



**Drums Plug-in Board
Drums Plug-in Board
Carte Plug-in Batterie**

PLG150-DR

**Percussion Plug-in Board
Percussion Plug-in Board
Carte Plug-in Percussion**

PLG150-PC

English

Deutsch

Français

**MODULAR SYNTHESIS
PLUG-IN SYSTEM**



**Owner's Manual
Bedienungsanleitung
Mode d'emploi**

Precautions

- Do not expose the plug-in board to direct sunlight, excessive humidity, high temperatures, excessive dust or strong vibrations.
 - Before handling the plug-in board, be sure to touch a metal surface to discharge any static electricity which may be in your body.
 - When holding the plug-in board, do not touch the inside area of the circuit board or apply excessive pressure to the board, and be sure to protect the board from contact with water or other liquids.
 - Before installing the plug-in board onto a tone generator/sound card, unplug the power connector of your computer.
 - Before connecting the computer to other devices, turn off the power switches of all devices.
 - Yamaha is not responsible for loss of data through computer malfunctions or operator actions.
 - The plug-in board contains no user-serviceable parts, so never touch the inside area of the circuit board or tamper with the electronic circuitry in any way. Doing so may result in electrical shock or damage to the plug-in board.
- YAMAHA CANNOT BE HELD RESPONSIBLE FOR DAMAGE CAUSED BY IMPROPER CARE AND USE OF THE PLUG-IN BOARD.**

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* The screens as illustrated in this owner's manual are for instructional purposes only, and may appear somewhat different from the ones of your instrument.

FCC INFORMATION (U.S.A.)

1. IMPORTANT NOTICE: DO NOT MODIFY THIS UNIT!

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

2. IMPORTANT: When connecting this product to accessories and/or another product use only high quality shielded cables. Cable/s supplied with this product MUST be used. Follow all installation instructions. Failure to follow instructions could void your FCC authorization to use this product in the USA.

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

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

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

In the case of radio or TV interference, relocate/reorient the antenna. If the antenna lead-in is 300 ohm ribbon lead, change the lead-in to co-axial type cable.

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

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This Class B digital apparatus complies with Canadian ICES-003.

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- This applies only to products distributed by Yamaha Canada Music Ltd.
- Ceci ne s'applique qu'aux produits distribués par Yamaha Canada Musique Ltée.

Congratulations and thank you for purchasing the Yamaha PLG150-DR Drums Plug-in Board/PLG150-PC Percussion Plug-in Board!

The PLG150-DR/PLG150-PC is a custom tone generator designed for use with a variety of Yamaha electronic musical instruments. Foremost, the PLG150-DR/PLG150-PC can be installed to and integrated with instruments of the Modular Synthesis Plug-in System (such as the MOTIF, S80, etc.) It can also be used seamlessly with the MU128 Tone Generator (as well as other MU-series instruments and the SW1000XG PCI Audio/MIDI Board).

To install your PLG150-DR/PLG150-PC correctly and to ensure full enjoyment of its sophisticated functions, be sure to read this manual very carefully. When finished, keep the manual in a secure and convenient place for future reference.

SPECIAL NOTICE

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- Copying of the commercially available music sequence data and/or digital audio files is strictly prohibited except for your personal use.
- Future upgrades of application and system software and any changes in specifications and functions will be announced separately.

MODULARSYNTHESIS PLUG-INSYSTEM

About the Modular Synthesis Plug-in System

The Yamaha Modular Synthesis Plug-in System offers powerful expansion and upgrade capabilities for Modular Synthesis-Plug-in-compatible synthesizers, tone generators and sound cards. This enables you to easily and effectively take advantage of the latest and most sophisticated synthesizer and effects technology, allowing you to keep pace with the rapid and multi-faceted advances in modern music production.



About the XG Plug-in System

The Yamaha XG Plug-in System offers powerful expansion and upgrade capabilities for XG-Plug-in-compatible tone generators and sound cards. This enables you to easily and effectively take advantage of the latest and most sophisticated synthesizer and effects technology, allowing you to keep pace with the rapid and multi-faceted advances in modern music production.

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Overview of the PLG150-DR/PLG150-PC

Main Features of the PLG150-DR/PLG150-PC

- Once connected and installed, the PLG150-DR/PLG150-PC becomes a seamless additional sound source for the host tone generator or synthesizer — providing a total of 88 drum/percussion voices (80 Preset, 8 User), which can be edited from the panel of the host device. The PLG150-DR/PLG150-PC can be easily installed to any device compatible with the Modular Synthesis Plug-in System or the XG Plug-in System.
- A single PLG150-DR/PLG150-PC Plug-in Board functions as one part for the host device, providing up to 32 different voices (in mono sampling), and several boards can be installed to the same host device.
- Thanks to the built-in effect processing power, the PLG150-DR/PLG150-PC has two separate effect blocks — Insertion and Reverb — that can be applied to each kit.
- With the included Voice Editor, you can easily edit the sound for each note in the kit as well as the effect parameters, and create up to eight original User kits — all from your Windows computer.
- The PLG150-DR also features a special drum kit based on the stunning stereo drum kit of the popular Yamaha MOTIF. (Not all of the sounds are exactly the same.) For MOTIF users, this means you can use the PLG150-DR to play high-quality drum tracks and free up maximum polyphony for other sounds on the MOTIF.
- The PLG150-DR also has drum kits that have the same note mapping as XG kits — making them fully compatible with any XG song data. This means you can simply enter desired program changes, and your drum tracks will play and sound exactly as intended — or even better!

Included Items

The following items have been included in the package of your new PLG150-DR/PLG150-PC. Please make sure that you have them all before starting to setup and use the instrument. If an item is missing, contact the store or dealer from which you purchased the PLG150-DR/PLG150-PC.

- PLG150-DR/PLG150-PC Plug-in Board
- PLG150-DR/PLG150-PC Owner's Manual (this book)
- CD-ROM

Required and Recommended Items

In addition to the included items listed above, you should also have the following:

■ Synthesizer/Tone Generator/Sound Card Compatible with the Modular Synthesis or XG Plug-in Systems

In order to use the PLG150-DR/PLG150-PC, you'll need a synthesizer, tone generator or sound card that is compatible with the Modular Synthesis Plug-in System or the XG Plug-in System. Compatible instruments include the MOTIF, MU128, and the SW1000XG. The synthesizer/tone generator/sound card should also have an available slot or space for installing the PLG150-DR/PLG150-PC.

Installing the PLG150-DR/PLG150-PC

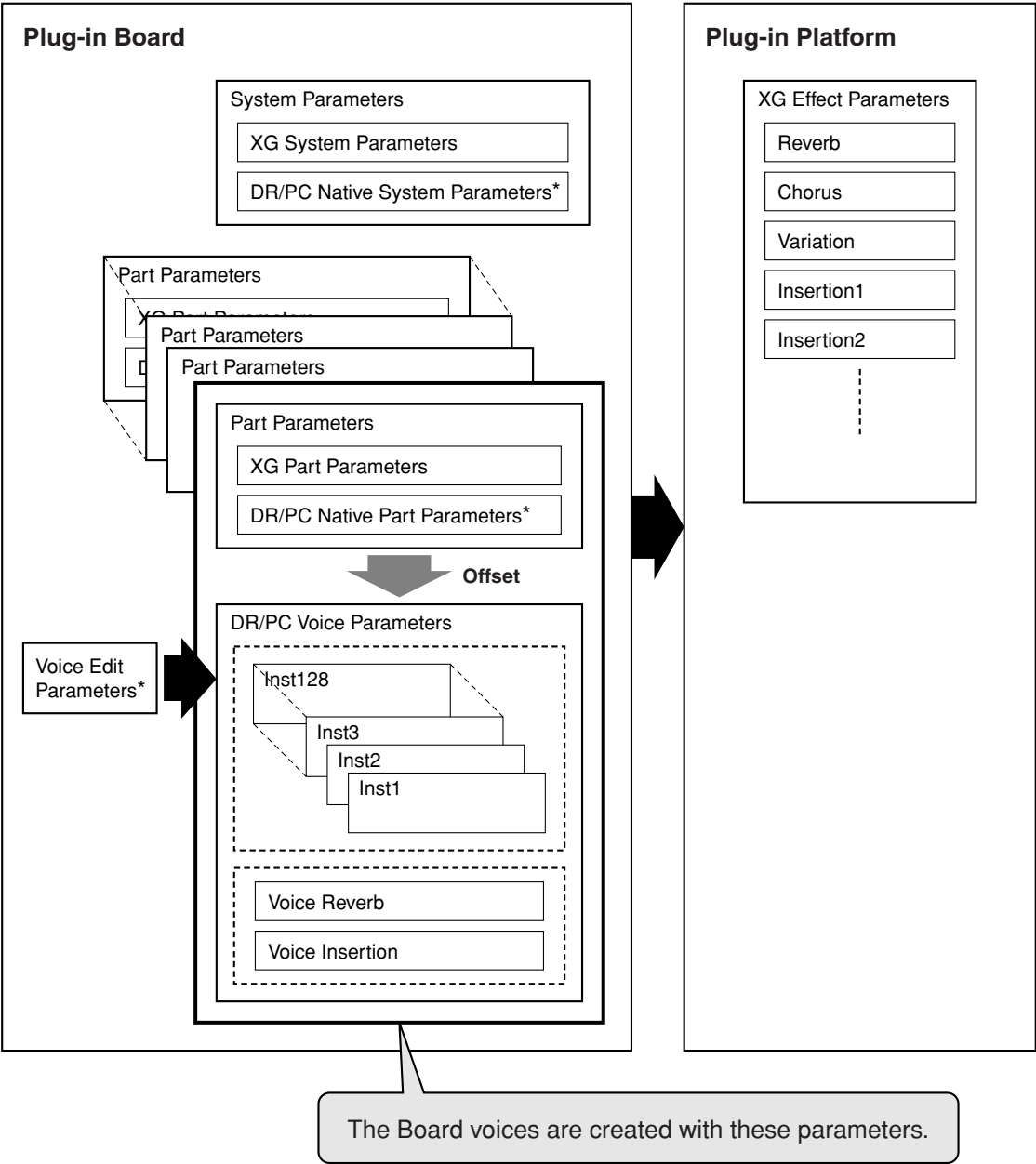
For detailed instructions on installing the PLG150-DR/PLG150-PC, refer to the owner's manual of the Plug-in-compatible "mother" device (e.g., MOTIF, MU128, etc.).

Specifications

Tone Generation System :	AWM2 (Advanced Wave Memory 2)
Polyphony :	32 (when using mono-sampled voices)
Number of voices :	80 Preset voices, 8 User voice area
Interface :	Plug-in connector
Effects :	Insertion, Reverb
Dimensions (W x H x D) :	138.5 x 89.0 x 8.5mm
Weight :	62g
Included Items :	Owner's Manual, CD-ROM

* Specifications subject to change without notice.

Parameter Structure



* See page 13 for details.

For Modular Synthesis Plug-in System Users

Selecting DR/PC Voices

When the PLG150-DR/PLG150-PC is installed to a synthesizer compatible with the Modular Synthesis Plug-in System, the DR/PC voices can be selected in the same way as the internal voices of the synthesizer.



- When several boards are installed to the same host device, set the "PolyExpand" parameter on the synthesizer to off.
- The example displays used in the following explanations are all taken from the MOTIF.

1 Enter the Voice Play mode.

Press the [VOICE] button.

2 Select a Plug-in voice.

Press any of the [PLG1] - [PLG3] buttons. The following display (or one similar) appears.

VOICE		DIR		Voice	
BANK	P1-B	GROUP	A B C D E F G H		
1	LiveRm A	5	RockSt1	13	SmlRoom1
2	LiveRm B	6	RockSt2	10	SmlRoom2
3	PowrdStd	7	DryKit A	11	HeavyKit
4	DryStand	8	DryKit B	12	KingSnrs
				13	Rocky
				14	Trashed1
				15	Trashed2
				16	Trashed3

3 Select a Group.

Press any of the GROUP [A] - [H] buttons.

4 Select a Voice.

Press any of the NUMBER [1] - [16] buttons.



When using the PLG150-DR in the Song mode on the MOTIF, make sure to make these settings:

- Set the Receive Channel of the [PLG] part (the part to which the PLG150-DR has been assigned) to Channel 10.
- On the MOTIF, set the internal part assigned to Channel 10 to off.

For MOTIF6/MOTIF7/MOTIF8 users

To get the most out of your PLG150-DR/PLG150-PC, please go to the web address below and download the latest version of the MOTIF operating system.

<http://www.yamahasynth.com>

Editing the DR/PC Native Part Parameters

The following explanations show how to edit the DR/PC native part parameters when creating PLG voices, using the MOTIF Control Synthesizer as an example. For information on storing the PLG voices with your particular Modular Synthesis Plug-in System compatible instrument, refer to the owner's manual of that instrument.



Keep in mind that the parameter values and settings below represent offsets of the actual voice settings. This means that adjustments made to the parameters may not make much change in the actual sound, depending on the original settings of the voice. For parameter values, a setting of "0" results in no change, while positive and negative values increase and decrease the value respectively.

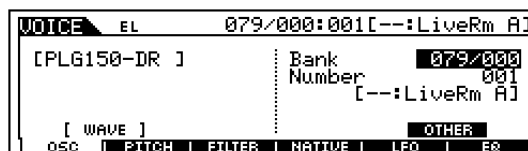
1 Select the desired DR/PC voice, as described in "Selecting DR/PC Voices" on page 8.

2 Enter the Voice Edit mode.

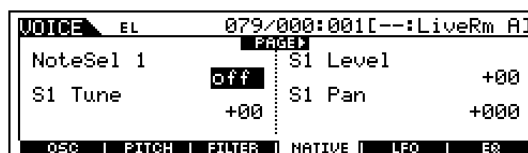
Press the [EDIT] button.

3 Select an element to be edited.

1) Press any one of the NUMBER buttons ([1] - [4]) to edit the element parameters.



2) Press the [F4] button to select the "NATIVE" element.



4 Select the desired parameter.

Use the cursor buttons to select the desired parameter.



For a list of available parameters, see page 13.

5 Adjust the value or change the setting for the selected parameter.

Use the [INC/YES] and [DEC/NO] buttons or the data dial.

For XG Plug-in System Users

The PLG150-DR/PLG150-PC voices can be selected just like the voices of the XG tone generator. Keep in mind, though, that they can only be selected when the Sound Module Mode is set to XG or Performance. Also, the Part Assign parameter in the Utility mode (see below) must be set to the desired Part.

NOTE The example displays used in the following explanations are all taken from the MU128.

■ Enabling and Selecting DR/PC Voices

1 Set the Sound Module Mode to “XG” or “PFM” (Performance).

Press the [MODE] button and use the [SELECT ◀/▶] buttons.

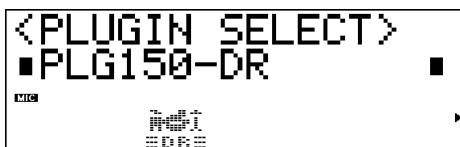
2 Set the Part Assign parameter to the desired Part number.

To do this:

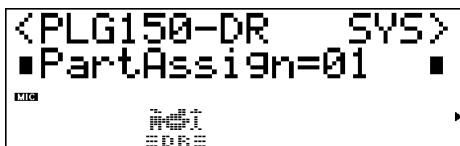
- 1) Press the [UTIL] button.



- 2) Select the “PLUGIN” menu (with the [SELECT ▶] button) and press [ENTER].



- 3) Select the “PLG150-DR/PLG150-PC” menu if necessary (with the [SELECT ◀/▶] buttons), and press [ENTER]. The Part Assign menu appears.



- 4) Use the [VALUE -/+] buttons or dial to change the Part number.

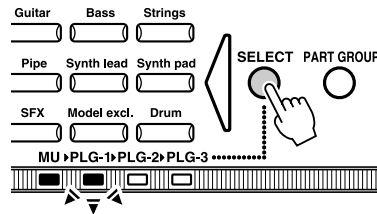
The Part Assign range for the XG mode is 1 - 16 and “off”; for the Performance mode, it is 1 - 4 and “off.”

Press the [EXIT] button to return to the Play mode.

NOTE When several boards are installed to the same host device, assign them to the different parts.

3 Enable the PLG150-DR/PLG150-PC board for the desired Part.

First, make sure that the appropriate Part is selected (using the [PART -/+] buttons), then press the [SELECT] button. The icon of the selected board appears in the display and the corresponding LED at the bottom of the panel (PLG-1, -2, or -3) flashes briefly.



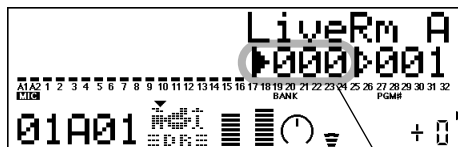
4 Select the desired bank number.

Move the cursor to the Bank Number parameter with the [SELECT ◀/▶] buttons and use the [VALUE -/+] buttons to select the desired bank.

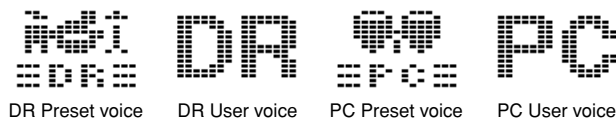
5 Select the desired voice number.

Move the cursor to the Voice (Program) Number parameter with the [SELECT ◀/▶] buttons and use the [VALUE -/+] buttons to select the desired voice.

- DR Preset voice : 000, 001-080
- DR User voice : 000, 001-008
- PC Preset voice : 001, 001-080
- PC User voice : 001, 001-008



Bank Number parameter



Alternately, you can select voices from a connected MIDI keyboard, or from sequencing software on a connected computer.

For a list of available voices and their bank/voice numbers, see page 26.

Editing the DR/PC Native Part Parameters

Any of the DR/PC voices can be freely edited from the front panel with the DR/PC Native Part parameters. Keep in mind that changing the Part parameters does not permanently affect the original voice settings. The edits that you make here temporarily change the settings of the currently selected voice. When you select a different voice for the Part, the settings are applied to the newly selected voice.



- The parameter values and settings below represent offsets of the actual voice settings. This means that adjustments made to the parameters may not make much change in the actual sound, depending on the original settings of the voice. For parameter values, a setting of “0” results in no change, while positive and negative values increase and decrease the value respectively.
- The Part parameter settings cannot be saved in Multi Play mode. If you wish to save your Part parameter edits, do it from the Performance mode or Plug-in Board Editor.
- The example displays used in the following explanations are all taken from the MU128.

1 Select the Part having the DR/PC voice, then select the desired voice.

Select the appropriate Part with the [PART +/-] buttons, then, with the cursor at the Voice Number parameter, select the desired voice.



2 Press the [EDIT] button to enter the Edit mode.



3 Select the “PLUGIN” menu.

Use the [SELECT ►] button, then press the [ENTER] button. The PLG150-DR/PLG150-PC Edit menu appears.



4 Select the desired parameter.

Use the [SELECT ◀/▶] buttons.

5 Adjust the value or change the setting for the selected parameter.

Use the [VALUE +/-] buttons.

6 Return to the main Play display.

Press the [EXIT] button several times, or press the [PLAY] button once.

Native Part Parameters

These parameters are used to offset the actual settings (made on the host device) of the voices of the PLG150-DR/PLG150-PC Plug-in Board. Tune, Pan, Level, and other settings can be made for each of any four instruments, and Insertion effects can also be applied.

Keep in mind that these offset Part parameters do not permanently change the original kit settings. Also remember that for parameters with values, a setting of “0” results in no change to the original setting, while positive and negative values change the setting accordingly. For example, if the original Pan setting for a sound is all the way to the left, a setting of “0” for the Pan parameter here does NOT represent “center” — it simply keeps the sound at its current hard-left position.

● Note Select 1 - Note Select 4

This determines the specific note (instrument sound) for which the same numbered Native Part parameters will be effective. Set this parameter to the note (1 - 4) you wish to edit, then set the corresponding parameters (1 - 4) below to edit it.

Range: C-2 — G8, Off

● Note Select 1 Tune - Note Select 4 Tune

This determines the pitch of the selected note's instrument. The greater the value the higher the pitch. Negative values lower the pitch.

Range: -64 — +00 — +63

● Note Select 1 Level - Note Select 4 Level

This determines the level or volume of the selected note's instrument.

Range: -64 — +00 — +63

● Note Select 1 Pan - Note Select 4 Pan

This determines the stereo position of the selected note's instrument. The lower the value (more negative), the further left the sound is in the stereo image. The higher the value (more positive), the further right the sound is.

Range: -127 — +00 — +127

● Note Select 1 Ins Eff - Note Select 4 Ins Eff (Insertion Effect)

This determines whether the PLG150-DR/PLG150-PC's built-in Insertion effect is applied to the selected note's instrument or not. (When set to “on,” the Insertion effect is applied.) When this is set to “Inst,” the original setting for the kit is maintained.

Settings: off, on, Inst

● Note Select 1 Rev Send - Note Select 4 Rev Send (Reverb Send)

This determines the level of the selected note's instrument that is sent to the PLG150-DR/PLG150-PC's built-in Reverb effect. This parameter has no effect if the Insertion effect (above) is on.

Range: -127 — +00 — +127

● INS L.Freq (Insertion Effect — EQ Low Frequency)

This determines the particular frequency which is boosted or cut (in the Low Gain parameter below) for the selected note's instrument. When this is set to "Vce," the original setting for the kit (voice) is maintained.

Settings/Range: 50Hz — 2.0kHz, Vce (**** : Not available)

● INS L.Gain (Insertion Effect — EQ Low Gain)

This determines the level of the specified frequency (in the Low Frequency parameter above) for the selected note's instrument. When this is set to "Vce," the original setting for the kit (voice) is maintained.

Settings/Range: -12 — +12dB, Vce (**** : Not available)

● INS H.Freq (Insertion Effect — EQ High Frequency)

This determines the particular frequency which is boosted or cut (in the High Gain parameter below) for the selected note's instrument. When this is set to "Vce," the original setting for the kit (voice) is maintained.

Settings/Range: 500Hz — 16kHz, Vce (**** : Not available)

● INS H.Gain (Insertion Effect — EQ High Gain)

This determines the level of the specified frequency (in the High Frequency parameter above) for the selected note's instrument. When this is set to "Vce," the original setting for the kit (voice) is maintained.

Settings/Range: -12 — +12dB, Vce (**** : Not available)

● INS LFOFrq (Insertion Effect — LFO Frequency)

This determines the frequency of LFO modulation for the PLG150-DR/PLG150-PC's built-in Insertion effect.

Range: -127 — +00 — +127 (**** : Not available)

● INS LFODpt (Insertion Effect — LFO Frequency)

This determines the depth of LFO modulation for the PLG150-DR/PLG150-PC's built-in Insertion effect.

Range: -127 — +00 — +127 (**** : Not available)

● INS DryWet (Insertion Effect — Dry/Wet Balance)

This determines the balance between the direct, unprocessed sound (dry) and the Insertion-processed sound (wet).

Range: -127 — +00 — +127 (**** : Not available)

● INS Drive (Insertion Effect — Drive)

This determines the amount of distortion overdrive for the PLG150-DR/PLG150-PC's built-in Insertion effect.

Range: -127 — +00 — +127 (**** : Not available)



- Keep in mind that some of these parameters are offset controls; the actual resulting sound may differ depending on the selected kit.
- If the currently selected kit does not have any effect or uses an effect type not corresponding to a certain parameter, the parameter is unavailable for editing and is indicated by asterisks (****).
- Whether an Insertion effect parameter is available or not differs depending the selected kit and its pre-assigned Insertion effect types. For details, refer to the "DR/PC Voice Effect Parameter List" in the Reference section (page 53).

Native System Parameter

The Native System parameter “Part Assign” is added to the Utility parameters of the XG tone generator. For more details on how to edit this, refer to the section “Enabling and Selecting DR/PC Voices” on page 10. If you are using the PLG150-DR/PLG150-PC with an Modular Synthesis Plug-in System compatible synthesizer, the Parts assigned to Plug-in Boards are fixed and this parameter cannot be changed.

● Part Assign

This determines the Part to which the PLG150-DR/PLG150-PC voice is assigned. If a Part is not properly assigned here, none of the PLG150-DR/PLG150-PC voices can be selected for the Part. (This applies to XG Plug-in System compatible “mother” devices.)

Settings: 1 -16, off

Voice Edit Parameters

These parameters are used to create original voices, and as such are more detailed and offer greater sonic control than the Native parameters. Voice Edit parameters are divided into two groups: 1) the Common parameters, which affect all instruments in the kit (voice), and 2) the Instrument parameters, which are set independently for each instrument. For greater ease and convenience in editing, use the Plug-in Board Editor, contained on the included CD-ROM. For detailed instructions on using the Plug-in Board Editor, refer to the electronic documentation on the CD-ROM.

Common Parameters

● Name

This determines the name for the voice or kit.

● Volume

This determines the overall volume of the kit (voice).

Range: 0 — 127

● Rev Send (Reverb Send)

This determines the level of the kit's sound that is sent to the Reverb effect.

Range: 0 — 127

● Original Kit

This lets you select one of the eighty Preset kits.

Range: 0 — 79

● Reverb Type

● Reverb Parameter 1 - 16

This determines the Reverb type for the kit (voice) and allows you to set each of sixteen different parameters. For details, refer to the “DR/PC Voice Effect Parameter List” on page 53 in the Reference section.

● Reverb Return

This determines the return level of the Reverb signal for the kit (voice).

Range: 0 — 127

● Reverb Pan

This determines the stereo position for the kit (voice).

Range: L63 — R63

● Insertion Type

● Insertion Parameter 1 - 16

This determines the Insertion effect type for the kit (voice) and allows you to set each of sixteen different parameters. For details, refer to the “DR/PC Voice Effect Parameter List” on page 53 in the Reference section.

● Insertion Rev Send (Insertion Reverb Send)

This determines the level of the Insertion effect that is sent to the Reverb for the kit (voice).

Range: 0 — 127

Instrument Parameters

● Inst (Instrument) Pitch Coarse

This determines the coarse pitch setting of the selected instrument in semitones.

Range: -64 — +0 — +63

● Inst (Instrument) Pitch Fine

This determines the fine pitch setting of the selected instrument in 1-cent steps.

Range: -64 — +0 — +63

● Inst (Instrument) Level

This determines the level of the selected instrument.

Range: 0 — 127

● Inst (Instrument) Alternate Group

This determines the group assignment of the selected instrument. Instruments that are assigned to the same group cannot sound simultaneously, and mute one another — useful for sounds like hi-hat, where a closed hi-hat cuts off the sound of an open hi-hat.

Settings: 0: Off; 1 — 127

● Inst (Instrument) Pan

This determines the stereo position of the selected instrument. The “Random” setting randomly assigns the sound to a pan position — useful for having different drum/percussion instruments sound from various parts of the stereo image.

Settings/Range: 0: Random; L63 — R63

● **Inst (Instrument) Reverb Send**

This determines the level of the selected instrument that is sent to the Reverb effect. This parameter has no effect if the Insertion effect (below) is on.

Range: 0 — 127

● **Inst (Instrument) Insertion On/Off**

This determines whether the Insertion effect is applied to the selected instrument or not.

Settings: 0: Off; 1: On

● **Inst (Instrument) Key Assign**

When several notes are played at the same time, this determines whether the kit (voice) will sound the notes simultaneously (Multi) or one sound at a time (Single).

Settings: 0: Single, 1: Multi

● **Inst (Instrument) Rcv Note Off (Receive Note Off)**

This determines whether the selected instrument responds to MIDI Note Off messages or not.

Settings: 0: Off; 1: On

● **Inst (Instrument) Rcv Note On (Receive Note On)**

This determines whether the selected instrument responds to MIDI Note On messages or not.

Settings: 0: Off; 1: On

● **Inst (Instrument) Filter Cutoff Frequency**

This determines the cutoff frequency for the filter applied to the selected instrument. The greater the value, the more “open” the filter, and the brighter the sound becomes. The lower the value, the more muted the sound.

Range: -64 — +0 — +63

● **Inst (Instrument) Filter Resonance**

This determines the filter resonance or emphasis for the selected instrument.

Range: -64 — +0 — +63

● **Inst (Instrument) EG Attack**

This determines the attack rate of the EG (envelope generator) for the selected instrument.

Range: -64 — +0 — +63

● **Inst (Instrument) EG Decay 1**

This determines the first decay rate of the EG (envelope generator) for the selected instrument.

Range: -64 — +0 — +63

● **Inst (Instrument) EG Decay 2**

This determines the second or final decay rate of the EG (envelope generator) for the selected instrument.

Range: -64 — +0 — +63

About the Included CD-ROM

This CD-ROM includes two types of data: application software and sampled audio data. Please refer to page 19 (Windows) and 24 (Macintosh) for software installation instructions. You can play back the audio data from an audio CD player (or any CD playing/ripping function on your computer.)



Never attempt to play back track 1 (containing the application software) on an audio CD player. Doing so may damage to your hearing as well as to your CD player/audio speakers.

- Track 1 : Application software; do NOT attempt to play back this track.
- Track 2 : Demonstration song recorded on the PLG150-DR.
- Track 3 : Demonstration song recorded on the PLG150-PC.

For Windows Users

The included CD-ROM contain editing software to make user voices for the PLG150-DR/PLG150-PC as well as demonstration songs and Voice data for the “mother” device. You can start the editing software as either a stand-alone software or a plug-in application in the Open Plug-in Technology compatible application (SQ01, etc.) You can save the user voice edited on this software as SMF format file. The SMF format file is used for any sequencers. For playing back the demonstration songs, you can use any compatible sequence software or hardware sequencer capable of sending bulk data.

About Open Plug-in Technology

Open Plug-in Technology (OPT) is a newly developed software format that allows control over MIDI devices from a music software sequencer. For example, this allows you to start up and operate various parts of your music system, such as plug-in board editors, and mixing control editors — directly from an OPT-compatible sequencer, without having to use each separately. This also makes it unnecessary to set MIDI drivers for each application, streamlining your music production system and making all operations more convenient and seamless.

OPT Level Implementation for the Plug-in Board Editor

The client application and its compatibility with OPT can be divided into three levels, as shown below. (For more information, refer to the documentation or help files included with the client application.) This chart shows the OPT-compatibility of the Plug-in Board Editor.

OPT levels of the client application	Plug-in Board Editor operation	
	Operation support	Operation limits
VIEWS (Level 3) 	Yes	None
PROCESSORS (Level 2) 	Yes	None
PANELS (Level 1) 	Yes	None

NOTE: Certain operations may not work as expected if there is no corresponding function in the client application (sequencer, etc.). The highest level of implementation for the client application is indicated in the OPT logo (which appears along with the version information in the application).

■ Contents of the CD-ROM

Folder Name		Application Name	Contents
DR	Plug_	Plug-in Board Editor for PLG150-DR *1 *2	Enables you to edit the PLG150-DR voices on your computer.
	Motif	Plug-in Editor files for MOTIF Editor	Enables you to edit the PLG150-DR voices on the Voice Editor for MOTIF6/MOTIF7/MOTIF8.
	Data	Demonstration phrases	Demonstration phrases created using the PLG150-DR.
		Demonstration song (Drum solo)	Demonstration song created using the PLG150-DR.
		Plug-in Voice Data *4	This is Plug-in voice data, featuring a total of 64 voices that were created using the PLG150-DR Preset voices.
PC	Plug_	Plug-in Board Editor for PLG150-PC *1 *2	Enables you to edit the PLG150-PC voices on your computer.
	Motif	Plug-in Editor files for MOTIF Editor	Enables you to edit the PLG150-PC voices on the Voice Editor for MOTIF6/MOTIF7/MOTIF8.
	Data	Demonstration phrases	Demonstration phrases created using the PLG150-PC.
		Demonstration song (XG)	Demonstration song for XG Plug-in System devices (MU128, etc.) created using the PLG150-PC.
		Plug-in Voice Data *4	This is Plug-in voice data, featuring a total of 64 voices that were created using the PLG150-PC Preset voices.
Acroread_		Acrobat Reader *1 *3	Enables you to view each PDF manual for the applications.

*1 These applications are supplied with PDF manuals. Refer to the PDF manual for operating these applications.

*2 These applications are started as either a stand-alone application or a plug-in software in the Open Plug-in Technology compatible application.

*3 Unfortunately, Yamaha makes no guarantee concerning the stability of these programs nor can it offer user support for them.

*4 When the PLG150-DR/PLG150-PC is installed to PLG1, select the file "***PlgVc1.mid"; when the board is installed to PLG2, select the file "***PlgVc2.mid"; when the board is installed to PLG3, select the file "***PlgVc3.mid."

For more details of demonstration songs, refer to page 25.

For a complete list of these voices, refer to the "DR/PC Plug-in Voice List" (page 52).

■ Minimum System Requirements

Plug-in Board Editor for PLG150-DR

Plug-in Board Editor for PLG150-PC

(using as a stand alone application)

CPU	Pentium (or Celeron) 450MHz or faster
OS	Windows® 98/98SE/Me/2000/XP Home Edition/XP Professional Edition
Available Memory	16MB or more
Hard Disk	12MB or more
Display	800 x 600, High Color (16 bit)

NOTE: When using the Editor as a plug-in with OPT-compatible software, keep in mind that the minimum system requirements will be higher than that of the host software.

For the minimum system requirements of the other software programs, refer to the relevant manuals.

■ Software Installation

● Plug-in Board Editor for PLG150-DR/PLG150-PC

- 1 Double-click on the “Plug_” folder in “DR”/“PC” folder.
“Setup.exe” file will be displayed.
- 2 Double-click on “Setup.exe.”
Setup Dialog box will be displayed.
- 3 Execute the installation by following the on-screen directions.

● Acrobat Reader

In order to view the electronic (PDF) manuals included with each application, you’ll need to install Acrobat Reader.



If an older version of Acrobat Reader is installed on your PC, you’ll need to uninstall it before proceeding.

- 1 Double-click on the “ACROREAD” folder.
Four different language folders will be displayed.
- 2 Select the language you want to use and double-click on its folder.
“arxxx***.exe” file will be displayed. (“xxx” indicates figures and “***” indicates the selected language; e.g., “ar500enu.exe.”)
- 3 Double-click on “arxxx***.exe.”
Acrobat Reader Setup Dialog box will be displayed.
- 4 Execute the installation by following the on-screen directions.
After installation is complete, the Acrobat folder appears on your PC (in Program Files, as the default).
For information on using the Acrobat Reader, refer to the Reader Guide in the Help menu.

● Plug-in Editor files for MOTIF Editor

If you use the MOTIF, you can edit plug-in voices of the PLG150-DR/PLG150-PC on the Voice Editor for MOTIF by installing this files.

- 1 Double click on the “Motif” folder in the “DR”/“PC” folder.
Three files will be displayed:

For the PLG150-DR:

- PLG150DR_VceList.ini
- Plg150DR.tpg
- Plg150DR.tpm

For the PLG150-PC:

- PLG150PC_VceList.ini
- Plg150PC.tpg
- Plg150PC.tpm

- 2 Copy the above files in the following folder on your PC.
Voice Editor for Motif6\Module\VEditor\Motif6\Plugin



By default, the folder “Voice Editor for Motif6” is located in Program Files\YAMAHA\Tools.

■ Starting the Plug-in Board Editor



If you are using a Modular Synthesis Plug-in System (MSPS) compatible synthesizer —

About Plug-in Voices and Board Voices

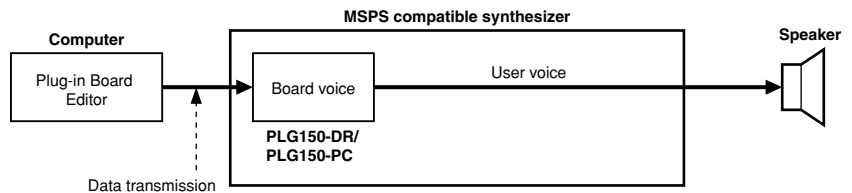
The voices built into and used directly from the Plug-in Board are referred to as “Board voices,” while the Plug-in Board voices that are processed with the parameters and controls of the host synthesizer are referred to as “Plug-in voices.”

Precautions for Creating User Voices

Make sure to change to the appropriate bank in the Voice Play mode on the host synthesizer before starting the Plug-in Board Editor. Select the Plug-in Board Voice bank so that you can directly monitor the User voice as you edit it.

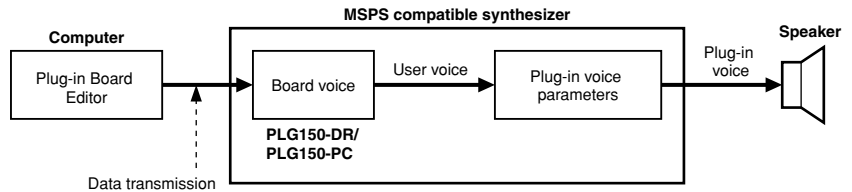
● When using the Board Voice bank :

In this condition, any parameter changes made from the host synthesizer are not applied to the User voice.



● When selecting Preset banks, etc. :

In this condition, you can hear the changes made to the User voice by the parameter edits on the host synthesizer.



Plug-in voices for the CS6x/CS6R/S30/S80/MOTIF

The included CD-ROM contains voice data for use with the Yamaha CS6x, CS6R, S30, S80, and MOTIF. This data features 64 Plug-in voices specially programmed for the PLG150-DR/PLG150-PC.

● Start the Plug-in Board Editor as a stand-alone application

- 1 Select the Plug-in Board Editor from the Start menu. (Programs → YAMAHA OPT Tools → Plug-in Board Editor for PLG150-DR/PLG150-PC → Plug-in Board Editor for PLG150-DR/PLG150-PC)



The Plug-in Board Editor can also be started by double-clicking on any Library file made with the Editor.

- 2 Click the [MIDI SETUP] button called up in step #1 above, then set the appropriate MIDI port.
- 3 Select the part in the “Select Part” dialog and click “OK”.

● Start the Plug-in Board Editor in the client application as a plug-in software

The Plug-in Board Editor can be used as a plug-in software in any client application compatible with Open Plug-in Technology (OPT). Refer to the owner’s manual of the client application for details on using plug-in software.



For SQ01 users

By installing the Plug-in Board Editor, you can select PLG150-DR/PLG150-PC voices on your SQ01 or XG Editor. In order to use this function, make sure that the software is of the listed version (below) or higher. (The latest versions can be downloaded from the Yamaha website.)

SQ01 : ver. 1.07 or higher

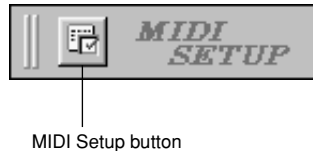
XG Editor : ver. 5.05 or higher

■ MIDI port setting (MIDI Setup)

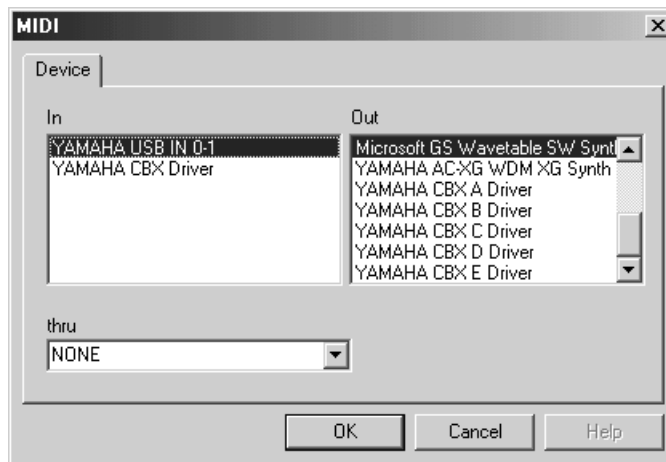
Before setting the MIDI port on the Plug-in Board Editor, you should set the MIDI port as follows. This is the port that you'll use in the Plug-in Board Editor.

● Using the Plug-in Board Editor as a stand-alone application

- 1 Start the Plug-in Board Editor.
- 2 Click the MIDI Setup button in the Toolbar called up via step #1.



- 3 In the MIDI Setup window called up via step#2, select the MIDI In/Out/Thru port of the “mother” device.



- MIDI driver software is needed to set the port here. The appropriate MIDI driver is contained in the CD-ROM included with the “mother” device.
- When the “mother” device and your PC are connected with a USB cable, select “YAMAHA USB OUT xxx.” When they are connected with serial cable, select “YAMAHA CBX Driver.” For details, refer to the owner’s manual of the “mother” device.

● Using the Plug-in Board Editor in the client application as a plug-in software

Select the relevant MIDI port from the MIDI Setup dialog in the client application. Refer to the client application owner’s manual.

For Macintosh Users

■ Contents of the CD-ROM

Folder Name		Application Name	Contents
DR	Motif	Plug-in Editor file for MOTIF Editor	Enables you to edit the PLG150-DR voices on the Voice Editor for MOTIF6/MOTIF7/MOTIF8.
	Data	Demonstration phrases	Demonstration phrases created using the PLG150-DR.
		Demonstration song (Drum solo)	Demonstration song created using the PLG150-DR.
		Plug-in Voice Data *	This is Plug-in voice data, featuring a total of 64 voices that were created using the PLG150-DR Preset voices.
PC	Motif	Plug-in Editor file for MOTIF Editor	Enables you to edit the PLG150-PC voices on the Voice Editor for MOTIF6/MOTIF7/MOTIF8.
	Data	Demonstration phrases	Demonstration phrases created using the PLG150-PC.
		Demonstration song (XG)	Demonstration song for XG Plug-in System devices (MU128, etc.) created using the PLG150-PC.
		Plug-in Voice Data *	This is Plug-in voice data, featuring a total of 64 voices that were created using the PLG150-PC Preset voices.

* When the PLG150-DR/PLG150-PC is installed to PLG1, select the file "***PlgVc1.mid" ; when the board is installed to PLG2, select the file "***PlgVc2.mid" ; when the board is installed to PLG3, select the file "***PlgVc3.mid."

For more details of demonstration songs, refer to page 25.

For a complete list of these voices, refer to the "DR/PC Plug-in Voice List" (page 52).

■ Plug-in Editor files for MOTIF Editor

If you use the MOTIF, you can edit plug-in voices of the PLG150-DR/PLG150-PC on the Voice Editor for MOTIF by installing this files.

- 1 Double click on the "Motif" folder in the "DR"/"PC" folder.

Three files will be displayed:

For the PLG150-DR:

- PLG150DR_VceList.ini
- Plg150DR.tpg
- Plg150DR.tpm

For the PLG150-PC:

- PLG150PC_VceList.ini
- Plg150PC.tpg
- Plg150PC.tpm

- 2 Copy the above files in the following folder on your computer.

Voice Editor for Motif 6\Editor\PlugIn



By default, the folder "Voice Editor for Motif6" is located in the "YAMAHA Tools" folder.

Demonstration Songs

This CD-ROM includes two types of demonstration songs : SMF format files and sampled audio data. The SMF format files are used for any sequencers. The audio data is played back on an audio CD player (or any CD playing/ripping function on your computer.) The SMF format files are contained on track1 (as recognized on an audio CD player) and the audio data is contained in the subsequent tracks.



Never attempt to play back track 1 (containing the application software) on an audio CD player. Doing so may damage to your hearing as well as to your CD player/audio speakers.

■ “Solo Phrases” (SMF format)

● Demonstration phrases for PLG150-DR

DS00ROCK.MID — DS14HOUS.MID Composed by Scott Plunkett & Philip A. Bloch
DS15FUNK.MID — DS22AMB3.MID Composed by Ryuichi Sato

Demonstration phrases were created using the PLG150-DR.

● Demonstration phrases for PLG150-PC

PS00SALS.MID — PS04HIPH.MID Composed by Geoff Stradling
PS05ETH1.MID — PS12AMB2.MID Composed by Ryuichi Sato

Demonstration phrases were created using the PLG150-PC.



When listening to the demo songs on an Modular Synthesis Plug-in System compatible instrument, make sure to first make these settings:

- Select the appropriate multi-timbral mode on the instrument (on the MOTIF, this would be the Song mode).
- Set the Receive Channel of the [PLG] part (the part to which the PLG150-DR/PLG150-PC has been assigned) to Channel 1.
- Set all other parts to channels other than Channel 1.

When listening to the demo songs on an XG Plug-in System compatible instrument, make sure to first make these settings:

- Set the Sound Module Mode of the instrument to “XG mode.”
- Set the Device Number to “1” or “All.”

■ “Drum Solo Demo” (SMF format)

● Demonstration song for PLG150-DR

DSL_DEMO.MID Composed by Junichi Omi

Demonstration song created using the PLG150-DR.

■ “XG Demo” (SMF format)

● Demonstration song for PLG150-PC

PXG_DEMO.MID Composed by Toshiro Imaizumi

Demonstration song for XG Plug-in System devices.

■ “MSPS Demos” (Audio data)

● Demonstration song for PLG150-DR (Track 2)

Composed by Scott Plunkett

● Demonstration song for PLG150-PC (Track 3)

Composed by Geoff Stradling

These songs were created on the MOTIF using PLG150-DR/PLG150-PC. The drum/percussion parts are played with PLG150-DR/PLG150-PC voices and the other parts are played with the MOTIF voices and other instruments.

■ Preset Voice List

● PLG150-DR MSB=79, LSB=0

Pgm#	Kit Name	Reverb	Insertion
1	LiveRm A	Room3	2BandEQ
2	LiveRm B	Room3	2BandEQ
3	PowdrStd	Room1	Room1
4	DryStand	Room1	Room1
5	RockSt1	Room1	Room1
6	RockSt2	Room1	Room1
7	DryKit A	Hall1	2BandEQ
8	DryKit B	Hall1	2BandEQ
9	SmlRoom1	Room1	Room1
10	SmlRoom2	Room1	Room1
11	HeavyKit	Hall1	2BandEQ
12	RingSnrs	Room3	2BandEQ
13	Rocky	Room3	2BandEQ
14	Trashed1	Room3	Distortion
15	Trashed2	Hall1	Over Drive
16	Trashed3	Room1	Amp Simulator
17	Weirdo	Basement	Rotary Speaker
18	DarkBrk	Room1	Over Drive
19	BrteBrk	Plate	Distortion
20	RockBrk	Hall1	Amp Simulator
21	DirtyTek	Hall1	Over Drive
22	Ethnic	Hall1	Phaser1
23	DigiLofi	Hall1	Phaser1 *1
24	NoizElec	Room1	Amp Simulator
25	BreakAmb	Plate	Delay L R
26	Electron	Room1	Flanger1
27	EthncAmb	Room1	Distortion

Pgm#	Kit Name	Reverb	Insertion
28	Flanger	Room3	Flanger1
29	Phaser1	Room3	Phaser1
30	Phaser2	Room3	Phaser2
31	AM/PM	Plate	Tremolo
32	AutoPan	Hall1	Auto Pan
33	Drone	Room1	Karaoke1
34	SnareKit	Hall1	Phaser2
35	Cym Amb	Hall1	Hall1
36	KitA/Ht1	Room3	2BandEQ
37	KitB/Ht1	Room3	2BandEQ
38	KitA/Ht2	Room3	2BandEQ
39	KitB/Ht2	Room3	2BandEQ
40	Spread1	Room3	2BandEQ
41	Spread2	Room3	2BandEQ
42	Spread3	Room3	2BandEQ
43	Spread4	Room3	2BandEQ
44	Kicks	Room1	2BandEQ
45	Snares	Hall1	2BandEQ
46	Toms	Hall2	2BandEQ
47	Hats	Hall2	2BandEQ
48	Cymbals	Hall2	2BandEQ
49	A--PlgPC *2	Room3	2BandEQ
50	B--PlgPC *2	Room3	2BandEQ
51	ABAA/Prc	Room3	2BandEQ
52	AABA/Prc	Room3	2BandEQ
53	AAAB/Prc	Room3	2BandEQ
54	ABBA/Prc	Room3	2BandEQ

Pgm#	Kit Name	Reverb	Insertion
55	AABB/Prc	Room3	2BandEQ
56	ABAB/Prc	Room3	2BandEQ
57	ABBB/Prc	Room3	2BandEQ
58	BABB/Prc	Room3	2BandEQ
59	BBAB/Prc	Room3	2BandEQ
60	BBBA/Prc	Room3	2BandEQ
61	BAAB/Prc	Room3	2BandEQ
62	BBAA/Prc	Room3	2BandEQ
63	BABA/Prc	Room3	2BandEQ
64	BAAA/Prc	Room3	2BandEQ
65	AAAA/Kk	Room3	2BandEQ
66	ABAA/Sn1	Room3	2BandEQ
67	AABA/Sn2	Room3	2BandEQ
68	AAAB/Tom	Room3	2BandEQ
69	ABBA/Hat	Room3	2BandEQ
70	AABB/Cym	Room3	2BandEQ
71	ABAB/Sn1	Room3	2BandEQ
72	ABBB/Sn2	Room3	2BandEQ
73	BBBB/Kk	Room3	2BandEQ
74	BABB/Sn1	Room3	2BandEQ
75	BBAB/Sn2	Room3	2BandEQ
76	BBBA/Tom	Room3	2BandEQ
77	BAAB/Hat	Room3	2BandEQ
78	BBAA/Cym	Room3	2BandEQ
79	BABA/Sn1	Room3	2BandEQ
80	BAAA/Sn2	Room3	2BandEQ

● PLG150-PC MSB=79, LSB=1

Pgm#	Kit Name	Reverb	Insertion
1	AfroCubn	Room1	2BandEQ
2	Brazil	Room1	2BandEQ
3	MotifLtn	Room1	2BandEQ
4	GM Perc	Room1	2BandEQ
5	AfrCbn61	Room1	2BandEQ
6	Brazil61	Room1	2BandEQ
7	AC-PlgDR *3	Room1	2BandEQ
8	Br-PlgDR *3	Room1	2BandEQ
9	Lt-PlgDR *3	Room1	2BandEQ
10	GMLtnDrm	Room1	2BandEQ
11	Live Pop	Room1	2BandEQ
12	Kick&Snr	Room1	2BandEQ
13	AfCbHand	Room1	2BandEQ
14	BrzlHnd1	Room1	2BandEQ
15	BrzlHnd2	Room1	2BandEQ
16	Bells	Room1	2BandEQ
17	Shakers	Room1	2BandEQ
18	Skins	Room1	2BandEQ
19	Sticks 1	Room1	2BandEQ
20	Sticks 2	Room1	2BandEQ
21	DiyAfrCb	Hall1	2BandEQ
22	DiyBrazil	Hall1	2BandEQ
23	DiyGMPrc	Hall1	2BandEQ
24	DiyGMLtn	Hall1	2BandEQ
25	NsDAfrCb	Room1	Hall1
26	NsDBrazil	Room1	Hall1
27	ODAfrCbn	Room1	OverDrive

Pgm#	Kit Name	Reverb	Insertion
28	ODBrazil	Room1	OverDrive
29	ODGMLtn	Room1	OverDrive
30	ODKk&Snr	Room1	OverDrive
31	Dst1AfCb	Room1	Distortion
32	Dst1Brzl	Room1	Distortion
33	Dst1GMLt	Room1	Distortion
34	Dst1Kk&S	Room1	Distortion
35	Dst2AfCb	Room1	Distortion
36	Dst2Brzl	Room1	Distortion
37	Dst2GMLt	Room1	Distortion
38	Dst2Kk&S	Room1	Distortion
39	FlgAfrCb	Room1	Flanger1
40	FlgBrazil	Room1	Flanger1
41	FlgShkrs	Room1	Flanger1
42	PhsShkrs	Room1	Phaser1
43	Rs1Skins	Room1	Phaser1
44	Rs1Stick	Room1	Phaser1
45	Rs2Kk&Sn	Room1	Phaser1
46	Rs2Stick	Room1	Phaser1
47	Md1AfrCb	Room1	Celeste4
48	Md1Brazl	Room1	Celeste4
49	Md2AfrCb	Room1	Celeste4
50	Md2Brazl	Room1	Celeste4
51	Md3Bells	Room1	Celeste4
52	Md3Shkrs	Room1	Celeste4
53	Md4BrHd1	Room1	Celeste1
54	Md4BrHd2	Room1	Celeste1

Pgm#	Kit Name	Reverb	Insertion
55	Md5BrHd1	Room1	Symphonic
56	Md5BrHd2	Room1	Symphonic
57	PchBells	Hall1	Flanger1
58	PchShkrs	Hall1	AmpSimulator
59	PchSkins	Room1	Phaser1
60	PchStick	Room1	Hall1
61	RevAfrCb	Hall1	2BandEQ
62	RevBrazil	Hall1	2BandEQ
63	RevMotif	Hall1	2BandEQ
64	RevGMPrc	Hall1	2BandEQ
65	RevAfrC61	Hall1	2BandEQ
66	RevBrz61	Hall1	2BandEQ
67	RvACPgDR *3	Hall1	2BandEQ
68	RvBrPgDR *3	Hall1	2BandEQ
69	RvLtpgDR *3	Hall1	2BandEQ
70	RevGMLtn	Hall1	2BandEQ
71	RevLvPop	Hall1	2BandEQ
72	RevKk&Sn	Hall1	2BandEQ
73	RevACHnd	Hall1	2BandEQ
74	RevBrHd1	Hall1	2BandEQ
75	RevBrHd2	Hall1	2BandEQ
76	RevBells	Hall1	2BandEQ
77	RevShkrs	Hall1	2BandEQ
78	RevSkins	Hall1	2BandEQ
79	RevStck1	Hall1	2BandEQ
80	RevStck2	Hall1	2BandEQ

*1 These sounds are unaffected by the LFO Frequency and LFO Depth parameters.

*2 Drum voices in these kits are mapped to keys B2 and lower.

*3 Percussion voices in these kits are mapped to keys C3 and higher.

If you have both the PLG150-DR and the PLG150-PC installed, you can combine the relevant kits indicated by notes *2 and *3.

■ User Voice List

● PLG150-DR MSB=47, LSB=0, Pgm#1-8 LiveRm A

● PLG150-PC MSB=47, LSB=1, Pgm#1-8 AfroCubn

* The User voice memory section of the Plug-in board lets you temporarily save the original kits you've created. (One Preset voice is already included in the User voices by default.) However, since this is temporary and the edited data is lost when you turn off the power, you should save your important data to computer (using the Plug-in Board Editor) or to Memory Card.

36				37				38				39				40				41			
KitA/H1				KitB/H1				KitA/H2				KitB/H2				Spread1				Spread2			
Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I
Surdo Mute	3			Surdo Mute	3			Surdo Mute	3			Surdo Mute	3			Surdo Mute	9			Surdo Mute	9		
Surdo Open	3			Surdo Open	3			Surdo Open	3			Surdo Open	3			Surdo Open	9			Surdo Open	9		
Hi Q				Hi Q				Hi Q				Hi Q				Hi Q				Hi Q			
Whip Slap				Whip Slap				Whip Slap				Whip Slap				Whip Slap				Whip Slap			
Scratch H	4			Scratch H	4			Scratch H	4			Scratch H	4			Scratch H	10			Scratch H	10		
Scratch L	4			Scratch L	4			Scratch L	4			Scratch L	4			Scratch L	10			Scratch L	10		
Finger Snap				Finger Snap				Finger Snap				Finger Snap				Finger Snap				Finger Snap			
Click Noise				Click Noise				Click Noise				Click Noise				Click Noise				Click Noise			
Metronome Click				Metronome Click				Metronome Click				Metronome Click				Metronome Click				Metronome Click			
Metronome Bell				Metronome Bell				Metronome Bell				Metronome Bell				Metronome Bell				Metronome Bell			
Seq Click L				Seq Click L				Seq Click L				Seq Click L				Seq Click L				Seq Click L			
Seq Click H				Seq Click H				Seq Click H				Seq Click H				Seq Click H				Seq Click H			
Brush Tap				Brush Tap				Brush Tap				Brush Tap				Brush Tap				Brush Tap			
Brush Swirl	on			Brush Swirl	on			Brush Swirl	on			Brush Swirl	on			Brush Swirl	on			Brush Swirl	on		
Brush Slap				Brush Slap				Brush Slap				Brush Slap				Brush Slap				Brush Slap			
Brush Tap Swirl	on			Brush Tap Swirl	on			Brush Tap Swirl	on			Brush Tap Swirl	on			Brush Tap Swirl	on			Brush Tap Swirl	on		
Snare Roll Rock	on			Snare Roll Hard	on			Snare Roll Rock	on			Snare Roll Hard	on			Snare Roll Rock	on			Snare Roll Rock	on		
Castanet				Castanet				Castanet				Castanet				Hat 1/4-1/2 Brilliant Sw	1			Hat 1/4-1/2 Brilliant Sw	1		
Snare Brass Piccolo Soft				Snare Loose Snap Soft				Snare Brass Piccolo Soft				Snare Loose Snap Soft				Snare Brass Piccolo Soft				Snare Brass Piccolo Soft			
Sticks				Sticks				Sticks				Sticks				Kick 18x22" Maple Dry Sw	2			Kick 18x22" Maple Dry Sw	2		
Kick 18x22" Maple Dry Sw				Kick 14x22" Maple Dry Sw				Kick 18x22" Maple Dry Sw				Kick 14x22" Maple Dry Sw				Kick 18x22" Maple Dry Sw	2			Kick 18x22" Maple Dry Sw	2		
Snare Brass Attack Rim				Snare Brass Rock Rim				Snare Brass Attack Rim				Snare Brass Rock Rim				Snare Brass Attack Rim	4			Snare Brass Attack Rim	4		
Kick 16x20" Maple Room Sw				Kick 14x18" Birch Room Sw				Kick 16x20" Maple Room Sw				Kick 14x18" Birch Room Sw				Kick 16x20" Maple Room Sw	3			Kick 16x20" Maple Room Sw	3		
Kick 18x22" Maple Room Sw				Kick 14x22" Maple Room Sw				Kick 18x22" Maple Room Sw				Kick 14x22" Maple Room Sw				Kick 18x22" Maple Room Sw	3			Kick 18x22" Maple Room Sw	3		
Sidestick Wood Knock Sw				Sidestick Metal Knock Sw				Sidestick Wood Knock Sw				Sidestick Metal Knock Sw				Sidestick Wood Knock Sw	3			Sidestick Wood Knock Sw	3		
Snare Brass Piccolo Sw				Snare Loose Snap Sw				Snare Brass Piccolo Sw				Snare Loose Snap Sw				Snare Brass Attack Sw	4	on		Snare Brass Piccolo Sw	4		
Hand Clap				Hand Clap				Hand Clap				Hand Clap				Snare Brass Attack Sw	4			Snare Brass Piccolo Sw	4		
Snare Brass Attack Sw	on			Snare Brass Rock Sw				Snare Brass Attack Sw	on			Snare Brass Rock Sw				Snare Brass Attack Rim	4			Snare Brass Piccolo Sw	4		
Tom Power Lo Floor				Tom Smooth Lo Floor				Tom Power Lo Floor				Tom Smooth Lo Floor				Tom Power Lo Floor	5			Tom Power Lo Floor	5		
Hat Closed Brilliant Sw	1			Hat Closed Heavy Sw	1			Hat Closed Brilliant mf	1			Hat Closed Heavy mf	1			Hat Closed Brilliant Sw	1			Hat Closed Brilliant Sw	1		
Hat 1/4-1/2 Brilliant Sw	1			Hat 1/4-1/2 Heavy Sw	1			Hat Closed Brilliant ff	1			Hat Closed Heavy ff	1			Tom Power Lo Floor	5			Tom Power Lo Floor	5		
Hat Pedal Brilliant	1			Hat Pedal Heavy	1			Hat 1/4 Brilliant	1			Hat 1/4 Heavy	1			Hat Pedal Brilliant	1			Hat Pedal Brilliant	1		
Tom Power Lo				Tom Smooth Lo				Hat 1/2 Brilliant	1			Hat 1/2 Heavy	1			Tom Power Mid	6			Tom Power Mid	6		
Hat Open Brilliant	1			Hat Open Heavy	1			Hat Open Brilliant	1			Hat Open Heavy	1			Hat Open Brilliant	1			Hat Open Brilliant	1		
Tom Power Lo-Mid				Tom Smooth Lo-Mid				Hat Pedal Brilliant				Hat Pedal Heavy				Tom Power Mid	6			Tom Power Mid	6		
Tom Power Hi-Mid				Tom Smooth Hi-Mid				Tom Power Mid				Tom Smooth Mid				Tom Power Hi	7			Tom Power Hi	7		
Crash Cymbal 17" Thin				Crash Cymbal 17" Thin				Crash Cymbal 17" Thin				Crash Cymbal 17" Thin				Crash Cymbal 17" Thin				Crash Cymbal 17" Thin			
Tom Power Hi				Tom Smooth Hi				Tom Power Hi				Tom Smooth Hi				Tom Power Hi	7			Tom Power Hi	7		
Ride Cymbal 21" Sw				Ride Cymbal 22"				Ride Cymbal 21" Sw				Ride Cymbal 22"				Ride Cymbal 21" Sw				Ride Cymbal 21" Sw			
China Cymbal 17"				China Cymbal 17"				China Cymbal 17"				China Cymbal 17"				Ride Cymbal 21" Sw				Ride Cymbal 21" Sw			
Ride Cymbal Cup 21"				Ride Cymbal Cup 22"				Ride Cymbal Cup 21"				Ride Cymbal Cup 22"				Ride Cymbal Cup 21"				Ride Cymbal Cup 21"			
Tambourine				Tambourine				Tambourine				Tambourine				Ride Cymbal Cup 21"				Ride Cymbal Cup 21"			
Splash Cymbal 10"				Splash Cymbal 10"				Splash Cymbal 10"				Splash Cymbal 10"				Splash Cymbal 10"				Splash Cymbal 10"			
Cowbell				Cowbell				Cowbell				Cowbell				China Cymbal 17"				China Cymbal 17"			
Crash Cymbal 14"				Crash Cymbal 14"				Crash Cymbal 14"				Crash Cymbal 14"				Crash Cymbal 14"				Crash Cymbal 14"			
Vibraslap				Vibraslap				Vibraslap				Vibraslap				Ride Cymbal 22" R/L				Ride Cymbal 22" R/L			
Ride Cymbal 22" R/L				Ride Cymbal 21" R/L				Ride Cymbal 22" R/L				Ride Cymbal 21" R/L				Ride Cymbal 22" R/L				Ride Cymbal 22" R/L			
Bongo H				Bongo H				Bongo H				Bongo H				Bongo H				Bongo H			
Bongo L				Bongo L				Bongo L				Bongo L				Bongo L				Bongo L			
Conga H Mute				Conga H Mute				Conga H Mute				Conga H Mute				Conga H Mute				Conga H Mute			
Conga H Open				Conga H Open				Conga H Open				Conga H Open				Conga H Open				Conga H Open			
Conga L				Conga L				Conga L				Conga L				Conga L				Conga L			
Timbale H				Timbale H				Timbale H				Timbale H				Timbale H				Timbale H			
Timbale L				Timbale L				Timbale L				Timbale L				Timbale L				Timbale L			
Agogo H				Agogo H				Agogo H				Agogo H				Agogo H				Agogo H			
Agogo L				Agogo L				Agogo L				Agogo L				Agogo L				Agogo L			
Cabasa				Cabasa				Cabasa				Cabasa				Cabasa				Cabasa			
Maracas				Maracas				Maracas				Maracas				Maracas				Maracas			
Samba Whistle H	on			Samba Whistle H	on			Samba Whistle H	on			Samba Whistle H	on			Samba Whistle H	on			Samba Whistle H	on		
Samba Whistle L	on			Samba Whistle L	on			Samba Whistle L	on			Samba Whistle L	on			Samba Whistle L	on			Samba Whistle L	on		
Guero Short				Guero Short				Guero Short				Guero Short				Guero Short				Guero Short			
Guero Long	on			Guero Long	on			Guero Long	on			Guero Long	on			Guero Long	on			Guero Long	on		
Claves				Claves				Claves				Claves				Claves				Claves			
Wood Block H				Wood Block H				Wood Block H				Wood Block H				Wood Block H				Wood Block H			
Wood Block L				Wood Block L				Wood Block L				Wood Block L				Wood Block L				Wood Block L			
Cuica Mute				Cuica Mute				Cuica Mute				Cuica Mute				Cuica Mute				Cuica Mute			
Cuica Open				Cuica Open				Cuica Open				Cuica Open				Cuica Open				Cuica Open			
Triangle Mute	2			Triangle Mute	2			Triangle Mute	2			Triangle Mute	2			Triangle Mute	8			Triangle Mute	8		
Triangle Open	2			Triangle Open	2			Triangle Open	2			Triangle Open	2			Triangle Open	8			Triangle Open	8		
Shaker				Shaker				Shaker				Shaker				Shaker				Shaker			
Jingle Bells				Jingle Bells				Jingle Bells				Jingle Bells				Jingle Bells				Jingle Bells			
Bell Tree				Bell Tree				Bell Tree				Bell Tree				Bell Tree				Bell Tree			

A : Alternate Group

K : Key Off

I : Insertion Effect

: No sound

Voice List

MSB=79, LSB=0

Program No.				42				43				44				45				46				47			
Kit Name		Spread3		Spread4		Kicks		Snare		Toms		Hats															
Notes	Note	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I						
13	C# -1	Surdo Mute	9			Surdo Mute	9																				
14	D -1	Surdo Open	9			Surdo Open	9																				
15	D# -1	Hi Q				Hi Q																					
16	E -1	Whip Slap				Whip Slap																					
17	F -1	Scratch H	10			Scratch H	10																				
18	F# -1	Scratch L	10			Scratch L	10																				
19	G -1	Finger Snap				Finger Snap																					
20	G# -1	Click Noise				Click Noise																					
21	A -1	Metronome Click				Metronome Click																					
22	A# -1	Metronome Bell				Metronome Bell																					
23	B -1	Seq Click L				Seq Click L																					
24	C 0	Seq Click H				Seq Click H																					
25	C# 0	Brush Tap				Brush Tap																					
26	D 0	Brush Swirl	on			Brush Swirl	on																				
27	D# 0	Brush Slap				Brush Slap																					
28	E 0	Brush Tap Swirl	on			Brush Tap Swirl	on																				
29	F 0	Snare Roll Hard	on			Snare Roll Hard	on																				
30	F# 0	Hat 1/4-1/2 Heavy Sw	1			Hat 1/4-1/2 Heavy Sw	1																				
31	G 0	Snare Loose Snap Soft				Snare Loose Snap Soft																					
32	G# 0	Kick 14x22" Maple Dry Sw	2			Kick 14x22" Maple Dry Sw	2																				
33	A 0	Kick 14x22" Maple Dry Sw	2			Kick 14x22" Maple Dry Sw	2																				
34	A# 0	Snare Brass Rock Rim	4			Snare Brass Rock Rim	4																				
35	B 0	Kick 14x22" Maple Room Sw	3			Kick 14x18" Birch Room Sw	3																				
36	C 1	Kick 14x22" Maple Room Sw	3			Kick 14x18" Birch Room Sw	3			Kick Power Dry Hi		Snare Power Dry Hi Sw		Tom Dry1 Lo Floor				Hat Closed Power	1								
37	C# 1	Sidestick Metal Knock Sw				Sidestick Metal Knock Sw				Kick Power Dry Lo		Snare Power Dry Hi p		Tom Dry1 Hi Floor				Hat 1/2 Power	1								
38	D 1	Snare Brass Rock Sw	4			Snare Loose Snap Sw	4			Kick Funk		Snare Power Dry Hi mp		Tom Dry1 Lo				Hat Open Power	1								
39	D# 1	Snare Brass Rock Sw	4			Snare Loose Snap Sw	4			Kick Dry Funk		Snare Power Dry Hi mf		Tom Dry1 Lo-Mid				Hat Closed Dry Sw	2								
40	E 1	Snare Brass Rock Rim	4			Snare Loose Snap Sw	4			Kick Dry mf		Snare Power Dry Hi ff		Tom Dry1 Hi-Mid				Hat Closed Dry p	2								
41	F 1	Tom Smooth Lo Floor	5			Tom Smooth Lo Floor	5			Kick Dry ff		Snare Power Dry Lo Sw		Tom Dry1 Hi				Hat Closed Dry mp	2								
42	F# 1	Hat Closed Heavy Sw	1			Hat Closed Heavy Sw	1			Kick Funk Hard Sw		Snare Power Dry Lo p		Tom Dry2 Lo Floor				Hat Closed Dry mf	2								
43	G 1	Tom Smooth Lo Floor	5			Tom Smooth Lo Floor	5			Kick Funk Hard mf		Snare Power Dry Lo mp		Tom Dry2 Lo Floor				Hat Closed Dry ff	2								
44	G# 1	Hat Pedal Heavy	1			Hat Pedal Heavy	1			Kick Funk Hard ff		Snare Power Dry Lo mf		Tom Dry2 Lo				Hat Pedal Dry	2								

☐ : No sound

48				49				50				51				52				53			
Cymbals				A-PigPC				B-PigPC				AABA/Prc*				AABA/Prc*				AAAB/Prc*			
Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I	Inst Name	A	K	I
				Surdo Mute	3			Surdo Mute	3			Surdo Mute	3			Surdo Mute	3			Surdo Mute	3		
				Surdo Open	3			Surdo Open	3			Surdo Open	3			Surdo Open	3			Surdo Open	3		
				Hi Q				Hi Q				Hi Q				Hi Q				Hi Q			
				Whip Slap				Whip Slap				Whip Slap				Whip Slap				Whip Slap			
				Scratch H	4			Scratch H	4			Scratch H	4			Scratch H	4			Scratch H	4		
				Scratch L	4			Scratch L	4			Scratch L	4			Scratch L	4			Scratch L	4		
				Finger Snap				Finger Snap				Finger Snap				Finger Snap				Finger Snap			
				Click Noise				Click Noise				Click Noise				Click Noise				Click Noise			
				Metronome Click				Metronome Click				Metronome Click				Metronome Click				Metronome Click			
				Metronome Bell				Metronome Bell				Metronome Bell				Metronome Bell				Metronome Bell			
				Seq Click L				Seq Click L				Seq Click L				Seq Click L				Seq Click L			
				Seq Click H				Seq Click H				Seq Click H				Seq Click H				Seq Click H			
				Brush Tap				Brush Tap				Brush Tap				Brush Tap				Brush Tap			
				Brush Swirl		on		Brush Swirl		on		Brush Swirl		on		Brush Swirl		on		Brush Swirl		on	
				Brush Slap				Brush Slap				Brush Slap				Brush Slap				Brush Slap			
				Brush Tap Swirl		on		Brush Tap Swirl		on		Brush Tap Swirl		on		Brush Tap Swirl		on		Brush Tap Swirl		on	
				Snare Roll Rock		on		Snare Roll Hard		on		Snare Roll Rock		on		Snare Roll Rock		on		Snare Roll Rock		on	
				Hat 1/4-1/2 Brilliant Sw	1			Hat 1/4-1/2 Heavy Sw	1			Hat 1/4-1/2 Brilliant Sw	1			Hat 1/4-1/2 Heavy Sw	1			Hat 1/4-1/2 Brilliant Sw	1		
				Snare Brass Piccolo Soft				Snare Loose Snap Soft				Snare Loose Snap Soft				Snare Brass Piccolo Soft				Snare Brass Piccolo Soft			
				Sticks				Sticks				Sticks				Sticks				Sticks			
				Kick 18x22" Maple Dry Sw				Kick 14x22" Maple Dry Sw				Kick 18x22" Maple Dry Sw				Kick 18x22" Maple Dry Sw				Kick 18x22" Maple Dry Sw			
				Snare Brass Attack Rim				Snare Brass Rock Rim				Snare Brass Rock Rim				Snare Brass Attack Rim				Snare Brass Attack Rim			
				Kick 16x20" Maple Room Sw				Kick 14x18" Birch Room Sw				Kick 16x20" Maple Room Sw				Kick 16x20" Maple Room Sw				Kick 16x20" Maple Room Sw			
				Kick 18x22" Maple Room Sw				Kick 14x22" Maple Room Sw				Kick 18x22" Maple Room Sw				Kick 18x22" Maple Room Sw				Kick 18x22" Maple Room Sw			
				Sidestick Wood Knock Sw				Sidestick Metal Knock Sw				Sidestick Metal Knock Sw				Sidestick Wood Knock Sw				Sidestick Wood Knock Sw			
				Snare Brass Piccolo Sw				Snare Loose Snap Sw				Snare Loose Snap Sw				Snare Brass Piccolo Sw				Snare Brass Piccolo Sw			
				Hand Clap				Hand Clap				Hand Clap				Hand Clap				Hand Clap			
				Snare Brass Attack Sw		on		Snare Brass Rock Sw				Snare Brass Rock Sw			on	Snare Brass Attack Sw		on		Snare Brass Attack Sw		on	
				Tom Power Lo Floor				Tom Smooth Lo Floor				Tom Power Lo Floor				Tom Smooth Lo Floor				Tom Smooth Lo Floor			
				H																			

A : Alternate Group K : Key Off I : Insertion Effect : No sound

* These kits have been created by combining the Kick, Snare, Hi-hat and Tom sounds of the LiveRmA and LiveRmB voices.

Example : A B A A /Prc

- **Tom** (from LiveRm A)
- **Hi-hat** (from LiveRm A)
- **Snare** (from LiveRm B)
- **Kick** (from LiveRm A)

- Refers to the keys C3 and higher.
- Percussion sounds are mapped to these keys.

```
Prc : Percussion
Kk  : Kicks
Sn1 : Snares1
Sn2 : Snares2
Tom : Tom-toms
Hat : Hi-Hats
Cym : Cymbals
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■ PC Instrument Map

MSB=79, LSB=1

Program No.	1	2	3	4	5	6	7										
Kit Name	Afro Cuban	Brazil	MotifLn	GM Perc	AfrCbn61	Brazil61	AC-PigDR										
Note#	Note	A	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I
13	C# -1	3															
14	D -1	3															
15	D# -1																
16	E -1																
17	F -1																
18	F# -1																
19	G -1																
20	G# -1																
21	A -1																
22	A# -1																
23	B -1																
24	C 0																
25	C# 0																
26	D 0																
27	D# 0																
28	E 0																
29	F 0																
30	F# 0																
31	G 0																
32	G# 0																
33	A 0																
34	A# 0																
35	B 0																
36	C 1																
37	C# 1																
38	D 1																
39	D# 1																
40	E 1																
41	F 1																
42	F# 1																
43	G 1																
44	G# 1																
45	A 1																
46	A# 1																
47	B 1																
48	C 2																
49	C# 2																
50	D 2																
51	D# 2																
52	E 2																
53	F 2																
54	F# 2																
55	G 2																
56	G# 2																
57	A 2																
58	A# 2																
59	B 2																
60	C 3																
61	C# 3																
62	D 3																
63	D# 3																
64	E 3																
65	F 3																
66	F# 3																
67	G 3																
68	G# 3																
69	A 3																
70	A# 3																
71	B 3																
72	C 4																
73	C# 4																
74	D 4																
75	D# 4																
76	E 4																
77	F 4																
78	F# 4																
79	G 4																
80	G# 4																
81	A 4																
82	A# 4																
83	B 4																
84	C 5																
85	C# 5																
86	D 5																
87	D# 5																
88	E 5																
89	F 5																
90	F# 5																
91	G 5																
92	G# 5																
93	A 5																
94	A# 5																
95	B 5																
96	C 6																
97	C# 6																
98	D 6																
99	D# 6																
100	E 6																
101	F 6																
102	F# 6																
103	G 6																
104	G# 6																
105	A 6																
106	A# 6																
107	B 6																
108	C 7																

A : Alternate Group K : Key Off I : Insertion Effect : No sound

* The Alternate Group settings have been programmed only for the kits listed below.

Pgm# 4 GMPerc, Pgm#10 GMLtnDr, Pgm#23 DlyGMPrc, Pgm#24 DlyGMLtn, Pgm#29 ODGMLtn,

Pgm#33 Dst1GMLt, Pgm#37 Dst2GMLtn, Pgm#64 RvbGMPrc, Pgm#69 RvbGMLtn

None of the other kits (excepting those above) have Alternate Group settings.

15 BrzlHnd2			16 Bells			17 Shakers			18 Skins			19 Sticks1			20 Sticks2			21 DlyAfrCb			22 DlyBrazi		
Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I

A : Alternate Group K : Key Off I : Insertion Effect : No sound

* The Alternate Group settings have been programmed only for the kits listed below.
Pgm# 4 GMPerc, Pgm#10 GMLtnDr, Pgm#23 DlyGMPrc, Pgm#24 DlyGMLtn, Pgm#29 ODGMLtn,
Pgm#33 Dst1GMLt, Pgm#37 Dst2GMLtn, Pgm#64 RvbGMPrc, Pgm#69 RvbGMLtn
None of the other kits (excepting those above) have Alternate Group settings.

[illegible]

A : Alternate Group K : Key Off I : Insertion Effect : No sound

* The Alternate Group settings have been programmed only for the kits listed below.
Pgm# 4 GMPerc, Pgm#10 GMLtnDr, Pgm#23 DlyGMPrc, Pgm#24 DlyGMLtn, Pgm#29 ODGMLtn,
Pgm#33 Dst1GMLt, Pgm#37 Dst2GMLtn, Pgm#64 RvbGMPrc, Pgm#69 RvbGMLtn
None of the other kits (excepting those above) have Alternate Group settings.

59			60			61			62			63			64			65			66		
PchSKins			PchStick			RevAfrCb			RevBrazl			RevMotif			RevGMPrcc			RevAfIC61			RevBrZ61		
Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I	Inst Name	K	I

A : Alternate Group K : Key Off I : Insertion Effect : No sound

* The Alternate Group settings have been programmed only for the kits listed below.

Pgm# 4 GMPerc, Pgm#10 GMLtnDr, Pgm#23 DlyGMPrc, Pgm#24 DlyGMLtn, Pgm#29 ODGMLtn,

Pgm#33 Dst1GMLt, Pgm#37 Dst2GMLtn, Pgm#64 RvbGMPc, Pgm#69 RvbGMLtn

None of the other kits (excepting those above) have Alternate Group settings.

[illegible]

A : Alternate Group K : Key Off I : Insertion Effect : No sound

* The Alternate Group settings have been programmed only for the kits listed below.
Pgm# 4 GMPerc, Pgm#10 GMLtnDr, Pgm#23 DlyGMPrc, Pgm#24 DlyGMLtn, Pgm#29 ODGMLtn,
Pgm#33 Dst1GMLt, Pgm#37 Dst2GMLtn, Pgm#64 RvbGMPrc, Pgm#69 RvbGMLtn
None of the other kits (excepting those above) have Alternate Group settings.

DR/PC Plug-in Voice List

■ DR/PC Plug-in Voice List (for CS6x, CS6R, S30, S80, MOTIF)

● PLG150-DR

DrPlgVc1.mid (Slot1)

DrPlgVc2.mid (Slot2)

DrPlgVc3.mid (Slot3)

No.	Plug-in Voice Name
1	LiveRoom A
2	LiveRoom B
3	PoweredStd
4	DryStandrd
5	RockSt1
6	RockSt2
7	DryKit A
8	DryKit B
9	SmallRoom1
10	SmallRoom2
11	HeavyKit
12	RingSnares
13	Rocky
14	Trashed1
15	Trashed2
16	Trashed3
17	Weirdo
18	DarkBreak
19	BriteBreak
20	RockBreak
21	DirtyTek
22	Ethnic
23	DigiLoFi
24	NoizElec
25	BreakAmbnt
26	Electron
27	EthnicAmb
28	Flanger
29	Phaser1
30	Phaser2
31	AM/PM
32	AutoPan

No.	Plug-in Voice Name
33	Drone
34	SnareKit
35	CymbalsAmb
36	KitA/Hat1
37	KitB/Hat1
38	KitA/Hat2
39	KitB/Hat2
40	Spread1
41	Spread2
42	Spread3
43	Spread4
44	Kicks
45	Snares
46	Toms
47	Hats
48	Cymbals
49	AAAA/Kicks
50	ABAA/Snrs1
51	AABA/Snrs2
52	AAAB/Toms
53	ABBA/Hats
54	AABB/Cym
55	ABAB/Snrs1
56	ABBB/Snrs2
57	BBBB/Kicks
58	BABB/Snrs1
59	BBAB/Snrs2
60	BBBA/Toms
61	BAAB/Hats
62	BBAA/Cym
63	BABA/Snrs1
64	BAAA/Snrs2

● PLG150-PC

PcPlgVc1.mid (Slot1)

PcPlgVc2.mid (Slot2)

PcPlgVc3.mid (Slot3)

No.	Plug-in Voice Name
1	AfroCuban
2	Brazil
3	MotifLatin
4	GM Perc
5	AfroCubn61
6	Brazil61
7	AfCb-PlgDR
8	Brzl-PlgDR
9	Latn-PlgDR
10	GmLatinDrm
11	Live Pop
12	Kick&Snare
13	AfrCbnHand
14	BrazilHnd1
15	BrazilHnd2
16	Bells
17	Shakers
18	Skins
19	Sticks 1
20	Sticks 2
21	OvrDrAfrCb
22	OvrDrBrazil
23	OvrDrGMLtn
24	OvrDrKk&Sn
25	Dist1AfrCb
26	Dist1Brazil
27	Dist1GMLtn
28	Dist1Kk&Sn
29	Dist2AfrCb
30	Dist2Brazil
31	Dist2GMLtn
32	Dist2Kk&Sn

No.	Plug-in Voice Name
33	FingrAfrCb
34	FingrBrazl
35	FlangrShkrs
36	PhasrShkrs
37	DelayAfrCb
38	DelayBrazl
39	DelayGMPrc
40	DelayGMLtn
41	NsDlyAfrCb
42	NsDlyBrazl
43	Mod1AfrCbn
44	Mod1Brazil
45	Mod2AfrCbn
46	Mod2Brazil
47	Mod3Bells
48	Mod3Shakrs
49	Mod4BrzHd1
50	Mod4BrzHd2
51	Mod5BrzHd1
52	Mod5BrzHd2
53	Reso1Skins
54	Reso1Stick
55	Reso2Kk&Sn
56	Reso2Stick
57	Mod6Bells
58	Mod6Sticks
59	PitchBells
60	PitchShakr
61	PitchSkins
62	PitchStick
63	AmbntBells
64	AmbntAfrCb

Effect List

■ DR/PC Voice Effect Parameter List



- DR/PC Native Part Parameter : This parameter can control the Voice Effect.
- Dry/Wet (Parameter No.10) is available only on the Insertion Effect.

HALL1,HALL2 / ROOM1,ROOM2,ROOM3 / STAGE1,STAGE2 / PLATE (Reverb, Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	Reverb Time	0.3...30.0[s]	0 - 69	table#4	INS DryWet
2	Diffusion	0...10	0 - 10		
3	Initial Delay	0.1...99.3[ms]	0 - 63	table#5	
4	HPF Cutoff	Thru...8.0k[Hz]	0 - 52	table#3	
5	LPF Cutoff	1.0k[Hz]...Thru	34 - 60	table#3	
6					
7					
8					
9					
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		
11	Rev Delay	0...63	0 - 63	table#5	
12	Density	0...3	0 - 3		
13	Er/Rev Balance	E63>R...E=R...E<R63	1 - 127		
14					
15	Feedback Level	-63...+63	1 - 127		
16					

DELAY L,R (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	Lch Delay	0.1...715.0[ms]	1 - 7150		INS DryWet
2	Rch Delay	0.1...715.0[ms]	1 - 7150		
3	Feedback Delay 1	0.1...715.0[ms]	1 - 7150		
4	Feedback Delay 2	0.1...715.0[ms]	1 - 7150		
5	Feedback Level	-63...+63	1 - 127		
6	High Damp	0.1...1.0	1 - 10		
7					
8					
9					
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		
11					
12					
13	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	
14	EQ Low Gain	-12...+12[dB]	52 - 76	table#3	
15	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	
16	EQ High Gain	-12...+12[dB]	52 - 76	table#3	

WHITE ROOM / TUNNEL / BASEMENT (Reverb)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	Reverb Time	0.3...30.0[s]	0 - 69	table#4	
2	Diffusion	0...10	0 - 10		
3	Initial Delay	0.1...99.3[ms]	0 - 63	table#5	
4	HPF Cutoff	Thru...8.0k[Hz]	0 - 52	table#3	
5	LPF Cutoff	1.0k[Hz]...Thru	34 - 60	table#3	
6	Width	0.5...10.2[m]	0 - 37		
7	Height	0.5...20.2[m]	0 - 73		
8	Depth	0.5...30.2[m]	0 - 104		
9	Wall Vary	0...30	0 - 30		
10					
11	Rev Delay	0...63	0 - 63	table#5	
12	Density	0...3	0 - 3		
13	Er/Rev Balance	E63>R...E=R...E<R63	1 - 127		
14					
15	Feedback Level	-63...+63	1 - 127		
16					

ECHO (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	Lch Delay1	0.1...355.0[ms]	1 - 3550		INS DryWet
2	Lch Feedback Level	-63...+63	1 - 127		
3	Rch Delay1	0.1...355.0[ms]	1 - 3550		
4	Rch Feedback Level	-63...+63	1 - 127		
5	High Damp	0.1...1.0	1 - 10		
6	Lch Delay2	0.1...355.0[ms]	1 - 3550		
7	Rch Delay2	0.1...355.0[ms]	1 - 3550		
8	Delay2 Level	0...127	0 - 127		
9					
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		
11					
12					
13	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	
14	EQ Low Gain	-12...+12[dB]	52 - 76	table#3	
15	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	
16	EQ High Gain	-12...+12[dB]	52 - 76	table#3	

KARAOKE1,2,3 (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	Delay Time	0.1...400[ms]	0 - 127	table#7	INS DryWet
2	Feedback Level	-63...+63	1 - 127		
3	HPF Cutoff	Thru...8.0k[Hz]	0 - 52	table#3	
4	LPF Cutoff	1.0k[Hz]...Thru	34 - 60	table#3	
5					
6					
7					
8					
9					
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		
11					
12					
13					
14					
15					
16					

CROSS DELAY (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	L->R Delay	0.1...355.0[ms]	1 - 3550		INS DryWet
2	R->L Delay	0.1...355.0[ms]	1 - 3550		
3	Feedback Level	-63...+63	1 - 127		
4	Input Select	L,R,L&R	0 - 2		
5	High Damp	0.1...1.0	1 - 10		
6					
7					
8					
9					
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		
11					
12					
13	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	
14	EQ Low Gain	-12...+12[dB]	52 - 76	table#3	
15	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	
16	EQ High Gain	-12...+12[dB]	52 - 76	table#3	

DELAY L,C,R (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	Lch Delay	0.1...715.0[ms]	1 - 7150		INS DryWet
2	Rch Delay	0.1...715.0[ms]	1 - 7150		
3	Cch Delay	0.1...715.0[ms]	1 - 7150		
4	Feedback Delay	0.1...715.0[ms]	1 - 7150		
5	Feedback Level	-63...+63	1 - 127		
6	Cch Level	0...127	0 - 127		
7	High Damp	0.1...1.0	1 - 10		
8					
9					
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		
11					
12					
13	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	
14	EQ Low Gain	-12...+12[dB]	52 - 76	table#3	
15	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	
16	EQ High Gain	-12...+12[dB]	52 - 76	table#3	

EARLY REF1,2 (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	Type	S-H, L-H, Rdm, Rvs, Plt, Spr	0 - 5		INS DryWet
2	Room Size	0.1...7.0	0 - 44	table#6	
3	Diffusion	0...10	0 - 10		
4	Initial Delay	0.1...99.3[ms]	0 - 63	table#5	
5	Feedback Level	-63...+63	1 - 127		
6	HPF Cutoff	Thru...8.0k[Hz]	0 - 52	table#3	
7	LPF Cutoff	1.0k[Hz]...Thru	34 - 60	table#3	
8					
9					
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		
11	Liveness	0...10	0 - 10		
12	Density	0...3	0 - 3		
13	High Damp	0.1...1.0	1 - 10		
14					
15					
16					

Effect List

GATE REVERB / REVERSE GATE (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	Type	TypeA,TypeB	0 - 1		
2	Room Size	0.1...7.0	0 - 44	table#6	
3	Diffusion	0...10	0 - 10		
4	Initial Delay	0.1...99.3[ms]	0 - 63	table#5	
5	Feedback Level	-63...+63	1 - 127		
6	HPF Cutoff	Thru...8.0k[Hz]	0 - 52	table#3	
7	LPF Cutoff	1.0k[Hz]...Thru	34 - 60	table#3	
8					
9					
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		INS DryWet
11	Liveness	0...10	0 - 10		
12	Density	0...3	0 - 3		
13	High Damp	0.1...1.0	1 - 10		
14					
15					
16					

CHORUS1,2,3,4 / CELESTE1,2,3,4 (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	LFO Frequency	0.00...39.7[Hz]	0 - 127	table#1	INS LFO Freq
2	LFO Depth	0...127	0 - 127		INS LFO Depth
3	Feedback Level	-63...+63	1 - 127		
4	Delay Offset	0.0...50	0 - 127	table#2	
5					
6	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	INS EQ Low Frq
7	EQ Low Gain	-12...+12[dB]	52 - 76		INS EQ Low Gain
8	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	INS EQ High Frq
9	EQ High Gain	-12...+12[dB]	52 - 76		INS EQ High Gain
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		INS DryWet
11					
12					
13					
14					
15	Input Mode	mono/stereo	0 - 1		
16					

FLANGER1,2,3 (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	LFO Frequency	0.00...39.7[Hz]	0 - 127	table#1	INS LFO Freq
2	LFO Depth	0...127	0 - 127		INS LFO Depth
3	Feedback Level	-63...+63	1 - 127		
4	Delay Offset	0...63	0 - 63	table#2	
5					
6	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	INS EQ Low Frq
7	EQ Low Gain	-12...+12[dB]	52 - 76		INS EQ Low Gain
8	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	INS EQ High Frq
9	EQ High Gain	-12...+12[dB]	52 - 76		INS EQ High Gain
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		INS DryWet
11					
12					
13					
14	LFO Phase Difference	-180...+180[deg] (resolution=3[deg])	4 - 124		
15					
16					

SYMPHONIC (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	LFO Frequency	0.00...39.7[Hz]	0 - 127	table#1	INS LFO Freq
2	LFO Depth	0...127	0 - 127		INS LFO Depth
3	Delay Offset	0.0...50	0 - 127	table#2	
4					
5					
6	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	INS EQ Low Frq
7	EQ Low Gain	-12...+12[dB]	52 - 76		INS EQ Low Gain
8	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	INS EQ High Frq
9	EQ High Gain	-12...+12[dB]	52 - 76		INS EQ High Gain
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		INS DryWet
11					
12					
13					
14					
15					
16					

ROTARY SPEAKER (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	LFO Frequency	0.00...39.7[Hz]	0 - 127	table#1	INS LFO Freq
2	LFO Depth	0...127	0 - 127		INS LFO Depth
3					
4					
5					
6	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	INS EQ Low Frq
7	EQ Low Gain	-12...+12[dB]	52 - 76		INS EQ Low Gain
8	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	INS EQ High Frq
9	EQ High Gain	-12...+12[dB]	52 - 76		INS EQ High Gain
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		INS DryWet
11					
12					
13					
14					
15					
16					

TREMOLO (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	LFO Frequency	0.00...39.7[Hz]	0 - 127	table#1	INS LFO Freq
2	AM Depth	0...127	0 - 127		INS LFO Depth
3	PM Depth	0...127	0 - 127		INS LFO Depth
4					
5					
6	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	INS EQ Low Frq
7	EQ Low Gain	-12...+12[dB]	52 - 76		INS EQ Low Gain
8	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	INS EQ High Frq
9	EQ High Gain	-12...+12[dB]	52 - 76		INS EQ High Gain
10					
11					
12					
13					
14	LFO Phase Difference	-180...+180[deg] (resolution=3[deg])	4 - 124		
15	Input Mode	mono/stereo	0 - 1		
16					

AUTO PAN (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	LFO Frequency	0.00...39.7[Hz]	0 - 127	table#1	INS LFO Freq
2	L/R Depth	0...127	0 - 127		INS LFO Depth
3	F/R Depth	0...127	0 - 127		INS LFO Depth
4	PAN Direction	L<->R,L->R,L<- R,Lturn,Rturn,L/R	0 - 5		
5					
6	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	INS EQ Low Frq
7	EQ Low Gain	-12...+12[dB]	52 - 76		INS EQ Low Gain
8	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	INS EQ High Frq
9	EQ High Gain	-12...+12[dB]	52 - 76		INS EQ High Gain
10					
11					
12					
13					
14					
15					
16					

PHASER 1 (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	LFO Frequency	0.00...39.7[Hz]	0 - 127	table#1	INS LFO Freq
2	LFO Depth	0...127	0 - 127		INS LFO Depth
3	Phase Shift Offset	0...127	0 - 127		
4	Feedback Level	-63...+63	1 - 127		
5					
6	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	INS EQ Low Frq
7	EQ Low Gain	-12...+12[dB]	52 - 76		INS EQ Low Gain
8	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	INS EQ High Frq
9	EQ High Gain	-12...+12[dB]	52 - 76		INS EQ High Gain
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		INS DryWet
11	Stage	6...10	6 - 10		
12					
13					
14					
15					
16					

PHASER 2 (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	LFO Frequency	0.00...39.7[Hz]	0 - 127	table#1	INS LFO Freq INS LFO Depth
2	LFO Depth	0...127	0 - 127		
3	Phase Shift Offset	0...127	0 - 127		
4	Feedback Level	-63...+63	1 - 127		
5					
6	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	INS EQ Low Frq INS EQ Low Gain
7	EQ Low Gain	-12...+12[dB]	52 - 76		
8	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	INS EQ High Frq INS EQ High Gain
9	EQ High Gain	-12...+12[dB]	52 - 76		
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		INS DryWet
11	Stage	3...5	3 - 5		
12					
13	LFO Phase Difference	-180...+180[deg] (resolution=3[deg])	4 - 124		
14					
15					
16					

DISTORTION / OVERDRIVE (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	Drive	0...127	0 - 127		INS Drive INS EQ Low Frq INS EQ Low Gain
2	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	
3	EQ Low Gain	-12...+12[dB]	52 - 76		
4	LPF Cutoff	1.0k[Hz]...Thru	34 - 60	table#3	
5	Output Level	0...127	0 - 127		
6					
7	EQ Mid Frequency	500...10.0k[Hz]	28 - 54	table#3	INS DryWet
8	EQ Mid Gain	-12...+12[dB]	52 - 76		
9	EQ Mid Width	1.0...12.0	10 - 120		
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		
11	Edge(Clip Curve)	0...127(mild...sharp)	0 - 127		
12					
13					
14					
15					
16					

AMP SIMULATOR (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	Drive	0...127	0 - 127	table#3	INS Drive
2	AMP Type	Off,Stack,Combo,Tube	0 - 3		
3	LPF Cutoff	1.0k[Hz]...Thru	34 - 60		
4	Output Level	0...127	0 - 127		
5					
6					
7					
8					
9					
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		INS DryWet
11	Edge(Clip Curve)	0...127(mild...sharp)	0 - 127		
12					
13					
14					
15					
16					

3BAND EQ (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	EQ Low Gain	-12...+12[dB]	52 - 76	table#3	INS EQ Low Gain
2	EQ Mid Frequency	500...10.0k[Hz]	28 - 54		
3	EQ Mid Gain	-12...+12[dB]	52 - 76		
4	EQ Mid Width	1.0...12.0	10 - 120		
5	EQ High Gain	-12...+12[dB]	52 - 76	table#3	INS EQ High Gain
6	EQ Low Frequency	50...2.0k[Hz]	8 - 40		
7	EQ High Frequency	500...16.0k[Hz]	28 - 58		
8					
9					
10					
11					
12					
13					
14					
15					
16					

2BAND EQ (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	INS EQ Low Frq INS EQ Low Gain
2	EQ Low Gain	-12...+12[dB]	52 - 76		
3	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	INS EQ High Frq INS EQ High Gain
4	EQ High Gain	-12...+12[dB]	52 - 76		
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

AUTO WAH (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1	LFO Frequency	0.00...39.7[Hz]	0 - 127	table#1	INS LFO Freq INS LFO Depth
2	LFO Depth	0...127	0 - 127		
3	Cutoff Frequency Offset	0...127	0 - 127		
4	Resonance	1.0...12.0	10 - 120		
5					
6	EQ Low Frequency	50...2.0k[Hz]	8 - 40	table#3	INS EQ Low Frq INS EQ Low Gain
7	EQ Low Gain	-12...+12[dB]	52 - 76		
8	EQ High Frequency	500...16.0k[Hz]	28 - 58	table#3	INS EQ High Frq INS EQ High Gain
9	EQ High Gain	-12...+12[dB]	52 - 76		
10	Dry/Wet	D63>W...D=W...D<W63	1 - 127		INS DryWet
11					
12					
13					
14					
15					
16					

NO EFFECT (Reverb, Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

THRU (Insertion)

No.	Parameter	Display	Value	See Table	DR/PC Native Part Parameter
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

■ Effect Default Data List

Type	Parameter Number															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
HALL1	18	10	8	13	49	0	0	0	0	40	0	3	50	0	64	0
HALL2	25	10	28	6	46	0	0	0	0	40	13	3	74	0	64	0
ROOM1	5	10	16	4	49	0	0	0	0	40	5	3	64	0	64	0
ROOM2	12	10	5	4	38	0	0	0	0	40	0	3	50	0	64	0
ROOM3	9	10	47	5	36	0	0	0	0	40	0	3	60	0	64	0
STAGE1	19	10	16	7	54	0	0	0	0	40	0	3	64	0	64	0
STAGE2	11	10	16	7	51	0	0	0	0	40	2	2	64	0	64	0
PLATE	25	10	6	8	49	0	0	0	0	0	2	3	64	0	64	0
WHITE ROOM	9	5	11	0	46	30	50	70	7	0	34	3	64	0	64	0
TUNNEL	48	6	19	0	44	33	52	70	16	0	20	3	64	0	64	0
BASEMENT	3	6	3	0	34	26	29	59	15	40	32	3	64	0	64	0
KARAOKE1	63	97	0	48	0	0	0	0	0	64	0	0	0	0	0	0
KARAOKE2	55	105	0	50	0	0	0	0	0	64	0	0	0	0	0	0
KARAOKE3	43	110	14	53	0	0	0	0	0	64	0	0	0	0	0	0
DELAY L,C,R	3333	1667	5000	5000	74	100	10	0	0	32	0	0	28	64	46	64
DELAY L,R	2500	3750	3752	3750	87	10	0	0	0	32	0	0	28	64	46	64
ECHO	1700	80	1780	80	10	1700	1780	0	0	40	0	0	28	64	46	64
CROSS DELAY	1700	1750	111	1	10	0	0	0	0	32	0	0	28	64	46	64
EARLY REF1	0	19	5	16	64	0	46	0	0	32	5	0	10	0	0	0
EARLY REF2	2	7	10	16	64	3	46	0	0	32	5	2	10	0	0	0
GATE REVERB	0	15	6	2	64	0	44	0	0	32	4	3	10	0	0	0
REVERSE GATE	1	19	8	3	64	0	47	0	0	32	6	3	10	0	0	0
CHORUS1	6	54	77	106	0	28	64	46	64	64	0	0	0	0	0	0
CHORUS2	8	63	64	30	0	28	62	42	58	64	0	0	0	0	0	0
CHORUS3	4	44	64	110	0	28	64	46	66	64	0	0	0	0	0	0
CHORUS4	9	32	69	104	0	28	64	46	64	64	0	0	0	0	1	0
CELESTE1	12	32	64	0	0	28	64	46	64	127	0	0	0	0	0	0
CELESTE2	28	18	90	2	0	28	62	42	60	84	0	0	0	0	0	0
CELESTE3	4	63	44	2	0	28	64	46	68	127	0	0	0	0	0	0
CELESTE4	8	29	64	0	0	28	64	51	66	127	0	0	0	0	1	0
FLANGER1	14	14	104	2	0	28	64	46	64	96	0	0	0	4	0	0
FLANGER2	32	17	26	2	0	28	64	46	60	96	0	0	0	4	0	0
FLANGER3	4	109	109	2	0	28	64	46	64	127	0	0	0	4	0	0
SYMPHONIC	12	25	16	0	0	28	64	46	64	127	0	0	0	0	0	0
ROTARY SPEAKER	81	35	0	0	0	24	60	45	54	127	0	0	0	0	0	0
TREMOLO	83	56	0	0	0	28	64	46	64	0	0	0	0	64	0	0
AUTO PAN	76	80	32	5	0	28	64	46	64	0	0	0	0	0	0	0
PHASER 1	8	111	74	104	0	28	64	46	64	64	6	0	0	0	0	0
PHASER 2	8	111	74	108	0	28	64	46	64	64	5	0	4	0	0	0
DISTORTION	15	20	71	52	74	0	42	70	10	127	100	0	0	0	0	0
OVERDRIVE	7	21	69	54	80	0	41	70	10	127	68	0	0	0	0	0
AMP SIMULATOR	18	3	54	73	0	0	0	0	0	127	78	0	0	0	0	0
3BAND EQ	70	34	60	10	70	28	46	0	0	0	0	0	0	0	0	0
2BAND EQ	28	70	46	70	0	0	0	0	0	0	0	0	0	0	0	0
AUTO WAH	42	82	38	27	0	34	69	32	69	127	0	0	0	0	0	0
NO EFFECT	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
THRU	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

■ Effect Data Assign Table

table#1

LFO Frequency

Data	Value	Data	Value
0	0.00	64	0.69
1	0.04	65	2.77
2	0.08	66	2.86
3	0.12	67	2.94
4	0.16	68	3.02
5	0.21	69	3.11
6	0.25	70	3.19
7	0.29	71	3.28
8	0.33	72	3.36
9	0.37	73	3.44
10	0.42	74	3.53
11	0.46	75	3.61
12	0.50	76	3.70
13	0.54	77	3.86
14	0.58	78	4.03
15	0.63	79	4.20
16	0.67	80	4.37
17	0.71	81	4.54
18	0.75	82	4.71
19	0.79	83	4.87
20	0.84	84	5.04
21	0.88	85	5.21
22	0.92	86	5.38
23	0.96	87	5.55
24	1.00	88	5.72
25	1.05	89	6.05
26	1.09	90	6.39
27	1.13	91	6.72
28	1.17	92	7.06
29	1.22	93	7.40
30	1.26	94	7.73
31	1.30	95	8.07
32	1.34	96	8.41
33	1.38	97	8.74
34	1.43	98	9.08
35	1.47	99	9.42
36	1.51	100	9.75
37	1.55	101	10.0
38	1.59	102	10.7
39	1.64	103	11.4
40	1.68	104	12.1
41	1.72	105	12.7
42	1.76	106	13.4
43	1.80	107	14.1
44	1.85	108	14.8
45	1.89	109	15.4
46	1.93	110	16.1
47	1.97	111	16.8
48	2.01	112	17.5
49	2.06	113	18.1
50	2.10	114	19.5
51	2.14	115	20.8
52	2.18	116	22.2
53	2.22	117	23.5
54	2.27	118	24.8
55	2.31	119	26.2
56	2.35	120	27.5
57	2.39	121	28.9
58	2.43	122	30.2
59	2.48	123	31.6
60	2.52	124	32.9
61	2.56	125	34.3
62	2.60	126	37.0
63	2.65	127	39.7

table#2

Modulation Delay Offset

Data	Value	Data	Value
0	0.0	64	6.4
1	0.1	65	6.5
2	0.2	66	6.6
3	0.3	67	6.7
4	0.4	68	6.8
5	0.5	69	6.9
6	0.6	70	7.0
7	0.7	71	7.1
8	0.8	72	7.2
9	0.9	73	7.3
10	1.0	74	7.4
11	1.1	75	7.5
12	1.2	76	7.6
13	1.3	77	7.7
14	1.4	78	7.8
15	1.5	79	7.9
16	1.6	80	8.0
17	1.7	81	8.1
18	1.8	82	8.2
19	1.9	83	8.3
20	2.0	84	8.4
21	2.1	85	8.5
22	2.2	86	8.6
23	2.3	87	8.7
24	2.4	88	8.8
25	2.5	89	8.9
26	2.6	90	9.0
27	2.7	91	9.1
28	2.8	92	9.2
29	2.9	93	9.3
30	3.0	94	9.4
31	3.1	95	9.5
32	3.2	96	9.6
33	3.3	97	9.7
34	3.4	98	9.8
35	3.5	99	9.9
36	3.6	100	10.0
37	3.7	101	11.1
38	3.8	102	12.2
39	3.9	103	13.3
40	4.0	104	14.4
41	4.1	105	15.5
42	4.2	106	17.1
43	4.3	107	18.6
44	4.4	108	20.2
45	4.5	109	21.8
46	4.6	110	23.3
47	4.7	111	24.9
48	4.8	112	26.5
49	4.9	113	28.0
50	5.0	114	29.6
51	5.1	115	31.2
52	5.2	116	32.8
53	5.3	117	34.3
54	5.4	118	35.9
55	5.5	119	37.5
56	5.6	120	39.0
57	5.7	121	40.6
58	5.8	122	42.2
59	5.9	123	43.7
60	6.0	124	45.3
61	6.1	125	46.9
62	6.2	126	48.4
63	6.3	127	50.0

table#3

EQ Frequency

Data	Value
0	THRU(20)
1	22
2	25
3	28
4	32
5	36
6	40
7	45
8	50
9	56
10	63
11	70
12	80
13	90
14	100
15	110
16	125
17	140
18	160
19	180
20	200
21	225
22	250
23	280
24	315
25	355
26	400
27	450
28	500
29	560
30	630
31	700
32	800
33	900
34	1.0k
35	1.1k
36	1.2k
37	1.4k
38	1.6k
39	1.8k
40	2.0k
41	2.2k
42	2.5k
43	2.8k
44	3.2k
45	3.6k
46	4.0k
47	4.5k
48	5.0k
49	5.6k
50	6.3k
51	7.0k
52	8.0k
53	9.0k
54	10.0k
55	11.0k
56	12.0k
57	14.0k
58	16.0k
59	18.0k
60	THRU(20.0k)

table#4

Reverb Time

Data	Value
0	0.3
1	0.4
2	0.5
3	0.6
4	0.7
5	0.8
6	0.9
7	1.0
8	1.1
9	1.2
10	1.3
11	1.4
12	1.5
13	1.6
14	1.7
15	1.8
16	1.9
17	2.0
18	2.1
19	2.2
20	2.3
21	2.4
22	2.5
23	2.6
24	2.7
25	2.8
26	2.9
27	3.0
28	3.1
29	3.2
30	3.3
31	3.4
32	3.5
33	3.6
34	3.7
35	3.8
36	3.9
37	4.0
38	4.1
39	4.2
40	4.3
41	4.4
42	4.5
43	4.6
44	4.7
45	4.8
46	4.9
47	5.0
48	5.5
49	6.0
50	6.5
51	7.0
52	7.5
53	8.0
54	8.5
55	9.0
56	9.5
57	10.0
58	11.0
59	12.0
60	13.0
61	14.0
62	15.0
63	16.0

Data	Value
64	17.0
65	18.0
66	19.0
67	20.0
68	25.0
69	30.0

table#5
Delay Time (200.0ms)

Data	Value	Data	Value
0	0.1	64	100.8
1	1.7	65	102.4
2	3.2	66	104.0
3	4.8	67	105.6
4	6.4	68	107.1
5	8.0	69	108.7
6	9.5	70	110.3
7	11.1	71	111.9
8	12.7	72	113.4
9	14.3	73	115.0
10	15.8	74	116.6
11	17.4	75	118.2
12	19.0	76	119.7
13	20.6	77	121.3
14	22.1	78	122.9
15	23.7	79	124.4
16	25.3	80	126.0
17	26.9	81	127.6
18	28.4	82	129.2
19	30.0	83	130.7
20	31.6	84	132.3
21	33.2	85	133.9
22	34.7	86	135.5
23	36.3	87	137.0
24	37.9	88	138.6
25	39.5	89	140.2
26	41.0	90	141.8
27	42.6	91	143.3
28	44.2	92	144.9
29	45.7	93	146.5
30	47.3	94	148.1
31	48.9	95	149.6
32	50.5	96	151.2
33	52.0	97	152.8
34	53.6	98	154.4
35	55.2	99	155.9
36	56.8	100	157.5
37	58.3	101	159.1
38	59.9	102	160.6
39	61.5	103	162.2
40	63.1	104	163.8
41	64.6	105	165.4
42	66.2	106	166.9
43	67.8	107	168.5
44	69.4	108	170.1
45	70.9	109	171.7
46	72.5	110	173.2
47	74.1	111	174.8
48	75.7	112	176.4
49	77.2	113	178.0
50	78.8	114	179.5
51	80.4	115	181.1
52	81.9	116	182.7
53	83.5	117	184.3
54	85.1	118	185.8
55	86.7	119	187.4
56	88.2	120	189.0
57	89.8	121	190.6
58	91.4	122	192.1
59	93.0	123	193.7
60	94.5	124	195.3
61	96.1	125	196.9
62	97.7	126	198.4
63	99.3	127	200.0

table#6
Room Size

Data	Value
0	0.1
1	0.3
2	0.4
3	0.6
4	0.7
5	0.9
6	1.0
7	1.2
8	1.4
9	1.5
10	1.7
11	1.8
12	2.0
13	2.1
14	2.3
15	2.5
16	2.6
17	2.8
18	2.9
19	3.1
20	3.2
21	3.4
22	3.5
23	3.7
24	3.9
25	4.0
26	4.2
27	4.3
28	4.5
29	4.6
30	4.8
31	5.0
32	5.1
33	5.3
34	5.4
35	5.6
36	5.7
37	5.9
38	6.1
39	6.2
40	6.4
41	6.5
42	6.7
43	6.8
44	7.0

table#7
Delay Time (400.0ms)

Data	Value	Data	Value
0	0.1	64	201.6
1	3.2	65	204.8
2	6.4	66	207.9
3	9.5	67	211.1
4	12.7	68	214.2
5	15.8	69	217.4
6	19.0	70	220.5
7	22.1	71	223.7
8	25.3	72	226.8
9	28.4	73	230.0
10	31.6	74	233.1
11	34.7	75	236.3
12	37.9	76	239.4
13	41.0	77	242.6
14	44.2	78	245.7
15	47.3	79	248.9
16	50.5	80	252.0
17	53.6	81	255.2
18	56.8	82	258.3
19	59.9	83	261.5
20	63.1	84	264.6
21	66.2	85	267.7
22	69.4	86	270.9
23	72.5	87	274.0
24	75.7	88	277.2
25	78.8	89	280.3
26	82.0	90	283.5
27	85.1	91	286.6
28	88.3	92	289.8
29	91.4	93	292.9
30	94.6	94	296.1
31	97.7	95	299.2
32	100.9	96	302.4
33	104.0	97	305.5
34	107.2	98	308.7
35	110.3	99	311.8
36	113.5	100	315.0
37	116.6	101	318.1
38	119.8	102	321.3
39	122.9	103	324.4
40	126.1	104	327.6
41	129.2	105	330.7
42	132.4	106	333.9
43	135.5	107	337.0
44	138.6	108	340.2
45	141.8	109	343.3
46	144.9	110	346.5
47	148.1	111	349.6
48	151.2	112	352.8
49	154.4	113	355.9
50	157.5	114	359.1
51	160.7	115	362.2
52	163.8	116	365.4
53	167.0	117	368.5
54	170.1	118	371.7
55	173.3	119	374.8
56	176.4	120	378.0
57	179.6	121	381.1
58	182.7	122	384.3
59	185.9	123	387.4
60	189.0	124	390.6
61	192.2	125	393.7
62	195.3	126	396.9
63	198.5	127	400.0

table#8
Reverb Width;Depth;Height

Data	Value	Data	Value
0	0.5	64	17.6
1	0.8	65	17.9
2	1.0	66	18.2
3	1.3	67	18.5
4	1.5	68	18.8
5	1.8	69	19.1
6	2.0	70	19.4
7	2.3	71	19.7
8	2.6	72	20.0
9	2.8	73	20.2
10	3.1	74	20.5
11	3.3	75	20.8
12	3.6	76	21.1
13	3.9	77	21.4
14	4.1	78	21.7
15	4.4	79	22.0
16	4.6	80	22.4
17	4.9	81	22.7
18	5.2	82	23.0
19	5.4	83	23.3
20	5.7	84	23.6
21	5.9	85	23.9
22	6.2	86	24.2
23	6.5	87	24.5
24	6.7	88	24.9
25	7.0	89	25.2
26	7.2	90	25.5
27	7.5	91	25.8
28	7.8	92	26.1
29	8.0	93	26.5
30	8.3	94	26.8
31	8.6	95	27.1
32	8.8	96	27.5
33	9.1	97	27.8
34	9.4	98	28.1
35	9.6	99	28.5
36	9.9	100	28.8
37	10.2	101	29.2
38	10.4	102	29.5
39	10.7	103	29.9
40	11.0	104	30.2
41	11.2		
42	11.5		
43	11.8		
44	12.1		
45	12.3		
46	12.6		
47	12.9		
48	13.1		
49	13.4		
50	13.7		
51	14.0		
52	14.2		
53	14.5		
54	14.8		
55	15.1		
56	15.4		
57	15.6		
58	15.9		
59	16.2		
60	16.5		
61	16.8		
62	17.1		
63	17.3		

Parameter List (XG/Modular Synthesis Plug-in System)

Modular Synthesis Plug-in System	XG Plug-in System	(LCD of CS6x/CS6R/S80/Motif/etc.)	
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(Common Parameter)

Parameter Name	Parameter Name	Group	Parameter
Volume	VOLUME	QED*Level	Vol
Pan	PAN	QED*Level	Pan
Reverb Send	REVERB SEND	QED*Level	RevSend
Chorus Send	CHORUS SEND	QED*Level	ChoSend
LPF Cutoff Frequency	LOW PASS FILTER CUTOFF FREQUENCY	QED*Filter	Cutoff
LPF Resonance	LOW PASS FILTER RESONANCE	QED*Filter	Reso
Attack Time	EG ATTACK TIME	QED*EG	Attack
Decay Time	EG DECAY TIME	QED*EG	Decay
Release Time	EG RELEASE TIME	QED*EG	Release
Pitch Bend Range	BEND PITCH CONTROL	CTL*Pitch	Pitch Bend
Portamento Switch	PORTAMENTO SWITCH *1	CTL*Pitch	Portamento
Portamento Time	PORTAMENTO TIME *1	CTL*Pitch	Time
Mono/Poly Mode	MONO/POLY MODE *1	GEN*Other	Mode
Same Note Number Key On Assign	SAME NOTE NUMBER KEY ON ASSIGN *1	GEN*Other	Assign

(Element Parameter)

Parameter Name	Parameter Name	Group	Parameter
Plug-in Board Voice Bank MSB	BANK SELECT MSB	PLG*Assign	Bank
Plug-in Board Voice Bank LSB	BANK SELECT LSB	PLG*Assign	Bank
Plug-in Board Voice Program Number	PROGRAM NUMBER	PLG*Assign	Number
Note Shift	NOTE SHIFT	PLG*Velocity	NoteSft
Velocity Sense Depth	VELOCITY SENSE DEPTH	PLG*Velocity	Depth
Velocity Sense Offset	VELOCITY SENSE OFFSET	PLG*Velocity	Offset
Pitch EG Initial Level	PITCH EG INITIAL LEVEL	PCH*PEG	InitLvl
Pitch EG Attack Time	PITCH EG ATTACK TIME	PCH*PEG	Attack
Pitch EG Release Level	PITCH EG RELEASE LEVEL	PCH*PEG	--Level
Pitch EG Release Time	PITCH EG RELEASE TIME	PCH*PEG	Release
LFO Rate	VIBRATO RATE	LFO Param	Speed
LFO Pitch Modulation Depth	VIBRATO DEPTH	LFO Param	PMod
LFO Delay	VIBRATO DELAY	LFO Param	Delay
HPF Cutoff Frequency	HIGH PASS FILTER CUTOFF FREQUENCY	QED*Filter	HPF
EQ Low Gain	EQ BASS GAIN	EQ*Param	LoGain
EQ High Gain	EQ TREBLE GAIN	EQ*Param	HiGain
EQ Low Frequency	EQ BASS FREQUENCY	EQ*Param	LoFreq
EQ High Frequency	EQ TREBLE FREQUENCY	EQ*Param	HiFreq

MW Filter Control	MW LOW PASS FILTER CONTROL	CTL*MW Control	Filter
MW LFO Pitch Modulation Depth	MW LFO PMOD DEPTH	CTL*MW Modulation	PMod
MW LFO Filter Modulation Depth	MW LFO FMOD DEPTH	CTL*MW Modulation	FMod
MW LFO Amplitude Modulation Depth	MW LFO AMOD DEPTH	CTL*MW Modulation	AMod
CAT Pitch Control	CAT PITCH CONTROL	CTL*AT Control	Pitch
CAT Filter Control	CAT LOW PASS FILTER CONTROL	CTL*AT Control	Filter
CAT LFO Pitch Modulation Depth	CAT LFO PMOD DEPTH	CTL*AT Modulation	PMod
CAT LFO Filter Modulation Depth	CAT LFO FMOD DEPTH	CTL*AT Modulation	FMod
CAT LFO Amplitude Modulation Depth	CAT LFO AMOD DEPTH	CTL*AT Modulation	AMod
AC1 Controller Number	AC1 CONTROLLER NUMBER	CTL*AC Control	Source
AC1 Filter Control	AC1 LOW PASS FILTER CONTROL	CTL*AC Control	Filter
AC1 LFO Pitch Modulation Depth	AC1 LFO PMOD DEPTH	CTL*AC Modulation	PMod
AC1 LFO Filter Modulation Depth	AC1 LFO FMOD DEPTH	CTL*AC Modulation	FMod
AC1 LFO Amplitude Modulation Depth	AC1 LFO AMOD DEPTH	CTL*AC Modulation	AMod

*1 : Changing the values of these parameters has no effect on the sound (even though the values change in the display).

MIDI Data Format

1. Channel messages

1.1 Note on/note off

These messages convey keyboard performance data.

Range of note numbers received = C-2...G8

Velocity range = 1...127 (Velocity is received only for note-on)

When the Multi Part parameter "Rcv NOTE MESSAGE" = OFF, that part will not receive these messages.

When the Voice parameter "Rcv NOTE OFF" = OFF, Key Off will not be received.

When the Voice parameter "Rcv NOTE ON" = OFF, Key On will not be received.

1.2 Control changes

These messages convey control operation information for volume or pan etc.

Their functions are differentiated by the control number (Ctrl#).

If the Multi Part parameter Rcv CONTROL CHANGE = OFF, that part will not receive control changes.

1.2.1 Bank Select

This message selects the voice bank.

Control#	Parameter	Data Range
0	Bank Select MSB	47, 79 (User Voice, Preset Voice)
32	Bank Select LSB	0...127

The Bank Select data will be processed only after a Program Change is received, and then voice bank will change at that time. If you wish to change the voice bank as well as the voice, you must transmit Bank Select and Program Change messages as a set, in the following order: Bank Select MSB, LSB, and Program Change.

1.2.2 Modulation

This message is used primarily to control the depth of vibrato, but the depth of the following 6 types of effect can be controlled. The effect of this message can be changed by the following parameters.

* Multi Part Parameter

1. MW PITCH CONTROL
2. MW FILTER CONTROL
3. MW AMPLITUDE CONTROL
4. MW LFO PMOD DEPTH
5. MW LFO FMOD DEPTH
6. MW LFO AMOD DEPTH

By default, an LFO Pitch Modulation (PMOD) effect will apply.

Control#	Parameter	Data Range
1	Modulation	0...127

If the Multi Part parameter Rcv MODULATION = OFF, that part will not receive Modulation.

1.2.3 Data Entry

This message sets the value of the parameter which was specified by RPN (see 1.2.15) and NRPN (see 1.2.14).

Control#	Parameter	Data Range
6	Data Entry MSB	0...127
38	Data Entry LSB	0...127

1.2.4 Main Volume

This message controls the volume of each part. (It is used to adjust the volume balance between parts.)

Control#	Parameter	Data Range
7	Main Volume	0...127

When the Multi Part parameter Rcv VOLUME = OFF, that part will not receive Main Volume. With a value of 0 there will be no sound, and a value of 127 will produce the maximum volume.

This message is processed on the host device (e.g., MOTIF, MU128, 9000Pro, etc.)

1.2.5 Panpot

This message controls the panning (stereo location) of each part.

Control#	Parameter	Data Range
10	Pan	0...64...127

When the Multi Part parameter Rcv PAN = OFF, that part will not receive Panpot. 0 is left, 64 is center, and 127 is right.

This message is processed on the host device (e.g., MOTIF, MU128, 9000Pro, etc.)

1.2.6 Expression

This message controls expression for each part. It is used to create volume changes during a song.

Control#	Parameter	Data Range
11	Expression	0...127

If the Multi Part parameter Rcv EXPRESSION = OFF, that part will not receive Expression.

This message is processed on the host device (e.g., MOTIF, MU128, 9000Pro, etc.)

1.2.7 Hold1

This message controls sustain pedal on/off.

Control#	Parameter	Data Range
64	Hold1	0...63, 64...127 (OFF, ON)

When this is ON, currently-sounding notes will continue to sound even if note-off messages are received. If the Multi Part parameter Rcv HOLD1 = OFF, that part will not receive Hold1.

1.2.8 Sostenuto

This message controls sostenuto pedal on/off.

Control#	Parameter	Data Range
66	Sostenuto	0...63, 64...127 (OFF, ON)

If sostenuto is turned on while a note is sounding, that note will be sustained until sostenuto is turned OFF.

If the Multi Part parameter Rcv SOSTENUTO = OFF, that part will not receive Sostenuto.

1.2.9 Harmonic Content

This message adjusts the resonance of the filter that is specified for the sound.

Control#	Parameter	Data Range
71	Harmonic Content	0...64...127 (-64...0...+63)

Since this is a relative change parameter, it specifies an increase or decrease relative to 64. Higher values will produce a more distinctive sound.

For some sounds, the effective range may be less than the possible range of settings.

1.2.10 Release Time

This message adjusts the EG release time that was specified by the sound data.

Control#	Parameter	Data Range
72	Release Time	0...64...127 (-64...0...+63)

Since this is a relative change parameter, it specifies an increase or decrease relative to 64. Increasing this value will lengthen the release time that follows a note-off.

1.2.11 Attack Time

This message adjusts the EG attack time that was specified by the sound data.

Control#	Parameter	Data Range
73	Attack Time	0...64...127 (-64...0...+63)

Since this is a relative change parameter, it specifies an increase or decrease relative to 64. Increasing this value will make the attack more gradual, and decreasing this value will make the attack sharper.

1.2.12 Brightness

This message adjusts the cutoff frequency of the low pass filter specified by the sound data.

Control#	Parameter	Data Range
74	Brightness	0...64...127 (-64...0...+63)

Since this is a relative change parameter, it specifies an increase or decrease relative to 64. Lower values will produce a more mellow sound.

For some sounds, the effective range may be less than the possible range of settings.

1.2.13 Data Increment/Decrement (for RPN)

This message is used to increment or decrement values for parameters specified by RPN (see 1.2.15), in steps of 1.

Control#	Parameter	Data Range
96	RPN Increment	—
97	RPN Decrement	—

The data byte is ignored.

1.2.14 NRPN (Non-registered parameter number)

This is a message for setting the sound for things like vibrato, filter, EG or drum setup. Use NRPN MSB and NRPN LSB to specify the parameter that you wish to modify, and then use Data Entry (see 1.2.3) to set the value for the specified parameter.

Control#	Parameter	Data Range
98	NRPN LSB	0...127
99	NRPN MSB	0...127

If the Multi Part parameter Rcv NRPN = OFF, that part will not receive NRPN.

The following NRPN messages can be received.

NRPN MSB	LSB	Data Entry*1 MSB	LSB	Parameter Name and Data Range
01H	08H	mm	-*2	Vibrato rate mm: 00H - 40H - 7FH (-64 ...0...+63)
01H	09H	mm	-	Vibrato depth mm: 00H - 40H - 7FH (-64 ...0...+63)
01H	0AH	mm	-*3	Vibrato delay mm: 00H - 40H - 7FH (-64 ...0...+63)
01H	20H	mm	-	Low pass filter cutoff frequency mm: 00H - 40H - 7FH (-64 ...0...+63)
01H	21H	mm	-	Low pass filter resonance mm: 00H - 40H - 7FH (-64 ...0...+63)
01H	63H	mm	-	EG Attack Time mm: 00H - 40H - 7FH (-64 ...0...+63)
01H	64H	mm	-	EG Decay Time mm: 00H - 40H - 7FH (-64 ...0...+63)
01H	66H	mm	-	EG Release Time mm: 00H - 40H - 7FH (-64 ...0...+63)

*1 See 1.2.3

*2 “-” means that the set value will be ignored.

*3 Adjusts the time after the note is played until vibrato begins to take effect. The effect will begin more quickly for lower values, and more slowly for higher values.

1.2.15 RPN (Registered parameter number)

This message is used to specify part parameters such as Pitch Bend Sensitivity or Tuning. Use RPN MSB and RPN LSB to specify the parameter that you wish to modify, and then use Data Entry (see 1.2.3) to set the value of the specified parameter.

Control#	Parameter	Data Range
100	RPN LSB	0 ... 127
101	RPN MSB	0 ... 127

If the Multi Part parameter Rcv RPN = OFF, that part will not receive this message.

The following RPN messages can be received.

RPN MSB	LSB	Data Entry*1 MSB	LSB	Parameter name and value range
00	00H	mm	-*2	Pitch bend sensitivity mm: 00-18H (0...+24 semitones) Specify up to 2 octaves in semitone steps
00	01H	mm	ll	Fine tuning mm ll: 00H 00H -100 cents : : mm 11: 40H 00H 0 cents : : mm ll: 7FH 7FH +100 cents Note: The next after mm 11: 00H 7FH (= -87.5) cent is 01H 00H (-87.4) cents.
00H	02H	mm	-	Coarse tuning mm: 28H - 40H - 58H (-24...0...+24 semitones)
7FH	7FH	-	-	RPN Null This empties settings from RPN and NRPN numbers. Internal data is not affected.

*1 Refer to 1.2.3

*2 “-” means that the set value will be ignored.

1.2.16 Assignable controller

By assigning a control change number of 0...95 to a part, application of effects can be controlled. This device allows two control change numbers (AC1 and AC2) to be specified for each part.

The following parameters specify the effect of AC1 and AC2:

* Multi Part Parameter

1. AC1, AC2 PITCH CONTROL
2. AC1, AC2 FILTER CONTROL
3. AC1, AC2 AMPLITUDE CONTROL
4. AC1, AC2 LFO PMOD DEPTH
5. AC1, AC2 LFO FMOD DEPTH
6. AC1, AC2 LFO AMOD DEPTH

The AC1 control change number is specified by the Multi Part parameter AC1 CONTROLLER NUMBER, and the AC2 control change number is specified by the Multi Part parameter AC2 CONTROLLER NUMBER.

AC1, AC2 AMPLITUDE CONTROL is processed on the host device (e.g., MOTIF, MU128, 9000Pro, etc.)

1.3 Channel mode messages

These messages specify the basic operation of a part.

1.3.1 All Sound Off

This message silences all notes being played on the corresponding channel. However, channel messages such as Note-on and Hold-on will be maintained in their present state.

Control#	Parameter	Data Range
120	All Sound Off	0

1.3.2 Reset All Controllers

This message changes the settings of the following controllers.

Controller	Value
Pitch bend change	±0 (Center)
Channel pressure	0 (OFF)
Polyphonic key pressure	0 (OFF)
Modulation	0 (OFF)
Expression	127 (Max.)
Hold	0 (OFF)
Portamento	0 (OFF)
Sostenuto	0 (OFF)
RPN	Number unset, internal data is not affected.
NRPN	Number unset, internal data is not affected.

The following data is not changed

Parameter values specified for program change, bank select MSB/LSB, volume, pan, RPN and NRPN.

Control#	Parameter	Data Range
121	Reset All Controllers	0

1.3.3 All Note Off

This message turns off all notes which are currently on for the corresponding part. However, if Hold 1 or Sostenuto are on, notes will continue to sound until these are turned off.

Control#	Parameter	Data Range
123	All Note Off	0

1.3.4 Omni Off

Works the same as when All Note Off is received.

Control#	Parameter	Data Range
124	Omni Off	0

1.3.5 Omni On

Works the same as when All Note Off is received.

Control#	Parameter	Data Range
125	Omni On	0

1.4 Program change

This message is used to switch voices.

It changes the program number on the receiving channel. When the change is to include the voice bank, transmit the program change after sending the Bank Select message (see 1.2.1).

If the Multi Part parameter Rcv PROGRAM CHANGE = OFF, that part will not receive program changes.

1.5 Pitch bend

This message conveys information on pitch bend operations.

Basically, this message is for changing the pitch of a part, but the depth of the following six effects can be controlled.

The effect of this message can be modified by the following parameters.

* Multi Part Parameter

1. BEND PITCH CONTROL
2. BEND FILTER CONTROL
3. BEND AMPLITUDE CONTROL
4. BEND LFO PMOD DEPTH
5. BEND LFO FMOD DEPTH
6. BEND LFO AMOD DEPTH

By default, the Pitch Control effect is applied.

If the Multi Part parameter Rcv PITCH BEND CHANGE = OFF, that part will not receive pitch bend messages.

BEND AMPLITUDE CONTROL is processed on the host device (e.g., MOTIF, MU128, 9000Pro, etc.)

1.6 Channel aftertouch

This message conveys the pressure after the key is played on the keyboard (for an entire MIDI channel). The pressure can be controlled for each part. This message will affect the notes currently playing.

The effect of this message can be modified by the following parameters.

* Multi Part Parameter

1. CAT PITCH CONTROL
2. CAT FILTER CONTROL
3. CAT AMPLITUDE CONTROL
4. CAT LFO PMOD DEPTH
5. CAT LFO FMOD DEPTH
6. CAT LFO AMOD DEPTH

By default, there will be no effect.

If the Multi Part parameter Rcv CHANNEL AFTER TOUCH = OFF, that part will not receive Channel Aftertouch.

CAT AMPLITUDE CONTROL is processed on the host device (e.g., MOTIF, MU128, 9000Pro, etc.)

2. System exclusive messages

2.1 Parameter changes

This device uses the following parameter changes.

[UNIVERSAL REALTIME MESSAGE]

- 1) Master Volume

[UNIVERSAL NON REALTIME MESSAGE]

- 1) General MIDI System On

[XG PARAMETER CHANGE]

- 1) XG System on
- 2) XG System parameter change
- 3) Multi Part parameter change

[PLG150-DR/PLG150-PC NATIVE PARAMETER CHANGE]

1. PLG150-DR/PLG150-PC NATIVE CURRENT VOICE parameter change
2. PLG150-DR/PLG150-PC NATIVE USER VOICE parameter change
3. PLG150-DR/PLG150-PC NATIVE MULTI PART parameter change

[OTHER MESSAGE]

- 1) Master tuning

2.1.1 Universal realtime messages

2.1.1.1 Master Volume

11110000	F0H	= Exclusive status
01111111	7FH	= Universal Real Time
01111111	7FH	= ID of target device
00000100	04H	= Sub-ID #1=Device Control Message
00000001	01H	= Sub-ID #2=Master Volume
* 0sssssss	SSH	= Volume LSB
0ttttttt	TTH	= Volume MSB
11110111	F7H	= End of Exclusive
or		
11110000	F0H	= Exclusive status
01111111	7FH	= Universal Real Time
0xxxnnnn	XNH	= Device Number, xxx = don't care
00000100	04H	= Sub-ID #1=Device Control Message
00000001	01H	= Sub-ID #2=Master Volume
0sssssss	SSH	= Volume LSB
0ttttttt	TTH	= Volume MSB
11110111	F7H	= End of Exclusive

When received, the Volume MSB is reflected in the System Parameter MASTER VOLUME.

* The binary expression 0sssssss is expressed in hexadecimal as SSH. The same applies elsewhere.

2.1.2 Universal non-realtime messages

2.1.2.1 General MIDI System On

11110000	F0H	= Exclusive status
01111110	7EH	= Universal Non-Real Time
01111111	7FH	= ID of target device
00001001	09H	= Sub-ID #1=General MIDI Message
00000001	01H	= Sub-ID #2=General MIDI On
11110111	F7H	= End of Exclusive
or		
11110000	F0H	= Exclusive status
01111110	7EH	= Universal Non-Real Time
0xxxnnnn	XNH	= N:Device Number, X:don't care
00001001	09H	= Sub-ID #1=General MIDI Message
00000001	01H	= Sub-ID #2=General MIDI On
11110111	F7H	= End of Exclusive

When this message is received, the SOUND MODULE MODE is set to XG, and all data except for MIDI Master Tuning will be restored to the default value.

Since approximately 50ms is required to process this message, be sure to allow an appropriate interval before sending the next message.

2.1.3 XG Parameter Change

This message sets XG-related parameters. Each message can set a single parameter.

The message format is as follows.

11110000	F0H	Exclusive status
01000011	43H	YAMAHA ID
0001nnnn	1NH	N:device Number
01001100	4CH	Model ID
0ggggggg	GGH	Address High
0mmmmmm	MMH	Address Mid
01111111	LLH	Address Low
0sssssss	SSH	Data
:	:	
11110111	F7H	End of Exclusive

For parameters whose Data Size is 2 or 4, the appropriate amount of data will be transmitted as indicated by Size.

2.1.3.1 XG System On

11110000	F0H	Exclusive status
01000011	43H	YAMAHA ID
0001nnnn	1NH	N:device Number
01001100	4CH	Model ID
00000000	00H	Address High
00000000	00H	Address Mid
01111110	7EH	Address Low
00000000	00H	Data
11110111	F7H	End of Exclusive

When ON is received, the SOUND MODULE MODE changes to XG.

Since approximately 50ms is required to process this message, be sure to allow an appropriate interval before sending the next message.

2.1.3.2 XG System parameter change

This message sets the XG SYSTEM block (see Tables <1-1> and <1-2>).

2.1.3.3 Multi Part parameter change

This message sets the Multi Part block (see Tables <1-1> and <1-3>).

2.1.3.4 Part Assign parameter change

This message sets the PART ASSIGN block (see Tables <1-1> and <1-4>).

2.1.4 PLG150-DR/PLG150-PC Native parameter change

This message sets parameters unique to the PLG150-DR/PLG150-PC.

Each message sets a single parameter. The message format is as follows.

11110000	F0H	Exclusive status
01000011	43H	YAMAHA ID
0001nnnn	1NH	N:Device Number
01100111	67H	Model ID
0ggggggg	GGH	Address High
0mmmmmm	MMH	Address Mid
01111111	LLH	Address Low
0sssssss	SSH	Data
:	:	
11110111	F7H	End of Exclusive

For parameters whose Data Size is 2 or 4, the appropriate amount of data will be transmitted as indicated by Size.

2.1.4.1 PLG150-DR/PLG150-PC NATIVE CURRENT VOICE parameter change

This message sets the PLG150-DR/PLG150-PC NATIVE CURRENT VOICE block (see Tables <2-1> and <2-2>).

2.1.4.2 PLG150-DR/PLG150-PC NATIVE USER VOICE parameter change

This message sets the PLG150-DR/PLG150-PC NATIVE USER VOICE block (see Tables <2-1> and <2-3>).

2.1.4.3 PLG150-DR/PLG150-PC NATIVE MULTI PART parameter change

This message sets the PLG150-DR/PLG150-PC NATIVE MULTI PART block (see Tables <2-1> and <2-4>).

2.1.5 Other parameter change messages

2.1.5.1 Master Tuning

This message changes the pitch of all channels simultaneously.

11110000	F0H	Exclusive status
01000011	43H	YAMAHA ID
0001nnnn	1NH	N:device Number
00100111	27H	Model ID
00110000	30H	Address High
00000000	00H	Address Mid
00000000	00H	Address Low
0000mmmm	0MH	Master Tune MSB
00001111	0LH	Master Tune LSB
0xxxxxxx	XXH	don't care
11110111	F7H	End of Exclusive

In general, use the Master Tune parameter in XG System (see Table <1-2>).

2.2 Bulk dump

This device uses only the following bulk dump messages.

[XG BULK DUMP]

- 1) XG System bulk dump
- 2) Multi Part bulk dump

[PLG150-DR/PLG150-PC NATIVE BULK DUMP]

1. PLG150-DR/PLG150-PC NATIVE CURRENT VOICE bulk dump
2. PLG150-DR/PLG150-PC NATIVE USER VOICE bulk dump
3. PLG150-DR/PLG150-PC NATIVE MULTI PART bulk dump

2.2.1 XG bulk dump

This message sets XG-related parameters. Unlike parameter change messages, a single message can modify multiple parameters.

This message format is as follows.

```

11110000 F0H Exclusive status
01000011 43H YAMAHA ID
0000nnnn 0NH N:Device Number
01001100 4CH Model ID
0sssssss SSH ByteCountMSB
0ttttttt TTH ByteCountLSB
0ggggggg GGH Address High
0mmmmmmm MMH Address Mid
01111111 LLH Address Low
0vvvvvvv VVH Data
: :
0kkkkkkk KKH Check-sum
11110111 F7H End of Exclusive
  
```

Address and Byte Count are given in tables <1-n>.

Byte Count is indicated by the total size of the Data in tables <1-n>.

Bulk dump is received when the beginning of the block is specified in "Address."

"Block" indicates the unit of the data string that is indicated in tables <1-n> as "Total Size."

Check sum is the value that produces a lower 7 bits of 0 when this Start Address, Byte Count, Data, and the Check sum itself are added.

2.2.1.1 XG System bulk dump

This message sets the XG SYSTEM block (see Tables <1-1> and <1-2>).

2.2.1.2 Multi Part bulk dump

This message sets the MULTI PART block (see Tables <1-1> and <1-3>).

2.2.2 PLG150-DR/PLG150-PC Native Bulk Dump

This message sets the special parameters for PLG150-DR/PLG150-PC.

Unlike Parameter change, one message can modify multiple parameters.

```

11110000 F0H Exclusive status
01000011 43H YAMAHA ID
0000nnnn 0NH N:Device Number
01100111 67H Model ID
0sssssss SSH ByteCountMSB
0ttttttt TTH ByteCountLSB
0ggggggg GGH Address High
0mmmmmmm MMH Address Mid
01111111 LLH Address Low
0vvvvvvv VVH Data
: :
0kkkkkkk KKH Check-sum
11110111 F7H End of Exclusive
  
```

The detail are the same as for 2.2.1 XG Bulk Dump. However, see Tables <2-n> for the Address, Byte, Count, and block.

2.2.2.1 PLG150-DR/PLG150-PC NATIVE CURRENT VOICE bulk dump

This message sets the PLG150-DR/PLG150-PC NATIVE CURRENT VOICE block (see Tables <2-1> and <2-2>).

2.2.2.2 PLG150-DR/PLG150-PC NATIVE USER VOICE bulk dump

This message sets the PLG150-DR/PLG150-PC NATIVE USER VOICE block (see Tables <2-1> and <2-3>).

2.2.2.3 PLG150-DR/PLG150-PC NATIVE MULTI PART bulk dump

This message sets the PLG150-DR/PLG150-PC NATIVE MULTI PART block (see Tables <2-1> and <2-4>).

3. Realtime Messages

3.1 Active Sensing

a) Send

This is not transmitted.

b) Receive

After FE is received one time, if the MIDI signal does not come within 300 msec, PLG150-DR/PLG150-PC will act the same as when ALL SOUND OFF, ALL NOTE OFF, and RESET ALL CONTROLLERS are received, and return to the condition where has not been received once.

<1 - 1>

Parameter Base Address

MODEL ID = 4C

Parameter	Address			Description
	(H)	(M)	(L)	
XG SYSTEM	00	00	00	System
	00	00	7E	XG System On
	00	00	7F	All Parameter Reset
MULTI PART	08	00	00	Multi Part 1
	:	:	:	:
	08	0F	00	Multi Part 16
PART ASSIGN	70	05	00	PLG150-DR Part Assign
	70	06	00	PLG150-PC Part Assign

MIDI Data Format

<1-2>

MIDI Parameter Change table (XG SYSTEM)

Address (H)	Size (H)	Data (H)	Parameter	Description	Default (H)
00 00 00	04		NOT USED		
04 01	00 - 7F		MASTER VOLUME**	0...127	7F
05 01	00 - 7F		MASTER ATTENUATOR**	0...127	00
06 01	28 - 58		TRANSPOSE	-24...+24[semitones]	40
7D 01			NOT USED		-
7E 01	00		XG SYSTEM ON	00=XG system ON (receive only)	-
7F 01	00		ALL PARAMETER RESET	00=ON (receive only)	-
TOTAL SIZE	07				

** Processed on the platform side (Motif, MU128, 9000Pro, etc.)

<1-3>

MIDI Parameter Change table (MULTI PART)

Address (H)	Size (H)	Data (H)	Parameter	Description	Default (H)
08 0p 00	01		NOT USED		
01 01	00 - 7F		BANK SELECT MSB	0...127	part10 = 7F other parts = 00
02 01	00 - 7F		BANK SELECT LSB	0...127	00
03 01	00 - 7F		PROGRAM NUMBER	1...128	00
04 01	00 - 0F,7F		Rcv CHANNEL	A1...A16,Off	Part Number
05 01			NOT USED		
06 01			NOT USED		
07 01			NOT USED		
08 01	28 - 58		NOTE SHIFT	-24...+24[semitones]	40
09 02	00 - 0F		DETUNE	-12.8...+12.7[Hz]	08 (80)
	00 - 0F			1st bit3-0 → bit7-4	00
				2nd bit3-0 → bit3-0	
0B 01	00 - 7F		VOLUME**	0...127	64
0C 01	00 - 7F		VELOCITY SENSE DEPTH	0...127	40
0D 01	00 - 7F		VELOCITY SENSE OFFSET	0...127	40
0E 01	00,01 - 7F		PAN**	C,L63...R63	40
0F 01	00 - 7F		NOTE LIMIT LOW	C-2...G8	00
10 01	00 - 7F		NOTE LIMIT HIGH	C-2...G8	7F
11 01	00 - 7F		DRY LEVEL**	0...127	7F
12 01	00 - 7F		CHORUS SEND**	0...127	00
13 01	00 - 7F		REVERB SEND**	0...127	28
14 01	00 - 7F		VARIATION SEND**	0...127	00
15 01	00 - 7F		VIBRATO RATE	-64...+63	40
16 01	00 - 7F		VIBRATO DEPTH	-64...+63	40
17 01	00 - 7F		VIBRATO DELAY	-64...+63	40
18 01	00 - 7F		LOW PASS FILTER CUTOFF FREQUENCY	-64...+63	40
19 01	00 - 7F		LOW PASS FILTER RESONANCE	-64...+63	40
1A 01	00 - 7F		EG ATTACK TIME	-64...+63	40
1B 01	00 - 7F		EG DECAY TIME	-64...+63	40
1C 01	00 - 7F		EG RELEASE TIME	-64...+63	40
1D 01	28 - 58		MW PITCH CONTROL	-24...+24[semitones]	40
1E 01	00 - 7F		MW LOW PASS FILTER CONTROL	-9600...+9450[cent]	40
1F 01	00 - 7F		MW AMPLITUDE CONTROL	-100...+100[%]	40
20 01	00 - 7F		MW LFO PMOD DEPTH	0...127	0A
21 01	00 - 7F		MW LFO FMOD DEPTH	0...127	00
22 01	00 - 7F		MW LFO AMOD DEPTH	0...127	00
23 01	28 - 58		BEND PITCH CONTROL	-24...+24[semitones]	42
24 01	00 - 7F		BEND LOW PASS FILTER CONTROL	-9600...+9450[cent]	40
25 01	00 - 7F		BEND AMPLITUDE CONTROL	-100...+100[%]	40
26 01	00 - 7F		BEND LFO PMOD DEPTH	0...127	00
27 01	00 - 7F		BEND LFO FMOD DEPTH	0...127	00
28 01	00 - 7F		BEND LFO AMOD DEPTH	0...127	00
TOTAL SIZE	29				
30 01	00 - 01		Rcv PITCH BEND	Off,On	01
31 01	00 - 01		Rcv CH AFTER TOUCH(CAT)	Off,On	01
32 01	00 - 01		Rcv PROGRAM CHANGE	Off,On	01
33 01	00 - 01		Rcv CONTROL CHANGE	Off,On	01
34 01			NOT USED		
35 01	00 - 01		Rcv NOTE MESSAGE	Off,On	01
36 01	00 - 01		Rcv RPN	Off,On	01
37 01	00 - 01		Rcv NRPN	Off,On	XGmode=01, GMmode=00
38 01	00 - 01		Rcv MODURATION	Off,On	01
39 01	00 - 01		Rcv VOLUME	Off,On	01
3A 01	00 - 01		Rcv PAN	Off,On	01
3B 01	00 - 01		Rcv EXPRESSION	Off,On	01
3C 01	00 - 01		Rcv HOLD1	Off,On	01
3D 01			NOT USED		
3E 01	00 - 01		Rcv SOSTENUTO	Off,On	01
3F 01	00 - 01		Rcv SOFT PEDAL	Off,On	01
40 01	00 - 01		Rcv BANK SELECT	Off,On	XGmode=01, GMmode=00

Address (H)	Size (H)	Data (H)	Parameter	Description	Default (H)
41	01		NOT USED		
42	01		NOT USED		
43	01		NOT USED		
44	01		NOT USED		
45	01		NOT USED		
46	01		NOT USED		
47	01		NOT USED		
48	01		NOT USED		
49	01		NOT USED		
4A	01		NOT USED		
4B	01		NOT USED		
4C	01		NOT USED		
4D	01	28 - 58	CAT PITCH CONTROL	-24...+24[semitones]	40
4E	01	00 - 7F	CAT LOW PASS FILTER CONTROL	-9600...+9450[cent]	40
4F	01	00 - 7F	CAT AMPLITUDE CONTROL	-100...+100[%]	40
50	01	00 - 7F	CAT LFO PMOD DEPTH	0...127	00
51	01	00 - 7F	CAT LFO FMOD DEPTH	0...127	00
52	01	00 - 7F	CAT LFO AMOD DEPTH	0...127	00
53	01		NOT USED		
54	01		NOT USED		
55	01		NOT USED		
56	01		NOT USED		
57	01		NOT USED		
58	01		NOT USED		
59	01	00 - 5F	AC1 CONTROLLER NUMBER	0...95	10
5A	01	28 - 58	AC1 PITCH CONTROL	-24...+24[semitones]	40
5B	01	00 - 7F	AC1 LOW PASS FILTER CONTROL	-9600...+9450[cent]	40
5C	01	00 - 7F	AC1 AMPLITUDE CONTROL	-100...+100[%]	40
5D	01	00 - 7F	AC1 LFO PMOD DEPTH	0...127	00
5E	01	00 - 7F	AC1 LFO FMOD DEPTH	0...127	00
5F	01	00 - 7F	AC1 LFO AMOD DEPTH	0...127	00
60	01	00 - 5F	AC2 CONTROLLER NUMBER	0...95	11
61	01	28 - 58	AC2 PITCH CONTROL	-24...+24[semitones]	40
62	01	00 - 7F	AC2 LOW PASS FILTER CONTROL	-9600...+9450[cent]	40
63	01	00 - 7F	AC2 AMPLITUDE CONTROL	-100...+100[%]	40
64	01	00 - 7F	AC2 LFO PMOD DEPTH	0...127	00
65	01	00 - 7F	AC2 LFO FMOD DEPTH	0...127	00
66	01	00 - 7F	AC2 LFO AMOD DEPTH	0...127	00
67	01		NOT USED		
68	01		NOT USED		
69	01	00 - 7F	PITCH EG INITIAL LEVEL	-64...0...+63	40
6A	01	00 - 7F	PITCH EG ATTACK TIME	-64...0...+63	40
6B	01	00 - 7F	PITCH EG RELEASE LEVEL	-64...0...+63	40
6C	01	00 - 7F	PITCH EG RELEASE TIME	-64...0...+63	40
6D	01	01 - 7F	VELOCITY LIMIT LOW	1...127	01
6E	01	01 - 7F	VELOCITY LIMIT HIGH	1...127	7F
TOTAL SIZE		3F			

p = PART NUMBER

** Processed on the platform side (Motif, MU128, 9000Pro, etc.)

<1-4>

MIDI Parameter Change table (PART ASSIGN)

Address (H)	Size (H)	Data (H)	Parameter	Description	Default (H)
70 05 nn	01	00 - 0F,7F	PLG150-DR PART ASSIGN	PART1...PART16,OFF	00
06 mm	01	00 - 0F,7F	PLG150-PC PART ASSIGN	PART1...PART16,OFF	00

nn = PLG150-DR SERIAL NUMBER

mm = PLG150-PC SERIAL NUMBER

MIDI Data Format

<2-1>

Parameter Base Address

MODEL ID = 67

Parameter	Address			Description
	(H)	(M)	(L)	
PLG150-DR/PLG150-PC NATIVE CURRENT VOICE (common)	10 : 1F	00 : 00	00 : 00	Multi Part1 : Multi Part16
PLG150-DR/PLG150-PC NATIVE CURRENT VOICE (instrument)	20 : 2F	00 : 00	00 : 00	Multi Part1 : Multi Part16
PLG150-DR NATIVE USER VOICE (common)	30 : 37	00 : 00	00 : 00	Voice1 : Voice8
PLG150-PC NATIVE USER VOICE (common)	38 : 3F	00 : 00	00 : 00	Voice1 : Voice8
PLG150-DR NATIVE USER VOICE (instrument)	40 : 47	00 : 00	00 : 00	Voice1 : Voice8
PLG150-PC NATIVE USER VOICE (instrument)	48 : 4F	00 : 00	00 : 00	Voice1 : Voice8

Parameter	Address			Description
	(H)	(M)	(L)	
PLG150-DR NATIVE MULTI PART (note select)	50 : 50	00 : 0F	00 : 00	Native Multi Part1 : Native Multi Part16
PLG150-DR NATIVE MULTI PART (note select parameter)	51 : 51	00 : 0F	00 : 00	Native Multi Part1 : Native Multi Part16
PLG150-DR NATIVE MULTI PART (effect parameter)	52 : 52	00 : 0F	00 : 00	Native Multi Part1 : Native Multi Part16
PLG150-PC NATIVE MULTI PART (note select)	58 : 58	00 : 0F	00 : 00	Native Multi Part1 : Native Multi Part16
PLG150-PC NATIVE MULTI PART (note select parameter)	59 : 59	00 : 0F	00 : 00	Native Multi Part1 : Native Multi Part16
PLG150-PC NATIVE MULTI PART (effect parameter)	5A : 5A	00 : 0F	00 : 00	Native Multi Part1 : Native Multi Part16

<2-2>

MIDI Parameter Change Table (PLG150-DR/PLG150-PC NATIVE CURRENT VOICE)

Address (H)	Size (H)	Data (H)	Parameter	Description	Default (H)
1p 00 00	01	20 - 7F	NAME		53 'S'
	02	20 - 7F	NAME		69 'i'
	02	20 - 7F	NAME		6C 'I'
	03	20 - 7F	NAME		65 'e'
	04	20 - 7F	NAME		6E 'n'
	05	20 - 7F	NAME		63 'c'
	06	20 - 7F	NAME		65 'e'
	07	20 - 7F	NAME		20 ''
	08	00 - 7F	VOLUME	-∞ ... 0[dB]	7F
	09	00 - 7F	REVERB SEND		00
	0A	00	RESERVED		00
	0B	00	RESERVED		00
TOTAL SIZE	0C				
1p 00 40	01	4F	RESERVED		4F
	41	m	RESERVED		m
	42	00 - 50	ORIGINAL KIT		50
TOTAL SIZE	03				
m = PLG150-DR: 0					
PLG150-PC: 1					
1p 01 00	02	00 - 7F	REVERB EFFECT TYPE MSB		00
		00 - 7F	REVERB EFFECT TYPE LSB		00
	02	00 - 7F	REVERB EFFECT PARAMETER 1		00
	03	00 - 7F	REVERB EFFECT PARAMETER 2		00
	04	00 - 7F	REVERB EFFECT PARAMETER 3		00
	05	00 - 7F	REVERB EFFECT PARAMETER 4		00
	06	00 - 7F	REVERB EFFECT PARAMETER 5		00
	07	00 - 7F	REVERB EFFECT PARAMETER 6		00
	08	00 - 7F	REVERB EFFECT PARAMETER 7		00
	09	00 - 7F	REVERB EFFECT PARAMETER 8		00
	0A	00 - 7F	REVERB EFFECT PARAMETER 9		00
	0B	00 - 7F	REVERB EFFECT PARAMETER 10		00
	0C	00 - 7F	REVERB EFFECT PARAMETER 11		00
	0D	00 - 7F	REVERB EFFECT PARAMETER 12		00
	0E	00 - 7F	REVERB EFFECT PARAMETER 13		00
	0F	00 - 7F	REVERB EFFECT PARAMETER 14		00
	10	00 - 7F	REVERB EFFECT PARAMETER 15		00
	11	00 - 7F	REVERB EFFECT PARAMETER 16		00
	12	00 - 7F	REVERB EFFECT RETURN		00
	13	01 - 7F	REVERB EFFECT PAN		40
TOTAL SIZE	14				

Address (H)	Size (H)	Data (H)	Parameter	Description	Default (H)
1p 03 00	02	00 - 7F	INSERTION EFFECT TYPE MSB		40
		00 - 7F	INSERTION EFFECT TYPE LSB		00
	02	00 - 7F	INSERTION EFFECT PARAMETER 1 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 1 LSB	LSB bit6-0 → bit6-0	00
	04	00 - 7F	INSERTION EFFECT PARAMETER 2 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 2 LSB	LSB bit6-0 → bit6-0	00
	06	00 - 7F	INSERTION EFFECT PARAMETER 3 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 3 LSB	LSB bit6-0 → bit6-0	00
	08	00 - 7F	INSERTION EFFECT PARAMETER 4 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 4 LSB	LSB bit6-0 → bit6-0	00
	0A	00 - 7F	INSERTION EFFECT PARAMETER 5 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 5 LSB	LSB bit6-0 → bit6-0	00
	0C	00 - 7F	INSERTION EFFECT PARAMETER 6 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 6 LSB	LSB bit6-0 → bit6-0	00
	0E	00 - 7F	INSERTION EFFECT PARAMETER 7 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 7 LSB	LSB bit6-0 → bit6-0	00
	10	00 - 7F	INSERTION EFFECT PARAMETER 8 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 8 LSB	LSB bit6-0 → bit6-0	00
	12	00 - 7F	INSERTION EFFECT PARAMETER 9 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 9 LSB	LSB bit6-0 → bit6-0	00
	14	00 - 7F	INSERTION EFFECT PARAMETER 10 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 10 LSB	LSB bit6-0 → bit6-0	00
	16	01	INSERTION EFFECT PARAMETER 11		00
	17	01	INSERTION EFFECT PARAMETER 12		00
	18	01	INSERTION EFFECT PARAMETER 13		00
	19	01	INSERTION EFFECT PARAMETER 14		00
	1A	01	INSERTION EFFECT PARAMETER 15		00
	1B	01	INSERTION EFFECT PARAMETER 16		00
	1C	01	INSERTION EFFECT TO REVERB SEND		00
TOTAL SIZE		1D			
2p nn 00	01	00 - 7F	INSTRUMENT PITCH COARSE		40
	01	01	INSTRUMENT PITCH FINE		40
	02	01	INSTRUMENT LEVEL	-∞ ... 0[dB] ... +6[dB]	7F
	03	01	INSTRUMENT ALTERNATE GROUP	Off,Group1...127	00
	04	01	INSTRUMENT PAN	Random,L63...R63	40
	05	01	INSTRUMENT REVERB SEND		40
	06	01	RESERVED		00
	07	01	INSTRUMENT INSERTION ON/OFF	Off,On	00
	08	01	INSTRUMENT KEY ASSIGN	Single,Multi	00
	09	01	INSTRUMENT RCV NOTE OFF	Off,On	01
	0A	01	INSTRUMENT RCV NOTE ON	Off,On	01
	0B	01	INSTRUMENT FILTER CUTOFF FREQUENCY		40
	0C	01	INSTRUMENT FILTER RESONANCE		40
	0D	01	INSTRUMENT EG ATTACK RATE		40
	0E	01	INSTRUMENT EG DECAY1 RATE		40
	0F	01	INSTRUMENT EG DECAY2 RATE		40
TOTAL SIZE		10			

p = PART NUMBER
nn = INSTRUMENT NUMBER

<2-3>

MIDI Parameter Change Table (PLG150-DR/PLG150-PC NATIVE USER VOICE)

Address (H)	Size (H)	Data (H)	Parameter	Description	Default (H)
3v 00 00	01	20 - 7F	NAME		4C 'L'
	01	20 - 7F	NAME		69 'i'
	02	20 - 7F	NAME		76 'v'
	03	20 - 7F	NAME		65 'e'
	04	20 - 7F	NAME		52 'R'
	05	20 - 7F	NAME		6D 'm'
	06	20 - 7F	NAME		20 ' '
	07	20 - 7F	NAME		41 'A'
	08	01	VOLUME	-∞ ... 0[dB]	7F
	09	01	REVERB SEND		1A
	0A	01	RESERVED		00
	0B	01	RESERVED		00
TOTAL SIZE		0C			
3v 00 40	01	4F	RESERVED		4F
	41	01	RESERVED		m
	42	01	ORIGINAL KIT		00
TOTAL SIZE		03			

m = PLG150-DR: 0
PLG150-PC: 1

MIDI Data Format

Address (H)	Size (H)	Data (H)	Parameter	Description	Default (H)
3v 01 00	02	00 - 7F	REVERB EFFECT TYPE MSB		02
		00 - 7F	REVERB EFFECT TYPE LSB		02
02	01	00 - 7F	REVERB EFFECT PARAMETER 1		09
03	01	00 - 7F	REVERB EFFECT PARAMETER 2		0A
04	01	00 - 7F	REVERB EFFECT PARAMETER 3		1B
05	01	00 - 7F	REVERB EFFECT PARAMETER 4		05
06	01	00 - 7F	REVERB EFFECT PARAMETER 5		24
07	01	00 - 7F	REVERB EFFECT PARAMETER 6		00
08	01	00 - 7F	REVERB EFFECT PARAMETER 7		00
09	01	00 - 7F	REVERB EFFECT PARAMETER 8		00
0A	01	00 - 7F	REVERB EFFECT PARAMETER 9		00
0B	01	00 - 7F	REVERB EFFECT PARAMETER 10		00
0C	01	00 - 7F	REVERB EFFECT PARAMETER 11		00
0D	01	00 - 7F	REVERB EFFECT PARAMETER 12		03
0E	01	00 - 7F	REVERB EFFECT PARAMETER 13		37
0F	01	00 - 7F	REVERB EFFECT PARAMETER 14		00
10	01	00 - 7F	REVERB EFFECT PARAMETER 15		40
11	01	00 - 7F	REVERB EFFECT PARAMETER 16		00
12	01	00 - 7F	REVERB EFFECT RETURN		40
13	01	01 - 7F	REVERB EFFECT PAN		40
TOTAL SIZE 14					
3v 03 00	02	00 - 7F	INSERTION EFFECT TYPE MSB		4D
		00 - 7F	INSERTION EFFECT TYPE LSB		00
02	02	00 - 7F	INSERTION EFFECT PARAMETER 1 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 1 LSB	LSB bit6-0 → bit6-0	1C
04	02	00 - 7F	INSERTION EFFECT PARAMETER 2 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 2 LSB	LSB bit6-0 → bit6-0	40
06	02	00 - 7F	INSERTION EFFECT PARAMETER 3 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 3 LSB	LSB bit6-0 → bit6-0	32
08	02	00 - 7F	INSERTION EFFECT PARAMETER 4 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 4 LSB	LSB bit6-0 → bit6-0	42
0A	02	00 - 7F	INSERTION EFFECT PARAMETER 5 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 5 LSB	LSB bit6-0 → bit6-0	00
0C	02	00 - 7F	INSERTION EFFECT PARAMETER 6 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 6 LSB	LSB bit6-0 → bit6-0	00
0E	02	00 - 7F	INSERTION EFFECT PARAMETER 7 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 7 LSB	LSB bit6-0 → bit6-0	00
10	02	00 - 7F	INSERTION EFFECT PARAMETER 8 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 8 LSB	LSB bit6-0 → bit6-0	00
12	02	00 - 7F	INSERTION EFFECT PARAMETER 9 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 9 LSB	LSB bit6-0 → bit6-0	00
14	02	00 - 7F	INSERTION EFFECT PARAMETER 10 MSB	MSB bit6-0 → bit13-7	00
		00 - 7F	INSERTION EFFECT PARAMETER 10 LSB	LSB bit6-0 → bit6-0	00
16	01	00 - 7F	INSERTION EFFECT PARAMETER 11		00
17	01	00 - 7F	INSERTION EFFECT PARAMETER 12		00
18	01	00 - 7F	INSERTION EFFECT PARAMETER 13		00
19	01	00 - 7F	INSERTION EFFECT PARAMETER 14		00
1A	01	00 - 7F	INSERTION EFFECT PARAMETER 15		00
1B	01	00 - 7F	INSERTION EFFECT PARAMETER 16		00
1C	01	00 - 7F	INSERTION EFFECT TO REVERB SEND		00
TOTAL SIZE 1D					
4v nn 00	01	00 - 7F	INSTRUMENT PITCH COARSE		40
01	01	00 - 7F	INSTRUMENT PITCH FINE		40
02	01	00 - 59 - 7F	INSTRUMENT LEVEL	-∞ ... 0[dB] ... +6[dB]	depends on voice
03	01	00,01 - 7F	INSTRUMENT ALTERNATE GROUP	Off,Group1...127	depends on voice
04	01	00 - 7F	INSTRUMENT PAN	Random,L63 ... R63	40
05	01	00 - 7F	INSTRUMENT REVERB SEND		depends on voice
06	01	00	RESERVED		00
07	01	00 - 01	INSTRUMENT INSERTION ON/OFF	Off,On	depends on voice
08	01	00 - 01	INSTRUMENT KEY ASSIGN	Single,Multi	depends on voice
09	01	00 - 01	INSTRUMENT RCV NOTE OFF	Off,On	depends on voice
0A	01	00 - 01	INSTRUMENT RCV NOTE ON	Off,On	01
0B	01	00 - 7F	INSTRUMENT FILTER CUTOFF FREQUENCY		40
0C	01	00 - 7F	INSTRUMENT FILTER RESONANCE		40
0D	01	00 - 7F	INSTRUMENT EG ATTACK RATE		40
0E	01	00 - 7F	INSTRUMENT EG DECAY1 RATE		40
0F	01	00 - 7F	INSTRUMENT EG DECAY2 RATE		40
TOTAL SIZE 10					

v = PLG150-DR: USER VOICE NUMBER(1...8) - 1
 PLG150-PC: USER VOICE NUMBER(1...8) + 7
 nn = INSTRUMENT NUMBER(0...127)

<2-4>

MIDI Parameter Change Table (PLG150-DR/PLG150-PC NATIVE MULTI PART)

Address (H)	Size (H)	Data (H)	Parameter	Description	Default (H)
5m 0p 00	02	00 - 01 00 - 7F	NOTE SELECT1 MSB NOTE SELECT1 LSB	0...127,128: C-2...G8,Off MSB bit0 → bit7 LSB bit6-0 → bit6-0	01 (FF) 7F
02	02	00 - 01 00 - 7F	NOTE SELECT2 MSB NOTE SELECT2 LSB	0...127,128: C-2...G8,Off MSB bit0 → bit7 LSB bit6-0 → bit6-0	01 (FF) 7F
04	02	00 - 01 00 - 7F	NOTE SELECT3 MSB NOTE SELECT3 LSB	0...127,128: C-2...G8,Off MSB bit0 → bit7 LSB bit6-0 → bit6-0	01 (FF) 7F
06	02	00 - 01 00 - 7F	NOTE SELECT4 MSB NOTE SELECT4 LSB	0...127,128: C-2...G8,Off MSB bit0 → bit7 LSB bit6-0 → bit6-0	01 (FF) 7F
TOTAL SIZE 08					
m = PLG150-DR: 0 PLG150-PC: 8 p = PART NUMBER					
5m 0p 00	01	00 - 7F	NOTE SELECT1 TUNE	-64...+63[cent]	40
01	01	00 - 02	NOTE SELECT1 INSERTION EFFECT	Off,On,Inst	02
02	01	00 - 7F	NOTE SELECT1 LEVEL	-64...+63	40
03	02	00 - 40 00 - 7F	NOTE SELECT1 PAN MSB NOTE SELECT1 PAN LSB	-127...+127 MSB bit6-0 → bit13-7 MSB bit6-0 → bit6-0	40 (2000) 00
05	02	00 - 40 00 - 7F	NOTE SELECT1 REV SEND MSB NOTE SELECT1 REV SEND LSB	-127...+127 MSB bit6-0 → bit13-7 MSB bit6-0 → bit6-0	40 (2000) 00
07	01	00 - 7F	NOTE SELECT2 TUNE	-64...+63[cent]	40
08	01	00 - 02	NOTE SELECT2 INSERTION EFFECT	Off,On,Inst	02
09	01	00 - 7F	NOTE SELECT2 LEVEL	-64...+63	40
0A	02	00 - 40 00 - 7F	NOTE SELECT2 PAN MSB NOTE SELECT2 PAN LSB	-127...+127 MSB bit6-0 → bit13-7 MSB bit6-0 → bit6-0	40 (2000) 00
0C	02	00 - 40 00 - 7F	NOTE SELECT2 REV SEND MSB NOTE SELECT2 REV SEND LSB	-127...+127 MSB bit6-0 → bit13-7 MSB bit6-0 → bit6-0	40 (2000) 00
0E	01	00 - 7F	NOTE SELECT3 TUNE	-64...+63[cent]	40
0F	01	00 - 02	NOTE SELECT3 INSERTION EFFECT	Off,On,Inst	02
10	01	00 - 7F	NOTE SELECT3 LEVEL	-64...+63	40
11	02	00 - 40 00 - 7F	NOTE SELECT3 PAN MSB NOTE SELECT3 PAN LSB	-127...+127 MSB bit6-0 → bit13-7 MSB bit6-0 → bit6-0	40 (2000) 00
13	02	00 - 40 00 - 7F	NOTE SELECT3 REV SEND MSB NOTE SELECT3 REV SEND LSB	-127...+127 MSB bit6-0 → bit13-7 MSB bit6-0 → bit6-0	40 (2000) 00
15	01	00 - 7F	NOTE SELECT4 TUNE	-64...+63[cent]	40
16	01	00 - 02	NOTE SELECT4 INSERTION EFFECT	Off,On,Inst	02
17	01	00 - 7F	NOTE SELECT4 LEVEL	-64...+63	40
18	02	00 - 40 00 - 7F	NOTE SELECT4 PAN MSB NOTE SELECT4 PAN LSB	-127...+127 MSB bit6-0 → bit13-7 MSB bit6-0 → bit6-0	40 (2000) 00
1A	02	00 - 40 00 - 7F	NOTE SELECT4 REV SEND MSB NOTE SELECT4 REV SEND LSB	-127...+127 MSB bit6-0 → bit13-7 MSB bit6-0 → bit6-0	40 (2000) 00
TOTAL SIZE 1C					
m = PLG150-DR: 1 PLG150-PC: 9 p = PART NUMBER					
5m 0p 00	01	08 - 28,29	INSERTION EFFECT LOW EQ FREQUENCY	50...2.0k[Hz],Voice	29
01	01	34 - 4C,4D	INSERTION EFFECT LOW EQ GAIN	-12...+12[dB],Voice	4D
02	01	1C - 3A,3B	INSERTION EFFECT HIGH EQ FREQUENCY	500...16.0k[Hz],Voice	3B
03	01	34 - 4C,4D	INSERTION EFFECT HIGH EQ GAIN	-12...+12[dB],Voice	4D
04	02	00 - 40 00 - 7F	INSERTION EFFECT LFO FREQUENCY MSB INSERTION EFFECT LFO FREQUENCY LSB	-127...+127 MSB bit6-0 → bit13-7 MSB bit6-0 → bit6-0	40 (2000) 00
06	02	00 - 40 00 - 7F	INSERTION EFFECT LFO DEPTH MSB INSERTION EFFECT LFO DEPTH LSB	-127...+127 MSB bit6-0 → bit13-7 MSB bit6-0 → bit6-0	40 (2000) 00
08	02	00 - 40 00 - 7F	INSERTION EFFECT DRIVE MSB INSERTION EFFECT DRIVE LSB	-127...+127 MSB bit6-0 → bit13-7 MSB bit6-0 → bit6-0	40 (2000) 00
0A	02	00 - 40 00 - 7F	INSERTION EFFECT DRY/WET MSB INSERTION EFFECT DRY/WET LSB	-127...+127 MSB bit6-0 → bit13-7	40 (2000) 00
TOTAL SIZE 0C					
m = PLG150-DR: 2 PLG150-PC: A p = PART NUMBER					

MIDI Implementation Chart

YAMAHA [Drums/Percussion Plug-in Board] Date : 26-APL-2002
Model PLG150-DR/PLG150-PC MIDI Implementation Chart Version : 1.0

Function...	Transmitted	Recognized	Remarks
Basic Channel	x x	1 1-16	
Mode	x x *****	3 3,4 x	*2
Note Number : True voice	x *****	0-127 13-108	
Velocity	x x	o 9nH, v=1-127 x	
After Touch	x x	x o	*1
Pitch Bend	x	o 0-24 semi	*1
Control	x 0,32	o	*1 Bank Select
	x 1,10	o	*1 Data Entry
	x 6,38	o	*1 Sound Controller
	x 64,66	o	*1 RPN Inc,Dec
Change	x 71-74	o	*1 NRPN LSB,MSB
	x 96-97	o	*1 RPN LSB,MSB
	x 98-99	o	*1 RPN LSB,MSB
	x 100-101	o	*1

Prog Change : True #	x *****		o 1-128 1-80	
System Exclusive	o *3		*3	
: Song Pos. Common : Song Sel. : Tune	x x x		x x x	
System : Clock Real Time: Commands	x x		x x	
Aux :All Sound Off :Reset All Cntrl's :Local ON/OFF Mes- :All Notes OFF sages:Active Sense :Reset	x x x x x x		o(120) o(121) x o(123) o x	
Notes:	*1 receive if switch is on. *2 "4" is always treated as "3" regardless of its value. *3 transmit/receive if exclusive switch is on.			

Mode 1 : OMNI ON , POLYMode 2 : OMNI ON ,MONOMode 3 : OMNI OFF, POLYMode 4 : OMNI OFF,MONO

o : Yes
x : No

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