

XV-5080

128 VOICES 8x EXPANSION/SAMPLE PLAYBACK

Q&A, Sound List

This Q&A booklet, which seeks to make operation of the XV-5080 a more enjoyable experience, offers pertinent information, and answers to questions previously directed at Roland by the users of its products. While it is hoped that you will read the relevant sections in the Owner's Manual for information and instructions regarding the various operations and settings, we believe that, in addition to referring to the Owner's Manual, carrying out operations and making settings with a general understanding of the content of this booklet regarding these functions, about which numerous questions have been asked, will allow you to get much more out of the XV-5080 for years to come. Let this guide be a handy aid in using the XV-5080.

* The following typographical conventions are used in the text describing the operation of the XV-5080.

[]: Indicates a panel button to be pressed.

Example: [PATCH]

Press [PATCH] button.

/: Indicates a division between operations.

Example: [PATCH]/[COMMON]

Press the [PATCH] panel button, then press the [COMMON] button.

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Q&A

■ Data Compatibility

Q: Are XV-5080 Patches and Rhythm Sets compatible with those of Roland's JV and XP Series models?

A: By using Bulk Dump to send Patches and Rhythm Sets created on JV-1010/1080/2080 and XP Series synthesizers to the XV-5080, you can then use them as XV-5080 Patches and Rhythm Sets. However, there may be subtle differences in the sound output due to sound module control methods, the makeup of analog circuits, and other such factors. In contrast, you cannot use Bulk Dump to transmit XV-5080 Patch and Rhythm Set data to JV and XP Series devices.

Q: Is the XV-5080 compatible with JV and XP Series Performances?

A: Performance data is not compatible. Bulk data and other such data cannot be exchanged between the XV-5080 and JV and XP Series synthesizers.

Q: Can XP-30 data saved to a card from the XP-30, which uses the same type of SmartMedia, be used on the XV-5080?

A: While you cannot use Performances, you can use Patches and Rhythm Sets. However, there may be subtle differences in the sound output due to sound module control methods, the makeup of analog circuits, and other such factors. Furthermore, XV-5080 data stored on cards cannot be used on an XP-30.

Q: Can the XV-5080 work with the JV and XP Series using Program Changes?

A: When Bank Select and Program Change messages for Patches specified in JV and XP Series devices are received by the XV-5080, Preset Patches in the XV-5080 which correspond to those for the JV or XP are selected. On the XV-5080, Patches and Rhythm Sets corresponding to those of the JV-2080 are stored in Preset A-D (GM Level 2 Tones are stored in Preset H). Due to differences between the XV-5080 and the JV and XP Series devices, including such factors as sound module control methods, analog circuit makeup, and so on, there may be some differences in the sound output.

Q: Is the XV-5080 compatible with the XV-3080 and XV-88?

A: The XV-5080 can use sounds created with the XV-3080 and XV-88 (Performances, Patches, and Rhythm Sets) without any problems.

However, if using a XV-3080 and XV-88 to play sounds created with the XV-5080, you will not be able to fully realize some of the XV-5080's special functions, such as multi-effects numbered 64 or higher, Performances using two or more multi-effects, the sample playback function, and so on.

■ Saving Data

Q: The Performance sounds different than when it was written.

A: When Patches used in Performances are edited in Part mode, or if a Performance's temporary Patch is overwritten by with an external MIDI device, it is also necessary to save these Patches.

With the XV-5080, if Patches used by a Performance are edited when the Performance is written, a message asking if you want to save these Patches is displayed. When Patches are saved, a PATCH WRITE page is displayed for each Patch that has been edited; carry out the same write procedures as used in Patch mode.

Q: Patches sound different than when written.

A: The write operation cannot be used to save Patches as changed in Patch mode using Control Change messages from an external MIDI device. Refer to the Owner's Manual (p. 282) for more on the Control Change messages that are received.

Q: Even though the Power Up Mode in SYSTEM SETUP is set to LAST-SET, Performance and Patches sound different than when the XV-5080 was last turned off.

A: When the XV-5080 is turned on with Power Up Mode set to LAST-SET, the XV-5080 starts up by recalling the mode and the Performance and Patch numbers selected when the XV-5080 was last turned off, and the Tone data therein is called up from the SOUND LIBRARY to the temporary area. Thus, if the write operation is not carried out for settings that are edited or otherwise changed somehow, the Performance and Patches are not stored in the changed condition, even if Power Up Mode is set to LAST-SET when the power to the XV-5080 is turned off.

Q: What about saving GM Mode settings?

A: There are no means for saving GM Mode settings to the XV-5080 itself. Use MIDI transmitting functions (Owner's Manual p. 229) to save GM Mode settings to a sequencer or other external MIDI device.

■ Memory Cards

Q: What kinds of memory cards can I use?

A: Confirmed thus far are 5-volt and 3.5-volt SmartMedia card holding from 2 MB to 128 MB.

Q: What can be saved to memory cards?

A: You can save System, Performance, Patch, Rhythm Set, and Favorite List data stored in the internal memory, and

waveform data such as Partial and samples that are stored in SIMMs. In addition, you can save System, Performance, Patch, Rhythm Set, and Favorite List data, each as a block, to the XV-5080 itself. Refer to the Owner's Manual (p. 195) for more on related procedures.

■ Control the XV-5080 From a MIDI Device

Q: When the Pitch Bend Range for a Patch is increased (+48), the pitch does not rise sufficiently, even when a MIDI Pitch Bend message is received.

A: While Patch Bend Ranges can be set anywhere between -48 and +48, when certain Waves in which the pitch is raised (in the + direction) are used, the pitch may stop rising at a fixed point, rather than continuing to go up. Although a value of +12 is ensured for the upper limit of raised pitches, use caution when setting the range above this figure.

Q: How do I switch tones using a MIDI keyboard or sequencer (in cases such as when the sequencer software has no Tone List map, or with Expansion Boards containing more than 128 tones)?

A: You can switch tones with a combination of Control Change 0 Bank Select MSB and 32 Bank Select LSB, along with a Program Change message.

The XV-5080 holds 1024 tones as Preset Tones (including GM Level 2 Tones). While Program Changes are used in switching tones with a MIDI device, Program Change messages based on MIDI standards can be used only to switch a maximum of 128 tones. Thus, you need to select tones by using Control Change Bank Select MSB 0 and Control Change Bank Select LSB 32, first designating the major groups divided into 128 tones each, then using Program Change messages to select the Patch numbers within each. The Bank Select messages specifying these larger groups of tones are common to all XV Series devices; you can also switch tones on SR-JV80 and SRX Series and other Expansion Boards using this combination of Bank Select MSB/LSB and Program Change messages. For more about the relationship between the Bank Select MSB/LSB and corresponding tone groups, refer to <Table 1: Bank Select and Program Change Correspondence Chart> (p. 13).

Q: After using a MIDI sequencer to play a song, sounds stopped playing, and no sound is played even when Program Changes are sent.

A: It could be that a Bank Select in the song data that is not specified by the XV-5080 was encountered in the song. No sound is played if the tone group is not one designated by

the XV-5080 with Bank Select MSB/LSB. Note that if you omit the Bank Select, and send only the Program Change, the tone in the currently selected group that has the specified Program Change number will play. Try reselecting the tone using the panel controls. Furthermore, when selecting tones from a MIDI device, be sure to send the Bank Select MSB/LSB and the Program Change as a single set for reliable reproduction. First sending the MSB and LSB (the order in which these are sent does not matter), followed by the Program Change. For more about the relationship between the Bank Select MSB/LSB and corresponding tone groups, refer to <Table 1: Bank Select and Program Change Correspondence Chart> (p. 13).

Q: How do I switch Patches and Rhythm Sets from a MIDI keyboard or sequencer?

A: You can switch Patches and Rhythm Sets without switching Patch and Rhythm modes by sending a combination of Bank Select and Program Change messages. In Performance mode as well, you can switch any Part to a Patch or Rhythm Set by sending Bank Select and Program Change messages to the targeted Part.

For more about the relationship between the Bank Select MSB/LSB and corresponding tone groups, refer to <Table 1: Bank Select and Program Change Correspondence Chart> (p. 13).

Q: The Modulation or other controller is always on.

A: Check the Matrix Control settings.

The XV-5080 allows you to use the Matrix Control to control Patches in real time. The Matrix Control functions as the control source for the Control Change and other MIDI messages received by the XV-5080, and makes changes to the various Patch parameters based on these messages.

Depending on these settings, the XV-5080 may be responding to MIDI messages sent from external MIDI devices, and may result the Patches sounding different than intended. For more detailed information on the Matrix Control, refer to the Owner's Manual (p. 146, 223).

Q: I want to use external MIDI messages to control CutOff and Pan.

A: You can control these with Control Changes.

The XV-5080 can send a variety of Control Change messages and control these parameters in real time. For more on Control Changes possible with the XV-5080, refer to the MIDI Implementation in the Owner's Manual (p. 282).

Q: Using the Matrix Control or other such means to control the LFO results in noise when the Pan is changed suddenly.

A: Lower the change in speed (LFO Rate).

Due to the specialized processing used for the Pan, which alters the volume level in each of the left and right sides, sudden Pan movements causing rapid changes in these levels creates large changes in volume, and noise from this may be audible as a result.

■ Playing Back Data with MIDI Sequencers

Q: Performances are sluggish, or have interruptions.

A: Problems of sluggish and interrupted performances can crop up very easily when the sequencer or sound module used for the performance has to handle heavy data loads. The following outlines some common reasons for this.

- Are more than 128 voices playing simultaneously? Reduce the number of voices.

The composition of XV-5080 Patches is such that up to eight Waves may be used for one Patch. When using such Patches, even though only one sound may be heard, it is actually eight sounds that are being played simultaneously. In addition, with certain sounds like continuous sounds with long releases, even though the actual sound may not be audible to you, processing for playing the sound is still underway, so in these cases as well, the performance data can differ from the actual number of voices being played.

You can find out how many sounds are actually being sounded in the Part Information page.

- Are you using a Patch that uses a lot of LFO? Try changing to a different Patch.
LFO processing invariably places a big load on the machine, so heavy use of the LFO slows down processing for the XV-5080 overall, which can end up having affecting the expression of sounds themselves.
- Is the data concentrated at the beginning of the beats in the sequence data? Avoid overlapping data with the same timing by setting an offset of 1-2 ticks instead.
Data may easily become concentrated at the beginning of the beats in the song data when, for example, the song data is input using Step Recording, or if the data is quantized after being input with a keyboard in real time. Because of this, large amounts of data are sent to the XV-5080, and the processing for expressing sounds becomes bogged down.
- Is there a Program Change at the point where the song performance is sluggish? Change the position of the

Program Change.

When Program Changes are inserted in songs, processing time for switching patches increases, which may then cause the performance to become sluggish.

- Is there a System Exclusive message at the point where the song performance is sluggish? Move the location of the data.

System Exclusive messages contain large amounts of data, thus placing a heavy burden on sequencers and sound modules. Try repositioning data and changing System Exclusive messages to Control Changes for any data for which Control Changes can be substituted.

- Is there an Aftertouch or other such large Control Change at the point where the song performance is sluggish? Move the location of the data.

In some cases, when using a keyboard that features aftertouch to input data, you may end up inputting huge amounts of data before realizing this is happening. Such large amounts of data can place an excessive load on your sequencer and sound module.

■ Issues Common to All Modes: Performance/Patch/Rhythm Set/GM

Q: What are the differences between Performance, Patch, Rhythm Set, and GM modes?

A: The XV-5080 features four modes, Performance, Patch, Rhythm Set, and GM, each of which is best suited for the particular applications for which it is used.

Patch Mode: This mode is selected mainly when the XV-5080 is used as a stand-alone instrument, as well as for creating tones; messages can be received on only one MIDI channel.

Rhythm Set Mode: This mode is selected mainly when the XV-5080 is used as a stand-alone Rhythm Set, as well as for creating Rhythm Sets; messages can be received on only one MIDI channel.

Performance mode: Messages can be received on up to 16 MIDI channels, with each channel used for playing a different tone. This mode is used mainly for playing ensemble performances featuring multiple instruments. Furthermore, you can also create whole new tones by playing multiple Patches superimposed in a single MIDI channel (Layer).

GM Mode: This is selected when using the XV-5080 as a GM Level 2 sound module. While this mode also allows performances of up to 16 tones, it is exclusively for playing back commercially available GM and GM Level 2 song data, and creating GM-compatible song data, so there is a limited number of tones that can be selected.

Q: Is it possible to restore the USER area to the condition it was in when the XV-5080 was first purchased?

A: Yes. Please refer to p. 206 in the Owner's Manual. Note, though, that executing this operation completely wipes out all user-created Patch and Rhythm Set data. Save any data you wish to keep to memory cards or other such media.

Q: What happens to edited tones when the XV-5080 is turned off?

A: They are lost unless the write operation is used to write them to the XV-5080's USER area. When you want to save edited tones, carry out the write operation before switching tones or turning off the power to the XV-5080.

The XV-5080 uses a separate area to which internal Patches, Performances, Rhythm Sets, and other data are moved during performances and editing. This area is referred to as the Temporary Area. The existence of area allows restoration of Patches and other data to previous conditions, even after they have been edited; System Exclusive messages and other data is also sent to the Temporary area from MIDI devices, allowing performances of compositions without destroying data in the XV-5080's internal USER area. This temporary data is overwritten when tones are switched, meaning any tone in the process of being edited is lost. Furthermore, any data held in the Temporary area when the power is turned off is lost.

The write operation is the operation used to write this data to the USER area, where it is not erased even when the power is turned off.

■ Issues Related to Performance (Mode)**Q: I set the Key Range in Performance mode, but sometimes the range is smaller than the value set.**

A: Key Range settings can also be made for each individual tone used in a Patch. With this function, when a Patch in which the Key Range is set by the Patch is used in a Performance, both the Performance's Key Range and the Patch's Key Range are in effect, and this may result in differences between the Key Range value set by the Performance and notes played in the actual key range.

Q: What happens if the Performance's control channel is the same channel used for receiving the Performance's Parts?

A: When only a Program Change message is being received, the Performance's control channel takes priority, and the Performance is switched. Other MIDI messages are treated in the same manner as Parts. Furthermore, using a combination of Bank Select and Program Change messages, you can also

set it up so that the XV-5080 is able to distinguish on the same MIDI channel whether the channel is to be used for switching Performances or Patches. Refer to <Table 1: Bank Select and Program Change Correspondence Chart> (p. 13).

Q: Although the same Patch is selected, it sounds different when I listen to it in the Performance.

A: Tones selected for Patch sounds may be further modified in Performance mode by parameters in each Part of the Performance, Pan and Octave settings, Filter Cutoff settings, and so on. Thus, Patches in a Performance may sound different than they do when heard in Patch mode. To return these settings to their initial conditions, select the Patch after pressing [UTILITY] to execute "Initialize Temporary" for the Performance.

Additionally, although a Patch may comprise tones created with the use of the multi-effects, the multi-effects used in the Performance may differ from the multi-effects selected by the Patch. Check the Performance's multi-effects. Also do the same for the Chorus and Reverb settings.

Q: Is there anything I should note when using Patches from the User Memory, memory cards, or Expansion Boards in a Performance?

A: In a Performance, information designating the number for the kind of Patch or Rhythm Set assigned to a Part is stored in form of a Group number. Even though Patches in the User Memory and on memory cards may have identical numbers, since the Patch data may be overwritten, even if Patches with the same number are used in a Performance, the content (sounds) may differ. You need to be careful when using data from such areas, in which data can be overwritten and moved in a Performance.

■ Issues Related to Patch (Mode)**Q: The sound cuts off when I switch Patches in Patch mode...**

A: Although you can apply a wide variety of multi-effects with the XV-5080's multi-effects, switching the Patch also switches the type of multi-effects used.

In such instances, discrepancies between the sound being produced and the multi-effects type can arise, which may result in sounds being different than intended, so sounds produced when Patches are switched may be muted when factory settings are in effect. In certain situations, such as when not using multi-effects that have a great influence on the sound, or when switching pairs of Patches set with the same type of multi-effects, remembering to set Patch Remain ([SYSTEM]/[General]) to "ON" allows you to switch Patches without sounds being muted.

Q: Sometimes, when playing legato, the pitch won't rise. Why is this?

A: Let's say you have the Legato Switch set to "ON," and the Legato Retrigger set to "OFF." When you try to sound a legato (by pressing a higher key while a lower key is held down), the pitch may sometimes not be able to rise all the way to the intended pitch (stopping instead at an intermediate pitch). This can occur because the limit of pitch rise, as determined at the wave level, has been exceeded.

Additionally, if differing upper pitch limits are used for the waves of a Patch that uses multiple tones, it may stop being heard in MONO. When making large pitch changes, set the Legato Retrigger to "ON."

Q: When switching Patches in Patch mode, the volume and other parameters set with Control Changes end up being reset.

A: Set Patch Remain ([SYSTEM]/[General]) to "ON." Even once they have switched Patches, Control Change messages that have been received are carried forward, so even when switching a Patch whose level is turned all the way down by a Control Change volume message, the level remains unchanged.

Q: The sound stops when the internal Wave 0887:DC is selected as the Wave for the Patch.

A: Check the structure of the Patch in STRUCT ([PATCH]/[Common]/[Struct]).

Wave 0887:DC is a Wave composed only of DC constituents. When this Wave is selected for an initialized Patch and then played, after an initial click sound at the beginning, there is no sound. If this Wave is used for W2 in Structure 2 or later, the Wave level set for W1 is raised by W2, causing the upper limit to be exceeded. As a result, the sound may cease.

Q: If the Tone Delay time value is set to the note, then does the delay time not change beyond a fixed length when the tempo is slowed down?

A: The Tone Delay time has an upper limit, so if the upper limit of a value set to the note is exceeded when the tempo is retarded, that upper value cannot rise any further.

Q: Even when I set the Pan for a Patch completely to one side, sound still comes from the other channel...

A: The XV-5080's internal effects are in stereo, so if you have effects applied to a Patch, even if the Pan is set all the way to one side, you will still be able to hear sounds of the effect component from the other channel.

■ Issues Related to Rhythm Sets**Q: Can I use two or more Rhythm Sets in a Performance?**

A: With the XV-5080, there is no limit on the number of Rhythm Sets that can be used in Performances. You can also use Rhythm Sets in all of the sixteen Parts simultaneously. For more information on how to make these settings, refer to the Owner's Manual (p. 162).

Q: What Note Numbers can be used with Rhythm Sets?

A: MIDI Note Numbers 21 through 108; or, using Key Numbers, the 88 Keys A0 through C8.

Q: I want to apply an effect to a specific instrument sound.

A: You can do this with the output settings for the Rhythm Tones assigned to each key to determine whether or not the multi-effects are used and setting the Chorus or Reverb send level for each instrument sound. Refer to the Owner's Manual (p.114).

Furthermore, by connecting any of the six separate OUTPUT jacks to an external effects device and setting the output of a specified instrument sound to that jack, you can add effects from the external effects device to a specific instrument sound.

Q: Can I use samples (wave data) loaded from a sampler library or other such source to the Rhythm Set?

A: Yes.

■ Issues Related to Effects**Q: How can I control a Performance's multi-effects using a MIDI keyboard, sequencer, or similar device?**

A: Some of the multi-effects parameters can be controlled using MIDI messages, such as Control Changes, in real time. However, the parameters that can be controlled are different, depending on the multi-effect.

The MIDI message to be used in controlling the parameter is selected as the "Source" for MFX Control ([PERFORM]/[EFFECTS]/[MFX Ctl])—whereas the parameter to be changed is selected through "Destination," and the amount of modification is determined using "Sens."

Q: What MIDI channels can be used for control of the multi-effects in Performance mode?

A: Setting the multi-effects Source (MFX SOURCE ([PERFORM]/[Effects]/[General])) to PART 1-32 enables each Part's MIDI Receive channel, and when Source is set to

PERFORM, you can control the multi-effects using MIDI messages on the MIDI Receive channels set in Performance MFX Ctrl Channel ([PERFORM]/[Effects]/[[MFX Ctrl]).

Q: Can different Patch Chorus and Reverb Send level settings be made, one set for when multi-effects are used, and one for when they are not used?

A: You can set two values for Patch Chorus and Reverb Send levels, one for use with multi-effects, and one for use in other cases. Since in many cases sounds are not passed through the multi-effects when Patches are used in Performances, using two Chorus and Reverb Send settings, one to use when sounds are passed through the multi-effects and one when not, allows you to get the optimum settings for each of the Performance and Patch modes. The settings values for Chorus and Reverb parameters shown when you switch Output Assign ([PATCH]/[Effects]) between multi-effects and other setups.

Q: Even though the Chorus/Reverb Send level is raised in each of the Performance's Parts, it's difficult to get the effect.

A: Although you can make Send level ([PERFORM]/[Effects]/[General]) settings to the Chorus and Reverb for each individual Part in a Performance, these values only set the upper limit of the Chorus and Reverb Send levels for the Patch used. Accordingly, even when the value is set to the maximum of 127, if the Send level is lowered in the Patch being used, there will be no effect. In addition, different Patch Chorus and Reverb Send level settings can be used according to whether or not the multi-effects are used.

Q: Does "x" ever appears in an effects device settings window?

A: This means that the internal effects Master Switch is set to "OFF." Press the [EFFECTS ON/OFF] button on the panel to set the Master Switch to "ON."

Q: If the multi-effects "TRIPLE TAP DELAY" or other delay time value is set to the note, and then the tempo is slowed down, does the delay time not change beyond a fixed length?

A: Such Delay time settings have an upper limit, so if the upper limit of a value set to the note is exceeded when the tempo is retarded, that upper value cannot rise any further.

Q: How many types of Multi-effects are there altogether?

A: There are 90 types.

Q: Three Multi-effects processors can be used in Performance mode, but can they be used in series?

A: No.

In Performance mode, the outputs of the Parts are input to the three Multi-effects in parallel. For example, you could do something like setting the output of Parts 1 and 2 to M-FX A, the outputs of Parts 3 and 4 to M-FX B, the output of Part 5 to M-FX C, and connect the other parts directly to the outputs, bypassing the Multi-effects.

Q: With the Multi-effects, can I add rotary to distorted sounds, such as those from the distortion effects?

A: Yes. You can use the "Rotary Multi" multi-effect. The example cited in the previous question was made with the image of the Rock Organ tone in mind, but the XV-5080's Multi-effects features the following internal Multi-effects which consist of a number effects connected in series that are perfect for such tones (instruments).

Rock Organ

Rotary Multi: Overdrive (Distortion) → Amp Simulator → 3Band EQ → Rotary

Keyboard

Keyboard Multi: Ring Modulator → 3Band EQ → Pitch Shifter → Phaser → Delay

Rhodes Multi: Enhancer → Phaser → Chorus (Flanger) → Tremolo (Auto Pan)

Synthesizer

JD Multi: Distortion → Phaser → Spectrum → Enhancer

* The order of each effects device can be changed.

Guitar

Guitar Multi A: Compressor → Overdrive (Distortion) → Amp Simulator → Delay → Chorus (Flanger)

Guitar Multi B: Compressor → Overdrive (Distortion) → Amp Simulator → 3Band EQ → Chorus (Flanger)

Guitar Multi C: Overdrive (Distortion) → Wah → Amp Simulator → Delay → Chorus (Flanger)

Clean Guitar Multi A: Compressor → 3Band EQ → Delay → Chorus (Flanger)

Clean Guitar Multi B: Wah → 3Band EQ → Delay → Chorus (Flanger)

Bass

Bass Multi: Compressor → Overdrive (Distortion) → Amp Simulator → 3Band EQ → Chorus (Flanger)

■ Issues Related to Connections

Q: What are the differences between the A (MIX), B, and C OUTPUT jacks on the XV-5080's rear panel?

A: Although (MIX) is shown only on the A OUTPUT jacks, this is only because factory settings assign the Chorus and Reverb Effect Return for each Tone's Send system set to A. However, you can also have these Chorus and Reverb Returns set to other jacks.

Q: How do I use L(MONO), and what do I need to note when using it?

A: L(MONO) is a feature particular to the A OUTPUT jack. When using only this L(MONO) jack, the sounds output in stereo by the A jacks is output as a mixed monaural signal from the L(MONO) jack. This can be convenient in cases where you have no special need for stereo effects, as only one cable is needed for the connection.

Do be aware that when you want to use INDIVIDUAL 1 or 2 as an independent parallel out, plugging only into the INDIVIDUAL 1 jack enables the L(MONO) function, and the sounds from both (INDIVIDUAL 1 and 2) are output from the INDIVIDUAL 1 jack. In this case, plug a cable into the INDIVIDUAL 2 to disable the L(MONO) function.

■ Searching and Organizing Patches

Q: What do I need to note when using the Favorite List?

A: Information specifying the Patch numbers in a particular SOUND LIBRARY is registered to the Favorite List. Exercise care when registering Patches from the User Memory, on memory cards, or on Expansion Boards, since rewriting Patches after they have been registered or changing the type of Expansion Boards can result in a different Patch than registered being called up. Furthermore, if you try registering a Patch to the Favorite List while the Patch is being edited, without first writing the edited Patch to the USER area, the Patch data is not recorded.

Q: When can I use the Patch finder?

A: You can use this feature in the Patch selection window in Performance mode ([PREFORM]/[Part]) and Patch mode. For example, if you want to change the bass when selecting a Part's Patch in Performance mode, by selecting Patches with the bass selected as the category, you can conveniently target only those Patches that have bass in them.

■ Expansion Boards

Q: If the Expansion Board is reinstalled in a different slot, do Program Change and Bank Select numbers also change?

A: Since fixed Bank Select numbers are assigned to the board itself, Bank Select numbers and Program Changes do not change, even when the slot position changes.

For more on the assignments, refer to <Table 1: Bank Select and Program Change Correspondence Chart> (p. 13).

Q: When can I use more than one of the same type of Expansion Board?

A: You can't.

■ Playback of Sampler Data (CD-ROM and Otherwise)

Q: What data can be loaded and used?

A: You can use the following kinds of data.

- S-700 Series Tone Data
 - After being loaded in Volumes, Performances, Patches, Partials, or Samples, the data can then be used.
- AKAI S1000/3000 Tone Data
 - Data may be used after loading in Program or Sample units.
- WAV/AIFF
 - Files may be loaded as Samples for use.

Q: Can I load stereo WAV and AIFF files?

A: Yes. When loaded, these are split into two as Left and Right waves.

Q: When loading S-700 Series data to the XV-5080, how do S-700 Series, JV, and XV Patch parameters differ in composition?

A: The XV-5080 handles two types of Patches, those for the S-700 Series and then the JV/XV Patches. You can display and edit parameters for each of these two corresponding Patch types on the XV-5080.

* Patches created by previous Roland models, including those of the JV Series, the XV-88/3080, and SRX and SR-JV80 Wave Expansion Boards are Four-Tone Patches (composed of four tones), whereas sampler Patches such as those for the S-700 Series are called Multi-Partial Patches (composed of multiple Partials).

Q: When I try to load S-700 Series tones, ones which formerly I was able to load into the S-760, "Memory full" appears, and I cannot load the tones. Why is this?

A: In loading S-700 Series tone data, the amount of data loaded into the SIMM increases for the XV-5080 over that used with the S-760. Therefore, even when the XV-5080 is expanded with equal SIMM capacity, the data loaded with the S-760 cannot be loaded into the XV-5080.

The S-760 and the XV-5080 have the following differences in regard to data loaded into SIMMs.

	Expansion SIMM	Internal memory
S-760	Stores waveforms only	Stores all parameters for Performances, Patches, Partials, samples, and other such data other than waveforms
XV-5080	Stores waveforms as well as Partial and sample parameters	Stores Performance, Patch, and Rhythm Set parameters

As you can see, on the S-760, only waveforms are stored in the SIMM; while sample parameters, Partial parameters, Patch parameters, Performance parameters, and so on are not stored in the SIMM, but are instead stored in separately existing internal memory.

However, on the XV-5080, things are handled somewhat differently, and things such as the loop points used for playing back waveform data, sample parameters for the Loop mode, and TVA/TVF and other Partial parameters, all get stored in the SIMM.

Thus, when loading data you've loaded successfully with the S-760, you'll have to keep in mind that a certain amount of extra SIMM capacity will be required when the same data is loaded into the XV-5080.

One measure you can take to overcome this problem is to install additional XV-5080 SIMMs. The XV-5080 can be expanded to up to 128 MB (four times that of the S-760).

Q: Can I use a sample (wave) loaded from a CD-ROM with a JV/XV Four-Tone Patch wave?

A: Yes.

Q: Can I use a wave in a Multi-Partial Patch sample loaded from a CD-ROM and an SRX/SR-JV80 wave?

A: No.

Q: Can I use a Multi-Partial Patch loaded from the CD-ROM with a JV/XV Four-Tone Patch in a Performance?

A: Yes.

Q: Can I apply effects found in S-700 Series or other Multi-Partial Patches loaded from a CD-ROM?

A: Yes.

Q: Can I specify the output jack for each Partial in S-700 Series or other Multi-Partial Patches loaded from a CD-ROM?

A: Yes. The Output can be set to Output A-D (stereo), 1-8 (individual) or MFX.

■ SIMMS

Q: What are the specifications for compatible SIMMs?

A:

Number of pins: 72

Access time: 60 ns or faster

Access protocol: FPM or EDO

Voltage: 5 V

Capacity: 64/32/16 MB (can be mixed)

* While parity SIMMs can be used, the parity bit is disregarded.

SIMM height: 36 mm or less

Q: Can I mix SIMMs of differing capacities?

A: Yes.

Q: What can be loaded to a SIMM?

A: SIMMs store (Sample) waveforms loaded from CD-ROMs and other such sources. In addition, Partials from S-700 Series CD-ROM Multi-Partial Patches and sample parameters can also be loaded to a SIMM.

Other parameters are loaded to the XV-5080's own User memory.

* Data loaded to a SIMM is lost when the power is turned off.

■ DISK

Q: What are Disk and card (SmartMedia) formats?

A: DOS is used as the XV-5080's disk format. The enables reading from and writing to disks formatted in DOS. DOS-formatted disks can also be used on Macintosh computers equipped with PC Exchange.

■ Digital OUT

Q: What is the output sampling rate?

A: 44.1 and 48 kHz.

Q: At which sampling rates can synchronization take place using Word Clock In?

A: 44.1 and 48 kHz.

■ About the Sharing of Storage Devices

Q: Can a Zip drive or other such storage device be used by both the XV-5080 and another sampler simultaneously?

A: You must take care to note certain points when using these devices together with the same storage device.

With a Zip drive or other such storage device being shared by more than one device, if both the XV-5080 and the other a sampler or similar piece of gear simultaneously access the external SCSI storage device and change data on the storage device, data recorded on the recorder may become corrupted.

Using the XV-5080 to carry out SAVE (p. 200) or UTILITY DISK-related operations (Format, Copy, Move, Delete, or Volume Level) (p. 200) on the external SCSI storage device changes the content of the external SCSI storage device.

When using an external SCSI storage device simultaneously with the XV-5080 and another sampler or other such device, make sure not to have it set up so that both devices are recognized as being able to perform operations to change data on the external SCSI storage device, that both devices are not allowed to automatically check at fixed intervals such information as whether or not data is being written to the device that the storage device, and that both devices are not simultaneously given access to change the content of the external SCSI storage device.

Additionally, when a computer uses an external SCSI storage device along with the XV-5080, note that there are some applications that overwrite data on the external SCSI storage device at fixed intervals, which may lead to inadvertent corruption of your data. Be sure to thoroughly check out your system before using it.

■ Other Issues

Q: I want to use a tuning other than equal temperament.

A: You can set the scale tunings for Parts in Performance mode with Key Scale ([PERFORM]/[SYSTEM]/[General]), and in Patch mode with Patch Scale ([PATCH]/[SYSTEM]/[General]). These settings are effective for all Patches and Performances. In addition, Part 1 in Performance mode and Patch mode are linked, so the scale tuning set in Patch Mode is automatically mirrored in the setting for Part 1 in Performance mode.

Q: It is difficult to read things on the LCD screen.

A: Changes in the ambient temperature can affect the clarity

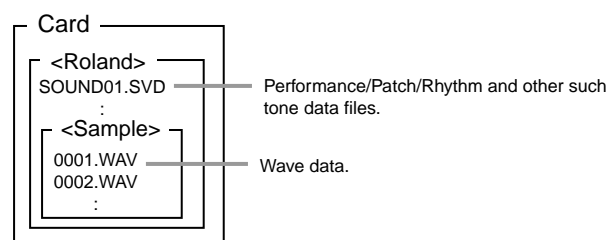
of the XV-5080's LCD screen. In general, the colder it gets, the lighter the images and characters appear; whereas they become darker as the temperature rises. Especially when the XV-5080 is rack-mounted, heat emanating from other equipment in the rack may cause the characters in the LCD screen to become so dark that they are difficult to make out. In such cases, adjust the contrast by changing the LCD parameter value SYSTEM General([SYSTEM]/[General]), selecting a value that makes the display easier to read.

■ About Saving

About Saving Files to Memory Cards

When a memory card is formatted on the XV-5080, a folder with the name <Roland> is automatically created on the card. When executing a save, a file with the extension ".SVD" is created. This file contains the tone data for 64 Performances, 128 Patches, and 4 Rhythm Sets; along with all the System, Favorites List, and other settings.

Additionally, if there are samples or other wave data in the SIMM, a folder named <Sample> is created automatically within the <Roland> folder on the card, and when the save is executed, the samples and other wave data stored in the SIMM are then saved in this folder in either AIFF or WAV format. Wave data files loaded into the SIMM are automatically named using the same sample numbers with .WAV or .AIF added, such as 0001.WAV (or .AIF), 0002.WAV (or .AIF), and so on.



Saving New Files to a Memory Card to Which XV-5080 Settings (SVD Files) Have Previously Been Saved

You can save up to a maximum of 99 SVD files on one memory card. However, if you save new files to a memory card that contains previously saved sample data, and sample or other wave data is contained in the XV-5080's SIMM, the data in <Sample> folder will be erased, and the data contained in the SIMM at the time the new file is saved will be saved as well.

In this situation, the message:

"Partial/Sample on the Disk/Card will be discarded. Sure?"

appears on the screen, indicating that the data in the card's <Sample> folder will be cleared.

If at this point you press [F6 (OK)] and discard this data, tone data for Patches, Performances, and Rhythm Sets in the previously saved SVD files that use tone data with samples loaded from CD-ROMs or other sources may sound different, as the previous samples will be replaced by the new ones.

If you want to prevent this, you will need to save the new files to a different card or take other measures to preserve the samples on the current card.

- * *If there are any samples or other wave data contained in the SIMM when the file is saved, the data in the SIMM will always be saved onto the card, overwriting any previous contents.*
- * *If samples are not used in the Patches or other tone data being saved, you can delete all samples and partials in the SIMM to prevent the samples on the card from being overwritten.*
- * *A message warning you that the data will be discarded does not appear when the file is saved.*



Creating Patches/Other Tone Data Using Samples on Memory Card that Remain Protected

After first loading all the samples on the card into the SIMM, and then loading additional samples from a CD-ROM or other source, create the Patch. When you have finished creating the Patch, save all the data onto the card.



Organizing Tones That Uses Samples (such as when SIMM memory is restricted)

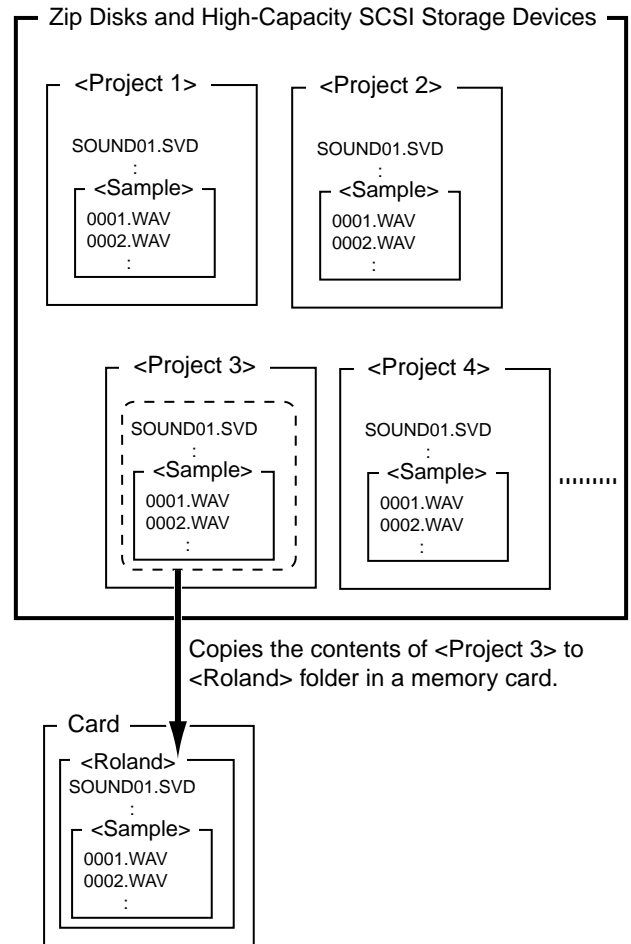
Individual Patches or Performances from the SVD files that have been saved onto memory cards can be loaded into the XV-5080. By loading data this way, only the samples used by the selected Patches and Performances need to be loaded into the SIMM. This allows you to use the XV-5080 to create setups that fit the SIMM capacity of your XV-5080, and then save those settings onto a card.

Saving to Zip Disks and Other High-Capacity SCSI Storage Devices

With Zip disks and other high-capacity SCSI storage devices, you can save the SVD files and samples for tone data each in a separate folder, allowing you to manage any number of tone data and sample data files.

You can create new folders by pressing [F2 (New)] in the SAVE screen in DISK mode (p. 201).

When you create a new folder and save XV-5080 settings in it, that folder is composed such that it is the equivalent of one memory card. You can copy the contents of these folders to handy, portable memory cards.



<Table 1: Bank Select and Program Change Correspondence Chart>

BANK MSB	SELECT LSB	PROGRAM NUMBER	GROUP	NUMBER
000		001 - 128	GM Patch	
:				
032		001 - 128	GM Patch	
085	000	001 - 064	User Performance	001 - 064
	032	001 - 064	Card Performance A	001 - 064
	033	001 - 064	Card Performance B	001 - 064
	:			
	064	001 - 032	Preset Performance A	001 - 032
	065	001 - 032	Preset Performance B	001 - 032
	:			
086	000	001 - 004	User Rhythm	001 - 004
	032	001 - 004	Card Rhythm A	001 - 004
	033	001 - 004	Card Rhythm B	001 - 004
	:			
	064	001 - 002	Preset Rhythm A	001 - 002
	065	001 - 002	Preset Rhythm B	001 - 002
	:			
087	000	001 - 128	User Patch	001 - 128
	032	001 - 128	Card Patch A	001 - 128
	033	001 - 128	Card Patch B	001 - 128
	:			
	064	001 - 128	Preset Patch A	001 - 128
	065	001 - 128	Preset Patch B	001 - 128
	:			
088	000 - 001	001 - 128	SR-JV80-01 Rhythm	001 - 256
	002 - 003	001 - 128	SR-JV80-02 Rhythm	001 - 256
	:			
089	000 - 001	001 - 128	SR-JV80-01 Patch	001 - 256
	002 - 003	001 - 128	SR-JV80-02 Patch	001 - 256
	:			
092	000 -	001 -	SRX Rhythm	001 -
	:			
093	000 -	001 -	SRX Patch	001 -
	:			
120		001 - 057	GM Rhythm	001 - 009
121	000 -	001 - 128	GM Patch	001 - 256

* *Wave Expansion Boards in the SR-JV80 series are assigned Bank Selects that correlate with their model number.*

(Examples)

SR-JV80-01 → MSB 88 LSB 0-1

SR-JV80-02 → MSB 88 LSB 2-3

* *Selections made with respect to SRX series Wave Expansion Boards employ Bank Selects with an MSB of 92-119 and an LSB of 0, in combination with a Program Change of 0-127. For details, refer to the Owner's Manual that came with the SRX series device.*

Patch List

USER (User Group)

No.	Name	Voice	Key Assign	No.	Name	Voice	Key Assign
001	Xtremities	4	MONO	065	Dirty Wurlie	4	POLY
002	Y2K Concerto	8	POLY	066	XV Crystal	4	POLY
003	Amped Wurlie	3	POLY	067	Velvet Organ	2	POLY
004	Mood Ringz	4	POLY	068	LA Sax's	4	POLY
005	Syncronicity	4	POLY	069	Harmonica XV	1	POLY
006	Blue Mutes	2	POLY	070	LegatoBamboo	4	MONO
007	OvertoneScan	4	POLY	071	Modular Life	4	POLY
008	Punch Bass	1	MONO	072	BOG	3	MONO
009	Ambi Voices	8	POLY	073	Dirty Sync	2	MONO
010	Droplets	4	POLY	074	XV SteelGt 1	4	POLY
011	Flashback	4	POLY	075	Fab 4 Guitar	4	POLY
012	BrushingSaw1	8	POLY	076	Punker	2	POLY
013	Double Steel	8	POLY	077	Byzantine	4	POLY
014	Nylozzicato	3	POLY	078	Reel Slam	4	POLY
015	Ionizer	4	POLY	079	MinorIncident	4	MONO
016	Wedo-Wodo	4	POLY	080	Phunky DC	2	MONO
017	Backrhodes	3	POLY	081	Trance Fair	8	MONO
018	Pianomics	4	POLY	082	GermanBounce	4	POLY
019	Distorted B	1	POLY	083	Blades	4	POLY
020	Bounce Noize	2	POLY	084	Shapeshifter	4	POLY
021	HybOrchestra	8	POLY	085	Halographix	2	POLY
022	Contemplate	2	POLY	086	Ringy Thingy	8	MONO
023	Borealis	4	POLY	087	DigitalDrone	2	POLY
024	BiggieBrass2	5	POLY	088	Indian Guru	4	POLY
025	Mean Thing	2	MONO	089	Runaway Rez	2	POLY
026	5ths in 4ths	4	POLY	090	Generator	4	MONO
027	Soft Perky	5	POLY	091	Techno Cave	2	MONO
028	Swimming EP	8	POLY	092	Say Yeah !	2	POLY
029	Bounce Mama!	3	POLY	093	3rdTeenChord	4	POLY
030	Crying Solo	2	POLY	094	COSM Bass	4	POLY
031	Pretty Ugly	2	POLY	095	Synth Ethics	4	POLY
032	Trying Winds	3	POLY	096	Bounce Daddy	2	POLY
033	DUB!!!	4	POLY	097	Radikal B	1	POLY
034	Boogie Organ	4	POLY	098	Klubb Organ	2	POLY
035	Hit Rhodes	3	POLY	099	Power Octs	6	POLY
036	So nice!	8	POLY	100	MOVE!	6	MONO
037	Strum Distr	2	POLY	101	Atmospherics	4	POLY
038	Bend a Chord	4	POLY	102	Lunar Strngs	4	POLY
039	Technoheadz	4	POLY	103	Marcato Str	4	POLY
040	XV Strings	3	POLY	104	Henry VIII	8	POLY
041	VoyagerBrass	3	POLY	105	Grounded Bs	2	MONO
042	Solo SoprSax	1	MONO	106	PhazeWahClav	6	POLY
043	Soaring Hrns	6	POLY	107	Rhodes Trem	2	POLY
044	Glass Orbit	3	POLY	108	RockPiano Ch	3	POLY
045	Square Roots	2	MONO	109	Power Stack	3	POLY
046	WaterPiano2	3	POLY	110	ClassicJPad	2	POLY
047	Spectre	4	POLY	111	Tap Bass	1	POLY
048	Harm is Fine	3	POLY	112	Retro Rhodes	3	POLY
049	WarmVoxPiano	4	POLY	113	Guttural	8	MONO
050	Soft Nylon	4	POLY	114	Tape Strings	2	POLY
051	COSM Searing	3	MONO	115	5th Atm /Aft	2	POLY
052	West End Bs	5	MONO	116	GenderBender	4	MONO
053	Sub Zero	4	MONO	117	Con Sequence	2	POLY
054	Chime Bells	4	POLY	118	Alt Dist Gtr	2	POLY
055	Andreas Cave	4	POLY	119	Wood Symphny	7	POLY
056	ChamberPlyrs	4	POLY	120	India Garden	6	POLY
057	TB Squelch	2	POLY	121	Cultivate	5	POLY
058	Talking Box	3	MONO	122	What a Gate!	7	MONO
059	Suite Combo	6	POLY	123	S.O.S.trings	4	POLY
060	SteppingPhsr	3	POLY	124	Combing	2	POLY
061	The Beast	6	POLY	125	NewR&RBrass	8	POLY
062	XV Ac.Bass	4	POLY	126	Flute/Clari	2	POLY
063	Morph Pad	8	POLY	127	Fat Strings	3	POLY
064	Quasar /Aft	4	POLY	128	Winky	8	POLY

PR-A (Preset A Group)

No.	Name	Voice	Key Assign	No.	Name	Voice	Key Assign
001	128voicePno	1	POLY	065	Dual Profs	3	POLY
002	Bright Piano	1	POLY	066	Saw Mass	4	POLY
003	Classique	2	POLY	067	Poly Split	4	POLY
004	Nice Piano	3	POLY	068	Poly Brass	3	POLY
005	Piano Thang	3	POLY	069	Stackoid	4	POLY
006	Power Grand	3	POLY	070	Poly Rock	4	POLY
007	House Piano	2	POLY	071	D-50 Stack	4	POLY
008	E.Grand	1	POLY	072	Fantasia JV	4	POLY
009	MIDled Grand	3	POLY	073	Jimmee Dee	4	POLY
010	Piano Blend	3	POLY	074	Heavenals	4	POLY
011	West Coast	4	POLY	075	Mallet Pad	4	POLY
012	PianoStrings	4	POLY	076	Huff N Stuff	3	POLY
013	Bs/Pno+Brs	4	POLY	077	Puff 1080	2	POLY
014	Waterhodes	2	POLY	078	BellVox 1080	4	POLY
015	S.A.E.P.	3	POLY	079	Fantasy Vox	4	POLY
016	SA Rhodes 1	4	POLY	080	Square Keys	2	POLY
017	SA Rhodes 2	2	POLY	081	Childlike	4	POLY
018	Stiky Rhodes	3	POLY	082	Music Box	3	POLY
019	Dig Rhodes	2	POLY	083	Toy Box	2	POLY
020	Nylon EPiano	4	POLY	084	Wave Bells	4	POLY
021	Nylon Rhodes	4	POLY	085	Tria Bells	4	POLY
022	Rhodes Mix	3	POLY	086	Beauty Bells	4	POLY
023	PsychoRhodes	2	POLY	087	Music Bells	2	POLY
024	Tremo Rhodes	4	POLY	088	Pretty Bells	2	POLY
025	MK-80 Rhodes	1	POLY	089	Pulse Key	3	POLY
026	MK-80 Phaser	1	POLY	090	Wide Tubular	4	POLY
027	Delicate EP	2	POLY	091	AmbienceVibe	4	POLY
028	Octa Rhodes1	4	POLY	092	Warm Vibes	2	POLY
029	Octa Rhodes2	4	POLY	093	Dyna Marimba	1	POLY
030	JV Rhodes+	4	POLY	094	Bass Marimba	4	POLY
031	EP+Mod Pad	4	POLY	095	Nomad Perc	3	POLY
032	Mr.Mellow	4	POLY	096	Ethno Metals	4	POLY
033	Comp Clav	1	POLY	097	Islands Mlt	4	POLY
034	Klavinet	4	POLY	098	Steelin Keys	3	POLY
035	Winger Clav	4	POLY	099	Steel Drums	1	POLY
036	Phaze Clav 1	2	POLY	100	Voiccy Pizz	3	POLY
037	Phaze Clav 2	1	POLY	101	Sitar	2	POLY
038	Phuzz Clav	2	POLY	102	Drone Split	4	POLY
039	Chorus Clav	1	POLY	103	Ethnopluck	4	POLY
040	Claviduck	2	POLY	104	Jamisen	2	POLY
041	Velo-Rez Clv	1	POLY	105	Dulcimer	2	POLY
042	Clavicembalo	4	POLY	106	East Melody	2	POLY
043	Analog Clav1	1	POLY	107	MandolinTrem	4	POLY
044	Analog Clav2	1	POLY	108	Nylon Gtr	1	POLY
045	Metal Clav	3	POLY	109	Gtr Strings	3	POLY
046	Full Stops	2	POLY	110	Steel Away	3	POLY
047	Ballad B	3	POLY	111	Heavenly Gtr	4	POLY
048	Mellow Bars	4	POLY	112	12str Gtr 1	2	POLY
049	AugerMentive	3	POLY	113	12str Gtr 2	3	POLY
050	Perky B	2	POLY	114	Jz Gtr Hall	1	POLY
051	The Big Spin	3	POLY	115	LetterFrmPat	4	POLY
052	Gospel Spin	3	POLY	116	Jazz Scat	3	POLY
053	Roller Spin	3	POLY	117	Lounge Gig	3	POLY
054	Rocker Spin	3	POLY	118	JC Strat	1	POLY
055	Tone Wh.Solo	3	POLY	119	Twin Strats	3	POLY
056	Purple Spin	4	POLY	120	JV Strat	2	POLY
057	60's LeadORG	2	POLY	121	Syn Strat	2	POLY
058	Assalt Organ	3	POLY	122	Rotary Gtr	2	POLY
059	D-50 Organ	2	POLY	123	Muted Gtr	1	POLY
060	Cathedral	4	POLY	124	SwitchOnMute	2	POLY
061	Church Pipes	4	POLY	125	Power Trip	2	POLY
062	Poly Key	3	POLY	126	Crunch Split	4	POLY
063	Poly Saws	4	POLY	127	Rezodrive	2	MONO
064	Poly Pulse	4	POLY	128	RockYurSocks	4	MONO

Voice: number of voice

PR-B (Preset B Group)

No.	Name	Voice	Key	Assign	No.	Name	Voice	Key	Assign
001	Dist Gtr 1	3	POLY		065	Analog Seq	2	POLY	
002	Dist Gtr 2	3	POLY		066	Impact Vox	4	POLY	
003	R&R Chunk	4	POLY		067	TeknoSoloVox	2	POLY	
004	Phripphuzz	1	MONO		068	X-Mod Man	2	POLY	
005	Grungeroni	3	POLY		069	Paz <==> Zap	1	MONO	
006	Black Widow	4	POLY		070	4 Hits 4 You	4	POLY	
007	Velo-Wah Gtr	1	POLY		071	Impact	4	POLY	
008	Mod-Wah Gtr	2	POLY		072	Phase Hit	3	POLY	
009	Pick Bass	1	MONO		073	Tekno Hit 1	2	POLY	
010	Hip Bass	2	POLY		074	Tekno Hit 2	2	POLY	
011	Perc.Bass	3	MONO		075	Tekno Hit 3	4	POLY	
012	Homey Bass	2	MONO		076	Reverse Hit	3	POLY	
013	Finger Bass	1	MONO		077	SquareLead 1	3	POLY	
014	Nylon Bass	2	POLY		078	SquareLead 2	2	POLY	
015	Ac.Upright	1	MONO		079	You and Luck	2	MONO	
016	Wet Fretls	1	MONO		080	Belly Lead	4	POLY	
017	Fretls Dry	2	POLY		081	WhistlinAtom	2	POLY	
018	Slap Bass 1	2	POLY		082	Edye Boost	2	MONO	
019	Slap Bass 2	1	MONO		083	MG Solo	4	MONO	
020	Slap Bass 3	1	MONO		084	FXM Saw Lead	4	MONO	
021	Slap Bass 4	2	POLY		085	Sawteeth	3	MONO	
022	4 Pole Bass	1	MONO		086	Smoothie	2	MONO	
023	Tick Bass	4	MONO		087	MG Lead	2	MONO	
024	House Bass	3	MONO		088	MG Interval	4	MONO	
025	Mondo Bass	3	MONO		089	Pulse Lead 1	3	POLY	
026	Clk AnalogBs	2	MONO		090	Pulse Lead 2	4	MONO	
027	Bass In Face	2	POLY		091	Little Devil	4	MONO	
028	101 Bass	2	MONO		092	Loud SynLead	4	MONO	
029	Noiz Bass	2	MONO		093	Analog Lead	2	MONO	
030	Super Jup Bs	2	POLY		094	5th Lead	2	MONO	
031	Occitan Bass	3	POLY		095	Flute	2	POLY	
032	Hugo Bass	4	MONO		096	Piccolo	1	POLY	
033	Multi Bass	2	POLY		097	VOX Flute	4	POLY	
034	Moist Bass	2	MONO		098	Air Lead	2	POLY	
035	BritelowBass	4	MONO		099	Pan Pipes	2	POLY	
036	Untamed Bass	3	MONO		100	Airplaaane	4	POLY	
037	Rubber Bass	3	MONO		101	Taj Mahal	1	POLY	
038	Stereoww Bs	3	MONO		102	Raya Shaku	3	POLY	
039	Wonder Bass	3	MONO		103	Oboe mf	1	POLY	
040	Deep Bass	2	POLY		104	Oboe Express	2	POLY	
041	Super JX Bs	2	MONO		105	Clarinet mp	1	POLY	
042	W<RED>-Bass	4	POLY		106	ClariExpress	2	POLY	
043	HI-Ring Bass	3	POLY		107	Mitzva Split	4	POLY	
044	Euro Bass	2	MONO		108	ChamberWinds	4	POLY	
045	SinusoidRave	1	MONO		109	ChamberWoods	3	POLY	
046	Alternative	2	MONO		110	Film Orch	4	POLY	
047	Acid Line	1	MONO		111	Sop.Sax mf	2	POLY	
048	Auto TB-303	3	MONO		112	Alto Sax	3	POLY	
049	Hihat Tekno	2	POLY		113	AltoLead Sax	3	POLY	
050	Velo Tekno 1	3	MONO		114	Tenor Sax	3	POLY	
051	Raggatronic	4	POLY		115	Baritone Sax	3	POLY	
052	Blade Racer	4	POLY		116	Take A Tenor	4	POLY	
053	S&H Pad	1	POLY		117	Sax Section	4	POLY	
054	Syncrosonix	3	POLY		118	Bigband Sax	4	POLY	
055	Fooled Again	1	POLY		119	Harmonica	2	POLY	
056	Alive	3	POLY		120	Harmo Blues	2	POLY	
057	Velo Tekno 2	2	POLY		121	BluesHarp	1	POLY	
058	Rezoid	4	POLY		122	Hillbillys	4	POLY	
059	Raverborg	4	POLY		123	French Bags	4	POLY	
060	Blow Hit	4	POLY		124	Majestic Tpt	1	MONO	
061	Hammer Bell	3	POLY		125	Voluntare	2	POLY	
062	Seq Mallet	2	POLY		126	2Trumpets	2	POLY	
063	Intentions	3	POLY		127	Tpt Sect	4	POLY	
064	Pick It	3	POLY		128	Mute TP mod	4	POLY	

PR-C (Preset C Group)

No.	Name	Voice	Key	Assign	No.	Name	Voice	Key	Assign
001	Harmon Mute	1	POLY		065	Harmonicum	2	POLY	
002	Tp&Sax Sect	4	POLY		066	D-50 Heaven	2	POLY	
003	Sax+Tp+Tb	3	POLY		067	Afro Horns	3	POLY	
004	Brass Sect	4	POLY		068	Pop Pad	4	POLY	
005	Trombone	1	POLY		069	Dreamesque	4	POLY	
006	Hybrid Bones	4	POLY		070	Square Pad	4	POLY	
007	Noble Horns	4	POLY		071	JP-8 Hollow	4	POLY	
008	Massed Horns	3	POLY		072	JP-8Haunting	4	POLY	
009	Horn Swell	4	POLY		073	Heirborne	4	POLY	
010	Brass It!	4	POLY		074	Hush Pad	4	POLY	
011	Brass Attack	3	POLY		075	Jet Pad 1	2	POLY	
012	Archimede	3	POLY		076	Jet Pad 2	2	POLY	
013	Rugby Horn	3	POLY		077	Phaze Pad	3	POLY	
014	MKS-80 Brass	2	POLY		078	Phaze Str	4	POLY	
015	True ANALOG	2	POLY		079	Jet Str Ens	2	POLY	
016	Dark Vox	2	POLY		080	Pivotal Pad	4	POLY	
017	RandomVowels	4	POLY		081	3D Flanged	1	POLY	
018	Angels Sing	2	POLY		082	Fantawine	4	POLY	
019	Pvox Oooze	3	POLY		083	Glassy Pad	3	POLY	
020	Longing...	3	POLY		084	Moving Glass	1	POLY	
021	Arasian Morn	4	POLY		085	Glasswaves	3	POLY	
022	Beauty Vox	3	POLY		086	Shiny Pad	4	POLY	
023	Mary-AnneVox	4	POLY		087	ShiftedGlass	2	POLY	
024	Belltree Vox	4	POLY		088	Chime Pad	3	POLY	
025	Vox Panner	2	POLY		089	Spin Pad	2	POLY	
026	Spaced Voxx	4	POLY		090	Rotary Pad	4	POLY	
027	Glass Voices	3	POLY		091	Dawn 2 Dusk	3	POLY	
028	Tubular Vox	4	POLY		092	Aurora	4	POLY	
029	Velo Voxx	2	POLY		093	Strobe Mode	4	POLY	
030	Wavox	3	POLY		094	Albion	2	POLY	
031	Doos	1	POLY		095	Running Pad	4	POLY	
032	Synvox Comps	4	POLY		096	Stepped Pad	4	POLY	
033	Vocal Oohz	3	POLY		097	Random Pad	4	POLY	
034	LFO Vox	1	POLY		098	SoundtrkDANC	4	POLY	
035	St.Strings	2	POLY		099	Flying Waltz	4	POLY	
036	Warm Strings	4	POLY		100	Vanishing	1	POLY	
037	Somber Str	4	POLY		101	5th Sweep	4	POLY	
038	Marcato	2	POLY		102	Phazweep	4	POLY	
039	Bright Str	2	POLY		103	Big BPF	4	POLY	
040	String Ens	4	POLY		104	MG Sweep	4	POLY	
041	TremoloStrng	2	POLY		105	CeremonyTimp	3	POLY	
042	Chambers	3	POLY		106	Dyno Toms	4	POLY	
043	ViolinCello	4	POLY		107	Sands ofTime	4	POLY	
044	Symphonique	4	POLY		108	Inertia	4	POLY	
045	Film Octaves	4	POLY		109	Vektogram	4	POLY	
046	Film Layers	4	POLY		110	Crash Pad	4	POLY	
047	Bass Pizz	4	POLY		111	Feedback VOX	4	POLY	
048	Real Pizz	3	POLY		112	Cascade	1	POLY	
049	Harp On It	3	POLY		113	Shattered	2	POLY	
050	Harp	2	POLY		114	NextFrontier	2	POLY	
051	JP-8 Str 1	2	POLY		115	Pure Tibet	1	POLY	
052	JP-8 Str 2	3	POLY		116	Chime Wash	4	POLY	
053	E-Motion Pad	4	POLY		117	Night Shade	4	POLY	
054	JP-8 Str 3	4	POLY		118	Tortured	4	POLY	
055	Vintage Orch	4	POLY		119	Dissimilate	4	POLY	
056	JUNO Strings	3	POLY		120	Dunes	4	POLY	
057	Gigantalog	4	POLY		121	Ocean Floor	1	POLY	
058	PWM Strings	3	POLY		122	Cyber Space	3	POLY	
059	Warmth	2	POLY		123	Biosphere	2	POLY	
060	ORBit Pad	2	POLY		124	Variable Run	4	POLY	
061	Deep Strings	2	POLY		125	Ice Hall	2	POLY	
062	Pulsify	4	POLY		126	ComputerRoom	4	POLY	
063	Pulse Pad	4	POLY		127	Inverted	4	POLY	
064	Greek Power	4	POLY		128	Terminate	3	POLY	

Voice: number of voice

Patch List

PR-D (Preset D Group)

No.	Name	Voice	Key	Assign	No.	Name	Voice	Key	Assign
001	Echo Piano	3		POLY	065	Civilization	3		POLY
002	Upright Pno	3		POLY	066	Mental Chord	4		MONO
003	RD-1000	3		POLY	067	House Chord	4		MONO
004	Player's EP	2		POLY	068	Sequalog	4		POLY
005	D-50 Rhodes	4		POLY	069	Booster Bips	2		POLY
006	Innocent EP	2		POLY	070	VintagePlunk	4		MONO
007	Echo Rhodes	4		POLY	071	Plik-Plok	2		POLY
008	See-Thru EP	3		POLY	072	RingSequence	4		POLY
009	FM BellPiano	3		POLY	073	Cyber Swing	4		POLY
010	Ring E.Piano	4		POLY	074	Keep :-)	2		POLY
011	Soap Opera	1		POLY	075	Resojuice	2		MONO
012	Dirty Organ	3		POLY	076	B'on d'moov!	3		POLY
013	Surf's Up!	2		POLY	077	Dist TB-303	2		MONO
014	Organesque	3		POLY	078	Temple of JV	4		POLY
015	pp Harmonium	1		POLY	079	Planet Asia	4		POLY
016	PieceOfCheez	1		POLY	080	Afterlife	3		POLY
017	Harpsy Clav	2		POLY	081	Trancing Pad	2		POLY
018	Exotic Velo	4		POLY	082	Pulsatronic	3		POLY
019	Holiday Cheer	4		POLY	083	Cyber Dreams	3		POLY
020	Morning Lite	2		POLY	084	Warm Pipe	1		MONO
021	Prefab Chime	3		POLY	085	Pure Pipe	2		POLY
022	Belfry Chime	3		POLY	086	SH-2000	2		MONO
023	Stacc.Heaven	4		POLY	087	X..? Whistle	3		POLY
024	2.2 Bell Pad	4		POLY	088	Jay Vee Solo	3		POLY
025	Far East	4		POLY	089	Progresso Ld	4		MONO
026	Wire Pad	3		POLY	090	Adrenaline	4		POLY
027	PhaseBlipper	2		POLY	091	Enlighten	4		POLY
028	Sweep Clav	3		POLY	092	Glass Blower	3		POLY
029	Glider	2		POLY	093	Earth Blow	2		POLY
030	Solo Steel	4		POLY	094	JX SqrCarpet	2		POLY
031	DesertCrystl	4		POLY	095	Dimensional	2		POLY
032	Clear Guitar	3		POLY	096	Jupiterings	2		POLY
033	Solo Strat	3		POLY	097	Analog Drama	3		POLY
034	Feed Me!	4		POLY	098	Rich Dynapad	4		POLY
035	Tube Smoke	2		POLY	099	Silky Way	2		POLY
036	Creamy	2		POLY	100	Gluey Pad	3		POLY
037	Blusey OD	2		POLY	101	BandPass Mod	2		POLY
038	Grindstone	2		POLY	102	Soundtraque	2		POLY
039	OD 5ths	3		POLY	103	Translucence	4		POLY
040	East Europe	2		POLY	104	Darkshine	4		POLY
041	Dulcitar	4		POLY	105	D'light	2		POLY
042	Atmos Harp	4		POLY	106	December Sky	4		POLY
043	Pilgrimage	4		POLY	107	Octapad	3		POLY
044	202 Rude Bs	2		MONO	108	JUNO Power!	4		POLY
045	2pole Bass	2		MONO	109	Spectrum Mod	4		POLY
046	4pole Bass	2		MONO	110	Stringsheen	3		POLY
047	Phaser MC	2		POLY	111	GR500 TmpDly	2		POLY
048	Miniphaser	2		POLY	112	Mod DirtyWav	3		POLY
049	Acid TB	1		MONO	113	Silicon Str	4		POLY
050	Full Orchest	4		POLY	114	D50FantaPerc	3		POLY
051	Str + Winds	4		POLY	115	Rotodreams	3		POLY
052	Flute 2080	2		POLY	116	Blue Notes	4		POLY
053	Scat Flute	2		POLY	117	RiversOfTime	4		POLY
054	Sax Choir	4		POLY	118	Phobos	2		POLY
055	Ballad Trump	4		POLY	119	2 0 8 0	4		POLY
056	Sm.Brass Grp	4		POLY	120	Unearthly	4		POLY
057	Royale	4		POLY	121	Glistening	4		POLY
058	Brass Mutes	2		POLY	122	Sci-Fi Str	3		POLY
059	Breathy Brs	3		POLY	123	Shadows	4		POLY
060	3 Osc Brass	3		POLY	124	Helium Queen	4		MONO
061	P5 Polymod	2		POLY	125	Sci-Fi FX x4	1		POLY
062	Triumph Brs	3		POLY	126	Perky Noize	3		POLY
063	Techno Dream	3		POLY	127	Droplet	3		POLY
064	Organizer	3		POLY	128	Rain Forest	4		POLY

PR-E (Preset E Group)

No.	Name	Voice	Key	Assign	No.	Name	Voice	Key	Assign
001	Grand XV	4		POLY	065	St. Choir	4		POLY
002	Contemplate	2		POLY	066	SampleThe80s	2		POLY
003	Rock Piano	2		POLY	067	Sacred Tree	2		POLY
004	RockPiano Ch	3		POLY	068	VP330 OctEko	2		POLY
005	Pianomonics	4		POLY	069	XV Strings	3		POLY
006	Piano+SftPad	4		POLY	070	Fat Strings	3		POLY
007	WarmVoxPiano	4		POLY	071	Dolce p/m/f	6		POLY
008	Y2K Concerto	8		POLY	072	Sad Strings	6		POLY
009	Piano+AirPad	5		POLY	073	Lush Strings	4		POLY
010	ChoraLeader	8		POLY	074	Strings4Film	6		POLY
011	SparklePiano	6		POLY	075	Marcato Str	4		POLY
012	Retro Rhodes	3		POLY	076	End Titles	4		POLY
013	Fat Rhodes	3		POLY	077	ChmbrQuartet	4		POLY
014	Rhodes Trem	2		POLY	078	ChamberSect.	4		POLY
015	Phaser Dyno	3		POLY	079	FullChmbrStr	6		POLY
016	Hit Rhodes	3		POLY	080	Tape Strings	2		POLY
017	Sweet Tynes	4		POLY	081	Henry VIII	8		POLY
018	Pluk Rhodes	3		POLY	082	Prelude	4		POLY
019	Rhodes Trip	2		POLY	083	Str&Brs Orch	7		POLY
020	AmbiRhodes	4		POLY	084	Hornz	5		POLY
021	Rholitzer	3		POLY	085	TudorFanfare	4		POLY
022	Wurlie	2		POLY	086	ChamberPlyrs	4		POLY
023	FM Delight	2		POLY	087	Flute/Clari	2		POLY
024	Cutter Clav	2		POLY	088	Orch Reeds	3		POLY
025	Mute Clav D6	3		POLY	089	Dual Flutes	3		POLY
026	PhazeWahClav	6		POLY	090	Jazzer Flute	2		POLY
027	St.Harpsichd	4		POLY	091	LegatoBamboo	4		MONO
028	3PartInventn	4		POLY	092	Ambience Flt	4		POLY
029	Soft Perky	5		POLY	093	The Andes	1		POLY
030	Fullness	5		POLY	094	Deja Vlute	4		MONO
031	Paleface 1	2		POLY	095	Simply Brass	2		POLY
032	Paleface 2	4		POLY	096	FullSt Brass	5		POLY
033	Soft B	2		POLY	097	Dragnet	4		POLY
034	British B	4		POLY	098	NewR&RBrass	8		POLY
035	Rocker Org	6		POLY	099	Tower Trumps	5		POLY
036	Split B	6		POLY	100	BigBrassBand	5		POLY
037	PerclInterval	8		POLY	101	Lif'BigHornz	6		POLY
038	Happy 60s	2		POLY	102	VoyagerBrass	3		POLY
039	96 Years	1		POLY	103	Symph Horns	3		POLY
040	Glory Us Rok	2		POLY	104	Trombone Atm	3		POLY
041	Church Harmn	4		POLY	105	XV Trombone	2		POLY
042	Cathdr Harmn	5		POLY	106	XV Trumpet	3		POLY
043	Morph Pad	8		POLY	107	JupiterHorns	2		POLY
044	Air Pad	3		POLY	108	Solo SoprSax	1		MONO
045	Soft Padding	2		POLY	109	Solo AltoSax	2		MONO
046	Warmth Pad	2		POLY	110	XV DynoTenor	3		POLY
047	ClassicJPad	2		POLY	111	Honker Bari	2		POLY
048	Jupiter Str	2		POLY	112	Full Saxz	7		POLY
049	Fat Pad	4		POLY	113	Soaring Hrns	6		POLY
050	GR700 Pad	3		POLY	114	Glass Orbit	3		POLY
051	Paradise	3		POLY	115	5th Atm /Aft	2		POLY
052	Moonchimes	3		POLY	116	Lo-fi Sweep	2		POLY
053	SusPed Swap	4		POLY	117	Modular Life	4		POLY
054	PhasingPad	2		POLY	118	Oscillations	4		POLY
055	Ethereal Str	4		POLY	119	Combing	2		POLY
056	Velcropad	4		POLY	120	Rolling 5ths	4		POLY
057	NothrnLights	4		POLY	121	Analogue Str	4		POLY
058	Sun Dive	7		POLY	122	Lunar Strngs	4		POLY
059	Brite Vox 1	4		POLY	123	BPFsweep Mod	3		POLY
060	Brite Vox 2	4		POLY	124	Queen V	6		POLY
061	Ooh)Aah Mod	4		POLY	125	SkinnyBounce	2		POLY
062	Vocals: Ooh	4		POLY	126	SquareBounce	3		POLY
063	Vocals: Scat	6		POLY	127	Galactic	8		POLY
064	Vocals: Boys	6		POLY	128	Powerwiggle	3		POLY

Voice: number of voice

PR-F (Preset F Group)

No.	Name	Voice	Key	Assign	No.	Name	Voice	Key	Assign
001	80s Retrosyn	2	POLY		065	Kickin' Bass	2	MONO	
002	Power Stack	3	POLY		066	Sub Zero	4	MONO	
003	Don't Jump	8	POLY		067	Liquid Bass	2	MONO	
004	Big Bubbles	3	POLY		068	Hefty Bass	2	MONO	
005	X-mod Sweep	1	POLY		069	Severe Ow Bs	4	MONO	
006	Bag O' Bones	6	POLY		070	Chime Bells	4	POLY	
007	AirSoThin	2	POLY		071	Celestabox	1	POLY	
008	Analogical	4	POLY		072	Brass Tubes	4	POLY	
009	Waspy Pulse	2	POLY		073	Dreams East	3	POLY	
010	Soaring Saws	6	MONO		074	Synergistic	2	POLY	
011	Square Roots	2	MONO		075	Andreas Cave	4	POLY	
012	BOG	3	MONO		076	AmbiPizza	5	POLY	
013	Talking Box	3	MONO		077	Voxy Nylon	3	POLY	
014	Retro Lead	2	MONO		078	EastrnEurope	3	POLY	
015	LivingInSync	2	MONO		079	Celtic Harp	2	POLY	
016	Leads United	4	MONO		080	Reso Sitar	2	POLY	
017	Dirty Sync	2	MONO		081	The Ganges	3	POLY	
018	DistortaSync	1	MONO		082	MountainFolk	2	POLY	
019	Blistering	2	MONO		083	Byzantine	4	POLY	
020	Guttural	8	MONO		084	AsiaPlectrum	8	POLY	
021	Flyin' High	3	MONO		085	VelHarp)Harm	3	POLY	
022	Soft Tooth	2	MONO		086	Pluckaphone	4	POLY	
023	Soaring Sqr	4	MONO		087	Slap Timps	4	POLY	
024	Soaring Sync	4	MONO		088	Suite Combo	6	POLY	
025	Nasal Spray	2	MONO		089	Jet Voxs	3	POLY	
026	Lamb Lead	2	MONO		090	Dirty Hit	4	POLY	
027	Creamer	2	MONO		091	MOVE!	6	MONO	
028	Sine System	4	MONO		092	Reel Slam	4	POLY	
029	Soft Nylon	4	POLY		093	OffTheRecord	4	POLY	
030	Nylozzicato	3	POLY		094	2ndRateChord	4	MONO	
031	Mutezzicato	3	POLY		095	RageInYouth	3	POLY	
032	Hybrid Nylon	3	POLY		096	MinorIncident	4	MONO	
033	XV SteelGt 1	4	POLY		097	Phunky DC	2	MONO	
034	XV SteelGt 2	4	POLY		098	Agent X	7	POLY	
035	Comp'Steel	4	POLY		099	Winky	8	POLY	
036	Double Steel	8	POLY		100	Looney 2nz	8	POLY	
037	Folk Guitar	4	POLY		101	Shortrave	2	POLY	
038	SpanishNight	5	POLY		102	DeeperBeeper	2	MONO	
039	Plug n' Play	2	POLY		103	Percolator	4	POLY	
040	Fab 4 Guitar	4	POLY		104	Filter Morph	4	POLY	
041	Searing Lead	3	MONO		105	Choir Bounce	4	POLY	
042	Punker	2	POLY		106	Rippling	1	POLY	
043	LouderPlease	3	POLY		107	SteppingPhsr	3	POLY	
044	XV Upright	1	POLY		108	Trance Fair	8	MONO	
045	XV Ac.Bass	4	POLY		109	GermanBounce	4	POLY	
046	LookMaNoFret	3	MONO		110	Acid JaZZ	5	MONO	
047	XV Fretless	1	POLY		111	Cutter>ModWh	2	POLY	
048	Basic F'less	1	MONO		112	Blades	4	POLY	
049	8-str F'less	2	POLY		113	Mad Bender	6	POLY	
050	Tap Bass	1	POLY		114	Shapeshifter	4	POLY	
051	Pop Bass	1	POLY		115	ForestMoon	8	POLY	
052	P.Bs Chorus	4	MONO		116	Predator 2	8	POLY	
053	TremCho Bs	2	POLY		117	Dark Side	8	POLY	
054	Creamy Bass	2	MONO		118	The Beast	6	POLY	
055	Buster Bass	2	MONO		119	X-mod Reso	1	POLY	
056	TB Squelch	2	POLY		120	Planet Meta	7	POLY	
057	Ticker Bass	4	MONO		121	Nexus	8	POLY	
058	Muscle Bass	2	MONO		122	Halographix	2	POLY	
059	Grounded Bs	2	MONO		123	Moon Rise	8	POLY	
060	West End Bs	5	MONO		124	Gruvacious	5	POLY	
061	Snap Bass	2	MONO		125	Windy Dunes	4	POLY	
062	700 Bassboy	3	MONO		126	Ice Blasts	4	POLY	
063	8VCO MonoSyn	8	MONO		127	Ringy Thingy	8	MONO	
064	ResoMoist Bs	4	MONO		128	Atmospherics	4	POLY	

PR-G (Preset G Group)

No.	Name	Voice	Key	Assign	No.	Name	Voice	Key	Assign
001	Power Octs	6	POLY		065	Harm is Fine	3	POLY	
002	WaterPiano2	3	POLY		066	D-2000	4	POLY	
003	Swimming EP	8	POLY		067	Ackward East	4	POLY	
004	XV Crystal	4	POLY		068	Powersoaker	4	MONO	
005	Cold Roadz	4	POLY		069	Mean Thing	2	MONO	
006	Backrhodes	3	POLY		070	Jet Sync	2	MONO	
007	Amped Wurlie	3	POLY		071	Crying Solo	2	POLY	
008	Dirty Wurlie	4	POLY		072	Southern Fry	2	POLY	
009	Musicbox XV	3	POLY		073	Strum Distrt	2	POLY	
010	Klubb Organ	2	POLY		074	Match Drive	3	POLY	
011	Drew's Bee	3	POLY		075	Stacked	3	POLY	
012	Velvet Organ	2	POLY		076	2-Stack Over	2	POLY	
013	Distorted B	1	POLY		077	COSM Searing	3	MONO	
014	Radikal B	1	POLY		078	COSM Loud Gt	3	POLY	
015	Boogie Organ	4	POLY		079	Blue Mutes	2	POLY	
016	Mood Ringz	4	POLY		080	Metal 5150	3	POLY	
017	Wedo-Wodo	4	POLY		081	Crunch Phase	2	POLY	
018	S.O.S.trings	4	POLY		082	Alt Dist Gtr	2	POLY	
019	Synchronicity	4	POLY		083	So nice!	8	POLY	
020	DanceMachina	4	MONO		084	Punch Bass	1	MONO	
021	Vox Chopper	4	POLY		085	COSM Bass	4	POLY	
022	SlicingSyVox	2	POLY		086	Stream Bell	5	POLY	
023	PressureDome	4	POLY		087	Shuffle Bell	4	POLY	
024	Quasar /Aft	4	POLY		088	Echo Vibe	2	POLY	
025	Ionizer	4	POLY		089	Tremolo Vibe	2	POLY	
026	MilleniumStr	6	POLY		090	True Vibe	2	POLY	
027	Bounce Baby!	1	POLY		091	Marimbula	3	POLY	
028	Bounce Daddy	2	POLY		092	Hit Bitz	4	POLY	
029	Bounce Mama!	3	POLY		093	80s LoFi Hit	4	POLY	
030	Bounce Noize	2	POLY		094	Auto Chord	4	POLY	
031	What a Gate!	7	MONO		095	3rdTeenChord	4	POLY	
032	Mini Sequenz	4	POLY		096	Bend a Chord	4	POLY	
033	Slice & Dice	4	POLY		097	DiscreteChrd	4	POLY	
034	BrushingSaw1	8	POLY		098	Ambi Voices	8	POLY	
035	BrushingSaw2	8	POLY		099	Say Yeah !	2	POLY	
036	Cultivate	5	POLY		100	Xcuse me	2	POLY	
037	5080 Random	4	POLY		101	5ths in 4ths	4	POLY	
038	XV Stepping	5	POLY		102	Pretty Ugly	2	POLY	
039	India Garden	6	POLY		103	Con Sequence	2	POLY	
040	Belly Pad	3	POLY		104	BermudaShort	2	POLY	
041	Spectre	4	POLY		105	Saw n' 202	2	POLY	
042	SoaringHrms2	7	POLY		106	Technoheadz	4	POLY	
043	Sabbath Day	4	POLY		107	Boss'd Synth	4	MONO	
044	XV BlowPad	4	POLY		108	Cross Fire	2	POLY	
045	White Arcade	3	POLY		109	Techno Cave	2	MONO	
046	Borealis	4	POLY		110	Generator	4	MONO	
047	OvertoneScan	4	POLY		111	GenderBender	4	MONO	
048	Whisper Vox	4	POLY		112	Xtremities	4	MONO	
049	Jupiter 21	4	POLY		113	AM 05:59	4	MONO	
050	Filt Strings	3	POLY		114	Happy Brass	8	POLY	
051	HybStringsXV	4	POLY		115	Runaway Rez	2	POLY	
052	Soft Symphny	7	POLY		116	Droplets	4	POLY	
053	Wood Symphny	7	POLY		117	Indian Guru	4	POLY	
054	HybOrchestra	8	POLY		118	Cosmic Rain	1	POLY	
055	Brassy Symph	4	POLY		119	Trying Winds	3	POLY	
056	Biggie Brass	4	POLY		120	Space Whiz	2	POLY	
057	BiggieBrass2	5	POLY		121	DigitalDrone	2	POLY	
058	LA Sax's	4	POLY		122	Space Race	1	POLY	
059	Wind Wood	4	POLY		123	Bowed Bell	2	POLY	
060	Lonely Oboe	2	MONO		124	X-Tension	2	POLY	
061	Harmonica XV	1	POLY		125	DUB!!!	4	POLY	
062	Tooters Lead	3	POLY		126	Dream Diver	6	POLY	
063	Digi Phased	4	POLY		127	Flashback	4	POLY	
064	Synth Ethics	4	POLY		128	St.LoFiNoise	2	POLY	

Voice: number of voice

Patch List

PR-H (GM2 Group)

No.	Name	Voice	LSB	PC	No.	Name	Voice	LSB	PC	No.	Name	Voice	LSB	PC	No.	Name	Voice	LSB	PC
001	Piano 1	4	0	1	065	Chorus Gt.	2	1		129	French Horns	2	0	61	193	Sitar	1	0	105
002	Piano 1w	2	1		066	Mid Tone GTR	1	2		130	Fr.Horn 2	2	1		194	Sitar 2	2	1	
003	European Pf	1	2		067	Muted Gt.	1	0	29	131	Brass 1	3	0	62	195	Banjo	1	0	106
004	Piano 2	4	0	2	068	Funk Pop	1	1		132	Brass 2	2	1		196	Shamisen	1	0	107
005	Piano 2w	1	1		069	Funk Gt.2	2	2		133	Synth Brass1	2	0	63	197	Koto	2	0	108
006	Piano 3	1	0	3	070	Jazz Man	2	3		134	Pro Brass	2	1		198	Taisho Koto	1	1	
007	Piano 3w	1	1		071	Overdrive Gt	2	0	30	135	Oct SynBrass	2	2		199	Kalimba	1	0	109
008	Honky-tonk	2	0	4	072	Guitar Pinch	2	1		136	Jump Brass	3	3		200	Bagpipe	2	0	110
009	Honky-tonk 2	2	1		073	DistortionGt	2	0	31	137	Synth Brass2	2	0	64	201	Fiddle	1	0	111
010	E.Piano 1	2	0	5	074	Feedback Gt.	2	1		138	SynBrass sfz	2	1		202	Shanai	1	0	112
011	St.Soft EP	2	1		075	Dist Rtm GTR	2	2		139	Velo Brass 1	2	2		203	Tinkle Bell	3	0	113
012	FM+SA EP	2	2		076	Gt.Harmonics	1	0	32	140	Soprano Sax	1	0	65	204	Agogo	1	0	114
013	Wurly	2	3		077	Gt. Feedback	1	1		141	Alto Sax	1	0	66	205	Steel Drums	1	0	115
014	E.Piano 2	2	0	6	078	Acoustic Bs.	1	0	33	142	Tenor Sax	2	0	67	206	Woodblock	1	0	116
015	Detuned EP 2	2	1		079	Fingered Bs.	1	0	34	143	Baritone Sax	1	0	68	207	Castanets	1	1	
016	St.FM EP	2	2		080	Finger Slap	2	1		144	Oboe	2	0	69	208	Taiko	3	0	117
017	EP Legend	2	3		081	Picked Bass	1	0	35	145	English Horn	1	0	70	209	Concert BD	2	1	
018	EP Phase	2	4		082	Fretless Bs.	1	0	36	146	Bassoon	1	0	71	210	Melo. Tom 1	1	0	118
019	Harpsichord	1	0	7	083	Slap Bass 1	1	0	37	147	Clarinet	1	0	72	211	Melo. Tom 2	1	1	
020	Coupled Hps.	2	1		084	Slap Bass 2	2	0	38	148	Piccolo	1	0	73	212	Synth Drum	2	0	119
021	Harpsi.w	1	2		085	Synth Bass 1	1	0	39	149	Flute	1	0	74	213	808 Tom	2	1	
022	Harpsi.o	2	3		086	SynthBass101	1	1		150	Recorder	1	0	75	214	Elec Perc	1	2	
023	Clav.	1	0	8	087	Acid Bass	1	2		151	Pan Flute	1	0	76	215	Reverse Cym.	1	0	120
024	Pulse Clav	1	1		088	Clavi Bass	2	3		152	Bottle Blow	2	0	77	216	Gt.FretNoise	1	0	121
025	Celesta	1	0	9	089	Hammer	2	4		153	Shakuhachi	2	0	78	217	Gt.Cut Noise	1	1	
026	Glockenspiel	1	0	10	090	Synth Bass 2	2	0	40	154	Whistle	1	0	79	218	String Slap	1	2	
027	Music Box	1	0	11	091	Beef FM Bass	2	1		155	Ocarina	2	0	80	219	Breath Noise	1	0	122
028	Vibraphone	2	0	12	092	RubberBass 2	2	2		156	Square Wave	2	0	81	220	Fl.Key Click	1	1	
029	Vibraphone w	2	1		093	Attack Pulse	1	3		157	MG Square	1	1		221	Seashore	1	0	123
030	Marimba	1	0	13	094	Violin	1	0	41	158	2600 Sine	1	2		222	Rain	1	1	
031	Marimba w	1	1		095	Slow Violin	1	1		159	Saw Wave	2	0	82	223	Thunder	1	2	
032	Xylophone	1	0	14	096	Viola	1	0	42	160	OB2 Saw	1	1		224	Wind	1	3	
033	Tubular-bell	1	0	15	097	Cello	1	0	43	161	Doctor Solo	2	2		225	Stream	2	4	
034	Church Bell	1	1		098	Contrabass	1	0	44	162	Natural Lead	2	3		226	Bubble	2	5	
035	Carillon	1	2		099	Tremolo Str	1	0	45	163	SequencedSaw	2	4		227	Bird	2	0	124
036	Santur	1	0	16	100	PizzicatoStr	1	0	46	164	Syn.Calliope	2	0	83	228	Dog	1	1	
037	Organ 1	2	0	17	101	Harp	1	0	47	165	Chiffer Lead	2	0	84	229	Horse-Gallop	1	2	
038	Trem. Organ	2	1		102	Yang Qin	2	1		166	Charang	2	0	85	230	Bird 2	1	3	
039	60's Organ 1	1	2		103	Timpani	1	0	48	167	Wire Lead	2	1		231	Telephone 1	1	0	125
040	70's E.Organ	2	3		104	Strings	2	0	49	168	Solo Vox	2	0	86	232	Telephone 2	1	1	
041	Organ 2	2	0	18	105	Orchestra	3	1		169	5th Saw Wave	2	0	87	233	DoorCreaking	1	2	
042	Chorus Or.2	2	1		106	60s Strings	2	2		170	Bass & Lead	2	0	88	234	Door	1	3	
043	Perc. Organ	2	2		107	Slow Strings	1	0	50	171	Delayed Lead	2	1		235	Scratch	2	4	
044	Organ 3	2	0	19	108	Syn.Strings1	2	0	51	172	Fantasia	2	0	89	236	Wind Chimes	2	5	
045	Church Org.1	1	0	20	109	Syn.Strings3	2	1		173	Warm Pad	1	0	90	237	Helicopter	2	0	126
046	Church Org.2	2	1		110	Syn.Strings2	2	0	52	174	Sine Pad	2	1		238	Car-Engine	1	1	
047	Church Org.3	2	2		111	Choir Aahs	2	0	53	175	Polysynth	2	0	91	239	Car-Stop	1	2	
048	Reed Organ	1	0	21	112	Chorus Aahs	2	1		176	Space Voice	2	0	92	240	Car-Pass	1	3	
049	Puff Organ	2	1		113	Voice Oohs	1	0	54	177	Itopia	2	1		241	Car-Crash	2	4	
050	Accordion Fr	2	0	22	114	Humming	2	1		178	Bowed Glass	3	0	93	242	Siren	1	5	
051	Accordion It	2	1		115	SynVox	1	0	55	179	Metal Pad	3	0	94	243	Train	1	6	
052	Harmonica	1	0	23	116	Analog Voice	1	1		180	Halo Pad	2	0	95	244	Jetplane	2	7	
053	Bandoneon	2	0	24	117	OrchestraHit	2	0	56	181	Sweep Pad	1	0	96	245	Starship	2	8	
054	Nylon-str.Gt	1	0	25	118	Bass Hit	2	1		182	Ice Rain	2	0	97	246	Burst Noise	2	9	
055	Ukulele	1	1		119	6th Hit	2	2		183	Soundtrack	2	0	98	247	Applause	2	0	127
056	Nylon Gt.o	2	2		120	Euro Hit	2	3		184	Crystal	2	0	99	248	Laughing	1	1	
057	Nylon Gt.2	2	3		121	Trumpet	1	0	57	185	Syn Mallet	1	1		249	Screaming	1	2	
058	Steel-str.Gt	1	0	26	122	Dark Trumpet	1	1		186	Atmosphere	2	0	100	250	Punch	1	3	
059	12-str.Gt	2	1		123	Trombone	1	0	58	187	Brightness	2	0	101	251	Heart Beat	1	4	
060	Mandolin	2	2		124	Trombone 2	1	1		188	Goblin	2	0	102	252	Footsteps	1	5	
061	Steel + Body	2	3		125	Bright Tb	1	2		189	Echo Drops	1	0	103	253	Gun Shot	1	0	128
062	Jazz Gt.	1	0	27	126	Tuba	1	0	59	190	Echo Bell	2	1		254	Machine Gun	1	1	
063	Pedal Steel	1	1		127	MutedTrumpet	1	0	60	191	Echo Pan	2	2		255	Lasergun	1	2	
064	Clean Gt.	1	0	28	128	MuteTrumpet2	1	1		192	Star Theme	2	0	104	256	Explosion	2	3	

Voice: number of voice LSB: Bank Select LSB, MSB is all 121 PC: Program Change Number Key Assign: all POLY

Rhythm Set List

USER (User Group)		PR-A (Preset A Group)				
Note No.	001 XV WayHipKit	002 XV Jazz Kit	003 XV Rust Kit	004 XV Pop Kit	001 PopDrumSet 1	002 PopDrumSet 2
28	808 Kick	JazzDry Kick	70s Kick 2	Dance Kick	----	----
29	Dry Kick	Pillow Kick	Old Kick	Dry Kick	----	----
30	WHip Sweep	Jazz Swish	Rock Roll	Rock Roll	----	----
31	Noisy Kick	Hybrid Kick2	909 Kick 2	Hybrid Kick	----	----
32	WHip RimShot	Snare Ghost	Rock Gst	Snare Ghost	----	----
33	Hybrid Kick	MplLmtr Kick	909 Kick 1	Round Kick	----	----
34	WHip PdHH	Jazz PdHH	Rock PdHH	Rock PdHH	----	----
35	WHip_OldKick	JazzDry Kick	808 Kick	Hybrid Kick2	Verb Kick	Hybrid Kick
C2	WHip 909Kick	Jazz Kick	Dance Kick	Old Kick	Hybrid Kick	Round Kick
37	WHip Stik	Dry Stick 2	RockStick	Side Stick	Side Stick	Dry Stick 2
38	WHip 70s Snr	Jazz SN	Old Fill SN	Wet SN	Natural SN2	Piccolo SN
39	WHip Clap	Snare Ghost	Rock Gst	Snare Ghost	808 Claps	Hand Claps
40	WHip Snare	Jazz Rim	Rock SN	AmbientSN	SN Roll	Piccolo SN
41	SciHip Tom L	Jazz Tom L	Elec.Tom L2	Maple Tom 3	Verb Tom Lo	Verb Tom Lo
42	WHip CIHH 1	Jazz CIHH1	Rock CIHH1	Rock CIHH2	CI HiHat 4	CI HiHat 4
43	WHip Tom L	Jazz Flm L	Elec.Tom L1	Rock Flm L2	Verb Tom Lo	Verb Tom Lo
44	WHip CIHH 2	Jazz CIHH2	Rock CIHH2	Rock CIHH1	CI HiHat 5	CI HiHat 5
45	SciHip Tom M	Jazz Tom M	Elec.Tom M	Maple Tom 2	Verb Tom Hi	Verb Tom Hi
46	WHip Op HH	Jazz OpHH	Rock OpHH	Rock OpHH	Op HiHat 2	Op HiHat 2
47	WHip Tom M	Jazz Flm M	Elec.Tom M	Rock Flm M	Verb Tom Hi	Verb Tom Hi
C3	SciHip Tom H	Jazz Tom H	Elec.Tom H	Maple Tom 1	Verb Tom Hi	Verb Tom Hi
49	Crash Cymbal	Jazz CrCym	Rock CrCym1	Crash Cymbal	Crash 1	Crash 1
50	WHip Tom H	Jazz Flm H	Elec.Tom H	Rock Flm H	Verb Tom Hi	Verb Tom Hi
51	Rock RdCym 1	Jazz RdCym	Rock RdCym1	Rock RdCym1	Ride 2	Ride 1
52	Rock RdCym 1	Rock RdCym1	Rock RdCym2	Crash 1	China Cym	China Cym
53	Rock RdCym 2	Rock RdCym2	Rock RdCym2	Rock RdCym2	Ride Bell	Ride Bell
54	Tambourine	Tambourine 1	Tambourine 1	Tambourine 1	Tambourine 1	Tambourine 1
55	Rock CrCym 2	Crash 1	Rock Splash	Rock CrCym2	Crash 1	Crash 1
56	LoFiCowbell1	Cowbell Lo	Cowbell	Cowbell Lo	Cowbell	Cowbell
57	Crash	Crash 2	China Cym	Crash 1	Crash 1	Crash 1
58	LoFiCowbell2	Cowbell Hi	Vibraslap	Cowbell Hi	Cowbell	Cowbell
59	Ride Bell	Ride Bell	70s Kick 2	Ride Bell	Ride Bell	Ride Bell
C4	Cga Mute Hi	Cga Mute Hi	70s Kick 1	Cga Mute Hi	Cga Mute Hi	Cga Mute Hi
61	Cga Mute Lo	Cga Mute Lo	Dry Stick	Cga Mute Lo	Cga Mute Lo	Cga Mute Lo
62	LoFi Cga Slp	Cga Slap	70s SN	Cga Slap	Cga Slap	Cga Slap
63	LoFi Cga Hi	Cga Open Hi	Finger Snaps	Cga Open Hi	Cga Open Hi	Cga Open Hi
64	LoFi Cga Lo	Cga Open Lo	HumanClapsEQ	Cga Open Lo	Cga Open Lo	Cga Open Lo
65	El.TimbaleHi	Timbale Hi	JD Cowbell	Timbale Hi	Timbale	Timbale
66	El.TimbaleLo	Timbale Lo	70s CI HiHat	Timbale Lo	Timbale	Timbale
67	El.Agogo Hi	AgogoBellsHi	AgogoBells	AgogoBellsHi	AgogoBells	AgogoBells
68	El.Agogo Lo	AgogoBellsLo	70s CI HiHat	AgogoBellsLo	AgogoBells	AgogoBells
69	NoisyCabasa1	Cabasa Up	909 NZ HiHat	Cabasa Up	Cabasa Up	Cabasa Up
70	Nz Blip	Maracas	70s Op HiHat	Maracas	Maracas	Maracas
71	Digi Pulse 1	ShortWhistle	Cabasa Up	ShortWhistle	Soft Pad A	Cabasa Down
C5	Digi Pulse 2	Long Whistle	Long Whistle	Long Whistle	Soft Pad B	Cabasa Cut
73	LoFi Guiro	Short Guiro	REV RkOpHH f	Short Guiro	Long Guiro	808 Kick
74	WHip Noise 1	Long Guiro	Tambourine 2	Long Guiro	Long Guiro	808 SN
75	WHip Noise 2	Claves	REV JzOpHH f	Claves	Claves	DIGI Bell 1
76	WHip Noise 3	WoodBlock Hi	Scratch 2	WoodBlock Hi	Wood Block	808 SN
77	WHip Noise 4	WoodBlock Lo	Mute Triangl	WoodBlock Lo	Wood Block	808 Kick
78	Digi Tamb. 1	Mute Cuica	909 CI HiHat	Mute Cuica	Cuica	Spectrum
79	Digi Tamb. 2	Open Cuica	Open Triangl	Open Cuica	Cuica	808 Kick
80	Mute Triangl	Mute Triangl	909 CI HiHat	Mute Triangl	Open Triangl	Spectrum
81	Open Triangl	Open Triangl	Cabasa	Open Triangl	Open Triangl	808 Kick
82	NoisyCabasa2	Cabasa Cut	909 Op HiHat	Cabasa Cut	Cabasa Cut	Spectrum
83	Nz Spectrum	Spectrum	Spectrum	Spectrum	Spectrum	808 Kick
C6	LoFi Block	Wind Chimes	Maple Kick	Wind Chimes	Wind Chimes	808 Kick
85	Rattle Block	Wood Block	Woody Stick	Wood Block	Wood Block	Feedbackwave
86	Steps	Mute Surdo	Maple SN	Mute Surdo	Cga Slap	808 Kick
87	WHip Noise 5	Open Surdo	SN Roll	Open Surdo	Dry Tom Lo	Feedbackwave
88	Creak	Lite Kick	Maple Tom 3	Lite Kick	Lite Kick	Pop Voice
89	Bubble	Hybrid Kick2	909 Kick 1	Hybrid Kick2	Hybrid Kick2	Pop Voice
90	Door Slam	Old Kick	Old Kick	Old Kick	Old Kick	Wind Agogo
91	Sci Punch	Pop Voice	808 Kick	Pop Voice	Pop Voice	Pop Voice
92	Noise Fall	Wind Agogo	909 SN 2	Wind Agogo	Wind Agogo	Wind Agogo
93	WHip Noise 6	Op HiHat 2	909 SN 1	Op HiHat 2	Op HiHat 2	Op HiHat 2
94	WHip Noise 7	Anklungs	808 SN	Anklungs	Anklungs	Anklungs
95	Org Click	Op HiHat 2	Dance Kick	Op HiHat 2	Op HiHat 2	Op HiHat 2
C7	Metronome 2	Metronome 2	REV Timp3	Metronome 2	Metronome 2	Metronome 2
97	R8 Click	R8 Click	R8 Click	R8 Click	R8 Click	R8 Click
98	Metronome 1	Metronome 1	Metronome 2	Metronome 1	Metronome 1	Metronome 1
99	Hand Claps	Hand Claps	808 Claps	Hand Claps	----	----

Rhythm Set List

Note No.	PR-B (Preset B Group)		PR-C (Preset C Group)		PR-D (Preset D Group)	
	003 PowerDrumSet	002 RaveDrumSet	001 JazzDrumSet2	002 OrchDrumSet	001 PowerDrmSet2	002 PowerRaveSet
28	----	----	----	----	----	----
29	30	----	----	----	----	----
31	32	----	----	----	----	----
33	34	----	----	----	----	----
35	----	----	----	----	----	----
C2 36	Verb Kick	808 Kick	Round Kick	Old Kick	Verb Kick	Verb Kick
	Round Kick	Round Kick	Old Kick	Round Kick	Round Kick	Round Kick
	37	Dry Stick 2	Side Stick	Side Stick	Dry Stick 2	Dry Stick 2
38	Piccolo SN	808 SN	Ballad SN	Ballad SN	Piccolo SN	Piccolo SN
	39	808 Claps	Hand Claps	808 Claps	808 Claps	808 Claps
40	Natural SN2	808 SN	SN Roll	SN Roll	SN Roll	Natural SN2
	41	Verb Tom Lo	Verb Tom Lo	Timpani	Verb Tom Lo	Verb Tom Lo
	42	Cl HiHat 4	Cl HiHat 5	Timpani	Cl HiHat 4	Cl HiHat 4
43	Verb Tom Lo	Tekno Hit	Dry Tom Lo	Timpani	Verb Tom Lo	Verb Tom Lo
	44	Pedal HiHat2	Pedal HiHat2	Timpani	Pedal HiHat2	Pedal HiHat2
45	Verb Tom Lo	808 Kick	Verb Tom Lo	Timpani	Verb Tom Lo	Verb Tom Lo
	46	Op HiHat 2	Op HiHat 2	Timpani	Op HiHat 2	Op HiHat 2
47	Verb Tom Lo	Tekno Hit	Dry Tom Lo	Timpani	Verb Tom Lo	Verb Tom Lo
C3 48	Verb Tom Hi	808 Kick	Verb Tom Hi	Timpani	Verb Tom Hi	Verb Tom Hi
	49	Crash 1	Crash 1	Timpani	Crash 1	Crash 1
50	Verb Tom Hi	Tekno Hit	Dry Tom Hi	Timpani	Verb Tom Hi	Verb Tom Hi
	51	Ride 1	Ride 2	Timpani	Ride 1	Ride 1
52	China Cym	MC500 Beep 1	China Cym	Timpani	China Cym	China Cym
	53	Ride Bell	Ride Bell	Timpani	Ride Bell	Ride Bell
	54	Tambourine 1	Tambourine 1	Tambourine 1	Tambourine 1	Tambourine 1
55	Crash 1	R8 Click	Crash 1	Crash 1	Crash 1	Crash 1
	56	Cowbell	DIGI Bell 1	Cowbell	Cowbell	Cowbell
57	Crash 1	Rattles	Crash 1	Crash 1	Crash 1	Crash 1
	58	Vibraslap	Ride Bell	Ride 1	Vibraslap	Vibraslap
59	Ride 1	REV Tamb 1	Ride 2	Ride 2	Ride 1	Ride 1
C4 60	Bongo Hi	2.2 Vibwave	Bongo Hi	Bongo Hi	Bongo Hi	Bongo Hi
	61	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo
62	Cga Mute Hi	Kalimba	Cga Mute Hi	Cga Mute Hi	Cga Mute Hi	Cga Mute Hi
	63	Cga Open Hi	Metal Wind	Cga Open Hi	Cga Open Hi	Cga Open Hi
64	Cga Open Lo	Lead Wave	Cga Open Lo	Cga Open Lo	Cga Open Lo	Cga Open Lo
	65	Timbale	Tin Wave	Timbale	Timbale	Timbale
	66	Timbale	AgogoBells	Timbale	Timbale	Timbale
67	AgogoBells	Lite Kick	AgogoBells	AgogoBells	AgogoBells	AgogoBells
	68	AgogoBells	AgogoBells	AgogoBells	AgogoBells	AgogoBells
69	Cabasa Up	Lite Kick	Cabasa Up	Cabasa Up	Cabasa Up	AgogoBells
	70	Maracas	AgogoBells	Maracas	Maracas	Maracas
71	Soft Pad A	Gtr Harm A	Soft Pad A	Soft Pad A	Soft Pad A	606 Cl HiHat
C5 72	Soft Pad B	Gtr Harm A	Brush Swish	Soft Pad B	Soft Pad B	606 Cl HiHat
	73	Long Guiro	Long Guiro	Long Guiro	Long Guiro	606 Op HiHat
74	Long Guiro	Natural SN1	Long Guiro	Long Guiro	Long Guiro	Long Guiro
	75	Claves	Claves	Claves	Claves	Claves
76	Wood Block	Natural SN1	Wood Block	Wood Block	Wood Block	Wood Block
	77	Wood Block	Metronome 2	Wood Block	Wood Block	Wood Block
	78	Cuica	Cuica	Cuica	Cuica	Pizz
79	Cuica	Hybrid Kick2	Cuica	Cuica	Cuica	Syn Vox 1
	80	Open Triangl	Open Triangl	Open Triangl	Open Triangl	Voice Aahs A
81	Open Triangl	Gt.FretNoise	Open Triangl	Open Triangl	Open Triangl	Voice Oohs2A
	82	Maracas	Cabasa Cut	Cabasa Cut	Maracas	Male Ooh A
83	Ice Rain	Slap Bass 1	Spectrum	Spectrum	Ice Rain	Ice Rain
C6 84	Wind Chimes	Oboe mf A	Wind Chimes	Wind Chimes	Wind Chimes	808 SN
	85	Claves	Wood Block	Wood Block	Claves	808 SN
86	808 SN	Shakuhachi	Wood Block	Wood Block	808 SN	808 SN
	87	Verb Tom Hi	Cga Slap	Cga Slap	Verb Tom Hi	Hand Claps
88	Piccolo SN	Pizz	Dry Tom Lo	Dry Tom Lo	Piccolo SN	Voice Breath
	89	Scratch 3	Lite Kick	Hybrid Kick2	Scratch 3	Scratch 3
	90	Tin Wave	Hybrid Kick2	Hybrid Kick2	Tin Wave	Tin Wave
91	Spectrum	Pop Voice	Old Kick	Cl HiHat 4	Spectrum	Crash 1
	92	REV Steel DR	Natural SN2	Round Kick	REV Steel DR	Ride Bell
93	REV Tin Wave	Voice Breath	Natural SN1	Pedal HiHat2	REV Tin Wave	REV Tin Wave
	94	REV PiccloSN	Org Vox C	Natural SN2	REV PiccloSN	DIGI Bell 1
95	REV Crash 1	Vox Noise	Brush Swish	Op HiHat 2	REV Crash 1	Metal Wind
	96	Metronome 2	Vox Noise	Brush Slap	Metronome 2	Applause
C7 97	R8 Click	Applause	Metronome 2	Brush Swish	R8 Click	R8 Click
	98	Metronome 1	R8 Click	Brush Roll	Metronome 1	Metronome 1
	99	----	Metronome 1	SN Roll	----	----

Rhythm Set List

PR-E (Preset E Group)

PR-F (Preset F Group)

PR-G (Preset G Group)

Note No.	001 <u>XV Pop Kit</u>	002 <u>XV Rock Kit</u>	001 <u>XV Jazz Kit</u>	002 <u>XV Rust Kit</u>	001 <u>XV WayHipKit</u>	002 <u>XV Bully Kit</u>
28	Dance Kick	Dance Kick	JazzDry Kick	70s Kick 2	808 Kick	808 Kick
29	Dry Kick	Round Kick	Pillow Kick	Old Kick	Dry Kick	Jazz Kick
30	Rock Roll	Rock Roll	Jazz Swish	Rock Roll	WHip Sweep	Jazz Roll
31	Hybrid Kick	Jazz Kick	Hybrid Kick2	909 Kick 2	Noisy Kick	Old Kick
32	Snare Ghost	Rock Gst	Snare Ghost	Rock Gst	WHip RimShot	Brush Slap
33	Round Kick	Verb Kick	MplLmtr Kick	909 Kick 1	Hybrid Kick	Hybrid Kick
34	Rock PdHH	Rock PdHH	Jazz PdHH	Rock PdHH	WHip PdHH	Bully PdHH
35	Hybrid Kick2	Maple Kick	JazzDry Kick	808 Kick	WHip OldKick	909 Kick 1
C2	Old Kick	Rock Kick	Jazz Kick	Dance Kick	WHip 909Kick	909 Kick 2
37	Side Stick	RockStick	Dry Stick 2	RockStick	WHip Stik	Woody Stick
38	Wet SN	Rock SN	Jazz SN	Old Fill SN	WHip 70s Snr	909 Snare
39	Snare Ghost	Rock Gst	Snare Ghost	Rock Gst	WHip Clap	808 Claps
40	AmbientSN	Rock Rim	Jazz Rim	Rock SN	WHip Snare	808 Snare
41	Maple Tom 3	Rock TomL2	Jazz Tom L	Elec. Tom L2	SciHip Tom L	Bully Tom L2
42	Rock CIHH2	Rock CIHH2	Jazz CIHH1	Rock CIHH1	WHip CIHH 1	Bully CIHH 1
43	Rock Flm L2	Rock Flm L2	Jazz Flm L	Elec. Tom L1	WHip Tom L	Bully Tom L1
44	Rock CIHH1	Rock CIHH1	Jazz CIHH2	Rock CIHH2	WHip CIHH 2	Bully CIHH 2
45	Maple Tom 2	Rock Tom M	Jazz Tom M	Elec. Tom M	SciHip Tom M	Bully Tom M
46	Rock OpHH	Rock OpHH	Jazz OpHH	Rock OpHH	WHip Op HH	Bully OpHH
47	Rock Flm M	Rock Flm M	Jazz Flm M	Elec. Tom M	WHip Tom M	Bully Tom M
C3	Maple Tom 1	Rock Tom H	Jazz Tom H	Elec. Tom H	SciHip Tom H	Bully Tom H
49	Crash Cymbal	Rock CrCym1	Jazz CrCym	Rock CrCym1	Crash Cymbal	Crash
50	Rock Flm H	Rock Flm H	Jazz Flm H	Elec. Tom H	WHip Tom H	Bully Tom H
51	Rock RdCym1	Rock RdCym1	Jazz RdCym	Rock RdCym1	Rock RdCym 1	Ride
52	Crash 1	Rock China	Rock RdCym1	Rock CrCym2	Rock CrCym 1	China Cym
53	Rock RdCym2	Rock RdCym2	Rock RdCym1	Rock RdCym2	Rock RdCym 2	Ride Bell
54	Tambourine 2	Tambourine 2	Tambourine 1	Tambourine 1	Tambourine	Tambourine
55	Rock CrCym2	Rock CrCym2	Crash 1	Rock Splash	Rock CrCym 2	Crash
56	Cowbell Lo	Cowbell Lo	Cowbell Lo	Cowbell	LoFiCowbell1	Cowbell 1
57	Crash 1	Crash 1	Crash 1	China Cym	Crash	Cymbal
58	Cowbell Hi	Cowbell Hi	Cowbell Hi	Vibraslap	LoFiCowbell2	Cowbell 2
59	Ride Bell	Ride Bell	Ride Bell	70s Kick 2	Ride Bell	Rock RdCym
C4	Cga Mute Hi	Cga Mute Hi	Cga Mute Hi	70s Kick 1	Cga Mute Hi	LoFi Cga Mtl
61	Cga Mute Lo	Cga Mute Lo	Cga Mute Lo	Dry Stick	Cga Mute Lo	LoFi Cga Mtl
62	Cga Slap	Cga Slap	Cga Slap	70s SN	LoFi Cga Slp	LoFi Cga Slp
63	Cga Open Hi	Cga Open Hi	Cga Open Hi	Finger Snaps	LoFi Cga Hi	LoFi Cga OpH
64	Cga Open Lo	Cga Open Lo	Cga Open Lo	HumanClapsEQ	LoFi Cga Lo	LoFi Cga OpL
65	Timbale Hi	Timbale Hi	Timbale Hi	JD Cowbell	EI.TimbaleHi	Timbale Hi
66	Timbale Lo	Timbale Lo	Timbale Lo	70s CI HiHat	EI.TimbaleLo	Timbale Lo
67	AgogoBellsHi	AgogoBellsHi	AgogoBellsHi	AgogoBells	EI.Agogo Hi	AgogoBell Hi
68	AgogoBellsLo	AgogoBellsLo	AgogoBellsLo	70s CI HiHat	EI.Agogo Lo	AgogoBell Lo
69	Cabasa Up	Cabasa Up	Cabasa Up	909 NZ HiHat	NoisyCabasa1	Cabasa Up
70	Maracas	Maracas	Maracas	70s Op HiHat	Nz Blip	Maracas
71	ShortWhistle	ShortWhistle	ShortWhistle	Cabasa Up	Digi Pulse 1	Noise Stop
C5	Long Whistle	Long Whistle	Long Whistle	Long Whistle	Digi Pulse 2	Noise Open
73	Short Guiro	Short Guiro	Short Guiro	REV RKOpHH f	LoFi Guiro	Rattles Stop
74	Long Guiro	Long Guiro	Long Guiro	Tambourine 2	WHip Noise 1	Rattles
75	Claves	Claves	Claves	REV JzOpHH f	WHip Noise 2	Claves
76	WoodBlock Hi	WoodBlock Hi	WoodBlock Hi	Scratch 2	WHip Noise 3	StrikePole
77	WoodBlock Lo	WoodBlock Lo	WoodBlock Lo	Mute Triangl	WHip Noise 4	GtrBody Hit
78	Mute Cuica	Mute Cuica	Mute Cuica	909 CI HiHat	LoFi Cuica 1	LoFi Cuica 1
79	Open Cuica	Open Cuica	Open Cuica	Open Triangl	Digi Tamb. 2	LoFi Cuica 2
80	Mute Triangl	Mute Triangl	Mute Triangl	909 CI HiHat	Mute Triangl	Mute Triangl
81	Open Triangl	Open Triangl	Open Triangl	Cabasa	Open Triangl	Open Triangl
82	Cabasa Cut	Cabasa Cut	Cabasa Cut	909 Op HiHat	NoisyCabasa2	Cabasa Cut
83	Spectrum	Spectrum	Spectrum	Spectrum	Nz Spectrum	Spectrum
C6	Wind Chimes	Wind Chimes	Wind Chimes	Maple Kick	LoFi Block	Wind Chimes
85	Wood Block	Wood Block	Wood Block	Woody Stick	Rattle Block	Steps
86	Mute Surdo	Mute Surdo	Mute Surdo	Maple SN	Steps	GtrString Nz
87	Open Surdo	Open Surdo	Open Surdo	SN Roll	WHip Noise 5	BreathNoise
88	Lite Kick	Lite Kick	Lite Kick	Maple Tom 3	Creak	REV 909 Kick
89	Hybrid Kick2	Hybrid Kick2	Hybrid Kick2	909 Kick 1	Bubble	REV 909 Snr
90	Old Kick	Old Kick	Old Kick	Old Kick	Door Slam	Pitch Wind
91	Pop Voice	Pop Voice	Pop Voice	808 Kick	Sci Punch	Oohs Chord L
92	Wind Agogo	Wind Agogo	Wind Agogo	909 SN 2	Noise Fall	Metal Wind
93	Op HiHat 2	Op HiHat 2	Op HiHat 2	909 SN 1	WHip Noise 6	909 Op HiHat
94	Anklungs	Anklungs	Anklungs	808 SN	WHip Noise 7	SlowAnklungs
95	Op HiHat 2	Op HiHat 2	Op HiHat 2	Dance Kick	Org Click	Block
C7	Metronome 2	Metronome 2	Metronome 2	REV Timp3	Metronome 2	Metronome 2
97	R8 Click	R8 Click	R8 Click	R8 Click	R8 Click	R8 Click
98	Metronome 1	Metronome 1	Metronome 1	Metronome 2	Metronome 1	Metronome 1
99	Hand Claps	Hand Claps	Hand Claps	808 Claps	Hand Claps	Hand Claps

Rhythm Set List

PR-H (GM2 Group)

Note No.	001 (PC: 1) GM2 STANDARD	002 (PC: 9) GM2 ROOM	003 (PC: 17) GM2 POWER	004 (PC: 25) GM2 ELECTRIC	005 (PC: 26) GM2 ANALOG	006 (PC: 33) GM2 JAZZ
27	High-Q	High-Q	High-Q	High-Q	High-Q	High-Q
28	Slap	Slap	Slap	Slap	Slap	Slap
29	ScratchPush	ScratchPush	ScratchPush	ScratchPush	ScratchPush	ScratchPush
30	ScratchPull	ScratchPull	ScratchPull	ScratchPull	ScratchPull	ScratchPull
31	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks
32	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick
33	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click
34	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell
35	Mix Kick	Mix Kick	Mix Kick	Mix Kick	Mix Kick	Jazz Kick 2
C2 36	Standard KK1	Standard KK1	Power Kick1	Elec Kick 1	TR-808 Kick	Jazz Kick 1
37	Side Stick	Side Stick	Side Stick	Side Stick	808 Rimshot	Side Stick
38	Standard SN1	Standard SN1	Dance Snare1	Elec. Snare	808 Snare 1	Standard SN1
39	909 HandClap	909 HandClap	909 HandClap	909 HandClap	909 HandClap	909 HandClap
40	Elec Snare 3	Elec Snare 3	Elec Snare 3	Elec Snare 2	Elec Snare 3	Elec Snare 3
41	Real Tom 6	Room Tom 5	Rock Tom 4	Synth Drum 2	808 Tom 2	Real Tom 6
42	Close HiHat2	Close HiHat2	Close HiHat2	Close HiHat2	TR-808 CHH	Close HiHat2
43	Real Tom 6	Room Tom 5	Rock Tom 4	Synth Drum 2	808 Tom 2	Real Tom 6
44	Pedal HiHat2	Pedal HiHat2	Pedal HiHat2	Pedal HiHat2	808_chh	Pedal HiHat2
45	Real Tom 4	Room Tom 2	Rock Tom 4	Synth Drum 2	808 Tom 2	Real Tom 4
46	Open HiHat2	Open HiHat2	Open HiHat2	Open HiHat2	TR-808 OHH	Open HiHat2
47	Real Tom 4	Room Tom 2	Rock Tom 4	Synth Drum 2	808 Tom 2	Real Tom 4
C3 48	Real Tom 1	Room Tom 2	Rock Tom 1	Synth Drum 2	808 Tom 2	Real Tom 1
49	Crash Cym.1	Crash Cym.1	Crash Cym.1	Crash Cym.1	808 Crash	Crash Cym.1
50	Real Tom 1	Room Tom 2	Rock Tom 1	Synth Drum 2	808 Tom 2	Real Tom 1
51	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal
52	ChinaCymbal	ChinaCymbal	ChinaCymbal	ReverseCymbal	ChinaCymbal	ChinaCymbal
53	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell
54	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine
55	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.
56	Cowbell	Cowbell	Cowbell	Cowbell	808cowbe	Cowbell
57	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2
58	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap
59	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal
C4 60	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High
61	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo
62	Mute H.Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga	808 Conga	Mute H.Conga
63	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	808 Conga	Conga Hi Opn
64	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	808 Conga	Conga Lo Opn
65	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale
66	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale
67	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo
68	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo
69	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa
70	Maracas	Maracas	Maracas	Maracas	808marac	Maracas
71	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle
C5 72	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle
73	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro
74	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro
75	Claves	Claves	Claves	Claves	808clave	Claves
76	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock
77	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock
78	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica
79	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica
80	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl
81	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl
82	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker
83	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
C6 84	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree
85	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets
86	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo
87	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo
88	----	----	----	----	----	----

PC: Program Change Number Bank Select MSB is all 120, LSB is all 0

PR-H (GM2 Group)

Note No.	007 (PC: 41) <u>GM2 BRUSH</u>	008 (PC: 49) <u>GM2 ORCHSTRA</u>	009 (PC: 57) <u>GM2 SFX</u>
27	High-Q	Close HiHat2	----
28	Slap	Pedal HiHat2	----
29	ScratchPush	Open HiHat2	----
30	ScratchPull	Ride Cymbal	----
31	Sticks	Sticks	----
32	SquareClick	SquareClick	----
33	Mtrnm.Click	Mtrnm.Click	----
34	Mtrnm. Bell	Mtrnm. Bell	----
35	Jazz Kick 2	Concert BD	----
C2 36	Jazz Kick 1	ConcertBD Mt	----
37	Side Stick	Side Stick	----
38	Brush Swirl	Concert Snr	----
39	Brush Slap1	Castanets	High-Q
40	Brush Swirl	Concert Snr	Slap
41	Real Tom 6	Timpani	ScratchPush
42	Close HiHat2	Timpani	ScratchPull
43	Real Tom 6	Timpani	Sticks
44	Pedal HiHat2	Timpani	SquareClick
45	Real Tom 4	Timpani	Mtrnm.Click
46	Open HiHat2	Timpani	Mtrnm. Bell
47	Real Tom 4	Timpani	Gt.FretNoiz
C3 48	Real Tom 1	Timpani	Gt.CutNoise
49	Crash Cym.1	Timpani	Gt.CutNoise
50	Real Tom 1	Timpani	String Slap
51	Ride Cymbal	Timpani	Fl.KeyClick
52	ChinaCymbal	Timpani	Laughing
53	Ride Bell	Timpani	Screaming
54	Tambourine	Tambourine	Punch
55	Splash Cym.	Splash Cym.	Heart Beat
56	Cowbell	Cowbell	Footsteps
57	Crash Cym.2	Con.Cymbal2	Footsteps
58	Vibraslap	Vibraslap	Applause
59	Ride Cymbal	Concert Cym.	Creaking
C4 60	Bongo High	Bongo High	Door
61	Bongo Lo	Bongo Lo	Scratch
62	Mute H.Conga	Mute H.Conga	Wind Chimes
63	Conga Hi Opn	Conga Hi Opn	Car-Engine
64	Conga Lo Opn	Conga Lo Opn	Car-Stop
65	High Timbale	High Timbale	Car-Pass
66	Low Timbale	Low Timbale	Car-Crash
67	Agogo	Agogo	Siren
68	Agogo	Agogo	Train
69	Cabasa	Cabasa	Jetplane
70	Maracas	Maracas	Helicopter
71	ShrtWhistle	ShrtWhistle	Starship
C5 72	LongWhistle	LongWhistle	Gun Shot
73	Short Guiro	Short Guiro	Machine Gun
74	Long Guiro	Long Guiro	Lasergun
75	Claves	Claves	Explosion
76	Woodblock	Woodblock	Dog
77	Woodblock	Woodblock	HorseGallop
78	Mute Cuica	Mute Cuica	Bird
79	Open Cuica	Open Cuica	Rain
80	MuteTriangl	MuteTriangl	Thunder
81	OpenTriangl	OpenTriangl	Wind
82	Shaker	Shaker	Seashore
83	Jingle Bell	Jingle Bell	Stream
C6 84	Bell Tree	Bell Tree	Bubble
85	Castanets	Castanets	----
86	Mute Surdo	Mute Surdo	----
87	Open Surdo	Open Surdo	----
88	----	Applause	----

PC: Program Change Number Bank Select MSB is all 120, LSB is all 0

Performance List

USER (User Group)

No.	Name	No.	Name
01	Voltage Ctrl	33	AggressiveXV
02	Watta Gate!	34	MIDI Rhodes
03	Road2Heaven	35	Reverse Vox
04	Orcstrl Brs	36	Hybrid Guitr
05	WayHipKits	37	Andreas Cave
06	Big Bottom	38	Analog Stack
07	Flying Keys	39	Pad/SqrLd XV
08	COSM DistGtr	40	Back2 JD-990
09	BrsSect 5080	41	Orc.Ensemble
10	Nirvana	42	60's layer 2
11	PhsDyno&Bs	43	HybStr 5080
12	Dist Sync	44	Old Friends
13	Hit it! RSS	45	FM BellLayer
14	Barococo	46	Bully Kit
15	BellPad 5080	47	Piano&Organ
16	Springy	48	SlicedTrance
17	InstantScore	49	CrystalVoxXV
18	StereoSlicer	50	SuiteCombo+
19	5080 Bells	51	Min.Incidnt+
20	JupiterStack	52	Predator+
21	Synth Brs XV	53	BigOrchestra
22	Quasar	54	Spacy Lead
23	BlisteringXV	55	80s Sample
24	XV SweepPad	56	OrganSplit
25	Chamber Str	57	BellyPad5080
26	60's layer	58	4 x Hits
27	Heirborne XV	59	Blow Pad
28	Symphonic	60	Pumping 5080
29	JC Gtr XV	61	XV BrushKit
30	Slip stack	62	XV Piano&Bs
31	Cathdl Organ	63	Windy
32	Soaring 5080	64	Seq:5080Temp

PR-A (Preset A Group)

No.	Name
01	Seq:Template
02	Seq:Pop
03	Seq:LABallad
04	Seq:Fusion
05	Seq:FunkRock
06	Seq:HardRock
07	Seq:H.Metal
08	Seq:Blues
09	Seq:Cont.Jz
10	Seq:Ac.Jazz
11	Seq:Country
12	Seq:Folk
13	Seq:Dixie
14	Seq:BigBand
15	Seq:Latin
16	Seq:Africa
17	Seq:World
18	Seq:Zydeco
19	Seq:60's
20	Seq:Gospel
21	Seq:PopDance
22	Seq:TeknoPop
23	Seq:House
24	Seq:Hip Hop
25	Seq:HardCore
26	Seq:Acid
27	Seq:Ambient
28	Seq:New Age
29	Seq:Orch
30	Seq:Film
31	Seq:Chamber
32	Seq:Baroque

PR-B (Preset B Group)

No.	Name
01	Dulcimar&Gtr
02	DulcitarStk
03	Tekno Loop 2
04	Rave Attack
05	SpaceCarrier
06	Terminator
07	Symphony JV
08	Nebular Vox
09	Humming Vox
10	Cosmic Dawn
11	Labyrinth
12	Sweeper
13	Stack Pad
14	Strobe Pad 2
15	Rhythmic
16	Voyage
17	S&H Pad
18	Cyclic Pad
19	White Hole
20	EasternSplit
21	Tekno Asia
22	TeknoSplit 1
23	TeknoSplit 2
24	TknoPopSplit
25	ChildrenSplt
26	Purple Split
27	PulsingSplit
28	Pad / Lead
29	Organ / Lead
30	Bass / Lead
31	S&H / Pad
32	Drone / Pipe

* PR-B group contain split and layered Performances. The PR-A group contains Performances designed for use when creating songs.

In particular, PR-A:01 Seq:Template has the following settings to make it easy for you to create your own desired settings.

Parts 1, 3-9, 11-16: PR-A:001 128voicePno

Part 2: PR-B:013Finger Bass

Part 10: PR-A:001 PopDrumSet1