

3.Patch List

Factory Preset Patch Data					
Patch Number	Program Change Number	Display	Patch Name	Pedal Control Mode	Remark
1	65	Monstr	Monster kit	HiHat1	Tom1-4 : Rim sound is the same as Head sound
2	66	RokSld	Rock Solid kit	HiHat1	↑
3	67	DryDrs	Dry Drums kit	HiHat1	↑
4	68	Reverb	Reverb Drums kit	HiHat1	↑
5	69	90's	90's kit	HiHat1	↑
6	70	Rave	Rave kit	HiHat1	↑
7	71	Jnkyrd	Junkyard kit	HiHat1	↑
8	72	X fade	Crossfade kit	HiHat1	↑
9	73	Dopey	Dopey kit	HiHat1	↑
10	74	Oldies	Oldies kit	HiHat1	↑
11	75	House	House kit	HiHat1	↑
12	76	Rocker	Rocker kit	HiHat1	↑
13	77	Funk	Funk kit	HiHat1	↑
14	78	Robo	Robo kit	HiHat1	
15	79	Latin	Latin kit	HiHat1	
16	80	Nashvl	Nashville kit	HiHat1	↑
17	81	August	August kit	HiHat1	
18	82	Chickn	Chicken kit	HiHat1	
19	83	Blues	Blues kit	HiHat1	Crash Rim : Seq. pattern 34
20	84	Remix	Remix kit	HiHat1	Tom1Rim : Seq. pat. 31 Tom2Rim : Seq. pat. 32
21	85	Stroke	Stroke kit	HiHat1	Tom1-4 Rim : Seq. pattern 45-48
22	86	Junctn	Junction kit	HiHat1	Tom1Rim : Seq. pat. 44 CrashRim : Seq. pat. 30
23	87	Dance	Dance kit	HiHat1	Tom1Head : Seq. pat. 25 Tom2Head : Seq. pat. 28
24	88	Percus	Percussion kit	Pitch-W	SnareHeadRim, Hi-hatHeadRim : Seq. pattern 43
25	1	Stndrd	Standard kit	HiHat2	GM System. GS Format.
26	9	Room	Room kit	HiHat2	GS Format.
27	17	Power	Power kit	HiHat2	↑
28	25	Electr	Electronic kit	HiHat2	↑
29	26	TR-808	TR-808 kit	HiHat2	↑
30	33	Jazz	Jazz kit	HiHat2	↑
31	41	Brush	Brush kit	HiHat2	↑
32	49	Orches	Orchestra kit	OFF	↑ RideHead : Seq. pat. 25 RideRim : Seq. pat. 27

- * ↑ : same as above
 * Patches 25 are to be played with the GM Score (Drum Part).
 * Patches 25-32 are to be played with the GS music data (Drum Part).
 * To play the TD-7 with an FD-7, change the Hi-hat Control Pedal Mode of Patches 25-31 from HiHat2 to HiHat1. (☞ P.66)

Performance Section Sound (Factory preset)

Patch No.	Patch Name	Section 1 (for Bass)	Section 2 (for Chord)	Section 3 (for Solo)
1	Monster kit	510:Syn1 . B	501:Gt50p. E	498:OrHit. E
2	Rock Solid kit	508:Slap . B	499:GtHit. E	428:Glock. M
3	Dry Drums kit	509:Acous. B	430:MarIL. M	431:MarIU. M
4	Reverb Drums kit	508:Slap . B	433:VibeL. M	434:VibeU. M
5	90's kit	511:Syn2 . B	499:GtHit. E	465:Rand1. E
6	Rave kit	510:Syn1 . B	499:GtHit. E	445:Drop . E
7	Junkyard kit	506:Melo4. E	340:CowH . P	436:Game1. M
8	Crossfade kit	507:Jazz . B	435:Xylop. M	455:Hoo! . E
9	Dopey kit	511:Syn2 . B	395:Can2 . P	501:Gt50p. E
10	Oldies kit	509:Acous. B	433:VibeL. M	434:VibeU. M
11	House kit	511:Syn2 . B	427:80Cow. P	437:Game2. M
12	Rocker kit	508:Slap . B	499:GtHit. E	342:Tamb1. P
13	Funk kit	507:Jazz . B	500:Gt5Mt. E	501:Gt50p. E
14	Robo kit	349:TriMt. P	456:Iron . E	323:8080H. H
15	Latin kit	509:Acous. B	432:StlDr. M	429:Kalim. M
16	Nashville kit	509:Acous. B	430:MarIL. M	431:MarIU. M
17	August kit	508:Slap . B	433:VibeL. M	501:Gt50p. E
18	Chicken kit	510:Syn1 . B	432:StlDr. M	498:OrHit. E
19	Blues kit	507:Jazz . B	433:VibeL. M	434:VibeU. M
20	Remix kit	510:Syn1 . B	504:Melo2. E	506:Melo4. E
21	Stroke kit	508:Slap . B	430:MarIL. M	431:MarIU. M
22	Junction kit	508:Slap . B	432:StlDr. M	501:Gt50p. E
23	Dance kit	511:Syn2 . B	430:MarIL. M	437:Game2. M
24	Percussion kit	507:Jazz . B	432:StlDr. M	391:DjmbL. P
25	Standard kit	507:Jazz . B	430:MarIL. M	431:MarIU. M
26	Room kit	507:Jazz . B	503:Melo1. E	501:Gt50p. E
27	Power kit	507:Jazz . B	430:MarIL. M	431:MarIU. M
28	Electronic kit	510:Syn1 . B	499:GtHit. E	508:Slap . B
29	TR-808 kit	510:Syn1 . B	481:RevT . E	459:Nois1. E
30	Jazz kit	507:Jazz . B	433:VibeL. M	434:VibeU. M
31	Brush kit	509:Acous. B	433:VibeL. M	434:VibeU. M
32	Orchestra kit	509:Acous. B	431:MarIU. M	498:OrHit. E

Phrase Sequence Pattern (Factory preset)

Pattern No.	Contents	Type	played Section	Patch (assigned Trigger)	recommended Instrument
25	Chromatic Scale	Tap1A	Pfm3	Patch 23 (T4), 32 (T8)	-
26	Major Scale	Tap1A	Pfm3	Patch 32 (R8)	-
27	Minor Scale	Tap1A	Pfm3	-	-
28	Arpeggio	Tap2A	Pfm3	Patch 23 (T5)	-
29	Random	Tap4A	Pfm3	-	-
30	16beat Backing	LoopB	Pfm1, 3	Patch 22 (R9)	Pfm3:Gt50p. E
31	Dance A Backing	LoopB	Inst, Pfm1, 3	Patch 20 (R4)	-
32	Dance B Backing	LoopB	Inst, Pfm1	Patch 20 (R5)	-
33	Hard Rock Backing	LoopB	Pfm1, 3	-	Pfm3:Gt50p. E
34	Blues Backing	LoopB	Pfm1, 2	Patch 19 (R9)	-
35	Jazz Backing	LoopB	Pfm1, 2	-	-
36	Samba Backing	LoopB	Pfm1, 2	-	Pfm2:VibeL. E
37	Salsa Backing	LoopB	Pfm1, 2, 3	-	-
38	Cha Cha Cha Backing	LoopB	Pfm1, 2, 3	-	-
39	Reggae Backing	LoopB	Pfm1, 2	-	-
40	Latin Unison	LoopB	Inst, Pfm1, 2	-	-
41	Bossa Nova Backing	LoopB	Pfm1, 2	-	Pfm2:VibeL. E
42	7Beat Backing	LoopB	Pfm1, 2, 3	-	-
43	Samba Pattern	Tap1A	Inst	Patch 24 (T2, 3, R2, 3)	-
44	Section	OnceB	Inst	Patch 22 (R4)	-
45	6 Stroke with Tom1	OnceA	Inst	Patch 21 (R4)	-
46	6 Stroke with Tom2	OnceA	Inst	Patch 21 (R5)	-
47	6 Stroke with Tom3	OnceA	Inst	Patch 21 (R6)	-
48	6 Stroke with Tom4	OnceA	Inst	Patch 21 (R7)	-

Standard kit (Patch 25) Note Map

Trigger	Note Name (Number)	Instrument (Sound1)
R1	B 1 (35)	15 Dry1. K (Kick 2)
T1	C 2 (36)	54 Pillw. K (Kick 1)
	C# 2 (37)	201 MplSt. S (Side Stick)
T2	D 2 (38)	138 LAFat. S (Snare 1)
R5	D# 2 (39)	426 80Clp. P (Hand Clap)
R2	E 2 (40)	169 Rea11. S (Snare 2)
T7	F 2 (41)	267 Rea14. T (Tom4)
	F# 2 (42)	300 AcoCl. H (Close Hi-hat)
	G 2 (43)	266 Rea13. T (Tom3)
PEDAL	G# 2 (44)	304 AcoPH. H (Pedal Hi-hat)
T6	A 2 (45)	266 Rea13. T (Tom3)
T3 R3	A# 2 (46)	302 AcoOl. H (Open Hi-hat)
	B 2 (47)	265 Rea12. T (Tom2)
T5	C 3 (48)	265 Rea12. T (Tom2)
T9	C# 3 (49)	326 Crsh3. C (Crash Cymbal)
T4	D 3 (50)	264 Rea11. T (Tom1)
T8	D# 3 (51)	332 Ride. C (Ride Cymbal)
R9	E 3 (52)	331 Chin2. C (China Cymbal)
R8	F 3 (53)	333 RidBl. C (Ride Bell)
	F# 3 (54)	342 Tambl. P (Tambourine)
R4	G 3 (55)	328 Spla1. C (Crash Cymbal)
R6	G# 3 (56)	340 CowH. P (Cowbell)
R7	A 3 (57)	327 Crsh4. C (Crash Cymbal)
	A# 3 (58)	367 Vibsl. P (Vibraslap)
	B 3 (59)	332 Ride. C (Ride Cymbal)
	C 4 (60)	353 BngHM. P (High Bongo)
	C# 4 (61)	356 BngLO. P (Low Bongo)
	D 4 (62)	357 CgHMT. P (Mute Conga)
	D# 4 (63)	359 CgHOp. P (High Conga)
	E 4 (64)	362 CgLOp. P (Low Conga)
	F 4 (65)	364 TimbH. P (Timbales)
	F# 4 (66)	365 TimbL. P (Timbales)
	G 4 (67)	379 AgogH. P (Agogo)
	G# 4 (68)	380 AgogL. P (Agogo)
	A 4 (69)	375 CabUp. P (Cabasa)
	A# 4 (70)	372 Mracs. P (Maracas)
	B 4 (71)	377 WhisS. P (ShortWhistle)
	C 5 (72)	378 WhisL. P (Long Whistle)
	C# 5 (73)	368 Gui1S. P (Short Guiro)
	D 5 (74)	369 Gui1L. P (Long Guiro)
	D# 5 (75)	366 Clave. P (Claves)
	E 5 (76)	351 WdBkH. P (Woodblock)
	F 5 (77)	352 WdBkL. P (Woodblock)
	F# 5 (78)	381 CuiMt. P (Mute Cuica)
	G 5 (79)	382 CuiOp. P (Open Cuica)
	G# 5 (80)	349 TriMt. P (Mute Triangl)
	A 5 (81)	350 TriOp. P (Open Triangl)
	A# 5 (82)	374 Shakr. P (808 Maracas)
	B 5 (83)	512 Off. E (-)
	C 6 (84)	512 Off. E (-)
	C# 6 (85)	344 Cast1. P (Castanets)
	D 6 (86)	387 SrdMt. P (Mute Surdo)
	D# 6 (87)	388 SrdOp. P (Open Surdo)
	E 6 (88)	358 CgHSl. P (CongaSlapHi)
	F 6 (89)	512 Off. E (-)
	F# 6 (90)	512 Off. E (-)
	G 6 (91)	383 PndMt. P (MutePandiero)
	G# 6 (92)	384 PndOp. P (OpenPandiero)
	A 6 (93)	512 Off. E (-)

4. Wavform List

No.	Display	Nuance	Wavform Name	No.	Display	Nuance	Wavform Name
1	01.K	○	acoustic maple kick	65	22.S	○	huge snare
2	02.K	○	acoustic kick	66	23.S	○	hyper snare
3	03.K	○	boing solid kick	67	24.S	○	L.A. snare
4	04.K	○	bright kick	68	25.S	○	L.A. fat snare
5	05.K	○	commercial acoustic kick	69	26.S	○	light maple snare
6	06.K	○	commercial bright kick	70	27.S	○	light snare 1
7	07.K	○	commercial kick	71	28.S	○	light snare 2
8	08.K	○	deep kick	72	29.S	○	loose snare
9	09.K	○	deep room kick	73	30.S	○	maple rock snare
10	10.K	○	dry kick	74	31.S	○	noise snare
11	11.K	○	easy kick	75	32.S	○	pandiero snare
12	12.K	○	easy pillow kick	76	33.S	○	power snare
13	13.K	○	flop kick	77	34.S	○	radio snare
14	14.K	○	hard kick	78	35.S	○	rocker snare
15	15.K	○	high Q 808 kick	79	36.S	○	rockin' snare
16	16.K	○	hybrid kick	80	37.S	○	rock light snare
17	17.K	○	light reverb kick	81	38.S	○	rock power snare
18	18.K	○	mondo reverb kick	82	39.S	○	rock rim shot snare
19	19.K	○	mondo kick	83	40.S	○	real snare 1
20	20.K	○	mondo deep kick	84	41.S	○	real snare 2
21	21.K	○	maple pillow kick	85	42.S	○	reggae snare 1
22	22.K	○	maple reverb kick	86	43.S	○	reggae snare 2
23	23.K	○	pillow kick	87	44.S	○	ring snare
24	24.K	○	punch kick	88	45.S	○	ring maple snare
25	25.K	○	rap kick	89	46.S	○	rock snare 1
26	26.K	○	real kick	90	47.S	○	rock snare 2
27	27.K	○	reverb kick	91	48.S	○	super combo snare
28	28.K	○	room kick 1	92	49.S	○	super light snare
29	29.K	○	room kick 2	93	50.S	○	super whack snare
30	30.K	○	smash kick	94	51.S	○	tight snare
31	31.K	○	solid kick	95	52.S	○	TR - 808 snare
32	32.K	○	surdo acoustic kick	96	53.S	○	TR - 909 snare
33	33.K	○	synthesizer kick	97	54.S	○	90's snare
34	34.K	○	tight kick	98	55.S	○	909 light snare
35	35.K	○	timpani pillow kick	99	56.S	×	Ambient side stick
36	36.K	○	tom kick	100	57.S	×	maple side stick
37	37.K	○	TR - 808 kick	101	58.S	×	metal side stick
38	38.K	○	TR - 909 kick	102	59.S	×	TR - 808 side stick
39	39.K	○	reverb solid kick	103	01.T	○	acoustic tom 1
40	40.K	○	verby kick	104	02.T	○	acoustic tom 2
41	41.K	○	TR - 909 acoustic kick	105	03.T	○	ambo tom 1
42	42.K	○	TR - 909 commercial kick	106	04.T	○	ambo tom 2
43	43.K	○	TR - 909 hard kick	107	05.T	○	boosh tom 1
44	01.S	○	acoustic rim shot snare	108	06.T	○	boosh tom 2
45	02.S	○	acoustic snare	109	07.T	○	brush tom 1
46	03.S	○	attack snare	110	08.T	○	brush tom 2
47	04.S	○	big shot snare	111	09.T	○	dry tom 1
48	05.S	×	brush roll snare 1	112	10.T	○	dry tom 2
49	06.S	○	brush roll snare 2	113	11.T	○	double head tom 1
50	07.S	○	brush slap snare 1	114	12.T	○	double head tom 2
51	08.S	○	brush slap snare 2	115	13.T	○	electronic tom 1
52	09.S	○	brush slap snare 3	116	14.T	○	electronic tom 2
53	10.S	○	brush swish snare	117	15.T	○	electronic tom 3
54	11.S	○	combo snare	118	16.T	○	electronic tom 4
55	12.S	○	cracker snare	119	17.T	○	light tom 1
56	13.S	○	dance snare	120	18.T	○	light tom 2
57	14.S	○	double ring snare	121	19.T	○	real tom 1
58	15.S	○	dopin' snare	122	20.T	○	real tom 2
59	16.S	○	fat snare	123	21.T	○	real tom 3
60	17.S	○	hard snare	124	22.T	○	real tom 4
61	18.S	○	house snare 1	125	23.T	○	rim tom 1
62	19.S	○	house snare 2	126	24.T	○	rim tom 2
63	20.S	○	house snare 3	127	25.T	○	ring tom 1
64	21.S	○	house dopin' snare	128	26.T	○	ring tom 2

No.	Display	Nuance	Wavform Name	No.	Display	Nuance	Wavform Name
129	27.T	○	rock tom 1	193	39.P	○	taiko
130	28.T	○	rock tom 2	194	40.P	○	tompani
131	29.T	○	rock tom 3	195	41.P	○	tim tim
132	30.T	○	rock tom 4	196	42.P	○	woody
133	31.T	○	room tom 1	197	43.P	×	DR - 55 claves
134	32.T	○	room tom 2	198	44.P	×	CR - 78 cowbell
135	33.T	○	room tom 3	199	45.P	×	CR - 78 metallic beat
136	34.T	○	room tom 4	200	46.P	×	CR - 78 tambourine
137	35.T	○	surdo tom	201	47.P	×	CR - 78 maracas
138	36.T	○	TR - 808 tom	202	48.P	○	TR - 808 conga
139	01.H	○	pop closed hi - hat	203	49.P	×	TR - 808 claves
140	02.H	○	pop open hi - hat	204	50.P	×	TR - 808 maracas
141	03.H	×	pop pedal closed hi - hat	205	51.P	×	TR - 808 hand clap
142	04.H	○	acoustic closed hi - hat	206	52.P	×	TR - 808 cowbell
143	05.H	○	acoustic open hi - hat	207	01.M	○	glockenspiel
144	06.H	×	acoustic pedal closed hi - hat	208	02.M	○	kalimba
145	07.H	○	TR - 808 closed hi - hat	209	03.M	○	marimba lower
146	08.H	○	TR - 808 open hi - hat	210	04.M	○	marimba upper
147	01.C	×	crash cymbal 1	211	05.M	○	steel drum
148	02.C	×	crash cymbal 2	212	06.M	○	vibraphone lower
149	03.C	×	splash cymbal	213	07.M	○	vibraphone upper
150	04.C	×	chinese cymbal	214	08.M	○	xylophone
151	05.C	×	hand cymbals	215	09.M	○	gamelan 1
152	06.C	○	ride cymbal	216	10.M	○	gamelan 2
153	07.C	○	ride bell cymbal	217	11.M	○	gamelan 3
154	08.C	○	brush ride cymbal	218	01.E	×	scratch push
155	01.P	×	cowbell	219	02.E	×	scratch pull
156	02.P	×	tambourine	220	03.E	×	high Q
157	03.P	×	castanets	221	04.E	×	snaps
158	04.P	○	concert bass drum	222	05.E	×	hoo !
159	05.P	○	timpani	223	06.E	×	fx noise
160	06.P	×	triangle	224	07.E	×	reverb clap
161	07.P	×	wood block	225	08.E	○	light shot
162	08.P	○	bongo high	226	09.E	○	concert ambience
163	09.P	○	bongo low	227	10.E	○	crash !
164	10.P	○	conga high mute	228	11.E	○	dungeon
165	11.P	○	conga high slap	229	12.E	×	glass crash
166	12.P	○	conga high open	230	13.E	○	spark
167	13.P	○	conga low open	231	14.E	○	reverse kick
168	14.P	○	timbale high	232	15.E	○	reverse snare
169	15.P	○	timbale low	233	16.E	○	reverse tom
170	16.P	×	claves	234	17.E	×	reverse cymbal 1
171	17.P	×	vibra - slap	235	18.E	×	reverse cymbal 2
172	18.P	×	guiro short	236	19.E	×	reverse cymbal 3
173	19.P	×	guiro long	237	20.E	×	reverse high Q
174	20.P	×	maracas	238	21.E	×	reverse clap
175	21.P	×	shaker	239	22.E	×	reverse shot
176	22.P	×	cabasa	240	23.E	×	reverse beat
177	23.P	×	whistle short	241	24.E	×	reverse ambience
178	24.P	×	whistle long	242	25.E	×	kick ambience
179	25.P	×	agogo	243	26.E	×	snare ambience
180	26.P	×	cuica	244	27.E	×	tom ambience
181	27.P	×	pandiero mute	245	28.E	×	guitar hit
182	28.P	○	pandiero open	246	29.E	×	guitar 5th
183	29.P	○	surdo	247	30.E	×	orchestra hit
184	30.P	○	can 1	248	31.E	○	melodic 1
185	31.P	○	can 2	249	32.E	○	melodic 2
186	32.P	○	can 3	250	33.E	○	melodic 3
187	33.P	○	can 4	251	34.E	○	melodic 4
188	34.P	○	ethnic 1	252	01.B	○	jazz bass
189	35.P	○	ethnic 2	253	02.B	○	slap bass
190	36.P	○	ethnic 3	254	03.B	○	acoustic bass
191	37.P	○	log drum	255	04.B	○	synthesizer bass 1
192	38.P	○	metal	256	05.B	○	synthesizer bass 2

5. Instrument List (Initial Settings)

No.	Display	Instrument Name	No.	Display	Instrument Name
1	AcMpl.K	acoustic maple kick	65	Rubbr.K	rubber kick
2	Acous.K	acoustic kick	66	Sine.K	sine kick
3	BoSld.K	boing solid kick	67	Smash.K	smash kick
4	Bottm.K	bottom kick	68	Soft1.K	soft kick 1
5	Brite.K	bright kick	69	Soft2.K	soft kick 2
6	Catch.K	catch kick	70	Solid.K	solid kick
7	Chop.K	chop kick	71	SrdAc.K	surdo acoustic kick
8	Clay.K	clay kick	72	Stone.K	stone kick
9	CmAco.K	commercial acoustic kick	73	Syn1.K	synthesizer kick 1
10	CmBrt.K	commercial bright kick	74	Syn2.K	synthesizer kick 2
11	Comrc.K	commercial kick	75	Tight.K	tight kick
12	Deep.K	deep kick	76	TmPlw.K	timpani pillow kick
13	Dig.K	dig kick	77	Tom.K	tom kick
14	DpRom.K	deep room kick	78	TR808.K	TR - 808 kick
15	Dry1.K	dry kick 1	79	TR909.K	TR - 909 kick
16	Dry2.K	dry kick 2	80	Tube.K	tube kick
17	Dry3.K	dry kick 3	81	VbSld.K	reverb solid kick
18	Dry4.K	dry kick 4	82	Verby.K	verby kick
19	Elec1.K	electronic kick 1	83	Wild.K	wild kick
20	Elec2.K	electronic kick 2	84	Wood1.K	wood kick 1
21	Ez.K	easy kick	85	Wood2.K	wood kick 2
22	EzPlw.K	easy pillow kick	86	808Sf.K	808 soft kick
23	Face.K	face kick	87	909Ac.K	909 acoustic kick
24	Flick.K	flick kick	88	909Cm.K	909 commercial kick
25	Floor.K	floor kick	89	909Hd.K	909 hard kick
26	Flop.K	flop kick	90	Acous.S	acoustic snare
27	Full.K	full kick	91	AcoRm.S	acoustic rim shot snare
28	Gate1.K	gate kick 1	92	Atak1.S	attack snare 1
29	Gate2.K	gate kick 2	93	Atak2.S	attack snare 2
30	Grit.K	grit kick	94	Atak3.S	attack snare 3
31	Hard1.K	hard kick 1	95	Bambo.S	bamboo snare
32	Hard2.K	hard kick 2	96	BgSht.S	big shot snare
33	Heavy.K	heavy kick	97	Brass.S	brass snare
34	Hous1.K	house kick 1	98	BrRI1.S	brush roll snare 1
35	Hous2.K	house kick	99	BrRI2.S	brush roll snare 2
36	Hous3.K	house kick 3	100	BrRI3.S	brush roll snare 3
37	Huge.K	huge kick	101	BrSI1.S	brush slap snare 1
38	Hybrd.K	hybrid kick	102	BrSI2.S	brush slap snare 2
39	HQ808.K	high Q 808 kick	103	BrSI3.S	brush slap snare 3
40	Jazz.K	jazz kick	104	BrSI4.S	brush slap snare 4
41	Lite1.K	light kick 1	105	BrSI5.S	brush slap snare 5
42	Lite2.K	light kick 2	106	BrSI6.S	brush slap snare 6
43	Log.K	log kick	107	BrSw1.S	brush swish snare 1
44	LtVrb.K	light reverb kick	108	BrSw2.S	brush swish snare 2
45	Machi.K	machine kick	109	Cave.S	cave snare
46	Manuf.K	manufacture kick	110	Ceram.S	ceramic snare
47	MdVrb.K	mondo reverb kick	111	Chain.S	chain snare
48	Mondo.K	mondo kick	112	Clip.S	clip snare
49	MonDp.K	mondo deep kick	113	Comb1.S	combo snare 1
50	MpPlw.K	maple pillow kick	114	Comb2.S	combo snare 2
51	MpVrb.K	maple reverb kick	115	Crack.S	crack snare
52	Muffl.K	muffie kick	116	Crker.S	cracker snare
53	Muscl.K	muscle kick	117	Dance.S	dance snare
54	Pillw.K	pillow kick	118	DbIRn.S	double ring snare
55	Pinch.K	pinch kick	119	Dk808.S	dark 808 snare
56	Punch.K	punch kick	120	Dopin.S	dopin' snare
57	Rap.K	rap kick	121	Drip.S	drip snare
58	Real.K	real kick	122	Explo.S	explosive snare
59	Reso1.K	resonant kick 1	123	Fat.S	fat snare
60	Reso2.K	resonant kick 2	124	Fiber.S	fiber snare
61	RevrB.K	reverb kick	125	Freez.S	freeze snare
62	Room1.K	room kick 1	126	Frozn.S	frozen snare
63	Room2.K	room kick 2	127	Hard.S	hard snare
64	Room3.K	room kick 3	128	Hous1.S	house snare 1

No.	Display	Instrument Name
129	Hous2.S	house snare 2
130	Hous3.S	house snare 3
131	HsDpn.S	house dopin' snare
132	Huge.S	huge snare
133	Hyper.S	hyper snare
134	Kerf.S	kerf snare
135	Kettl.S	kettle snare
136	LA.S	L.A. snare
137	Labo.S	labo snare
138	LAFat.S	L.A. fat snare
139	Lite1.S	light snare 1
140	Lite2.S	light snare 2
141	Lite3.S	light snare 3
142	Lo - Fi.S	lo - fi snare
143	Loos1.S	loose snare 1
144	Loos2.S	loose snare 2
145	LtMpl.S	light maple snare
146	Lt909.S	light 909 snare
147	Machi.S	machine snare
148	Megal.S	megalo snare
149	Memph.S	Memphis snare
150	Micro.S	micro snare
151	MpRck.S	maple rock snare
152	Noise.S	noise snare
153	Nshvl.S	Nashville snare
154	Paper.S	paper snare
155	Paris.S	Paris snare
156	Picc1.S	piccolo snare 1
157	Picc2.S	piccolo snare 2
158	Picc3.S	piccolo snare 3
159	Picc4.S	piccolo snare 4
160	Power.S	power snare
161	Powfl.S	powerful snare
162	Punch.S	punch snare
163	Radio.S	radio snare
164	Rcker.S	rocker snare
165	Rckin.S	rockin' snare
166	RckLt.S	rock light snare
167	RckPw.S	rock power snare
168	RckRm.S	rock rim shot snare
169	Real1.S	real snare 1
170	Real2.S	real snare 2
171	Real3.S	real snare 3
172	Real4.S	real snare 4
173	Real5.S	real snare 5
174	Regg1.S	reggae snare 1
175	Regg2.S	reggae snare 2
176	Regg3.S	reggae snare 3
177	Regg4.S	reggae snare 4
178	Ring.S	ring snare
179	RngMp.S	ring maple snare
180	Rock1.S	rock snare 1
181	Rock2.S	rock snare 2
182	Room1.S	room snare 1
183	Room2.S	room snare 2
184	SprCb.S	super combo snare
185	SprLt.S	super light snare
186	SprWk.S	super whack snare
187	Stead.S	steady snare
188	Tight.S	tight snare
189	Tin.S	tin snare
190	Toy.S	toy snare
191	TR808.S	TR - 808 snare
192	TR909.S	TR - 909 snare

No.	Display	Instrument Name
193	UltLt.S	ultra light snare
194	WdAtk.S	wood attack snare
195	WdSht.S	wood shot snare
196	90's.S	90's snare
197	909Lt.S	909 light snare
198	AmbSt.S	ambient side stick
199	DrySt.S	dry side stick
200	HicSt.S	hickory side stick
201	MplSt.S	maple side stick
202	MtlSt.S	metal side stick
203	808St.S	TR - 808 side stick
204	Acou1.T	acoustic tom 1
205	Acou2.T	acoustic tom 2
206	Acou3.T	acoustic tom 3
207	Acou4.T	acoustic tom 4
208	Ambo1.T	ambo tom 1
209	Ambo2.T	ambo tom 2
210	Ambo3.T	ambo tom 3
211	Ambo4.T	ambo tom 4
212	Bend1.T	bend tom 1
213	Bend2.T	bend tom 2
214	Bend3.T	bend tom 3
215	Bend4.T	bend tom 4
216	Boos1.T	boosh tom 1
217	Boos2.T	boosh tom 2
218	Boos3.T	boosh tom 3
219	Boos4.T	boosh tom 4
220	Brsh1.T	brush tom 1
221	Brsh2.T	brush tom 2
222	Brsh3.T	brush tom 3
223	Brsh4.T	brush tom 4
224	Dry1.T	dry tom 1
225	Dry2.T	dry tom 2
226	Dry3.T	dry tom 3
227	Dry4.T	dry tom 4
228	Dubl1.T	double head tom 1
229	Dubl2.T	double head tom 2
230	Dubl3.T	double head tom 3
231	Dubl4.T	double head tom 4
232	Elec1.T	electronic tom 1
233	Elec2.T	electronic tom 2
234	Elec3.T	electronic tom 3
235	Elec4.T	electronic tom 4
236	Flot1.T	float tom 1
237	Flot2.T	float tom 2
238	Flot3.T	float tom 3
239	Flot4.T	float tom 4
240	Grnd1.T	ground tom 1
241	Grnd2.T	ground tom 2
242	Grnd3.T	ground tom 3
243	Grnd4.T	ground tom 4
244	Lite1.T	light tom 1
245	Lite2.T	light tom 2
246	Lite3.T	light tom 3
247	Lite4.T	light tom 4
248	Map1.T	maple tom 1
249	Map2.T	maple tom 2
250	Map3.T	maple tom 3
251	Map4.T	maple tom 4
252	MBru1.T	mild brush tom 1
253	MBru2.T	mild brush tom 2
254	MBru3.T	mild brush tom 3
255	MBru4.T	mild brush tom 4
256	Milt1.T	mallet tom 1

No.	Display	Instrument Name
257	Mllt2.T	mallet tom 2
258	Mllt3.T	mallet tom 3
259	Mllt4.T	mallet tom 4
260	Quak1.T	quake tom 1
261	Quak2.T	quake tom 2
262	Quak3.T	quake tom 3
263	Quak4.T	quake tom 4
264	Real1.T	real tom 1
265	Real2.T	real tom 2
266	Real3.T	real tom 3
267	Real4.T	real tom 4
268	Rim1.T	rim tom 1
269	Rim2.T	rim tom 2
270	Rim3.T	rim tom 3
271	Rim4.T	rim tom 4
272	Ring1.T	ring tom 1
273	Ring2.T	ring tom 2
274	Ring3.T	ring tom 3
275	Ring4.T	ring tom 4
276	Rock1.T	rock tom 1
277	Rock2.T	rock tom 2
278	Rock3.T	rock tom 3
279	Rock4.T	rock tom 4
280	Room1.T	room tom 1
281	Room2.T	room tom 2
282	Room3.T	room tom 3
283	Room4.T	room tom 4
284	Side1.T	side tom 1
285	Side2.T	side tom 2
286	Side3.T	side tom 3
287	Side4.T	side tom 4
288	Surd1.T	surdo tom 1
289	Surd2.T	surdo tom 2
290	Surd3.T	surdo tom 3
291	Surd4.T	surdo tom 4
292	Tank1.T	tank tom 1
293	Tank2.T	tank tom 2
294	Tank3.T	tank tom 3
295	Tank4.T	tank tom 4
296	808 - 1.T	TR - 808 tom 1
297	808 - 2.T	TR - 808 tom 2
298	808 - 3.T	TR - 808 tom 3
299	808 - 4.T	TR - 808 tom 4
300	AcoCl.H	acoustic closed hi - hat inner
301	AcoCO.H	acoustic closed hi - hat outer
302	AcoOI.H	acoustic open hi - hat inner
303	AcoOO.H	acoustic open hi - hat outer
304	AcoPH.H	acoustic pedal closed hi - hat
305	HvyCH.H	heavy closed hi - hat
306	HvyOH.H	heavy open hi - hat
307	HvyPH.H	heavy pedal closed hi - hat
308	LaxCH.H	lax closed hi - hat
309	LaxOH.H	lax open hi - hat
310	LaxPH.H	lax pedal closed hi - hat
311	LitCH.H	light closed hi - hat
312	LitOH.H	light open hi - hat
313	LitPH.H	light pedal closed hi - hat
314	PopCH.H	pop closed hi - hat
315	PopOH.H	pop open hi - hat
316	PopPH.H	pop pedal closed hi - hat
317	StiCH.H	sting closed hi - hat
318	StiOH.H	sting open hi - hat
319	TipCH.H	tip closed hi - hat
320	TipOH.H	tip open hi - hat

No.	Display	Instrument Name
321	TipPH.H	tip pedal closed hi - hat
322	808CH.H	TR - 808 closed hi - hat
323	808OH.H	TR - 808 open hi - hat
324	Crsh1.C	crash cymbal 1
325	Crsh2.C	crash cymbal 2
326	Crsh3.C	crash cymbal 3
327	Crsh4.C	crash cymbal 4
328	Spla1.C	splash cymbal 1
329	Spla2.C	splash cymbal 2
330	Chin1.C	chinese cymbal 1
331	Chin2.C	chinese cymbal 2
332	Ride.C	ride cymbal
333	RidBl.C	ride bell cymbal
334	RRide.C	rock ride cymbal
335	RRdBl.C	rock ride bell cymbal
336	BrRid.C	brush ride cymbal
337	FeRid.C	feather ride cymbal
338	Hand1.C	hand cymbals 1
339	Hand2.C	hand cymbals 2
340	CowH.P	cowbell high
341	CowL.P	cowbell low
342	Tamb1.P	tambourine 1
343	Tamb2.P	tambourine 2
344	Cast1.P	castanets 1
345	Cast2.P	castanets 2
346	CnBDM.P	concert bass drum mute
347	CnBDO.P	concert bass drum open
348	Timpa.P	timpani
349	TriMt.P	triangle mute
350	TriOp.P	triangle open
351	WdBkH.P	wood block high
352	WdBkL.P	wood block low
353	BngHM.P	bongo high mute
354	BngHO.P	bongo high open
355	BngLM.P	bongo low mute
356	BngLO.P	bongo low open
357	CgHMT.P	conga high mute
358	CgHSI.P	conga high slap
359	CgHOp.P	conga high open
360	CgLMT.P	conga low mute
361	CgLSI.P	conga low slap
362	CgLOP.P	conga low open
363	Talk.P	talking drum
364	TimbH.P	timbale high
365	TimbL.P	timbale low
366	Clave.P	claves
367	Vibsl.P	vibra - slap
368	Gui1S.P	guiro 1 short
369	Gui1L.P	guiro 1 long
370	Gui2S.P	guiro 2 short
371	Gui2L.P	guiro 2 long
372	Mrcs.P	maracas
373	MtShk.P	metal shaker
374	Shakr.P	shaker
375	CabUp.P	cabasa up
376	CabDn.P	cabasa down
377	WhisS.P	whistle short
378	WhisL.P	whistle long
379	AgogH.P	agogo high
380	AgogL.P	agogo low
381	CuiMt.P	cuica mute
382	CuiOp.P	cuica open
383	PndMt.P	pandiero mute
384	PndOp.P	pandiero open

No.	Display	Instrument Name
385	LgPnd.P	large pandiero
386	SmPnd.P	small pandiero
387	SrdMt.P	surdo mute
388	SrdOp.P	surdo open
389	Caxix.P	caxixi
390	DjmbH.P	djembe high
391	DjmbL.P	djembe low
392	BellH.P	bell high
393	BellL.P	bell low
394	Can1.P	can 1
395	Can2.P	can 2
396	Can3.P	can 3
397	Can4.P	can 4
398	Can5.P	can 5
399	Ethn1.P	ethnic 1
400	Ethn2.P	ethnic 2
401	Ethn3.P	ethnic 3
402	Ethn4.P	ethnic 4
403	Ethn5.P	ethnic 5
404	Flex.P	flex
405	Met1.P	metal 1
406	Met2.P	metal 2
407	OpenH.P	open drum high
408	OpenL.P	open drum low
409	TaikH.P	taiko high
410	TaikL.P	taiko low
411	Templ.P	temple bell
412	TompH.P	tompani high
413	TompL.P	tompani low
414	Woody.P	woody
415	55Bik.P	DR - 55 block
416	55Clv.P	DR - 55 claves
417	78Cow.P	CR - 78 cowbell
418	78MBt.P	CR - 78 metallic beat
419	78Tmb.P	CR - 78 tambourine
420	78Mrc.P	CR - 78 maracas
421	80CgH.P	TR - 808 conga high
422	80CgM.P	TR - 808 conga mid
423	80CgL.P	TR - 808 conga low
424	80Clv.P	TR - 808 claves
425	80Mrc.P	TR - 808 maracas
426	80Cip.P	TR - 808 hand clap
427	80Cow.P	TR - 808 cowbell
428	Glock.M	glockenspiel
429	Kalim.M	kalimba
430	MariL.M	marimba lower
431	MariU.M	marimba upper
432	StlDr.M	steel drum
433	VibeL.M	vibraphone lower
434	VibeU.M	vibraphone upper
435	Xylop.M	xylophone
436	Game1.M	gamelan 1
437	Game2.M	gamelan 2
438	Game3.M	gamelan 3
439	Arc.E	arc
440	BigFt.E	big foot
441	BnSaw.E	bend saw
442	CnAmb.E	concert ambience
443	Crsh1.E	crash 1
444	Crsh2.E	crash 2
445	Drop.E	drop
446	Dungn.E	dungeon
447	Emerg.E	emergency
448	Flip.E	flip

No.	Display	Instrument Name
449	Glass.E	glass crash
450	Gun1.E	gun shot 1
451	Gun2.E	gun shot 2
452	Gun3.E	gun shot 3
453	Hammr.E	hammer
454	HiQ.E	high Q
455	Hoo!.E	hoo !
456	Iron.E	iron
457	Knock.E	knocker
458	LtSht.E	light shot
459	Nois1.E	noise 1
460	Nois2.E	noise 2
461	Nois3.E	noise 3
462	Pass.E	pass
463	Phase.E	phase
464	Pipe.E	pipe
465	Rand1.E	random 1
466	Rand2.E	random 2
467	Sciss.E	scissors
468	ScrPs.E	scratch push
469	ScrPl.E	scratch pull
470	Shut.E	shut
471	Snaps.E	snaps
472	Sonar.E	sonar
473	Spark.E	spark
474	Spray.E	spray
475	Squas.E	squash
476	Stone.E	stone
477	VbClp.E	reverb clap
478	Zoom.E	zoom
479	RevK.E	reverse kick
480	RevS.E	reverse snare
481	RevT.E	reverse tom
482	RevC1.E	reverse cymbal 1
483	RevC2.E	reverse cymbal 2
484	RevC3.E	reverse cymbal 3
485	RevHQ.E	reverse high Q
486	RevCp.E	reverse clap
487	RevSh.E	reverse shot
488	RevBt.E	reverse beat
489	RevAm.E	reverse ambience
490	KAmb1.E	kick ambience 1
491	KAmb2.E	kick ambience 2
492	SAmb1.E	snare ambience 1
493	SAmb2.E	snare ambience 2
494	TAmb1.E	tom ambience 1
495	TAmb2.E	tom ambience 2
496	TAmb3.E	tom ambience 3
497	TAmb4.E	tom ambience 4
498	OrHit.E	orchestra hit
499	GtHit.E	guitar hit
500	Gt5Mt.E	guitar 5th mute
501	Gt5Op.E	guitar 5th open
502	LogDr.E	log drum
503	Melo1.E	melodic 1
504	Melo2.E	melodic 2
505	Melo3.E	melodic 3
506	Melo4.E	melodic 4
507	Jazz.B	jazz bass
508	Slap.B	slap bass
509	Acous.B	acoustic bass
510	Syn1.B	synthesizer bass 1
511	Syn2.B	synthesizer bass 2
512	Off.E	off

6.Initial Settings

PATCH

Number	17	Name	August	Program Change No.	81
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EFFECT			
EFFECT 1 (Reverb)	Hall	Out Level	10
		Reverb Time	9
		Pre LPF	5
	Room	Out Level	10
		Reverb Time	5
		Pre LPF	8
	Plate	Out Level	10
		Reverb Time	5
		Pre LPF	0
	Delay	Out Level	10
Time R		200	
Time L		240	
Pre LPF		0	
Feedback		8	
EFFECT 2	Chorus	Out Level	10
		Rate	12
		Depth	10
	Flanger	Out Level	10
		Rate	12
		Feedback	4
		Depth	10
	Delay Time	15	

PERFORMANCE SOUND		
PFM1	508	Slap. B
PFM2	443	VibeL. M
PFM3	501	Gt50p. E

NOTE								
NOTE No.	SOUND 1			SOUND 2			LAYER	
	INST	PITCH		INST	PITCH		TYPE	VALUE
35	15 Dry1. K	+0		512 Off. E	+0		OFF	
36	61 Reverb. K	+0		512 Off. E	+0		OFF	
37	201 Mp1St. S	+0		512 Off. E	+0		OFF	
38	126 Frozn. S	+0		512 Off. E	+0		OFF	
39	477 VbClp. E	+0		512 Off. E	+0		OFF	
40	122 Explo. S	+0		512 Off. E	+0		OFF	
41	263 Quak4. T	+0		263 Quak4. T	+0		MIX	5
42	314 PopCH. H	+0		512 Off. E	+0		OFF	
43	266 Real3. T	+0		512 Off. E	+0		OFF	
44	307 HvyPH. H	+0		512 Off. E	+0		OFF	
45	262 Quak3. T	+0		262 Quak3. T	+0		MIX	5
46	306 HvyOH. H	+0		305 HvyCH. H	+0		OFF	
47	265 Real2. T	+0		512 Off. E	+0		OFF	
48	261 Quak2. T	+0		261 Quak2. T	+0		MIX	5
49	326 Crsh3. C	-100		326 Crsh3. C	+0		SW 1	7
50	260 Quak1. T	+0		260 Quak1. T	+0		MIX	5
51	332 Ride. C	+0		334 RRide. C	+0		CROSS1	7
52	331 Chin2. C	+100		331 Chin2. C	+200		SW 1	7
53	333 RidBl. C	+0		335 RRdBl. C	+0		MIX	7
54	342 Tamb1. P	+0		512 Off. E	+0		OFF	
55	444 Crsh2. E	+0		512 Off. E	+0		OFF	
56	340 CowH. P	+0		512 Off. E	+100		OFF	
57	327 Crsh4. C	+200		324 Crsh1. C	+200		MIX	4
58	367 Vibsl. P	+0		512 Off. E	+0		OFF	
59	332 Ride. C	+0		512 Off. E	+0		OFF	
60	353 BngHM. P	+0		512 Off. E	+0		OFF	
61	356 BngLO. P	+0		512 Off. E	+0		OFF	
62	357 CgHMt. P	+0		512 Off. E	+0		OFF	
63	359 CgHOp. P	+0		512 Off. E	+0		OFF	
64	362 CgLOp. P	+0		512 Off. E	+0		OFF	
65	364 TimbH. P	+0		512 Off. E	+0		OFF	
66	365 TimbL. P	+0		512 Off. E	+0		OFF	
67	379 AgogH. P	+0		512 Off. E	+0		OFF	
68	380 AgogL. P	+0		512 Off. E	+0		OFF	
69	375 CabUp. P	+0		512 Off. E	+0		OFF	
70	372 Mracs. P	+0		512 Off. E	+0		OFF	
71	377 WhisS. P	+0		512 Off. E	+0		OFF	
72	378 WhisL. P	+0		512 Off. E	+0		OFF	
73	368 Gui1S. P	+0		512 Off. E	+0		OFF	
74	369 Gui1L. P	+0		512 Off. E	+0		OFF	
75	366 Clave. P	+0		512 Off. E	+0		OFF	
76	351 WdBkH. P	+0		512 Off. E	+0		OFF	
77	352 WdBkL. P	+0		512 Off. E	+0		OFF	
78	381 CuiMt. P	+0		512 Off. E	+0		OFF	
79	382 CuiOp. P	+0		512 Off. E	+0		OFF	
80	349 TriMt. P	+0		512 Off. E	+0		OFF	
81	350 TriOp. P	+0		512 Off. E	+0		OFF	
82	374 Shakr. P	+0		512 Off. E	+0		OFF	
83	512 Off. E	+0		512 Off. E	+0		OFF	
84	512 Off. E	+0		512 Off. E	+0		OFF	
85	344 Cast1. P	+0		512 Off. E	+0		OFF	
86	387 SrdMt. P	+0		512 Off. E	+0		OFF	
87	388 SrdOp. P	+0		512 Off. E	+0		OFF	
88	358 CgHSl. P	+0		512 Off. E	+0		OFF	
89	512 Off. E	+0		512 Off. E	+0		OFF	
90	512 Off. E	+0		512 Off. E	+0		OFF	
91	383 PndMt. P	+0		512 Off. E	+0		OFF	
92	384 PndOp. P	+0		512 Off. E	+0		OFF	
93	309 LaxOH. H	+0		308 LaxCH. H	+0		OFF	

TRIGGER

Trigger Name	Note No.	Gate Time	Cross Talk Cancel Group	Velocity Sense Curve	Seq. Pattern No.	Choke	Max Dynamic	Minimum Dinamic	Minimum Velocity	Mask Time	Threshold Level
T1	36	0.1	OFF	Norm3	OFF	OFF	8	1	1	52ms	8
R1	35	0.1	OFF	Norm3	OFF	OFF	8	1	1	52ms	8
T2	38	0.1	OFF	Norm3	OFF	OFF	11	1	1	0ms	8
R2	40	0.1	OFF	Norm3	OFF	OFF	11	1	1	0ms	8
T3	46	0.1	OFF	Norm4	OFF	ON	11	1	1	0ms	8
R3	93	0.1	OFF	Norm4	OFF	ON	11	1	1	0ms	8
T4	50	0.1	OFF	Norm3	OFF	OFF	11	1	1	0ms	8
R4	55	0.1	OFF	Norm3	OFF	ON	11	1	1	0ms	8
T5	48	0.1	OFF	Norm3	OFF	OFF	11	1	1	0ms	8
R5	39	0.1	OFF	Norm3	OFF	OFF	11	1	1	0ms	8
T6	45	0.1	OFF	Norm3	OFF	OFF	11	1	1	0ms	8
R6	56	0.1	OFF	Norm3	OFF	OFF	11	1	1	0ms	8
T7	41	0.1	OFF	Norm3	OFF	OFF	11	1	1	0ms	8
R7	57	0.1	OFF	Norm3	OFF	ON	11	1	1	0ms	8
T8	51	0.1	OFF	Norm3	OFF	ON	11	1	1	0ms	8
R8	53	0.1	OFF	Norm3	OFF	ON	11	1	1	0ms	8
T9	49	0.1	OFF	Norm3	OFF	ON	11	1	1	0ms	8
R9	52	0.1	OFF	Norm3	OFF	ON	11	1	1	0ms	8

Hi-Hat CONTROL PEDAL

Assign	TRIG3	Gate Time	0.1s
Control Mode	HiHat1	Velocity Sense Curve	Norm3
Pedal Curve	2	Sequence Pattern Number	OFF
Note Number	44		

■ GLOBAL PERFORMANCE

		PFM1	PFM2	PFM3
Key Range	Low Note	35 : B1	35 : B1	35 : B1
	HI Note	93 : A6	93 : A6	93 : A6
Control Change Mode		OFF	OFF	OFF
Performance Section Level		13	13	13
Keyfollow	Reference Note Number	60 : C4	60 : C4	60 : C4
	Pitch	+ 100	+ 100	+ 100
	Decay	± 0	± 0	± 0
	Nuance	± 0	± 0	± 0
	Pan	± 0	± 0	± 0

INSTRUMENT

	Number : 61	Number : 126	Number : 260	Number : 261
Name	RevrB.K	Frozn.S	Quak1.T	Quak2.T
Waveform	27.K	54.S	05.T	05.T
Pitch	+ 0	- 480	+ 500	+ 200
Decay	- 15	+ 12	+ 10	+ 10
Panning	C	C	L 6	L 2
Nuance	+ 3	- 2	+ 0	+ 0
Brilliance	0	10	0	0
Attack Damp	0	0	0	0
Dynamic Pitch Bend	+ 0	+ 0	- 7	- 7
Pitch Bend Time	0	0	16	17
Polyphony	Poly	Poly	Poly	Poly
Assign Group	OFF	OFF	OFF	OFF
Out Level	15	13	10	10
Send 1 Level	7	5	5	5
Send 2 Level	0	0	0	0

	Number : 305	Number : 306	Number : 326	Number : 332
Name	HvyCH.H	HvyOH.H	Crsh3.C	Ride.C
Waveform	04.H	05.H	01.C	06.C
Pitch	- 150	- 150	+ 300	+ 0
Decay	- 10	+ 10	+ 14	+ 10
Panning	L 3	L 3	L 3	R 3
Nuance	- 2	- 6	+ 0	- 2
Brilliance	8	8	7	5
Attack Damp	0	0	0	0
Dynamic Pitch Bend	+ 0	+ 0	+ 0	+ 0
Pitch Bend Time	0	0	0	0
Polyphony	Poly	Poly	Poly	Poly
Assign Group	Exc 1	Exc 1	OFF	OFF
Out Level	13	8	8	15
Send 1 Level	5	3	5	5
Send 2 Level	0	0	0	0

SYSTEM

MIDI	Trigger Transmit Channel	10	
	Transmit Receive Channel	Instrument Section	10
		Performance Section 1	11
		Performance Section 2	12
		Performance Section 3	13
		Patch Control	10
	Device ID	17	
	Switch	MIDI IN	ON
		MIDI OUT	ON
		MIDI MIX	OFF
		Note Off Receive	OFF
		Aftertouch Transmit Receive	ON
		Program Change Transmit	ON
		Program Change Receive	ON
		Hold Receive	OFF
		Pan Receive	OFF
		Volume Receive	OFF
		Local Control	ON
	System Exclusive Receive	ON	
Instrument Section Level	15		
Pitch Bend	OFF		
Control Change	FOOT		

Interface Mode	STANDARD	
Footswitch Mode	Mode 1	
LCD Contrast	9	
Sound Setup	Send1	EFFECT 1
	Send2	EFFECT 2

7. Blank Chart

■ PATCH

Number	Name	Program Change No.
--------	------	--------------------

EFFECT		
EFFECT 1 (Reverb)	Hall	Out Level
		Reverb Time
		Pre LPF
	Room	Out Level
		Reverb Time
		Pre LPF
	Plate	Out Level
		Reverb Time
		Pre LPF
Delay	Out Level	
	Time R	
	Time L	
	Pre LPF	
	Feedback	
EFFECT 2	Chorus	Out Level
		Rate
		Depth
	Flanger	Out Level
		Rate
		Feedback
	Depth	
	Delay Time	

PERFORMANCE SOUND	
PFM1	
PFM2	
PFM3	

NOTE						
NOTE No.	SOUND 1		SOUND 2		LAYER	
	INST	PITCH	INST	PITCH	TYPE	VALUE
35						
36						
37						
38						
39						
40						
41						
42						
43						
44						
45						
46						
47						
48						
49						
50						
51						
52						
53						
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77						
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80						
81						
82						
83						
84						
85						
86						
87						
88						
89						
90						
91						
92						
93						

TRIGGER

Trigger Name	Note No.	Gate Time	Cross Talk Cancel Group	Velocity Sense Curve	Seq Pattern No.	Choke	Max Dynamic	Minimum Dynamic	Minimum Velocity	Mask Time	Threshold Level
T1											
R1											
T2											
R2											
T3											
R3											
T4											
R4											
T5											
R5											
T6											
R6											
T7											
R7											
T8											
R8											
T9											
R9											

Hi-Hat CONTROL PEDAL

Assign		Gate Time	
Control Mode		Velocity Sense Curve	
Pedal Curve		Sequence Pattern Number	
Note Number			

■ GLOBAL PERFORMANCE

		PFM1	PFM2	PFM3
Key Range	Low Note			
	HI Note			
Control Change Mode				
Performance Section Level				
Keyfollow	Reference Note Number			
	Pitch			
	Decay			
	Nuance			
	Pan			

■ INSTRUMENT

	Number :	Number :	Number :	Number :
Name				
Waveform				
Pitch				
Decay				
Panning				
Nuance				
Brilliance				
Attack Damp				
Dynamic Pitch Bend				
Pitch Bend Time				
Polyphony				
Assign Group				
Out Level				
Send 1 Level				
Send 2 Level				

	Number :	Number :	Number :	Number :
Name				
Waveform				
Pitch				
Decay				
Panning				
Nuance				
Brilliance				
Attack Damp				
Dynamic Pitch Bend				
Pitch Bend Time				
Polyphony				
Assign Group				
Out Level				
Send 1 Level				
Send 2 Level				

■ SYSTEM

MIDI	Trigger Transmit Channel		
	Transmit Receive Channel	Instrument Section	
		Performance Section 1	
		Performance Section 2	
		Performance Section 3	
		Patch Control	
	Device ID		
	Switch	MIDI IN	
		MIDI OUT	
		MIDI MIX	
		Note Off Receive	
		Aftertouch Transmit Receive	
		Program Change Transmit	
		Program Change Receive	
		Hold Receive	
		Pan Receive	
		Volume Receive	
	Local Control		
	System Exclusive Receive		
Instrument Section Level			
Pitch Bend			
Control Change			

Interface Mode		
Footswitch Mode		
LCD Contrast		
Sound Setup	Send1	
	Send2	

Roland Exclusive Messages

1 Data Format for Exclusive Messages

Roland's MIDI implementation uses the following data format for all exclusive messages (type IV):

Byte	Description
FOH	Exclusive status
41H	Manufacturer ID (Roland)
DEV	Device ID
MDL	Model ID
CMD	Command ID
[BODY]	Main data
F7H	End of exclusive

= MIDI status : FOH, F7H

An exclusive message must be flanked by a pair of status codes, starting with a Manufacturer-ID immediately after FOH (MIDI version 1.0).

= Manufacturer ID : 41H

The Manufacturer ID identifies the manufacturer of a MIDI instrument that triggers an exclusive message. Value 41H represents Roland's Manufacturer-ID.

= Device ID : DEV

The Device-ID contains a unique value that identifies the individual device in the multiple implementation of MIDI instruments. It is usually set to 00H - 0FH, a value smaller by one than that of a basic channel, but value 00H - 1FH may be used for a device with multiple basic channels.

= Model ID : MDL

The Model-ID contains a value that uniquely identifies one model from another. Different models, however, may share an identical Model ID if they handle similar data.

The Model ID format may contain 00H in one or more places to provide an extended data field. The following are examples of valid Model IDs, each representing a unique model:

01H
02H
03H
00H, 01H
00H, 02H
00H, 00H, 01H

= Command ID : CMD

The Command ID indicates the function of an exclusive message. The Command ID format may contain 00H in one or more places to provide an extended data field. The following are examples of valid Command IDs, each representing a unique function:

01H
02H
03H
00H, 01H
00H, 02H
00H, 00H, 01H

= Main data : BODY

This field contains a message to be exchanged across an interface. The exact data size and contents will vary with the Model-ID and Command-ID.

2 Address-mapped Data Transfer

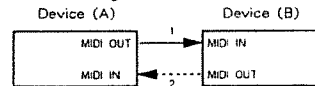
Address mapping is a technique for transferring messages conforming to the data format given in Section 1. It assigns a series of memory-resident records-waveform and tone data, switch status, and parameters, for example-to specific locations in a machine-dependent address space, thereby allowing access to data residing at the address a message specifies.

Address-mapped data transfer is therefore independent of models and data categories. This technique allows use of two different transfer procedures: one way transfer and handshake transfer.

= One way transfer procedure (See Section 3 for details.)

This procedure is suited for the transfer of a small amount of data. It sends out an exclusive message completely independent of a receiving device status.

Connection Diagram

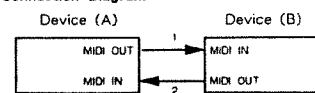


Connection at point 2 is essential for "Request data" procedures. (See Section 3.)

= Handshake transfer procedure (This device does not cover this procedure)

This procedure initiates a predetermined transfer sequence (handshaking) across the interface before data transfer takes place. Handshaking ensures that reliability and transfer speed are high enough to handle a large amount of data.

Connection Diagram



Connection at points 1 and 2 is essential.

Notes on the above two procedures

- * There are separate Command IDs for different transfer procedures.
- * Devices A and B cannot exchange data unless they use the same transfer procedure, share identical Device ID and Model ID, and are ready for communication.

3 One way Transfer Procedure

This procedure sends out data all the way until it stops and is used when the messages are so short that answerbacks need not be checked. For long messages, however, the receiving device must acquire each message in time with the transfer sequence, which inserts intervals of at least 20 milliseconds in between.

Types of Messages

Message	Command ID
Request data 1	RQ1 (11H)
Data set 1	DT1 (12H)

= Request data = 1 : RQ1 (11H)

This message is sent out when there is a need to acquire data from a device at the other end of the interface. It contains data for the address and size that specify designation and length, respectively, of data required.

On receiving an RQ1 message, the remote device checks its memory for the data address and size that satisfy the request.

If it finds them and is ready for communication, the device will transmit a "Data set 1 (DT1)" message, which contains the requested data. Otherwise, the device will send out nothing.

Byte	Description
FOH	Exclusive status
41H	Manufacturer ID (Roland)
DEV	Device ID
MDL	Model ID
11H	Command ID
aaH	Address MSB
⋮	⋮
⋮	⋮
⋮	LSB
ssH	Size MSB
⋮	⋮
⋮	⋮
⋮	LSB
sum	Check sum
F7H	End of exclusive

- * The size of the requested data does not indicate the number of bytes that will make up a DT1 message, but represents the address fields where the requested data resides.
- * Some models are subject to limitations in data format used for a single transaction. Requested data, for example, may have a limit in length or must be divided into predetermined address fields before it is exchanged across the interface.
- * The same number of bytes comprises address and size data, which, however, vary with the Model ID.
- * The error checking process uses a checksum that provides a bit pattern where the least significant 7 bits are zero when values for an address, size, and that checksum are summed.

= Data set 1 : DT1 (12H)

This message corresponds to the actual data transfer process. Because every byte in the data is assigned a unique address, a DT1 message can convey the starting address of one or more data as well as a series of data formatted in an address dependent order.

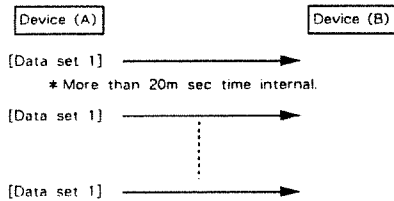
The MIDI standards inhibit non-real time messages from interrupting an exclusive one. This fact is inconvenient for the devices that support a "soft through" mechanism. To maintain compatibility with such devices, Roland has limited the DT1 to 256 bytes so that an excessively long message is sent out in separate segments.

Byte	Description
F0H	Exclusive
41H	Manufacturer ID (Roland)
DEV	Device ID
MDL	Model ID
12H	Command ID
aaH	Address MSB
⋮	⋮
	LSB
ddH	Data
⋮	⋮
sum	Check sum
F7H	End of exclusive

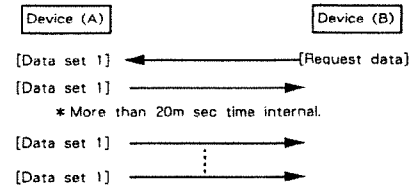
- * A DT1 message is capable of providing only the valid data among those specified by an RQ1 message.
- * Some models are subject to limitations in data format used for a single transaction. Requested data, for example, may have a limit in length or must be divided into predetermined address fields before it is exchanged across the interface.
- * The number of bytes comprising address data varies from one Model ID to another.
- * The error checking process uses a checksum that provides a bit pattern where the least significant 7 bits are zero when values for an address, size, and that checksum are summed.

= Example of Message Transactions

- Device A sending data to Device B
Transfer of a DT1 message is all that takes place.



- Device B requesting data from Device A
Device B sends an RQ1 message to Device A. Checking the message, Device A sends a DT1 message back to Device B.



1. TRANSMITTED DATA

■ Channel Voice Message

● Note Off

Status	Second	Third
9nH	kkH	00H

n = MIDI channel : 0H - FH (ch.1 - ch.16)
 kk = Note number : 23H - 5DH (35 - 93)

● Note On

Status	Second	Third
9nH	kkH	vvH

n = MIDI channel : 0H - FH (ch.1 - ch.16)
 kk = Note number : 23H - 5DH (35 - 93)
 vv = Velocity : 01H - 7FH (1 - 127)

The TD-7 transmits at channel of each section.

The period between a Note On and the subsequent Note Off is about 10ms at the Phrase sequencer and is the time set to "Gate Time" of the TRIG section. If another note is made on the TRIG section before the Note Off for the previous note is issued, a Note Off for the previous note precedes the new Note On.

● Polyphonic Key Pressure

Status	Second	Third
AnH	kkH	vvH

n = MIDI channel : 0H - FH (ch.1 - ch.16)
 kk = Note number : 23H - 5DH (35 - 93)
 vv = Value : 00H, 7FH (0, 127)

Transmitted if the "choke" of the TRIG parameter assigned to head/rim of each pad is set at ON. This message is transmitted with value 7FH when the rim of the pad is grabbed or with value 00H when the rim is released.

Note number to be transferred is contained in the head/rim of the grabbed pad. When TRIG is set to the same number as Assign of the Pedal parameter and "CtrlMode" is set at HiHat1, the note number of the Hi-hat Control Pedal can be transferred.

When "CtrlMode" is set to HiHat2 instead of HiHat1, the note number of the head, rim, and note number of head minus 4, note number of rim minus 4 and note number of the Hi-hat Control Pedal are transferred.

● Control Change

○ Modulation Depth

Status	Second	Third
BnH	01H	vvH

○ Foot Type

Status	Second	Third
BnH	04H	vvH

○ General Purpose Controller - 1

Status	Second	Third
BnH	10H	vvH

○ General Purpose Controller - 2

Status	Second	Third
BnH	11H	vvH

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

The TD-7 transmits a value corresponding to the position of the Hi-hat Control Pedal by one of above control messages set at the "Ctrl Chg" of the MIDI parameter.

○ Hold1

Status	Second	Third
BnH	40H	vvH

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

The TD-7 transmits a value corresponding to the position of a Hi-hat Control Pedal by one of the above control messages set at the "Ctrl Chg" of the MIDI parameter.

Transmit vv = 7FH when footswitch 2 is pressed and vv = 00H when footswitch 2 is pressed if "mode" of Footswitch mode of System is set to "Mode 2."

● Program Change

Status	Second
CnH	ppH

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

Transmitted if the "Prg Chg Tx" of the MIDI parameter is set at ON. The TD-7 transmits this message on the channel set at "Ctrl Ch" when the patch is changed.

■ System Exclusive Message

Status
F0H : System Exclusive
F7H : EOX (End Of Exclusive)

With the TD-7, the System Exclusive Messages can be used to transmit Bulk Dump of patch data, instrument data, system data, chain data and sequence data. For details refer to "3. Exclusive Communications" and "Roland Exclusive Messages."

■ System Real Time Message

● Timing clock

Status
F8H

When the sync mode is set at INTERNAL, the TD-7 always transmits timing clocks and when the sync mode is set at MIDI, the TD-7 never transmits timing clocks.

● Active Sensing

Status
FEH

Transmitted for checking MIDI connections between the TD-7 and external equipment.

2. RECOGNIZED RECEIVE DATA

2.1 Instrument section and Performance section 1 - 3

■ Channel Voice Message

● Note Off

Status	Second	Third
9nH	kkH	00H
8nH	kkH	vvH

n = MIDI channel : 0H - FH (ch.1 - ch.16)
 kk = Note number : 23H - 5DH (35 - 93)
 vv = Velocity : 00H - 7FH (0 - 127)

The TD-7 receives the messages on the channel of each section.

Note Off messages are ignored if the "NoteOff Rx" of MIDI parameter is set at OFF. Note Off messages are not recorded in the Phrase Sequencer. The Velocity is always ignored.

■ INSTRUMENT

	Number :	Number :	Number :	Number :
Name				
Waveform				
Pitch				
Decay				
Panning				
Nuance				
Brilliance				
Attack Damp				
Dynamic Pitch Bend				
Pitch Bend Time				
Polyphony				
Assign Group				
Out Level				
Send 1 Level				
Send 2 Level				

	Number :	Number :	Number :	Number :
Name				
Waveform				
Pitch				
Decay				
Panning				
Nuance				
Brilliance				
Attack Damp				
Dynamic Pitch Bend				
Pitch Bend Time				
Polyphony				
Assign Group				
Out Level				
Send 1 Level				
Send 2 Level				

■ SYSTEM

MIDI	Trigger Transmit Channel		
	Transmit Receive Channel	Instrument Section	
		Performance Section 1	
		Performance Section 2	
		Performance Section 3	
		Patch Control	
	Device ID		
	Switch	MIDI IN	
		MIDI OUT	
		MIDI MIX	
		Note Off Receive	
		Aftertouch Transmit Receive	
		Program Change Transmit	
		Program Change Receive	
		Hold Receive	
Pan Receive			
Volume Receive			
Local Control			
System Exclusive Receive			
Instrument Section Level			
Pitch Bend			
Control Change			

Interface Mode		
Footswitch Mode		
LCD Contrast		
Sound Setup	Send1	
	Send2	