

DTX

DRUM TRIGGER MODULE

Version 2.0



FCC INFORMATION (U.S.A)

1. IMPORTANT NOTICE: DO NOT MODIFY THIS UNIT!

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

2. IMPORTANT: When connecting this product to accessories and/or another product use only high quality shielded cables.

Cable/s supplied with this product MUST be used. Follow all installation instructions. Failure to follow instructions could void your FCC authorization to use this product in the USA.

3. NOTE: This product has been tested and found to comply with the requirements listed in FCC Regulations, Part 15 for Class "B" digital devices. Compliance with these requirements provides a reasonable level of assurance that your use of this product in a residential environment will not result in harmful interference with other electronic devices. This equipment generates/uses radio frequencies and, if not installed and used according to the instructions found in the user's manual, may cause interference harmful to the operation of other electronic devices. Compliance with FCC regulations does not guarantee that interference will not occur in all installations. If this product is found to be the source of interference, which can be determined by turning the unit "OFF" and "ON", please try to eliminate the problem by using one of the following measures :

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

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

In the case of radio or TV interference, relocate/reorient the antenna.

If the antenna lead-in is 300 ohm ribbon lead, change the lead-in to co-axial type cable.

If these corrective measures do not produce satisfactory results, please contact the your local retailer authorized to distribute this type of product. If you can not locate the appropriate retailer, please contact Yamaha Corporation of America, Electronic Service Division, 6600 Orangethorpe Ave, Buena Park, CA 90620

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

ADVARSEL!

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

VARNING

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

VAROITUS

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

Caution

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

SPECIAL MESSAGE SECTION (USA)

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

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

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

SPECIFICATIONS SUBJECT TO CHANGE:

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

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

Some Yamaha products may have benches and/or accessory mounting fixtures that are either supplied with the product or as optional accessories. Some of these items are designed to be dealer assembled or installed. Please make sure that benches are stable and any optional fixtures (where applicable) are well secured BEFORE using.

Benches supplied by Yamaha are designed for seating only. No other uses are recommended.

NOTICE:

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

ENVIRONMENTAL ISSUES:

Yamaha strives to produce products that are both user safe and environmentally friendly. We sincerely believe that our products and the production methods used to produce them, meet these goals.

In keeping with both the letter and the spirit of the law, we want you to be aware of the following:

Battery Notice:

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

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

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

Warning:

Do not attempt to disassemble, or incinerate any battery. Keep all batteries away from children. Dispose of used batteries promptly and as regulated by the laws in your area.

Note: Check with any retailer of household type batteries in your area for battery disposal information.

Disposal Notice:

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

NAME PLATE LOCATION:

The name Plate is located on the bottom of the product. The model number, serial number, power requirements, etc., are located on this plate. You should record the model number, serial number, and the date of purchase in the spaces provided below and retain this manual as a permanent record of your purchase.

Model _____

Serial No. _____

Purchase Date _____

PLEASE KEEP THIS MANUAL

Your DTX will give you years of reliable service if you follow the simple rules given below:

Location

Do not expose the instrument to the following conditions, to avoid deformation, discoloration, or more serious damage.

- Direct sunlight, such as near a window.
- High temperatures, for example, near a heat source, outdoors, or in a car during the daytime.
- Excessive humidity.
- Excessive dust.
- Strong vibrations.

Power Supply

Always use the supplied Yamaha AC Adaptor (PA-1207, PA-3B or an equivalent) to power your DTX. Other adaptors may cause damage to the DTX. Also, make sure that the adaptor you have is appropriate for the AC mains supply voltage in the area where you intend to use the DTX. Turn the power OFF and unplug the AC adaptor when the instrument is not in use. Unplug the AC adaptor during electrical storms. Avoid plugging the AC adaptor used with the DTX into the same AC mains outlet as appliances with high power consumption, such as electric heaters or ovens. Also avoid using multi-plug adaptors since these can result in reduced sound quality and possibly damage. Turn off the power before making or breaking connections. To avoid damage to the instrument and other devices to which it is connected (a sound system, for example), always turn the power switches of all related devices OFF before connecting or disconnecting audio and MIDI cables.

Handling and Transport

Never apply excessive force to the controls, connectors, or other parts of the instrument. Always plug and unplug any cables by gripping the connector, not the cord itself. Disconnect all cables before moving the instrument. Dropping the DTX or otherwise subjecting it to strong physical shocks can damage it. Handle it with care.

Cleaning

Clean the cabinet and panel with a soft dry cloth. A slightly damp cloth may be used to remove stubborn grime and dirt. Do not use solvents such as alcohol, benzine, or thinner to clean the cabinet or panel. Avoid placing vinyl objects on top of the instrument. Vinyl can stick to and discolor the surface.

Electrical Interference

The DTX contains digital circuitry and may cause interference or noise if placed too close to TV sets, radios, or similar equipment. If such a problem does occur, move the DTX further away from the affected equipment.

Memory Back-up

The DTX contains a special long-life battery that retains the contents of its internal RAM memory even when the power is turned OFF. The back-up battery should last for several years. When the back-up battery needs to be replaced, the message “ERR-Low battery” will momentarily appear on the display when you turn the power ON. When this happens, have the back-up battery replaced by qualified Yamaha service personnel. DO NOT ATTEMPT TO REPLACE THE BACK-UP BATTERY YOURSELF. Transfer important data from your DTX to a MIDI data recorder such as the Yamaha MDF2 MIDI Data Filer for safe long-term storage. Yamaha cannot be held responsible for data loss caused by battery failure or improper operation of the DTX.

Service and Modification

The DTX contains no user-serviceable parts. Opening the case and/or tampering with the internal circuitry can lead to irreparable damage and will void the warranty. Refer all maintenance to qualified Yamaha service personnel.

Third-party Software

Yamaha cannot take any responsibility for software produced for this product by third-party manufacturers. Please direct any comments about such software to the manufacturer or their agents.

Yamaha is NOT responsible for damage caused by improper handling or operation.

INTRODUCTION

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Welcome to the Yamaha DRUM TRIGGER MODULE DTX—this is a COMPLETELY NEW type of drum trigger module with Yamaha’s high quality AWM (Advanced Wave Memory) tone generation system and sequencer functions. It is equipped with the features and capability required for professional recordings, rehearsals, and practice sessions as well as live performances.

In order to take full advantage of the DTX, please read this manual carefully and try out all of the examples set forth. Also, always keep this manual in a safe place for further reference.

ABOUT THIS MANUAL

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This manual consists of 2 sections: Getting Started and Feature Reference.

Getting Started

This section describes the basic steps you need to quickly plug and play with a set up using the DTX. A general explanation of the DTX is also available in the “Overall Structure and Modes” section (P.18).

Feature Reference


This section describes each function in detail. You can use it as a dictionary to look up functions or answers to your questions. The Table of Contents (P.4) or the Index (P.140) will help you look up words, features and functions.


Page references are also made throughout this section for your quick reference.

DESCRIPTIONS

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The following icons are used throughout this manual to draw attention to important points and information where necessary.

 **NOTE** —This icon indicates more detailed information of a feature or function.

 **CAUTION** —This icon warns of possible hardware damage, software malfunction, or any other serious problem that may occur due to improper operation or set up.

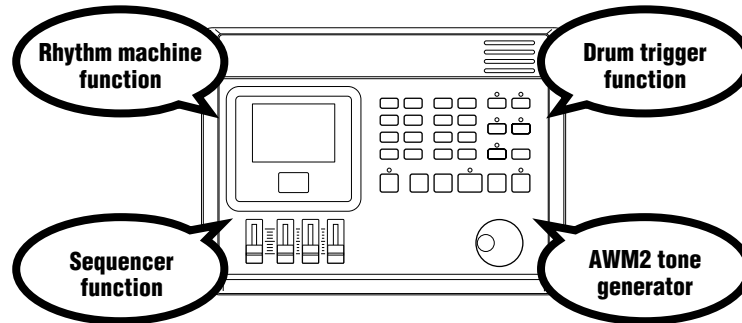
INSIDE THIS PACKAGE

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- The DTX Owner’s Manual (This book)
- Quick Guide
- Yamaha AC Power Adaptor PA-1207 or PA-3B

What is a DTX?

In addition to the conventional drum trigger functions, the DTX is a multi-function digital instrument with an AWM 2 tone generator which is compatible with the GM standard providing high quality sounds, rhythm machine functions with many rhythm styles, and sequencer functions enabling you to create an entire song. You can use the DTX in many situations such as studio production, live performances and rhythm practice.



The Main Features of the DTX

- Drum trigger functions allow you to designate detailed edits to each of the 12 input jacks for live performances and other purposes.
- 32 practical preset drum kits as well as memory space for 32 user drum kits to assign your original set of voices to.
- 928 high quality drum voices and an AWM tone generator (triggering up to 32 voices at one time) with 128 keyboard sounds that comply to the GM System Level 1.
- Edit functions to edit the effect, volume and pitch of each drum voice.
- Complete sequencer functions to create or record the rhythm and backing patterns of your preference (pattern record) using a pad or a MIDI keyboard as well as to easily create an entire song using patterns or preset styles (song record).
- Chain functions to conveniently conduct live performances and rhythm practice effectively.
- Large LCD and LED displays, transport buttons and a Data scroll wheel that makes programming faster and easier.
- 4 volume sliders to control the volume of the entire system as well as each rhythm or accompaniment part.
- Groove checking functions to check the difference (percentage: %) in timing or “groove” feel.
- Various MIDI functions to enhance the DTX system by connecting to MIDI devices or computers.

How It Can Be Used...

- As a high quality drum voice module.
- To practice rhythm by playing to the patterns.
- As a rhythm machine.
- To conduct a solo live performance by creating an accompaniment in advance.
- As a 16-part GM tone generator for computer music and create or edit songs any way you want by using the pattern or song functions.
- ...or in any other way you choose! The DTX is a talented reliable partner for all musicians.

Contents

Controls and Functions	6
Setting Up	9

Getting Started

Getting Started	14
Overall Structure and Modes	18
Drum or Percussion Sounds and Drum Kits	18
Pattern and Song	19
Triggering	20
The Modes of the DTX	21
Basic Operation	22
Entering a mode	22
Tips on the LCD	25
PAGE▲ and PAGE▼ Buttons	26
◀ ▶ Cursor Buttons	26
Data Scroll Wheel	27
+1/YES and -1/NO Buttons	27
Transport Buttons	27

Feature Reference

Drum Kit Play Mode	30
Entering Drum Kit Play Mode	30
Selecting a Drum Kit	30
Drum Kit Trigger Edit Mode	32
Entering the Drum Kit Trigger Edit Mode	32
Drum Kit Trigger Edit mode (Page structure and operation)	33
1 Kit name	35
2 PAD Type (pad type)	35
3 Auto Set	36
4 PAD Gain	36
6 VelRange (velocity range)	37
7 VelCurve (velocity curve)	38
8 Self Rej (self rejection)	39
9 Reject (rejection)	39
10 Spec Rej (specific rejection)	40
11 Note= (note numbers settings)	40
12 Note= (gate time)	42
13 Note= (MIDI channel)	42
14 KeyOn	43
15 VelXFade (velocity cross-fade)	44
16 RIMKeyOn	44
17 RIM Vel (RIM velocity)	45
18 PAD Func (pad function)	45
19 FS Func (FS function)	46
20 FS MIDI (FS MIDI channel)	47
21 FS HHcls (FS hi-hat control)	47
22 FC Func (hi-hat control function)	47
23 FC MIDI (hi-hat control channel)	47
24 FC Sens (hi-hat control sensitivity)	48
25 HH Ctrl (hi-hat control)	48
26 In 9 to 10 (Input 9 to 10)	48
27 In 11 to 12 (Input 11 to 12)	48
28 Copy INP (copy input)	48
29 Copy TRG (copy trigger)	49
30 Edit (edit recall)	49
31 SetChord= (setting the note number by chord)	49
Drum Kit Voice Edit Mode	50
Entering Drum Kit Voice Edit Mode	51
Drum Kit Voice Edit Mode (Page structure and operation)	51
1 VCE (voice)	53
2 Volume	53
3 Pan	54
4 Pitch	54
5 Rev send (send reverb)	55
6 Modify	55
7 Filter	56
8 Decay	56
9 Key mode	57
10 AlterGrp (alternate group)	57
11 Key Off	58

12 Out Port	58
13 REV Rtn (reverb return)	58
14 REV Type (reverb type)	59
15 REV Time (reverb time)	59
16 PC Ch= (transmit program change)	59
17 BK CH= (transmit bank select)	60
18 CC Ch= (transmit control change: volume)	60
19 CC Ch= (transmit control change: pan)	61
20 CC Ch= (transmit control change)	61
21 Root Note	62

Chain Play Mode	63
Entering the Chain Play Mode	63
Selecting a Chain	64
Switching the Steps	64

Chain Edit Mode	65
Entering the Chain Mode	65
The Chain Edit Mode (Page structure and operation)	66
1 Name (chain name)	67
2 Chain create or revise	67
3 Edit recall	68

Store Mode	69
Entering Store Mode	69
Drum Kit Store Mode	69
Chain Store Mode	69
Storing	70
Copying the Drum Kit or Chain	70

Pattern Play Mode	71
The Concept of "pattern"	71
Types of Patterns	71
Style	71
Section	71
User Patterns	72
Entering Pattern Play Mode	72
Selecting a Pattern	72
Playing a Pattern	74
Volume Adjustment	75
Adjusting the Tempo	76
Click (metronome)	76
Muting or Soloing Each Track	77
Selecting the Chords	78

Pattern Record Mode	80
Recording	80

Pattern Job Mode	88
Entering Pattern Job Mode	88
The Pattern Job Mode (page structure and operation)	88
1 Copy (Pat/Dest): pattern copy	90
2 Quantize (quantization)	91
3 CrTrNote (clear specific note)	91
4 ClrTrack (clears a track)	92
5 ClearPat (clear pattern)	92
6 Pgm= (selects the voices of a chord, bass or rhythm track)	92
7 Pat Name (pattern name)	92

Song Play Mode	93
The Concept of "song"	93
Track Structure	93
Sequence Track	93
Backing Track	93
Types of Songs	93
Entering Song Play Mode	94
Selecting a Song	94
Playing a Song	95
Volume Adjustment	96
Adjusting the Tempo	96
Click (metronome)	96
The Mute/Solo Function	97
Groove Check Function	97

Song Record Mode	99
Recording	99

Song Job Mode	107
Entering Song Job Mode	107
The Song Job Mode (page structure and operation)	107
1 Copy (Song/Dest): pattern copy	108
2 Quantize (quantization)	109

Getting Started

Feature Reference

Drum Kit Play Mode

Drum Kit Trigger Edit Mode

Drum Kit Voice Edit Mode

Chain Play Mode

Chain Edit Mode

Store Mode

Pattern Play Mode

Pattern Record Mode

Pattern Job Mode

Song Play Mode

Song Record Mode

Song Job Mode

Utility Mode

Appendix

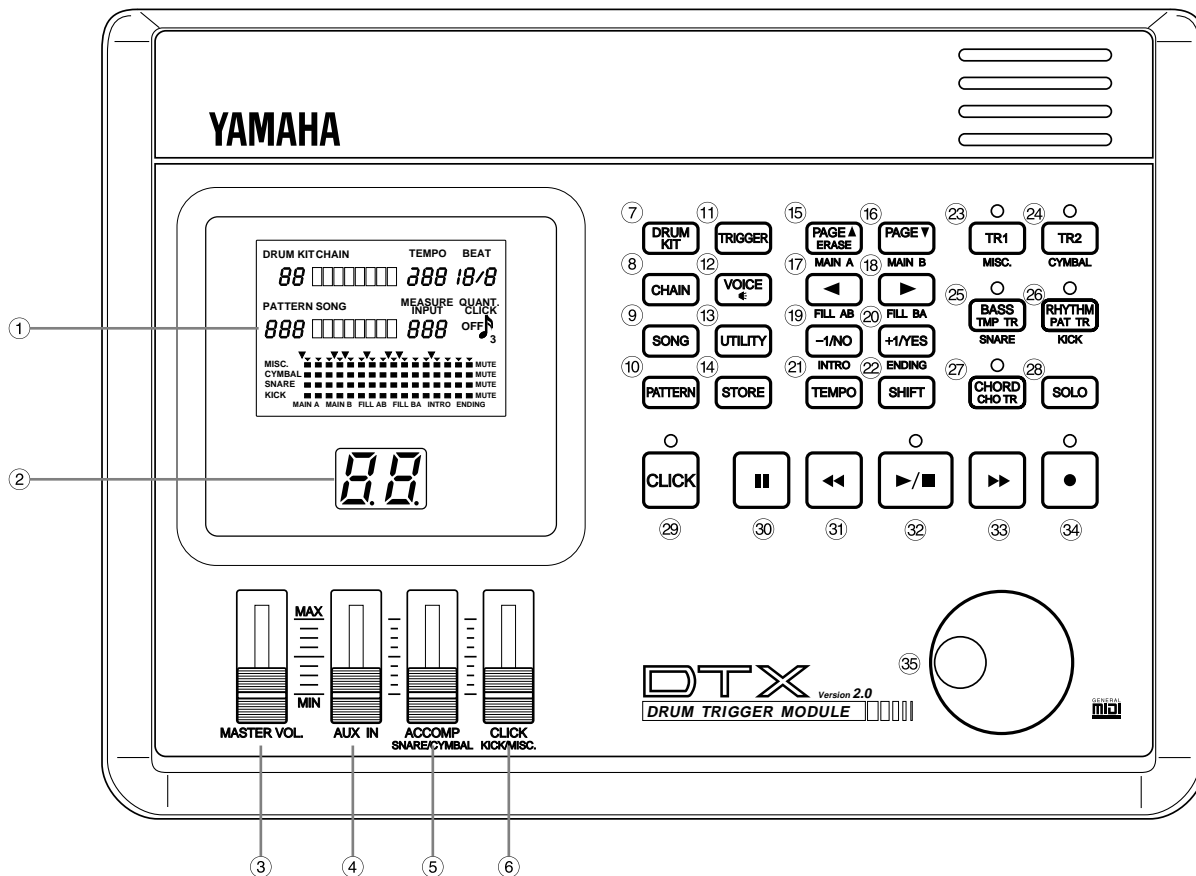
3 ClrTrack (clear track)	109
4 Clr Song (clear song)	109
5 PgmCh (select the voices of each channel)	110
6 VolCh (channel volume)	110
7 PanCh (channel pan)	110
8 PlayMode	110
9 B Lnr TR (bass linear track mode)	111
10 Pat Mute (pattern track mute mode)	111
11 SongName	111
Utility Mode	112
Entering Utility Mode	112
The Utility Mode (page structure and operation)	112
1 SYSTEM	114
2 EditMode	114
3 LinkMode	115
4 Lrn Mode (learn mode)	115
5 SldrMode (slider mode)	116
6 Bypass	116
7 JumpRcnt (jump to recent page)	116
8 FC offset	117
9 Ma to Aux (main output to auxiliary output)	117
10 Inc Func (increase function)	117
11 Dec Func (decrease function)	117
12 MIDI	117
13 DeviceNo (device number)	117
14 Receive SysX (receiving system exclusive data)	117
15 Receive PC (receiving program change data)	118
16 RecvCh10 All (receiving channel message through MIDI data from channel 10)	118
17 RecvCh10 PC (receive program change through channel 10)	118
18 SendHH (send hi-hat control change)	118
19 LocalClt (local control)	118
20 DumpTime	119
21 MergeOut	119
22 Dump Out (bulk data send)	119
23 P/C->KIT (program change table)	120
24 EQ (equalizer)	120
25Lo Mi Hi (gain)	121
26 Lo Freq (low frequency)	121
27 Mid Freq (mid frequency)	121
28 Hi Freq (high frequency)	121
29 SEQ (sequencer)	122
30 Click Hi	122
31 Click Mid	122
32 Click Lo	122
33 Click Out	123
34 PlyClick (play click)	123
35 Tempo	123
36 Count	123
37 GrvCheck (groove check)	124
38 Break TB (break top/bottom)	124
39 MIDICTrl (MIDI control)	125
40 SyncMode (synchronization mode)	125
41 MULTI (multi-timbre)	126
42 MastTune (master tune)	126
43 Program	126
44 Volume	127
45 Pan	127
46 Pitch	128
47 RevSend (Reverb Send)	128

Appendix

MIDI	129
MIDI Data Format	134
Troubleshooting	136
Error Messages	138
Specifications	139
Index	140
Drum Voice List	143
GM Keyboard Voice List	147
Drum Kit List	148
Preset Style List	165
Preset Song List	165
Drum Kit Trigger Edit Parameter (Blank Chart)	166
Drum Kit Voice Edit Parameter (Blank Chart)	166
MIDI Implementation Chart	168

Controls and Functions

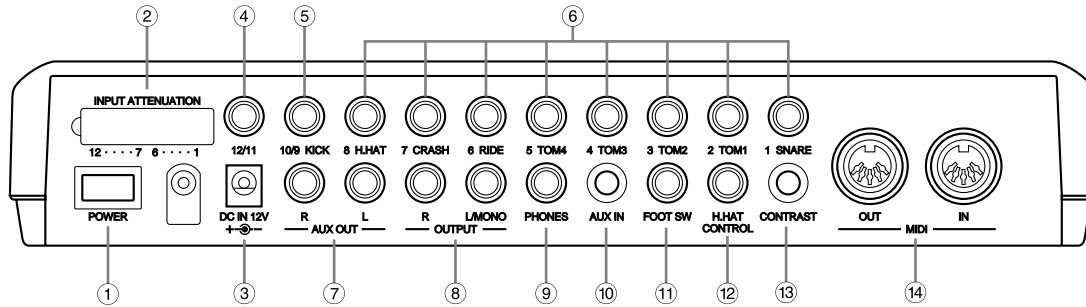
Top Panel



- ① LCD (Liquid Crystal Display) (P.25)**
 The large multi-function LCD panel shows all the prompts and parameters needed to operate the DTX easily and efficiently.
 Each screen of parameters is called a display “page.” The various pages of each mode can be picked using the +1/YES and -1/NO buttons.
 Within a page, there is a blinking letter, word, number, or symbol referred to as the “cursor”. A “focus area” refers to the parameter you can adjust. Use the cursor buttons to move the cursor to the focus area.
- ② LED (Light Emitting Diode) Display (P.31)**
 The large two-digit LED display shows the selected drum kit number so you can be sure of your selection especially during live performances with poor stage lighting.
- ③ MASTER Volume Slider (P.31)**
 This volume control slider adjusts the total volume of sound output from the PHONES jack, the OUTPUT (L/MONO and R) jacks.
- ④ AUX IN Volume Slider (P.11)**
 This volume control slider adjusts the volume of the incoming signals of the AUX IN jack (CD player, tape recorder, etc.)
- ⑤ ACCOMP SNARE/CYMBAL Volume Slider (P.31)**
 This volume control slider adjusts the volume of the accompaniment, snare drum, or cymbals of a song or pattern.
- ⑥ CLICK KICK/MISC. Volume Slider (P.31)**
 This volume control adjusts the volume of the metronome click sound, kick, or other musical instruments.
- ⑦ DRUM KIT Button (P.30)**
 Press this button to put the DTX into Drum Kit Play mode.
- ⑧ CHAIN Button (P.63)**
 Press this button once to put the DTX into Chain mode. Press twice this button to put the DTX into Chain Edit mode.
- ⑨ SONG Button (P.94)**
 Press this button once to put the DTX into Song mode. Press twice this button to put the DTX into Song Job mode.
- ⑩ PATTERN Button (P.72)**
 Press this button once to put the DTX into Pattern mode. Press twice this button to put the DTX into Pattern Job mode.

- ⑪ **TRIGGER Button (P.32)**
Press this button to put the DTX into Drum Kit Trigger Edit mode.
- ⑫ **VOICE Button (P.51)**
Press this button to put the DTX into Drum Kit Voice Edit mode. This button also acts as an “audition” button which allows you to listen to a voice without actually changing it while you are editing.
- ⑬ **UTILITY Button (P.112)**
Press this button to put the DTX into Utility mode.
- ⑭ **STORE Button (P.69)**
Press this button to put the DTX into Drum Kit Store mode or Chain Store mode.
- ⑮ **PAGE▲/ERASE (MAIN A) Button (P.26, 73)**
This button selects the previous page. In Pattern mode, press this button while holding the SHIFT button to select the MAIN A pattern. In recording mode, press this button to erase data.
- ⑯ **PAGE▼ (MAIN B) Button (P.26, 73)**
This button selects the next page. In Pattern mode, press this button while holding the SHIFT button to select the MAIN B pattern.
- ⑰ **◀(FILL AB) Button (P.26, 73)**
This button allows you to move backward among the focus areas in a page. In Pattern mode, press this button while holding the SHIFT button to select the FILL AB Pattern.
- ⑱ **▶(FILL BA) Button (P.26, 73)**
This button allows you to move forward among the focus areas in a page. In Pattern mode, press this button while holding the SHIFT button to select the FILL BA Pattern.
- ⑲ **-1/NO (INTRO) Button (P.27, 73)**
This button decreases the value of a parameter. In Pattern mode, press this button while holding the SHIFT button to select the INTRO Pattern.
- ⑳ **+1/YES (ENDING) Button (P.27, 73)**
This button increases the value of a parameter. In Pattern mode, press this button while holding the SHIFT button to select the ENDING Pattern.
- ㉑ **TEMPO Button (P.76)**
This button directly selects the TEMPO focus area.
- ㉒ **SHIFT Button (P.73, 77)**
This button sets a secondary function, for example selecting a section or muting part of a rhythm, by pressing another specific button while holding this button.
- ㉓ **TR1 (MISC.) Button (P.77)**
This button turns TR1 (Track 1) of the song ON or OFF. Press this button while holding, the SHIFT button, to mute the MISC. (other instruments) part of the rhythm.
- ㉔ **TR2 (CYMBAL) Button (P.77)**
This button turns TR2 (Track 2) of the song ON or OFF. Press this button while holding, the SHIFT button, to mute the CYM (cymbal) part of the rhythm.
- ㉕ **BASS TMP TR (SNARE) Button (P.77)**
This button turns the Bass Track or Tempo Track of the song ON or OFF. Press this button while holding, the SHIFT button, to mute the SNARE part of the rhythm.
- ㉖ **RHYTHM PAT TR (KICK) Button (P.77)**
This button turns the Rhythm Track or Pattern Track of the song ON or OFF. Press this button while holding, the SHIFT button, to mute the KICK part of the rhythm.
- ㉗ **CHORD CHO TR Button (P.77)**
This button turns the Chord Track of the song ON or OFF.
- ㉘ **SOLO Button (P.78)**
Press the rhythm part buttons while holding this button to listen to the soloing of a rhythm part.
- ㉙ **CLICK Button (P.76)**
This button turns the metronome ON or OFF.
- ㉚ **PAUSE Button (P.74, 95)**
This button pauses the song. The song will start where it was stopped when the button is pressed again.
- ㉛ **REWIND Button (P.74, 95)**
This button moves the location indicator backward by a measure. Press continuously to rapidly rewind.
- ㉜ **START/STOP Button (P.74, 95)**
This button starts or stops playback or recording.
- ㉝ **FORWARD Button (P.74, 95)**
This button steps the indicator forward by a measure. Press continuously to fast forward.
- ㉞ **RECORD Button (P.81)**
This button switches the DTX into Record-ready (stand-by) mode.
- ㉟ **Data Scroll Wheel (P.27)**
The Data Scroll Wheel allows rapid control over the parameters of the focus area. For fine single-step adjustments, you may want to use the +1/YES and -1/NO buttons described above.

Rear Panel



① POWER Switch (P.12)

Press this button to turn the DTX ON or OFF.

② INPUT ATTENUATION Switches

These switches adjust the input level when pads of varying output levels are connected. The input level increases when the switch is lowered. Try this when the volume does not respond to the pad played or when a double-triggering occurs to one tap.

③ DC IN Jack (P.12)

Connect the AC adapter (Yamaha PA-1207, PA-3B or an equivalent) included in this package.

NOTE The Yamaha PA-3 CANNOT be connected.

④ 12/11 Input (P.9)

Connects with an optional pad. If you use a stereo phone plug to connect the DTX and two pads, two triggers can be input. If you use monaural phone plugs, only 11 is available to use.

⑤ 10/9 KICK Input (P.9)

Connects with an optional pad. If you use a stereo phone plug to connect the DTX and two pads, two triggers can be input. If you use monaural phone plugs, only 9 is available to use.

⑥ 1 SNARE to 8 H.HAT Inputs (P.9)

Connect stereo phone plugs to input from trigger or switch type pads (Yamaha TP80S or PCY80S). Use a monaural phone plug for plain trigger input.

NOTE Plugging a monaural phone plug when the power is ON may cause a reversed phase and the switch may malfunction. In this case, turn the power OFF, reconnect the plug and turn the power ON again.

⑦ AUX OUT L and R Jacks

This jack is used to separately output specific sound(s) such as the kick and snare. To assign a sound to these output jacks, select the Output Port on the 12th page in Drum Kit Voice Edit mode (P.12). To assign a metronome click to these output jacks, set the SEQ ClickOut on the 27th page in Utility mode (P. 58).

⑧ OUTPUT L/MONO and R Jacks (P.10)

Use these jacks to connect to external amplifiers or mixers using a monaural phone plug. For monaural playback, connect to L/MONO. For stereo playback, connect to both L/MONO and R.

⑨ PHONES Jack (P.9)

Connect a stereo headphone to this jack to monitor the DTX.

⑩ AUX IN Jack (P.11)

Use this jack to input data from an external audio device using a miniature stereo phone plug. This is convenient when you are playing to music from a CD or cassette tape.

⑪ FOOT SW Jack (P.9)

Connect a footswitch (Yamaha FS50 or FC5) to this plug. Select the footswitch function you want to use from the 19th FS Function page in Drum Kit Trigger Edit mode (P. 46).

⑫ H.HAT CONTROL Jack (P.9)

Connect the hi-hat foot controller (Yamaha HH80 or FC7) to this plug. You can use this as a MIDI controller by changing the parameter on the 22nd Hi-hat Control Function page in Drum Kit Trigger Edit mode (P. 47).

⑬ CONTRAST Knob

This knob adjusts the contrast of the LCD.

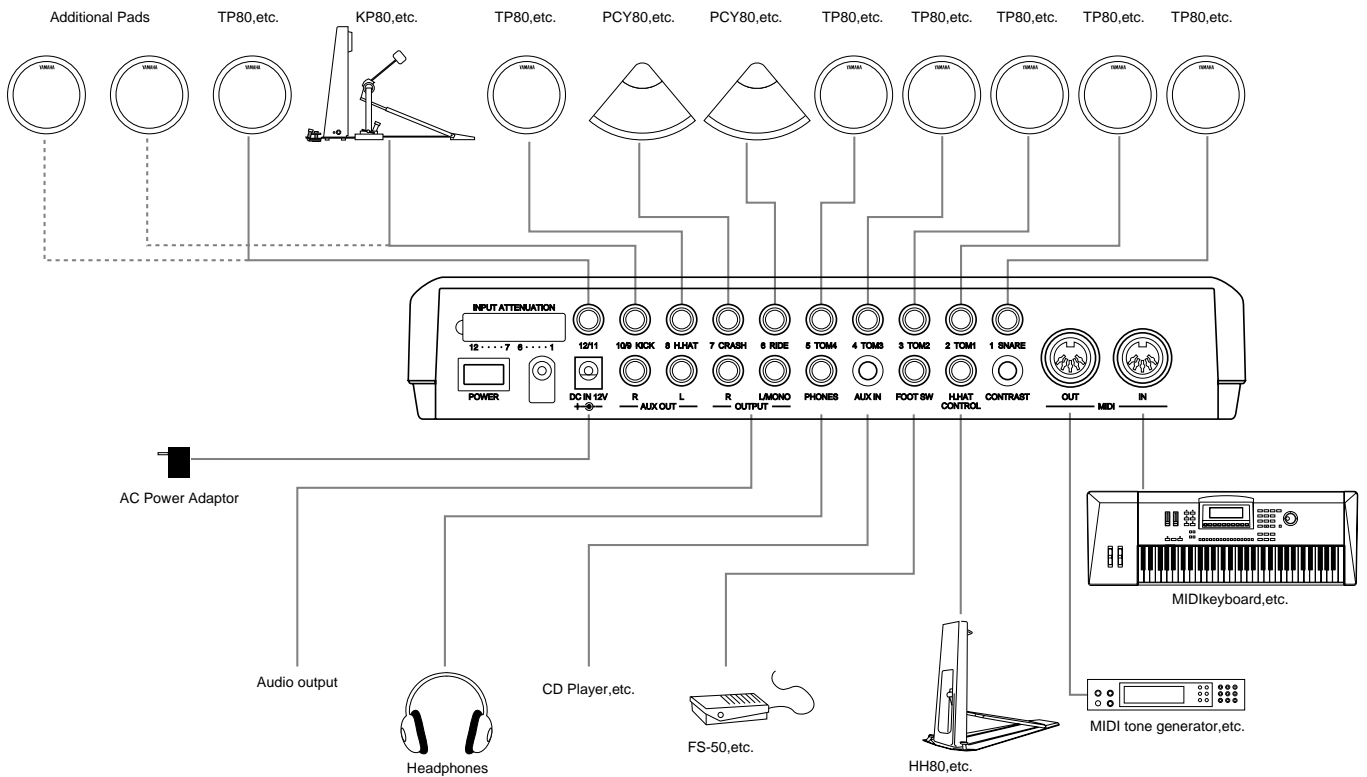
⑭ MIDI IN/OUT (P.9)

Use these connectors to send or receive MIDI data to or from an external MIDI device. You can create a large scale MIDI system by connecting the DTX to an external MIDI tone generator or sequencer.

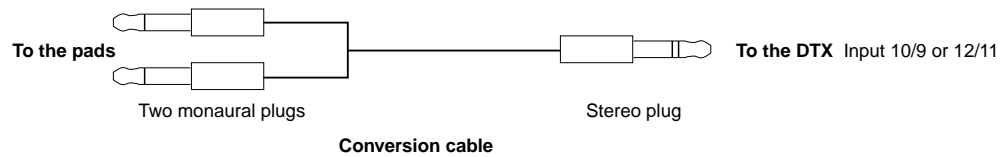
Setting Up

Setting Up with Pads Only

Connect each pad to the proper DTX input jack as shown below:
 (This illustration is an example of the pads, triggers and devices that can be connected to the DTX. Refer to P.8 for the types of pads or triggers that can be connected to each input jack.)



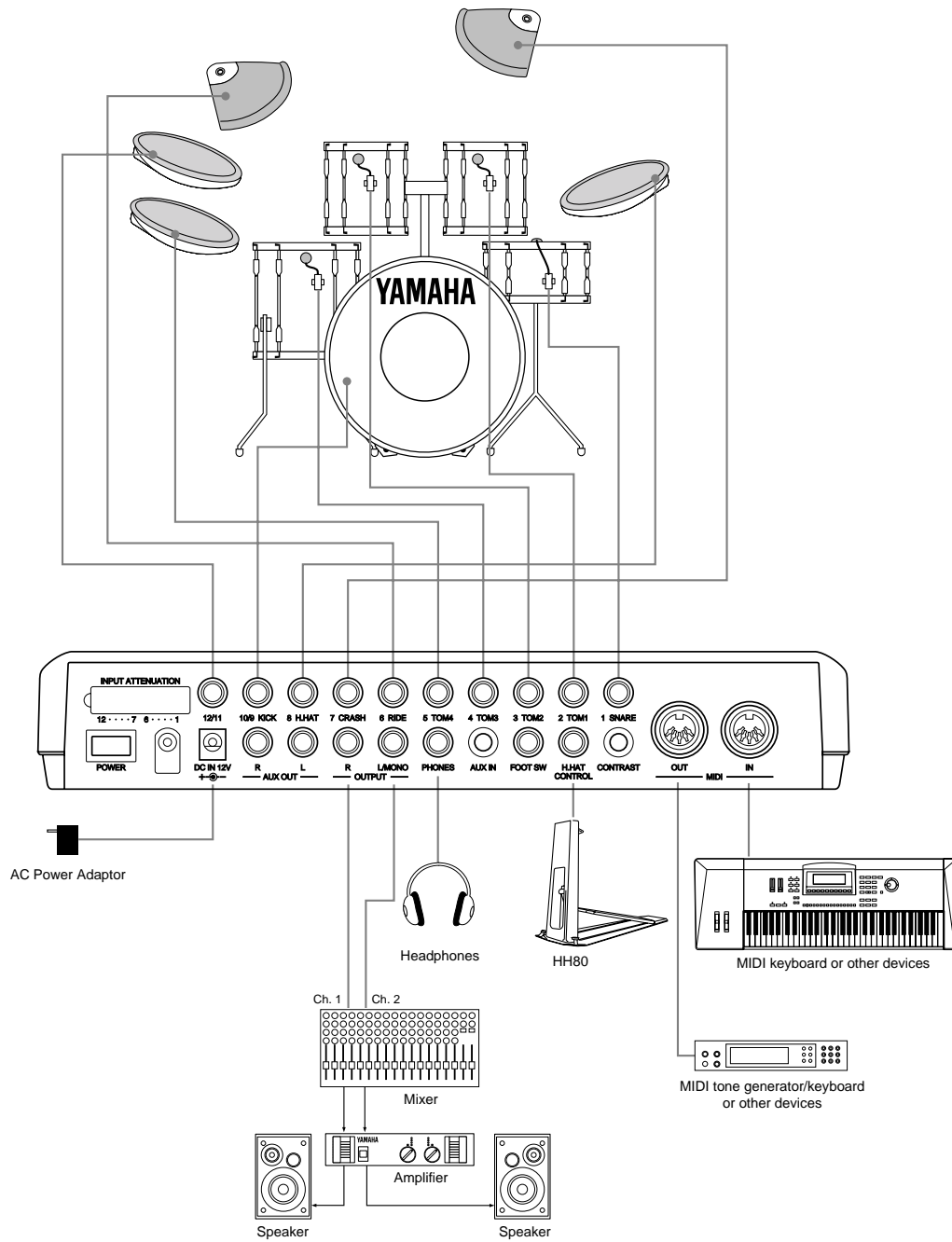
NOTE To further add a pad, use a conversion cable (which separates the stereo plug to two monaural plugs) for INPUT 10/9 and 12/11 which enables you to enter two different trigger signals. For most preset drum kits, a cupped cymbal voice is set to INPUT 10 and a suitable percussion voice for each preset drum kit is set to INPUT 11 and 12.



Setting Up with an Acoustic Drum Set (5-piece) and 5 Pads

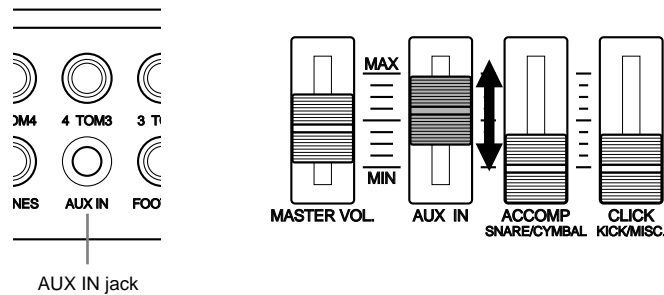
*Connect each acoustic drum piece to a drum trigger pick-up (Yamaha DT10—not included) in advance.
(P.11)

Connect each drum trigger pick-up to the proper input jack as shown below:



Using the AUX IN jack

The AUX IN jack (stereo mini jack) is located on the rear panel. You can enter a sound source from a CD or cassette player through this jack, mix it with the DTX sounds and send it out through the output jacks on the rear panel. This is convenient when you practice a rhythm by playing to a tune or hold a band session. It is also possible to independently control the output volume of the sound source coming in from the external device by using the AUX IN volume slider. By doing so you can adjust the balance between the drum kits of the DTX and the external sound.



Mounting the Drum Trigger Series DT

1 Bass Drum

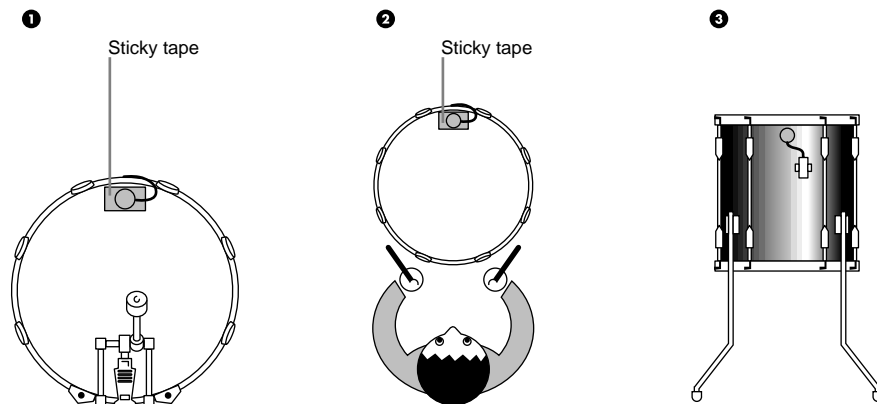
Mount the DT10 Sensor (trigger) on the batterhead of the bass drum close to, yet not touching the edge of the rim.

2 Snare

Mount the DT10 Sensor (trigger) on the batterhead of the snare close to, yet not touching the edge of the rim across the player.

3 Toms

Mount the DT10 Sensor (trigger) on the shell, close to, yet not touching the rim. Place the triggers away from the influence of other drums (snare or toms), hi-hat, and cowbells.



CAUTION Be sure to connect the audio devices before turning all the related devices ON.

Removing the Drum Triggers

When changing the batterhead, carefully remove the trigger sensor with a sharp object before loosening the head. Take care not to pull the cord when you are removing the trigger.

ATTENTION

Make sure the surface of the batterhead or the shell where the trigger is mounted is free from dirt or grind. Clean the surface with alcohol in advance.

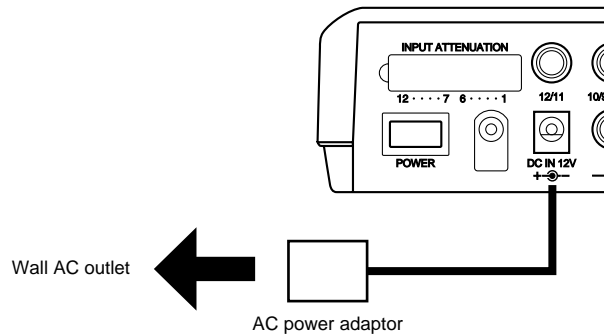
To prevent broken trigger cords caused by the vibration of the drum rim, cover and fix the triggers and cords onto the batterhead with sticky tape.

Irregular vibration and sustained resonance on the batterhead or the shell may cause double-triggering. This can be prevented by applying a mute (such as the Yamaha Ring Mute) to the batterhead and controlling the excessive vibration.

Once you have removed the drum trigger and want to mount it again, be sure to completely remove the used sticky tape and apply new sticky tape. Using used sticky tape may cause bad pick-up response or double-triggering.

The Power Supply

- 1 Make sure the POWER switch is OFF and connect the power adaptor (included) to the DC IN jack on the rear panel of the DTX, then plug the adaptor into a convenient wall AC outlet.



CAUTION Be sure to use PA-1207, PA-3B or an equivalent included in this kit. Using an improper power adaptor may cause irreparable damage to the DTX, and might pose a serious shock hazard. Also, unplug the power adaptor from the electric outlet when the DTX is not in use for long periods of time.

- 2 Make sure all the devices such as the pads, external devices, or audio systems are connected correctly and turn the POWER switch on the rear panel of the DTX, ON. When the power is turned on, the DTX analyses the connections and optimizes the settings.



CAUTION To avoid speaker damage, make it a rule to turn the power on in the order of 1) the DTX, 2) mixers and amplifiers, 3) audio devices. When turning the system off, simply reverse the process.



Getting Started

This chapter describes the basic operations of the DTX.
Use this to get an overall image of the DTX and master the basic uses.

Getting Started	(P.14)
Overall Structure and Modes	(P.18)
Basic Operation	(P.22)

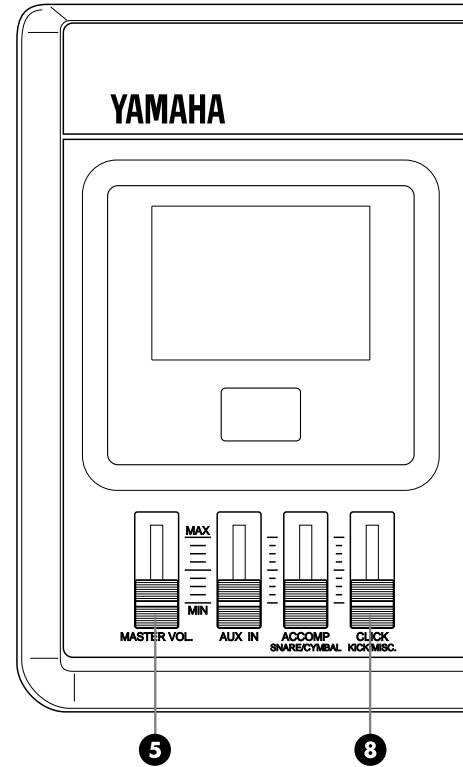


Getting Started

Choose a Drum Kit and Start Playing!

Your Yamaha DTX contains 928 drum and percussion sounds. Drum and percussion sounds make up a drum kit (drum voice) and the drum kits are categorized by musical style. There are 64 drum kits: 32 preset drum kits and 32 user drum kits which enable you to enjoy performances of various musical styles just by selecting a kit. You can create your own drum kit (user drum kit) from scratch. (P.32)

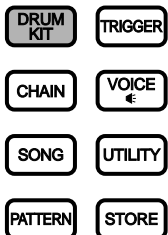
NOTE The LCD illustrations in this manual are just examples used for the purpose of explanation. The display is subject to change depending on the operation, mode, settings or usage.



1 Turn the power ON.



2 Enter Drum Kit Play mode by pressing the DRUM KIT button.

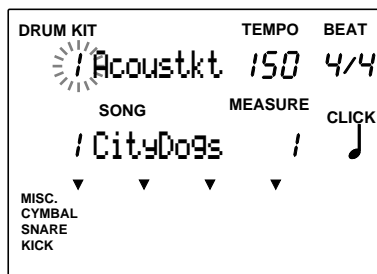


DRUM KIT

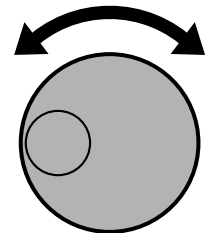
/ Acoustkt

3 Select a drum kit.

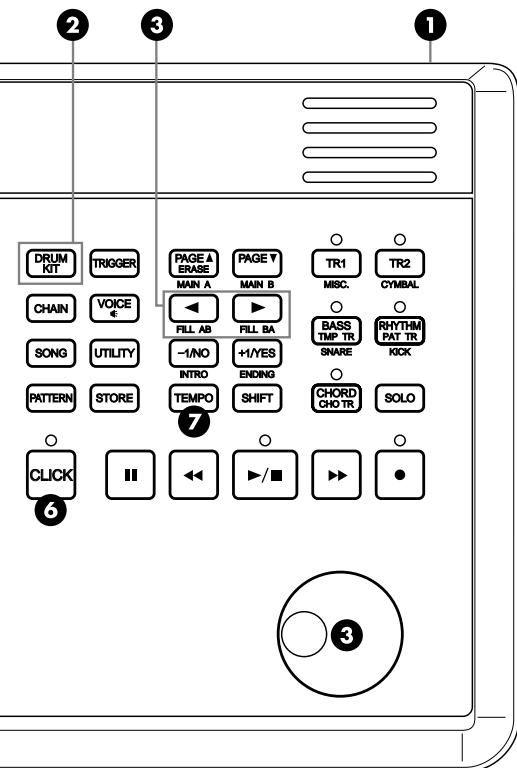
Press the ◀ ▶ cursor buttons and move the cursor to the drum kit number.



Rotate the Data Scroll Wheel to select the drum kit you want to use.



NOTE The drum kit number is also displayed on the LED. No. 1 to No. 32 are the user drum kits, and No. 33 to No. 64 are the preset drum kits. The user drum kits No. 1 to No. 32 contain readily usable drumsounds.

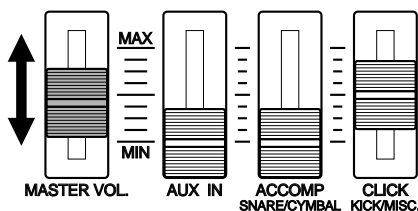


4 Play the pads



5 Adjust the volume

Use the MASTER Volume Slider to adjust the volume of the entire drum kit.



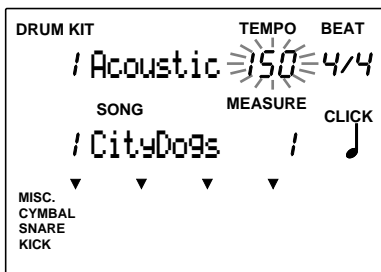
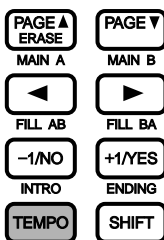
6 Play to the Click

Press the CLICK button to start the metronome. Press the CLICK button again to stop the metronome.



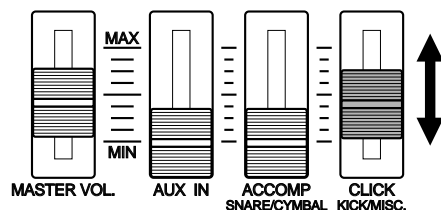
7 Change the Tempo of the Click

Press the TEMPO button to move the cursor to TEMPO on the LCD. Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the click tempo between $\text{♩}=30$ to 299.



8 Change the Volume of the Click

Use the CLICK volume slider to adjust the volume of the metronome click.



NOTE You can also adjust the beat or quantization by moving the cursor to the BEAT or CLICK focus area and using the Data Scroll Wheel or the +1/YES and -1/NO buttons.

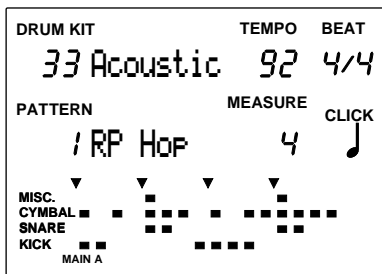
Play to a Pattern!

Your Yamaha DTX features rhythm machine functions containing 660 preset patterns (110 styles x 6 sections) and 100 user patterns. One pattern consists of rhythm part, bass part and chord part. Each preset style contains 6 sections (MAIN A, MAIN B, FILL AB, FILL BA, INTRO, and ENDING).

Try out the various patterns.

1 Enter Pattern Play mode.

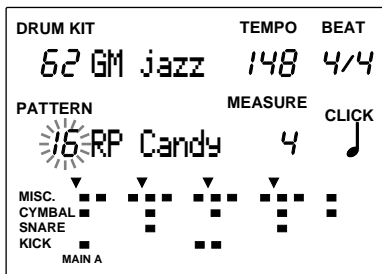
Press the PATTERN button to enter Pattern Play mode.



NOTE The Drum Kit Play mode and the Pattern Play mode will appear on the same display.

2 Select a style or pattern.

After making sure the cursor is located on the style or pattern number, rotate the Data Scroll Wheel to select a style or pattern number.



NOTE The style or pattern number focus area is automatically selected and blinks when you enter Pattern Play mode.

3 Start to play the pattern.

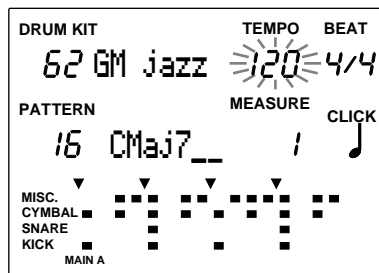
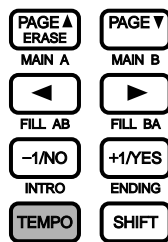
Press the START/STOP button to play a pattern. You can play the pads to the pattern.



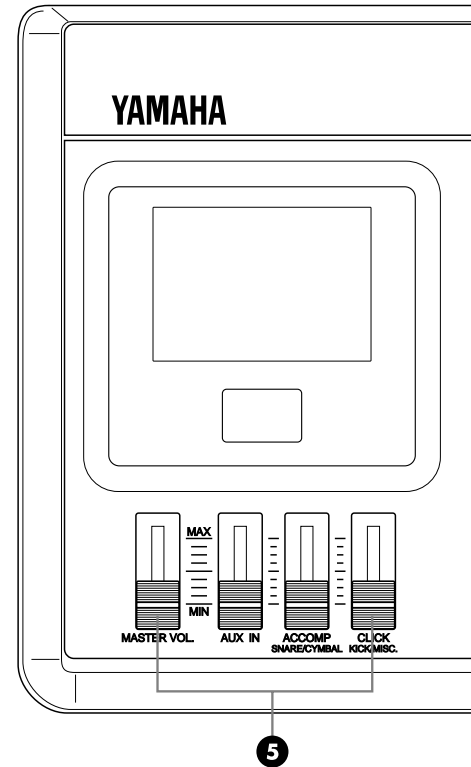
NOTE It is possible to change to another style or pattern while a pattern or style is playing.

4 Adjust the tempo.

Press the TEMPO button to move the cursor to TEMPO on the LCD. Rotate the Data Scroll Wheel to change the tempo of the pattern between a range of ♩ = 30 to 299.

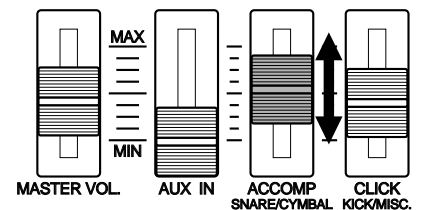


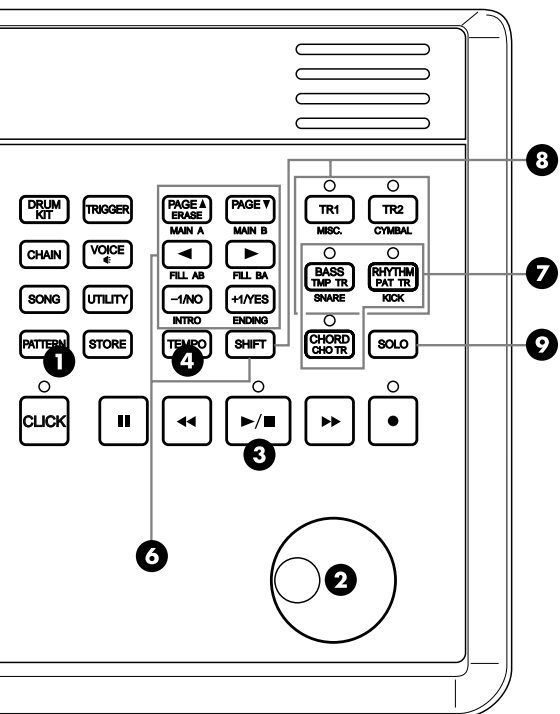
NOTE Each style has a default tempo value. Therefore, even if you change the tempo, once you stop playing and select a different style, the tempo will return to the default value of the newly selected style. However, when you select a different style in the middle of a pattern playback, the tempo will not change.



5 Adjust the volume of the pattern.

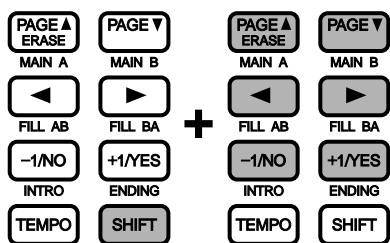
Use the MASTER volume slider to adjust the volume of the entire system. Also, use the ACCOMP volume slider to adjust the volume of the accompaniment of the pattern. This is convenient when you want to listen only to the rhythm.



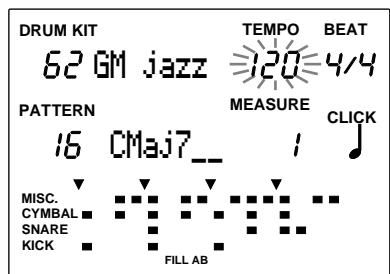


6 Switch sections.

Press the MAIN A, MAIN B, FILL AB, FILL BA, INTRO, or ENDING buttons while holding the SHIFT button to change the sections of the currently selected style. The name of the section currently playing is displayed on the bottom level of the LCD.



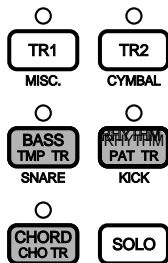
While holding the SHIFT button ...



NOTE Each style contains 6 sections which have a variety of usage. Refer to P.71 for details.

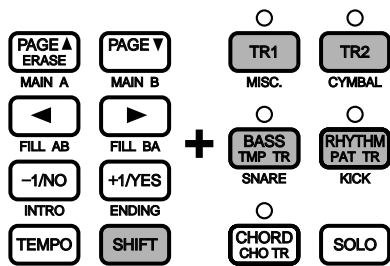
7 Mute each part.

Press and turn off the BASS, CHORD, or RHYTHM button individually to mute each part. You can mute parts which are not necessary when you practice. To cancel the mute, press the same button again. The LED above each button will light up when the part is ON.

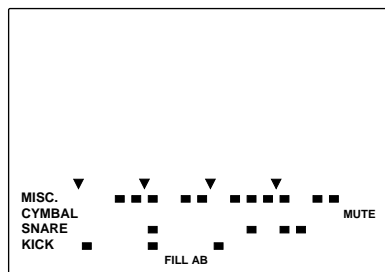


8 Mute each rhythm track.

The rhythm part consists of KICK, SNARE, CYMBAL, and MISC. (other instruments) tracks. You can mute each track. Press the SNARE, KICK, CYMBAL, or MISC. button while holding SHIFT to mute each track. Use this to practice a particular part such as the snare or kick part by muting the part and substitute it by playing the snare or kick pad by yourself. The LCD will hide the "Data" indicators of the muted track and "MUTE" will appear on the right side of the rhythm track. To cancel, press the same button while holding SHIFT.



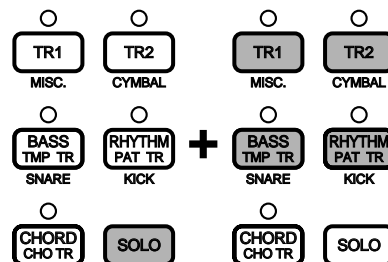
While holding the SHIFT button ...



NOTE The lower part of the LCD displays the data indicators of each rhythm track in a 16-beat format. Refer to P.19, 77 for details.

9 Soloing each part.

You can play each part of the rhythm solely and mute the other parts in one step. This is convenient when you want to audition each rhythm part or voice. Play each rhythm part solely by pressing the SNARE, KICK, CYMBAL, or MISC. button while holding SOLO. To cancel the solo function, press the SOLO button again.



While holding the SOLO button ...

NOTE The DTX is factory preset to automatically switch the drum kit to its most appropriate pattern each time the pattern is changed. To keep the drum kit from switching to its preset pattern, turn the PC function of the RecvCh 10 PC in Utility Mode off.



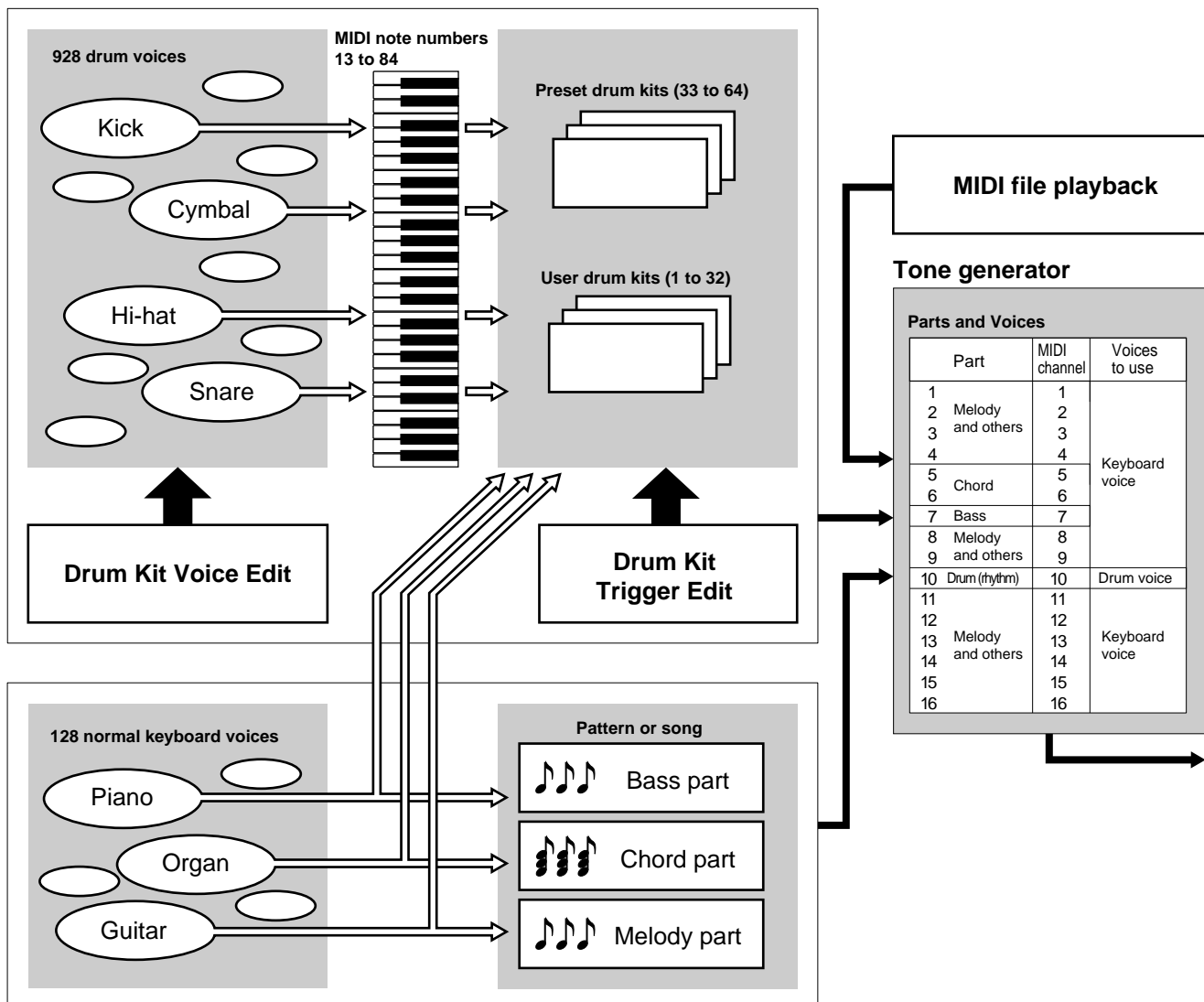
Overall Structure and Modes

The following describes how the DTX works in detail.

Drum or Percussion Sounds and Drum Kits

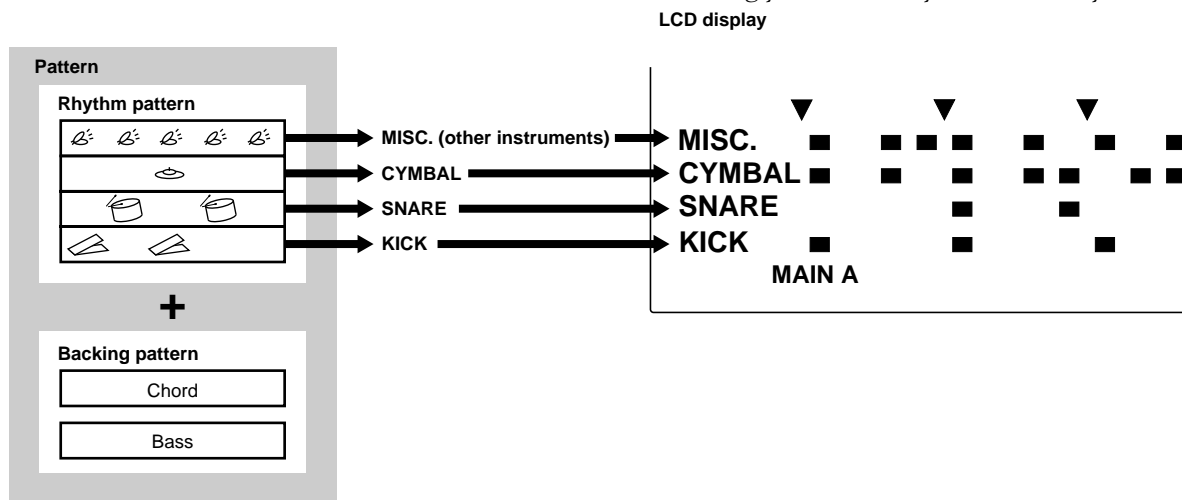
Your DTX has a total of 928 drum voices (drum and percussion sounds). These drum and percussion sounds are categorized and called “drum kits.” Drum kits consist of drum voices which are stored in correspondence to MIDI note numbers (P.41) There are 29 user drum kits and 32 preset drum kits which are frequently used, each categorized by music style. You can assign drum and percussion sounds to register 32 user drum kits. Each drum and percussion sound can be edited in many ways such as changing the pitch, adding a reverb, etc. You can use the chain function to set drum kits in the order of your preference and play them back in this order. This function is useful for live performances.

Your DTX also contains 128 normal keyboard voices. These voices are used to add bass or chord parts to the DTX rhythm pattern. It is also possible to play a melody or obligato by changing a part (MIDI channel). The tone generator section complies to the GM standard level 1 and can be used to play back the commercially available Standard MIDI Files by an external sequencer.



Pattern and Song

A “pattern” consists of a rhythm track containing various drum voices and a backing track containing the chords and bass line which accompanies the rhythm. The rhythm pattern is displayed on the LCD in 4 parts: KICK, SNARE, CYMBAL and MISC. (other instruments) enabling you to visually check the rhythm structure.

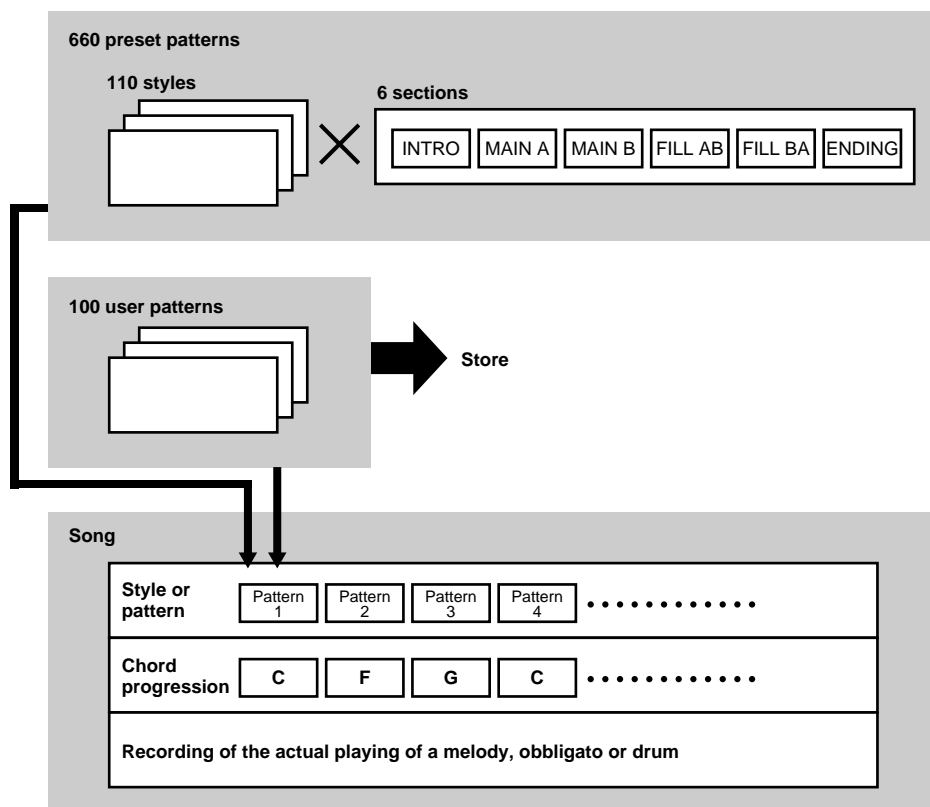


Your DTX contains 660 preset patterns (110 styles x 6 sections) with matching preset backings. 100 original user patterns can be created and stored within the DTX. In the same manner as the drum kit, the patterns can also be played back in a specified order using the chain function.

These patterns arranged in a specific order and combined with suitable chord progression create a “song”. Chords can be established by combining each root note with 25 chord types.

A maximum of 30 original songs can be created using preset or user patterns. You can also actually play a melody, obligato or drum part and store it as a song.

It is also possible to play a drum kit to a particular pattern or song.



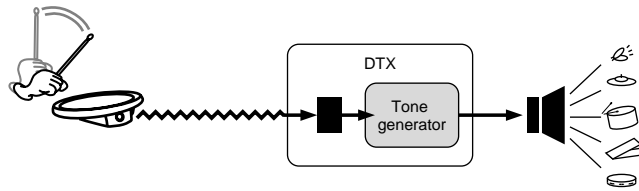
Creating a Song

You can create a song on the DTX by following the steps below:

- ❶ Audition the preset patterns in a preset style and find the pattern of your preference (P.71).
- ❷ If you do not find a pattern of your preference, create your original pattern in the order of drum, bass, and chord and store it as a user pattern (P.80).
- ❸ Place the pattern and chord on the backing track of the song in the order according to the structure of the song (P.99). It is also possible to enter the tempo changes.
- ❹ Audit the backing track and record the necessary brass refrains, string obligatos, and melody to the sequence track (TR 1 or TR2) (P.105).
- ❺ To complete the song, adjust the tones, volume balance and pan position of each part.

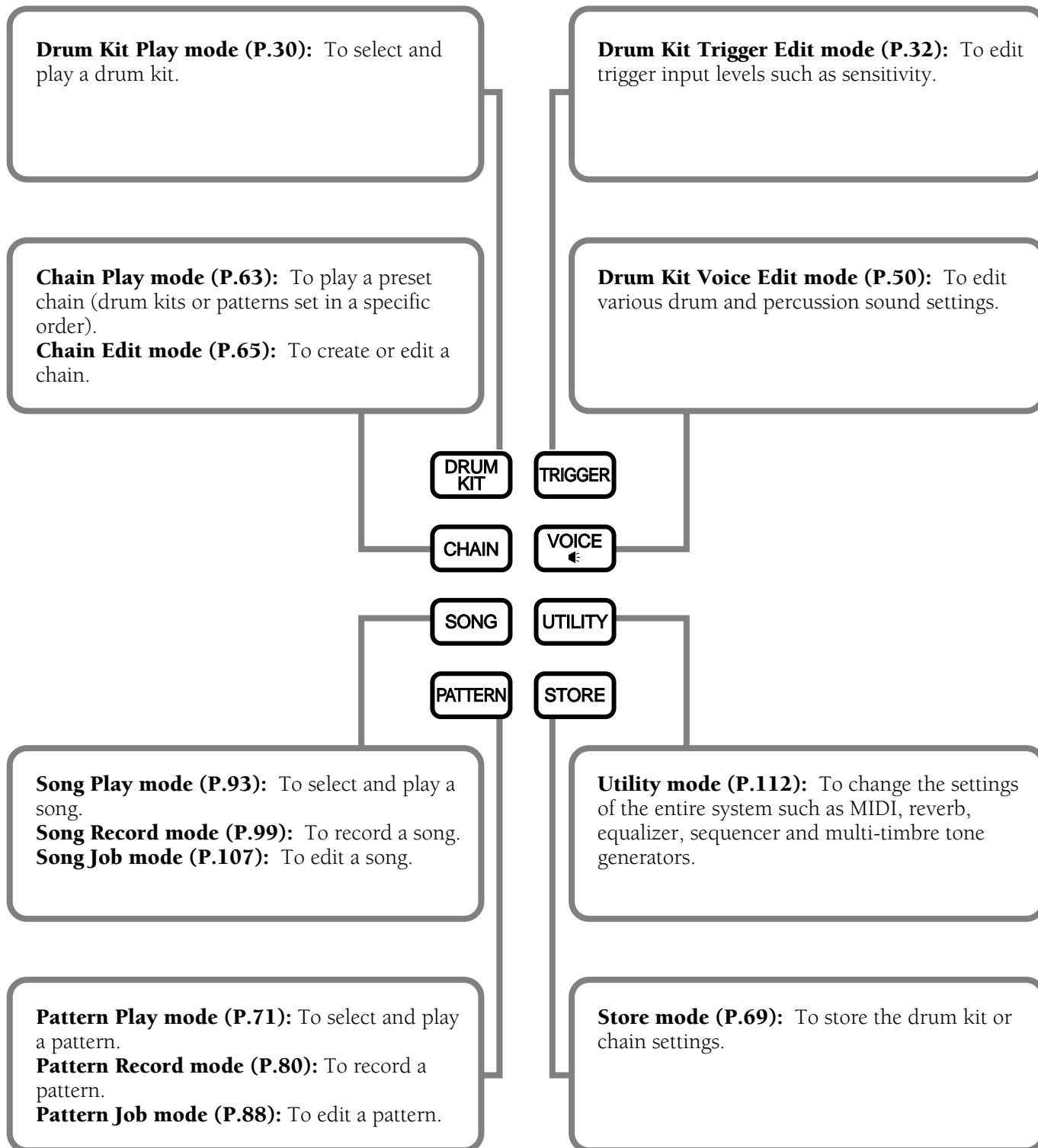
Triggering

The term “triggering” refers to drive a tone generated from the DTX. The DTX is designed to produce a trigger signal when a pad or a drum with a trigger sensor connected to the DTX is hit. By assigning up to 5 types of voices of your preference you can produce them at one time by triggering a single signal from a drum pad. This can be used to perform various effects.



Modes of the DTX

Modes refer to functions which are grouped for efficient operation. The following 8 types of modes are available.



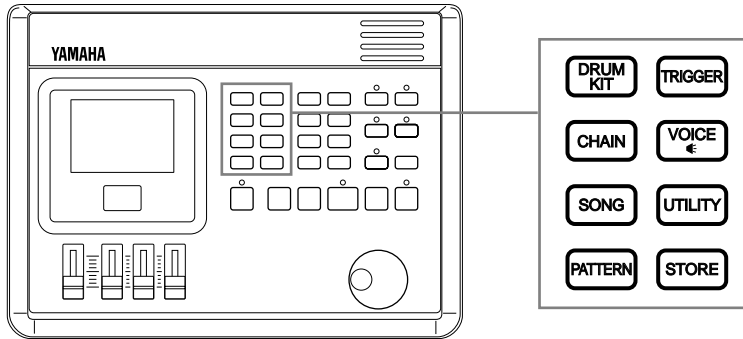


Basic Operation

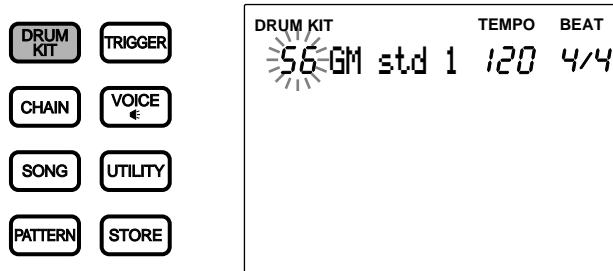
The following describes the basic operation.

Entering a mode

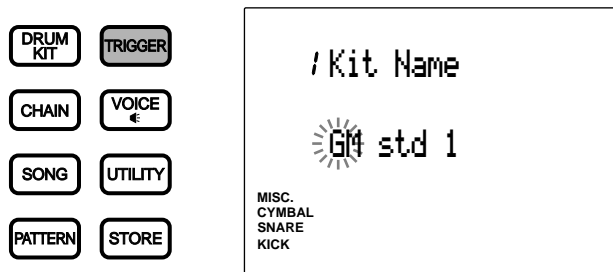
Press the button of a mode.



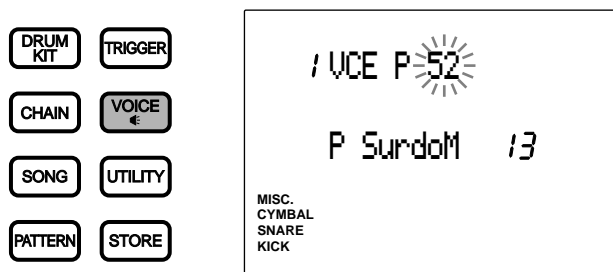
■ **Drum Kit Play mode:** Press the DRUM KIT button.



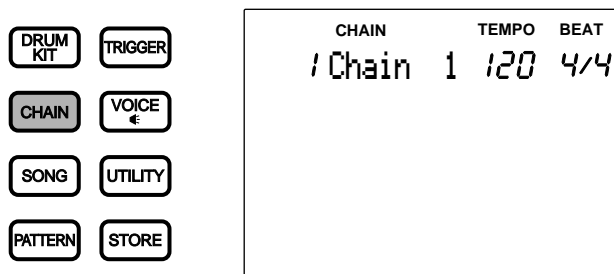
■ **Drum Kit Trigger Edit mode:** Press the TRIGGER button.



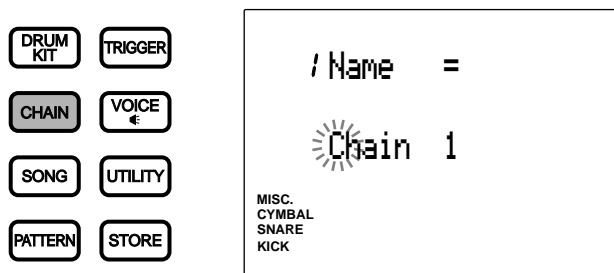
■ **Drum Kit Voice Edit mode:** Press the VOICE button.



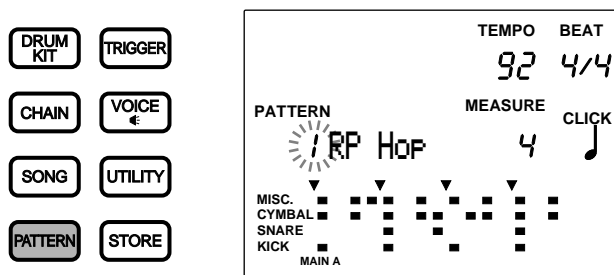
■ **Chain Play mode:** Press the CHAIN button.



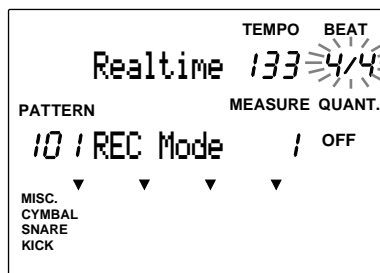
■ **Chain Edit mode:** Press the CHAIN button twice or press the CHAIN button once while in Chain Play mode.



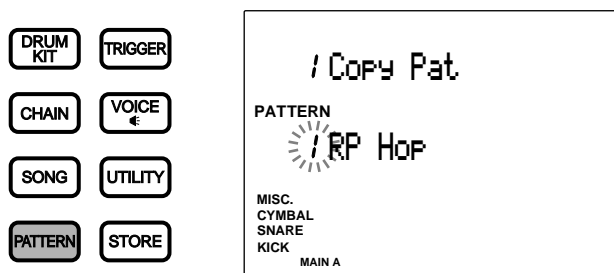
■ **Pattern Play mode:** Press the PATTERN button.



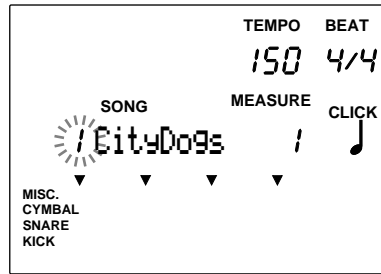
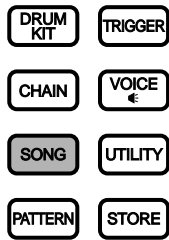
■ **Pattern Record mode:** Enter this mode by taking several steps in Pattern Play mode. Refer to P.80 for details.



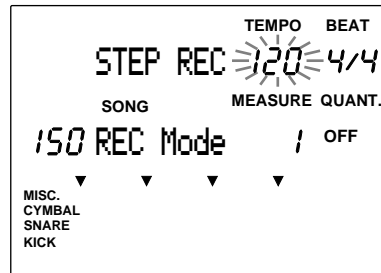
■ **Pattern Job mode:** To enter this mode, press the PATTERN button twice or press the PATTERN button once while in Pattern Play mode.



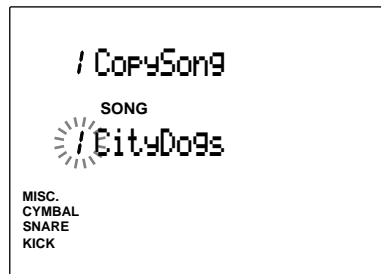
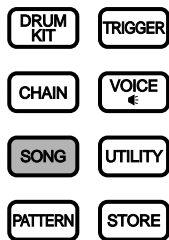
■ **Song Play mode:** Press the SONG button.



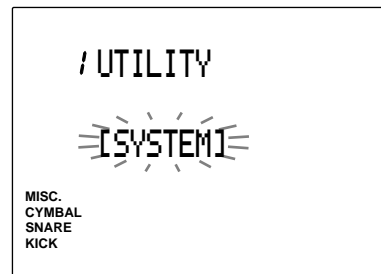
■ **Song Record mode:** Enter this mode by taking several steps in Song Play mode. Refer to P.99 for details.



■ **Song Job mode:** Press the SONG button twice or press the SONG button once while in Song Play mode.



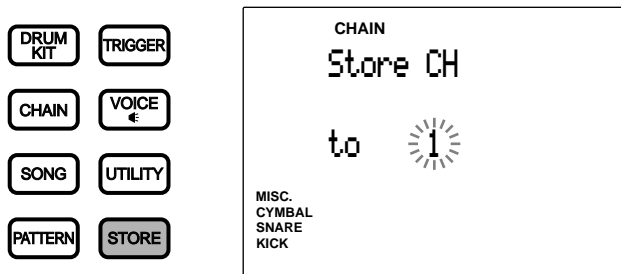
■ **Utility mode:** Press the UTILITY button.



■ **Store mode:** Press the STORE button while in Drum Kit Play, Trigger Edit or Voice Edit mode to enter Drum Kit Store mode.

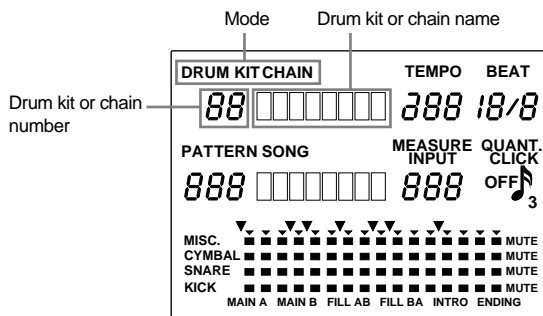


Press the STORE button while in Chain Play mode, Chain mode or Edit mode to enter Chain Store mode.

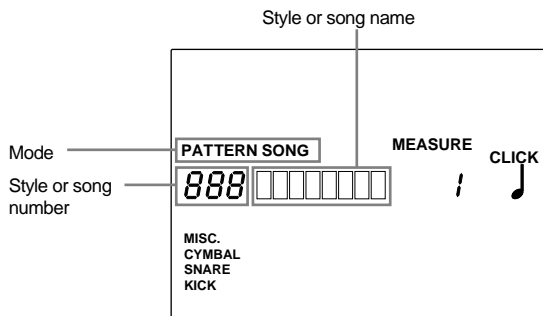


Tips on the LCD

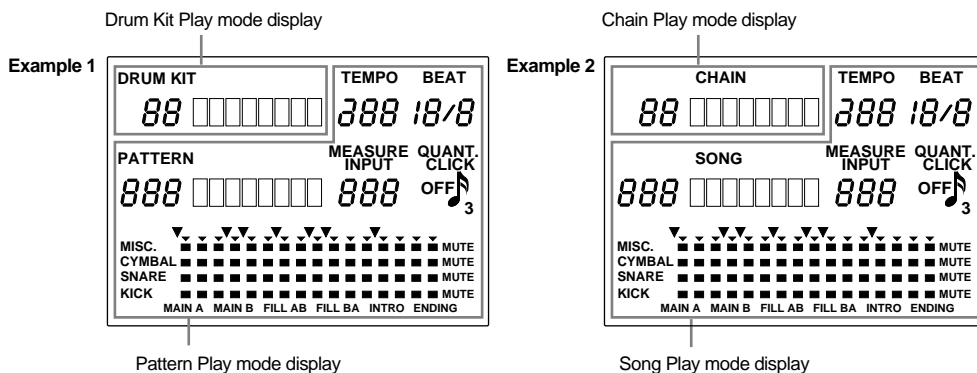
The Drum Kit Play mode and Chain Play mode share a common display focus area as shown in the illustration. The currently selected mode name is displayed on top of the focus area.



The Pattern Play mode and Song Play mode also share the common display focus area.

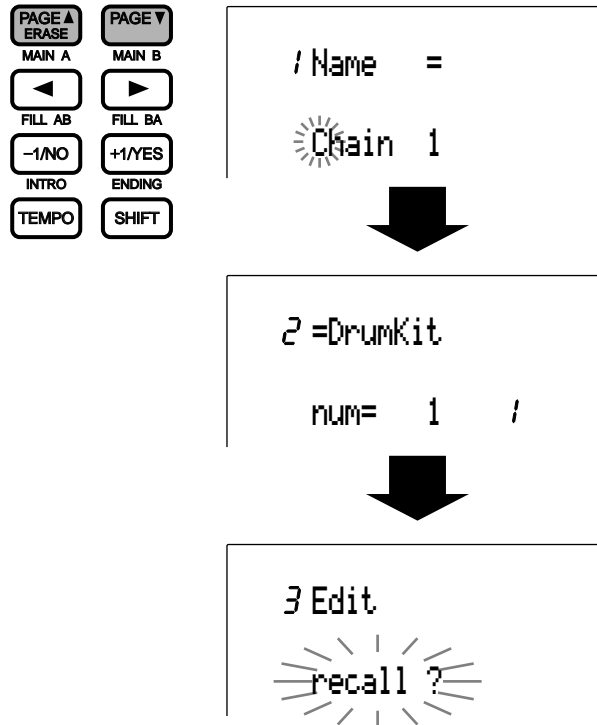


Two Play modes can be displayed on the LCD at one time. For example, the Drum Kit Play mode or Chain Play mode can be displayed at the same time with either the Pattern Play mode or Song Play mode. Other modes are displayed one at a time.



PAGE▲ and PAGE▼ Buttons

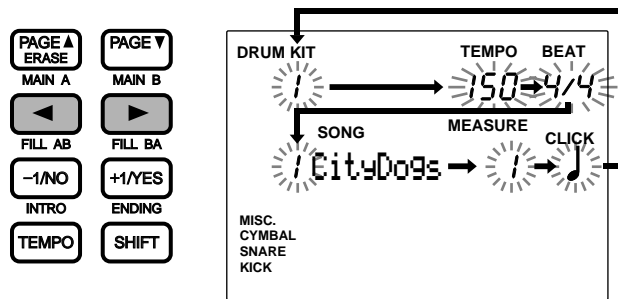
All modes except Play mode and Store mode have multiple display pages. Use the PAGE▲ or PAGE▼ buttons to select the page. For example, in Chain Edit mode, each time you press the PAGE▲ button the previous page is selected and each time you press the PAGE▼ button the next page is selected.



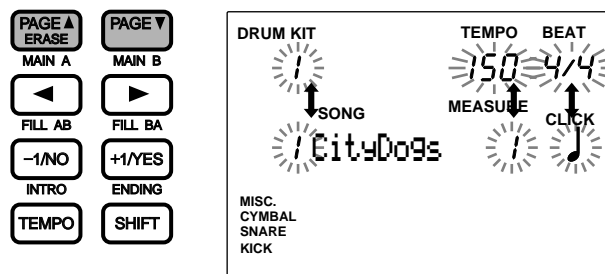
NOTE You can also turn the display pages back and forth rotating the Data Scroll Wheel while holding the SHIFT button.

Cursor Buttons

The ◀ ▶ cursor buttons allow you to move the cursor (the blinking character or symbol) to each focus area on the LCD and the parameters.

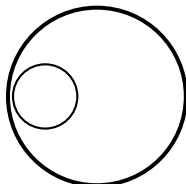


Use the PAGE▲ or PAGE▼ buttons in Play mode to move up and down the display between the modes (e.g. Drum Kit mode and Pattern mode).



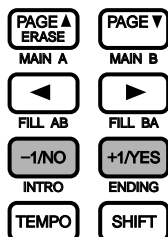
Data Scroll Wheel

The Data Scroll Wheel is used to rapidly change the value of the focus area. Use this to select a drum kit number or pattern number, or to change the value of various settings.



+1/YES and -1/NO Buttons

The +1/YES and -1/NO buttons change the parameter of the focus area. Use these buttons for fine single-step selections or adjustments. The parameter will continue to change if you continue to press one of these buttons. These buttons are also used to answer the “yes/no” question when you are storing data on the DTX.



Transport Buttons

The START/STOP button controls the playback of a pattern or song. The RECORD button puts the DTX into Record-ready mode. The CLICK button is used to switch the metronome ON and OFF. Refer to P.74, 76, 81, for details.



Initializing Process

Problems due to program conflict may occur when internal settings have been changed while you are using the DTX. It is possible to initialize your DTX if you need to set all of the settings back to factory preset conditions in one procedure for this reason or other.

CAUTION Once the initialization is executed, the factory preset settings will replace the current contents. Please take precautions to avoid losing your important data. It is also recommended to store the settings you need to save in advance to external devices such as the Yamaha MIDI Data Filer (MDF2). (See P.199)

The following changes will occur when the initialization is executed.

- The contents of the preset drum kit will be copied to the user drum kit.
- All of the chain data will be deleted.
- All of user songs and user patterns will be deleted.
- All of the parameter values that can be changed will be set to their standard values.

Turn the power switch on while holding the DRUMKIT, PAGE ▲, and PAGE ▼ buttons all at the same time.





Feature Reference

This chapter describes the functions of each mode.
Use this as a dictionary to look up items or the details and
get to know the various ways to use a function.

Drum Kit Play mode	(P.30)
Drum Kit Trigger Edit mode	(P.32)
Drum Kit Voice Edit mode	(P.50)
Chain Play mode	(P.63)
Chain Edit mode	(P.65)
Store mode	(P.69)
Pattern Play mode	(P.71)
Pattern Record mode	(P.80)
Pattern Job mode	(P.88)
Song Play mode	(P.93)
Song Record mode	(P.99)
Song Job mode	(P.107)
Utility mode	(P.112)

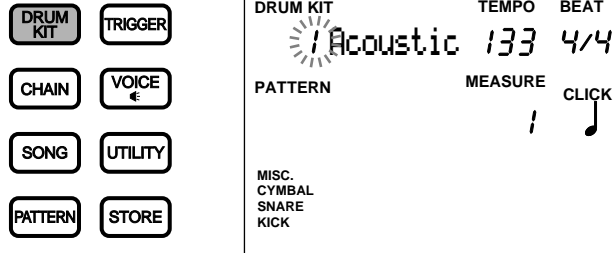


Drum Kit Play Mode

This mode enables you to play the DTX drum voices from connected pads and triggers. You can choose from 64 drum kits.

Entering Drum Kit Play Mode

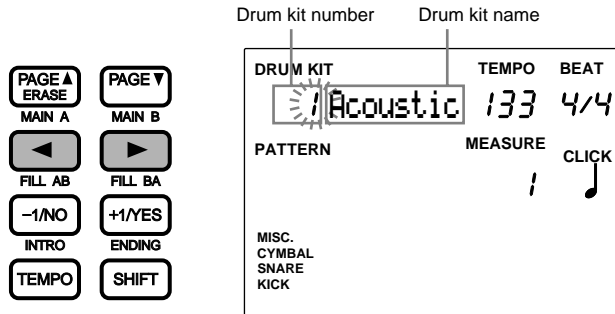
Press the DRUM KIT button.



NOTE The Drum Kit Play mode is displayed in the same format as the Pattern Play mode (or Song Play mode).

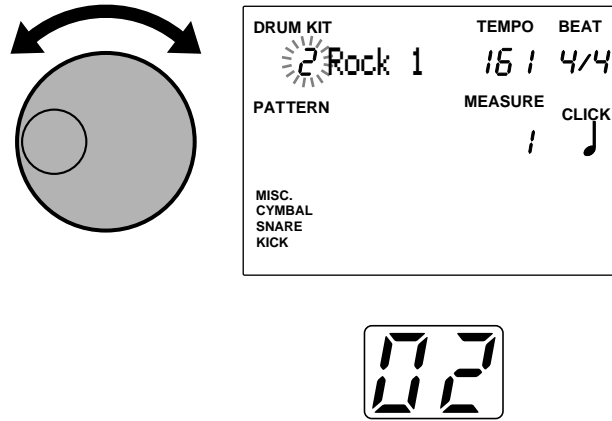
Selecting a Drum Kit

1 Use the cursor buttons to select the drum kit number.



NOTE The drum kit number is automatically selected and blinks when you enter Drum Kit Play mode.

- 2 Rotate the Data Scroll Wheel to choose the drum kit number you want to use. The drum kit number is also displayed on the LED.



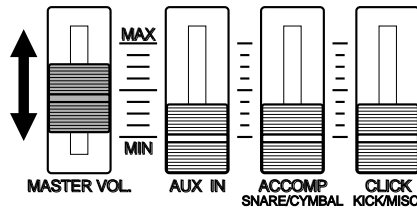
NOTE You can also change the drum kit number using the +1/YES and -1/NO buttons.

Drum Kit Numbers

- User drum kit: 1 to 32
- Preset drum kit: 33 to 64

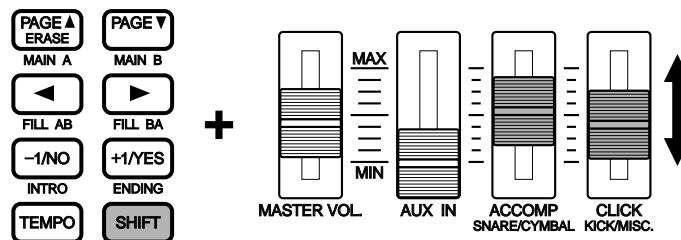
Adjusting the Volume

Use the MASTER volume slider to control the volume of the entire drum kit.



Individually Adjusting the Volume of Snare and Kick

The volume of the snare and kick can be adjusted independently from other voices. Move the ACCOMP (SNARE/CYMBAL) volume slider or CLICK (KICK/MISC.) volume slider while holding SHIFT to adjust the volume of the SNARE voice or KICK voice separately from other voices. This is very handy at live performances where you can directly control the volume of SNARE, KICK.



NOTE These volume sliders are originally programmed to function as volume adjustment sliders for an accompaniment part of a pattern (ACCOMP) or metronome click (CLICK) when the SHIFT button is not pressed. You can change the slider assignment between ACCOMP and SNARE, CLICK and KICK by changing the parameters in Slider Mode on the 5th page (P.116) in Utility mode. This enables you to use these volume sliders to directly control the volume of the SNARE and KICK.

NOTE When playing the pads to a pattern or song, you can balance the volume of the drum voices you are triggering with the pads and the pattern or song, as well as adjust the volume of each part of the accompaniment or rhythm independently. Refer to P.75 for details.



Drum Kit Trigger Edit Mode

This mode contains various settings to adjust the sensitivity or velocity of the inputs from pads and triggers or assigning drum and percussion sounds to each pad (input). You can create a new drum kit from scratch or by modifying preset drum kits or existing user drum kits. These new drum kits can be stored in the user drum kit area (No. 1 to 32).

NOTE No. 1 to 29 include drum kits entered in advance. To edit the drum kit for these numbers, it is recommended to copy a user kit between No. 30 to 32 and use it at a later stage. If you have written over No. 1 to 29, turn the power on while holding down the DRUM KIT, PAGE up and PAGE down keys at the same time to reset it to its original factory settings. When you do so, all the data will be erased. Save the data you have edited to an external device such as the Yamaha MIDI Data Filer MDF2 before you reset.

NOTE You cannot edit a preset drum kit. The changes made to the preset drum kit are temporary. If you want to keep the edited data, select a user drum kit and save the changes to the user drum kit.

NOTE Use the blank chart provided at the end of this manual (P.166) to memo the editing contents of the user drum kit.

Editing Procedures

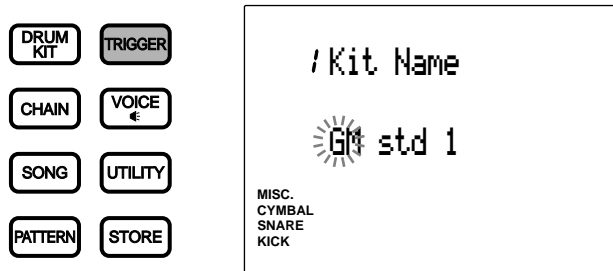
- 1 Choose the drum kit you want to edit in Drum Kit Play mode.
- 2 Enter Drum Kit Trigger Edit mode.
- 3 Name the drum kit if necessary.
- 4 Turn the page and set the necessary parameters.

NOTE It is necessary to choose the input jack number (between 1 and 12) before setting the parameter on the 2nd to 18th and 26th pages in this mode.

- 5 Enter Store mode to store the drum kit to any one of the user drum kit numbers 1 through 32.

Entering the Drum Kit Trigger Edit Mode

Press the TRIGGER button.



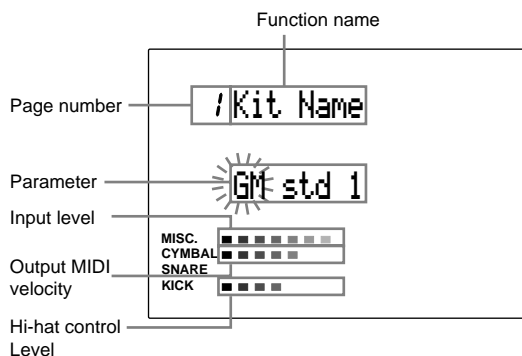
NOTE Choose the drum kit you want to edit in Drum Kit Play mode before entering this mode. The LED display will show the drum kit number you have chosen even after you have entered Drum Kit Trigger Edit mode.

NOTE When the "JumpRcnt (jump to recent page)" parameter on the 7th page in Utility mode is "on", the DTX will display the page you selected the last time you edited. Your DTX will display the 1st page when the "JumpRcnt (jump to recent page)" parameter is "off". See P.116 for details regarding the "JumpRcnt (jump to recent page)" parameter.

Drum Kit Trigger Edit Mode (Page structure and operation)

The Drum Kit Trigger Edit modes consists of 31 display pages of various functions as the drum kit trigger modules. However, by setting the Edit mode on the 2nd page in Utility mode to “easy”, some of the pages which are seldomly used will not appear. Change the Edit mode to "advance" to display all 31 pages.

NOTE The following page shows the list of the 28 display pages. The display pages with asterisks (*) will not appear when the Edit mode in Utility mode is set to “easy”.



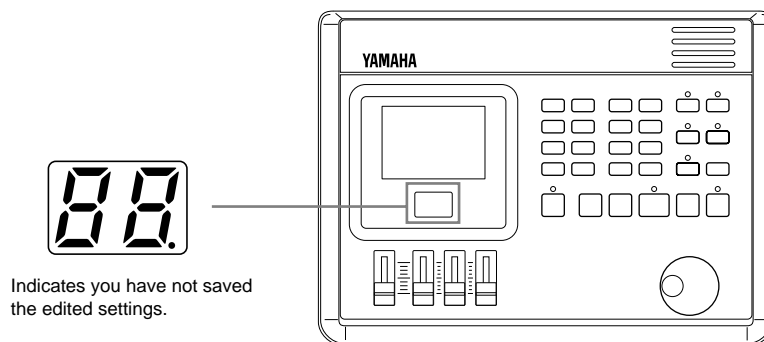
- 1 Select the page using the PAGE▲ or PAGE▼ buttons.

NOTE Jump some of the display pages by pressing the DRUM KIT or TRIGGER button while holding SHIFT.

- 2 Select the parameter using the ◀ ▶ cursor buttons.
- 3 Select the input jack number for each of the input numbers 1 to 12. It is necessary to choose the input jack number before changing the parameters for the 2nd through 18th and the 30th pages. As a short cut, set the Learn mode on the 4th page in Utility mode to “always”. The input jack number will automatically be selected by playing a pad connected to the appropriate input (P.115).
- 4 Set the value by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.

NOTE In this mode, the input level and the output velocity of the pad you play will appear next to the MISC. and CYMBAL, respectively, as a kind of VU meter. The Hi-hat control level will also appear on the kick bar chart. This is convenient in editing the sensitivity or velocity.

NOTE Once you have edited in this mode, a small dot lights on the lower right-hand corner of the drum kit number displayed on the LED to indicate that the edit results have not been stored. Refer to P.69 on how to store your edit. The dot disappears when you go to Drum Kit Play mode or Chain mode during an edit to select a different drum kit. The edited settings will return back to the default settings, but you can recall the edited data using the Recall function (P.49).



Functions of Each Display Page

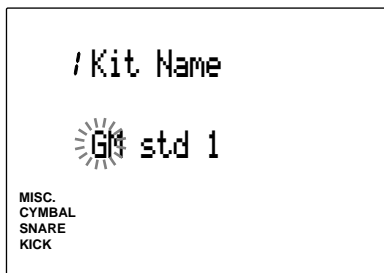
1	Kit Name (drum kit name)	(P.35)
2	PAD Type (pad type)	(P.35)
3	Auto Set	(P.36)
4	PAD Gain	(P.36)
5	LevelRng (level range)	(P.37)
6	VelRange (velocity range)	(P.37)
7	VelCurve (velocity curve)	(P.38)
8	Self Rej (self rejection)	(P.39)
9	Reject (rejection)	(P.39)
10	Spec Rej (specific rejection)	(P.40)
11	Note= (note numbers 1 to 5)	(P.40)
*12	Note= (gate time)	(P.42)
*13	Note= (MIDI channel)	(P.42)
*14	Key On	(P.43)
*15	velXFade (velocity cross fade)	(P.44)
*16	RIMKeyOn	(P.44)
*17	RIM Vel (RIM velocity)	(P.45)
*18	PAD Func (pad function)	(P.45)
*19	FS Func (FS function)	(P.46)
*20	FS MIDI (FS MIDI channel)	(P.47)
*21	FS HHcls (FS hi-hat control)	(P.47)
*22	FC Func (hi-hat control function)	(P.47)
*23	FC MIDI (hi-hat control channel)	(P.47)
*24	FC Sens (hi-hat control sensitivity)	(P.48)
25	HH Ctrl (FS hi-hat control)	(P.48)
*26	In 9 to 10 (input 9 to 10)	(P.48)
*27	In 11 to 12 (input 11 to 12)	(P.48)
28	Copy INP (copy input)	(P.48)
29	Copy TRG (copy trigger)	(P.49)
30	Edit (edit recall)	(P.49)
*31	SetChord= (setting the note number by chord)	(P.49)

NOTE The *26 In 9 to 10 (input 9 to 10)* and *27 In 11 to 12 (input 11 to 12)* are additional features of DTX version 2.0. Please refer to the System Upgrade Information Guide (included in this package) for details.

1 Kit Name (drum kit name)

Use up to 8 letters to name your original user drum kit.

- 1 Use the ◀ ▶ cursor buttons to go to the first letter of the drum kit name and choose the necessary alphabet, number, or symbol by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.
- 2 Move to the right and choose the necessary letter.
- 3 Repeat steps 1 and 2 above and name your drum kit using a maximum of 8 letters.



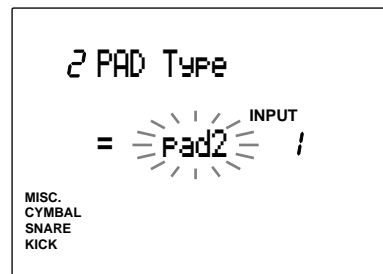
The available letters to choose from are:

0-9	A-Z	a-z	(Space)
!	"	#	\$ % & ' () * +
,	-	.	/ : ; < = > ? @
[¥]	^ _ \ { } → ←

2 PAD Type

Set the type of the pad or drum connected to each input jack. To ensure stable performance, be sure to select the proper pad type. Pad1 has the quickest response and kick2 has the longest response.

- 1 Move the cursor to the INPUT focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the input jack number. As a short cut, set the Learn mode on the 4th page in Utility mode to ALWAYS. The input jack number will automatically change to the connected input jack by playing a pad, (P.115).
- 2 Move the cursor to the PAD TYPE parameter and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the pad type that suits the pad or drum connected to the input jack number.
- 3 Repeat steps 1 and 2 to set the proper pad type for each input jack number.



Settings:

The following parameters are available for input numbers 1 to 12.

pad1/pad2: Select this when you have connected an optional pad. Choose the response time for each connected pad. Pad2 responds faster than pad1.

snare: Select this when you have connected the Yamaha DT10 to a snare.

hi tom: Select this when you have connected the Yamaha DT10 or DT20 to a hi tom (smaller tom).

lo tom: Select this when you have connected the Yamaha DT10 or DT20 to a low tom (larger tom).

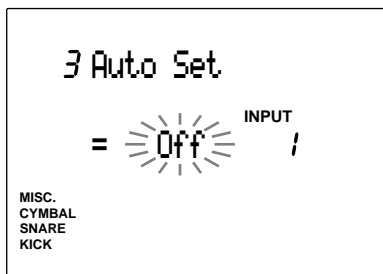
kick1/kick2: Select this when you have connected the Yamaha DT 10 to the kick (bass drum). Kick2 responds faster than kick1.DT10 and DT20 are drum trigger sensors. Refer to P.11.

3 Auto Set

This automatically sets the input gain (sensitivity) of each input jack number.

NOTE The appropriate input gains are preset as a setting example so that you can start to play without any input adjustment. However, you are required to adjust the input gain for each pad either here or in the next PAD gain section for your own drum settings.

- 1 Move the cursor to the INPUT focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the input jack number.
You can also enable the Learn mode (P.115) to automatically select the input jack number by hitting each pad or drum, then select the input gain.
- 2 Move the cursor to the focus area and press the +1/YES button. The display will change to “HIT2ff”.

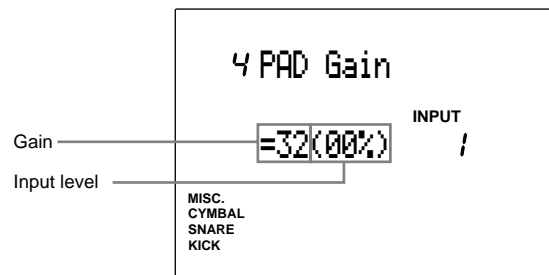


- 2 Slowly beat the pad or drum connected to the input jack hard (ff=fortissimo) twice. The first beat changes the display to HIT1 ff and the second beat changes the display to “Off” quitting the automatic setting.
- 3 Repeat steps 1, 2, and 3 to set the input gain for each input jack number.

4 PAD Gain

This manually sets the input gain (sensitivity) of each input jack number.

- 1 Move the cursor to INPUT and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the input jack number.
You can also enable the Learn mode (P.115) to automatically select the input jack number by hitting each pad or drum, then select the input gain.
- 2 Move the cursor to the gain focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the Gain. Play the pad or drum connected to the selected input jack number hard (ff=fortissimo) and adjust the Gain level to approximately 90% of the Input level.
- 3 Repeat steps 1 and 2 and set the input Gain for each input jack number.



HINT The input gain can be set faster and more efficiently if you use the Auto Set first to automatically set the levels and then make fine adjustments here.

Settings:

The following parameters can be set for input numbers 1 to 12.

Gain: 0 to 63.

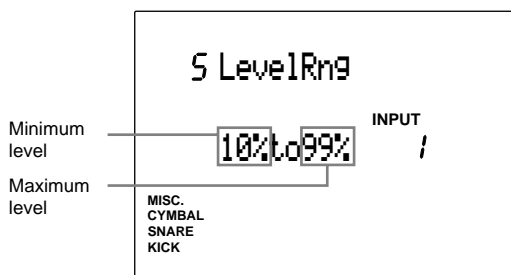
NOTE The Input level display here is operated differently from other displays and cannot be set by moving the cursor to the focus area. Set the Input level by following step 2 above.

5 LevelRng (level range)

Set the Maximum and Minimum input levels of each input jack number. The levels are determined in proportion to the value set here.

NOTE Refer to P.38 for further details regarding the relation between input level and velocity.

- 1 Move the cursor to INPUT and Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the input jack number.
You can also enable the Learn mode (P.115) to automatically select the input jack number by hitting each pad or drum.
- 2 Move the cursor to the Maximum or Minimum level focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the level.
- 3 Repeat steps 1 and 2 to set the Maximum and Minimum levels for each input jack number.



NOTE No sound will be produced if the input signal is below the minimum level. If the input signal is above the maximum level, the sound produced will be at the maximum velocity set on the Velocity Range display page (the 6th page of this mode).

Settings:

The following parameters can be set for input numbers 1 to 12.

Minimum level: 0 to 98

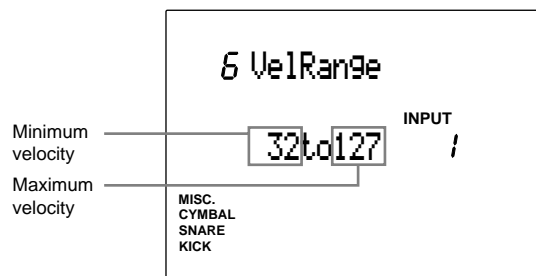
Maximum level: 1 to 99

6 VelRange (velocity range)

Set the Maximum and Minimum velocity of each input jack number. This responds to the maximum and minimum input levels set on the 5th page and delivers each sound within the velocity range set in this step.

NOTE Refer to P.38 for further details regarding the relation between input level and velocity.

- 1 Move the cursor to the INPUT focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the input jack number.
You can also enable the Learn mode (P.115) to automatically select the input jack number by hitting each pad or drum.
- 2 Move the cursor to the Minimum Velocity or Maximum Velocity focus areas and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the velocity.
- 3 Repeat steps 1 and 2 to set the Maximum and Minimum Velocity levels for each input jack number.



Settings:

The following parameters can be set for input numbers 1 to 12.

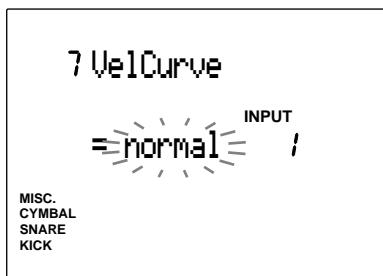
Minimum velocity: 1 to 126

Maximum velocity: 2 to 127

7 VelCurve (velocity curve)

Set the velocity curve for each input jack number. This velocity curve defines the relation between the level range set on the 5th page and the velocity range set on the 6th page.

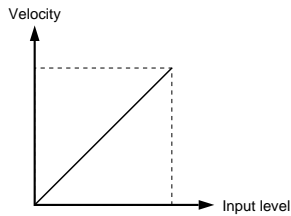
- 1 Move the cursor to the INPUT focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the input jack number. You can also enable the Learn mode (P.115) to automatically select the input jack number by hitting each pad or drum.
- 2 Move the cursor to the Velocity Curve focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the type.
- 3 Repeat steps 1 and 2 to set the Velocity Curve of each input jack number.



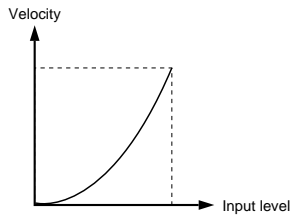
Settings:

The following velocity curves can be set for input numbers 1 to 12.

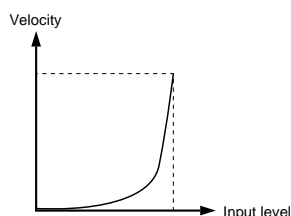
VelCurve: normal



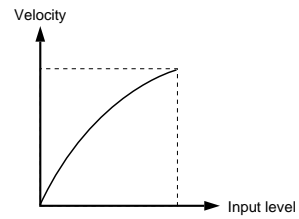
VelCurve: hard 1



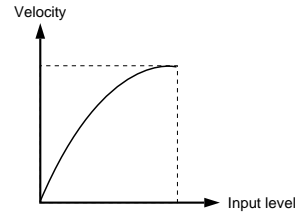
VelCurve: hard 2



VelCurve: loud 1



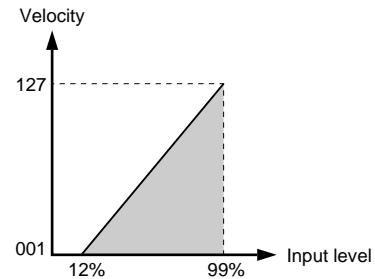
VelCurve: loud 2



Relationship between input level and velocity.

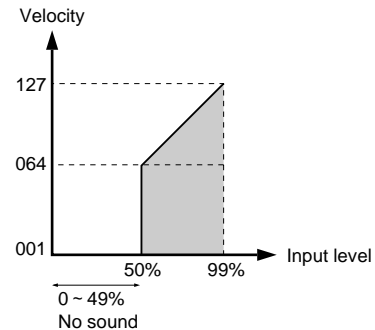
Case 1

This figure shows that the velocity will be output at an input level range of 12% to 99%. The velocity value is 001 when the input level is 12% and 127 when the input level is 99%. (In this case, the velocity range is 1 to 127.)



Case 2

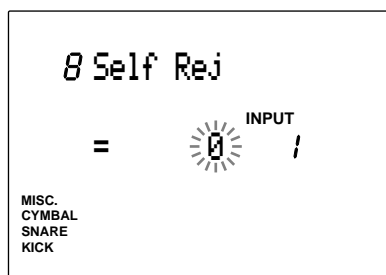
This figure shows that the velocity range is set between 064 and 127, and the velocity triggers at an input level of 50% to 99%. The velocity value is 064 when the input level is 50% and 127 when the input level is 99%. No sound will be produced when the input level is between 0% and 49%.



8 Self Rej (self rejection)

This function prevents double triggering. When 2 sounds have been played at the same time, the second sounds will be automatically muted for a certain length of time. The larger the value the longer the time. Set the length for each input jack number.

- ❶ Move the cursor to the INPUT focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the input jack number.
You can also enable the Learn mode (P.115) to automatically select the input jack number by hitting each pad or drum.
- ❷ Move the cursor to the 8 Self Rej (self rejection) focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the level.
- ❸ Repeat steps ❶ and ❷ to set the time length for each input jack number.



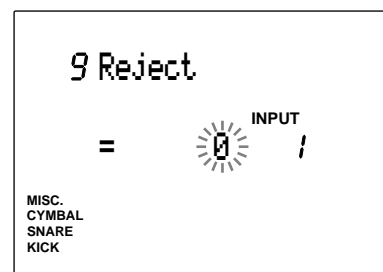
Settings:

The following parameters can be set for input numbers 1 to 12.
0 (self rejection function disabled) to 9

9 Reject (rejection)

This function prevents cross talk (mixed sounds) and double triggering among the pads or drums connected to other input jacks. When a sound is triggered shortly after another, the voice will not be delivered if the input level is lower than the level set here. Set the level for each input jack number.

- ❶ Move the cursor to the INPUT focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the input jack number.
You can also enable the Learn mode (P.115) to automatically select the input jack number by hitting each pad or drum.
- ❷ Move the cursor to the 9 Reject (rejection) focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the level.
- ❸ Repeat steps ❶ and ❷ to set the level for each input jack number.



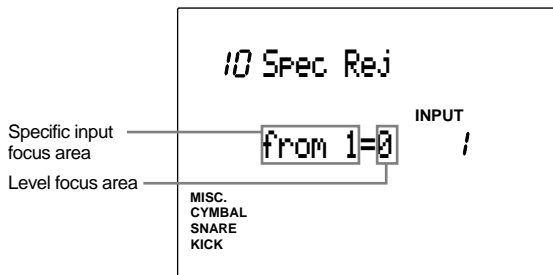
Settings:

The following parameters can be set for input jack numbers 1 to 12.
0 (rejection function disabled) to 9

10 Spec Rej (specific rejection)

This function prevents cross talk (mixed sounds) among the pads or drums connected to specific input jacks. When a sound is triggered shortly after a specific sound, the sound will not be delivered if the level is lower than the level set here. Set the level for each input jack number.

- 1 Move the cursor to the INPUT focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the input jack number.
You can also enable the Learn mode (P.115) to automatically select the input jack number by hitting each pad or drum.
- 2 Move the cursor to the specific input focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the input jack number.
- 3 Move the cursor to the level focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the level.
- 4 Repeat steps 1, 2, and 3 to select and set the level of each input jack number.



Settings:

The following parameters can be set for input jack numbers 1 to 12.

Specific input: 1 to 12

0 (rejection function disabled) to 9

11 Note= (note numbers settings)

This function assigns note numbers to each input. You can assign up to 7 MIDI note numbers to each input jack. When a trigger signal is sent to the input jack, the MIDI note number assigned to that input jack is sent to the internal tone generator, which delivers the sound assigned to that number. This enables you to play 1 pad and deliver multiple (up to 5) drum sounds. The order of the 5 drum sounds to sound can be designated.

By setting the Key On Mode (P.43), the sounds can be delivered simultaneously, or one by one. This feature can be applied to a wide range of ideas and enhance the efficiency of your performance.

The MIDI note number can also be transmitted from the MIDI OUT jack on the rear panel of the DTX to an external device. This means you can play a pad and control an external MIDI tone generator or sequencer.

Various drum and percussion sounds can be assigned to each note number in Drum Kit Voice Edit mode (P.50). Refer to P.41 for further information on note numbers.

- 1 Move the cursor to the INPUT focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the input jack number.
You can also enable the Learn mode (P.115) to automatically select the input jack number by hitting each pad or drum.
- 2 Move the cursor to the Note=*** focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the parameter (type) from the 5 numbers (1st to 5th), mut (mute), and rim for a MIDI note number.

NOTE Select mut (mute) when designating the note number for the sound delivered when the pad is played while holding down the pad rim switch. The other 5 sounds will be muted when the pad is played while holding down the rim switch.

NOTE Select rim to set the note number of the sound delivered when the rim is played.

NOTE when an input number is assigned to a hi-hat controller (the default setting is input 8), the focus area will display the following 5 parameters.

Opn: Delivered when the pad is played with the hi-hat opened

Cls: Hi-hat closed

FCl: Foot closed

FOp: Foot opened

rim: Pad rim is held

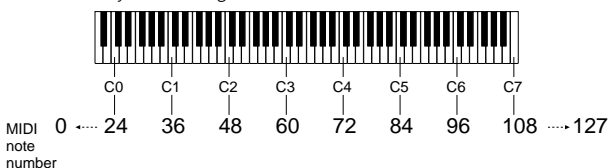
- 3 Move the cursor to the MIDI note number focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the note number of the drum voice.

NOTE Assign a MIDI note number the drum voice to in Drum Kit Voice Edit mode (P.50).

NOTE The right side of the MIDI note number focus area shows the note name. The MIDI note number corresponds to each key on the keyboard. You can move the cursor to each focus area and set the note number using the note name. This is convenient when you are planning to play a scale on an external tone generator.

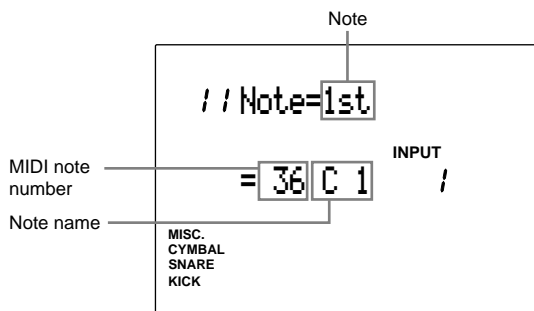
The relationship between note numbers and names.

MIDI defines the note "C" in the center of the keyboard as note number 60. Yamaha defines the note by putting a number that symbolizes the octave, and the "C" in the center of the keyboard is regarded as "C3".



NOTE Skip (skp) can be selected when the Key On Mode on the 14th page of the Key On screen (P.43) is set to "alter" or "alterMN." This enables you to skip the notes set in Skip (skp) when you are playing each sound in sequence by playing the pads.

- 4 Repeat steps 2 and 3 to assign the other MIDI note numbers and select the parameter (type). After you have completed setting the MIDI note numbers, go to step 1 and set the parameters for the MIDI note numbers of the other input numbers.



Settings:

The following parameters can be set for input numbers 1 to 12.

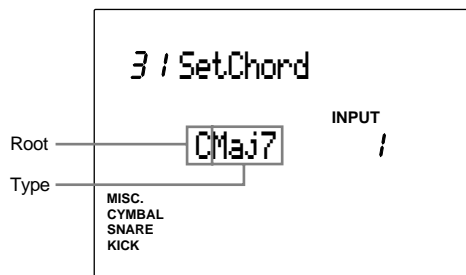
Note: 1st, 2nd, 3rd, 4th, 5th, mut, rim (or Opn, Cls, FCl, FOp, rim)

MIDI note number: off, 13 to 84.

Using chord names to set the MIDI note number

Press the CHORD button while holding SHIFT to display the 31th page or SetChord (chord settings). This display is used to set the chords played by hitting a pad. By selecting a chord from the 12 roots and 25 types available, a MIDI note number representing the chord is automatically set to one of the 1st to 4th notes.

- 1 Move the cursor to the INPUT focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the input jack number. You can also enable the Learn mode (P.115) to automatically select the input jack number by hitting each pad or drum.
- 2 Move the cursor to the ROOT focus area of the CHORD and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the ROOT type.
- 3 Repeat steps 1 and 2 and set the CHORD for each INPUT number.
- 4 To go back to the first page of this mode (the note number settings on the 11th page), press the PAGE▲ or PAGE▼ buttons.



Settings:

The following parameters can be set for input numbers 1 to 12.

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

Type: Maj7, Maj, 6th, M7(11), Maj9, add9, min, min6, min7, m7(b5), mM7, min9, m add9, 7th, 7(#5), 7(b9), 7th9, 7(#9), 7#(11), 7(b13), 7(13), 7sus4, sus4, dim, aug

NOTE Refer to the chord type list on P.79 for details of each chord.

12 Note= (gate time)

Sets the gate time (length) of the pad you play. The gate time applies to 5 note numbers at one time and can be set for each input jack number. As for input 8 (hi-hat) or an input number assigned to a hi-hat controller, you can set a different gate time to ; Open, Cls, FCl, FOp and rim.

- 1 Move the cursor to the INPUT focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the input jack number. You can also enable the Learn mode (P.115) to automatically select the input jack number by hitting each pad or drum.
- 2 Move the cursor to the Note focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the 1st note. The gate time for all 5 notes are set just by selecting the 1st note.

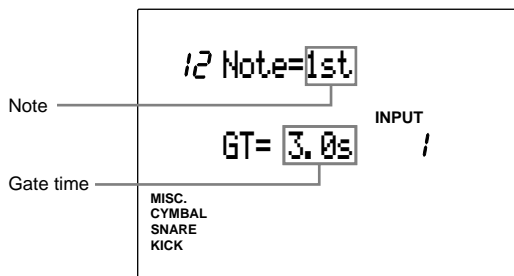
NOTE If you select a note other than the 1st, the gate time focus area will display "--" and you will not be able to set the gate time.

NOTE When an input number assigned to a hi-hat controller is selected (the default setting is input 8), you can select from Open, Cls, FCl, FOp and rim.

NOTE When the Key On Mode on the 14th page of the Key On screen (P.43) is set to anything besides "hold," you can set different gate times to each of the five notes.

Opn Settings similar to an open hi-hat sound.
 Cls Settings similar to a close hi-hat sound.
 FCl Settings similar to a closing hi-hat sound.
 FOP Settings similar to an opening hi-hat sound.

- 3 Move the cursor to the Gate Time focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the gate time.
- 4 Repeat steps 1, 2, and 3 to set the Gate Time for each input jack number.



Settings:
 The following parameters can be set for input numbers 1 to 12.
Note: 1st, 2nd, 3rd, 4th, 5th, mut, rim or (Opn, Cls, FCl, FOp)
Gate time: off, 0.0 to 10.0 seconds (settings by 1/10 seconds).

13 Note= (MIDI channel)

Sets the 1st to 5th MIDI transmitting channels to the MIDI note number of each input jack number. You can set an external device to trigger a keyboard (normal) voice using the DTX internal tone generator if you have the input jack number set to a MIDI note number that triggers a chord or bass voice in the DTX.

- 1 Move the cursor to the INPUT focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the input jack number. You can also enable the Learn mode (P.115) to automatically select the input jack number by hitting each pad or drum.
- 2 Move the cursor to the Note focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select 1st to 5th mut (mute) to a MIDI channel.

NOTE When an input number assigned to a hi-hat controller is selected (the default setting is input 8), you can select from Open, Cls, FCl, FOp and rim. Refer to 12 Note=(gate time)for details.

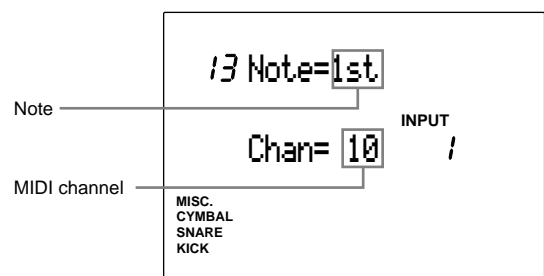
- 3 Move the cursor to the Channel focus area and set the MIDI channels.

NOTE To select the same MIDI channel for all 5 notes, first set the MIDI channel for the 1st note, then select MIDI channel 1 and repeat this procedure for the rest of the notes. This will indicate that you will be using the same channel as the 1st.

NOTE You can also trigger a keyboard voice by designating a MIDI channel (other than 10 for the drum voice).

NOTE Select bas or cho for inputs which trigger a bass or chord. This indicates that you will be using the same MIDI channel as a BASS track and CHORD track used to play a pattern or song, and the keyboard voices to be triggered. When you have chosen bas or cho, the 1st to 5th note numbers will change according to the chord progression of the pattern or song.

- 4 Repeat steps 1, 2, and 3 to set the MIDI channel for each input jack number.



Settings:
 The following parameters can be set for input numbers 1 to 12.
Note: 1st, 2nd, 3rd, 4th, 5th, mut, rim (or Opn, Cls, FCl, FOp)
MIDI channels: 1 to 16, cho, bas

14 Key On

Sets the key on mode for each input.

The Key on mode defines how multiple notes (up to of 5) which are set to each INPUT number should be triggered. There are 5 key on modes which enable you to trigger all notes at the same time or in a specific order. This function is convenient when you want to layer multiple voices or produce an effect using the keyboard voice.

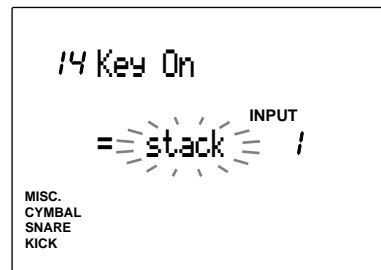
- ➊ Move the cursor to the INPUT focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the input jack number. You can also enable the Learn mode (P.115) to automatically select the input jack number by hitting each pad or drum.
- ➋ Move the cursor to the Key on mode focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the key on mode from the following:

- stack** Triggers the 1st to 5th notes (P.40) simultaneously.
- alter** Triggers the 1st to 5th notes one by one each time the pad is played.
- stackMN** Triggers the 1st to 5th notes simultaneously, but truncates the preceding sound when the pad is played.
- alterMN** Alternately triggers the 1st to 5th notes in order, but truncates the preceding sound when the pad is played.
- hold** Triggers and maintains the 1st to 5th notes simultaneously when the pad is played once, and stops when the pad is played again.

NOTE When the pad is played while holding the Rim Switch (Yamaha TP80S or PCY80S pads) note set by mut (mute) is enabled and the 1st to 5th notes are disabled. Therefore the trigger types of stack and alter, stackMN and alterMN become the same.

NOTE By using the stackMN or alterMN function you can save memory space by excluding overlapping voices when recording to an external sequencer.

- ➌ Repeat steps ➊ and ➋ to set the key on mode for each input jack number.



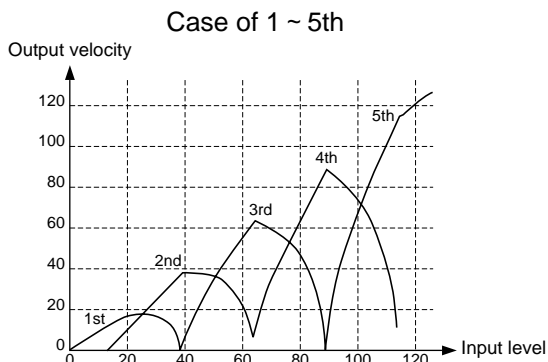
Settings:

The following parameters can be set for input numbers 1 to 12.

Key on mode: stack, alter, stackMN, alterMN, hold

15 VelXFade (velocity cross-fade)

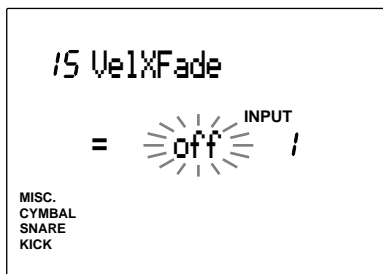
This function sets the velocity cross-fade for each input jack number on or off. When several MIDI note numbers are assigned on the 11th Note Number page and this function is on, the softer you play the pad, the 1st note is louder and the last note the smallest. The same applies to the opposite action: the harder you play the pad, the last note is louder and the first note the smallest.



NOTE This function applies only when the key on mode on the 14th page is set to stack, stackMN, or hold.

NOTE This function is valid only when more than 2 MIDI note numbers are assigned to note numbers 1 to 5 on the 11th display page.

- 1 Move the cursor to the INPUT focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the input jack number. You can also enable the Learn mode (P.115) to automatically select the input jack number by hitting each pad or drum.
- 2 Move the cursor to the VelXFade focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to turn the function “on” or “off”.



Settings:

The following parameters can be set for input numbers 1 to 12.
VelXFade: on, off

16 RIMKeyOn

This function sets the rim key on mode to define how the voice is triggered when the rim of the pad is played. The “single” mode is used for the usual rim shot voice and the Hold mode is used to maintain the sound.

- 1 Move the cursor to the INPUT focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the input jack number. You can also enable the Learn mode (P.115) to automatically select the input jack number by hitting each pad or drum.

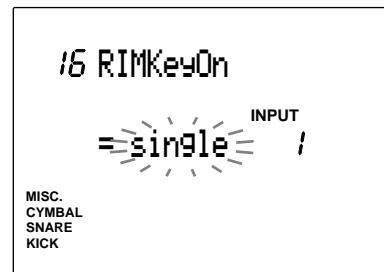
- 2 Move the cursor to the mode focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the rim key on mode from the following 2 modes:

single Normal triggering of a rim shot

hold The first shot maintains the voice and the second shot stops the voice.

withPad When the rim is hit, the sound set to the Rim and the sound set to the pad will play at the same time.

- 3 Repeat steps 1 and 2 for each input jack number.



Settings:

The following parameters can be set for input numbers 1 to 8.
RIM Key On mode: single, hold, withPad

17 RIM Vel (RIM velocity)

This function sets the velocity of the trigger when the rim of the pad is played. There are 2 types of settings: one where the velocity is always the same level, and the other where the velocity changes according to the impact of the attack.

- 1 Move the cursor to the INPUT focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the input jack number.

You can also enable the Learn mode (P.115) to automatically select the input jack number by hitting each pad or drum.

- 2 Move the cursor to the Velocity focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the velocity. The settings vary as follows:

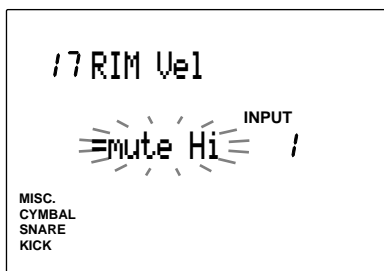
mute Hi The velocity changes according to the strength of the attack on the rim. In the same manner as the pad velocity, the velocity is automatically calculated based on the level range, velocity range and velocity curve on the 5th, 6th, and 7th display pages. The difference between “variabl” described below is that pad will be muted if the DTX receives a trigger lower than the minimum level set for level range on the 5th display page. This is convenient when you are using cymbal pads.

mute Lo The setting is similar to “mute Hi” above, but enables you to set the velocity at a lower level Use “mute Hi” when you are using the mute more than the rim, and “mute Lo” when you are playing the rim more than using the mute.

variabl The velocity changes according to the strength of the attack on the rim. In the same manner as the pad velocity, the velocity is automatically calculated based on the level range, velocity range and velocity curve on the 5th, 6th, and 7th display pages.

fix1 to fix127 The velocity set here remains the same regardless of the strength of the attack on the rim. The mute function cannot be used if values are set to this function. The voice trigger is faster compared to mute Hi and mute Lo.

- 3 Repeat steps 1 and 2 to set the velocity of each input jack number.



Settings:

The following parameters can be set for input numbers 1 to 8.

Rim Vel mode: mute Hi, mute Lo, variabl, fix1 to fix127.

18 PAD Func (pad function)

This function sets the function of each pad connected to INPUT. Besides acting as a regular drum pad, various pad functions are available. For example, in Chain mode, you can move a chain step forward or backward, start or stop a pattern or song, or assign the pad to act as a switch for other types of functions.

- 1 Move the cursor to the INPUT focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the input jack number.

You can also enable the Learn mode (P.115) to automatically select the input jack number by hitting each pad or drum.

- 2 Move the cursor to the parameter and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the function. The following functions are available:

normal The regular setting which triggers the MIDI signal when the pad is played.

click Turns the click ON or OFF.

inc Selects the next drum kit number in Drum Kit mode or step in Chain mode.

dec Selects the previous drum kit number in Drum Kit mode or step in Chain mode.

bypass Cuts the voices of all other pads except the one selected, ON or OFF.

strtStp Starts or stops the style pattern or song.

pause Pauses the style pattern or song.

do FILL Changes the section to FILL.

MAIN A Changes the section to MAIN A.

MAIN B Changes the section to MAIN B.

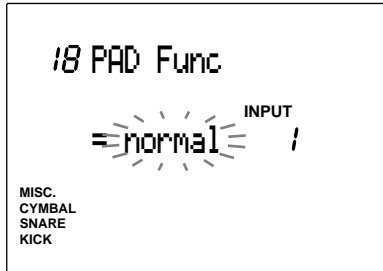
FILL AB Changes the section to FILL AB.

FILL BA Changes the section to FILL BA.

INTRO Changes the section to INTRO.

ENDING Changes the section to ENDING.

- 3 Repeat steps 1 and 2 to set each input jack number.



Settings:

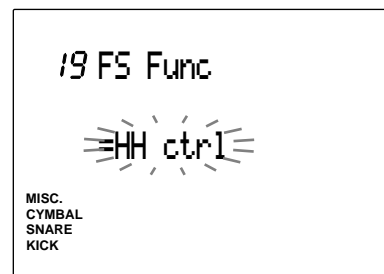
The following parameters can be set for input numbers 1 to 12.
 normal, click, inc, dec, bypass, strtStp, pause, do Fill,
 MAIN A, MAIN B, FILL AB, FILL BA, INTRO,
 ENDING

19 FS Func (FS function)

This sets the function of the footswitch connected to the FOOT SW jack on the rear panel. Different assignments can be made for each drum kit.

- 1 Move the cursor to the function focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the function of the footswitch.

- HH ctrl** Hi-hat controller (switches between open and closed).
- click** Switches the click sound ON or OFF.
- inc** Selects the next drum kit number in Drum Kit mode or step in Chain mode.
- dec** Selects the previous drum kit number in Drum Kit mode or step in Chain mode.
- bypass** Truncates the voices of all other pads except the one selected when ON.
- statStp** Starts or stops the style pattern or song.
- pause** Pauses the style pattern or song.
- do FILL** Changes the section to FILL.
- MAIN A** Changes the section to MAIN A.
- MAIN B** Changes the section to MAIN B.
- FILL AB** Changes the section to FILL AB.
- FILL BA** Changes the section to FILL BA.
- INTRO** Changes the section to INTRO.
- ENDING** Changes the section to ENDING.
- MIDI** Outputs the MIDI Channel Messages (control change messages).



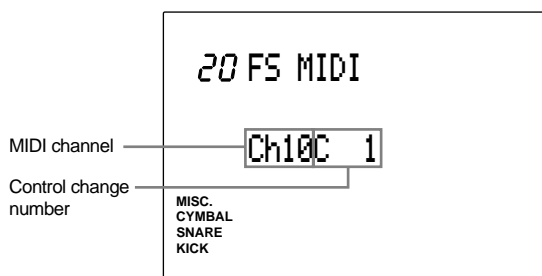
Settings:

HH ctrl, click, inc, dec, bypass, strtStp, pause, do Fill,
 MAIN A, MAIN B, FILL AB, FILL BA, INTRO,
 ENDING, MIDI

20 FS MIDI (FS MIDI channel)

You can choose this page only when the function on the 19th page (FS Func display) is set to MIDI.

Move the cursor to the MIDI Channel focus area and Control Change number focus area, and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the MIDI channel and control change number, respectively.



Settings:

MIDI Channel: 1 to 16.

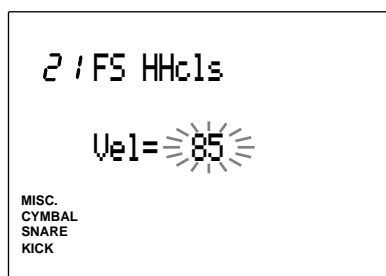
Control Change number: C1 to C121.

21 FS HHcls (FS hi-hat control)

You can choose this page only when the function on the 19th page (FS Func display) is set to HH ctrl.

Set the MIDI velocity output when the footswitch is closing the hi-hat (or you are stepping on the footswitch) when you use the footswitch as a hi-hat controller.

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the velocity.



Settings:

1 to 127

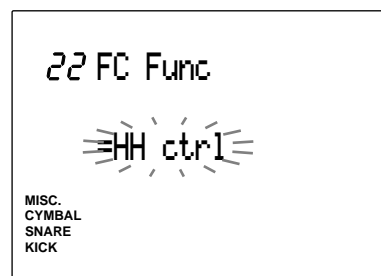
22 FC Func (hi-hat control function)

This sets the function of the Foot Controller connected to the H.HAT CONTROL jack on the rear panel. Different assignments can be made to each drum kit.

Choose the function by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons. The following 2 functions are available.

HH ctrl Functions as a hi-hat and a MIDI channel message transmitting controller (continuous).

MIDI Functions only as a MIDI Channel Message transmitting controller (continuous).



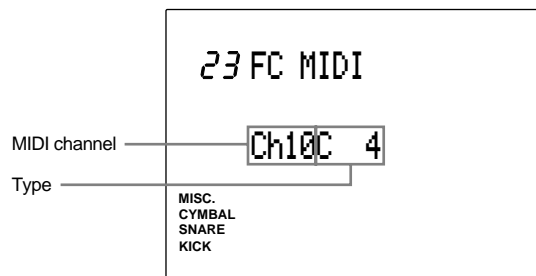
Settings:

HH ctrl, MIDI

23 FC MIDI (hi-hat control channel)

This sets the MIDI channel and type of the MIDI messages to be transmitted using the foot controller connected to the H.HAT CONTROL jack on the rear panel.

Move the cursor to the MIDI channel focus area and type focus area of the MIDI Channel and rotate the Data Scroll Wheel or the +1/YES and -1/NO buttons to select the channel and type, respectively.



Settings:

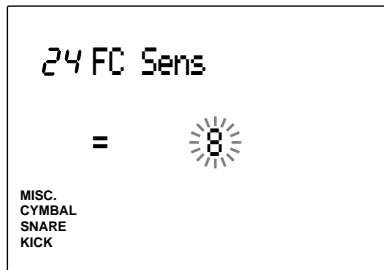
MIDI Channel: 1 to 16

Types: C1 to C119 (control change numbers 1 to 119), A/T (after touch), PBup (pitch bend up), PBdw (pitch bend down).

24 FC Sens (hi-hat control sensitivity)

This adjusts the sensitivity of the foot controller connected to the H.HAT CONTROL jack on the rear panel.

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the sensitivity. The larger the value, the more sensitive the response of the internal tone generator.

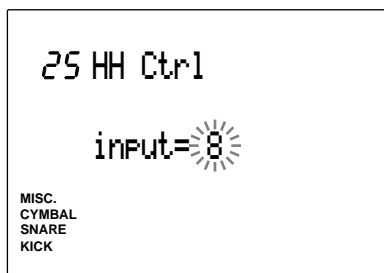


Settings:
1 to 16

25 HH Ctrl (hi-hat control)

This sets the input level to execute the hi-hat effect using the foot switch or foot controller only when the function on the 19th page (FS function display) or the 22nd page (hi-hat control function display) is set to HH ctrl (hi-hat control).

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the input level.



Settings:
INPUT number: 1 to 12

26 In 9 to 10 (input 9 to 10)

This is an additional feature of DTX version 2.0. Please refer to the System Upgrade Information Guide (included in this package).

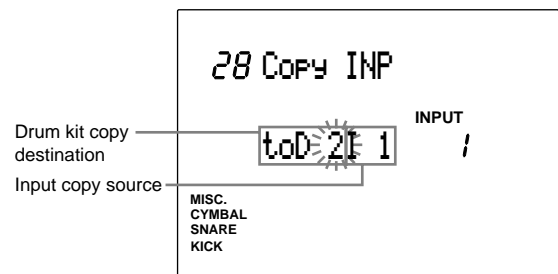
27 In 11 to 12 (input 11 to 12)

This is an additional feature of DTX version 2.0. Please refer to the System Upgrade Information Guide (included in this package).

28 Copy INP (copy input)

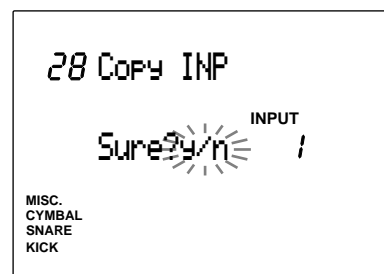
This copies the input data settings of any drumkit input currently being edited to another drumkit input number. This is convenient in creating similar input settings.

- 1 Move the cursor to the Input Copy Source focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the (source) input jack number between 1 to 12. You can also enable the Learn mode (P.115) to automatically select the (source) input jack number by hitting each pad or drum.
- 2 Move the cursor to the Drum Kit Copy Destination focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the drum kit (destination) input jack number.



Settings:
Drum kit copy destination: D1 to D32, --(current drum kit)
Input copy source: 1 to 12

- 3 Press the START/STOP button and the LCD will display "Sure? y/n."

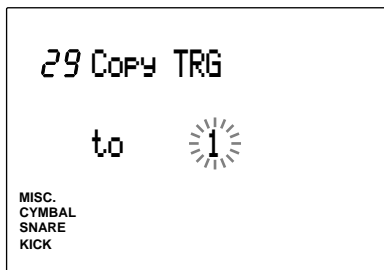


- 4 Press the +1/YES button to copy. "complete" will flash on the LCD momentarily and the display will return to the original display. Press the -1/NO button to cancel.

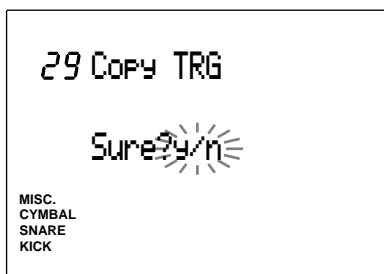
29 Copy TRG (copy trigger)

This copies the trigger data of the drum kit currently edited to another drum kit. This is convenient in creating similar drum kits.

- 1 Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the user drum kit (1 to 32) to copy.



- 2 Press the START/STOP button and the LCD will display "Sure? y/n."



- 3 Press the +1/YES button to execute the paste. "complete" will flash on the LCD momentarily and the display will return to the original display.

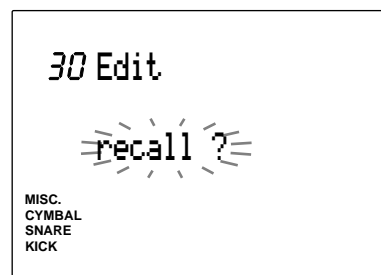
Press the -1/NO button to cancel.

30 Edit (edit recall)

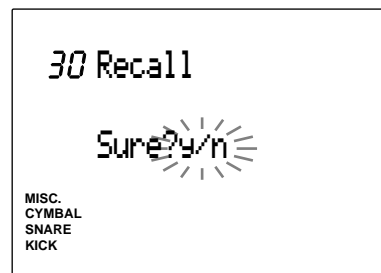
While you are editing the drum kit, if you go to Drum Kit Play mode or Chain mode and select other drum kits, the edited settings will return to the default settings. However, the edited data is still stored in the edit buffer. By using this Edit Recall function, you can recall the data stored in the edit buffer and continue to edit. This function is convenient in comparing the edited data with the original data.

NOTE This function is also effective in editing the voice in Drum Kit Voice Edit mode.

- 1 Choose the following Edit Recall display after choosing another drum kit in Drum Kit Play mode or Chain mode, and back to the drum kit you have edited.



- 2 Press the START/STOP button and the LCD will display "Sure? y/n."



- 3 Press the +1/YES button to execute Edit Recall. "complete" will flash on the LCD momentarily and the display will return to the Edit Recall display. Press the -1/NO button to cancel.

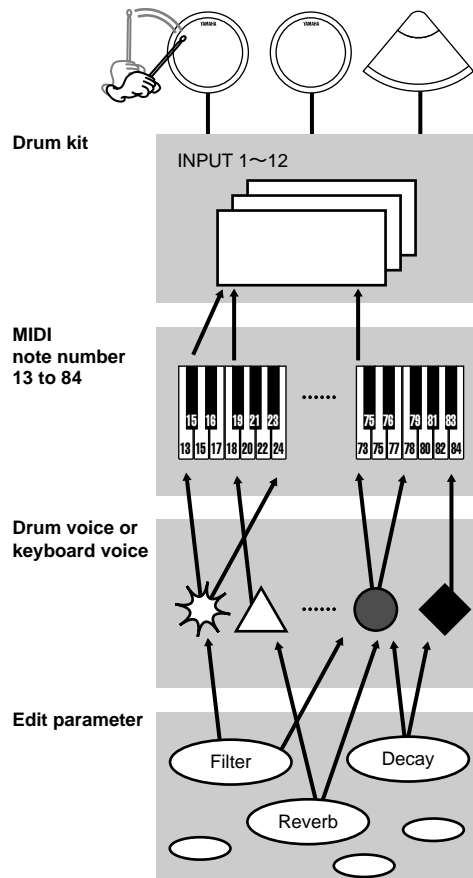
31 SetChord= (setting the note number by chord)

Refer to P.41 above.



Drum Kit Voice Edit Mode

This mode helps you create your own drum kit by assigning various voices (drum and percussion sounds) to the note numbers. Choose different settings, change the volume and pitch, or add a reverb effect to each voice to complete your own drum kit. The following illustrates the relation between drum kit, MIDI note numbers, drum voices, and parameters.



NOTE You can create different voices for each note number of each drum kit by changing the parameters of the same drum voice.

NOTE A blank chart is provided at the end of this Manual (P.167) to memo the editing contents you have created.

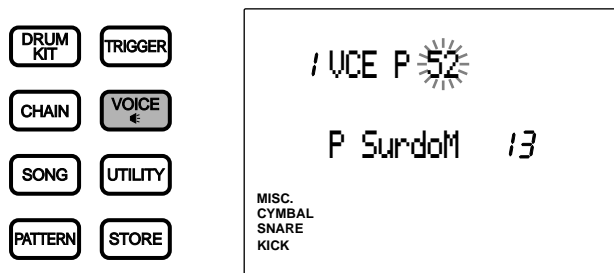
NOTE When you are assigning more than 2 pads (input jacks) to the same MIDI note number, an asterisk "*" will appear on the right side of the letters "VCE" on upper level of the LCD.

Editing Procedures

- ❶ Select the drum kit you want to edit in Drum Kit Play mode.
- ❷ Enter Drum Kit Voice Edit mode.
- ❸ Turn to the necessary pages and change the contents to your requirement.
- ❹ Enter Store mode to store your drum kit to user number 1 to 32.

Entering Drum Kit Voice Edit mode

Press the VOICE button



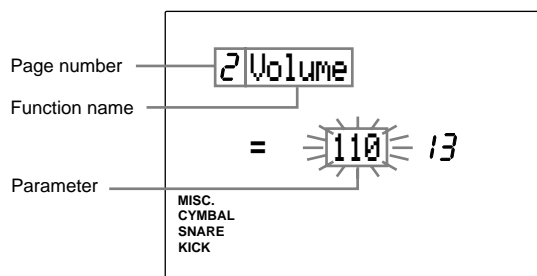
NOTE First select the drum kit you want to edit in Drum Kit Play mode. The LED will display the drum kit number currently selected when you have entered Drum Kit Voice Edit mode.

NOTE When the “JumpRcnt (jump to recent page)” parameter on the 7th page of the System Items in Utility mode is “on”, the DTX will display the page you selected the last time you edited. Your DTX will display the 1st page when the “JumpRcnt (jump to recent page)” parameter is “off”. See P.116 for details regarding the “JumpRcnt (jump to recent page)”

Drum Kit Voice Edit Mode (Page structure and operation)

The Drum Kit Voice Edit mode consists of 21 display pages of various functions as the drum kit trigger modules. However, by setting the Edit mode on the 2nd page in Utility mode to “easy”, some of the pages which are seldomly used will not appear. Change the Edit mode to “advance” to display all 21 pages (P.114).

NOTE The following is a list of the 21 pages. The pages with asterisks (*) will not appear when the Edit mode in Utility mode is set to “easy”.



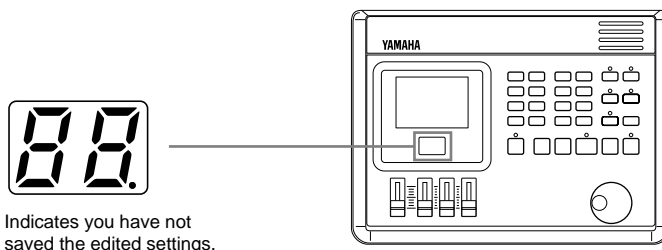
- 1 Select the page using the PAGE▲ or PAGE▼ buttons.
- 2 Select the parameter using the ◀ ▶ cursor buttons.
- 3 Set the value by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.

NOTE Depending on the voice you use, the sound may not stop when the Key Off parameter (P.58) is set to “disable.” In such a case, press the SHIFT button and the VOICE button at the same time and force the sound to stop.

NOTE As a short cut, set the Learn mode on the 4th page in Utility mode to “always”. Just by hitting a pad, the input jack number will change to the input connected (P.115).

NOTE Press the VOICE button to audition a voice when the DTX is in Edit mode.

NOTE Once you have edited in this mode, a small dot lights on the lower right-hand corner of the drum kit number displayed on the LED to indicate that the edit results have not been stored. Refer to P.69 on how to store your edit. The dot disappears when you go to Drum Kit Play mode or Chain mode during an edit to select a different drum kit. The edited settings will return back to the default settings, but you can recall the edited data using the recall function (P.49).



Functions of Each Display Page

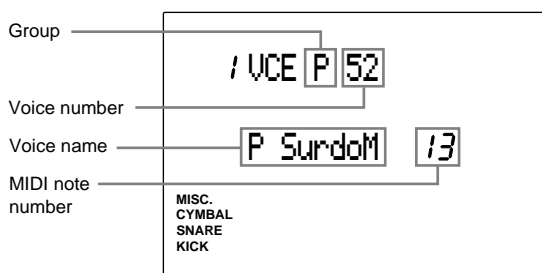
1	VCE (voice)	(P.53)
2	Volume	(P.53)
3	Pan	(P.54)
4	Pitch	(P.54)
5	Rev Send (send reverb)	(P.55)
6	Modify	(P.55)
7	Filter	(P.56)
8	Decay	(P.56)
*9	Key Mode	(P.57)
10	AlterGrp (alternate group)	(P.57)
11	Key Off	(P.58)
*12	Out Port	(P.58)
13	REV Rtn (reverb return)	(P.58)
14	REV Type (reverb type)	(P.59)
15	REV Time (reverb time)	(P.59)
*16	PC Ch= (transmit program change)	(P.59)
*17	BK Ch= (transmit bank select)	(P.60)
*18	CC Ch= (transmit control change: volume)	(P.60)
*19	CC Ch= (transmit control change: pan)	(P.61)
*20	CC Ch= (transmit control change)	(P.61)
*21	Root Note	(P.62)

1 VCE (voice)

This assigns a drum voice (drum or percussion sound) to each MIDI note number. Each voice is grouped by category for easy handling as follows:

- K Kick
- S Snare
- T Tom
- C Cymbal
- P Percussion
- E Effect
- k Keyboard
- s Strings
- b Bass
- H Hi-hat

- 1 Move the cursor to the MIDI note number focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the desired note number. You can also enable the Learn mode (P.115) to automatically select the MIDI note number by hitting each pad or drum.
- 2 Move the cursor to the group focus area or voice number focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the parameter. You can also select by moving the cursor to the voice name focus area and rotate the Data Scroll Wheel or press the +1/YES or -1/NO buttons. Check and audition the voice by pressing the VOICE button.
- 3 Repeat steps 1 and 2 to set the voice for each note number.



Settings:

The following group and voice numbers can be selected for MIDI note numbers 13 to 84.

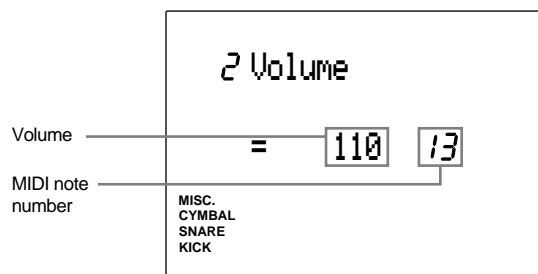
Group and voice number: off, K1 to 119: Kick, S1 to 250: Snare, T1 to 176: Tom, C1 to 105: Cymbal, P1 to 103: Percussion, E1 to 115: Effect, k1 to 21: Keyboard, s1 to 8: Strings, b1 to 19: Bass., H1 to 12: (additional hi-hat in V2), Voice name: BD DRY1 to Sy Bass 3H Refer to P.143 “Drum Voice List” for details on voice name and voice number.

NOTE When you are assigning more than 2 pads (input jacks) to the same MIDI note number, an asterisk “*” will appear on the right side of the letters “VCE” on upper level of the LCD.

2 Volume

This adjusts the volume of each voice assigned to each MIDI note number. You can change the balance among the voices in the drum kit.

- 1 Move the cursor to the MIDI note number focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the MIDI note number. You can also enable the Learn mode (P.115) to automatically select the MIDI note number by hitting each pad or drum.
- 2 Move the cursor to the Volume focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to adjust the volume. Press the VOICE button to audition the volume.
- 1 Repeat steps 1 and 2 and set the volume for each note number.



Settings:

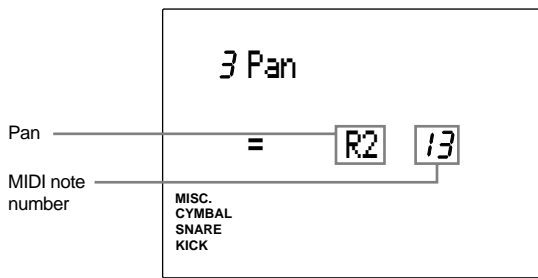
The following parameter can be set for MIDI note numbers 13 to 84.

Volume: 0 to 127

3 Pan

This sets the Pan (stereo pan position of the sound) for each voice assigned to each MIDI note number. This defines pan position of the voice between the left and right.

- 1 Move the cursor to the MIDI note number focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the MIDI note number. You can also enable the Learn mode (P.115) to automatically select the number by hitting each pad or drum.
- 2 Move the cursor to the Pan focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the pan position. Press the VOICE button to audition the position of the sound.
- 3 Repeat steps 1 and 2 to set the panning for each note number.



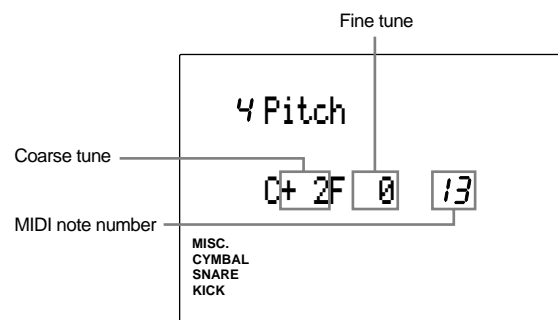
Settings:

The following pan positioning can be set for MIDI note numbers 13 to 84.
 L7 (=far left) to center (=center) to R7 (=far right)

4 Pitch

This sets the pitch for each voice assigned to each MIDI note number. Tune the pitch either by semitone or by approximately 1.2 cent increments or decrements.

- 1 Move the cursor to the MIDI note number focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the MIDI note number. You can also enable the Learn mode (P.115) to automatically select the MIDI note number by hitting each pad or drum.
- 2 Move the cursor to the Coarse Tune focus area or Fine Tune focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the tuning. Press the VOICE button to audition the sound.
- 3 Repeat steps 1 and 2 to set the pitch for each note number.



Settings:

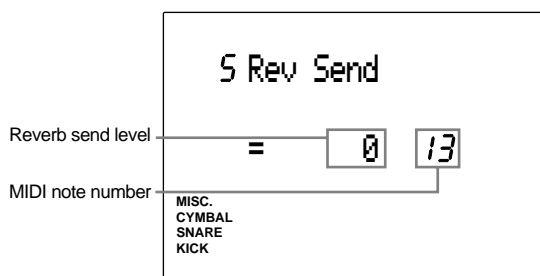
The following parameters can be set for MIDI note numbers 13 to 84.
C (coarse tune)[unit=semitone]: -64 to 0 (normal pitch) to +63
F (fine tune)[unit= ca. 1.2]: -64 to 0 (normal pitch) to +63
 • 1 cent=1/100th of a semitone

5 Rev send (send reverb)

This sets the Reverb Send level for each voice assigned to each MIDI note number. Set the level here to adjust the amount of reverb.

NOTE The actual reverb send level will be determined by multiplying the value set here and the Reverb Send level set in the MULTI items (MIDI Channel 10) in Utility mode.

- 1 Move the cursor to the MIDI note number focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the MIDI note number. You can also enable the Learn mode (P.115) to automatically select the MIDI note number by hitting each pad or drum.
- 2 Move the cursor to the Reverb Send level focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the level. The larger the value, the larger the send level. Press the VOICE button to audition the sound.
- 3 Repeat steps 1 and 2 to set the Reverb Send level for each note number.



Settings:

The following parameters can be set for MIDI note numbers 13 to 84.

Rev Send: 0 to 127

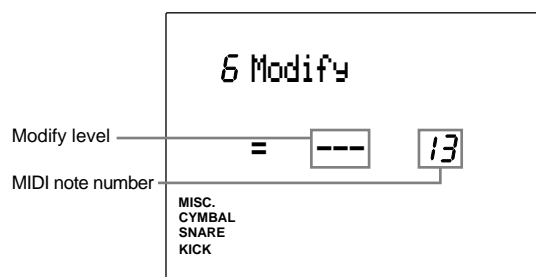
6 Modify

This sets the Modify level for each voice assigned to each MIDI note number. The Modify level defines the volume balance between the 2 waves that make the voice. You can change the quality of the voice by setting the Modify level.

- 1 Move the cursor to the MIDI note number focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the MIDI note number. You can also enable the Learn mode (P.115) to automatically select the MIDI note number by hitting each pad or drum.
- 2 Move the cursor to the Modify level focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the MIDI note number and audition to confirm the voice by pressing the VOICE button. By setting the Modify level to a plus level, the volume of one of the waves will increase. When the Modify level is set to a minus level, the volume of the other wave pattern will increase. The volume of both wave patterns will be the same when the level is "0".

NOTE Since the wave patterns and volume change differ for each voice, you may not notice a difference in the change for some voices. For voices which Modify function is inactive, the Modify focus area shows "--".

- 3 Repeat steps 1 and 2 to set the Modify level for each note number.



Settings:

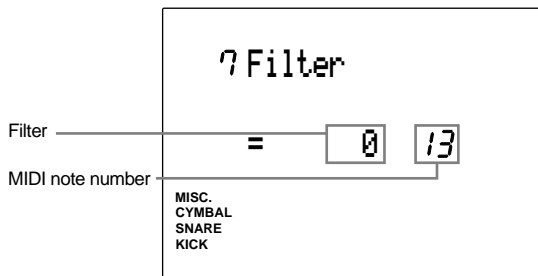
The following parameter can be set for MIDI note numbers 13 to 84.

-64 to 0 (even volume balance) to +63

7 Filter

This sets the Filter of each voice assigned to each MIDI note number. The filter affects the sound by passing a specific frequency bandwidth and eliminating the others. The filter you set will sharpen or muffle the sound.

- 1 Move the cursor to the MIDI note number focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the MIDI note number. You can also enable the Learn mode (P.115) to automatically select the MIDI note number by hitting each pad or drum.
- 2 Move the cursor to the Filter focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the filter. Press the VOICE button to audition the sound. The Filter function is a low-pass type which eliminates the bandwidth higher than the cut-off point.
- 3 Repeat steps 1 and 2 to set the filter for each note number.



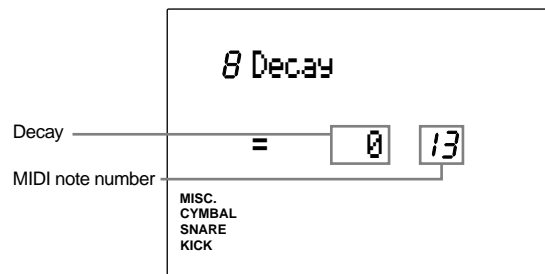
Settings:

The following parameters can be set for MIDI note numbers 13 to 84.
-64 to 0 (standard) to +63

8 Decay

This sets the decay of each voice assigned to each MIDI note number. The decay function controls the fading of a voice wave pattern. You can increase or decrease the fading effect of a voice. For example, increase the decay value if you want to extend the lingering sound of a cymbal.

- 1 Move the cursor to the MIDI note number and select the MIDI note number using the Data Scroll Wheel or the +1/YES and -1/NO buttons. You can also enable the Learn mode (P.115) to automatically select the input jack number by hitting each pad or drum connected to the DTX.
- 2 Move the cursor to the Decay focus area and set the decay by using the Data Scroll Wheel or the +1/YES and -1/NO buttons. Press the VOICE button the audition the sound. The fading effect is longer when the value (either negative or positive) is increased.
- 3 Repeat steps 1 and 2 and set the decay for each note number.



Settings:

The following parameter can be set for MIDI note numbers 13 to 84.
-64 to 0 (standard) to +63

9 Key mode

This sets the Key mode to the voices assigned to each MIDI note number. This mode defines the sound output rules when the same voices are used.

- 1 Move the cursor to the MIDI note number focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the MIDI note number. You can also enable the Learn mode (P.115) to automatically select the MIDI note number by hitting each pad or drum.

- 2 Move the cursor to the Key mode focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select one of the following modes:

poly There are no limits to the number of voices delivered at once.

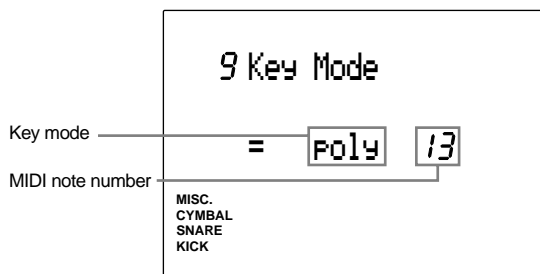
semi(2) Up to 2 voices for this note number can be produced at one time. When a 3rd voice is triggered, this function truncates one of the first 2 voices and delivers the 3rd voice.

mono One voice can be delivered at one time. When a 2nd voice is triggered, this function truncates the first voice and delivers the 2nd voice.

hi mono Truncates the previous voice and produces only one voice at a time. However, the note number selected in this mode overrules the other voices. For example, the note number selected here will not be truncated even if the number of voices produced at one time exceeds the maximum number of 32 voices.

NOTE When a voice with a long release such as the cymbal is set to "mono", 2 hits with short intervals may cause an unnatural feel since the first sound is abruptly truncated.

- 3 Repeat steps 1 and 2 to set the Key mode for each note number.



Settings:

The following parameters can be set for MIDI note number 13 to 84.
poly, semi(2), mono, hi mono

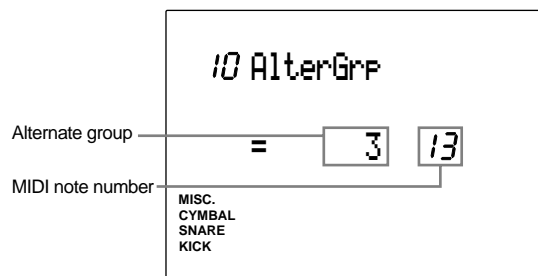
10 AlterGrp (alternate group)

This sets the Alternate Group for each voice assigned to each MIDI note number. The Alternate Group is a group of voices which should not be delivered at the same time. For example, by assigning an open hi-hat with a closed hi-hat in the same Alternate Group, the open hi-hat sound will be canceled once the closed hi-hat sound is delivered. This will help you create a more realistic feel featuring acoustic drum-like actions.

- 1 Move the cursor to the MIDI note number focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the MIDI note number. You can also enable the Learn mode (P.115) to automatically select the MIDI note number by hitting each pad or drum.

- 2 Move the cursor to the Alternate Group number focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the numbers.

NOTE A voice assigned in the same Alternate Group is always dominated by the following voice and only one voice will be delivered at a time.



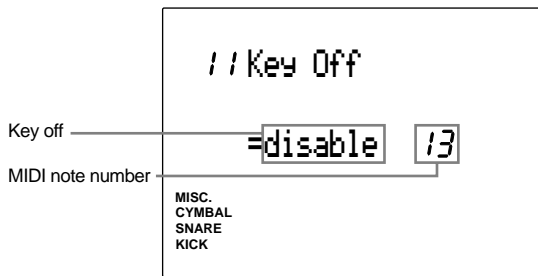
Settings:

The following parameters can be set for MIDI note number 13 to 84.
off, 1 to 127

11 Key Off

When a voice with a long release is in use, sometimes a MIDI note off signal may cut the sound in an unnatural way. To prevent that, set this mode so that the DTX does not receive MIDI note off signals. Set the MIDI note off settings for each voice assigned to each MIDI note number.

- 1 Move the cursor to the MIDI note number focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the MIDI note number. You can also enable the Learn mode (P.115) to automatically select the MIDI note number by hitting each pad or drum.
- 2 Move the cursor to the Key Off focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons.



Settings:

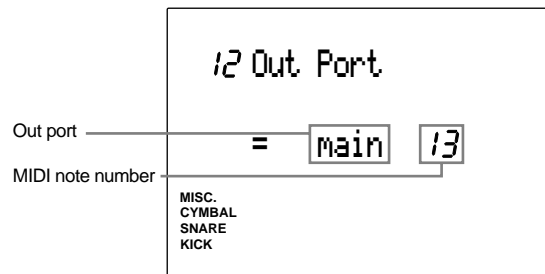
The following parameters can be set for MIDI note number 13 to 84.
 disable (will not receive MIDI note), enable (will receive MIDI note)

NOTE Some sounds may have an extremely long release when the Key Off function is disabled. In such case, press the VOICE button while holding SHIFT to temporarily stop the sound.

12 Out Port

This sets the output of each voice assigned to each MIDI note number either to the main output or auxiliary output. This is convenient when you want to output specific voice(s) to an external mixing device.

- 1 Move the cursor to the MIDI note number focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the MIDI note number. You can also enable the Learn mode (P.115) to automatically select the MIDI note number by hitting each pad or drum.
- 2 Move the cursor to the Out Port focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the focus area. Normally select “main” and the voices are delivered through the OUTPUT jack on the rear panel. Choose aux (auxiliary) to output a specific voice such as SNARE or KICK separately, and the voices will be delivered through the AUX OUT jacks on the rear panel.



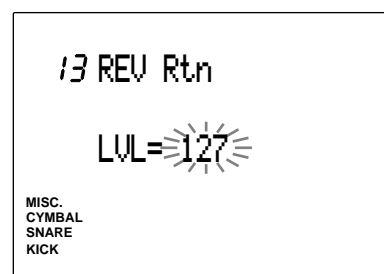
Settings:

The following parameters can be set for MIDI note number 13 to 84.
 main, aux

13 REV Rtn (reverb return)

This sets the Reverb Return Level. By setting the level, you can adjust the reverb effect of the entire DTX system. The level can be set for each drum kit.

Set the level by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.



Settings:

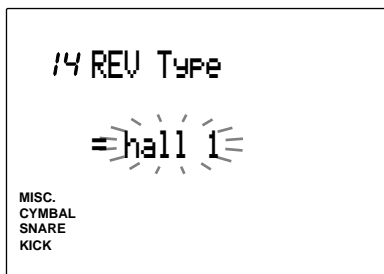
0 to 127

14 REV Type (reverb type)

Various reverbs from hall to room are available to add dimension to the voice. The Reverb Type can be set for each drum kit.

Assign one of the reverb types by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons. The following reverb types are available:

- none No effect (dry sound).
- hall 1 Small hall.
- hall 2 Large hall.
- room 1 Small room.
- room 2 Large room.
- room 3 Room with a high ceiling.
- stage 1 Large stage.
- stage 2 Small stage.
- plate Steel plate reverb.
- white A special short reverb effect.
- tunnel A reverb effect similar to playing in a tunnel.
- canyon A fantastic reverb effect similar to playing in a canyon.
- basemnt A reverb effect similar to playing in the basement with short reflection.



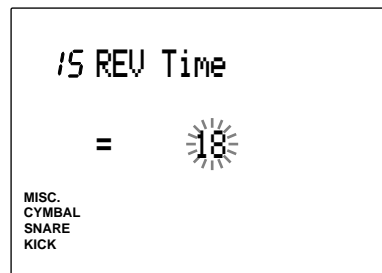
Settings:

none, hall 1, hall 2, room 1, room 2, room 3, stage 1, stage 2, plate, white, tunnel, canyon, basemnt (basement)

15 REV Time (reverb time)

This determines the reverb length for each drum kit.

Set the time by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons. The larger the value, the longer the reverb time.



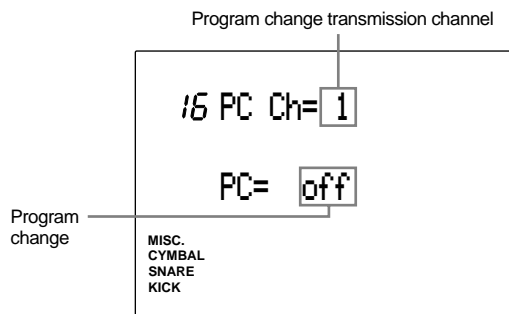
Settings:

0 to 69

16 PC Ch= (transmit program change)

This sets the MIDI program change number to be transmitted when the drum kit is changed. You can specify different program change numbers to channels 1 to 16. For example, change the drum kit on the DTX to an external synthesizer by selecting the voices on an external tone generator. This can be set for each drum kit.

- 1 Move the cursor to the Program Change Transmission Channel focus area and select the transmission channel by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.
- 2 Move the cursor to the PC= (program change) focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the program change number.
- 3 Repeat steps 1 and 2 to set the program change for each of the 16 channels.



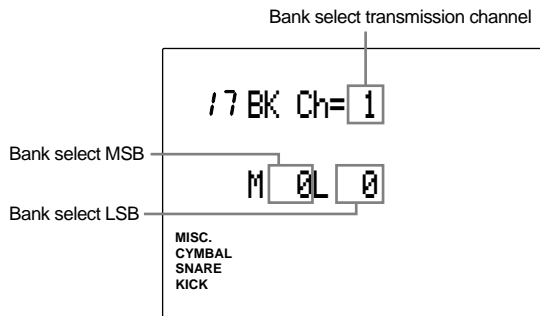
Settings:

Program change transmission channel: 1 to 16.
 Program change: off, 1 to 128.

17 BK Ch= (transmit bank select)

This selects the bank (MIDI Control Change) to be transmitted when the drum kit is changed. You can set the bank individually to channels 1 through 16. By switching the DTX drum kit, you can change the bank of an external tone generator voice. By using this with the MIDI Program Change function mentioned above, you can effectively choose from many sounds available in the tone generator. This can be set for each drum kit.

- 1 Move the cursor to the Bank Select Transmission Channel focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the transmission channel.
- 2 Move the cursor to Bank Select MSB focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the MSB.
- 3 Move the cursor to Bank Select LSB focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the LSB.
- 4 Repeat steps 1, 2, and 3 to set the bank select for each of the 16 channels.



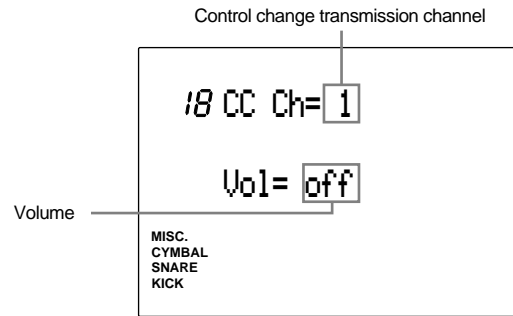
Settings:

- Bank Select Transmission Channel: 1 to 16
- Bank Select MSB: 0 to 127
- Bank Select LSB: 0 to 127

18 CC Ch= (transmit control change: volume)

This sets the volume of the MIDI control change sent when the drum kit is switched. It is possible to set the volume value for each of the channels 1 to 16. For example, by switching the drum kit of the DTX, you can set the volume of a voice of an external synthesizer to a specific value. These parameters can be set for each drum kit.

- 1 Move the cursor to the Control Change Transmission Channel and select the Transmission channel using the Data Scroll Wheel or the +1/YES and -1/NO buttons.
- 2 Move the cursor to the Volume focus area and set the value using the Data Scroll Wheel or the +1/YES and -1/NO buttons.
- 3 Repeat steps 1 and 2 and set the volume for each of the 16 channels.



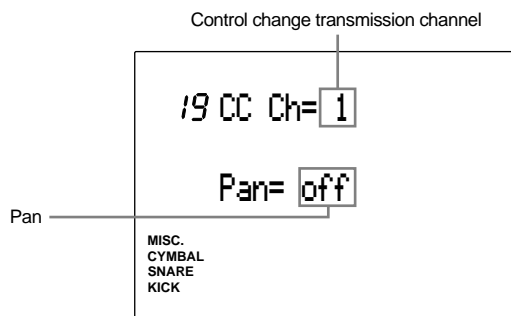
Settings:

- Control change Send channel: 1 to 16
- Volume: off, 0 to 127

19 CC Ch= (transmit control change: pan)

This sets the pan position (of a stereo image) of the MIDI control change sent when the drum kit is switched. It is possible to set the volume value for each of the channels 1 to 16. For example, by switching the drum kit of the DTX, you can set the pan position of a voice of an external synthesizer to a specific value. These parameters can be set for each drum kit.

- 1 Move the cursor to the Control Change Transmission Channel and select the transmission channel using the Data Scroll Wheel or the +1/YES and -1/NO buttons.
- 2 Move the cursor to the Pan and set the value using the Data Scroll Wheel or the +1/YES and -1/NO buttons.
- 3 Repeat steps 1 and 2 and set the pan position for each of the 16 channels.



Settings:

Control change transmission channel: 1 to 16

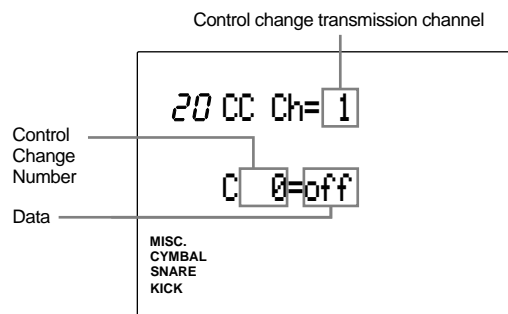
Pan: off, 0 (far left in a stereo image) to 127 (far right in a stereo image)

20 CC Ch= (transmit control change)

This sets the type (control change number) and value of the MIDI control change data transmitted when a drum kit is switched. It is possible to set control change numbers individually to each of the channels 1 to 16. For example, by switching a drum kit, you can set the sound parameters of external synthesizers connected to the DTX. The data can be set for each drum kit.

NOTE Also refer to P.131 for further details regarding control change data.

- 1 Move the cursor to the Control Change Transmission Channel focus area and select the transmission channel by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.
- 2 Move the cursor to the control change number and select the number by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons. This step selects the type of control change data to transmit.
- 3 Move the cursor to the data focus area and set the parameter by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.
- 4 Repeat steps 1 to 3 to set the control change numbers and data parameters for each of the 16 channels.



Settings:

Control change transmission channel: 1 to 16

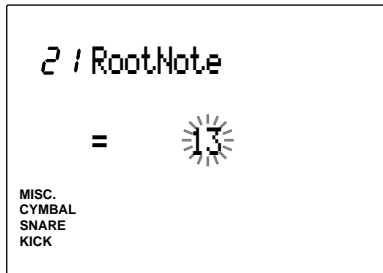
Control change number: 0 to 119

Data: off, 0 to 127

21 RootNote

This determines the minimum value of the MIDI note number of the voice. The DTX has a keyboard range of 71 keys and the default settings assign MIDI note numbers 13 to 84. For example, by changing the minimum value from 13 to 10, the valid note numbers become 10 to 81. This setting is possible for each drum kit.

Set the Root note by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.



Settings:

0 to 56

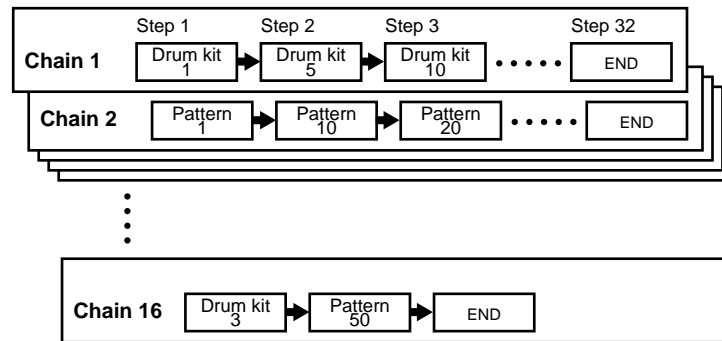


Chain Play Mode

Chains are used to organize the drum kits (or patterns) in a user-programmed order, making it quick and easy to select the drum kit (or patterns) you need.

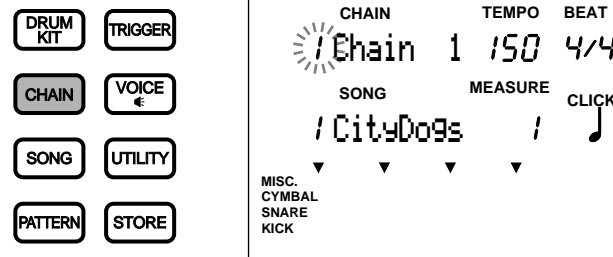
For example, you can use the chain function to quickly change your drum kit configuration according to the line-up of tunes at a live performance, or practice the rhythm of a specific line of patterns. A maximum of 16 chains can be set.

NOTE If you want to use the Chain function, you are required to build the chains in Chain Edit mode.



Entering the Chain Play Mode

Press the CHAIN button.

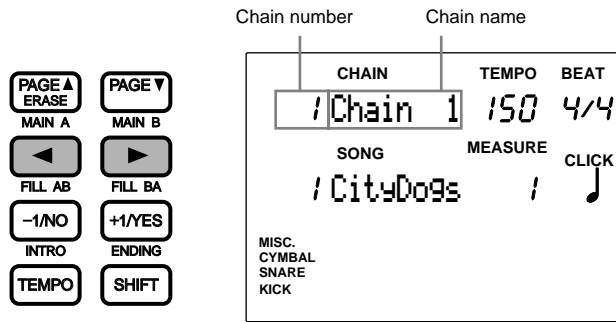


NOTE The Chain Play mode display is configured in the same way as Pattern Play mode (or Song Play mode).

Press the PATTERN button and enter Pattern Play mode to use a chain of patterns.

Selecting a Chain

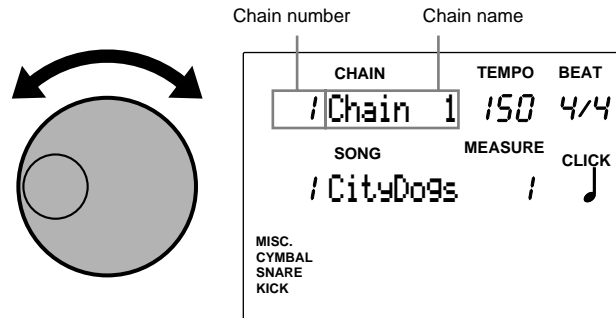
- 1 Use the   cursor buttons to move the cursor to the chain number focus area.



NOTE It is also possible to move up or down the LCD using the PAGE▲ and PAGE▼ buttons.

- 2 Select the chain number rotating the Data Scroll Wheel.

NOTE The LED display will show either the drum kit number set to the chain number, or the drum kit number that was chosen previous to entering the Chain mode.



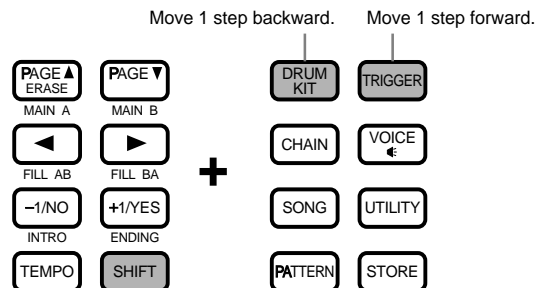
NOTE You can also use the +1/YES and -1/NO buttons to change the chain number.

Settings:

The following chain numbers can be selected
1 to 16

Switching the Steps

Each time you press the TRIGGER button or the DRUM KIT button while holding SHIFT, you can move the chain 1 step forward or backward, respectively.



NOTE In order to quickly switch steps during live performances, it is recommended to use any 2 pad functions as a step-up/down switch (P.45). You can also use the footswitch as a step-up/down switch (P.46).



Chain Edit Mode

This used to create a chain of necessary drum kits or patterns. You can store up to 16 chains consisting of a maximum of 32 steps (drum kits).

NOTE Use the blank chart provided at the end of this manual (P.116) to memo the editing contents of the new chain.

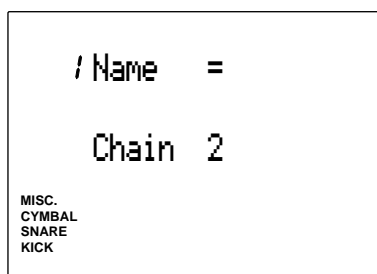
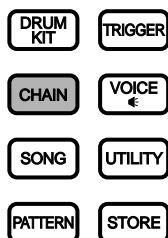
Creating a Chain

- 1 Select the chain number to create or edit a chain in Chain Play mode.
- 2 Enter Chain Edit mode.
- 3 Name the chain (if necessary).
- 4 Select the drum kit (or pattern) and set the 1st step.
- 5 Move to the 2nd step and set the drum kit (or pattern).
- 6 Continue this procedure for the 3rd step on to set the drum kit (or pattern) for the necessary number of chain steps.
- 7 Enter Store mode and store the chain you have created.

NOTE Refer to P.69 for details on how to store a chain.

Entering the Chain Edit Mode

Press the CHAIN button twice or press the CHAIN button once if you are in Chain Play mode.

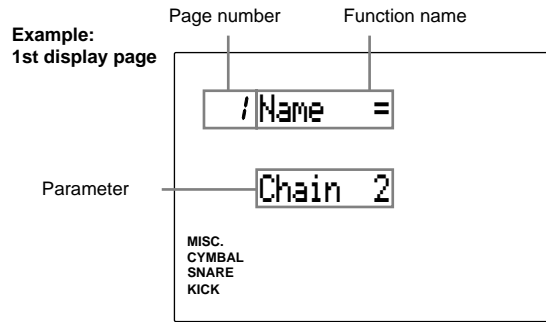


NOTE Select the chain you want to edit in Chain Play mode before entering this mode.

NOTE When the "JumpRcnt (jump to recent page)" parameter on the 7th page of the System Items in Utility mode is "on", the DTX will display the page you selected the last time you edited. Your DTX will display the 1st page when the "JumpRcnt (jump to recent page)" parameter is "off". See P.116 for details regarding the "JJumpRcnt (jump to recent page)" parameter.

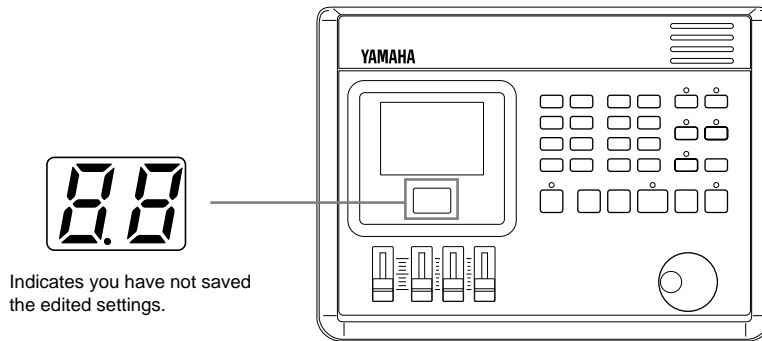
The Chain Edit Mode (Page structure and operation)

The Chain Edit mode consists of the following 3 display pages:



- 1 Select the page using the PAGE▲ or PAGE▼ buttons.
- 2 Select the parameter using the ◀ ▶ cursor buttons.
- 3 Set the value by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.

NOTE Once you have edited in this mode, a small dot lights on the lower right-hand corner of the drum kit number displayed on the LED to indicate that the edit results have not been stored. See P.69 on how to store your edit. The dot disappears when you go to Chain Play mode during an edit to select a different chain. The edited settings will return back to the default settings, but you can recall the edited data using the Recall function (P.68).



Functions of Each Page

- 1 Name (chain name) (P.67)
- 2 Chain create or revise (P.67)
- 3 Edit recall (P.68)

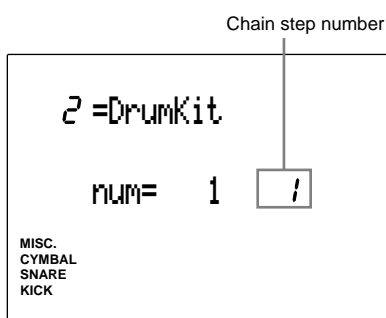
1 Name (chain name)

Use up to 8 letters to name the chain.
Refer to the Drum Kit Name section (P.35) for details on which letters can be used and how to enter them.

2 Chain create or revise

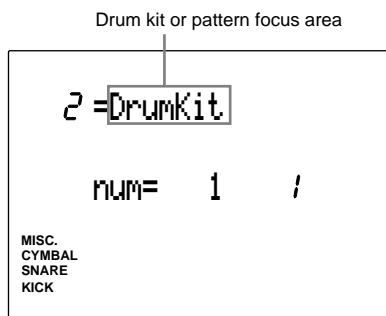
This function is used to create or revise a chain.

- 1 Move the cursor to the chain step number focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the 1st chain step.
If you are revising an existing chain, select the Step number you want to change.



NOTE You can also select the next or previous chain step number by pressing the TRIGGER or DRUM KIT button or by pressing the PAGE▲ or PAGE▼ buttons while holding SHIFT, even if the cursor is not in the chain step number focus area.

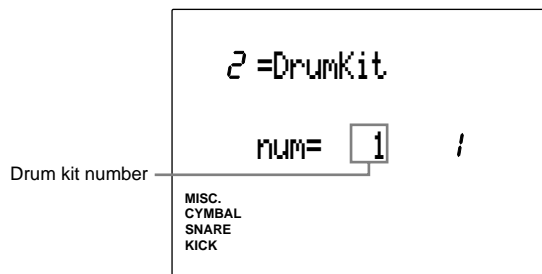
- 2 Move the cursor to the drum kit or pattern focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the drum kit or pattern for this chain step.



- 3 Move the cursor to the drum kit or pattern number focus area and select the necessary number.

Drum Kit:

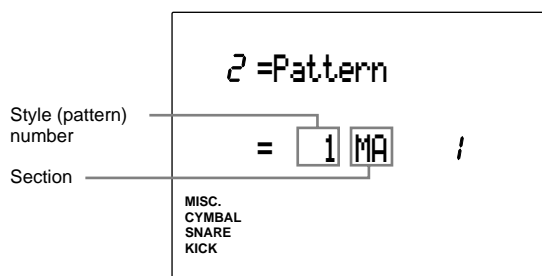
Select from drum kit numbers 1 to 64 for each chain step.



Pattern:

- 1) Select from style or pattern numbers 1 to 110 for each chain step.
- 2) If you have selected from the preset styles (pattern styles 1 to 110), move the cursor to the section focus area and specify a section.

NOTE User patterns do not have sections. Therefore, if you have selected from the user patterns (style number 111 on), the display will show "--" on the section focus area and you will not be able to select a section. See P.71 for further details on section.

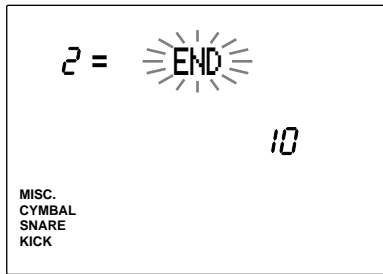


- 4 Repeat steps 1, 2, and 3 to specify the drum kit or pattern for the necessary chain steps (up to 32 chain steps).

NOTE You can mix a drum-kit-specified chain step and a pattern-specified chain step within one chain.

- 5 Upon editing the necessary steps of the chain, move the cursor to the drum kit or pattern focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to display END to end the chain at the current chain step number.

NOTE If you forward the chain step during Chain Play mode, the chain step will end at the END setting.



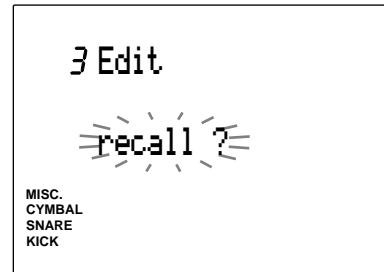
Settings:

- Chain step number:** 1 to 32
- Drum kit or pattern:** DrumKit, pattern, END (sets the last chain step)
- Drum kit or pattern number:** 1 to 64 (drum kits), 1 to 220 (patterns)
- Section focus area (only when the selected pattern is between 1 and 110):** IN (intro), MA (Main A), MB (Main B), FA (Fill AB), FB (Fill BA), EN (Ending)

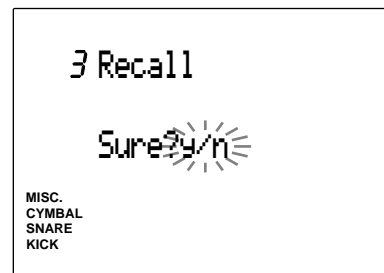
3 Edit recall

While you are editing the drum kit, if you enter Chain Play mode and select other drum kits the DTX will return to its original data. However, by using the Edit Recall function, you can recall the edited data and continue to edit.

- 1 Select Edit Recall after selecting another chain in Chain Play mode.



- 2 Press the START/STOP button and the LCD will display “Sure? y/n.”



- 3 Press the +1/YES button to execute Edit Recall . “complete” will flash on the LCD momentarily and the display will return to the Edit Recall display. Press the -1/NO button to cancel.



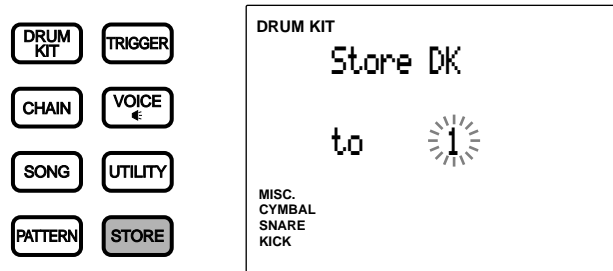
Store Mode

After you have created a chain of drum kits and edited voices, it is necessary to store the data into the DTX. Store the drum kit data in Drum Kit Store mode and chain data in Chain Store mode.

Entering Store Mode

Drum Kit Store Mode

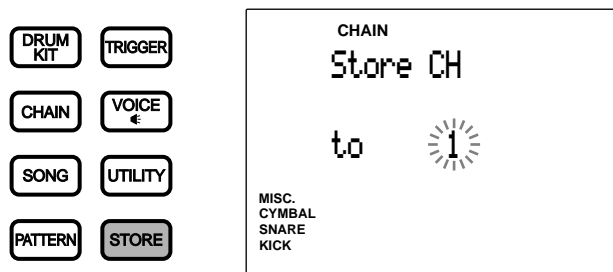
Enter the Drum Kit Store mode by pressing the STORE button while editing in Drum Kit Trigger mode or Drum Kit Voice Edit mode or from Drum Kit Play mode.



NOTE The storage method differs depending on the settings in Link mode (P.115) on the 3rd display page in Utility mode.
Link mode = global Stores the edited drum kit both to the specified destination and drum kit number 1.
Link mode = indiv Stores the edited drum kit only to the specified destination.

Chain Store Mode

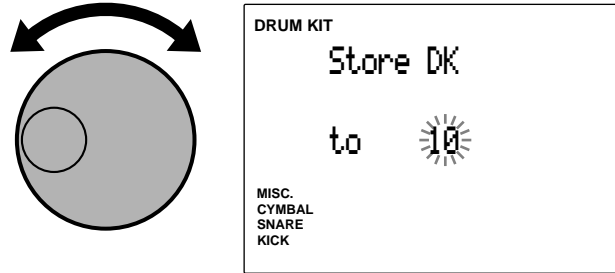
Enter the Chain Store mode by pressing the STORE button while editing in Chain Edit mode or from Chain Play mode.



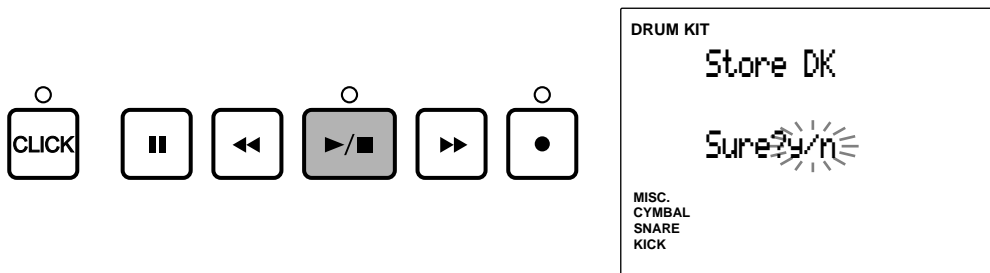
Storing Procedures

The steps to store data apply for both the drum kit and chain. Here the drum kit display will be used as an example.

- 1 Choose the drum kit (or chain) number for the destination by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.



- 2 Press the START/STOP button and the LCD will display “Sure? y/n.”



- 3 Press the +1/YES button to store the drum kit (or chain) to the specified destination drum kit (or chain number). The LCD will flash “complete” momentarily and the display will return to the Drum Kit (or Chain) Play mode.
Press the -1/NO button to cancel. The display will return to the Drum Kit (or Chain) Play mode.

NOTE To enter a different mode without storing the data, simply press the DRUM KIT, CHAIN, SONG, or PATTERN buttons.

Copying the Drum Kit or Chain

Use the store function to copy a drum kit or chain to a different number. This is convenient in creating a new drum kit or chain based on an existing drum kit or chain.

- 1 Select the drum kit (or chain) number of the copy source in Drum Kit Play (or Chain Play) mode.
- 2 Press the STORE button to enter Store mode.
- 3 Select the number (copy destination) and execute the store operation. This will copy the drum kit (or chain).



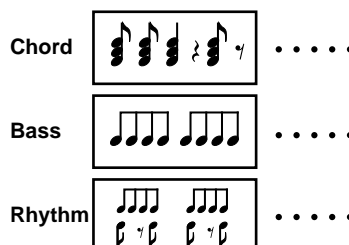
Pattern Play Mode

In this mode, there are 660 preset patterns (110 styles x 6 sections) and 100 user patterns to choose from. Change the tempo or chord, adjust the volume of each part, switch sections—a variety of patterns are available for any kind of performance you like. You can practice rhythm by playing the pads to a pattern. You can also mute parts that are not necessary. This mode can be applied in thousands of ways.

The Concept of “pattern”

Track Structure

Each pattern consists of 3 tracks: chord, bass, and rhythm.



Types of Patterns

Your DTX contains 660 preset patterns (110 styles x 6 sections) and 100 user patterns.

Style

Style refers to the music category of the pattern. There are 110 different styles and 6 sections for each style. Select a section for a style to make a preset pattern.

Section

6 sections are available for each style. A section is a music component combined to create a music piece. The preset patterns have the following six sections programmed:

MAIN A This is the default section. It can be used for the basic verse and chorus structure of a pattern.

MAIN B This is the alternative section. It can be used to bridge patterns.

The following 2 transmission sections play immediately when selected:

FILL AB Used to make the transition between the verse/chorus section and the bridge section. This section continues to MAIN B.

FILL BA Used to make the transition back to the verse/chorus section. This section continues to MAIN A.

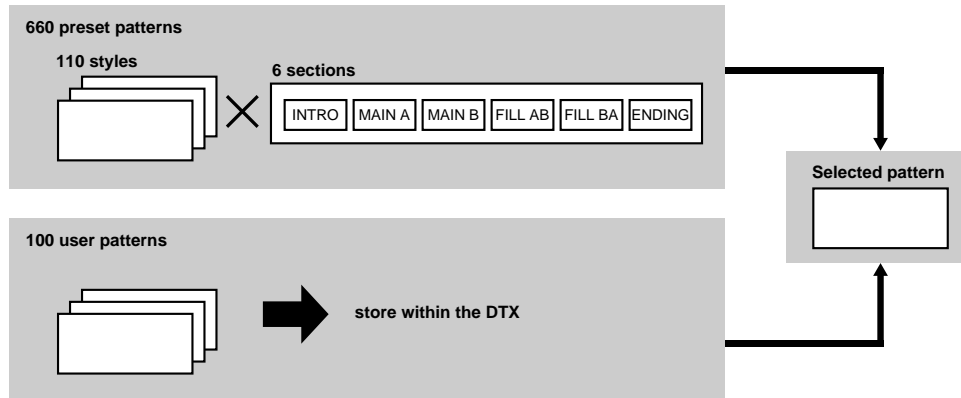
INTRO Used for the introduction of the pattern. This section continues to MAIN A.

ENDING Ends the pattern play when completed.

NOTE Drum kits are programmed to change in a present pattern. To keep the drum kits from changing automatically. Set the parameter "RecvCh10 PC" on the 17th display page in Utility mode (P.118) to "off".

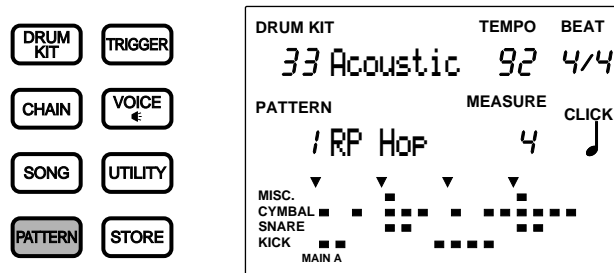
User Patterns

User patterns refer to empty memory space (111 to 210) where you can create your own pattern. User patterns do not have sections as the preset styles or patterns do, but you can specify any user pattern as a section (INTRO, FILL, etc.).



Entering Pattern Play Mode

Press the PATTERN button.



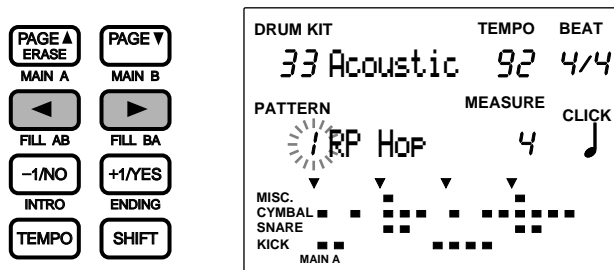
NOTE You may inadvertently enter the Pattern Job mode if you press the PATTERN button 2 times. If this should happen, press the PATTERN button again. This button switches between Pattern Play mode and Pattern Job mode.

NOTE The Pattern Play mode is displayed in the same format as Drum Kit Play mode (or Chain Play mode).

Selecting a Pattern

Select a preset pattern by choosing a combination of one style and one section from the 110 styles and 6 sections. It is possible to combine the styles and sections of the preset pattern in 660 ways. User patterns do not have sections as preset patterns do.

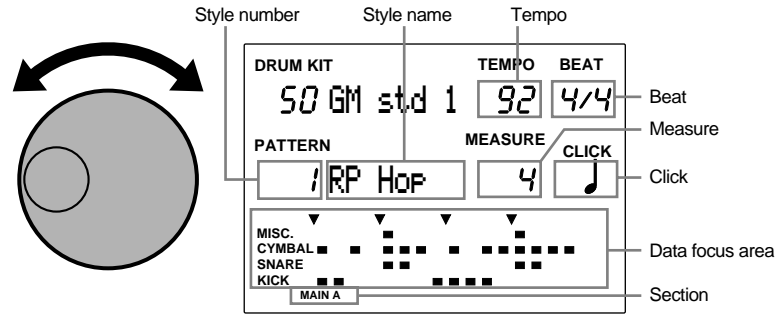
- 1 Move the cursor to the style or pattern number focus area using the cursor buttons.



NOTE The style number is automatically selected and blinks in Pattern Play mode.

NOTE It is also possible to move up or down the LCD using the PAGE▲ and Page▼ buttons.

- 2 Rotate the Data Scroll Wheel to select the style number.



NOTE You can also switch the style number using the +1/YES and -1/NO buttons.

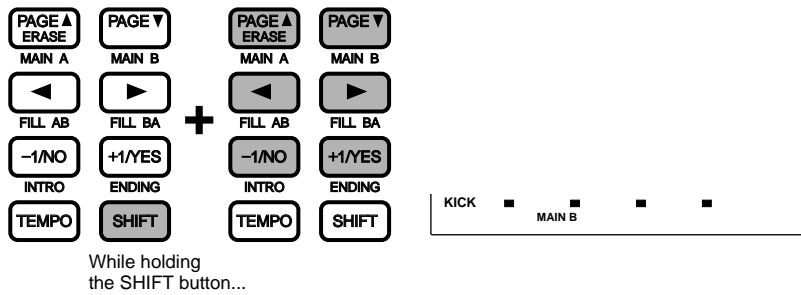
The style you have selected will automatically be set to the default tempo that matches the style when the Tempo mode in Utility mode is set to “pattern” (P.123). The data display (lower part of the LCD) shows the configuration of the currently selected rhythm.

Style (and user pattern) numbers:

- Preset style: 1 to 110
- User pattern: 111 to 210

- 3 Select the section after you have selected a preset style. Press the MAIN A, MAIN B, FILL AB, FILL BA, INTRO, or ENDING buttons while holding SHIFT to select the section. The selected section will appear on the far bottom of the LCD.

NOTE The user pattern does not have a section. Therefore, the section will not appear if you have selected user pattern.



NOTE The Pattern Play mode automatically selects the MAIN A section. However, if you have entered Pattern Play mode from Song Play mode, the styles and sections used in the song you used in Song Play mode will be selected.

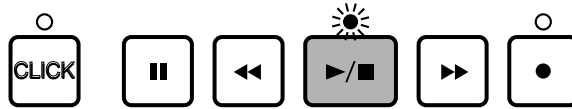
Selections

Sections: MAIN A, MAIN B, FILL AB, FILL BA, INTRO, or ENDING

Playing a Pattern

- 1 Press the START/STOP button to play a pattern.

The green LED above the START/STOP button will flash to the tempo of the pattern that is playing.



NOTE When the "Count" parameter on the 36th page of the Count screen (P. 123) in Utility mode is "on," the metronome sound of the click will also play.

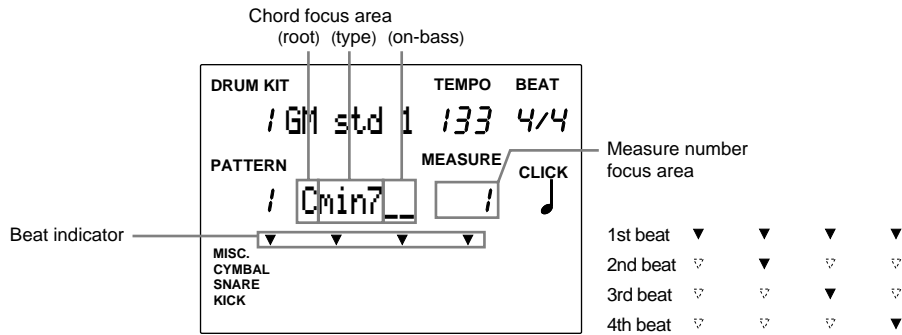
- 2 Press the START/STOP button again to stop playing the pattern. The DTX will automatically return to the beginning of the pattern.

LCD Display (during performance)

The beat indicator will flash to the tempo as shown below.

The chord focus area will show the chord name of the pattern currently playing.

The measure number focus area will indicate the measure number currently playing. If a one-measure pattern is playing, this focus area will not change from "1".



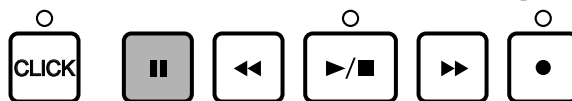
NOTE You can switch to a different pattern while a pattern is playing. Switch the style or section to the beginning of a new pattern. The tempo will not change.

NOTE The number of measures of differ for each pattern.

NOTE "C" is the root that is preset to the chord of each pattern.

PAUSE Button

Press the PAUSE button to pause the playing of a pattern. The LED above the START/STOP button turns off. The playing resumes from where it took off when the PAUSE button is pressed again.



FAST FORWARD and REWIND Buttons

The FAST FORWARD and REWIND buttons steps the indicator forward or backward by a measure when the pattern is stopped and is not playing. Press continuously to fast forward or rewind rapidly.

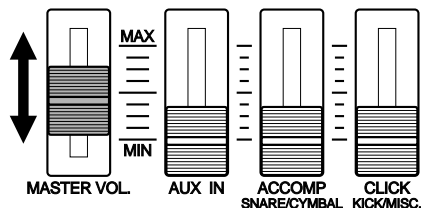


Volume Adjustment

Master Volume Adjustment

The MASTER VOLUME slider adjusts the volume of the entire pattern.

NOTE The MASTER VOLUME slider also controls the sound of the drum kit input from the pads.



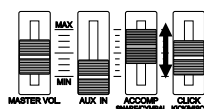
Adjusting the Volume of Each Part

Adjust the volume of the accompaniment (chord and bass), click, or rhythm. You can also balance the volume between the pattern and the drum kit input from the pads when you are practicing to a pattern.

Use the ACCOMP (SNARE/CYMBAL) volume slider or the CLICK (KICK/MISC.) volume slider on the front panel to adjust the volume. Be aware that the functions and operation of these sliders will differ according to the Slider mode settings of the system items in Utility mode (P.116). The default Slider mode is set to practice (practice mode). The slider settings of this mode are as follows:

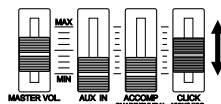
Accompaniment (chord and bass):

Use the ACCOMP (SNARE/CYMBAL) volume slider to control the accompaniment.



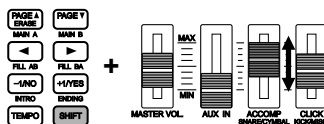
Click:

Use the CLICK (KICK/MISC.) volume slider to control the metronome click. See above.



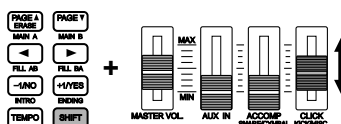
Snare:

Use the ACCOMP (SNARE/CYMBAL) volume slider while holding SHIFT to control the snare (including snare sounds input from pads).



Kick:

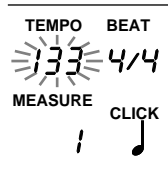
Use the CLICK (KICK/MISC.) volume slider while holding SHIFT to control the kick (including kick sounds input from pads) of the rhythm.



NOTE By setting the Slider mode in Utility mode to live (live mode), you can control the volume of the CYMBAL and MISC. (other instruments) parts (P.116).

Adjusting the Tempo

Regardless of whether the pattern is playing or not, you can change the tempo. Move the cursor to the tempo focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons.



Settings:

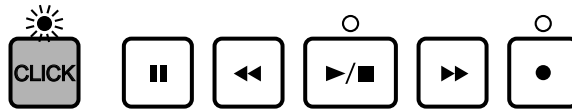
♩ = 30 to 299

NOTE Each pattern has a default tempo value. Therefore, even if you change the tempo, once you select a different pattern, the tempo will return to the default value of the newly selected pattern. By setting the Tempo mode in the SEQ sub-mode of Utility mode to "global", the tempo will remain the same while selecting different patterns. Refer to P.123 for details on this function.

Click (metronome)

Regardless of whether the pattern is playing or not, you can turn the click sound of the metronome ON or OFF by pressing the CLICK button.

- 1 Press the CLICK button to start the metronome. The LED above the CLICK button will flash to the current tempo.



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

NOTE If you press the CLICK button while a pattern is playing, the metronome will automatically synchronize to the tempo of the pattern.

Adjusting the Volume (click)

Use the CLICK (KICK/MISC.) volume slider to control the volume of the click. Refer to P.75 above for details.

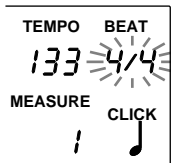
Adjusting the Tempo (click)

Regardless of whether the click is playing or not, you can control the tempo in the same way as in adjusting the tempo of a pattern. Refer to "Adjusting the Tempo" above.

Setting the Beat of the Click

Regardless of whether the click is playing or not, you can control the beat of the click.

Move the cursor to the BEAT focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the beat.

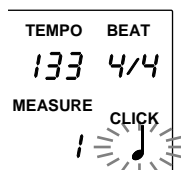


Settings:

1/4 to 8/4, 1/8 to 16/8, 1/F (1/16) to 16/F (16/16)

Setting the Quantization

Regardless of whether the click is playing or not, you can change the quantization of the click. Move the cursor to the CLICK focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons.



Settings:

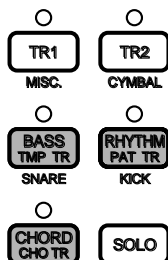
♪ quarter note, ♩₃ quarter note triplet, ♪ eighth note, ♪₃ eighth note triplet, ♫ 16th note, ♫₃ 16th note triplet

Muting or Soloing Each Track

This function enables you to mute each part of a pattern, rhythm, chord, or bass. In the opposite manner, you can also listen to each solo (individual part) using this function.

Muting

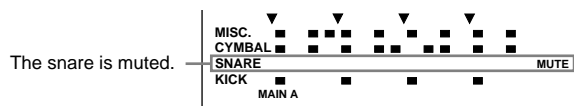
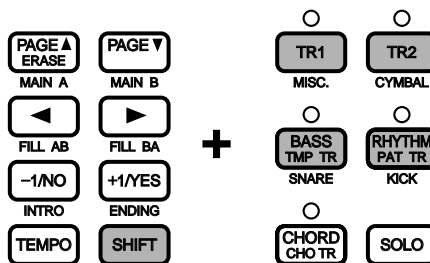
By pressing the BASS, CHORD, or RHYTHM buttons, you can mute each part and the LED above each button turns off. You can mute the parts you do not need during rhythm practice. By pressing the same button again, the mute is cancelled and the LED above each button lights up.



Muting each Rhythm Part

NOTE You can also mute the RHYTHM, KICK, SNARE, CYMBAL, or MISC. (other instruments). This is convenient especially during rhythm practice where you can mute a snare or kick part and play your pad instead.

Press the SNARE, KICK, CYMBAL, or MISC. (other instruments) buttons while holding SHIFT to mute each rhythm part. The LCD will hide the “Data” indicators (rhythm track) in the data focus area and “MUTE” will appear on the right side of the rhythm track. To cancel, press the same button while holding SHIFT.

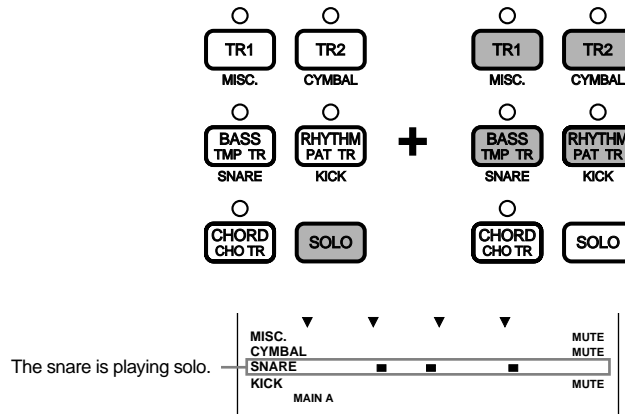


NOTE Refer to P. 19, 87 for details on the data focus area.

Solo

Solo refers to the function that plays a single part and mutes the others. You can play each part of the rhythm solo to check a voice or rhythm configuration.

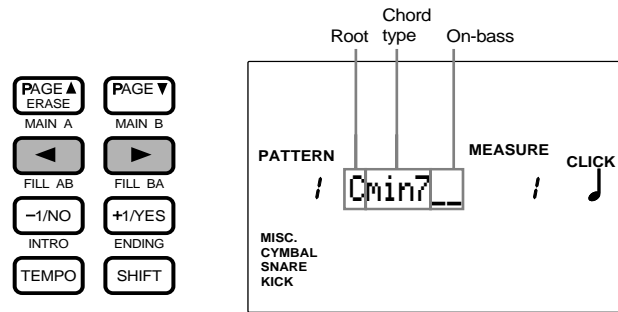
Press the SNARE, KICK, CYM, or MISC. button while holding SOLO to mute the other parts. The LCD will hide the “Data” indicators (rhythm track) in the data focus area and “MUTE” will appear on the right side of the rhythm track. To cancel the solo, press SOLO again and the DTX will return to Pattern Play mode.



Selecting the Chords

You can select the chords of the accompaniment while playing a pattern.

- 1 Move the cursor to the root focus area using the ◀ ▶ cursor buttons.



NOTE "C" is the root that is preset to the chord of each pattern.

- 2 Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the root of the chord.
- 3 Move the cursor to the chord type focus area and select a chord type.
- 4 Move the cursor to the on-bass focus area and select a bass note to play with the chord (if necessary).

Settings:

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

Chord type: There are 26 types of chords. Refer to P.79 for details on chord types.

On-bass: C, C#, D, D#, E, F, F#, G, G#, A, A#, B

Chords

The chords are abbreviated as listed below. The DTX enables you to specify a chord to the current pattern simply by selecting the root and type. An on-bass note can be used when necessary.

Root The bass note of the chord.

Chord type The type (e.g. major, minor, etc.) of the chord.

On-bass The low bass note to use when you want to produce a chord with a bass note other than the root.

Chord List (root=C)

Name on the LCD

Maj7 Major seventh 	Maj Major 	6th Sixth 	m711 Major seventh added eleventh 	Maj9 Major ninth
add9 Added ninth 	min Minor 	min6 Minor sixth 	min7 Minor seventh 	m7 5 Minor seventh flatted fifth
mM7 Minor major seventh 	min9 Minor ninth 	mad9 Minor added ninth 	7th Seventh 	7 5 Seventh augmented
7 9 Seventh flatted ninth 	7th9 Seventh ninth 	7 9 Seventh sharp ninth 	7 11 Seventh added sharp eleventh 	7 13 Seventh added flatted thirteenth
7 13 Seventh added thirteenth 	7su4 Seventh suspended fourth 	sus4 Suspended fourth 	dim Diminished 	aug Augmented
				<p>-----</p> <p>The chord recorded to a user pattern is played back.</p>



Pattern Record Mode

You can record original patterns to user pattern numbers 111 to 210. Each pattern consists of 3 tracks: rhythm, chord, and bass (P.71). You can create patterns by real-time recording: hitting connected pads or playing a connected MIDI keyboard, or step recording: inputting notes one after another one step at a time. Step recording makes it possible to input rather complex beats which would be difficult to play in real time.

Recording

1 Getting prepared: (P.81)

Select the user pattern number to record your original pattern in Pattern Play mode.

NOTE It is also necessary to select the drum kit (normal) and keyboard voice you want to use before you record.

2 Standby: (P.81)

Enter the Pattern Record mode (Record-ready).

3 Select a recording track: (P.81)

Select the track (chord/bass/rhythm) you want to record.

4 Select the type of recording: (P.82)

Select the type of recording (real-time or step recording) when you are using a rhythm track.

NOTE This step is not required if you are only recording the chord or bass track where you can only record in real-time.

5 Set the tempo: (P.82)

Set the tempo of the pattern you are going to record.

6 Set the beat (time signature): (P.83)

Set the beat of the pattern you are going to record.

7 Set the number of measures: (P.83)

Set the number of measures of the pattern you are going to record.

8 Set the quantization: (P.84)

Set the quantization value.

9 Record in real-time: (P.84)

Record your performance from an external MIDI keyboard or pad.

NOTE If you choose step recording to record a rhythm track, you can input the data for each step while checking the LCD of the DTX (P.85).

1. Getting Ready to Record

Select a user pattern number (111 to 210) in Pattern Play mode before entering Pattern Record mode (P.72).

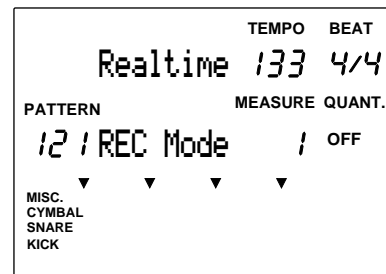
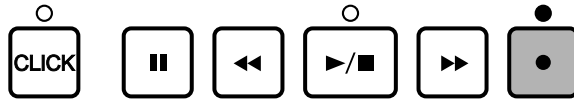
The MIDI Channel and Recorded Voices

Select a drum kit you want to record on the 6th page in Pattern Job mode before entering Pattern Record mode and recording to the rhythm track. Refer to (P.92)for details on how to select the drum kit. If you are using a MIDI keyboard, you can record to the rhythm track by connecting the MIDI keyboard to channel 10.

Select a keyboard voice voice from 128 types in the 6th display page in Pattern Job mode before entering Pattern Record mode and recording the voice to a chord or bass track. Refer to P.92 for details on how to select a voice. A chord track is recorded through MIDI channel 5 and a bass track through MIDI channel 7.

2. Stand-by

By pressing the RECORD button, you will enter Pattern Record mode and the DTX will stand by for recording. The red LED above the RECORD button will light up.



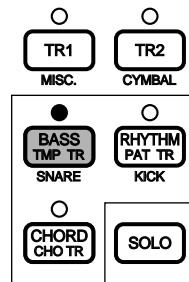
NOTE An empty user pattern will automatically be selected even when a preset pattern is selected and the Record Button is pressed.

NOTE You can erase all of the data in the currently selected user pattern just by pressing the RECORD button while holding SHIFT. The DTX will go into record-ready mode. This is convenient when you want to create a pattern from scratch.

3. Selecting a Track

Select a track for recording.

Press the CHORD, BASS, or RHYTHM button to choose the track for recording and the LED above the button will light up.



4. Selecting the Type of Recording

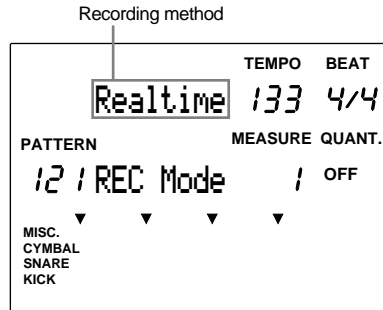
***This step is not necessary if you have chosen a chord track or bass track to record. Skip this step and move on to step 5.**

If you have chosen the rhythm track to record, you can choose the type of recording.

Move the cursor to the type of recording focus area and choose the type by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons. You can choose from the following:

Real-time: A recording to record the input from pads or drums connected to the DTX. This method is the same as recording a chord track or bass track.

Step Rec (step recording): A type of recording where you specify each drum voice to a beat one at a time while checking the data focus area on the LCD.

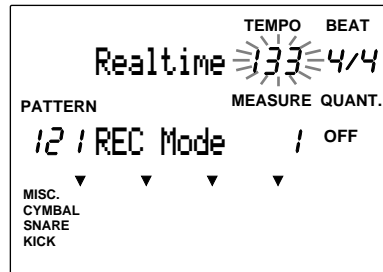


The following operations are necessary for real-time recording. If you have selected step recording, skip to P.85.

5. Setting the Tempo

Set the tempo for real-time recording.

- 1 Press the TEMPO button or use the ◀ ▶ cursor buttons to move the cursor to the tempo focus area.
- 2 Rotate the Data Scroll Wheel or use the +1/YES and -/NO buttons to set the tempo.



Settings:

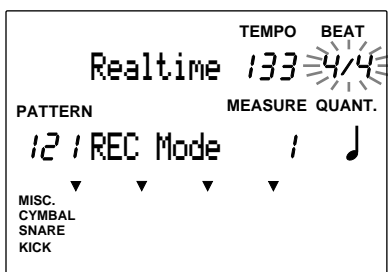
Tempo: ♩ = 30 to 299

NOTE You can only set the tempo of a pattern that does not contain any data.

6. Setting the Beat (time signature)

Set the beat of the pattern you are recording.

Move the cursor to the BEAT focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the beat.



Settings:

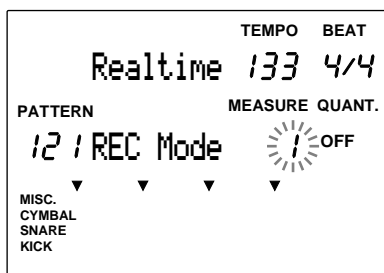
1/F (1/16) to 16/F (16/16), 1/8 to 16/8, 1/4 to 8/4

NOTE You can only set or record the beat of a pattern that does not contain any data.

7. Setting the Number of Measures

Set the length of the recorded pattern using measures as units.

Move the cursor to the MEASURE focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the number of measures.



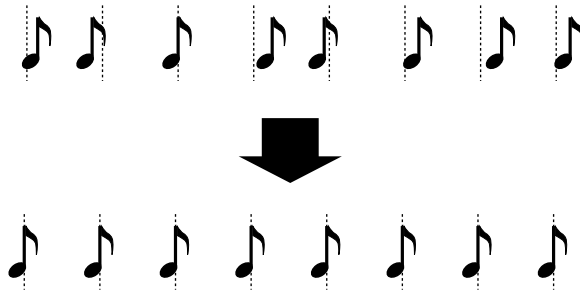
Settings:

1 to 8

NOTE You can only set the number of measures of a pattern that does not contain any data.

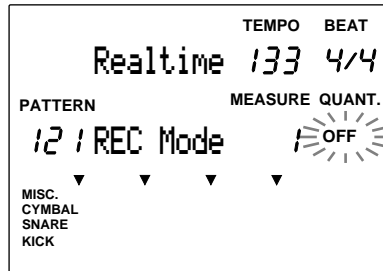
8. Setting the Quantization

Set the quantization values for the recording. Quantization helps to produce a “tight” recording by automatically aligning notes to the nearest specified beat as you record. For example, if you want to record directly from a hi-hat on the eighth note, you can record your hi-hat sound precisely to the eighth note by setting the quantization value to the eighth note.



The quantization set here will be the minimum unit of the recording data. Pick the shortest quantization in the piece used for the phrase or rhythm you are recording. The performance will be recorded exactly as played if the quantization is OFF. You can also assign the quantization afterwards (P.91).

Move the cursor to the QUANT. focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the quantization.



Settings:

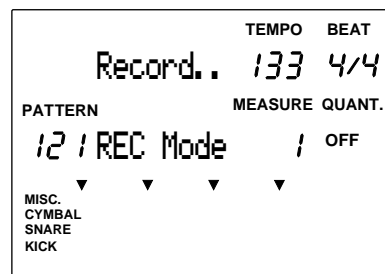
OFF, ♩ quarter note, ♩₃ quarter note triplet, ♪ eighth note, ♪₃ eighth note triplet, ♪₁₆ 16th note, ♪₁₆ 16th note triplet

NOTE The finest level of quantization is when quantization is OFF, which resolves to 96 clocks per quarter note.

9. Real-time Recording

Real-time recording allows you to record a pattern as you play the external MIDI keyboards or drum pads in real-time.

- 1 Press the START/STOP button and the LED above the button will flash once, and the DTX will countdown two measures before beginning to record.



NOTE The LED above the CLICK button will flash in time with the current tempo setting during the countdown. The LED above the CLICK button and the START/STOP button will flash in time with the current tempo setting during the recording.

NOTE The recording to the chord track is executed through MIDI channel 5, the bass track through MIDI channel 7, and the rhythm track through MIDI channel 10.

Once the DTX has looped back to the beginning of the first measure, you can record the snare drum, hi-hat, or other parts onto the track while checking the measure number.

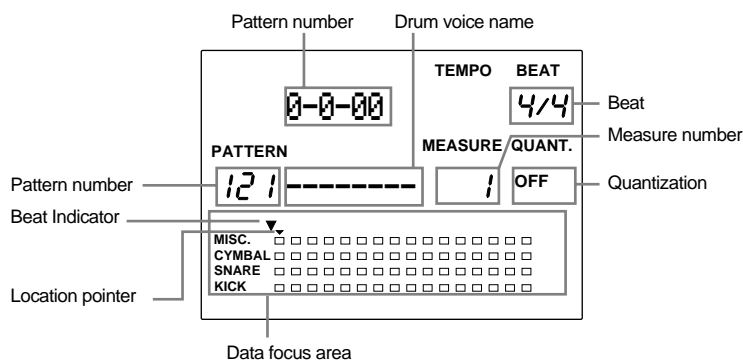
NOTE The data of each part (KICK, SNARE, CYMBAL, MISC.) you have played will appear in the data focus area of the LCD after recording a rhythm track. Refer to P. 19, 87 for further details on the data focus area.

- 2 By pressing the START/STOP button, the LCD will display “Wait...” and the recording will end. The DTX will return to Pattern Play mode.

Step Recording (for rhythm track only)

Step recording can be used to record the rhythm track. This allows you to input each beat one step at a time while checking the structure in the data focus area.

- 1 Follow steps 1. Getting Ready to Record (P. 81) and 4. Selecting the Type of Recording (P.82) and press the START/STOP button. The LED above the button will light up and the DTX will enter Step Recording mode.



Measure/Beat/Clock.. Indicates the present position.

Pattern number Indicates the number of the user pattern currently designated for recording.

Drum voice name Displays the voice name currently being used. If there is no voice recorded at this location, the display shows “-----”.



Measure number Indicates the number of the present measure.

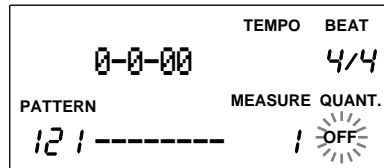
Quantization Indicates the quantization value (note length).

Data focus area Displays the input data with dots.







Beat Indicator Indicates the current beat.

Location pointer Indicates the present position of drum voice to input or clear. The cursor can be moved by a quantization value at a time.

- Move the cursor to the quantization focus area using the   cursor buttons and select the quantization (note length) of the drum voice by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons. Hereafter, you can move the cursor by the quantization value you have selected.



Settings:

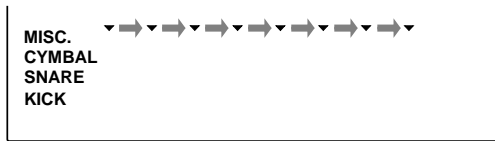
OFF,  quarter note,  quarter note triplet,  eighth note,  eighth note triplet,  16th note,  16th note triplet

NOTE The finest level of quantization is when quantization is OFF, which resolves to 96 clocks per quarter note.

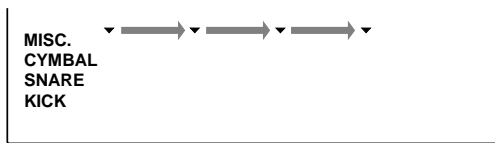
NOTE The location of the beat indicator will change depending on the quantization level you have selected.

- Move the location pointer to the location where you want to input a drum voice using the FORWARD or REWIND button. You can also move the location pointer a measure at a time by moving the cursor to the MEASURE focus area and rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.

The quantization is set to the eighth note.

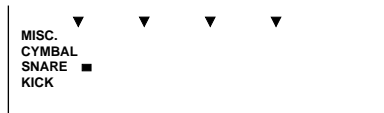


The quantization is set to the quarter note.



NOTE The cursor can also be moved by a quantization value at a time.

- Play the pad or MIDI keyboard corresponding to the drum voice you want to input. The voice name of the input will appear and the data will appear in the data focus area in the form of a small square dot.



NOTE The drum voice appears on the LCD categorized in 4 tracks: KICK, SNARE, CYMBAL, and MISC. (other instruments).

NOTE The MIDI keyboard will be recorded through MIDI channel 10.

Erasing a Mistake

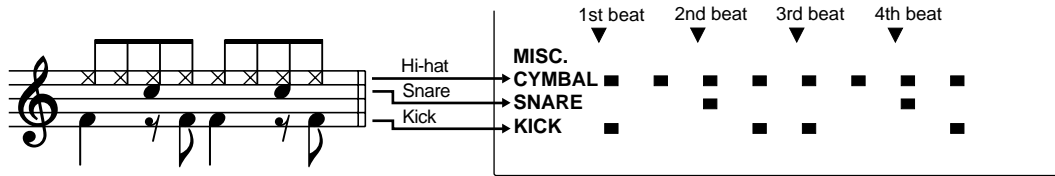
To erase a voice you have entered by mistake, take the following steps:

- Use the FORWARD or REWIND button to move the location pointer to the position above the dot (note indicator) position of the drum voice you want to erase.
- Press the ERASE button. And the mistake will be erased.

- 5 Repeat steps 2 to 4 and continue to enter the necessary drum voices in the appropriate positions.
- 6 Press the START/STOP button to exit Step recording and the display will return to Pattern Play mode.

Sample: 8-beat drum pattern

When an 8-beat drum pattern is entered, the LCD will display:



CAUTION Turning the power OFF while recording, erasing, or copying, may cause irretrievable loss to ALL of the user data.

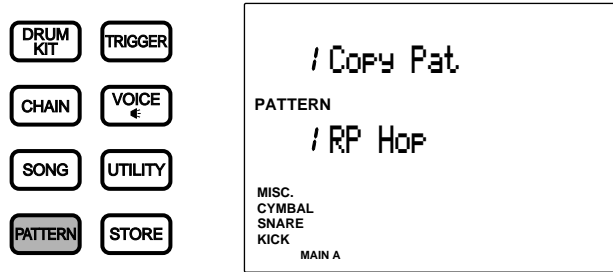


Pattern Job Mode

This mode has various supporting functions to create a pattern: name a recorded pattern, quantize, copy, or clear a pattern.

Entering Pattern Job Mode

Press the PATTERN button twice or press the PATTERN button once while in Pattern Play mode.

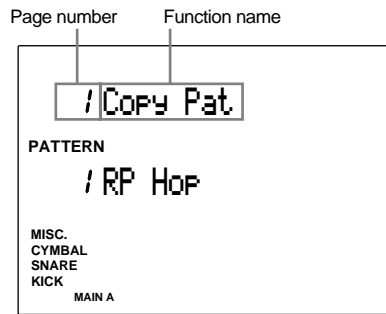


NOTE Select the user pattern in Pattern Play mode before entering Pattern Job mode.

NOTE When the "JumpRcnt(jump to recent page)" parameter on the 7th page in Utility mode is "on", the DTX will display the page you selected the last time you edited. Your DTX will display the 1st page when the "JumpRcnt(jump to recent page)" parameter is "off". Refer to P.116 for details regarding the "JumpRcnt(jump to recent page)" parameter.

The Pattern Job Mode (page structure and operation)

The Pattern Job mode consists of 7 display pages.



- 1 Select the page: Use the PAGE▲ or PAGE▼ buttons.
- 2 Select the parameter: Use the ◀ ▶ cursor buttons.
- 3 Set the value: Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons.
- 4 Execute the function: Execute quantization or copy.

NOTE Some display pages may not require step 4.

Functions of Each Page

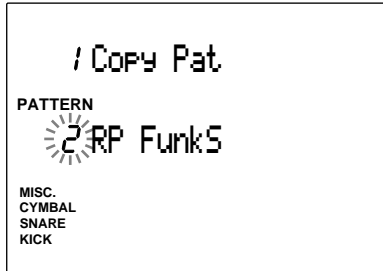
- 1 Copy (Pat/Dest): Pattern copy (P.90)
- 2 Quantize: Quantization (P.91)
- 3 CrTrNote: Clears a specific note (P.91)
- 4 ClrTrack: Clears a track (P.92)
- 5 ClearPat: Clears a pattern (P.92)
- 6 Ch/Ba/Ry Voice: Selects the voices of a chord, bass or rhythm track..... (P.92)
- 7 Pat Name: Pattern name (P.92)

1 Copy (Pat/Dest): pattern copy

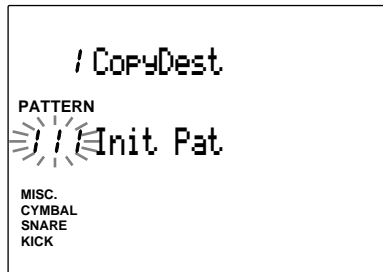
This copies a specific preset or user pattern to a different user pattern number. This is convenient in creating a new pattern based on an existing pattern.

- 1 Choose the preset style or user pattern by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.

NOTE It is necessary to specify the section (P.73) before selecting a preset style to copy.

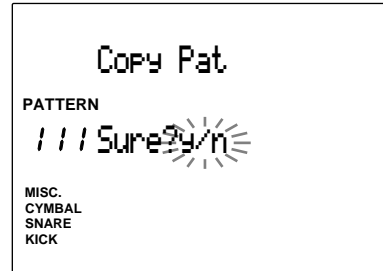


- 2 Press the START/STOP button to select the CopyDest (copy destination) of the user pattern.

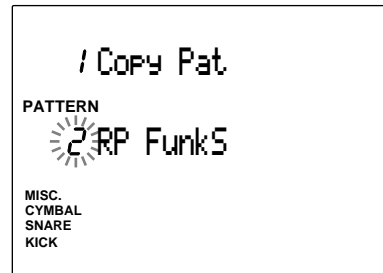


- 3 Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the number of the user pattern.

- 4 Press the START/STOP button and the LCD will display “Sure? y/n.”



- 5 Press the +1/YES button to copy. The display will return to the original (Copy Pat display page). Press the -1/NO button to cancel a copy and the display will return to the first page.



Settings:

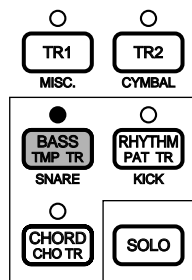
Copy source: preset style (1 to 110) x 6 sections, user pattern (111 to 210).

Copy destination: user pattern (111 to 210).

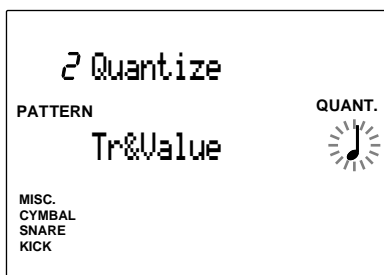
2 Quantize (quantization)

This function quantizes each track of the currently selected pattern. As described on P.84, the quantization function automatically aligns a note to the nearest specified beat.

- 1 Press the CHORD, BASS, or RHYTHM button of the track you want to quantize and the LED above will light up.



- 2 Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the quantization.



- 3 Press the START/STOP button and the LCD will display “Sure? y/n.”
- 4 Press the +1/YES button to quantize and the display will return to the original Quantize display page. Press the -1/NO button to cancel the quantize.

Settings:

Quantize: OFF, quarter note, quarter note triplet, eighth note, eighth note triplet, 16th note, 16th note triplet

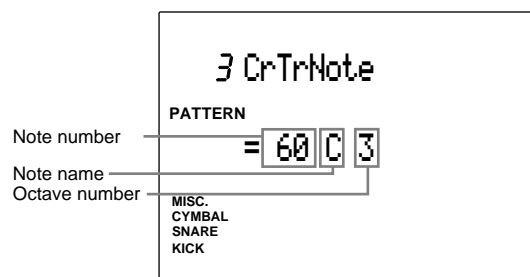
NOTE Once you quantize the track, the data is revised and is irretrievable.

3 CrTrNote (clear specific note)

This clears the specific note from an entire track.

- 1 Press the CHORD, BASS, or RHYTHM button of the track containing the note you want to clear and the LED above will light up.
- 2 By hitting the connected pad or playing the note on the connected MIDI keyboard, the LCD will display the specific note number and note name of the note that will be cleared.

NOTE You can also move the cursor to the note number, note name or octave number. Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the note you want to clear.

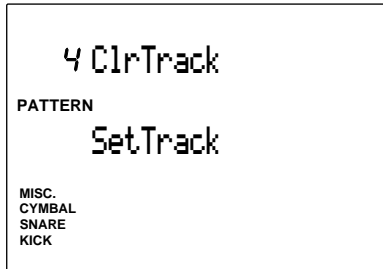


- 3 Press the START/STOP button and the LCD will display “Sure? y/n.”
- 4 Press the +1/YES button to clear and the display will return to the original CrTrNote display page. Press the -1/NO button to cancel clear.

4 ClrTrack (clears a track)

This clears all the data on the specified track within the currently selected pattern.

- 1 Press the CHORD, BASS, or RHYTHM button of the track you want to clear and the LED above will light up.

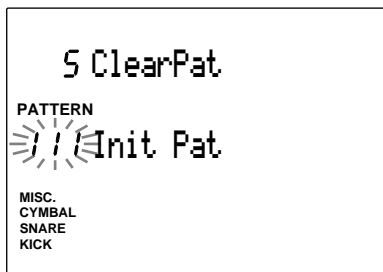


- 2 Press the START/STOP button and the LCD will display “Sure? y/n.”
- 3 Press the +1/YES button to clear the track and the display will return to the original ClrTrack page. Press the -1/NO button to cancel clear.

5 ClearPat (clear pattern)

This clears all the data within the currently selected user pattern.

- 1 Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select a user pattern or “Clear All”.



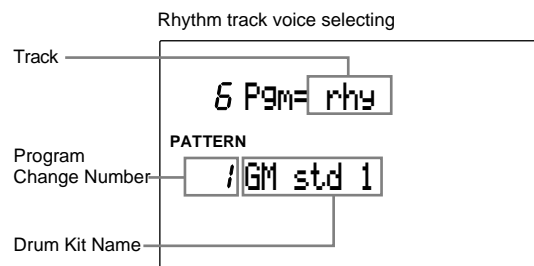
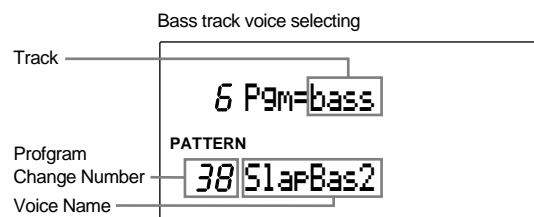
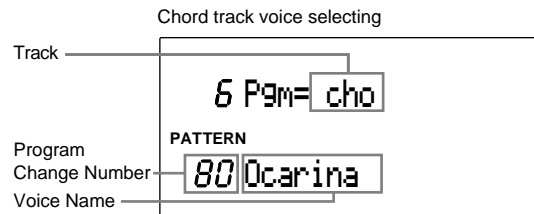
NOTE The “ClearAll” command is located after user pattern number 220. You can clear all the user patterns by selecting “ClearAll”.

- 2 Press the START/STOP button and the LCD will display “Sure? y/n.”
- 3 Press the +1/YES button to clear and the display will return to the original ClearPat page. Press the -1/NO button to cancel clear.

6 Pgm= (selects the voices of a chord, bass or rhythm track)

This selects the voices of a chord, bass or rhythm track for the currently selected pattern.

- 1 Move the cursor to the track display and select the track of the voice you want to set with the Data Scroll Wheel or use the +/YES or -1/NO buttons.



- 2 Move the cursor to the Program Change Number and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the voice or drum kit you want to use for the track.

Settings:

Track: cho, bass, rhy

Program change numbers: 0 to 128

NOTE Refer to P. 143 for details about the voice list.

NOTE Refer to P. 120 “9 P/C→KIT” for details about the program change number of each drum kit.

7 Pat Name (pattern name)

Use up to 8 letters to name the pattern. The alphabet, number, or symbol to use is the same as naming the drum kit. Refer to P.35 for details.

CAUTION Turning the power OFF while recording, erasing, or copying, may cause irretrievable loss to ALL of the user data.



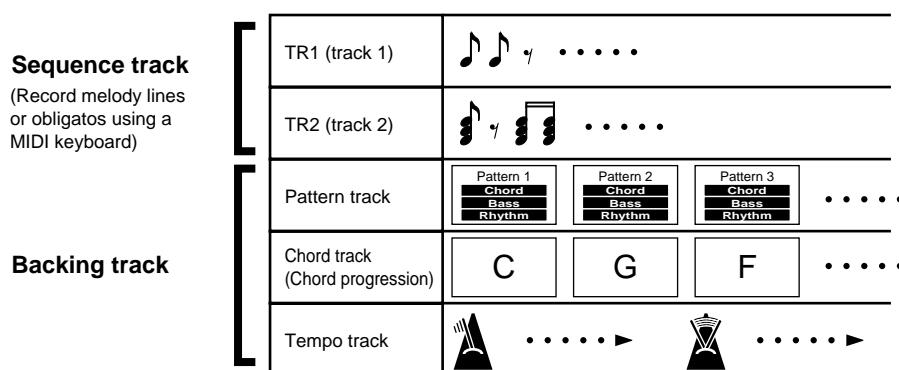
Song Play Mode

Use this mode to select and play from 100 preset songs and 30 user songs. By using the mute function you can easily create a minus-one playback and practice a drum or keyboard part to your original song previously created as well as synchronize with other connected digital devices at a live performance.

The Concept of “song”

Track Structure

The song consists of 5 tracks: 2 sequence tracks (TR1 and TR2) and 3 backing tracks (pattern, chord, and tempo).



Sequence Tracks

You can record a melody or obligato to each sequence track in real-time just as you would record a track on a sequencer.

Backing Tracks

The backing consists of 3 tracks: pattern (PAT TR), chord (CHO TR), and tempo (TMP TR). Create backing tracks by setting the pattern, chord, and tempo changes in sequential order.

It is easy to create a song with an irregular beats or a song with ritardando or accelerando settings.

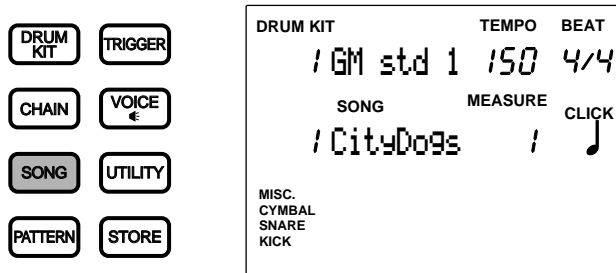
Types of Songs

You can create a total of 30 songs (No.101 to 130). The DTX also comes with 100 preset songs (No.1 to 100).

NOTE The preset song contains drum kits which are set in advance and generate appropriate sounds. To keep the drum kit from automatically switching, change the settings on the 17th display page (RecvCh 10PC) in Utility mode (P.118).

Entering Song Play Mode

Press the SONG button.

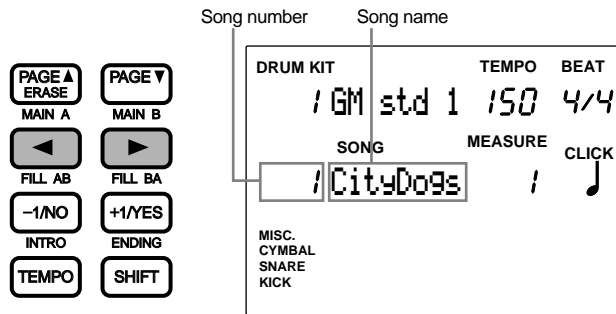


NOTE You may inadvertently enter Song Job mode if you press the SONG button twice. Press the SONG button again to return to Song Play mode. The modes will change alternately each time you press this button.

NOTE The Song Play mode is displayed in the same format as the Drum Kit Play mode (or Chain Play mode).

Selecting a Song

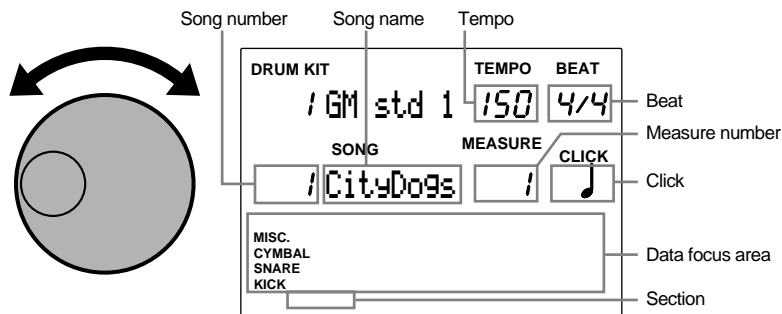
- Use the cursor buttons to move the cursor to the song number focus area.



NOTE The song number focus area automatically blinks in Song Play mode.

NOTE It is also possible to move up and down the LCD using the PAGE ▲ or PAGE ▼ buttons.

- Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the song number.



The selected song will be set to a preset tempo.

The rhythm data of the current measure will appear in the form of small square dots on the LCD data focus area. Refer to P.19, 87 for further details about the data focus area.

Selections:

Preset song: 1 to 100

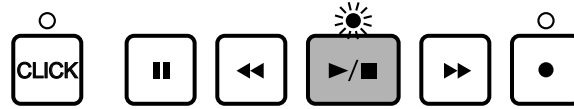
User song: 101 to 130

NOTE The section name of the current measure will appear on the far bottom of the LCD. If a user pattern is used in the current measure, the section will not appear on the LCD.

Playing a Song

- 1 Press the START/STOP button to play a song.

The green LED above the START/STOP button will flash to the tempo of the song that is playing.



NOTE When the "Count" parameter on the 36th page of the Count screen (P. 123) in Utility mode is "on," the metronome sound of the click will also play.

- 2 Press the START/STOP button again to stop playing the song. The song will automatically return to the beginning of the song.

NOTE The "Beat" indicator will flash to the tempo (P.74) while the song is playing. The MEASURE focus area will show the measure number currently playing.

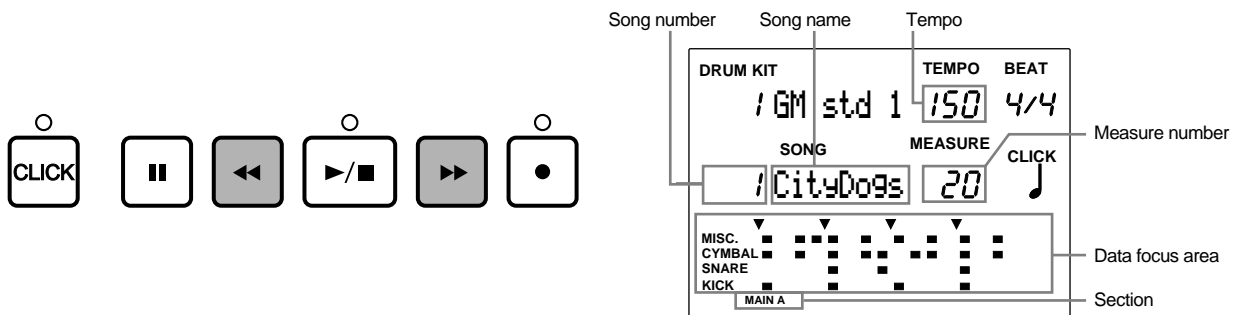
PAUSE button

Press the PAUSE button to pause the song. The LED above the START/STOP button will turn off. The song will start where it stopped when the PAUSE or the START/STOP button is pressed again.



FORWARD and REWIND Buttons

The FORWARD and REWIND buttons move the cursor to the measure where you want to start the song. The FORWARD and REWIND buttons move the indicator forward or backward by a measure when the song is not playing. The LCD will show the style, section, and tempo of the first measure.



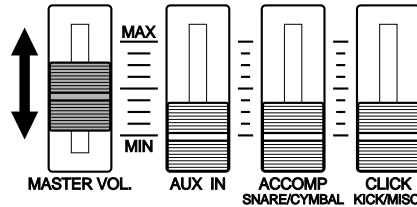
NOTE You can also change the measure number by moving the cursor to the MEASURE focus area and by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.

Volume Adjustment

Master Volume Adjustment

The MASTER VOLUME slider adjusts the volume of the entire song.

NOTE The MASTER VOLUME slider also controls the sound of the drum kit played and input from the pads.



Volume Adjustment of Each Part

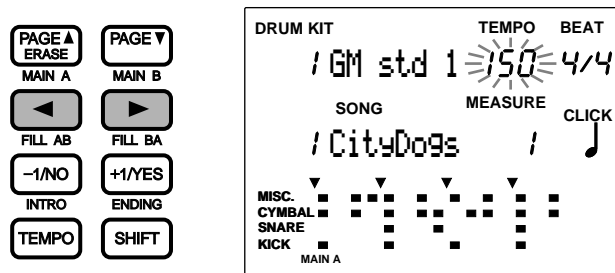
Adjust the volume of the accompaniment (chord and bass), click, or rhythm independently. You can also balance the volume between the song and the drum kit input from the pads when you are practicing to a song.

Adjust the volume in the same manner as in Pattern Play mode. Refer to P.75 for details.

Adjusting the Tempo

Regardless of whether the song is playing or not, you can change the tempo.

Press the TEMPO button or use the ◀ ▶ cursor buttons to move the cursor to the tempo focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons.



Settings:

Tempo: ♩ = 30 to 299

NOTE The tempo adjustment is temporary. When you select a different song, the tempo will restore the default tempo.

Click (metronome)

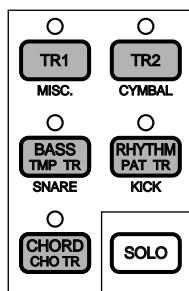
Regardless of whether the song is playing or not, you can turn the click sound of the metronome ON or OFF by pressing the CLICK button. The steps to set the volume, tempo, or beat of the click are the same as in Pattern Play mode. Refer to P.76 for details.

Muting or Soloing Each Track

This function enables you to mute the tracks of a song: TR1/2(tracks 1 or 2), rhythm, chord, or bass. You can mute the parts you do not need during rhythm practice. By pressing the same button again, the mute is cancelled and the LED above each button lights up.

Muting

By pressing the TR1, TR2, BASS, CHORD, or RHYTHM buttons you can mute, each part and the LED above each button turns off. You can mute the parts you do not need during rhythm practice. By pressing the same button again, the mute is cancelled and the LED above each button lights up.



NOTE On TR1 (track 1), when the rhythm (drum) is recorded on MIDI channel 10 and the bass is recorded on MIDI channel 7 or parts of a chord are recorded on other channels respectively, it is possible to mute each part by pressing the corresponding RHYTHM, BASS and CHORD buttons.

The Mute/Solo of each Rhythm Part

NOTE You can also mute or solo play individually, each rhythm part in the same manner as in Pattern Play mode. Refer to P.77 for details.

NOTE You can also mute each part or play a single part of the rhythm in Track 1 when Track 1 is used as the rhythm track for MIDI channel 10.

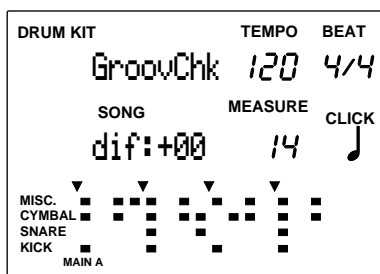
Groove Check Function

*This function can also be used in Pattern Play Mode.

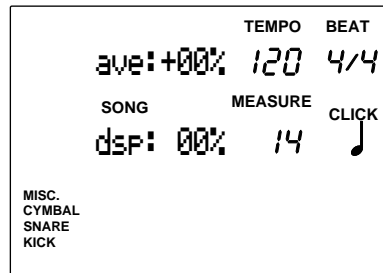
This is a unique feature of the Yamaha DTX which enables you to check the “groove” feeling, that is a difference in timing (how the pad or drum attack delays from the exact timing) of the song (or pattern) beat.

The Groove Check Function consists of the following 2 modes:

Single Mode The LCD displays the difference (in clock units) of the timing, comparing each input from the pad or drum to the song (or pattern) beat. This is convenient to check the timing of a snare or kick. The finest groove check level depends on the quantization of the click.



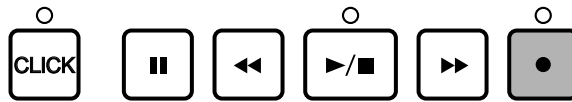
Average Mode The LCD analyses the difference of the timing and displays the percentage (%). This mode averages the difference and sets the 16th note quantization as 100%. Press the RECORD button again to clear all of the current data.



NOTE Select the groove check mode on the Groove Check display page of the SEQ items in Utility Mode in advance.

Operating the Groove Check Mode

- 1 Press the RECORD button while playing a song (or pattern).



- 2 Move the cursor to the CLICK focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the quantization which becomes the finest Groove Check level.

Settings:

Quantization: ♩ quarter note, ♩₃ quarter note triplet, ♪ eighth note, ♪₃ eighth note triplet, ♪₁₆ 16th note, ♪₃ 16th note triplet

- 3 Play the pad or drum to the song (or pattern).
- 4 The results of Groove Check will appear on the LCD for each mode in real-time.
- 5 The Group Check function will be canceled when you stop playing by pressing the START/STOP button.



Song Record Mode

Use this mode to record original songs to user song numbers 101 to 130. Create a song using the following steps:

- ❶ Line up the necessary patterns by step recording and set the chord progression by assigning the chords to the backing track.
- ❷ Play the external MIDI keyboard and record the melody or obligato to the 2 sequence tracks in real-time.

Recording Procedures

- ❶ **Getting prepared: (P.100)**
Select the user song number to record your original song in Song Play mode.
- ❷ **Stand-by: (P.100)**
Enter Song Record mode.
- ❸ **Select a recording track: (P.100)**
Select the track (pattern, chord, tempo, track 1/2) you want to record to.

The type of recording depends on the selected track.

Step Recording (Recording to a Chord or Bass Track)(P.101, 103, 104)

Input the data one step at a time while checking the LCD display of the DTX.

Real-time Recording (Recording to track 1 or 2) (P.105)

- ❶ **Set the tempo (P.105)**
Set the tempo of the real-time recording.
- ❷ **Set the quantization (P.105)**
Set the quantization value of the real-time recording.
- ❸ **Select the starting point (P.106)**
Select the measure number of the starting point.
- ❹ **Record (P.106)**
Record from the external MIDI keyboard.

1. Getting prepared

Select a user song number (101 to 130) in Song Play mode before entering Song Record mode (P.94).

Voices used for the sequence tracks (Track 1 or 2) and MIDI channels:

Before you enter Song Record mode and record a sequence track, it is necessary to select a keyboard voice. Also when you are using an external MIDI keyboard, be sure to check the connection and match select the proper transmission channels to each track number.

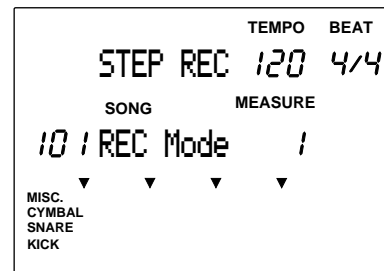
The normal keyboard voices used to record sequence tracks 1 or 2 can be selected from 128 voices on the 5th display page in Song Job mode. Refer to P.110 for details on how to select the voices.

2. Stand-by

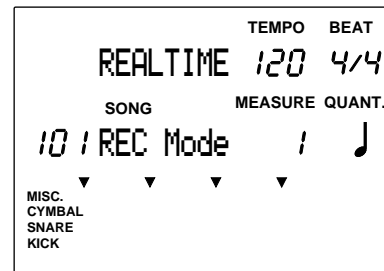
Press the RECORD button to enter Song Record mode. The DTX will stand-by for recording and the red LED above the RECORD button will light up.



Step recording display



Real-time recording display

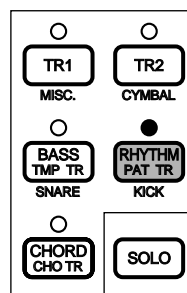


NOTE An empty user song will automatically be selected even when a preset song is selected and the Record Button is pressed.

3. Selecting a Recording Track

Select the track to record the song.

Press the track button: TR1, TR2, TMP TR, PAT TR, or CHO TR and the LED above the track button will light up.



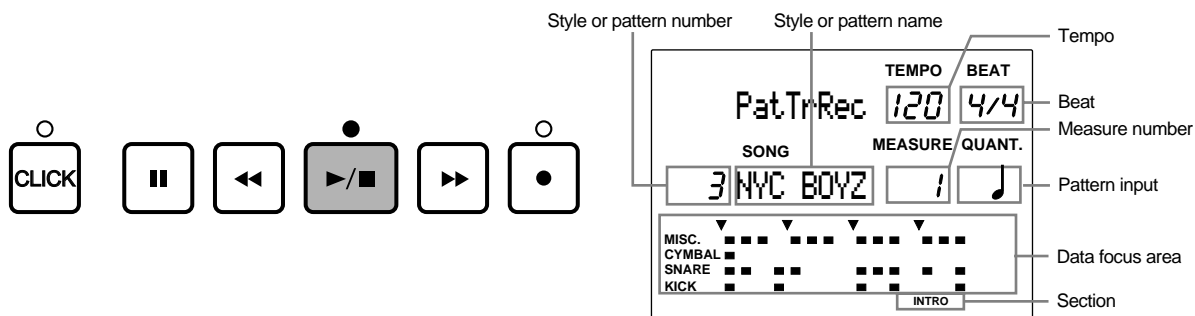
Step Recording

Use step recording to record pattern, chord, or tempo tracks. Input the data one step at a time while checking the LCD display of the DTX.

Step Recording to a Pattern Track

Input the necessary measure from preset patterns (110 styles x 6 sections) or user patterns.

- 1 Select PATTR (pattern track) according to step 3. Selecting a Recording Track (P.100) and press the START/STOP button. The LED above the button will light up and the LCD will display the Step Recording display page.



- Beat Shows the beat of the pattern entered in this measure.
- Tempo Shows the tempo of this measure.
- Style or pattern number . Shows the style or pattern number entered in this measure.
- Style or pattern name Shows the style or pattern name entered in this measure.
- Measure number Shows the current position by measure.
- Pattern input Shows a “♪” when this measure contains a pattern.
- Data focus area Displays the pattern data with dots.
- Section..... Shows the section of the pattern entered in this measure.

- 2 Move the cursor to the style or pattern number focus area using the ◀ ▶ cursor buttons and select the style or pattern number by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.
- 3 Continue to specify the section if you have selected a preset style. Press the MAIN A, MAIN B, FILL AB, FILL BA, INTRO, or ENDING button while holding SHIFT to select the section. The selected section will appear on the far bottom of the LCD.

NOTE The user pattern does not have a section. Therefore, the section will not appear if you have selected a user pattern.

- 4 Use the FORWARD or REWIND button to select the measure number to enter the next pattern.

NOTE You can also select the measure number by moving the cursor to the MEASURE focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons.

- 5 Repeat steps 1 to 4 and enter the necessary patterns.
- 6 After you have finished entering the last pattern of the song, enter an “EndofSng” mark in the measure after the last. The “EndofSng” mark is located after the last style number (211). Select the “EndofSng” mark as you would the style or pattern number in step 2 above.

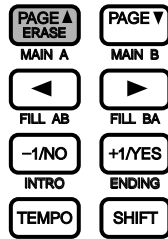
NOTE By entering an END mark the DTX will automatically stop at the mark when you are playing a song or recording in real-time. If the song or pattern is looped, the END mark will function as the repeat mark.

- 7 Press the START/STOP button to exit Step recording and the display will return to Song Play mode.

Erasing a Mistake

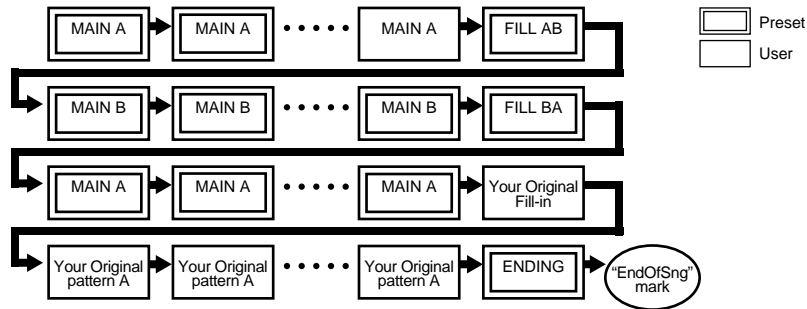
To change a pattern that has been entered, use the FORWARD or REWIND button to move the cursor to the position of the pattern you want to clear and select a different pattern.

You can also erase the pattern of the current measure simply by pressing the ERASE button.



Sample Structure of a Song

Each preset style consists of 6 sections which can be connected to create a smooth piece of music. You can also create other patterns and store them as user patterns and insert them into the song structure to try out new ideas or create a new music piece.



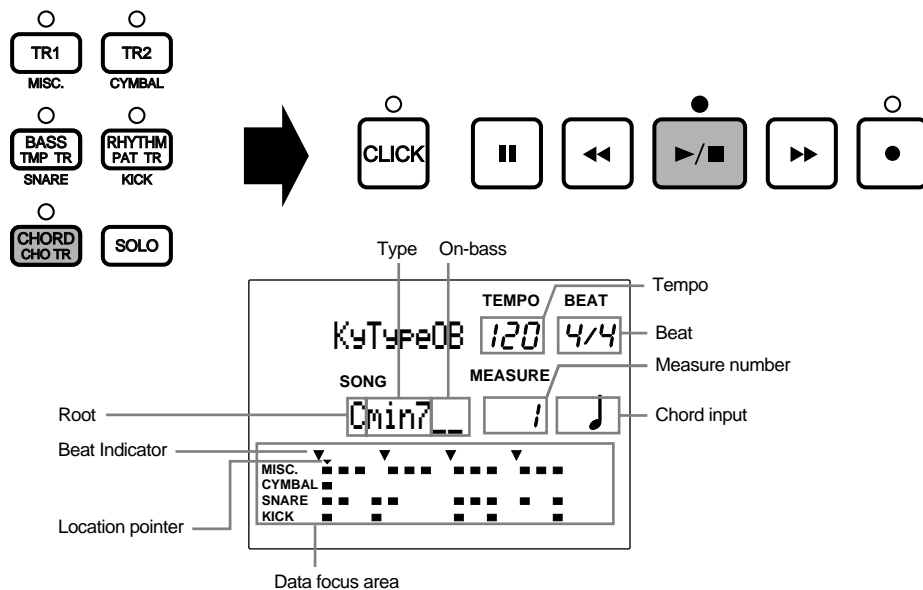
NOTE Refer to P.71 for further details on sections.

Step Recording to a Chord Track

Enter the necessary chords from a selection of 26 types one step at a time.

NOTE Refer to P.79 for details on chords.

- 1 Select the CHO TR (chord track) according to step 3. Selecting a Recording Track (P.100) and press the START/STOP button. The LED above the button will light up and the LCD display will turn to the Step Recording display page.



Beat focus area Shows the pattern beat of the measure for the current locationpointer position.

Tempo focus area Shows the tempo of the measure for the current locationpointer position.

Root Shows the chord root of the measure for the current locationpointer position.

Type Shows the chord type of the measure for the current locationpointer position.

On-bass Shows the on-bass setting of the measure for the current locationpointer position.

Measure number Shows the measure number for the current locationpointer position.

Chord input Shows a “J” when the current location pointer position contains a chord.

Location pointer Indicates the current input position.

Data focus area Shows the pattern data in this measure with dots.

- 2 Move the cursor to the root focus area using the ◀ ▶ cursor buttons and select the root of the chord by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.
- 3 Move the cursor to the type focus area using the ◀ ▶ cursor buttons and select the type of the chord. With this step you specify one chord.
- 4 (If necessary,) specify an on-bass chord. Move the cursor to the on-bass chord focus area and select the bass note apart from the root note.
- 5 Use the FORWARD or REWIND button to move the cursor to the next input position. You can move the cursor 1/16th note at a time.

NOTE You can also select the input position one measure at a time by moving the cursor to the MEASURE focus area and by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.

- 6 Repeat steps 1 to 5 and continue to enter the chords.
- 7 Press the START/STOP button after you have finished step recording. The display will return to Song Play mode.

Erasing a Mistake

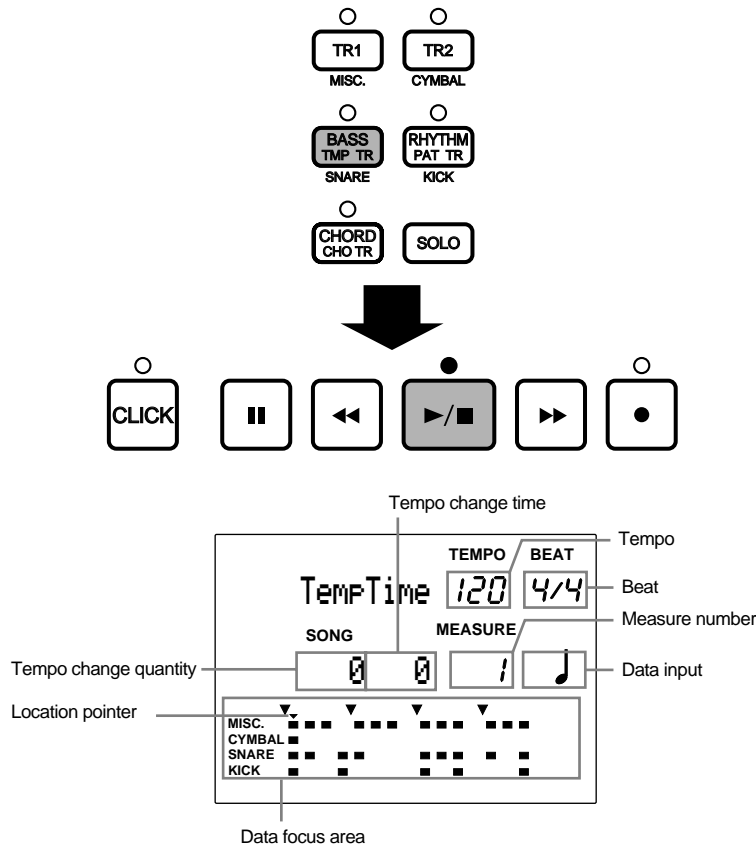
To change a chord that has been entered, simply use the FORWARD or REWIND button to move the cursor to the focus area of the chord data you want to erase and select a different chord.

To erase the chord data of the current measure simply by press the ERASE button.

Step Recording to a Tempo Track

Enter the tempo change data one step at a time by specifying two parameters: the quantity of the tempo change and the time required to change. This simplifies and smoothes the process of changing the speed of the tempo.

- 1 Select the TMP TR (tempo track) according to step 3. Selecting a Recording Track(P.100) and press the START/STOP button. The LED above the button will light up and the LCD display will show the Step Recording display page.



- Beat** Shows the pattern beat of the measure for the current location pointer position.
- Tempo** Shows the pattern tempo of the measure for the current location pointer position.
- Tempo change quantity** .. Shows the quantity of the tempo change entered into the current location pointer position.
- Tempo change time** Shows the time required to change the tempo entered in the current location pointer position.
- Measure number** Shows the measure number of the current location pointer position.
- Data input** Shows a “♪” when the current location pointer position contains tempo change data.
- Location pointer** Indicates the location pointer position.
- Data focus area area** Shows the pattern data in this measure with dots.

- 2 Use the FORWARD or REWIND button to move the location pointer to the position enter the tempo change data. The cursor can be moved by 1/16th note at a time.

NOTE You can also select the input position one measure at a time by moving the cursor to the MEASURE focus area and by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.

- 3 Move the cursor to the tempo change quantity focus area using the cursor buttons and select the tempo value by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons. The value set in this focus area will be added or subtracted to the preset tempo value of the selected song.

Settings:

Tempo change quantity: -128 to +127

- 4 Move the cursor to the tempo change time focus area and set the number of beats (time) required to reach the tempo change value.

Settings:

Time required to change: 0 to 127 (beats)

- 5 Use the FORWARD or REWIND button to move the cursor to the next input position. You can move the cursor one 1/16th note at a time.
- 6 Repeat steps 2 to 4 and continue to enter the tempo change data to the necessary positions.
- 7 Press the START/STOP button to exit Step recording and the display will return to Song Play mode.

Erasing a Mistake

To change the tempo change data that has been entered, simply use the FORWARD or REWIND button to move the cursor to the focus area of the tempo change data and enter the new data.

You can also erase the tempo change of the current measure simply by pressing the ERASE button.

Real-time Recording (Track 1 and 2 only)

This is a recording method to record a rhythm part from a pad or a melody from a MIDI keyboard connected to the DTX in real-time. You can record two sequence tracks: track 1 and track 2.

Select TR1 (track 1) or TR2 (track 2) according to step 3. Selecting a Recording Track (P.100) and set the tempo or quantization value as required.

1 Setting the Tempo

Set the tempo for real-time recording. The value set here will be the initial tempo of the song.

- 1 Press the TEMPO button or move the cursor to the tempo focus area using the ◀ ▶ cursor buttons.
- 2 Set the tempo by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.



Settings:

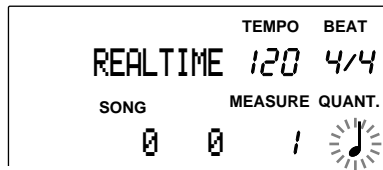
Tempo: ♩ = 30 to 299

HINT You can change the tempo of a song which already has data. By using this function, you can change the default tempo of a song you have completed.

2 Setting the Quantization

Set the quantization before recording to tracks 1 or 2. The quantization function automatically aligns notes to the nearest specified beat. The quantization set here will be the minimum unit for the recorded data.

Move the cursor to the QUANT focus area and set the quantization value by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.



Settings:

Quantize: OFF, ♩ quarter note, ♩₃ quarter note triplet, ♪ eighth note, ♪₃ eighth note triplet, ♯16th note, ♯₃ 16th note triplet

NOTE The performance will be recorded exactly as played if the quantization is OFF. You can also assign the quantization afterwards (P.109).

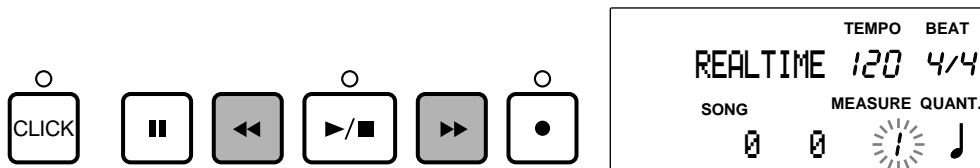
NOTE Refer to P.84 for details on quantization.

3 Setting the First Measure

You can specify the first measure and start recording.

Use the FORWARD or REWIND button to move the cursor to the measure of the position and start recording.

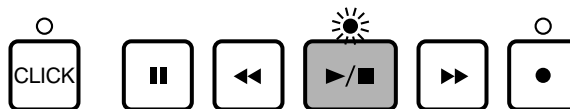
You can also move the cursor to the MEASURE focus area and select the measure by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.



4 Real-time Recording

Record a performance from an external MIDI keyboard in real-time.

- 1 Press the START/STOP button and the LED above the button will flash once. The DTX will countdown two measures before beginning to record, the MIDI data from the external MIDI keyboard.



NOTE The LCD above the CLICK button will flash to the tempo when the DTX is counting the beat. The LEDs above both the CLICK button and the START/STOP button will flash to the tempo when you are recording.

NOTE Refer to P.110 on how to select the voice or MIDI channel for tracks 1 and 2.

NOTE Beware that the data will replace the previous data and the previous data will be irretrievable.

- 2 Press the START/STOP button to exit recording and the display will return to Song Play mode.

NOTE By entering an END mark, the pattern track recording will automatically stop at the mark.

CAUTION Turning the power OFF while recording, erasing, or copying, may cause irretrievable loss to ALL of the user data.

Recording a rhythm part

If you record a rhythm part (MIDI channel 10) to TR1 in real-time, the track will be muted when you mute the rhythm of the pattern track using the RHYTHM button. It is recommended to use TR2 (track 2) when you are recording a rhythm part in real-time. The rhythm part on TR2 can be muted using the RHYTHM button.

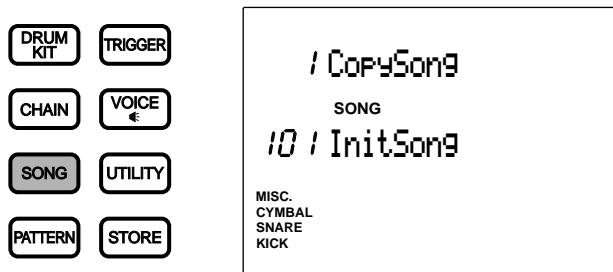


Song Job Mode

This mode has various supporting functions to create a song: naming a recorded song, setting the voice for each track, quantizing, copying, or clearing a song.

Entering Song Job Mode

Press the SONG button twice or press the SONG button once while in Song Play mode.

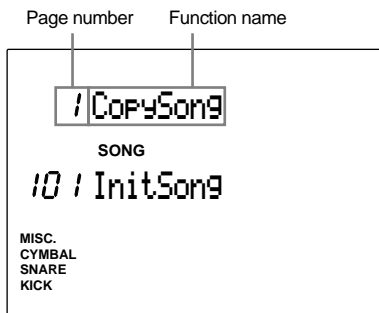


NOTE Select a user song in Song Play mode before entering the Song Job mode.

NOTE When the "JumpRcnt(jump to recent page)" parameter on the 7th page in Utility mode is "on", the DTX will display the page you selected the last time you edited. Your DTX will display the 1st page when the "JumpRcnt(jump to recent page)" parameter is "off". Refer to P.116 for details regarding the "JumpRcnt(jump to recent page)" parameter.

The Song Job Mode (page structure and operation)

The Song Job mode consists of the following 11 pages.



- 1 Select the page: Use the PAGE▲ or PAGE▼ buttons.
- 2 Select the parameter: Use the ◀ ▶ cursor buttons.
- 3 Set the value: Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons.
- 4 Execute the function

NOTE Some pages may not require step 4.

Functions of Each page

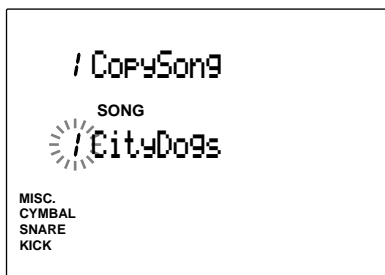
- 1 Copy (Song/Dest): song copy (P.108)
- 2 Quantize: quantization (P.109)
- 3 ClrTrack: clear track (P.109)
- 4 Clr Song: clear song (P.109)
- 5 PgmCh: select the voice for each channel (P.110)
- 6 VolCh (channel volume) (P.110)
- 7 PanCh (channel pan) (P.110)
- 8 PlayMode (P.110)
- 9 B Lnr TR: bass linear track mode (P.111)
- 10 Pat Mute: pattern track mute mode (P.111)
- 11 SongName (P.111)

NOTE The "6 VolCh (channel volume)" and "7 PanCh (channel pan)" are additional features of DTX version 2.0. Please refer to the System Upgrade Information Guide (included in this package) for details.

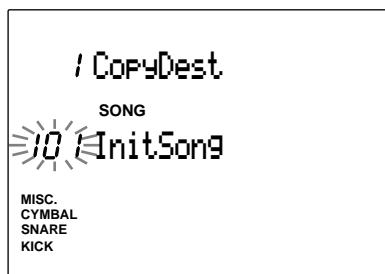
1 Copy (Song/Dest): song copy

This copies a specific preset song or user song to a different user song number. This is convenient in creating a new song based on an existing song.

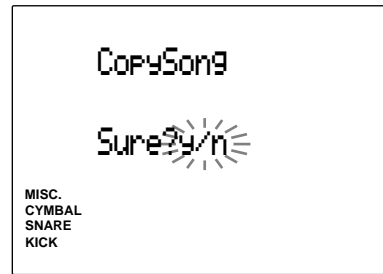
- 1 Choose the preset song or user song by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.



- 2 Press the START/STOP button to select the CopyDest (copy destination) of the user song.



- 3 Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the number of the user song.
- 4 Press the START/STOP button and the LCD will display "Sure? y/n."



- 5 Press the +1/YES button to copy. The display will return to the original (Copy Song display page). Press the -1/NO button to cancel a copy and the display will return to the first page.

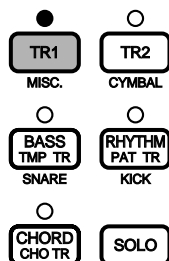
Settings:

Copy source: preset song (1 to 100), user song (101 to 130).
Copy destination: user song (101 to 130).

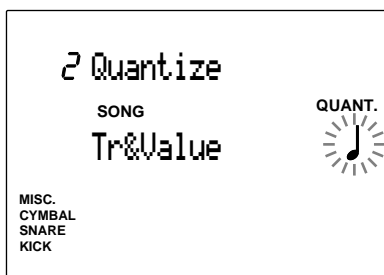
2 Quantize (quantization)

This function quantizes the tracks (TR1 or TR2) of the currently selected song. As described on P.84, quantization automatically aligns a note to the nearest specified beat.

- 1 Select a track by pressing the TR1 or TR2 button and the LED above the track will light up.



- 2 Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the quantization.



- 3 Press the START/STOP button and the LCD will display “Sure? y/n.”
- 4 Press the +1/YES button to quantize and the display will return to the original Quantize page. Press the -1/NO button to cancel the quantize.

Settings:

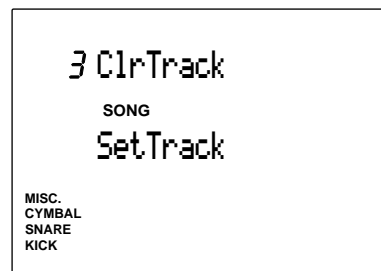
Quantize: OFF, quarter note, quarter note triplet, eighth note, eighth note triplet, 16th note, 16th note triplet

NOTE Once you quantize the track, the data is revised and is irretrievable.

3 ClrTrack (clear track)

This clears all the data on the specified track within the currently selected song.

- 1 Press the track button you want to clear: TR1, TR2, TMP TR, PAT TR, or CHO TR and the LED above the track button will light up.

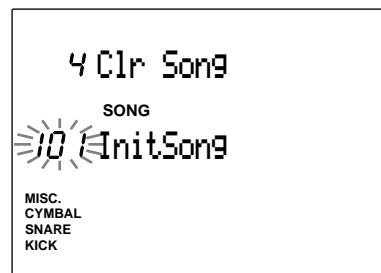


- 2 Press the START/STOP button and the LCD will display “Sure? y/n.”
- 3 Press the +1/YES button to clear and the display will return to the original ClrTrack page. Press the -1/NO button to cancel clear. The display will return to the first page.

4 Clr Song (clear song)

This clears all the data within the currently selected user song.

- 1 Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select a user song or “ClearAll”.



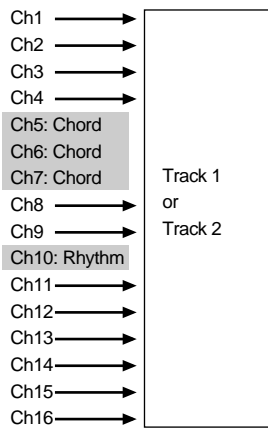
NOTE The “ClearAll” command is located after user song number 130. You can clear all the user song by selecting “ClearAll”.

- 2 Press the START/STOP button and the LCD will display “Sure? y/n.”
- 3 Press the +1/YES button to clear and the display will return to the original Clear Song page. Press the -1/NO button to cancel clear. The display will return to the first page.

5 PgmCh (select the voices for each channel)

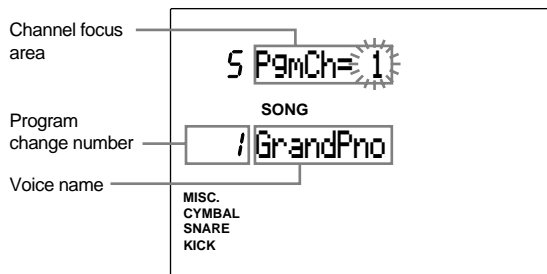
This sets the voice for each channel within the currently selected song.

The relation between the channel and each track is as shown in the following figure:



NOTE MIDI channels 5 to 7, 10 can be set in Pattern Play mode (P.92), and 10 (highlighted above).

- 1 Move the cursor to the channel display and select the channel of the voice you want to set with the Data Scroll Wheel or use the +/- YES or -1/NO buttons.



- 2 Move the cursor to the track display and select the channel of the voice you want to set with the Data Scroll Wheel or use the +/- YES or -1/NO buttons.

Settings:

Voice numbers: 0 to 127 (GM system level 1)

NOTE Refer to P.143 for details about the voice list.

6 VolCh (channel volume)

This is an additional feature of DTX version 2.0. Please refer to the System Upgrade Information Guide (included in this package).

7 PanCh (channel pan)

This is an additional feature of DTX version 2.0. Please refer to the System Upgrade Information Guide (included in this package).

8 PlayMode

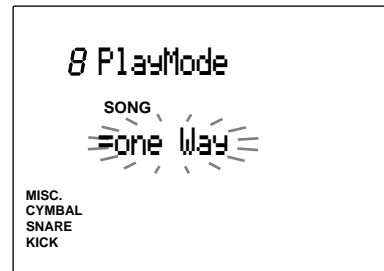
This sets the Play mode of the song playback.

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the Play mode.

The following two modes are available:

One Way automatically stops the song after playing once.

Repeat repeats the song until it is stopped.



Settings:

Play mode: one Way, repeat

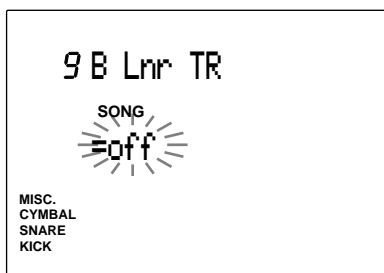
NOTE In order to apply this mode to a user song, it is necessary to enter an END mark at the end of the pattern track (P.101)

9 B Lnr TR (bass linear track mode)

This sets the bass linear track mode ON or OFF. The bass linear mode is a mode which enables you to record a bass part in advance to TR 1 or 2 (tracks 1 or 2) to use for unique music expressions featuring a bass line that cannot be executed by combining the preset patterns. By turning this mode ON, each pattern of the BASS TR (bass track) is muted while the song is playing. The BASS button mutes the channel data of the bass part recorded in TR 1 or 2 (tracks 1 or 2).

At the same time, the TR 1 and 2 buttons will not mute the channel of the bass part. Keep this mode OFF when not in use.

Set the function ON or OFF by rotating the Data Scroll Wheel or using the +1/YES or -1/NO buttons.



Setting:
on, off

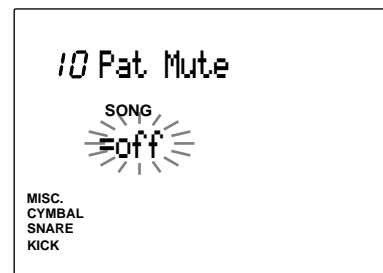
NOTE Refer to P.132 for details on the relation between the MIDI channels and each part.

10 Pat Mute (pattern track mute mode)

This sets the pattern track mute mode ON or OFF.

By turning this mode ON, the PAT TR (pattern track) is muted while the song is playing. This is used when you do not want to play back the pattern track while you are playing back a standard MIDI file through TR 1 or 2 (track 1 or 2). Keep this mode OFF when not in use.

Set the function ON or OFF by rotating the Data Scroll Wheel or using the +1/YES or -1/NO buttons.



Settings:
on, off

11 SongName

Use up to 8 letters to name the song. The alphabet, number, or symbol to use is the same as naming the drum kit. Refer to P.35 for details.

NOTE Turning the power OFF while recording, erasing, or copying, may cause irretrievable loss to ALL of the user data.

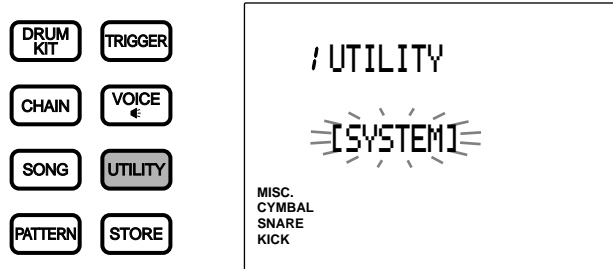


Utility Mode

This mode sets the general parameters which affect the entire DTX system.

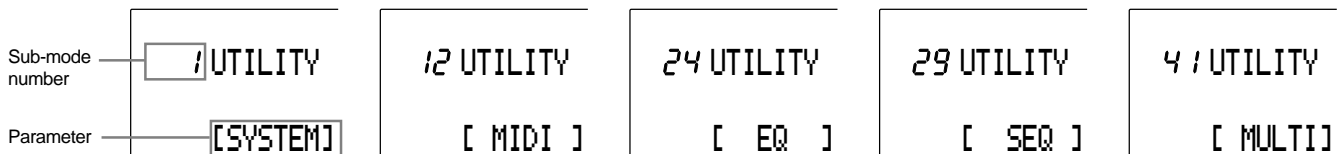
Entering Utility Mode

Press the UTILITY button.



The Utility Mode (page structure and operation)

The Utility Mode has 5 sub-modes (1.SYSTEM, 9.MIDI, 20.EQ, 25.SEQ, and 36.MULTI). Each sub-mode contains multiple display pages of parameter settings.



- 1 Select the sub-mode by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.
- 2 Use the PAGE▲ or PAGE▼ buttons to move the cursor to the display page within the sub-mode you have selected.
- 3 Set the parameter by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.

NOTE Use the ◀ ▶ cursor buttons to move the cursor to the appropriate focus area if there are multiple parameter focus areas on the display page.

NOTE Any revision in Utility mode will directly change the settings of the DTX. There is no confirmation process or Store function in this mode.

- 4 Press the PAGE▲ or PAGE▼ buttons and return to the 1st display page of the sub-mode (title page) and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select a different sub-mode. Display pages for sub-modes 1.SYSTEM, 12.MIDI, 24.EQ, 29.SEQ, and 41.MULTI are the title pages that represent 5 sub-modes with the multiple display pages listed on the next page. Furthermore, you can return to the title page of the current category by pressing the UTILITY button.

Functions of Each Display Page

Overall system settings

1 SYSTEM	(P.114): Title Page
2 EditMode	(P.114)
3 LinkMode	(P.115)
4 Lrn Mode (learn mode)	(P.115)
5 SldrMode (slider mode)	(P.116)
6 Bypass	(P.116)
7 JumpRcnt (jump to recent page)	(P.116)
8 FCoffset	(P.117)
9 Ma to Aux (main output to auxiliary output)	(P.117)
10 Inc Func (increase function)	(P.117)
11 Dec Func (decrease function)	(P.117)

MIDI related settings

12 MIDI	(P.117): Title Page
13 DeviceNo (device number)	(P.117)
14 Receive SysX (receiving system exclusive)	(P.117)
15 Receive PC (receiving program change)	(P.118)
16 RecvCh10 All (receiving MIDI data through channel 10)	(P.118)
17 RecvCh10 PC (receiving MIDI data through channel 10)	(P.118)
18 SendHH (send hi-hat control change)	(P.118)
19 LocalClt (local control)	(P.118)
20 DumpTime	(P.119)
21 MergeOut	(P.119)
22 Dump Out (bulk data send)	(P.119)
23 P/C->KIT (program change table)	(P.120)

Equalizer settings

24 EQ (equalizer)	(P.120): Title Page
25 Lo Mi Hi (gain: low, mid, high)	(P.121)
26 Lo Freq (low frequency)	(P.121)
27 Mid Freq (mid frequency)	(P.121)
28 Hi Freq (high frequency)	(P.121)

CLICK and synchronization related settings

29 SEQ (sequencer)	(P.122): Title Page
30 Click Hi	(P.122)
31 ClickMid	(P.122)
32 Click Lo	(P.122)
33 ClickOut	(P.123)
34 PlyClick (play click)	(P.123)

35 Tempo (P.123)
 36 Count (P.123)
 37 GrvCheck (groove check) (P.124)
 38 Break TB (break top/bottom) (P.124)
 39 MIDICtrl (MIDI control) (P.125)
 40 SyncMode (synchronization mode) (P.125)

Multi-timbre tone generator settings

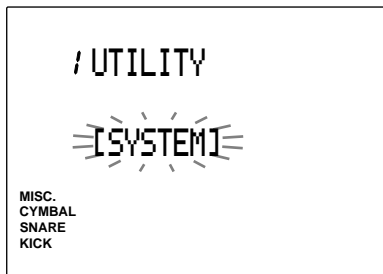
41 MULTI (multi-timbre) (P.126): Title Page
 42 MastTune (master tune) (P.126)
 43 Program (P.126)
 44 Volume (P.127)
 45 Pan (P.127)
 46 Pitch (P.128)
 47 Rev Send (reverb send) (P.128)

NOTE The "9 Ma to Aux (main output to auxiliary output)," "10 Inc Func (increase function)," and "11 Dec Func (decrease function)" are additional features of DTX version 2.0. Please refer to the System Upgrade Information Guide (included in this package) for details.

1 SYSTEM

The System sub-mode contains various convenient functions which affect the entire system. Select from 11 display pages using the PAGE▲ or PAGE▼ buttons to change the parameters which adjust the LCD display or panel sliders.

NOTE Move from this page to other sub-modes by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.



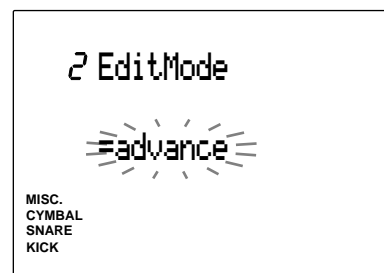
2 EditMode

This mode enables you to hide the pages of the functions that are not frequently used in Drum Kit Trigger Edit mode or Drum Kit Voice Edit mode.

Select the edit mode by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons. The following two modes are available.

easy Display pages 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 26, 27, 29 and 31 will not be displayed in Drum Kit Trigger Edit mode. Pages 9, 12, 16, 17, 18, 19, 20, and 21 will not be displayed in Drum Kit Voice Edit mode. The settings will still function although the display pages are not displayed.

advance Displays all pages.



Settings:
 easy, advance

3 LinkMode

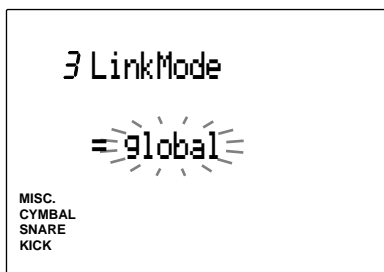
This function applies the trigger related data of drum kit number 1 to any selected drum kit. If the input data is unique to each drum kit, it may be necessary to reconnect the pads. By using LinkMode, you can always use the pad velocity or note number assignment in the same way as in drumkit 1 and play by changing the drum voice assignments of the drum kits.

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select LinkMode. The following 2 modes are available.

global Always applies the following trigger input setting data of drum kit number 1. The data of the output voice is not linked and therefore, it is possible to set this mode independently.

PAD Type, PAD Gain, Level Range, Velocity Range, Velocity Curve, Self Rejection, Specified Rejection, Pad Function, FS Function, FS MIDI Channel, FS Control-change Number, FS HH Close-Velocity, FC Function, FC MIDI Channel, FC Control-change Number, FC Sensitivity, HH Control Input

indiv (individual) .. The trigger input data set for each drum kit will be used.



Settings:

global, indiv

NOTE When this parameter is set to "global" and you edit a drum kit other than drum kit number 1 in Drum Kit Trigger Edit Mode, You will automatically change the contents of both that drum kit and drum kit number 1.

4 Lrn Mode (learn mode)

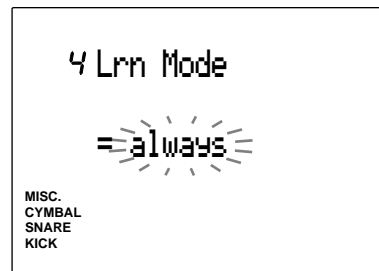
This function enables you to select the input jack number or MIDI note number by hitting a pad when you are editing in Drum Kit Trigger Edit mode or Drum Kit Voice Edit mode, respectively.

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select Learn mode. The following 3 modes are available.

always In Drum Kit Trigger Edit mode, the input jack number of the pad that is connected will appear on the LCD each time you play a pad. In Drum Kit Voice Edit mode, the MIDI note number assigned in Drum Kit Trigger Edit mode will appear on the LCD each time you play a pad.

w/shift You can set the input jack number or MIDI note number in the same manner as above by playing a pad while holding SHIFT.

off The Learn mode will not function. Select the input jack number or MIDI note number manually.



Settings:

always, w/shift, off

5 SldrMode (slider mode)

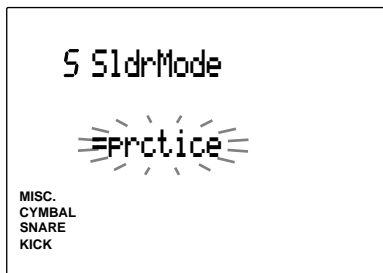
The Slider mode changes the assignments of the ACCOMP/SNARE/CYMBAL and CLICK/KICK/MISC. volume sliders on the panel.

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select Sldr mode. The following 2 modes are available.

prctice (practice)

(practice mode) The sliders adjust the volume of ACCOMP(accompaniment) and CLICK (metronome sound), respectively. By holding SHIFT, the sliders adjust the volume of SNARE and KICK.

live (mode) The sliders adjust the volume of SNARE and KICK, respectively. By holding SHIFT, the sliders adjust the volume of CYMBAL and MISC. (other instruments).



Settings:

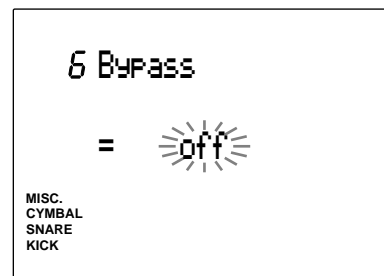
prctice, live

6 Bypass

This function turns the Bypass on or off. When the Bypass is on, no input will enter the DTX from the connected pads. You will not be able to produce voices or transmit MIDI note numbers.

Use this function when you are setting your drum kit with trigger pick-up devices, or when you do not want to accidentally make a sound while you are playing a pattern or song.

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to turn the Bypass on or off. Be sure to turn the Bypass off when you are using the DTX as a regular drum kit trigger module.



Settings:

off, on

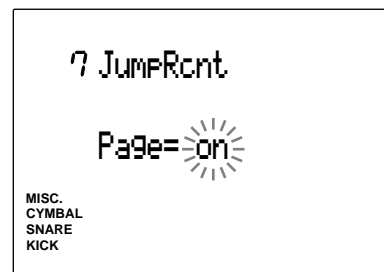
7 JumpRcnt (jump to recent page)

This function enables you to display the page last selected in the previous edit of each Edit mode. This is convenient when you are using edit modes with many display pages such as the Drum Kit Trigger Edit mode or the Utility mode.

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to turn JumpRcnt on or off.

on The display page last selected in the previous edit will appear when you enter each Edit mode.

off The first page of each mode will appear when you enter each Edit mode.



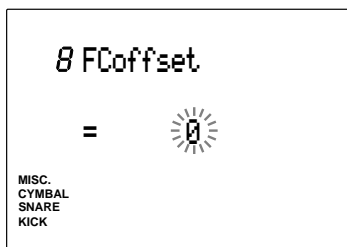
Settings:

off, on

8 FCoffset

This sets the value of the data sent by a foot controller connected to the H.HAT CONTROL jack on the rear panel to a + (plus) or - (minus) level. For example, you can delicately adjust the output MIDI velocity by stepping on the hi-hat foot controller and closing the hi-hat.

Set the offset value using the Data Scroll Wheel or the +1/YES and -1/NO buttons.



Settings:

-16 to +16

9 Ma to Aux (main output to auxiliary output)

This is an additional feature of DTX version 2.0. Please refer to the System Upgrade Information Guide (included in this package).

10 Inc Func (increase function)

This is an additional feature of DTX version 2.0. Please refer to the System Upgrade Information Guide (included in this package).

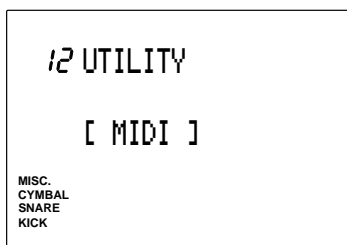
11 Dec Func (decrease function)

This is an additional feature of DTX version 2.0. Please refer to the System Upgrade Information Guide (included in this package).

12 MIDI

The MIDI sub-mode contains various MIDI settings. Select from 23 display pages using the PAGE▲ or PAGE▼ buttons. The settings are to receive or send MIDI data between the DTX and an external MIDI device.

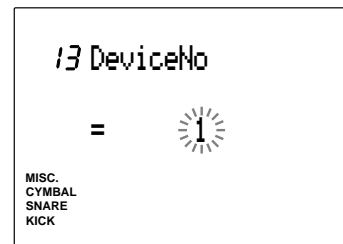
NOTE Move from this title page to other sub-modes by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.



13 DeviceNo (device number)

This sets the MIDI device number. The device number of both the DTX and the external device should be assigned to the same number to receive or transmit system exclusive messages such as the parameter change and bulk data.

Choose the number by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.



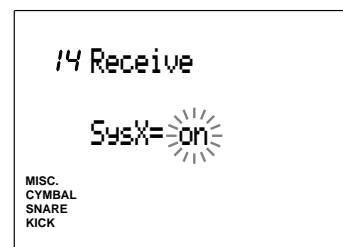
Settings:

1 to 16

14 Receive SysX (receiving system exclusive data)

This enables the DTX to receive system exclusive messages when you are receiving a bulk dump.

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to turn the function on or off. When the function is on, it will receive system exclusive messages. Turn the function off when you do not want to receive system exclusive messages.



Settings:

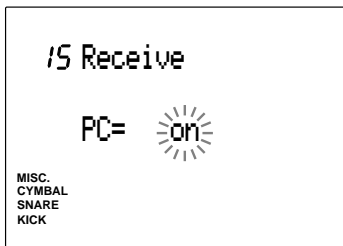
off, on

15 Receive PC (receiving program change data)

This enables or disables the DTX to received MIDI program change. Set this function on when you want to change the drum kit number automatically or by using an external MIDI device.

NOTE Set the program change data receiving parameter of channel 10 on the 14th display page of this mode.

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to turn the function on or off. When the function is on, it will receive MIDI program change. Turn the function off when you are not receiving.

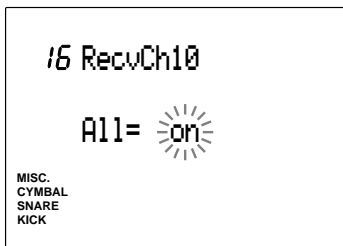


Settings:
off, on

16 RecvCh10 All (receiving MIDI channel message through channel 10)

This enables or disables the DTX to receive MIDI channel messages through channel 10. Channel 10 is the drum part of the DTX. Set this parameter to play DTX drum kits automatically or by using an external MIDI device.

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to turn the function on or off. When the function is on, channel 10 will receive MIDI channel messages. Turn the function off when you are not receiving.



Settings:
off, on

NOTE Set the parameters to receive program change data from channel 10 on the 17th display page.

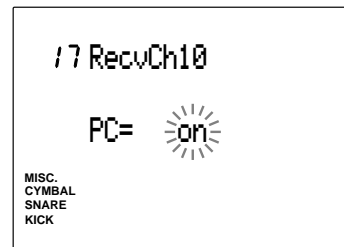
17 RecvCh10 PC (receive program change through channel 10)

This enables or disables the DTX to receive program change messages through MIDI channel 10.

Channel 10 is the drum part of the DTX. Set the parameters to switch the drum kits in the DTX automatically or by using an external MIDI device. It is also necessary to set the program change receive parameter of the 15th display page “on” in order to enable the settings of this parameter.

NOTE Go to the 23th display page to match the program change number to the drum kit you want to switch. Refer to P. 120 for further details.

Turn the parameter on or off by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons. MIDI channel 10 will be able to receive program change messages when the parameter is on. Set the parameter off when it is not necessary to receive the messages.



Settings:
off, on

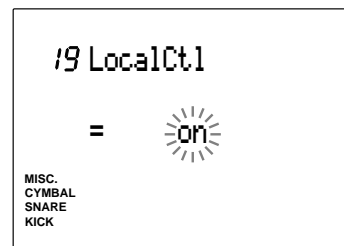
18 SendHH (send hi-hat control change)

This is an additional feature of DTX version 2.0. Please refer to the System Upgrade Information Guide (included in this package).

19 LocalCtl (local control)

This function turns Local Control on or off. When the Local Control is off, the flow of MIDI signals triggered by connected pads is disconnected from the tone generator of the DTX and can only transmit from MIDI OUT (you will not be able to hear the DTX tone generator). This enables you to control the tone generator of the DTX from an external MIDI device connected to MIDI IN.

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to turn the function on or off. Turn the function on in normal operation, otherwise the DTX will not output the signals from the output jacks (no sound).

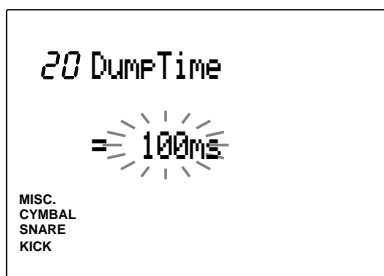


Settings:
off, on

20 DumpTime

This sets the length of intervals between the packets of data sent by Bulk Data Send. The intervals can be adjusted to the capacity of the external receiving device and prevent data overflow.

Set the dump time by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons. The time can be set from 50 ms to 300 ms by an increment of 50 ms.



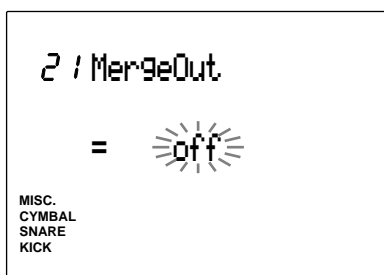
Settings:

50, 100, 150, 200, 250, 300 (ms)

21 MergeOut

This sets the MIDI Merge function on or off. When this function is on, it is possible to mix data from an external MIDI device connected to the MIDI IN with internal MIDI data and output the mixed MIDI data.

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to turn the function on or off.



Settings:

off, on

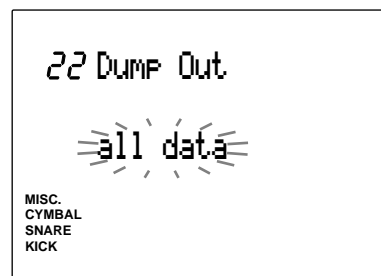
22 Dump Out (bulk data send)

If you are using the Yamaha MIDI Data Filer MDF2 or an external device such as a sequencer that can receive exclusive messages, use this function to store or backup the patterns, songs, chains, drum kits, or system data by sending the bulk data to the device.

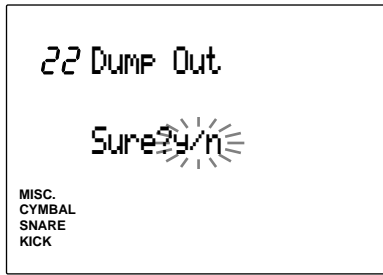
NOTE Properly connect the external MIDI device enabling it to receive the bulk data. Read the manual to set up the device.

- 1 Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the type of bulk data that will be sent from the following types:

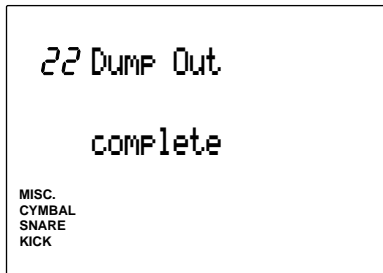
- all data** All the data in the DTX.
- system** System data.
- cur DKIT** The data of the drum kit currently selected in Drum Kit Play mode.
- all DKIT** All the drum kit data.
- curCHAIN** The data of the chain currently selected in Chain Play mode.
- allCHAIN** All the chain data.
- cur SONG** The data of the song currently selected in Song Play mode.
- all SONG** All the song data.
- curPATRN** The data of the pattern currently selected in Pattern Play mode.
- allPATRN** All the pattern data.
- QY PATRN** ... Outputs the pattern data currently selected in Pattern Play mode in QY20/22 format.



- Press the START/STOP button and the LCD will display “Sure? y/n.”



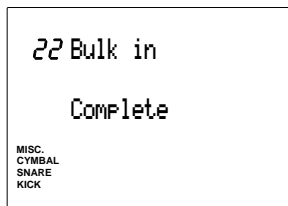
- Press the +1/YES button to send bulk data. The LCD will display “complete” for a moment when the operation is completed and the display will return to the original Dump Out display page. Press the -1/NO button to cancel the bulk data operation.



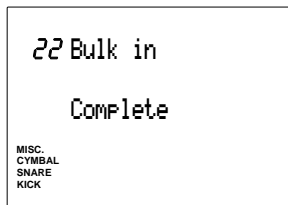
Receiving Bulk Data

You can send DTX data stored in an external device back to the DTX by using bulk data reception.

- When the pattern or song is not playing, send bulk data from an external device.
- When the DTX starts to receive bulk data, the following screen will appear on the LCD.



- When the DTX has completed receiving all the data, the following screen will appear on the LCD.



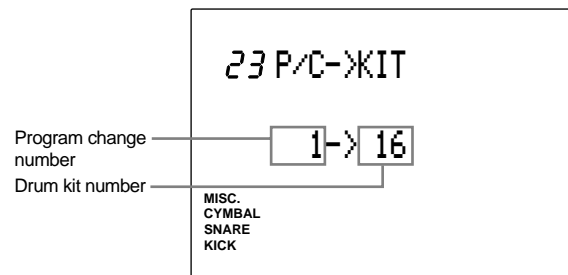
- To return to the original display (before receiving bulk data), press any button or key.

It is necessary to set the DTX to receive exclusive messages (P.117). It is also necessary to match the device number of the external device to the device number of the DTX (P.117).

23 P/C→KIT (program change table)

This determines the program change number that will be used to change the drum kit number from an external MIDI device or with in the DTX.

- Move the cursor to the program change number using the cursor buttons and set the program change number by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.
- Move the cursor to the drum kit number and select the drum kit number by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.
- Repeat steps 1 and 2 and assign each program change number to the drum kits.



Settings:

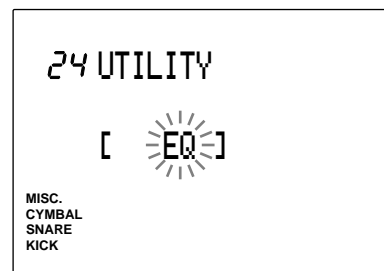
Program change number: 1 to 128

Drum kit number: off, 1 to 64

24 EQ (equalizer)



The EQ sub-mode controls the internal equalizer settings. Select between this page and the 28th page using the PAGE▲ or PAGE▼ buttons. Adjust the quality of the entire sound output from the DTX using the equalizer page featuring parametric type settings of 3 frequency ranges: LOW, MID, and HIGH.

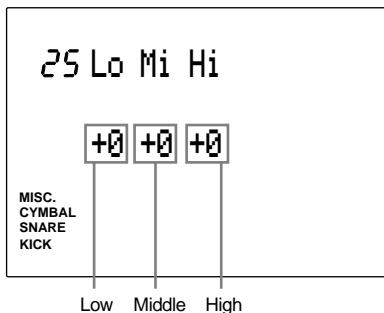
NOTE Move from this page to other sub-modes by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.



25 Lo Mi Hi (gain)

Set the gain to 3 frequency ranges: low, middle, and high. It is possible to boost or decrease the selected range using this function.

Move the cursor to the Lo, Mi, or Hi focus area using the   cursor buttons and set the gain by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons. The positive (plus "+") values boost the range and the negative (minus "-") values decrease the range.



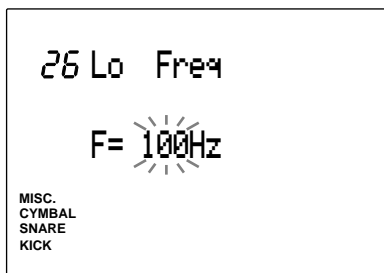
Settings:

The following values can be set to each Lo, Mi, or Hi focus area.

-6 to 0 to +6

26 Lo Freq (low frequency)

This function sets the center frequency of the low frequency range of gain control. Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the center frequency.

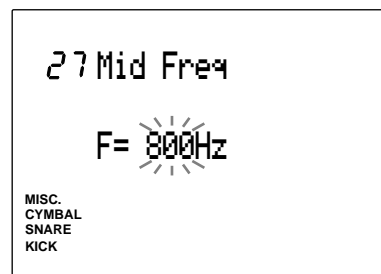


Settings:

32Hz to 2.0 kHz

27 Mid Freq (mid frequency)

This function sets the center frequency of the middle frequency range of gain control. Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the center frequency.

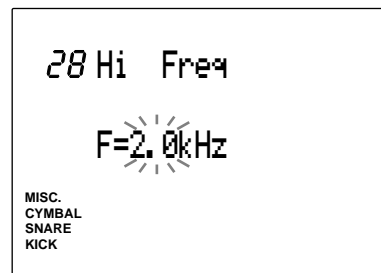


Settings:

100Hz to 10 kHz

28 Hi Freq (high frequency)

This function sets the center frequency of the high frequency range of gain control. Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the center frequency.



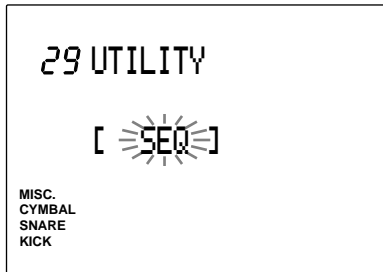
Settings:

500 to 16 kHz

29 SEQ (sequencer)

The SEQ sub-mode contains the settings related to the CLICK and synchronization. Select the parameters between this page and the 40th page using the PAGE▲ or PAGE▼ buttons. This function is mainly used to synchronize the metronome or external MIDI device.

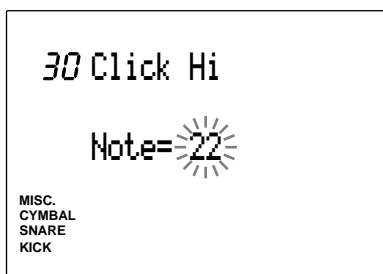
NOTE Move from this page to other sub-modes by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.



30 Click Hi

This function sets the sound of the accent click (the click at the beginning of each measure) of the metronome.

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the note number of the sound you want to use. Check the sound by pressing the CLICK button to play the metronome.



Settings:

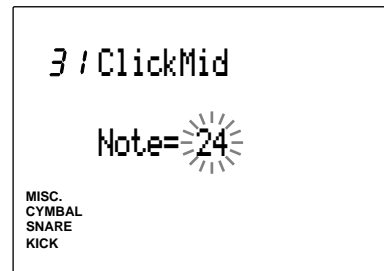
Note number: 0-127

NOTE Note that the sounds used for the CLICK (hi, mid, low) may differ depending on the currently selected drum kit since the voices assigned to the MIDI note numbers are different. Refer to the drum kit list (P.148) for the voice assignment of each note number.

31 Click Mid

This function sets the sound of the normal click (the click of each quarter note) of the metronome.

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the note number of the sound you want to use. Check the sound by pressing the CLICK button to play the metronome.



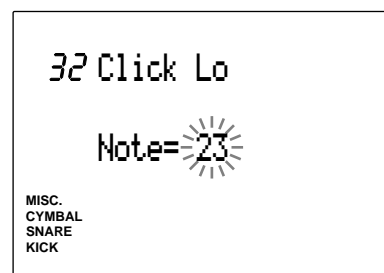
Settings:

Note number: 0-127

32 Click Lo

This function sets the sound of other clicks (the clicks set to notes of finer quantization) of the metronome.

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the note number of the sound you want to use. Check the sound by pressing the CLICK button to play the metronome.



Settings:

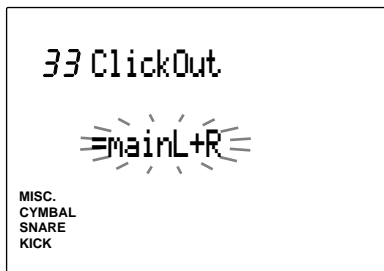
Note number: 0-127

33 ClickOut

This function sets the destination output of the CLICK. For example, you can set separate outputs for the click and song, and the drummer can use the click as a guide click when playing to a song created by the DTX in a live performance or studio recording.

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the output jack. Select the jack from the following:

- mainL+R** Output from the OUTPUT L (MONO) jack and OUTPUT R jack on the rear panel.
- aux L+R** Output from the AUX OUT L jack and AUX OUT R jack on the rear panel.
- main L** Output from the OUTPUT L (MONO) jack on the rear panel.
- main R** Output from the OUTPUT R jack on the rear panel.
- aux L** Output from the AUX OUT L jack on the rear panel.
- aux R** Output from the AUX OUT R jack on the rear panel.



Settings:
mainL+R, aux L+R, main L, main R, aux L, aux R

34 PlyClick (play click)

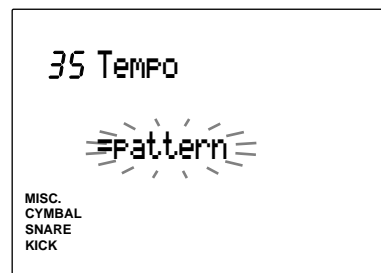
This is an additional feature of DTX version 2.0. Please refer to the System Upgrade Information Guide (included in this package).

35 Tempo

This function sets the tempo of a pattern to either change each time to its default tempo, or remain unchanged at a set tempo when the pattern is switched in Pattern Play mode.

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the tempo. The following two parameter settings are available.

- pattern** Changes the tempo of the pattern to its default tempo when the pattern is switched.
- global** Tempo remains unchanged at a set tempo when the pattern is switched.

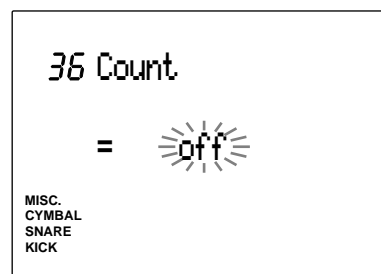


Settings:
pattern, global

36 Count

This function turns the countdown before playing or recording a pattern or song, on or off.

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to turn the function on or off. The countdown will be delivered when the function is on.



Settings:
off, on

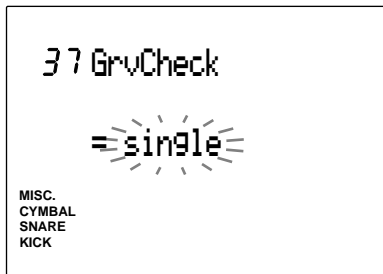
37 GrvCheck (groove check)

This sets the Groove Check mode from the following two types:

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the parameter. The following two types are available.

single The DTX shows how loose the data received from a pad or drum is from the beat in clock units. This is convenient to check the timing of a snare or kick. The minimum unit value of the groove check function depends on the quantization setting of the click.

average The LCD displays the average percentage of the beat timing against the precise beat of the groove check. 100% stands for 1/16th note quantization. This enables you to check the groove of the entire drum set.



Settings:
single, average

NOTE Refer to P.97 for further details on the groove check function.

38 Break TB (break top/bottom)

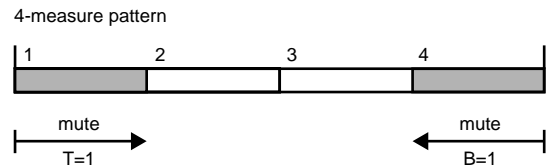
This function enables you to insert a break into the rhythm in Pattern Play mode. (Only the rhythm of the specified measure(s) will be muted.) Set the length of the break by selecting the number of measures.

- 1 First select the pattern in Pattern Play mode and enter this page.
- 2 Move the cursor to T (TOP) and B (BOTTOM) using the cursor buttons and set the number of the measure to break (mute) by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons. T and B have the following functions:

T (TOP) Mutes the selected measures of the rhythm part from the beginning of the pattern.

B (BOTTOM) Mute the selected measures of the rhythm part from the end of the pattern.

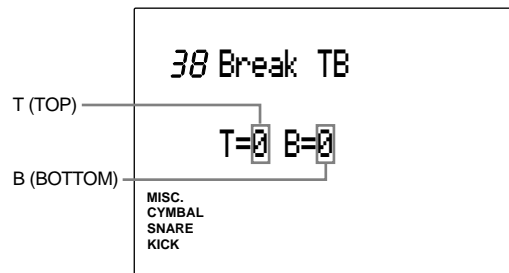
For example, if you want to mute the rhythm part of the 1st and 4th measures of a 4-measure pattern, set the number in the T and B focus areas to "1".



NOTE Set the T and B focus areas to "0" if you are not muting any of the measures in this pattern.

- 3 Press the START/STOP button to exit this function and the mute settings will be effective on the currently selected pattern.

NOTE This function will affect all patterns, and therefore the result may not be what you intend if you apply the same setting to a pattern with a different number of measures.

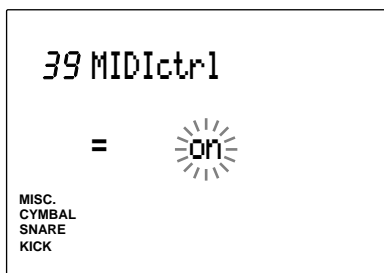


Settings:
T (TOP): 0 to 8
B (BOTTOM): 0 to 8

39 MIDIctrl (MIDI control)

This sets the DTX to transmit or receive system real-time messages (start, continue, stop). When this function is enabled, you can control the external sequencers or rhythm machines using the START/STOP button on the DTX panel as well as control the DTX pattern or song playback from an external sequencer.

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to turn the function on or off. When the function is on, it will transmit or receive the system real-time messages. Turn the function off when not in use.



Settings:
off, on

40 SyncMode (synchronization mode)

This synchronizes the DTX with the external MIDI devices such as the rhythm machine.

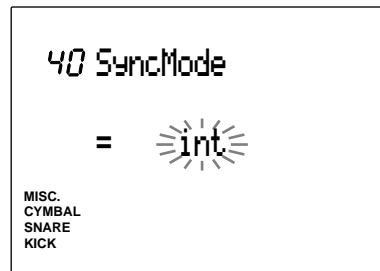
Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the SyncMode. The following two modes are available:

int Enables you to start/stop/continue/tempo and synchronize the playback of an external MIDI device from the DTX.

ext Enables you to control the start/stop/continue/tempo and synchronize the pattern or song playback of the DTX from an external MIDI device.

NOTE Set the function to int if you are not playing in sync with an external MIDI device.

NOTE It is necessary to first enable the transmission/reception of System Real-time Message (start/stop/continue).

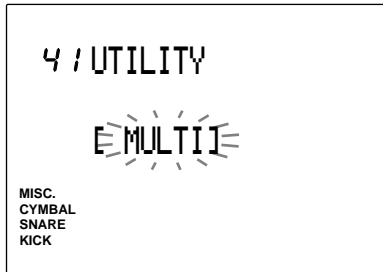


Settings:
int, ext

41 MULTI (multi-timbre)

This MULTI sub-mode contains the DTX settings used as a multi-timbre tone generator. Use the PAGE▲ or PAGE▼ buttons to select between this page and the 47th page.

NOTE If you are using the DTX as a tone generator, you are required to connect the keyboard or computer (sequencer) to the DTX using MIDI cable(s). Refer to P.129 for details.

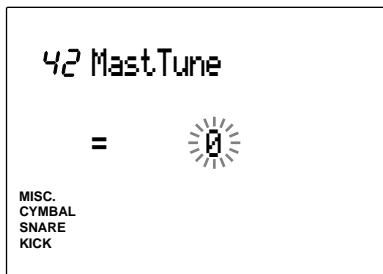


NOTE Move from this page to other sub-modes by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.

42 MastTune (master tune)

This function sets the master tuning of the tone generator. Fine tuning can be done by approximately 1.2 cent increments or decrements.

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set the parameter.



Settings:

-64 to 0 (normal pitch) to +63 (unit= 1.171875 cent)

43 Program

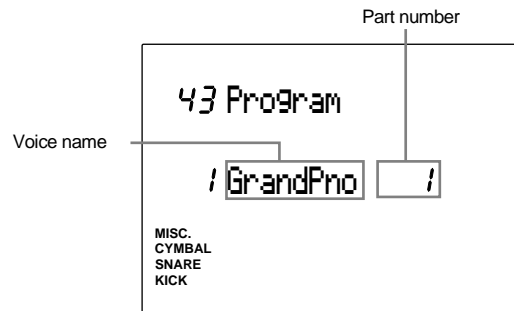
This assigns (normal) keyboard voices to each part (1 to 16). Each voice will correspond to the program change numbers 1 to 128 (GM system level 1).

NOTE The drum kit currently selected in Drum Kit Play mode is assigned to part 10.

- 1 Move the cursor and select the part number by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.
- 2 Move the cursor to the voice name and select the voice you want to use.
- 3 Repeat steps 1 and 2 and assign a voice to each part.

NOTE Refer to P.147 for details on voice list.

NOTE It is also possible to set a part other than 10 to the drum kit. A drum kit is available after program change number 128. When this is set to a drum kit (since rhythm instruments are not assigned to all of the note numbers) the LCD will display "No Voice" on the LCD when the data transmitted from an external MIDI device cannot be generated by the DTX.



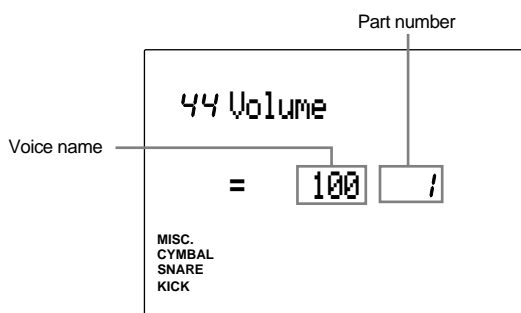
Settings:

Program change numbers 1 to 128 and a drum kit can be assigned to parts 1 to 16.

44 Volume

This adjusts the volume of the voice assigned to the part. Balance the volume of each part when you are using the DTX as a multi-timbre tone generator.

- ❶ Move the cursor to the part number focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the part number.
- ❷ Move the cursor to the volume (focus area) and set the volume by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.
- ❸ Repeat steps ❶ and ❷ to set the volume for each part.



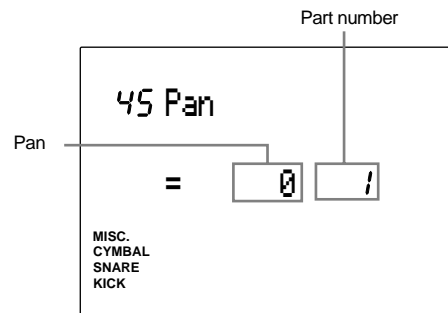
Settings:

The following volume parameters can be set for parts 1 to 16.
0 to 127

45 Pan

This sets the Pan position for each voice assigned to each part. This defines the pan position of the voice between left and right in a stereo image.

- ❶ Move the cursor to the part number focus area rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the part number.
- ❷ Move the cursor to the pan focus area and set the panning by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.
- ❸ Repeat steps ❶ and ❷ to set the pan of each part.



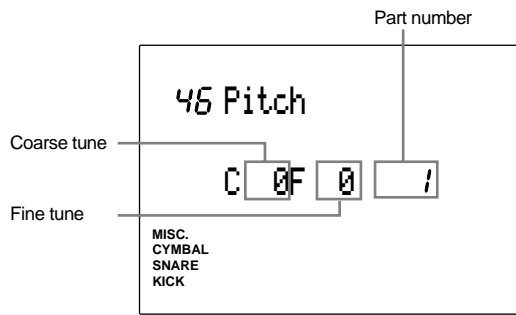
Settings:

The following pan position can be set for the parts 1 to 16.
L7 (=far left) to 0 (=center) to R7 (=far right)

46 Pitch

This sets the pitch for each voice assigned to each part. Tune the pitch either by semitones (coarse) or by approximately 1.2 cent increments (fine).

- 1 Move the cursor to the part number. Focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the part number.
- 2 Move the cursor to the coarse tune focus area or the fine tune focus area and set the pitch by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons.
- 3 Repeat steps 1 and 2 to set the pitch of each part.



Settings:

The following settings can be set for the parts 1 to 16.

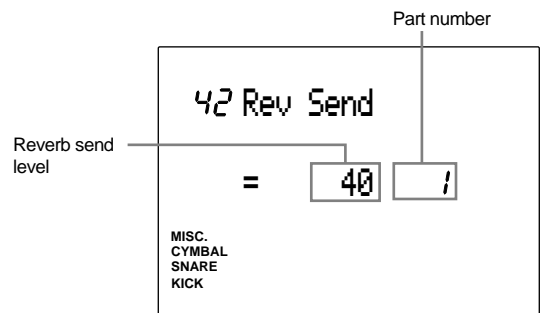
C (coarse tune): -64 to 0 (normal pitch) to +63 (unit=semitone)

F (fine tune): -64 to 0 (normal pitch) to +63 (unit=Ca. 1.2 cent)

47 Rev Send (Reverb Send)

This sets the reverb send level for each voice assigned to each part.

- 1 Move the cursor to the part number focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the number.
- 2 Move the cursor to the level focus area and set the level by rotating the Data Scroll Wheel or using the +1/YES and -1/NO buttons. The larger the value, the larger the send level.
- 3 Repeat steps 1 and 2 to set the reverb send level of each part.



Settings:

The following send level can be set for the parts 1 to 16. 0 to 127.

NOTE The actual reverb send level of the drum kit in part 10 is the level indicated here multiplied by the reverb send level on the 5th display page of Drum Kit Voice Edit mode.

GENERAL MIDI

The DTX contains various MIDI functions. By using the MIDI functions you can play or control external synthesizers, computers or sequencers connected to the DTX by hitting connected pads or drum sets with triggers and create a large music system configuration. This can be used in various situations such as live performances, parties and events.

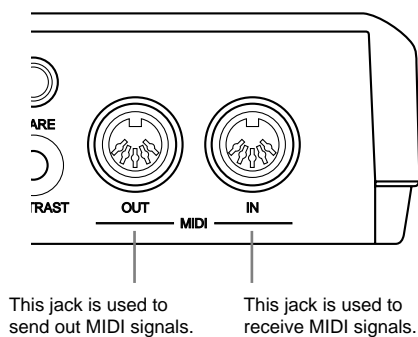
This section provides basic knowledge regarding the MIDI functions as well as ways to actually use the MIDI functions of the DTX.

Basic Information

The MIDI (Musical Instrument Digital Interface) world standard protocol was developed by a consortium of musical instrument hardware and software manufacturers. It is a kind of common language to permit performance and other data to be transferred and acknowledged between different instruments or even instruments made by different manufacturers. Different electronic instruments developed in different environments can communicate to each other with this common language.

MIDI standard instruments transmit various performance commands or settings in the form of “messages” consisting of digital data (data that is converted into numbers). There are 2 categories of messages: a channel message and a system message. A channel message refers to the data regarding a keyboard note or musical expression (dumper pedal or volume) that can be transmitted through each designated MIDI channel. A system message refers to the data that enables multiple instruments linked together to function as a MIDI system.

The DTX is equipped with a [MIDI OUT] channel to send out these messages to other MIDI devices and a [MIDI IN] channel to receive messages from other MIDI devices. Use exclusive MIDI cables to connect the devices between the [MIDI IN] and [MIDI OUT] channels.

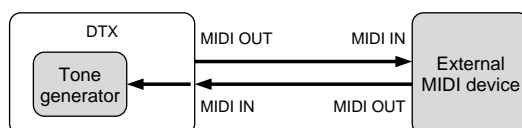


NOTE You can buy MIDI cables at music instruments stores that carry electronic instruments. The length of the cables vary from 15 m to 30 cm depending on the purpose.

MIDI Connection

Check and see if the direction of the plug pins match the jack and plug in straightly. Connect the MIDI OUT jack of the device that will send a MIDI signal to the MIDI IN jack of the device that will receive a MIDI signal.

NOTE The types of MIDI data that can be handled may differ depending on the MIDI device, and you may only be able to control the common functions between a set of MIDI devices. Use the MIDI Implementation Chart (P.168) to look up the common MIDI functions.



MIDI Functions on the DTX

As mentioned above, MIDI messages can be divided into a channel message and a system message. The following section describes the kind of data can be transmitted in these messages along with general MIDI knowledge and explanations.

In order to transmit MIDI data from the DTX, it is necessary to set the various MIDI function parameters on the display pages in Utility mode (P.112). Reference pages are indicated by each item to look for details on how to operate or set each message.

Channel Message

You can transmit the following channel messages from or to the DTX. In order to transmit a channel message, it is necessary to match the MIDI transmission channel (P.42, 92, 110, 118) of the DTX to channel where the external MIDI device is connected.

Key Data

This data is the most important data concerning the performance of the DTX and in general these messages are sent when a MIDI keyboard or synthesizer is played. It is also possible to send this data from an external keyboard or sequencer and play the DTX. In the opposite manner, it is also possible to play a pad connected to the DTX, a pattern or song and send these messages to play other external synthesizers.

Note On Generated when a key is pressed.

Velocity Shows how hard the key is struck.

Note Off..... Generated when a key is released.

The DTX contains drum voices and keyboard voices. Each drum voice (drum or percussion sound) is assigned to MIDI note numbers 0 to 127 and each keyboard voice is assigned to the half notes of MIDI note numbers 0 to 127. For example, if you play an external MIDI keyboard and send the key data of note number 60, you will hear the drum voice (drum or percussion sound) assigned to note number 60 on the DTX if it is a drum voice and note number 60 (or C3) if it is a keyboard voice. Also, if you are sending key data from the DTX by playing a pad connected, you can also send the note number data assigned to the input of the pad connected to an external device

To correctly send key data from the DTX is it necessary to match the MIDI send channel to the channel of the external MIDI device on the 13th display page of Drum Kit Trigger Edit mode (P.42) Also, if you want to play a drum voice on the DTX from an external MIDI keyboard, it is necessary to set the send channel of the external MIDI keyboard to 10.

Program Change

This data is used to switch the tone. When you switch a drum kit on the DTX, the numbers assigned to each drum kit are sent. You can also switch the drum kit on the DTX by sending these messages from other keyboards or sequencers.

In order to send program change data, it is necessary to assign the program change number on the 16th display pages of Drum Kit Voice Edit mode (P.59). Also, in order to receive program change data, it is necessary to set the parameter on the 15th display page of Utility mode to “receive” (P.118).

Control Change

This data is used to enhance your musical expression by conveying commands such as for the dumper pedal, effects and volume. Each function has a control number and the general value variable for each control ranges between 0 and 127. The DTX tone generator can receive various control change data. It is also possible to use the foot controller to send control change data to an external MIDI device. The following are examples of well known control change data.

Ctrl.No.001 Modulation Used to adjust the depth of a vibrato.

Ctrl.No.007 Volume Used to adjust the volume.

Ctrl.No.010 Pad Used to adjust the pan position (left or right position in a stereo image).

Ctrl.No.011 Expression Used to adjust the volume of a musical expression.

Ctrl.No.064 Dumper Pedal .. Used to set the effect when the dumper pedal of a piano is stepped on.

Ctrl.No.91 Reverb Depth Used to adjust the depth of an effect (reverb) of a connected synthesizer or MIDI tone generator.

In order to send control change data using a foot controller, it is necessary to assign the channel of the control change type you are sending on the 23rd display page in Drum Kit Trigger Edit mode (P.47).

NOTE Refer to the MIDI Implementation Chart on P.168 for details on the control change data of the DTX.

Pitch Bend

This data sends the pitch bend data of a pitch bend wheel normally equipped on a synthesizer that bends the pitch up or down. The DTX tone generator can receive pitch bend data. You can also send pitch bend data to an external MIDI device using a foot controller (P.47).

System Message

The DTX transmits the following system messages. The system message can be transmitted regardless of the MIDI channel settings.

Real-time Message

This data synchronizes multiple MIDI devices. You can start, continue or stop an external rhythm machine or sequencer by pressing the START, PAUSE, or STOP buttons on the DTX, or synchronize a pattern or song on the DTX using the MIDI clock from an external device.

In order to transmit start, continue or stop data, it is necessary to set the System Real-time Message parameter on the 39th display page in Utility mode to “transmit”. It is also necessary to set the parameters regarding synchronized performance on the 40th display page in Utility mode.

Exclusive Message

This data is mainly used to exchange system or tone data exclusive to a specific device. You can use the exclusive message to store the drum kit, pattern, or song data on your DTX by sending the bulk data to an external device such as a sequencer or computer, or recall such data to the DTX from the sequencer or computer.

Refer to P.119 for details on the transmission of exclusive messages.

Using the MIDI Functions

Nowadays, the ways to use MIDI functions are widely diversified and differ by MIDI device or musician. The following are simple case studies and hints on how to use the DTX in a MIDI system. The rest depends on your original ideas.

Using the DTX as a Computer Music Tone Generator

The word “Computer Music” has been used for a long time, and in this age of personal computers, the word MIDI or the production of music using MIDI has now become a generic term.

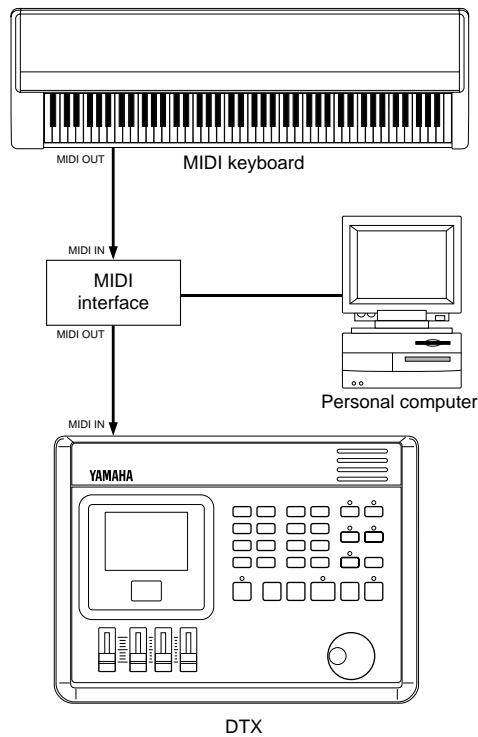
Most of the music produced now generally use MIDI tone generators on personal computer or sequencer software because of the large number of sounds or parts (number of channels that can be played at the same time) that can be released simultaneously. The recent trend in particular is to use XG and GM (General MIDI) standards which provide common formats for tones to ease the transmission of MIDI song data and provide the compatibility to playback the original tones. The DTX is equipped with both GM standards.

The following illustration is an example of how to connect and use the DTX as a tone generator in a system configuration using such computers or MIDI music production systems.

The DTX has various functions to receive MIDI data, and it is possible to think of many ways to use this with the functions of external keyboards or sequence software.

By connecting the DTX according to the following illustration, it is possible to play the DTX using a programming keyboard (to enter the MIDI data) or use the DTX as a tone generator to play the MIDI data from a computer. As mentioned above, the DTX tone generator complies to the GM standards known as the standard of computer music. The DTX is also equipped with the capability to play 32 sounds at one time enabling you to play instrument parts (up to 16 parts) at one time. You can also set the volume and pan of each part easily (P.127). The DTX also complies to control change or program change data used frequently in MIDI song data enabling you to preserve compatibility with other MIDI data. The DTX has the multi-tone generator functions and compatibility to produce computer music.

Furthermore, it is necessary to set the sequencer or MIDI keyboard send channel to channel numbers 1 to 16 for each part for the DTX to be able to receive the key data of each part correctly.



Parts and Voices

Part	MIDI channel	Voices to use
1	1	Keyboard voice
2 Melody and others	2	
3	3	
4	4	
5 Chord	5	
6	6	
7 Bass	7	
8 Melody and others	8	Drum voice
9	9	
10 Drum (rhythm)	10	Keyboard voice
11	11	
12	12	
13 Melody and others	13	
14	14	
15	15	
16	16	

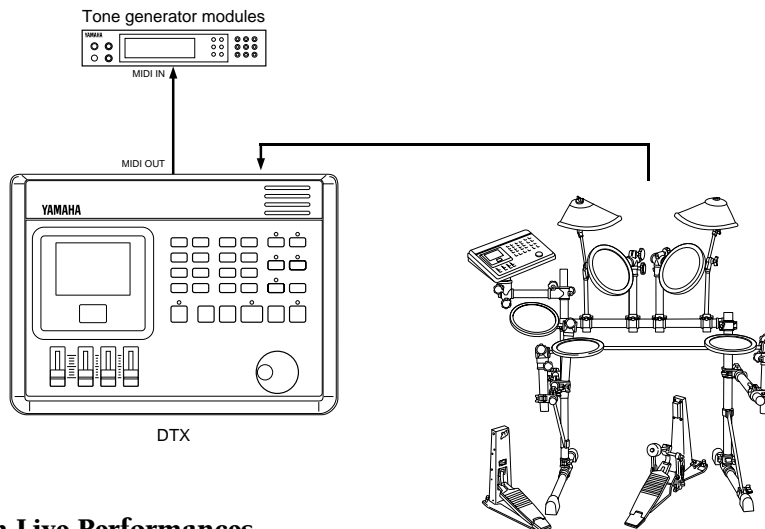
NOTE It is necessary to prepare a MIDI interface and sequence software that works with the computer or keyboard you are using.

Using the DTX as a MIDI Interface

The trigger response of the DTX is fast enough to serve as a MIDI trigger interface.

By playing a pad or drum with a trigger sensor connected to the DTX as in the following illustration, the DTX will send the Key On or Key Off data of the note number (P.40) set to each input. It is possible to overlay tone modules from external tone generators or sampler sounds on the DTX sounds to create a thick sound. Also, by switching the drum kits, you can send program change data (P.120).

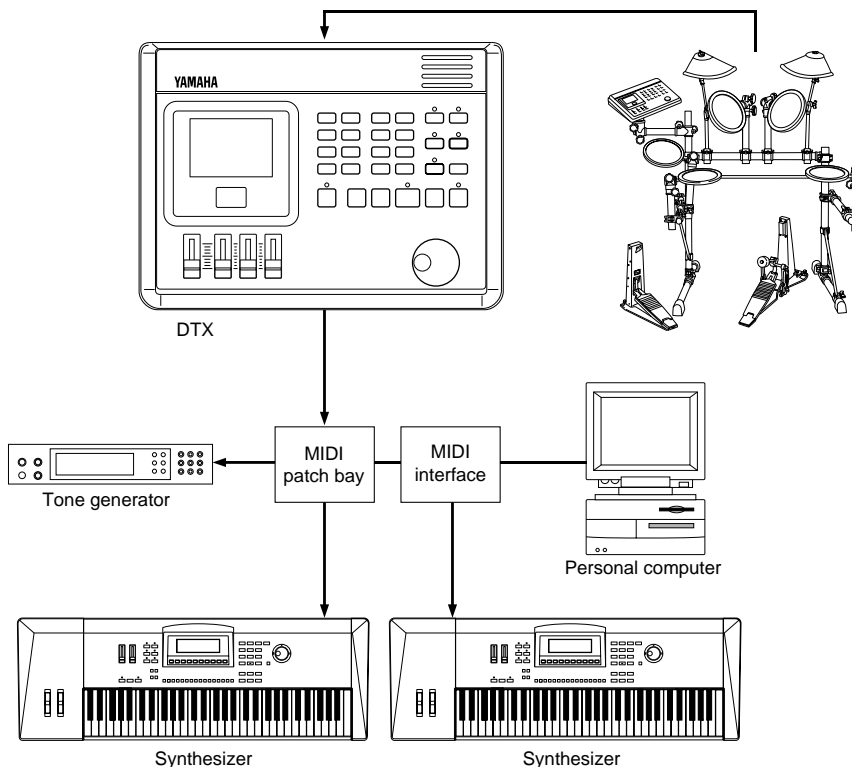
It is necessary to set the MIDI send channel to match the channel of the external MIDI device so that the DTX correctly receives the key data (P.42, 92, 110, 118).



Using the DTX in Live Performances

The next illustration shows how to connect the DTX to external tone generator modules or sequencers to control them and create a large scale configuration for live performances.

For example, by using a pad or foot switch connected to the DTX, you can start or stop a MIDI real-time message (P.125) thereby being able to synchronize a music system on a personal computer to a song on the DTX and conduct a solo live performance. By using the MIDI patch bay, you can play an external synthesizer (using MIDI note send signals) over a song from the DTX or the playing of your pad and produce a thicker sound. Use the chain function of the DTX to create a chain of drum kits in a designated order in advance to the song you will be playing at a live performance. It is also better if you set the reverb (P.55) for each voice when you are creating a drum kit to improve the music expression when playing real-time in a live performance.



MIDI Data Format

1 Channel Message

The channel message for MIDI channel 10 will not be received if the “RecvCh10 All” (P.118) parameter in Utility mode is set to “off”.

1.1 Key On or Key Off

Sends and receives data.
Receive note range: C2 to G8
Velocity range: 1 to 127 (note on only)

1.2 Control Change

- 1.2.1 0 bank select MSB**
Sends and receives data.
data = 0: (normal) keyboard voice
data = 127: drum voice
The data will not be processed unless program change data is received.
- 1.2.2 1 modulation**
Sends and receives data.
- 1.2.3 6 data entry**
Sends and receives data. Used to specify RPN data.
- 1.2.4 7 main volume**
Sends and receives data.
- 1.2.5 10 pan**
Sends and receives data.
0 is the far left of a stereo image and 127 is the far right of a stereo image.
- 1.2.6 11 expression**
Sends and receives data.
- 1.2.7 64 hold 1**
Sends and receives data.
- 1.2.8 71 harmonic content**
Sends and receives data.
- 1.2.9 72 release time**
Sends and receives data.
- 1.2.10 73 attack time**
Sends and receives data.
- 1.2.11 74 brightness**
Sends and receives data.
- 1.2.12 84 portamento control**
Sends and receives data.
- 1.2.13 91 effect1 depth**
Sends and receives data.
- 1.2.14 100, 101 data increment/decrement**
Sends and receives data.
- 1.2.15 RPN**
\$00/\$00 pitch bend sensitivity: Receive only.
\$00/\$01 fine tuning: Receive only.
\$00/\$02 coarse tuning: Receive only.
\$71/\$71 NULL: Receive only.

1.3 Channel Mode Message

- 1.3.1 120 all sound off**
Mutes all the sounds currently playing through the specified channel.
- 1.3.2 121 reset all controllers**
Sets the following controller values back to its initial value: pitchbend, modulation, expression, hold1, portamento control, RPN number
- 1.3.3 123 all note off**
Turns off all the notes of the specified channels currently on. They will however, not be muted unless “hold 1” is turned off.
- 1.3.4 124 omni off**
Executes the same process as “all note off”.
- 1.3.5 125 omni on**
Executes the same process as “all note off”.
- 1.3.6 126 mono**
Executes the same process as “all sound off”.
- 1.3.7 127 poly**
Executes the same process as “all sound off”.

1.4 Program Change

When the Recv Ch10 PC (P.118) parameter in Utility mode is set to “off”, the DTX will not receive program change data.

When the RecvCh10 PC (P.118) parameter in Utility mode is set to “off”, the DTX will not receive MIDI channel 10 program change data.

When the DTX receives a "GM system ON" or "XG system ON" message from an external device, it will only receive the following drum voice program change numbers:
No: 1, 2, 9, 17, 25, 26, 33, 41, 49
When the DTX receives a "DTX system ON" signal, the program numbers received, will not be limited to the above.

1.5 Pitch Bend

Sends and receives data.

1.6 Channel Aftertouch

Does not send or receive data.

1.7 Polyphonic Aftertouch

Does not send or receive data.

2 System Exclusive Message

When the Receive SysX (P.117) parameter in Utility mode is set to “off”, the DTX will not receive system exclusive messages.

The DTX will not receive system exclusive messages that do not match the device number set in the DeviceNo. (P.117) parameter in Utility mode (with exceptions).

The next section is based on the following notations:

- Hexadecimal expressions are used for numbers.
- The contents in { } are repeated more than once.
- The contents in “ ” are ASCII characters.
- “n” stands for device number.
- “ss ss” indicates the upper 7 bits and the lower 7 bits of the data following directly after up to “csum (check sum)”.
- “csum” indicates the lower 7 bits of the supplementary value: 2 of the sum of the data after “ss ss” up to “csum”.

2.1 Parameter Change

Receives only.

- 2.1.1 **GM system ON**
F0 7E 7F 09 01 F7
Sets all the data except the MIDI master tuning data to its initial value.
- 2.1.2 **XG system ON**
F0 43 1n 4C 00 00 7E 00 F7
Executes the same process as GM system ON.
- 2.1.3 **DTX system ON**
F043 7D in "DT" 7F F7
Cancels the program change limitations of the drum channel.
- 2.1.4 **identify request F0 7E 0n 06 01 F7**
Sends identify reply.
- 2.1.5 **MIDI master volume**
F0 7F 7F 04 01 XX mm F7
Ignores "XX". "mm" is the volume.
- 2.1.6 **MIDI master tune**
F0 43 1n 27 30 00 00 mm II cc F7
The values of "mm (MSB)" and "II (LSB)" (unit=Ca. 1.2 cent).

2.2 Bulk Dump

Sends and receives data. All the data except the system data is converted into 1 or 2 byte ASCII characters and transmitted.

- 2.2.1 **system**
F043 7D On {ss ss "DTX" "SYST" data csum}F7
- 2.2.2 **all drumkit**
F043 7D On {ss ss "DTX" "alDK" data csum}F7
- 2.2.3 **one drumkit**
F043 7D On {ss ss "DTX" "cuDK" data csum}F7
- 2.2.4 **all chain**
F043 7D On {ss ss "DTX" "alCH" data csum}F7
- 2.2.5 **one chain**
F043 7D On {ss ss "DTX" "cuCH" data csum}F7
- 2.2.6 **all pattern**
F043 7D On {ss ss "DTX" "alPA" data csum}F7
- 2.2.7 **one pattern**
F043 7D On {ss ss "DTX" "cuPA" data csum}F7
- 2.2.8 **all song**
F043 7D On {ss ss "DTX" "alSO" data csum}F7
- 2.2.9 **one song**
F043 7D On {ss ss "DTX" "cuSO" data csum}F7
- 2.2.10 **one stack**
F043 7D On {ss ss "DTX" "cuST" data csum}F7
- 2.2.11 **QY pattern**
F043 7D On ss ss {"LM 0086" "PT" data}csum F7
- 2.2.12 **identify reply**
Sends only.
F0 7E 0n 06 02 43 00 4C 6B 07 mm 00 00 00 F7

"mm" stands for the version number of the software.

2.3 Dump Request

Receives only.
F0 43 7D 2n "DTX" "cccc" F7

The compliant bulk dump is sent to the "cccc" area.

3 Realtime Message

Sends and receives data.

3.1 timing clock

Synchronizes with the timing clock received when the SyncMode (P.125) in Utility mode is set to "ext".

3.2 start, continue, stop

If the MIDICTrl (P.125) parameter in Utility mode is set to "off", the DTX will not receive start, continue or stop data.

3.3 active sensing

Once active sensing data has been received, if no MIDI data is subsequently received for longer than an interval of approximately 300 msec, the DTX will mute all the sounds.

Send the messages within an interval of approximately 300 msec.

Troubleshooting

The DTX is Not Making a Sound or a Triggered Sound

- Make sure the pads and triggers are connected correctly to the input jacks of the DTX (P.9).
- Make sure the connectors from the DTX OUTPUT jack (and NOT the AUX OUT jack) are plugged correctly to the input jacks of the amplifier or mixer (P.10).
- Raise the volume by using the volume slider (P.31).
- Make sure the input level is displayed on the LCD when you play the pad or drum with a trigger (P.33).
- Raise the minimum value of the level range (P.37).
- Make sure the output settings of the voice is not “AUX OUT” (P.58).
- Make sure the Utility Bypass mode is OFF (P.116).
- Make sure the Volume parameter on the 44th page in Utility mode is not “0”. The drum part should be channel 10 (P.127).
- Check the Local Control on the 19th page in Utility mode. The Local Control should be “on” (P.118).
- Check the cables to see if there is a short.

The External Tone Generator is Not Making a Sound

- Make sure the MIDI connectors are correctly connected (P.129).
- Make sure the MIDI channels match the input jack numbers of the connected external devices (P.42, 92, 110, 118).
- Make sure the value of the MIDI note numbers are set correctly (P.40).
- Make sure the Bypass parameter on the 6th page in Utility mode is “off” (P.116).

The Sound does not Match the Settings

- Make sure you have not plugged the monaural phone plug when the power is still ON. This sets the rim switch ON on the DTX. Turn the power OFF and ON again.
- Make sure the output MIDI channel is set to Drum Voice (ch=10) (P.42)

The Velocity (Sound) is Too Small

- Make sure the DT10 is securely fastened with new (NOT old) sticky tape (P.11).
- Raise the gain setting (P.36).
- If the pads have an output or velocity control volume, adjust them (by raising them).
- Raise the velocity (P.37).
- Try a different velocity curve (P.38).
- Raise the volume of the voice (P.53).
- Make sure the input type is correct. Try a larger drum such as the TOM or KICK (P.35).
- Replace the drum head.
- Redo the Auto-set procedure (P.36).
- Reset the INPUT ATTENUATION switch on the rear panel (P.8).

The Triggered Sound is Not Stable (When using acoustic drums)

- Make sure you have select the correct input type. Try a larger drum (PAD → SNARE → TOM → KICK) (P.35).
- Make sure the DT10 is securely fastened with new sticky tape (P.11).
- Make sure the cable is securely inserted into the DT10 jack.

Double-triggering

- If you are using a sensor made by other manufacturers, it may be sending a large signal causing double-triggering.
- Make sure the head is not causing irregular vibration. If it is, it is necessary to mute the head .
- Make sure the sensor is fixed near the rim (above the bearing) and not near center of the head (P.11).
- Make sure that nothing is touching the sensor.
- If the pads have an output or velocity control volume, adjust them (by lowering them).
- Raise the rejection parameter. Be careful not to set it too high or it may cause a sound to be muted when another drum is played at the same time (P.39).
- Try using the sub-rejection parameter (P.39).
- Try switching the INPUT ATTENUATION switch on the rear panel (P.8).

You are Experiencing “Cross-talk”

- Replace the sensor away from the nearby drum.
- The minimum input level needs to be higher (P.37).
- Raise the gain setting (P.36).
- Raise the rejection parameter. Be careful not to set it too high or it may cause a sound to be muted when another drum is played at the same time (P.39).
- If the sound cross-talks with a specific trigger input, use the Spec rejection settings(P.39).

The Sounds are Cut when you Play Continuously

- Set the Voice Type parameter on the 4th page of Voice Edit Mode to “MONO” .
- If you are playing a rim shot, set the RIM Velocity parameter on the 17th page in Drum Kit Trigger Edit mode to a setting other than “mute Hi” and “mute Lo” (P.45).
- Set the unnecessary 2nd notes on to “off” on the 11th page in Drum Kit Trigger Edit mode (P.40).

Only 1 Sound is Heard when 2 Pads (Drums) are Played

- Raise the gain setting of the pad (drum) that is not making a sound (P.36).
- Lower the rejection parameter of the pad (drum) that is not making a sound (P.39).
- Make sure that the pads (drums) are not assigned to the same group in the Alternate Group settings on the 10th page in Drum Kit Voice Edit mode (P.57).

The Sound is Too Loud (The Velocity is Permanently Too High)

- Lower the gain setting (P.36).
- Lower the minimum value of the velocity range (P.37).
- Try another velocity curve (P.38).
- If you are using a sensor made by other manufacturers, it may be sending a large signal.
- Reset the INPUT ATTENUATION switch on the rear panel (P.8).

The Hi-hat Foot Controller or Footswitch Works Oppositely

- Turn the power switch on again with the foot controller or footswitch connected to the rear panel. The DTX will automatically detect the polarization of the switch and enable regular operation. (If the power is currently ON, turn it OFF once and then ON again).
- Make sure you are not stepping on the foot controller or footswitch when you turn the power ON.

The Bass or Chord Patterns do Not Play in Pattern or Song Mode

- Make sure the tracks are not muted (P.77).
- Make sure the Pattern Track Mute parameter on the 10th page in Song Job mode is “off” when you are playing a song (P.111).
- Make sure the Bass Linear Track mode parameter on the 9th page in Song Job mode is “off” (P.111).

The DTX does Not Receive any Switch or Trigger Data

- A data error has occurred. Turn the power OFF and then ON while holding the DRUM KIT button and the PAGE▲ and PAGE▼ buttons and the DTX will reset to its initial settings. Beware that all the data will be lost. Frequent data back-up storage to external MIDI devices such as the Yamaha MDF2 is recommended to prevent lost data (P.119).

The Sound will Not Stop

- Some sounds may have an extremely long release when the Key Off function is disabled (P.58). In such a case, enter Drum Kit Voice Edit mode and press the VOICE button while holding SHIFT to temporarily stop the sound.

Error Messages

ERR-MIDI BuffFull

Too much MIDI data is being received in the buffer. Reduce the amount of data or insert intervals between the bulk transmission and try again.

ERROR- MIDIdata

There is a data error in the MIDI data being received. Check if the sum of the bulk dump data being received does not conform, or if the MIDI connections are looped. Check the MIDI cables and the data you want to send and try again.

ERR-BULK Protect

The System Exclusive Receive parameter is not “on” when the bulk dump data is being received. Set the parameter on the 11th page of Utility mode to “on” (P. 117) and try again.

ERR-low Battery

The built-in memory back-up lithium battery is running low. Store the necessary data to an external device such as the Yamaha MIDI Filer MDF2 and take the DTX to an authorized Yamaha Service Center to have the battery replaced.

ERROR- Preset

You are trying to edit preset data such as the preset drum kit, preset style pattern or preset song, or you are sending the bulk dump to a preset number. Select a user data area and try again.

ERR-Now Running

Bulk dump data is being transmitted while the DTX is playing or recording a song or pattern. Stop the playing or recording of the song or pattern and transmit the bulk dump data again.

ERROR- NotEmpty

Data already exists in the area you are trying to transmit the bulk dump data to. Clear the song or pattern (P.92, 109) and try to transmit again.

ERROR- Bad Data

You have received bulk dump data when you are not in Song Play Pattern Play mode, or when you have not stopped the song or pattern you had been playing. This message also appears when the beat or number of measures you are copying does not match those of the pattern or when the DTX is receiving erroneous bulk dump data. Correct the situation and try again.

Memory Full

The song and pattern memory areas are full. Clear unnecessary songs or patterns (P.92, 109) and try again.

Specifications

Tone Generator

16-bit AWM2 (Compliant to GM Standard Level 1)

Polyphony

Maximum of 32 notes

Voices

928 Drum and Percussion Voices, 128 Normal Keyboard Voices

Modes

Drum Kit Mode

Play Mode: 32 preset drum kits and 32 user drum kits

Trigger Edit Mode: 31 functions

Voice Edit Mode: 21 functions

Chain Mode

Play Mode: 16 types of chains (maximum of 32 steps)

Edit Mode: 3 functions

Pattern Mode

Play Mode: 660 preset patterns (110 styles x 6 sections), 100 user patterns

Record Mode: Real-time or step recording, recording tracks (chord, bass, rhythm)

Job Mode: 7 functions

Song Mode

Play Mode: 100 preset songs, 30 user songs

Record Mode: Real-time or step recording, recording tracks (TR1/TR2 sequencer tracks, pattern/chord/tempo tracks)

Job Mode: 11 functions

Store Mode

Drum Kit Store, Chain Store

Utility Mode

System, MIDI, equalizer, sequence, multi-timbre

Effect

Reverb (hall1/2, room1/2/3, stage1/2, plate, white, tunnel, canyon, basement)

Chorus, variation (preset for each voice)

Controls

Volume Slider (MASTER, AUX IN, ACCOMP/SNARE/CYMBAL, CLICK/KICK/MISC.), Data Scroll Wheel, Mode buttons (DRUM KIT, CHAIN, SONG, PATTERN, TRIGGER, VOICE, UTILITY, STORE), PAGE▲/▼ (MAIN A/B), ◀ ▶ Cursor button (FILL AB/BA), -1/NO(INTRO), +1/YES (ENDING), TEMPO, SHIFT, TR1 (MISC.), TR2 (CYMBAL), BASS/TMP TR (SNARE), RHYTHM/PAT TR (KICK), CHORD/CHO TR, SOLO, Transport buttons (CLICK, PAUSE, REWIND, START/STOP, FORWARD, RECORD), CONTRAST knob

Display

Custom LCD display

2-digit large segment LED

8 mute/sequencer operation LEDs

Input Jacks

1 SNARE-8 H.HAT, 10/9 KICK, 12/11, AUX IN

Output Jacks

PHONES, OUTPUT(L/MONO,R), AUX OUT(L/R)

Foot Switch/Control Jacks

FOOT SW, H.HAT CONTROL

MIDI Jacks

MIDI IN/OUT

Power Requirements

DC 12V

Dimensions

300mm (W) x 57mm (D) x 220mm (H)

Weight

1.4kg

Included Accessories

Owner's Manual

AC power adapter (PA-1207 or PA-3B)

Index

+1/YES (ENDING) Button	7
+1/YES and -1/NO Buttons	27
-1/NO (INTRO) Button	7
1 Copy (Pat/Dest): pattern copy	90
1 Copy (Song/Dest): song copy	108
1 Kit Name (drum kit name)	35
1 Name (chain name)	67
1 SNARE to 8 H.HAT Inputs	8
1 SYSTEM	114
1 VCE (voice)	53
10 AlterGrp (alternate group)	57
10 Pat Mute (pattern track mute mode)	111
10 Spec Rej (specific rejection)	40
10/9 KICK Input	8
11 Key Off	58
11 Note= (note numbers settings)	40
11 SongName	111
12 Note= (gate time)	42
12 Out Port	58
12/11 Input	8
13 DeviceNo (device number)	117
13 Note= (MIDI channel)	42
13 REV Rtn (reverb return)	58
14 Key On	43
14 REV Type (reverb type)	59
14 Receive SysX (receiving system exclusive data)	117
15 REV Time (reverb time)	59
15 Receive PC (receiving program change data)	118
15 VelXFade (velocity cross-fade)	44
16 PC Ch= (transmit program change)	59
16 RIMKeyOn	44
16 RecvCh10 All (receiving channel message through channel 10)	118
17 BK Ch= (transmit bank select)	60
17 RIM Vel (RIM velocity)	45
17 RecvCh10 PC (receive program change through channel 10)	118
18 CC Ch= (transmit control change: volume)	60
18 PAD Func (pad function)	45
19 CC Ch= (transmit control change: pan)	61
19 FS Func (FS function)	46
19 LocalClt (local control)	118
2 Chain create or revise	67
2 EditMode	114
2 PAD Type	35
2 Quantize (quantization)	91, 109
2 Volume	53
20 CC Ch= (transmit control change)	61
20 DumpTime	119
20 FS MIDI (FS MIDI channel)	47
21 FS HHcls (FS hi-hat control)	47
21 MergeOut	119
21 Root Note	62
21 RootNote	62
22 Dump Out (bulk data send)	119
22 FC Func (hi-hat control function)	47
23 FC MIDI (hi-hat control channel)	47
23 P/C'KIT (program change table)	120
24 EQ (equalizer)	120
24 FC Sens (hi-hat control sensitivity)	48
25 HH Ctrl (hi-hat control)	48
25 Lo Mi Hi (gain)	121
26 In 11 to 12 (Input 11 to 12)	48
26 In 9 to 10 (Input 9 to 10)	48
26 Lo Freq (low frequency)	121
27 Mid Freq (mid frequency)	121
28 Copy INP (copy input)	48
28 Hi Freq (high frequency)	121
29 Copy TRG (copy trigger)	49
29 SEQ (sequencer)	122

3 Auto Set	36
3 ClrTrack (clear track)	109
3 CrTrNote (clear specific note)	91
3 Edit recall	68
3 LinkMode	115
3 Pan	54
30 Click Hi	122
30 Edit (edit recall)	49
31 Click Mid	122
31 SetChord= (setting the note number by chord)	49
32 Click Lo	122
33 Click Out	123
35 Tempo	123
36 Count	123
37 GrvCheck (groove check)	124
38 Break TB (break top/bottom)	124
39 MIDICtrl (MIDI control)	125
4 Clr Song (clear song)	109
4 ClrTrack (clears a track)	92
4 Lrn Mode (learn mode)	115
4 PAD Gain	36
4 Pitch	54
40 SyncMode (synchronization mode)	125
41 MULTI (multi-timbre)	126
42 MastTune (master tune)	126
43 Program	126
44 Volume	127
45 Pan	127
46 Pitch	128
47 RevSend (Reverb Send)	128
5 ClearPat (clear pattern)	92
5 LevelRng (level range)	37
5 PgmCh (select the voices for each channel)	110
5 Rev send (send reverb)	55
5 SldrMode (slider mode)	116
6 Bypass	116
6 Modify	92
6 Pgm= (selects the voices of a chord)	55
6 VelRange (velocity range)	37
7 Filter	56
7 JumpRcnt (jump to recent page)	116
7 Pat Name (pattern name)	92
7 VelCurve (velocity curve)	38
8 Decay	56
8 FCOffset	117
8 PlayMode	110
8 Self Rej (self rejection)	39
9 B Lnr TR (bass linear track mode)	111
9 Key mode	57
9 MIDI	117
9 Reject (rejection)	39

A

ACCOMP SNARE/CYMBAL Volume Slider	6
all data	119
all DKIT	119
all SONG	119
allCHAIN	119
allPATRN	119
alter	43
alterMN	43
always	115
AUX IN Jack	8
AUX IN Volume Slider	6
aux L	123
AUX OUT L and R Jacks	8
aux R	123
auxL+R	123

average	124
Average Mode	98

B

b	53
B (BOTTOM)	124
Backing Track	93
basemnt	59
BASS TMP TR (SNARE) Button	7
Beat	83, 101, 104
Beat focus area	103
Beat Indicator	85
bypass	45, 46

C

C	53
C (coarse tune)	54, 128
canyon	59
CHAIN Button	6
Chain Edit Mode	65
Chain Edit mode	23
Chain Play Mode	63
Chain Play mode	23
Channel Message	130
CHORD CHO TR Button	7
Chord input	103
Chord List	79
Chord type	78, 79
Chords	78
click	45, 46
Click (metronome)	76, 96
CLICK Button	7
CLICK KICK/MISC. Volume Slider	6
clip	38
Cls	40, 42
CONTRAST Knob	8
Control Change	131
Copy destination	90, 108
Copy source	90, 108
curCHAIN	119
curDKIT	119
curPATRN	119
curSONG	119
Cursor Buttons	26

D

Data focus area	85, 101, 103
Data focus area area	104
Data input	104
Data Scroll Wheel	7, 27
DC IN Jac	8
dec	45, 46
do FILL	45, 46
DRUM KIT Button	6
Drum Kit Play Mode	30
Drum Kit Play mode	22
Drum Kit Trigger Edit Mode	32
Drum Kit Trigger Edit mode	22
Drum Kit Voice Edit Mode	50
Drum Kit Voice Edit mode	22
Drum Kits	18
Drum or Percussion Sounds	18
Drum voice name	85
Dumper Pedal	131
dynamic	38

E

E	53
ENDING	45, 46, 71
Exclusive Message	131

expand	38
Expression	131
ext	125

F

F (fine tune)	54, 128
FCl	40, 42
FILL AB	45, 46, 71
FILL BA	45, 46, 71
fix1 to fix127	45
FOOT SW Jack	8
FOP	42
FOP	40
FORWARD and REWIND Buttons	74, 95
FORWARD Button	7

G

Gain	36
global	115, 123
Groove Check Function	97

H

H.HAT CONTROL Jack	8
hall 1	59
hall 2	59
HH ctrl	46, 47
hi mono	57
hi tom	35
hold	43, 44

I

inc	45, 46
indiv (individual)	115
INPUT ATTENUATION Switches	8
int	125
INTRO	45, 46, 71

K

K	53
k	53
Key Data	130
kick1/kick2	35

L

LCD	25
LCD (Liquid Crystal Display)	6
LED (Light Emitting Diode) Display	6
live (mode)	116
lo tom	35
Location pointer	85, 103, 104

M

MAIN A	45, 46, 71
MAIN B	45, 46, 71
main L	123
main R	123
mainL+R	123
MASTER Volume Slider	6
Measure number	85, 101, 103, 104
Measure/Beat/Clock	85
Measures	83
MIDI	46, 47, 129
MIDI Data Format	134
MIDI IN/OUT	8
MIDI note number	41
Modulation	131
mono	57
mute Hi	45

mute Lo 45
Muting 77, 97

N

none 59
normal 38, 45
Note Off 130
Note On 130

O

off 115
On-bass 78, 79, 103
One Way 110
Opn 40, 42
OUTPUT L/MONO and R Jacks 8

P

P 53
Pad 131
pad1/pad2 35
PAGE▲ and PAGE▼ Buttons 26
PAGE▲/ERASE (MAIN A) Button 7
PAGE▼ (MAIN B) Button 7
Pattern 19, 71
pattern 123
PATTERN Button 6
Pattern input 101
Pattern Job Mode 88
Pattern Job mode 23
Pattern number 85
Pattern Play Mode 71
Pattern Play mode 23
Pattern Record Mode 80
Pattern Record mode 23
pause 45, 46
PAUSE Button 7, 74
PAUSE button 95
PHONES Jack 8
Pitch Bend 131
plate 59
poly 57
POWER Switch 8
prctice (practice mode) 116
Program Change 130

Q

Quantization 84, 85, 105
QY PATRN 119

R

Real-time 82
Real-time Message 131
Real-time Recording 84, 105, 106
Receiving Bulk Data 120
RECORD Button 7
Repeat 110
Reverb Depth 131
REWIND Button 7
RHYTHM PAT TR (KICK) Button 7
rim 40
room 1 59
room 2 59
room 3 59
Root 78, 79, 103

S

S 53
s 53

Section 71, 101
semi(2) 57
Sequence Track 93
SHIFT Button 7
single 44, 124
Single Mode 97
snare 35
Solo 78
SOLO Button 7
Song 19
song 93
SONG Button 6
Song Job Mode 107
Song Job mode 24
Song Play Mode 93
Song Play mode 24
Song Record Mode 99
Song Record mode 24
stack 43
stackMN 43
stage 1 59
stage 2 59
START/STOP Button 7
statStp 46
Step Rec (step recording) 82
Step Recording 85, 101
STORE Button 7
Store Mode 69
Store mode 24
strStp 45
Style 71
Style or pattern name 101
Style or pattern number 101
system 119
System Message 131

T

T 53
T (TOP) 124
Tempo 76, 82, 96, 101, 104, 105
TEMPO Button 7
Tempo change quantity 104
Tempo change time 104
Tempo focus area 103
TR1 (MISC) Button 7
TR2 (CYMBAL) Button 7
Track 71, 93
Transport Buttons 27
TRIGGER Button 7
Triggering 20
tunnel 59
Type 103

U

User Patterns 72
UTILITY Button 7
Utility Mode 112
Utility mode 24

V

Variabl 45
Velocity 130
VOICE Button 7
Volume 96, 131
Volume Adjustment 75

W

w/shift 115
white 59
withPad 44

Drum Voice List

No	Grp	G.No	Name (LCD)
1	K	1	BD DRY 1
2	K	2	BD DRY 2
3	K	3	BD GMH
4	K	4	BD GMM
5	K	5	BD GML
6	K	6	BD GMM2
7	K	7	BD 24Dry
8	K	8	BD DRYB1
9	K	9	BD DRYBH
10	K	10	BD GMJ
11	K	11	BD BBALS
12	K	12	BD DRY 3
13	K	13	BD DRY 4
14	K	14	BD DRY 5 ●
15	K	15	BD Soft
16	K	16	BD KONG1
17	K	17	BD MONDO
18	K	18	BD MND S
19	K	19	BD NN04C
20	K	20	BD ROOM1
21	K	21	BD ROOM2
22	K	22	BD ROOM3
23	K	23	BD ROOM4
24	K	24	BD ROOM5
25	K	25	BD 24Amb
26	K	26	BD Rock1
27	K	27	BD Rock2
28	K	28	BD Metal ●
29	K	29	BD GATE1
30	K	30	BD GATE2
31	K	31	BD GATE3
32	K	32	BD GateM
33	K	33	BD ELEC1
34	K	34	BD ELEC2
35	K	35	BD ELEC3
36	K	36	BDDance1
37	K	37	BDDance2
38	K	38	BDDance3
39	K	39	BDDance4
40	K	40	BDDance5
41	K	41	BDDance6
42	K	42	BDDance7
43	K	43	BDDance8
44	K	44	BDDance9
45	K	45	BDAnlg L
46	K	46	BDAnlg H ●
47	K	47	BDRevers
48	K	48	BD SCREM
49	K	49	GrnCassa
50	K	50	GrCMute
51	K	51	QuikBuzz ●
52	K	52	Norma ●
53	K	53	Basic ●
54	K	54	SoTight ●
55	K	55	WudPoint ●
56	K	56	Pointy ●
57	K	57	DrkPoint ●
58	K	58	Bottom ●

No	Grp	G.No	Name (LCD)
59	K	59	SweetnLo ●
60	K	60	2HeadLo ●
61	K	61	2HeadMed1 ●
62	K	62	2HeadMed2 ●
63	K	63	2HeadHi ●
64	K	64	Basement ●
65	K	65	VeloRoom ●
66	K	66	DimWit ●
67	K	67	BigAC ●
68	K	68	Sub1
69	K	69	Sub2 ●
70	K	70	Sub3 ●
71	K	71	Sub4 ●
72	K	72	Sub5 ●
73	K	73	AnaQuick
74	K	74	MtlPoint ●
75	K	75	Kombat ●
76	K	76	Bushy ●
77	K	77	BigSofty ●
78	K	78	BigBoy ●
79	K	79	Roomy ●
80	K	80	BD Rave1 ●
81	K	81	BD Rave2 ●
82	K	82	BD Rave3 ●
83	K	83	BD Rave4 ●
84	K	84	BD Rave5 ●
85	K	85	BD Rave6 ●
86	K	86	BD Rave7 ●
87	K	87	BD Rave8 ●
88	K	88	BD Rave9 ●
89	K	89	BDRave10
90	K	90	BDRave11 ●
91	K	91	BDdance1
92	K	92	BDersko1 ●
93	K	93	BDyman 1 ●
94	K	94	BDAffy1 ●
95	K	95	BDAffy2 ●
96	K	96	BDbonzo2 ●
97	K	97	BDpower
98	K	98	BDfusio1 ●
99	K	99	BDtite1 ●
100	K	100	BDstomp1 ●
101	K	101	BDudu1 ●
102	K	102	BDindst1 ●
103	K	103	BDNIN1 ●
104	K	104	BDurban1 ●
105	K	105	BDfunky1 ●
106	K	106	BDurban2 ●
107	K	107	BDpalmer ●
108	K	108	BD808Lng ●
109	K	109	BDevolvr ●
110	K	110	BDevolvr2 ●
111	K	111	BDbasc1
112	K	112	BDbasc2
113	K	113	BDdance5 ●
114	K	114	BDlong1 ●
115	K	115	BDyman 5 ●
116	K	116	BDdigiro ●

No	Grp	G.No	Name (LCD)
117	K	117	BDbass1 ●
118	K	118	BDbass2 ●
119	K	119	BDbass3 ●
120	S	1	VtgBrass
121	S	2	VtgB 2
122	S	3	BrassRim
123	S	4	Fat looz
124	S	5	Hip Hop
125	S	6	BrassPic
126	S	7	S BrysnH
127	S	8	S BrysnR
128	S	9	Wood65
129	S	10	S Dry
130	S	11	S DryPic
131	S	12	DeepStel
132	S	13	Looz Pic
133	S	14	Wood Sn
134	S	15	12Soprno
135	S	16	SnareM
136	S	17	SnareH
137	S	18	SnrDeep ●
138	S	19	SnrH2 ●
139	S	20	MrcSnrM
140	S	21	MrcSnrH
141	S	22	SnrGhst ●
142	S	23	ASOBI ●
143	S	24	SnrL2 ●
144	S	25	ToshL fi ●
145	S	26	Tosh Sn ●
146	S	27	Pilow Sn ●
147	S	28	Blaaaghf ●
148	S	29	ParadeS ●
149	S	30	HiGateSn ●
150	S	31	OpnRim ●
151	S	32	OpnRimA ●
152	S	33	OpnRimB ●
153	S	34	OpnRimC ●
154	S	35	OpnRimD ●
155	S	36	OpnRimE ●
156	S	37	S Elem1
157	S	38	S Elem2
158	S	39	S Elem3
159	S	40	S Elem4
160	S	41	S Room ●
161	S	42	S Gate
162	S	43	S Gate1
163	S	44	S Gate2
164	S	45	S Gate3
165	S	46	S STK_HT
166	S	47	S SStck1
167	S	48	S SStck2
168	S	49	S SStck3
169	S	50	Dance
170	S	51	Dance01
171	S	52	Dance02
172	S	53	Dance03
173	S	54	Dance04
174	S	55	Dance05

No	Grp	G.No	Name (LCD)
175	S	56	Dance06
176	S	57	Tekk
177	S	58	Tekk 01
178	S	59	Tekk 02
179	S	60	Tekk 03
180	S	61	Tekk 04
181	S	62	Tekk 05
182	S	63	Tekk 06
183	S	64	Tekk 07
184	S	65	AnSStck
185	S	66	AnalogH1 ●
186	S	67	AnalogL1 ●
187	S	68	Analog H ●
188	S	69	Analog L ●
189	S	70	Elektrik
190	S	71	Rock ●
191	S	72	RockH
192	S	73	RockM
193	S	74	RockL
194	S	75	RockRim ●
195	S	76	Amb 01
196	S	77	Amb 02
197	S	78	Amb 03
198	S	79	Amb 04
199	S	80	SnrRoll*
200	S	81	SnrRoll2*
201	S	82	S RO_S
202	S	83	S FT NZ3
203	S	84	S RuberS
204	S	85	BrshSlp
205	S	86	S Brsh
206	S	87	S BrshTp
207	S	88	S Brsh H
208	S	89	S BrshOp
209	S	90	S BrshSc
210	S	91	S BrshSw
211	S	92	BrSwL*
212	S	93	BrSwH*
213	S	94	BrshTap1
214	S	95	BrshTap2
215	S	96	BrshTap3
216	S	97	BrshSlpL
217	S	98	SAmbie1 ●
218	S	99	SAmbie2 ●
219	S	100	SAmbie3 ●
220	S	101	SAmbie4 ●
221	S	102	SAmbie5 ●
222	S	103	Sambie6 ●
223	S	104	SAna1 ●
224	S	105	SAna 2 ●
225	S	106	SAna3 ●
226	S	107	SAna4 ●
227	S	108	SAna5 ●
228	S	109	Beauty ●
229	S	110	BeatyRim
230	S	111	Brassy ●
231	S	112	BrassRim ●
232	S	113	Loosy ●

* marked voices consist of two layers.
● marked voices are looped sounds.

No	Grp	G.No	Name (LCD)
233	S	114	LoosyRim ●
234	S	115	Snapper ●
235	S	116	SnaprRim ●
236	S	117	GateOK ●
237	S	118	GateORim
238	S	119	DryUp ●
239	S	120	RIMouch! ●
240	S	121	Ambient ●
241	S	122	AmbiRim ●
242	S	123	Matchbox ●
243	S	124	RIMwatts ●
244	S	125	Picket ●
245	S	126	RIMnatul ●
246	S	127	RoldGold
247	S	128	RoldRim ●
248	S	129	Deep&Dry ●
249	S	130	RIMetal ●
250	S	131	Blue90
251	S	132	Blu90Rim ●
252	S	133	BlastX ●
253	S	134	RIMdry1 ●
254	S	135	Nashvill ●
255	S	136	RIMrock ●
256	S	137	DryMetal ●
257	S	138	RIMshort ●
258	S	139	Binky ●
259	S	140	RIMpopr ●
260	S	141	Sticky ●
261	S	142	RIMfat1 ●
262	S	143	Slappy ●
263	S	144	RIMnashy ●
264	S	145	OldCan ●
265	S	146	RIM hipop ●
266	S	147	RollEm1 ●
267	S	148	RollRim1 ●
268	S	149	RollEm2 ●
269	S	150	RollRim2
270	S	151	RollEm3
271	S	152	RollRim3
272	S	153	Fantam ●
273	S	154	FantaRim ●
274	S	155	Steel ●
275	S	156	SteelRim ●
276	S	157	BigWood ●
277	S	158	BigWdRim ●
278	S	159	UnclAB ●
279	S	160	UnclARim ●
280	S	161	SnareLes ●
281	S	162	LesRim ●
282	S	163	SidStick ●
283	S	164	SidRim ●
284	S	165	HiFive
285	S	166	Hi5Rim
286	S	167	CapGun ●
287	S	168	CapRim ●
288	S	169	Snarf ●
289	S	170	SnarfRim ●
290	S	171	AnaTite

No	Grp	G.No	Name (LCD)
291	S	172	AnaTiRim
292	S	173	AnaDark
293	S	174	AnaDaRim
294	S	175	AnaHit ●
295	S	176	AnHitRim ●
296	S	177	AnaVel ●
297	S	178	AnVelRim ●
298	S	179	AnaWide
299	S	180	AnaWiRim
300	S	181	AnaYo ●
301	S	182	AnaYoRim ●
302	S	183	AnaWee ●
303	S	184	AnaWeRim ●
304	S	185	AnaAir ●
305	S	186	AnAirRim ●
306	S	187	AnaBuzz ●
307	S	188	AnaBzRim ●
308	S	189	AnaShh ●
309	S	190	AnaShRim ●
310	S	191	AnaMetal ●
311	S	192	AnaMeRim ●
312	S	193	AnaSleg ●
313	S	194	AnaSiRim ●
314	S	195	BrSwTime
315	S	196	BrSwTRim
316	S	197	BrshHit1
317	S	198	Brsh1Rim
318	S	199	BrshHit2
319	S	200	Brsh2Rim
320	S	201	Brushup
321	S	202	BrsUpRim
322	S	203	BrshSwep
323	S	204	BrshAtak
324	S	205	Ambient1 ●
325	S	206	Ambt1rim ●
326	S	207	Powerpic ●
327	S	208	Pwrprcim ●
328	S	209	Fatbrass
329	S	210	Fatbrim ●
330	S	211	Smacker ●
331	S	212	Smakrim ●
332	S	213	Enotype ●
333	S	214	Eno rim ●
334	S	215	Factory ●
335	S	216	Fact rim ●
336	S	217	Woody ●
337	S	218	Woodyrim ●
338	S	219	Dry Guy ●
339	S	220	Drygyrim ●
340	S	221	Barypic ●
341	S	222	Baryrim ●
342	S	223	FX ●
343	S	224	FX rim ●
344	S	225	Filtroll ●
345	S	226	Filttrim ●
346	S	227	Sheetmtl
347	S	228	Shmtlrим ●
348	S	229	Gaterim ●

No	Grp	G.No	Name (LCD)
349	S	230	JelyRoll
350	S	231	Jelyrim ●
351	S	232	Electric
352	S	233	EltrcRIM ●
353	S	234	DryPiclo
354	S	235	DryPRim ●
355	S	236	Timbrim ●
356	S	237	Buzzring ●
357	S	238	BuzRgRim ●
358	S	239	Philydry ●
359	S	240	PhlyRim ●
360	S	241	Nashvill ●
361	S	242	WackyEFX ●
362	S	243	Latinrim ●
363	S	244	Fusion ●
364	S	245	Metalpic ●
365	S	246	Dryroom ●
366	S	247	Distort ●
367	S	248	Ruberbnd ●
368	S	249	Cool Dry ●
369	S	250	TambSnre ●
370	T	1	Dry1 Hi
371	T	2	Dry1 Mid
372	T	3	Dry1 Lo
373	T	4	Dry1 Flr
374	T	5	Dry2 Hi
375	T	6	Dry2 Mid
376	T	7	Dry2 Lo
377	T	8	Dry2 Flr
378	T	9	Lite Hi ●
379	T	10	Lite Mid ●
380	T	11	Lite Lo ●
381	T	12	Lite Flr ●
382	T	13	Jazz Hi
383	T	14	Jazz Mid
384	T	15	Jazz Lo
385	T	16	Jazz Flr
386	T	17	BrshJzHi
387	T	18	BrshJzMd
388	T	19	BrshJzLo
389	T	20	BrshJzFl
390	T	21	BrshRkHi
391	T	22	BrshRkMd
392	T	23	BrshRkLo
393	T	24	BrshRkFl
394	T	25	Room1 Hi ●
395	T	26	Room1Mid ●
396	T	27	Room1 Lo ●
397	T	28	Room1Flr ●
398	T	29	Room2 Hi ●
399	T	30	Room2Mid ●
400	T	31	Room2 Lo ●
401	T	32	Room2Flr ●
402	T	33	Room3 Hi
403	T	34	Room3Mid ●
404	T	35	Room3 Lo ●
405	T	36	Room3Flr ●
406	T	37	Ana 1Hi

No	Grp	G.No	Name (LCD)
407	T	38	Ana 1Mid
408	T	39	Ana 1Lo
409	T	40	Ana 1Flr
410	T	41	Ana 2Hi ●
411	T	42	Ana 2Mid ●
412	T	43	Ana 2Lo ●
413	T	44	Ana 2flr
414	T	45	Tron Hi ●
415	T	46	Tron Mid ●
416	T	47	Tron Lo ●
417	T	48	Tron Flr ●
418	T	49	DRY GM1
419	T	50	DRY GM2
420	T	51	DRY GM3
421	T	52	DRY GM4
422	T	53	DRY GM5
423	T	54	DRY GM6
424	T	55	Room 1 ●
425	T	56	Room 2 ●
426	T	57	Room 3 ●
427	T	58	Room 4 ●
428	T	59	Room 5 ●
429	T	60	Room 6 ●
430	T	61	Rock 1
431	T	62	Rock 2
432	T	63	Rock 3
433	T	64	Rock 4
434	T	65	Rock 5
435	T	66	Rock 6
436	T	67	E Tom1
437	T	68	E Tom2
438	T	69	E Tom3
439	T	70	E Tom4
440	T	71	E Tom5
441	T	72	E Tom6
442	T	73	AnlgTom1
443	T	74	AnlgTom2
444	T	75	AnlgTom3
445	T	76	AnlgTom4
446	T	77	AnlgTom5
447	T	78	AnlgTom6
448	T	79	RoomP H
449	T	80	RoomP M
450	T	81	RoomP L ●
451	T	82	RoomP F
452	T	83	RoomQH ●
453	T	84	RoomQM ●
454	T	85	RoomQL ●
455	T	86	RoomQF ●
456	T	87	SAmbTmH ●
457	T	88	SAmbTmM ●
458	T	89	SAmbTmL ●
459	T	90	SAmbTmF ●
460	T	91	ElectrcH
461	T	92	ElectrcM
462	T	93	ElectrcL
463	T	94	ElectrcF
464	T	95	TEKK 1H

No	Grp	G.No	Name (LCD)
465	T	96	TEKK 1M
466	T	97	TEKK 1L
467	T	98	TEKK 1F
468	T	99	TEKK 2H
469	T	100	TEKK 2M
470	T	101	TEKK 2L
471	T	102	TEKK 2F
472	T	103	TEKK 3H
473	T	104	TEKK 3M
474	T	105	TEKK 3L
475	T	106	TEKK 3F
476	T	107	Distrt H
477	T	108	Distrt M
478	T	109	Distrt L
479	T	110	Distrt F
480	T	111	TomMUJH
481	T	112	TomMUJM
482	T	113	TomMUJ L
483	T	114	ETMooRH
484	T	115	ETMooRM
485	T	116	ETMooRL
486	T	117	ETMooRXL
487	T	118	T Dist03
488	T	119	Analog
489	T	120	T EthnoE
490	T	121	T GongE
491	T	122	TM Revrs
492	T	123	AnaTom1 ●
493	T	124	AnaTom2 ●
494	T	125	AnaTom3 ●
495	T	126	AnaTom4 ●
496	T	127	AnaTom5 ●
497	T	128	AnaTom6 ●
498	T	129	GateBndH ●
499	T	130	GateBndM ●
500	T	131	GateBndL ●
501	T	132	GateBndF ●
502	T	133	DistOm H ●
503	T	134	DistOm M ●
504	T	135	DistOm L ●
505	T	136	DistOm F ●
506	T	137	AmbTomH
507	T	138	AmbTomM
508	T	139	AmbTomL
509	T	140	AmbTomF
510	T	141	EthnTomH ●
511	T	142	EthnTomL ●
512	T	143	RetroTmH ●
513	T	144	RetroTmM ●
514	T	145	RetroTmL ●
515	T	146	RetroTmF ●
516	T	147	TOMntrIH
517	T	148	TOMntrIM
518	T	149	TOMntrIL
519	T	150	TOMntrIF
520	T	151	ACTomH
521	T	152	ACTomM
522	T	153	ACTomL

No	Grp	G.No	Name (LCD)
523	T	154	ACTomF
524	T	155	TOMxfadH ●
525	T	156	TOMxfadM ●
526	T	157	TOMxfadL ●
527	T	158	TOMxfadF ●
528	T	159	AnalndsH ●
529	T	160	AnalndsM ●
530	T	161	AnalndsL ●
531	T	162	AnalndsF ●
532	T	163	Udu808H ●
533	T	164	Udu808L ●
534	T	165	HybridH ●
535	T	166	HybridM ●
536	T	167	HybridL ●
537	T	168	HybridF ●
538	T	169	IndTmH ●
539	T	170	IndTmM ●
540	T	171	IndTmL ●
541	T	172	IndTmF ●
542	T	173	Night H
543	T	174	Night M
544	T	175	Night L
545	T	176	Night F
546	C	1	ChinaHi
547	C	2	CrshDRK
548	C	3	DeepCym ●
549	C	4	RideXfd ●
550	C	5	Rider3 ●
551	C	6	Bell A
552	C	7	Rocksizl ●
553	C	8	RidesizA ●
554	C	9	RidesizB ●
555	C	10	RidesizC ●
556	C	11	BellTip
557	C	12	Ridedrk ●
558	C	13	Sizzler ●
559	C	14	FlatTop ●
560	C	15	RideRock
561	C	16	FastCras
562	C	17	VoclShKR ●
563	C	18	RaveRide ●
564	C	19	InddogCR ●
565	C	20	SoftRoll
566	C	21	DeepDRK
567	C	22	TambHH ●
568	C	23	FasCrash ●
569	C	24	BriteCrs
570	C	25	SizzlLit ●
571	C	26	SizzlDrk ●
572	C	27	SizzlRck ●
573	C	28	RideLite
574	C	29	RideDark
575	C	30	RideRock
576	C	31	RidB Lit
577	C	32	RidB Drk
578	C	33	RidB Rc
579	C	34	Ride Anl
580	C	35	Ride/EM ●

No	Grp	G.No	Name (LCD)
581	C	36	MinChina
582	C	37	C CrshSi ●
583	C	38	C Crash
584	C	39	C CrshAC
585	C	40	CrashB
586	C	41	PaperThn
587	C	42	China
588	C	43	C Splsh1
589	C	44	C Splsh2
590	C	45	AngCym
591	C	46	C FX01
592	C	47	C FX02
593	C	48	Thrash ●
594	C	49	ReverseC
595	C	50	HCym1
596	C	51	HCymOpnL
597	C	52	HCymClsl
598	C	53	HCymOpnM
599	C	54	HCymClslM
600	C	55	HCym2 ●
601	C	56	H OpnL1 ●
602	C	57	H OpnL2 ●
603	C	58	H OpnMU ●
604	C	59	H OpnDW ●
605	C	60	H OpnL3 ●
606	C	61	H OpnLK ●
607	C	62	H OpnLA1 ●
608	C	63	H OpnLA2 ●
609	C	64	H OpnLX1 ●
610	C	65	H OpnDWX ●
611	C	66	H OpnNB
612	C	67	H OPMu
613	C	68	H Opn13
614	C	69	H OpnAn
615	C	70	H OpnTc
616	C	71	H OpnAMu
617	C	72	H QOpnNB
618	C	73	H QOpn13
619	C	74	H QOPMu
620	C	75	H Cls01
621	C	76	H ClsNB1
622	C	77	H ClsNB2 ●
623	C	78	H ClsMu
624	C	79	H Cls13
625	C	80	H ClsTc1
626	C	81	H ClsTc2
627	C	82	H ClsTc3
628	C	83	H ClsTc4
629	C	84	H ClsA1
630	C	85	H ClsA2
631	C	86	H TiCls1
632	C	87	H TiCls2
633	C	88	H Pdl13
634	C	89	H PdlNB
635	C	90	H PdlMu
636	C	91	H PdlDW
637	C	92	H PdlLit ●
638	C	93	H PdTit

No	Grp	G.No	Name (LCD)
639	C	94	H SplNB
640	C	95	H Spl13
641	C	96	H Splsht
642	C	97	HHFTpd1
643	C	98	FTsplRK
644	C	99	FTsplRK2 ●
645	C	100	HHRoKopn
646	C	101	HHRoKcls
647	C	102	HHcl2Xfd ●
648	C	103	HHclsXfd ●
649	C	104	FTsplsh1
650	C	105	FTsplsh2 ●
651	P	1	P AgogCh
652	P	2	P AgogH1
653	P	3	P AgogH2
654	P	4	P ATR
655	P	5	P Bell
656	P	6	P BongMu
657	P	7	P BongHi
658	P	8	P BongLo
659	P	9	P Cabasa
660	P	10	P Castnt
661	P	11	P Conga
662	P	12	P CongAn
663	P	13	P Clap8
664	P	14	P ClapA
665	P	15	P ClvsA
666	P	16	P Clvs
667	P	17	P BassDr
668	P	18	P CongaC
669	P	19	P CongaH
670	P	20	P CongaM
671	P	21	P CongaO
672	P	22	P CongaS
673	P	23	P CongC7
674	P	24	P CongBe
675	P	25	P Cong8H
676	P	26	P Cong8L
677	P	27	P CowB1
678	P	28	P CowB2
679	P	29	P CowBM
680	P	30	P CowBAn
681	P	31	P CuicaH
682	P	32	P CuicaL
683	P	33	P KalmB
684	P	34	P EthCB
685	P	35	P EthWB
686	P	36	P FSNap1
687	P	37	P FSNap2
688	P	38	P Guiro
689	P	39	P GuiSht
690	P	40	P HiQ
691	P	41	P Log H
692	P	42	P Log L
693	P	43	P MarcsA
694	P	44	P Marcs
695	P	45	P MtBel
696	P	46	P Mtron

No	Grp	G.No	Name (LCD)
697	P	47	P Scrach
698	P	48	P ShakeA
699	P	49	P Shake1
700	P	50	P Shake2
701	P	51	P SiBell
702	P	52	P SurdoM
703	P	53	P Surdo
704	P	54	P TablaH
705	P	55	P TablaM
706	P	56	P TablaN
707	P	57	P TablaO
708	P	58	P TambA
709	P	59	P Tambrn
710	P	60	P TimbH
711	P	61	P TimbL
712	P	62	P Timb
713	P	63	P TimCas
714	P	64	P TriMut
715	P	65	P Triang
716	P	66	P CongaG
717	P	67	P Udo F
718	P	68	P Udo H
719	P	69	P Udo L
720	P	70	P VibrS
721	P	71	P WBloc
722	P	72	P WHP
723	P	73	P Whist
724	P	74	P ClapL
725	P	75	P TalkD
726	P	76	P TimpH
727	P	77	P TimpL
728	P	78	P GranC
729	P	79	P GrmCre
730	P	80	P Taiko
731	P	81	P WCHim
732	P	82	Cabasa ●
733	P	83	SWhistH*
734	P	84	SWhistL*
735	P	85	JingBell
736	P	86	Bell Tre
737	P	87	AnCowbll
738	P	88	AnCongaH
739	P	89	AnCongaM
740	P	90	AnCongaL ●
741	P	91	AnMaracs ●
742	P	92	XfadeTri ●
743	P	93	Tambourn
744	P	94	Maracas ●
745	P	95	Tabla B
746	P	96	Tabla BL
747	P	97	Tabla BM
748	P	98	Tabla BV
749	P	99	Tabla OV
750	P	100	CongaMV
751	P	101	TalknDrV
752	P	102	TalknDrD
753	P	103	TalknDrU
754	E	1	E CoolSA

No	Grp	G.No	Name (LCD)
755	E	2	E Didger
756	E	3	E FM Met
757	E	4	E Glass1
758	E	5	C Crash
759	E	6	E Gun 1
760	E	7	E Gun 3
761	E	8	E Indust
762	E	9	E InsAmb
763	E	10	E LoMo
764	E	11	E MotoM
765	E	12	E OrchT1
766	E	13	E CBRadi
767	E	14	E ComVc
768	E	15	E Funky
769	E	16	E HipNs
770	E	17	E Motor
771	E	18	E OOOWWW
772	E	19	E TekGt
773	E	20	E TV vo
774	E	21	E Yadee
775	E	22	E Scream
776	E	23	E Bottle
777	E	24	E CarPss
778	E	25	E Crush
779	E	26	E CStart
780	E	27	E Dog
781	E	28	E FStep
782	E	29	E DSqrm
783	E	30	E Door
784	E	31	E Gun 2
785	E	32	E BrsHit
786	E	33	E OrchT1
787	E	34	E Laugh
788	E	35	E NZE *
789	E	36	E PAD
790	E	37	E Ring
791	E	38	E Stream
792	E	39	Stream *
793	E	40	E Thundr
794	E	41	E Tire
795	E	42	E USS
796	E	43	E Seasho
797	E	44	E Bird-P
798	E	45	E Bird
799	E	46	E Heli
800	E	47	E Heli *
801	E	48	EAbush ●
802	E	49	E Applau ●
803	E	50	LPscNoiz *
804	E	51	OrchSmsh ●
805	E	52	Shazam! ●
806	E	53	INDhihat ●
807	E	54	INDchina
808	E	55	INDride ●
809	E	56	INDcrash
810	E	57	SDInd59 ●
811	E	58	INDbells ●
812	E	59	INDrave ●

No	Grp	G.No	Name (LCD)
813	E	60	SDdark! ●
814	E	61	SDkrim ●
815	E	62	INDride3
816	E	63	INDride2 ●
817	E	64	DogHats ●
818	E	65	INDcongA ●
819	E	66	EvLoop*
820	E	67	Gargoyle ●
821	E	68	RatlBoom ●
822	E	69	Spirals*
823	E	70	AlienSp* ●
824	E	71	INDshakr ●
825	E	72	LoMLoop* ●
826	E	73	LoMsolo*
827	E	74	Wakloop* ●
828	E	75	RaveWave ●
829	E	76	TablaX ●
830	E	77	DigiTime ● *
831	E	78	LoopUp ● *
832	E	79	BuzzyWak ●
833	E	80	HandyDad ●
834	E	81	HandySon ●
835	E	82	TineDrum ●
836	E	83	MetalDip ●
837	E	84	Creature ●
838	E	85	AMRhythm ●
839	E	86	TungDrum ●
840	E	87	RubbrOil
841	E	88	BreakOut ●
842	E	89	OmenBass ●
843	E	90	TimbTimp ●
844	E	91	NoyzEB ●
845	E	92	SlikRoad ●
846	E	93	6AMBreth ●
847	E	94	Reverse ●
848	E	95	HaHoHee ●
849	E	96	TymKeepr ●
850	E	97	WetMetal ●
851	E	98	SloSprkl ●
852	E	99	TakeOff ●
853	E	100	JerseyL *
854	E	101	UptownL *
855	E	102	Hollis L *
856	E	103	PhatLoo *
857	E	104	SwingnL *
858	E	105	KillnL *
859	E	106	Kangroo* ●
860	E	107	Machine* ●
861	E	108	NYCLoop* ●
862	E	109	PsychoL* ●
863	E	110	HellsBl *
864	E	111	ET Loop * ●
865	E	112	LoMO LP *
866	E	113	FactryL *
867	E	114	Cymbloo* ●
868	E	115	DIGERDO *
869	k	1	vibe 541
870	k	2	Marimba

No	Grp	G.No	Name (LCD)
871	k	3	Xylophon
872	k	4	GlockenH
873	k	5	GlockenM
874	k	6	GlockenL
875	k	7	Celesta
876	k	8	SteelDr3
877	k	9	SynPf 3
878	k	10	Chorus 4 *
879	k	11	Chor 539 *
880	k	12	Chor 516 *
881	k	13	ORGAN 3 *
882	k	14	sitar599
883	k	15	Brass 4 *
884	k	16	Brass 5 *
885	k	17	SBrass 4 *
886	k	18	SBrass 5 *
887	k	19	Trp 4 *
888	k	20	MTrp 4 *
889	k	21	Trb 3 *
890	s	1	STRNG 4 *
891	s	2	STRNG 3 *
892	s	3	SSTRNGA *
893	s	4	SSTRNGB *
894	s	5	SynSt 3 *
895	s	6	Syn 3 *
896	s	7	Strg 552
897	s	8	Syn 531 *
898	b	1	AcBass
899	b	2	SyBass1L
900	b	3	SyBass1H
901	b	4	BassSAWL *
902	b	5	BassSAWH *
903	b	6	SyBass2L
904	b	7	SyBass2H
905	b	8	BassSINL
906	b	9	BassSINH
907	b	10	S.BassL
908	b	11	S.BassH
909	b	12	P.BassL
910	b	13	P.BassH
911	b	14	J.BassL
912	b	15	J.BassH
913	b	16	E.BassL
914	b	17	E.BassH
915	b	18	SyBass3L
916	b	19	SyBass3H
917	H	1	HHfatcls
918	H	2	HHbrtcls
919	H	3	HHntrcl
920	H	4	HHnyccls
921	H	5	HH32cls
922	H	6	HHopen#1
923	H	7	HHopen#2
924	H	8	Hadcls1
925	H	9	Hadcls2
926	H	10	Hadcls3
927	H	11	Hadcls4
928	H	12	Hpsplsh1

GM Keyboard Voice List

No	Category	Display	Layer	No	Category	Display	Layer	No	Category	Display	Layer
1	Piano	GrandPno	1	49	Ensemble	Strings1	1	97	Synth Effects	Rain	2
2		BritePno	1	50		Strings2	1	98		SoundTrk	2
3		E.Grand	2	51		Syn.Str1	2	99		Crystal	2
4		HnkyTonk	2	52		Syn.Str2	2	100		Atmosphr	2
5		E.Piano1	2	53		ChoirAah	2	101		Bright	2
6		E.Piano2	2	54		VoiceOoh	1	102		Goblins	2
7		Harpsi.	1	55		SynVoice	1	103		Echoes	2
8		Clavi.	1	56		Orch.Hit	1	104		SF	2
9	Chromatic Percussion	Celesta	1	57	Brass	Trumpet	1	105	Ethnic	Sitar	1
10		Glocken	1	58		Trombone	1	106		Banjo	1
11		MusicBox	2	59		Tuba	1	107		Shamisen	1
12		Vibes	1	60		Mute.Trp	1	108		Koto	1
13		Marimba	1	61		Fr.Horn	1	109		Kalimba	1
14		Xylophon	1	62		BrasSect	1	110		Bagpipe	2
15		TubulBel	1	63		SynBras1	2	111		Fiddle	1
16		Dulcimer	2	64		SynBras2	2	112		Shanai	1
17	Organ	DrawOrgn	1	65	Reed	SprnoSax	1	113	Percussiv	TnklBell	2
18		PercOrgn	1	66		Alto Sax	1	114		Agogo	1
19		RockOrgn	2	67		TenorSax	1	115		SteelDrm	2
20		ChrchOrg	2	68		Bari.Sax	1	116		WoodBlok	1
21		ReedOrgn	1	69		Oboe	1	117		TaikoDrm	1
22		Acordion	2	70		Eng.Horn	1	118		MelodTom	1
23		Harmnica	1	71		Bassoon	1	119		Syn.Drum	1
24		TangoAcid	2	72		Clarinet	1	120		RevCymb1	1
25	Guitar	NylonGtr	1	73	Pipe	Piccolo	1	121	Sound Effect	FretNoiz	1
26		SteelGtr	1	74		Flute	1	122		BrthNoiz	1
27		Jazz Gtr	1	75		Recorder	1	123		Seashore	2
28		CleanGtr	2	76		PanFlute	1	124		Tweet	2
29		Mute.Gtr	1	77		Bottle	2	125		Telephone	1
30		Ovrdrive	1	78		Shakhchi	1	126		Helicptr	2
31		Dist.Gtr	1	79		Whistle	1	127		Applause	2
32		GtrHarmo	1	80		Ocarina	1	128		Gunshot	1
33	Bass	Aco.Bass	1	81	Synth Lead	SquareLd	2				
34		FngrBass	1	82		Saw.Lead	2				
35		PickBass	1	83		CaliopLd	2				
36		Fretless	1	84		Chiff Ld	2				
37		SlapBas1	1	85		CharanLd	2				
38		SlapBas2	1	86		Voice Ld	2				
39		SynBass1	1	87		Fifth Ld	2				
40		SynBass2	1	88		Bass &Ld	2				
41	Strings	Violin	1	89	Synth Pad	NewAgePd	2				
42		Viola	1	90		Warm Pad	2				
43		Cello	1	91		PolySyPd	2				
44		ContraBs	1	92		ChoirPad	2				
45		Trem.Str	2	93		BowedPad	2				
46		Pizz.Str	2	94		MetalPad	2				
47		Harp	1	95		Halo Pad	2				
48		Timpani	1	96		SweepPad	2				

Drum Kit List

User Drum kits (Rewritable)

Number	Name
1	Acoustkt
2	RockLive
3	PowerKit
4	BigRoomD
5	RockDry1
6	RockDry2
7	RockDry3
8	RockDry4
9	RockDry5
10	HipDanse
11	HardGtBD
12	kick3itm
13	N.Y. 3
14	N.Y. 4
15	LiveInlrg
16	Hats!dog
17	DownTown
18	Space123
19	SD!Panic
20	Reggae
21	Tabla
22	AlterPer
23	SFX 1
24	SFX 2
25	Piano
26	Vibe
27	SteelDrm
28	Strings
29	Bass
30	User kit
31	User kit
32	User kit

Preset Drum kits

Number	Name
33	Acoustic
34	Rock 1
35	Hip-Hop
36	Industry
37	N.Y. 1
38	N.Y. 2
39	Country
40	BeBop
41	Rock 2
42	1970 kit
43	X-Fade
44	Studio
45	Dance 1
46	Dance 2
47	HHpDncMX
48	WldDncMX
49	IndustMX
50	Banana
51	LatinPer
52	Symphony
53	Latin
54	World 1
55	World 2
56	GM std 1
57	GM std 2
58	GM room
59	GM rock
60	GM elec.
61	GM anal.
62	GM jazz
63	GM brush
64	GM class

Preset Drum Kit 33 Acoustic

PAD ASSIGNMENT

Trigger Input		Key-on Mode	Note Number (0: off)					RIM	MUTE
			1st	2nd	3rd	4th	5th		
PAD1	SNARE	0	40	0	0	0	0	34	0
PAD2	TOM1	0	48	0	0	0	0	13	0
PAD3	TOM2	0	47	0	0	0	0	14	0
PAD4	TOM3	0	45	0	0	0	0	15	0
PAD5	TOM4	0	43	0	0	0	0	17	0
PAD6	RIDE	0	59	0	0	0	0	53	0
PAD7	CRASH	0	49	0	0	0	0	55	83
PAD8	H.HAT	(H.Hat)	46	42	44	20	0	16	0
PAD9	KICK	0	36	33	0	0	0	0	0
PAD10		0	53	0	0	0	0	0	0
PAD11		0	53	0	0	0	0	0	0
PAD12		0	56	0	0	0	0	0	0

Drum Voice (ch10)

Note Number	Voice Name		Pitch		Alt Grp	Key Off	Key mode	
			fine	Corse				
13	T	151	ACTomH	-33	1	3	0	1
14	T	152	ACTomM	0	0	3	0	1
15	T	153	ACTomL	0	-2	0	0	1
16	C	59	H OprnDW	2	-3	0	0	1
17	T	154	ACTomF	0	-2	4	0	1
18	P	47	P Scrach	0	-2	4	0	1
19	P	37	P F5snap2	0	3	0	0	1
20	C	94	H SplnB	0	-1	1	0	1
21	P	46	P Mtron	-20	1	0	0	1
22	P	45	P MtBel	-19	1	0	0	1
23	P	71	P WBloc	38	11	0	0	1
24	P	71	P WBloc	0	15	0	0	1
25	S	95	BrshTap2	0	0	0	0	1
26	S	92	BrSwL*	0	0	0	1	1
27	S	97	BrshSlpL	0	0	0	0	1
28	S	93	BrSwH*	0	0	0	1	1
29	S	81	SnRoll2*	0	0	0	1	1
30	P	10	P Castnt	0	0	0	0	1
31	S	9	Wood65	0	1	0	0	0
32	S	46	S STK_HT	0	-1	0	0	1
33	K	95	BDAffy2	0	0	0	0	1
34	S	238	BuzRgRim	-36	-1	0	0	1
35	K	7	BD 24Dry	0	4	0	0	1
36	K	111	BDbasc1	0	0	0	0	1
37	S	48	S SStck2	40	0	0	0	1
38	S	249	Cool Dry	0	1	0	0	0
39	P	14	P ClapA	0	4	0	0	1
40	S	113	Loosy	-35	2	0	0	0
41	T	49	DRY GM1	0	0	0	0	1
42	C	79	H Cls13	0	-1	1	0	1
43	T	4	Dry1 Flr	0	-2	0	0	1
44	C	91	H PdlDW	0	0	1	0	1
45	T	3	Dry1 Lo	0	-1	0	0	1
46	C	57	H OprnL2	0	0	1	0	1
47	T	2	Dry1 Mid	0	1	0	0	1
48	T	1	Dry1 Hi	0	3	0	0	1
49	C	40	CrashB	0	0	0	0	1
50	T	1	Dry1 Hi	0	2	0	0	1
51	C	13	Sizzler	0	-2	0	0	0
52	C	14	FlatTop	0	-1	0	0	1
53	C	6	Bell A *	10	0	0	0	1
54	P	93	Tambourn	0	0	0	0	1
55	C	42	China	0	-2	0	0	1
56	P	28	P CowB2	20	0	0	0	1
57	C	40	CrashB	0	2	0	0	1
58	P	70	P VibrS	0	0	0	0	1
59	C	9	RidesizB	36	-2	0	0	0
60	P	7	P BongHi	0	0	0	0	1
61	P	8	P BongLo	0	0	0	0	1
62	P	20	P CongaM	0	0	0	0	1
63	P	11	P Conga	0	1	0	0	1
64	P	11	P Conga	-30	-3	0	0	1
65	P	60	P TimbH	0	-5	0	0	1
66	P	61	P TimbL	0	-8	0	0	1
67	P	3	P AgogH2	40	1	0	0	1
68	P	3	P AgogH2	0	-4	0	0	1
69	P	82	Cabasa	0	0	0	0	1
70	P	94	Maracas	0	0	0	0	1
71	P	83	SWhistH*	0	2	0	1	1
72	P	84	SWhistL*	0	2	0	1	1
73	P	39	P GuiSht	0	9	0	0	1
74	P	38	P Guiro	0	0	0	1	1
75	P	16	P Clvs	0	-2	0	0	1
76	P	71	P WBloc	0	0	0	0	1
77	P	71	P WBloc	0	-6	0	0	1
78	P	31	P CuicaH	0	0	0	0	1
79	P	32	P CuicaL	0	-1	0	0	1
80	P	64	P TriMut	0	0	2	0	1
81	P	65	P Triang	0	0	2	0	1
82	P	49	P Shake1	0	0	0	0	1
83	C	6	Bell A *	0	2	0	0	1
84	P	86	Bell Tre	0	4	0	0	0

Key-on Mode 0:stack, 1:alter, 2:stack MN, 3:alter MN, 4:hold
Note Number Numbers indicate ch10 Drum Voice, voice names indicate keyboard voices other than from ch10
Key mode 0:Poly, 1:Sem(2), 2:Mono, 3:Hi Mono
Key off 0:disable, 1:enable

34 Rock 1

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note Number (0: off)						
		1st	2nd	3rd	4th	5th	RIM	MUTE
PAD1	SNARE	0	38	40	0	0	34	0
PAD2	TOM1	0	48	0	0	0	13	0
PAD3	TOM2	0	47	0	0	0	14	0
PAD4	TOM3	0	45	0	0	0	15	0
PAD5	TOM4	0	43	0	0	0	17	0
PAD6	RIDE	0	59	0	0	0	53	0
PAD7	CRASH	0	55	0	0	0	49	83
PAD8	H.HAT	(H.Hat)	46	42	44	20	16	0
PAD9	KICK	0	36	33	0	0	0	0
PAD10		0	53	0	0	0	0	0
PAD11		0	53	0	0	0	0	0
PAD12		0	56	0	0	0	0	0

Drum Voice (ch10)

Note Number	Voice Name	Pitch		Alt Grp	Key Off	Key mode	
		fine	Corse				
13	T 173	Night H	0	-1	3	0	1
14	T 174	Night M	0	-1	3	0	1
15	T 175	Night L	0	-1	0	0	1
16	C 101	HHROKcls	2	0	0	0	1
17	T 176	Night F	0	0	4	0	1
18	P 47	P ScraCh	0	-2	4	0	1
19	P 37	P FSNap2	0	3	0	0	1
20	C 104	FTSplsh1	-41	-1	1	0	1
21	P 46	P Mtron	-20	1	0	0	1
22	P 45	P MtBel	-19	1	0	0	1
23	P 71	P WBloc	38	11	0	0	1
24	P 71	P WBloc	0	15	0	0	1
25	S 95	BrshTap2	0	0	0	0	1
26	S 92	BrSwL*	0	0	0	1	1
27	S 97	BrshSlpL	0	0	0	0	1
28	S 93	BrSwH*	0	0	0	1	1
29	S 81	SnRoll2*	0	0	0	1	1
30	P 10	P Castnt	0	0	0	0	1
31	S 98	SAmbie1	0	-1	0	0	0
32	S 46	S STK_HT	0	-1	0	0	1
33	K 60	2HeadLo	0	0	0	0	1
34	S 210	Fatbrim	-36	0	0	0	1
35	K 7	BD 24Dry	0	4	0	0	1
36	K 112	BDbasc2	0	0	0	0	1
37	S 48	S SStck2	40	0	0	0	1
38	S 227	Sheetmtl	32	-1	0	0	0
39	P 14	P ClapA	0	4	0	0	1
40	S 113	Loosy	-35	1	0	0	0
41	T 49	DRY GM1	0	0	0	0	1
42	C 76	H ClsNB1	0	-3	1	0	1
43	T 28	Room1Flr	0	0	0	0	1
44	C 97	HHFTpd1	0	-1	1	0	1
45	T 27	Room1 Lo	0	0	0	0	1
46	C 100	HHROKopn	0	0	1	0	1
47	T 26	Room1Mid	0	-2	0	0	1
48	T 25	Room1 Hi	0	-1	0	0	1
49	C 40	CrashB	0	-2	0	0	1
50	T 54	DRY GM6	0	0	0	0	1
51	C 28	RideLite	0	0	0	0	1
52	C 39	C CrshAC	0	-2	0	0	1
53	C 33	RidB Rc	-26	0	0	0	1
54	P 93	Tambour	0	0	0	0	1
55	C 42	China	0	-4	0	0	1
56	P 28	P CowB2	20	0	0	0	1
57	C 40	CrashB	0	2	0	0	1
58	E 96	TymKeepr	0	0	0	1	1
59	C 27	SizzlRck	-4	0	0	0	1
60	P 7	P BongHi	0	0	0	0	1
61	P 8	P BongLo	0	0	0	0	1
62	P 20	P CongaM	0	0	0	0	1
63	P 11	P Conga	0	1	0	0	1
64	P 11	P Conga	-30	-3	0	0	1
65	P 60	P TimbH	0	-5	0	0	1
66	P 61	P TimbL	0	-8	0	0	1
67	P 3	P AgoghH2	40	1	0	0	1
68	P 3	P AgoghH2	0	-4	0	0	1
69	P 82	Cabasa	0	0	0	0	1
70	E 97	WetMetal	0	0	0	1	1
71	P 83	SWhistH*	0	2	0	1	1
72	E 9	E InsAmb	0	0	0	1	1
73	E 33	E OrcHt1	0	-1	6	0	1
74	E 32	E BrsHit	0	-7	5	0	1
75	E 33	E OrcHt1	0	-3	6	0	1
76	E 32	E BrsHit	0	-9	5	0	1
77	P 71	P WBloc	0	-6	0	0	1
78	P 31	P CuicaH	0	0	0	0	1
79	P 66	P CongaG	0	-1	0	0	1
80	E 113	FactryLP	0	0	0	1	3
81	E 99	TakeOff	0	0	2	0	1
82	E 70	AlienSp*	0	0	0	1	3
83	C 6	Bell A *	0	2	0	0	1
84	E 72	LoMLOOP*	0	0	0	1	3

35 Hip-Hop

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note Number (0: off)							
		1st	2nd	3rd	4th	5th	RIM	MUTE	
PAD1	SNARE	0	38	0	0	0	34	0	
PAD2	TOM1	0	GrandPno (ch=16)				23	0	
PAD3	TOM2	1	41	45	47	48	50	15	0
PAD4	TOM3	0	GrandPno (ch=16)				27	0	
PAD5	TOM4	4	19	0	0	0	0	0	0
PAD6	RIDE	0	59	0	0	0	53	0	0
PAD7	CRASH	4	49	0	0	0	55	83	0
PAD8	H.HAT	(H.Hat)	46	42	44	20	16	0	0
PAD9	KICK	1	36	0	0	0	0	0	0
PAD10		0	53	33	0	0	0	0	0
PAD11		4	14	0	0	0	0	0	0
PAD12		0	56	0	0	0	0	0	0

Drum Voice (ch10)

Note Number	Voice Name	Pitch		Alt Grp	Key Off	Key mode	
		fine	Corse				
13	K 68	Sub1	0	0	0	0	1
14	E 115	DIGERDO	0	1	0	1	3
15	E 15	E Funky	0	1	0	0	2
16	C 79	H Cls13	2	0	0	0	1
17	K 72	Sub5	0	6	0	0	1
18	K 104	BDurban1	0	-1	0	0	1
19	E 106	Kangrool	-54	2	0	1	3
20	C 94	H SpINB	0	-1	0	0	1
21	P 46	P Mtron	-20	1	0	0	1
22	P 45	P MtBel	-19	1	0	0	1
23	P 1	P AgoghCh	38	0	0	0	1
24	P 71	P WBloc	0	15	0	0	1
25	S 95	BrshTap2	0	0	0	0	1
26	S 92	BrSwL*	0	0	0	1	1
27	E 18	E OOOWWW	0	0	0	0	2
28	S 93	BrSwH*	0	0	0	1	1
29	S 81	SnRoll2*	0	0	0	1	1
30	P 10	P Castnt	0	0	0	0	1
31	S 176	AnHitRim	0	2	0	0	0
32	S 46	S STK_HT	0	-1	0	0	1
33	K 114	BDlong1	0	0	4	0	1
34	S 5	Hip Hop	0	1	0	0	1
35	K 8	BD DRYB1	0	4	0	0	1
36	K 34	BD ELEC2	0	0	0	0	1
37	S 48	S SStck2	40	0	0	0	1
38	S 127	RoldGold	0	3	0	0	0
39	E 32	E BrsHit	0	-5	0	0	1
40	S 127	RoldGold	48	1	0	0	0
41	T 14	Jazz Mid	0	0	0	0	1
42	C 75	H Cls01	0	-2	1	0	1
43	K 56	Pointy	0	-2	0	0	1
44	C 91	H PdlDW	0	0	1	0	1
45	T 16	Jazz Flr	0	-1	0	0	1
46	C 61	H OpnLK	0	0	1	0	1
47	T 14	Jazz Mid	0	3	0	0	1
48	T 13	Jazz Hi	0	0	0	0	1
49	E 50	LPscNoiz	0	0	0	1	3
50	T 15	Jazz Lo	0	0	0	0	1
51	C 28	RideLite	0	0	0	0	1
52	C 43	C Splsh1	0	-1	0	0	1
53	C 33	RidB Rc	10	-1	0	0	1
54	P 93	Tambour	0	0	0	0	1
55	C 40	CrashB	0	0	0	0	1
56	P 28	P CowB2	20	0	0	0	1
57	C 40	CrashB	0	2	0	0	1
58	P 70	P VibrS	0	0	0	0	1
59	E 62	INDride3	36	13	0	0	1
60	P 7	P BongHi	0	0	0	0	1
61	P 8	P BongLo	0	0	0	0	1
62	P 20	P CongaM	0	0	0	0	1
63	P 11	P Conga	0	1	0	0	1
64	T 175	Night L	-30	-5	0	0	1
65	T 175	Night L	0	-1	0	0	1
66	P 61	P TimbL	0	-8	0	0	1
67	T 174	Night M	40	-1	0	0	1
68	P 3	P AgoghH2	0	-4	0	0	1
69	T 173	Night H	0	1	0	0	1
70	P 94	Maracas	0	0	0	0	1
71	P 83	SWhistH*	0	2	0	1	1
72	P 84	SWhistL*	0	2	0	1	1
73	P 39	P GuiSht	0	9	0	0	1
74	P 38	P Guiro	0	0	0	1	1
75	P 16	P Clvs	0	-2	0	0	1
76	P 71	P WBloc	0	0	0	0	1
77	P 72	P WHP	0	-6	0	0	1
78	P 31	P CuicaH	0	0	0	0	1
79	E 75	RaveWave	0	-1	0	1	1
80	P 64	P TriMut	0	0	2	0	1
81	E 16	E HipNs	0	0	2	1	1
82	P 49	P Shake1	0	0	0	0	1
83	E 108	NYCLoop	21	0	0	1	3
84	E 101	UptownL	-10	0	0	1	3

36 Industry

PAD ASSIGNMENT

Trigger Input		Key-on Mode	Note Number (0: off)							RIM	MUTE
			1st	2nd	3rd	4th	5th				
PAD1	SNARE	0	38	31	0	0	0	0	34	0	
PAD2	TOM1	0	48	0	0	0	0	0	79	0	
PAD3	TOM2	0	47	0	0	0	0	0	84	0	
PAD4	TOM3	0	45	0	0	0	0	0	15	0	
PAD5	TOM4	4	43	0	0	0	0	0	17	83	
PAD6	RIDE	0	59	0	0	0	0	0	53	0	
PAD7	CRASH	0	49	0	0	0	0	0	55	83	
PAD8	H.HAT	(H.Hat)	46	42	44	20	0	0	16	0	
PAD9	KICK	0	36	33	13	0	0	0	0	0	
PAD10		0	53	0	0	0	0	0	0	0	
PAD11		4	71	73	74	76	0	0	0	0	
PAD12		0	56	0	0	0	0	0	0	0	

Drum Voice (ch10)

Note Number	Voice Name		Pitch		Alt Grp	Key Off	Key mode
			fine	Corse			
13	K	19	BD NN04C	0	0	0	1
14	K	106	BDUrban2	0	-2	0	1
15	E	17	E Motor	0	0	0	1
16	C	80	H ClsTc1	2	0	0	1
17	E	102	Hollis L	0	1	0	1
18	K	73	AnaQuick	0	-1	4	0
19	P	37	P FSnap2	0	3	0	1
20	C	94	H SpINB	0	-1	0	0
21	P	46	P Mtron	-20	1	0	1
22	P	45	P MtBel	-19	1	0	1
23	P	28	P CowB2	38	0	0	1
24	P	71	P WBloc	0	15	0	1
25	S	95	BrshTap2	0	0	0	1
26	S	92	BrSwL*	0	0	0	1
27	S	97	BrshSlpL	0	0	0	1
28	S	93	BrSwH*	0	0	0	1
29	S	81	SnRoll2*	0	0	0	1
30	P	10	P Castnt	0	0	0	1
31	S	206	Amb1rim	0	0	0	0
32	S	46	S STK_HT	0	-1	0	0
33	K	106	BDUrban2	0	1	0	0
34	S	35	OpnRimD	-7	0	0	0
35	K	7	BD 24Dry	0	0	0	0
36	K	93	BDvman 1	0	0	0	0
37	S	48	S SStck2	40	0	0	0
38	S	213	Enotype	0	0	0	0
39	E	32	E BrsHit	0	-5	0	0
40	S	213	Enotype	13	-2	0	0
41	T	49	DRY GM1	0	0	0	0
42	E	64	DogHats	0	0	1	0
43	E	110	HellsBel	0	0	0	1
44	C	91	H PclDW	0	0	1	0
45	T	176	Night F	0	2	0	0
46	C	57	H OpnL2	0	0	1	0
47	T	174	Night M	0	-6	0	0
48	T	173	Night H	-35	-1	0	0
49	C	1	ChinaHi	0	2	0	0
50	T	54	DRY GM6	0	0	0	0
51	C	28	RideLite	0	0	0	0
52	C	43	C Splsh1	0	-1	0	0
53	C	6	Bell A *	10	-2	0	0
54	P	93	Tambour	0	0	0	0
55	C	2	CrshDRK	0	-2	0	0
56	P	28	P CowB2	20	0	0	0
57	C	40	CrashB	0	2	0	0
58	C	49	ReverseC	0	-5	0	0
59	C	12	Ridedrk	36	-1	0	0
60	P	7	P BongHi	0	0	0	0
61	P	8	P BongLo	0	0	0	0
62	P	20	P CongaM	0	0	0	0
63	P	11	P Conga	0	1	0	0
64	P	11	P Conga	-30	-3	0	0
65	P	61	P TimbL	0	0	0	0
66	P	61	P TimbL	0	-8	0	0
67	s	1	STRNG 4	40	1	0	1
68	P	3	P AgogH2	0	-4	0	0
69	P	82	Cabasa	0	0	0	0
70	P	94	Maracas	0	0	0	0
71	s	1	STRNG 4	0	-12	0	1
72	P	84	SWhistL*	0	2	0	1
73	s	2	STRNG 3	0	2	0	1
74	s	2	STRNG 3	0	-24	0	1
75	P	16	P Clvs	0	-2	0	0
76	s	4	SStrngB4	0	-6	0	1
77	P	71	P WBloc	0	-6	0	0
78	P	31	P CuicaH	0	0	0	0
79	E	1	E CoolSA	0	-1	0	0
80	P	64	P TriMut	0	0	2	0
81	P	65	P Triang	0	0	2	0
82	P	49	P Shake1	0	0	0	0
83	C	43	C Splsh1	0	0	0	0
84	E	20	E TV vo	-37	0	0	0

Key-on Mode 0:stack, 1:alter, 2:stack MN, 3:alter MN, 4:hold

Note Number Numbers indicate ch10 Drum Voice, voice names indicate keyboard voices other than from ch10

Key off 0:Poly, 1:Semi(2), 2:Mono, 3:Hi Mono

Key off 0:disable, 1:enable

37 N.Y. 1

PAD ASSIGNMENT

Trigger Input		Key-on Mode	Note Number (0: off)							RIM	MUTE
			1st	2nd	3rd	4th	5th				
PAD1	SNARE	0	40	0	0	0	0	0	34	0	
PAD2	TOM1	0	RockOrgn (ch=14)							19	0
PAD3	TOM2	0	RockOrgn (ch=14)							18	0
PAD4	TOM3	0	45	0	0	0	0	0	54	0	
PAD5	TOM4	4	43	0	0	0	0	0	17	0	
PAD6	RIDE	0	59	0	0	0	0	0	53	0	
PAD7	CRASH	3	Fifth Ld (ch=15)								0
PAD8	H.HAT	(H.Hat)	46	42	44	46	0	0	16	0	
PAD9	KICK	1	Synbass1 (cn=16)							0	0
PAD10		0	53	0	0	0	0	0	0	0	
PAD11		1	52	49	0	0	0	0	0	0	
PAD12		0	56	0	0	0	0	0	0	0	

Drum Voice (ch10)

Note Number	Voice Name		Pitch		Alt Grp	Key Off	Key mode
			fine	Corse			
13	K	118	BDbass2	0	-12	3	0
14	K	118	BDbass2	0	-5	3	0
15	K	118	BDbass2	0	2	0	0
16	C	80	H ClsTc1	2	4	0	0
17	E	73	LoMsolo*	0	2	0	1
18	P	47	P Scrach	0	0	4	0
19	P	70	P Vibrs	0	0	0	0
20	P	36	P FSnap1	0	9	0	0
21	P	46	P Mtron	-20	1	0	0
22	P	45	P MtBel	-19	1	0	0
23	P	71	P WBloc	38	11	0	0
24	P	71	P WBloc	0	15	0	0
25	S	95	BrshTap2	0	0	0	0
26	S	92	BrSwL*	0	0	0	1
27	S	97	BrshSlpL	0	0	0	0
28	S	93	BrSwH*	0	0	0	1
29	E	99	TakeOff	0	0	0	1
30	P	10	P Castnt	0	0	0	0
31	S	9	Wood65	0	1	0	0
32	S	46	S STK_HT	0	-1	0	0
33	K	6	BD GMM2	0	0	0	0
34	S	224	FX rim	26	0	0	0
35	K	7	BD 24Dry	0	4	0	0
36	K	92	BDersko1	0	0	0	0
37	S	48	S SStck2	40	0	0	0
38	S	249	Cool Dry	0	1	0	0
39	P	14	P ClapA	0	4	0	0
40	S	113	Loosy	-35	2	0	0
41	T	49	DRY GM1	0	0	0	0
42	C	79	H Cls13	0	0	1	0
43	E	104	SwingnL	0	1	0	1
44	C	91	H PclDW	0	0	1	0
45	T	8	Dry2 Flr	0	0	0	0
46	C	66	H OpnNB	0	0	1	0
47	T	14	Jazz Mid	0	1	0	0
48	T	13	Jazz Hi	0	2	0	0
49	C	40	CrashB	0	0	0	0
50	T	54	DRY GM6	0	0	0	0
51	C	28	RideLite	0	0	0	0
52	E	18	E OOOWWW	0	-1	0	0
53	C	6	Bell A *	10	-1	0	0
54	E	98	SloSprkl	0	-1	0	0
55	C	42	China	0	-2	0	0
56	P	28	P CowB2	20	0	0	0
57	C	40	CrashB	0	2	0	0
58	P	70	P Vibrs	0	0	0	0
59	C	8	RidesizA	36	-1	0	0
60	P	7	P BongHi	0	0	0	0
61	P	8	P BongLo	0	0	0	0
62	P	20	P CongaM	0	0	0	0
63	P	11	P Conga	0	1	0	0
64	P	11	P Conga	-30	-3	0	0
65	P	62	P Timb	0	-5	0	0
66	P	61	P TimbL	0	-8	0	0
67	P	3	P AgogH2	40	1	0	0
68	P	3	P AgogH2	0	-4	0	0
69	P	82	Cabasa	0	0	0	0
70	P	94	Maracas	0	0	0	0
71	P	83	SWhistH*	0	2	0	1
72	P	84	SWhistL*	0	2	0	1
73	P	39	P GuiSht	0	9	0	0
74	P	38	P Guiro	0	0	0	1
75	P	16	P Clvs	0	-2	0	0
76	P	71	P WBloc	0	0	0	0
77	P	71	P WBloc	0	-6	0	0
78	P	31	P CuicaH	0	0	0	0
79	P	32	P CuicaL	0	-1	0	0
80	P	64	P TriMut	0	0	2	0
81	P	65	P Triang	0	0	2	0
82	P	49	P Shake1	0	0	0	0
83	C	6	Bell A *	0	2	0	0
84	P	86	Bell Tre	0	4	0	0

38 N.Y. 2

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note Number (0: off)						RIM	MUTE
		1st	2nd	3rd	4th	5th			
PAD1	SNARE	0	38	40	0	0	0	34	0
PAD2	TOM1	2	78	79	80	81	83	0	0
PAD3	TOM2	2	71	73	74	76	0	0	0
PAD4	TOM3	0	45	0	0	0	0	33	0
PAD5	TOM4	4	43	17	0	0	0	18	0
PAD6	RIDE	1			BritePno (ch=13)				0
PAD7	CRASH	1			Orch.Hit (ch15)				0
PAD8	H.HAT (H.Hat)	46	42	44	46	0	0	16	0
PAD9	KICK	0	36	SynBass1 (ch16)	0	0	0	0	0
PAD10		0	59	0	0	0	0	0	0
PAD11		0	52	0	0	0	0	0	0
PAD12		0	56	0	0	0	0	0	0

Drum Voice (ch10)

Note Number	Voice Name		Pitch		Alt Grp	Key Off	Key mode	
			fine	Corse				
13	P	30	P CowBAn	0	0	3	0	1
14	P	31	P CuicaH	0	2	3	0	1
15	P	18	P CongaC	0	2	0	0	1
16	P	50	P Shake2	0	4	0	0	1
17	E	113	FactryLP	0	0	4	1	3
18	E	88	BreakOut	0	0	0	0	1
19	P	15	P ClvsA	0	3	0	0	1
20	P	14	P ClapA	0	0	0	0	1
21	P	24	P CongBe	0	0	0	0	1
22	P	23	P CongC7	-19	1	0	0	1
23	P	49	P Shake1	0	11	0	0	1
24	P	49	P Shake1	0	15	0	0	1
25	S	57	Tekk	0	0	0	0	1
26	S	52	Dance02	0	0	0	1	1
27	S	58	Tekk 01	0	0	0	0	1
28	S	55	Dance05	0	0	0	1	1
29	S	53	Dance03	0	0	0	1	1
30	C	93	H PdlTit	0	0	0	0	1
31	S	227	Sheetmtl	0	0	0	0	0
32	S	44	S Gate2	0	-1	0	0	1
33	K	109	BDevolvr	0	0	0	0	1
34	S	228	Shmtlr	0	0	0	0	0
35	K	45	BDAnlg L	0	0	0	0	1
36	K	16	BD KONG1	0	0	0	0	1
37	S	42	S Gate	40	0	0	0	1
38	S	227	Sheetmtl	0	0	0	0	0
39	C	97	HHFTpd1	0	4	0	0	1
40	S	9	Wood65	0	3	0	0	0
41	S	242	WackyEFX	0	0	0	0	1
42	C	101	HHRoKols	0	0	1	0	1
43	E	105	KillL	0	2	0	1	3
44	C	91	H PdlDW	0	0	1	0	1
45	T	154	ACTomF	0	0	0	0	1
46	C	100	HHRoKopn	0	0	1	0	1
47	S	241	Nashvill	0	6	0	0	1
48	S	241	Nashvill	0	9	0	0	1
49	T	168	HybridF	0	2	0	0	1
50	S	241	Nashvill	0	14	0	0	1
51	C	1	ChinaHi	0	-1	0	0	1
52	C	16	FastCras	0	-3	0	0	1
53	T	172	IndTmf	0	-1	0	0	1
54	P	37	P FSNap2	0	0	0	0	1
55	C	33	RidB Rc	0	1	0	0	1
56	P	5	P Bell	0	0	0	0	1
57	T	168	HybridF	0	2	0	0	1
58	P	48	P ShakeA	0	0	0	0	1
59	C	1	ChinaHi	36	0	0	0	1
60	C	90	H PdlMu	0	0	0	0	1
61	C	91	H PdlDW	0	0	0	0	1
62	C	103	HHclsXfd	0	0	0	0	1
63	C	94	H SplNB	0	1	0	0	1
64	C	94	H SplNB	0	-3	0	0	1
65	P	39	P GuiSht	0	0	0	0	1
66	P	39	P GuiSht	0	-8	0	0	1
67	C	86	H TICls1	40	1	0	0	1
68	C	86	H TICls1	0	-4	0	0	1
69	C	92	H PdlLit	0	0	0	0	1
70	P	22	P CongaS	0	0	0	0	1
71	s	2	STRNG 3	0	-17	0	1	3
72	P	62	P Timb	0	2	0	1	1
73	s	1	STRNG 4	0	-10	0	1	3
74	s	2	STRNG 3	0	0	0	1	3
75	C	99	FTsplRK2	0	-2	0	0	1
76	s	4	SStrngB4	0	5	0	1	3
77	s	1	STRNG 4	0	5	0	1	3
78	s	1	STRNG 4	0	-22	0	1	3
79	s	1	STRNG 4	0	-15	0	1	3
80	s	1	STRNG 4	0	-7	2	1	3
81	s	1	STRNG 4	0	4	2	1	3
82	P	27	P CowB1	0	0	0	0	1
83	s	1	STRNG 4	0	-5	0	1	3
84	P	64	P TriMut	0	0	0	0	0

39 Country

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note Number (0: off)						RIM	MUTE
		1st	2nd	3rd	4th	5th			
PAD1	SNARE	0	38	31	40	0	0	34	0
PAD2	TOM1	0	48	0	0	0	0	23	0
PAD3	TOM2	0	47	0	0	0	0	18	0
PAD4	TOM3	0	45	0	0	0	0	33	0
PAD5	TOM4	0	43	0	0	0	0	17	0
PAD6	RIDE	0	59	0	0	0	0	53	0
PAD7	CRASH	0	49	0	0	0	0	55	83
PAD8	H.HAT (H.Hat)	46	42	44	20	0	0	16	0
PAD9	KICK	0	36	0	0	0	0	0	0
PAD10		0	53	0	0	0	0	0	0
PAD11		0	53	0	0	0	0	0	0
PAD12		0	56	0	0	0	0	0	0

Drum Voice (ch10)

Note Number	Voice Name		Pitch		Alt Grp	Key Off	Key mode	
			fine	Corse				
13	P	52	P SurdoM	0	0	3	0	1
14	E	101	UptownL	0	1	0	1	3
15	P	40	P HIQ	0	2	0	0	1
16	C	80	H ClsTc1	2	0	0	0	1
17	C	1	ChinaHi	0	-1	4	0	1
18	P	59	P Tambrn	0	-1	4	0	1
19	P	37	P FSNap2	0	3	0	0	1
20	C	94	H SplNB	0	-1	0	0	1
21	P	46	P Mtron	-20	1	0	0	1
22	P	45	P MIBel	-19	1	0	0	1
23	P	28	P CowB2	38	0	0	0	1
24	P	71	P WBloc	0	15	0	0	1
25	S	95	BrshTap2	0	0	0	0	1
26	S	92	BrSwL*	0	0	0	1	1
27	S	97	BrshSlpL	0	0	0	0	1
28	S	93	BrSwH*	0	0	0	1	1
29	S	81	SnRoll2*	0	0	0	1	1
30	P	10	P Castnt	0	0	0	0	1
31	S	9	Wood65	0	0	0	0	0
32	S	46	S STK_HT	0	-1	0	0	1
33	K	55	WudPoint	0	0	0	0	1
34	S	158	BigWdRim	2	0	0	0	1
35	K	8	BD DRYB1	0	4	0	0	1
36	K	95	BDaft2	0	0	0	0	1
37	S	48	S SStck2	40	0	0	0	1
38	S	217	Woody	0	0	0	0	0
39	E	32	E BrsHit	0	-5	0	0	1
40	S	135	Nashvill	13	-1	0	0	0
41	T	49	DRY GM1	0	0	0	0	1
42	C	79	H Cls13	0	0	1	0	1
43	T	4	Dry1 Flr	0	-2	0	0	1
44	C	91	H PdlDW	0	0	1	0	1
45	T	3	Dry1 Lo	0	-3	0	0	1
46	C	66	H OpnNB	0	0	1	0	1
47	T	2	Dry1 Mid	0	-1	0	0	1
48	T	1	Dry1 Hi	0	0	0	0	1
49	C	38	C Crash	0	-4	0	0	1
50	T	54	DRY GM6	0	0	0	0	1
51	C	28	RideLite	0	0	0	0	1
52	C	40	CrashB	0	-1	0	0	1
53	C	6	Bell A *	10	-1	0	0	1
54	P	93	Tambour	0	0	0	0	1
55	C	42	China	0	-2	0	0	1
56	P	28	P CowB2	20	0	0	0	1
57	C	40	CrashB	0	2	0	0	1
58	P	70	P VibrS	0	0	0	0	1
59	C	8	RidesizA	36	-2	0	0	1
60	P	7	P BongHi	0	0	0	0	1
61	P	8	P BongLo	0	0	0	0	1
62	P	20	P CongaM	0	0	0	0	1
63	P	11	P Conga	0	1	0	0	1
64	P	11	P Conga	-30	-3	0	0	1
65	P	61	P TimbL	0	0	0	0	1
66	P	61	P TimbL	0	-8	0	0	1
67	P	3	P AgogH2	40	1	0	0	1
68	P	3	P AgogH2	0	-4	0	0	1
69	P	82	Cabasa	0	0	0	0	1
70	P	94	Maracas	0	0	0	0	1
71	P	83	SWhistH*	0	2	0	1	1
72	P	84	SWhistL*	0	2	0	1	1
73	P	39	P GuiSht	0	9	0	0	1
74	P	38	P Guiro	0	0	0	1	1
75	P	16	P Clvs	0	-2	0	0	1
76	P	71	P WBloc	0	0	0	0	1
77	P	71	P WBloc	0	-6	0	0	1
78	P	31	P CuicaH	0	0	0	0	1
79	P	32	P CuicaL	0	-1	0	0	1
80	P	64	P TriMut	0	0	2	0	1
81	P	65	P Triang	0	0	2	0	1
82	P	49	P Shake1	0	0	0	0	1
83	C	43	C Splsh1	0	0	0	0	1
84	P	86	Bell Tre	0	4	0	0	0

40 BeBop

PAD ASSIGNMENT

Trigger Input		Key-on Mode	Note Number (0: off)						
			1st	2nd	3rd	4th	5th	RIM	MUTE
PAD1	SNARE	0	38	40	0	0	0	34	0
PAD2	TOM1	0	48	0	0	0	0	13	0
PAD3	TOM2	0	47	0	0	0	0	14	0
PAD4	TOM3	0	45	0	0	0	0	17	0
PAD5	TOM4	0	28	25	0	0	0	27	0
PAD6	RIDE	0	59	0	0	0	0	53	0
PAD7	CRASH	0	49	0	0	0	0	55	83
PAD8	H.HAT	(H.Hat)	46	42	44	20	0	16	0
PAD9	KICK	0	33	36	0	0	0	0	0
PAD10		0	53	0	0	0	0	0	0
PAD11		0	53	0	0	0	0	0	0
PAD12		0	56	0	0	0	0	0	0

41 Rock 2

PAD ASSIGNMENT

Trigger Input		Key-on Mode	Note Number (0: off)						
			1st	2nd	3rd	4th	5th	RIM	MUTE
PAD1	SNARE	0	38	40	0	0	0	34	0
PAD2	TOM1	0	48	0	0	0	0	13	0
PAD3	TOM2	0	47	0	0	0	0	14	0
PAD4	TOM3	0	45	0	0	0	0	15	0
PAD5	TOM4	0	43	0	0	0	0	17	0
PAD6	RIDE	0	59	0	0	0	0	53	0
PAD7	CRASH	0	55	0	0	0	0	49	83
PAD8	H.HAT	(H.Hat)	46	42	44	20	0	16	0
PAD9	KICK	0	36	33	0	0	0	0	0
PAD10		0	53	0	0	0	0	0	0
PAD11		0	53	0	0	0	0	0	0
PAD12		0	56	0	0	0	0	0	0

Drum Voice (ch10)

Note Number	Voice Name		Pitch		Alt Grp	Key Off	Key mode	
			fine	Corse				
13	T	17	BrshJzHi	57	2	3	0	1
14	T	18	BrshJzMd	0	2	3	0	1
15	T	19	BrshJzLo	0	-2	0	0	1
16	C	59	H OpnDW	2	-3	0	0	1
17	T	20	BrshJzFi	0	-2	4	0	1
18	P	47	P Scrach	0	-2	4	0	1
19	P	37	P FSnap2	0	3	0	0	1
20	C	94	H SpInB	27	0	1	0	1
21	P	46	P Mtron	-20	1	0	0	1
22	P	45	P MtBel	-19	1	0	0	1
23	P	71	P WBloc	38	11	0	0	1
24	P	71	P WBloc	0	15	0	0	1
25	S	199	BrshHit2	0	0	0	0	1
26	S	92	BrSwL*	0	0	2	1	1
27	S	197	BrshHit1	0	0	2	0	1
28	S	204	BrshAtak	0	0	2	1	1
29	S	81	SnRoll2*	0	0	0	1	1
30	P	10	P Castnt	0	0	0	0	1
31	S	9	Wood65	0	1	0	0	0
32	S	46	S STK_HT	0	-1	0	0	1
33	K	61	2HedMed1	0	0	0	0	1
34	S	218	Woodyrim	2	1	0	0	1
35	K	7	BD 24Dry	0	4	0	0	1
36	K	92	BDersko1	0	0	0	0	1
37	S	48	S SStck2	40	0	0	0	1
38	S	249	Cool Dry	0	1	0	0	0
39	P	14	P ClapA	0	4	0	0	1
40	S	9	Wood65	0	1	0	0	0
41	T	49	DRY GM1	0	0	0	0	1
42	C	79	H Cls13	0	1	1	0	1
43	T	16	Jazz Flr	0	-4	0	0	1
44	C	88	H Pdl13	-28	-1	1	0	1
45	T	16	Jazz Flr	0	1	0	0	1
46	C	59	H OpnDW	-57	-2	1	0	1
47	T	14	Jazz Mid	0	-1	0	0	1
48	T	13	Jazz Hi	0	0	0	0	1
49	C	1	ChinaHi	0	0	0	0	1
50	T	1	Dry1 Hi	0	2	0	0	1
51	C	13	Sizzler	0	-2	0	0	0
52	C	3	DeepCym	0	-2	0	0	1
53	C	32	RidB Drk	10	0	0	0	1
54	P	93	Tambourn	0	0	0	0	1
55	C	16	FastCras	0	-2	0	0	1
56	P	28	P CowB2	20	0	0	0	1
57	C	40	CrashB	0	2	0	0	1
58	P	70	P VibrS	0	0	0	0	1
59	C	8	RidesizA	36	-2	0	0	0
60	P	7	P BongHi	0	0	0	0	1
61	P	8	P BongLo	0	0	0	0	1
62	P	20	P CongaM	0	0	0	0	1
63	P	11	P Conga	0	1	0	0	1
64	P	11	P Conga	-30	-3	0	0	1
65	P	60	P TimbH	0	-5	0	0	1
66	P	61	P TimbL	0	-8	0	0	1
67	P	3	P Agogh2	40	1	0	0	1
68	P	3	P Agogh2	0	-4	0	0	1
69	P	82	Cabasa	0	0	0	0	1
70	P	94	Maracas	0	0	0	0	1
71	P	83	SWhistH*	0	2	0	1	1
72	P	84	SWhistL*	0	2	0	1	1
73	P	39	P GuiSht	0	9	0	0	1
74	P	38	P Guiro	0	0	0	1	1
75	P	16	P Clvs	0	-2	0	0	1
76	P	71	P WBloc	0	0	0	0	1
77	P	71	P WBloc	0	-6	0	0	1
78	P	31	P CuicaH	0	0	0	0	1
79	P	32	P CuicaL	0	-1	0	0	1
80	P	64	P TrnMut	0	0	2	0	1
81	P	65	P Triang	0	0	2	0	1
82	P	49	P Shake1	0	0	0	0	1
83	C	2	CrshDRK	0	0	0	0	1
84	P	86	Bell Tre	0	4	0	0	0

Drum Voice (ch10)

Note Number	Voice Name		Pitch		Alt Grp	Key Off	Key mode	
			fine	Corse				
13	T	173	Night H	0	-1	3	0	1
14	T	174	Night M	0	-1	3	0	1
15	T	175	Night L	0	-1	0	0	1
16	C	101	HRoKcls	2	0	0	0	1
17	T	176	Night F	0	0	4	0	1
18	P	47	P Scrach	0	-2	4	0	1
19	P	37	P FSnap2	0	3	0	0	1
20	C	104	FTsplsh1	-41	-1	1	0	1
21	P	46	P Mtron	-20	1	0	0	1
22	P	45	P MtBel	-19	1	0	0	1
23	P	71	P WBloc	38	11	0	0	1
24	P	71	P WBloc	0	15	0	0	1
25	S	95	BrshTap2	0	0	0	0	1
26	S	92	BrSwL*	0	0	0	1	1
27	S	97	BrshSlpL	0	0	0	0	1
28	S	93	BrSwH*	0	0	0	1	1
29	S	81	SnRoll2*	0	0	0	1	1
30	P	10	P Castnt	0	0	0	0	1
31	S	98	SAmbie1	0	-1	0	0	0
32	S	46	S STK_HT	0	-1	0	0	1
33	K	16	BD KONG1	0	0	0	0	1
34	S	170	SnarfRim	-36	0	0	0	1
35	K	7	BD 24Dry	0	4	0	0	1
36	K	112	BDbas2	0	0	0	0	1
37	S	48	S SStck2	40	0	0	0	1
38	S	227	Sheetml	32	-1	0	0	0
39	P	14	P ClapA	0	4	0	0	1
40	S	73	RockM	-35	1	0	0	0
41	T	49	DRY GM1	0	0	0	0	1
42	C	79	H Cls13	0	0	1	0	1
43	T	28	Room1Flr	0	0	0	0	1
44	C	89	H PdlNB	0	-1	1	0	1
45	T	27	Room1 Lo	0	0	0	0	1
46	C	57	H OpnL2	50	0	1	0	1
47	T	26	Room1Mid	0	-2	0	0	1
48	T	25	Room1 Hi	0	-1	0	0	1
49	C	40	CrashB	0	-2	0	0	1
50	T	54	DRY GM6	0	0	0	0	1
51	C	28	RideLite	0	0	0	0	1
52	C	39	C CrshAC	0	-2	0	0	1
53	C	33	RidB Rc	-26	0	0	0	1
54	P	93	Tambourn	0	0	0	0	1
55	C	42	China	0	-4	0	0	1
56	P	28	P CowB2	20	0	0	0	1
57	C	40	CrashB	0	2	0	0	1
58	E	96	TymKeepr	0	0	0	1	1
59	C	27	SizzlRck	-4	0	0	0	1
60	P	7	P BongHi	0	0	0	0	1
61	P	8	P BongLo	0	0	0	0	1
62	P	20	P CongaM	0	0	0	0	1
63	P	11	P Conga	0	1	0	0	1
64	P	11	P Conga	-30	-3	0	0	1
65	P	60	P TimbH	0	-5	0	0	1
66	P	61	P TimbL	0	-8	0	0	1
67	P	3	P Agogh2	40	1	0	0	1
68	P	3	P Agogh2	0	-4	0	0	1
69	P	82	Cabasa	0	0	0	0	1
70	E	97	WetMetal	0	0	0	1	1
71	P	83	SWhistH*	0	2	0	1	1
72	E	9	E InsAmb	0	0	0	1	1
73	E	11	E MotoM	0	-2	0	0	1
74	E	32	E BrsHit	0	-7	5	0	1
75	E	11	E MotoM	0	-4	0	0	1
76	E	32	E BrsHit	0	-9	5	0	1
77	P	71	P WBloc	0	-6	0	0	1
78	P	31	P CuicaH	0	0	0	0	1
79	P	66	P CongaG	0	-1	0	0	1
80	E	113	FactryLP	0	0	0	1	3
81	E	93	6AMBreth	0	0	2	0	1
82	E	70	AllenSp*	0	0	0	1	3
83	C	6	Bell A *	0	2	0	0	1
84	E	72	LoMLoop*	0	0	0	1	3

Key-on Mode 0:stack, 1:alter, 2:stack MN, 3:alter MN, 4:hold

Note Number Numbers indicate ch10 Drum Voice, voice names indicate keyboard voices other than ch10

Key mode 0:Poly, 1:Semi(2), 2:Mono, 3:Hi Mono

Key off 0:disable, 1:enable

42 1970 kit

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note Number (0: off)						
		1st	2nd	3rd	4th	5th	RIM	MUTE
PAD1	SNARE	0	40	0	0	0	34	0
PAD2	TOM1	0	48	0	0	0	23	0
PAD3	TOM2	0	47	0	0	0	18	0
PAD4	TOM3	0	45	0	0	0	33	0
PAD5	TOM4	0	43	0	0	0	17	0
PAD6	RIDE	0	59	0	0	0	53	0
PAD7	CRASH	0	49	0	0	0	55	83
PAD8	H.HAT	(H.Hat)	46	42	44	20	16	0
PAD9	KICK	0	36	0	0	0	0	0
PAD10		0	53	0	0	0	0	0
PAD11		0	53	0	0	0	0	0
PAD12		0	56	0	0	0	0	0

Drum Voice (ch10)

Note Number	Voice Name	Pitch		Alt Grp	Key Off	Key mode
		fine	Corse			
13	P 52 P SurdoM	0	0	3	0	1
14	E 101 UptownL	0	1	0	1	3
15	P 40 P HiO	0	2	0	0	1
16	C 80 H ClsTc1	2	0	0	0	1
17	C 1 ChinaHi	0	-1	4	0	1
18	P 59 P Tambrn	0	-1	4	0	1
19	P 37 P FSnap2	0	3	0	0	1
20	C 94 H SplNB	0	-1	0	0	1
21	P 46 P Mtron	-20	1	0	0	1
22	P 45 P MtBel	-19	1	0	0	1
23	P 28 P CowB2	38	0	0	0	1
24	P 71 P WBloc	0	15	0	0	1
25	S 95 BrshTap2	0	0	0	0	1
26	S 92 BrSwL*	0	0	0	1	1
27	S 97 BrshSlpL	0	0	0	0	1
28	S 93 BrSwH*	0	0	0	1	1
29	S 81 SnRoll2*	0	0	0	1	1
30	P 10 P Castnt	0	0	0	0	1
31	S 10 S Dry	0	0	0	0	0
32	S 46 S STK_HT	0	-1	0	0	1
33	K 55 WudPoint	0	0	0	0	1
34	S 158 BigWdRim	2	-3	0	0	1
35	K 8 BD DRYB1	0	5	0	0	1
36	K 109 BDevolvr	0	-1	0	0	1
37	S 48 S SStck2	40	0	0	0	1
38	S 217 Woody	0	0	0	0	0
39	E 32 E BrsHit	0	-5	0	0	1
40	S 27 Pillow Sn	13	1	0	0	0
41	T 49 DRY GM1	0	0	0	0	1
42	C 79 H Cls13	0	0	1	0	1
43	T 158 TOMXfadF	0	-2	0	0	1
44	C 91 H PdlDW	0	0	1	0	1
45	T 157 TOMXfadL	0	-3	0	0	1
46	C 66 H OPrnNB	0	0	1	0	1
47	T 156 TOMXfadM	0	-1	0	0	1
48	T 155 TOMXfadH	0	0	0	0	1
49	C 38 C Crash	0	-4	0	0	1
50	T 54 DRY GM6	0	0	0	0	1
51	C 28 RideLite	0	0	0	0	1
52	C 40 CrashB	0	-1	0	0	1
53	C 6 Bell A *	10	-1	0	0	1
54	P 93 Tambourn	0	0	0	0	1
55	C 42 China	0	-2	0	0	1
56	P 28 P CowB2	20	0	0	0	1
57	C 40 CrashB	0	2	0	0	1
58	P 70 P VbrS	0	0	0	0	1
59	C 8 RidesizA	36	-2	0	0	1
60	P 7 P BongHi	0	0	0	0	1
61	P 8 P BongLo	0	0	0	0	1
62	P 20 P CongaM	0	0	0	0	1
63	P 11 P Conga	0	1	0	0	1
64	P 11 P Conga	-30	-3	0	0	1
65	P 61 P TimbL	0	0	0	0	1
66	P 61 P TimbL	0	-8	0	0	1
67	P 3 P AgogH2	40	1	0	0	1
68	P 3 P AgogH2	0	-4	0	0	1
69	P 82 Cabasa	0	0	0	0	1
70	P 94 Maracas	0	0	0	0	1
71	P 83 SWhistH*	0	2	0	1	1
72	P 84 SWhistL*	0	2	0	1	1
73	P 39 P GuiSht	0	9	0	0	1
74	P 38 P Guiro	0	0	0	1	1
75	P 16 P Clvs	0	-2	0	0	1
76	P 71 P WBloc	0	0	0	0	1
77	P 71 P WBloc	0	-6	0	0	1
78	P 31 P CuicaH	0	0	0	0	1
79	P 32 P CuicaL	0	-1	0	0	1
80	P 64 P TriMut	0	0	2	0	1
81	P 65 P Triang	0	0	2	0	1
82	P 49 P Shake1	0	0	0	0	1
83	C 43 C Splsh1	0	0	0	0	1
84	P 86 Bell Tre	0	4	0	0	0

43 X-Fade

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note Number (0: off)							
		1st	2nd	3rd	4th	5th	RIM	MUTE	
PAD1	SNARE	0	38	31	40	0	34	0	
PAD2	TOM1	0	48	0	0	0	23	0	
PAD3	TOM2	0	47	0	0	0	27	0	
PAD4	TOM3	0	45	0	0	0	33	0	
PAD5	TOM4	1	slapbas1 (ch13)					39	0
PAD6	RIDE	0	59	0	0	0	53	0	
PAD7	CRASH	0	49	0	0	0	55	83	
PAD8	H.HAT	(H.Hat)	46	42	44	20	16	0	
PAD9	KICK	0	36	0	0	0	0	0	
PAD10		0	53	0	0	0	0	0	
PAD11		0	53	0	0	0	0	0	
PAD12		0	56	0	0	0	0	0	

Drum Voice (ch10)

Note Number	Voice Name	Pitch		Alt Grp	Key Off	Key mode
		fine	Corse			
13	P 52 P SurdoM	0	0	3	0	1
14	C 2 CrshDRK	0	0	0	0	1
15	P 40 P HiO	0	2	0	0	1
16	C 80 H ClsTc1	2	0	0	0	1
17	P 47 P Scrach	0	4	4	0	1
18	P 47 P Scrach	0	-1	4	0	1
19	P 37 P FSnap2	0	3	0	0	1
20	C 94 H SplNB	0	-1	0	0	1
21	P 46 P Mtron	-20	1	0	0	1
22	P 45 P MtBel	-19	1	0	0	1
23	P 28 P CowB2	38	0	0	0	1
24	P 71 P WBloc	0	15	0	0	1
25	S 95 BrshTap2	0	0	0	0	1
26	S 92 BrSwL*	0	0	0	1	1
27	S 97 BrshSlpL	0	0	0	0	1
28	S 93 BrSwH*	0	0	0	1	1
29	S 81 SnRoll2*	0	0	0	1	1
30	P 10 P Castnt	0	0	0	0	1
31	S 9 Wood65	0	0	0	0	0
32	S 46 S STK_HT	0	-1	0	0	1
33	K 55 WudPoint	0	0	0	0	1
34	S 155 Steel	-7	0	0	0	1
35	K 8 BD DRYB1	0	4	0	0	1
36	K 109 BDevolvr	0	0	0	0	1
37	S 48 S SStck2	40	0	0	0	1
38	S 217 Woody	0	0	0	0	0
39	E 32 E BrsHit	0	-5	0	0	1
40	S 238 BuzRgRim	13	-2	0	0	0
41	T 3 Dry1 Lo	0	0	0	0	1
42	C 79 H Cls13	0	0	1	0	1
43	K 56 Pointy	0	-2	0	0	1
44	C 91 H PdlDW	0	0	1	0	1
45	T 158 TOMXfadF	0	-1	0	0	1
46	C 66 H OPrnNB	0	0	1	0	1
47	T 156 TOMXfadM	0	-1	0	0	1
48	T 155 TOMXfadH	0	0	0	0	1
49	C 40 CrashB	0	0	0	0	1
50	T 54 DRY GM6	0	0	0	0	1
51	C 28 RideLite	0	0	0	0	1
52	C 43 C Splsh1	0	-1	0	0	1
53	C 6 Bell A *	10	-1	0	0	1
54	P 93 Tambourn	0	0	0	0	1
55	C 42 China	0	-2	0	0	1
56	P 28 P CowB2	20	0	0	0	1
57	C 40 CrashB	0	2	0	0	1
58	P 70 P VbrS	0	0	0	0	1
59	C 8 RidesizA	36	-2	0	0	1
60	P 7 P BongHi	0	0	0	0	1
61	P 8 P BongLo	0	0	0	0	1
62	P 20 P CongaM	0	0	0	0	1
63	P 11 P Conga	0	1	0	0	1
64	P 11 P Conga	-30	-3	0	0	1
65	P 61 P TimbL	0	0	0	0	1
66	P 61 P TimbL	0	-8	0	0	1
67	P 3 P AgogH2	40	1	0	0	1
68	P 3 P AgogH2	0	-4	0	0	1
69	P 82 Cabasa	0	0	0	0	1
70	P 94 Maracas	0	0	0	0	1
71	P 83 SWhistH*	0	2	0	1	1
72	P 84 SWhistL*	0	2	0	1	1
73	P 39 P GuiSht	0	9	0	0	1
74	P 38 P Guiro	0	0	0	1	1
75	P 16 P Clvs	0	-2	0	0	1
76	P 71 P WBloc	0	0	0	0	1
77	P 71 P WBloc	0	-6	0	0	1
78	P 31 P CuicaH	0	0	0	0	1
79	P 32 P CuicaL	0	-1	0	0	1
80	P 64 P TriMut	0	0	2	0	1
81	P 65 P Triang	0	0	2	0	1
82	P 49 P Shake1	0	0	0	0	1
83	C 43 C Splsh1	0	0	0	0	1
84	P 86 Bell Tre	0	4	0	0	0

44 Studio

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note Number (0: off)						RIM	MUTE
		1st	2nd	3rd	4th	5th	34		
PAD1	SNARE	0	31	0	0	0	34	0	
PAD2	TOM1	0	48	0	0	0	37	0	
PAD3	TOM2	0	47	0	0	0	56	0	
PAD4	TOM3	0	45	0	0	0	32	0	
PAD5	TOM4	0	43	0	0	0	52	0	
PAD6	RIDE	0	59	0	0	0	53	0	
PAD7	CRASH	0	49	0	0	0	55	54	
PAD8	H.HAT (H.Hat)	0	46	42	44	46	0	20	0
PAD9	KICK	0	36	0	0	0	0	0	0
PAD10		0	51	0	0	0	0	0	0
PAD11		0	54	0	0	0	0	0	0
PAD12		0	56	0	0	0	0	0	0

Drum Voice (ch10)

Note Number		Voice Name		Pitch		Alt Grp	Key Off	Key mode
				fine	Corse			
13	P	52	P SurdoM	0	0	3	0	1
14	P	53	P Surdo	0	2	3	0	1
15	P	40	P HiQ	0	2	0	0	1
16	P	72	P WHP	2	4	0	0	1
17	P	47	P Scrach	0	4	4	0	1
18	P	47	P Scrach	0	-2	4	0	1
19	P	37	P FSNap2	0	3	0	0	1
20	C	74	H QOPMu	0	0	0	0	1
21	P	46	P Mtron	-20	1	0	0	1
22	P	45	P MtBel	-19	1	0	0	1
23	P	71	P WBloc	38	11	0	0	1
24	P	71	P WBloc	0	15	0	0	1
25	S	95	BrshTap2	0	0	0	0	1
26	S	92	BrSwL*	0	0	0	1	1
27	S	97	BrshSlpL	0	0	0	0	1
28	S	93	BrSwH*	0	0	0	1	1
29	S	80	SnrRoll*	0	0	0	1	1
30	P	10	P Castnt	0	0	0	0	1
31	S	26	Tosh Sn	0	0	0	0	0
32	T	8	Dry2 Fir	0	0	0	0	1
33	K	6	BD GMM2	0	0	0	0	1
34	S	4	Fat looz	0	4	0	0	1
35	K	4	BD GMM	0	0	0	0	1
36	K	7	BD 24Dry	0	-2	0	0	1
37	T	5	Dry2 Hi	40	-2	0	0	1
38	S	16	SnareM	0	0	0	0	0
39	P	14	P ClapA	0	4	0	0	1
40	S	17	SnareH	12	0	0	0	0
41	T	49	DRY GM1	0	0	0	0	1
42	C	78	H CIsMu	0	13	1	0	1
43	T	4	Dry1 Fir	0	2	0	0	1
44	C	92	H PdLit	0	9	1	0	1
45	T	3	Dry1 Lo	0	2	0	0	1
46	C	67	H OPMu	0	10	1	0	1
47	T	2	Dry1 Mid	0	0	0	0	1
48	T	1	Dry1 Hi	0	3	0	0	1
49	C	41	PaperThn	0	2	0	0	1
50	T	54	DRY GM6	0	0	0	0	1
51	C	28	RideLite	0	0	0	0	1
52	C	42	China	0	-2	0	0	1
53	C	48	Thrash	10	0	0	0	1
54	T	7	Dry2 Lo	0	0	0	0	1
55	C	44	C Splsh2	0	0	0	0	1
56	T	6	Dry2 Mid	20	-3	0	0	1
57	C	40	CrashB	0	2	0	0	1
58	P	70	P VbrS	0	0	0	0	1
59	C	25	SizzLit	36	0	0	0	1
60	P	7	P BongHi	0	0	0	0	1
61	P	8	P BongLo	0	0	0	0	1
62	P	20	P CongaM	0	0	0	0	1
63	P	11	P Conga	0	1	0	0	1
64	P	11	P Conga	-30	-3	0	0	1
65	P	60	P TimbH	0	-5	0	0	1
66	P	61	P TimbL	0	-8	0	0	1
67	P	3	P Agogh2	40	1	0	0	1
68	P	3	P Agogh2	0	-4	0	0	1
69	P	82	Cabasa	0	0	0	0	1
70	P	94	Maracas	0	0	0	0	1
71	P	83	SWhistH*	0	2	0	1	1
72	P	84	SWhistL*	0	2	0	1	1
73	P	39	P GuiSht	0	9	0	0	1
74	P	38	P Guiro	0	0	0	1	1
75	P	16	P Clvs	0	-2	0	0	1
76	P	71	P WBloc	0	0	0	0	1
77	P	71	P WBloc	0	-6	0	0	1
78	P	31	P CuicaH	0	0	0	0	1
79	P	32	P CuicaL	0	-1	0	0	1
80	P	64	P TriMut	0	0	2	0	1
81	P	65	P Triang	0	0	2	0	1
82	P	49	P Shake1	0	0	0	0	1
83	C	44	C Splsh2	0	7	0	0	1
84	P	86	Bell Tre	0	4	0	0	0

45 Dance 1

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note Number (0: off)						RIM	MUTE
		1st	2nd	3rd	4th	5th	34		
PAD1	SNARE	0	40	0	0	0	0	34	0
PAD2	TOM1	0	48	0	0	0	0	70	0
PAD3	TOM2	0	47	0	0	0	0	17	0
PAD4	TOM3	0	45	0	0	0	0	18	0
PAD5	TOM4	0	43	0	0	0	0	52	0
PAD6	RIDE	0	59	0	0	0	0	53	0
PAD7	CRASH	0	49	0	0	0	0	55	54
PAD8	H.HAT (H.Hat)	0	46	42	44	46	0	54	0
PAD9	KICK	0	36	0	0	0	0	0	0
PAD10		0	53	0	0	0	0	0	0
PAD11		0	53	0	0	0	0	0	0
PAD12		0	56	0	0	0	0	0	0

Drum Voice (ch10)

Note Number		Voice Name		Pitch		Alt Grp	Key Off	Key mode
				fine	Corse			
13	P	52	P SurdoM	0	0	3	0	1
14	P	53	P Surdo	0	2	3	0	1
15	P	40	P HiQ	0	2	0	0	1
16	P	72	P WHP	2	4	0	0	1
17	P	47	P Scrach	0	4	4	0	1
18	P	47	P Scrach	0	-2	4	0	1
19	P	37	P FSNap2	0	3	0	0	1
20	P	36	P FSNap1	0	9	0	0	1
21	P	46	P Mtron	-20	1	0	0	1
22	P	45	P MtBel	-19	1	0	0	1
23	P	71	P WBloc	38	11	0	0	1
24	P	71	P WBloc	0	15	0	0	1
25	S	95	BrshTap2	0	0	0	0	1
26	S	92	BrSwL*	0	0	0	1	1
27	S	97	BrshSlpL	0	0	0	0	1
28	C	49	ReverseC	0	0	0	1	1
29	S	80	SnrRoll*	0	0	0	1	1
30	P	40	P HiQ	0	0	0	0	1
31	S	52	Dance02	0	3	0	0	0
32	S	46	S STK_HT	0	-1	0	0	1
33	K	36	BDDance1	0	0	0	0	1
34	S	165	HiFive	0	0	0	0	1
35	K	44	BDDance9	0	-2	0	0	1
36	K	37	BDDance2	0	0	0	0	1
37	S	65	AnSSticK	40	0	0	0	1
38	S	55	Dance05	0	2	0	0	0
39	P	14	P ClapA	0	4	0	0	1
40	S	59	Tekk 02	0	0	0	0	0
41	T	98	TEKK 1F	0	-4	0	0	1
42	C	84	H CIsA1	0	0	1	0	1
43	T	105	TEKK 3L	0	0	0	0	1
44	C	85	H CIsA2	0	0	1	0	1
45	T	104	TEKK 3M	0	0	0	0	1
46	C	69	H OpnAn	0	0	1	0	1
47	T	103	TEKK 3H	0	0	0	0	1
48	T	101	TEKK 2L	0	0	0	0	1
49	C	45	AngCym	0	2	0	0	1
50	T	95	TEKK 1H	0	4	0	0	1
51	C	28	RideLite	0	0	0	0	1
52	C	42	China	0	-2	0	0	1
53	C	31	RidB Lit	10	0	0	0	1
54	P	93	Tambourn	0	0	0	0	1
55	C	43	C Splsh1	0	2	0	0	1
56	P	30	P CowBAAn	32	2	0	0	1
57	C	40	CrashB	0	2	0	0	1
58	P	70	P VbrS	0	0	0	0	1
59	C	34	Ride Anl	36	0	0	0	1
60	P	7	P BongHi	0	0	0	0	1
61	P	8	P BongLo	0	0	0	0	1
62	P	25	P Cong8H	0	0	0	0	1
63	P	26	P Cong8L	0	1	0	0	1
64	P	26	P Cong8L	-30	-1	0	0	1
65	P	60	P TimbH	0	-5	0	0	1
66	P	61	P TimbL	0	-8	0	0	1
67	P	3	P Agogh2	40	1	0	0	1
68	P	3	P Agogh2	0	-4	0	0	1
69	P	82	Cabasa	0	0	0	0	1
70	P	91	AnMaracs	0	1	0	0	1
71	P	83	SWhistH*	0	2	0	1	1
72	P	84	SWhistL*	0	2	0	1	1
73	P	39	P GuiSht	0	9	0	0	1
74	P	38	P Guiro	0	0	0	1	1
75	P	15	P ClvsA	0	2	0	0	1
76	P	71	P WBloc	0	0	0	0	1
77	P	71	P WBloc	0	-6	0	0	1
78	P	47	P Scrach	0	1	0	0	1
79	P	47	P Scrach	0	-4	0	0	1
80	P	64	P TriMut	0	0	2	0	1
81	P	65	P Triang	0	0	2	0	1
82	P	49	P Shake1	0	0	0	0	1
83	P	85	JingBell	0	2	0	0	1
84	P	86	Bell Tre	0	4	0	0	0

Key-on Mode 0:stack, 1:alter, 2:stack MN, 3:alter MN, 4:hold

Note Number Numbers indicate ch10 Drum Voice, voice names indicate keyboard voices other than from ch10

Key mode 0:Poly, 1:Semi(2), 2:Mono, 3:Hi Mono

Key off 0:disable, 1:enable

46 Dance 2

PAD ASSIGNMENT

Trigger Input		Key-on Mode	Note Number (0: off)						
			1st	2nd	3rd	4th	5th	RIM	MUTE
PAD1	SNARE	0	31	0	0	0	0	34	0
PAD2	TOM1	0	48	0	0	0	0	82	0
PAD3	TOM2	0	47	0	0	0	0	19	0
PAD4	TOM3	0	45	0	0	0	0	18	0
PAD5	TOM4	0	43	0	0	0	0	52	0
PAD6	RIDE	0	59	0	0	0	0	53	0
PAD7	CRASH	0	49	0	0	0	0	55	54
PAD8	H.HAT (H.Hat)	46	42	44	46	0	0	54	0
PAD9	KICK	0	35	0	0	0	0	0	0
PAD10		0	53	0	0	0	0	0	0
PAD11		0	53	0	0	0	0	0	0
PAD12		0	56	0	0	0	0	0	0

47 HHpDncMX

PAD ASSIGNMENT

Trigger Input		Key-on Mode	Note Number (0: off)						
			1st	2nd	3rd	4th	5th	RIM	MUTE
PAD1	SNARE	0	40	0	0	0	0	34	0
PAD2	TOM1	0	VoiceOoh (ch14)	0	0	0	0	0	0
PAD3	TOM2	0	VoiceOoh (ch14)	0	0	0	0	0	0
PAD4	TOM3	4	43	0	0	0	0	17	0
PAD5	TOM4	0	52	0	0	0	0	17	0
PAD6	RIDE	0	59	0	0	0	0	53	0
PAD7	CRASH	3					Orch.Hit (ch15)		0
PAD8	H.HAT (H.Hat)	46	42	44	46	0	0	16	0
PAD9	KICK	1					SynBass1(ch16)	0	0
PAD10		0	53	0	0	0	0	0	0
PAD11		1	53	49	0	0	0	0	0
PAD12		0	56	0	0	0	0	0	0

Drum Voice (ch10)

Note Number		Voice Name		Pitch Corse		Alt Grp	Key Off	Key mode
				fine	Corse			
13	P	52	P SurdoM	0	0	3	0	1
14	P	53	P Surdo	0	2	3	0	1
15	P	40	P HiQ	0	2	0	0	1
16	P	72	P WHP	2	4	0	0	1
17	P	47	P Scrach	0	4	4	0	1
18	P	47	P Scrach	0	-2	4	0	1
19	P	43	P MarcsA	0	3	0	0	1
20	P	36	P FSNap1	0	9	0	0	1
21	P	46	P Mtron	-20	1	0	0	1
22	P	45	P MtBel	-19	1	0	0	1
23	P	71	P WBloc	38	11	0	0	1
24	P	71	P WBloc	0	15	0	0	1
25	S	95	BrshTap2	0	0	0	0	1
26	S	92	BrSwL#	0	0	0	1	1
27	S	97	BrshSlpL	0	0	0	0	1
28	C	49	ReverseC	0	0	0	1	1
29	S	80	SnrRoll#	0	0	0	1	1
30	P	40	P HiQ	0	0	0	0	1
31	S	55	Dance05	0	3	0	0	0
32	S	46	S STK_HT	0	-1	0	0	1
33	K	37	BDDance2	0	0	0	0	1
34	S	31	OpnRim	0	0	0	0	1
35	K	44	BDDance9	0	-2	0	0	1
36	K	39	BDDance4	0	0	0	0	1
37	S	65	AnSStck	40	0	0	0	1
38	S	66	AnalogH1	0	2	0	0	0
39	P	14	P ClapA	0	4	0	0	1
40	S	67	AnalogL1	0	0	0	0	0
41	T	98	TEKK 1F	0	-4	0	0	1
42	C	84	H CIsA1	0	0	1	0	1
43	T	98	TEKK 1F	0	0	0	0	1
44	C	85	H CIsA2	0	0	1	0	1
45	T	97	TEKK 1L	0	0	0	0	1
46	C	69	H OpnAn	0	0	1	0	1
47	T	96	TEKK 1M	0	0	0	0	1
48	T	95	TEKK 1H	0	0	0	0	1
49	C	45	AngCym	0	2	0	0	1
50	T	95	TEKK 1H	0	4	0	0	1
51	C	28	RideLite	0	0	0	0	1
52	C	42	China	0	-2	0	0	1
53	C	31	RidB Lit	10	0	0	0	1
54	P	58	P TambA	0	0	0	0	1
55	C	44	C Splsh2	0	2	0	0	1
56	P	30	P CowBAn	32	2	0	0	1
57	C	40	CrashB	0	2	0	0	1
58	P	70	P VibrS	0	0	0	0	1
59	C	34	Ride Anl	36	0	0	0	1
60	P	7	P BongHi	0	0	0	0	1
61	P	8	P BongLo	0	0	0	0	1
62	P	25	P Cong8H	0	0	0	0	1
63	P	26	P Cong8L	0	1	0	0	1
64	P	26	P Cong8L	-30	-1	0	0	1
65	P	60	P TimbH	0	-5	0	0	1
66	P	61	P TimbL	0	-8	0	0	1
67	P	3	P AgogH2	40	1	0	0	1
68	P	3	P AgogH2	0	-4	0	0	1
69	P	82	Cabasa	0	0	0	0	1
70	P	91	AnMaracs	0	1	0	0	1
71	P	83	SWhistH#	0	2	0	1	1
72	P	84	SWhistL#	0	2	0	1	1
73	P	39	P GuiSht	0	9	0	0	1
74	P	38	P Guiro	0	0	0	1	1
75	P	15	P CivsA	0	2	0	0	1
76	P	71	P WBloc	0	0	0	0	1
77	P	71	P WBloc	0	-6	0	0	1
78	P	47	P Scrach	0	1	0	0	1
79	P	47	P Scrach	0	-4	0	0	1
80	P	64	P TriMut	0	0	2	0	1
81	P	65	P Triang	0	0	2	0	1
82	P	49	P Shake1	0	0	0	0	1
83	P	85	JingBell	0	2	0	0	1
84	P	86	Bell Tre	0	4	0	0	0

Drum Voice (ch10)

Note Number		Voice Name		Pitch Corse		Alt Grp	Key Off	Key mode
				fine	Corse			
13	K	118	BDbass2 **	0	-12	3	0	1
14	K	118	BDbass2 **	0	-5	3	0	1
15	K	118	BDbass2 **	0	2	0	0	1
16	C	80	H CIsTc1	2	4	0	0	1
17	E	73	LoMsolo*	0	2	0	1	3
18	P	47	P Scrach	0	0	4	0	1
19	P	70	P VibrS	0	0	0	0	1
20	P	36	P FSNap1	0	9	0	0	1
21	P	46	P Mtron	-20	1	0	0	1
22	P	45	P MtBel	-19	1	0	0	1
23	P	71	P WBloc	38	11	0	0	1
24	P	71	P WBloc	0	15	0	0	1
25	S	95	BrshTap2	0	0	0	0	1
26	S	92	BrSwL*	0	0	0	1	1
27	S	97	BrshSlpL	0	0	0	0	1
28	S	93	BrSwH*	0	0	0	1	1
29	E	99	TakeOff **	0	0	0	1	1
30	P	10	P Castnt	0	0	0	0	1
31	S	9	Wood65	0	1	0	0	0
32	S	46	S STK_HT	0	-1	0	0	1
33	K	6	BD GMM2	0	0	0	0	1
34	S	184	AnaWeRim **	26	0	0	0	0
35	K	7	BD 24Dry	0	4	0	0	1
36	K	92	BDersko1 **	0	0	0	0	1
37	S	48	S SStck2	40	0	0	0	1
38	S	249	Cool Dry **	0	1	0	0	1
39	P	14	P ClapA	0	4	0	0	1
40	S	104	SAna1 **	-35	2	0	0	0
41	T	49	DRY GM1	0	0	0	0	1
42	C	79	H CIs13	0	0	1	0	1
43	E	104	SwingnL	0	1	0	1	3
44	C	91	H PdIDW	0	0	1	0	1
45	T	8	Dry2 Flr	0	0	0	0	1
46	C	66	H OpnNB	0	0	1	0	1
47	T	14	Jazz Mid	0	1	0	0	1
48	T	13	Jazz Hi	0	2	0	0	1
49	C	40	CrashB	0	0	0	0	1
50	T	54	DRY GM6	0	0	0	0	1
51	C	28	RideLite	0	0	0	0	1
52	E	18	E OOOWWW	0	-1	0	0	1
53	C	6	Bell A *	10	-1	0	0	1
54	E	98	SloSprkl	0	-1	0	0	1
55	C	42	China	0	-2	0	0	1
56	P	28	P CowB2	20	0	0	0	1
57	C	40	CrashB	0	2	0	0	1
58	P	70	P VibrS	0	0	0	0	1
59	C	8	RidesizA	36	-1	0	0	1
60	P	7	P BongHi	0	0	0	0	1
61	P	8	P BongLo	0	0	0	0	1
62	P	20	P CongaM	0	0	0	0	0
63	P	11	P Conga	0	1	0	0	1
64	P	11	P Conga	-30	-3	0	0	1
65	P	62	P Timb	0	-5	0	0	1
66	P	61	P TimbL	0	-8	0	0	1
67	P	3	P AgogH2	40	1	0	0	1
68	P	3	P AgogH2	0	-4	0	0	1
69	P	82	Cabasa	0	0	0	0	1
70	P	94	Maracas	0	0	0	0	1
71	P	83	SWhistH#	0	2	0	1	1
72	P	84	SWhistL#	0	2	0	1	1
73	P	39	P GuiSht	0	9	0	0	1
74	P	38	P Guiro	0	0	0	1	1
75	P	16	P Civs	0	-2	0	0	1
76	P	71	P WBloc	0	0	0	0	1
77	P	71	P WBloc	0	-6	0	0	1
78	P	31	P CuicaH	0	0	0	0	1
79	P	32	P CuicaL	0	-1	0	0	1
80	P	64	P TriMut	0	0	2	0	1
81	P	65	P Triang	0	0	2	0	1
82	P	49	P Shake1	0	0	0	0	1
83	C	6	Bell A *	0	2	0	0	1
84	P	86	Bell Tre	0	4	0	0	0

48 WldDncMX

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note Number (0: off)							
		1st	2nd	3rd	4th	5th	RIM	MUTE	
PAD1	SNARE	0	31	0	0	0	0	34	0
PAD2	TOM1	0	48	0	0	0	0	37	0
PAD3	TOM2	0	47	0	0	0	0	56	0
PAD4	TOM3	0	45	0	0	0	0	54	0
PAD5	TOM4	0	43	0	0	0	0	32	0
PAD6	RIDE	4	59	0	0	0	0	53	0
PAD7	CRASH	4	49	0	0	0	0	55	83
PAD8	H.HAT	(H.Hat)	46	42	44	46	0	46	0
PAD9	KICK	0	36	0	0	0	0	0	0
PAD10		0	52	0	0	0	0	0	0
PAD11		0	67	0	0	0	0	0	0
PAD12		0	58	0	0	0	0	0	0

Drum Voice (ch10)

Note Number		Voice Name		Pitch		Alt Grp	Key Off	Key mode
				fine	Coarse			
13	P	52	P SurdoM	0	0	3	0	1
14	P	53	P Surdo	0	2	3	0	1
15	P	40	P HiQ	0	2	0	0	1
16	P	72	P WHP	2	4	0	0	1
17	P	47	P Scrach	0	4	4	0	1
18	P	47	P Scrach	0	-2	4	0	1
19	P	37	P FSnap2	0	3	0	0	1
20	P	36	P FSnap1	0	9	0	0	1
21	P	46	P Mtron	-20	1	0	0	1
22	P	45	P MtBel	-19	1	0	0	1
23	P	71	P WBloc	38	11	0	0	1
24	P	71	P WBloc	0	15	0	0	1
25	S	95	BrshTap2	0	0	0	0	1
26	S	92	BrSwL*	0	0	0	1	1
27	S	97	BrshSlpL	0	0	0	0	1
28	S	93	BrSwH*	0	0	0	1	1
29	S	80	SnrRoll*	0	0	0	1	1
30	P	10	P Castnt	0	0	0	0	1
31	S	51	Dance01	0	0	0	0	0
32	E	30	E Door	0	6	0	0	1
33	K	6	BD GMM2	0	0	0	0	1
34	S	56	Dance06	0	0	0	0	1
35	K	4	BD GMM	0	0	0	0	1
36	K	89	BDRave10	0	0	0	0	1
37	E	59	INDrave	40	0	0	1	1
38	S	16	SnaresM	0	0	0	0	0
39	P	14	P ClapA	0	4	0	0	1
40	S	17	SnaresH	12	0	0	0	0
41	T	49	DRY GM1	0	0	0	0	1
42	C	84	H CisA1	0	0	1	0	1
43	E	30	E Door	0	-6	0	0	1
44	C	88	H Pdl13	0	15	1	0	1
45	E	35	E NZE *	0	2	0	1	1
46	C	69	H OpnAn	0	0	1	0	1
47	E	18	E OOOWWW	0	0	0	0	1
48	E	13	E CBRadi	0	0	0	0	1
49	E	104	SwingnL	0	2	0	1	1
50	T	54	DRY GM6	0	0	0	0	1
51	C	28	RideLite	0	0	0	0	1
52	C	42	China	0	-2	0	0	1
53	E	60	SDdark1	10	0	0	0	1
54	E	14	E ComVc	0	0	0	0	1
55	E	32	E BrsHit	0	5	0	1	1
56	E	34	E Laugh	20	0	0	0	1
57	C	40	CrashB	0	2	0	0	1
58	P	70	P VibrS	0	0	0	0	1
59	E	50	LPscNoiz	36	-1	0	1	1
60	P	7	P BongHi	0	0	0	0	1
61	P	8	P BongLo	0	0	0	0	1
62	P	20	P CongaM	0	0	0	0	1
63	P	11	P Conga	0	1	0	0	1
64	P	11	P Conga	-30	-3	0	0	1
65	P	60	P TimbH	0	-5	0	0	1
66	P	61	P TimbL	0	-8	0	0	1
67	P	3	P AgogH2	40	1	0	0	1
68	P	3	P AgogH2	0	-4	0	0	1
69	P	82	Cabasa	0	0	0	0	1
70	P	94	Maracas	0	0	0	0	1
71	P	83	SWhistH*	0	2	0	1	1
72	P	84	SWhistL*	0	2	0	1	1
73	P	39	P GuiSht	0	9	0	0	1
74	P	38	P Guiro	0	0	0	1	1
75	P	16	P Clvs	0	-2	0	0	1
76	P	71	P WBloc	0	0	0	0	1
77	P	71	P WBloc	0	-6	0	0	1
78	P	31	P CuicaH	0	0	0	0	1
79	P	32	P CuicaL	0	-1	0	0	1
80	P	64	P TriMut	0	0	2	0	1
81	P	65	P Triang	0	0	2	0	1
82	P	49	P Shake1	0	0	0	0	1
83	T	117	ETMooRXL	0	2	0	0	1
84	P	86	Bell Tre	0	4	0	0	0

49 IndustMX

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note Number (0: off)								
		1st	2nd	3rd	4th	5th	RIM	MUTE		
PAD1	SNARE	0	31	0	0	0	40	34	0	
PAD2	TOM1	0	48	0	0	0	0	37	0	
PAD3	TOM2	0	47	0	0	0	0	56	0	
PAD4	TOM3	0	45	0	0	0	0	54	0	
PAD5	TOM4	0	43	0	0	0	0	13	0	
PAD6	RIDE	3	SlapBas2 (ch15)						0	0
PAD7	CRASH	2	VoiceOoh (ch16)						0	0
PAD8	H.HAT	(H.Hat)	46	42	44	46	0	46	0	
PAD9	KICK	0	36	0	0	0	0	0	0	
PAD10		0	53	0	0	0	0	0	0	
PAD11		0	59	0	0	0	0	0	0	
PAD12		0	45	0	0	0	0	0	0	

Drum Voice (ch10)

Note Number		Voice Name		Pitch		Alt Grp	Key Off	Key mode
				fine	Coarse			
13	E	84	Creature	0	0	3	0	1
14	P	53	P Surdo	0	2	3	0	1
15	P	40	P HiQ	0	2	0	0	1
16	P	72	P WHP	2	4	0	0	1
17	P	47	P Scrach	0	4	4	0	1
18	P	47	P Scrach	0	-2	4	0	1
19	P	37	P FSnap2	0	3	0	0	1
20	P	36	P FSnap1	0	9	0	0	1
21	P	46	P Mtron	-20	1	0	0	1
22	P	45	P MtBel	-19	1	0	0	1
23	P	71	P WBloc	38	11	0	0	1
24	P	71	P WBloc	0	15	0	0	1
25	S	95	BrshTap2	0	0	0	0	1
26	S	92	BrSwL*	0	0	0	1	1
27	S	97	BrshSlpL	0	0	0	0	1
28	S	93	BrSwH*	0	0	0	1	1
29	S	80	SnrRoll*	0	0	0	1	1
30	P	10	P Castnt	0	0	0	0	1
31	S	13	Looz Pic	0	0	0	0	0
32	E	82	TineDrum	0	-1	0	0	1
33	K	6	BD GMM2	0	0	0	0	1
34	S	5	Hip Hop	0	0	0	0	1
35	K	4	BD GMM	0	0	0	0	1
36	K	103	BDNIN1	0	0	0	0	1
37	E	50	LPscNoiz	40	0	0	1	1
38	S	16	SnaresM	0	0	0	0	0
39	P	14	P ClapA	0	4	0	0	1
40	S	17	SnaresH	12	0	0	0	0
41	T	49	DRY GM1	0	0	0	0	1
42	C	78	H CisMu	0	0	1	0	1
43	E	20	E TV vo	0	0	0	0	2
44	C	90	H PdlMu	0	0	1	0	1
45	E	85	AMRhythm	0	0	0	0	1
46	C	67	H OPMu	0	0	1	0	1
47	S	28	Blaaaghf	0	-9	0	0	1
48	E	76	TablaX	0	0	0	0	1
49	s	4	SSirngB4	0	0	0	1	1
50	T	54	DRY GM6	0	0	0	0	1
51	C	28	RideLite	0	0	0	0	1
52	C	42	China	0	-2	0	0	1
53	C	31	RidB Lit	10	0	0	0	1
54	E	16	E HipNs	0	-1	0	0	1
55	k	9	SynPf 3	0	2	0	0	1
56	E	35	E NZE *	0	3	0	1	1
57	C	40	CrashB	0	2	0	0	1
58	P	70	P VibrS	0	0	0	0	1
59	b	2	SyBass1L	36	0	0	1	1
60	P	7	P BongHi	0	0	0	0	1
61	P	8	P BongLo	0	0	0	0	1
62	P	20	P CongaM	0	0	0	0	1
63	P	11	P Conga	0	1	0	0	1
64	P	11	P Conga	-30	-3	0	0	1
65	P	60	P TimbH	0	-5	0	0	1
66	P	61	P TimbL	0	-8	0	0	1
67	P	3	P AgogH2	40	1	0	0	1
68	P	3	P AgogH2	0	-4	0	0	1
69	P	82	Cabasa **	0	0	0	0	1
70	P	94	Maracas	0	0	0	0	1
71	P	83	SWhistH*	0	2	0	1	1
72	P	84	SWhistL*	0	2	0	1	1
73	P	39	P GuiSht	0	9	0	0	1
74	P	38	P Guiro	0	0	0	1	1
75	P	16	P Clvs	0	-2	0	0	1
76	b	2	SyBass1L	0	0	0	1	1
77	P	71	P WBloc	0	-6	0	0	1
78	b	2	SyBass1L	0	1	0	1	1
79	P	32	P CuicaL	0	-1	0	0	1
80	b	2	SyBass1L	0	3	2	1	1
81	P	65	P Triang	0	0	2	0	1
82	b	2	SyBass1L	0	5	0	1	1
83	P	85	JingBell	0	2	0	0	1
84	b	3	SyBass1H	0	5	0	1	0

Key-on Mode 0:stack, 1:alter, 2:stack MN, 3:alter MN, 4:hold

Note Number Numbers indicate ch10 Drum Voice, voice names indicate keyboard voices other than ch10

Key mode 0:Poly, 1:Semi(2), 2:Mono, 3:Hi Mono

Key off 0:disable, 1:enable

50 Banana

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note Number (0: off)						
		1st	2nd	3rd	4th	5th	RIM	MUTE
PAD1	SNARE	0	31	0	0	0	34	0
PAD2	TOM1	0	48	0	0	0	37	0
PAD3	TOM2	0	47	0	0	0	56	0
PAD4	TOM3	0	45	0	0	0	54	0
PAD5	TOM4	0	43	0	0	0	32	0
PAD6	RIDE	0	59	0	0	0	53	0
PAD7	CRASH	0	49	0	0	0	55	83
PAD8	H.HAT	(H.Hat)	46	42	44	46	46	0
PAD9	KICK	0	36	0	0	0	0	0
PAD10		0	53	0	0	0	0	0
PAD11		0	79	0	0	0	0	0
PAD12		0	56	0	0	0	0	0

Drum Voice (ch10)

Note Number	Voice Name	Pitch		Alt Grp	Key Off	Key mode
		fine	Corse			
13	P 52 P SurdoM	0	0	3	0	1
14	P 53 P Surdo	0	2	3	0	1
15	P 40 P HIQ	0	2	0	0	1
16	P 72 P WHP	2	4	0	0	1
17	P 47 P Scratch	0	4	4	0	1
18	P 47 P Scratch	0	-2	4	0	1
19	P 37 P FSnap2	0	3	0	0	1
20	P 36 P FSnap1	0	9	0	0	1
21	P 46 P Mtron	-20	1	0	0	1
22	P 45 P MiBel	-19	1	0	0	1
23	P 71 P WBloc	38	11	0	0	1
24	P 71 P WBloc	0	15	0	0	1
25	S 95 BrshTap2	0	0	0	0	1
26	S 92 BrSWL*	0	0	0	1	1
27	S 97 BrshSlpL	0	0	0	0	1
28	S 93 BrSwH*	0	0	0	1	1
29	S 80 SnrRoll*	0	0	0	1	1
30	P 10 P Castnt	0	0	0	0	1
31	S 70 Elektrik	0	2	0	0	0
32	P 59 P Tambrn	0	-1	0	0	1
33	K 6 BD GMM2	0	0	0	0	1
34	S 6 BrassPic	0	0	0	0	1
35	K 4 BD GMM	0	0	0	0	1
36	K 34 BD ELEC2	0	-1	0	0	1
37	S 48 S SStck2	40	0	0	0	1
38	S 16 SnareM	0	0	0	0	0
39	P 14 P ClapA	0	4	0	0	1
40	S 17 SnareH	12	0	0	0	0
41	T 49 DRY GM1	0	0	0	0	1
42	C 78 H ClsMu	0	13	1	0	1
43	P 67 P Udo F	0	-2	0	0	1
44	C 92 H PdlLit	0	9	1	0	1
45	P 68 P Udo H	0	-5	0	0	1
46	C 67 H OPMu	0	10	1	0	1
47	T 45 Tron Hi	0	0	0	0	1
48	T 53 DRY GM5	0	0	0	0	1
49	C 44 C Splsh2	0	2	0	0	1
50	T 54 DRY GM6	0	0	0	0	1
51	C 28 RideLite	0	0	0	0	1
52	C 42 China	0	-2	0	0	1
53	C 31 RidB Lit	10	0	0	0	1
54	P 93 Tambour	0	2	0	0	1
55	C 44 C Splsh2	0	0	0	0	1
56	P 102 TalknDrD	20	0	0	0	1
57	C 40 CrashB	0	2	0	0	1
58	P 70 P VibrS	0	0	0	0	1
59	C 25 SizzlLit	36	0	0	0	1
60	P 7 P BongHi	0	0	0	0	1
61	P 8 P BongLo	0	0	0	0	1
62	P 20 P CongaM	0	0	0	0	1
63	P 11 P Conga	0	1	0	0	1
64	P 11 P Conga	-30	-3	0	0	1
65	P 60 P TimbH	0	-5	0	0	1
66	P 61 P TimbL	0	-8	0	0	1
67	P 3 P Agogh2	40	1	0	0	1
68	P 3 P Agogh2	0	-4	0	0	1
69	P 82 Cabasa	0	0	0	0	1
70	P 94 Maracas	0	0	0	0	1
71	P 83 SWhistH*	0	2	0	1	1
72	P 84 SWhistL*	0	2	0	1	1
73	P 39 P GuiSht	0	9	0	0	1
74	P 38 P Guiro	0	0	0	1	1
75	P 16 P Clvs	0	-2	0	0	1
76	P 71 P WBloc	0	0	0	0	1
77	P 71 P WBloc	0	-6	0	0	1
78	P 31 P CuicaH	0	0	0	0	1
79	P 32 P CuicaL	0	-1	0	0	1
80	P 64 P TrnMut	0	0	2	0	1
81	P 65 P Triang	0	0	2	0	1
82	P 49 P Shake1	0	0	0	0	1
83	- off	0	2	0	0	1
84	P 86 Bell Tre	0	4	0	0	0

51 LatinPer

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note Number (0: off)						
		1st	2nd	3rd	4th	5th	RIM	MUTE
PAD1	SNARE	0	64	0	0	0	20	0
PAD2	TOM1	0	65	0	0	0	56	0
PAD3	TOM2	0	66	0	0	0	55	0
PAD4	TOM3	0	57	0	0	0	52	0
PAD5	TOM4	0	28	0	0	0	58	0
PAD6	RIDE	0	67	0	0	0	68	0
PAD7	CRASH	0	79	0	0	0	49	54
PAD8	H.HAT	(H.Hat)	63	47	59	0	62	0
PAD9	KICK	0	33	0	0	0	0	0
PAD10		0	81	0	0	0	0	0
PAD11		0	60	0	0	0	0	0
PAD12		0	61	0	0	0	0	0

Drum Voice (ch10)

Note Number	Voice Name	Pitch		Alt Grp	Key Off	Key mode
		fine	Corse			
13	P 52 P SurdoM	0	0	3	0	1
14	P 53 P Surdo	0	2	3	0	1
15	P 6 P BongMu	0	2	0	0	1
16	P 72 P WHP	2	4	0	0	1
17	P 12 P CongAn	0	4	4	0	1
18	P 22 P CongaS	0	-2	4	0	1
19	P 21 P CongaO	0	3	0	0	1
20	P 19 P CongaH	0	0	0	0	1
21	P 46 P Mtron	-20	1	0	0	1
22	P 45 P MiBel	-19	1	0	0	1
23	P 71 P WBloc	38	11	0	0	1
24	P 71 P WBloc	0	15	0	0	1
25	P 92 XfadeTri	0	0	0	0	1
26	P 99 Tabla OV	0	0	0	1	1
27	P 100 CongaMV	0	0	0	0	1
28	P 69 P Udo L	0	-2	0	1	1
29	P 103 TalknDrU	0	0	0	1	1
30	P 10 P Castnt	0	0	0	0	1
31	S 9 Wood65	0	0	0	0	0
32	S 46 S STK_HT	0	-1	0	0	1
33	K 61 2HedMed1	0	0	0	0	1
34	S 31 OpnRim	0	0	0	0	1
35	P 22 P CongaS	0	4	0	0	1
36	P 24 P CongBe	0	-4	0	0	1
37	S 48 S SStck2	40	0	0	0	1
38	P 25 P Cong8H	-29	0	0	0	0
39	P 14 P ClapA	0	4	0	0	1
40	P 26 P Cong8L	0	3	0	0	0
41	P 28 P CowB2	0	0	0	0	1
42	C 79 H Cls13	0	0	1	0	1
43	P 35 P EthWB	0	0	0	0	1
44	C 88 H Pdl13	0	0	1	0	1
45	P 41 P Log H	0	0	0	0	1
46	C 63 H OpnLA2	0	0	1	0	1
47	P 42 P Log L	0	0	0	0	1
48	P 54 P TablaH	0	0	0	0	1
49	C 38 C Crash	0	2	0	0	1
50	P 56 P TablaN	0	0	0	0	1
51	C 28 RideLite	0	0	0	0	1
52	P 57 P TablaO	0	-2	0	0	1
53	C 31 RidB Lit	10	0	0	0	1
54	P 93 Tambour	0	0	0	0	1
55	P 63 P TimCAS	0	2	0	0	1
56	P 27 P CowB1	20	0	0	0	1
57	P 68 P Udo H	0	2	0	0	1
58	P 70 P VibrS	0	0	0	0	1
59	P 69 P Udo L	36	0	0	0	1
60	P 7 P BongHi	0	0	0	0	1
61	P 8 P BongLo	0	0	0	0	1
62	P 20 P CongaM	0	0	0	0	1
63	P 11 P Conga	0	1	0	0	1
64	P 11 P Conga	-30	-4	0	0	1
65	P 60 P TimbH	0	-5	0	0	1
66	P 61 P TimbL	0	-8	0	0	1
67	P 3 P Agogh2	40	1	0	0	1
68	P 3 P Agogh2	0	-4	0	0	1
69	P 82 Cabasa	0	0	0	0	1
70	P 94 Maracas	0	0	0	0	1
71	P 83 SWhistH*	0	2	0	1	1
72	P 84 SWhistL*	0	2	0	1	1
73	P 39 P GuiSht	0	9	0	0	1
74	P 38 P Guiro	0	0	0	1	1
75	P 16 P Clvs	0	-2	0	0	1
76	P 96 Tabla BL	0	0	0	0	1
77	P 66 P CongaG	0	-6	0	0	1
78	P 31 P CuicaH	0	0	0	0	1
79	P 32 P CuicaL	0	-1	0	0	1
80	P 64 P TrnMut	0	0	2	0	1
81	P 65 P Triang	0	0	2	0	1
82	P 49 P Shake1	0	0	0	0	1
83	P 85 JingBell	0	2	0	0	1
84	P 86 Bell Tre	0	4	0	0	0

52 Symphony

PAD ASSIGNMENT

Table with columns: Trigger Input, Key-on Mode, Note Number (0: off) (1st-5th, RIM, MUTE). Rows include SNARE, TOM1-4, RIDE, CRASH, H.HAT, KICK, etc.

53 Latin

PAD ASSIGNMENT

Table with columns: Trigger Input, Key-on Mode, Note Number (0: off) (1st-5th, RIM, MUTE). Rows include SNARE, TOM1-4, RIDE, CRASH, H.HAT, KICK, etc.

Drum Voice (ch10)

Table with columns: Note Number, Voice Name, Pitch (fine, Corse), Alt Grp, Key Off, Key mode. Lists various drum sounds like Surdo, Marimba, Snare, Conga, etc.

Drum Voice (ch10)

Table with columns: Note Number, Voice Name, Pitch (fine, Corse), Alt Grp, Key Off, Key mode. Lists various drum sounds like Surdo, Marimba, Snare, Conga, etc.

Key-on Mode 0:stack, 1:alter, 2:stack MN, 3:alter MN, 4:hold
Note Number Numbers indicate ch10 Drum Voice, voice names indicate keyboard voices other than from ch10
Key mode 0:Poly, 1:Semi(2), 2:Mono, 3:Hi Mono
Key off 0:disable, 1:enable

54 World 1

PAD ASSIGNMENT

Trigger Input		Key-on Mode	Note Number (0: off)						
			1st	2nd	3rd	4th	5th	RIM	MUTE
PAD1	SNARE	0	40	0	0	0	0	34	0
PAD2	TOM1	0	65	0	0	0	0	37	0
PAD3	TOM2	0	66	0	0	0	0	56	0
PAD4	TOM3	0	43	0	0	0	0	32	0
PAD5	TOM4	0	71	0	0	0	0	52	0
PAD6	RIDE	0	67	0	0	0	0	53	0
PAD7	CRASH	0	54	0	0	0	0	55	54
PAD8	H.HAT (H.Hat)	0	69	82	44	46	0	70	0
PAD9	KICK	0	33	28	0	0	0	0	0
PAD10		0	59	0	0	0	0	0	0
PAD11		0	19	0	0	0	0	0	0
PAD12		0	17	0	0	0	0	0	0

Drum Voice (ch10)

Note Number	Voice Name		Pitch		Alt Grp	Key Off	Key mode	
			fine	Coarse				
13	P	52	P SurdoM	0	0	3	0	1
14	P	53	P Surdo	0	-9	3	0	1
15	P	26	P Cong8L	0	-20	0	0	1
16	P	55	P TablaM	0	-8	0	0	1
17	P	57	P TablaO	0	2	4	0	1
18	P	55	P TablaM	0	0	4	0	1
19	P	56	P TablaN	0	0	0	0	1
20	P	54	P TablaH	0	0	0	0	1
21	P	42	P Log L	0	-6	0	0	1
22	P	42	P Log L	-19	1	0	0	1
23	P	41	P Log H	0	3	0	0	1
24	P	41	P Log H	0	8	0	0	1
25	S	95	BrshTap2	0	4	0	0	1
26	P	69	P Udo L	0	-2	0	0	1
27	P	69	P Udo L	0	0	0	0	1
28	P	68	P Udo H	0	-2	0	0	1
29	P	68	P Udo H	0	0	0	0	1
30	P	67	P Udo F	0	0	0	0	1
31	S	239	Philydry	0	0	0	0	0
32	P	67	P Udo F	0	2	0	0	1
33	K	21	BD ROOM2	0	0	0	0	1
34	S	156	SteelRim	0	0	0	0	1
35	K	60	2HeadLo	0	0	0	0	1
36	K	63	2HeadHi	0	3	0	0	1
37	S	48	S SStck2	40	0	0	0	1
38	S	28	Blaaagh	0	0	0	0	0
39	P	14	P ClapA	0	4	0	0	1
40	S	207	Powerpic	0	3	0	0	0
41	T	4	Dry1 Flr	0	-1	0	0	1
42	C	76	H ClsNB1	0	0	1	0	1
43	T	4	Dry1 Flr	0	2	0	0	1
44	C	89	H PolNB	0	0	1	0	1
45	T	4	Dry1 Flr	0	7	0	0	1
46	C	68	H Opn13	0	0	1	0	1
47	T	3	Dry1 Lo	0	5	0	0	1
48	T	2	Dry1 Mid	0	2	0	0	1
49	C	23	FasCrash	0	3	0	0	1
50	T	1	Dry1 Hi	0	5	0	0	1
51	C	5	Rider3	0	0	0	0	1
52	C	36	MinChina	0	-8	0	0	1
53	C	31	RidB Lit	0	-1	0	0	1
54	P	59	P Tambn	0	0	0	0	1
55	C	47	C FX02	0	1	0	0	1
56	P	28	P CowB2	0	0	0	0	1
57	C	38	C Crash	0	2	0	0	1
58	C	53	HCymOpnM	0	0	0	0	1
59	C	27	SizzlRck	36	0	0	0	1
60	P	7	P BongHi	0	-2	0	0	1
61	P	8	P BongLo	0	-2	0	0	1
62	P	22	P CongaS	0	-1	0	0	1
63	P	21	P CongaO	0	0	0	0	1
64	P	21	P CongaO	0	-5	0	0	1
65	P	60	P TimbH	0	-5	0	0	1
66	P	60	P TimbH	0	-12	0	0	1
67	P	2	P AgogH1	40	0	0	0	1
68	P	2	P AgogH1	0	-6	0	0	1
69	P	49	P Shake1	0	-7	0	0	1
70	P	49	P Shake1	0	-2	0	0	1
71	E	86	TungDrum	0	-4	0	0	1
72	E	86	TungDrum	0	2	0	0	1
73	P	75	P TalkD	0	-10	0	0	1
74	P	75	P TalkD	0	-4	0	0	1
75	P	75	P TalkD	0	0	0	0	1
76	P	75	P TalkD	0	3	0	0	1
77	P	75	P TalkD	0	9	0	0	1
78	E	115	DIGERDO	0	0	0	1	1
79	E	82	TineDrum	0	-1	0	0	1
80	P	64	P TriMut	0	0	2	0	1
81	P	65	P Triang	0	0	2	0	1
82	P	49	P Shake1	0	0	0	0	1
83	P	85	JingBell	0	-9	0	0	1
84	E	82	TineDrum	0	-13	0	0	0

55 World 2

PAD ASSIGNMENT

Trigger Input		Key-on Mode	Note Number (0: off)						
			1st	2nd	3rd	4th	5th	RIM	MUTE
PAD1	SNARE	0	31	0	0	0	0	34	0
PAD2	TOM1	0	48	0	0	0	0	37	0
PAD3	TOM2	0	47	0	0	0	0	56	0
PAD4	TOM3	0	45	0	0	0	0	32	0
PAD5	TOM4	0	43	0	0	0	0	52	0
PAD6	RIDE	0	59	0	0	0	0	53	0
PAD7	CRASH	0	49	0	0	0	0	55	54
PAD8	H.HAT (H.Hat)	0	46	42	44	46	0	46	0
PAD9	KICK	0	36	0	0	0	0	0	0
PAD10		0	35	0	0	0	0	0	0
PAD11		0	52	0	0	0	0	0	0
PAD12		0	56	0	0	0	0	0	0

Drum Voice (ch10)

Note Number	Voice Name		Pitch		Alt Grp	Key Off	Key mode	
			fine	Coarse				
13	P	23	P CongC7	0	-13	3	0	1
14	P	23	P CongC7	0	-8	3	0	1
15	P	55	P TablaM	0	-2	0	0	1
16	P	57	P TablaO	0	1	0	0	1
17	P	57	P TablaO	0	4	4	0	1
18	P	55	P TablaM	0	-2	4	0	1
19	P	56	P TablaN	0	3	0	0	1
20	P	56	P TablaN	0	0	0	0	1
21	P	54	P TablaH	0	0	0	0	1
22	P	2	P AgogH1	-19	-13	0	0	1
23	P	2	P AgogH1	0	-8	0	0	1
24	P	44	P Marcs	0	-11	0	0	1
25	P	44	P Marcs	0	-19	0	0	1
26	P	49	P Shake1	0	-8	0	0	1
27	P	49	P Shake1	0	-12	0	0	1
28	P	42	P Log L	0	-20	0	0	1
29	P	42	P Log L	0	-11	0	0	1
30	P	42	P Log L	0	-8	0	0	1
31	P	41	P Log H	0	-8	0	0	0
32	P	41	P Log H	0	-1	0	0	1
33	P	53	P Surdo	0	-9	0	0	1
34	P	35	P EthWB	0	0	0	0	1
35	P	7	P BongHi	0	5	0	0	1
36	P	6	P BongMu	0	0	0	0	1
37	P	7	P BongHi	40	-3	0	0	1
38	P	6	P BongMu	0	-4	0	0	0
39	P	8	P BongLo	0	-1	0	0	1
40	P	18	P CongaC	0	3	0	0	0
41	P	18	P CongaC	0	0	0	0	1
42	P	22	P CongaS	0	1	1	0	1
43	P	22	P CongaS	0	-1	0	0	1
44	P	22	P CongaS	0	-4	1	0	1
45	P	21	P CongaO	0	2	0	0	1
46	P	19	P CongaH	0	2	1	0	1
47	P	21	P CongaO	0	-1	0	0	1
48	P	21	P CongaO	0	-6	0	0	1
49	P	19	P CongaH	0	0	0	0	1
50	P	21	P CongaO	0	-11	0	0	1
51	P	66	P CongaG	0	5	0	0	1
52	P	66	P CongaG	0	-2	0	0	1
53	P	61	P TimbL	0	-11	0	0	1
54	P	62	P Timb	0	-12	0	0	1
55	P	61	P TimbL	0	-8	0	0	1
56	P	62	P Timb	0	-9	0	0	1
57	P	60	P TimbH	0	-8	0	0	1
58	P	62	P Timb	0	-3	0	0	1
59	P	62	P Timb	36	0	0	0	1
60	P	60	P TimbH	0	-4	0	0	1
61	P	62	P Timb	0	5	0	0	1
62	P	60	P TimbH	0	0	0	0	1
63	P	63	P TimCas	0	-2	0	0	1
64	P	63	P TimCas	0	0	0	0	1
65	P	69	P Udo L	0	-3	0	0	1
66	P	69	P Udo L	0	0	0	0	1
67	P	68	P Udo H	40	0	0	0	1
68	P	68	P Udo H	0	6	0	0	1
69	P	67	P Udo F	0	-3	0	0	1
70	P	67	P Udo F	0	1	0	0	1
71	E	86	TungDrum	0	-5	0	0	1
72	E	86	TungDrum	0	2	0	0	1
73	E	86	TungDrum	0	9	0	0	1
74	E	82	TineDrum	0	-8	0	0	1
75	E	82	TineDrum	0	-4	0	0	1
76	E	82	TineDrum	0	2	0	0	1
77	E	115	DIGERDO	0	-8	0	1	1
78	E	115	DIGERDO	0	-3	0	1	1
79	E	83	MetalDip	0	-6	0	0	1
80	P	81	P WCHim	0	-3	0	0	1
81	P	81	P WCHim	0	-17	0	0	1
82	P	65	P Triang	0	-11	0	0	1
83	P	85	JingBell	0	-8	0	0	1
84	P	86	Bell Tre	0	-24	0	0	0

56 GM std 1

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note Number (0: off)							
		1st	2nd	3rd	4th	5th	RIM	MUTE	
PAD1	SNARE	0	31	0	0	0	0	34	0
PAD2	TOM1	0	48	0	0	0	0	37	0
PAD3	TOM2	0	47	0	0	0	0	56	0
PAD4	TOM3	0	45	0	0	0	0	32	0
PAD5	TOM4	0	43	0	0	0	0	52	0
PAD6	RIDE	0	59	0	0	0	0	53	0
PAD7	CRASH	0	49	0	0	0	0	55	54
PAD8	H.HAT (H.Hat)	0	46	42	44	46	0	46	0
PAD9	KICK	0	33	0	0	0	0	0	0
PAD10		0	53	0	0	0	0	0	0
PAD11		0	53	0	0	0	0	0	0
PAD12		0	56	0	0	0	0	0	0

Drum Voice (ch10)

Note Number		Voice Name		Pitch		Alt Grp	Key Off	Key mode
				fine	Coarse			
13	P	52	P SurdoM	0	0	3	0	1
14	P	53	P Surdo	0	2	3	0	1
15	P	40	P HIQ	0	2	0	0	1
16	P	72	P WHP	2	4	0	0	1
17	P	47	P Scrach	0	4	4	0	1
18	P	47	P Scrach	0	-2	4	0	1
19	P	37	P FSNap2	0	3	0	0	1
20	P	36	P FSNap1	0	9	0	0	1
21	P	46	P Mtron	-20	1	0	0	1
22	P	45	P MtBel	-19	1	0	0	1
23	P	71	P WBloc	38	11	0	0	1
24	P	71	P WBloc	0	15	0	0	1
25	S	95	BrshTap2	0	0	0	0	1
26	S	92	BrSwL*	0	0	0	1	1
27	S	97	BrshSlpL	0	0	0	0	1
28	S	93	BrSwH*	0	0	0	1	1
29	S	80	SnrRoll*	0	0	0	1	1
30	P	10	P Castnt	0	0	0	0	1
31	S	16	SnareM	0	2	0	0	0
32	S	46	S STK_HT	0	-1	0	0	1
33	K	5	BD GML	0	0	0	0	1
34	S	31	OpnRim	0	0	0	0	1
35	K	4	BD GMM	0	0	0	0	1
36	K	3	BD GMH	0	0	0	0	1
37	S	48	S SStck2	40	0	0	0	1
38	S	16	SnareM	0	0	0	0	0
39	P	14	P ClapA	0	4	0	0	1
40	S	17	SnareH	12	0	0	0	0
41	T	49	DRY GM1	0	0	0	0	1
42	C	78	H ClsMu	0	0	1	0	1
43	T	50	DRY GM2	0	0	0	0	1
44	C	90	H PdlMu	0	0	1	0	1
45	T	51	DRY GM3	0	0	0	0	1
46	C	67	H OPMu	0	0	1	0	1
47	T	52	DRY GM4	0	0	0	0	1
48	T	53	DRY GM5	0	0	0	0	1
49	C	38	C Crash	0	2	0	0	1
50	T	54	DRY GM6	0	0	0	0	1
51	C	28	Ridelite	0	0	0	0	1
52	C	42	China	0	-2	0	0	1
53	C	31	RidB Lit	10	0	0	0	1
54	P	93	Tambour	0	-1	0	0	1
55	C	43	C Splsh1	0	2	0	0	1
56	P	27	P CowB1	20	0	0	0	1
57	C	40	CrashB	0	2	0	0	1
58	P	70	P VibrS	0	0	0	0	1
59	C	25	SizzLit	6	1	0	0	1
60	P	7	P BongHi	0	0	0	0	1
61	P	8	P BongLo	0	0	0	0	1
62	P	20	P CongaM	0	0	0	0	1
63	P	11	P Conga	0	1	0	0	1
64	P	11	P Conga	-30	-3	0	0	1
65	P	60	P TimbH	0	-5	0	0	1
66	P	61	P TimbL	0	-8	0	0	1
67	P	3	P AgoghH2	40	1	0	0	1
68	P	3	P AgoghH2	0	-4	0	0	1
69	P	82	Cabasa	0	0	0	0	1
70	P	94	Maracas	0	0	0	0	1
71	P	83	SWhistH*	0	2	0	1	1
72	P	84	SWhistL*	0	2	0	1	1
73	P	39	P GuiSht	0	9	0	0	1
74	P	38	P Guiro	0	0	0	1	1
75	P	16	P Clvs	0	-2	0	0	1
76	P	71	P WBloc	0	0	0	0	1
77	P	71	P WBloc	0	-6	0	0	1
78	P	31	P CuicaH	0	0	0	0	1
79	P	32	P CuicaL	0	-1	0	0	1
80	P	64	P TriMut	0	0	2	0	1
81	P	65	P Triang	0	0	2	0	1
82	P	49	P Shake1	0	0	0	0	1
83	P	85	JingBell	0	2	0	0	1
84	P	86	Bell Tre	0	4	0	0	0

Key-on Mode 0:stack, 1:alter, 2:stack MN, 3:alter MN, 4:hold

Note Number Numbers indicate ch10 Drum Voice, voice names indicate keyboard voices other than from ch10

Key mode 0:Poly, 1:Semi(2), 2:Mono, 3:Hi Mono

Key off 0:disable, 1:enable

57 GM std 2

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note Number (0: off)							
		1st	2nd	3rd	4th	5th	RIM	MUTE	
PAD1	SNARE	0	31	0	0	0	0	34	0
PAD2	TOM1	0	48	0	0	0	0	37	0
PAD3	TOM2	0	47	0	0	0	0	56	0
PAD4	TOM3	0	45	0	0	0	0	32	0
PAD5	TOM4	0	43	0	0	0	0	52	0
PAD6	RIDE	0	59	0	0	0	0	53	0
PAD7	CRASH	0	49	0	0	0	0	55	54
PAD8	H.HAT (H.Hat)	0	46	42	44	46	0	46	0
PAD9	KICK	0	33	0	0	0	0	0	0
PAD10		0	53	0	0	0	0	0	0
PAD11		0	67	0	0	0	0	0	0
PAD12		0	68	0	0	0	0	0	0

Drum Voice (ch10)

Note Number		Voice Name		Pitch		Alt Grp	Key Off	Key mode
				fine	Coarse			
13	P	52	P SurdoM	0	0	3	0	1
14	P	53	P Surdo	0	2	3	0	1
15	P	40	P HIQ	0	2	0	0	1
16	P	72	P WHP	2	4	0	0	1
17	P	47	P Scrach	0	4	4	0	1
18	P	47	P Scrach	0	-2	4	0	1
19	P	37	P FSNap2	0	3	0	0	1
20	P	36	P FSNap1	0	9	0	0	1
21	P	46	P Mtron	-20	1	0	0	1
22	P	45	P MtBel	-19	1	0	0	1
23	P	71	P WBloc	38	11	0	0	1
24	P	71	P WBloc	0	15	0	0	1
25	S	95	BrshTap2	0	0	0	0	1
26	S	92	BrSwL*	0	0	0	1	1
27	S	97	BrshSlpL	0	0	0	0	1
28	S	93	BrSwH*	0	0	0	1	1
29	S	81	SnrRoll2*	0	0	0	1	1
30	P	10	P Castnt	0	0	0	0	1
31	S	26	Tosh Sn	0	0	0	0	0
32	S	46	S STK_HT	0	-1	0	0	1
33	K	62	2HedMed2	0	0	0	0	1
34	S	34	OpnRimC	0	0	0	0	1
35	K	6	BD GMM2	0	4	0	0	1
36	K	1	BD DRY 1	0	-4	0	0	1
37	S	48	S SStck2	40	0	0	0	1
38	S	14	Wood Sn	-29	0	0	0	0
39	P	14	P ClapA	0	4	0	0	1
40	S	17	SnareH	0	3	0	0	0
41	T	49	DRY GM1	0	0	0	0	1
42	C	78	H ClsMu	0	0	1	0	1
43	T	50	DRY GM2	0	0	0	0	1
44	C	88	H Pdl13	0	0	1	0	1
45	T	51	DRY GM3	0	0	0	0	1
46	C	67	H OPMu	0	0	1	0	1
47	T	52	DRY GM4	0	0	0	0	1
48	T	53	DRY GM5	0	0	0	0	1
49	C	38	C Crash	0	2	0	0	1
50	T	54	DRY GM6	0	0	0	0	1
51	C	28	Ridelite	0	0	0	0	1
52	C	42	China	0	-2	0	0	1
53	C	31	RidB Lit	10	0	0	0	1
54	P	93	Tambour	0	-1	0	0	1
55	C	43	C Splsh1	0	2	0	0	1
56	P	27	P CowB1	20	0	0	0	1
57	C	40	CrashB	0	2	0	0	1
58	P	70	P VibrS	0	0	0	0	1
59	C	25	SizzLit	36	0	0	0	1
60	P	7	P BongHi	0	0	0	0	1
61	P	8	P BongLo	0	0	0	0	1
62	P	20	P CongaM	0	0	0	0	1
63	P	11	P Conga	0	1	0	0	1
64	P	11	P Conga	-30	-3	0	0	1
65	P	60	P TimbH	0	-5	0	0	1
66	P	61	P TimbL	0	-8	0	0	1
67	P	3	P AgoghH2	40	1	0	0	1
68	P	3	P AgoghH2	0	-4	0	0	1
69	P	82	Cabasa	0	0	0	0	1
70	P	94	Maracas	0	0	0	0	1
71	P	83	SWhistH*	0	2	0	1	1
72	P	84	SWhistL*	0	2	0	1	1
73	P	39	P GuiSht	0	9	0	0	1
74	P	38	P Guiro	0	0	0	1	1
75	P	16	P Clvs	0	-2	0	0	1
76	P	71	P WBloc	0	0	0	0	1
77	P	71	P WBloc	0	-6	0	0	1
78	P	31	P CuicaH	0	0	0	0	1
79	P	32	P CuicaL	0	-1	0	0	1
80	P	64	P TriMut	0	0	2	0	1
81	P	65	P Triang	0	0	2	0	1
82	P	49	P Shake1	0	0	0	0	1
83	P	85	JingBell	0	2	0	0	1
84	P	86	Bell Tre	0	4	0	0	0

58 GM room

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note Number (0: off)							
		1st	2nd	3rd	4th	5th	RIM	MUTE	
PAD1	SNARE	0	31	0	0	0	0	34	0
PAD2	TOM1	0	48	0	0	0	0	37	0
PAD3	TOM2	0	47	0	0	0	0	56	0
PAD4	TOM3	0	45	0	0	0	0	32	0
PAD5	TOM4	0	43	0	0	0	0	52	0
PAD6	RIDE	0	59	0	0	0	0	53	0
PAD7	CRASH	0	49	0	0	0	0	55	54
PAD8	H.HAT (H.Hat)	46	42	44	46	0	0	46	0
PAD9	KICK	0	36	0	0	0	0	0	0
PAD10		0	53	0	0	0	0	0	0
PAD11		0	53	0	0	0	0	0	0
PAD12		0	56	0	0	0	0	0	0

59 GM rock

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note Number (0: off)							
		1st	2nd	3rd	4th	5th	RIM	MUTE	
PAD1	SNARE	0	31	0	0	0	0	34	0
PAD2	TOM1	0	48	0	0	0	0	37	0
PAD3	TOM2	0	47	0	0	0	0	56	0
PAD4	TOM3	0	45	0	0	0	0	32	0
PAD5	TOM4	0	43	0	0	0	0	52	0
PAD6	RIDE	0	59	0	0	0	0	53	0
PAD7	CRASH	0	49	0	0	0	0	55	54
PAD8	H.HAT (H.Hat)	46	42	44	46	0	0	46	0
PAD9	KICK	0	36	0	0	0	0	0	0
PAD10		0	53	0	0	0	0	0	0
PAD11		0	53	0	0	0	0	0	0
PAD12		0	56	0	0	0	0	0	0

Drum Voice (ch10)

Note Number		Voice Name		Pitch		Alt Grp	Key Off	Key mode
				fine	Coarse			
13	P	52	P SurdoM	0	0	3	0	1
14	P	53	P Surdo	0	2	3	0	1
15	P	40	P HiQ	0	2	0	0	1
16	P	72	P WHP	2	4	0	0	1
17	P	47	P Scrach	0	4	4	0	1
18	P	47	P Scrach	0	-2	4	0	1
19	P	37	P FSNap2	0	3	0	0	1
20	P	36	P FSNap1	0	9	0	0	1
21	P	46	P Mtron	-20	1	0	0	1
22	P	45	P MtBel	-19	1	0	0	1
23	P	71	P WBloc	38	11	0	0	1
24	P	71	P WBloc	0	15	0	0	1
25	S	95	BrshTap2	0	0	0	0	1
26	S	92	BrSwL*	0	0	0	1	1
27	S	97	BrshSlpL	0	0	0	0	1
28	S	93	BrSwH*	0	0	0	1	1
29	S	80	SnrRoll*	0	0	0	1	1
30	P	10	P Castnt	0	0	0	0	1
31	S	16	SnareM	0	2	0	0	0
32	S	46	S STK_HT	0	-1	0	0	1
33	K	5	BD GML	0	0	0	0	1
34	S	31	OpnRim	0	0	0	0	1
35	K	4	BD GMM	0	0	0	0	1
36	K	16	BD KONG1	-27	0	0	0	1
37	S	48	S SStck2	40	0	0	0	1
38	S	14	Wood Sn	0	-2	0	0	0
39	P	14	P ClapA	0	4	0	0	1
40	S	17	SnareH	45	0	0	0	0
41	T	55	Room 1	0	0	0	0	1
42	C	78	H ClsMu	0	0	1	0	1
43	T	56	Room 2	0	0	0	0	1
44	C	90	H PdIDW	0	0	1	0	1
45	T	57	Room 3	0	0	0	0	1
46	C	67	H OPMu	0	0	1	0	1
47	T	58	Room 4	0	0	0	0	1
48	T	59	Room 5	0	0	0	0	1
49	C	38	C Crash	0	2	0	0	1
50	T	60	Room 6	0	0	0	0	1
51	C	28	RideLite	0	0	0	0	1
52	C	42	China	0	-2	0	0	1
53	C	31	RidB Lit	10	0	0	0	1
54	P	93	Tambour	0	-1	0	0	1
55	C	43	C Splsh1	0	2	0	0	1
56	P	27	P CowB1	20	0	0	0	1
57	C	40	CrashB	0	2	0	0	1
58	P	70	P VibrS	0	0	0	0	1
59	C	25	SizzLit	36	1	0	0	1
60	P	7	P BongHi	0	0	0	0	1
61	P	8	P BongLo	0	0	0	0	1
62	P	20	P CongaM	0	0	0	0	1
63	P	11	P Conga	0	1	0	0	1
64	P	11	P Conga	-30	-3	0	0	1
65	P	60	P TimbH	0	-5	0	0	1
66	P	61	P TimbL	0	-8	0	0	1
67	P	3	P AgogH2	40	1	0	0	1
68	P	3	P AgogH2	0	-4	0	0	1
69	P	82	Cabasa	0	0	0	0	1
70	P	94	Maracas	0	0	0	0	1
71	P	83	SWhistH*	0	2	0	1	1
72	P	84	SWhistL*	0	2	0	1	1
73	P	39	P GuiSht	0	9	0	0	1
74	P	38	P Guiro	0	0	0	1	1
75	P	16	P Clvs	0	-2	0	0	1
76	P	71	P WBloc	0	0	0	0	1
77	P	71	P WBloc	0	-6	0	0	1
78	P	31	P CuicaH	0	0	0	0	1
79	P	32	P CuicaL	0	-1	0	0	1
80	P	64	P TriMut	0	0	2	0	1
81	P	65	P Triang	0	0	2	0	1
82	P	49	P Shake1	0	0	0	0	1
83	P	85	JingBell	0	2	0	0	1
84	P	86	Bell Tre	0	4	0	0	0

Drum Voice (ch10)

Note Number		Voice Name		Pitch		Alt Grp	Key Off	Key mode
				fine	Coarse			
13	P	52	P SurdoM	0	0	3	0	1
14	P	53	P Surdo	0	2	3	0	1
15	P	40	P HiQ	0	2	0	0	1
16	P	72	P WHP	2	4	0	0	1
17	P	47	P Scrach	0	4	4	0	1
18	P	47	P Scrach	0	-2	4	0	1
19	P	37	P FSNap2	0	3	0	0	1
20	P	36	P FSNap1	0	9	0	0	1
21	P	46	P Mtron	-20	1	0	0	1
22	P	45	P MtBel	-19	1	0	0	1
23	P	71	P WBloc	38	11	0	0	1
24	P	71	P WBloc	0	15	0	0	1
25	S	95	BrshTap2	0	0	0	0	1
26	S	92	BrSwL*	0	0	0	1	1
27	S	97	BrshSlpL	0	0	0	0	1
28	S	93	BrSwH*	0	0	0	1	1
29	S	80	SnrRoll*	0	0	0	1	1
30	P	10	P Castnt	0	0	0	0	1
31	S	73	RockM	0	1	0	0	0
32	S	46	S STK_HT	0	-1	0	0	1
33	K	30	BD GATE2	0	2	0	0	1
34	S	31	OpnRim	0	0	0	0	1
35	K	16	BD KONG1	0	0	0	0	1
36	K	28	BD Metal	0	0	0	0	1
37	S	48	S SStck2	40	0	0	0	1
38	S	110	BeatyRim	0	0	0	0	0
39	P	14	P ClapA	0	4	0	0	1
40	S	15	12Soprno	12	0	0	0	0
41	T	61	Rock 1	0	0	0	0	1
42	C	78	H ClsMu	0	0	1	0	1
43	T	62	Rock 2	0	0	0	0	1
44	C	91	H PdIDW	0	0	1	0	1
45	T	63	Rock 3	0	0	0	0	1
46	C	60	H OpnL3	0	0	1	0	1
47	T	64	Rock 4	0	0	0	0	1
48	T	65	Rock 5	0	0	0	0	1
49	C	38	C Crash	0	2	0	0	1
50	T	66	Rock 6	0	0	0	0	1
51	C	28	RideLite	0	0	0	0	1
52	C	42	China	0	-2	0	0	1
53	C	31	RidB Lit	10	0	0	0	1
54	P	93	Tambour	0	-1	0	0	1
55	C	43	C Splsh1	0	2	0	0	1
56	P	27	P CowB1	20	0	0	0	1
57	C	40	CrashB	0	2	0	0	1
58	P	70	P VibrS	0	0	0	0	1
59	C	27	SizzRck	36	0	0	0	1
60	P	7	P BongHi	0	0	0	0	1
61	P	8	P BongLo	0	0	0	0	1
62	P	20	P CongaM	0	0	0	0	1
63	P	11	P Conga	0	1	0	0	1
64	P	11	P Conga	-30	-3	0	0	1
65	P	60	P TimbH	0	-5	0	0	1
66	P	61	P TimbL	0	-8	0	0	1
67	P	3	P AgogH2	40	1	0	0	1
68	P	3	P AgogH2	0	-4	0	0	1
69	P	82	Cabasa	0	0	0	0	1
70	P	94	Maracas	0	0	0	0	1
71	P	83	SWhistH*	0	2	0	1	1
72	P	84	SWhistL*	0	2	0	1	1
73	P	39	P GuiSht	0	9	0	0	1
74	P	38	P Guiro	0	0	0	1	1
75	P	16	P Clvs	0	-2	0	0	1
76	P	71	P WBloc	0	0	0	0	1
77	P	71	P WBloc	0	-6	0	0	1
78	P	31	P CuicaH	0	0	0	0	1
79	P	32	P CuicaL	0	-1	0	0	1
80	P	64	P TriMut	0	0	2	0	1
81	P	65	P Triang	0	0	2	0	1
82	P	49	P Shake1	0	0	0	0	1
83	P	85	JingBell	0	2	0	0	1
84	P	86	Bell Tre	0	4	0	0	0

60 GM elec.

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note Number (0: off)						
		1st	2nd	3rd	4th	5th	RIM	MUTE
PAD1 SNARE	0	38	0	0	0	0	34	0
PAD2 TOM1	0	48	0	0	0	0	37	0
PAD3 TOM2	0	47	0	0	0	0	56	0
PAD4 TOM3	0	45	0	0	0	0	32	0
PAD5 TOM4	0	43	0	0	0	0	52	0
PAD6 RIDE	0	59	0	0	0	0	53	0
PAD7 CRASH	0	49	0	0	0	0	55	54
PAD8 H.HAT (H.Hat)	46	42	44	46	0	0	46	0
PAD9 KICK	0	36	0	0	0	0	0	0
PAD10	0	53	0	0	0	0	0	0
PAD11	0	53	0	0	0	0	0	0
PAD12	0	18	0	0	0	0	0	0

61 GM anal.

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note Number (0: off)						
		1st	2nd	3rd	4th	5th	RIM	MUTE
PAD1 SNARE	0	38	0	0	0	0	34	0
PAD2 TOM1	0	48	0	0	0	0	37	0
PAD3 TOM2	0	47	0	0	0	0	56	0
PAD4 TOM3	0	45	0	0	0	0	32	0
PAD5 TOM4	0	43	0	0	0	0	52	0
PAD6 RIDE	0	59	0	0	0	0	53	0
PAD7 CRASH	0	49	0	0	0	0	55	54
PAD8 H.HAT (H.Hat)	46	42	44	46	0	0	46	0
PAD9 KICK	0	36	0	0	0	0	0	0
PAD10	0	53	0	0	0	0	0	0
PAD11	0	54	0	0	0	0	0	0
PAD12	0	78	0	0	0	0	0	0

Drum Voice (ch10)

Note Number		Voice Name	Pitch		Alt Grp	Key Off	Key mode
			fine	Corse			
13	P	52 P SurdoM	0	0	3	0	1
14	P	53 P Surdo	0	2	3	0	1
15	P	40 P HiQ	0	2	0	0	1
16	P	72 P WHP	2	4	0	0	1
17	P	47 P Scrach	0	4	4	0	1
18	P	47 P Scrach	0	-2	4	0	1
19	P	37 P FSnapp2	0	3	0	0	1
20	P	36 P FSnapp1	0	9	0	0	1
21	P	46 P Mtron	-20	1	0	0	1
22	P	45 P MtBel	-19	1	0	0	1
23	P	71 P WBloc	38	11	0	0	1
24	P	71 P WBloc	0	15	0	0	1
25	S	95 BrshTap2	0	0	0	0	1
26	S	92 BrSwL*	0	0	0	1	1
27	S	97 BrshSlpL	0	0	0	0	1
28	C	49 ReverseC	0	0	0	1	1
29	S	80 SnrRoll*	0	0	0	1	1
30	P	40 P HiQ	0	0	0	0	1
31	S	157 BigWood	0	0	0	0	0
32	S	46 S STK_HT	0	-1	0	0	1
33	K	3 BD GMH	0	0	0	0	1
34	S	144 SlapyRim	0	0	0	0	1
35	K	31 BD GATE3	0	0	0	0	1
36	K	32 BD GateM	0	0	0	0	1
37	S	48 S SStck2	40	0	0	0	1
38	S	74 RockL	0	0	0	0	0
39	P	14 P ClapA	0	4	0	0	1
40	S	72 RockH	12	0	0	0	0
41	T	67 E Tom1	0	0	0	0	1
42	C	77 H ClsNB2	0	0	1	0	1
43	T	68 E Tom2	0	0	0	0	1
44	C	88 H Pd13	0	0	1	0	1
45	T	69 E Tom3	0	0	0	0	1
46	C	56 H OpnL1	0	0	1	0	1
47	T	70 E Tom4	0	0	0	0	1
48	T	71 E Tom5	0	0	0	0	1
49	C	38 C Crash	0	2	0	0	1
50	T	72 E Tom6	0	0	0	0	1
51	C	28 RideLite	0	0	0	0	1
52	C	42 China	0	-2	0	0	1
53	C	31 RidB Lit	10	0	0	0	1
54	P	93 Tambourn	0	-1	0	0	1
55	C	43 C Splsh1	0	2	0	0	1
56	P	27 P CowB1	20	0	0	0	1
57	C	40 CrashB	0	2	0	0	1
58	P	70 P VbrS	0	0	0	0	1
59	C	30 RideRock	36	0	0	0	1
60	P	7 P BongHi	0	0	0	0	1
61	P	8 P BongLo	0	0	0	0	1
62	P	20 P CongaM	0	0	0	0	1
63	P	11 P Conga	0	1	0	0	1
64	P	11 P Conga	-30	-3	0	0	1
65	P	60 P TimbH	0	-5	0	0	1
66	P	61 P TimbL	0	-8	0	0	1
67	P	3 P Agogh2	40	1	0	0	1
68	P	3 P Agogh2	0	-4	0	0	1
69	P	82 Cabasa	0	0	0	0	1
70	P	94 Maracas	0	0	0	0	1
71	P	83 SWhistH*	0	2	0	1	1
72	P	84 SWhistL*	0	2	0	1	1
73	P	39 P GuiSht	0	9	0	0	1
74	P	38 P Guiro	0	0	0	1	1
75	P	16 P Clvs	0	-2	0	0	1
76	P	71 P WBloc	0	0	0	0	1
77	P	71 P WBloc	0	-6	0	0	1
78	P	47 P Scrach	0	1	0	0	1
79	P	47 P Scrach	0	-4	0	0	1
80	P	64 P TriMut	0	0	2	0	1
81	P	65 P Triang	0	0	2	0	1
82	P	49 P Shake1	0	0	0	0	1
83	P	85 JingBell	0	2	0	0	1
84	P	86 Bell Tre	0	4	0	0	0

Drum Voice (ch10)

Note Number		Voice Name	Pitch		Alt Grp	Key Off	Key mode
			fine	Corse			
13	P	52 P SurdoM	0	0	3	0	1
14	P	53 P Surdo	0	2	3	0	1
15	P	40 P HiQ	0	2	0	0	1
16	P	72 P WHP	2	4	0	0	1
17	P	47 P Scrach	0	4	4	0	1
18	P	47 P Scrach	0	-2	4	0	1
19	P	37 P FSnapp2	0	3	0	0	1
20	P	36 P FSnapp1	0	9	0	0	1
21	P	46 P Mtron	-20	1	0	0	1
22	P	45 P MtBel	-19	1	0	0	1
23	P	71 P WBloc	38	11	0	0	1
24	P	71 P WBloc	0	15	0	0	1
25	S	95 BrshTap2	0	0	0	0	1
26	S	92 BrSwL*	0	0	0	1	1
27	S	97 BrshSlpL	0	0	0	0	1
28	C	49 ReverseC	0	0	0	1	1
29	S	80 SnrRoll*	0	0	0	1	1
30	P	40 P HiQ	0	0	0	0	1
31	S	74 RockL	0	3	0	0	0
32	S	46 S STK_HT	0	-1	0	0	1
33	K	19 BD NN04C	0	0	0	0	1
34	S	31 OpnRim	0	0	0	0	1
35	K	45 BDAnlg L	0	-2	0	0	1
36	K	46 BDAnlg H	0	0	0	0	1
37	S	65 AnSStick	40	0	0	0	1
38	S	66 AnalogH1	0	2	0	0	0
39	P	14 P ClapA	0	4	0	0	1
40	S	67 AnalogL1	0	0	0	0	0
41	T	73 AnlgTom1	0	0	0	0	1
42	C	84 H ClsA1	0	0	1	0	1
43	T	74 AnlgTom2	0	0	0	0	1
44	C	85 H ClsA2	0	0	1	0	1
45	T	75 AnlgTom3	0	0	0	0	1
46	C	71 H OpnAMu	0	0	1	0	1
47	T	76 AnlgTom4	0	0	0	0	1
48	T	77 AnlgTom5	0	0	0	0	1
49	C	45 AngCym	0	2	0	0	1
50	T	78 AnlgTom6	0	0	0	0	1
51	C	28 RideLite	0	0	0	0	1
52	C	42 China	0	-2	0	0	1
53	C	31 RidB Lit	10	0	0	0	1
54	P	93 Tambourn	0	-1	0	0	1
55	C	43 C Splsh1	0	2	0	0	1
56	P	30 P CowBAn	32	2	0	0	1
57	C	40 CrashB	0	2	0	0	1
58	P	70 P VbrS	0	0	0	0	1
59	C	25 SizzLit	36	0	0	0	1
60	P	7 P BongHi	0	0	0	0	1
61	P	8 P BongLo	0	0	0	0	1
62	P	25 P Cong8H	0	0	0	0	1
63	P	26 P Cong8L	0	1	0	0	1
64	P	26 P Cong8L	-30	-1	0	0	1
65	P	60 P TimbH	0	-5	0	0	1
66	P	61 P TimbL	0	-8	0	0	1
67	P	3 P Agogh2	40	1	0	0	1
68	P	3 P Agogh2	0	-4	0	0	1
69	P	82 Cabasa	0	0	0	0	1
70	P	91 AnMaracs	0	1	0	0	1
71	P	83 SWhistH*	0	2	0	1	1
72	P	84 SWhistL*	0	2	0	1	1
73	P	39 P GuiSht	0	9	0	0	1
74	P	38 P Guiro	0	0	0	1	1
75	P	15 P ClvsA	0	2	0	0	1
76	P	71 P WBloc	0	0	0	0	1
77	P	71 P WBloc	0	-6	0	0	1
78	P	47 P Scrach	0	1	0	0	1
79	P	47 P Scrach	0	-4	0	0	1
80	P	64 P TriMut	0	0	2	0	1
81	P	65 P Triang	0	0	2	0	1
82	P	49 P Shake1	0	0	0	0	1
83	P	85 JingBell	0	2	0	0	1
84	P	86 Bell Tre	0	4	0	0	0

Key-on Mode 0:stack, 1:alter, 2:stack MN, 3:alter MN, 4:hold
Note Number Numbers indicate ch10 Drum Voice, voice names indicate keyboard voices other than from ch10
Key mode 0:Poly, 1:Semi(2), 2:Mono, 3:Hi Mono
Key off 0:disable, 1:enable

62 GM jazz

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note Number (0: off)							
		1st	2nd	3rd	4th	5th	RIM	MUTE	
PAD1	SNARE	0	31	0	0	0	0	34	0
PAD2	TOM1	0	48	0	0	0	0	37	0
PAD3	TOM2	0	47	0	0	0	0	56	0
PAD4	TOM3	0	45	0	0	0	0	32	0
PAD5	TOM4	0	43	0	0	0	0	52	0
PAD6	RIDE	0	59	0	0	0	0	53	0
PAD7	CRASH	0	49	0	0	0	0	55	54
PAD8	H.HAT	(H.Hat)	46	42	44	46	0	46	0
PAD9	KICK	0	36	0	0	0	0	0	0
PAD10		0	53	0	0	0	0	0	0
PAD11		0	53	0	0	0	0	0	0
PAD12		0	56	0	0	0	0	0	0

Drum Voice (ch10)

Note Number	Voice Name		Pitch		Alt Grp	Key Off	Key mode	
			fine	Corse				
13	P	52	P SurdoM	0	0	3	0	1
14	P	53	P Surdo	0	2	3	0	1
15	P	40	P HIQ	0	2	0	0	1
16	P	72	P WHP	2	4	0	0	1
17	P	47	P Scrach	0	4	4	0	1
18	P	47	P Scrach	0	-2	4	0	1
19	P	37	P FSNap2	0	3	0	0	1
20	P	36	P FSNap1	0	9	0	0	1
21	P	46	P Mtron	-20	1	0	0	1
22	P	45	P MtBel	-19	1	0	0	1
23	P	71	P WBloc	38	11	0	0	1
24	P	71	P WBloc	0	15	0	0	1
25	S	95	BrshTap2	0	0	0	0	1
26	S	92	BrSwL*	0	0	0	1	1
27	S	97	BrshSlpL	0	0	0	0	1
28	S	93	BrSwH*	0	0	0	1	1
29	S	80	SnrRoll*	0	0	0	1	1
30	P	10	P Castnt	0	0	0	0	1
31	S	16	SnareM	0	1	0	0	0
32	S	46	S STK_HT	0	-1	0	0	1
33	K	5	BD GML	0	0	0	0	1
34	S	31	OpnRim	0	0	0	0	1
35	K	4	BD GMM	0	-1	0	0	1
36	K	10	BD GMJ	0	0	0	0	1
37	S	48	S SStck2	40	0	0	0	1
38	S	16	SnareM	0	0	0	0	0
39	P	14	P ClapA	0	4	0	0	1
40	S	17	SnareH	12	0	0	0	0
41	T	16	Jazz Fir	0	-6	0	0	1
42	C	78	H ClsMu	0	0	1	0	1
43	T	16	Jazz Fir	0	-2	0	0	1
44	C	90	H PdlMu	0	0	1	0	1
45	T	15	Jazz Lo	0	-1	0	0	1
46	C	67	H OPMu	0	0	1	0	1
47	T	14	Jazz Mid	0	-1	0	0	1
48	T	13	Jazz Hi	0	-1	0	0	1
49	C	38	C Crash	0	2	0	0	1
50	T	13	Jazz Hi	0	3	0	0	1
51	C	28	RideLite	0	0	0	0	1
52	C	42	China	0	-2	0	0	1
53	C	31	RidB Lit	10	0	0	0	1
54	P	93	Tambourn	0	-1	0	0	1
55	C	43	C Splsh1	0	2	0	0	1
56	P	27	P CowB1	20	0	0	0	1
57	C	40	CrashB	0	2	0	0	1
58	P	70	P VibrS	0	0	0	0	1
59	C	25	SizzlLit	36	1	0	0	1
60	P	7	P BongHi	0	0	0	0	1
61	P	8	P BongLo	0	0	0	0	1
62	P	20	P CongaM	0	0	0	0	1
63	P	11	P Conga	0	1	0	0	1
64	P	11	P Conga	-30	-3	0	0	1
65	P	60	P TimbH	0	-5	0	0	1
66	P	61	P TimbL	0	-8	0	0	1
67	P	3	P AgogH2	40	1	0	0	1
68	P	3	P AgogH2	0	-4	0	0	1
69	P	82	Cabasa	0	0	0	0	1
70	P	94	Maracas	0	0	0	0	1
71	P	83	SWhistH*	0	2	0	1	1
72	P	84	SWhistL*	0	2	0	1	1
73	P	39	P GuiSht	0	9	0	0	1
74	P	38	P Guiro	0	0	0	1	1
75	P	16	P Clvs	0	-2	0	0	1
76	P	71	P WBloc	0	0	0	0	1
77	P	71	P WBloc	0	-6	0	0	1
78	P	31	P CuicaH	0	0	0	0	1
79	P	32	P CuicaL	0	-1	0	0	1
80	P	64	P TriMut	0	0	2	0	1
81	P	65	P Triang	0	0	2	0	1
82	P	49	P Shake1	0	0	0	0	1
83	P	85	JingBell	0	2	0	0	1
84	P	86	Bell Tre	0	4	0	0	0

63 GM brush

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note Number (0: off)							
		1st	2nd	3rd	4th	5th	RIM	MUTE	
PAD1	SNARE	0	28	0	0	0	0	39	0
PAD2	TOM1	0	48	0	0	0	0	31	0
PAD3	TOM2	0	47	0	0	0	0	25	0
PAD4	TOM3	0	45	0	0	0	0	38	0
PAD5	TOM4	0	43	0	0	0	0	52	0
PAD6	RIDE	0	59	0	0	0	0	53	0
PAD7	CRASH	0	49	0	0	0	0	55	54
PAD8	H.HAT	(H.Hat)	46	42	44	46	0	46	0
PAD9	KICK	0	36	0	0	0	0	0	0
PAD10		0	53	0	0	0	0	0	0
PAD11		0	26	0	0	0	0	0	0
PAD12		0	84	0	0	0	0	0	0

Drum Voice (ch10)

Note Number	Voice Name		Pitch		Alt Grp	Key Off	Key mode	
			fine	Corse				
13	P	52	P SurdoM	0	0	3	0	1
14	P	53	P Surdo	0	2	3	0	1
15	P	40	P HIQ	0	2	0	0	1
16	P	72	P WHP	2	4	0	0	1
17	P	47	P Scrach	0	4	4	0	1
18	P	47	P Scrach	0	-2	4	0	1
19	P	37	P FSNap2	0	3	0	0	1
20	P	36	P FSNap1	0	9	0	0	1
21	P	46	P Mtron	-20	1	0	0	1
22	P	45	P MtBel	-19	1	0	0	1
23	P	71	P WBloc	38	11	0	0	1
24	P	71	P WBloc	0	15	0	0	1
25	S	95	BrshTap2	0	0	0	0	1
26	S	92	BrSwL*	0	0	0	1	1
27	S	97	BrshSlpL	0	0	0	0	1
28	S	93	BrSwH*	0	0	0	1	1
29	S	80	SnrRoll*	0	0	0	1	1
30	P	10	P Castnt	0	0	0	0	1
31	S	16	SnareM	0	2	0	0	0
32	S	46	S STK_HT	0	-1	0	0	1
33	K	5	BD GML	0	0	0	0	1
34	S	31	OpnRim	0	0	0	0	1
35	K	4	BD GMM	0	-1	0	0	1
36	K	15	BD Soft	0	0	0	0	1
37	S	48	S SStck2	40	0	0	0	1
38	S	16	SnareM	0	0	0	0	0
39	S	88	S Brsh H	0	0	0	0	1
40	S	95	BrshTap2	12	0	0	0	0
41	T	20	BrshJzF1	0	-7	0	0	1
42	C	78	H ClsMu	0	0	1	0	1
43	T	20	BrshJzF1	0	-2	0	0	1
44	C	90	H PdlMu	0	0	1	0	1
45	T	19	BrshJzLo	0	-2	0	0	1
46	C	67	H OPMu	0	0	1	0	1
47	T	18	BrshJzMd	0	-2	0	0	1
48	T	17	BrshJzHi	0	-2	0	0	1
49	C	38	C Crash	0	2	0	0	1
50	T	17	BrshJzHi	0	3	0	0	1
51	C	28	RideLite	0	0	0	0	1
52	C	42	China	0	-2	0	0	1
53	C	31	RidB Lit	10	0	0	0	1
54	P	93	Tambourn	0	-1	0	0	1
55	C	43	C Splsh1	0	2	0	0	1
56	P	27	P CowB1	20	0	0	0	1
57	C	40	CrashB	0	2	0	0	1
58	P	70	P VibrS	0	0	0	0	1
59	C	25	SizzlLit	36	0	0	0	1
60	P	7	P BongHi	0	0	0	0	1
61	P	8	P BongLo	0	0	0	0	1
62	P	20	P CongaM	0	0	0	0	1
63	P	11	P Conga	0	1	0	0	1
64	P	11	P Conga	-30	-3	0	0	1
65	P	60	P TimbH	0	-5	0	0	1
66	P	61	P TimbL	0	-8	0	0	1
67	P	3	P AgogH2	40	1	0	0	1
68	P	3	P AgogH2	0	-4	0	0	1
69	P	82	Cabasa	0	0	0	0	1
70	P	94	Maracas	0	0	0	0	1
71	P	83	SWhistH*	0	2	0	1	1
72	P	84	SWhistL*	0	2	0	1	1
73	P	39	P GuiSht	0	9	0	0	1
74	P	38	P Guiro	0	0	0	1	1
75	P	16	P Clvs	0	-2	0	0	1
76	P	71	P WBloc	0	0	0	0	1
77	P	71	P WBloc	0	-6	0	0	1
78	P	31	P CuicaH	0	0	0	0	1
79	P	32	P CuicaL	0	-1	0	0	1
80	P	64	P TriMut	0	0	2	0	1
81	P	65	P Triang	0	0	2	0	1
82	P	49	P Shake1	0	0	0	0	1
83	P	85	JingBell	0	2	0	0	1
84	P	86	Bell Tre	0	4	0	0	0

Preset Style List

64 GM class

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note Number (0: off)								
		1st	2nd	3rd	4th	5th	RIM	MUTE		
PAD1	SNARE	0	31	0	0	0	0	34	0	
PAD2	TOM1	0	48	0	0	0	0	37	0	
PAD3	TOM2	0	47	0	0	0	0	54	0	
PAD4	TOM3	0	45	0	0	0	0	52	0	
PAD5	TOM4	0	43	0	0	0	0	58	0	
PAD6	RIDE	0	59	0	0	0	0	53	0	
PAD7	CRASH	0	49	0	0	0	0	55	54	
PAD8	H.HAT	(H.Hat)	46	42	44	46	0	46	0	
PAD9	KICK	0	35	0	0	0	0	0	0	
PAD10		0	53	0	0	0	0	0	0	
PAD11		0	76	0	0	0	0	0	0	
PAD12		0	77	0	0	0	0	0	0	

Drum Voice (ch10)

Note Number	Voice Name	Pitch		Alt Grp	Key Off	Key mode
		fine	Corse			
13	P 52 P SurdoM	0	0	3	0	1
14	P 53 P Surdo	0	2	3	0	1
15	P 40 P HIQ	0	2	0	0	1
16	P 72 P WHP	2	4	0	0	1
17	P 47 P Scrach	0	4	4	0	1
18	P 47 P Scrach	0	-2	4	0	1
19	P 37 P F Snap2	0	3	0	0	1
20	P 36 P F Snap1	0	9	0	0	1
21	P 46 P Mtron	-20	1	0	0	1
22	P 45 P MtBel	-19	1	0	0	1
23	P 71 P WBloc	38	11	0	0	1
24	P 71 P WBloc	0	15	0	0	1
25	S 95 BrshTap2	0	0	0	0	1
26	S 92 BrSwL*	0	0	0	1	1
27	S 97 BrshSlpL	0	0	0	0	1
28	S 93 BrSwH*	0	0	0	1	1
29	S 80 SnrRolL*	0	0	0	1	1
30	P 10 P Castnt	0	0	0	0	1
31	S 16 SnareM	0	2	0	0	0
32	S 46 S STK_HT	0	-1	0	0	1
33	K 8 BD DRYB1	0	0	0	0	1
34	S 31 OpnRim	0	0	0	0	1
35	K 49 GrnCassa	0	0	0	0	1
36	K 50 GrCMute	0	0	0	0	1
37	S 48 S SStck2	40	0	0	0	1
38	S 26 Tosh Sn	0	-1	0	0	0
39	P 14 P ClapA	0	4	0	0	1
40	S 21 MrcSnrH	12	0	0	0	0
41	T 12 Lite Flr	0	-4	0	0	1
42	C 78 H ClsMu	0	0	1	0	1
43	T 12 Lite Flr	0	0	0	0	1
44	C 90 H PdImu	0	0	1	0	1
45	T 11 Lite Lo	0	0	0	0	1
46	C 67 H OPMu	0	0	1	0	1
47	T 10 Lite Mid	0	0	0	0	1
48	T 9 Lite Hi	0	0	0	0	1
49	C 51 HCymOpnL	0	2	0	0	1
50	T 9 Lite Hi	0	4	0	0	1
51	C 55 HCym2	0	0	0	0	1
52	C 42 China	0	-2	0	0	1
53	C 31 RidB Lit	10	0	0	0	1
54	P 93 Tambourn	0	0	0	0	1
55	C 43 C Splsh1	0	2	0	0	1
56	P 27 P CowB1	20	0	0	0	1
57	C 53 HCymOpnM	0	2	0	0	1
58	P 70 P VibrS	0	0	0	0	1
59	C 52 HCymClsL	36	0	0	0	1
60	P 7 P BongHi	0	0	0	0	1
61	P 8 P BongLo	0	0	0	0	1
62	P 20 P CongaM	0	0	0	0	1
63	P 11 P Conga	0	1	0	0	1
64	P 11 P Conga	-30	-3	0	0	1
65	P 60 P TimbH	0	-5	0	0	1
66	P 61 P TimbL	0	-8	0	0	1
67	P 3 P AgogH2	40	1	0	0	1
68	P 3 P AgogH2	0	-4	0	0	1
69	P 82 Cabasa	0	0	0	0	1
70	P 94 Maracas	0	0	0	0	1
71	P 83 SWhistH*	0	2	0	1	1
72	P 84 SWhistL*	0	2	0	1	1
73	P 39 P GuiSht	0	9	0	0	1
74	P 38 P Guiro	0	0	0	1	1
75	P 16 P Clvs	0	-2	0	0	1
76	P 71 P WBloc	0	0	0	0	1
77	P 71 P WBloc	0	-6	0	0	1
78	P 31 P CuicaH	0	0	0	0	1
79	P 32 P CuicaL	0	-1	0	0	1
80	P 64 P TriMut	0	0	2	0	1
81	P 65 P Triang	0	0	2	0	1
82	P 49 P Shake1	0	0	0	0	1
83	P 85 JingBell	0	2	0	0	1
84	P 86 Bell Tre	0	4	0	0	0

Style No.	Category	Style name	Tempo	
1	Rock & Pop	RP Hop	92	
2		RP FunkS	105	
3		RP Dirge	78	
4		RP N.Y.!	106	
5		RP Rhino	120	
6		RP Judge	100	
7		RP Earth	111	
8		RP Troll	180	
9		RP SeeYa	150	
10		RP Mouth	134	
11		RP Party	154	
12		RP GetUp	120	
13		RP Rozza	110	
14		RP Faces	128	
15		RP Start	120	
16		RP Candy	148	
17		RP RkBg	152	
18	Latin	LA Batuc	120	
19		LA Brasl	115	
20		LA Cha 1	120	
21		LA Cha 2	125	
22		LA Cha 3	135	
23		LA Parsa	150	
24		LA Mmbo1	105	
25		LA Mmbo2	112	
26		LA Meren	140	
27		LA Mozam	125	
28		LA Smba1	98	
29		LA Soca	120	
30		LA Songo	108	
31		LA Cmbia	100	
32		LA Rmba1	110	
33		LA Ska	170	
34		LA Tejan	130	
35		LA Salsa	185	
36		LA Smba2	120	
37		LA Bossa	120	
38		LA TinRk	132	
39		LA Rmba2	116	
40		LA Tango	132	
41		Dance	DA Club	140
42			DA House	130
43			DA Wintr	115
44			DA Jazzy	115
45			DA AcidJ	102
46	DA Dark?		92	
47	DA JackS		112	
48	DA Mage!		120	
49	DA ABCDE		120	
50	DA Disco		120	
51	DA Train		106	
52	DA Coast		120	

Key-on Mode 0:stack, 1:alter, 2:stack MN, 3:alter MN, 4:hold

Note Number Numbers indicate ch10 Drum Voice, voice names indicate keyboard voices other than from ch10

Key mode 0:Poly, 1:Semi(2), 2:Mono, 3:Hi Mono

Key off 0:disable, 1:enable

Preset Song List

Style No.	Category	Style name	Tempo
53	Ballad	BA Liade	76
54		BA Group	108
55		BA LovIt	100
56		BA Grand	90
57		BA Magma	110
58		BA Venus	64
59		BA Human	72
60		BA RioDJ	90
61		BA Witby	67
62		BA RWalz	106
63	BA EWalz	90	
64	Hard Rock	HR Speed	235
65		HR Drive	148
66		HR Hurtn	70
67		HR Piles	132
68		HR BoogE	200
69	HR Help!	90	
70	Rock & Roll	RR Crock	162
71		RR Billy	125
72		RR Gravy	128
73		RR Jngle	107
74	RR BgWgy	165	
75	Rhythm & Blues	RB Good!	142
76		RB Going	100
77		RB Funky	100
78		RB Brass	100
79		RB NFunk	96
80		RB JFunk	120
81		RB CFS01	122
82		RB Blues	94
83		RB SBlus	67
84		RB South	60
85	RB Free!	128	
86	Jazz	JA Elope	120
87		JA Afro	100
88		JA Trio	200
89		JA Dook!	214
90		JA Bebop	140
91		JA Dixie	112
92		JA Zzz..	102
93		JA Vince	180
94		JA WFuse	106
95		JA EFuse	123
96	Reggae	RE Cycle	144
97		RE Tired	94
98		RE Gular	107
99	World	WO Ghan1	155
100		WO Ghan2	150
101		WO HiLif	130
102		WO India	120
103		WO Ju-Ju	120
104		WO Sowet	106
105		WO Zydco	195
106		WO NuOrl	93
107		WO Grass	120
108		WO Polka	126
109		WO Mrch	126
110		WO Waltz	180

No.	Name	Repeat Play	Recorded Track
1	CityDogs		Linear Track (TR1,TR2)
2	Vee Bop		
3	NYC BOYZ		
4	Whirled		
5	FeelNite		
6	Straight		
7	HR 01		Pattern (Rhythm, Bass, Chord)
8	HR 02		
9	HR 03		
10	HR 04		
11	HR 05		
12	BA 01		
13	BA 02		
14	BA 03		
15	BA 04		
16	BA 05		
17	BA 06		
18	BA 07		
19	RP 01		
20	RP 02		
21	RP 03		
22	RP 04		
23	RP 05		
24	RP 06		
25	RP 07		
26	RP 08		
27	RP 09		
28	DA 01		
29	DA 02		
30	DA 03		
31	DA 04		
32	DA 05		
33	DA 06		
34	DA 07		
35	DA 08		
36	LA 01		
37	LA 02		
38	LA 03		
39	LA 04		
40	LA 05		
41	LA 06		
42	LA 07		
43	LA 08		
44	LA 09		
45	LA 10		
46	LA 11		
47	LA 12		
48	LA 13		
49	LA 14		
50	RB 01		

No.	Name	Repeat Play	Recorded Track
51	RB 02		Pattern (Rhythm, Bass, Chord)
52	RB 03		
53	RB 04		
54	RB 05		
55	RB 06		
56	RB 07		
57	RB 08		
58	RB 09		
59	RB 10		
60	RR 01		
61	RR 02		
62	JA 01		
63	JA 02		
64	JA 03		
65	JA 04		
66	JA 05		
67	JA 06		
68	JA 07		
69	JA 08		
70	JA 09		
71	RE 01		
72	RE 02		
73	WO 01		
74	WO 02		
75	WO 03		
76	WO 04		
77	WO 05		
78	WO 06		
79	WO 07		
80	WO 08		
81	8 Beat		Linear Track (TR1,TR2)
82	Shuffle1		
83	Funk 1		
84	Funk 2		
85	Funk 3		
86	Funk 4		
87	Funk 5		
88	Funk 6		
89	Ballad 1		
90	Ballad 2		
91	Samba FU		
92	Fusion 1		
93	Fusion 2		
94	Shuffle2		
95	Shuffle3		
96	SlowRock		
97	Jazz 1		
98	Jazz 2		
99	Jazz 3		
100	Jazz 4		

Drum Kit Trigger Edit Parameter (Blank Chart)

Drum Kit Name:

	1	2	3	4	5	6	7	8	9	10	11	12
INPUT												
PAD Type												
PAD Gain												
Level Range												
Velocity Range												
Velocity Curve												
Self Rejection												
Rejection												
Spec. Rejection												
1st Note												
Voice												
Gate Time												
MIDI												
2nd Note												
Voice												
MIDI												
3rd Note												
Voice												
MIDI												
4th Note												
Voice												
MIDI												
5th Note												
Voice												
MIDI												
RIM Note												
Voice												
MIDI												
MUTE Note												
Voice												
MIDI												
Key-on Mode												
Vel. X-Fade												
RIM Mode												
RIM Velocity												
PAD Function												

FS Function
FS MIDI
FS HiHat Cts.

FC Function
FC MIDI
FC Sensitivity

HiHat Control

Drum Kit Voice Edit Parameter (Blank Chart)

Drum Kit Name: _____

Note No.	Voice		Volume	Pan	Pitch C F	Reverb Send	Modify	Filter	Decay	Key Mode	Alternate Group	Key off	Out Port
	No.	Name											
13													
14													
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84													

Root	
Note	

Reverb Return	
Reverb Type	
Reverb Time	

Send Prog. Change	
Send Bank Select	
Send Volume	

Send Pan	
Send Cntrl Change	

YAMAHA [Drum Trigger Module]
Model : DTX

MIDI Implementation Chart

Date: 9-Jan-1996
Version: 1.0

Function...	Transmitted	Recognized	Remarks
Basic Channel Default Changed	5, 6, 7, 10 1 - 16	1 - 16 1 - 16	memorized
Mode Default Messages Altered	× × * * * * *	3 3 ×	
Note Number : True voice	0 - 127 0 - 127	0 - 127 0 - 127	
Velocity Note on Note off	○ 9nH, v = 1 - 127 × 9nH, v = 0	○ v = 1 - 127 ×	
After Touch Key's Ch's	× ○ (*1)	× ×	
Pitch Bender	○ (*1)	○	7 bit resolution
Control Change 0, 1, 6, 7 10, 11, 64 71, 72, 73 74, 84, 91 100, 101 120 121 1 - 119	○ (*1)	○ ○ ○ ○ ○ ○ ○	All sound off Reset All Controllers
Program Change : True number	○ 0 - 127 * * * * *	○ 0 - 127	
System Exclusive	○	○	
System Common : Song Position : Song Select : Tune	× × ×	× × ×	
System Real Time : Clock : Commands	○ ○	○ ○	
Aux Messages : Local On/Off : All Notes Off : Active Sense : Reset	× × ○ ×	× ○ (123 - 127) ○ ×	
Notes : (*1) ; assignable			

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