127) 0 - 127
#	00 0A 00 0B 00 0C 00 0D	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Mix (0 - 127) 0 - 127
#	00 0E 00 0F 00 10 00 11	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Low Gain (0 - 30) -15 - +15 [dB]
#	00 12 00 13 00 14 00 15	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	High Gain (0 - 30) -15 - +15 [dB]
#	00 16 00 17 00 18 00 19	0000 aaaa 0000 bbbb 0000 cccc 0000 dddd	Level (0 - 127) 0 - 127

MIDI Implementation

* [KitUnitLayer]

Offset	Address	Description	
#	00 00	0000 0000	(reserve)
#	00 01	0000 aaaa	
#	00 02	0000 bbbb	V-Edit Parameter 1 (*3)
#	00 03	0000 aaaa	
#	00 04	0000 bbbb	V-Edit Parameter 2 (*3)
#	00 05	0000 aaaa	
#	00 06	0000 bbbb	V-Edit Parameter 3 (*3)
#	00 07	0000 aaaa	
#	00 08	0000 bbbb	V-Edit Parameter 4 (*3)
#	00 09	0000 aaaa	
#	00 0A	0000 bbbb	V-Edit Parameter 5 (*3)
#	00 0B	0000 aaaa	
#	00 0C	0000 bbbb	V-Edit Parameter 6 (*3)
#	00 0D	0000 aaaa	
#	00 0E	0000 bbbb	V-Edit Parameter 7 (*3)
#	00 0F	0000 aaaa	
#	00 10	0000 bbbb	V-Edit Parameter 8 (*3)
#	00 11	0000 aaaa	
#	00 12	0000 bbbb	V-Edit Parameter 9 (*3)
#	00 13	0000 aaaa	
#	00 14	0000 bbbb	V-Edit Parameter 10 (*3)
#	00 15	0000 aaaa	
#	00 16	0000 bbbb	V-Edit Parameter 11 (*3)
#	00 17	0000 aaaa	
#	00 18	0000 bbbb	V-Edit Parameter 12 (*3)
#	00 19	0000 aaaa	
#	00 1A	0000 bbbb	V-Edit Parameter 13 (*3)
#	00 1B	0000 aaaa	
#	00 1C	0000 bbbb	V-Edit Parameter 14 (*3)
#	00 1D	0000 aaaa	
#	00 1E	0000 bbbb	V-Edit Parameter 15 (*3)
#	00 1F	0000 aaaa	
#	00 20	0000 bbbb	V-Edit Parameter 16 (*3)
00 00 00 21		Total Size	

(*3) This area is assigned as follows according to the instrument that is assigned. Addresses for which the instrument has no assignment are ignored.

INSTRUMENT GROUP: KICK A

Offset	Address	Description	
#	00 00	0000 0000	(reserve)
#	00 01	0000 aaaa	
#	00 02	0000 bbbb	Tuning (-100 - 100) -100 - 100
#	00 03	0000 aaaa	
#	00 04	0000 bbbb	Muffling (0 - 9) OFF, TAPE1, TAPE2, TAPE3, TAPE4, BLANKET1, BLANKET2, BLANKET3, WEIGHT1, WEIGHT2
#	00 05	0000 aaaa	
#	00 06	0000 bbbb	Snare Buzz (0 - 8) OFF, 1 - 8
#	00 07	0000 aaaa	
#	00 08	0000 bbbb	Shell Depth (0 - 58) 1.0 - 30.0
#	00 09	0000 aaaa	
#	00 0A	0000 bbbb	Head Type (0 - 2) CLEAR, COATED, PINSTRIPE
#	00 0B	0000 aaaa	
#	00 0C	0000 bbbb	Beater Type (0 - 4) FELT1, FELT2, WOOD, PLASTIC2, PLASTIC2
#	00 0D	0000 aaaa	
#	00 0E	0000 bbbb	Kit Resonance (0 - 8) OFF, 1 - 8
#	00 0F	0000 aaaa	
#	00 10	0000 bbbb	Mic Distance (0 - 10) -5 - -1, NORMAL, +1 - +5
#	00 11	0000 aaaa	
#	00 12	0000 bbbb	Mic Size (0 - 1) NORMAL, LARGE

* PINSTRIPE is a registered trademark of Remo Inc., U.S.A.

INSTRUMENT GROUP: KICK B

Offset	Address	Description	
#	00 00	0000 0000	(reserve)
#	00 01	0000 aaaa	
#	00 02	0000 bbbb	Tuning (-100 - 100) -100 - 100
#	00 03	0000 aaaa	
#	00 04	0000 bbbb	Muffling (0 - 9) OFF, TAPE1 - 4, BLANKET1 - 3, WEIGHT1 - 2
#	00 05	0000 aaaa	
#	00 06	0000 bbbb	Snare Buzz (0 - 8) OFF, 1 - 8
#	00 07	0000 aaaa	
#	00 08	0000 bbbb	Shell Depth (0 - 58) 1.0 - 30.0
#	00 09	0000 aaaa	
#	00 0A	0000 bbbb	Head Type (0 - 2) CLEAR, COATED, PINSTRIPE
#	00 0B	0000 aaaa	
#	00 0C	0000 bbbb	Beater Type (0 - 4) FELT1, FELT2, WOOD, PLASTIC2, PLASTIC2

#	00 0D	0000 aaaa	
#	00 0E	0000 bbbb	Kit Resonance (0 - 8) OFF, 1 - 8

INSTRUMENT GROUP: SNARE

Offset	Address	Description	
#	00 00	0000 0000	(reserve)
#	00 01	0000 aaaa	
#	00 02	0000 bbbb	Tuning (-100 - 100) -100 - 100
#	00 03	0000 aaaa	
#	00 04	0000 bbbb	Muffling (0 - 9) OFF, TAPE1 - 7, DONUT1 - 2
#	00 05	0000 aaaa	
#	00 06	0000 bbbb	Strainer Adjust (0 - 8) LOOSE1 - 3, MEDIUM1 - 3, TIGHT1 - 3
#	00 07	0000 aaaa	
#	00 08	0000 bbbb	Shell Depth (0 - 58) 1.0 - 30.0
#	00 09	0000 aaaa	
#	00 0A	0000 bbbb	Head Type (0 - 2) CLEAR, COATED, PINSTRIPE
#	00 0B	0000 aaaa	
#	00 0C	0000 bbbb	Wire Type (0 - 2) TYPE1 - 3
#	00 0D	0000 aaaa	
#	00 0E	0000 bbbb	Wire Level (1 - 12) -6 - -1, NORMAL, +1 - +6
#	00 0F	0000 aaaa	
#	00 10	0000 bbbb	Mic Distance (0 - 10) -5 - -1, NORMAL, +1 - +5
#	00 11	0000 aaaa	
#	00 12	0000 bbbb	Overtone (-5 - 5) -5 - 5

INSTRUMENT GROUP: CROSS STICK

Offset	Address	Description	
#	00 00	0000 0000	(reserve)
#	00 01	0000 aaaa	
#	00 02	0000 bbbb	Tuning (-100 - 100) -100 - 100
#	00 03	0000 aaaa	
#	00 04	0000 bbbb	Muffling (0 - 9) OFF, TAPE1 - 7, DONUT1 - 2
#	00 05	0000 aaaa	
#	00 06	0000 bbbb	Strainer Adjust (0 - 8) LOOSE1 - 3, MEDIUM1 - 3, TIGHT1 - 3
#	00 07	0000 aaaa	
#	00 08	0000 bbbb	dummy (ignored)
#	00 09	0000 aaaa	
#	00 0A	0000 bbbb	dummy (ignored)
#	00 0B	0000 aaaa	
#	00 0C	0000 bbbb	Wire Type (0 - 2) TYPE1 - 3
#	00 0D	0000 aaaa	
#	00 0E	0000 bbbb	Wire Level (1 - 12) -6 - -1, NORMAL, +1 - +6
#	00 0F	0000 aaaa	
#	00 10	0000 bbbb	dummy (ignored)
#	00 11	0000 aaaa	
#	00 12	0000 bbbb	dummy (ignored)

INSTRUMENT GROUP: TOM

Offset	Address	Description	
#	00 00	0000 0000	(reserve)
#	00 01	0000 aaaa	
#	00 02	0000 bbbb	Shell Depth (0 - 58) 1.0 - 30.0
#	00 03	0000 aaaa	
#	00 04	0000 bbbb	Head Type (0 - 2) CLEAR, COATED, PINSTRIPE
#	00 05	0000 aaaa	
#	00 06	0000 bbbb	Tuning (-100 - 100) -100 - 100
#	00 07	0000 aaaa	
#	00 08	0000 bbbb	Muffling (0 - 9) OFF, TAPE1 - 5, FELT1 - 4
#	00 09	0000 aaaa	
#	00 0A	0000 bbbb	Snare Buzz (0 - 8) OFF, 1 - 8
#	00 0B	0000 aaaa	
#	00 0C	0000 bbbb	Mic Distance (0 - 10) -5 - -1, NORMAL, +1 - +5

INSTRUMENT GROUP: HI-HAT, HI-HAT PROC, HI-HAT ELEC

Offset	Address	Description	
--------	---------	-------------	--

#	00 00	0000 0000	(reserve)	
#	00 01	0000 aaaa		
	00 02	0000 bbbb	Size	(0 - 78) 1.0 - 40.0
#	00 03	0000 aaaa		
	00 04	0000 bbbb	Fixed	(0 - 5) NORMAL, PRESS, CLOSE, HALF1 - 2, OPEN
#	00 05	0000 aaaa		
	00 06	0000 bbbb	Thickness	(-5 - 5) THIN-5 - -1, STANDARD, THICK+1 - +5

INSTRUMENT GROUP: CRASH, CHINA, SPLASH, STACKED CYMBAL

Offset	Address	Description
#	00 00	0000 0000 (reserve)
#	00 01	0000 aaaa
	00 02	0000 bbbb Size (0 - 78) 1.0 - 40.0
#	00 03	0000 aaaa
	00 04	0000 bbbb Thickness (-5 - 5) THIN-5 - -1, STANDARD, THICK+1 - +5
#	00 05	0000 aaaa
	00 06	0000 bbbb Muffling (0 - 19) OFF, TAPE1 - 19
#	00 07	0000 aaaa
	00 08	0000 bbbb Sizzle Type (0 - 3) OFF, RIVET, CHAIN, BEADS
#	00 09	0000 aaaa
	00 0A	0000 bbbb Sizzle Amount (-3 - +3) -3 - +3
#	00 0B	0000 aaaa
	00 0C	0000 bbbb Low Cut (0 - 2) OFF, HALF, FULL

INSTRUMENT GROUP: RIDE

Offset	Address	Description
#	00 00	0000 0000 (reserve)
#	00 01	0000 aaaa
	00 02	0000 bbbb Size (0 - 78) 1.0 - 40.0
#	00 03	0000 aaaa
	00 04	0000 bbbb Thickness (-5 - 5) THIN-5 - -1, STANDARD, THICK+1 - +5
#	00 05	0000 aaaa
	00 06	0000 bbbb Muffling (0 - 19) OFF, TAPE1 - 19
#	00 07	0000 aaaa
	00 08	0000 bbbb Sizzle Type (0 - 3) OFF, RIVET, CHAIN, BEADS
#	00 09	0000 aaaa
	00 0A	0000 bbbb Sizzle Amount (-3 - +3) -3 - +3
#	00 0B	0000 aaaa
	00 0C	0000 bbbb Ping Color (0 - 4) LIGHT2, LIGHT1, STANDARD, HEAVY1, HEAVY2
#	00 0D	0000 aaaa
	00 0E	0000 bbbb Ping Level (1 - 10) -4 - -1, NORMAL, +1 - +5
#	00 0F	0000 aaaa
	00 10	0000 bbbb Low Cut (0 - 2) OFF, HALF, FULL

INSTRUMENT GROUP: SNARE BRUSH

Offset	Address	Description
#	00 00	0000 0000 (reserve)
#	00 01	0000 aaaa
	00 02	0000 bbbb Shell Depth (0 - 58) 1.0 - 30.0
#	00 03	0000 aaaa
	00 04	0000 bbbb Head Type (0 - 2) CLEAR, COATED, PINSTRIPE
#	00 05	0000 aaaa
	00 06	0000 bbbb Tuning (-100 - 100) -100 - 100
#	00 07	0000 aaaa
	00 08	0000 bbbb Muffling (0 - 9) OFF, TAPE1, TAPE2, TAPE3, TAPE4, TAPE5, TAPE6, TAPE7, DONUT1, DONUT2

INSTRUMENT GROUP: TOM BRUSH

Offset	Address	Description
#	00 00	0000 0000 (reserve)
#	00 01	0000 aaaa
	00 02	0000 bbbb Shell Depth (0 - 58) 1.0 - 30.0
#	00 03	0000 aaaa
	00 04	0000 bbbb Head Type (0 - 2) CLEAR, COATED, PINSTRIPE
#	00 05	0000 aaaa
	00 06	0000 bbbb Tuning (-100 - 100) -100 - 100

#	00 07	0000 aaaa		
	00 08	0000 bbbb	Muffling	(0 - 9) OFF, TAPE1 - 5, FELT1 - 4
#	00 09	0000 aaaa		
	00 0A	0000 bbbb	Snare Buzz	(0 - 8) OFF, 1 - 8

INSTRUMENT GROUP: Others

Offset	Address	Description
#	00 00	0000 0000 (reserve)
#	00 01	0000 aaaa
	00 02	0000 bbbb dummy (ignored)
#	00 03	0000 aaaa
	00 04	0000 bbbb dummy (ignored)
#	00 05	0000 aaaa
	00 06	0000 bbbb dummy (ignored)
#	00 07	0000 aaaa
	00 08	0000 bbbb dummy (ignored)
#	00 09	0000 aaaa
	00 0A	0000 bbbb dummy (ignored)
#	00 0B	0000 aaaa
	00 0C	0000 bbbb dummy (ignored)
#	00 0D	0000 aaaa
	00 0E	0000 bbbb dummy (ignored)
#	00 0F	0000 aaaa
	00 10	0000 bbbb dummy (ignored)
#	00 11	0000 aaaa
	00 12	0000 bbbb dummy (ignored)
#	00 13	0000 aaaa
	00 14	0000 bbbb dummy (ignored)
#	00 15	0000 aaaa
	00 16	0000 bbbb dummy (ignored)
#	00 17	0000 aaaa
	00 18	0000 bbbb dummy (ignored)
#	00 19	0000 aaaa
	00 1A	0000 bbbb dummy (ignored)
#	00 1B	0000 aaaa
	00 1C	0000 bbbb dummy (ignored)
#	00 1D	0000 aaaa
	00 1E	0000 bbbb dummy (ignored)
#	00 1F	0000 aaaa
	00 20	0000 bbbb dummy (ignored)
	00 00 00 21	Total Size

*** [TrigDigital]**

This area is valid for a pad that is connected to a TRIGGER IN jack.

Normally you should edit these parameters from within the TD-50X itself.

Offset	Address	Description
	00 00	00aa aaaa (reserve)
	00 01	00aa aaaa Sensitivity (0 - 62) 1.0 - 32.0
	00 02	00aa aaaa Rim Gain (0 - 32) 0 - 3.2
	00 03	000a aaaa Threshold (0 - 31) 0 - 31
	00 04	0000 0aaa Curve (0 - 7) LINEAR, EXP1, EXP2, LOG1, LOG2, SPLINE, LOUD1, LOUD2
	00 05	0000 0aaa ExtNoiseCancel (0 - 5) OFF, 1 - 5
	00 06	0aaa aaaa Head/Rim Adjust (0 - 80) 0 - 80
	00 07	00aa aaaa Scan Time (0 - 40) 0 - 4.0
	00 08	0aaa aaaa Mask Time (0 - 64) 0 - 64
	00 09	0000 aaaa Retriggier Cancel (0 - 15) 1 - 16
	00 0A	0000 000a Posititon Detect Head (0 - 1) OFF, ON
	00 0B	0000 000a Posititon Detect Rim (0 - 1) OFF, ON
#	00 0C	0000 aaaa
	00 0D	0000 bbbb Digital Trigger Advanced Parameter 1 (*5)
#	00 0E	0000 aaaa
	00 0F	0000 bbbb Digital Trigger Advanced Parameter 2 (*5)
#	00 10	0000 aaaa
	00 11	0000 bbbb Digital Trigger Advanced Parameter 3 (*5)
#	00 12	0000 aaaa
	00 13	0000 bbbb Digital Trigger Advanced Parameter 4 (*5)
#	00 14	0000 aaaa
	00 15	0000 bbbb Digital Trigger Advanced Parameter 5 (*5)
#	00 16	0000 aaaa
	00 17	0000 bbbb Digital Trigger Advanced Parameter 6 (*5)
#	00 18	0000 aaaa
	00 19	0000 bbbb Digital Trigger Advanced Parameter 7 (*5)
#	00 1A	0000 aaaa
	00 1B	0000 bbbb Digital Trigger Advanced Parameter 8 (*5)
	00 00 00 1C	Total Size

(*5) Depending on the pad assignments that are saved within the TD-50X for digitally-connected pads, this area will be as follows.

Addresses for which the digitally-connected pad has no assignment are ignored.

Normally you should edit these parameters from within the TD-50X itself.

Digital Pad: PD-140DS

Offset	Address	Description
#	00 0C 00 0D	0000 aaaa 0000 bbbb Position Adjust (0 - 9) 1 - 10
#	00 0E 00 0F	0000 aaaa 0000 bbbb XStick Detect Sens (0 - 5) OFF, 1 - 5
#	00 10 00 11	0000 aaaa 0000 bbbb dummy (ignored)
#	00 12 00 13	0000 aaaa 0000 bbbb dummy (ignored)
#	00 14 00 15	0000 aaaa 0000 bbbb dummy (ignored)
#	00 16 00 17	0000 aaaa 0000 bbbb dummy (ignored)
#	00 18 00 19	0000 aaaa 0000 bbbb dummy (ignored)
#	00 1A 00 1B	0000 aaaa 0000 bbbb dummy (ignored)

Digital Pad: CY-18DR

Offset	Address	Description
#	00 0C 00 0D	0000 aaaa 0000 bbbb Position Adjust (0 - 9) 1 - 10
#	00 0E 00 0F	0000 aaaa 0000 bbbb Choke Sens (0 - 5) OFF, 1 - 5
#	00 10 00 11	0000 aaaa 0000 bbbb Bell Gain (0 - 32) 0 - 3.2
#	00 12 00 13	0000 aaaa 0000 bbbb dummy (ignored)
#	00 14 00 15	0000 aaaa 0000 bbbb dummy (ignored)
#	00 16 00 17	0000 aaaa 0000 bbbb dummy (ignored)
#	00 18 00 19	0000 aaaa 0000 bbbb dummy (ignored)
#	00 1A 00 1B	0000 aaaa 0000 bbbb dummy (ignored)

Digital Pad: VH-14D

Offset	Address	Description
#	00 0C 00 0D	0000 aaaa 0000 bbbb Position Adjust (0 - 9) 1 - 10
#	00 0E 00 0F	0000 aaaa 0000 bbbb Position Adjust LR (0 - 9) 1 - 10
#	00 10 00 11	0000 aaaa 0000 bbbb Choke Sens (0 - 5) OFF, 1 - 5
#	00 12 00 13	0000 aaaa 0000 bbbb dummy (ignored)
#	00 14 00 15	0000 aaaa 0000 bbbb dummy (ignored)
#	00 16 00 17	0000 aaaa 0000 bbbb dummy (ignored)
#	00 18 00 19	0000 aaaa 0000 bbbb dummy (ignored)
#	00 1A 00 1B	0000 aaaa 0000 bbbb dummy (ignored)

4. 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. (in the case of hexadecimal values for each 7 bits, or positive hexadecimal values for each 4 bits.)

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 data to which multiple addresses are assigned, a hexadecimal value is used for each four bits. A value 0a 0bH expressed as two-byte nibbles will be ax16+b.
- * For signed values with a ± symbol, positive values are expressed as a hexadecimal value for each four bits, and negative values are expressed as the two's complement of the hexadecimal value for each four bits. As some example expressions for negative values, two bytes would be 0F 0FH= -1, and four bytes would be 0F 0F 09 0C= -100.

<Example 1>

What is the decimal expression of 5AH?

From the preceding table, 5AH = 90

<Example 2>

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

<Example 3>

What is the decimal expression of the nibbled value 01 02 0C 00?

From the preceding table, since 01H = 1, 02H = 2, 0CH = 12, 00H = 0

((1 x 16 + 2) x 16 + 12) x 16 + 0 = 4800

<Example 4>

What is the nibbled expression of the decimal value 1258?

16) 1258
16) 78 ... 10
16) 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

<Example 1> 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.

<Example 2> C9 20

CnH is the Program Change status, and n is the MIDI channel number. Since 9H = 9 and 20H = 32, this is a Program Change message with MIDI CH = 10, program number 33.

<Example 3> 99 2C 7F B9 04 7F 04 40

9n is the Note-on status, and n is the MIDI channel number. BnH is the Control Change status, and n is the MIDI channel number. Thus, the above messages have the following meaning.

99 2C 7F MIDI ch. 10, Note On message
B9 04 7F MIDI ch. 10, foot controller: 7FH
(B9) 04 40 (MIDI ch. 10), foot controller: 40H

In other words, with these messages a Note On message with a note number of 44 (G#2) and velocity of 127 is transmitted on MIDI Channel 10, and then the foot controller value is set from 127 to 64.

According to the settings made at the factory, the drum part is assigned to MIDI Channel 10, Note Number 44 is assigned to the pedal hi-hat, and the foot controller is set to Pedal CC; in this case, the TD-50X plays a foot splash when the message is received.

● How to calculate the checksum

(An "H" is appended to the end of numbers in hexadecimal notation.)

The checksum is a value derived by adding the address, data 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 aa bb cc ddH and the data is ee ff gg hhH.

aa + bb + cc + dd + ee + ff + gg + hh = sum

sum / 128 = quotient ... remainder

128 - remainder = checksum

(However, the checksum will be 0 if the remainder is 0.)

<Example 1>

Specifying 3.5 as the shell depth of the instrument assigned to the snare head of drum kit number 1

"Parameter address map" indicates that the start address of drum kit 1 is 04 00 00 00H, the offset address of the VEdit parameters of the instrument assigned to the snare head is 01 01 00H, and the offset address of the shell depth (V-Edit Parameter 1) is 00 07H; therefore, the address is

```

04 00 00 00H
01 01 00H
+) 00 07H
-----
04 01 01 07H

```

Since 3.5 is the parameter value 00 05H

```

F0 41 10 00 00 00 00 07 12 04 01 01 01 00 05 ?? F7
(1) (2) (3) (4) (5) address data checksum (6)

```

(1) Exclusive Status (2) ID (Roland)
(3) Device ID (17) (4) Model ID (TD-50X)
(5) Command ID (DT1) (6) EOX

Then calculate the checksum.

04H + 01H + 01H + 01H + 00H + 05H = 4 + 1 + 1 + 1 + 0 + 5 = 18 (sum)

18 (sum) ÷ 128 = 0 (quotient)... 18 (remainder) checksum = 128 - 18 (remainder) = 110 = 6EH

This means that F0 41 10 00 00 00 00 07 12 04 01 01 01 00 05 6E F7 is the message should be sent.

<Example 2>

Requesting transmission of the pad compressor switch for the snare of drum kit number 1

"Parameter address map" indicates that the start address of drum kit 1 is 04 00 00 00H, the offset address of the snare pad parameters is 01 41 00H, and the offset address of the pad compressor switch is 00 01H; therefore, the address is

```

04 00 00 00H
01 41 00H
+) 00 01H
-----
04 01 41 01H

```

Since the size is 00 00 00 01H

```

F0 41 10 00 00 00 00 07 11 04 01 41 01 00 00 00 01 ?? F7
(1) (2) (3) (4) (5) address data checksum (6)

```

(1) Exclusive Status (2) ID (Roland)
(3) Device ID (17) (4) Model ID (TD-50X)
(5) Command ID (RQ1) (6) EOX

Then calculate the checksum.

04H + 01H + 41H + 01H + 00H + 00H + 00H + 01H = 4 + 1 + 65 + 1 + 0 + 0 + 0 + 1 = 72 (sum)

72 (sum) ÷ 128 = 0 (quotient)... 72 (remainder) checksum = 128 - 72 (remainder) = 56 = 38H

This means that F0 41 10 00 00 00 00 07 11 04 01 41 01 00 00 00 01 38 F7 is the message should be sent.

MIDI Implementation Chart

Function...	Transmitted	Recognized	Remarks
Basic Channel Default Changed	1–16, OFF 1–16, OFF	1–16, OFF 1–16, OFF	Memorized
Mode Default Messages Altered	Mode 3 × *****	Mode 3 × *****	
Note Number : True Voice	0–127 *****	0–127 0–127	
Velocity Note On Note Off	○ 9nH, v=1–127 ○ 8nH, v=64	○ ×	
After Touch Key's Channel's	○ ×	○ ×	
Pitch Bend	×	×	
Control Change	1 ○ (Pad, Pedal) *1 *2 2 ○ (Pad, Pedal) *1 *2 4 ○ (Pad, Pedal) *1 *2 11 ○ (Pad, Pedal) *1 *2 16–19 ○ (Pad, Pedal) *1 *2 80–83 ○ (Pad, Pedal) *1 *2 88 ○ v=0–64 *3	○ *1 *2 ○ *1 *2 ○ *1 *2 ○ *1 *2 ○ *1 *2 ○ *1 *2 ○ v=0–64 *3	Modulation Breath Controller Foot Controller Expression General Purpose Controller 1–4 General Purpose Controller 5–8 High Resolution Velocity Prefix
Program Change : True Number	○ 0–127 *3 *****	○ 0–127 *3 0–127	Program No. 1–128
System Exclusive	○ *6	○ *3	
System Common : Song Position : Song Select : Tune Request	× × ×	× × ×	
System Real Time : Clock : Commands	× ×	○ *4 ×	
Aux Messages : All Sound Off : Reset All Controllers : Local On/Off : All Notes Off : Active Sensing : System Reset	○ × × × ○ ×	○ (120, 123–127) ○ × ○ *5 ○ ×	
Notes	*1 One is selected as the strike position. *2 One is selected as the hi-hat control pedal. *3 ○ × is selectable. *4 Receives when Sync Mode setting is "EXTERNAL." *5 The same result as All Sound Off. *6 Transmitted if Transmit Edit Data is on, or when RQ1 is received.		

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

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

○ : Yes
× : No

MIDI Implementation Chart

Function...	Transmitted	Recognized	Remarks
Basic Channel Default Changed	1-16, OFF 1-16, OFF	1-16, OFF 1-16, OFF	Memorized
Mode Default Messages Altered	Mode 3 × *****	Mode 3 × *****	
Note Number : True Voice	0-127 *****	0-127 0-127	
Velocity Note On Note Off	○ 9nH, v=1-127 ○ 8nH, v=64	○ ×	
After Touch Key's Channel's	○ ×	○ ×	
Pitch Bend	×	×	
Control Change	1 ○ (Pad, Pedal) *1 *2 2 ○ (Pad, Pedal) *1 *2 4 ○ (Pad, Pedal) *1 *2 11 ○ (Pad, Pedal) *1 *2 16-19 ○ (Pad, Pedal) *1 *2 80-83 ○ (Pad, Pedal) *1 *2 88 ○ v=0-64 *3	○ *1 *2 ○ *1 *2 ○ *1 *2 ○ *1 *2 ○ *1 *2 ○ *1 *2 ○ v=0-64 *3	Modulation Breath Controller Foot Controller Expression General Purpose Controller 1-4 General Purpose Controller 5-8 High Resolution Velocity Prefix
Program Change : True Number	× *****	×	
System Exclusive	×	×	
System Common : Song Position : Song Select : Tune Request	× × ×	× × ×	
System Real Time : Clock : Commands	○ *3 ×	○ *4 *5 ○ *4 *6	
Aux Messages : All Sound Off : Reset All Controllers : Local On/Off : All Notes Off : Active Sensing : System Reset	× × × × × ×	× × × × × ×	
Notes	*1 One is selected as the strike position. *2 One is selected as the hi-hat control pedal. *3 ○ × is selectable. *4 Receives when Sync Mode setting is "EXTERNAL." *5 Applies to the tempo when the song is stopped. Does not apply to the tempo when the song is playing. *6 The song does not play/stop. When the START message is received while the song is stopped, the click playback is reset.		

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

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

○ : Yes
× : No