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### MPX 100 MIDI Program Bank & Variation Change Values Chart

The MPX100 and its manual refer to groups of effect patches as "Programs," and the effect patches individually as "Variations". The software program or hardware device that you use to send MIDI messages to the MPX100 will likely refer to these using the common terminology of "Banks," for the groups, and "Programs," for the individual patches.

<u>MPX100 Terminology</u>	=	<u>Common Terminology</u>	=	<u>Plain English</u>
Programs	=	Banks	=	Groups of individual effects
Variations	=	Programs	=	Individual effects

### (Program Bank) & Variation MIDI Bank Change (cc32) Value / MIDI Program Change Value

(USER) 0 / 1 - 16

(FLANGE - DELAY) (dual)

1	Deep Flange – Stereo Delay	1 / 0
2	Deep Flange – Stereo Delay	1 / 1
3	Deep Flange – Stereo Delay	1 / 2
4	Light Flange – Ping Pong	1 / 3
5	Light Flange - Repeat	1 / 4
6	Light Flange - Bounce	1 / 5
7	Deep Flange>Stereo Delay	1 / 6
8	Deep Flange>Repeat	1 / 7
9	Deep Flange>Ping Pong	1 / 8
10	Deep Flange>Bounce	1 / 9
11	Light Flange+Stereo Delay	1 / 10
12	Light Flange+Ping Pong	1 / 11
13	Light Flange+Repeat	1 / 12
14	Light Flange+Bounce	1 / 13
15	Deep Flange/Mono Delay	1 / 14
16	Deep Flange/Mono Delay	1 / 15

(PITCH – DELAY) (dual)

1	5 <sup>th</sup> Up/Down – Stereo Quarter-Note	2 / 0
2	Octave Up/Down – Triplet Shuffle	2 / 1
3	Octave Up/Down – Eighth and Triplet	2 / 2
4	3 <sup>rd</sup> Up/4 <sup>th</sup> Up – Ping Pong Quarter-Note	2 / 3
5	4 <sup>th</sup> Up/5 <sup>th</sup> Up – Triplet Rhythm 1	2 / 4
6	5 <sup>th</sup> Up/6 <sup>th</sup> Up – Triplet Rhythm 2	2 / 5
7	Octave Up/Down > Triplet Rhythm 1	2 / 6
8	5 <sup>th</sup> Up/Down > Triplet Rhythm 2	2 / 7
9	Major/Minor	2 / 8
10	Intervals Up	2 / 9
11	5 <sup>th</sup> Up/Down + Stereo Quarter-Note	2 / 10
12	Octave Up/Down + Triplet Shuffle	2 / 11
13	4 <sup>th</sup> Up/5 <sup>th</sup> Up + Triplet Rhythm 1	2 / 12
14	5 <sup>th</sup> Up/6 <sup>th</sup> Up + Triplet Rhythm 2	2 / 13
15	Octave Up/Down / Mono Quarter-Note	2 / 14

16 Octave Up/Down / Triplet Shuffle 2 / 15

(CHORUS – DELAY) (dual)

1	Rich Chorus 1 – Stereo ¼ Note	3 / 0
2	Rich Chorus 1 – Dotted 1/8 Note	3 / 1
3	Rich Chorus 1 – 1/8 Note and Triplet	3 / 2
4	Rich Chorus 1 – Ping Pong ¼ Note	3 / 3
5	Rich Chorus 1 – Multi Repeat	3 / 4
6	Rich Chorus 1 – Multi Pong	3 / 5
7	Rich Chorus 1 – Stereo ¼ Note	3 / 6
8	Rich Chorus 2 – Multi Repeat	3 / 7
9	Rich Chorus 2 – Ping Pong ¼ Note	3 / 8
10	Rich Chorus 3 – Multi Pong	3 / 9
11	Rich Chorus 1 – Stereo ¼ Note	3 / 10
12	Rich Chorus 1 – Ping Pong ¼ Note	3 / 11
13	Rich Chorus 1 - Crossfeed	3 / 12
14	Rich Chorus 1 – Multi Pong	3 / 13
15	Rich Chorus 4 – Mono ¼ Note	3 / 14
16	Rich Chorus 4 – Dotted 1/8 Note	3 / 15

(DELAY – REVERB) (dual)

1	Stereo ¼ Note – Small Space	4 / 0
2	Triplet Shuffle – Medium Space	4 / 1
3	1/8 Note and Triplet – Large Space	4 / 2
4	Ping Pong ¼ Note – Small Space	4 / 3
5	Triplet Rhythm 1 – Medium Space	4 / 4
6	Triplet Rhythm 2 – Large Space	4 / 5
7	Stereo ¼ Note > Room	4 / 6
8	1/8 Note and Triplet > Large Space	4 / 7
9	Triplet Rhythm 1 > Room	4 / 8
10	Triplet Rhythm 2 > Large Space	4 / 9
11	Stereo ¼ Note + Medium Space	4 / 10
12	Ping Pong ¼ Note + Large Space	4 / 11
13	Triplet Rhythm 1 + Medium Space	4 / 12
14	Triplet Rhythm 2 + Small Space	4 / 13
15	Mono ¼ Note / Room	4 / 14
16	Triplet Rhythm 2 / Large Space	4 / 15

(FLANGE - REVERB) (dual)

1	Light Flange – Small Space	5 / 0
2	Light Flange – Medium Space	5 / 1
3	Light Flange – Large Space	5 / 2
4	Deep Flange – Small Space	5 / 3
5	Deep Flange – Medium Space	5 / 4
6	Deep Flange – Large Space	5 / 5
7	Light Flange > Large Space	5 / 6
8	Deep Flange > Large Space	5 / 7
9	Light Flange > Room	5 / 8
10	Deep Flange > Room	5 / 9
11	Light Flange + Medium Space	5 / 10
12	Light Flange + Room	5 / 11
13	Deep Flange + Medium Space	5 / 12
14	Deep Flange + Room	5 / 13
15	Light Flange / Large Space	5 / 14
16	Light Flange / Large Space	5 / 15

(PITCH - REVERB) (dual)

1	Minor 3 <sup>rd</sup> to 4 <sup>th</sup> - Room	6 / 0
2	4 <sup>th</sup> to 5 <sup>th</sup> - Room	6 / 1
3	5 <sup>th</sup> to 6 <sup>th</sup> - Room	6 / 2
4	+/-1 Octave – Medium Space	6 / 3
5	Power Chords – Medium Space	6 / 4
6	Manual Detune - Room	6 / 5
7	+/-100 > Small Space	6 / 6
8	Power Chords – Large Space	6 / 7
9	4ths > Medium Space	6 / 8
10	Octaves > Medium Space	6 / 9
11	4 <sup>th</sup> to 5 <sup>th</sup> + Room	6 / 10
12	5 <sup>th</sup> to 6 <sup>th</sup> + Room	6 / 11
13	4ths + Large Space	6 / 12
14	Octaves + Medium Space	6 / 13
15	Octaves / Medium Space	6 / 14
16	4ths / Large Space	6 / 15

(CHORUS – REVERB) (dual)

1	Rich Chorus 1 – Small Space	7 / 0
2	Rich Chorus 1 – Medium Space	7 / 1
3	Rich Chorus 1 – Large Space	7 / 2
4	Rich Chorus 2 – Small Space	7 / 3
5	Rich Chorus 2 – Medium Space	7 / 4
6	Rich Chorus 2 – Large Space	7 / 5
7	Rich Chorus 1 > Room	7 / 6
8	Rich Chorus 2 > Room	7 / 7
9	Rich Chorus 3 > Room	7 / 8
10	Rich Chorus 1 > Small Space	7 / 9
11	Rich Chorus 1 + Small Space	7 / 10
12	Rich Chorus 2 + Medium Space	7 / 11
13	Rich Chorus 2 + Large Space	7 / 12
14	Rich Chorus 1 + Large Space	7 / 13
15	Rich Chorus 1 / Room	7 / 14
16	Rich Chorus 4 / Room	7 / 15

(PLATE, GATE)

1	Small Plate	8 / 0
2	Medium Plate	8 / 1
3	Large Plate	8 / 2
4	Larger Plate	8 / 3
5	Tape Slap Plate	8 / 4
6	Rich Plate	8 / 5
7	Large Bright Plate	8 / 6
8	Vocal Plate	8 / 7
9	Straight Gate	8 / 8
10	Drum Gate	8 / 9
11	Slope Down	8 / 10
12	140ms Gate	8 / 11
13	240ms Gate	8 / 12
14	340ms Gate	8 / 13
15	440ms Gate	8 / 14
16	540ms Gate	8 / 15

(HALL, CHAMBER)

1	Recital Hall	9 / 0
2	Small Church	9 / 1
3	Jazz Hall	9 / 2
4	Dance Hall	9 / 3
5	Synth Hall	9 / 4
6	Medium Hall	9 / 5
7	Large Hall	9 / 6
8	Large Church	9 / 7
9	Brick Wall	9 / 8
10	Basement	9 / 9
11	Live Concert	9 / 10
12	Percussion 1	9 / 11
13	Percussion 2	9 / 12
14	Live Chamber	9 / 13
15	Vocal 1	9 / 14
16	Vocal 2	9 / 15

(AMBIENCE, ROOM)

1	Voice Over	10 / 0
2	Very Small Ambience	10 / 1
3	Small Ambience	10 / 2
4	Medium Ambience	10 / 3
5	Studio D	10 / 4
6	Bright Ambience	10 / 5
7	Dark Ambience	10 / 6
8	Marble Foyer	10 / 7
9	Bedroom	10 / 8
10	Tiled Room	10 / 9
11	Studio C	10 / 10
12	Small Room	10 / 11
13	Studio B	10 / 12
14	Rehearsal Room	10 / 13
15	Studio A	10 / 14
16	Large Room	10 / 15

(TREMLOLO, ROTARY)

1	Rectified Sine Wave	11 / 0
2	Square Wave	11 / 1
3	Sawtooth Wave	11 / 2
4	Rectified Sine Wave	11 / 3
5	Square Wave	11 / 4
6	Sawtooth Wave	11 / 5
7	Triangle Wave	11 / 6
8	Sine Wave	11 / 7
9	Rotary	11 / 8
10	Rotary	11 / 9
11	Rotary	11 / 10
12	Slow Rotary	11 / 11
13	Varispeed Rotary	11 / 12
14	Tap Rotary	11 / 13
15	Tap Rotary	11 / 14
16	Tap Rotary	11 / 15

(CHORUS, FLANGE)

1	Rich Chorus	12 / 0
2	Rich Chorus	12 / 1
3	Rich Chorus	12 / 2
4	Rich Chorus	12 / 3
5	Diffuse Chorus	12 / 4
6	Slap Chorus	12 / 5
7	Slap Chorus	12 / 6
8	Slap Chorus	12 / 7
9	Light Flange: in phase sweep	12 / 8
10	Light Flange: out of phase sweep	12 / 9
11	Light Flange: in phase sweep	12 / 10
12	Light Flange: out of phase sweep	12 / 11
13	Deep Flange: in phase sweep	12 / 12
14	Deep Flange: out of phase sweep	12 / 13
15	Light Flange	12 / 14
16	Deep Flange	12 / 15

(PITCH, DETUNE)

1	Semi-tone Shift	13 / 0
2	Glide Shifter	13 / 1
3	+/-100 cents	13 / 2
4	Minor 3 <sup>rd</sup> to 4 <sup>th</sup> Harmony	13 / 3
5	4 <sup>th</sup> /5 <sup>th</sup> Harmony	13 / 4
6	5 <sup>th</sup> /6 <sup>th</sup> Harmony	13 / 5
7	2 <sup>nd</sup> Inversion Triad	13 / 6
8	Power Chords	13 / 7
9	Mild	13 / 8
10	Moderate	13 / 9
11	Heavy	13 / 10
12	Full Range	13 / 11
13	Warm & Mild	13 / 12
14	Warm & Moderate	13 / 13
15	Warm & Heavy	13 / 14
16	Slap Detuner	13 / 15

(DELAY, ECHO)

1	Mono Quarter-Note	14 / 0
2	Stereo Quarter-Note	14 / 1
3	Triplet Shuffle	14 / 2
4	Dotted Eighth-Note	14 / 3
5	Eighth-Note and Triplet	14 / 4
6	Ping Pong Quarter-Note	14 / 5
7	Triplet Rhythm 1	14 / 6
8	Triplet Rhythm 2	14 / 7
9	Mono	14 / 8
10	Stereo	14 / 9
11	Tape Slap	14 / 10
12	Multi Bounce	14 / 11
13	Multi Linear	14 / 12
14	Multi Inverse	14 / 13
15	Multi Repeat	14 / 14
16	Multi Pong	14 / 15

(SPECIAL FX)

1	Infinite Reverb	15 / 0
2	The Abyss	15 / 1
3	Jet Flange	15 / 2
4	Chorus Verb	15 / 3
5	Rotary Delay	15 / 4
6	Fader Verb	15 / 5
7	PCM 60 - LgSize	15 / 6
8	Low Rumble	15 / 7
9	Ducking Reverb	15 / 8
10	Ducking Chorus>Delay	15 / 9
11	Ducking Triplets	15 / 10
12	Subdividing Delay	15 / 11
13	Panning Delays	15 / 12
14	Dream Sequence	15 / 13
15	Infinite Repeat	15 / 14
16	Diffusor	15 / 15