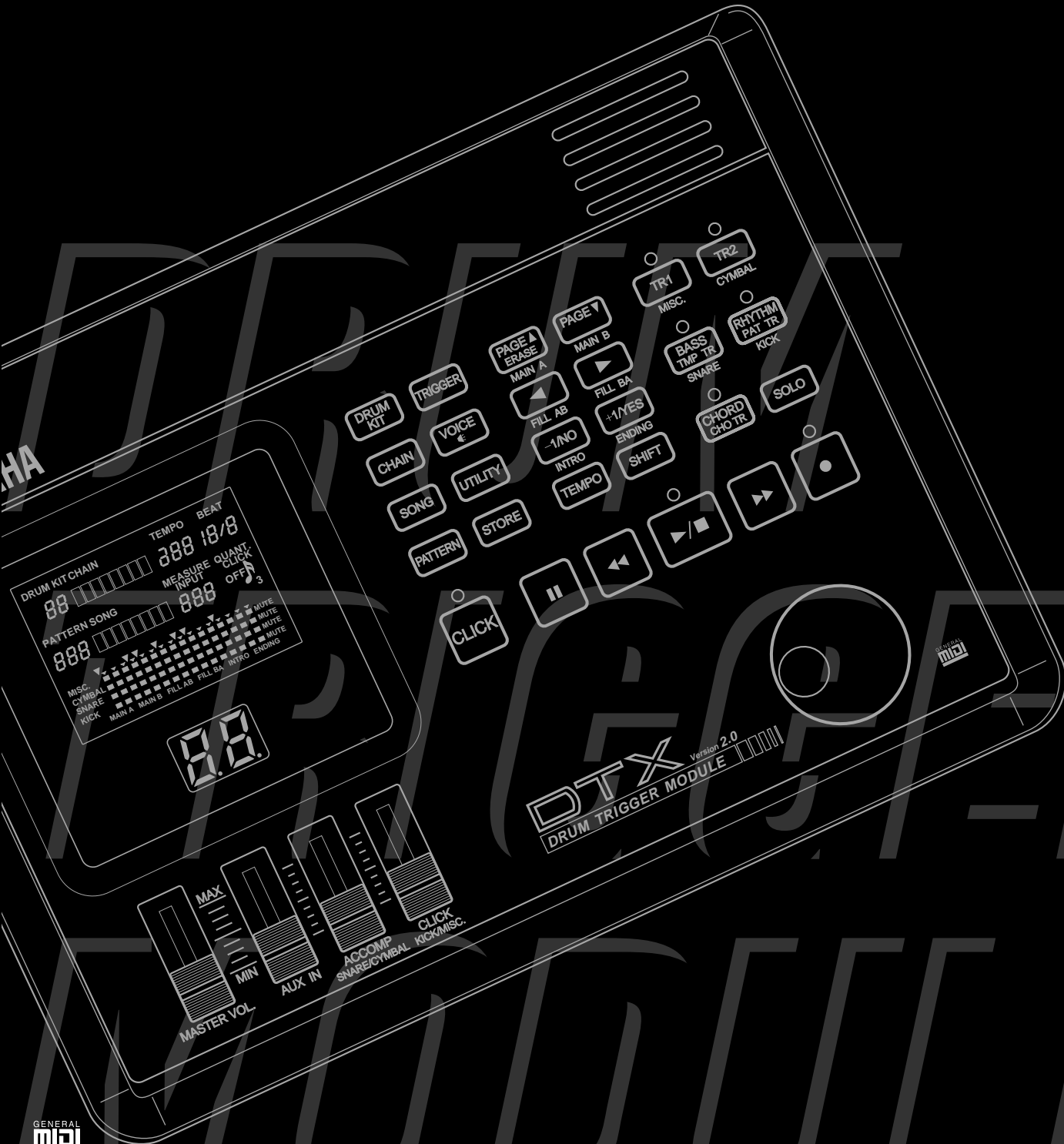


DRUM TRIGGER MODULE

DTX Version

2

SYSTEM UPGRADE INFORMATION GUIDE



..... **Introduction**

By adding parameters and minor display changes to the previous DTX, the YAMAHA DTX DRUM TRIGGER MODULE Version 2.0 features various new functions.

This guide is designed to provide information regarding the additional features and changes accompanying system upgrade. All the new features are described in detail. Reference pages of modes or other related functions are listed under each function to enable you to use this guide with the owner's manual. An FAQ Corner is also featured mainly in response to the questions from previous DTX users.

We hope you use this guide to fully utilize the new features of DTX V2. For future reference, keep this in a safe place with the owner's manual.

NOTE For details on the features besides those features here, please refer to the owner's manual. Furthermore, the minor changes have been reflected on the owner's manual.

NOTE YAMAHA DTX DRUM TRIGGER MODULE Version 2.0 will be abbreviated as DTX V2 in this guide.

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The New features of DTX V2

As shown in the tree chart below, new features have been added to the Drum Kit Trigger Edit, Song Job, and Utility modes. Minor changes have also been made to Drum Kit Trigger Edit Mode, Drum Voice Edit Mode, Pattern Record/Job Mode, Song Record/Job Mode, and Utility Mode in the form of additional parameters or modifications in the operation procedure.

NOTE This chart contains new features (shaded) and modified or additional (underlined) items. Reference pages of their description or related information in the Owner's Manual are listed after each of these items.

More Drum Kits

The number of drum percussion voices has increased from 916 to 928 types and the preset drum kits have increased from 32 types to 61 types. (29 new drum kits have been added in user area drum kits 1 to 29.)

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. When you reset an edited drum kit back to its original settings (Owner's Manual P. 32), it is possible to set it back to 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.

Drum Kit Play mode

(additional features and no changes)

Please refer to Drum Kit (P.16) for details on the additional drum kits.

Drum Kit Trigger Edit mode

- 1 Kit Name (drum kit name)
- 2 PAD Type
- 3 Auto Set
- 4 PAD Gain
- 5 LevelRng (level range)
- 6 VelRange (velocity range)
- 7 VelCurve (velocity curve)
- 8 Self Rej (self rejection)
- 9 Reject (rejection)
- 10 Spec Rej (specific rejection)
- 11 Note=(note number 1 to 5) Owner's Manual P.40
- 12 Note=(gate time) Owner's Manual P.42
- 13 Note=(MIDI channel)
- 14 KeyOn (key on mode)
- 15 VelXFade (velocity crossfade)
- 16 RIMKeyOn Owner's Manual P.44
- 17 RIM Vel (rim velocity)
- 18 PAD Func (pad function)
- 19 FS Func (FS function)
- 20 FS MIDI (FS MIDI channel)
- 21 FS HHcls (FS hi-hat control)
- 22 FC Func (hi-hat control function)
- 23 FC MIDI (hi-hat control channel)
- 24 FC Sens (hi-hat control sensitivity)
- 25 HH Ctrl (hi-hat control)
- 26 In 9 to 10 (input 9 to 10) P.4
- 27 In 11 to 12 (input 11 to 12) P.4
- 28 Copy INP (copy input)
- 29 Copy TRG (copy trigger)
- 30 Edit (edit call)
- 31 SetChord= (setting the chord by note number)

Drum Kit Voice Edit mode

3 Pan: Owner's Manual P.54

Chain Play mode

(no change)

Chain Edit mode

(no change)

Store mode

(no change)

Pattern Play mode

(no change)

Pattern Record mode

Minor changes have been made to the procedures to prepare recording (Owner's Manual P.81)

Pattern Job mode

6 Pgm= (setting the voice of the chord/bass/rhythm track):
Owner's Manual P.92

Song Play mode

(no change)

Song Record mode

Minor changes have been made to the procedures to prepare recording (Owner's Manual P.100)

Song Job mode

- 1 Copy (Song/Dest) (song copy)
- 2 Quantize
- 3 ClrTrack (clear track)
- 4 Clr Song (clear song)
- 5 Pgm Ch (voice setting for each channel) Owner's Manual P.110
- 6 Vol Ch (channel volume) P.5
- 7 Pan Ch P.5
- 8 PlayMode
- 9 B. Lnr TR (bass linear track mode)
- 10 Pat Mute (pattern track mute mode)
- 11 SongName

Utility mode

additional feature and minor changes

1 SYSTEM : title page

- 2 EditMode
- 3 LinkMode (Owner's Manual P. 115)
- 4 Lrn Mode (learn mode)
- 5 Sldr Mode (slider mode)
- 6 Bypass
- 7 JumpRcnt (jump to recent page)
- 8 FCoffset
- 9 MaToAux (main output to auxiliary output) P.6
- 10 Inc Func (increase function) P.6
- 11 Dec Func (decrease function) P.7

12 MIDI : title page

- 13 DeviceNo (device number)
- 14 Receive SysX (receive system exclusive signals)
- 15 Receive PC (receive program change signals)
- 16 RecvCh 10 All (receive channel 10 MIDI signals)
- 17 RecvCh 10 PC (receive channel 10 program change signals)
- 18 SendHH (send hi-hat control change signals) P.7
- 19 LocalCtl (local control)
- 20 Dump Time
- 21 MergeOut
- 22 Dump Out
- 23 P/C->KIT (program change table)

24 EQ (equalizer) : title page

- 25 Lo Mi Hi (gain)
- 26 Lo Freq (low frequency)
- 27 Mid Freq (medium frequency)
- 28 Hi Freq (high frequency)

29 SEQ (sequencer) : title page

- 30 Click Hi
- 31 Click Mid
- 32 Click Lo
- 33 ClickOut
- 34 PlyClick (play click) P.7
- 35 Tempo
- 36 Count
- 37 GrvCheck (groove check)
- 38 Break TB (break top or bottom) Owner's Manual P. 124
- 39 MIDIctrl (MIDI control)
- 40 SyncMode

41 MULTI : title page

- 42 Mast Tune (master tune)
- 43 Program (Owner's Manual P. 126)
- 44 Volume
- 45 Pan
- 46 Pitch
- 47 Rev Send (send reverb)

Description of New Features

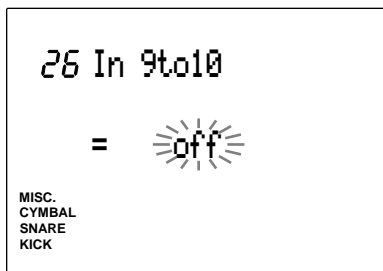
Here is the description of the features newly added to each mode. The layout is the same as the Reference chapter of the Owner's Manual for you to use together with this guide.

Drum Kit Trigger Edit Mode

26 In 9to10 (input 9 to 10)

When you play the pad connected to input 9, it is possible also to generate the voice set to input 10. Because you can assign different voice to each input 9 and 10, it is possible to use the kick pad and play a bass sound and a bass drum sound simultaneously. When doing so, by using the alter or alterMN modes on the Key On (key on mode) setting on the 14th display page, you can play a bass drum sound each time you hit (step on) a pad, and also play the bass line. Use this as reference to set the kick pad for the new additional drum kit; "12 kick3itm." (P.22)

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons. When this is set "on," this function is ON and the voice from input 10 will be generated when a pad connected to input 9 is played. When this is set "off," the function is canceled.

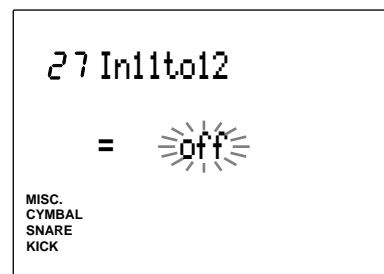


Settings:
off, on

27 In11to12 (input 11 to 12)

When you play the pad connected to input 11, it is possible also to generate the voice set to input 12. As in the case of the "In 9 to 10" on the 26th display page, this function is used to generate different voices assigned to each input simultaneously.

Use the Data Scroll Wheel or the +1/YES or -1/NO buttons. When this is set "on," this function is ON and the voice from input 12 will be generated when a pad connected to input 11 is played. However, input to INPUT 12 is ignored. When this is set "off," the function is canceled.



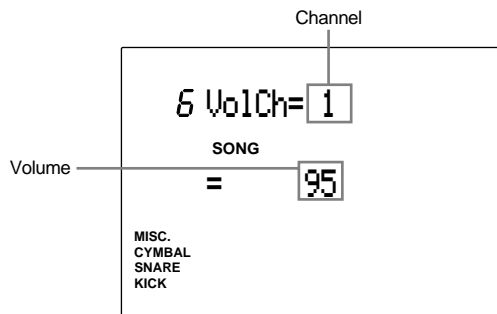
Settings:
off, on

Song Job Mode

6 VolCh (channel volume)

This sets the performance volume of each MIDI channel within the currently selected song. This function enables you to adjust the volume balance among the tracks within a song which has been recorded.

- ❶ Move the cursor to the Channel focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the channel number.
- ❷ 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.
- ❸ Repeat steps ❶ and ❷ and set the volume of each channel.



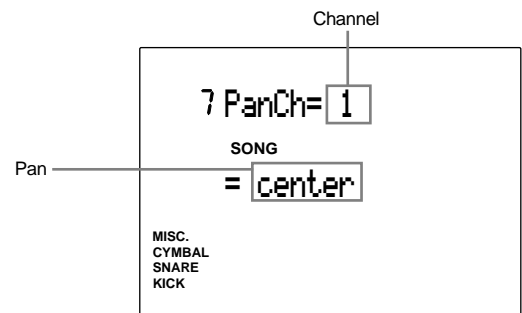
Settings:

The following values can be set to each channel 1 to 16.
0 to 127

7 PanCh (channel pan)

This sets the pan (stereo pan position of the sound) assigned to each MIDI channel within the currently selected song. This defines the pan position of the sound of each channel between the left and right. This function enables you to adjust the stereo pan position of the tracks within a recorded song. Furthermore, the channel 10 drum kit pan will be adjusted on the 3rd display page of Drum Kit Voice Edit mode (Owner's Manual P.54) and here we will be describing how to set channels 1 to 9 and 11 to 16.

- ❶ Move the cursor to the Channel focus area and rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to choose the channel number.
- ❷ 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.
- ❸ Repeat steps ❶ and ❷ and set the pan of each channel.



Settings:

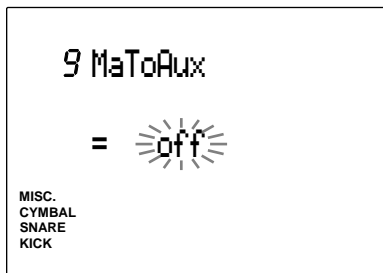
The following values can be set to channels 1 to 9 and 11 to 16.
L64 (=far left) to L1, center, R1 to R63 (=far right)

Utility Mode

9 Ma to Aux (main output to auxiliary output)

This allows the same audio signals as the main output such as OUTPUT L/MONO or OUTPUT R to be sent through the AUX OUT L/R jacks. This also allows only the performer to listen to the output with an additional metronome click during a performance. For example, when you are using the DTX for a live performance you can use this function to set the output of both to audio signals and use the OUTPUT L/MONO and OUTPUT R for the performers (headphones) and AUX OUT L/R jacks for the audience. When doing so, set the metronome sound to OUTPUT L/MONO and make it go through the R jack by selecting “mainL+R” from the ClickOut settings (Owner’s Manual P. 123) on the 33rd display page. This way, it is possible not to mix the click in the audio signals to the audience and separate the output signals. This function is also effective to use during a recording.

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set this function on or off. When this is set “on,” the output destination setting for each voice (Owner’s Manual P.58) is disabled and the same audio signals will go through OUTPUT L/MONO, R jack, and AUX OUT L/R jacks. When this is set “off,” the function returns to regular output and the output returns to its normal settings.

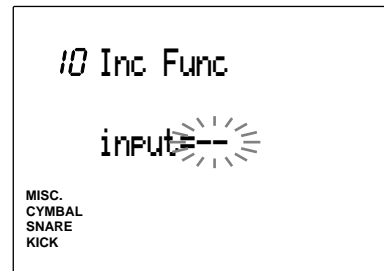


Settings:
off, on

10 Inc Func (increase function)

This enables the function of the pad connected to a specific input to constantly act as an Inc switch regardless of the pad function (Owner's Manual P. 45) settings. When this is set to an Inc switch, you can use the pad as a switch to select the next drum kit number in Drum Kit mode, or advance the position by a step in Chain mode.

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the input number of the switch. The selected input pad will function as an Inc switch. Select "--" to able the function set in pad function (Owner's Manual P.45)

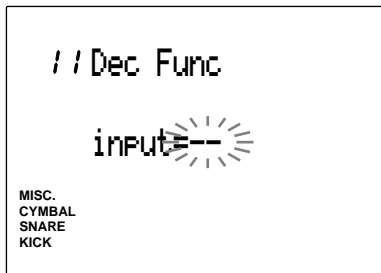


Settings:
--, 1 to 12

11 Dec Func (decrease function)

This enables the function of the pad connected to a specific input to constantly act as an Dec switch regardless of the pad function (Owner's Manual P. 45) settings. When this is set to an Dec switch, you can use the pad as a switch to select the previous drum kit number in Drum Kit mode, or retreat the position by a step in Chain mode.

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to select the input number of the switch. The selected input pad will function as an Dec switch. Select "--" to able the function set in pad function (Owner's Manual P.45)

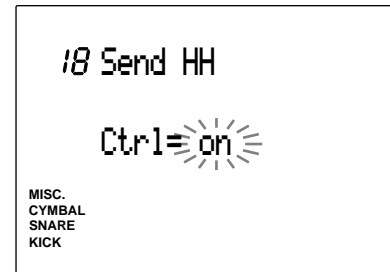


Settings:
"--", 1 to 12

18 SendHH (send hi-hat control change signals)

This enables or disables control change data to be transmitted out using a foot controller connected to the H.HAT CONTROL jack on the rear panel. This settings allows you to send control change data to external devices. Regardless of the settings here, control change data will always be transmitted to the internal tone generator of the DTX. Furthermore, the hi-hat control functions and the type of MIDI control change data is set in the FC Func or FC MIDI (Owner's Manual P.47) focus areas on the 22nd or 23rd display pages in Drum Kit Trigger Edit mode.

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set this function on or off. When this is set "on," the control change data will be sent out. When this is set "off," the data will not be transmitted out.

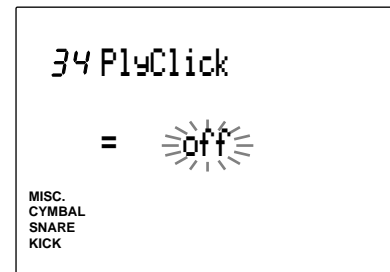


Settings:
off, on

34 PlyClick (play click)

This enables you to play or stop the metronome click with the START/STOP button on the DTX. For example, it is possible to generate a click at the beginning of a performance or recording, as well as use it with the Count function (Owner's Manual P. 123). Regardless of it being on or off, the CLICK button function is always enabled.

Rotate the Data Scroll Wheel or use the +1/YES and -1/NO buttons to set this function on or off. When this is set "on," the START/STOP button will start or stop the click. When this is set "off," the function returns to normal operation and only the CLICK button function remains enabled.



Settings:
off, on

About Minor Changes for DTX V2

The minor changes are reflected in the Owner's Manual and briefly described below:

Drum Kit Trigger Edit Mode

11 Note=(note number 1 to 5) (Owner's Manual P.40)

"skp" (skip) has been added to the MIDI note number that can be set. When the Key On mode setting (Owner's Manual P. 43) is set to "alter" or "alterMN", it is possible to skip specific notes and mute them.

12 Note=(gate time) (Owner's Manual P.42)

Regardless of the Key On mode setting (Owner's Manual P. 43), it is possible to set different gate times to each of the five notes.

16 RIMKeyOn (Owner's Manual P.44)

"with Pad" has been added to Rim On Key mode. If you set the function to "with Pad," both the rim voice and pad voice are generated at the same time when the rim is hit.

Drum Kit Voice Edit Mode

3 Pan (Owner's Manual P.54)

The display now shows "center" spelled out instead of the number "0" when the pan position is set to the center.

Pattern Record Mode

Getting Ready to Record (Owner's Manual P.81)

An empty user pattern is automatically selected even if you press the record button after selecting a preset pattern.

Pattern Job Mode

6 Pgm=cho/bass/rhy (chord/bass/rhythm track voice settings) (Owner's Manual P.92)

The display pages of this page have been modified. Also, the setting procedures has slightly changed. The function or contents have not changed.

Song Record Mode

Getting Ready to Record (Owner's Manual P.100)

An empty user song is automatically selected even if you press the record button after selecting a preset song.

Song Job Mode

5 Pgm Ch (voice setting for each channel) (Owner's Manual P.110)

The display pages of this page have been modified. Also, the setting procedures has slightly changed. The function or contents have not changed.

Utility Mode

Basic Operation (Owner's Manual P.112)

This has been modified to return to the title page (first display page) of the current category when the UTILITY button is pressed. This is convenient to select pages of other categories.

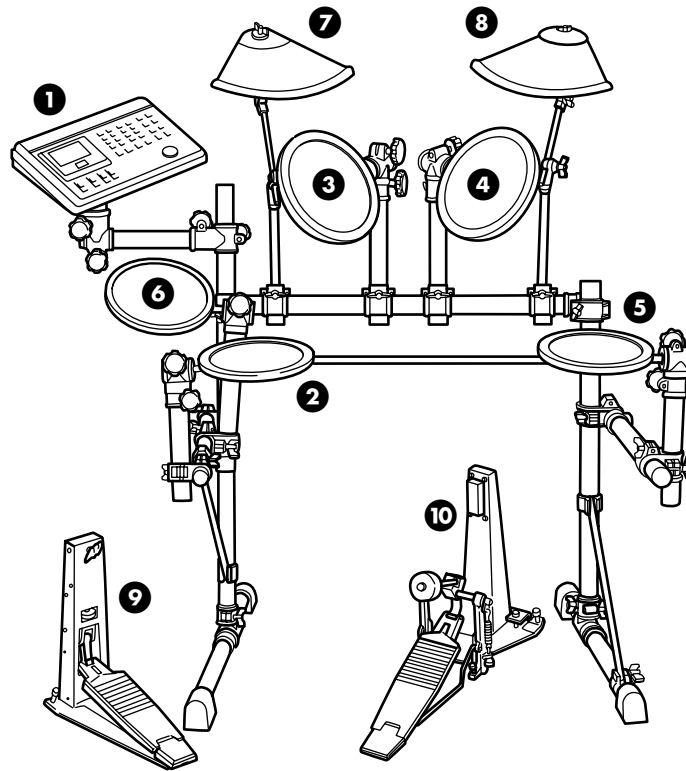
43 Program (Owner's Manual P.126)

This has been modified to allow a drum kit to be set to parts except part 10.

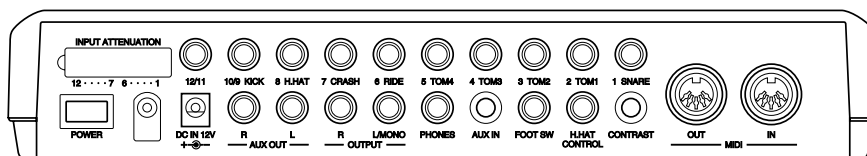
Frequently Asked Questions

The following is a summary of cautions and solutions in response to frequently asked questions (FAQ) from previous DTX users.

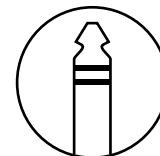
Connecting the DTX with Each Pad (Standard Set)



DTX Rear Panel

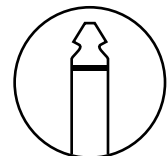


Stereo Plug



TP80S
PCY80S
HH80

Monaural Plug



TP80
PCY80
KP80

1 DTX Drum Trigger Module (Power Adapter PA-1207)

2 Snare (TP80S)

Use the stereo cable enclosed in the TP80S package and connect to 1 SNARE.

*Connect the L-shaped side of the plug to the TP80S. (This applies to all connections hereunder.)

3 Tom 1 (TP80)

Use the monaural cable enclosed in the TP80 package and connect to 2 TOM1.

4 Tom 2 (TP80)

Use the monaural cable enclosed in the TP80 package and connect to 3 TOM2.

5 Tom 3 (TP80)

Use the monaural cable enclosed in the TP80 package and connect to 4 TOM3.

6 Hi-hat (TP80)

Use the monaural cable enclosed in the TP80 package and connect to 8 H.HAT.

7 Side Cymbal (PCY80S)

Use the stereo cable enclosed in the PCY80S package and connect to 7 CRASH.

8 Top Cymbal (PCY80)

Use the monaural cable enclosed in the PCY80 package and connect to 6 RIDE.

9 Hi-hat Controller (HH80)

Use the stereo cable enclosed in the HH80 package and connect to H.HAT CONTROL.

10 Kick Pad (KP80)

Use the monaural cable enclosed in the KP80 package and connect to 10/9 KICK.

*An explanation is also available on P.9 of the Owner's Manual.

Tips on Playing with a Preset Song

A preset song contains preset program change data so that a preset drum kit (No.33 to 64) is automatically selected according to the song. Therefore, it will not allow you to play the drum kits you have selected to a preset song. To solve this, one of the following three ways to use the drum kit of your preference in your performance.

■ Select the drum kit you want and mute the RHYTHM/PAT TR key you want to fix the drum kit from a song.

■ Disable the program change data (change the drum kit) of the song and select a (preset or user) drum kit.

- ❶ Press the UTILITY button to enter Utility mode.
- ❷ On the 17th display page, change the PC=on focus area to "off" on the RecvCh10PC (receive program change through channel 10) display screen (Owner's Manual P.118.) The sound generator will not receive program change data for drum kit selection.
- ❸ Press the DRUM KIT button to enter Drum Kit mode and select a drum kit.

■ Assign an edited user drum kit to be automatically selected by a song (program change.)

Here the GM std 1 (GM standard 1) hi-hat settings of the frequently used preset drum kit No.56 will be modified and selected automatically.

- ❶ In Drum Kit Play mode, select the GM std 1 (GM standard 1) of No.56 as the copy origin.
- ❷ Press the STORE button to enter Store mode.
- ❸ Assign No.30 as the store destination and execute store. This copies the drum kit which is the edit origin and begins to edit the hi-hat.

NOTE It is recommended to begin with user areas No. 30 to 32 to edit. (Refer to P.2)

- ❹ Edit the hi-hat and execute step ❷ to store the data.
- ❺ Press the UTILITY button to enter Utility mode.
- ❻ On the 23rd display page P/C->KIT (program change table) focus area (Owner's Manual P.120), change the drum kit number corresponding to program change number 1 from 56 to 30. This change will disable the data of program change number 1 and keep preset song 6 from selecting preset drum kit No.56 and make it select the edited user drum kit No.30.

Furthermore, refer to the program change number match list on the right column of this page to match the program change number and drum kit.

Program Change Number Match List

P/C	KIT No.	Kit Name	P/C	KIT No.	Kit Name
1	56	GM std 1	65	53	Latin
2	57	GM std 2	66		
3			67		
4			68		
5			69		
6			70		
7			71		
8			72		
9	58	GM room	73	54	World 1
10			74	55	World 2
11			75		
12			76		
13			77	1	Acoustkt
14			78	2	RockLive
15			79	3	PowerKit
16			80	4	BigRoomD
17	59	GM rock	81	5	RockDry1
18			82	6	RockDry2
19			83	7	RockDry3
20			84	8	RockDry4
21			85	9	RockDry5
22			86	10	HipDanse
23			87	11	HardGtBD
24			88	12	kick3itm
25	60	GM elec.	89	13	N.Y. 3
26	61	GM anal.	90	14	N.Y. 4
27			91	15	LivinIrg
28			92	16	Hatsldog
29			93	17	DownTown
30			94	18	Space123
31			95	19	SDIPanic
32			96	20	Reggae
33	62	GM jazz	97	21	Tabla
34			98	22	AlterPer
35			99	23	SFX 1
36			100	24	SFX 2
37			101	25	Piano
38			102	26	Vibe
39			103	27	SteelDrm
40			104	28	Strings
41	63	GM brush	105	29	Bass
42			106	30	User kit
43			107	31	User kit
44			108	32	User kit
45			109	33	Acoustic
46			110	34	Rock 1
47			111	35	Hip-Hop
48			112	36	Industry
49	64	GM class	113	37	N.Y. 1
50			114	38	N.Y. 2
51			115	39	Country
52			116	40	BeBop
53			117	41	Rock 2
54			118	42	1970 kit
55			119	43	X-Fade
56			120	44	Studio
57			121	45	Dance 1
58			122	46	Dance 2
59			123	47	HHpDncMX
60			124	48	WldDncMX
61			125	49	IndustMX
62			126	50	Banana
63			127	51	LatinPer
64			128	52	Symphony

* Initial factory settings.

Using the DTX as a Sound Generator from an External MIDI Sequencer

You can use the DTX as a sound generator when playing back MIDI data using a computer or external MIDI sequencer, but it is best to keep the following precautions and tips in mind.

- Make sure the MIDI OUT of the external MIDI sequencer and the MIDI IN of the DTX are connected properly with a MIDI cable (Owner's Manual P.129).
- If the MIDI data played back matches the GM note alignment, it is not necessary to set the notes on the DTX side.
- Since the preset pattern and song pattern will play at once when MIDI data is played back, it is best to mute track 1 and the pattern track when the DTX is in Pattern or Song mode. (Owner's Manual P.97, P.111)
- By muting each bass, chord, or rhythm, it is possible to mute a specific part, or play solo, and is convenient to use for minus-one practice. (Owner's Manual P.77, P.97)
- It is possible to real-time record the MIDI data played to a user song in the DTX. (Owner's Manual P. 105)

Precautions when Recording a Song

Be cautious about the following points when recording a song with the DTX.

- When you are copying a preset song, or recording a song played by the sequencer, there may be cases when an error displays if the data is too large and the memory becomes full. In this case, it is not possible to record any further since there is not memory space. It is recommended that the song is recorded in short user songs.
- When you are recording a song played by an external sequencer, set the synch mode (Owner's Manual P.125) to "ext." The DTX will start recording when the external sequencer starts to playback and the tempo or timing will not slide. To listen to a recorded song, return the synch mode to "int."
- The pattern track of user song contain patterns style 1, and pattern style 1 will play when you start recording to track 1 or track 2 in real-time. When not necessary, turn the Pattern Track Mute mode ON and mute the pattern track. (Owner's Manual P.111)

Recording Your Own Performance to a Song

It is possible to record your performance while listening to a model performance. Please consider the following tips:

- It is necessary to copy the preset song you pick as a model to the user song area. The preset song data also uses track 1 and so it is possible to select track 2 which is empty after copying to a user song and record your own performance.
- By turning the Count feature "on" during a recording, the DTX will conveniently let you know when to start playing.
- When playing a recorded performance, it is possible to mute the model drum performance with the RHYTHM button and your recorded performance with the TR2 button and compare each performance.
- When the model is in MIDI data played from an external sequencer, play this MIDI data once and record it as a DTX User Song and record your performance in the same way as the preset song mentioned above.

About the Part Mutes of a Preset Song (minor change in DTX V2)

DTX V2 places the song data recorded on tracks 1 and 2 of preset songs No. 1 to 6, 81 to 100. This enables you to mute each part of track one (rhythm, bass, or chord) with the RHYTHM/BASS/CHORD button in the same way as other songs or patterns. However, the rule not allowing you to mute Rhythm (ch 10), bass (ch 7), Chord (ch 5, 6) with the RHYTHM/BASS/CHORD button does not change. Please be careful when you select the track you want to record to.

Setting the Tone for the Bass Voice

The following are two ways of setting the tones for a bass voice to be generated by playing the pads.

Using a GM Keyboard Voice

- 1 Set the MIDI channel (Chan=) for each part (1st to 5th, mut, rim) in the 13th display page (Owner's Manual P. 42) Note=(MIDI channel) of Drum Kit Trigger Edit mode to a channel besides 10.

NOTE Channel 10 is a drum voice exclusive channel and it is possible to use GM keyboard voices by selecting other channels.

NOTE It is possible to set a MIDI channel separately for each note (1st to 5th, mut, rim) as well as set channel 10 to combine drum voices.

- 2 Set the program change number (voice number) of the voices for each channel in the PC Ch= (send program change) focus area on the 16th page of Drum Kit Voice Edit mode (Owner's Manual P. 59). This operation determines the keyboard voice corresponding to each note set in step 1 above.

NOTE Program change numbers 1 to 128 correspond to each voice number 1 to 128. For details, refer to the GM keyboard voice list (Owner's Manual P. 147).

- 3 Set the note number and note name of each note (1st to 5th, mut, rim) in the Note= (note number 1 to 5) focus area on the 11th page of Drum Kit Trigger Edit mode (Owner's Manual P. 40). This operation determines the tone of the keyboard voice set to each note.

NOTE Half tones are assigned to note numbers 0 to 127. For details refer to the relation between note number and keyboard (Owner's Manual P. 41).

Using a Drum Voice

- 1 Set the note number and MIDI channel (Chan=) of each note (1st to 5th, mut, rim) in the Note= (MIDI channel) focus area on the 13th page of Drum Kit Trigger Edit mode (Owner's Manual P. 42).
- 2 Set the same drum voice to the necessary number of MIDI note numbers by hitting the pad in the VCE (voice) focus area on the 1st page of Drum Kit Voice Edit mode (Owner's Manual P. 53).

NOTE The drum voice list is available on P.16, Owner's Manual P.148.

NOTE This operation only creates a corresponding list between the MIDI note number and the drum voices and does not specify the tone.

NOTE Avoid setting or changing drum voices which correspond to the note number used by other pads (input). This will change the drum voice when the pad is played.

- 3 Set the pitch of each MIDI note number with the same drum voice set in step 2 above in the Pitch focus area on the 4th page of Drum Kit Voice Edit mode (Owner's Manual P. 54). This operation determines the tone of the drum voice set to each MIDI note number.

NOTE Since it is difficult to set the tone with numbers, confirm it by actually playing it.

- 4 Set the note number (note name), with set voices and tones in steps 1 and 2 above, of each note (1st to 5th, mut, rim) in the Note= (note number 1 to 5) focus area on the 11th page of Drum Kit Trigger Edit mode (Owner's Manual P. 40). This operation determines the drum voice and tone of each note. As a result, if you hit this pad, the drum voices of each note will be generated in different tones.

NOTE Depending on the Key Off mode settings, the length of the generated sounds may be extremely long or short. In such a case, check the settings on the Key Off focus area (Owner's Manual P. 58) on the 11th display page of Drum Kit Voice Edit mode.

Categorized Drum Voice List (Alphabetical Order)

Grp/No	Name (LCD)	Grp/No	Name (LCD)	Grp/No	Name (LCD)	Grp/No	Name (LCD)	Grp/No	Name (LCD)	Grp/No	Name (LCD)
K 63	2HeadHi ●	K 112	BDbasc2	K 59	SweetnLo ●	S 111	Brassy ●	S 223	FX ●	S 91	S BrshSw
K 60	2HeadLo ●	K 117	BDbass1 ●	K 65	VeloRoom ●	S 198	Brsh1Rim	S 224	FX rim ●	S 87	S BrshTp
K 61	2HedMed1 ●	K 118	BDbass2 ●	K 55	WudPoint ●	S 200	Brsh2Rim	S 117	GateOK ●	S 7	S BrysnH
K 62	2HedMed2 ●	K 119	BDbass3 ●	S 15	12Sopno	S 204	BrshAtak	S 118	GateORim	S 8	S BrysnR
K 73	AnaQuick	K 96	BDbonzo2 ●	S 76	Amb 01	S 197	BrshHit1	S 229	Gaterim ●	S 10	S Dry
K 64	Basement ●	K 36	BDDance1	S 77	Amb 02	S 199	BrshHit2	S 166	Hi5Rim	S 11	S DryPic
K 53	Basic ●	K 91	BDdance1	S 78	Amb 03	S 85	BrshSlp	S 165	HiFive	S 37	S Elem1
K 25	BD 24Amb	K 37	BDDance2	S 79	Amb 04	S 97	BrshSlpL	S 30	HiGateSn ●	S 38	S Elem2
K 7	BD 24Dry	K 38	BDDance3	S 121	Ambient ●	S 203	BrshSwep	S 5	Hip Hop	S 39	S Elem3
K 11	BD BBALS	K 39	BDDance4	S 205	Ambient1 ●	S 94	BrshTap1	S 231	Jelyrim ●	S 40	S Elem4
K 1	BD DRY 1	K 40	BDDance5	S 122	AmbiRim ●	S 95	BrshTap2	S 230	JelyRoll	S 83	S FT NZ3
K 2	BD DRY 2	K 113	BDdance5 ●	S 206	Amb1rim ●	S 96	BrshTap3	S 243	Latinrim ●	S 42	S Gate
K 12	BD DRY 3	K 41	BDDance6	S 185	AnaAir ●	S 202	BrsUpRim	S 162	LesRim ●	S 43	S Gate1
K 13	BD DRY 4	K 42	BDDance7	S 187	AnaBuzz ●	S 93	BrSwH*	S 113	Loosy ●	S 44	S Gate2
K 14	BD DRY 5 ●	K 43	BDDance8	S 188	AnaBzRim ●	S 92	BrSwL*	S 114	LoosyRim ●	S 45	S Gate3
K 8	BD DRYB1	K 44	BDDance9	S 174	AnaDaRim	S 195	BrSwTime	S 13	Looz Pic	S 82	S RO_S
K 9	BD DRYBH	K 116	BDdigiro ●	S 173	AnaDark	S 196	BrSwTRim	S 123	Matchbox ●	S 41	S Room ●
K 33	BD ELEC1	K 92	BDersko1 ●	S 175	AnaHit ●	S 201	Brushup	S 124	MatchRim ●	S 84	S RuberS
K 34	BD ELEC2	K 110	BDevolv2 ●	S 186	AnAirRim ●	S 238	BuzRgRim ●	S 245	Metalpic ●	S 47	S SStck1
K 35	BD ELEC3	K 109	BDevolvr ●	S 68	Analog H ●	S 237	Buzzring ●	S 21	MrcSnrH	S 48	S SStck2
K 29	BD GATE1	K 105	BDfunky1 ●	S 69	Analog L ●	S 167	CapGun ●	S 20	MrcSnrM	S 49	S SStck3
K 30	BD GATE2	K 98	BDfusio1 ●	S 66	AnalogH1 ●	S 168	CapRim ●	S 136	NashRim ●	S 46	S STK_HT
K 31	BD GATE3	K 102	BDindst1 ●	S 67	AnalogL1 ●	S 249	Cool Dry ●	S 135	Nashvill ●	S 98	SAmbie1 ●
K 32	BD GateM	K 114	BDlong1 ●	S 192	AnaMeRim ●	S 50	Dance	S 241	Nashvill ●	S 99	SAmbie2 ●
K 3	BD GMH	K 103	BDNIN1 ●	S 191	AnaMetal ●	S 51	Dance01	S 145	OldCan ●	S 100	SAmbie3 ●
K 10	BD GMJ	K 107	BDpalmer ●	S 189	AnaShh ●	S 52	Dance02	S 146	OldCaRim ●	S 101	SAmbie4 ●
K 5	BD GML	K 97	BDpower	S 190	AnaShRim ●	S 53	Dance03	S 31	OpnRim ●	S 102	SAmbie5 ●
K 4	BD GMM	K 89	BDRave10	S 193	AnaSlegh ●	S 54	Dance04	S 32	OpnRimA ●	S 103	Sambie6 ●
K 6	BD GMM2	K 90	BDRave11 ●	S 194	AnaSlRim ●	S 55	Dance05	S 33	OpnRimB ●	S 105	SAna 2 ●
K 16	BD KONG1	K 47	BDRRevers	S 172	AnaTiRim	S 56	Dance06	S 34	OpnRimC ●	S 104	SAna1 ●
K 28	BD Metal ●	K 100	BDstomp1 ●	S 171	AnaTite	S 129	Deep&Dry ●	S 35	OpnRimD ●	S 106	SAna3 ●
K 18	BD MND S	K 99	BDtite1 ●	S 177	AnaVel ●	S 130	Deep&Rim ●	S 36	OpnRimE ●	S 107	SAna4 ●
K 17	BD MONDO	K 101	BDudu1 ●	S 183	AnaWee ●	S 12	DeepStel	S 29	ParadeS ●	S 108	SAna5 ●
K 19	BD NN04C	K 104	BDurban1 ●	S 184	AnaWeRim ●	S 247	Distort ●	S 239	Philydry ●	S 227	Sheetmtl
K 80	BD Rave1 ●	K 106	BDurban2 ●	S 179	AnaWide	S 219	Dry Guy ●	S 240	PhlyRIM ●	S 228	ShmtlrIm ●
K 81	BD Rave2 ●	K 93	BDvman 1 ●	S 180	AnaWiRim	S 220	Drygyrim ●	S 125	Picket ●	S 164	SidRim ●
K 82	BD Rave3 ●	K 115	BDvman 5 ●	S 181	AnaYo ●	S 138	DryMeRim ●	S 126	PicktRim ●	S 163	SidStick ●
K 83	BD Rave4 ●	K 67	BigAC ●	S 182	AnaYoRim ●	S 137	DryMetal ●	S 27	Pilow Sn ●	S 143	Slappy ●
K 84	BD Rave5 ●	K 78	BigBoy ●	S 176	AnHitRim ●	S 234	DryPiclo	S 207	Powerpic ●	S 144	SlapyRim ●
K 85	BD Rave6 ●	K 77	BigSofty ●	S 65	AnSStick	S 235	DryPRim ●	S 208	Pwrprcrim ●	S 211	Smacker ●
K 86	BD Rave7 ●	K 58	Bottom ●	S 178	AnVelRim ●	S 246	Dryroom ●	S 71	Rock ●	S 212	Smakrim ●
K 87	BD Rave8 ●	K 76	Bushy ●	S 23	ASOBI ●	S 119	DryUp ●	S 72	RockH	S 115	Snapper ●
K 88	BD Rave9 ●	K 66	DimWit ●	S 221	Barypic ●	S 120	DryUpR ●	S 74	RockL	S 116	SnaprRim ●
K 26	BD Rock1	K 57	DrkPoint ●	S 222	Baryrim ●	S 232	Electric	S 73	RockM	S 18	SnarDeep ●
K 27	BD Rock2	K 50	GrCMute	S 110	BeatyRim	S 70	Elektrik	S 75	RockRim ●	S 17	SnareH
K 20	BD ROOM1	K 49	GrnCassa	S 109	Beauty ●	S 233	EltrcRIM ●	S 127	RoldGold	S 19	SnareH2 ●
K 21	BD ROOM2	K 75	Kombat ●	S 158	BigWdRim ●	S 214	Eno rim ●	S 128	RoldRim ●	S 24	SnareL2 ●
K 22	BD ROOM3	K 74	MtlPoint ●	S 157	BigWood ●	S 213	Enotype ●	S 147	RollEm1 ●	S 161	SnareLes ●
K 23	BD ROOM4	K 52	Norma ●	S 139	Binky ●	S 216	Fact rim ●	S 149	RollEm2 ●	S 16	SnareM
K 24	BD ROOM5	K 56	Pointy ●	S 140	BinkyRim ●	S 215	Factory ●	S 151	RollEm3	S 169	Snarf ●
K 48	BD SCREM	K 51	QuikBuzz ●	S 28	Blaaagh ●	S 153	Fantam ●	S 148	RollRim1 ●	S 170	SnarfRim ●
K 15	BD Soft	K 79	Roomy ●	S 133	BlastX ●	S 154	FantaRim ●	S 150	RollRim2	S 22	SnrGhst ●
K 108	BD808Lng ●	K 54	SoTight ●	S 134	BlasXRim ●	S 4	Fat looz	S 152	RollRim3	S 81	SnRoll2*
K 94	BDafty1 ●	K 68	Sub1	S 132	Blu90Rim ●	S 209	Fatbrass	S 248	Rubernd ●	S 80	SnrRoll*
K 95	BDafty2 ●	K 69	Sub2 ●	S 131	Blue90	S 210	Fatbrim ●	S 86	S Brsh	S 155	Steel ●
K 46	BDAnlg H ●	K 70	Sub3 ●	S 6	BrassPic	S 225	Fitroll ●	S 88	S Brsh H	S 156	SteelRim ●
K 45	BDAnlg L	K 71	Sub4 ●	S 3	BrassRim	S 226	Fitrrim ●	S 89	S BrshOp	S 142	StickRim ●
K 111	BDbasc1	K 72	Sub5 ●	S 112	BrassRim ●	S 244	Fusion ●	S 90	S BrshSc	S 141	Sticky ●

* marked voices consist of two layers.
● marked voices are looped sounds.

Grp/No	Name (LCD)	Grp/No	Name (LCD)	Grp/No	Name (LCD)	Grp/No	Name (LCD)	Grp/No	Name (LCD)	Grp/No	Name (LCD)
S 250	TambSnre ●	T 24	BrshRkFl	T 12	Lite Flr ●	T 100	TEKK 2M	C 67	H OPMu	C 9	RidesizB ●
S 57	Tekk	T 21	BrshRkHi	T 9	Lite Hi ●	T 106	TEKK 3F	C 68	H Opn13	C 10	RidesizC ●
S 58	Tekk 01	T 23	BrshRkLo	T 11	Lite Lo ●	T 103	TEKK 3H	C 71	H OpnAMu	C 4	RideXfd ●
S 59	Tekk 02	T 22	BrshRkMd	T 10	Lite Mid ●	T 105	TEKK 3L	C 69	H OpnAn	C 7	Rocksizl ●
S 60	Tekk 03	T 136	DistOm F ●	T 176	Night F	T 104	TEKK 3M	C 59	H OpnDW ●	C 26	SizzlDrk ●
S 61	Tekk 04	T 133	DistOm L ●	T 173	Night H	T 122	TM Revs	C 65	H OpnDWX ●	C 13	Sizzler ●
S 62	Tekk 05	T 135	DistOm L ●	T 175	Night L	T 113	TomMUJ L	C 56	H OpnL1 ●	C 25	SizzlLit ●
S 63	Tekk 06	T 134	DistOmM ●	T 174	Night M	T 111	TomMUJH	C 57	H OpnL2 ●	C 27	SizzlRck ●
S 64	Tekk 07	T 110	Distrt F	T 146	RetroTmF ●	T 112	TomMUJM	C 60	H OpnL3 ●	C 20	SoftRoll
S 236	Timbrim ●	T 107	Distrt H	T 143	RetroTmH ●	T 150	TOMntrlF	C 62	H OpnLA1 ●	C 22	TambHH ●
S 26	Tosh Sn ●	T 109	Distrt L	T 145	RetroTmL ●	T 147	TOMntrlH	C 63	H OpnLA2 ●	C 48	Thrash ●
S 25	ToshL fi ●	T 108	Distrt M	T 144	RetroTmM ●	T 149	TOMntrlL	C 61	H OpnLK ●	C 17	VoclShKR ●
S 159	UnclAB ●	T 49	DRY GM1	T 61	Rock 1	T 148	TOMntrlM	C 64	H OpnLX1 ●	P 88	AnCongaH
S 160	UnclARim ●	T 50	DRY GM2	T 62	Rock 2	T 158	TOMXfadF ●	C 58	H OpnMU ●	P 90	AnCongaL ●
S 2	VtgB 2	T 51	DRY GM3	T 63	Rock 3	T 155	TOMXfadH ●	C 66	H OpnNB	P 89	AnCongaM
S 1	VtgBrass	T 52	DRY GM4	T 64	Rock 4	T 157	TOMXfadL ●	C 70	H OpnTc	P 87	AnCowbll
S 242	WackyEFX ●	T 53	DRY GM5	T 65	Rock 5	T 156	TOMXfadM ●	C 88	H Pdl13	P 91	AnMaracs ●
S 14	Wood Sn	T 54	DRY GM6	T 66	Rock 6	T 48	Tron Flr ●	C 91	H PdlDW	P 86	Bell Tre
S 9	Wood65	T 4	Dry1 Flr	T 55	Room 1 ●	T 45	Tron Hi ●	C 92	H PdlLit ●	P 82	Cabasa ●
S 217	Woody ●	T 1	Dry1 Hi	T 56	Room 2 ●	T 47	Tron Lo ●	C 90	H PdlImu	P 100	CongaMV
S 218	Woodyrim ●	T 3	Dry1 Lo	T 57	Room 3 ●	T 46	Tron Mid ●	C 89	H PdlINB	P 85	JingBell
T 154	ACTomF	T 2	Dry1 Mid	T 58	Room 4 ●	T 163	Udu808H ●	C 93	H PdTit	P 94	Maracas ●
T 151	ACTomH	T 8	Dry2 Flr	T 59	Room 5 ●	T 164	Udu808L ●	C 74	H QOPMu	P 1	P AgogCh
T 153	ACTomL	T 5	Dry2 Hi	T 60	Room 6 ●	C 45	AngCym	C 73	H QOPn13	P 2	P AgogH1
T 152	ACTomM	T 7	Dry2 Lo	T 25	Room1 Hi ●	C 6	Bell A	C 72	H QOPnNB	P 3	P AgogH2
T 140	AmbTomF	T 6	Dry2 Mid	T 27	Room1 Lo ●	C 11	BellTip	C 95	H Spl13	P 4	P ATR
T 137	AmbTomH	T 67	E Tom1	T 28	Room1Flr ●	C 24	BriteCrs	C 94	H SplINB	P 17	P BassDr
T 139	AmbTomL	T 68	E Tom2	T 26	Room1Mid ●	C 38	C Crash	C 96	H Splsht	P 5	P Bell
T 138	AmbTomM	T 69	E Tom3	T 29	Room2 Hi ●	C 39	C CrshAC	C 86	H TiCls1	P 7	P BongHi
T 40	Ana 1Flr	T 70	E Tom4	T 31	Room2 Lo ●	C 37	C CrshSi ●	C 87	H TiCls2	P 8	P BongLo
T 37	Ana 1Hi	T 71	E Tom5	T 32	Room2Flr ●	C 46	C FX01	C 50	HCym1	P 6	P BongMu
T 39	Ana 1Lo	T 72	E Tom6	T 30	Room2Mid ●	C 47	C FX02	C 55	HCym2 ●	P 9	P Cabasa
T 38	Ana 1Mid	T 94	ElectrcF	T 33	Room3 Hi	C 43	C Splsh1	C 52	HCymClsL	P 10	P Castnt
T 44	Ana 2flr	T 91	ElectrcH	T 35	Room3 Lo ●	C 44	C Splsh2	C 54	HCymClsM	P 13	P Clap8
T 41	Ana 2Hi ●	T 93	ElectrcL	T 36	Room3Flr ●	C 42	China	C 51	HCymOpnL	P 14	P ClapA
T 43	Ana 2Lo ●	T 92	ElectrcM	T 34	Room3Mid ●	C 1	ChinaHi	C 53	HCymOpnM	P 74	P ClapL
T 42	Ana 2Mid ●	T 141	EthnTomH ●	T 82	RoomP F	C 40	CrashB	C 102	HHcl2Xfd ●	P 16	P Clvs
T 162	AnalndsF ●	T 142	EthnTomL ●	T 79	RoomP H	C 2	CrshDRK	C 103	HHclsXfd ●	P 15	P ClvsA
T 159	AnalndsH ●	T 114	ETMooRH	T 81	RoomP L ●	C 3	DeepCym ●	C 97	HHFTpdl1	P 25	P Cong8H
T 161	AnalndsL ●	T 116	ETMooRL	T 80	RoomP M	C 21	DeepDRK	C 101	HHRoKcls	P 26	P Cong8L
T 160	AnalndsM ●	T 115	ETMooRM	T 86	RoomQF ●	C 23	FasCrash ●	C 100	HHRoKopn	P 11	P Conga
T 119	Analog	T 117	ETMooRXL	T 83	RoomQH ●	C 16	FastCras	C 19	InddogCR ●	P 18	P CongaC
T 123	AnaTom1 ●	T 132	GateBndF ●	T 85	RoomQL ●	C 14	FlatTop ●	C 36	MinChina	P 66	P CongaG
T 124	AnaTom2 ●	T 129	GateBndH ●	T 84	RoomQM ●	C 98	FTsplRK	C 41	PaperThn	P 19	P CongaH
T 125	AnaTom3 ●	T 131	GateBndL ●	T 90	SAmbTmF ●	C 99	FTsplRK2 ●	C 18	RaveRide ●	P 20	P CongaM
T 126	AnaTom4 ●	T 130	GateBndM ●	T 87	SAmbTmH ●	C 104	FTsplsh1	C 49	ReverseC	P 12	P CongAn
T 127	AnaTom5 ●	T 168	HybridF ●	T 89	SAmbTmL ●	C 105	FTsplsh2 ●	C 32	RidB Drk	P 21	P CongaO
T 128	AnaTom6 ●	T 165	HybridH ●	T 88	SAmbTmM ●	C 75	H Cls01	C 31	RidB Lit	P 22	P CongaS
T 73	AnlgTom1	T 167	HybridL ●	T 118	T Dist03	C 79	H Cls13	C 33	RidB Rc	P 24	P CongBe
T 74	AnlgTom2	T 166	HybridM ●	T 120	T EthnoE	C 84	H ClsA1	C 34	Ride Anl	P 23	P CongC7
T 75	AnlgTom3	T 172	IndTmF ●	T 121	T GongE	C 85	H ClsA2	C 35	Ride'EM ●	P 27	P CowB1
T 76	AnlgTom4	T 169	IndTmH ●	T 98	TEKK 1F	C 78	H ClsMu	C 29	RideDark	P 28	P CowB2
T 77	AnlgTom5	T 171	IndTmL ●	T 95	TEKK 1H	C 76	H ClsNB1	C 12	Ridedrk ●	P 30	P CowBAn
T 78	AnlgTom6	T 170	IndTmM ●	T 97	TEKK 1L	C 77	H ClsNB2 ●	C 28	RideLite	P 29	P CowBM
T 20	BrshJzFl	T 16	Jazz Flr	T 96	TEKK 1M	C 80	H ClsTc1	C 5	Rider3 ●	P 31	P CuicaH
T 17	BrshJzHi	T 13	Jazz Hi	T 102	TEKK 2F	C 81	H ClsTc2	C 15	RideRock	P 32	P CuicaL
T 19	BrshJzLo	T 15	Jazz Lo	T 99	TEKK 2H	C 82	H ClsTc3	C 30	RideRock	P 34	P EthCB
T 18	BrshJzMd	T 14	Jazz Mid	T 101	TEKK 2L	C 83	H ClsTc4	C 8	RidesizA ●	P 35	P EthWB

Grp/No	Name (LCD)
P 36	P FSNap1
P 37	P FSNap2
P 78	P GranC
P 79	P GrnCre
P 38	P Guiro
P 39	P GuiSht
P 40	P HiQ
P 33	P Kalmb
P 41	P Log H
P 42	P Log L
P 44	P Marcs
P 43	P MarcsA
P 45	P MtBel
P 46	P Mtron
P 47	P Scrach
P 49	P Shake1
P 50	P Shake2
P 48	P ShakeA
P 51	P SiBell
P 53	P Surdo
P 52	P SurdoM
P 54	P TablaH
P 55	P TablaM
P 56	P TablaN
P 57	P TablaO
P 80	P Taiko
P 75	P TalkD
P 58	P TambA
P 59	P Tambrn
P 62	P Timb
P 60	P TimbH
P 61	P TimbL
P 63	P TimCas
P 76	P TimpH
P 77	P TimpL
P 65	P Triang
P 64	P TriMut
P 67	P Udo F
P 68	P Udo H
P 69	P Udo L
P 70	P VibrS
P 71	P WBloc
P 81	P WCHim
P 73	P Whist
P 72	P WHP
P 83	SWhistH*
P 84	SWhistL*
P 95	Tabla B
P 96	Tabla BL
P 97	Tabla BM
P 98	Tabla BV
P 99	Tabla OV
P 102	TalknDrD
P 103	TalknDrU
P 101	TalknDrV
P 93	Tambourn
P 92	XfadeTri ●
E 93	6AMBreth ●

Grp/No	Name (LCD)
E 70	AlienSp* ●
E 85	AMRhythm ●
E 88	BreakOut ●
E 79	BuzzyWak ●
E 5	C Crash
E 84	Creature ●
E 114	Cymbloo* ●
E 115	DIGERDO*
E 77	DigiTime* ●
E 64	DogHats ●
E 49	E Applau ●
E 45	E Bird
E 44	E Bird-P
E 23	E Bottle
E 32	E BrsHit
E 24	E CarPss
E 13	E CBRadi
E 14	E ComVc
E 1	E CoolSA
E 25	E Crush
E 26	E CStart
E 2	E Didger
E 27	E Dog
E 30	E Door
E 29	E DSqrm
E 3	E FM Met
E 28	E FStep
E 15	E Funky
E 4	E Glass1
E 6	E Gun 1
E 31	E Gun 2
E 7	E Gun 3
E 46	E Heli
E 47	E Heli *
E 16	E HipNs
E 8	E Indust
E 9	E InsAmb
E 34	E Laugh
E 10	E LoMo
E 11	E MotoM
E 17	E Motor
E 35	E NZE *
E 18	E OOOWWW
E 12	E OrcHt1
E 33	E OrcHt1
E 36	E PAD
E 37	E Ring
E 22	E Scream
E 43	E Seasho
E 38	E Stream
E 19	E TekGt
E 40	E Thundr
E 41	E Tire
E 20	E TV vo
E 42	E USS
E 21	E Yadee
E 48	EAmbush ●
E 111	ET Loop ●

Grp/No	Name (LCD)
E 66	EvilLoop*
E 113	FactryL*
E 67	Gargoyle ●
E 95	HaHoHee ●
E 80	HandyDad ●
E 81	HandySon ●
E 110	HellsBl*
E 102	Hollis L*
E 58	INDbells ●
E 54	INDchina
E 65	INDconga ●
E 56	INDcrash
E 53	INDhihat ●
E 59	INDrave ●
E 55	INDride ●
E 63	INDride2 ●
E 62	INDride3
E 71	INDshakr ●
E 100	JerseyL*
E 106	Kangroo* ●
E 105	KillnL*
E 72	LoMLoop* ●
E 112	LoMO LP*
E 73	LoMsolo*
E 78	LoopItUp* ●
E 50	LPscNoiz*
E 107	Machine* ●
E 83	MetalDip ●
E 91	NoyzEB ●
E 108	NYCLoop* ●
E 89	OmenBass ●
E 51	OrchSmsh ●
E 103	PhatLoo*
E 109	PsychoL* ●
E 68	RatIBoom ●
E 75	RaveWave ●
E 94	Reverse ●
E 87	RubbrOil
E 60	SDdark! ●
E 61	SDkrim ●
E 57	SDind59 ●
E 52	Shazam! ●
E 92	SlikRoad ●
E 98	SloSprkl ●
E 69	Spirals*
E 39	Stream *
E 104	SwingnL*
E 76	TablaX ●
E 99	TakeOff ●
E 90	TimbTimp ●
E 82	TineDrum ●
E 86	TungDrum ●
E 96	TymKeepr ●
E 101	UptownL*
E 74	Wakloop* ●
E 97	WetMetal ●
k 15	Brass 4*
k 16	Brass 5*

Grp/No	Name (LCD)
k 7	Celesta
k 12	Chor 516*
k 11	Chor 539*
k 10	Chorus 4*
k 4	GlockenH
k 6	GlockenL
k 5	GlockenM
k 2	Marimba
k 20	MTrp 4*
k 13	ORGAN 3*
k 17	SBrass 4*
k 18	SBrass 5*
k 14	sitar599
k 8	SteelDr3
k 9	SynPf 3
k 21	Trb 3*
k 19	Trp 4*
k 1	vibe 541
k 3	Xylophon
s 3	SStrngA*
s 4	SStrngB*
s 7	Strg 552
s 2	STRNG 3*
s 1	STRNG 4*
s 6	Syn 3*
s 8	Syn 531*
s 5	SynSt 3*
b 1	AcBass
b 5	BassSAWH*
b 4	BassSAWL*
b 9	BassSINH
b 8	BassSINL
b 17	E.BassH
b 16	E.BassL
b 15	J.BassH
b 14	J.BassL
b 13	P.BassH
b 12	P.BassL
b 11	S.BassH
b 10	S.BassL
b 3	SyBass1H
b 2	SyBass1L
b 7	SyBass2H
b 6	SyBass2L
b 19	SyBass3H
b 18	SyBass3L
H 5	HH32cls
H 2	HHbrtcls
H 1	HHfatcls
H 3	HHntrcl
H 4	HHnycls
H 6	HHopen#1
H 7	HHopen#2
H 8	Hpdcls1
H 9	Hpdcls2
H 10	Hpdcls3
H 11	Hpdcls4
H 12	Hpsplsh1

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	Livinglrg
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

1 Acoustkt

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(0: off)					RIM	MUTE
		1st	2nd	3rd	4th	5th		
PAD1	SNARE	0	40	0	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	51	0
PAD7	CRASH	0	49	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
PAD10		0	53	0	0	0	0	0
PAD11		0	53	0	0	0	17	0
PAD12		0	56	0	0	0	0	0

Drum Voice (ch10)

Note Number	Inst	Voice Name	Pitch		Alt Grp	Key Off	Key mode	
			fine	Corse				
13	520	T 151	ACTomH	-33	1	3	0	1
14	521	T 152	ACTomM	0	0	3	0	1
15	522	T 153	ACTomL	0	-2	0	0	1
16	602	C 57	H OpnL2	-12	0	0	0	1
17	523	T 154	ACTomF	0	-2	4	0	1
18	697	P 47	P Scrach	0	-2	4	0	1
19	687	P 37	P FSNap2	0	3	0	0	1
20	639	C 94	H SplNB	0	-1	1	0	1
21	696	P 46	P Mtron	-20	1	0	0	1
22	695	P 45	P MtBel	-19	1	0	0	1
23	721	P 71	P WBloc	38	11	0	0	1
24	721	P 71	P WBloc	0	15	0	0	1
25	214	S 95	BrshTap2	0	0	0	0	1
26	211	S 92	BrSwL*	0	0	0	1	1
27	216	S 97	BrshSlpL	0	0	0	0	1
28	212	S 93	BrSwH*	0	0	0	1	1
29	200	S 81	SnRoll2*	0	0	0	1	1
30	660	P 10	P Castnt	0	0	0	0	1
31	128	S 9	Wood65	0	1	0	0	0
32	165	S 46	S STK_HT	0	-1	0	0	1
33	95	K 95	BDafly2	0	0	0	0	1
34	357	S 238	BuzRgRim	-36	-1	0	0	1
35	7	K 7	BD 24Dry	0	4	0	0	1
36	111	K 111	BDbasc1	0	0	0	0	1
37	167	S 48	S SStck2	40	0	0	0	1
38	368	S 249	Cool Dry	0	1	0	0	0
39	664	P 14	P ClapA	0	4	0	0	1
40	232	S 113	Loosy	-35	2	0	0	0
41	373	T 4	Dry1 Flr	0	-5	0	0	1
42	624	C 79	H Cls13	0	0	0	0	1
43	373	T 4	Dry1 Flr	0	-2	0	0	1
44	636	C 91	H PdlDW	0	0	1	0	1
45	372	T 3	Dry1 Lo	0	-1	0	0	1
46	601	C 56	H OpnL1	-12	0	1	0	1
47	371	T 2	Dry1 Mid	0	1	0	0	1
48	370	T 1	Dry1 Hi	0	3	0	0	1
49	561	C 16	FastCras	0	0	0	0	1
50	370	T 1	Dry1 Hi	0	5	0	0	1
51	554	C 9	RidesizB	0	-2	0	0	0
52	559	C 14	FlatTop	0	-1	0	0	1
53	551	C 6	Bell A	10	0	0	0	1
54	743	P 93	Tambour	0	0	0	0	1
55	588	C 43	C Splsh1	0	-2	0	0	1
56	678	P 28	P CowB2	20	0	0	0	1
57	585	C 40	CrashB	0	2	0	0	1
58	720	P 70	P VibrS	0	0	0	0	1
59	557	C 12	Ridedrk	36	-2	0	0	0
60	657	P 7	P BongHi	0	0	0	0	1
61	658	P 8	P BongLo	0	0	0	0	1
62	670	P 20	P CongaM	0	0	0	0	1
63	661	P 11	P Conga	0	1	0	0	1
64	661	P 11	P Conga	-30	-3	0	0	1
65	710	P 60	P TimbH	0	-5	0	0	1
66	711	P 61	P TimbL	0	-8	0	0	1
67	653	P 3	P AgogH2	40	1	0	0	1
68	653	P 3	P AgogH2	0	-4	0	0	1
69	732	P 82	Cabasa	0	0	0	0	1
70	744	P 94	Maracas	0	0	0	0	1
71	733	P 83	SWhistH*	0	2	0	1	1
72	734	P 84	SWhistL*	0	2	0	1	1
73	689	P 39	P GuiSht	0	9	0	0	1
74	688	P 38	P Guiro	0	0	0	1	1
75	666	P 16	P Clvs	0	-2	0	0	1
76	721	P 71	P WBloc	0	0	0	0	1
77	721	P 71	P WBloc	0	-6	0	0	1
78	681	P 31	P CuicaH	0	0	0	0	1
79	682	P 32	P CuicaL	0	-1	0	0	1
80	714	P 64	P TriMut	0	0	2	0	1
81	715	P 65	P Triang	0	0	2	0	1
82	699	P 49	P Shake1	0	0	0	0	1
83	551	C 6	Bell A	0	2	0	0	1
84	736	P 86	Bell Tre	0	4	0	0	0

2 RockLive

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(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	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	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	35	0	0	0	0	0
PAD11		0	52	0	0	0	17	0
PAD12		0	56	0	0	0	0	0

Drum Voice (ch10)

Note Number	Inst	Voice Name		Pitch		Alt Grp	Key Off	Key mode	
				fine	Corse				
13	520	T	151	ACTomH	0	2	3	0	1
14	521	T	152	ACTomM	0	1	3	0	1
15	522	T	153	ACTomL	14	0	0	0	1
16	613	C	68	H Opn13	0	0	0	0	1
17	523	T	154	ACTomF	0	3	4	0	1
18	697	P	47	P ScraCh	0	-2	4	0	1
19	687	P	37	P FSNap2	0	3	0	0	1
20	639	C	94	H SpINB	0	-1	1	0	1
21	696	P	46	P Mtron	-20	1	0	0	1
22	695	P	45	P MtBel	-19	1	0	0	1
23	721	P	71	P WBloc	38	11	0	0	1
24	721	P	71	P WBloc	0	15	0	0	1
25	214	S	95	BrshTap2	0	0	0	0	1
26	211	S	92	BrSwL*	0	0	0	1	1
27	216	S	97	BrshSlpL	0	0	0	0	1
28	212	S	93	BrSwH*	0	0	0	1	1
29	200	S	81	SnRoll2*	0	0	0	1	1
30	660	P	10	P Castnt	0	0	0	0	1
31	128	S	9	Wood65	0	1	0	0	0
32	165	S	46	S STK_HT	0	-1	0	0	1
33	15	K	15	BD Soft	0	0	0	0	1
34	124	S	5	Hip Hop	0	0	0	0	1
35	576	C	31	RidB Lit	0	4	0	0	1
36	1	K	1	BD DRY 1	0	-1	0	0	1
37	167	S	48	S SStck2	40	0	0	0	1
38	368	S	249	Cool Dry	0	1	0	0	0
39	664	P	14	P ClapA	0	4	0	0	1
40	122	S	3	BrassRim	0	3	0	0	0
41	418	T	49	DRY GM1	0	0	0	0	1
42	624	C	79	H Cls13	0	-1	0	0	1
43	397	T	28	Room1Flr	0	-1	0	0	1
44	633	C	88	H Pdl13	0	0	1	0	1
45	396	T	27	Room1 Lo	11	0	0	0	1
46	613	C	68	H Opn13	0	0	1	0	1
47	395	T	26	Room1Mid	-5	1	0	0	1
48	394	T	25	Room1 Hi	16	3	0	0	1
49	593	C	48	Thrash	0	0	0	0	1
50	370	T	1	Dry1 Hi	0	2	0	0	0
51	558	C	13	Sizzler	0	-2	0	0	1
52	559	C	14	FlatTop	0	-1	0	0	1
53	552	C	7	Rocksizl	10	0	0	0	1
54	743	P	93	Tambourn	0	0	0	0	1
55	586	C	41	PaperThn	0	-2	0	0	1
56	678	P	28	P CowB2	20	0	0	0	1
57	585	C	40	CrashB	0	2	0	0	1
58	720	P	70	P VibrS	0	0	0	0	1
59	574	C	29	RideDark	0	0	0	0	0
60	657	P	7	P BongHi	0	0	0	0	1
61	658	P	8	P BongLo	0	0	0	0	1
62	670	P	20	P CongaM	0	0	0	0	1
63	661	P	11	P Conga	0	1	0	0	1
64	661	P	11	P Conga	-30	-3	0	0	1
65	710	P	60	P TimbH	0	-5	0	0	1
66	711	P	61	P TimbL	0	-8	0	0	1
67	653	P	3	P Agogh2	40	1	0	0	1
68	653	P	3	P Agogh2	0	-4	0	0	1
69	732	P	82	Cabasa	0	0	0	0	1
70	744	P	94	Maracas	0	0	0	0	1
71	733	P	83	SWhistH*	0	2	0	1	1
72	734	P	84	SWhistL*	0	2	0	1	1
73	689	P	39	P GuiSht	0	9	0	0	1
74	688	P	38	P Guiro	0	0	0	1	1
75	666	P	16	P Clvs	0	-2	0	0	1
76	721	P	71	P WBloc	0	0	0	0	1
77	721	P	71	P WBloc	0	-6	0	0	1
78	681	P	31	P CuicaH	0	0	0	0	1
79	682	P	32	P CuicaL	0	-1	0	0	1
80	714	P	64	P TriMut	0	0	2	0	1
81	715	P	65	P Triang	0	0	2	0	1
82	699	P	49	P Shake1	0	0	0	0	1
83	551	C	6	Bell A	0	2	0	0	1
84	736	P	86	Bell Tre	0	4	0	0	0

3 PowerKit

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(0: off)						
		1st	2nd	3rd	4th	5th	RIM	MUTE
PAD1	SNARE	0	31	14	0	0	34	0
PAD2	TOM1	0	48	0	0	0	37	0
PAD3	TOM2	0	47	0	0	0	50	0
PAD4	TOM3	0	45	0	0	0	41	0
PAD5	TOM4	0	43	0	0	0	52	0
PAD6	RIDE	0	59	0	0	0	51	0
PAD7	CRASH	0	49	0	0	0	55	54
PAD8	H.HAT	(H.Hat)	46	42	44	46	16	0
PAD9	KICK	0	33	13	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	Inst	Voice Name		Pitch		Alt Grp	Key Off	Key mode	
				fine	Corse				
13	23	K	23	BD ROOM4	0	0	3	0	1
14	145	S	26	Tosh Sn	0	3	3	0	1
15	690	P	40	P HiQ	0	2	0	0	1
16	722	P	72	P WHP	2	4	0	0	1
17	697	P	47	P ScraCh	0	4	4	0	1
18	697	P	47	P ScraCh	0	-2	4	0	1
19	687	P	37	P FSNap2	0	3	0	0	1
20	686	P	36	P FSNap1	0	9	0	0	1
21	696	P	46	P Mtron	-20	1	0	0	1
22	695	P	45	P MtBel	-19	1	0	0	1
23	721	P	71	P WBloc	38	11	0	0	1
24	721	P	71	P WBloc	0	15	0	0	1
25	214	S	95	BrshTap2	0	0	0	0	1
26	211	S	92	BrSwL*	0	0	0	1	1
27	216	S	97	BrshSlpL	0	0	0	0	1
28	212	S	93	BrSwH*	0	0	0	1	1
29	199	S	80	SnrRoll*	0	0	0	1	1
30	660	P	10	P Castnt	0	0	0	0	1
31	120	S	1	VtgBrass	0	0	0	0	0
32	165	S	46	S STK_HT	0	-1	0	0	1
33	16	K	16	BD KONG1	0	0	0	0	1
34	150	S	31	OpnRim	0	0	0	0	1
35	4	K	4	BD GMM	0	0	0	0	1
36	3	K	3	BD GMH	0	0	0	0	1
37	167	S	48	S SStck2	40	0	0	0	1
38	135	S	16	SnareM	0	0	0	0	0
39	664	P	14	P ClapA	0	4	0	0	1
40	136	S	17	SnareH	12	0	0	0	0
41	418	T	49	DRY GM1	0	0	0	0	1
42	623	C	78	H ClsMu	0	0	1	0	1
43	431	T	62	Rock 2	0	0	0	0	1
44	635	C	90	H PdlMu	0	1	1	0	1
45	432	T	63	Rock 3	0	0	0	0	1
46	612	C	67	H OPMu	0	0	1	0	1
47	433	T	64	Rock 4	0	0	0	0	1
48	434	T	65	Rock 5	0	1	0	0	1
49	583	C	38	C Crash	0	2	0	0	1
50	423	T	54	DRY GM6	0	0	0	0	1
51	573	C	28	Ridelite	0	0	0	0	1
52	587	C	42	China	0	-2	0	0	1
53	576	C	31	RidB Lit	10	0	0	0	1
54	743	P	93	Tambourn	0	-1	0	0	1
55	588	C	43	C Splsh1	0	2	0	0	1
56	677	P	27	P CowB1	20	0	0	0	1
57	585	C	40	CrashB	0	2	0	0	1
58	720	P	70	P VibrS	0	0	0	0	1
59	570	C	25	SizzLit	-14	0	0	0	1
60	657	P	7	P BongHi	0	0	0	0	1
61	658	P	8	P BongLo	0	0	0	0	1
62	670	P	20	P CongaM	0	0	0	0	1
63	661	P	11	P Conga	0	1	0	0	1
64	661	P	11	P Conga	-30	-3	0	0	1
65	710	P	60	P TimbH	0	-5	0	0	1
66	711	P	61	P TimbL	0	-8	0	0	1
67	653	P	3	P Agogh2	40	1	0	0	1
68	653	P	3	P Agogh2	0	-4	0	0	1
69	732	P	82	Cabasa	0	0	0	0	1
70	744	P	94	Maracas	0	0	0	0	1
71	733	P	83	SWhistH*	0	2	0	1	1
72	734	P	84	SWhistL*	0	2	0	1	1
73	689	P	39	P GuiSht	0	9	0	0	1
74	688	P	38	P Guiro	0	0	0	1	1
75	666	P	16	P Clvs	0	-2	0	0	1
76	721	P	71	P WBloc	0	0	0	0	1
77	721	P	71	P WBloc	0	-6	0	0	1
78	681	P	31	P CuicaH	0	0	0	0	1
79	682	P	32	P CuicaL	0	-1	0	0	1
80	714	P	64	P TriMut	0	0	2	0	1
81	715	P	65	P Triang	0	0	2	0	1
82	699	P	49	P Shake1	0	0	0	0	1
83	735	P	85						

4 BigRoomD

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(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	50	0
PAD4	TOM3	0	45	0	0	0	0	41	0
PAD5	TOM4	0	43	0	0	0	0	52	0
PAD6	RIDE	0	59	0	0	0	0	51	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	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

5 RockDry1

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(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	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	52	0
PAD7	CRASH	0	55	0	0	0	0	49	54
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

Drum Voice (ch10)

Note Number	Inst	Voice Name	Pitch		Alt Grp	Key Off	Key mode
			fine	Corse			
13	702	P 52 P SurdoM	0	0	3	0	1
14	703	P 53 P Surdo	0	2	3	0	1
15	690	P 40 P HIQ	0	2	0	0	1
16	722	P 72 P WHP	2	4	0	0	1
17	697	P 47 P Scrach	0	4	4	0	1
18	697	P 47 P Scrach	0	-2	4	0	1
19	687	P 37 P FSNap2	0	3	0	0	1
20	686	P 36 P FSNap1	0	9	0	0	1
21	696	P 46 P Mtron	-20	1	0	0	1
22	695	P 45 P MIBel	-19	1	0	0	1
23	721	P 71 P WBloc	38	11	0	0	1
24	721	P 71 P WBloc	0	15	0	0	1
25	214	S 95 BrshTap2	0	0	0	0	1
26	211	S 92 BrSwL*	0	0	0	1	1
27	216	S 97 BrshSlpL	0	0	0	0	1
28	212	S 93 BrSwH*	0	0	0	1	1
29	199	S 80 SnrRoll*	0	0	0	1	1
30	660	P 10 P Castnt	0	0	0	0	1
31	160	S 41 S Room	0	0	0	0	0
32	165	S 46 S STK_HT	0	-1	0	0	1
33	62	K 62 2HedMed2	0	0	0	0	1
34	136	S 17 SnareH	0	0	0	0	1
35	4	K 4 BD GMM	0	0	0	0	1
36	3	K 3 BD GMH	0	0	0	0	1
37	167	S 48 S SStck2	40	0	0	0	1
38	135	S 16 SnareM	0	0	0	0	0
39	664	P 14 P ClapA	0	4	0	0	1
40	136	S 17 SnareH	12	0	0	0	0
41	418	T 49 DRY GM1	0	0	0	0	1
42	623	C 78 H ClsMu	0	0	1	0	1
43	505	T 136 DistOm F	0	3	0	0	1
44	635	C 90 H PdlMu	0	0	1	0	1
45	504	T 135 DistOm L	0	-1	0	0	1
46	612	C 67 H OPMu	0	0	1	0	1
47	503	T 134 DistOm M	0	-1	0	0	1
48	502	T 133 DistOm H	0	1	0	0	1
49	583	C 38 C Crash	0	2	0	0	1
50	423	T 54 DRY GM6	0	0	0	0	1
51	573	C 28 RideLite	0	0	0	0	1
52	587	C 42 China	0	-2	0	0	1
53	576	C 31 RidB Lit	10	0	0	0	1
54	743	P 93 Tambour	0	-1	0	0	1
55	546	C 1 ChinaHi	0	2	0	0	1
56	677	P 27 P CowB1	20	0	0	0	1
57	585	C 40 CrashB	0	2	0	0	1
58	720	P 70 P VibrS	0	0	0	0	1
59	574	C 29 RideDark	6	1	0	0	1
60	657	P 7 P BongHi	0	0	0	0	1
61	658	P 8 P BongLo	0	0	0	0	1
62	670	P 20 P CongaM	0	0	0	0	1
63	661	P 11 P Conga	0	1	0	0	1
64	661	P 11 P Conga	-30	-3	0	0	1
65	710	P 60 P TimbH	0	-5	0	0	1
66	711	P 61 P TimbL	0	-8	0	0	1
67	653	P 3 P AgogH2	40	1	0	0	1
68	653	P 3 P AgogH2	0	-4	0	0	1
69	732	P 82 Cabasa	0	0	0	0	1
70	744	P 94 Maracas	0	0	0	0	1
71	733	P 83 SWhistH*	0	2	0	1	1
72	734	P 84 SWhistL*	0	2	0	1	1
73	689	P 39 P GuiSht	0	9	0	0	1
74	688	P 38 P Guiro	0	0	0	1	1
75	666	P 16 P Clvs	0	-2	0	0	1
76	721	P 71 P WBloc	0	0	0	0	1
77	721	P 71 P WBloc	0	-6	0	0	1
78	681	P 31 P CuicaH	0	0	0	0	1
79	682	P 32 P CuicaL	0	-1	0	0	1
80	714	P 64 P TriMut	0	0	2	0	1
81	715	P 65 P Triang	0	0	2	0	1
82	699	P 49 P Shake1	0	0	0	0	1
83	735	P 85 JingBell	0	2	0	0	1
84	736	P 86 Bell Tre	0	4	0	0	0

Drum Voice (ch10)

Note Number	Inst	Voice Name	Pitch		Alt Grp	Key Off	Key mode
			fine	Corse			
13	542	T 173 Night H	33	1	3	0	1
14	543	T 174 Night M	0	0	3	0	1
15	544	T 175 Night L	0	-2	0	0	1
16	645	C 100 HHRoKopn	2	4	0	0	1
17	545	T 176 Night F	0	-2	4	0	1
18	697	P 47 P Scrach	0	-2	4	0	1
19	687	P 37 P FSNap2	0	3	0	0	1
20	649	C 104 FTsplsh1	0	0	0	0	1
21	696	P 46 P Mtron	-20	1	0	0	1
22	695	P 45 P MIBel	-19	1	0	0	1
23	721	P 71 P WBloc	38	11	0	0	1
24	721	P 71 P WBloc	0	15	0	0	1
25	214	S 95 BrshTap2	0	0	0	0	1
26	211	S 92 BrSwL*	0	0	0	1	1
27	216	S 97 BrshSlpL	0	0	0	0	1
28	212	S 93 BrSwH*	0	0	0	1	1
29	199	S 80 SnrRoll*	0	0	0	1	1
30	660	P 10 P Castnt	0	0	0	0	1
31	232	S 113 Loosy	0	0	0	0	0
32	165	S 46 S STK_HT	0	-1	0	0	1
33	96	K 96 BDbonzo2	0	0	0	0	1
34	329	S 210 Fatbrim	-36	0	0	0	1
35	4	K 4 BD GMM	0	0	0	0	1
36	75	K 75 Kombat	0	0	0	0	1
37	167	S 48 S SStck2	40	0	0	0	1
38	135	S 16 SnareM	0	0	0	0	0
39	664	P 14 P ClapA	0	4	0	0	1
40	136	S 17 SnareH	12	0	0	0	0
41	418	T 49 DRY GM1	0	0	0	0	1
42	624	C 79 H Cls13	0	0	1	0	1
43	430	T 61 Rock 1	0	-1	0	0	1
44	642	C 97 HHFTpd1	0	-1	1	0	1
45	432	T 63 Rock 3	0	-1	0	0	1
46	644	C 99 FTsplRK2	-12	0	1	0	1
47	433	T 64 Rock 4	0	-3	0	0	1
48	434	T 65 Rock 5	0	4	0	0	1
49	583	C 38 C Crash	0	-2	0	0	1
50	423	T 54 DRY GM6	0	0	0	0	1
51	573	C 28 RideLite	0	0	0	0	1
52	587	C 42 China	0	-2	0	0	1
53	578	C 33 RidB Rc	-26	0	0	0	1
54	743	P 93 Tambour	0	-1	0	0	1
55	588	C 43 C Splsh1	0	-4	0	0	1
56	677	P 27 P CowB1	20	0	0	0	1
57	585	C 40 CrashB	0	2	0	0	1
58	720	P 70 P VibrS	0	0	0	0	1
59	575	C 30 RideRock	0	0	0	0	1
60	657	P 7 P BongHi	0	0	0	0	1
61	658	P 8 P BongLo	0	0	0	0	1
62	670	P 20 P CongaM	0	0	0	0	1
63	661	P 11 P Conga	0	1	0	0	1
64	661	P 11 P Conga	-30	-3	0	0	1
65	710	P 60 P TimbH	0	-5	0	0	1
66	711	P 61 P TimbL	0	-8	0	0	1
67	653	P 3 P AgogH2	40	1	0	0	1
68	653	P 3 P AgogH2	0	-4	0	0	1
69	732	P 82 Cabasa	0	0	0	0	1
70	744	P 94 Maracas	0	0	0	0	1
71	733	P 83 SWhistH*	0	2	0	1	1
72	734	P 84 SWhistL*	0	2	0	1	1
73	689	P 39 P GuiSht	0	9	0	0	1
74	688	P 38 P Guiro	0	0	0	1	1
75	666	P 16 P Clvs	0	-2	0	0	1
76	721	P 71 P WBloc	0	0	0	0	1
77	721	P 71 P WBloc	0	-6	0	0	1
78	681	P 31 P CuicaH	0	0	0	0	1
79	682	P 32 P CuicaL	0	-1	0	0	1
80	714	P 64 P TriMut	0	0	2	0	1
81	715	P 65 P Triang	0	0	2	0	1
82	699	P 49 P Shake1	0	0	0	0	1
83	735	P 85 JingBell	0	2	0	0	1
84	736	P 86 Bell Tre	0	4	0	0	0

6 RockDry2

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(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	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	51	0
PAD7	CRASH	0	55	0	0	0	0	49	54
PAD8	H.HAT	(H.Hat)	46	42	44	46	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

Drum Voice (ch10)

Note Number	Inst	Voice Name		Pitch		Alt Grp	Key Off	Key mode	
				fine	Corse				
13	520	T	151	ACTomH	33	1	3	0	1
14	521	T	152	ACTomM	0	0	3	0	1
15	522	T	153	ACTomL	0	-2	0	0	1
16	602	C	57	H OpnL2	2	4	0	0	1
17	523	T	154	ACTomF	0	-2	4	0	1
18	697	P	47	P ScraCh	0	-2	4	0	1
19	687	P	37	P FSNap2	0	3	0	0	1
20	686	P	36	P FSNap1	0	9	0	0	1
21	696	P	46	P Mtron	-20	1	0	0	1
22	695	P	45	P MtBel	-19	1	0	0	1
23	721	P	71	P WBloc	38	11	0	0	1
24	721	P	71	P WBloc	0	15	0	0	1
25	214	S	95	BrshTap2	0	0	0	0	1
26	211	S	92	BrSwL*	0	0	0	1	1
27	216	S	97	BrshSlpL	0	0	0	0	1
28	212	S	93	BrSwH*	0	0	0	1	1
29	199	S	80	SnrRoll*	0	0	0	1	1
30	660	P	10	P Castnt	0	0	0	0	1
31	232	S	113	Loosy	0	0	0	0	0
32	165	S	46	S STK_HT	0	-1	0	0	1
33	60	K	60	2HeadLo	0	0	0	0	1
34	130	S	11	S DryPic	0	1	0	0	1
35	4	K	4	BD GMM	0	0	0	0	1
36	19	K	19	BD NN04C	0	0	0	0	1
37	167	S	48	S SStk2	40	0	0	0	1
38	135	S	16	SnareM	0	0	0	0	0
39	664	P	14	P ClapA	0	4	0	0	1
40	136	S	17	SnareH	12	0	0	0	0
41	418	T	49	DRY GM1	0	0	0	0	1
42	622	C	77	H ClsNB2	0	0	1	0	1
43	373	T	4	Dry1 Fir	0	-2	0	0	1
44	634	C	89	H PdINB	0	0	1	0	1
45	372	T	3	Dry1 Lo	0	-1	0	0	1
46	609	C	64	H OpnLX1	-12	0	1	0	1
47	371	T	2	Dry1 Mid	0	1	0	0	1
48	370	T	1	Dry1 Hi	0	3	0	0	1
49	585	C	40	CrashB	0	0	0	0	1
50	423	T	54	DRY GM6	0	0	0	0	1
51	573	C	28	RideLite	0	0	0	0	1
52	587	C	42	China	0	-2	0	0	1
53	551	C	6	Bell A	13	0	0	0	1
54	743	P	93	Tambour	0	-1	0	0	1
55	587	C	42	China	0	0	0	0	1
56	677	P	27	P CowB1	20	0	0	0	1
57	585	C	40	CrashB	0	2	0	0	1
58	720	P	70	P VibrS	0	0	0	0	1
59	574	C	29	RideDark	36	-2	0	0	1
60	657	P	7	P BongHi	0	0	0	0	1
61	658	P	8	P BongLo	0	0	0	0	1
62	670	P	20	P CongaM	0	0	0	0	1
63	661	P	11	P Conga	0	1	0	0	1
64	661	P	11	P Conga	-30	-3	0	0	1
65	710	P	60	P TimbH	0	-5	0	0	1
66	711	P	61	P TimbL	0	-8	0	0	1
67	653	P	3	P Agogh2	40	1	0	0	1
68	653	P	3	P Agogh2	0	-4	0	0	1
69	732	P	82	Cabasa	0	0	0	0	1
70	744	P	94	Maracas	0	0	0	0	1
71	733	P	83	SWhistH*	0	2	0	1	1
72	734	P	84	SWhistL*	0	2	0	1	1
73	689	P	39	P GuiSht	0	9	0	0	1
74	688	P	38	P Guiro	0	0	0	1	1
75	666	P	16	P Clvs	0	-2	0	0	1
76	721	P	71	P WBloc	0	0	0	0	1
77	721	P	71	P WBloc	0	-6	0	0	1
78	681	P	31	P CuicaH	0	0	0	0	1
79	682	P	32	P CuicaL	0	-1	0	0	1
80	714	P	64	P TriMut	0	0	2	0	1
81	715	P	65	P Triang	0	0	2	0	1
82	699	P	49	P Shake1	0	0	0	0	1
83	735	P	85	JingBell	0	2	0	0	1
84	736	P	86	Bell Tre	0	4	0	0	0

7 RockDry3

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(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	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	51	0
PAD7	CRASH	0	55	0	0	0	0	49	54
PAD8	H.HAT	(H.Hat)	46	42	44	46	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

Drum Voice (ch10)

Note Number	Inst	Voice Name		Pitch		Alt Grp	Key Off	Key mode	
				fine	Corse				
13	520	T	151	ACTomH	33	0	3	0	1
14	521	T	152	ACTomM	0	1	3	0	1
15	522	T	153	ACTomL	0	0	0	0	1
16	602	C	57	H OpnL2	2	4	0	0	1
17	523	T	154	ACTomF	0	-2	4	0	1
18	697	P	47	P ScraCh	0	-2	4	0	1
19	687	P	37	P FSNap2	0	3	0	0	1
20	686	P	36	P FSNap1	0	9	0	0	1
21	696	P	46	P Mtron	-20	1	0	0	1
22	695	P	45	P MtBel	-19	1	0	0	1
23	721	P	71	P WBloc	38	11	0	0	1
24	721	P	71	P WBloc	0	15	0	0	1
25	214	S	95	BrshTap2	0	0	0	0	1
26	211	S	92	BrSwL*	0	0	0	1	1
27	216	S	97	BrshSlpL	0	0	0	0	1
28	212	S	93	BrSwH*	0	0	0	1	1
29	199	S	80	SnrRoll*	0	0	0	1	1
30	660	P	10	P Castnt	0	0	0	0	1
31	232	S	113	Loosy	0	0	0	0	0
32	165	S	46	S STK_HT	0	-1	0	0	1
33	4	K	4	BD GMM	0	0	0	0	1
34	189	S	70	Elektrik	0	1	0	0	1
35	4	K	4	BD GMM	0	0	0	0	1
36	96	K	96	BDbonzo2	0	0	0	0	1
37	167	S	48	S SStk2	40	0	0	0	1
38	123	S	4	Fat looz	0	3	0	0	0
39	664	P	14	P ClapA	0	4	0	0	1
40	136	S	17	SnareH	12	0	0	0	0
41	418	T	49	DRY GM1	0	0	0	0	1
42	621	C	76	H ClsNB1	0	0	1	0	1
43	397	T	28	Room1Fir	0	-2	0	0	1
44	636	C	91	H PdIDW	0	0	1	0	1
45	396	T	27	Room1 Lo	0	-1	0	0	1
46	609	C	64	H OpnLX1	-12	0	1	0	1
47	395	T	26	Room1Mid	0	1	0	0	1
48	394	T	25	Room1 Hi	0	3	0	0	1
49	547	C	2	CrshDRK	0	0	0	0	1
50	423	T	54	DRY GM6	0	0	0	0	1
51	575	C	30	RideRock	0	0	0	0	1
52	587	C	42	China	0	-2	0	0	1
53	578	C	33	RidB Rc	13	0	0	0	1
54	743	P	93	Tambour	0	-1	0	0	1
55	581	C	36	MinChina	0	0	0	0	1
56	677	P	27	P CowB1	20	0	0	0	1
57	585	C	40	CrashB	0	2	0	0	1
58	720	P	70	P VibrS	0	0	0	0	1
59	577	C	32	RidB Drk	36	-2	0	0	1
60	657	P	7	P BongHi	0	0	0	0	1
61	658	P	8	P BongLo	0	0	0	0	1
62	670	P	20	P CongaM	0	0	0	0	1
63	661	P	11	P Conga	0	1	0	0	1
64	661	P	11	P Conga	-30	-3	0	0	1
65	710	P	60	P TimbH	0	-5	0	0	1
66	711	P	61	P TimbL	0	-8	0	0	1
67	653	P	3	P Agogh2	40	1	0	0	1
68	653	P	3	P Agogh2	0	-4	0	0	1
69	732	P	82	Cabasa	0	0	0	0	1
70	744	P	94	Maracas	0	0	0	0	1
71	733	P	83	SWhistH*	0	2	0	1	1
72	734	P	84	SWhistL*	0	2	0	1	1
73	689	P	39	P GuiSht	0	9	0	0	1
74	688	P	38	P Guiro	0	0	0	1	1
75	666	P	16	P Clvs	0	-2	0	0	1
76	721	P	71	P WBloc	0	0	0	0	1
77	721	P	71	P WBloc	0	-6	0	0	1
78	681	P	31	P CuicaH	0	0	0	0	1
79	682	P	32	P CuicaL	0	-1	0	0	1
80	714	P	64	P TriMut	0	0	2	0	1

8 RockDry4

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(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	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	52	0
PAD7	CRASH	0	55	0	0	0	0	49	54
PAD8	H.HAT	(H.Hat)	46	42	44	46	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

9 RockDry5

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(0: off)							
		1st	2nd	3rd	4th	5th	RIM	MUTE	
PAD1	SNARE	0	40	0	0	0	0	34	0
PAD2	TOM1	0	48	84	0	0	0	13	0
PAD3	TOM2	0	47	81	0	0	0	14	0
PAD4	TOM3	0	45	80	0	0	0	15	0
PAD5	TOM4	0	43	79	0	0	0	17	0
PAD6	RIDE	0	59	0	0	0	0	56	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	54	0	0	0	0	17	0
PAD12		0	58	0	0	0	0	0	0

Drum Voice (ch10)

Note Number	Inst	Voice Name	Pitch		Alt Grp	Key Off	Key mode
			fine	Corse			
13	521	T 152 ACTomM	-31	1	3	0	1
14	522	T 153 ACTomL	0	-2	3	0	1
15	523	T 154 ACTomF	0	0	0	0	1
16	602	C 57 H OpnL2	2	4	0	0	1
17	523	T 154 ACTomF	0	-3	4	0	1
18	697	P 47 P Scrach	0	-2	4	0	1
19	687	P 37 P FSNap2	0	3	0	0	1
20	686	P 36 P FSNap1	0	9	0	0	1
21	696	P 46 P Mtron	-20	1	0	0	1
22	695	P 45 P MtBel	-19	1	0	0	1
23	721	P 71 P WBloc	38	11	0	0	1
24	721	P 71 P WBloc	0	15	0	0	1
25	214	S 95 BrshTap2	0	0	0	0	1
26	211	S 92 BrSwL*	0	0	0	1	1
27	216	S 97 BrshSlpL	0	0	0	0	1
28	212	S 93 BrSwH*	0	0	0	1	1
29	199	S 80 SnrRoll*	0	0	0	1	1
30	660	P 10 P Castnt	0	0	0	0	1
31	232	S 113 Loosy	0	0	0	0	0
32	165	S 46 S STK_HT	0	-1	0	0	1
33	54	K 54 SoTight	0	0	0	0	1
34	162	S 43 S Gate1	0	1	0	0	1
35	4	K 4 BD GMM	0	0	0	0	1
36	109	K 109 BDevolvrr	0	0	0	0	1
37	167	S 48 S SStck2	40	0	0	0	1
38	153	S 34 OpnRimC	0	3	0	0	0
39	664	P 14 P ClapA	0	4	0	0	1
40	136	S 17 SnareH	12	0	0	0	0
41	418	T 49 DRY GM1	0	0	0	0	1
42	621	C 76 H ClsNB1	0	0	1	0	1
43	377	T 8 Dry2 Flr	0	-2	0	0	1
44	636	C 91 H PdlDW	0	0	1	0	1
45	376	T 7 Dry2 Lo	0	-1	0	0	1
46	602	C 57 H OpnL2	-12	0	1	0	1
47	375	T 6 Dry2 Mid	0	1	0	0	1
48	374	T 5 Dry2 Hi	0	3	0	0	1
49	585	C 40 CrashB	0	0	0	0	1
50	423	T 54 DRY GM6	0	0	0	0	1
51	573	C 28 RideLite	0	0	0	0	1
52	587	C 42 China	0	-2	0	0	1
53	551	C 6 Bell A	13	0	0	0	1
54	743	P 93 Tambourn	0	-1	0	0	1
55	587	C 42 China	0	0	0	0	1
56	677	P 27 P CowB1	20	0	0	0	1
57	585	C 40 CrashB	0	2	0	0	1
58	720	P 70 P Vibrs	0	0	0	0	1
59	555	C 10 RidesizC	36	-2	0	0	1
60	657	P 7 P BongHi	0	0	0	0	1
61	658	P 8 P BongLo	0	0	0	0	1
62	670	P 20 P CongaM	0	0	0	0	1
63	661	P 11 P Conga	0	1	0	0	1
64	661	P 11 P Conga	-30	-3	0	0	1
65	710	P 60 P TimbH	0	-5	0	0	1
66	711	P 61 P TimbL	0	-8	0	0	1
67	653	P 3 P AgogH2	40	1	0	0	1
68	653	P 3 P AgogH2	0	-4	0	0	1
69	732	P 82 Cabasa	0	0	0	0	1
70	744	P 94 Maracas	0	0	0	0	1
71	733	P 83 SWhistH*	0	2	0	1	1
72	734	P 84 SWhistL*	0	2	0	1	1
73	689	P 39 P GuiSht	0	9	0	0	1
74	688	P 38 P Guiro	0	0	0	1	1
75	666	P 16 P Clvs	0	-2	0	0	1
76	721	P 71 P WBloc	0	0	0	0	1
77	721	P 71 P WBloc	0	-6	0	0	1
78	681	P 31 P CuicaH	0	0	0	0	1
79	682	P 32 P CuicaL	0	-1	0	0	1
80	714	P 64 P TriMut	0	0	2	0	1
81	715	P 65 P Triang	0	0	2	0	1
82	699	P 49 P Shake1	0	0	0	0	1
83	735	P 85 JingBell	0	2	0	0	1
84	736	P 86 Bell Tre	0	4	0	0	0

Drum Voice (ch10)

Note Number	Inst	Voice Name	Pitch		Alt Grp	Key Off	Key mode
			fine	Corse			
13	768	E 15 E Funky	-33	1	3	0	1
14	771	E 18 E OOOVWWW	0	0	3	0	1
15	777	E 24 E CarPss	0	-2	0	0	1
16	602	C 57 H OpnL2	-12	0	0	0	1
17	697	P 47 P Scrach	0	-4	4	0	1
18	697	P 47 P Scrach	0	-2	4	0	1
19	687	P 37 P FSNap2	0	3	0	0	1
20	639	C 94 H SplNB	0	-1	1	0	1
21	696	P 46 P Mtron	-20	1	0	0	1
22	695	P 45 P MtBel	-19	1	0	0	1
23	721	P 71 P WBloc	38	11	0	0	1
24	721	P 71 P WBloc	0	15	0	0	1
25	214	S 95 BrshTap2	0	0	0	0	1
26	211	S 92 BrSwL*	0	0	0	1	1
27	216	S 97 BrshSlpL	0	0	0	0	1
28	212	S 93 BrSwH*	0	0	0	1	1
29	200	S 81 SnrRoll2*	0	0	0	1	1
30	660	P 10 P Castnt	0	0	0	0	1
31	128	S 9 Wood65	0	1	0	0	0
32	165	S 46 S STK_HT	0	-1	0	0	1
33	59	K 59 SweetnLo	0	-4	0	0	1
34	189	S 70 Elektrik	-36	-1	0	0	1
35	551	C 6 Bell A	0	4	0	0	1
36	38	K 38 BDDance3	0	2	0	0	1
37	167	S 48 S SStck2	40	0	0	0	1
38	368	S 249 Cool Dry	0	1	0	0	0
39	664	P 14 P ClapA	0	4	0	0	1
40	187	S 68 Analog H	-35	2	0	0	0
41	373	T 4 Dry1 Flr	0	-5	0	0	1
42	632	C 87 H TiClS2	0	0	0	0	1
43	463	T 94 ElectrcF	0	-2	0	0	1
44	485	T 116 ETMooRL	0	0	1	0	1
45	462	T 93 ElectrcL	0	-1	0	0	1
46	616	C 71 H OpnAMu	-12	0	1	0	1
47	461	T 92 ElectrcM	0	1	0	0	1
48	460	T 91 ElectrcH	0	3	0	0	1
49	801	E 48 EAmbush	0	-3	0	0	1
50	370	T 1 Dry1 Hi	0	5	0	0	1
51	558	C 13 Sizzler	0	-2	0	0	0
52	653	P 3 P AgogH2	0	-1	0	0	1
53	551	C 6 Bell A	10	0	0	0	1
54	773	E 20 E TV vo	0	0	0	0	1
55	845	E 92 SlikRoad	0	-2	0	0	1
56	680	P 30 P CowBAn	20	0	0	0	1
57	580	C 35 Ride/EM	0	2	0	0	1
58	849	E 96 TymKeepr	0	0	0	0	1
59	580	C 35 Ride/EM	36	-2	0	0	0
60	657	P 7 P BongHi	0	0	0	0	1
61	658	P 8 P BongLo	0	0	0	0	1
62	670	P 20 P CongaM	0	0	0	0	1
63	661	P 11 P Conga	0	1	0	0	1
64	661	P 11 P Conga	-30	-3	0	0	1
65	710	P 60 P TimbH	0	-5	0	0	1
66	711	P 61 P TimbL	0	-8	0	0	1
67	653	P 3 P AgogH2	40	1	0	0	1
68	653	P 3 P AgogH2	0	-4	0	0	1
69	732	P 82 Cabasa	0	0	0	0	1
70	744	P 94 Maracas	0	0	0	0	1
71	733	P 83 SWhistH*	0	2	0	1	1
72	734	P 84 SWhistL*	0	2	0	1	1
73	689	P 39 P GuiSht	0	9	0	0	1
74	688	P 38 P Guiro	0	0	0	1	1
75	666	P 16 P Clvs	0	-2	0	0	1
76	721	P 71 P WBloc	0	0	0	0	1
77	721	P 71 P WBloc	0	-6	0	0	1
78	681	P 31 P CuicaH	0	0	0	0	1
79	795	E 42 E USS	0	-1	0	0	1
80	778	E 25 E Crush	0	0	2	0	1
81	754	E 1 E CoolSA	0	11	2	0	1
82	699	P 49 P Shake1	0	0	0	0	1
83	551	C 6 Bell A	0	2	0	0	1
84	754	E 1 E CoolSA	0	18	0	0	0

10 HipDance

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(0: off)							
		1st	2nd	3rd	4th	5th	RIM	MUTE	
PAD1	SNARE	0	31	40	0	0	0	34	0
PAD2	TOM1	0	48	80	0	0	0	37	0
PAD3	TOM2	0	47	81	0	0	0	50	0
PAD4	TOM3	0	45	82	0	0	0	41	0
PAD5	TOM4	0	43	83	0	0	0	52	0
PAD6	RIDE	0	59	0	0	0	0	51	0
PAD7	CRASH	0	49	84	0	0	0	55	54
PAD8	H.HAT	(H.Hat)	46	42	44	46	0	46	0
PAD9	KICK	0	33	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	Inst	Voice Name		Pitch		Alt Grp	Key Off	Key mode	
				fine	Corse				
13	702	P	52	P SurdoM	0	0	3	0	1
14	703	P	53	P Surdo	0	2	3	0	1
15	690	P	40	P HiQ	0	2	0	0	1
16	722	P	72	P WHP	2	4	0	0	1
17	697	P	47	P Scrach	0	4	4	0	1
18	697	P	47	P Scrach	0	-2	4	0	1
19	687	P	37	P FSNap2	0	3	0	0	1
20	686	P	36	P FSNap1	0	9	0	0	1
21	696	P	46	P Mtron	-20	1	0	0	1
22	695	P	45	P MtBel	-19	1	0	0	1
23	721	P	71	P WBloc	38	11	0	0	1
24	721	P	71	P WBloc	0	15	0	0	1
25	214	S	95	BrshTap2	0	0	0	0	1
26	211	S	92	BrSwL*	0	0	0	1	1
27	216	S	97	BrshSlpL	0	0	0	0	1
28	212	S	93	BrSwH*	0	0	0	1	1
29	199	S	80	SnrRoll*	0	0	0	1	1
30	660	P	10	P Castnt	0	0	0	0	1
31	298	S	179	AnaWide	0	0	0	0	0
32	165	S	46	S STK_HT	0	-1	0	0	1
33	29	K	29	BD GATE1	0	0	0	0	1
34	178	S	59	Tekk 02	0	0	0	0	1
35	4	K	4	BD GMM	0	0	0	0	1
36	3	K	3	BD GMH	0	0	0	0	1
37	170	S	51	Dance01	40	0	0	0	1
38	135	S	16	SnareM	0	0	0	0	0
39	664	P	14	P ClapA	0	4	0	0	1
40	298	S	179	AnaWide	0	0	0	0	0
41	172	S	53	Dance03	0	0	0	0	1
42	629	C	84	H ClsA1	0	0	1	0	1
43	437	T	68	E Tom2	0	0	0	0	1
44	642	C	97	HHFtpd1	0	0	1	0	1
45	439	T	70	E Tom4	0	0	0	0	1
46	616	C	71	H OprnAMu	0	0	1	0	1
47	440	T	71	E Tom5	0	0	0	0	1
48	441	T	72	E Tom6	0	0	0	0	1
49	546	C	1	ChinaHi	0	0	0	0	1
50	171	S	52	Dance02	0	0	0	0	1
51	563	C	18	RaveRide	0	0	0	0	1
52	173	S	54	Dance04	0	-2	0	0	1
53	576	C	31	RidB Lit	10	0	0	0	1
54	743	P	93	Tambour	0	-1	0	0	1
55	588	C	43	C Splsh1	0	2	0	0	1
56	677	P	27	P CowB1	20	0	0	0	1
57	585	C	40	CrashB	0	2	0	0	1
58	720	P	70	P VibrS	0	0	0	0	1
59	579	C	34	Ride Anl	6	1	0	0	1
60	657	P	7	P BongHi	0	0	0	0	1
61	658	P	8	P BongLo	0	0	0	0	1
62	670	P	20	P CongaM	0	0	0	0	1
63	661	P	11	P Conga	0	1	0	0	1
64	661	P	11	P Conga	-30	-3	0	0	1
65	710	P	60	P TimbH	0	-5	0	0	1
66	711	P	61	P TimbL	0	-8	0	0	1
67	653	P	3	P Agogh2	40	1	0	0	1
68	653	P	3	P Agogh2	0	-4	0	0	1
69	732	P	82	Cabasa	0	0	0	0	1
70	744	P	94	Maracas	0	0	0	0	1
71	733	P	83	SWhistH*	0	2	0	1	1
72	734	P	84	SWhistL*	0	2	0	1	1
73	689	P	39	P GuiSht	0	9	0	0	1
74	688	P	38	P Guiro	0	0	0	1	1
75	666	P	16	P Clvs	0	-2	0	0	1
76	721	P	71	P WBloc	0	0	0	0	1
77	721	P	71	P WBloc	0	-6	0	0	1
78	681	P	31	P CuicaH	0	0	0	0	1
79	682	P	32	P CuicaL	0	-1	0	0	1
80	441	T	72	E Tom6	0	0	2	0	1
81	440	T	71	E Tom5	0	0	2	0	1
82	439	T	70	E Tom4	0	0	0	0	1
83	437	T	68	E Tom2	0	0	0	0	1
84	546	C	1	ChinaHi	0	0	0	0	0

11 HardGtBD

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(0: off)							
		1st	2nd	3rd	4th	5th	RIM	MUTE	
PAD1	SNARE	0	31	40	0	0	0	34	0
PAD2	TOM1	0	48	0	0	0	0	37	0
PAD3	TOM2	0	47	0	0	0	0	50	0
PAD4	TOM3	0	45	0	0	0	0	41	0
PAD5	TOM4	0	43	0	0	0	0	52	0
PAD6	RIDE	0	59	0	0	0	0	53	0
PAD7	CRASH	0	55	0	0	0	0	16	54
PAD8	H.HAT	(H.Hat)	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	Inst	Voice Name		Pitch		Alt Grp	Key Off	Key mode	
				fine	Corse				
13	702	P	52	P SurdoM	0	0	3	0	1
14	703	P	53	P Surdo	0	2	3	0	1
15	690	P	40	P HiQ	0	2	0	0	1
16	593	C	48	Thrash	2	4	0	0	1
17	697	P	47	P Scrach	0	4	4	0	1
18	697	P	47	P Scrach	0	-2	4	0	1
19	687	P	37	P FSNap2	0	3	0	0	1
20	686	P	36	P FSNap1	0	9	0	0	1
21	696	P	46	P Mtron	-20	1	0	0	1
22	695	P	45	P MtBel	-19	1	0	0	1
23	721	P	71	P WBloc	38	11	0	0	1
24	721	P	71	P WBloc	0	15	0	0	1
25	290	S	171	AnaTite	0	0	0	0	1
26	211	S	92	BrSwL*	0	0	0	1	1
27	216	S	97	BrshSlpL	0	0	0	0	1
28	212	S	93	BrSwH*	0	0	0	1	1
29	199	S	80	SnrRoll*	0	0	0	1	1
30	660	P	10	P Castnt	0	0	0	0	1
31	366	S	247	Distort	0	2	0	0	0
32	165	S	46	S STK_HT	0	-1	0	0	1
33	103	K	103	BDNIN1	0	0	0	0	1
34	357	S	238	BuzRgRim	0	0	0	0	1
35	4	K	4	BD GMM	0	0	0	0	1
36	3	K	3	BD GMH	0	0	0	0	1
37	754	E	1	E CoolSA	40	0	0	0	1
38	135	S	16	SnareM	0	0	0	0	0
39	664	P	14	P ClapA	0	4	0	0	1
40	163	S	44	S Gate2	12	0	0	0	0
41	773	E	20	E TV vo	0	0	0	0	1
42	921	H	5	HH32cls	0	0	1	0	1
43	479	T	110	Distrt F	0	0	0	0	1
44	686	P	36	P FSNap1	0	0	1	0	1
45	478	T	109	Distrt L	0	0	0	0	1
46	735	P	85	JingBell	0	0	1	0	1
47	477	T	108	Distrt M	0	0	0	0	1
48	476	T	107	Distrt H	0	0	0	0	1
49	591	C	46	C FX01	0	2	0	0	1
50	783	E	30	E Door	0	0	0	0	1
51	557	C	12	Ridedrk	0	0	0	0	1
52	815	E	62	INDride3	0	-2	0	0	1
53	576	C	31	RidB Lit	10	0	0	0	1
54	743	P	93	Tambour	0	-1	0	0	1
55	588	C	43	C Splsh1	0	2	0	0	1
56	677	P	27	P CowB1	20	0	0	0	1
57	585	C	40	CrashB	0	2	0	0	1
58	720	P	70	P VibrS	0	0	0	0	1
59	579	C	34	Ride EM	6	1	0	0	1
60	657	P	7	P BongHi	0	0	0	0	1
61	658	P	8	P BongLo	0	0	0	0	1
62	670	P	20	P CongaM	0	0	0	0	1
63	661	P	11	P Conga	0	1	0	0	1
64	661	P	11	P Conga	-30	-3	0	0	1
65	710	P	60	P TimbH	0	-5	0	0	1
66	711	P	61	P TimbL	0	-8	0	0	1
67	653	P	3	P Agogh2	40	1	0	0	1
68	653	P	3	P Agogh2	0	-4	0	0	1
69	732	P	82	Cabasa	0	0	0	0	1
70	744	P	94	Maracas	0	0	0	0	1
71	733	P	83	SWhistH*	0	2	0	1	1
72	734	P	84	SWhistL*	0	2	0	1	1
73	689	P	39	P GuiSht	0	9	0	0	1
74	688	P	38	P Guiro	0	0	0	1	1
75	666	P	16	P Clvs	0	-2	0	0	1
76	721	P	71	P WBloc	0	0	0	0	1
77	721	P	71	P WBloc	0	-6	0	0	1
78	681	P	31	P CuicaH	0	0	0	0	1
79	682	P	32	P CuicaL	0	-1	0	0	1
80	714	P	64	P TriMut	0	0	2	0	1
81	715	P							

12 kick3itm

PAD ASSIGNMENT

★ Input 9 to 10: on

Trigger Input	Key-on Mode	Note #(0: off)							
		1st	2nd	3rd	4th	5th	RIM	MUTE	
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	4	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	1	36	33	70	0	0	0	0
PAD10		0	35	0	0	0	0	0	0
PAD11		0	52	0	0	0	0	17	0
PAD12		0	56	0	0	0	0	0	0

13 N.Y. 3

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(0: off)							
		1st	2nd	3rd	4th	5th	RIM	MUTE	
PAD1	SNARE	0	38	40	0	0	0	34	0
PAD2	TOM1	0	Bright (14ch)					25	0
PAD3	TOM2	0	Orch.Hit (15ch)					21	0
PAD4	TOM3	0	45	0	0	0	0	27	0
PAD5	TOM4	0	50	55	57	60	65	79	0
PAD6	RIDE	0	BritePno (16ch)					0	0
PAD7	CRASH	0	36	36	29	26	33	26	48
PAD8	H.HAT	(H.Hat)	46	42	44	46	0	16	0
PAD9	KICK	0	35	0	0	0	0	0	0
PAD10		0	51	0	0	0	0	0	0
PAD11		0	14	0	0	0	0	0	0
PAD12		0	58	0	0	0	0	0	0

Drum Voice (ch10)

Note Number	Inst	Voice Name	Pitch		Alt Grp	Key Off	Key mode
			fine	Corse			
13	707	P 57 P TablaO	0	0	3	0	1
14	692	P 42 P Log L	0	0	3	0	1
15	485	T 116 ETMOoRL	0	-2	0	0	1
16	613	C 68 H Opn13	0	0	0	0	1
17	523	T 154 ACTomF	0	-2	4	0	1
18	697	P 47 P ScraCh	0	-2	4	0	1
19	687	P 37 P FSNap2	0	3	0	0	3
20	639	C 94 H SplNB	0	-1	1	0	1
21	696	P 46 P Mtron	-20	1	0	0	1
22	695	P 45 P MtBel	-19	1	0	0	1
23	721	P 71 P WBlOc	38	11	0	0	1
24	721	P 71 P WBlOc	0	15	0	0	1
25	214	S 95 BrshTap2	0	0	0	0	1
26	211	S 92 BrSwL*	0	0	0	1	1
27	216	S 97 BrshSlpL	0	0	0	0	1
28	212	S 93 BrSwH*	0	0	0	1	1
29	200	S 81 SnRoll2*	0	0	0	1	1
30	660	P 10 P Castnt	0	0	0	0	1
31	128	S 9 Wood65	0	1	0	0	0
32	165	S 46 S STK_HT	0	-1	0	0	1
33	807	E 54 INDchina	0	0	0	0	1
34	813	E 60 SDDark!	0	0	0	0	1
35	31	K 31 BD GATE3	0	0	0	0	1
36	768	E 15 E Funky	0	0	0	0	1
37	167	S 48 S SStck2	40	0	0	0	1
38	368	S 249 Cool Dry	0	1	0	0	0
39	664	P 14 P ClapA	0	4	0	0	1
40	169	S 50 Dance	0	3	0	0	0
41	418	T 49 DRY GM1	0	0	0	0	1
42	629	C 84 H ClsA1	0	-1	0	0	1
43	857	E 104 SwingnL*	0	2	0	1	3
44	633	C 88 H Pdl13	0	0	1	0	1
45	820	E 67 GargoyLe	0	0	0	0	1
46	608	C 63 H OpnLA2	0	0	1	0	1
47	691	P 41 P Log H	0	0	0	0	1
48	704	P 54 P TablaH	0	0	0	0	1
49	809	E 56 INDCrash	0	10	0	0	1
50	370	T 1 Dry1 Hi	0	2	0	0	1
51	558	C 13 Sizzler	0	-2	0	0	0
52	559	C 14 FlatTop	0	-1	0	0	1
53	552	C 7 Rocksizl	10	0	0	0	1
54	743	P 93 Tambour	0	0	0	0	1
55	590	C 45 AngCym	0	-2	0	0	1
56	678	P 28 P CowB2	20	0	0	0	1
57	585	C 40 CrashB	0	2	0	0	1
58	720	P 70 P VibrS	0	0	0	0	1
59	808	E 55 INDrIdE	0	0	0	0	0
60	657	P 7 P BongHi	0	0	0	0	1
61	658	P 8 P BongLo	0	0	0	0	1
62	670	P 20 P CongaM	0	0	0	0	1
63	661	P 11 P Conga	0	1	0	0	1
64	661	P 11 P Conga	-30	-3	0	0	1
65	710	P 60 P TimbH	0	-5	0	0	1
66	711	P 61 P TimbL	0	-8	0	0	1
67	653	P 3 P AgogH2	40	1	0	0	1
68	653	P 3 P AgogH2	0	-4	0	0	1
69	732	P 82 Cabasa	0	0	0	0	1
70	783	E 30 E Door	0	0	0	0	1
71	733	P 83 SWhistH*	0	2	0	1	1
72	734	P 84 SWhistL*	0	2	0	1	1
73	689	P 39 P GuiSht	0	9	0	0	1
74	688	P 38 P Guiro	0	0	0	1	1
75	666	P 16 P Clvs	0	-2	0	0	1
76	721	P 71 P WBlOc	0	0	0	0	1
77	721	P 71 P WBlOc	0	-6	0	0	1
78	681	P 31 P CuicaH	0	0	0	0	1
79	682	P 32 P CuicaL	0	-1	0	0	1
80	714	P 64 P TriMut	0	0	2	0	1
81	715	P 65 P Triang	0	0	2	0	1
82	699	P 49 P Shake1	0	0	0	0	1
83	551	C 6 Bell A	0	2	0	0	1
84	736	P 86 Bell Tre	0	4	0	0	0

Drum Voice (ch10)

Note Number	Inst	Voice Name	Pitch		Alt Grp	Key Off	Key mode
			fine	Corse			
13	680	P 30 P CowBAn	0	0	3	0	1
14	792	E 39 Stream*	0	2	3	1	1
15	668	P 18 P CongaC	0	2	0	0	1
16	700	P 50 P Shake2	0	4	0	0	1
17	866	E 113 FactryL*	0	0	4	1	3
18	841	E 88 BreakOut	0	0	0	0	1
19	665	P 15 P ClvsA	0	3	0	0	1
20	664	P 14 P ClapA	0	0	0	0	1
21	764	E 11 E MotoM	0	-1	0	0	1
22	673	P 23 P CongC7	-19	1	0	0	1
23	699	P 49 P Shake1	0	11	0	0	1
24	699	P 49 P Shake1	0	15	0	0	1
25	850	E 97 WetMetal	0	0	0	0	1
26	911	b 14 J.BassL	0	-10	0	1	1
27	762	E 9 E InsAmb	0	0	0	0	1
28	174	S 55 Dance05	0	0	0	1	1
29	911	b 14 J.BassL	0	-7	0	1	1
30	638	C 93 H PdlTit	0	0	0	0	1
31	346	S 227 Sheetmtl	0	0	0	0	0
32	163	S 44 S Gate2	0	-1	0	0	1
33	911	b 14 J.BassL	0	-3	0	1	1
34	347	S 228 Shmtrim	0	0	0	0	0
35	94	K 94 BDafly1	0	0	0	0	1
36	911	b 14 J.BassL	0	0	0	1	1
37	161	S 42 S Gate	40	0	0	0	1
38	346	S 227 Sheetmtl	0	0	0	0	0
39	642	C 97 HHFTpd1	0	4	0	0	1
40	128	S 9 Wood65	0	3	0	0	0
41	361	S 242 WackyEFX	0	0	0	0	1
42	646	C 101 HHRoKcls	0	0	1	0	1
43	858	E 105 KillnL*	0	3	0	1	3
44	636	C 91 H PdlDW	0	0	1	0	1
45	523	T 154 ACTomF	0	-5	0	0	1
46	645	C 100 HHRoKopn	0	0	1	0	1
47	360	S 241 Nashvill	0	6	0	0	1
48	360	S 241 Nashvill	0	9	0	0	1
49	537	T 168 HybridF	0	2	0	0	1
50	870	k 2 Marimba	0	-10	0	0	1
51	558	C 13 Sizzler	0	-1	0	0	1
52	833	E 80 HandyDad	0	-3	0	0	1
53	541	T 172 IndTmf	0	-1	0	0	1
54	687	P 37 P FSNap2	0	0	0	0	1
55	870	k 2 Marimba	0	-5	0	0	1
56	677	P 27 P CowB1	0	0	0	0	1
57	870	k 2 Marimba	0	-3	0	0	1
58	655	P 5 P Bell	0	0	0	0	1
59	546	C 1 ChinaHi	36	0	0	0	1
60	870	k 2 Marimba	0	0	0	0	1
61	636	C 91 H PdlDW	0	0	0	0	1
62	648	C 103 HHclsXfd	0	0	0	0	1
63	639	C 94 H SplNB	0	1	0	0	1
64	639	C 94 H SplNB	0	-3	0	0	1
65	870	k 2 Marimba	0	5	0	0	1
66	689	P 39 P GuiSht	0	-8	0	0	1
67	631	C 86 H TiClS1	40	1	0	0	1
68	631	C 86 H TiClS1	0	-4	0	0	1
69	637	C 92 H PdlLit	0	0	0	0	1
70	672	P 22 P CongaS	0	0	0	0	1
71	891	s 2 STRNG 3*	0	-17	0	1	3
72	712	P 62 P Timb	0	2	0	1	1
73	890	s 1 STRNG 4*	0	-10	0	1	3
74	891	s 2 STRNG 3*	0	0	0	1	3
75	644	C 99 FTSpIRK2	0	-2	0	0	1
76	893	s 4 SStrngB*	0	5	0	1	3
77	890	s 1 STRNG 4*	0	5	0	1	3
78	890	s 1 STRNG 4*	0	-22	0	1	3
79	870	k 2 Marimba	0	19	0	1	3
80	890	s 1 STRNG 4*	0	-7	2	1	3
81	890	s 1 STRNG 4*	0	4	2	1	3
82	677	P 27 P CowB1	0	0	0	0	1
83	890	s 1 STRNG 4*	0	-5	0	1	3
84	714	P 64 P TriMut	0	0	0	0	0

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PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(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	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	13	0	
PAD6	RIDE	0	53	32	81	0	19	0	
PAD7	CRASH	0	SteelGtr (15ch)						
PAD8	H.HAT	(H.Hat)	46	42	44	46	0	46	
PAD9	KICK	0	36	13	14	0	0	0	
PAD10		0	52	0	0	0	0	0	
PAD11		0	15	0	0	0	0	0	
PAD12		0	16	0	0	0	0	0	

Drum Voice (ch10)

Note Number	Inst	Voice Name	Pitch		Alt Grp	Key Off	Key mode
			fine	Corse			
13	718	P 68 P Udo H	0	0	3	0	1
14	719	P 69 P Udo L	0	2	3	0	1
15	836	E 83 MetalDip	0	2	0	0	1
16	731	P 81 P WCHim	0	0	0	0	1
17	697	P 47 P Scrach	0	4	4	0	1
18	697	P 47 P Scrach	0	-2	4	0	1
19	687	P 37 P FSNap2	0	3	0	0	1
20	686	P 36 P FSNap1	0	9	0	0	1
21	696	P 46 P Mtron	-20	1	0	0	1
22	695	P 45 P MtBel	-19	1	0	0	1
23	721	P 71 P WBloc	38	11	0	0	1
24	721	P 71 P WBloc	0	15	0	0	1
25	214	S 95 BrshTap2	0	0	0	0	1
26	211	S 92 BrSwL*	0	0	0	1	1
27	216	S 97 BrshSlpL	0	0	0	0	1
28	212	S 93 BrSwH*	0	0	0	1	1
29	199	S 80 SnrRoll*	0	0	0	1	1
30	660	P 10 P Castnt	0	0	0	0	1
31	132	S 13 Looz Pic	0	0	0	0	0
32	835	E 82 TineDrum	0	-1	0	0	1
33	6	K 6 BD GMM2	0	0	0	0	1
34	124	S 5 Hip Hmp	0	0	0	0	1
35	4	K 4 BD GMM	0	0	0	0	1
36	101	K 101 BDudu1	0	0	0	0	1
37	796	E 43 E Seasho	40	0	0	1	1
38	135	S 16 SnareM	0	0	0	0	0
39	664	P 14 P ClapA	0	4	0	0	1
40	833	E 80 HandyDad	12	4	0	0	0
41	418	T 49 DRY GM1	0	0	0	0	1
42	651	P 1 P AgogCh	0	0	1	0	1
43	809	E 56 INDcrash	0	-7	0	0	2
44	673	P 23 P CongC7	0	0	1	0	1
45	838	E 85 AMRhythm	0	0	0	0	1
46	691	P 41 P Log H	0	0	2	0	1
47	754	E 1 E CoolSA	0	-9	0	0	1
48	829	E 76 TablaX	0	0	0	0	1
49	893	s 4 SStrngB*	0	0	0	1	1
50	423	T 54 DRY GM6	0	0	0	0	1
51	573	C 28 RideLite	0	0	0	0	1
52	587	C 42 China	0	-5	0	0	1
53	576	C 31 RidB Lit	10	0	0	0	1
54	769	E 16 E HipNs	0	-1	0	0	1
55	877	k 9 SynPf 3	0	2	0	0	1
56	677	P 27 P CowB1	0	-1	0	0	1
57	585	C 40 CrashB	0	2	0	0	1
58	720	P 70 P VibrS	0	0	0	0	1
59	899	b 2 SyBass1L	36	0	0	1	1
60	657	P 7 P BongHi	0	0	0	0	1
61	658	P 8 P BongLo	0	0	0	0	1
62	670	P 20 P CongaM	0	0	0	0	1
63	661	P 11 P Conga	0	1	0	0	1
64	661	P 11 P Conga	-30	-3	0	0	1
65	710	P 60 P TimbH	0	-5	0	0	1
66	711	P 61 P TimbL	0	-8	0	0	1
67	653	P 3 P AgogH2	40	1	0	0	1
68	653	P 3 P AgogH2	0	-4	0	0	1
69	732	P 82 Cabasa	0	0	0	0	1
70	744	P 94 Maracas	0	0	0	0	1
71	733	P 83 SWhistH*	0	2	0	1	1
72	734	P 84 SWhistL*	0	2	0	1	1
73	689	P 39 P GuiSht	0	9	0	0	1
74	688	P 38 P Guiro	0	0	0	1	1
75	666	P 16 P Clvs	0	-2	0	0	1
76	899	b 2 SyBass1L	0	0	0	1	1
77	721	P 71 P WBloc	0	-6	0	0	1
78	899	b 2 SyBass1L	0	1	0	1	1
79	682	P 32 P CuicaL	0	-1	0	0	1
80	899	b 2 SyBass1L	0	3	2	1	1
81	715	P 65 P Triang	0	0	2	0	1
82	899	b 2 SyBass1L	0	5	0	1	1
83	735	P 85 JingBell	0	2	0	0	1
84	900	b 3 SyBass1H	0	5	0	1	0

15 Livinlrg

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(0: off)							
		1st	2nd	3rd	4th	5th	RIM	MUTE	
PAD1	SNARE	0	38	30	31	0	0	34	0
PAD2	TOM1	0	BrasSect (ch=14)						
PAD3	TOM2	0	58	63	64	68	0	84	0
PAD4	TOM3	0	Bright (ch=16)						
PAD5	TOM4	0	43	0	0	0	0	17	83
PAD6	RIDE	0	SteelGtr (ch=15)						
PAD7	CRASH	0	SteelGtr (ch=15)						
PAD8	H.HAT	(H.Hat)	46	42	44	20	0	16	0
PAD9	KICK	0	36	33	13	29	0	0	0
PAD10		0	57	0	0	0	0	0	0
PAD11		0	71	73	74	76	0	0	0
PAD12		0	56	0	0	0	0	0	0

Drum Voice (ch10)

Note Number	Inst	Voice Name	Pitch		Alt Grp	Key Off	Key mode
			fine	Corse			
13	19	K 19 BD NN04C	0	0	0	0	1
14	106	K 106 BDurban2	0	-2	0	1	1
15	770	E 17 E Motor	0	0	0	0	1
16	625	C 80 H ClsTc1	2	0	0	0	1
17	864	E 111 ET Loop*	0	1	0	1	3
18	73	K 73 AnaQuick	0	-1	4	0	1
19	687	P 37 P FSNap2	0	3	0	0	1
20	639	C 94 H SplnB	0	-1	0	0	1
21	696	P 46 P Mtron	-20	1	0	0	1
22	695	P 45 P MtBel	-19	1	0	0	1
23	678	P 28 P CowB2	38	0	0	0	1
24	721	P 71 P WBloc	0	15	0	0	1
25	214	S 95 BrshTap2	0	0	0	0	1
26	211	S 92 BrSwL*	0	0	0	1	1
27	216	S 97 BrshSlpL	0	0	0	0	1
28	212	S 93 BrSwH*	0	0	0	1	1
29	903	b 6 SyBass2L	0	-7	0	1	1
30	128	S 9 Wood65	0	0	0	1	1
31	357	S 238 BuzRgRim	0	0	0	0	0
32	165	S 46 S STK_HT	0	-1	0	0	1
33	106	K 106 BDurban2	7	-2	0	0	1
34	194	S 75 RockRim	-7	0	0	0	1
35	7	K 7 BD 24Dry	0	0	0	0	1
36	93	K 93 BDvman1	0	0	0	0	1
37	167	S 48 S SStck2	40	0	0	0	1
38	367	S 248 RuberbnD	0	0	0	0	0
39	785	E 32 E BrsHit	0	-5	0	0	1
40	332	S 213 Enotype	13	-2	0	0	0
41	418	T 49 DRY GM1	0	0	0	0	1
42	621	C 76 H ClsNB1	0	0	1	0	1
43	854	E 101 UptownL*	0	1	0	1	3
44	636	C 91 H PdIDW	0	0	1	0	1
45	545	T 176 Night F	0	2	0	0	1
46	602	C 57 H Opnl2	0	0	1	0	1
47	543	T 174 Night M	0	-6	0	0	1
48	542	T 173 Night H	-35	-1	0	0	1
49	546	C 1 ChinaHi	0	2	0	0	1
50	423	T 54 DRY GM6	0	0	0	0	1
51	573	C 28 RideLite	0	0	0	0	1
52	588	C 43 C Splsh1	0	-1	0	0	1
53	578	C 33 RidB Rc	10	-2	0	0	1
54	743	P 93 Tambour	0	0	0	0	1
55	547	C 2 CrshDRK	0	-2	0	0	1
56	678	P 28 P CowB2	20	0	0	0	1
57	585	C 40 CrashB	0	2	0	0	1
58	594	C 49 ReverseC	0	-5	0	0	1
59	557	C 12 Ridedrk	36	-1	0	0	1
60	657	P 7 P BongHi	0	0	0	0	1
61	658	P 8 P BongLo	0	0	0	0	1
62	670	P 20 P CongaM	0	0	0	0	1
63	767	E 14 E ComVc	0	-3	0	0	1
64	769	E 16 E HipNs	-30	-3	0	0	1
65	711	P 61 P TimbL	0	0	0	0	1
66	711	P 61 P TimbL	0	-8	0	0	1
67	890	s 1 STRNG 4*	40	1	0	0	3
68	868	E 115 DIGERDO*	0	-1	5	1	3
69	732	P 82 Cabasa	0	0	0	0	1
70	744	P 94 Maracas	0	0	0	0	1
71	890	s 1 STRNG 4*	0	-12	0	1	3
72	734	P 84 SWhistL*	0	2	0	0	1
73	891	s 2 STRNG 3*	0	2	0	1	3
74	891	s 2 STRNG 3*	0	-24	0	1	3
75	666	P 16 P Clvs	0	-2	0	0	1
76	893	s 4 SStrngB*	0	-6	0	1	3
77	721	P 71 P WBloc	0	-6	0	0	1
78	681	P 31 P CuicaH	0	0	0	0	1
79	754	E 1 E CoolSA	0	-1	0	0	1
80	714	P 64 P TriMug	0	0	2	0	1
81	715	P 65 P Triang	0	0	2	0	1
82	699	P 49 P Shake1	0	0	0	0	1
83	588	C 43 C Splsh1	0	0	0	0	1
84	767	E 14 E ComVc	0	-3	0	0	0

16 Hats!dog

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(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	50	0
PAD4	TOM3	0	45	0	0	0	0	41	0
PAD5	TOM4	0	43	0	0	0	0	52	0
PAD6	RIDE	0	59	0	0	0	0	51	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	33	13	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

17 Down Town

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(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	50	0
PAD4	TOM3	0	45	0	0	0	0	41	0
PAD5	TOM4	0	43	0	0	0	0	52	0
PAD6	RIDE	0	59	0	0	0	0	51	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	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	Inst	Voice Name	Pitch		Alt Grp	Key Off	Key mode
			fine	Corse			
13	62	K 62 2HedMed2	0	7	3	0	1
14	703	P 53 P Surdo	0	2	3	0	1
15	690	P 40 P HIQ	0	2	0	0	1
16	722	P 72 P WHP	2	4	0	0	1
17	697	P 47 P Scrach	0	4	4	0	1
18	697	P 47 P Scrach	0	-2	4	0	1
19	687	P 37 P FSNap2	0	3	0	0	1
20	686	P 36 P FSNap1	0	9	0	0	1
21	696	P 46 P Mtron	-20	1	0	0	1
22	695	P 45 P MtBel	-19	1	0	0	1
23	721	P 71 P WBloc	38	11	0	0	1
24	721	P 71 P WBloc	0	15	0	0	1
25	214	S 95 BrshTap2	0	0	0	0	1
26	211	S 92 BrSwL*	0	0	0	1	1
27	216	S 97 BrshSlpL	0	0	0	0	1
28	212	S 93 BrSWH*	0	0	0	1	1
29	199	S 80 SnrRoll*	0	0	0	1	1
30	660	P 10 P Castnt	0	0	0	0	1
31	259	S 140 RIMpopr	0	0	0	0	0
32	165	S 46 S STK_HT	0	-1	0	0	1
33	108	K 108 BD808Lng	0	3	0	0	1
34	150	S 31 OpnRim	0	0	0	0	1
35	4	K 4 BD GMM	0	0	0	0	1
36	3	K 3 BD GMH	0	0	0	0	1
37	813	E 60 SDark!	40	0	0	0	1
38	135	S 16 SnareM	0	0	0	0	0
39	664	P 14 P ClapA	0	4	0	0	1
40	136	S 17 SnareH	12	0	0	0	0
41	805	E 52 Shazam!	0	0	0	0	1
42	817	E 64 DogHats	0	0	1	0	1
43	419	T 50 DRY GM2	0	0	0	0	1
44	636	C 91 H PdlDW	0	0	1	0	1
45	420	T 51 DRY GM3	0	0	0	0	1
46	817	E 64 DogHats	0	0	1	0	1
47	776	E 23 E Bottle	0	0	0	0	1
48	265	S 146 RIMhipop	0	16	0	0	1
49	841	E 88 BreakOut	0	-5	0	0	1
50	850	E 97 WetMetal	0	0	0	0	1
51	546	C 1 ChinaHi	0	0	0	0	1
52	587	C 42 China	0	-2	0	0	1
53	576	C 31 RidB Lit	10	0	0	0	1
54	743	P 93 Tambourn	0	-1	0	0	1
55	774	E 21 E Yadee	0	12	0	0	1
56	677	P 27 P CowB1	20	0	0	0	1
57	585	C 40 CrashB	0	2	0	0	1
58	720	P 70 P VibrS	0	0	0	0	1
59	570	C 25 SizzLit	6	1	0	0	1
60	657	P 7 P BongHi	0	0	0	0	1
61	658	P 8 P BongLo	0	0	0	0	1
62	670	P 20 P CongaM	0	0	0	0	1
63	661	P 11 P Conga	0	1	0	0	1
64	661	P 11 P Conga	-30	-3	0	0	1
65	710	P 60 P TimbH	0	-5	0	0	1
66	711	P 61 P TimbL	0	-8	0	0	1
67	653	P 3 P AgogH2	40	1	0	0	1
68	653	P 3 P AgogH2	0	-4	0	0	1
69	732	P 82 Cabasa	0	0	0	0	1
70	744	P 94 Maracas	0	0	0	0	1
71	733	P 83 SWhistH*	0	2	0	1	1
72	734	P 84 SWhistL*	0	2	0	1	1
73	689	P 39 P GuiSht	0	9	0	0	1
74	688	P 38 P Guiro	0	0	0	1	1
75	666	P 16 P Civs	0	-2	0	0	1
76	721	P 71 P WBloc	0	0	0	0	1
77	721	P 71 P WBloc	0	-6	0	0	1
78	681	P 31 P CuicaH	0	0	0	0	1
79	682	P 32 P CuicaL	0	-1	0	0	1
80	714	P 64 P TriMut	0	0	2	0	1
81	715	P 65 P Triang	0	0	2	0	1
82	699	P 49 P Shake1	0	0	0	0	1
83	735	P 85 JingBell	0	2	0	0	1
84	736	P 86 Bell Tre	0	4	0	0	0

Drum Voice (ch10)

Note Number	Inst	Voice Name	Pitch		Alt Grp	Key Off	Key mode
			fine	Corse			
13	702	P 52 P SurdoM	0	0	3	0	1
14	703	P 53 P Surdo	0	2	3	0	1
15	690	P 40 P HIQ	0	2	0	0	1
16	722	P 72 P WHP	2	4	0	0	1
17	697	P 47 P Scrach	0	4	4	0	1
18	697	P 47 P Scrach	0	-2	4	0	1
19	687	P 37 P FSNap2	0	3	0	0	1
20	686	P 36 P FSNap1	0	9	0	0	1
21	696	P 46 P Mtron	-20	1	0	0	1
22	695	P 45 P MtBel	-19	1	0	0	1
23	721	P 71 P WBloc	38	11	0	0	1
24	721	P 71 P WBloc	0	15	0	0	1
25	214	S 95 BrshTap2	0	0	0	0	1
26	211	S 92 BrSwL*	0	0	0	1	1
27	216	S 97 BrshSlpL	0	0	0	0	1
28	212	S 93 BrSWH*	0	0	0	1	1
29	199	S 80 SnrRoll*	0	0	0	1	1
30	660	P 10 P Castnt	0	0	0	0	1
31	326	S 207 Powerpic	0	0	0	0	0
32	165	S 46 S STK_HT	0	-1	0	0	1
33	48	K 48 BD SCREM	0	0	0	0	1
34	327	S 208 Pwrprcim	0	0	0	0	1
35	4	K 4 BD GMM	0	0	0	0	1
36	3	K 3 BD GMH	0	0	0	0	1
37	167	S 48 S SStck2	40	0	0	0	1
38	135	S 16 SnareM	0	0	0	0	0
39	664	P 14 P ClapA	0	4	0	0	1
40	136	S 17 SnareH	12	0	0	0	0
41	418	T 49 DRY GM1	0	0	0	0	1
42	918	H 2 HHbrtcls	0	0	1	0	1
43	419	T 50 DRY GM2	0	0	0	0	1
44	635	C 90 H PdlIMU	0	0	1	0	1
45	755	E 2 E Didger	0	0	0	0	1
46	612	C 67 H OPMU	0	0	1	0	1
47	491	T 122 TM Revrs	0	-4	0	0	1
48	769	E 16 E HipNs	0	0	0	0	1
49	594	C 49 ReverseC	0	2	0	0	1
50	423	T 54 DRY GM6	0	0	0	0	1
51	573	C 28 RideLite	0	0	0	0	1
52	587	C 42 China	0	-2	0	0	1
53	576	C 31 RidB Lit	10	0	0	0	1
54	743	P 93 Tambourn	0	-1	0	0	1
55	588	C 43 C Splsh1	0	2	0	0	1
56	677	P 27 P CowB1	20	0	0	0	1
57	585	C 40 CrashB	0	2	0	0	1
58	720	P 70 P VibrS	0	0	0	0	1
59	743	P 93 Tambourn	6	1	0	0	1
60	657	P 7 P BongHi	0	0	0	0	1
61	658	P 8 P BongLo	0	0	0	0	1
62	670	P 20 P CongaM	0	0	0	0	1
63	661	P 11 P Conga	0	1	0	0	1
64	661	P 11 P Conga	-30	-3	0	0	1
65	710	P 60 P TimbH	0	-5	0	0	1
66	711	P 61 P TimbL	0	-8	0	0	1
67	653	P 3 P AgogH2	40	1	0	0	1
68	653	P 3 P AgogH2	0	-4	0	0	1
69	732	P 82 Cabasa	0	0	0	0	1
70	744	P 94 Maracas	0	0	0	0	1
71	733	P 83 SWhistH*	0	2	0	1	1
72	734	P 84 SWhistL*	0	2	0	1	1
73	689	P 39 P GuiSht	0	9	0	0	1
74	688	P 38 P Guiro	0	0	0	1	1
75	666	P 16 P Civs	0	-2	0	0	1
76	721	P 71 P WBloc	0	0	0	0	1
77	721	P 71 P WBloc	0	-6	0	0	1
78	681	P 31 P CuicaH	0	0	0	0	1
79	682	P 32 P CuicaL	0	-1	0	0	1
80	714	P 64 P TriMut	0	0	2	0	1
81	715	P 65 P Triang	0	0	2	0	1
82	699	P 49 P Shake1	0	0	0	0	1
83	735	P 85 JingBell	0	2	0	0	1
84	736	P 86 Bell Tre	0	4	0	0	0

18 Space123

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(0: off)							
		1st	2nd	3rd	4th	5th	RIM	MUTE	
PAD1	SNARE	0	31	14	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	0	59	0	0	0	0	51	0
PAD7	CRASH	0	49	0	0	0	0	55	83
PAD8	H.HAT	(H.Hat)	46	42	44	46	0	46	0
PAD9	KICK	0	36	13	0	0	0	0	0
PAD10		0	53	0	0	0	0	0	0
PAD11		0	79	0	0	0	0	0	0
PAD12		0	56	0	0	0	0	0	0

Drum Voice (ch10)

Note Number	Inst	Voice Name		Pitch		Alt Grp	Key Off	Key mode	
				fine	Corse				
13	85	K	85	BD Rave6	0	-3	3	0	1
14	333	S	214	Eno rim	0	2	3	0	1
15	690	P	40	P HIQ	0	2	0	0	1
16	722	P	72	P WHP	2	4	0	0	1
17	697	P	47	P Scrach	0	4	4	0	1
18	697	P	47	P Scrach	0	-2	4	0	1
19	687	P	37	P FSNap2	0	3	0	0	1
20	686	P	36	P FSNap1	0	9	0	0	1
21	696	P	46	P Mtron	-20	1	0	0	1
22	695	P	45	P MIBel	-19	1	0	0	1
23	721	P	71	P WBloc	38	11	0	0	1
24	721	P	71	P WBloc	0	15	0	0	1
25	214	S	95	BrshTap2	0	0	0	0	1
26	211	S	92	BrSwL*	0	0	0	1	1
27	216	S	97	BrshSlpL	0	0	0	0	1
28	212	S	93	BrSwH*	0	0	0	1	1
29	199	S	80	SnrRoll*	0	0	0	1	1
30	660	P	10	P Castnt	0	0	0	0	1
31	185	S	66	AnalogH1	0	2	0	0	0
32	709	P	59	P Tambn	0	-1	0	0	1
33	6	K	6	BD GMM2	0	0	0	0	1
34	125	S	6	BrassPic	0	0	0	0	1
35	4	K	4	BD GMM	0	0	0	0	1
36	36	K	36	BDance1	0	-1	0	0	1
37	167	S	48	S SStck2	40	0	0	0	1
38	135	S	16	SnareM	0	0	0	0	0
39	664	P	14	P ClapA	0	4	0	0	1
40	136	S	17	SnareH	12	0	0	0	0
41	418	T	49	DRY GM1	0	0	0	0	1
42	623	C	78	H ClsMu	0	13	1	0	1
43	717	P	67	P Udo F	0	-2	0	0	1
44	638	C	93	H PdTt	0	9	1	0	1
45	490	T	121	T GongE	0	-5	0	0	1
46	612	C	67	H OPMU	0	10	1	0	1
47	690	P	40	P HIQ	0	0	0	0	1
48	485	T	116	ETMooRL	0	0	0	0	1
49	793	E	40	E Thundr	0	2	0	0	1
50	423	T	54	DRY GM6	0	0	0	0	1
51	836	E	83	MetalDip	0	0	0	0	1
52	587	C	42	China	0	-2	0	0	1
53	576	C	31	RidB Lit	10	0	0	0	1
54	743	P	93	Tambourn	0	2	0	0	1
55	588	C	43	C Splsh1	0	0	0	0	1
56	752	P	102	TalknDrD	20	0	0	0	1
57	585	C	40	CrashB	0	2	0	0	1
58	720	P	70	P Vibrs	0	0	0	0	1
59	562	C	17	VoclShKR	36	0	0	0	1
60	657	P	7	P BongHi	0	0	0	0	1
61	658	P	8	P BongLo	0	0	0	0	1
62	670	P	20	P CongaM	0	0	0	0	1
63	661	P	11	P Conga	0	1	0	0	1
64	661	P	11	P Conga	-30	-3	0	0	1
65	710	P	60	P TimbH	0	-5	0	0	1
66	711	P	61	P TimbL	0	-8	0	0	1
67	653	P	3	P AgogH2	40	1	0	0	1
68	653	P	3	P AgogH2	0	-4	0	0	1
69	732	P	82	Cabasa	0	0	0	0	1
70	744	P	94	Maracas	0	0	0	0	1
71	733	P	83	SWhistH*	0	2	0	1	1
72	734	P	84	SWhistL*	0	2	0	1	1
73	689	P	39	P GuiSht	0	9	0	0	1
74	688	P	38	P Guiro	0	0	0	1	1
75	666	P	16	P Clvs	0	-2	0	0	1
76	721	P	71	P WBloc	0	0	0	0	1
77	721	P	71	P WBloc	0	-6	0	0	1
78	681	P	31	P CuicaH	0	0	0	0	1
79	753	P	103	TalknDrU	0	-1	0	0	1
80	714	P	64	P TriMut	0	0	2	0	1
81	715	P	65	P Triang	0	0	2	0	1
82	699	P	49	P Shake1	0	0	0	0	1
83	0	#N/A	#N/A	#N/A	0	2	0	0	1
84	736	P	86	Bell Tre	0	4	0	0	0

19 SD!Panic

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(0: off)							
		1st	2nd	3rd	4th	5th	RIM	MUTE	
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	51	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	17	0
PAD12		0	56	0	0	0	0	0	0

Drum Voice (ch10)

Note Number	Inst	Voice Name		Pitch		Alt Grp	Key Off	Key mode	
				fine	Corse				
13	520	T	151	ACTomH	-33	1	3	0	1
14	521	T	152	ACTomM	0	0	3	0	1
15	522	T	153	ACTomL	0	-2	0	0	1
16	602	C	57	H OpnL2	-12	0	0	0	1
17	523	T	154	ACTomF	0	-2	4	0	1
18	697	P	47	P Scrach	0	-2	4	0	1
19	687	P	37	P FSNap2	0	3	0	0	1
20	639	C	94	H SplNB	0	-1	1	0	1
21	696	P	46	P Mtron	-20	1	0	0	1
22	695	P	45	P MIBel	-19	1	0	0	1
23	721	P	71	P WBloc	38	11	0	0	1
24	721	P	71	P WBloc	0	15	0	0	1
25	214	S	95	BrshTap2	0	0	0	0	1
26	211	S	92	BrSwL*	0	0	0	1	1
27	216	S	97	BrshSlpL	0	0	0	0	1
28	212	S	93	BrSwH*	0	0	0	1	1
29	200	S	81	SnRoll2*	0	0	0	1	1
30	660	P	10	P Castnt	0	0	0	0	1
31	128	S	9	Wood65	0	1	0	0	0
32	165	S	46	S STK_HT	0	-1	0	0	1
33	327	S	208	Pwrprim	0	-3	0	0	1
34	357	S	238	BuzRgRim	-36	-1	0	0	1
35	7	K	7	BD 24Dry	0	4	0	0	1
36	111	K	111	BDbase1	0	0	0	0	1
37	167	S	48	S SStck2	40	0	0	0	1
38	368	S	249	Cool Dry	0	1	0	0	0
39	664	P	14	P ClapA	0	4	0	0	1
40	339	S	220	Drygyrim	-35	2	0	0	0
41	373	T	4	Dry1 Flr	0	-5	0	0	1
42	134	S	15	12Soprno	0	3	0	0	1
43	327	S	208	Pwrprim	0	0	0	0	1
44	633	C	88	H Pdl13	0	5	1	0	1
45	326	S	207	Powerpic	0	3	0	0	1
46	149	S	30	HiGateSn	-12	-3	1	0	1
47	327	S	208	Pwrprim	0	7	0	0	1
48	327	S	208	Pwrprim	0	11	0	0	1
49	583	C	38	C Crash	0	0	0	0	1
50	370	T	1	Dry1 Hi	0	5	0	0	1
51	558	C	13	Sizzler	0	-2	0	0	0
52	559	C	14	FlatTop	0	-1	0	0	1
53	551	C	6	Bell A	10	0	0	0	1
54	743	P	93	Tambourn	0	0	0	0	1
55	586	C	41	PaperThn	0	0	0	0	1
56	678	P	28	P CowB2	20	0	0	0	1
57	585	C	40	CrashB	0	2	0	0	1
58	720	P	70	P Vibrs	0	0	0	0	1
59	554	C	9	RidesizB	36	1	0	0	0
60	657	P	7	P BongHi	0	0	0	0	1
61	658	P	8	P BongLo	0	0	0	0	1
62	670	P	20	P CongaM	0	0	0	0	1
63	661	P	11	P Conga	0	1	0	0	1
64	661	P	11	P Conga	-30	-3	0	0	1
65	710	P	60	P TimbH	0	-5	0	0	1
66	711	P	61	P TimbL	0	-8	0	0	1
67	653	P	3	P AgogH2	40	1	0	0	1
68	653	P	3	P AgogH2	0	-4	0	0	1
69	732	P	82	Cabasa	0	0	0	0	1
70	744	P	94	Maracas	0	0	0	0	1
71	733	P	83	SWhistH*	0	2	0	1	1
72	734	P	84	SWhistL*	0	2	0	1	1
73	689	P	39	P GuiSht	0	9	0	0	1
74	688	P	38	P Guiro	0	0	0	1	1
75	666	P	16	P Clvs	0	-2	0	0	1
76	721	P	71	P WBloc	0	0	0	0	1
77	721	P	71	P WBloc	0	-6	0	0	1
78	681	P	31	P CuicaH	0	0	0	0	1
79	682	P	32	P CuicaL	0	-1	0	0	1
80	714	P	64	P TriMut	0	0	2	0</	

20 Reggae

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(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	50	0
PAD4	TOM3	0	45	0	0	0	0	41	0
PAD5	TOM4	0	43	0	0	0	0	52	0
PAD6	RIDE	0	59	0	0	0	0	51	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	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	Inst	Voice Name	Pitch		Alt Grp	Key Off	Key mode
			fine	Corse			
13	702	P 52 P SurdoM	0	0	3	0	1
14	703	P 53 P Surdo	0	2	3	0	1
15	690	P 40 P HiQ	0	2	0	0	1
16	722	P 72 P WHP	2	4	0	0	1
17	697	P 47 P Scrach	0	4	4	0	1
18	697	P 47 P Scrach	0	-2	4	0	1
19	687	P 37 P FSNap2	0	3	0	0	1
20	686	P 36 P FSNap1	0	9	0	0	1
21	696	P 46 P Mtron	-20	1	0	0	1
22	695	P 45 P MtBel	-19	1	0	0	1
23	721	P 71 P WBloc	38	11	0	0	1
24	721	P 71 P WBloc	0	15	0	0	1
25	214	S 95 BrshTap2	0	0	0	0	1
26	211	S 92 BrSwL#	0	0	0	1	1
27	216	S 97 BrshSlpL	0	0	0	0	1
28	212	S 93 BrSwH#	0	0	0	1	1
29	199	S 80 SnrRoll#	0	0	0	1	1
30	660	P 10 P Castnt	0	0	0	0	1
31	134	S 15 12Sopno	33	6	0	0	0
32	165	S 46 S STK_HT	0	-1	0	0	1
33	13	K 13 BD DRY 4	0	1	0	0	1
34	167	S 48 S SStck2	0	0	0	0	1
35	4	K 4 BD GMM	0	0	0	0	1
36	3	K 3 BD GMH	0	0	0	0	1
37	546	C 1 ChinaHi	40	0	0	0	1
38	135	S 16 SnareM	0	0	0	0	0
39	664	P 14 P ClapA	0	4	0	0	1
40	136	S 17 SnareH	12	0	0	0	0
41	719	P 69 P Udo L	0	0	0	0	1
42	624	C 79 H Cls13	0	0	1	0	1
43	419	T 50 DRY GM2	0	0	0	0	1
44	633	C 88 H Pdl13	0	0	1	0	1
45	440	T 71 E Tom5	0	0	0	0	1
46	618	C 73 H QOpn13	0	0	1	0	1
47	711	P 61 P TimbL	0	0	0	0	1
48	710	P 60 P TimbH	0	0	0	0	1
49	583	C 38 C Crash	0	2	0	0	1
50	666	P 16 P Clvs	0	0	0	0	1
51	573	C 28 RideLite	0	0	0	0	1
52	587	C 42 China	0	-2	0	0	1
53	576	C 31 RidB Lit	10	0	0	0	1
54	743	P 93 Tambourn	0	-1	0	0	1
55	588	C 43 C Splsh1	0	2	0	0	1
56	677	P 27 P CowB1	20	0	0	0	1
57	585	C 40 CrashB	0	2	0	0	1
58	720	P 70 P VibrS	0	0	0	0	1
59	570	C 25 SizzLit	6	1	0	0	1
60	657	P 7 P BongHi	0	0	0	0	1
61	658	P 8 P BongLo	0	0	0	0	1
62	670	P 20 P CongaM	0	0	0	0	1
63	661	P 11 P Conga	0	1	0	0	1
64	661	P 11 P Conga	-30	-3	0	0	1
65	710	P 60 P TimbH	0	-5	0	0	1
66	711	P 61 P TimbL	0	-8	0	0	1
67	653	P 3 P Agogh2	40	1	0	0	1
68	653	P 3 P Agogh2	0	-4	0	0	1
69	732	P 82 Cabasa	0	0	0	0	1
70	744	P 94 Maracas	0	0	0	0	1
71	733	P 83 SWhistH#	0	2	0	1	1
72	734	P 84 SWhistL#	0	2	0	1	1
73	689	P 39 P GuiSht	0	9	0	0	1
74	688	P 38 P Guiro	0	0	0	1	1
75	666	P 16 P Clvs	0	-2	0	0	1
76	721	P 71 P WBloc	0	0	0	0	1
77	721	P 71 P WBloc	0	-6	0	0	1
78	681	P 31 P CuicaH	0	0	0	0	1
79	682	P 32 P CuicaL	0	-1	0	0	1
80	714	P 64 P TriMut	0	0	2	0	1
81	715	P 65 P Triang	0	0	2	0	1
82	699	P 49 P Shake1	0	0	0	0	1
83	735	P 85 JingBell	0	2	0	0	1
84	736	P 86 Bell Tre	0	4	0	0	0

21 Tabla

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(0: off)							
		1st	2nd	3rd	4th	5th	RIM	MUTE	
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	0	0	0	0	0	0
PAD10		0	35	0	0	0	0	0	0
PAD11		0	52	0	0	0	0	17	0
PAD12		0	56	0	0	0	0	0	0

Drum Voice (ch10)

Note Number	Inst	Voice Name	Pitch		Alt Grp	Key Off	Key mode
			fine	Corse			
13	745	P 95 Tabla B	-33	1	3	0	1
14	746	P 96 Tabla BL	0	0	3	0	1
15	748	P 98 Tabla BV	0	-2	0	0	1
16	602	C 57 H Opnl2	-12	0	0	0	1
17	747	P 97 Tabla BM	0	-2	4	0	1
18	697	P 47 P Scrach	0	-2	4	0	1
19	687	P 37 P FSNap2	0	3	0	0	1
20	639	C 94 H SplNB	0	-1	1	0	1
21	696	P 46 P Mtron	-20	1	0	0	1
22	695	P 45 P MtBel	-19	1	0	0	1
23	721	P 71 P WBloc	38	11	0	0	1
24	721	P 71 P WBloc	0	15	0	0	1
25	214	S 95 BrshTap2	0	0	0	0	1
26	211	S 92 BrSwL#	0	0	0	1	1
27	216	S 97 BrshSlpL	0	0	0	0	1
28	212	S 93 BrSwH#	0	0	0	1	1
29	200	S 81 SnRoll2#	0	0	0	1	1
30	660	P 10 P Castnt	0	0	0	0	1
31	128	S 9 Wood65	0	1	0	0	0
32	165	S 46 S STK_HT	0	-1	0	0	1
33	703	P 53 P Surdo	0	2	0	0	1
34	670	P 20 P CongaM	0	1	0	0	1
35	551	C 6 Bell A	0	4	0	0	1
36	719	P 69 P Udo L	0	0	0	0	1
37	167	S 48 S SStck2	40	0	0	0	1
38	368	S 249 Cool Dry	0	1	0	0	0
39	664	P 14 P ClapA	0	4	0	0	1
40	705	P 55 P TablaM	0	0	0	0	0
41	373	T 4 Dry1 Flr	0	-5	0	0	1
42	672	P 22 P CongaS	0	0	0	0	1
43	713	P 63 P TimCas	0	-2	0	0	1
44	735	P 85 JingBell	0	0	1	0	1
45	704	P 54 P TablaH	0	-1	0	0	1
46	671	P 21 P CongaO	-12	0	1	0	1
47	707	P 57 P TablaO	0	1	0	0	1
48	706	P 56 P TablaN	0	3	0	0	1
49	718	P 68 P Udo H	0	-3	0	0	1
50	370	T 1 Dry1 Hi	0	5	0	0	1
51	558	C 13 Sizzler	0	-2	0	0	0
52	653	P 3 P Agogh2	0	-1	0	0	1
53	551	C 6 Bell A	10	0	0	0	1
54	743	P 93 Tambourn	0	0	0	0	1
55	717	P 67 P Udo F	0	0	0	0	1
56	652	P 2 P Agogh1	20	0	0	0	1
57	585	C 40 CrashB	0	2	0	0	1
58	720	P 70 P VibrS	0	0	0	0	1
59	749	P 99 Tabla OV	36	-2	0	0	0
60	657	P 7 P BongHi	0	0	0	0	1
61	658	P 8 P BongLo	0	0	0	0	1
62	670	P 20 P CongaM	0	0	0	0	1
63	661	P 11 P Conga	0	1	0	0	1
64	661	P 11 P Conga	-30	-3	0	0	1
65	710	P 60 P TimbH	0	-5	0	0	1
66	711	P 61 P TimbL	0	-8	0	0	1
67	653	P 3 P Agogh2	40	1	0	0	1
68	653	P 3 P Agogh2	0	-4	0	0	1
69	732	P 82 Cabasa	0	0	0	0	1
70	744	P 94 Maracas	0	0	0	0	1
71	733	P 83 SWhistH#	0	2	0	1	1
72	734	P 84 SWhistL#	0	2	0	1	1
73	689	P 39 P GuiSht	0	9	0	0	1
74	688	P 38 P Guiro	0	0	0	1	1
75	666	P 16 P Clvs	0	-2	0	0	1
76	721	P 71 P WBloc	0	0	0	0	1
77	721	P 71 P WBloc	0	-6	0	0	1
78	681	P 31 P CuicaH	0	0	0	0	1
79	682	P 32 P CuicaL	0	-1	0	0	1
80	714	P 64 P TriMut	0	0	2	0	1
81	715	P 65 P Triang	0	0	2	0	1
82	699	P 49 P Shake1	0	0	0	0	1
83	551	C 6 Bell A	0	2	0	0	1
84	736	P 86 Bell Tre	0	4	0	0	0

22 AlterPer

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(0: off)						
		1st	2nd	3rd	4th	5th	RIM	MUTE
PAD1	SNARE	0	40	0	0	0	34	0
PAD2	TOM1	0	48	70	71	0	13	0
PAD3	TOM2	0	47	73	74	75	76	14
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	51	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	33	0	0	0	0
PAD10		0	53	0	0	0	0	0
PAD11		0	53	0	0	0	17	0
PAD12		0	56	0	0	0	0	0

Drum Voice (ch10)

Note Number	Inst	Voice Name	Pitch		Alt Grp	Key Off	Key mode
			fine	Corse			
13	710	P 60 P TimbH	-33	1	3	0	1
14	711	P 61 P TimbL	0	0	3	0	1
15	716	P 66 P CongaG	0	-2	0	0	1
16	602	C 57 H Opnl2	-12	0	0	0	1
17	743	P 93 Tambour	0	-2	4	0	1
18	697	P 47 P Scrach	0	-2	4	0	1
19	687	P 37 P FSNap2	0	3	0	0	1
20	651	P 1 P AgogCh	0	-1	1	0	1
21	696	P 46 P Mtron	-20	1	0	0	1
22	695	P 45 P MIBel	-19	1	0	0	1
23	721	P 71 P WBloc	38	11	0	0	1
24	721	P 71 P WBloc	0	15	0	0	1
25	214	S 95 BrshTap2	0	0	0	0	1
26	211	S 92 BrSwL*	0	0	0	1	1
27	216	S 97 BrshSlpL	0	0	0	0	1
28	212	S 93 BrSwH*	0	0	0	1	1
29	200	S 81 SnRoll2*	0	0	0	1	1
30	660	P 10 P Castnt	0	0	0	0	1
31	128	S 9 Wood65	0	1	0	0	0
32	165	S 46 S STK_HT	0	-1	0	0	1
33	703	P 53 P Surdo	0	-3	0	0	1
34	134	S 15 12Sopmo	1	14	0	0	1
35	7	K 7 BD 24Dry	0	4	0	0	1
36	111	K 111 BDbasc1	0	0	0	0	1
37	167	S 48 S SStck2	40	0	0	0	1
38	368	S 249 Cool Dry	0	1	0	0	0
39	664	P 14 P ClapA	0	4	0	0	1
40	694	P 44 P Marcs	-35	0	0	0	0
41	373	T 4 Dry1 Flr	0	-5	0	0	1
42	699	P 49 P Shake1	0	0	0	0	1
43	717	P 67 P Udo F	0	-2	0	0	1
44	654	P 4 P ATR	0	4	1	0	1
45	718	P 68 P Udo H	0	-1	0	0	1
46	655	P 5 P Bell	-12	0	1	0	1
47	670	P 20 P CongaM	0	1	0	0	1
48	662	P 12 P CongAn	0	3	0	0	1
49	593	C 48 Thrash	0	0	0	0	1
50	370	T 1 Dry1 Hi	0	5	0	0	1
51	650	C 105 FTsplsh2	0	-2	0	0	0
52	559	C 14 FlatTop	0	-1	0	0	1
53	551	C 6 Bell A	10	0	0	0	1
54	743	P 93 Tambour	0	0	0	0	1
55	587	C 42 China	0	6	0	0	1
56	678	P 28 P CowB2	20	0	0	0	1
57	585	C 40 CrashB	0	2	0	0	1
58	720	P 70 P VibrS	0	0	0	0	1
59	699	P 49 P Shake1	36	-2	0	0	0
60	657	P 7 P BongHi	0	0	0	0	1
61	658	P 8 P BongLo	0	0	0	0	1
62	670	P 20 P CongaM	0	0	0	0	1
63	661	P 11 P Conga	0	1	0	0	1
64	661	P 11 P Conga	-30	-3	0	0	1
65	710	P 60 P TimbH	0	-5	0	0	1
66	711	P 61 P TimbL	0	-8	0	0	1
67	653	P 3 P AgogH2	40	1	0	0	1
68	653	P 3 P AgogH2	0	-4	0	0	1
69	732	P 82 Cabasa	0	0	0	0	1
70	744	P 94 Maracas	0	0	0	0	1
71	745	P 95 Tabla B	0	2	0	1	1
72	734	P 84 SWhistL*	0	2	0	1	1
73	689	P 39 P GuiSht	0	9	0	0	1
74	704	P 54 P TablaH	0	0	0	1	1
75	719	P 69 P Udo L	0	-2	0	0	1
76	676	P 26 P Cong8L	0	0	0	0	1
77	721	P 71 P WBloc	0	-6	0	0	1
78	681	P 31 P CuicaH	0	0	0	0	1
79	682	P 32 P CuicaL	0	-1	0	0	1
80	714	P 64 P TriMut	0	0	2	0	1
81	715	P 65 P Triang	0	0	2	0	1
82	699	P 49 P Shake1	0	0	0	0	1
83	551	C 6 Bell A	0	2	0	0	1
84	736	P 86 Bell Tre	0	4	0	0	0

23 SFX 1

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(0: off)							
		1st	2nd	3rd	4th	5th	RIM	MUTE	
PAD1	SNARE	0	31	40	72	73	74	34	0
PAD2	TOM1	0	48	69	70	71	0	37	0
PAD3	TOM2	0	47	0	0	0	0	50	0
PAD4	TOM3	0	45	0	0	0	0	41	0
PAD5	TOM4	0	43	0	0	0	0	52	0
PAD6	RIDE	0	59	0	0	0	0	51	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	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	58	0	0	0	0	0	0

Drum Voice (ch10)

Note Number	Inst	Voice Name	Pitch		Alt Grp	Key Off	Key mode
			fine	Corse			
13	702	P 52 P SurdoM	0	0	3	0	1
14	703	P 53 P Surdo	0	2	3	0	1
15	690	P 40 P HiQ	0	2	0	0	1
16	722	P 72 P WHP	2	4	0	0	1
17	697	P 47 P Scrach	0	4	4	0	1
18	697	P 47 P Scrach	0	-2	4	0	1
19	687	P 37 P FSNap2	0	3	0	0	1
20	686	P 36 P FSNap1	0	9	0	0	1
21	696	P 46 P Mtron	-20	1	0	0	1
22	695	P 45 P MIBel	-19	1	0	0	1
23	721	P 71 P WBloc	38	11	0	0	1
24	721	P 71 P WBloc	0	15	0	0	1
25	214	S 95 BrshTap2	0	0	0	0	1
26	211	S 92 BrSwL*	0	0	0	1	1
27	216	S 97 BrshSlpL	0	0	0	0	1
28	212	S 93 BrSwH*	0	0	0	1	1
29	199	S 80 SnRoll*	0	0	0	1	1
30	660	P 10 P Castnt	0	0	0	0	1
31	782	E 29 E DSqrm	0	0	0	0	0
32	165	S 46 S STK_HT	0	-1	0	0	1
33	781	E 28 E FStep	0	0	0	0	1
34	150	S 31 OpnRim	0	0	0	0	1
35	4	K 4 BD GMM	0	0	0	0	1
36	3	K 3 BD GMH	0	0	0	0	1
37	820	E 67 Gargoyle	40	0	0	0	1
38	135	S 16 SnareM	0	0	0	0	0
39	664	P 14 P ClapA	0	4	0	0	1
40	783	E 30 E Door	12	0	0	0	0
41	418	T 49 DRY GM1	0	0	0	0	1
42	808	E 55 INDrde	0	0	1	0	1
43	799	E 46 E Heil	0	0	0	0	1
44	781	E 28 E FStep	0	0	1	0	1
45	796	E 43 E Seasho	0	0	0	0	1
46	821	E 68 RatlBoom	0	0	1	0	1
47	791	E 38 E Stream	0	0	0	0	1
48	779	E 26 E CStart	0	0	0	0	1
49	797	E 44 E Bird-P	0	0	0	0	1
50	762	E 9 E InsAmb	0	0	0	0	1
51	852	E 99 TakeOff	0	0	0	0	1
52	587	C 42 China	0	-2	0	0	1
53	846	E 93 6AMBreth	10	0	0	0	1
54	743	P 93 Tambour	0	-1	0	0	1
55	798	E 45 E Bird	0	0	0	0	1
56	677	P 27 P CowB1	20	0	0	0	1
57	585	C 40 CrashB	0	2	0	0	1
58	793	E 40 E Thundr	0	0	0	0	1
59	802	E 49 E Applau	6	1	0	0	1
60	657	P 7 P BongHi	0	0	0	0	1
61	658	P 8 P BongLo	0	0	0	0	1
62	670	P 20 P CongaM	0	0	0	0	1
63	661	P 11 P Conga	0	1	0	0	1
64	661	P 11 P Conga	-30	-3	0	0	1
65	710	P 60 P TimbH	0	-5	0	0	1
66	711	P 61 P TimbL	0	-8	0	0	1
67	653	P 3 P AgogH2	40	1	0	0	1
68	653	P 3 P AgogH2	0	-4	0	0	1
69	777	E 24 E CarPss	0	0	0	0	1
70	794	E 41 E Tire	0	0	0	0	1
71	778	E 25 E Crush	0	2	0	0	1
72	784	E 31 E Gun 2	0	0	0	0	1
73	775	E 22 E Scream	0	0	0	0	1
74	787	E 34 E Laugh	0	-7	0	0	1
75	666	P 16 P Clvs	0	-2	0	0	1
76	721	P 71 P WBloc	0	0	0	0	1
77	721	P 71 P WBloc	0	-6	0	0	1
78	681	P 31 P CuicaH	0	0	0	0	1
79	682	P 32 P CuicaL	0	-1	0	0	1
80	714	P 64 P TriMut	0	0	2	0	1
81	715	P 65 P Triang	0	0	2	0	1
82	699	P 49 P Shake1	0	0	0	0	1
83	735	P 85 JingBell	0	2	0	0	1
84	736	P 86 Bell Tre	0	4	0	0	0

24 SFX 2

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(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	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	51	0	
PAD7	CRASH	0	49	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	17	0
PAD12		0	56	0	0	0	0	0	0

25 Piano

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(0: off)							
		1st	2nd	3rd	4th	5th	RIM	MUTE	
PAD1	SNARE	0	40	0	0	0	34	0	
PAD2	TOM1	0	GrancPno (ch=14)					37	0
PAD3	TOM2	0	GrancPno (ch=14)					50	0
PAD4	TOM3	0	GrancPno (ch=14)					41	0
PAD5	TOM4	0	43	0	0	0	0	52	0
PAD6	RIDE	0	GrancPno (ch=14)					36	24
PAD7	CRASH	0	GrancPno (ch=14)					84	72
PAD8	H.HAT	(H.Hat)	46	42	44	20	0	16	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	Inst	Voice Name	Pitch		Alt Grp	Key Off	Key mode
			fine	Corse			
13	816	E 63 INDrude2	-33	1	3	0	1
14	812	E 59 INDrave	0	0	3	0	1
15	833	E 80 HandyDad	0	-2	0	0	1
16	852	E 99 TakeOff	-12	0	0	0	1
17	828	E 75 RaveWave	0	-2	4	0	1
18	697	P 47 P Scrach	0	-2	4	0	1
19	687	P 37 P FSNap2	0	3	0	0	1
20	639	C 94 H SplINB	0	-1	1	0	1
21	696	P 46 P Mtron	-20	1	0	0	1
22	695	P 45 P MtBel	-19	1	0	0	1
23	721	P 71 P WBloc	38	11	0	0	1
24	721	P 71 P WBloc	0	15	0	0	1
25	214	S 95 BrshTap2	0	0	0	0	1
26	211	S 92 BrSwL*	0	0	0	1	1
27	216	S 97 BrshSlpL	0	0	0	0	1
28	212	S 93 BrSwH*	0	0	0	1	1
29	200	S 81 SnRoll2*	0	0	0	1	1
30	660	P 10 P Castnt	0	0	0	0	1
31	128	S 9 Wood65	0	1	0	0	0
32	165	S 46 S STK_HT	0	-1	0	0	1
33	809	E 56 INDcrash	0	0	0	0	1
34	815	E 62 INDrude3	0	0	0	0	1
35	7	K 7 BD 24Dry	0	4	0	0	1
36	111	K 111 BDbasc1	0	0	0	0	1
37	167	S 48 S SStck2	40	0	0	0	1
38	368	S 249 Cool Dry	0	1	0	0	0
39	664	P 14 P ClapA	0	4	0	0	1
40	810	E 57 SDind59	-35	2	0	0	0
41	373	T 4 Dry1 Fir	0	-5	0	0	1
42	624	C 79 H Cls13	0	0	0	0	1
43	841	E 88 BreakOut	0	-2	0	0	1
44	832	E 79 BuzzyWak	0	0	1	0	1
45	840	E 87 RubbrOil	0	-1	0	0	1
46	851	E 98 SloSprk	-12	0	1	0	1
47	818	E 65 INDconga	0	1	0	0	1
48	813	E 60 SDdark1	0	3	0	0	1
49	838	E 85 AMRhythm	0	0	0	0	1
50	370	T 1 Dry1 Hi	0	5	0	0	0
51	837	E 84 Creature	0	-2	0	0	1
52	559	C 14 FlatTop	0	-1	0	0	1
53	850	E 97 WetMetal	10	0	0	0	1
54	743	P 93 Tambourn	0	0	0	0	1
55	804	E 51 OrchSmsh	0	-2	0	0	1
56	849	E 96 TymKepr	20	0	0	0	1
57	585	C 40 CrashB	0	2	0	0	1
58	720	P 70 P VibrS	0	0	0	0	1
59	836	E 83 MetalDip	36	-2	0	0	0
60	657	P 7 P BongHi	0	0	0	0	1
61	658	P 8 P BongLo	0	0	0	0	1
62	670	P 20 P CongaM	0	0	0	0	1
63	661	P 11 P Conga	0	1	0	0	1
64	661	P 11 P Conga	-30	-3	0	0	1
65	710	P 60 P TimbH	0	-5	0	0	1
66	711	P 61 P TimbL	0	-8	0	0	1
67	653	P 3 P AgogH2	40	1	0	0	1
68	653	P 3 P AgogH2	0	-4	0	0	1
69	732	P 82 Cabasa	0	0	0	0	1
70	744	P 94 Maracas	0	0	0	0	1
71	733	P 83 SWhistH*	0	2	0	1	1
72	734	P 84 SWhistL*	0	2	0	1	1
73	689	P 39 P GuiSht	0	9	0	0	1
74	688	P 38 P Guiro	0	0	0	1	1
75	666	P 16 P Clvs	0	-2	0	0	1
76	721	P 71 P WBloc	0	0	0	0	1
77	721	P 71 P WBloc	0	-6	0	0	1
78	681	P 31 P CuicaH	0	0	0	0	1
79	682	P 32 P CuicaL	0	-1	0	0	1
80	714	P 64 P TriMut	0	0	2	0	1
81	715	P 65 P Triang	0	0	2	0	1
82	699	P 49 P Shake1	0	0	0	0	1
83	551	C 6 Bell A	0	2	0	0	1
84	736	P 86 Bell Tre	0	4	0	0	0

Drum Voice (ch10)

Note Number	Inst	Voice Name	Pitch		Alt Grp	Key Off	Key mode
			fine	Corse			
13	702	P 52 P SurdoM	0	0	3	0	1
14	703	P 53 P Surdo	0	2	3	0	1
15	690	P 40 P HIQ	0	2	0	0	1
16	722	P 72 P WHP	2	4	0	0	1
17	697	P 47 P Scrach	0	4	4	0	1
18	697	P 47 P Scrach	0	-2	4	0	1
19	687	P 37 P FSNap2	0	3	0	0	1
20	686	P 36 P FSNap1	0	9	0	0	1
21	696	P 46 P Mtron	-20	1	0	0	1
22	695	P 45 P MtBel	-19	1	0	0	1
23	721	P 71 P WBloc	38	11	0	0	1
24	721	P 71 P WBloc	0	15	0	0	1
25	214	S 95 BrshTap2	0	0	0	0	1
26	211	S 92 BrSwL*	0	0	0	1	1
27	216	S 97 BrshSlpL	0	0	0	0	1
28	212	S 93 BrSwH*	0	0	0	1	1
29	199	S 80 SnrRoll*	0	0	0	1	1
30	660	P 10 P Castnt	0	0	0	0	1
31	287	S 168 CapRim	0	2	0	0	0
32	165	S 46 S STK_HT	0	-1	0	0	1
33	19	K 19 BD NN04C	0	0	0	0	1
34	357	S 238 BuzRgRim	0	0	0	0	1
35	4	K 4 BD GMM	0	0	0	0	1
36	3	K 3 BD GMH	0	0	0	0	1
37	754	E 1 E CoolSA	40	0	0	0	1
38	135	S 16 SnareM	0	0	0	0	0
39	664	P 14 P ClapA	0	4	0	0	1
40	196	S 77 Amb 02	12	0	0	0	0
41	553	C 8 RidesizA	0	0	0	0	1
42	603	C 58 H OpnMU	0	0	1	0	1
43	377	T 8 Dry2 Fir	0	0	0	0	1
44	633	C 88 H Pdl13	0	0	1	0	1
45	478	T 109 Distrt L	0	0	0	0	1
46	603	C 58 H OpnMU	0	0	1	0	1
47	477	T 108 Distrt M	0	0	0	0	1
48	476	T 107 Distrt H	0	0	0	0	1
49	591	C 46 C FX01	0	2	0	0	1
50	583	C 38 C Crash	0	0	0	0	1
51	557	C 12 Ridedrk	0	0	0	0	1
52	815	E 62 INDrude3	0	-2	0	0	1
53	576	C 31 RidB Lit	10	0	0	0	1
54	743	P 93 Tambourn	0	-1	0	0	1
55	588	C 43 C Splsh1	0	2	0	0	1
56	677	P 27 P CowB1	20	0	0	0	1
57	585	C 40 CrashB	0	2	0	0	1
58	720	P 70 P VibrS	0	0	0	0	1
59	580	C 35 Ride/EM	6	1	0	0	1
60	657	P 7 P BongHi	0	0	0	0	1
61	658	P 8 P BongLo	0	0	0	0	1
62	670	P 20 P CongaM	0	0	0	0	1
63	661	P 11 P Conga	0	1	0	0	1
64	661	P 11 P Conga	-30	-3	0	0	1
65	710	P 60 P TimbH	0	-5	0	0	1
66	711	P 61 P TimbL	0	-8	0	0	1
67	653	P 3 P AgogH2	40	1	0	0	1
68	653	P 3 P AgogH2	0	-4	0	0	1
69	732	P 82 Cabasa	0	0	0	0	1
70	744	P 94 Maracas	0	0	0	0	1
71	733	P 83 SWhistH*	0	2	0	1	1
72	734	P 84 SWhistL*	0	2	0	1	1
73	689	P 39 P GuiSht	0	9	0	0	1
74	688	P 38 P Guiro	0	0	0	1	1
75	666	P 16 P Clvs	0	-2	0	0	1
76	721	P 71 P WBloc	0	0	0	0	1
77	721	P 71 P WBloc	0	-6	0	0	1
78	681	P 31 P CuicaH	0	0	0	0	1
79	682	P 32 P CuicaL	0	-1	0	0	1
80	714	P 64 P TriMut	0	0	2	0	1
81	715	P 65 P Triang	0	0	2	0	1
82	699	P 49 P Shake1	0	0	0	0	1
83	735	P 85 JingBell	0	2	0	0	1
84	736	P 86 Bell Tre	0	4	0	0	0

26 Vibe

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(0: off)						
		1st	2nd	3rd	4th	5th	RIM	MUTE
PAD1	SNARE	0		Vibes (ch=16)				0
PAD2	TOM1	0		Vibes (ch=16)				0
PAD3	TOM2	0		Vibes (ch=16)				0
PAD4	TOM3	0		Vibes (ch=16)				0
PAD5	TOM4	0		Vibes (ch=16)				0
PAD6	RIDE	0		Vibes (ch=16)				0
PAD7	CRASH	0		Vibes (ch=16)				0
PAD8	H.HAT	(H.Hat)		Vibes (ch=16)				0
PAD9	KICK	0		Vibes (ch=16)			0	0
PAD10		0		Vibes (ch=16)			0	0
PAD11		0		Vibes (ch=16)			0	0
PAD12		0		Vibes (ch=16)			0	0

Drum Voice (ch10)

Note Number	Inst	Voice Name		Pitch	Alt Grp	Key Off	Key mode	
		fine	Corse					
13	702	P	52 P SurdoM	0	0	3	0	1
14	703	P	53 P Surdo	0	2	3	0	1
15	690	P	40 P HiQ	0	2	0	0	1
16	722	P	72 P WHP	2	4	0	0	1
17	697	P	47 P Scrach	0	4	4	0	1
18	697	P	47 P Scrach	0	-2	4	0	1
19	687	P	37 P FSnap2	0	3	0	0	1
20	686	P	36 P FSnap1	0	9	0	0	1
21	696	P	46 P Mtron	-20	1	0	0	1
22	695	P	45 P MIBel	-19	1	0	0	1
23	721	P	71 P WBloc	38	11	0	0	1
24	721	P	71 P WBloc	0	15	0	0	1
25	214	S	95 BrshTap2	0	0	0	0	1
26	211	S	92 BrSwL*	0	0	0	1	1
27	216	S	97 BrshSlpL	0	0	0	0	1
28	212	S	93 BrSwH*	0	0	0	1	1
29	200	S	81 SnRoll2*	0	0	0	1	1
30	660	P	10 P Castnt	0	0	0	0	1
31	135	S	16 SnareM	0	0	0	0	0
32	165	S	46 S STK_HT	0	-1	0	0	1
33	95	K	95 BDalfy2	0	0	0	0	1
34	153	S	34 OpnRimC	0	0	0	0	1
35	6	K	6 BD GMM2	0	3	0	0	1
36	1	K	1 BD DRY 1	0	-4	0	0	1
37	167	S	48 S SStck2	40	0	0	0	1
38	133	S	14 Wood Sn	-29	0	0	0	0
39	664	P	14 P ClapA	0	4	0	0	1
40	136	S	17 SnareH	0	0	0	0	0
41	418	T	49 DRY GM1	0	0	0	0	1
42	623	C	78 H ClsMu	0	0	1	0	1
43	419	T	50 DRY GM2	0	0	0	0	1
44	635	C	90 H PdlMu	0	0	1	0	1
45	420	T	51 DRY GM3	0	0	0	0	1
46	612	C	67 H OPMu	0	0	1	1	1
47	421	T	52 DRY GM4	0	0	0	0	1
48	422	T	53 DRY GM5	0	0	0	1	1
49	583	C	38 C Crash	0	2	0	0	1
50	423	T	54 DRY GM6	0	0	0	0	1
51	573	C	28 RideLite	0	0	0	0	1
52	587	C	42 China	0	-2	0	0	1
53	576	C	31 RidB Lit	10	0	0	0	1
54	743	P	93 Tambour	0	-1	0	0	1
55	588	C	43 C Splsh1	0	2	0	0	1
56	677	P	27 P CowB1	20	0	0	0	1
57	585	C	40 CrashB	0	2	0	0	1
58	720	P	70 P VibrS	0	0	0	0	1
59	570	C	25 SizzLit	36	0	0	1	1
60	657	P	7 P BongHi	0	0	0	1	1
61	658	P	8 P BongLo	0	0	0	1	1
62	670	P	20 P CongaM	0	0	0	1	1
63	661	P	11 P Conga	0	1	0	1	1
64	661	P	11 P Conga	-30	-3	0	1	1
65	710	P	60 P TimbH	0	-5	0	1	1
66	711	P	61 P TimbL	0	-8	0	1	1
67	653	P	3 P AgogH2	40	1	0	1	1
68	653	P	3 P AgogH2	0	-4	0	1	1
69	732	P	82 Cabasa	0	0	0	1	1
70	744	P	94 Maracas	0	0	0	1	1
71	733	P	83 SWhistH*	0	2	0	1	1
72	734	P	84 SWhistL*	0	2	0	1	1
73	689	P	39 P GuiSht	0	9	0	0	1
74	688	P	38 P Guiro	0	0	0	1	1
75	666	P	16 P Clvs	0	-2	0	0	1
76	721	P	71 P WBloc	0	0	0	1	1
77	721	P	71 P WBloc	0	-6	0	0	1
78	681	P	31 P CuicaH	0	0	0	0	1
79	682	P	32 P CuicaL	0	-1	0	0	1
80	714	P	64 P TriMut	0	0	2	0	1
81	715	P	65 P Triang	0	0	2	0	1
82	699	P	49 P Shake1	0	0	0	0	1
83	735	P	85 JingBell	0	2	0	0	1
84	736	P	86 Bell Tre	0	4	0	0	0

27 SteelDrum

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(0: off)						
		1st	2nd	3rd	4th	5th	RIM	MUTE
PAD1	SNARE	0		SteelDrum (ch=16)				0
PAD2	TOM1	0		SteelDrum (ch=16)				0
PAD3	TOM2	0		SteelDrum (ch=16)				0
PAD4	TOM3	0		SteelDrum (ch=16)				0
PAD5	TOM4	0		SteelDrum (ch=16)				0
PAD6	RIDE	0		SteelDrum (ch=16)				0
PAD7	CRASH	0		SteelDrum (ch=16)				0
PAD8	H.HAT	(H.Hat)		SteelDrum (ch=16)				0
PAD9	KICK	0		SteelDrum (ch=16)			0	0
PAD10		0		SteelDrum (ch=16)			0	0
PAD11		0		SteelDrum (ch=16)			0	0
PAD12		0		SteelDrum (ch=16)			0	0

Drum Voice (ch10)

Note Number	Inst	Voice Name		Pitch	Alt Grp	Key Off	Key mode	
		fine	Corse					
13	702	P	52 P SurdoM	0	0	3	0	1
14	703	P	53 P Surdo	0	2	3	0	1
15	690	P	40 P HiQ	0	2	0	0	1
16	722	P	72 P WHP	2	4	0	0	1
17	697	P	47 P Scrach	0	4	4	0	1
18	697	P	47 P Scrach	0	-2	4	0	1
19	687	P	37 P FSnap2	0	3	0	0	1
20	686	P	36 P FSnap1	0	9	0	0	1
21	696	P	46 P Mtron	-20	1	0	0	1
22	695	P	45 P MIBel	-19	1	0	0	1
23	721	P	71 P WBloc	38	11	0	0	1
24	721	P	71 P WBloc	0	15	0	0	1
25	214	S	95 BrshTap2	0	0	0	0	1
26	211	S	92 BrSwL*	0	0	0	1	1
27	216	S	97 BrshSlpL	0	0	0	0	1
28	212	S	93 BrSwH*	0	0	0	1	1
29	200	S	81 SnRoll2*	0	0	0	1	1
30	660	P	10 P Castnt	0	0	0	0	1
31	135	S	16 SnareM	0	0	0	0	0
32	165	S	46 S STK_HT	0	-1	0	0	1
33	95	K	95 BDalfy2	0	0	0	0	1
34	153	S	34 OpnRimC	0	0	0	0	1
35	6	K	6 BD GMM2	0	3	0	0	1
36	1	K	1 BD DRY 1	0	-4	0	0	1
37	167	S	48 S SStck2	40	0	0	0	1
38	133	S	14 Wood Sn	-29	0	0	0	0
39	664	P	14 P ClapA	0	4	0	0	1
40	136	S	17 SnareH	0	0	0	0	0
41	418	T	49 DRY GM1	0	0	0	0	1
42	623	C	78 H ClsMu	0	0	1	0	1
43	419	T	50 DRY GM2	0	0	0	0	1
44	635	C	90 H PdlMu	0	0	1	0	1
45	420	T	51 DRY GM3	0	0	0	0	1
46	612	C	67 H OPMu	0	0	1	1	1
47	421	T	52 DRY GM4	0	0	0	0	1
48	422	T	53 DRY GM5	0	0	0	1	1
49	583	C	38 C Crash	0	2	0	0	1
50	423	T	54 DRY GM6	0	0	0	0	1
51	573	C	28 RideLite	0	0	0	0	1
52	587	C	42 China	0	-2	0	0	1
53	576	C	31 RidB Lit	10	0	0	0	1
54	743	P	93 Tambour	0	-1	0	0	1
55	588	C	43 C Splsh1	0	2	0	0	1
56	677	P	27 P CowB1	20	0	0	0	1
57	585	C	40 CrashB	0	2	0	0	1
58	720	P	70 P VibrS	0	0	0	0	1
59	570	C	25 SizzLit	36	0	0	1	1
60	657	P	7 P BongHi	0	0	0	1	1
61	658	P	8 P BongLo	0	0	0	1	1
62	670	P	20 P CongaM	0	0	0	1	1
63	661	P	11 P Conga	0	1	0	1	1
64	661	P	11 P Conga	-30	-3	0	1	1
65	710	P	60 P TimbH	0	-5	0	1	1
66	711	P	61 P TimbL	0	-8	0	1	1
67	653	P	3 P AgogH2	40	1	0	1	1
68	653	P	3 P AgogH2	0	-4	0	1	1
69	732	P	82 Cabasa	0	0	0	1	1
70	744	P	94 Maracas	0	0	0	1	1
71	733	P	83 SWhistH*	0	2	0	1	1
72	734	P	84 SWhistL*	0	2	0	1	1
73	689	P	39 P GuiSht	0	9	0	0	1
74	688	P	38 P Guiro	0	0	0	1	1
75	666	P	16 P Clvs	0	-2	0	0	1
76	721	P	71 P WBloc	0	0	0	1	1
77	721	P	71 P WBloc	0	-6	0	0	1
78	681	P	31 P CuicaH	0	0	0	0	1
79	682	P	32 P CuicaL	0	-1	0	0	1
80	714	P	64 P TriMut	0	0	2	0	1
81	715	P	65 P Triang	0	0	2	0	1
82	699	P	49 P Shake1	0	0	0	0	1
83	735	P	85 JingBell	0	2	0	0	1
84	736	P	86 Bell Tre	0	4	0	0	0

28 Strings

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(0: off)					RIM	MUTE
		1st	2nd	3rd	4th	5th		
PAD1	SNARE	0			Syn.Str1 (ch=16)			0
PAD2	TOM1	0			Syn.Str1 (ch=16)			0
PAD3	TOM2	0			Syn.Str1 (ch=16)			0
PAD4	TOM3	0			Syn.Str1 (ch=16)			0
PAD5	TOM4	0			Syn.Str1 (ch=16)			0
PAD6	RIDE	0			Syn.Str1 (ch=16)			0
PAD7	CRASH	0			Syn.Str1 (ch=16)			0
PAD8	H.HAT	(H.Hat)			Syn.Str1 (ch=16)			0
PAD9	KICK	0			Syn.Str1 (ch=16)	0	0	0
PAD10		0			Syn.Str1 (ch=16)	0	0	0
PAD11		0			Syn.Str1 (ch=16)	0	0	0
PAD12		0			Syn.Str1 (ch=16)	0	0	0

Drum Voice (ch10)

Note Number	Inst	Voice Name	Pitch		Alt Grp	Key Off	Key mode
			fine	Corse			
13	702	P 52 P SurdoM	0	0	3	0	1
14	703	P 53 P Surdo	0	2	3	0	1
15	690	P 40 P HiQ	0	2	0	0	1
16	722	P 72 P WHP	2	4	0	0	1
17	697	P 47 P Scrach	0	4	4	0	1
18	697	P 47 P Scrach	0	-2	4	0	1
19	687	P 37 P FSnap2	0	3	0	0	1
20	686	P 36 P FSnap1	0	9	0	0	1
21	696	P 46 P Mtron	-20	1	0	0	1
22	695	P 45 P MtBel	-19	1	0	0	1
23	721	P 71 P WBloc	38	11	0	0	1
24	721	P 71 P WBloc	0	15	0	0	1
25	214	S 95 BrshTap2	0	0	0	0	1
26	211	S 92 BrSwL*	0	0	0	1	1
27	216	S 97 BrshSlpL	0	0	0	0	1
28	212	S 93 BrSwH*	0	0	0	1	1
29	200	S 81 SnRoll2*	0	0	0	1	1
30	660	P 10 P Castnt	0	0	0	0	1
31	135	S 16 SnareM	0	0	0	0	0
32	165	S 46 S STK_HT	0	-1	0	0	1
33	95	K 95 BDafly2	0	0	0	0	1
34	153	S 34 OpnRimC	0	0	0	0	1
35	6	K 6 BD GMM2	0	3	0	0	1
36	1	K 1 BD DRY 1	0	-4	0	0	1
37	167	S 48 S SStck2	40	0	0	0	1
38	133	S 14 Wood Sn	-29	0	0	0	0
39	664	P 14 P ClapA	0	4	0	0	1
40	136	S 17 SnareH	0	0	0	0	0
41	418	T 49 DRY GM1	0	0	0	0	1
42	623	C 78 H ClsMu	0	0	1	0	1
43	419	T 50 DRY GM2	0	0	0	0	1
44	635	C 90 H PdlMu	0	0	1	0	1
45	420	T 51 DRY GM3	0	0	0	0	1
46	612	C 67 H OPMU	0	0	1	1	1
47	421	T 52 DRY GM4	0	0	0	0	1
48	422	T 53 DRY GM5	0	0	0	1	1
49	583	C 38 C Crash	0	2	0	0	1
50	423	T 54 DRY GM6	0	0	0	0	1
51	573	C 28 RideLite	0	0	0	0	1
52	587	C 42 China	0	-2	0	0	1
53	576	C 31 RidB Lit	10	0	0	0	1
54	743	P 93 Tambour	0	-1	0	0	1
55	588	C 43 C Splsh1	0	2	0	0	1
56	677	P 27 P CowB1	20	0	0	0	1
57	585	C 40 CrashB	0	2	0	0	1
58	720	P 70 P Vibrs	0	0	0	0	1
59	570	C 25 SizzLit	36	0	0	1	1
60	657	P 7 P BongHi	0	0	0	1	1
61	658	P 8 P BongLo	0	0	0	1	1
62	670	P 20 P CongaM	0	0	0	1	1
63	661	P 11 P Conga	0	1	0	1	1
64	661	P 11 P Conga	-30	-3	0	1	1
65	710	P 60 P TimbH	0	-5	0	1	1
66	711	P 61 P TimbL	0	-8	0	1	1
67	653	P 3 P AgogH2	40	1	0	1	1
68	653	P 3 P AgogH2	0	-4	0	1	1
69	732	P 82 Cabasa	0	0	0	1	1
70	744	P 94 Maracas	0	0	0	1	1
71	733	P 83 SWhistH*	0	2	0	1	1
72	734	P 84 SWhistL*	0	2	0	1	1
73	689	P 39 P GuiSht	0	9	0	0	1
74	688	P 38 P Guiro	0	0	0	1	1
75	666	P 16 P Clvs	0	-2	0	0	1
76	721	P 71 P WBloc	0	0	0	1	1
77	721	P 71 P WBloc	0	-6	0	0	1
78	681	P 31 P CuicaH	0	0	0	0	1
79	682	P 32 P CuicaL	0	-1	0	0	1
80	714	P 64 P TriMut	0	0	2	0	1
81	715	P 65 P Triang	0	0	2	0	1
82	699	P 49 P Shake1	0	0	0	0	1
83	735	P 85 JingBell	0	2	0	0	1
84	736	P 86 Bell Tre	0	4	0	0	0

29 Bass

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(0: off)					RIM	MUTE
		1st	2nd	3rd	4th	5th		
PAD1	SNARE	0	60	0	0	0	61	0
PAD2	TOM1	0	62	0	0	0	63	0
PAD3	TOM2	0	64	0	0	0	65	0
PAD4	TOM3	0	65	0	0	0	66	0
PAD5	TOM4	0	67	0	0	0	68	0
PAD6	RIDE	0	69	0	0	0	70	0
PAD7	CRASH	0	71	0	0	0	72	54
PAD8	H.HAT	(H.Hat)	59	42	44	0	46	0
PAD9	KICK	0	48	0	0	0	0	0
PAD10		0	72	0	0	0	0	0
PAD11		0	74	0	0	0	0	0
PAD12		0	76	0	0	0	0	0

Drum Voice (ch10)

Note Number	Inst	Voice Name	Pitch		Alt Grp	Key Off	Key mode
			fine	Corse			
13	702	P 52 P SurdoM	0	0	3	0	1
14	703	P 53 P Surdo	0	2	3	0	1
15	690	P 40 P HiQ	0	2	0	0	1
16	722	P 72 P WHP	2	4	0	0	1
17	697	P 47 P Scrach	0	4	4	0	1
18	697	P 47 P Scrach	0	-2	4	0	1
19	687	P 37 P FSnap2	0	3	0	0	1
20	686	P 36 P FSnap1	0	9	0	0	1
21	696	P 46 P Mtron	-20	1	0	0	1
22	695	P 45 P MtBel	-19	1	0	0	1
23	721	P 71 P WBloc	38	11	0	0	1
24	721	P 71 P WBloc	0	15	0	0	1
25	214	S 95 BrshTap2	0	0	0	0	1
26	211	S 92 BrSwL*	0	0	0	1	1
27	216	S 97 BrshSlpL	0	0	0	0	1
28	212	S 93 BrSwH*	0	0	0	1	1
29	200	S 81 SnRoll2*	0	0	0	1	1
30	660	P 10 P Castnt	0	0	0	0	1
31	135	S 16 SnareM	0	0	0	0	0
32	165	S 46 S STK_HT	0	-1	0	0	1
33	95	K 95 BDafly2	0	0	0	0	1
34	153	S 34 OpnRimC	0	0	0	0	1
35	6	K 6 BD GMM2	0	3	0	0	1
36	1	K 1 BD DRY 1	0	-4	0	0	1
37	167	S 48 S SStck2	40	0	0	0	1
38	133	S 14 Wood Sn	-29	0	0	0	0
39	664	P 14 P ClapA	0	4	0	0	1
40	136	S 17 SnareH	0	0	0	0	0
41	418	T 49 DRY GM1	0	0	0	0	1
42	623	C 78 H ClsMu	0	0	1	0	1
43	419	T 50 DRY GM2	0	0	0	0	1
44	916	b 19 SyBass3H	0	0	1	1	1
45	420	T 51 DRY GM3	0	0	0	0	1
46	898	b 1 AcBass	0	0	0	1	1
47	421	T 52 DRY GM4	0	0	0	0	1
48	899	b 2 SyBass1L	0	0	0	1	1
49	583	C 38 C Crash	0	2	0	0	1
50	423	T 54 DRY GM6	0	0	0	0	1
51	573	C 28 RideLite	0	0	0	0	1
52	587	C 42 China	0	-2	0	0	1
53	576	C 31 RidB Lit	10	0	0	0	1
54	743	P 93 Tambour	0	-1	0	0	1
55	588	C 43 C Splsh1	0	2	0	0	1
56	677	P 27 P CowB1	20	0	0	0	1
57	585	C 40 CrashB	0	2	0	0	1
58	720	P 70 P Vibrs	0	0	0	0	1
59	915	b 18 SyBass3L	0	0	0	1	1
60	898	b 1 AcBass	0	0	0	1	1
61	900	b 3 SyBass1H	0	0	0	1	1
62	901	b 4 BasSAWL*	0	0	0	1	1
63	902	b 5 BasSAWH*	0	0	0	1	1
64	903	b 6 SyBass2L	0	0	0	1	1
65	905	b 8 BassSINL	0	0	0	1	1
66	906	b 9 BassSINH	0	0	0	1	1
67	907	b 10 S.BassL	0	0	0	1	1
68	908	b 11 S.BassH	0	0	0	1	1
69	909	b 12 P.BassL	0	0	0	1	1
70	910	b 13 P.BassH	0	0	0	1	1
71	911	b 14 J.BassL	0	0	0	1	1
72	912	b 15 J.BassH	0	0	0	1	1
73	689	P 39 P GuiSht	0	9	0	0	1
74	913	b 16 E.BassL	0	0	0	1	1
75	666	P 16 P Clvs	0	-2	0	0	1
76	914	b 17 E.BassH	0	0	0	1	1
77	721	P 71 P WBloc	0	-6	0	0	1
78	681	P 31 P CuicaH	0	0	0	0	1
79	682	P 32 P CuicaL	0	-1	0	0	1
80	714	P 64 P TriMut	0	0	2	0	1
81	715	P 65 P Triang	0	0	2	0	1
82	699	P 49 P Shake1	0	0	0	0	1
83	735	P 85 JingBell	0	2	0	0	1
84	736	P 86 Bell Tre	0	4	0	0	0

30, 31, 32 User kit

PAD ASSIGNMENT

Trigger Input	Key-on Mode	Note #(0: off)							
		1st	2nd	3rd	4th	5th	RIM	MUTE	
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	51	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	17	0
PAD12		0	56	0	0	0	0	0	0

Drum Voice (ch10)

Note Number	Inst	Voice Name		Pitch		Alt Grp	Key Off	Key mode	
				fine	Corse				
13	520	T	151	ACTomH	-33	1	3	0	1
14	521	T	152	ACTomM	0	0	3	0	1
15	522	T	153	ACTomL	0	-2	0	0	1
16	602	C	57	H OpnL2	-12	0	0	0	1
17	523	T	154	ACTomF	0	-2	4	0	1
18	697	P	47	P Scrach	0	-2	4	0	1
19	687	P	37	P FSnap2	0	3	0	0	1
20	639	C	94	H SpINB	0	-1	1	0	1
21	696	P	46	P Mtron	-20	1	0	0	1
22	695	P	45	P MtBel	-19	1	0	0	1
23	721	P	71	P WBlloc	38	11	0	0	1
24	721	P	71	P WBlloc	0	15	0	0	1
25	214	S	95	BrshTap2	0	0	0	0	1
26	211	S	92	BrSwL*#	0	0	0	1	1
27	216	S	97	BrshSlpL	0	0	0	0	1
28	212	S	93	BrSwH*#	0	0	0	1	1
29	200	S	81	SnRoll2*#	0	0	0	1	1
30	660	P	10	P Castnt	0	0	0	0	1
31	128	S	9	Wood65	0	1	0	0	0
32	165	S	46	S STK_HT	0	-1	0	0	1
33	95	K	95	BDafty2	0	0	0	0	1
34	357	S	238	BuzRgRim	-36	-1	0	0	1
35	7	K	7	BD 24Dry	0	4	0	0	1
36	111	K	111	BDbas1	0	0	0	0	1
37	167	S	48	S SStck2	40	0	0	0	1
38	368	S	249	Cool Dry	0	1	0	0	0
39	664	P	14	P ClapA	0	4	0	0	1
40	232	S	113	Loosy	-35	2	0	0	0
41	373	T	4	Dry1 Flr	0	-5	0	0	1
42	624	C	79	H Cls13	0	0	0	0	1
43	373	T	4	Dry1 Flr	0	-2	0	0	1
44	636	C	91	H PdIDW	0	0	1	0	1
45	372	T	3	Dry1 Lo	0	-1	0	0	1
46	602	C	57	H OpnL2	-12	0	1	0	1
47	371	T	2	Dry1 Mid	0	1	0	0	1
48	370	T	1	Dry1 Hi	0	3	0	0	1
49	585	C	40	CrashB	0	0	0	0	1
50	370	T	1	Dry1 Hi	0	5	0	0	1
51	558	C	13	Sizzler	0	-2	0	0	0
52	559	C	14	FlatTop	0	-1	0	0	1
53	551	C	6	Bell A	10	0	0	0	1
54	743	P	93	Tambourm	0	0	0	0	1
55	587	C	42	China	0	-2	0	0	1
56	678	P	28	P CowB2	20	0	0	0	1
57	585	C	40	CrashB	0	2	0	0	1
58	720	P	70	P VibrS	0	0	0	0	1
59	554	C	9	RidesizB	36	-2	0	0	0
60	657	P	7	P BongHi	0	0	0	0	1
61	658	P	8	P BongLo	0	0	0	0	1
62	670	P	20	P CongaM	0	0	0	0	1
63	661	P	11	P Conga	0	1	0	0	1
64	661	P	11	P Conga	-30	-3	0	0	1
65	710	P	60	P TimbH	0	-5	0	0	1
66	711	P	61	P TimbL	0	-8	0	0	1
67	653	P	3	P AgogH2	40	1	0	0	1
68	653	P	3	P AgogH2	0	-4	0	0	1
69	732	P	82	Cabasa	0	0	0	0	1
70	744	P	94	Maracas	0	0	0	0	1
71	733	P	83	SWhistH*#	0	2	0	1	1
72	734	P	84	SWhistL*#	0	2	0	1	1
73	689	P	39	P GuiSht	0	9	0	0	1
74	688	P	38	P Guiro	0	0	0	1	1
75	666	P	16	P Clvs	0	-2	0	0	1
76	721	P	71	P WBlloc	0	0	0	0	1
77	721	P	71	P WBlloc	0	-6	0	0	1
78	681	P	31	P CuicaH	0	0	0	0	1
79	682	P	32	P CuicaL	0	-1	0	0	1
80	714	P	64	P TriMut	0	0	2	0	1
81	715	P	65	P Triang	0	0	2	0	1
82	699	P	49	P Shake1	0	0	0	0	1
83	551	C	6	Bell A	0	2	0	0	1
84	736	P	86	Bell Tre	0	4	0	0	0

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