

MIDI Implementation

1. RECOGNIZED RECEIVE DATA

■ CHANNEL VOICE MESSAGE

● Control Change

Status	Second	Third
BnH	ccH	vvH
n = MIDI Channel No. :	0H - FH (ch.1 - ch.16)	
cc = Controller No. :	00H - 20H (0 - 32)	
	01H - 1FH (1 - 31)	
	40H - 5FH (64 - 95)	
vv = Value :	00H - 7FH (0 - 127)	

* Control numbers 00H and 20H are recognized as Bank Select messages.

00H : For value of 00H or 01H, Program change map will be used.
For values of 02H or higher, the following banks will be selected.

- 02H : Preset A
- 03H : Preset B
- 04H : User A
- 03H : User B
- Others : Program change map

20H : The received data will be ignored, regardless of the value.

* By specifying this as a source for "realtime parameter control" you can use these messages to control a target.

● Program Change

Status	Second
CnH	ppH
n = MIDI Channel No. :	0H - FH (ch.1 - ch.16)
pp = Program No. :	00H - 7FH (No.1 - No.128)

* Patches will be selected according to the program number that is received.

■ SYSTEM REALTIME MESSAGE

Status
F8H

Use for accounting tempo, with MIDI Synchronization set on parameter such as DELAY TIME/RATE, that can be set BPM.

■ SYSTEM EXCLUSIVE MESSAGE

Status	Data Byte	Status
F0H	iiH, ddH ... eeH	F7H

F0H = System Exclusive
ii = Manufacturer ID : 41H (Roland)
dd ... ee = Data : 00H - 7FH (0 - 127)
F7H = EOX (End of Exclusive/System common)

* For more details, please refer to "Roland Exclusive Message" (p. 56).

2. TRANSMITTED DATA

■ SYSTEM EXCLUSIVE MESSAGE

STATUS	Data Byte	Status
F0H	iiH, ddH...eeH	F7H

F0H = System Exclusive
ii = Manufacturer ID : 41H (Roland)
dd ... ee = Data : 00H - 7FH (0 - 127)
F7H = EOX (End of Exclusive/System common)

* For more details, please refer to "Roland Exclusive Message" (p. 56).

3. EXCLUSIVE COMMUNICATION

ON the VF-1, exclusive messages can be used as follows.
-Transmit/receive VF-1 system/patch data

The model ID for VF-1 exclusive messages is 00H 23H, and you can set up the device ID at 00H- 1FH.

■ ONE WAY COMMUNICATION

● Request Data1 RQ1 (11H)

Byte	Description
F0H	Exclusive Status
41H	Manufacturer ID(Roland)
Dev	Device ID (Dev=00H-1FH)
00H	Model ID (VF-1) MSB
23H	Model ID (VF-1) LSB
11H	Command ID(RQ1)
aaH	Address MSB
bbH	Address
ccH	Address LSB
ssH	Size MSB
ttH	Size
uuH	Size LSB
sum	Checksum
F7H	EOX (End of System Exclusive)

* This message can only be received, and is not transmitted from the VF-1.

● Data Set1 DT1 (12H)

Byte	Description
F0H	Exclusive Status
41H	Manufacturer ID(Roland)
Dev	Device ID(Dev=00H-1FH)
00H	Model ID (VF-1) MSB
23H	Model ID (VF-1) LSB
12H	Command ID (DT1)
aaH	Address MSB
bbH	Address
ccH	Address LSB
ddH	Data
:	:
ffH	Data
sum	Checksum
F7H	EOX (End of System Exclusive)

■ Data form and an explanation of how checksums are calculated.

On VF-1, The data of Exclusive communication is in 4bit nibbles. Divide the value of DATA section by that of SIZE section.

Example: Set UTILITY GLOBAL BPM on 180BPM

1. Refer to Parameter Address Map to calculate UTILITY GLOBAL BPM Address.

From ADDRESS BLOCK MAP, BASE ADDRESS of UTILITY BLOCK is
08 00 00H

Next, from UTILITY AREA TABLE, OFFSET ADDRESS of GLOBAL BPM PARAMETER is
** 01 2CH

And then, calculate the actual address.

```
08 00 00H  BASE ADDRESS
+00 01 2CH  OFFSET ADDRESS
-----
08 01 2CH
```

2. From UTILITY AREA TABLE, the value when at 180BPM is calculated to be B4H.

The data is in parameter's size-byte nibbles setting. From UTILITY AREA TABLE, data size of GLOBAL BPM PARAMETER comes to 4-byte.

```
16bit          4bit MSB          LSB
0000_0000_1011_0100B 0000_0000B 0000_0000B 0000_1011B 0000_0100B
                   B4H          00H          00H          0BH          04H
```

3. (1) through (7) are set according to Roland's format for Exclusive(SysEX) messages. Set the data of 4-byte above-mentioned in order from MSB to LSB.

```
F0 41 00 00 23 12 08 01 2C 00 00 0B 04 ??? F7
(1) (2) (3) (4) (5) (6) ^^^^^^^^^^^^^ ^^^^^^^^^^^^^^^^^ (9) (10)
```

- (1) Exclusive Status
- (2) Manufacture ID (Roland)
- (3) Device ID (DEV:00H - 1FH)
- (4) MODEL ID MSB (VF-1:00H)
- (5) MODEL ID LSB (VF-1:23H)
- (6) Common ID (DT1)
- (7) Address
- (8) Data (4bit nibbled, MSB first)
- (9) Checksum
- (10) End of Exclusive

4. The checksum (9) is calculated.

(7) Address + (8) Data =

08H + 01H + 2CH + 00H + 00H + 0BH + 04H = 44H(sum)
8 + 1 + 44 + 0 + 0 + 11 + 4 = 68

68(sum) / 128 = 0(quotient)...68(remainder)
checksum = 128 - 68(remainder) = 60 = 3CH

5. From 3., 4, the message is completed.

```
F0 41 00 00 23 12 08 01 2C 00 00 0B 04 3C F7
```

■ dummy Parameter

Data set on dummy Parameter is ignored.

4. ADDRESS MAPPING OF PARAMETER

The address and size are displayed under 7-bit hexadecimal notation.

	Address	MSB	LSB
Binary	0aaa aaaa	0bbb bbbb	0ccc cccc
7-bit Hexadecimal	AA	BB	CC

	Size	MSB	LSB
Binary	0sss ssss	0ttt tttt	0uuu uuuu
7-bit Hexadecimal	SS	TT	UU

■ Parameter base address

The actual address of each parameter is the start address of the block plus the offset address.

○ Address Block Map

Base Address	Block	Sub Block	Note
00 00 00	User Patch	USER PATCH A001	••••Bulk
00 04 00		USER PATCH A002	
:		:	
:		:	
03 10 00		USER PATCH A101	
04 00 00		USER PATCH B001	
:		:	
:		:	
07 10 00		USER PATCH B101	
08 00 00		UTILITY	
10 00 00	TEMPORARY AREA		••••Bulk
20 00 00	INDIVIDUAL TEMPORARY AREA		••••Individual(Write Only)
60 00 00	SOUND CHANGE REQUEST (SCR)		••••Individual
70 00 00	PATCH WRITE REQUEST (PWR)		••••Bulk

- * The VF-1 can use two methods of communication; Individual Parameter and Bulk Dump.
- * Bulk data can be received when the Bulk Load Ready function is accessed in Utility mode.
- * Although individual data can be received at any time, be sure to appropriately describe the value for one parameter in one packet [F0...F7].
- * When a data request is to be received, use Bulk Load Ready in the utility.
- * Parameters for which Size is 2 or higher should not be separated; make sure these are sent in the same packet.
- * A Sound Change Request (SCR) is valid only for the Temporary Area (Bulk). To Change data in the Temporary Area(Bulk) using Exclusive(SysEx) messages, it is necessary to first send the parameter data, then send the data to the SCR address.(refer to Table-37.[SCR])
- * Patch Write Request (PWR) is valid for User Patch and UTILITY MIDI PC MAP. If the unit recognize this message, the data of User Patch and UTILITY MIDI PC MAP are memorized. To memorize the data of User Patch and UTILITY MIDI PC MAP for Bulk/Individual Area using Exclusive (SysEx) message, it is necessary to first send the parameter data, then send the data to the PWR.(refer to Table-38.[PWR])
- * For parameter marked with S, its type changes according to the setting of FX SELECT parameter.

• UTILITY AREA

OFFSET (H)	SIZE (H)	DATA (H)	PARAMETER	DESCRIPTION
** 00 00	00 00 04	0000 - 000A	TUNER PITCH	00h : 435 Hz 01h : 436 Hz 02h : 437 Hz 03h : 438 Hz 04h : 439 Hz 05h : 440 Hz 06h : 441 Hz 07h : 442 Hz 08h : 443 Hz 09h : 444 Hz 0Ah : 445 Hz
** 00 04	00 00 04	0000 - 0064	TUNER LEVEL	MUTE, 01 - 100
** 00 08	00 00 04	0000 - 000F	SYSTEM CONTRAST	1 - 16
** 00 0C	00 00 04	0000 - 0001	SYSTEM EFFECTS OFF MD	00h : MUTE 01h : DIRECT
** 00 10	00 00 04	0000 - 018F	SYSTEM NUMBER U/D MIN	0000 - 0064 : PA 1 - 101(PRESET A) 0065 - 00C9 : PB 1 - 101(PRESET B) 00CA - 012D : UA 1 - 101(USER A) 012E - 0191 : UB 1 - 101(USER B)
** 00 14	00 00 04	0000 - 018F	SYSTEM NUMBER U/D MAX	0000 - 0063 : PA 1 - 101(PRESET A) 0064 - 00C7 : PB 1 - 101(PRESET B) 00C8 - 012B : UA 1 - 101(USER A) 012C - 018F : UB 1 - 101(USER B)
** 00 18	00 00 04	0000 - 0004	SYSTEM CONTROL1	00h : EFFECTS ON/OFF 01h : TUNER 02h : NUMBER DOWN 03h : NUMBER UP 04h : ASSIGNABLE
** 00 1C	00 00 04	0000 - 0004	SYSTEM CONTROL2	00h : EFFECTS ON/OFF 01h : TUNER 02h : NUMBER DOWN 03h : NUMBER UP 04h : ASSIGNABLE
** 00 20	00 00 04	0000 - 0001	SYSTEM ASSIGN HOLD	00h : OFF 01h : ON
** 00 24	00 00 02	00 - 30	SYSTEM USER SCALE#1 [C]	(refer to Table-34.[USER_SCALE])
** 00 26	00 00 02	00 - 30	SYSTEM USER SCALE#1 [C#]	(refer to Table-34.[USER_SCALE])
** 00 28	00 00 02	00 - 30	SYSTEM USER SCALE#1 [D]	(refer to Table-34.[USER_SCALE])
** 00 2A	00 00 02	00 - 30	SYSTEM USER SCALE#1 [D#]	(refer to Table-34.[USER_SCALE])
** 00 2C	00 00 02	00 - 30	SYSTEM USER SCALE#1 [E]	(refer to Table-34.[USER_SCALE])
** 00 2E	00 00 02	00 - 30	SYSTEM USER SCALE#1 [F]	(refer to Table-34.[USER_SCALE])
** 00 30	00 00 02	00 - 30	SYSTEM USER SCALE#1 [F#]	(refer to Table-34.[USER_SCALE])
** 00 32	00 00 02	00 - 30	SYSTEM USER SCALE#1 [G]	(refer to Table-34.[USER_SCALE])
** 00 34	00 00 02	00 - 30	SYSTEM USER SCALE#1 [G#]	(refer to Table-34.[USER_SCALE])
** 00 36	00 00 02	00 - 30	SYSTEM USER SCALE#1 [A]	(refer to Table-34.[USER_SCALE])
** 00 38	00 00 02	00 - 30	SYSTEM USER SCALE#1 [A#]	(refer to Table-34.[USER_SCALE])
** 00 3A	00 00 02	00 - 30	SYSTEM USER SCALE#1 [B]	(refer to Table-34.[USER_SCALE])
** 00 3C	00 00 02	00 - 30	SYSTEM USER SCALE#2 [C]	(refer to Table-34.[USER_SCALE])
** 00 3E	00 00 02	00 - 30	SYSTEM USER SCALE#2 [C#]	(refer to Table-34.[USER_SCALE])
** 00 40	00 00 02	00 - 30	SYSTEM USER SCALE#2 [D]	(refer to Table-34.[USER_SCALE])
** 00 42	00 00 02	00 - 30	SYSTEM USER SCALE#2 [D#]	(refer to Table-34.[USER_SCALE])
** 00 44	00 00 02	00 - 30	SYSTEM USER SCALE#2 [E]	(refer to Table-34.[USER_SCALE])
** 00 46	00 00 02	00 - 30	SYSTEM USER SCALE#2 [F]	(refer to Table-34.[USER_SCALE])
** 00 48	00 00 02	00 - 30	SYSTEM USER SCALE#2 [F#]	(refer to Table-34.[USER_SCALE])
** 00 4A	00 00 02	00 - 30	SYSTEM USER SCALE#2 [G]	(refer to Table-34.[USER_SCALE])
** 00 4C	00 00 02	00 - 30	SYSTEM USER SCALE#2 [G#]	(refer to Table-34.[USER_SCALE])
** 00 4E	00 00 02	00 - 30	SYSTEM USER SCALE#2 [A]	(refer to Table-34.[USER_SCALE])
** 00 50	00 00 02	00 - 30	SYSTEM USER SCALE#2 [A#]	(refer to Table-34.[USER_SCALE])
** 00 52	00 00 02	00 - 30	SYSTEM USER SCALE#2 [B]	(refer to Table-34.[USER_SCALE])
** 00 54	00 00 02	00 - 30	SYSTEM USER SCALE#3 [C]	(refer to Table-34.[USER_SCALE])
** 00 56	00 00 02	00 - 30	SYSTEM USER SCALE#3 [C#]	(refer to Table-34.[USER_SCALE])
** 00 58	00 00 02	00 - 30	SYSTEM USER SCALE#3 [D]	(refer to Table-34.[USER_SCALE])
** 00 5A	00 00 02	00 - 30	SYSTEM USER SCALE#3 [D#]	(refer to Table-34.[USER_SCALE])
** 00 5C	00 00 02	00 - 30	SYSTEM USER SCALE#3 [E]	(refer to Table-34.[USER_SCALE])
** 00 5E	00 00 02	00 - 30	SYSTEM USER SCALE#3 [F]	(refer to Table-34.[USER_SCALE])
** 00 60	00 00 02	00 - 30	SYSTEM USER SCALE#3 [F#]	(refer to Table-34.[USER_SCALE])
** 00 62	00 00 02	00 - 30	SYSTEM USER SCALE#3 [G]	(refer to Table-34.[USER_SCALE])
** 00 64	00 00 02	00 - 30	SYSTEM USER SCALE#3 [G#]	(refer to Table-34.[USER_SCALE])
** 00 66	00 00 02	00 - 30	SYSTEM USER SCALE#3 [A]	(refer to Table-34.[USER_SCALE])
** 00 68	00 00 02	00 - 30	SYSTEM USER SCALE#3 [A#]	(refer to Table-34.[USER_SCALE])
** 00 6A	00 00 02	00 - 30	SYSTEM USER SCALE#3 [B]	(refer to Table-34.[USER_SCALE])
** 00 6C	00 00 02	00 - 30	SYSTEM USER SCALE#4 [C]	(refer to Table-34.[USER_SCALE])
** 00 6E	00 00 02	00 - 30	SYSTEM USER SCALE#4 [C#]	(refer to Table-34.[USER_SCALE])
** 00 70	00 00 02	00 - 30	SYSTEM USER SCALE#4 [D]	(refer to Table-34.[USER_SCALE])
** 00 72	00 00 02	00 - 30	SYSTEM USER SCALE#4 [D#]	(refer to Table-34.[USER_SCALE])

** 00 74	00 00 02	00 - 30	SYSTEM USER SCALE#4 [E]		(refer to Table-34.[USER_SCALE])
** 00 76	00 00 02	00 - 30	SYSTEM USER SCALE#4 [F]		(refer to Table-34.[USER_SCALE])
** 00 78	00 00 02	00 - 30	SYSTEM USER SCALE#4 [F#]		(refer to Table-34.[USER_SCALE])
** 00 7A	00 00 02	00 - 30	SYSTEM USER SCALE#4 [G]		(refer to Table-34.[USER_SCALE])
** 00 7C	00 00 02	00 - 30	SYSTEM USER SCALE#4 [G#]		(refer to Table-34.[USER_SCALE])
** 00 7E	00 00 02	00 - 30	SYSTEM USER SCALE#4 [A]		(refer to Table-34.[USER_SCALE])
** 01 00	00 00 02	00 - 30	SYSTEM USER SCALE#4 [A#]		(refer to Table-34.[USER_SCALE])
** 01 02	00 00 02	00 - 30	SYSTEM USER SCALE#4 [B]		(refer to Table-34.[USER_SCALE])
** 01 04	00 00 02	00 - 30	SYSTEM USER SCALE#5 [C]		(refer to Table-34.[USER_SCALE])
** 01 06	00 00 02	00 - 30	SYSTEM USER SCALE#5 [C#]		(refer to Table-34.[USER_SCALE])
** 01 08	00 00 02	00 - 30	SYSTEM USER SCALE#5 [D]		(refer to Table-34.[USER_SCALE])
** 01 0A	00 00 02	00 - 30	SYSTEM USER SCALE#5 [D#]		(refer to Table-34.[USER_SCALE])
** 01 0C	00 00 02	00 - 30	SYSTEM USER SCALE#5 [E]		(refer to Table-34.[USER_SCALE])
** 01 0E	00 00 02	00 - 30	SYSTEM USER SCALE#5 [F]		(refer to Table-34.[USER_SCALE])
** 01 10	00 00 02	00 - 30	SYSTEM USER SCALE#5 [F#]		(refer to Table-34.[USER_SCALE])
** 01 12	00 00 02	00 - 30	SYSTEM USER SCALE#5 [G]		(refer to Table-34.[USER_SCALE])
** 01 14	00 00 02	00 - 30	SYSTEM USER SCALE#5 [G#]		(refer to Table-34.[USER_SCALE])
** 01 16	00 00 02	00 - 30	SYSTEM USER SCALE#5 [A]		(refer to Table-34.[USER_SCALE])
** 01 18	00 00 02	00 - 30	SYSTEM USER SCALE#5 [A#]		(refer to Table-34.[USER_SCALE])
** 01 1A	00 00 02	00 - 30	SYSTEM USER SCALE#5 [B]		(refer to Table-34.[USER_SCALE])
** 01 1C	00 00 04	0000 - 0064	GLOBAL OUT LEVEL	0 - 200%	(step=2)
** 01 20	00 00 04	0000 - 0028	GLOBAL NS THRESHOLD	-20[dB] - +20[dB]	
** 01 24	00 00 04	0000 - 0064	GLOBAL REVERB LEVEL	0 - 200%	(step=2)
** 01 28	00 00 04	0000 - 0004	GLOBAL OUTPUT SELECT	00h : GUITAR AMP(COMBO) 01h : GUITAR AMP(STACK) 02h : POWER AMP(COMBO) 03h : POWER AMP(STACK) 04h : LINE	
** 01 2C	00 00 04	0028 - 00FB	GLOBAL GLOBAL BPM	40 - 250, MIDI	
** 01 30	00 00 04	0000 - 0001	Global DIRECT MIX	00h : Off 01h : Patch	
** 01 34	00 00 04	0000 - 000F	MIDI CH	1 - 16	
** 01 38	00 00 04	0000 - 0001	MIDI OMNI MODE	00h : Off 01h : On	
** 01 3C	00 00 04	0000 - 0003	MIDI PC MAP #1 BANK	00h : PA(PRESET A) 01h : PB(PRESET B) 02h : UA(USER A) 03h : UB(USER B)	
** 01 40	00 00 04	0000 - 0061	MIDI PC MAP #1 PATCH NO	1 - 101	
** 01 44	00 00 04	0000 - 0003	MIDI PC MAP #2 BANK	00h : PA(PRESET A) 01h : PB(PRESET B) 02h : UA(USER A) 03h : UB(USER B)	
** 01 48	00 00 04	0000 - 0064	MIDI PC MAP #2 PATCH NO	1 - 101	
:					
** 09 34	00 00 04	0000 - 0003	MIDI PC MAP #128 BANK	00h : PA(PRESET A) 01h : PB(PRESET B) 02h : UA(USER A) 03h : UB(USER B)	
** 09 38	00 00 04	0000 - 0064	MIDI PC MAP #128 PATCH NO	1 - 101	

• TEMPORARY AREA

common area

OFFSET (H)	SIZE (H)	DATA (H)	PARAMETER	DESCRIPTION
** 00 00	00 00 04	00 - 23	ALGORITHM TYPE	00h : GUITAR MULTI 1 01h : GUITAR MULTI 2 02h : BASS MULTI 03h : ACOUSTIC MULTI 04h : KEYBOARD MULTI 05h : ROTARY MULTI 06h : VOCAL MULTI 07h : VOCODER 08h : VOICE TRANSFORMER 09h : ISOLATOR 0Ah : LOFI PROCESSOR 0Bh : REVERB 1 0Ch : REVERB 2 0Dh : GATE REVERB 0Eh : 2CH RSS 0Fh : DELAY RSS 10h : CHORUS RSS 11h : REVERB RSS 12h : RSS PANNER 13h : DELAY 14h : MULTI TAP DELAY 15h : TAPE ECHO 201 16h : MIC SIMULATOR 17h : SPACE CHORUS 18h : STEREO FLANGER DELAY 19h : STEREO PHASER DELAY 1Ah : STEREO CHORUS DELAY 1Bh : STEREO PITCH SHIFT DELAY 1Ch : STEREO MULTI 1Dh : 10BAND GRAPHIC EQ 1Eh : HUM CANCELER 1Fh : VOCAL CANCELER 20h : REVERB REVERB 21h : CHORUS REVERB 22h : DELAY REVERB 23h : DELAY CHORUS 24h : SPEAKER MODELING
** 00 04	00 00 04	00 - 0C	CATEGORY TYPE	00h : E.GUITAR 01h : A.GUITAR 02h : BASS 03h : KEYBOARD 04h : VOCAL 05h : GROOVE 06h : REVERB 07h : RSS 08h : STUDIO 09h : MASTER 0Ah : OTHERS1 0Bh : OTHERS2 0Ch : OTHERS3 0Dh : ALL
** 00 08	00 00 02	20 - 7D	PATCH NAME#1	(refer to Table-35.[ASCII_NAME])
** 00 0A	00 00 02	20 - 7D	PATCH NAME#2	(refer to Table-35.[ASCII_NAME])
** 00 0C	00 00 02	20 - 7D	PATCH NAME#3	(refer to Table-35.[ASCII_NAME])
** 00 0E	00 00 02	20 - 7D	PATCH NAME#4	(refer to Table-35.[ASCII_NAME])
** 00 10	00 00 02	20 - 7D	PATCH NAME#5	(refer to Table-35.[ASCII_NAME])
** 00 12	00 00 02	20 - 7D	PATCH NAME#6	(refer to Table-35.[ASCII_NAME])
** 00 14	00 00 02	20 - 7D	PATCH NAME#7	(refer to Table-35.[ASCII_NAME])
** 00 16	00 00 02	20 - 7D	PATCH NAME#8	(refer to Table-35.[ASCII_NAME])
** 00 18	00 00 02	20 - 7D	PATCH NAME#9	(refer to Table-35.[ASCII_NAME])
** 00 1A	00 00 02	20 - 7D	PATCH NAME#10	(refer to Table-35.[ASCII_NAME])
** 00 1C	00 00 02	20 - 7D	PATCH NAME#11	(refer to Table-35.[ASCII_NAME])
** 00 1E	00 00 02	20 - 7D	PATCH NAME#12	(refer to Table-35.[ASCII_NAME])
** 00 20	00 00 02	20 - 7D	PATCH NAME#13	(refer to Table-35.[ASCII_NAME])
** 00 22	00 00 02	00	must '0'	TERMINATOR
** 00 24	00 00 04	0000 - ****	ASSIGN #1 TARGET MIN	the max of TARGET MIN parameter defined by TARGET TYPE
** 00 28	00 00 04	0000 - ****	ASSIGN #1 TARGET MAX	the max of TARGET MAX parameter defined by TARGET TYPE
** 00 2C	00 00 04	0000 - ****	ASSIGN #1 TARGET TYPE	(refer to Table-38.[TARGET_TYPE])
** 00 30	00 00 04	0000 - 0041	ASSIGN #1 SOURCE TYPE	(refer to Table-36.[SOURCE_TYPE])
** 00 34	00 00 04	0000 - 0001	ASSIGN #1 SOURCE MODE	00h : NORMAL 01h : TOGGLE
** 00 38	00 00 04	0000 - 007F	ASSIGN #1 SOURCE MIN	0 - 126
** 00 3C	00 00 04	0000 - 007F	ASSIGN #1 SOURCE MAX	1 - 127

** 00 40	00 00 04	0000 - 0001	ASSIGN #1 ON/OFF	00h : OFF 01h : ON
** 00 44	00 00 04	0000 - ****	ASSIGN #2 TARGET MIN	the max of TARGET MIN parameter defined by TARGET TYPE
** 00 48	00 00 04	0000 - ****	ASSIGN #2 TARGET MAX	the max of TARGET MAX parameter defined by TARGET TYPE
** 00 4C	00 00 04	0000 - ****	ASSIGN #2 TARGET TYPE	(refer to Table-38.[TARGET_TYPE])
** 00 50	00 00 04	0000 - 0041	ASSIGN #2 SOURCE TYPE	(refer to Table-36.[SOURCE_TYPE])
** 00 54	00 00 04	0000 - 0001	ASSIGN #2 SOURCE MODE	00h : NORMAL 01h : TOGGLE
** 00 58	00 00 04	0000 - 007F	ASSIGN #2 SOURCE MIN	0 - 126
** 00 5C	00 00 04	0000 - 007F	ASSIGN #2 SOURCE MAX	1 - 127
** 00 60	00 00 04	0000 - 0001	ASSIGN #2 ON/OFF	00h : OFF 01h : ON
** 00 64	00 00 04	0000 - ****	ASSIGN #3 TARGET MIN	the max of TARGET MIN parameter defined by TARGET TYPE
** 00 68	00 00 04	0000 - ****	ASSIGN #3 TARGET MAX	the max of TARGET MAX parameter defined by TARGET TYPE
** 00 6C	00 00 04	0000 - ****	ASSIGN #3 TARGET TYPE	(refer to Table-38.[TARGET_TYPE])
** 00 70	00 00 04	0000 - 0041	ASSIGN #3 SOURCE TYPE	(refer to Table-36.[SOURCE_TYPE])
** 00 74	00 00 04	0000 - 0001	ASSIGN #3 SOURCE MODE	00h : NORMAL 01h : TOGGLE
** 00 78	00 00 04	0000 - 007F	ASSIGN #3 SOURCE MIN	0 - 126
** 00 7C	00 00 04	0000 - 007F	ASSIGN #3 SOURCE MAX	1 - 127
** 01 00	00 00 04	0000 - 0001	ASSIGN #3 ON/OFF	00h : OFF 01h : ON
** 01 04	00 00 04	0000 - ****	ASSIGN #4 TARGET MIN	the max of TARGET MIN parameter defined by TARGET TYPE
** 01 08	00 00 04	0000 - ****	ASSIGN #4 TARGET MAX	the max of TARGET MAX parameter defined by TARGET TYPE
** 01 0C	00 00 04	0000 - ****	ASSIGN #4 TARGET TYPE	(refer to Table-38.[TARGET_TYPE])
** 01 10	00 00 04	0000 - 0041	ASSIGN #4 SOURCE TYPE	(refer to Table-36.[SOURCE_TYPE])
** 01 14	00 00 04	0000 - 0001	ASSIGN #4 SOURCE MODE	00h : NORMAL 01h : TOGGLE
** 01 18	00 00 04	0000 - 007F	ASSIGN #4 SOURCE MIN	0 - 126
** 01 1C	00 00 04	0000 - 007F	ASSIGN #4 SOURCE MAX	1 - 127
** 01 20	00 00 04	0000 - 0001	ASSIGN #4 ON/OFF	00h : OFF 01h : ON

• ALGORITHM PARAMETER

* Regarding "step=**," the actually indicated value is the figures of "input value (DATA)" x "***."

<<< 10BAND GRAPHIC EQUALIZER >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION
* 01 24	00 00 02	00 01	COMP	Effect On/Off	OFF ON
* 01 26	00 00 02	00 01	COMP	FX Select	COMP LIMIT
* 01 28	00 00 02	00 01 02	COMP	Detect	L R LINK
* 01 2A	00 00 02		COMP	dummy	
* 01 2C	\$ 00 00 02	00 - 64	COMP	[COMP]Threshold	0 - 100
* 01 2E	\$ 00 00 02	00 01 02 03	COMP	[COMP]Ratio	1.5:1 2:1 4:1 100:1
* 01 30	\$ 00 00 02	00 - 64	COMP	[COMP]Attack	0 - 100
* 01 32	\$ 00 00 02	00 - 64	COMP	[COMP]Release	0 - 100
* 01 34	\$ 00 00 02	00 - 64	COMP	[COMP]Tone	-50 - +50
* 01 36	\$ 00 00 02	00 - 64	COMP	[COMP]Level	0 - 100
* 01 2C	\$ 00 00 02	00 - 64	COMP	[LIMIT]Threshold	0 - 100
* 01 2E	\$ 00 00 02	00 - 64	COMP	[LIMIT]Release	0 - 100
* 01 30	\$ 00 00 02	00 - 64	COMP	[LIMIT]Tone	-50 - +50
* 01 32	\$ 00 00 02	00 - 64	COMP	[LIMIT]Level	0 - 100
* 01 38	00 00 02	00 01	NS	Effect On/Off	OFF ON
* 01 3A	00 00 02	00 01 02	NS	Detect	L R LINK
* 01 3C	00 00 02	00 - 64	NS	Threshold	0 - 100
* 01 3E	00 00 02	00 - 64	NS	Release	0 - 100
* 01 40	00 00 02	00 01	ENH	Effect On/Off	OFF ON
* 01 42	00 00 02	00 01 02	ENH	Detect	L R LINK
* 01 44	00 00 02	00 - 64	ENH	Sens	0 - 100
* 01 46	00 00 02	00 - 0A	ENH	Frequency	(refer to Table-23.[VOCAL_FREQ])
* 01 48	00 00 02	00 - 64	ENH	Mix Level	0 - 100
* 01 4A	00 00 02	00 - 64	ENH	Low Mix Level	0 - 100
* 01 4C	00 00 02	00 - 64	ENH	Level	0 - 100
* 01 50	00 00 02	00 01	GEQ	Effect On/Off	OFF ON
* 01 52	00 00 02	00 - 18	GEQ	Input Gain	-12 - +12 [dB]
* 01 54	00 00 02	00 - 18	GEQ	Level	-12 - +12 [dB]
* 01 56	00 00 02	00 - 18	GEQ	31.2 Hz	-12 - +12 [dB]
* 01 58	00 00 02	00 - 18	GEQ	62.5 Hz	-12 - +12 [dB]
* 01 5A	00 00 02	00 - 18	GEQ	125 Hz	-12 - +12 [dB]
* 01 5C	00 00 02	00 - 18	GEQ	250 Hz	-12 - +12 [dB]
* 01 5E	00 00 02	00 - 18	GEQ	500 Hz	-12 - +12 [dB]
* 01 60	00 00 02	00 - 18	GEQ	1.0 kHz	-12 - +12 [dB]
* 01 62	00 00 02	00 - 18	GEQ	2.0 kHz	-12 - +12 [dB]
* 01 64	00 00 02	00 - 18	GEQ	4.0 kHz	-12 - +12 [dB]
* 01 66	00 00 02	00 - 18	GEQ	8.0 kHz	-12 - +12 [dB]
* 01 68	00 00 02	00 - 18	GEQ	16 kHz	-12 - +12 [dB]
* 01 6A	00 00 02		GEQ	dummy	
* 01 6C	00 00 02	00 01	DELAY	Effect On/Off	OFF ON
* 01 6E	00 00 02	00 - 78	DELAY	FX Level	0 - 120
* 01 70	00 00 02	00 - 64	DELAY	Dir Level	0 - 100
* 01 72	00 00 02	00 - 32	DELAY	High Damp Gain	-50 - 0 [dB]
* 01 74	00 00 02	00 - 09	DELAY	High Cut Filter	(refer to Table-16.[HI_CUT])
* 01 76	00 00 02		DELAY	dummy	
* 01 78	00 00 02	00 - 46 47 - 53	DELAY	Delay Time L	0 - 1400 [ms] BPM 1/4 - 4.0 (step=20) (refer to Table-4.[BPM_PARAM4])
* 01 7A	00 00 02	00 - 14	DELAY	Fine Time L	0 - 20 [ms]
* 01 7C	00 00 02	00 - 64	DELAY	Feedbk L	0 - 100
* 01 7E	00 00 02		DELAY	dummy	
* 02 00	00 00 02	00 - 46 47 - 53	DELAY	Delay Time R	0 - 1400 [ms] BPM 1/4 - 4.0 (step=20) (refer to Table-4.[BPM_PARAM4])
* 02 02	00 00 02	00 - 14	DELAY	Fine Time R	0 - 20 [ms]
* 02 04	00 00 02	00 - 64	DELAY	Feedbk R	0 - 100
* 02 06	00 00 02		DELAY	dummy	
* 02 08	00 00 02		MASTER	dummy	
* 02 0A	00 00 02	00 - 64	MASTER	Master Level	0 - 100

* 02 0C	00 00 02	28 - FA FB FC	MASTER	Master BPM	40 - 250 MIDI GLOBAL
* 02 0E	00 00 02	00 - 64	MASTER	Foot Level	0 - 100

<<< 2CH RSS >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION
* 01 24	00 00 02	00	EQ	Effect On/Off	OFF ON
* 01 26	00 00 02	00 - 28	EQ	Low EQ	-20 - +20 [dB] (refer to Table-11.[EQ_PARAM])
* 01 28	00 00 02	00 - 14	EQ	Lo-Mid f	100 - 10.0k [Hz] (refer to Table-11.[EQ_PARAM])
* 01 2A	00 00 02	00 - 05	EQ	Lo-Mid Q	0.5 - 16 (refer to Table-11.[EQ_PARAM])
* 01 2C	00 00 02	00 - 28	EQ	Lo-Mi EQ	-20 - +20 [dB] (refer to Table-11.[EQ_PARAM])
* 01 2E	00 00 02	00 - 14	EQ	Hi-Mid f	100 - 10.0k [Hz] (refer to Table-11.[EQ_PARAM])
* 01 30	00 00 02	00 - 05	EQ	Hi-Mid Q	0.5 - 16 (refer to Table-11.[EQ_PARAM])
* 01 32	00 00 02	00 - 28	EQ	Hi-Mid EQ	-20 - +20 [dB] (refer to Table-11.[EQ_PARAM])
* 01 34	00 00 02	00 - 28	EQ	High EQ	-20 - +20 [dB] (refer to Table-11.[EQ_PARAM])
* 01 36	00 00 02	00 - 28	EQ	Level	-20 - +20 [dB] (refer to Table-11.[EQ_PARAM])
* 01 38	00 00 02	00	RSS	Effect On/Off	OFF ON
* 01 3A	00 00 02	00 - 3C	RSS	Azimuth L	(refer to Table-29.[AZIMUTH])
* 01 3C	00 00 02	00 - 06	RSS	Elevation L	(refer to Table-28.[ELEVATION])
* 01 3E	00 00 02	00 - 3C	RSS	Azimuth R	(refer to Table-29.[AZIMUTH])
* 01 40	00 00 02	00 - 06	RSS	Elevation R	(refer to Table-28.[ELEVATION])
* 01 42	00 00 02		RSS	dummy	
* 01 44	00 00 02		MASTER	dummy	
* 01 46	00 00 02	00 - 64	MASTER	Master Level	0 - 100
* 01 48	00 00 02		MASTER	dummy	
* 01 4A	00 00 02	00 - 64	MASTER	Foot Level	0 - 100

<<< ACOUSTIC MULTI >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION
* 01 24	00 00 02	00	COMP	Effect On/Off	OFF ON
* 01 26	00 00 02	00	COMP	FX Select	COMP LIMIT
* 01 28	\$ 00 00 02	00 - 64	COMP	[COMP]Sustain	0 - 100
* 01 2A	\$ 00 00 02	00 - 64	COMP	[COMP]Attack	0 - 100
* 01 2C	\$ 00 00 02	00 - 64	COMP	[COMP]Tone	-50 - +50
* 01 2E	\$ 00 00 02	00 - 64	COMP	[COMP]Level	0 - 100
* 01 28	\$ 00 00 02	00 - 64	COMP	[LIMIT]Threshold	0 - 100
* 01 2A	\$ 00 00 02	00 - 64	COMP	[LIMIT]Release	0 - 100
* 01 2C	\$ 00 00 02	00 - 64	COMP	[LIMIT]Tone	-50 - +50
* 01 2E	\$ 00 00 02	00 - 64	COMP	[LIMIT]Level	0 - 100
* 01 30	00 00 02	00	PREAMP	Effect On/Off	OFF ON
* 01 32	00 00 02	00 - 64	PREAMP	Volume	0 - 100
* 01 34	00 00 02	00 - 64	PREAMP	Bass	0 - 100
* 01 36	00 00 02	00 - 64	PREAMP	Middle	0 - 100
* 01 38	00 00 02	00 - 64	PREAMP	Treble	0 - 100
* 01 3A	00 00 02	00 - 64	PREAMP	Presence	0 - 100
* 01 3C	00 00 02	00 - 64	PREAMP	Master	0 - 100
* 01 3E	00 00 02	00	PREAMP	Gain	LOW MID HIGH
* 01 40	00 00 02	00 - 0A	PREAMP	Mic Setting	CENT, 1 - 10 [cm]
* 01 42	00 00 02	00 - 64	PREAMP	Mic Level	0 - 100
* 01 44	00 00 02	00 - 64	PREAMP	Dir Level	0 - 100
* 01 46	00 00 02		PREAMP	dummy	
* 01 48	00 00 02	00	ACOUSTIC	Effect On/Off	OFF ON
* 01 4A	00 00 02	00 - 64	ACOUSTIC	Body	0 - 100
* 01 4C	00 00 02	00 - 64	ACOUSTIC	Mic Distance	0 - 100
* 01 4E	00 00 02		ACOUSTIC	dummy	
* 01 50	00 00 02	00	AFB	Effect On/Off	OFF ON
* 01 52	00 00 02	00 - 64	AFB	Depth	0 - 100
* 01 54	00 00 02	00 - 64	AFB	Frequency	0 - 100
* 01 56	00 00 02		AFB	dummy	
* 01 58	00 00 02	00	NS	Effect On/Off	OFF ON
* 01 5A	00 00 02	00 - 64	NS	Threshold	0 - 100
* 01 5C	00 00 02	00 - 64	NS	Release	0 - 100
* 01 5E	00 00 02		NS	dummy	
* 01 60	00 00 02	00	CHORUS	Effect On/Off	OFF ON
* 01 62	00 00 02	00 - 10	CHORUS	Xover f	(refer to Table-15.[2CE_XOVER])

* 01 64	00 00 02	00 - 64	CHORUS	Low Rate	0 - 100	
		65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 01 66	00 00 02	00 - 64	CHORUS	Low Depth	0 - 100	
* 01 68	00 00 02	00 - 50	CHORUS	Low Pre Delay	0.0 - 40.0 [ms]	(step=0.5)
* 01 6A	00 00 02	00 - 64	CHORUS	Low Level	0 - 100	
* 01 6C	00 00 02	00 - 64	CHORUS	High Rate	0 - 100	
		65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 01 6E	00 00 02	00 - 64	CHORUS	High Depth	0 - 100	
* 01 70	00 00 02	00 - 50	CHORUS	High Pre Delay	0.0 - 40.0 [ms]	(step=0.5)
* 01 72	00 00 02	00 - 64	CHORUS	High Level	0 - 100	
* 01 74	00 00 02	00	REVERB	Effect On/Off	OFF	
		01			ON	
* 01 76	00 00 02	00	REVERB	Type	ROOM 1	
		01			ROOM 2	
		02			HALL 1	
		03			HALL 2	
		04			PLATE	
* 01 78	00 00 02	01 - 64	REVERB	Reverb Time	0.1 - 10.0 [s]	
* 01 7A	00 00 02	00 - 64	REVERB	Pre Delay	0 - 100 [ms]	
* 01 7C	00 00 02	00 - 09	REVERB	Low Cut		(refer to Table-17.[LO_CUT])
* 01 7E	00 00 02	00 - 09	REVERB	High Cut		(refer to Table-16.[HI_CUT])
* 02 00	00 00 02	00 - 0A	REVERB	Density	0 - 10	
* 02 02	00 00 02	00 - 64	REVERB	FX Level	0 - 100	
* 02 04	00 00 02		MASTER	dummy		
* 02 06	00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 02 08	00 00 02	28 - FA	MASTER	Master BPM	40 - 250	
		FB			MIDI	
		FC			GLOBAL	
* 02 0A	00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

<<< BASS MULTI >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION
* 01 24	00 00 02	00	DEFRET	Effect On/Off	OFF
		01			ON
* 01 26	00 00 02	00	DEFRET	FX Select	COMP
		01			DEFRET
* 01 28 \$	00 00 02	00 - 0F	DEFRET	[COMP]Sustain	0 - 100
* 01 2A \$	00 00 02	00 - 0F	DEFRET	[COMP]Attack	0 - 100
* 01 2C \$	00 00 02	00 - 03	DEFRET	[COMP]Enh Freq	0 - 3
* 01 2E \$	00 00 02	00 - 64	DEFRET	[COMP]Enh Level	0 - 100
* 01 30 \$	00 00 02	00 - 64	DEFRET	[COMP]Level	0 - 100
* 01 28 \$	00 00 02	00 - 0F	DEFRET	[DEFRET]Sens	0 - 100
* 01 2A \$	00 00 02	00 - 0F	DEFRET	[DEFRET]Attack	0 - 100
* 01 2C \$	00 00 02	00 - 0F	DEFRET	[DEFRET]Depth	0 - 100
* 01 2E \$	00 00 02	00 - 64	DEFRET	[DEFRET]Level	0 - 100
* 01 32	00 00 02		DEFRET	dummy	
* 01 34	00 00 02	00	OCT	Effect On/Off	OFF
		01			ON
* 01 36	00 00 02	00 - 64	OCT	Oct Level	0 - 100
* 01 38	00 00 02	00 - 64	OCT	Dir Level	0 - 100
* 01 3A	00 00 02		OCT	dummy	
* 01 3C	00 00 02	00	PREAMP	Effect On/Off	OFF
		01			ON
* 01 3E	00 00 02	00	PREAMP	Preamp Type	AC
		01			AMG
* 01 40	00 00 02	00 - 64	PREAMP	Volume	0 - 100
* 01 42	00 00 02	00 - C8	PREAMP	Bass	-100 - +100
* 01 44	00 00 02	00 - C8	PREAMP	Middle	-100 - +100
* 01 46	00 00 02	00 - C8	PREAMP	Treble	-100 - +100
* 01 48	00 00 02		PREAMP	dummy	
* 01 4A	00 00 02	00 - 64	PREAMP	Master	0 - 100
* 01 4C	00 00 02	00	PREAMP	Bright	OFF
		01			ON
* 01 4E	00 00 02	00	PREAMP	Gain	LOW
		01			MID
		02			HIGH
* 01 50	00 00 02	00 - 0B	PREAMP	Mic Setting	CENT, 1 - 10 [cm], OFF
* 01 52	00 00 02	00 - 64	PREAMP	Mic Level	0 - 100
* 01 54	00 00 02	00 - 64	PREAMP	Dir Level	0 - 100
* 01 56	00 00 02	00 - 08	PREAMP	Position	0 - 8
* 01 58	00 00 02	00	DIST	Effect On/Off	OFF
		01			ON
* 01 5A	00 00 02	00	DIST	Type	TURBO OD
		01			BASS OD
		02			HARD DS
		03			FUZZ 1
		04			FUZZ 2

* 01 5C	00 00 02	00 - 1F	DIST	Drive	0 - 100	(refer to Table-20.[BASS2])
* 01 5E	00 00 02	00 - 0E	DIST	Bass	-50 - +50	(refer to Table-21.[BASS3])
* 01 60	00 00 02	00 - 0E	DIST	Treble	-50 - +50	(refer to Table-21.[BASS3])
* 01 62	00 00 02	00 - 64	DIST	FX Level	0 - 100	
* 01 64	00 00 02	00 - 64	DIST	Dir Level	0 - 100	
* 01 66	00 00 02		DIST	dummy		
* 01 68	00 00 02	00	EQ/TWAH	Effect On/Off	OFF	
		01			ON	
* 01 6A	00 00 02	00	EQ/TWAH	FX Select	4BAND EQ	
		01			T-WAH	
* 01 6C \$	00 00 02	00 - 28	EQ/TWAH	[EQ] Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 6E \$	00 00 02	00 - 14	EQ/TWAH	[EQ] Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 70 \$	00 00 02	00 - 05	EQ/TWAH	[EQ] Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 72 \$	00 00 02	00 - 28	EQ/TWAH	[EQ] Lo-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 74 \$	00 00 02	00 - 14	EQ/TWAH	[EQ] Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 76 \$	00 00 02	00 - 05	EQ/TWAH	[EQ] Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 78 \$	00 00 02	00 - 28	EQ/TWAH	[EQ] Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 7A \$	00 00 02	00 - 28	EQ/TWAH	[EQ] High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 7C \$	00 00 02	00 - 28	EQ/TWAH	[EQ] Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 6C \$	00 00 02	00 - 0F	EQ/TWAH	[TWAH] Sens	0 - 100	(refer to Table-19.[BASS1])
* 01 6E \$	00 00 02	00	EQ/TWAH	[TWAH] Start	DOWN	
		01			UP	
* 01 70 \$	00 00 02	00 - 0F	EQ/TWAH	[TWAH] Stop	0 - 100	(refer to Table-19.[BASS1])
* 01 72 \$	00 00 02	00 - 0F	EQ/TWAH	[TWAH] Resonance	0 - 100	(refer to Table-19.[BASS1])
* 01 74 \$	00 00 02	00 - 64	EQ/TWAH	[TWAH] FX Level	0 - 100	
* 01 76 \$	00 00 02	00 - 64	EQ/TWAH	[TWAH] Dir Level	0 - 100	
* 01 7E \$	00 00 02		EQ/TWAH	dummy		
* 02 00	00 00 02	00	NS	Effect On/Off	OFF	
		01			ON	
* 02 02	00 00 02	00 - 64	NS	Threshold	0 - 100	
* 02 04	00 00 02	00 - 64	NS	Release	0 - 100	
* 02 06	00 00 02		NS	dummy		
* 02 08	00 00 02	00	DELAY	Effect On/Off	OFF	
		01			ON	
* 02 0A	00 00 02	00	DELAY	Type	SINGLE	
		01			TAP	
* 02 0C	00 00 02	00 - 5A	DELAY	Delay Time	0 - 1800 [ms]	(step=20)
		5B - 67			BPM 1/4 - 4.0	(refer to Table-5.[BPM_PARAM5])
* 02 0E	00 00 02	00 - 14	DELAY	Fine Time	0 - 20 [ms]	
* 02 10	00 00 02	00 - 64	DELAY	Tap Time	0 - 100 [%]	
* 02 12	00 00 02	00 - 64	DELAY	Feedback	0 - 100	
* 02 14	00 00 02	00 - 09	DELAY	High Cut		(refer to Table-16.[HI_CUT])
* 02 16	00 00 02	00 - 78	DELAY	FX Level	0 - 120	
* 02 18	00 00 02	00	MOD	Effect On/Off	OFF	
		01			ON	
* 02 1A	00 00 02	00	MOD	FX Select	FL	
		01			PH	
		02			CE	
* 02 1C	00 00 02	00 - 08	MOD	Position	0 - 8	
* 02 1E	00 00 02		MOD	dummy		
* 02 20 \$	00 00 02	00 - 64	MOD	[FL] Rate	0 - 100	
		65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 02 22 \$	00 00 02	00 - 64	MOD	[FL] Depth	0 - 100	
* 02 24 \$	00 00 02	00 - 64	MOD	[FL] Manual	0 - 100	
* 02 26 \$	00 00 02	00 - 64	MOD	[FL] Resonance	0 - 100	
* 02 28 \$	00 00 02	00 - 64	MOD	[FL] Sepatate	0 - 100	
* 02 2A \$	00 00 02	00 - 64	MOD	[FL] Level	0 - 100	
* 02 20 \$	00 00 02	00 - 64	MOD	[PH] Rate	0 - 100	
		65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 02 22 \$	00 00 02	00 - 64	MOD	[PH] Depth	0 - 100	
* 02 24 \$	00 00 02	00 - 64	MOD	[PH] Manual	0 - 100	
* 02 26 \$	00 00 02	00 - 64	MOD	[PH] Resonance	0 - 100	
* 02 20 \$	00 00 02	00	MOD	[CE] Mode	MONO	
		01			ST.	
* 02 22 \$	00 00 02	00 - 64	MOD	[CE] Rate	0 - 100	
		65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 02 24 \$	00 00 02	00 - 64	MOD	[CE] Depth	0 - 100	
* 02 26 \$	00 00 02	00 - 50	MOD	[CE] Pre Delay	0.0 - 40.0 [ms]	(step=0.5)
* 02 28 \$	00 00 02	00 - 0A	MOD	[CE] Low Cut		(refer to Table-22.[LO_CUT2])
* 02 2A \$	00 00 02	00 - 64	MOD	[CE] FX Level	0 - 100	
* 02 2C	00 00 02	00	REVERB	Effect On/Off	OFF	
		01			ON	
* 02 2E	00 00 02	00	REVERB	Type	ROOM 1	
		01			ROOM 2	
		02			HALL 1	
		03			HALL 2	
		04			PLATE	
* 02 30	00 00 02	01 - 64	REVERB	Reverb Time	0.1 - 10.0 [s]	
* 02 32	00 00 02	00 - 64	REVERB	Pre Delay	0 - 100 [ms]	

* 02 34	00 00 02	00 - 09	REVERB	Low Cut		(refer to Table-17.[LO_CUT])
* 02 36	00 00 02	00 - 09	REVERB	High Cut		(refer to Table-16.[HI_CUT])
* 02 38	00 00 02	00 - 0A	REVERB	Density	0 - 10	
* 02 3A	00 00 02	00 - 64	REVERB	FX Level	0 - 100	
* 02 3C	00 00 02		MASTER	dummy		
* 02 3E	00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 02 40	00 00 02	28 - FA	MASTER	Master BPM	40 - 250	
		FB			MIDI	
		FC			GLOBAL	
* 02 42	00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

<<< CHORUS RSS >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION	
* 01 24	00 00 02	00	EQ	Effect On/Off	OFF	
		01			ON	
* 01 26	00 00 02	00 - 28	EQ	Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 28	00 00 02	00 - 14	EQ	Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 2A	00 00 02	00 - 05	EQ	Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 2C	00 00 02	00 - 28	EQ	Lo-Mi EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 2E	00 00 02	00 - 14	EQ	Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 30	00 00 02	00 - 05	EQ	Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 32	00 00 02	00 - 28	EQ	Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 34	00 00 02	00 - 28	EQ	High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 36	00 00 02	00 - 28	EQ	Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 38	00 00 02	00	CE	Effect On/Off	OFF	
		01			ON	
* 01 3A	00 00 02	00	CE	Polarity	SYNC	
		01			INVERT	
* 01 3C	00 00 02	00 - 64	CE	Rate	0 - 100	
		65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 01 3E	00 00 02	00 - 64	CE	Depth	0 - 100	
* 01 40	00 00 02	00 - 50	CE	Pre Delay	0.0 - 40.0 [ms]	(step=0.5)
* 01 42	00 00 02	00 - 0A	CE	Low Cut		(refer to Table-22.[LO_CUT2])
* 01 44	00 00 02	00 - 09	CE	High Cut		(refer to Table-16.[HI_CUT])
* 01 46	00 00 02	00 - 64	CE	Effect Level	0 - 100	
* 01 48	00 00 02	00	CE	Direct On/Off	OFF	
		01			ON	
* 01 4A	00 00 02	00	CE	RSS On/Off	OFF	
		01			ON	
* 01 4C	00 00 02		MASTER	dummy		
* 01 4E	00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 01 50	00 00 02	28 - FA	MASTER	Master BPM	40 - 250	
		FB			MIDI	
		FC			GLOBAL	
* 01 52	00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

<<< CHORUS + REVERB >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION	
* 01 24	00 00 02	00	EQL	Effect On/Off	OFF	
		01			ON	
* 01 26	00 00 02	00 - 28	EQL	Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 28	00 00 02	00 - 14	EQL	Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 2A	00 00 02	00 - 05	EQL	Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 2C	00 00 02	00 - 28	EQL	Lo-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 2E	00 00 02	00 - 14	EQL	Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 30	00 00 02	00 - 05	EQL	Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 32	00 00 02	00 - 28	EQL	Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 34	00 00 02	00 - 28	EQL	High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 36	00 00 02	00 - 28	EQL	Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 38	00 00 02	00	EQR	Effect On/Off	OFF	
		01			ON	
* 01 3A	00 00 02	00 - 28	EQR	Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 3C	00 00 02	00 - 14	EQR	Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 3E	00 00 02	00 - 05	EQR	Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 40	00 00 02	00 - 28	EQR	Lo-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 42	00 00 02	00 - 14	EQR	Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 44	00 00 02	00 - 05	EQR	Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 46	00 00 02	00 - 28	EQR	Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 48	00 00 02	00 - 28	EQR	High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 4A	00 00 02	00 - 28	EQR	Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 4C	00 00 02	00	REV	Effect On/Off	OFF	
		01			ON	
* 01 4E	00 00 02	00	REV	Type	ROOM 1	
		01			ROOM 2	
		02			HALL 1	
		03			HALL 2	
		04			PLATE	

* 01 50	00 00 02	01 - 64	REV	Reverb Time	0.1 - 10.0 [s]	
* 01 52	00 00 02	00 - C8	REV	Balance DIR:FX	100:0 - 0:100	
* 01 54	00 00 02	00 - 64	REV	Effect Level	0 - 100	
* 01 56	00 00 02	00 - 64	REV	Pre Delay	0 - 100 [ms]	
* 01 58	00 00 02	00 - 0A	REV	Density	0 - 10	
* 01 5A	00 00 02	00 - 0A	REV	Low Cut		(refer to Table-22.[LO_CUT2])
* 01 5C	00 00 02	00 - 09	REV	High Cut		(refer to Table-16.[HI_CUT])
* 01 5E	00 00 02		REV	dummy		
* 01 60	00 00 02	00	CE	Effect On/Off	OFF	
		01			ON	
* 01 62	00 00 02	00	CE	Mode	MONO	
		01			ST.	
* 01 64	00 00 02	00 - 64	CE	Rate	0 - 100	
		65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 01 66	00 00 02	00 - 64	CE	Depth	0 - 100	
* 01 68	00 00 02	00 - 50	CE	Pre Delay	0.0 - 40.0 [ms]	(step=0.5)
* 01 6A	00 00 02	00 - 0A	CE	Low Cut		(refer to Table-22.[LO_CUT2])
* 01 6C	00 00 02	00 - 09	CE	High Cut		(refer to Table-16.[HI_CUT])
* 01 6E	00 00 02	00 - 64	CE	FX Level	0 - 100	
* 01 70	00 00 02	00	CE	Direct On/Off	OFF	
		01			ON	
* 01 72	00 00 02		CE	dummy		
* 01 74	00 00 02		MASTER	dummy		
* 01 76	00 00 02	00	MASTER	Master Level	0 - 100	
* 01 78	00 00 02	28 - FA	MASTER	Master BPM	40 - 250	
		FB			MIDI	
		FC			GLOBAL	
* 01 7A	00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

<<< DELAY >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION	
* 01 24	00 00 02	00	EQ	Effect On/Off	OFF	
		01			ON	
* 01 26	00 00 02	00 - 28	EQ	Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 28	00 00 02	00 - 14	EQ	Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 2A	00 00 02	00 - 05	EQ	Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 2C	00 00 02	00 - 28	EQ	Lo-Mi EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 2E	00 00 02	00 - 14	EQ	Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 30	00 00 02	00 - 05	EQ	Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 32	00 00 02	00 - 28	EQ	Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 34	00 00 02	00 - 28	EQ	High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 36	00 00 02	00 - 28	EQ	Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 38	00 00 02	00	DELAY	Effect On/Off	OFF	
		01			ON	
* 01 3A	00 00 02	00	DELAY	Type	SINGLE	
		01			3TAP	
* 01 3C	\$ 00 00 02	00 - 8C	DELAY	[SINGLE]Delay Time	0 - 2800 [ms]	(step=20)
		8D - 99			BPM 1/4 - 4.0	(refer to Table-6.[BPM_PARAM6])
* 01 3E	\$ 00 00 02	00 - 14	DELAY	[SINGLE]Fine Time	0 - 20 [ms]	
* 01 3C	\$ 00 00 02	00 - 8C	DELAY	[3TAP]Delay Time C	0 - 2800 [ms]	(step=20)
		8D - 99			BPM 1/4 - 4.0	(refer to Table-6.[BPM_PARAM6])
* 01 3E	\$ 00 00 02	00 - 14	DELAY	[3TAP]Fine Time C	0 - 20 [ms]	
* 01 40	\$ 00 00 04	0001- 0190	DELAY	[3TAP]Time L	1 - 400 [%]	
* 01 44	\$ 00 00 04	0001- 0190	DELAY	[3TAP]Time R	1 - 400 [%]	
* 01 48	00 00 02	00 - 64	DELAY	Feedback	0 - 100	
* 01 4A	00 00 02	00 - 64	DELAY	Level C	0 - 100	
* 01 4C	00 00 02	00 - 64	DELAY	Level L	0 - 100	
* 01 4E	00 00 02	00 - 64	DELAY	Level R	0 - 100	
* 01 50	00 00 02	00 - 78	DELAY	FX Level	0 - 120	
* 01 52	00 00 02	00 - 64	DELAY	Dir Level	0 - 100	
* 01 54	00 00 02	00 - 32	DELAY	High Damp Gain	-50 - 0 [dB]	
* 01 56	00 00 02	00 - 09	DELAY	High Cut Filter		(refer to Table-16.[HI_CUT])
* 01 58	00 00 02		DELAY	dummy		
* 01 5A	00 00 02		DELAY	dummy		
* 01 5C	00 00 02		MASTER	dummy		
* 01 5E	00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 01 60	00 00 02	28 - FA	MASTER	Master BPM	40 - 250	
		FB			MIDI	
		FC			GLOBAL	
* 01 62	00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

<<< DELAY RSS >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION	
* 01 24	00 00 02	00	EQ	Effect On/Off	OFF	
		01			ON	
* 01 26	00 00 02	00 - 28	EQ	Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 28	00 00 02	00 - 14	EQ	Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])

* 01 2A	00 00 02	00 - 05	EQ	Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 2C	00 00 02	00 - 28	EQ	Lo-Mi EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 2E	00 00 02	00 - 14	EQ	Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 30	00 00 02	00 - 05	EQ	Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 32	00 00 02	00 - 28	EQ	Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 34	00 00 02	00 - 28	EQ	High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 36	00 00 02	00 - 28	EQ	Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 38	00 00 02	00	DELAY	Effect On/Off	OFF	
		01			ON	
* 01 3A	00 00 02		DELAY	dummy		
* 01 3C	00 00 02	00 - 8C	DELAY	Delay Time C	0 - 2800 [ms]	(step=20)
		8D - 99			BPM 1/4 - 4.0	(refer to Table-6.[BPM_PARAM6])
* 01 3E	00 00 02	00 - 14	DELAY	Fine Time C	0 - 20 [ms]	
* 01 40	00 00 04	0001- 0190	DELAY	Time L	1 - 400 [%]	
* 01 44	00 00 04	0001- 0190	DELAY	Time R	1 - 400 [%]	
* 01 48	00 00 02	00 - 64	DELAY	Feedback	0 - 100	
* 01 4A	00 00 02	00 - 64	DELAY	Level C	0 - 100	
* 01 4C	00 00 02	00 - 64	DELAY	Level L	0 - 100	
* 01 4E	00 00 02	00 - 64	DELAY	Level R	0 - 100	
* 01 50	00 00 02	00 - 78	DELAY	FX Level	0 - 120	
* 01 52	00 00 02	00 - 64	DELAY	Dir Level	0 - 100	
* 01 54	00 00 02	00 - 32	DELAY	High Damp Gain	-50 - 0 [dB]	
* 01 56	00 00 02	00 - 09	DELAY	High Cut Filter		(refer to Table-16.[HI_CUT])
* 01 58	00 00 02		DELAY	dummy		
* 01 5A	00 00 02	00	DELAY	RSS On/Off	OFF	
		01			ON	
* 01 5C	00 00 02		MASTER	dummy		
* 01 5E	00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 01 60	00 00 02	28 - FA	MASTER	Master BPM	40 - 250	
		FB			MIDI	
		FC			GLOBAL	
* 01 62	00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

<<< DELAY + CHORUS >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION	
* 01 24	00 00 02	00	EQL	Effect On/Off	OFF	
		01			ON	
* 01 26	00 00 02	00 - 28	EQL	Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 28	00 00 02	00 - 14	EQL	Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 2A	00 00 02	00 - 05	EQL	Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 2C	00 00 02	00 - 28	EQL	Lo-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 2E	00 00 02	00 - 14	EQL	Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 30	00 00 02	00 - 05	EQL	Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 32	00 00 02	00 - 28	EQL	Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 34	00 00 02	00 - 28	EQL	High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 36	00 00 02	00 - 28	EQL	Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 38	00 00 02	00	EQR	Effect On/Off	OFF	
		01			ON	
* 01 3A	00 00 02	00 - 28	EQR	Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 3C	00 00 02	00 - 14	EQR	Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 3E	00 00 02	00 - 05	EQR	Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 40	00 00 02	00 - 28	EQR	Lo-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 42	00 00 02	00 - 14	EQR	Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 44	00 00 02	00 - 05	EQR	Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 46	00 00 02	00 - 28	EQR	Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 48	00 00 02	00 - 28	EQR	High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 4A	00 00 02	00 - 28	EQR	Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 4C	00 00 02	00	DLY	Effect On/Off	OFF	
		01			ON	
* 01 4E	00 00 02	00	DLY	Type	SINGLE	
		01			3TAP	
* 01 50	\$ 00 00 02	00 - 5A	DLY	[SINGLE]Delay Time	0 - 1800 [ms]	(step=20)
		5B - 67			BPM 1/4 - 4.0	(refer to Table-5.[BPM_PARAM5])
* 01 52	\$ 00 00 02	00 - 14	DLY	[SINGLE]Fine Time	0 - 20 [ms]	
* 01 50	\$ 00 00 02	00 - 5A	DLY	[3TAP]Delay Time C	0 - 1800 [ms]	(step=20)
		5B - 67			BPM 1/4 - 4.0	(refer to Table-5.[BPM_PARAM5])
* 01 52	\$ 00 00 02	00 - 14	DLY	[3TAP]Fine Time C	0 - 20 [ms]	
* 01 54	\$ 00 00 04	0001- 0190	DLY	[3TAP]Time L	1 - 400 [%]	
* 01 58	\$ 00 00 04	0001- 0190	DLY	[3TAP]Time R	1 - 400 [%]	
* 01 5C	00 00 02	00 - 64	DLY	Feedback	0 - 100	
* 01 5E	00 00 02	00 - 64	DLY	Level C	0 - 100	
* 01 60	00 00 02	00 - 64	DLY	Level L	0 - 100	
* 01 62	00 00 02	00 - 64	DLY	Level R	0 - 100	
* 01 64	00 00 02	00 - 78	DLY	FX Level	0 - 120	
* 01 66	00 00 02	00 - 64	DLY	Dir Level	0 - 100	
* 01 68	00 00 02	00 - 32	DLY	High Damp Gain	-50 - 0 [dB]	
* 01 6A	00 00 02	00 - 09	DLY	High Cut Filter		(refer to Table-16.[HI_CUT])
* 01 6C	00 00 02		DLY	dummy		

* 01 6E	00 00 02		DLY	dummy		
* 01 70	00 00 02	00	CE	Effect On/Off	OFF	
		01			ON	
* 01 72	00 00 02	00	CE	Mode	MONO	
		01			ST.	
* 01 74	00 00 02	00 - 64	CE	Rate	0 - 100	
		65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 01 76	00 00 02	00 - 64	CE	Depth	0 - 100	
* 01 78	00 00 02	00 - 50	CE	Pre Delay	0.0 - 40.0 [ms]	(step=0.5)
* 01 7A	00 00 02	00 - 0A	CE	Low Cut		(refer to Table-22.[LO_CUT2])
* 01 7C	00 00 02	00 - 09	CE	High Cut		(refer to Table-16.[HI_CUT])
* 01 7E	00 00 02	00 - 64	CE	FX Level	0 - 100	
* 02 00	00 00 02	00	CE	Direct On/Off	OFF	
		01			ON	
* 02 02	00 00 02		CE	dummy		
* 02 04	00 00 02		MASTER	dummy		
* 02 06	00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 02 08	00 00 02	28 - FA	MASTER	Master BPM	40 - 250	
		FB			MIDI	
		FC			GLOBAL	
* 02 0A	00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

<<< DELAY + REVERB >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION	
* 01 24	00 00 02	00	EQL	Effect On/Off	OFF	
		01			ON	
* 01 26	00 00 02	00 - 28	EQL	Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 28	00 00 02	00 - 14	EQL	Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 2A	00 00 02	00 - 05	EQL	Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 2C	00 00 02	00 - 28	EQL	Lo-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 2E	00 00 02	00 - 14	EQL	Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 30	00 00 02	00 - 05	EQL	Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 32	00 00 02	00 - 28	EQL	Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 34	00 00 02	00 - 28	EQL	High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 36	00 00 02	00 - 28	EQL	Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 38	00 00 02	00	EQR	Effect On/Off	OFF	
		01			ON	
* 01 3A	00 00 02	00 - 28	EQR	Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 3C	00 00 02	00 - 14	EQR	Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 3E	00 00 02	00 - 05	EQR	Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 40	00 00 02	00 - 28	EQR	Lo-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 42	00 00 02	00 - 14	EQR	Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 44	00 00 02	00 - 05	EQR	Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 46	00 00 02	00 - 28	EQR	Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 48	00 00 02	00 - 28	EQR	High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 4A	00 00 02	00 - 28	EQR	Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 4C	00 00 02	00	DLY	Effect On/Off	OFF	
		01			ON	
* 01 4E	00 00 02	00	DLY	Type	SINGLE	
		01			3TAP	
* 01 50	\$ 00 00 02	00 - 5A	DLY	[SINGLE]Delay Time	0 - 1800 [ms]	(step=20)
		5B - 67			BPM 1/4 - 4.0	(refer to Table-5.[BPM_PARAM5])
* 01 52	\$ 00 00 02	00 - 14	DLY	[SINGLE]Fine Time	0 - 20 [ms]	
* 01 50	\$ 00 00 02	00 - 5A	DLY	[3TAP]Delay Time C	0 - 1800 [ms]	(step=20)
		5B - 67			BPM 1/4 - 4.0	(refer to Table-5.[BPM_PARAM5])
* 01 52	\$ 00 00 02	00 - 14	DLY	[3TAP]Fine Time C	0 - 20 [ms]	
* 01 54	\$ 00 00 04	0001- 0190	DLY	[3TAP]Time L	1 - 400 [%]	
* 01 58	\$ 00 00 04	0001- 0190	DLY	[3TAP]Time R	1 - 400 [%]	
* 01 5C	00 00 02	00 - 64	DLY	Feedback	0 - 100	
* 01 5E	00 00 02	00 - 64	DLY	Level C	0 - 100	
* 01 60	00 00 02	00 - 64	DLY	Level L	0 - 100	
* 01 62	00 00 02	00 - 64	DLY	Level R	0 - 100	
* 01 64	00 00 02	00 - 78	DLY	FX Level	0 - 120	
* 01 66	00 00 02	00 - 64	DLY	Dir Level	0 - 100	
* 01 68	00 00 02	00 - 32	DLY	High Damp Gain	-50 - 0 [dB]	
* 01 6A	00 00 02	00 - 09	DLY	High Cut Filter		(refer to Table-16.[HI_CUT])
* 01 6C	00 00 02		DLY	dummy		
* 01 6E	00 00 02		DLY	dummy		
* 01 70	00 00 02	00	REV	Effect On/Off	OFF	
		01			ON	
* 01 72	00 00 02	00	REV	Type	ROOM 1	
		01			ROOM 2	
		02			HALL 1	
		03			HALL 2	
		04			PLATE	
* 01 74	00 00 02	01 - 64	REV	Reverb Time	0.1 - 10.0 [s]	
* 01 76	00 00 02	00 - C8	REV	Balance DIR:FX	100:0 - 0:100	
* 01 78	00 00 02	00 - 64	REV	Effect Level	0 - 100	

* 01 7A	00 00 02	00 - 64	REV	Pre Delay	0 - 100 [ms]	
* 01 7C	00 00 02	00 - 0A	REV	Density	0 - 10	
* 01 7E	00 00 02	00 - 0A	REV	Low Cut		(refer to Table-22.[LO_CUT2])
* 02 00	00 00 02	00 - 09	REV	High Cut		(refer to Table-16.[HI_CUT])
* 02 02	00 00 02		REV	dummy		
* 02 04	00 00 02		MASTER	dummy		
* 02 06	00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 02 08	00 00 02	28 - FA	MASTER	Master BPM	40 - 250	
		FB			MIDI	
		FC			GLOBAL	
* 02 0A	00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

<<< GATE REVERB >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION	
* 01 24	00 00 02	00	EQ	Effect On/Off	OFF	
		01			ON	
* 01 26	00 00 02	00 - 28	EQ	Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 28	00 00 02	00 - 14	EQ	Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 2A	00 00 02	00 - 05	EQ	Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 2C	00 00 02	00 - 28	EQ	Lo-Mi EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 2E	00 00 02	00 - 14	EQ	Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 30	00 00 02	00 - 05	EQ	Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 32	00 00 02	00 - 28	EQ	Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 34	00 00 02	00 - 28	EQ	High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 36	00 00 02	00 - 28	EQ	Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 38	00 00 02	00	REVERB	Effect On/Off	OFF	
		01			ON	
* 01 3A	00 00 02		REVERB	dummy		
* 01 3C	00 00 04	0038- 0146	REVERB	Room Size	5.6 - 32.6 [m]	
* 01 40	00 00 04	0001- 0140	REVERB	Reverb Time	0.1 - 32.0 [s]	
* 01 44	00 00 02	00 - C8	REVERB	Balance Dir:FX	100:0 - 0:100	
* 01 46	00 00 02	00 - 64	REVERB	Effect Level	0 - 100	
* 01 48	00 00 02	00 - C8	REVERB	Pre Delay	0 - 200 [ms]	
* 01 4A	00 00 02	00 - 64	REVERB	Density	0 - 100	
* 01 4C	00 00 02	00 - 64	REVERB	ER Level	0 - 100	
* 01 4E	00 00 02	00 - 64	REVERB	Release Dnsty	0 - 100	
* 01 50	00 00 02	00 - 30	REVERB	Low Damp Gain		(refer to Table-24.[DAMP_GAIN])
* 01 52	00 00 02	00 - 10	REVERB	Low Damp Freq		(refer to Table-25.[LODMP])
* 01 54	00 00 02	00 - 30	REVERB	High Damp Gain		(refer to Table-24.[DAMP_GAIN])
* 01 56	00 00 02	00 - 10	REVERB	High Damp Freq		(refer to Table-26.[HIDMP])
* 01 58	00 00 02	00 - 21	REVERB	High Cut Filter		(refer to Table-27.[REV_HICUT])
* 01 5A	00 00 02		REVERB	dummy		
* 01 5C	00 00 02	00	GATE	Gate On/Off	OFF	
		01			ON	
* 01 5E	00 00 02	00 - 64	GATE	Threshold	0 - 100	
* 01 60	00 00 02	01 - 64	GATE	Hold Time	1 - 100	
* 01 62	00 00 02	01 - 64	GATE	Rls Time	1 - 100	
* 01 64	00 00 02		MASTER	dummy		
* 01 66	00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 01 68	00 00 02		MASTER	dummy		
* 01 6A	00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

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OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION
* 01 24	00 00 02	00	COMP	Effect On/Off	OFF
		01			ON
* 01 26	00 00 02	00	COMP	FX Select	COMP
		01			LIMIT
* 01 28	\$ 00 00 02	00 - 64	COMP	[COMP]Sustain	0 - 100
* 01 2A	\$ 00 00 02	00 - 64	COMP	[COMP]Attack	0 - 100
* 01 2C	\$ 00 00 02	00 - 64	COMP	[COMP]Tone	-50 - +50
* 01 2E	\$ 00 00 02	00 - 64	COMP	[COMP]Level	0 - 100
* 01 28	\$ 00 00 02	00 - 64	COMP	[LIMIT]Threshold	0 - 100
* 01 2A	\$ 00 00 02	00 - 64	COMP	[LIMIT]Release	0 - 100
* 01 2C	\$ 00 00 02	00 - 64	COMP	[LIMIT]Tone	-50 - +50
* 01 2E	\$ 00 00 02	00 - 64	COMP	[LIMIT]Level	0 - 100
* 01 30	00 00 02	00	WAH	Effect On/Off	OFF
		01			ON
* 01 32	00 00 02	00	WAH	FX Select	WAH
		01			AW
* 01 34	\$ 00 00 02	00 - 64	WAH	[WAH]Pedal	0 - 100
* 01 36	\$ 00 00 02	00 - 64	WAH	[WAH]Level	0 - 100
* 01 34	\$ 00 00 02	00	WAH	[AW]Mode	LPF
		01			BPF
* 01 36	\$ 00 00 02	00	WAH	[AW]Polarity	DOWN
		01			UP
* 01 38	\$ 00 00 02	00 - 64	WAH	[AW]Sens	0 - 100

* 01 3A	\$	00 00 02	00 - 64	WAH	[AW]Freq	0 - 100	
* 01 3C	\$	00 00 02	00 - 64	WAH	[AW]Peak	0 - 100	
* 01 3E	\$	00 00 02	00 - 64	WAH	[AW]Rate	0 - 100	
			65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 01 40	\$	00 00 02	00 - 64	WAH	[AW]Depth	0 - 100	
* 01 42	\$	00 00 02	00 - 64	WAH	[AW]Level	0 - 100	
* 01 44		00 00 02	00	PREAMP	Effect On/Off	OFF	
			01			ON	
* 01 46		00 00 02	00 - 11	PREAMP	Preamp Type		(refer to Table-9.[PREAMP_TYPE])
* 01 48		00 00 02	00 - 64	PREAMP	Volume	0 - 100	
* 01 4A		00 00 02	00 - 64	PREAMP	Bass	0 - 100	
* 01 4C		00 00 02	00 - 64	PREAMP	Middle	0 - 100	
* 01 4E		00 00 02	00 - 64	PREAMP	Treble	0 - 100	
* 01 50		00 00 02	00 - 64	PREAMP	Presence	0 - 100	
* 01 52		00 00 02	00 - 64	PREAMP	Master	0 - 100	
* 01 54		00 00 02	00	PREAMP	Bright	OFF	
			01			ON	
* 01 56		00 00 02	00	PREAMP	Gain	LOW	
			01			MID	
			02			HIGH	
* 01 58		00 00 02	00 - 0A	PREAMP	Mic Setting		(refer to Table-10.[PREAMP_MICSET])
* 01 5A		00 00 02	00 - 64	PREAMP	Mic Level	0 - 100	
* 01 5C		00 00 02	00 - 64	PREAMP	Direct Level	0 - 100	
* 01 5E		00 00 02	00 - 08	PREAMP	Position	0 - 8	
* 01 60		00 00 02	00	EQ	Effect On/Off	OFF	
			01			ON	
* 01 62		00 00 02	00 - 28	EQ	Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 64		00 00 02	00 - 14	EQ	Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 66		00 00 02	00 - 05	EQ	Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 68		00 00 02	00 - 28	EQ	Lo-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 6A		00 00 02	00 - 14	EQ	Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 6C		00 00 02	00 - 05	EQ	Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 6E		00 00 02	00 - 28	EQ	Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 70		00 00 02	00 - 28	EQ	High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 72		00 00 02	00 - 28	EQ	Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 74		00 00 02	00	NS	Effect On/Off	OFF	
			01			ON	
* 01 76		00 00 02	00 - 64	NS	Threshold	0 - 100	
* 01 78		00 00 02	00 - 64	NS	Release	0 - 100	
* 01 7A		00 00 02	00	NS			
* 01 7C		00 00 02	00	MOD	Effect On/Off	OFF	
			01			ON	
* 01 7E		00 00 02	00 - 0A	MOD	FX Select		(refer to Table-12.[MOD])
* 02 00		00 00 02	00 - 08	MOD	Position	0 - 8	
* 02 02		00 00 02		MOD			
* 02 04	\$	00 00 02	00	MOD	[HR]Voice	1 MONO	
			01			2 MONO	
			02			2 STEREO	
* 02 06	\$	00 00 02	00 - 0B	MOD	[HR]Key	C(Am) - B(G#m)	(refer to Table-13.[HARM_KEY])
* 02 08	\$	00 00 02	00 - 64	MOD	[HR]Dir Level	0 - 100	
* 02 0A	\$	00 00 02	00	MOD	dummy		
* 02 0C	\$	00 00 02	00	MOD	[HR][1] Mode	FAST	
			01			MEDIUM	
			02			SLOW	
			03			MONO	
			04			HARMONY	
* 02 0E	\$	00 00 02	00 - 30	MOD	[HR][1] Pitch	-24 - +24	
* 02 10	\$	00 00 02	00 - 64	MOD	[HR][1] Fine	-50 - +50	
* 02 12	\$	00 00 02	00 - 21	MOD	[HR][1] Harmony	-2OCT - +2OCT, SCALE1 - SCALE5	(refer to Table-14.[HARM_HARMONY])
* 02 14	\$	00 00 02	00 - 64	MOD	[HR][1] Feedback	0 - 100	
* 02 16	\$	00 00 02	00 - 64	MOD	[HR][1] Level	0 - 100	
* 02 18	\$	00 00 04	0000- 012C	MOD	[HR][1] Pre Delay	0 - 300 [ms]	
			012D- 0139			BPM 1/4 - 4.0	(refer to Table-7.[BPM_PARAM7])
* 02 1C	\$	00 00 02	00	MOD	[HR][2] Mode	FAST	
			01			MEDIUM	
			02			SLOW	
			03			MONO	
			04			HARMONY	
* 02 1E	\$	00 00 02	00 - 30	MOD	[HR][2] Pitch	-24 - +24	
* 02 20	\$	00 00 02	00 - 64	MOD	[HR][2] Fine	-50 - +50	
* 02 22	\$	00 00 02	00 - 21	MOD	[HR][2] Harmony	-2OCT - +2OCT, SCALE1 - SCALE5	(refer to Table-14.[HARM_HARMONY])
* 02 24	\$	00 00 02		MOD	dummy		
* 02 26	\$	00 00 02	00 - 64	MOD	[HR][2] Level	0 - 100	
* 02 28	\$	00 00 04	0000- 012C	MOD	[HR][2] Pre Delay	0 - 300 [ms]	
			012D- 0139			BPM 1/4 - 4.0	(refer to Table-7.[BPM_PARAM7])
* 02 04	\$	00 00 02	00 - 64	MOD	[FL] Rate	0 - 100	
			65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])

* 02 06	\$	00 00 02	00 - 64	MOD	[FL] Depth	0 - 100	
* 02 08	\$	00 00 02	00 - 64	MOD	[FL] Manual	0 - 100	
* 02 0A	\$	00 00 02	00 - 64	MOD	[FL] Resonance	0 - 100	
* 02 0C	\$	00 00 02	00 - 64	MOD	[FL] Separate	0 - 100	
* 02 0E	\$	00 00 02	00 - 64	MOD	[FL] Level	0 - 100	
* 02 04	\$	00 00 02	00	MOD	[FL] Type	4STAGE	
			01			8STAGE	
			02			12STAGE	
			03			BI-PHASE	
* 02 06	\$	00 00 02	00 - 64	MOD	[PH] Rate	0 - 100	
			65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 02 08	\$	00 00 02	00 - 64	MOD	[PH] Depth	0 - 100	
* 02 0A	\$	00 00 02	00 - 64	MOD	[PH] Manual	0 - 100	
* 02 0C	\$	00 00 02	00 - 64	MOD	[PH] Resonance	0 - 100	
* 02 0E	\$	00 00 02	00	MOD	dummy		
* 02 10	\$	00 00 02	00	MOD	[PH] Step	OFF	
			01 - 64			1 - 100	
* 02 12	\$	00 00 02	00 - 64	MOD	[PH] Level	0 - 100	
* 02 04	\$	00 00 02	00 - 28	MOD	[SEQ] Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 02 06	\$	00 00 02	00 - 14	MOD	[SEQ] Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 02 08	\$	00 00 02	00 - 05	MOD	[SEQ] Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 02 0A	\$	00 00 02	00 - 28	MOD	[SEQ] Lo-Mi EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 02 0C	\$	00 00 02	00 - 14	MOD	[SEQ] Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 02 0E	\$	00 00 02	00 - 05	MOD	[SEQ] Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 02 10	\$	00 00 02	00 - 28	MOD	[SEQ] Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 02 12	\$	00 00 02	00 - 28	MOD	[SEQ] High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 02 14	\$	00 00 02	00 - 28	MOD	[SEQ] Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 02 04	\$	00 00 02	00 - 10	MOD	[2CE] Xover f	100Hz - 4.00kHz	(refer to Table-15.[2CE_XOVER])
* 02 06	\$	00 00 02	00 - 64	MOD	[2CE] Low Rate	0 - 100	
			65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 02 08	\$	00 00 02	00 - 64	MOD	[2CE] Low Depth	0 - 100	
* 02 0A	\$	00 00 02	00 - 50	MOD	[2CE] Low Pre Delay	0.0 - 40.0 [ms]	(step=0.5)
* 02 0C	\$	00 00 02	00 - 64	MOD	[2CE] Low Level	0 - 100	
* 02 0E	\$	00 00 02	00 - 64	MOD	[2CE] High Rate	0 - 100	
			65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 02 10	\$	00 00 02	00 - 64	MOD	[2CE] High Depth	0 - 100	
* 02 12	\$	00 00 02	00 - 50	MOD	[2CE] High Pre Delay	0.0 - 40.0 [ms]	(step=0.5)
* 02 14	\$	00 00 02	00 - 64	MOD	[2CE] High Level	0 - 100	
* 02 04	\$	00 00 04	0000- 0190	MOD	[SDD] Delay Time	0 - 400 [ms]	(step=20)
			0191- 019D			BPM 1/4 - 4.0	(refer to Table-8.[BPM_PARAM8])
* 02 08	\$	00 00 02	00 - 64	MOD	[SDD] Feedback	0 - 100	
* 02 0A	\$	00 00 02	00 - 78	MOD	[SDD] FX Level		
* 02 04	\$	00 00 02	00	MOD	[HU] Mode	PICK	
			01			AUTO	
			02			RANDOM	
* 02 06	\$	00 00 02	00 - 04	MOD	[HU] Vowel 1	a,e,i,o,u	
* 02 08	\$	00 00 02	00 - 04	MOD	[HU] Vowel 2	a,e,i,o,u	
* 02 0A	\$	00 00 02	00 - 64	MOD	[HU] Sens	0 - 100	
* 02 0C	\$	00 00 02	00 - 64	MOD	[HU] Rate	0 - 100	
			65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 02 0E	\$	00 00 02	00 - 64	MOD	[HU] Depth	0 - 100	
* 02 10	\$	00 00 02	00 - 64	MOD	[HU] Manual	0 - 100	
* 02 12	\$	00 00 02	00 - 64	MOD	[HU] Level	0 - 100	
* 02 04	\$	00 00 02	00 - 64	MOD	[VB] Rate	0 - 100	
			65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 02 06	\$	00 00 02	00 - 64	MOD	[VB] Depth	0 - 100	
* 02 08	\$	00 00 02	00	MOD	[VB] Trigger	OFF	
			01			ON	
* 02 0A	\$	00 00 02	00 - 64	MOD	[VB] Rise Time	0 - 100	
* 02 04	\$	00 00 02	00 - 64	MOD	[SYN] Sens	0 - 100	
* 02 06	\$	00 00 02	00	MOD	[SYN] Wave	SQR	
			01			SAW	
			02			BRASS	
			03			BOW	
* 02 08	\$	00 00 02	00	MOD	[SYN] Chromatic	OFF	
			01			ON	
* 02 0A	\$	00 00 02	00	MOD	[SYN] Oct Shift	0	
			01			-1	
			02			-2	
* 02 0C	\$	00 00 02	00 - 64	MOD	[SYN] PWM Rate	0 - 100	
* 02 0E	\$	00 00 02	00 - 64	MOD	[SYN] PWM Depth	0 - 100	
* 02 10	\$	00 00 02	00 - 64	MOD	[SYN] Cutoff F	0 - 100	
* 02 12	\$	00 00 02	00 - 64	MOD	[SYN] Resonance	0 - 100	
* 02 14	\$	00 00 02	00 - 64	MOD	[SYN] FLT. Sens	0 - 100	
* 02 16	\$	00 00 02	00 - 64	MOD	[SYN] FLT. Decay	0 - 100	
* 02 18	\$	00 00 02	00 - C8	MOD	[SYN] FLT. Depth	-100 - +100	
* 02 1A	\$	00 00 02	00	MOD	[SYN] Attack	DECAY	
			01 - 65			0 - 100	
* 02 1C	\$	00 00 02	00 - 64	MOD	[SYN] Release	0 - 100	

* 02 1E	\$	00 00 02	00 - 64	MOD	[SYN] Velocity	0 - 100	
* 02 20	\$	00 00 02	00	MOD	[SYN] Hold	OFF	
			01			ON	
* 02 22	\$	00 00 02	00 - 64	MOD	[SYN] Synth Level	0 - 100	
* 02 24	\$	00 00 02	00 - 64	MOD	[SYN] Dir Level	0 - 100	
* 02 04	\$	00 00 02	00	MOD	[RM] Mode	NORMAL	
			01			INTELLIGENT	
* 02 06	\$	00 00 02	00 - 64	MOD	[RM] Freq	0 - 100	
* 02 08	\$	00 00 02	00 - 64	MOD	[RM] FX Level	0 - 100	
* 02 0A	\$	00 00 02	00 - 64	MOD	[RM] Dir Level	0 - 100	
* 02 04	\$	00 00 02	00 - 13	MOD	[SL] Pattern	P1 - P20	
* 02 06	\$	00 00 02	00 - 64	MOD	[SL] Rate	0 - 100	
			65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 02 08	\$	00 00 02	00 - 64	MOD	[SL] Trigger Sens	0 - 100	
* 02 2A	\$	00 00 02		MOD	dummy		
* 02 2C		00 00 02	00	DELAY	Effect On/Off	OFF	
			01			ON	
* 02 2E		00 00 02	00	DELAY	Type	SINGLE	
			01			TAP	
* 02 30		00 00 02	00 - 5A	DELAY	Delay Time	0 - 1800 [ms]	(step=20)
			5B - 67			BPM 1/4 - 4.0	(refer to Table-5.[BPM_PARAM5])
* 02 32		00 00 02	00 - 14	DELAY	Fine Time	0 - 20 [ms]	
* 02 34		00 00 02	00 - 64	DELAY	Tap Time	0 - 100 [%]	
* 02 36		00 00 02	00 - 64	DELAY	Feedback	0 - 100	
* 02 38		00 00 02	00 - 09	DELAY	High Cut	700Hz - 11.0 kHz, Flat	(refer to Table-16.[HI_CUT])
* 02 3A		00 00 02	00 - 78	DELAY	FX Level	0 - 120	
* 02 3C		00 00 02	00	CHORUS	Effect On/Off	OFF	
			01			ON	
* 02 3E		00 00 02	00	CHORUS	Mode	MONO	
			01			ST.	
* 02 40		00 00 02	00 - 64	CHORUS	Rate	0 - 100	
			65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 02 42		00 00 02	00 - 64	CHORUS	Depth	0 - 100	
* 02 44		00 00 02	00 - 50	CHORUS	Pre Delay	0.0 - 40.0 [ms]	(step=0.5)
* 02 46		00 00 02	00 - 09	CHORUS	High Cut	700Hz - 11.0 kHz, Flat	(refer to Table-16.[HI_CUT])
* 02 48		00 00 02	00 - 64	CHORUS	FX Level	0 - 100	
* 02 4A		00 00 02		CHORUS			
* 02 4C		00 00 02	00	REVERB	Effect On/Off	OFF	
			01			ON	
* 02 4E		00 00 02	00	REVERB	Type	ROOM 1	
			01			ROOM 2	
			02			HALL 1	
			03			HALL 2	
			04			PLATE	
* 02 50		00 00 02	01 - 64	REVERB	Reverb Time	0.1 - 10.0 [s]	
* 02 52		00 00 02	00 - 64	REVERB	Pre Delay	0 - 100 [ms]	
* 02 54		00 00 02	00 - 09	REVERB	Low Cut	55.0Hz - 800Hz	(refer to Table-17.[LO_CUT])
* 02 56		00 00 02	00 - 09	REVERB	High Cut	700Hz - 11.0kHz,Flat	(refer to Table-16.[HI_CUT])
* 02 58		00 00 02	00 - 0A	REVERB	Density	0 - 10	
* 02 5A		00 00 02	00 - 64	REVERB	FX Level	0 - 100	
* 02 5C		00 00 02		MASTER			
* 02 5E		00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 02 60		00 00 02	28 - FA	MASTER	Master BPM	40 - 250	
			FB			MIDI	
			FC			GLOBAL	
* 02 62		00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

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OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION
* 01 24	00 00 02	00	COMP	Effect On/Off	OFF
		01			ON
* 01 26	00 00 02	00	COMP	FX Select	COMP
		01			LIMIT
* 01 28	\$	00 00 02	00 - 64	[COMP]Sustain	0 - 100
* 01 2A	\$	00 00 02	00 - 64	[COMP]Attack	0 - 100
* 01 2C	\$	00 00 02	00 - 64	[COMP]Tone	-50 - +50
* 01 2E	\$	00 00 02	00 - 64	[COMP]Level	0 - 100
* 01 28	\$	00 00 02	00 - 64	[LIMIT]Threshold	0 - 100
* 01 2A	\$	00 00 02	00 - 64	[LIMIT]Release	0 - 100
* 01 2C	\$	00 00 02	00 - 64	[LIMIT]Tone	-50 - +50
* 01 2E	\$	00 00 02	00 - 64	[LIMIT]Level	0 - 100
* 01 30		00 00 02	00	WAH	Effect On/Off
			01		ON
* 01 32		00 00 02	00	WAH	FX Select
			01		AW
* 01 34	\$	00 00 02	00 - 64	[WAH]Pedal	0 - 100
* 01 36	\$	00 00 02	00 - 64	[WAH]Level	0 - 100
* 01 34	\$	00 00 02	00	[AW]Mode	LPF

			01			BPF	
* 01 36	\$	00 00 02	00	WAH	[AW]Polarity	DOWN	
			01			UP	
* 01 38	\$	00 00 02	00 - 64	WAH	[AW]Sens	0 - 100	
* 01 3A	\$	00 00 02	00 - 64	WAH	[AW]Freq	0 - 100	
* 01 3C	\$	00 00 02	00 - 64	WAH	[AW]Peak	0 - 100	
* 01 3E	\$	00 00 02	00 - 64	WAH	[AW]Rate	0 - 100	
			65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 01 40	\$	00 00 02	00 - 64	WAH	[AW]Depth	0 - 100	
* 01 42	\$	00 00 02	00 - 64	WAH	[AW]Level	0 - 100	
* 01 44		00 00 02	00	PREAMP	Effect On/Off	OFF	
			01			ON	
* 01 46		00 00 02	00 - 11	PREAMP	Preamp Type		(refer to Table-9.[PREAMP_TYPE])
* 01 48		00 00 02	00 - 64	PREAMP	Volume	0 - 100	
* 01 4A		00 00 02	00 - 64	PREAMP	Bass	0 - 100	
* 01 4C		00 00 02	00 - 64	PREAMP	Middle	0 - 100	
* 01 4E		00 00 02	00 - 64	PREAMP	Treble	0 - 100	
* 01 50		00 00 02	00 - 64	PREAMP	Presence	0 - 100	
* 01 52		00 00 02	00 - 64	PREAMP	Master	0 - 100	
* 01 54		00 00 02	00	PREAMP	Bright	OFF	
			01			ON	
* 01 56		00 00 02	00	PREAMP	Gain	LOW	
			01			MID	
			02			HIGH	
* 01 58		00 00 02	00 - 0A	PREAMP	Mic Setting		(refer to Table-10.[PREAMP_MICSET])
* 01 5A		00 00 02	00 - 64	PREAMP	Mic Level	0 - 100	
* 01 5C		00 00 02	00 - 64	PREAMP	Direct Level	0 - 100	
* 01 5E		00 00 02	00 - 08	PREAMP	Position	0 - 8	
* 01 60		00 00 02	00	EQ	Effect On/Off	OFF	
			01			ON	
* 01 62		00 00 02	00 - 28	EQ	Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 64		00 00 02	00 - 14	EQ	Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 66		00 00 02	00 - 05	EQ	Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 68		00 00 02	00 - 28	EQ	Lo-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 6A		00 00 02	00 - 14	EQ	Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 6C		00 00 02	00 - 05	EQ	Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 6E		00 00 02	00 - 28	EQ	Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 70		00 00 02	00 - 28	EQ	High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 72		00 00 02	00 - 28	EQ	Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 74		00 00 02	00	NS	Effect On/Off	OFF	
			01			ON	
* 01 76		00 00 02	00 - 64	NS	Threshold	0 - 100	
* 01 78		00 00 02	00 - 64	NS	Release	0 - 100	
* 01 7A		00 00 02	00	NS	dummy		
* 01 7C		00 00 02	00	SFX	Effect On/Off	OFF	
			01			ON	
* 01 7E		00 00 02	00 - 05	SFX	FX Select		(refer to Table-18.[SFX_SELECT])
* 02 00		00 00 02	00 - 08	SFX	Position	0 - 8	
* 02 02		00 00 02	00	SFX	dummy		
* 02 04	\$	00 00 02	00 - 64	SFX	[AC]Top	0 - 100	
* 02 06	\$	00 00 02	00 - 64	SFX	[AC]Body	0 - 100	
* 02 08	\$	00 00 02	00 - 64	SFX	[AC]Level	0 - 100	
* 02 0A	\$	00 00 02	00	SFX	[BSS]Character	LOOSE	
			01			TIGHT	
* 02 06	\$	00 00 02	00 - 64	SFX	[BSS]FX Level	0 - 100	
* 02 08	\$	00 00 02	00 - 64	SFX	[BSS]Dir Level	0 - 100	
* 02 0A	\$	00 00 02	00 - 64	SFX	[SG]Sens	0 - 100	
* 02 0C	\$	00 00 02	00 - 64	SFX	[SG]Rise Time	0 - 100	
* 02 0E	\$	00 00 02	00	SFX	[FB]Mode	OSC	
			01			BOOST	
* 02 06	\$	00 00 02	00 - 64	SFX	[FB]Rise Time	0 - 100	
* 02 08	\$	00 00 02	00 - 64	SFX	[FB]Rise Time (▲)	0 - 100	
* 02 0A	\$	00 00 02	00 - 64	SFX	[FB]F.B.Level	0 - 100	
* 02 0C	\$	00 00 02	00 - 64	SFX	[FB]F.B.Level (▲)	0 - 100	
* 02 0E	\$	00 00 02	00 - 64	SFX	[FB]Vib Rate	0 - 100	
* 02 10	\$	00 00 02	00 - 64	SFX	[FB]Vib Depth	0 - 100	
* 02 12	\$	00 00 02	00 - 64	SFX	[FB]F.B.Depth	0 - 100	
* 02 14	\$	00 00 02	00	SFX	[FB]F.B.Tone	NORMAL	
			01			+1OCT	
* 02 04	\$	00 00 02	00	SFX	[PIC]Type	'S' to 'H'	
			01			'H' to 'S'	
			02			'H' to 'HF'	
* 02 06	\$	00 00 02	00 - 64	SFX	[PIC]Tone	-50 - +50	
* 02 08	\$	00 00 02	00 - 64	SFX	[PIC]Level	0 - 100	
* 02 0A	\$	00 00 02	00	SFX	[TR]Mode	TREMOLO	
			01			PAN	
* 02 06	\$	00 00 02	00 - 64	SFX	[TR]Wave Shape	0 - 100	
* 02 08	\$	00 00 02	00 - 64	SFX	[TR]Rate	0 - 100	
			65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])

* 02 0A	\$	00 00 02	00 - 64	SFX	[TR]Depth	0 - 100	
* 02 16	\$	00 00 02		SFX	[TR]dummy		
* 02 18		00 00 02	00	DELAY	Effect On/Off	OFF	
			01			ON	
* 02 1A		00 00 02	00	DELAY	Type	SINGLE	
			01			TAP	
* 02 1C		00 00 02	00 - 5A	DELAY	Delay Time	0 - 1800 [ms]	(step=20)
			5B - 67			BPM 1/4 - 4.0	(refer to Table-5.[BPM_PARAM5])
* 02 1E		00 00 02	00 - 14	DELAY	Fine Time	0 - 20 [ms]	
* 02 20		00 00 02	00 - 64	DELAY	Tap Time	0 - 100 [%]	
* 02 22		00 00 02	00 - 64	DELAY	Feedback	0 - 100	
* 02 24		00 00 02	00 - 09	DELAY	High Cut		(refer to Table-16.[HI_CUT])
* 02 26		00 00 02	00 - 78	DELAY	FX Level	0 - 120	
* 02 28		00 00 02	00	CHORUS	Effect On/Off	OFF	
			01			ON	
* 02 2A		00 00 02	00	CHORUS	Mode	MONO	
			01			ST.	
* 02 2C		00 00 02	00 - 64	CHORUS	Rate	0 - 100	
			65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 02 2E		00 00 02	00 - 64	CHORUS	Depth	0 - 100	
* 02 30		00 00 02	00 - 50	CHORUS	Pre Delay	0.0 - 40.0 [ms]	(step=0.5)
* 02 32		00 00 02	00 - 09	CHORUS	High Cut		(refer to Table-16.[HI_CUT])
* 02 34		00 00 02	00 - 64	CHORUS	FX Level	0 - 100	
* 02 36		00 00 02		CHORUS	dummy		
* 02 38		00 00 02	00	REVERB	Effect On/Off	OFF	
			01			ON	
* 02 3A		00 00 02	00	REVERB	Type	ROOM 1	
			01			ROOM 2	
			02			HALL 1	
			03			HALL 2	
			04			PLATE	
* 02 3C		00 00 02	01 - 64	REVERB	Reverb Time	0.1 - 10.0 [s]	
* 02 3E		00 00 02	00 - 64	REVERB	Pre Delay	0 - 100 [ms]	
* 02 40		00 00 02	00 - 09	REVERB	Low Cut		(refer to Table-17.[LO_CUT])
* 02 42		00 00 02	00 - 09	REVERB	High Cut		(refer to Table-16.[HI_CUT])
* 02 44		00 00 02	00 - 0A	REVERB	Density	0 - 10	
* 02 46		00 00 02	00 - 64	REVERB	FX Level	0 - 100	
* 02 48		00 00 02		MASTER	dummy		
* 02 4A		00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 02 4C		00 00 02	28 - FA	MASTER	Master BPM	40 - 250	
			FB			MIDI	
			FC			GLOBAL	
* 02 4E		00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

<<< HUM CANCELER >>>

* Regarding "Frequency," the actually indicated value is the figures of "input value (DATA) x 10 + 20."

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION	
* 01 24	00 00 02	00	HUM	Effect On/Off	OFF	
		01			ON	
* 01 26	00 00 02	00 - 4E	HUM	Frequency	20.0 - 800.0 [Hz]	(DATA x 10 + 20)
* 01 28	00 00 02	0A - 28	HUM	Width	10 - 40 [%]	
* 01 2A	00 00 02	00 - 64	HUM	Depth	0 - 100	
* 01 2C	00 00 02	00 - 64	HUM	Threshold	0 - 100	
* 01 2E	00 00 02	00 - 12	HUM	Range Low		(refer to Table-30.[RANGE_LO])
* 01 30	00 00 02	00 - 14	HUM	Range High		(refer to Table-31.[RANGE_HI])
* 01 32	00 00 02		HUM	dummy		
* 01 34	00 00 02	00	NS	Effect On/Off	OFF	
		01			ON	
* 01 36	00 00 02	00 - 64	NS	Threshold	0 - 100	
* 01 38	00 00 02	00 - 64	NS	Release	0 - 100	
* 01 3A	00 00 02	00	NS	dummy		
* 01 3C	00 00 02	00	MASTER	dummy		
* 01 3E	00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 01 40	00 00 02		MASTER	dummy		
* 01 42	00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

<<< ISOLATOR >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION	
* 01 24	00 00 02	00	ISO	Effect On/Off	OFF	
		01			ON	
* 01 26	00 00 02	00 - 64	ISO	AntiPhase LowLevel	0 - 100	
* 01 28	00 00 02	00 - 64	ISO	AntiPhase MidLevel	0 - 100	
* 01 2A	00 00 02	00	ISO	Low Mix Switch	OFF	
		01			ON	
* 01 2C	00 00 02	00	ISO	Mid Mix Switch	OFF	
		01			ON	
* 01 2E	00 00 02	00 - 40	ISO	Low Level	-60 - +4	

* 01 30	00 00 02	00 - 40	ISO	Mid Level	-60 - +4	
* 01 32	00 00 02	00 - 40	ISO	High Level	-60 - +4	
* 01 34	00 00 02	00	MOD	Effect On/Off	OFF	
		01			ON	
* 01 36	00 00 02	00	MOD	FX Select	PH	
		01			FL	
		02			CE	
		03			SL	
* 01 38	\$ 00 00 02	00	MOD	[PH] Mode	4STAGE	
		01			6STAGE	
		02			8STAGE	
		03			10STAGE	
		04			12STAGE	
* 01 3A	\$ 00 00 02	00 - 64	MOD	[PH] Rate	0 - 100	
		65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 01 3C	\$ 00 00 02	00 - 64	MOD	[PH] Depth	0 - 100	
* 01 3E	\$ 00 00 02	00 - 64	MOD	[PH] Manual	0 - 100	
* 01 40	\$ 00 00 02	00 - C8	MOD	[PH] Resonance	-100 - +100	
* 01 42	\$ 00 00 02	00 - 64	MOD	[PH] Separate	0 - 100	
* 01 44	\$ 00 00 02	00 - 64	MOD	[PH] Step	OFF, 1 - 100	
* 01 38	\$ 00 00 02	00 - 64	MOD	[FL] Rate	0 - 100	
		65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 01 3A	\$ 00 00 02	00 - 64	MOD	[FL] Depth	0 - 100	
* 01 3C	\$ 00 00 02	00 - 64	MOD	[FL] Manual	0 - 100	
* 01 3E	\$ 00 00 02	00 - 64	MOD	[FL] Resonance	0 - 100	
* 01 40	\$ 00 00 02	00 - 64	MOD	[FL] Separate	0 - 100	
* 01 42	\$ 00 00 02	00 - 64	MOD	[FL] Gate		
* 01 44	\$ 00 00 02		MOD	[FL] dummy		
* 01 38	\$ 00 00 02	00	MOD	[CE] Polarity	SYNC	
		01			INVERT	
* 01 3A	\$ 00 00 02	00 - 64	MOD	[CE] Rate	0 - 100	
		65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 01 3C	\$ 00 00 02	00 - 64	MOD	[CE] Depth	0 - 100	
* 01 3E	\$ 00 00 02	00 - 50	MOD	[CE] Pre Delay	0.0 - 40.0 [ms]	(step=0.5)
* 01 40	\$ 00 00 02	00 - 0A	MOD	[CE] Low Cut		(refer to Table-22.[LO_CUT2])
* 01 42	\$ 00 00 02	00 - 09	MOD	[CE] High Cut		(refer to Table-16.[HI_CUT])
* 01 44	\$ 00 00 02	00 - 64	MOD	[CE] Effect Level	0 - 100	
* 01 46	\$ 00 00 02		MOD	[CE] dummy		
* 01 38	\$ 00 00 02	00 - 13	MOD	[SL] Pattern	P1 - P20	
* 01 3A	\$ 00 00 02	00 - 64	MOD	[SL] Rate	0 - 100	
		65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 01 3C	\$ 00 00 02	00 - 64	MOD	[SL] Trigger Sens	0 - 100	
* 01 48	00 00 02	00	DELAY	Effect On/Off	OFF	
		01			ON	
* 01 4A	00 00 02	00 - 78	DELAY	FX Level	0 - 120	
* 01 4C	00 00 02	00 - 64	DELAY	Dir Level	0 - 100	
* 01 4E	00 00 02	00 - 32	DELAY	High Damp Gain	-50 - 0 [dB]	
* 01 50	00 00 02	00 - 09	DELAY	High Cut Filter		(refer to Table-16.[HI_CUT])
* 01 52	00 00 02		DELAY	dummy		
* 01 54	00 00 02	00 - 46	DELAY	Delay Time L	0 - 1400 [ms]	(step=20)
		47 - 53			BPM 1/4 - 4.0	(refer to Table-4.[BPM_PARAM4])
* 01 56	00 00 02	00 - 14	DELAY	Fine Time L	0 - 20 [ms]	
* 01 58	00 00 02	00 - 64	DELAY	Feedbk L	0 - 100	
* 01 5A	00 00 02		DELAY	dummy		
* 01 5C	00 00 02	00 - 46	DELAY	Delay Time R	0 - 1400 [ms]	(step=20)
		47 - 53			BPM 1/4 - 4.0	(refer to Table-4.[BPM_PARAM4])
* 01 5E	00 00 02	00 - 14	DELAY	Fine Time R	0 - 20 [ms]	
* 01 60	00 00 02	00 - 64	DELAY	Feedbk R	0 - 100	
* 01 62	00 00 02		DELAY	dummy		
* 01 64	00 00 02		MASTER	dummy		
* 01 66	00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 01 68	00 00 02	28 - FA	MASTER	Master BPM	40 - 250	
		FB			MIDI	
		FC			GLOBAL	
* 01 6A	00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

<<< KEYBOARD MULTI >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION	
* 01 24	00 00 02	00	RING	Effect On/Off	OFF	
		01			ON	
* 01 26	00 00 02	00 - 64	RING	Freq	0 - 100	
* 01 28	00 00 02	00 - 64	RING	FX Level	0 - 100	
* 01 2A	00 00 02	00 - 64	RING	Dir Level	0 - 100	
* 01 2C	00 00 02	00	EQ	Effect On/Off	OFF	
		01			ON	
* 01 2E	00 00 02	00 - 28	EQ	Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 30	00 00 02	00 - 14	EQ	Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 32	00 00 02	00 - 05	EQ	Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])

MIDI Implementation

* 01 34	00 00 02	00 - 28	EQ	Lo-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM1])
* 01 36	00 00 02	00 - 14	EQ	Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM1])
* 01 38	00 00 02	00 - 05	EQ	Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM1])
* 01 3A	00 00 02	00 - 28	EQ	Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM1])
* 01 3C	00 00 02	00 - 28	EQ	High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM1])
* 01 3E	00 00 02	00 - 28	EQ	Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM1])
* 01 40	00 00 02	00	NS	Effect On/Off	OFF	
		01			ON	
* 01 42	00 00 02	00 - 64	NS	Threshold	0 - 100	
* 01 44	00 00 02	00 - 64	NS	Release	0 - 100	
* 01 46	00 00 02		NS	dummy		
* 01 48	00 00 02	00	PS	Effect On/Off	OFF	
		01			ON	
* 01 4A	00 00 02	00	PS	Mode	FAST	
		01			MEDIUM	
		02			SLOW	
* 01 4C	00 00 02	00 - 30	PS	Pitch	-24 - +24	
* 01 4E	00 00 02	00 - 64	PS	Fine	-50 - +50	
* 01 50	00 00 02	00 - C8	PS	Balance Dir:FX	100:0 - 0:100	
* 01 52	00 00 02	00 - 64	PS	Level	0 - 100	
* 01 54	00 00 02	00	MOD	Effect On/Off	OFF	
		01			ON	
* 01 56	00 00 02	00	MOD	FX Select	FL	
		01			PH	
* 01 58	\$ 00 00 02	00 - 64	MOD	[FL] Rate	0 - 100	
		65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 01 5A	\$ 00 00 02	00 - 64	MOD	[FL] Depth	0 - 100	
* 01 5C	\$ 00 00 02	00 - 64	MOD	[FL] Manual	0 - 100	
* 01 5E	\$ 00 00 02	00 - 64	MOD	[FL] Resonance	0 - 100	
* 01 60	\$ 00 00 02	00 - 64	MOD	[FL] Separate	0 - 100	
* 01 58	\$ 00 00 02	00 - 64	MOD	[PH] Rate	0 - 100	
		65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 01 5A	\$ 00 00 02	00 - 64	MOD	[PH] Depth	0 - 100	
* 01 5C	\$ 00 00 02	00 - 64	MOD	[PH] Manual	0 - 100	
* 01 5E	\$ 00 00 02	00 - C8	MOD	[PH] Resonance	-100 - +100	
* 01 60	\$ 00 00 02	00 - 64	MOD	[PH] Separate	0 - 100	
* 01 62	00 00 02		MOD	dummy		
* 01 64	00 00 02	00	DELAY	Effect On/Off	OFF	
		01			ON	
* 01 66	00 00 02	00 - 28	DELAY	Delay Time	0 - 800 [ms]	(step=20)
		29 - 35			BPM 1/4 - 4.0	(refer to Table-2.[BPM_PARAM2])
* 01 68	00 00 02	00 - 14	DELAY	Fine Time	0 - 20 [ms]	
* 01 6A	00 00 02	00 - 64	DELAY	Feedback	0 - 100	
* 01 6C	00 00 02	00 - 78	DELAY	FX Level	0 - 120	
* 01 6E	00 00 02		DELAY	dummy		
* 01 70	00 00 02	00	CHORUS	Effect On/Off	OFF	
		01			ON	
* 01 72	00 00 02	00	CHORUS	Polarity	SYNC	
		01			INVERT	
* 01 74	00 00 02	00 - 64	CHORUS	Rate	0 - 100	
		65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 01 76	00 00 02	00 - 64	CHORUS	Depth	0 - 100	
* 01 78	00 00 02	00 - 50	CHORUS	Pre Delay	0.0 - 40.0 [ms]	(step=0.5)
* 01 7A	00 00 02		CHORUS	dummy		
* 01 7C	00 00 02	00 - 09	CHORUS	High Cut		(refer to Table-16.[HI_CUT])
* 01 7E	00 00 02	00 - 64	CHORUS	Effect Level	0 - 100	
* 02 00	00 00 02		CHORUS	dummy		
* 02 02	00 00 02		CHORUS	dummy		
* 02 04	00 00 02	00	TREMOLO	Effect On/Off	OFF	
		01			ON	
* 02 06	00 00 02	00	TREMOLO	FX Select	TREMOLO	
		01			PAN	
* 02 08	00 00 02	00 - 64	TREMOLO	Wave Shape	0 - 100	
* 02 0A	00 00 02	00 - 64	TREMOLO	Rate	0 - 100	
		65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 02 0C	00 00 02	00 - 64	TREMOLO	Depth	0 - 100	
* 02 0E	00 00 02		TREMOLO	dummy		
* 02 10	00 00 02	00	REVERB	Effect On/Off	OFF	
		01			ON	
* 02 12	00 00 02	00	REVERB	Type	ROOM 1	
		01			ROOM 2	
		02			HALL 1	
		03			HALL 2	
		04			PLATE	
* 02 14	00 00 02	01 - 64	REVERB	Reverb Time	0.1 - 10.0 [s]	
* 02 16	00 00 02	00 - 64	REVERB	Pre Delay	0 - 100 [ms]	
* 02 18	00 00 02	00 - 09	REVERB	Low Cut		(refer to Table-17.[LO_CUT])
* 02 1A	00 00 02	00 - 09	REVERB	High Cut		(refer to Table-16.[HI_CUT])
* 02 1C	00 00 02	00 - 0A	REVERB	Density	0 - 10	

* 02 1E	00 00 02	00 - 64	REVERB	FX Level	0 - 100
* 02 20	00 00 02		MASTER	dummy	
* 02 22	00 00 02	00 - 64	MASTER	Master Level	0 - 100
* 02 24	00 00 02	28 - FA	MASTER	Master BPM	40 - 250
		FB			MIDI
		FC			GLOBAL
* 02 26	00 00 02	00 - 64	MASTER	Foot Level	0 - 100

<<< LOFI PROCESSOR >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION
* 01 24	00 00 02	00	EQ	Effect On/Off	OFF
		01			ON
* 01 26	00 00 02	00 - 28	EQ	Low EQ	-20 - +20 [dB] (refer to Table-11.[EQ_PARAM])
* 01 28	00 00 02	00 - 14	EQ	Lo-Mid f	100 - 10.0k [Hz] (refer to Table-11.[EQ_PARAM])
* 01 2A	00 00 02	00 - 05	EQ	Lo-Mid Q	0.5 - 16 (refer to Table-11.[EQ_PARAM])
* 01 2C	00 00 02	00 - 28	EQ	Lo-Mi EQ	-20 - +20 [dB] (refer to Table-11.[EQ_PARAM])
* 01 2E	00 00 02	00 - 14	EQ	Hi-Mid f	100 - 10.0k [Hz] (refer to Table-11.[EQ_PARAM])
* 01 30	00 00 02	00 - 05	EQ	Hi-Mid Q	0.5 - 16 (refer to Table-11.[EQ_PARAM])
* 01 32	00 00 02	00 - 28	EQ	Hi-Mid EQ	-20 - +20 [dB] (refer to Table-11.[EQ_PARAM])
* 01 34	00 00 02	00 - 28	EQ	High EQ	-20 - +20 [dB] (refer to Table-11.[EQ_PARAM])
* 01 36	00 00 02	00 - 28	EQ	Level	-20 - +20 [dB] (refer to Table-11.[EQ_PARAM])
* 01 38	00 00 02	00	BOX	Effect On/Off	OFF
		01			ON
* 01 3A	00 00 02	00	BOX	FX Select	RADIO
		01			PLAYER
		02			PROCESSOR
* 01 3C \$	00 00 02	00 - 64	BOX	[RADIO]Tuning	0 - 100
* 01 3E \$	00 00 02	00 - 64	BOX	[RADIO]Noise	0 - 100
* 01 40 \$	00 00 02	00 - 64	BOX	[RADIO]Filter	0 - 100
* 01 42 \$	00 00 02	00 - 64	BOX	[RADIO]Sound	0 - 100
* 01 3C \$	00 00 02	00 - 64	BOX	[PLAYER]Wow Flutter	0 - 100
* 01 3E \$	00 00 02	00 - 64	BOX	[PLAYER]Noise	0 - 100
* 01 40 \$	00 00 02	00 - 64	BOX	[PLAYER]Filter	0 - 100
* 01 42 \$	00 00 02	00 - 64	BOX	[PLAYER]Sound	0 - 100
* 01 3C \$	00 00 02	00	BOX	[PROCESSOR]Pre Filter	OFF
		01			ON
* 01 3E \$	00 00 02	00 - 1F	BOX	[PROCESSOR]Sample Rate	OFF, 1/2 - 1/32
* 01 40 \$	00 00 02	00 - 0F	BOX	[PROCESSOR]Bit	OFF, 15 bit - 1bit
* 01 42 \$	00 00 02	00	BOX	[PROCESSOR]Post Filter	OFF
		01			ON
* 01 44 \$	00 00 02	00 - 64	BOX	[PROCESSOR]FX Level	0 - 100
* 01 46 \$	00 00 02	00 - 64	BOX	[PROCESSOR]Dir Level	0 - 100
* 01 48 \$	00 00 02	00	BOX	[PROCESSOR]R M F	OFF
		01			LPF
		02			BPF
		03			HPF
* 01 4A \$	00 00 02	00 - 64	BOX	[PROCESSOR]Cut Off	0 - 100
* 01 4C \$	00 00 02	00 - 64	BOX	[PROCESSOR]Resonance	0 - 100
* 01 4E \$	00 00 02	00 - 18	BOX	[PROCESSOR]Gain	0 - 24 [dB]
* 01 50	00 00 02	00	NS	Effect On/Off	OFF
		01			ON
* 01 52	00 00 02	00 - 64	NS	Threshold	0 - 100
* 01 54	00 00 02	00 - 64	NS	Release	0 - 100
* 01 56	00 00 02		NS	dummy	
* 01 58	00 00 02		MASTER	dummy	
* 01 5A	00 00 02	00 - 64	MASTER	Master Level	0 - 100
* 01 5C	00 00 02		MASTER	dummy	
* 01 5E	00 00 02	00 - 64	MASTER	Foot Level	0 - 100

<<< MIC SIMULATOR >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION
* 01 24	00 00 02	00	MCVL	Effect On/Off	OFF
		01			ON
* 01 26	00 00 02	00	MCVL	Input	DR-20
		01			SML.DY
		02			HED.DY
		03			MIN.CN
		04			FLAT
* 01 28	00 00 02	00	MCVL	Output	SML.DY
		01			VOC.DY
		02			LRG.DY
		03			SML.CN
		04			LRG.CN
		05			VNT.CN
		06			FLAT
* 01 2A	00 00 02	00	MCVL	Phase	NOR
		01			INV

* 01 2C	00 00 02	00	BCTL	Effect On/Off	OFF	
		01			ON	
* 01 2E	00 00 02	01	BCTL	Frequency	THRU	
		02 - C8			20 - 2000 [Hz]	(STEP=10)
* 01 30	00 00 02	00	DSTL	Effect On/Off	OFF	
		01			ON	
* 01 32	00 00 02	00 - 18	DSTL	Prox.Fx	-12 - +12	
* 01 34	00 00 04	0000- 0BB8	DSTL	Time	0 - 3000 [cm]	
* 01 38	00 00 02	00	LIMITL	Effect On/Off	OFF	
		01			ON	
* 01 3A	00 00 02	00 - 3C	LIMITL	Threshold	-60 - 0 [dB]	
* 01 3C	00 00 02	00 - 64	LIMITL	Attack	0 - 100	
* 01 3E	00 00 02	00 - 64	LIMITL	Release	0 - 100	
* 01 40	00 00 02	01	LIMITL	Detect HPF	THRU	
		02 - C8			20 - 2000 [Hz]	(STEP=10)
* 01 42	00 00 02	00 - 40	LIMITL	Level	-60 - +4 [dB]	
* 01 44	00 00 02	00	MCVR	Effect On/Off	OFF	
		01			ON	
* 01 46	00 00 02	00	MCVR	Input	DR-20	
		01			SML.DY	
		02			HED.DY	
		03			MIN.CN	
		04			FLAT	
* 01 48	00 00 02	00	MCVR	Output	SML.DY	
		01			VOC.DY	
		02			LRG.DY	
		03			SML.CN	
		04			LRG.CN	
		05			VNT.CN	
		06			FLAT	
* 01 4A	00 00 02	00	MCVR	Phase	NOR	
		01			INV	
* 01 4C	00 00 02	00	BCTR	Effect On/Off	OFF	
		01			ON	
* 01 4E	00 00 02	01	BCTR	Frequency	THRU	
		02 - C8			20 - 2000 [Hz]	(STEP=10)
* 01 50	00 00 02	00	DSTR	Effect On/Off	OFF	
		01			ON	
* 01 52	00 00 02	00 - 18	DSTR	Prox.Fx	-12 - +12	
* 01 54	00 00 04	0000- 0BB8	DSTR	Time	0 - 3000 [cm]	
* 01 58	00 00 02	00	LIMITR	Effect On/Off	OFF	
		01			ON	
* 01 5A	00 00 02	00 - 3C	LIMITR	Threshold	-60 - 0 [dB]	
* 01 5C	00 00 02	00 - 64	LIMITR	Attack	0 - 100	
* 01 5E	00 00 02	00 - 64	LIMITR	Release	0 - 100	
* 01 60	00 00 02	01	LIMITR	Detect HPF	THRU	
		02 - C8			20 - 2000 [Hz]	(STEP=10)
* 01 62	00 00 02	00 - 40	LIMITR	Level	-60 - +4 [dB]	
* 01 64	00 00 02		MASTER	dummy		
* 01 66	00 00 02	00	MASTER	Link	OFF	
		01			ON	
* 01 68	00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 01 6A	00 00 02		MASTER	dummy		
* 01 6C	00 00 02	00 - 64	MASTER	Foot Level	0 - 100	
* 01 6E	00 00 02		MASTER	dummy		

<<< MULTI TAP DELAY >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION	
* 01 24	00 00 02	00	EQ	Effect On/Off	OFF	
		01			ON	
* 01 26	00 00 02	00 - 28	EQ	Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 28	00 00 02	00 - 14	EQ	Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 2A	00 00 02	00 - 05	EQ	Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 2C	00 00 02	00 - 28	EQ	Lo-Mi EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 2E	00 00 02	00 - 14	EQ	Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 30	00 00 02	00 - 05	EQ	Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 32	00 00 02	00 - 28	EQ	Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 34	00 00 02	00 - 28	EQ	High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 36	00 00 02	00 - 28	EQ	Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 38	00 00 02	00	DLY	Effect On/Off	OFF	
		01			ON	
* 01 3A	00 00 02	01 - 64	DLY	Ratio	1 - 100 [%]	
* 01 3C	00 00 02	00 - 8C	DLY	FB Delay	1 - 2800 [ms]	
* 01 3E	00 00 02	00 - 14	DLY	FB Fine	0 - 20 [ms]	
* 01 40	00 00 02	00 - 64	DLY	FB Level	0 - 100	
* 01 42	00 00 02	00 - 0A	DLY	Low Cut		(refer to Table-22.[LO_CUT2])
* 01 44	00 00 02	00 - 09	DLY	High Cut		(refer to Table-16.[HI_CUT])
* 01 46	00 00 02	00 - 78	DLY	FX Level	0 - 120	

* 01 48	00 00 02	00 - 64	DLY	Dir Level	0 - 100	
* 01 4A	00 00 02		DLY	dummy		
* 01 4C	00 00 02	00 - 8C	DLY	Delay Time1	0 - 2800 [ms]	(step=20)
		8D - 99			BPM 1/4 - 4.0	(refer to Table-6.[BPM_PARAM6])
* 01 4E	00 00 02	00 - 14	DLY	Fine Time 1	0 - 20 [ms]	
* 01 50	00 00 02	00 - 64	DLY	Pan1	L100:R0 - L0:R100	
* 01 52	00 00 02	00 - 64	DLY	Tap Level1	0 - 100	
* 01 54	00 00 02	00 - 8C	DLY	Delay Time2	0 - 2800 [ms]	(step=20)
		8D - 99			BPM 1/4 - 4.0	(refer to Table-6.[BPM_PARAM6])
* 01 56	00 00 02	00 - 14	DLY	Fine Time 2	0 - 20 [ms]	
* 01 58	00 00 02	00 - 64	DLY	Pan2	L100:R0 - L0:R100	
* 01 5A	00 00 02	00 - 64	DLY	Tap Level2	0 - 100	
* 01 5C	00 00 02	00 - 8C	DLY	Delay Time3	0 - 2800 [ms]	(step=20)
		8D - 99			BPM 1/4 - 4.0	(refer to Table-6.[BPM_PARAM6])
* 01 5E	00 00 02	00 - 14	DLY	Fine Time 3	0 - 20 [ms]	
* 01 60	00 00 02	00 - 64	DLY	Pan3	L100:R0 - L0:R100	
* 01 62	00 00 02	00 - 64	DLY	Tap Level3	0 - 100	
* 01 64	00 00 02	00 - 8C	DLY	Delay Time4	0 - 2800 [ms]	(step=20)
		8D - 99			BPM 1/4 - 4.0	(refer to Table-6.[BPM_PARAM6])
* 01 66	00 00 02	00 - 14	DLY	Fine Time 4	0 - 20 [ms]	
* 01 68	00 00 02	00 - 64	DLY	Pan4	L100:R0 - L0:R100	
* 01 6A	00 00 02	00 - 64	DLY	Tap Level4	0 - 100	
* 01 6C	00 00 02	00 - 8C	DLY	Delay Time5	0 - 2800 [ms]	(step=20)
		8D - 99			BPM 1/4 - 4.0	(refer to Table-6.[BPM_PARAM6])
* 01 6E	00 00 02	00 - 14	DLY	Fine Time 5	0 - 20 [ms]	
* 01 70	00 00 02	00 - 64	DLY	Pan5	L100:R0 - L0:R100	
* 01 72	00 00 02	00 - 64	DLY	Tap Level5	0 - 100	
* 01 74	00 00 02	00 - 8C	DLY	Delay Time6	0 - 2800 [ms]	(step=20)
		8D - 99			BPM 1/4 - 4.0	(refer to Table-6.[BPM_PARAM6])
* 01 76	00 00 02	00 - 14	DLY	Fine Time6	0 - 20 [ms]	
* 01 78	00 00 02	00 - 64	DLY	Pan6	L100:R0 - L0:R100	
* 01 7A	00 00 02	00 - 64	DLY	Tap Level6	0 - 100	
* 01 7C	00 00 02	00 - 8C	DLY	Delay Time7	0 - 2800 [ms]	(step=20)
		8D - 99			BPM 1/4 - 4.0	(refer to Table-6.[BPM_PARAM6])
* 01 7E	00 00 02	00 - 14	DLY	Fine Time 7	0 - 20 [ms]	
* 02 00	00 00 02	00 - 64	DLY	Pan7	L100:R0 - L0:R100	
* 02 02	00 00 02	00 - 64	DLY	Tap Level7	0 - 100	
* 02 04	00 00 02	00 - 8C	DLY	Delay Time8	0 - 2800 [ms]	(step=20)
		8D - 99			BPM 1/4 - 4.0	(refer to Table-6.[BPM_PARAM6])
* 02 06	00 00 02	00 - 14	DLY	Fine Time 8	0 - 20 [ms]	
* 02 08	00 00 02	00 - 64	DLY	Pan8	L100:R0 - L0:R100	
* 02 0A	00 00 02	00 - 64	DLY	Tap Level8	0 - 100	
* 02 0C	00 00 02	00 - 8C	DLY	Delay Time9	0 - 2800 [ms]	(step=20)
		8D - 99			BPM 1/4 - 4.0	(refer to Table-6.[BPM_PARAM6])
* 02 0E	00 00 02	00 - 14	DLY	Fine Time 9	0 - 20 [ms]	
* 02 10	00 00 02	00 - 64	DLY	Pan9	L100:R0 - L0:R100	
* 02 12	00 00 02	00 - 64	DLY	Tap Level9	0 - 100	
* 02 14	00 00 02	00 - 8C	DLY	Delay Time10	0 - 2800 [ms]	(step=20)
		8D - 99			BPM 1/4 - 4.0	(refer to Table-6.[BPM_PARAM6])
* 02 16	00 00 02	00 - 14	DLY	Fine Time 10	0 - 20 [ms]	
* 02 18	00 00 02	00 - 64	DLY	Pan10	L100:R0 - L0:R100	
* 02 1A	00 00 02	00 - 64	DLY	Tap Level10	0 - 100	
* 02 1C	00 00 02	00 - 8C	DLY	Delay Time11	0 - 2800 [ms]	(step=20)
		8D - 99			BPM 1/4 - 4.0	(refer to Table-6.[BPM_PARAM6])
* 02 1E	00 00 02	00 - 14	DLY	Fine Time 11	0 - 20 [ms]	
* 02 20	00 00 02	00 - 64	DLY	Pan11	L100:R0 - L0:R100	
* 02 22	00 00 02	00 - 64	DLY	Tap Level11	0 - 100	
* 02 24	00 00 02	00 - 8C	DLY	Delay Time12	0 - 2800 [ms]	(step=20)
		8D - 99			BPM 1/4 - 4.0	(refer to Table-6.[BPM_PARAM6])
* 02 26	00 00 02	00 - 14	DLY	Fine Time 12	0 - 20 [ms]	
* 02 28	00 00 02	00 - 64	DLY	Pan12	L100:R0 - L0:R100	
* 02 2A	00 00 02	00 - 64	DLY	Tap Level12	0 - 100	
* 02 2C	00 00 02	00 - 8C	DLY	Delay Time13	0 - 2800 [ms]	(step=20)
		8D - 99			BPM 1/4 - 4.0	(refer to Table-6.[BPM_PARAM6])
* 02 2E	00 00 02	00 - 14	DLY	Fine Time 13	0 - 20 [ms]	
* 02 30	00 00 02	00 - 64	DLY	Pan13	L100:R0 - L0:R100	
* 02 32	00 00 02	00 - 64	DLY	Tap Level13	0 - 100	
* 02 34	00 00 02	00 - 8C	DLY	Delay Time14	0 - 2800 [ms]	(step=20)
		8D - 99			BPM 1/4 - 4.0	(refer to Table-6.[BPM_PARAM6])
* 02 36	00 00 02	00 - 14	DLY	Fine Time 14	0 - 20 [ms]	
* 02 38	00 00 02	00 - 64	DLY	Pan14	L100:R0 - L0:R100	
* 02 3A	00 00 02	00 - 64	DLY	Tap Level14	0 - 100	
* 02 3C	00 00 02	00 - 8C	DLY	Delay Time15	0 - 2800 [ms]	(step=20)
		8D - 99			BPM 1/4 - 4.0	(refer to Table-6.[BPM_PARAM6])
* 02 3E	00 00 02	00 - 14	DLY	Fine Time 15	0 - 20 [ms]	
* 02 40	00 00 02	00 - 64	DLY	Pan15	L100:R0 - L0:R100	
* 02 42	00 00 02	00 - 64	DLY	Tap Level15	0 - 100	
* 02 44	00 00 02	00 - 8C	DLY	Delay Time16	0 - 2800 [ms]	(step=20)
		8D - 99			BPM 1/4 - 4.0	(refer to Table-6.[BPM_PARAM6])

* 02 46	00 00 02	00 - 14	DLY	Fine Time 16	0 - 20 [ms]	
* 02 48	00 00 02	00 - 64	DLY	Pan16	L100:R0 - L0:R100	
* 02 4A	00 00 02	00 - 64	DLY	Tap Level16	0 - 100	
* 02 4C	00 00 02	00 - 8C	DLY	Delay Time17	0 - 2800 [ms]	(step=20)
		8D - 99			BPM 1/4 - 4.0	(refer to Table-6.[BPM_PARAM6])
* 02 4E	00 00 02	00 - 14	DLY	Fine Time 17	0 - 20 [ms]	
* 02 50	00 00 02	00 - 64	DLY	Pan17	L100:R0 - L0:R100	
* 02 52	00 00 02	00 - 64	DLY	Tap Level17	0 - 100	
* 02 54	00 00 02	00 - 8C	DLY	Delay Time18	0 - 2800 [ms]	(step=20)
		8D - 99			BPM 1/4 - 4.0	(refer to Table-6.[BPM_PARAM6])
* 02 56	00 00 02	00 - 14	DLY	Fine Time 18	0 - 20 [ms]	
* 02 58	00 00 02	00 - 64	DLY	Pan18	L100:R0 - L0:R100	
* 02 5A	00 00 02	00 - 64	DLY	Tap Level18	0 - 100	
* 02 5C	00 00 02	00 - 8C	DLY	Delay Time19	0 - 2800 [ms]	(step=20)
		8D - 99			BPM 1/4 - 4.0	(refer to Table-6.[BPM_PARAM6])
* 02 5E	00 00 02	00 - 14	DLY	Fine Time 19	0 - 20 [ms]	
* 02 60	00 00 02	00 - 64	DLY	Pan19	L100:R0 - L0:R100	
* 02 62	00 00 02	00 - 64	DLY	Tap Level19	0 - 100	
* 02 64	00 00 02	00 - 8C	DLY	Delay Time20	0 - 2800 [ms]	(step=20)
		8D - 99			BPM 1/4 - 4.0	(refer to Table-6.[BPM_PARAM6])
* 02 66	00 00 02	00 - 14	DLY	Fine Time 20	0 - 20 [ms]	
* 02 68	00 00 02	00 - 64	DLY	Pan20	L100:R0 - L0:R100	
* 02 6A	00 00 02	00 - 64	DLY	Tap Level20	0 - 100	
* 02 6C	00 00 02		MASTER	dummy		
* 02 6E	00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 02 70	00 00 02	28 - FA	MASTER	Master BPM	40 - 250	
		FB			MIDI	
		FC			GLOBAL	
* 02 72	00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

<<< REVERB 1 >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION	
* 01 24	00 00 02	00	EQ	Effect On/Off	OFF	
		01			ON	
* 01 26	00 00 02	00 - 28	EQ	Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 28	00 00 02	00 - 14	EQ	Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 2A	00 00 02	00 - 05	EQ	Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 2C	00 00 02	00 - 28	EQ	Lo-Mi EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 2E	00 00 02	00 - 14	EQ	Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 30	00 00 02	00 - 05	EQ	Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 32	00 00 02	00 - 28	EQ	Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 34	00 00 02	00 - 28	EQ	High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 36	00 00 02	00 - 28	EQ	Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 38	00 00 02	00	REVERB	Effect On/Off	OFF	
		01			ON	
* 01 3A	00 00 02		REVERB	dummy		
* 01 3C	00 00 04	0038- 0146	REVERB	Room Size	5.6 - 32.6 [m]	
* 01 40	00 00 04	0001- 0140	REVERB	Reverb Time	0.1 - 32.0 [s]	
* 01 44	00 00 02	00 - C8	REVERB	Balance Dir:FX	100:0 - 0:100	
* 01 46	00 00 02	00 - 64	REVERB	Effect Level	0 - 100	
* 01 48	00 00 02	00 - C8	REVERB	Pre Delay	0 - 200 [ms]	
* 01 4A	00 00 02	00 - 64	REVERB	Density	0 - 100	
* 01 4C	00 00 02	00 - 64	REVERB	ER Level	0 - 100	
* 01 4E	00 00 02	00 - 64	REVERB	Release Density	0 - 100	
* 01 50	00 00 02	00 - 30	REVERB	Low Damp Gain		(refer to Table-24.[DAMP_GAIN])
* 01 52	00 00 02	00 - 10	REVERB	Low Damp Freq		(refer to Table-25.[LODMP])
* 01 54	00 00 02	00 - 30	REVERB	High Damp Gain		(refer to Table-24.[DAMP_GAIN])
* 01 56	00 00 02	00 - 10	REVERB	High Damp Freq		(refer to Table-26.[HIDMP])
* 01 58	00 00 02	00 - 21	REVERB	High Cut Filter		(refer to Table-27.[REV_HICUT])
* 01 5A	00 00 02		REVERB	dummy		
* 01 5C	00 00 02	00	DELAY	Effect On/Off	OFF	
		01			ON	
* 01 5E	00 00 02	00	DELAY	Type	SINGLE	
		01			3TAP	
* 01 60	\$ 00 00 02	00 - 5A	DELAY	[SINGLE]Delay Time	0 - 1800 [ms]	(step=20)
		5B - 67			BPM 1/4 - 4.0	(refer to Table-5.[BPM_PARAM5])
* 01 62	\$ 00 00 02	00 - 14	DELAY	[SINGLE]Fine Time	0 - 20 [ms]	
* 01 60	\$ 00 00 02	00 - 5A	DELAY	[3TAP]Delay Time C	0 - 1800 [ms]	(step=20)
		5B - 67			BPM 1/4 - 4.0	(refer to Table-5.[BPM_PARAM5])
* 01 62	\$ 00 00 02	00 - 14	DELAY	[3TAP]Fine Time C	0 - 20 [ms]	
* 01 64	\$ 00 00 04	0001- 0190	DELAY	[3TAP]Time L	1 - 400 [%]	
* 01 68	\$ 00 00 04	0001- 0190	DELAY	[3TAP]Time R	1 - 400 [%]	
* 01 6C	00 00 02	00 - 64	DELAY	Feedback	0 - 100	
* 01 6E	00 00 02	00 - 64	DELAY	Level C	0 - 100	
* 01 70	00 00 02	00 - 64	DELAY	Level L	0 - 100	
* 01 72	00 00 02	00 - 64	DELAY	Level R	0 - 100	
* 01 74	00 00 02	00 - 78	DELAY	FX Level	0 - 120	
* 01 76	00 00 02		DELAY	dummy		

* 01 78	00 00 02	00 - 32	DELAY	High Damp Gain	-50 - 0 [dB]	
* 01 7A	00 00 02	00 - 09	DELAY	High Cut Filter		(refer to Table-16.[HI_CUT])
* 01 7C	00 00 02		DELAY	dummy		
* 01 7E	00 00 02		DELAY	dummy		
* 02 00	00 00 02		MASTER	dummy		
* 02 02	00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 02 04	00 00 02	28 - FA	MASTER	Master BPM	40 - 250	
		FB			MIDI	
		FC			GLOBAL	
* 02 06	00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

<<< REVERB 2 >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION	
* 01 24	00 00 02	00	EQ	Effect On/Off	OFF	
		01			ON	
* 01 26	00 00 02	00 - 28	EQ	Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 28	00 00 02	00 - 14	EQ	Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 2A	00 00 02	00 - 05	EQ	Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 2C	00 00 02	00 - 28	EQ	Lo-Mi EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 2E	00 00 02	00 - 14	EQ	Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 30	00 00 02	00 - 05	EQ	Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 32	00 00 02	00 - 28	EQ	Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 34	00 00 02	00 - 28	EQ	High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 36	00 00 02	00 - 28	EQ	Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 38	00 00 02	00	REVERB	Effect On/Off	OFF	
		01			ON	
* 01 3A	00 00 02	00	REVERB	Reverb Type	ROOM	
		01			HALL	
* 01 3C	00 00 04	0000- 0009	REVERB	Room Size	1 - 10	(refer to Table-24.[DAMP_GAIN])
* 01 40	00 00 04	0001- 0140	REVERB	Reverb Time	0.1 - 32.0 [s]	(refer to Table-25.[LODMP])
* 01 44	00 00 02	00 - C8	REVERB	Balance Dir:FX	100:0 - 0:100	
* 01 46	00 00 02	00 - 64	REVERB	Effect Level	0 - 100	
* 01 48	00 00 02	00 - C8	REVERB	Pre Delay	0 - 200 [ms]	
* 01 4A	00 00 02	00 - 64	REVERB	Density	0 - 100	
* 01 4C	00 00 02	00 - 64	REVERB	ER Level	0 - 100	
* 01 4E	00 00 02		REVERB	dummy		
* 01 50	00 00 02	00 - 30	REVERB	Low Damp Gain		(refer to Table-24.[DAMP_GAIN])
* 01 52	00 00 02	00 - 10	REVERB	Low Damp Freq		(refer to Table-25.[LODMP])
* 01 54	00 00 02	00 - 30	REVERB	High Damp Gain		(refer to Table-24.[DAMP_GAIN])
* 01 56	00 00 02	00 - 10	REVERB	High Damp Freq		(refer to Table-26.[HIDMP])
* 01 58	00 00 02	00 - 21	REVERB	High Cut Filter		(refer to Table-27.[REV_HICUT])
* 01 5A	00 00 02		REVERB	dummy		
* 01 5C	00 00 02	00	CHORUS	Effect On/Off	OFF	
		01			ON	
* 01 5E	00 00 02	00	CHORUS	Polarity	SYNC	
		01			INVERT	
* 01 60	00 00 02	00 - 64	CHORUS	Rate	0 - 100	
		65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 01 62	00 00 02	00 - 64	CHORUS	Depth	0 - 100	
* 01 64	00 00 02	00 - 50	CHORUS	Pre Delay	0.0 - 40.0 [ms]	(step=0.5)
* 01 66	00 00 02	00 - 0A	CHORUS	Low Cut		(refer to Table-22.[LO_CUT2])
* 01 68	00 00 02	00 - 09	CHORUS	High Cut		(refer to Table-16.[HI_CUT])
* 01 6A	00 00 02	00 - 64	CHORUS	Effect Level	0 - 100	
* 01 6C	00 00 02	00	CHORUS	Direct On/Off	OFF	
		01			ON	
* 01 6E	00 00 02		CHORUS	dummy		
* 01 70	00 00 02		MASTER	dummy		
* 01 72	00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 01 74	00 00 02	28 - FA	MASTER	Master BPM	40 - 250	
		FB			MIDI	
		FC			GLOBAL	
* 01 76	00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

<<< REVERB RSS >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION	
* 01 24	00 00 02	00	EQ	Effect On/Off	OFF	
		01			ON	
* 01 26	00 00 02	00 - 28	EQ	Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 28	00 00 02	00 - 14	EQ	Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 2A	00 00 02	00 - 05	EQ	Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 2C	00 00 02	00 - 28	EQ	Lo-Mi EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 2E	00 00 02	00 - 14	EQ	Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 30	00 00 02	00 - 05	EQ	Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 32	00 00 02	00 - 28	EQ	Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 34	00 00 02	00 - 28	EQ	High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 36	00 00 02	00 - 28	EQ	Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 38	00 00 02	00	REVERB	Effect On/Off	OFF	

* 01 3A	00 00 02	01 00	REVERB	Type	ON ROOM	
		01			HALL	
* 01 3C	00 00 04	00 - 09	REVERB	Size	1 - 10	
* 01 40	00 00 04	0001- 0140	REVERB	Reverb Time	0.1 - 32.0 [s]	
* 01 44	00 00 02	00 - C8	REVERB	Balance Dir:FX	100:0 - 0:100	
* 01 46	00 00 02	00 - 64	REVERB	Level	0 - 100	
* 01 48	00 00 02	00 - C8	REVERB	Pre Delay	0 - 200 [ms]	
* 01 4A	00 00 02	00 - 64	REVERB	Density	0 - 100	
* 01 4C	00 00 02	00 - 64	REVERB	ER Level	0 - 100	
* 01 4E	00 00 02		REVERB	dummy		
* 01 50	00 00 02	00 - 30	REVERB	Low Damp Gain		(refer to Table-24.[DAMP_GAIN])
* 01 52	00 00 02	00 - 10	REVERB	Low Damp Freq		(refer to Table-25.[LODMP])
* 01 54	00 00 02	00 - 30	REVERB	High Damp Gain		(refer to Table-24.[DAMP_GAIN])
* 01 56	00 00 02	00 - 10	REVERB	High Damp Freq		(refer to Table-26.[HIDMP])
* 01 58	00 00 02	00 - 21	REVERB	High Cut Filter		(refer to Table-27.[REV_HICUT])
* 01 5A	00 00 02	00	REVERB	RSS On/Off	OFF	
		01			ON	
* 01 5C	00 00 02		MASTER	dummy		
* 01 5E	00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 01 60	00 00 02		MASTER	dummy		
* 01 62	00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

<<< REVERB + REVERB >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION	
* 01 24	00 00 02	00	EQL	Effect On/Off	OFF	
		01			ON	
* 01 26	00 00 02	00 - 28	EQL	Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 28	00 00 02	00 - 14	EQL	Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 2A	00 00 02	00 - 05	EQL	Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 2C	00 00 02	00 - 28	EQL	Lo-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 2E	00 00 02	00 - 14	EQL	Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 30	00 00 02	00 - 05	EQL	Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 32	00 00 02	00 - 28	EQL	Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 34	00 00 02	00 - 28	EQL	High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 36	00 00 02	00 - 28	EQL	Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 38	00 00 02	00	EQR	Effect On/Off	OFF	
		01			ON	
* 01 3A	00 00 02	00 - 28	EQR	Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 3C	00 00 02	00 - 14	EQR	Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 3E	00 00 02	00 - 05	EQR	Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 40	00 00 02	00 - 28	EQR	Lo-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 42	00 00 02	00 - 14	EQR	Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 44	00 00 02	00 - 05	EQR	Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 46	00 00 02	00 - 28	EQR	Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 48	00 00 02	00 - 28	EQR	High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 4A	00 00 02	00 - 28	EQR	Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 4C	00 00 02	00	RVL	Effect On/Off	OFF	
		01			ON	
* 01 4E	00 00 02	00	RVL	Type	ROOM	
		01			HALL	
* 01 50	00 00 04	0000- 0009	RVL	Size	1 - 10	
* 01 54	00 00 04	0001- 0140	RVL	Reverb Time	0.1 - 32.0 [s]	
* 01 58	00 00 02	00 - C8	RVL	Balance Dir:FX	100:0 - 0:100	
* 01 5A	00 00 02	00 - 64	RVL	Effect Level	0 - 100	
* 01 5C	00 00 02	00 - C8	RVL	Pre Delay	0 - 200 [ms]	
* 01 5E	00 00 02	00 - 64	RVL	Density	0 - 100	
* 01 60	00 00 02	00 - 64	RVL	ER Level	0 - 100	
* 01 62	00 00 02		RVL	dummy		
* 01 64	00 00 02	00 - 30	RVL	Low Damp Gain		(refer to Table-24.[DAMP_GAIN])
* 01 66	00 00 02	00 - 10	RVL	Low Damp Freq		(refer to Table-25.[LODMP])
* 01 68	00 00 02	00 - 30	RVL	High Damp Gain		(refer to Table-24.[DAMP_GAIN])
* 01 6A	00 00 02	00 - 10	RVL	High Damp Freq		(refer to Table-26.[HIDMP])
* 01 6C	00 00 02	00 - 21	RVL	High Cut Filter		(refer to Table-27.[REV_HICUT])
* 01 6E	00 00 02		RVL	dummy		
* 01 70	00 00 02	00	RVR	Effect On/Off	OFF	
		01			ON	
* 01 72	00 00 02	00	RVR	Type	ROOM 1	
		01			ROOM 2	
		02			HALL 1	
		03			HALL 2	
		04			PLATE	
* 01 74	00 00 02	01 - 64	RVR	Reverb Time	0.1 - 10.0 [s]	
* 01 76	00 00 02	00 - C8	RVR	Balance DIR:FX	100:0 - 0:100	
* 01 78	00 00 02	00 - 64	RVR	Effect Level	0 - 100	
* 01 7A	00 00 02	00 - 64	RVR	Pre Delay	0 - 100 [ms]	
* 01 7C	00 00 02	00 - 0A	RVR	Density	0 - 10	
* 01 7E	00 00 02	00 - 0A	RVR	Low Cut		(refer to Table-22.[LO_CUT2])

* 02 00	00 00 02	00 - 09	RVR	High Cut		(refer to Table-16.[HI_CUT])
* 02 02	00 00 02		RVR	dummy		
* 02 04	00 00 02		MASTER	dummy		
* 02 06	00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 02 08	00 00 02		MASTER	dummy		
* 02 0A	00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

<<< ROTARY MULTI >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION	
* 01 24	00 00 02	00	EQ	Effect On/Off	OFF	
		01			ON	
* 01 26	00 00 02	00 - 28	EQ	Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 28	00 00 02	00 - 14	EQ	Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 2A	00 00 02	00 - 05	EQ	Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 2C	00 00 02	00 - 28	EQ	Lo-Mi EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 2E	00 00 02	00 - 14	EQ	Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 30	00 00 02	00 - 05	EQ	Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 32	00 00 02	00 - 28	EQ	Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 34	00 00 02	00 - 28	EQ	High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 36	00 00 02	00 - 28	EQ	Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 38	00 00 02	00	ODV	Effect On/Off	OFF	
		01			ON	
* 01 3A	00 00 02	00 - 64	ODV	Gain	0 - 100	
* 01 3C	00 00 02	01 - 64	ODV	Drive	1 - 100	
* 01 3E	00 00 02	00 - 64	ODV	Level	0 - 100	
* 01 40	00 00 02	00	ROTARY	Effect On/Off	OFF	
		01			ON	
* 01 42	00 00 02	00	ROTARY	Speed Select	SLOW	
		01			FAST	
* 01 44	00 00 04	01F4- 03E8	ROTARY	Horn Fast	5.00 - 10.00 [Hz]	
* 01 48	00 00 04	01F4- 03E8	ROTARY	Rotor Fast	5.00 - 10.00 [Hz]	
* 01 4C	00 00 04	0005- 01F4	ROTARY	Horn Slow	0.05 - 5.00 [Hz]	
* 01 50	00 00 04	0005- 01F4	ROTARY	Rotor Slow	0.05 - 5.00 [Hz]	
* 01 54	00 00 02	01 - 64	ROTARY	Rise Time Horn	1 - 100	
* 01 56	00 00 02	01 - 64	ROTARY	Rise Time Rotor	1 - 100	
* 01 58	00 00 02	01 - 64	ROTARY	Fall Time Horn	1 - 100	
* 01 5A	00 00 02	01 - 64	ROTARY	Fall Time Rotor	1 - 100	
* 01 5C	00 00 02	0A - 5A	ROTARY	R:H Balance	90:10 - 10:90	
* 01 5E	00 00 02	00	ROTARY	Mic Setting	OFF MIC	
		01			ON MIC	
* 01 60	00 00 02	00 - 64	ROTARY	Horn Depth	0 - 100	
* 01 62	00 00 02	00 - 64	ROTARY	Rotor Depth	0 - 100	
* 01 64	00 00 02	00 - 64	ROTARY	Horn Trmlo	0 - 100	
* 01 66	00 00 02	00 - 64	ROTARY	Rotor Trmlo	0 - 100	
* 01 68	00 00 02	00 - 64	ROTARY	Diffusion	0 - 100	
* 01 6A	00 00 02	00 - 64	ROTARY	FX Level	0 - 100	
* 01 6C	00 00 02	00	NS	Effect On/Off	OFF	
		01			ON	
* 01 6E	00 00 02	00 - 64	NS	Threshold	0 - 100	
* 01 70	00 00 02	00 - 64	NS	Release	0 - 100	
* 01 72	00 00 02		NS	dummy		
* 01 74	00 00 02	00	REVERB	Effect On/Off	OFF	
		01			ON	
* 01 76	00 00 02	00	REVERB	Type	ROOM 1	
		01			ROOM 2	
		02			HALL 1	
		03			HALL 2	
		04			PLATE	
* 01 78	00 00 02	01 - 64	REVERB	Reverb Time	0.1 - 10.0 [s]	
* 01 7A	00 00 02	00 - 64	REVERB	Pre Delay	0 - 100 [ms]	
* 01 7C	00 00 02	00 - 09	REVERB	Low Cut		(refer to Table-17.[LO_CUT])
* 01 7E	00 00 02	00 - 09	REVERB	High Cut		(refer to Table-16.[HI_CUT])
* 02 00	00 00 02	00 - 0A	REVERB	Density	0 - 10	
* 02 02	00 00 02	00 - 64	REVERB	FX Level	0 - 100	
* 02 04	00 00 02	00	MASTER			
* 02 06	00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 02 08	00 00 02	00	MASTER			
* 02 0A	00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

<<< RSS PANNER >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION	
* 01 24	00 00 02	00	EQ	Effect On/Off	OFF,	
		01			ON,	
* 01 26	00 00 02	00 - 28	EQ	Low EQ	-20 - +20 [dB],	(refer to Table-11.[EQ_PARAM]),
* 01 28	00 00 02	00 - 14	EQ	Lo-Mid f	100 - 10.0k [Hz],	(refer to Table-11.[EQ_PARAM]),
* 01 2A	00 00 02	00 - 05	EQ	Lo-Mid Q	0.5 - 16,	(refer to Table-11.[EQ_PARAM]),
* 01 2C	00 00 02	00 - 28	EQ	Lo-Mi EQ	-20 - +20 [dB],	(refer to Table-11.[EQ_PARAM]),

* 01 2E	00 00 02	00 - 14	EQ	Hi-Mid f	100 - 10.0k [Hz],	(refer to Table-11.[EQ_PARAM]),
* 01 30	00 00 02	00 - 05	EQ	Hi-Mid Q	0.5 - 16,	(refer to Table-11.[EQ_PARAM]),
* 01 32	00 00 02	00 - 28	EQ	Hi-Mid EQ	-20 - +20 [dB],	(refer to Table-11.[EQ_PARAM]),
* 01 34	00 00 02	00 - 28	EQ	High EQ	-20 - +20 [dB],	(refer to Table-11.[EQ_PARAM]),
* 01 36	00 00 02	00 - 28	EQ	Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM]),
* 01 38	00 00 02	00	FLANGER	Effect On/Off	OFF,	
		01			ON,	
* 01 3A	00 00 02	00 - 64	FLANGER	Rate	0 - 100,	
		65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1]),
* 01 3C	00 00 02	00 - 64	FLANGER	Depth	0 - 100,	
* 01 3E	00 00 02	00 - 64	FLANGER	Manual	0 - 100	
* 01 40	00 00 02	00 - 64	FLANGER	Resonance	0 - 100	
* 01 42	00 00 02		FLANGER	dummy		
* 01 44	00 00 02	00	FLANGER	Gate	OFF	
		01 - 64			1 - 100	
* 01 46	00 00 02	00	FLANGER	Direct Switch	OFF	
		01			ON	
* 01 48	00 00 02	00	PANNER	Effect On/Off	OFF	
		01			ON	
* 01 4A	00 00 02	00 - 64	PANNER	Speed	0 - 100	
		65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 01 4C	00 00 02	00	PANNER	Direction	CW	
		01			CCW	
* 01 4E	00 00 02		PANNER	dummy		
* 01 50	00 00 02		MASTER	dummy		
* 01 52	00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 01 54	00 00 02	28 - FA	MASTER	Master BPM	40 - 250	
		FB			MIDI	
		FC			GLOBAL	
* 01 56	00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

<<< SPACE CHORUS >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION
* 01 24	00 00 02	00	CHORUS	Effect On/Off	OFF
		01			ON
* 01 26	00 00 02	00	CHORUS	Input	MONO
		01			ST.
* 01 28	00 00 02	00 - 06	CHORUS	Mode	1, 2, 3, 4, 1+4, 2+4, 3+4
* 01 2A	00 00 02	00 - 64	CHORUS	Effect Level	0 - 100
* 01 2C	00 00 02	00	CHORUS	Direct On/Off	OFF
		01			ON
* 01 2E	00 00 02	00	CHORUS	dummy	
* 01 30	00 00 02	00	EQ	Effect On/Off	OFF
		01			ON
* 01 32	00 00 02	00 - 28	EQ	Low EQ	-20 - +20 [dB]
* 01 34	00 00 02	00 - 14	EQ	Lo-Mid f	100 - 10.0k [Hz]
* 01 36	00 00 02	00 - 05	EQ	Lo-Mid Q	0.5 - 16
* 01 38	00 00 02	00 - 28	EQ	Lo-Mi EQ	-20 - +20 [dB]
* 01 3A	00 00 02	00 - 14	EQ	Hi-Mid f	100 - 10.0k [Hz]
* 01 3C	00 00 02	00 - 05	EQ	Hi-Mid Q	0.5 - 16
* 01 3E	00 00 02	00 - 28	EQ	Hi-Mid EQ	-20 - +20 [dB]
* 01 40	00 00 02	00 - 28	EQ	High EQ	-20 - +20 [dB]
* 01 42	00 00 02	00 - 28	EQ	Level	-20 - +20 [dB]
* 01 44	00 00 02		MASTER	dummy	
* 01 46	00 00 02	00 - 64	MASTER	Master Level	0 - 100
* 01 48	00 00 02		MASTER	dummy	
* 01 4A	00 00 02	00 - 64	MASTER	Foot Level	0 - 100

<<< SPEAKER MODELING >>>

ADDRESS	SIZE	DATA	EFFECTOR	PARAMETER	DESCRIPTION
* 01 24	00 00 02	00	SP MODEL	Effect On/Off	OFF
		01			ON
* 01 26	00 00 02	00 - 0A	SP MODEL	Model	(refer to Table-32.[MODEL])
* 01 28	00 00 02	00	SP MODEL	Phase	NOR
		01			INV
* 01 2A	00 00 02		SP MODEL	dummy	
* 01 2C	00 00 02	00	BCF	Effect On/Off	OFF
		01			ON
* 01 2E	00 00 02	01	BCF	Frequency	THRU
		02 - C8		BCF	20 - 2000 [Hz]
					(step=10)
* 01 30	00 00 02	00	LMT	Effect On/Off	OFF
		01			ON
* 01 32	00 00 02	00 - 18	LMT	Gain	-12 - +12
* 01 34	00 00 02	00 - 1A	LMT	Frequency	20 - 2000 [Hz]
					(refer to Table-33.[LMT_FRQ])
* 01 36	00 00 02		LMT	dummy	

* 01 38	00 00 02	00 01	HMT	Effect On/Off	OFF ON	
* 01 3A	00 00 02	00 - 18	HMT	Gain	-12 - +12	
* 01 3C	00 00 02	00 - 12	HMT	Frequency	1.0k - 20.0k[Hz]	(refer to Table-31.[HMT_FRQ])
* 01 3E	00 00 02		HMT	dummy		
* 01 40	00 00 02	00 01	LIMIT	Effect On/Off	OFF ON	
* 01 42	00 00 02	00 - 3C	LIMIT	Threshold	-60 - 0 [dB]	
* 01 44	00 00 02	00 - 64	LIMIT	Release	0 - 100	
* 01 46	00 00 02	00 - 54	LIMIT	Level	-60 - +24 [dB]	
* 01 48	00 00 02		LIMIT	dummy		
* 01 4A	00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 01 4C	00 00 02		MASTER	dummy		
* 01 4E	00 00 02	00 - 64	MASTER	Level	0 - 100	

<<< STEREO CHORUS DELAY >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION	
* 01 24	00 00 02	00 01	DELAY	Effect On/Off	OFF ON	
* 01 26	00 00 02	00 - 78	DELAY	FX Level	0 - 120	
* 01 28	00 00 02	00 - 64	DELAY	Dir Level	0 - 100	
* 01 2A	00 00 02	00 - 32	DELAY	High Damp Gain	-50 - 0 [dB]	
* 01 2C	00 00 02	00 - 09	DELAY	High Cut Filter		(refer to Table-16.[HI_CUT])
* 01 2E	00 00 02		DELAY	dummy		
* 01 30	00 00 02	00 - 46 47 - 53	DELAY	Delay Time L	0 - 1400 [ms] BPM 1/4 - 4.0	(step=20) (refer to Table-4.[BPM_PARAM4])
* 01 32	00 00 02	00 - 14	DELAY	Fine Time L	0 - 20 [ms]	
* 01 34	00 00 02	00 - 64	DELAY	Feedbk L	0 - 100	
* 01 36	00 00 02		DELAY	dummy		
* 01 38	00 00 02	00 - 46 47 - 53	DELAY	Delay Time R	0 - 1400 [ms] BPM 1/4 - 4.0	(step=20) (refer to Table-4.[BPM_PARAM4])
* 01 3A	00 00 02	00 - 14	DELAY	Fine Time R	0 - 20 [ms]	
* 01 3C	00 00 02	00 - 64	DELAY	Feedbk R	0 - 100	
* 01 3E	00 00 02		DELAY	dummy		
* 01 40	00 00 02	00 01	CE	Effect On/Off	OFF ON	
* 01 42	00 00 02	00 01	CE	Polarity	SYNC INVERT	
* 01 44	00 00 02	00 - 64 65 - 71	CE	Rate	0 - 100 BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 01 46	00 00 02	00 - 64	CE	Depth	0 - 100	
* 01 48	00 00 02	00 - 50	CE	Pre Delay	0.0 - 40.0 [ms]	(step=0.5)
* 01 4A	00 00 02	00 - 0A	CE	Low Cut		(refer to Table-22.[LO_CUT2])
* 01 4C	00 00 02	00 - 09	CE	High Cut		(refer to Table-16.[HI_CUT])
* 01 4E	00 00 02	00 - 64	CE	Effect Level	0 - 100	
* 01 50	00 00 02	00 01	CE	Direct On/Off	OFF ON	
* 01 52	00 00 02		CE	dummy		
* 01 54	00 00 02	00 01	EQ	Effect On/Off	OFF ON	
* 01 56	00 00 02	00 - 28	EQ	Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 58	00 00 02	00 - 14	EQ	Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 5A	00 00 02	00 - 05	EQ	Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 5C	00 00 02	00 - 28	EQ	Lo-Mi EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 5E	00 00 02	00 - 14	EQ	Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 60	00 00 02	00 - 05	EQ	Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 62	00 00 02	00 - 28	EQ	Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 64	00 00 02	00 - 28	EQ	High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 66	00 00 02	00 - 28	EQ	Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 68	00 00 02		MASTER	dummy		
* 01 6A	00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 01 6C	00 00 02	28 - FA FB FC	MASTER	Master BPM	40 - 250 MIDI GLOBAL	
* 01 6E	00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

<<< STEREO FLANGER DELAY >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION
* 01 24	00 00 02	00 01	DELAY	Effect On/Off	OFF ON
* 01 26	00 00 02	00 - 78	DELAY	FX Level	0 - 120
* 01 28	00 00 02	00 - 64	DELAY	Dir Level	0 - 100
* 01 2A	00 00 02	00 - 32	DELAY	High Damp Gain	-50 - 0 [dB]

* 01 2C	00 00 02	00 - 09	DELAY	High Cut Filter		(refer to Table-16.[HI_CUT])
* 01 2E	00 00 02		DELAY	dummy		
* 01 30	00 00 02	00 - 46	DELAY	Delay Time L	0 - 1400 [ms]	(step=20)
		47 - 53			BPM 1/4 - 4.0	(refer to Table-4.[BPM_PARAM4])
* 01 32	00 00 02	00 - 14	DELAY	Fine Time L	0 - 20 [ms]	
* 01 34	00 00 02	00 - 64	DELAY	Feedbk L	0 - 100	
* 01 36	00 00 02		DELAY	dummy		
* 01 38	00 00 02	00 - 46	DELAY	Delay Time R	0 - 1400 [ms]	(step=20)
		47 - 53			BPM 1/4 - 4.0	(refer to Table-4.[BPM_PARAM4])
* 01 3A	00 00 02	00 - 14	DELAY	Fine Time R	0 - 20 [ms]	
* 01 3C	00 00 02	00 - 64	DELAY	Feedback R	0 - 100	
* 01 3E	00 00 02		DELAY	dummy		
* 01 40	00 00 02	00	FL	Effect On/Off	OFF	
		01			ON	
* 01 42	00 00 02	00 - 64	FL	Rate	0 - 100	
		65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 01 44	00 00 02	00 - 64	FL	Depth	0 - 100	
* 01 46	00 00 02	00 - 64	FL	Manual	0 - 100	
* 01 48	00 00 02	00 - 64	FL	Resonance	0 - 100	
* 01 4A	00 00 02	00 - 64	FL	Separate	0 - 100	
* 01 4C	00 00 02	00 - 64	FL	Gate	OFF, 1 - 100	
* 01 4E	00 00 02	00	FL	Direct Switch	OFF	
		01			ON	
* 01 50	00 00 02	00	EQ	Effect On/Off	OFF	
		01			ON	
* 01 52	00 00 02	00 - 28	EQ	Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 54	00 00 02	00 - 14	EQ	Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 56	00 00 02	00 - 05	EQ	Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 58	00 00 02	00 - 28	EQ	Lo-Mi EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 5A	00 00 02	00 - 14	EQ	Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 5C	00 00 02	00 - 05	EQ	Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 5E	00 00 02	00 - 28	EQ	Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 60	00 00 02	00 - 28	EQ	High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 62	00 00 02	00 - 28	EQ	Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 64	00 00 02		MASTER	dummy		
* 01 66	00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 01 68	00 00 02	28 - FA	MASTER	Master BPM	40 - 250	
		FB			MIDI	
		FC			GLOBAL	
* 01 6A	00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

<<< STEREO MULTI >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION
* 01 24	00 00 02	00	COMP	Effect On/Off	OFF
		01			ON
* 01 26	00 00 02	00	COMP	FX Select	COMP
		01			LIMIT
* 01 28	00 00 02	00	COMP	Detect	L
		01			R
		02			LINK
* 01 2A	00 00 02		COMP	dummy	
* 01 2C	\$ 00 00 02	00 - 64	COMP	[COMP]Threshold	0 - 100
* 01 2E	\$ 00 00 02	00	COMP	[COMP]Ratio	1.5:1
		01			2:1
		02			4:1
		03			100:1
* 01 30	\$ 00 00 02	00 - 64	COMP	[COMP]Attack	0 - 100
* 01 32	\$ 00 00 02	00 - 64	COMP	[COMP]Release	0 - 100
* 01 34	\$ 00 00 02	00 - 64	COMP	[COMP]Tone	-50 - +50
* 01 36	\$ 00 00 02	00 - 64	COMP	[COMP]Level	0 - 100
* 01 2C	\$ 00 00 02	00 - 64	COMP	[LIMIT]Threshold	0 - 100
* 01 2E	\$ 00 00 02	00 - 64	COMP	[LIMIT]Release	0 - 100
* 01 30	\$ 00 00 02	00 - 64	COMP	[LIMIT]Tone	-50 - +50
* 01 32	\$ 00 00 02	00 - 64	COMP	[LIMIT]Level	0 - 100
* 01 38	00 00 02	00	NS	Effect On/Off	OFF
		01			ON
* 01 3A	00 00 02	00	NS	Detect	L
		01			R
		02			LINK
* 01 3C	00 00 02	00 - 64	NS	Threshold	0 - 100
* 01 3E	00 00 02	00 - 64	NS	Release	0 - 100
* 01 40	00 00 02	00	ENH	Effect On/Off	OFF
		01			ON
* 01 42	00 00 02	00	ENH	Detect	L
		01			R
		02			LINK
* 01 44	00 00 02	00 - 64	ENH	Sens	0 - 100
* 01 46	00 00 02	00 - 0A	ENH	Frequency	(refer to Table-23.[VOCAL_FREQ])

* 01 48	00 00 02	00 - 64	ENH	Mix Level	0 - 100	
* 01 4A	00 00 02	00 - 64	ENH	Low Mix Level	0 - 100	
* 01 4C	00 00 02	00 - 64	ENH	Level	0 - 100	
* 01 50	00 00 02	00	EQ	Effect On/Off	OFF	
		01			ON	
* 01 52	00 00 02	00 - 28	EQ	Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 54	00 00 02	00 - 14	EQ	Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 56	00 00 02	00 - 05	EQ	Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 58	00 00 02	00 - 28	EQ	Lo-Mi EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 5A	00 00 02	00 - 14	EQ	Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 5C	00 00 02	00 - 05	EQ	Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 5E	00 00 02	00 - 28	EQ	Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 60	00 00 02	00 - 28	EQ	High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 62	00 00 02	00 - 28	EQ	Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 64	00 00 02	00	DELAY	Effect On/Off	OFF	
		01			ON	
* 01 66	00 00 02	00 - 78	DELAY	FX Level	0 - 120	
* 01 68	00 00 02	00 - 64	DELAY	Dir Level	0 - 100	
* 01 6A	00 00 02	00 - 32	DELAY	High Damp Gain	-50 - 0 [dB]	
* 01 6C	00 00 02	00 - 09	DELAY	High Cut Filter		(refer to Table-16.[HI_CUT])
* 01 6E	00 00 02		DELAY	dummy		
* 01 70	00 00 02	00 - 46	DELAY	Delay Time L	0 - 1400 [ms]	(step=20)
		47 - 53			BPM 1/4 - 4.0	(refer to Table-4.[BPM_PARAM4])
* 01 72	00 00 02	00 - 14	DELAY	Fine Time L	0 - 20 [ms]	
* 01 74	00 00 02	00 - 64	DELAY	Feedbk L	0 - 100	
* 01 76	00 00 02		DELAY	dummy		
* 01 78	00 00 02	00 - 46	DELAY	Delay Time R	0 - 1400 [ms]	(step=20)
		47 - 53			BPM 1/4 - 4.0	(refer to Table-4.[BPM_PARAM4])
* 01 7A	00 00 02	00 - 14	DELAY	Fine Time R	0 - 20 [ms]	
* 01 7C	00 00 02	00 - 64	DELAY	Feedbk R	0 - 100	
* 01 7E	00 00 02		DELAY	dummy		
* 02 00	00 00 02		MASTER	dummy		
* 02 02	00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 02 04	00 00 02	28 - FA	MASTER	Master BPM	40 - 250	
		FB			MIDI	
		FC			GLOBAL	
* 02 06	00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

<<< STEREO PHASER DELAY >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION	
* 01 24	00 00 02	00	DELAY	Effect On/Off	OFF	
		01			ON	
* 01 26	00 00 02	00 - 78	DELAY	FX Level	0 - 120	
* 01 28	00 00 02	00 - 64	DELAY	Dir Level	0 - 100	
* 01 2A	00 00 02	00 - 32	DELAY	High Damp Gain	-50 - 0 [dB]	
* 01 2C	00 00 02	00 - 09	DELAY	High Cut Filter		(refer to Table-16.[HI_CUT])
* 01 2E	00 00 02		DELAY	dummy		
* 01 30	00 00 02	00 - 46	DELAY	Delay Time L	0 - 1400 [ms]	(step=20)
		47 - 53			BPM 1/4 - 4.0	(refer to Table-4.[BPM_PARAM4])
* 01 32	00 00 02	00 - 14	DELAY	Fine Time L	0 - 20 [ms]	
* 01 34	00 00 02	00 - 64	DELAY	Feedbk L	0 - 100	
* 01 36	00 00 02		DELAY	dummy		
* 01 38	00 00 02	00 - 46	DELAY	Delay Time R	0 - 1400 [ms]	(step=20)
		47 - 53			BPM 1/4 - 4.0	(refer to Table-4.[BPM_PARAM4])
* 01 3A	00 00 02	00 - 14	DELAY	Fine Time R	0 - 20 [ms]	
* 01 3C	00 00 02	00 - 64	DELAY	Feedbk R	0 - 100	
* 01 3E	00 00 02		DELAY	dummy		
* 01 40	00 00 02	00	PH	Phaser On/Off	OFF	
		01			ON	
* 01 42	00 00 02	00	PH	Type	4STAGE	
		01			6STAGE	
		02			8STAGE	
		03			10STAGE	
		04			12STAGE	
* 01 44	00 00 02	00 - 64	PH	Rate	0 - 100	
		65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 01 46	00 00 02	00 - 64	PH	Depth	0 - 100	
* 01 48	00 00 02	00 - 64	PH	Manual	0 - 100	
* 01 4A	00 00 02	00 - C8	PH	Resonance	-100 - +100	
* 01 4C	00 00 02	00 - 64	PH	Separate	0 - 100	
* 01 4E	00 00 02	00	PH	Step	OFF	
		01 - 64			1 - 100	
* 01 50	00 00 02	00	EQ	Effect On/Off	OFF	
		01			ON	
* 01 52	00 00 02	00 - 28	EQ	Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 54	00 00 02	00 - 14	EQ	Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 56	00 00 02	00 - 05	EQ	Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 58	00 00 02	00 - 28	EQ	Lo-Mi EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])

* 01 5A	00 00 02	00 - 14	EQ	Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 5C	00 00 02	00 - 05	EQ	Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 5E	00 00 02	00 - 28	EQ	Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 60	00 00 02	00 - 28	EQ	High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 62	00 00 02	00 - 28	EQ	Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 64	00 00 02		MASTER	dummy		
* 01 66	00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 01 68	00 00 02	28 - FA	MASTER	Master BPM	40 - 250	
		FB			MIDI	
		FC			GLOBAL	
* 01 6A	00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

<<< STEREO PITCH SHIFTER DELAY >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION	
* 01 24	00 00 02	00	PS	Effect ON/Off	OFF	
		01			ON	
* 01 26	00 00 02	00	PS	Mode	FAST	
		01			MEDIUM	
		02			SLOW	
* 01 28	00 00 02	00 - C8	PS	Balance Dir:FX	100:0 - 0:100	
* 01 2A	00 00 02	00 - 64	PS	Level	0 - 100	
* 01 2C	00 00 02		PS	dummy		
* 01 2E	00 00 02		PS	dummy		
* 01 30	00 00 02	00 - 30	PS	Pitch L	-24 - +24	
* 01 32	00 00 02	00 - 64	PS	Fine L	-50 - +50	
* 01 34	00 00 02	00 - 64	PS	Pre Delay L	0.0 - 50.0 [ms]	(step=0.5)
* 01 36	00 00 02	00 - 3C	PS	FB Delay Time L	0 - 1200 [ms]	(step=20)
		3D - 49			BPM 1/4 - 4.0	(refer to Table-3.[BPM_PARAM3])
* 01 38	00 00 02	00 - 14	PS	FB Fine Time L	0 - 20 [ms]	
* 01 3A	00 00 02	00 - 64	PS	FB Level L	0 - 100	
* 01 3C	00 00 02	00 - 30	PS	Pitch R	-24 - +24	
* 01 3E	00 00 02	00 - 64	PS	Fine R	-50 - +50	
* 01 40	00 00 02	00 - 64	PS	Pre Delay R	0.0 - 50.0 [ms]	(stepstep=0.5)
* 01 42	00 00 02	00 - 3C	PS	FB Delay Time R	0 - 1200 [ms]	(step=20)
		3D - 49			BPM 1/4 - 4.0	(refer to Table-3.[BPM_PARAM3])
* 01 44	00 00 02	00 - 14	PS	FB Fine Time R	0 - 20 [ms]	
* 01 46	00 00 02	00 - 64	PS	FB Level R	0 - 100	
* 01 48	00 00 02	00	EQ	Effect On/Off	OFF	
		01			ON	
* 01 4A	00 00 02	00 - 28	EQ	Low EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 4C	00 00 02	00 - 14	EQ	Lo-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 4E	00 00 02	00 - 05	EQ	Lo-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 50	00 00 02	00 - 28	EQ	Lo-Mi EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 52	00 00 02	00 - 14	EQ	Hi-Mid f	100 - 10.0k [Hz]	(refer to Table-11.[EQ_PARAM])
* 01 54	00 00 02	00 - 05	EQ	Hi-Mid Q	0.5 - 16	(refer to Table-11.[EQ_PARAM])
* 01 56	00 00 02	00 - 28	EQ	Hi-Mid EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 58	00 00 02	00 - 28	EQ	High EQ	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 5A	00 00 02	00 - 28	EQ	Level	-20 - +20 [dB]	(refer to Table-11.[EQ_PARAM])
* 01 5C	00 00 02		MASTER	dummy		
* 01 5E	00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 01 60	00 00 02	28 - FA	MASTER	Master BPM	40 - 250	
		FB			MIDI	
		FC			GLOBAL	
* 01 62	00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

<<< TAPE ECHO 201 >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION
* 01 24	00 00 02	00	ECHO	Effect On/Off	OFF
		01			ON
* 01 26	00 00 02	01 - 07	ECHO	Mode	1 - 7
* 01 28	00 00 02	00 - 64	ECHO	Repeat Rate	0 - 100
* 01 2A	00 00 02	00 - 64	ECHO	Intensity	0 - 100
* 01 2C	00 00 02	00 - C8	ECHO	Tone Bass	-100 - +100
* 01 2E	00 00 02	00 - C8	ECHO	Tone Treble	-100 - +100
* 01 30	00 00 02	00 - 64	ECHO	Pan Head S	100:0 - 0:100
* 01 32	00 00 02	00 - 64	ECHO	Pan Head M	100:0 - 0:100
* 01 34	00 00 02	00 - 64	ECHO	Pan Head L	100:0 - 0:100
* 01 36	00 00 02	00 - 64	ECHO	Tape Dist	0 - 100
* 01 38	00 00 02	00 - 64	ECHO	Wow Rate	0 - 100
* 01 3A	00 00 02	00 - 64	ECHO	Wow Depth	0 - 100
* 01 3C	00 00 02	00 - 64	ECHO	FX Level	0 - 100
* 01 3E	00 00 02	00 - 64	ECHO	Dir Level	0 - 100
* 01 40	00 00 02		MASTER	dummy	
* 01 42	00 00 02	00 - 64	MASTER	Master Level	0 - 100
* 01 44	00 00 02		MASTER	dummy	
* 01 46	00 00 02	00 - 64	MASTER	Foot Level	0 - 100

<<< VOCAL CANCELER >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION
* 01 24	00 00 02	00	VCL	Effect On/Off	OFF
		01			ON
* 01 26	00 00 02	00 - 64	VCL	Balance	0 - 100
* 01 28	00 00 02	00 - 12	VCL	Range Low	(refer to Table-30.[RANGE_LO])
* 01 2A	00 00 02	00 - 14	VCL	Range High	(refer to Table-31.[RANGE_HI])
* 01 2C	00 00 02	00	NS	Effect On/Off	OFF
		01			ON
* 01 2E	00 00 02	00 - 64	NS	Threshold	0 - 100
* 01 30	00 00 02	00 - 64	NS	Release	0 - 100
* 01 32	00 00 02		NS	dummy	
* 01 34	00 00 02	00	EQ	Effect On/Off	OFF
		01			ON
* 01 36	00 00 02	00 - 28	EQ	Low EQ	-20 - +20 [dB] (refer to Table-11.[EQ_PARAM])
* 01 38	00 00 02	00 - 14	EQ	Lo-Mid f	100 - 10.0k [Hz] (refer to Table-11.[EQ_PARAM])
* 01 3A	00 00 02	00 - 05	EQ	Lo-Mid Q	0.5 - 16 (refer to Table-11.[EQ_PARAM])
* 01 3C	00 00 02	00 - 28	EQ	Lo-Mid EQ	-20 - +20 [dB] (refer to Table-11.[EQ_PARAM])
* 01 3E	00 00 02	00 - 14	EQ	Hi-Mid f	100 - 10.0k [Hz] (refer to Table-11.[EQ_PARAM])
* 01 40	00 00 02	00 - 05	EQ	Hi-Mid Q	0.5 - 16 (refer to Table-11.[EQ_PARAM])
* 01 42	00 00 02	00 - 28	EQ	Hi-Mid EQ	-20 - +20 [dB] (refer to Table-11.[EQ_PARAM])
* 01 44	00 00 02	00 - 28	EQ	High EQ	-20 - +20 [dB] (refer to Table-11.[EQ_PARAM])
* 01 46	00 00 02	00 - 28	EQ	Level	-20 - +20 [dB] (refer to Table-11.[EQ_PARAM])
* 01 48	00 00 02		MASTER	dummy	
* 01 4A	00 00 02	00 - 64	MASTER	Master Level	0 - 100
* 01 4C	00 00 02		MASTER	dummy	
* 01 4E	00 00 02	00 - 64	MASTER	Foot Level	0 - 100

<<< VOCAL MULTI >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION
* 01 24	00 00 02	00	COMP	Effect On/Off	OFF
		01			ON
* 01 26	00 00 02	00	COMP	FX Select	COMP
		01			LIMIT
* 01 28	\$ 00 00 02	00 - 64	COMP	[COMP]Threshold	0 - 100
* 01 2A	\$ 00 00 02	00	COMP	[COMP]Ratio	1.5:1
		01			2:1
		02			4:1
		03			100:1
* 01 2C	\$ 00 00 02	00 - 64	COMP	[COMP]Attack	0 - 100
* 01 2E	\$ 00 00 02	00 - 64	COMP	[COMP]Release	0 - 100
* 01 30	\$ 00 00 02	00 - 64	COMP	[COMP]Tone	-50 - +50
* 01 32	\$ 00 00 02	00 - 64	COMP	[COMP]Level	0 - 100
* 01 28	\$ 00 00 02	00 - 64	COMP	[LIMIT]Threshold	0 - 100
* 01 2A	\$ 00 00 02	00 - 64	COMP	[LIMIT]Release	0 - 100
* 01 2C	\$ 00 00 02	00 - 64	COMP	[LIMIT]Tone	-50 - +50
* 01 2E	\$ 00 00 02	00 - 64	COMP	[LIMIT]Level	0 - 100,
* 01 34	00 00 02	00	DES	Effect On/Off	OFF,
		01			ON,
* 01 36	00 00 02	00 - 64	DES	Sens	0 - 100,
* 01 38	00 00 02	00 - 0A	DES	Frequency	(refer to Table-23.[VOCAL_FREQ]),
* 01 3C	00 00 02	00	EQ	Effect On/Off	OFF,
		01			ON,
* 01 3E	00 00 02	00 - 28	EQ	Low EQ	-20 - +20 [dB], (refer to Table-11.[EQ_PARAM]),
* 01 40	00 00 02	00 - 14	EQ	Lo-Mid f	100 - 10.0k [Hz], (refer to Table-11.[EQ_PARAM]),
* 01 42	00 00 02	00 - 05	EQ	Lo-Mid Q	0.5 - 16, (refer to Table-11.[EQ_PARAM]),
* 01 44	00 00 02	00 - 28	EQ	Lo-Mi EQ	-20 - +20 [dB], (refer to Table-11.[EQ_PARAM]),
* 01 46	00 00 02	00 - 14	EQ	Hi-Mid f	100 - 10.0k [Hz], (refer to Table-11.[EQ_PARAM]),
* 01 48	00 00 02	00 - 05	EQ	Hi-Mid Q	0.5 - 16, (refer to Table-11.[EQ_PARAM]),
* 01 4A	00 00 02	00 - 28	EQ	Hi-Mid EQ	-20 - +20 [dB], (refer to Table-11.[EQ_PARAM]),
* 01 4C	00 00 02	00 - 28	EQ	High EQ	-20 - +20 [dB], (refer to Table-11.[EQ_PARAM]),
* 01 4E	00 00 02	00 - 28	EQ	Level	-20 - +20 [dB] (refer to Table-11.[EQ_PARAM]),
* 01 50	00 00 02	00	EN	Effect On/Off	OFF
		01			ON
* 01 52	00 00 02	00 - 64	EN	Sens	0 - 100
* 01 54	00 00 02	00 - 0A	EN	Frequency	(refer to Table-23.[VOCAL_FREQ])
* 01 56	00 00 02	00 - 64	EN	Mix Level	0 - 100
* 01 58	00 00 02	00 - 64	EN	Lo Mix Level	0 - 100
* 01 5A	00 00 02	00 - 64	EN	Level	0 - 100
* 01 5C	00 00 02	00	NS	Effect On/Off	OFF
		01			ON
* 01 5E	00 00 02	00 - 64	NS	Threshold	0 - 100
* 01 60	00 00 02	00 - 64	NS	Release	0 - 100
* 01 62	00 00 02		NS	dummy	
* 01 64	00 00 02	00	MOD	Effect On/Off	OFF
		01			ON
* 01 66	00 00 02	00	MOD	FX Select	FL

			01			PH	
			02			PS	
* 01 68	\$	00 00 02	00 - 64	MOD	[FL] Rate	0 - 100	
			65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 01 6A	\$	00 00 02	00 - 64	MOD	[FL] Depth	0 - 100	
* 01 6C	\$	00 00 02	00 - 64	MOD	[FL] Manual	0 - 100	
* 01 6E	\$	00 00 02	00 - 64	MOD	[FL] Resonance	0 - 100	
* 01 70	\$	00 00 02	00 - 64	MOD	[FL] Separate	0 - 100	
* 01 72	\$	00 00 02	00 - 64	MOD	[FL] Level	0 - 100	
* 01 68	\$	00 00 02	00	MOD	[PH] Type	4STAGE	
			01			8STAGE	
			02			12STAGE	
			03			BI-PHASE	
* 01 6A	\$	00 00 02	00 - 64	MOD	[PH] Rate	0 - 100	
			65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 01 6C	\$	00 00 02	00 - 64	MOD	[PH] Depth	0 - 100	
* 01 6E	\$	00 00 02	00 - 64	MOD	[PH] Manual	0 - 100	
* 01 70	\$	00 00 02	00 - 64	MOD	[PH] Resonance	0 - 100	
* 01 72	\$	00 00 02	00	MOD	[PH] dummy		
* 01 74	\$	00 00 02	00	MOD	[PH] Step	OFF	
			01 - 64			1 - 100	
* 01 76	\$	00 00 02	00 - 64	MOD	[PH] Level	0 - 100	
* 01 68	\$	00 00 02	00	MOD	[PS] Mode	FAST	
			01			MEDIUM	
			02			SLOW	
			03			INV1	
			04			INV2	
* 01 6A	\$	00 00 02	00 - 30	MOD	[PS] Pitch	-24 - +24	
* 01 6C	\$	00 00 02	00 - 64	MOD	[PS] Fine	-50 - +50	
* 01 6E	\$	00 00 02	00 - C8	MOD	[PS] Balance Dir:FX	100.0 - 0:100	
* 01 70	\$	00 00 02	00 - 64	MOD	[PS] Level	0 - 100	
* 01 78		00 00 02	00	DELAY	Effect On/Off	OFF	
			01			ON	
* 01 7A		00 00 02	00	DELAY	Type	SINGLE	
			01			TAP	
* 01 7C		00 00 02	00 - 3C	DELAY	Delay Time	0 - 1200 [ms]	(step=20)
			3D - 49			BPM 1/4 - 4.0	(refer to Table-3.[BPM_PARAM3])
* 01 7E		00 00 02	00 - 14	DELAY	Fine Time	0 - 20 [ms]	
* 02 00		00 00 02	00 - 64	DELAY	Tap Time	0 - 100 [%]	
* 02 02		00 00 02	00 - 64	DELAY	Feedback	0 - 100	
* 02 04		00 00 02	00 - 09	DELAY	High Cut		(refer to Table-16.[HI_CUT])
* 02 06		00 00 02	00 - 78	DELAY	FX Level	0 - 120	
* 02 08		00 00 02	00	CHORUS	Effect On/Off	OFF	
			01			ON	
* 02 0A		00 00 02	00	CHORUS	Mode	MONO	
			01			ST.	
* 02 0C		00 00 02	00 - 64	CHORUS	Rate	0 - 100	
			65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 02 0E		00 00 02	00 - 64	CHORUS	Depth	0 - 100	
* 02 10		00 00 02	00 - 50	CHORUS	Pre Delay	0.0 - 40.0 [ms]	(step=0.5)
* 02 12		00 00 02	00 - 0A	CHORUS	Low Cut		(refer to Table-22.[LO_CUT2])
* 02 14		00 00 02	00 - 09	CHORUS	High Cut		(refer to Table-16.[HI_CUT])
* 02 16		00 00 02	00 - 64	CHORUS	FX Level	0 - 100	
* 02 18		00 00 02		CHORUS	dummy		
* 02 1A		00 00 02		CHORUS	dummy		
* 02 1C		00 00 02	00	REVERB	Effect On/Off	OFF	
			01			ON	
* 02 1E		00 00 02	00	REVERB	Type	ROOM 1	
			01			ROOM 2	
			02			HALL 1	
			03			HALL 2	
			04			PLATE	
* 02 20		00 00 02	01 - 64	REVERB	Reverb Time	0.1 - 10.0 [s]	
* 02 22		00 00 02	00 - 64	REVERB	Pre Delay	0 - 100 [ms]	
* 02 24		00 00 02	00 - 09	REVERB	Low Cut		(refer to Table-17.[LO_CUT])
* 02 26		00 00 02	00 - 09	REVERB	High Cut		(refer to Table-16.[HI_CUT])
* 02 28		00 00 02	00 - 0A	REVERB	Density	0 - 10	
* 02 2A		00 00 02	00 - 64	REVERB	FX Level	0 - 100	
* 02 2C		00 00 02		MASTER	dummy		
* 02 2E		00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 02 30		00 00 02	28 - FA	MASTER	Master BPM	40 - 250	
			FB			MIDI	
			FC			GLOBAL	
* 02 32		00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

<<< VOCODER >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION
* 01 24	00 00 02	00	VC	Effect On/Off	OFF
		01			ON
* 01 26	00 00 02	00	VC	Envelope	SHARP
		01			SOFT
		02			LONG
* 01 28	00 00 02	00	VC	Pan Mode	MONO
		01			STEREO
		02			L->R
		03			R->L
* 01 2A	00 00 02	00	VC	Hold	OFF
		01			MIDI
* 01 2C	00 00 02	00 - 64	VC	Mic Sens	0 - 100
* 01 2E	00 00 02	00 - 64	VC	Synth Level	0 - 100
* 01 30	00 00 02	00 - 64	VC	Mic Mix	0 - 100
* 01 32	00 00 02	00 - 14	VC	Mic HPF	THRU, 1.0 - 20.0 [kHz]
* 01 34	00 00 02	00 - 64	VC	Mic Pan	100:0 - 0:100
* 01 36	00 00 02	00 - 64	VC	NS Threshold	0 - 100
* 01 38	00 00 02	00 - 64	VC	Character Ch1	0 - 100
* 01 3A	00 00 02	00 - 64	VC	Character Ch2	0 - 100
* 01 3C	00 00 02	00 - 64	VC	Character Ch3	0 - 100
* 01 3E	00 00 02	00 - 64	VC	Character Ch4	0 - 100
* 01 40	00 00 02	00 - 64	VC	Character Ch5	0 - 100
* 01 42	00 00 02	00 - 64	VC	Character Ch6	0 - 100
* 01 44	00 00 02	00 - 64	VC	Character Ch7	0 - 100
* 01 46	00 00 02	00 - 64	VC	Character Ch8	0 - 100
* 01 48	00 00 02	00 - 64	VC	Character Ch9	0 - 100
* 01 4A	00 00 02	00 - 64	VC	Character Ch10	0 - 100
* 01 4C	00 00 02	00	CHORUS	Effect On/Off	OFF
		01			ON
* 01 4E	00 00 02	00	CHORUS	Polarity	SYNC
		01			INVERT
* 01 50	00 00 02	00 - 64	CHORUS	Rate	0 - 100
		65 - 71			BPM 4.0 - 1/4
					(refer to Table-1.[BPM_PARAM1])
* 01 52	00 00 02	00 - 64	CHORUS	Depth	0 - 100
* 01 54	00 00 02	00 - 50	CHORUS	Pre Delay	0.0 - 40.0 [ms]
					(step=0.5)
* 01 56	00 00 02	00 - 0A	CHORUS	Low Cut	(refer to Table-22.[LO_CUT?])
* 01 58	00 00 02	00 - 09	CHORUS	High Cut	(refer to Table-16.[HI_CUT])
* 01 5A	00 00 02	00 - 64	CHORUS	Effect Level	0 - 100
* 01 5C	00 00 02		CHORUS	dummy	
* 01 5E	00 00 02		CHORUS	dummy	
* 01 60	00 00 02	00	REVERB	Effect On/Off	OFF
		01			ON
* 01 62	00 00 02	00	REVERB	Type	ROOM 1
		01			ROOM 2
		02			HALL 1
		03			HALL 2
		04			PLATE
* 01 64	00 00 02	01 - 64	REVERB	Reverb Time	0.1 - 10.0 [s]
* 01 66	00 00 02	00 - 64	REVERB	Pre Delay	0 - 100 [ms]
* 01 68	00 00 02	00 - 09	REVERB	Low Cut	(refer to Table-17.[LO_CUT])
* 01 6A	00 00 02	00 - 09	REVERB	High Cut	(refer to Table-16.[HI_CUT])
* 01 6C	00 00 02	00 - 0A	REVERB	Density	0 - 10
* 01 6E	00 00 02	00 - 64	REVERB	FX Level	0 - 100
* 01 70	00 00 02		MASTER	dummy	
* 01 72	00 00 02	00 - 64	MASTER	Master Level	0 - 100
* 01 74	00 00 02	28 - FA	MASTER	Master BPM	40 - 250
		FB			MIDI
		FC			GLOBAL
* 01 76	00 00 02	00 - 64	MASTER	Foot Level	0 - 100

<<< VOICE TRANSFORMER >>>

OFFSET (H)	SIZE (H)	DATA (H)	EFFECT	PARAMETER	DESCRIPTION
* 01 24	00 00 02	00	VT	Effect On/Off	OFF
		01			ON
* 01 26	00 00 02	00	VT	Robot	OFF
		01			ON
* 01 28	00 00 02	00 - 18	VT	Crmtc Pitch	-12 - +12
* 01 2A	00 00 02	00 - C8	VT	Fine Pitch	-100 - +100
* 01 2C	00 00 02	00 - 18	VT	Crmtc Frmt	-12 - +12
* 01 2E	00 00 02	00 - C8	VT	Fine Frmt	-100 - +100
* 01 30	00 00 02	00 - 64	VT	Mix Bal	0 - 100
* 01 32	00 00 02		VT	dummy	
* 01 34	00 00 02	00	CHORUS	Effect On/Off	OFF
		01			ON
* 01 36	00 00 02	00	CHORUS	Mode	MONO

		01			ST.	
* 01 38	00 00 02	00 - 64	CHORUS	Rate	0 - 100	
		65 - 71			BPM 4.0 - 1/4	(refer to Table-1.[BPM_PARAM1])
* 01 3A	00 00 02	00 - 64	CHORUS	Depth	0 - 100	
* 01 3C	00 00 02	00 - 50	CHORUS	Pre Delay	0.0 - 40.0 [ms]	(step=0.5)
* 01 3E	00 00 02	00 - 0A	CHORUS	Low Cut		(refer to Table-22.[LO_CUT2])
* 01 40	00 00 02	00 - 09	CHORUS	High Cut		(refer to Table-16.[HI_CUT])
* 01 42	00 00 02	00 - 64	CHORUS	FX Level	0 - 100	
* 01 44	00 00 02		CHORUS	dummy		
* 01 46	00 00 02		CHORUS	dummy		
* 01 48	00 00 02	00	REVERB	Effect On/Off	OFF	
		01			ON	
* 01 4A	00 00 02	00	REVERB	Type	ROOM 1	
		01			ROOM 2	
		02			HALL 1	
		03			HALL 2	
		04			PLATE	
* 01 4C	00 00 02	01 - 64	REVERB	Reverb Time	0.1 - 10.0 [s]	
* 01 4E	00 00 02	00 - 64	REVERB	Pre Delay	0 - 100 [ms]	
* 01 50	00 00 02	00 - 09	REVERB	Low Cut		(refer to Table-17.[LO_CUT])
* 01 52	00 00 02	00 - 09	REVERB	High Cut		(refer to Table-16.[HI_CUT])
* 01 54	00 00 02	00 - 0A	REVERB	Density	0 - 10	
* 01 56	00 00 02	00 - 64	REVERB	FX Level	0 - 100	
* 01 58	00 00 02		MASTER	dummy		
* 01 5A	00 00 02	00 - 64	MASTER	Master Level	0 - 100	
* 01 5C	00 00 02	28 - FA	MASTER	Master BPM	40 - 250	
		FB			MIDI	
		FC			GLOBAL	
* 01 5E	00 00 02	00 - 64	MASTER	Foot Level	0 - 100	

• TABLE

Table-1. [BPM_PARAM1]

Data(H)	Description
65	BPM 4.0
66	BPM 3.0
67	BPM 8/3
68	BPM 2.0
69	BPM 1.5
6A	BPM 4/3
6B	BPM 1.0
6C	BPM 3/4
6D	BPM 2/3
6E	BPM 1/2
6F	BPM 3/8
70	BPM 1/3
71	BPM 1/4

Table-2. [BPM_PARAM2]

Data(H)	Description
29	BPM 1/4
2A	BPM 1/3
2B	BPM 3/8
2C	BPM 1/2
2D	BPM 2/3
2E	BPM 3/4
2F	BPM 1.0
30	BPM 4/3
31	BPM 1.5
32	BPM 2.0
33	BPM 8/3
34	BPM 3.0
35	BPM 4.0

Table-3. [BPM_PARAM3]

Data(H)	Description
3D	BPM 1/4
3E	BPM 1/3
3F	BPM 3/8
40	BPM 1/2
41	BPM 2/3
42	BPM 3/4
43	BPM 1.0
44	BPM 4/3
45	BPM 1.5
46	BPM 2.0
47	BPM 8/3
48	BPM 3.0
49	BPM 4.0

Table-4. [BPM_PARAM4]

Data(H)	Description
47	BPM 1/4
48	BPM 1/3
49	BPM 3/8
4A	BPM 1/2
4B	BPM 2/3
4C	BPM 3/4
4D	BPM 1.0
4E	BPM 4/3
4F	BPM 1.5
50	BPM 2.0
51	BPM 8/3
52	BPM 3.0
53	BPM 4.0

Table-5. [BPM_PARAM5]

Data(H)	Description
5B	BPM 1/4
5C	BPM 1/3
5D	BPM 3/8
5E	BPM 1/2
5F	BPM 2/3
60	BPM 3/4
61	BPM 1.0
62	BPM 4/3
63	BPM 1.5
64	BPM 2.0

65	BPM 8/3
66	BPM 3.0
67	BPM 4.0

Table-6. [BPM_PARAM6]

Data(H)	Description
8D	BPM 1/4
8E	BPM 1/3
8F	BPM 3/8
90	BPM 1/2
91	BPM 2/3
92	BPM 3/4
93	BPM 1.0
94	BPM 4/3
95	BPM 1.5
96	BPM 2.0
97	BPM 8/3
98	BPM 3.0
99	BPM 4.0

Table-7. [BPM_PARAM7]

Data(H)	Description
012D	BPM 1/4
012E	BPM 1/3
012F	BPM 3/8
0130	BPM 1/2
0131	BPM 2/3
0132	BPM 3/4
0133	BPM 1.0
0134	BPM 4/3
0135	BPM 1.5
0136	BPM 2.0
0137	BPM 8/3
0138	BPM 3.0
0139	BPM 4.0

Table-8. [BPM_PARAM8]

Data(H)	Description
0191	BPM 1/4
0192	BPM 1/3
0193	BPM 3/8
0194	BPM 1/2
0195	BPM 2/3
0196	BPM 3/4
0197	BPM 1.0
0198	BPM 4/3
0199	BPM 1.5
019A	BPM 2.0
019B	BPM 8/3
019C	BPM 3.0
019D	BPM 4.0

Table-9. [PREAMP_TYPE]

Data(H)	Description
00	JC-120
01	CLEAN TWIN
02	CRUNCH
03	MATCH DRIVE
04	VO DRIVE
05	BLUES
06	BG LEAD
07	MS1959 (I)
08	MS1959 (II)
09	MS1959 (I+II)
0A	SLDN LEAD
0B	METAL 5150
0C	METAL DRIVE
0D	AC.GUITAR
0E	OD-1
0F	OD-2 TURBO
10	DISTORTION
11	FUZZ

Table-10. [PREAMP_MICSET]

Data(H)	Description
00	Center
01	1cm
02	2cm
03	3cm

04	4cm
05	5cm
06	6cm
07	7cm
08	8cm
09	9cm
0A	10cm

Table-11. [EQ_PARAM]

[Low EQ]
[Lo-Mid EQ]
[Hi-Mid EQ]
[High EQ]
[Level]

Data(H)	Description
00	-20dB
01	-19dB
02	-18dB
03	-17dB
04	-16dB
05	-15dB
06	-14dB
07	-13dB
08	-12dB
09	-11dB
0A	-10dB
0B	-9dB
0C	-8dB
0D	-7dB
0E	-6dB
0F	-5dB
10	-4dB
11	-3dB
12	-2dB
13	-1dB
14	0dB
15	+1dB
16	+2dB
17	+3dB
18	+4dB
19	+5dB
1A	+6dB
1B	+7dB
1C	+8dB
1D	+9dB
1E	+10dB
1F	+11dB
20	+12dB
21	+13dB
22	+14dB
23	+15dB
24	+16dB
25	+17dB
26	+18dB
27	+19dB
28	+20dB

[Lo-Mid f]
[Hi-Mid f]

Data(H)	Description
00	100Hz
01	125Hz
02	160Hz
03	200Hz
04	250Hz
05	315Hz
06	400Hz
07	500Hz
08	630Hz
09	800Hz
0A	1000Hz
0B	1250Hz
0C	1600Hz
0D	2000Hz
0E	2500Hz
0F	3150Hz
10	4000Hz
11	5000Hz
12	6300Hz

13	8000Hz
14	10000Hz
[Lo-Mid Q]	
[Hi-Mid Q]	
<u>Data(H)</u>	<u>Description</u>
00	0.5
01	1
02	2
03	4
04	8
05	16

Table-12. [MOD]	
<u>Data(H)</u>	<u>Description</u>
00	HR:HARMONIST
01	FL:FLANGER
02	PH:PHASER
03	SEQ:SUB EQ
04	2CE:2 CHORUS
05	SDD:SHORT DELAY
06	HU:HUMANIZER
07	VB:VIBRATO
08	SYN:GUITAR SYNTH
09	RM:RING MODULATOR
0A	SL:SLICER

Table-13. [HARM_KEY]	
<u>Data(H)</u>	<u>Description</u>
00	C <Am>
01	Db <Bbm>
02	D <Bm>
03	Eb <Cm>
04	E <C#m>
05	F <Dm >
06	F# <Ebm>
07	G
08	Ab <Fm >
09	A <F#m>
0A	Bb <Gm >
0B	B <G#m>

Table-14. [HARM_HARMONY]	
<u>Data(H)</u>	<u>Description</u>
00	-2oct
01	-14th
02	-13th
03	-12th
04	-11th
05	-10th
06	-9th
07	-1oct
08	-7th
09	-6th
0A	-5th
0B	-4th
0C	-3rd
0D	-2nd
0E	TONIC
0F	+2nd
10	+3rd
11	+4th
12	+5th
13	+6th
14	+7th
15	+1oct
16	+9th
17	+10th
18	+11th
19	+12th
1A	+13th
1B	+14th
1C	+2oct
1D	Scale1
1E	Scale2
1F	Scale3
20	Scale4
21	Scale5

Table-15. [2CE_XOVER]	
<u>Data(H)</u>	<u>Description</u>
00	100Hz
01	125Hz
02	160Hz
03	200Hz
04	250Hz
05	315Hz
06	400Hz
07	500Hz
08	630Hz
09	800Hz
0A	1000Hz
0B	1250Hz
0C	1600Hz
0D	2000Hz
0E	2500Hz
0F	3150Hz
10	4000Hz

Table-16. [HI_CUT]	
<u>Data(H)</u>	<u>Description</u>
00	700Hz
01	1000Hz
02	1400Hz
03	2000Hz
04	3000Hz
05	4000Hz
06	6000Hz
07	8000Hz
08	11000Hz
09	FLAT

Table-17. [LO_CUT]	
<u>Data(H)</u>	<u>Description</u>
00	55Hz
01	110Hz
02	165Hz
03	220Hz
04	280Hz
05	340Hz
06	400Hz
07	500Hz
08	630Hz
09	800Hz

Table-18. [SFX_SELECT]	
<u>Data(H)</u>	<u>Description</u>
00	AC :ACOUSTIC GUITAR SIMULATOR
01	BSS:BASS GUITAR SIMULATOR
02	SG :SLOW GEAR
03	FB :FEEDBACKER
04	PIC:PICKUP SIMULATOR
05	TR :TREMOLO/PAN

Table-19. [BASS1]	
<u>Data(H)</u>	<u>Description</u>
00	0
01	5
02	10
03	15
04	20
05	25
06	30
07	35
08	40
09	45
0A	50
0B	60
0C	70
0D	80
0E	90
0F	100

Table-20. [BASS2]	
<u>Data(H)</u>	<u>Description</u>
00	0
01	2
02	4

03	6
04	8
05	10
06	12
07	14
08	16
09	18
0A	20
0B	22
0C	24
0D	26
0E	28
0F	30
10	32
11	34
12	36
13	40
14	45
15	50
16	55
17	60
18	65
19	70
1A	75
1B	80
1C	85
1D	90
1E	95
1F	100

Table-21. [BASS3]	
<u>Data(H)</u>	<u>Description</u>
00	-50
01	-40
02	-30
03	-20
04	-15
05	-10
06	-5
07	0
08	+5
09	+10
0A	+15
0B	+20
0C	+30
0D	+40
0E	+50

Table-22. [LO_CUT2]	
<u>Data(H)</u>	<u>Description</u>
00	FLAT
01	55Hz
02	110Hz
03	165Hz
04	220Hz
05	280Hz
06	340Hz
07	400Hz
08	500Hz
09	630Hz
0A	800Hz

Table-23. [VOCAL_FREQ]	
<u>Data(H)</u>	<u>Description</u>
00	1.00kHz
01	1.25kHz
02	1.60kHz
03	2.00kHz
04	2.50kHz
05	3.15kHz
06	4.00kHz
07	5.00kHz
08	6.30kHz
09	8.00kHz
0A	10.00kHz

Table-24. [DAMP_GAIN]	
<u>Data(H)</u>	<u>Description</u>
00	-36.0

01	-35.0
02	-34.0
03	-33.0
04	-32.0
05	-31.0
06	-30.0
07	-29.0
08	-28.0
09	-27.0
0A	-26.0
0B	-25.0
0C	-24.0
0D	-23.0
0E	-22.0
0F	-21.0
10	-20.0
11	-19.0
12	-18.0
13	-17.0
14	-16.0
15	-15.0
16	-14.0
17	-13.0
18	-12.0
19	-11.5
1A	-11.0
1B	-10.5
1C	-10.0
1D	-9.5
1E	-9.0
1F	-8.5
20	-8.0
21	-7.5
22	-7.0
23	-6.5
24	-6.0
25	-5.5
26	-5.0
27	-4.5
28	-4.0
29	-3.5
2A	-3.0
2B	-2.5
2C	-2.0
2D	-1.5
2E	-1.0
2F	-0.5
30	0.0

Table-25. [LODMP]

<u>Data(H)</u>	<u>Description</u>
00	55Hz
01	110Hz
02	165Hz
03	220Hz
04	280Hz
05	340Hz
06	400Hz
07	500Hz
08	630Hz
09	800Hz
0A	1000Hz
0B	1250Hz
0C	1600Hz
0D	2000Hz
0E	2500Hz
0F	3150Hz
10	4000Hz

Table-26. [HIDMP]

<u>Data(H)</u>	<u>Description</u>
00	4000Hz
01	5000Hz
02	6000Hz
03	7000Hz
04	8000Hz
05	9000Hz
06	10000Hz
07	11000Hz

08	12000Hz
09	13000Hz
0A	14000Hz
0B	15000Hz
0C	16000Hz
0D	17000Hz
0E	18000Hz
0F	19000Hz
10	20000Hz

Table-27. [REV_HICUT]

<u>Data(H)</u>	<u>Description</u>
00	200Hz
01	300Hz
02	400Hz
03	500Hz
04	600Hz
05	700Hz
06	800Hz
07	900Hz
08	1000Hz
09	1100Hz
0A	1200Hz
0B	1300Hz
0C	1400Hz
0D	1500Hz
0E	1600Hz
0F	1700Hz
10	1800Hz
11	1900Hz
12	2000Hz
13	3000Hz
14	4000Hz
15	5000Hz
16	6000Hz
17	7000Hz
18	8000Hz
19	9000Hz
1A	10000Hz
1B	11000Hz
1C	12000Hz
1D	13000Hz
1E	14000Hz
1F	16000Hz
20	18000Hz
21	20000Hz

Table-28. [ELEVATION]

<u>Data(H)</u>	<u>Description</u>
00	-54
01	-36
02	-18
03	0
04	+18
05	+36
06	+54

Table-29. [AZIMUTH]

<u>Data(H)</u>	<u>Description</u>
00	L180
01	L174
02	L168
03	L162
04	L156
05	L150
06	L144
07	L138
08	L132
09	L126
0A	L120
0B	L114
0C	L108
0D	L102
0E	L096
0F	L090
10	L084
11	L078
12	L072
13	L066

14	L060
15	L054
16	L048
17	L042
18	L036
19	L030
1A	L024
1B	L018
1C	L012
1D	L006
1E	0000
1F	R006
20	R012
21	R018
22	R024
23	R030
24	R036
25	R042
26	R048
27	R054
28	R060
29	R066
2A	R072
2B	R078
2C	R084
2D	R090
2E	R096
2F	R102
30	R108
31	R114
32	R120
33	R126
34	R132
35	R138
36	R144
37	R150
38	R156
39	R162
3A	R168
3B	R174
3C	R180

Table-30. [RANGE_LO]

<u>Data(H)</u>	<u>Description</u>
00	20
01	40
02	60
03	80
04	100
05	200
06	300
07	400
08	500
09	600
0A	700
0B	800
0C	900
0D	1000
0E	1200
0F	1400
10	1600
11	1800
12	2000

Table-31. [HMT_FRQ] [RANGE_HI]

<u>Data(H)</u>	<u>Description</u>
00	1.0k
01	1.2k
02	1.4k
03	1.6k
04	1.8k
05	2.0k
06	3.0k
07	4.0k
08	5.0k
09	6.0k
0A	7.0k
0B	8.0k

0C	9.0k	06	WHITE C+TIS	0A	140
0D	10.0k	07	SMALL RADIO	0B	160
0E	11.0k	08	SMALL TV	0C	180
0F	12.0k	09	BOOM BOX	0D	200
10	13.0k	0A	BOOM LO-Bst	0E	300
11	14.0k			0F	400
12	16.0k			10	500
13	18.0k			11	600
14	20.0k			12	700

Table-32. [MODEL]

DATA(H)	Description
00	SUPER FLAT
01	PWD.BLACK
02	PWD.E-BAS
03	PWD.MACK
04	SMALL CUBE
05	WHITE CONE

Table-33 [LMT_FRQ]

DATA(H)	Description
00	20
01	30
02	40
03	50
04	60
05	70
06	80
07	90
08	100
09	120

13	800
14	900
15	1000
16	1200
17	1400
18	1600
19	1800
1A	2000

Table-34. [USER_SCALE]

Data(H)	Description											
INPUT C	C#	D	D#	E	F	F#	G	G#	A	A#	B	
00	↓C	↓C#	↓D	↓D#	↓E	↓F	↓F#	↓G	↓G#	↓A	↓A#	↓B
01	↓C#	↓D	↓D#	↓E	↓F	↓F#	↓G	↓G#	↓A	↓A#	↓B	↓C
02	↓D	↓D#	↓E	↓F	↓F#	↓G	↓G#	↓A	↓A#	↓B	↓C	↓C#
03	↓D#	↓E	↓F	↓F#	↓G	↓G#	↓A	↓A#	↓B	↓C	↓C#	↓D
04	↓E	↓F	↓F#	↓G	↓G#	↓A	↓A#	↓B	↓C	↓C#	↓D	↓D#
05	↓F	↓F#	↓G	↓G#	↓A	↓A#	↓B	↓C	↓C#	↓D	↓D#	↓E
06	↓F#	↓G	↓G#	↓A	↓A#	↓B	↓C	↓C#	↓D	↓D#	↓E	↓F
07	↓G	↓G#	↓A	↓A#	↓B	↓C	↓C#	↓D	↓D#	↓E	↓F	↓F#
08	↓G#	↓A	↓A#	↓B	↓C	↓C#	↓D	↓D#	↓E	↓F	↓F#	↓G
09	↓A	↓A#	↓B	↓C	↓C#	↓D	↓D#	↓E	↓F	↓F#	↓G	↓G#
0A	↓A#	↓B	↓C	↓C#	↓D	↓D#	↓E	↓F	↓F#	↓G	↓G#	↓A
0B	↓B	↓C	↓C#	↓D	↓D#	↓E	↓F	↓F#	↓G	↓G#	↓A	↓A#
0C	↓C	↓C#	↓D	-D#	↓E	↓F	↓F#	↓G	↓G#	↓A	↓A#	↓B
0D	-C#	-D	-D#	-E	-F	-F#	-G	-G#	-A	-A#	-B	-C
0E	-D	-D#	-E	-F	-F#	-G	-G#	-A	-A#	-B	-C	-C#
0F	-D#	-E	-F	-F#	-G	-G#	-A	-A#	-B	-C	-C#	-D
10	-E	-F	-F#	-G	-G#	-A	-A#	-B	-C	-C#	-D	-D#
11	-F	-F#	-G	-G#	-A	-A#	-B	-C	-C#	-D	-D#	-E
12	-F#	-G	-G#	-A	-A#	-B	-C	-C#	-D	-D#	-E	-F
13	-G	-G#	-A	-A#	-B	-C	-C#	-D	-D#	-E	-F	-F#
14	-G#	-A	-A#	-B	-C	-C#	-D	-D#	-E	-F	-F#	-G
15	-A	-A#	-B	-C	-C#	-D	-D#	-E	-F	-F#	-G	-G#
16	-A#	-B	-C	-C#	-D	-D#	-E	-F	-F#	-G	-G#	-A
17	-B	-C	-C#	-D	-D#	-E	-F	-F#	-G	-G#	-A	-A#
18	C	C#	D	D#	E	F	F#	G	G#	A	A#	B
19	+C#	+D	+D#	+E	+F	+F#	+G	+G#	+A	+A#	+B	+C
1A	+D	+D#	+E	+F	+F#	+G	+G#	+A	+A#	+B	+C	+C#
1B	+D#	+E	+F	+F#	+G	+G#	+A	+A#	+B	+C	+C#	+D
1C	+E	+F	+F#	+G	+G#	+A	+A#	+B	+C	+C#	+D	+D#
1D	+F	+F#	+G	+G#	+A	+A#	+B	+C	+C#	+D	+D#	+E
1E	+F#	+G	+G#	+A	+A#	+B	+C	+C#	+D	+D#	+E	+F
1F	+G	+G#	+A	+A#	+B	+C	+C#	+D	+D#	+E	+F	+F#
20	+G#	+A	+A#	+B	+C	+C#	+D	+D#	+E	+F	+F#	+G
21	+A	+A#	+B	+C	+C#	+D	+D#	+E	+F	+F#	+G	+G#
22	+A#	+B	+C	+C#	+D	+D#	+E	+F	+F#	+G	+G#	+A
23	+B	+C	+C#	+D	+D#	+E	+F	+F#	+G	+G#	+A	+A#
24	↑C	↑C#	↑D	↑D#	↑E	↑F	↑F#	↑G	↑G#	↑A	↑A#	↑B
25	↑C#	↑D	↑D#	↑E	↑F	↑F#	↑G	↑G#	↑A	↑A#	↑B	↑C
26	↑D	↑D#	↑E	↑F	↑F#	↑G	↑G#	↑A	↑A#	↑B	↑C	↑C#
27	↑D#	↑E	↑F	↑F#	↑G	↑G#	↑A	↑A#	↑B	↑C	↑C#	↑D
28	↑E	↑F	↑F#	↑G	↑G#	↑A	↑A#	↑B	↑C	↑C#	↑D	↑D#
29	↑F	↑F#	↑G	↑G#	↑A	↑A#	↑B	↑C	↑C#	↑D	↑D#	↑E
2A	↑F#	↑G	↑G#	↑A	↑A#	↑B	↑C	↑C#	↑D	↑D#	↑E	↑F
2B	↑G	↑G#	↑A	↑A#	↑B	↑C	↑C#	↑D	↑D#	↑E	↑F	↑F#
2C	↑G#	↑A	↑A#	↑B	↑C	↑C#	↑D	↑D#	↑E	↑F	↑F#	↑G
2D	↑A	↑A#	↑B	↑C	↑C#	↑D	↑D#	↑E	↑F	↑F#	↑G	↑G#
2E	↑A#	↑B	↑C	↑C#	↑D	↑D#	↑E	↑F	↑F#	↑G	↑G#	↑A
2F	↑B	↑C	↑C#	↑D	↑D#	↑E	↑F	↑F#	↑G	↑G#	↑A	↑A#
30	↑↑C	↑↑C#	↑↑D	↑↑D#	↑↑E	↑↑F	↑↑F#	↑↑G	↑↑G#	↑↑A	↑↑A#	↑↑B

Table-35.

<u>Data(H)</u>	<u>[ASCII_NAME]</u> Description
20	
21	!
22	"
23	#
24	\$
25	%
26	&
27	'
28	(
29)
2A	*
2B	+
2C	,
2D	-
2E	.
2F	/
30	0
31	1
32	2
33	3
34	4
35	5
36	6
37	7
38	8
39	9
3A	:
3B	;
3C	<
3D	=
3E	>
3F	?
40	@
41	A
42	B
43	C
44	D
45	E
46	F
47	G
48	H
49	I
4A	J
4B	K
4C	L
4D	M
4E	N
4F	O
50	P
51	Q
52	R
53	S
54	T
55	U
56	V
57	W
58	X
59	Y
5A	Z
5B	[
5C	\
5D]
5E	^
5F	_
60	`
61	a
62	b
63	c
64	d
65	e
66	f
67	g
68	h
69	i
6A	j
6B	k
6C	l

6D	m
6E	n
6F	o
70	p
71	q
72	r
73	s
74	t
75	u
76	v
77	w
78	x
79	y
7A	z
7B	{
7C	
7D	}

Table-36. [SOURCE_TYPE]

<u>Data(H)</u>	<u>Description</u>
00	ExpPEDAL
01	CONTROL1
02	CONTROL2
03	MIDI-1
04	MIDI-2
05	MIDI-3
06	MIDI-4
07	MIDI-5
08	MIDI-6
09	MIDI-7
0A	MIDI-8
0B	MIDI-9
0C	MIDI-10
0D	MIDI-11
0E	MIDI-12
0F	MIDI-13
10	MIDI-14
11	MIDI-15
12	MIDI-16
13	MIDI-17
14	MIDI-18
15	MIDI-19
16	MIDI-20
17	MIDI-21
18	MIDI-22
19	MIDI-23
1A	MIDI-24
1B	MIDI-25
1C	MIDI-26
1D	MIDI-27
1E	MIDI-28
1F	MIDI-29
20	MIDI-30
21	MIDI-31
22	MIDI-64
23	MIDI-65
24	MIDI-66
25	MIDI-67
26	MIDI-68
27	MIDI-69
28	MIDI-70
29	MIDI-71
2A	MIDI-72
2B	MIDI-73
2C	MIDI-74
2D	MIDI-75
2E	MIDI-76
2F	MIDI-77
30	MIDI-78
31	MIDI-79
32	MIDI-80
33	MIDI-81
34	MIDI-82
35	MIDI-83
36	MIDI-84
37	MIDI-85
38	MIDI-86
39	MIDI-87
3A	MIDI-88

3B	MIDI-89
3C	MIDI-90
3D	MIDI-91
3E	MIDI-92
3F	MIDI-93
40	MIDI-94
41	MIDI-95

Table-37. [VOC_HPF]

<u>Data(H)</u>	<u>Description</u>
00	THRU
01	1.0
02	2.0
03	3.0
04	4.0
05	5.0
06	6.0
07	7.0
08	8.0
09	9.0
0A	10.0
0B	11.0
0C	12.0
0D	13.0
0E	14.0
0F	15.0
10	16.0
11	17.0
12	18.0
13	19.0
14	20.0

Table-38. [TARGET_TYPE]

<<< 10BAND GRAPHIC EQUALIZER >>>

Data(H)	Description
00	GLOBAL Tuner On/Off
01	GLOBAL Effects On/Off
02	MASTER Master Level
03	MASTER Foot Level
04	MASTER Master BPM
05	COMP Effect On/Off
06	COMP Detect
07	COMP [COMP]Threshold
08	COMP [COMP]Ratio
09	COMP [COMP]Attack
0A	COMP [COMP]Release
0B	COMP [COMP]Tone
0C	COMP [COMP]Level
0D	COMP [LIMIT]Threshold
0E	COMP [LIMIT]Release
0F	COMP [LIMIT]Tone
10	COMP [LIMIT]Level
11	NS Effect On/Off
12	NS Detect
13	NS Threshold
14	NS Release
15	ENH Effect On/Off
16	ENH Detect
17	ENH Sens
18	ENH Frequency
19	ENH Mix Level
1A	ENH Low Mix Level
1B	ENH Level
1C	GEQ Effect On/Off
1D	GEQ Input Gain
1E	GEQ Level
1F	GEQ 31.2 Hz
20	GEQ 62.5 Hz
21	GEQ 125 Hz
22	GEQ 250 Hz
23	GEQ 500 Hz
24	GEQ 1.0 kHz
25	GEQ 2.0 kHz
26	GEQ 4.0 kHz
27	GEQ 8.0 kHz
28	GEQ 16 kHz
29	DELAY Effect On/Off
2A	DELAY Delay Time L
2B	DELAY Fine Time L
2C	DELAY Delay Time R
2D	DELAY Fine Time R
2E	DELAY Feedbk L
2F	DELAY Feedbk R
30	DELAY FX Level
31	DELAY Dir Level
32	DELAY High Damp Gain
33	DELAY High Cut Filter

<<< 2CH RSS >>>

Data(H)	Description
00	GLOBAL Tuner On/Off
01	GLOBAL Effects On/Off
02	MASTER Master Level
03	MASTER Foot Level
04	EQ Effect On/Off
05	EQ Low EQ
06	EQ High EQ
07	EQ Level
08	EQ Lo-Mid f
09	EQ Lo-Mid Q
0A	EQ Lo-Mi EQ
0B	EQ Hi-Mid f
0C	EQ Hi-Mid Q
0D	EQ Hi-Mid EQ
0E	RSS Effect On/Off
0F	RSS Azimuth L
10	RSS Elevation L
11	RSS Azimuth R
12	RSS Elevation R

<<< ACOUSTIC MULTI >>>

Data(H)	Description
00	GLOBAL Tuner On/Off
01	GLOBAL Effects On/Off
02	MASTER Master Level
03	MASTER Foot Level
04	MASTER Master BPM
05	ACOUSTIC Effect On/Off
06	ACOUSTIC Body
07	ACOUSTIC Mic Distance
08	COMP Effect On/Off
09	COMP [COMP]Sustain
0A	COMP [COMP]Attack
0B	COMP [COMP]Tone
0C	COMP [COMP]Level
0D	COMP [LIMIT]Threshold
0E	COMP [LIMIT]Release
0F	COMP [LIMIT]Tone
10	COMP [LIMIT]Level
11	PREAMP Effect On/Off
12	PREAMP Volume
13	PREAMP Bass
14	PREAMP Middle
15	PREAMP Treble
16	PREAMP Presence
17	PREAMP Master
18	PREAMP Gain
19	PREAMP Mic Setting
1A	PREAMP Mic Level
1B	PREAMP Dir Level
1C	AFB Effect On/Off
1D	AFB Depth
1E	AFB Frequency
1F	NS Effect On/Off
20	NS Threshold
21	NS Release
22	CHORUS Effect On/Off
23	CHORUS Xover f
24	CHORUS Low Rate
25	CHORUS Low Depth
26	CHORUS Low Pre Delay
27	CHORUS Low Level
28	CHORUS High Rate
29	CHORUS High Depth
2A	CHORUS High Pre Delay
2B	CHORUS High Level
2C	REVERB Effect On/Off
2D	REVERB Reverb Time
2E	REVERB Pre Delay
2F	REVERB Low Cut
30	REVERB High Cut
31	REVERB Density
32	REVERB FX Level

<<< BASS MULTI >>>

Data(H)	Description
00	GLOBAL Tuner On/Off
01	GLOBAL Effects On/Off
02	MASTER Master Level
03	MASTER Foot Level
04	MASTER Master BPM
05	DEFRET Effect On/Off
06	DEFRET [COMP]Sustain
07	DEFRET [COMP]Attack
08	DEFRET [COMP]Enh Freq
09	DEFRET [COMP]Enh Level
0A	DEFRET [COMP]Level
0B	DEFRET [DEFRET]Sens
0C	DEFRET [DEFRET]Attack
0D	DEFRET [DEFRET]Depth
0E	DEFRET [DEFRET]Level
0F	OCT Effect On/Off
10	OCT Oct Level
11	OCT Dir Level
12	PREAMP Effect On/Off
13	PREAMP Volume
14	PREAMP Bass
15	PREAMP Middle
16	PREAMP Treble

17	PREAMP	Master	0E	EQ	Hi-Mid EQ
18	PREAMP	Bright	0F	CE	Effect On/Off
19	PREAMP	Gain	10	CE	Polarity
1A	PREAMP	Mic Setting	11	CE	Rate
1B	PREAMP	Mic Level	12	CE	Depth
1C	PREAMP	Dir Level	13	CE	Pre Delay
1D	DIST	Effect On/Off	14	CE	Low Cut
1E	DIST	Drive	15	CE	High Cut
1F	DIST	Bass	16	CE	Effect Level
20	DIST	Treble	17	CE	Direct On/Off
21	DIST	FX Level	18	CE	RSS On/Off

<<< CHORUS + REVERB >>>					
		Data(H)	Description		
23	EQ/TWAH	Effect On/Off	00	GLOBAL	Tuner On/Off
24	EQ/TWAH	[EQ] Low EQ	01	GLOBAL	Effects On/Off
25	EQ/TWAH	[EQ] High EQ	02	MASTER	Master Level
26	EQ/TWAH	[EQ] Level	03	MASTER	Foot Level
27	EQ/TWAH	[EQ] Lo-Mid f	04	MASTER	Master BPM
28	EQ/TWAH	[EQ] Lo-Mid Q	05	EQL	Effect On/Off
29	EQ/TWAH	[EQ] Lo-Mid EQ	06	EQL	Low EQ
2A	EQ/TWAH	[EQ] Hi-Mid f	07	EQL	High EQ
2B	EQ/TWAH	[EQ] Hi-Mid Q	08	EQL	Level
2C	EQ/TWAH	[EQ] Hi-Mid EQ	09	EQL	Lo-Mid f
2D	EQ/TWAH	[TWAH] Sens	0A	EQL	Lo-Mid Q
2E	EQ/TWAH	[TWAH] Start	0B	EQL	Lo-Mid EQ
2F	EQ/TWAH	[TWAH] Stop	0C	EQL	Hi-Mid f
30	EQ/TWAH	[TWAH] Resonance	0D	EQL	Hi-Mid Q
31	EQ/TWAH	[TWAH] FX Level	0E	EQL	Hi-Mid EQ
32	EQ/TWAH	[TWAH] Dir Level	0F	CE	Effect On/Off
33	NS	Effect On/Off	10	CE	Rate
34	NS	Threshold	11	CE	Depth
35	NS	Release	12	CE	Pre Delay
36	DELAY	Effect On/Off	13	CE	Low Cut
37	DELAY	Delay Time	14	CE	High Cut
38	DELAY	Fine Time	15	CE	FX Level
39	DELAY	Tap Time	16	CE	Direct On/Off
3A	DELAY	Feedback	17	EQR	Effect On/Off
3B	DELAY	High Cut	18	EQR	Low EQ
3C	DELAY	FX Level	19	EQR	High EQ
3D	MOD	Effect On/Off	1A	EQR	Level
3E	MOD	[FL] Rate	1B	EQR	Lo-Mid f
3F	MOD	[FL] Depth	1C	EQR	Lo-Mid Q
40	MOD	[FL] Manual	1D	EQR	Lo-Mid EQ
41	MOD	[FL] Resonance	1E	EQR	Hi-Mid f
42	MOD	[FL] Sepatate	1F	EQR	Hi-Mid Q
43	MOD	[FL] Level	20	EQR	Hi-Mid EQ
44	MOD	[PH] Rate	21	REV	Effect On/Off
45	MOD	[PH] Depth	22	REV	Reverb Time
46	MOD	[PH] Manual	23	REV	Balance DIR:FX
47	MOD	[PH] Resonance	24	REV	Effect Level
48	MOD	[CE] Mode	25	REV	Pre Delay
49	MOD	[CE] Rate	26	REV	Density
4A	MOD	[CE] Depth	27	REV	Low Cut
4B	MOD	[CE] Pre Delay	28	REV	High Cut
4C	MOD	[CE] Low Cut			
4D	MOD	[CE] FX Level			
4E	REVERB	Effect On/Off			
4F	REVERB	Reverb Time			
50	REVERB	Pre Delay			
51	REVERB	Low Cut			
52	REVERB	High Cut			
53	REVERB	Density			
54	REVERB	FX Level			

<<< CHORUS RSS >>>					
		Data(H)	Description		
00	GLOBAL	Tuner On/Off	00	GLOBAL	Tuner On/Off
01	GLOBAL	Effects On/Off	01	GLOBAL	Effects On/Off
02	MASTER	Master Level	02	MASTER	Master Level
03	MASTER	Foot Level	03	MASTER	Foot Level
04	MASTER	Master BPM	04	MASTER	Master BPM
05	EQ	Effect On/Off	05	EQ	Effect On/Off
06	EQ	Low EQ	06	EQ	Low EQ
07	EQ	High EQ	07	EQ	High EQ
08	EQ	Level	08	EQ	Level
09	EQ	Lo-Mid f	09	EQ	Lo-Mid f
0A	EQ	Lo-Mid Q	0A	EQ	Lo-Mid Q
0B	EQ	Lo-Mi EQ	0B	EQ	Lo-Mi EQ
0C	EQ	Hi-Mid f	0C	EQ	Hi-Mid f
0D	EQ	Hi-Mid Q	0D	EQ	Hi-Mid Q
		Hi-Mid EQ	0E	EQ	Hi-Mid EQ
		Effect On/Off	0F	DELAY	Effect On/Off
		[SINGLE]Delay Time	10	DELAY	[SINGLE]Delay Time
		[SINGLE]Fine Time	11	DELAY	[SINGLE]Fine Time
		[3TAP]Delay Time C	12	DELAY	[3TAP]Delay Time C
		[3TAP]Fine Time C	13	DELAY	[3TAP]Fine Time C
		[3TAP]Time L	14	DELAY	[3TAP]Time L

15	DELAY	[3TAP]Time R	23	EQR	Lo-Mid Q
16	DELAY	Feedback	24	EQR	Lo-Mid EQ
17	DELAY	Level C	25	EQR	Hi-Mid f
18	DELAY	Level L	26	EQR	Hi-Mid Q
19	DELAY	Level R	27	EQR	Hi-Mid EQ
1A	DELAY	FX Level	28	CE	Effect On/Off
1B	DELAY	Dir Level	29	CE	Rate
1C	DELAY	High Damp Gain	2A	CE	Depth
1D	DELAY	High Cut Filter	2B	CE	Pre Delay

<<< DELAY RSS >>>

Data(H)	Description
00	GLOBAL Tuner On/Off
01	GLOBAL Effects On/Off
02	MASTER Master Level
03	MASTER Foot Level
04	MASTER Master BPM
05	EQ Effect On/Off
06	EQ Low EQ
07	EQ High EQ
08	EQ Level
09	EQ Lo-Mid f
0A	EQ Lo-Mid Q
0B	EQ Lo-Mi EQ
0C	EQ Hi-Mid f
0D	EQ Hi-Mid Q
0E	EQ Hi-Mid EQ
0F	DELAY Effect On/Off
10	DELAY Delay Time C
11	DELAY Fine Time C
12	DELAY Time L
13	DELAY Time R
14	DELAY Feedback
15	DELAY Level C
16	DELAY Level L
17	DELAY Level R
18	DELAY FX Level
19	DELAY Dir Level
1A	DELAY High Damp Gain
1B	DELAY High Cut Filter
1C	DELAY RSS On/Off

<<< DELAY + CHORUS >>>

Data(H)	Description
00	GLOBAL Tuner On/Off
01	GLOBAL Effects On/Off
02	MASTER Master Level
03	MASTER Foot Level
04	MASTER Master BPM
05	EQL Effect On/Off
06	EQL Low EQ
07	EQL High EQ
08	EQL Level
09	EQL Lo-Mid f
0A	EQL Lo-Mid Q
0B	EQL Lo-Mid EQ
0C	EQL Hi-Mid f
0D	EQL Hi-Mid Q
0E	EQL Hi-Mid EQ
0F	DLY Effect On/Off
10	DLY [SINGLE]Delay Time
11	DLY [SINGLE]Fine Time
12	DLY [3TAP]Delay Time C
13	DLY [3TAP]Fine Time C
14	DLY [3TAP]Time L
15	DLY [3TAP]Time R
16	DLY Feedback
17	DLY Level C
18	DLY Level L
19	DLY Level R
1A	DLY FX Level
1B	DLY Dir Level
1C	DLY High Damp Gain
1D	DLY High Cut Filter
1E	EQR Effect On/Off
1F	EQR Low EQ
20	EQR High EQ
21	EQR Level
22	EQR Lo-Mid f

<<< DELAY + REVERB >>>

Data(H)	Description
00	GLOBAL Tuner On/Off
01	GLOBAL Effects On/Off
02	MASTER Master Level
03	MASTER Foot Level
04	MASTER Master BPM
05	EQL Effect On/Off
06	EQL Low EQ
07	EQL High EQ
08	EQL Level
09	EQL Lo-Mid f
0A	EQL Lo-Mid Q
0B	EQL Lo-Mid EQ
0C	EQL Hi-Mid f
0D	EQL Hi-Mid Q
0E	EQL Hi-Mid EQ
0F	DLY Effect On/Off
10	DLY [SINGLE]Delay Time
11	DLY [SINGLE]Fine Time
12	DLY [3TAP]Delay Time C
13	DLY [3TAP]Fine Time C
14	DLY [3TAP]Time L
15	DLY [3TAP]Time R
16	DLY Feedback
17	DLY Level C
18	DLY Level L
19	DLY Level R
1A	DLY FX Level
1B	DLY Dir Level
1C	DLY High Damp Gain
1D	DLY High Cut Filter
1E	EQR Effect On/Off
1F	EQR Low EQ
20	EQR High EQ
21	EQR Level
22	EQR Lo-Mid f
23	EQR Lo-Mid Q
24	EQR Lo-Mid EQ
25	EQR Hi-Mid f
26	EQR Hi-Mid Q
27	EQR Hi-Mid EQ
28	REV Effect On/Off
29	REV Reverb Time
2A	REV Balance DIR:FX
2B	REV Effect Level
2C	REV Pre Delay
2D	REV Density
2E	REV Low Cut
2F	REV High Cut

<<< GATE REVERB >>>

Data(H)	Description
00	GLOBAL Tuner On/Off
01	GLOBAL Effects On/Off
02	MASTER Master Level
03	MASTER Foot Level
04	EQ Effect On/Off
05	EQ Low EQ
06	EQ High EQ
07	EQ Level
08	EQ Lo-Mid f
09	EQ Lo-Mid Q
0A	EQ Lo-Mi EQ
0B	EQ Hi-Mid f

0C	EQ	Hi-Mid Q	38	MOD	[HR][2] Pitch
0D	EQ	Hi-Mid EQ	39	MOD	[HR][2] Fine
0E	REVERB	Effect On/Off	3A	MOD	[HR][1] Harmony
0F	REVERB	Room Size	3B	MOD	[HR][2] Harmony
10	REVERB	Reverb Time	3C	MOD	[HR][1] Pre Delay
11	REVERB	Balance Dir:FX	3D	MOD	[HR][2] Pre Delay
12	REVERB	Effect Level	3E	MOD	[HR][1] Feedback
13	REVERB	Pre Delay	3F	MOD	[HR][1] Level
14	REVERB	Density	40	MOD	[HR][2] Level
15	REVERB	ER Level	41	MOD	[HR]Key
16	REVERB	Release Dnsty	42	MOD	[HR]Dir Level
17	REVERB	Low Damp Gain	43	MOD	[FL] Rate
18	REVERB	Low Damp Freq	44	MOD	[FL] Depth
19	REVERB	High Damp Gain	45	MOD	[FL] Manual
1A	REVERB	High Damp Freq	46	MOD	[FL] Resonance
1B	REVERB	High Cut Filter	47	MOD	[FL] Separate
1C	GATE	Gate On/Off	48	MOD	[FL] Level
1D	GATE	Threshold	49	MOD	[FL] Type
1E	GATE	Hold Time	4A	MOD	[PH] Rate
1F	GATE	Rls Time	4B	MOD	[PH] Depth
			4C	MOD	[PH] Manual
			4D	MOD	[PH] Resonance
			4E	MOD	[PH] dummy
			4F	MOD	[PH] Step
			50	MOD	[PH] Level
			51	MOD	[SEQ] Low EQ
			52	MOD	[SEQ] High EQ
			53	MOD	[SEQ] Lo-Mid f
			54	MOD	[SEQ] Lo-Mid Q
			55	MOD	[SEQ] Lo-Mi EQ
			56	MOD	[SEQ] Hi-Mid f
			57	MOD	[SEQ] Hi-Mid Q
			58	MOD	[SEQ] Hi-Mid EQ
			59	MOD	[SEQ] Level
			5A	MOD	[2CE] Xover f
			5B	MOD	[2CE] Low Rate
			5C	MOD	[2CE] Low Depth
			5D	MOD	[2CE] Low Pre Delay
			5E	MOD	[2CE] Low Level
			5F	MOD	[2CE] High Rate
			60	MOD	[2CE] High Depth
			61	MOD	[2CE] High Pre Delay
			62	MOD	[2CE] High Level
			63	MOD	[SDD] Delay Time
			64	MOD	[SDD] Feedback
			65	MOD	[SDD] FX Level
			66	MOD	[HU] Mode
			67	MOD	[HU] Vowel 1
			68	MOD	[HU] Vowel 2
			69	MOD	[HU] Sens
			6A	MOD	[HU] Rate
			6B	MOD	[HU] Depth
			6C	MOD	[HU] Manual
			6D	MOD	[HU] Level
			6E	MOD	[VB] Rate
			6F	MOD	[VB] Depth
			70	MOD	[VB] Trigger
			71	MOD	[VB] Rise Time
			72	MOD	[SYN] Sens
			73	MOD	[SYN] Wave
			74	MOD	[SYN] Chromatic
			75	MOD	[SYN] Oct Shift
			76	MOD	[SYN] PWM Rate
			77	MOD	[SYN] PWM Depth
			78	MOD	[SYN] Cutoff F
			79	MOD	[SYN] Resonance
			7A	MOD	[SYN] FLT. Sens
			7B	MOD	[SYN] FLT. Decay
			7C	MOD	[SYN] FLT. Depth
			7D	MOD	[SYN] Attack
			7E	MOD	[SYN] Release
			7F	MOD	[SYN] Velocity
			80	MOD	[SYN] Hold
			81	MOD	[SYN] Synth Level
			82	MOD	[SYN] Dir Level
			83	MOD	[RM] Mode
			84	MOD	[RM] Freq
			85	MOD	[RM] FX Level
			86	MOD	[RM] Dir Level
<<< GUITAR MULTI 1 >>>					
<u>Data(H)</u>	<u>Description</u>				
00	GLOBAL	Tuner On/Off	4F	MOD	[PH] Step
01	GLOBAL	Effects On/Off	50	MOD	[PH] Level
02	MASTER	Master Level	51	MOD	[SEQ] Low EQ
03	MASTER	Foot Level	52	MOD	[SEQ] High EQ
04	MASTER	Master BPM	53	MOD	[SEQ] Lo-Mid f
05	COMP	Effect On/Off	54	MOD	[SEQ] Lo-Mid Q
06	COMP	[COMP]Sustain	55	MOD	[SEQ] Lo-Mi EQ
07	COMP	[COMP]Attack	56	MOD	[SEQ] Hi-Mid f
08	COMP	[COMP]Tone	57	MOD	[SEQ] Hi-Mid Q
09	COMP	[COMP]Level	58	MOD	[SEQ] Hi-Mid EQ
0A	COMP	[LIMIT]Threshold	59	MOD	[SEQ] Level
0B	COMP	[LIMIT]Release	5A	MOD	[2CE] Xover f
0C	COMP	[LIMIT]Tone	5B	MOD	[2CE] Low Rate
0D	COMP	[LIMIT]Level	5C	MOD	[2CE] Low Depth
0E	WAH	Effect On/Off	5D	MOD	[2CE] Low Pre Delay
0F	WAH	[WAH]Pedal	5E	MOD	[2CE] Low Level
10	WAH	[WAH]Level	5F	MOD	[2CE] High Rate
11	WAH	[AW]Mode	60	MOD	[2CE] High Depth
12	WAH	[AW]Polarity	61	MOD	[2CE] High Pre Delay
13	WAH	[AW]Sens	62	MOD	[2CE] High Level
14	WAH	[AW]Freq	63	MOD	[SDD] Delay Time
15	WAH	[AW]Peak	64	MOD	[SDD] Feedback
16	WAH	[AW]Rate	65	MOD	[SDD] FX Level
17	WAH	[AW]Depth	66	MOD	[HU] Mode
18	WAH	[AW]Level	67	MOD	[HU] Vowel 1
19	PREAMP	Effect On/Off	68	MOD	[HU] Vowel 2
1A	PREAMP	Volume	69	MOD	[HU] Sens
1B	PREAMP	Bass	6A	MOD	[HU] Rate
1C	PREAMP	Middle	6B	MOD	[HU] Depth
1D	PREAMP	Treble	6C	MOD	[HU] Manual
1E	PREAMP	Presence	6D	MOD	[HU] Level
1F	PREAMP	Master	6E	MOD	[VB] Rate
20	PREAMP	Bright	6F	MOD	[VB] Depth
21	PREAMP	Gain	70	MOD	[VB] Trigger
22	PREAMP	Mic Setting	71	MOD	[VB] Rise Time
23	PREAMP	Mic Level	72	MOD	[SYN] Sens
24	PREAMP	Direct Level	73	MOD	[SYN] Wave
25	EQ	Effect On/Off	74	MOD	[SYN] Chromatic
26	EQ	Low EQ	75	MOD	[SYN] Oct Shift
27	EQ	High EQ	76	MOD	[SYN] PWM Rate
28	EQ	Level	77	MOD	[SYN] PWM Depth
29	EQ	Lo-Mid f	78	MOD	[SYN] Cutoff F
2A	EQ	Lo-Mid Q	79	MOD	[SYN] Resonance
2B	EQ	Lo-Mid EQ	7A	MOD	[SYN] FLT. Sens
2C	EQ	Hi-Mid f	7B	MOD	[SYN] FLT. Decay
2D	EQ	Hi-Mid Q	7C	MOD	[SYN] FLT. Depth
2E	EQ	Hi-Mid EQ	7D	MOD	[SYN] Attack
2F	NS	Effect On/Off	7E	MOD	[SYN] Release
30	NS	Threshold	7F	MOD	[SYN] Velocity
31	NS	Release	80	MOD	[SYN] Hold
32	MOD	Effect On/Off	81	MOD	[SYN] Synth Level
33	MOD	[HR]Voice	82	MOD	[SYN] Dir Level
34	MOD	[HR][1] Mode	83	MOD	[RM] Mode
35	MOD	[HR][2] Mode	84	MOD	[RM] Freq
36	MOD	[HR][1] Pitch	85	MOD	[RM] FX Level
37	MOD	[HR][1] Fine	86	MOD	[RM] Dir Level

87	MOD	[SL] Pattern	34	SFX	[AC]Body
88	MOD	[SL] Rate	35	SFX	[AC]Level
89	MOD	[SL] Trigger Sens	36	SFX	[BSS]Character
8A	DELAY	Effect On/Off	37	SFX	[BSS]FX Level
8B	DELAY	Delay Time	38	SFX	[BSS]Dir Level
8C	DELAY	Fine Time	39	SFX	[SG]Sens
8D	DELAY	Tap Time	3A	SFX	[SG]Rise Time
8E	DELAY	Feedback	3B	SFX	[FB]Mode
8F	DELAY	High Cut	3C	SFX	[FB]Rise Time
90	DELAY	FX Level	3D	SFX	[FB]Rise Time (▲)
91	CHORUS	Effect On/Off	3E	SFX	[FB]F.B.Level
92	CHORUS	Mode	3F	SFX	[FB]F.B.Level (▲)
93	CHORUS	Rate	40	SFX	[FB]Vib Rate
94	CHORUS	Depth	41	SFX	[FB]Vib Depth
95	CHORUS	Pre Delay	42	SFX	[FB]F.B.Depth
96	CHORUS	High Cut	43	SFX	[FB]F.B.Tone
97	CHORUS	FX Level	44	SFX	[PIC]Type
98	REVERB	Effect On/Off	45	SFX	[PIC]Tone
99	REVERB	Reverb Time	46	SFX	[PIC]Level
9A	REVERB	Pre Delay	47	SFX	[TR]Mode
9B	REVERB	Low Cut	48	SFX	[TR]Wave Shape
9C	REVERB	High Cut	49	SFX	[TR]Rate
9D	REVERB	Density	4A	SFX	[TR]Depth
9E	REVERB	FX Level	4B	DELAY	Effect On/Off

<<< GUITAR MULTI 2 >>>

<u>Data(H)</u>	<u>Description</u>
00	GLOBAL Tuner On/Off
01	GLOBAL Effects On/Off
02	MASTER Master Level
03	MASTER Foot Level
04	MASTER Master BPM
05	COMP Effect On/Off
06	COMP [COMP]Sustain
07	COMP [COMP]Attack
08	COMP [COMP]Tone
09	COMP [COMP]Level
0A	COMP [LIMIT]Threshold
0B	COMP [LIMIT]Release
0C	COMP [LIMIT]Tone
0D	COMP [LIMIT]Level
0E	WAH Effect On/Off
0F	WAH [WAH]Pedal
10	WAH [WAH]Level
11	WAH [AW]Mode
12	WAH [AW]Polarity
13	WAH [AW]Sens
14	WAH [AW]Freq
15	WAH [AW]Peak
16	WAH [AW]Rate
17	WAH [AW]Depth
18	WAH [AW]Level
19	PREAMP Effect On/Off
1A	PREAMP Volume
1B	PREAMP Bass
1C	PREAMP Middle
1D	PREAMP Treble
1E	PREAMP Presence
1F	PREAMP Master
20	PREAMP Bright
21	PREAMP Gain
22	PREAMP Mic Setting
23	PREAMP Mic Level
24	PREAMP Direct Level
25	EQ Effect On/Off
26	EQ Low EQ
27	EQ High EQ
28	EQ Level
29	EQ Lo-Mid f
2A	EQ Lo-Mid Q
2B	EQ Lo-Mid EQ
2C	EQ Hi-Mid f
2D	EQ Hi-Mid Q
2E	EQ Hi-Mid EQ
2F	NS Effect On/Off
30	NS Threshold
31	NS Release
32	SFX Effect On/Off
33	SFX [AC]Top

4C	DELAY	Delay Time
4D	DELAY	Fine Time
4E	DELAY	Tap Time
4F	DELAY	Feedback
50	DELAY	High Cut
51	DELAY	FX Level
52	CHORUS	Effect On/Off
53	CHORUS	Mode
54	CHORUS	Rate
55	CHORUS	Depth
56	CHORUS	Pre Delay
57	CHORUS	High Cut
58	CHORUS	FX Level
59	REVERB	Effect On/Off
5A	REVERB	Reverb Time
5B	REVERB	Pre Delay
5C	REVERB	Low Cut
5D	REVERB	High Cut
5E	REVERB	Density
5F	REVERB	FX Level

<<< HUM CANCELER >>>

<u>Data(H)</u>	<u>Description</u>
00	GLOBAL Tuner On/Off
01	GLOBAL Effects On/Off
02	MASTER Master Level
03	MASTER Foot Level
04	HUM Effect On/Off
05	HUM Frequency
06	HUM Width
07	HUM Depth
08	HUM Threshold
09	HUM Range Low
0A	HUM Range High
0B	NS Effect On/Off
0C	NS Threshold
0D	NS Release

<<< ISOLATOR >>>

<u>Data(H)</u>	<u>Description</u>
00	GLOBAL Tuner On/Off
01	GLOBAL Effects On/Off
02	MASTER Master Level
03	MASTER Foot Level
04	MASTER Master BPM
05	ISO Effect On/Off
06	ISO AntiPhase LowLevel
07	ISO AntiPhase MidLevel
08	ISO Low Mix Switch
09	ISO Mid Mix Switch
0A	ISO Low Level
0B	ISO Mid Level
0C	ISO High Level
0D	MOD Effect On/Off
0E	MOD [PH] Mode

0F	MOD	[PH] Rate	2B	DELAY	FX Level
10	MOD	[PH] Depth	2C	CHORUS	Effect On/Off
11	MOD	[PH] Manual	2D	CHORUS	Polarity
12	MOD	[PH] Resonance	2E	CHORUS	Rate
13	MOD	[PH] Separate	2F	CHORUS	Depth
14	MOD	[PH] Step	30	CHORUS	Pre Delay
15	MOD	[FL] Rate	31	CHORUS	High Cut
16	MOD	[FL] Depth	32	CHORUS	Effect Level
17	MOD	[FL] Manual	33	TREMOLO	Effect On/Off
18	MOD	[FL] Resonance	34	TREMOLO	FX Select
19	MOD	[FL] Separate	35	TREMOLO	Wave Shape
1A	MOD	[FL] Gate	36	TREMOLO	Rate
1B	MOD	[CE] Polarity	37	TREMOLO	Depth
1C	MOD	[CE] Rate	38	REVERB	Effect On/Off
1D	MOD	[CE] Depth	39	REVERB	Reverb Time
1E	MOD	[CE] Pre Delay	3A	REVERB	Pre Delay
1F	MOD	[CE] Low Cut	3B	REVERB	Low Cut
20	MOD	[CE] High Cut	3C	REVERB	High Cut
21	MOD	[CE] Effect Level	3D	REVERB	Density
22	MOD	[SL] Pattern	3E	REVERB	FX Level
23	MOD	[SL] Rate			
24	MOD	[SL] Trigger Sens			
25	DELAY	Effect On/Off			
26	DELAY	Delay Time L			
27	DELAY	Fine Time L			
28	DELAY	Delay Time R			
29	DELAY	Fine Time R			
2A	DELAY	Feedbk L			
2B	DELAY	Feedbk R			
2C	DELAY	FX Level			
2D	DELAY	Dir Level			
2E	DELAY	High Damp Gain			
2F	DELAY	High Cut Filter			
<<< KEYBOARD MULTI >>>					
<u>Data(H)</u>	<u>Description</u>				
00	GLOBAL	Tuner On/Off			
01	GLOBAL	Effects On/Off			
02	MASTER	Master Level			
03	MASTER	Foot Level			
04	MASTER	Master BPM			
05	RING	Effect On/Off			
06	RING	Freq			
07	RING	FX Level			
08	RING	Dir Level			
09	EQ	Effect On/Off			
0A	EQ	Low EQ			
0B	EQ	High EQ			
0C	EQ	Level			
0D	EQ	Lo-Mid f			
0E	EQ	Lo-Mid Q			
0F	EQ	Lo-Mid EQ			
10	EQ	Hi-Mid f			
11	EQ	Hi-Mid Q			
12	EQ	Hi-Mid EQ			
13	NS	Effect On/Off			
14	NS	Threshold			
15	NS	Release			
16	PS	Effect On/Off			
17	PS	Mode			
18	PS	Pitch			
19	PS	Fine			
1A	PS	Balance Dir:FX			
1B	PS	Level			
1C	MOD	Effect On/Off			
1D	MOD	[FL] Rate			
1E	MOD	[FL] Depth			
1F	MOD	[FL] Manual			
20	MOD	[FL] Resonance			
21	MOD	[FL] Separate			
22	MOD	[PH] Rate			
23	MOD	[PH] Depth			
24	MOD	[PH] Manual			
25	MOD	[PH] Resonance			
26	MOD	[PH] Separate			
27	DELAY	Effect On/Off			
28	DELAY	Delay Time			
29	DELAY	Fine Time			
2A	DELAY	Feedback			
<<< LOFI PROCESSOR >>>					
<u>Data(H)</u>	<u>Description</u>				
00	GLOBAL	Tuner On/Off			
01	GLOBAL	Effects On/Off			
02	MASTER	Master Level			
03	MASTER	Foot Level			
04	EQ	Effect On/Off			
05	EQ	Low EQ			
06	EQ	High EQ			
07	EQ	Level			
08	EQ	Lo-Mid f			
09	EQ	Lo-Mid Q			
0A	EQ	Lo-Mi EQ			
0B	EQ	Hi-Mid f			
0C	EQ	Hi-Mid Q			
0D	EQ	Hi-Mid EQ			
0E	BOX	Effect On/Off			
0F	BOX	[RADIO]Tuning			
10	BOX	[RADIO]Noise			
11	BOX	[RADIO]Filter			
12	BOX	[RADIO]Sound			
13	BOX	[PLAYER]Wow Flutter			
14	BOX	[PLAYER]Noise			
15	BOX	[PLAYER]Filter			
16	BOX	[PLAYER]Sound			
17	BOX	[PROCESSOR]Pre Filter			
18	BOX	[PROCESSOR]Sample Rate			
19	BOX	[PROCESSOR]Bit			
1A	BOX	[PROCESSOR]Post Filter			
1B	BOX	[PROCESSOR]FX Level			
1C	BOX	[PROCESSOR]Dir Level			
1D	BOX	[PROCESSOR]R M F			
1E	BOX	[PROCESSOR]Cut Off			
1F	BOX	[PROCESSOR]Resonance			
20	BOX	[PROCESSOR]Gain			
21	NS	Effect On/Off			
22	NS	Threshold			
23	NS	Release			
<<< MIC SIMULATOR >>>					
<u>Data(H)</u>	<u>Description</u>				
00	GLOBAL	Tuner On/Off			
01	GLOBAL	Effects On/Off			
02	MASTER	MasterLink			
03	MASTER	Master Level			
04	MASTER	Foot Level			
05	MCVL	Effect On/Off			
06	MCVL	Input			
07	MCVL	Output			
08	MCVL	Phase			
09	BCTL	Effect On/Off			
0A	BCTL	Frequency			
0B	DSTL	Effect On/Off			
0C	DSTL	Prox.Fx			
0D	DSTL	Time			
0E	LIMITL	Effect On/Off			
0F	LIMITL	Threshold			
10	LIMITL	Attack			

11	LIMITL	Release	3A	DLY	Fine Time 11
12	LIMITL	Detect HPF	3B	DLY	Pan11
13	LIMITL	Level	3C	DLY	Tap Level11
14	MCVR	Effect On/Off	3D	DLY	Delay Time12
15	MCVR	Input	3E	DLY	Fine Time 12
16	MCVR	Output	3F	DLY	Pan12
17	MCVR	Phase	40	DLY	Tap Level12
18	BCTR	Effect On/Off	41	DLY	Delay Time13
19	BCTR	Frequency	42	DLY	Fine Time 13
1A	DSTR	Effect On/Off	43	DLY	Pan13
1B	DSTR	Prox.Fx	44	DLY	Tap Level13
1C	DSTR	Time	45	DLY	Delay Time14
1D	LIMITR	Effect On/Off	46	DLY	Fine Time 14
1E	LIMITR	Threshold	47	DLY	Pan14
1F	LIMITR	Attack	48	DLY	Tap Level14
20	LIMITR	Release	49	DLY	Delay Time15
21	LIMITR	Detect HPF	4A	DLY	Fine Time 15
22	LIMITR	Level	4B	DLY	Pan15

<<< MULTI TAP DELAY >>>

Data(H)	Description				
00	GLOBAL	Tuner On/Off	4E	DLY	Fine Time 16
01	GLOBAL	Effects On/Off	4F	DLY	Pan16
02	MASTER	Master Level	50	DLY	Tap Level16
03	MASTER	Foot Level	51	DLY	Delay Time17
04	MASTER	Master BPM	52	DLY	Fine Time 17
05	EQ	Effect On/Off	53	DLY	Pan17
06	EQ	Low EQ	54	DLY	Tap Level17
07	EQ	High EQ	55	DLY	Delay Time18
08	EQ	Level	56	DLY	Fine Time 18
09	EQ	Lo-Mid f	57	DLY	Pan18
0A	EQ	Lo-Mid Q	58	DLY	Tap Level18
0B	EQ	Lo-Mi EQ	59	DLY	Delay Time19
0C	EQ	Hi-Mid f	5A	DLY	Fine Time 19
0D	EQ	Hi-Mid Q	5B	DLY	Pan19
0E	EQ	Hi-Mid EQ	5C	DLY	Tap Level19
0F	DLY	Effect On/Off	5D	DLY	Delay Time20
10	DLY	Ratio	5E	DLY	Fine Time 20
11	DLY	Delay Time1	5F	DLY	Pan20
12	DLY	Fine Time 1	60	DLY	Tap Level20
13	DLY	Pan1	61	DLY	FB Delay
14	DLY	Tap Level1	62	DLY	FB Fine
15	DLY	Delay Time2	63	DLY	FB Level
16	DLY	Fine Time 2	64	DLY	Low Cut
17	DLY	Pan2	65	DLY	High Cut
18	DLY	Tap Level2	66	DLY	Dir Level
19	DLY	Delay Time3	67	DLY	FX Level

<<< REVERB 1 >>>

Data(H)	Description				
00	GLOBAL	Tuner On/Off			
01	GLOBAL	Effects On/Off			
02	MASTER	Master Level			
03	MASTER	Foot Level			
04	MASTER	Master BPM			
05	EQ	Effect On/Off			
06	EQ	Low EQ			
07	EQ	High EQ			
08	EQ	Level			
09	EQ	Lo-Mid f			
0A	EQ	Lo-Mid Q			
0B	EQ	Lo-Mi EQ			
0C	EQ	Hi-Mid f			
0D	EQ	Hi-Mid Q			
0E	EQ	Hi-Mid EQ			
0F	REVERB	Effect On/Off			
10	REVERB	Room Size			
11	REVERB	Reverb Time			
12	REVERB	Balance Dir:FX			
13	REVERB	Effect Level			
14	REVERB	Pre Delay			
15	REVERB	Density			
16	REVERB	ER Level			
17	REVERB	Release Density			
18	REVERB	Low Damp Gain			
19	REVERB	Low Damp Freq			
1A	REVERB	High Damp Gain			
1B	REVERB	High Damp Freq			
1C	REVERB	High Cut Filter			
1D	DELAY	Effect On/Off			

1E	DELAY	[SINGLE]Delay Time
1F	DELAY	[SINGLE]Fine Time
20	DELAY	[3TAP]Delay Time C
21	DELAY	[3TAP]Fine Time C
22	DELAY	[3TAP]Time L
23	DELAY	[3TAP]Time R
24	DELAY	Feedback
25	DELAY	Level C
26	DELAY	Level L
27	DELAY	Level R
28	DELAY	FX Level
29	DELAY	dummy
2A	DELAY	High Damp Gain
2B	DELAY	High Cut Filter

<<< REVERB 2 >>>

Data(H)	Description
00	GLOBAL Tuner On/Off
01	GLOBAL Effects On/Off
02	MASTER Master Level
03	MASTER Foot Level
04	MASTER Master BPM
05	EQ Effect On/Off
06	EQ Low EQ
07	EQ High EQ
08	EQ Level
09	EQ Lo-Mid f
0A	EQ Lo-Mid Q
0B	EQ Lo-Mi EQ
0C	EQ Hi-Mid f
0D	EQ Hi-Mid Q
0E	EQ Hi-Mid EQ
0F	CHORUS Effect On/Off
10	CHORUS Polarity
11	CHORUS Rate
12	CHORUS Depth
13	CHORUS Pre Delay
14	CHORUS Low Cut
15	CHORUS High Cut
16	CHORUS Effect Level
17	CHORUS Direct On/Off
18	REVERB Effect On/Off
19	REVERB Reverb Type
1A	REVERB Room Size
1B	REVERB Reverb Time
1C	REVERB Balance Dir:FX
1D	REVERB Effect Level
1E	REVERB Pre Delay
1F	REVERB Density
20	REVERB ER Level
21	REVERB Low Damp Gain
22	REVERB Low Damp Freq
23	REVERB High Damp Gain
24	REVERB High Damp Freq
25	REVERB High Cut Filter

<<< REVERB RSS >>>

Data(H)	Description
00	GLOBAL Tuner On/Off
01	GLOBAL Effects On/Off
02	MASTER Master Level
03	MASTER Foot Level
04	EQ Effect On/Off
05	EQ Low EQ
06	EQ High EQ
07	EQ Level
08	EQ Lo-Mid f
09	EQ Lo-Mid Q
0A	EQ Lo-Mi EQ
0B	EQ Hi-Mid f
0C	EQ Hi-Mid Q
0D	EQ Hi-Mid EQ
0E	REVERB Effect On/Off
0F	REVERB Size
10	REVERB Reverb Time
11	REVERB Balance Dir:FX
12	REVERB Level
13	REVERB Pre Delay
14	REVERB Density

15	REVERB	ER Level
16	REVERB	Low Damp Gain
17	REVERB	Low Damp Freq
18	REVERB	High Damp Gain
19	REVERB	High Damp Freq
1A	REVERB	High Cut Filter
1B	REVERB	RSS On/Off

<<< REVERB + REVERB >>>

Data(H)	Description
00	GLOBAL Tuner On/Off
01	GLOBAL Effects On/Off
02	MASTER Master Level
03	MASTER Foot Level
04	EQL Effect On/Off
05	EQL Low EQ
06	EQL High EQ
07	EQL Level
08	EQL Lo-Mid f
09	EQL Lo-Mid Q
0A	EQL Lo-Mi EQ
0B	EQL Hi-Mid f
0C	EQL Hi-Mid Q
0D	EQL Hi-Mid EQ
0E	RVL Effect On/Off
0F	RVL Size
10	RVL Reverb Time
11	RVL Balance Dir:FX
12	RVL Effect Level
13	RVL Pre Delay
14	RVL Density
15	RVL ER Level
16	RVL Low Damp Gain
17	RVL Low Damp Freq
18	RVL High Damp Gain
19	RVL High Damp Freq
1A	RVL High Cut Filter
1B	EQR Effect On/Off
1C	EQR Low EQ
1D	EQR High EQ
1E	EQR Level
1F	EQR Lo-Mid f
20	EQR Lo-Mid Q
21	EQR Lo-Mi EQ
22	EQR Hi-Mid f
23	EQR Hi-Mid Q
24	EQR Hi-Mid EQ
25	RVR Effect On/Off
26	RVR Reverb Time
27	RVR Balance DIR:FX
28	RVR Effect Level
29	RVR Pre Delay
2A	RVR Density
2B	RVR Low Cut
2C	RVR High Cut

<<< ROTARY MULTI >>>

Data(H)	Description
00	GLOBAL Tuner On/Off
01	GLOBAL Effects On/Off
02	MASTER Master Level
03	MASTER Foot Level
04	EQ Effect On/Off
05	EQ Low EQ
06	EQ High EQ
07	EQ Level
08	EQ Lo-Mid f
09	EQ Lo-Mid Q
0A	EQ Lo-Mi EQ
0B	EQ Hi-Mid f
0C	EQ Hi-Mid Q
0D	EQ Hi-Mid EQ
0E	ODV Effect On/Off
0F	ODV Gain
10	ODV Drive
11	ODV Level
12	ROTARY Effect On/Off
13	ROTARY Speed Select
14	ROTARY Horn Fast

15	ROTARY	Rotor Fast
16	ROTARY	Horn Slow
17	ROTARY	Rotor Slow
18	ROTARY	Rise Time Horn
19	ROTARY	Rise Time Rotor
1A	ROTARY	Fall Time Horn
1B	ROTARY	Fall Time Rotor
1C	ROTARY	R:H Balance
1D	ROTARY	Mic Setting
1E	ROTARY	Horn Depth
1F	ROTARY	Rotor Depth
20	ROTARY	Horn Trmlo
21	ROTARY	Rotor Trmlo
22	ROTARY	Diffusion
23	ROTARY	FX Level
24	NS	Effect On/Off
25	NS	Threshold
26	NS	Release
27	REVERB	Effect On/Off
28	REVERB	Reverb Time
29	REVERB	Pre Delay
2A	REVERB	Low Cut
2B	REVERB	High Cut
2C	REVERB	Density
2D	REVERB	FX Level

<<< RSS PANNER >>>

Data(H)	Description
00	GLOBAL Tuner On/Off
01	GLOBAL Effects On/Off
02	MASTER Master Level
03	MASTER Foot Level
04	MASTER Master BPM
05	EQ Effect On/Off
06	EQ Low EQ
07	EQ High EQ
08	EQ Level
09	EQ Lo-Mid f
0A	EQ Lo-Mid Q
0B	EQ Lo-Mi EQ
0C	EQ Hi-Mid f
0D	EQ Hi-Mid Q
0E	EQ Hi-Mid EQ
0F	FLANGER Effect On/Off
10	FLANGER Rate
11	FLANGER Depth
12	FLANGER Manual
13	FLANGER Resonance
14	FLANGER dummy
15	FLANGER Gate
16	FLANGER Direct Switch
17	PANNER Effect On/Off
18	PANNER Speed
19	PANNER Direction

<<< SPACE CHORUS >>>

Data(H)	Description
00	GLOBAL Tuner On/Off
01	GLOBAL Effects On/Off
02	MASTER Master Level
03	MASTER Foot Level
04	CHORUS Effect On/Off
05	CHORUS Input
06	CHORUS Mode
07	CHORUS Effect Level
08	CHORUS Direct On/Off
09	EQ Effect On/Off
0A	EQ Low EQ
0B	EQ High EQ
0C	EQ Level
0D	EQ Lo-Mid f
0E	EQ Lo-Mid Q
0F	EQ Lo-Mi EQ
10	EQ Hi-Mid f
11	EQ Hi-Mid Q
12	EQ Hi-Mid EQ

<<< SPEAKER MODELING >>>

ADATA	DESCRIPTION
00	GLOBAL Tuner On/Off
01	GLOBAL Effects On/Off
02	MASTER Master Level
03	MASTER Foot Level
05	SP MODEL Effect On/Off
06	SP MODEL MODEL
07	SP MODEL Phase
08	BCF Effect On/Off
09	BCF Frequency
0A	LMT Effect On/Off
0B	LMT Gain
0C	LMT Frequency
0D	HMT Effect On/Off
0E	HMT Gain
0F	HMT Frequency
10	LIMIT Effect On/Off
11	LIMIT Threshold
12	LIMIT Release
13	LIMIT Level

<<< STEREO CHORUS DELAY >>>

Data(H)	Description
00	GLOBAL Tuner On/Off
01	GLOBAL Effects On/Off
02	MASTER Master Level
03	MASTER Foot Level
04	MASTER Master BPM
05	DELAY Effect On/Off
06	DELAY Delay Time L
07	DELAY Fine Time L
08	DELAY Delay Time R
09	DELAY Fine Time R
0A	DELAY Feedbk L
0B	DELAY Feedbk R
0C	DELAY FX Level
0D	DELAY Dir Level
0E	DELAY High Damp Gain
0F	DELAY High Cut Filter
10	CE Effect On/Off
11	CE Polarity
12	CE Rate
13	CE Depth
14	CE Pre Delay
15	CE Low Cut
16	CE High Cut
17	CE Effect Level
18	CE Direct On/Off
19	EQ Effect On/Off
1A	EQ Low EQ
1B	EQ High EQ
1C	EQ Level
1D	EQ Lo-Mid f
1E	EQ Lo-Mid Q
1F	EQ Lo-Mi EQ
20	EQ Hi-Mid f
21	EQ Hi-Mid Q
22	EQ Hi-Mid EQ

<<< STEREO FLANGER DELAY >>>

Data(H)	Description
00	GLOBAL Tuner On/Off
01	GLOBAL Effects On/Off
02	MASTER Master Level
03	MASTER Foot Level
04	MASTER Master BPM
05	DELAY Effect On/Off
06	DELAY Delay Time L
07	DELAY Fine Time L
08	DELAY Delay Time R
09	DELAY Fine Time R
0A	DELAY Feedbk L
0B	DELAY Feedback R
0C	DELAY FX Level
0D	DELAY Dir Level
0E	DELAY High Damp Gain
0F	DELAY High Cut Filter
10	FL Effect On/Off

11	FL	Rate	07	DELAY	Fine Time L
12	FL	Depth	08	DELAY	Delay Time R
13	FL	Manual	09	DELAY	Fine Time R
14	FL	Resonance	0A	DELAY	Feedbk L
15	FL	Separate	0B	DELAY	Feedbk R
16	FL	Gate	0C	DELAY	FX Level
17	FL	Direct Switch	0D	DELAY	Dir Level
18	EQ	Effect On/Off	0E	DELAY	High Damp Gain
19	EQ	Low EQ	0F	DELAY	High Cut Filter
1A	EQ	High EQ	10	PH	Phaser On/Off
1B	EQ	Level	11	PH	Type
1C	EQ	Lo-Mid f	12	PH	Rate
1D	EQ	Lo-Mid Q	13	PH	Depth
1E	EQ	Lo-Mi EQ	14	PH	Manual
1F	EQ	Hi-Mid f	15	PH	Resonance
20	EQ	Hi-Mid Q	16	PH	Separate
21	EQ	Hi-Mid EQ	17	PH	Step

<<< STEREO MULTI >>>

Data(H)	Description
00	GLOBAL Tuner On/Off
01	GLOBAL Effects On/Off
02	MASTER Master Level
03	MASTER Foot Level
04	MASTER Master BPM
05	COMP Effect On/Off
06	COMP Detect
07	COMP [COMP]Threshold
08	COMP [COMP]Ratio
09	COMP [COMP]Attack
0A	COMP [COMP]Release
0B	COMP [COMP]Tone
0C	COMP [COMP]Level
0D	COMP [LIMIT]Threshold
0E	COMP [LIMIT]Release
0F	COMP [LIMIT]Tone
10	COMP [LIMIT]Level
11	NS Effect On/Off
12	NS Detect
13	NS Threshold
14	NS Release
15	ENH Effect On/Off
16	ENH Detect
17	ENH Sens
18	ENH Frequency
19	ENH Mix Level
1A	ENH Low Mix Level
1B	ENH Level
1C	EQ Effect On/Off
1D	EQ Low EQ
1E	EQ High EQ
1F	EQ Level
20	EQ Lo-Mid f
21	EQ Lo-Mid Q
22	EQ Lo-Mi EQ
23	EQ Hi-Mid f
24	EQ Hi-Mid Q
25	EQ Hi-Mid EQ
26	DELAY Effect On/Off
27	DELAY Delay Time L
28	DELAY Fine Time L
29	DELAY Delay Time R
2A	DELAY Fine Time R
2B	DELAY Feedbk L
2C	DELAY Feedbk R
2D	DELAY FX Level
2E	DELAY Dir Level
2F	DELAY High Damp Gain
30	DELAY High Cut Filter

<<< STEREO PHASER DELAY >>>

Data(H)	Description
00	GLOBAL Tuner On/Off
01	GLOBAL Effects On/Off
02	MASTER Master Level
03	MASTER Foot Level
04	MASTER Master BPM
05	DELAY Effect On/Off
06	DELAY Delay Time L

<<< STEREO PITCH SHIFTER DELAY >>>

Data(H)	Description
00	GLOBAL Tuner On/Off
01	GLOBAL Effects On/Off
02	MASTER Master Level
03	MASTER Foot Level
04	MASTER Master BPM
05	PS Effect ON/Off
06	PS Mode
07	PS Pitch L
08	PS Pitch R
09	PS Fine R
0A	PS Pre Delay L
0B	PS Pre Delay R
0C	PS FB Delay Time L
0D	PS FB Fine Time L
0E	PS FB Delay Time R
0F	PS FB Fine Time R
10	PS FB Level L
11	PS FB Level R
12	PS Balance Dir:FX
13	PS Level
14	PS Effect On/Off
15	EQ Low EQ
16	EQ High EQ
17	EQ Level
18	EQ Lo-Mid f
19	EQ Lo-Mid Q
1A	EQ Lo-Mi EQ
1B	EQ Hi-Mid f
1C	EQ Hi-Mid Q
1D	EQ Hi-Mid EQ
1E	EQ

<<< TAPE ECHO 201 >>>

Data(H)	Description
00	GLOBAL Tuner On/Off
01	GLOBAL Effects On/Off
02	MASTER Master Level
03	MASTER Foot Level
04	ECHO Effect On/Off
05	ECHO Mode
06	ECHO Repeat Rate
07	ECHO Intensity
08	ECHO Tone Bass
09	ECHO Tone Treble
0A	ECHO Pan Head S
0B	ECHO Pan Head M
0C	ECHO Pan Head L
0D	ECHO Tape Dist
0E	ECHO Wow Rate

0F	ECHO	Wow Depth	31	MOD	[PH] Resonance
10	ECHO	FX Level	32	MOD	[PH] dummy
11	ECHO	Dir Level	33	MOD	[PH] Step
			34	MOD	[PH] Level
			35	MOD	[PS] Mode
			36	MOD	[PS] Pitch
			37	MOD	[PS] Fine
			38	MOD	[PS] Balance Dir:FX
			39	MOD	[PS] Level
			3A	DELAY	Effect On/Off
			3B	DELAY	Delay Time
			3C	DELAY	Fine Time
			3D	DELAY	Tap Time
			3E	DELAY	Feedback
			3F	DELAY	High Cut
			40	DELAY	FX Level
			41	CHORUS	Effect On/Off
			42	CHORUS	Mode
			43	CHORUS	Rate
			44	CHORUS	Depth
			45	CHORUS	Pre Delay
			46	CHORUS	Low Cut
			47	CHORUS	High Cut
			48	CHORUS	FX Level
			49	REVERB	Effect On/Off
			4A	REVERB	Reverb Time
			4B	REVERB	Pre Delay
			4C	REVERB	Low Cut
			4D	REVERB	High Cut
			4E	REVERB	Density
			4F	REVERB	FX Level
<<< VOCAL CANCELER >>>					
<u>Data(H)</u>	<u>Description</u>				
00	GLOBAL	Tuner On/Off			
01	GLOBAL	Effects On/Off			
02	MASTER	Master Level			
03	MASTER	Foot Level			
04	VCL	Effect On/Off			
05	VCL	Balance			
06	VCL	Range Low			
07	VCL	Range High			
08	NS	Effect On/Off			
09	NS	Threshold			
0A	NS	Release			
0B	EQ	Effect On/Off			
0C	EQ	Low EQ			
0D	EQ	High EQ			
0E	EQ	Level			
0F	EQ	Lo-Mid f			
10	EQ	Lo-Mid Q			
11	EQ	Lo-Mi EQ			
12	EQ	Hi-Mid f			
13	EQ	Hi-Mid Q			
14	EQ	Hi-Mid EQ			
<<< VOCAL MULTI >>>					
<u>Data(H)</u>	<u>Description</u>				
00	GLOBAL	Tuner On/Off			
01	GLOBAL	Effects On/Off			
02	MASTER	Master Level			
03	MASTER	Foot Level			
04	MASTER	Master BPM			
05	COMP	Effect On/Off			
06	COMP	[COMP]Threshold			
07	COMP	[COMP]Ratio			
08	COMP	[COMP]Attack			
09	COMP	[COMP]Release			
0A	COMP	[COMP]Tone			
0B	COMP	[COMP]Level			
0C	COMP	[LIMIT]Threshold			
0D	COMP	[LIMIT]Release			
0E	COMP	[LIMIT]Tone			
0F	COMP	[LIMIT]Level			
10	DES	Effect On/Off			
11	DES	Sens			
12	DES	Frequency			
13	EQ	Effect On/Off			
14	EQ	Low EQ			
15	EQ	High EQ			
16	EQ	Level			
17	EQ	Lo-Mid f			
18	EQ	Lo-Mid Q			
19	EQ	Lo-Mi EQ			
1A	EQ	Hi-Mid f			
1B	EQ	Hi-Mid Q			
1C	EQ	Hi-Mid EQ			
1D	EN	Effect On/Off			
1E	EN	Sens			
1F	EN	Frequency			
20	EN	Mix Level			
21	EN	Lo Mix Level			
22	EN	Level			
23	NS	Effect On/Off			
24	NS	Threshold			
25	NS	Release			
26	MOD	Effect On/Off			
27	MOD	[FL] Rate			
28	MOD	[FL] Depth			
29	MOD	[FL] Manual			
2A	MOD	[FL] Resonance			
2B	MOD	[FL] Separate			
2C	MOD	[FL] Level			
2D	MOD	[PH] Type			
2E	MOD	[PH] Rate			
2F	MOD	[PH] Depth			
30	MOD	[PH] Manual			
<<< VOCODER >>>					
<u>Data(H)</u>	<u>Description</u>				
00	GLOBAL	Tuner On/Off			
01	GLOBAL	Effects On/Off			
02	MASTER	Master Level			
03	MASTER	Foot Level			
04	MASTER	Master BPM			
05	VC	Effect On/Off			
06	VC	Envelope			
07	VC	Pan Mode			
08	VC	Hold			
09	VC	Mic Sens			
0A	VC	Synth Level			
0B	VC	Character Ch1			
0C	VC	Character Ch2			
0D	VC	Character Ch3			
0E	VC	Character Ch4			
0F	VC	Character Ch5			
10	VC	Character Ch6			
11	VC	Character Ch7			
12	VC	Character Ch8			
13	VC	Character Ch9			
14	VC	Character Ch10			
15	VC	Mic Mix			
16	VC	Mic HPF			
17	VC	Mic Pan			
18	VC	NS Threshold			
19	CHORUS	Effect On/Off			
1A	CHORUS	Polarity			
1B	CHORUS	Rate			
1C	CHORUS	Depth			
1D	CHORUS	Pre Delay			
1E	CHORUS	Low Cut			
1F	CHORUS	High Cut			
20	CHORUS	Effect Level			
21	REVERB	Effect On/Off			
22	REVERB	Reverb Time			
23	REVERB	Pre Delay			
24	REVERB	Low Cut			
25	REVERB	High Cut			
26	REVERB	Density			
27	REVERB	FX Level			
<<< VOICE TRANSFORMER >>>					
<u>Data(H)</u>	<u>Description</u>				
00	GLOBAL	Tuner On/Off			
01	GLOBAL	Effects On/Off			

02	MASTER	Master Level
03	MASTER	Foot Level
04	MASTER	Master BPM
05	VT	Effect On/Off
06	VT	Robot
07	VT	Crmtc Pitch
08	VT	Fine Pitch
09	VT	Crmtc Frmt
0A	VT	Fine Frmt
0B	VT	Mix Bal
0C	CHORUS	Effect On/Off
0D	CHORUS	Mode
0E	CHORUS	Rate
0F	CHORUS	Depth
10	CHORUS	Pre Delay
11	CHORUS	Low Cut
12	CHORUS	High Cut
13	CHORUS	FX Level
14	REVERB	Effect On/Off
15	REVERB	Reverb Time
16	REVERB	Pre Delay
17	REVERB	Low Cut
18	REVERB	High Cut
19	REVERB	Density
1A	REVERB	FX Level

Table-37. [SCR]

<u>OFFSET</u>	<u>SIZE</u>	<u>DATA</u>	<u>DESCRIPTION</u>
** 00 00	00 00 02	00	Sound Change Request

* When this address is accessed after a Bulk Load has been performed in the Temporary Area(Bulk), the loaded data is changed.

Table-38. [PWR]

<u>OFFSET</u>	<u>SIZE</u>	<u>DATA</u>	<u>DESCRIPTION</u>
** 00 00	00 00 02	00	Patch Write Request

* When this address is access after a Bulk Load has been performed for the data of User Patch and UTILITY MIDI PC MAP, the loaded data is memorized.

Roland Exclusive Messages

1. Data Format for Exclusive Messages

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

Byte	Description
F0H	Exclusive Status
41H	Manufacturer ID (Roland)
DEV	Device ID
MDL	Model ID
CMD	Command ID
[BODY]	Main data
F7H	End of exclusive

• MIDI status: F0H, F7H

An Exclusive message must be flanked by a pair of status codes, starting with a Manufacturer ID immediately after F0H (MIDI version 1.0).

• Manufacturer ID: 41H

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

• Device ID: DEV

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

• Model ID: MDL

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

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

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

• Command ID: CMD

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

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

• Main data: BODY

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

2. Address-mapped Data Transfer

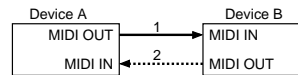
Address mapping is a technique for transferring messages conforming to the data format given in Section 1. It assigns a series of memory-resident records—waveform and tone data, switch status, and parameters, for example, to specific locations in a machine-dependent address space, thereby allowing access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

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

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

This procedure is suited to the transfer of a small amount of data. It sends out an Exclusive message completely independent of the receiving device's status.

Connection Diagram

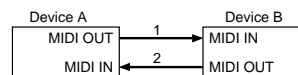


Connection at point 2 is essential for "Request data" procedures. (See Section 3.)

• Handshake-transfer procedure (This device does not use this procedure)

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

Connection Diagram



Connection at points 1 and 2 is essential.

Notes on the above procedures

* There are separate Command IDs for different transfer procedures.

* Devices A and B cannot exchange data unless they use the same transfer procedure, share identical Device ID and Model ID, and are ready for communication.

3. One-way Transfer Procedure

This procedure sends out data until it has all been sent and is used when the messages are so short that answerbacks need not be checked.

For longer messages, however, the receiving device must acquire each message in time with the transfer sequence, which inserts 20 milliseconds intervals.

Types of Messages

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

• Request data #1: RQ1 (11H)

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

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

If it finds them and is ready for communication, the device will transmit a "Data set 1 (DT1)" message, which contains the requested data. Otherwise, the device won't send out anything.

Byte	Description
F0H	Exclusive Status
41H	Manufacturer ID (Roland)
DEV	Device ID
MDL	Model ID
11H	Command ID
aaH	Address MSB
	LSB
ssH	Size MSB
	LSB
sum	Check sum
F7H	End of exclusive

* The size of the requested data does not indicate the number of bytes that will make up a DT1 message, but represents the address fields where the requested data resides.

* Some models are subject to limitations in data format used for a single transaction. Requested data, for example, may have a limit in length or must be divided into predetermined address fields before it is exchanged across the interface.

* The same number of bytes comprises address and size data, which, however, vary with the Model ID.

* The error-checking process uses a checksum that provides a bit pattern where the last 7 bits are zero when values for an address, size, and that checksum are summed.

• Data set 1: DT1 (12H)

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

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

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

* A DT1 message is capable of providing only the valid data among those specified by an RQ1 message.

* Some models are subject to limitations in data format used for a single transaction. Requested data, for example, may have a limit in length or must be divided into predetermined address fields before it is exchanged across the interface.

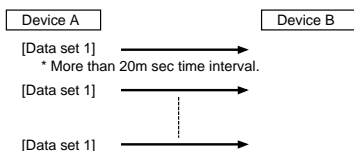
* The number of bytes comprising address data varies from one Model ID to another.

* The error-checking process uses a checksum that provides a bit pattern where the last 7 bits are zero when values for an address, size, and that checksum are summed.

• Example of Message Transactions

• Device A sending data to Device B

Transfer of a DT1 message is all that takes place.



• Device B requesting data from Device A

Device B sends an RQ1 message to Device A. Checking the message, Device A sends a DT1 message back to Device B.

