



# **Audya Series**

**USER MANUAL**

**KETRON**



# IMPORTANT SAFETY PRECAUTIONS



**CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK). NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.**



Warning sign, within equilateral triangle, is intended to alert the user to the presence of uninsulated “dangerous voltage” within the product’s enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.



The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

This appliance has a serial number located on the rear panel (Audya) or on the bottom panel (Audya 4, 5 and 8). Please record the model name and the serial number and retain them for your records.

Model name \_\_\_\_\_  
Serial number \_\_\_\_\_

## **WARNING: TO PREVENT FIRE OR SHOCK HAZARD, DO NOT EXPOSE THIS APPLIANCE TO RAIN OR MOISTURE.**

### **CE Marking Information**

- a) Applicable electromagnetic environment: E4
- b) Peak inrush current: 15 A

- 1 Read these instructions.
- 2 Keep these instructions.
- 3 Heed all warnings.
- 4 Follow all instructions.
- 5 Do not use this apparatus near water.
- 6 Clean only with dry cloth.
- 7 Do not block any ventilation openings. Install in accordance by using the manufacturer’s instructions.
- 8 Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
- 9 Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
- 10 Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
- 11 Only use attachments/accessories specified by the manufacturer.
- 12 Use only by using the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold by using the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.
- 13 Unplug this apparatus during lightning storms or when unused for long periods of time.
- 14 Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

- Do not expose this apparatus to drips or splashes.
- Do not place any objects filled with liquids, such as vases, on the apparatus.
- Do not install this apparatus in a confined space such as a book case or similar unit.
- The apparatus should be located close enough to the AC outlet so that you can easily grasp the power cord plug at any time.
- The main plug is used as the disconnect device; the disconnect device shall remain readily operable.
- An apparatus with Class I construction shall be connected to an AC outlet with a protective grounding connection.
- Excessive sound pressure from earphones and headphones can cause hearing loss.
- The apparatus draws nominal non-operating power from the AC outlet with its STANDBY/ON in the Standby position.
- No live flame, like candles lights, must be placed on this apparatus.

### **For European Users**

#### **Disposal of old appliance**

- 1 When this crossed-out wheeled bin symbol is attached to a product it means the product is covered by the European Directive 2002/96/EC.



- 2 All electrical and electronic products should be disposed

of separately from the municipal waste stream via designated collection facilities appointed by the government or the local authorities.

- 3 The correct disposal of your old appliance will help prevent potential negative consequences for the environment and human health.
- 4 For more detailed information about disposal of your old appliance, please contact your city office, waste disposal service or the shop where you purchased the product.

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Thank you for purchasing **Ketron Audya Advanced Music Station**. In this “User Manual” you can find the descriptions of all the main functions to get started by using the keyboard. Before using the unit, we strongly recommend you to read this manual thoroughly to ensure that you understand the operation of its many useful and convenient functions. After you have finished reading this manual, please keep it in a safe place for future reference.

## Playing the DEMO songs

1. Press the **REGISTRATION** and **PLAY LIST** buttons simultaneously.
2. By using the buttons from **F1** to **F10** (to the right and to left of the display) select one of the 10 demo songs displayed on the current page.
3. By using the **DATA/VALUE** wheel you can scroll various pages of demo songs.
4. Use the **START/STOP** button for start or stop the playback of the current song.
5. Press either the **REGISTRATION** or the **PLAY LIST** buttons to exit the **DEMO** mode.



## Main features

Audya is the new state-of-the-art arranger keyboard by Ketron, featuring many advanced functions, designed for live entertainment and professional use. It offers a powerful audio multiplayer, a very high quality sound engine and an unique automatic accompaniment arranger. Audya includes a versatile video support, separate audio connections and three USB ports to connect to a computer and other storage devices.

- **New sounds and Supersolo voices**  
Following the Best Natural Sounds tradition by Ketron, Audya includes a new high quality sound engine: 360 MB stereo and multilayer sound library, including a new Stereo Grand Piano featuring an outstanding natural resonance. There are an additional 64 MB RAM for custom sounds that can be quickly loaded in memory from disk while playing. Audya also has a brand new DSP section, with Rotor, Distortion, Phaser, Flanger,

Tremolo, Chorus, Reverb effects, and more.

- **Audio Style Modeling**  
For the first time ever, an arranger keyboard features real audio grooves of drums, percussions, basses, guitars, arpeggios and licks, all synchronized to MIDI clock. A rich audio recordings library played by famous drummers and musicians have been added to the project, and the live performances of the musicians have been recorded to match the styles and MIDI file playback with no distortion nor loss of quality. Moreover, also the live guitar grooves are synchronized perfectly to styles and MIDI files with no pitch shifting when the tempo is changed.
- **Player**  
The professional player can play up to five tracks simultaneously: that is two WAVE files, two MP3 files and one MIDI file, with pre-listen feature on headphones, play list and crossfade functions.



# Introduction

## ■ Karaoke

A wide range of lyric options to display the text within MIDI files or synchronized to audio files are available.

## ■ MACRO RECORDING

Global recording of the performance's events (under Menu). Recording starts with Start Rec and stops by pressing the Record button. The file is memorized under the MIDI folder, with the .Msr extension (Macro Song Recording). To start the playback just select the file and press Enter (page 129).

## ■ USER AUDIO DRUMS

- New function that allows to replace the internal Audio Drum with custom Loops Wave of the user located into a new Audya folder called User Audio Drum.
- The Wave Loops must be 44 KHz , 16 bit and their name must include the @ symbol followed by the precise BPM information. For example: HOUSE2@127.wav.
- The Loops are automatically synchronized with MIDI and may be associated to each Style part such as 4 Arranger Variations, Fill In, Break, Intros, Endings.
- Provided under Style Mode > Drum2/2 an option to skip the initial automatic loading for the User Audio Drum resources.

## ■ MIDI and Audio Recording

You can record and remix your songs within a complete audio/MIDI hard disk recording environment.

## ■ Drawbars

Audya includes a built-in professional organ with nine faders for digital Drawbars control. You can create in real time all the sonic power of a real tonewheel organ, featuring percussion, click, rotary speaker, distortion, vibrato and much more.

## ■ USB

Audya has an internal large hard disk accessed by USB connection from a computer. In this way, you can easily manage the musical content of the disk and make backup copies of your songs and settings. Moreover, two USB ports on the front side panel accept any USB storage device such as pendrives, external hard disks, CD and DVD players, and more.

## ■ Voicetron

The new Voicetron section features a vocalizer with a new five voices engine. The vocalizer has an effects library with many presets that can easily fit all the needs of the

singer. You can also edit the parameters to your needs, for example, to set the Vocalizer effects set to automatically follow the Arranger or the MIDI file playback.

## ■ User interface

The top panel is designed to help musicians especially during their live performances. Seventeen sliders (one slider is User assignable) allow powerful and efficient control over volumes and effects. There are also numerous buttons with a built-in LED showing their on/off status. A large colourful LCD display with TFT technology (320x240 pixels) and a multi-page system based on function buttons around the display allow an easy navigation in the menus and the settings pages.

## ■ Key Tunes

You can assign a song to each button of the keyboard. Every button tune has loop capabilities and can be played as a Dj.

## ■ User Live Guitars

New User LIVE GUITARS suitable on Ins-Ram memory.

## ■ Edit Pattern

New menu where create or edit your own styles.

## ■ Wave Edit/Sampler

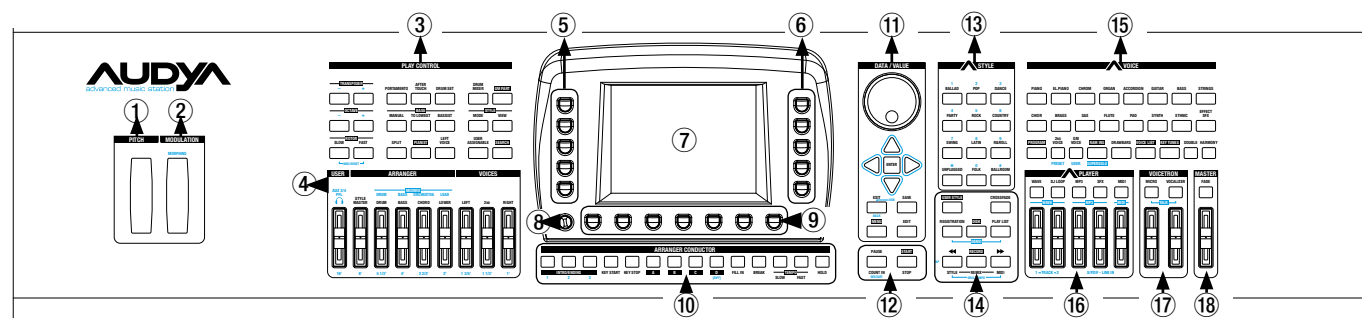
New Menu for Wave track Sampler and MSP Edit.

## Top panel

The front panel of Audya is divided in various operative sections. In the figure below, each number corresponds to its description.

### NOTE

*Some buttons and controls on the front panel are marked by a blue serigraphy, meaning that a second function is available accordingly to the selected operative mode.*



### ① Pitch

This wheel changes the pitch of the sound currently selected for the right hand. The default value is  $\pm 2$  semitones, modifiable from MENU.

### ② Modulation

This wheel changes the modulation of the sound currently selected for the right hand. The default value of sensitivity is 14, modifiable from MENU.

### ③ Play Control

Section for the main controls on sound: Transposer, Octave, Rotor, etc. (see on [page 22](#)).

### ④ User / Arranger / Voices

Mixer section for the Arranger parts, the right/left hand, the Style, etc. In DRAWBARS mode you can control the Drawbars parameters (see on [page 20](#)).

### ⑤ Function buttons F1 - F5

The function buttons at left of the display allow the selection of voices, styles, controls, parameters, etc. that are shown on the left side of the display accordingly to the different operative modes. By pressing a function button, the name on the display is highlighted in blue colour.

### ⑥ Function buttons F6 - F10

As above. Function buttons at right of the display.

### ⑦ Display

Colourful backlit liquid crystal display (LCD). See on [page 16](#) the explanation on how to operate the display.

### ⑧ Brightness

Small knob for the display brightness adjustment. Turn clockwise/counter-clockwise in order to match the right brightness of the display accordingly to your needs and the environmental light conditions.

### ⑨ User, Back and Forward buttons

The five User buttons and two Back ◀◀ and Forward ▶▶ buttons below the display allow the selection of the functions that appear on the display accordingly to the operative modes (see on [page 16](#)).

### ⑩ Arranger Conductor

This section contains the buttons for real time control of the Arranger: Intro/Ending, button Start/Key Stop, ABCD, Fill In, Break, Tempo, Hold (see on [page 17](#)).

### ⑪ Data/Value

This group is made of one wheel and four CURSOR buttons (◀ ▶ ▲ ▼). By using the wheel and cursor buttons you can input data, change parameter values or navigate through the lists and menu items, accordingly to the operative modes (see on [page 18](#)).

### ⑫ Transport

This section includes Start/Stop and Count In/Restart controls in Arranger mode or Start/Stop and Pause for the song currently selected.

### ⑬ Style

This section is for the selection of the Arranger styles (see "Selecting the Styles" on [page 21](#)).

### ⑭ User Style/Disk area

This section is for the User Styles selection and the disk management (see on [pages 81](#) and [142](#)).

### ⑮ Voice

Section dedicated to the selection of the voices (see "Selecting voices" on [page 18](#)).

### ⑯ Player

Multimedia Player (see "Player" on [page 25](#)).

### ⑰ Voicetron

Microphone and voice effects (see "Voicetron" on [page 37](#)).

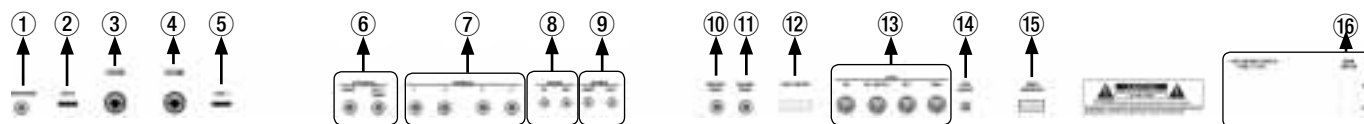
### ⑱ Master

Main output control (see "Master" on [page 39](#)).

# Introduction

## Rear panel

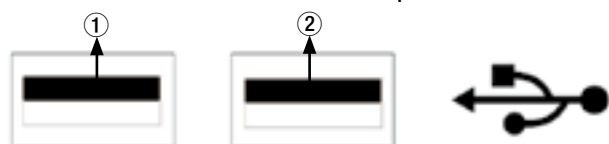
All the connections to external devices are on the rear panel.  
In the **Figure** below, each number corresponds to its description.



- ① **Headphone**  
Standard stereo jack for the headphone. The Master volume adjusts also the headphone output level.
- ② **Gain 2**  
Gain adjustment of the signal input level of the Micro 2 jack.
- ③ **Micro 2**  
Standard combo mono jack for the connection of a dynamic microphone.
- ④ **Micro 1**  
Standard combo mono jack for the connection of a dynamic microphone.
- ⑤ **Gain 1**  
Gain adjustment of the signal input level of the Micro 1 jack.
- ⑥ **Main Out**  
Two standard mono jacks for main right/left or mono (RIGHT, LEFT/MONO) outputs to be connected to a PA system.
- ⑦ **Aux Out**  
Four standard mono jacks as auxiliary outputs to be connected to monitors, mixers, outboard effects, etc.
- ⑧ **S/PDIF**  
Standard RCA connectors for stereo digital input and output with digital devices (CD Player, digital console, etc.)
- ⑨ **Line In**  
Standard RCA connectors for line right/left input (RIGHT, LEFT) of stereo devices with line level signal (CD Player, etc.)
- ⑩ **Sustain Pedal**  
Standard mono jack for the connection of one Sustain pedal (optional).
- ⑪ **Volume Pedal**  
Standard stereo jack for the connection of one Volume pedal (optional).
- ⑫ **Foot Switch**  
Standard multipolar connector for an optional pedal to control internal functions.
- ⑬ **MIDI**  
Standard MIDI IN/IN2 (KEYB), MIDI OUT and MIDI THRU jacks.
- ⑭ **USB Device**  
Standard USB port (type-B) for the connection to a personal computer.
- ⑮ **Video Interface**  
Standard VGA jack for the connection to an external video VGA monitor.
- ⑯ **Main Switch/Fuse**  
Standard AC power connection (220 V) with ON/OFF switch and protection fuse.

## USB connectors on the front side

On the front panel, there are two USB ports (type-A) for easy connection to USB devices such as pen drives, card readers, etc.  
For the connection to a computer, please use the USB connector on the rear panel.



Please, do not use a USB cable longer than 30 cm.

- ① **USB connector 1**  
USB connector for pen drives and other USB devices (card readers, players, hard disk, etc.)
- ② **USB connector 2**  
The same of USB 1.

### NOTE

Along the keyboard, from C3 to E6, you can find letters and numbers for easy input of names, when saving files on the hard disk, and for a quick file search. On Audya 4 and Audya 8 use arrows key. (◀ ▶ ▲ ▼)



## The new panel on Audya 4 and 5

Multi-Tabs are made of a group of 16 buttons on the left side of the keyboard with which you can activate and control many of the functions provided by the instrument.

In the various operating modes you can control the mute percussion sections, direct access to 16 shares of General Midi, control the playlist, change the pitch of the tempered scale.

Moreover, the functions can be assigned directly to these keys by the user, who can customize the tool to suit his needs and his own way of playing.



By default these buttons are set as printed on the panel as follows:

1. Audio reset: Resynchronization of style between MIDI and Audio.
2. Wave filter: It assigns the user filter wave to the slider.
3. Micro rev.: It assigns the reverb into the micro slider user.
4. Wha to pedal ([page 59](#))
5. Bass to root ([page 86](#))
6. Unplugg: switch off all style parts except Live Guitar, Arp&Lick or Chord ([page 11](#))
7. Lead ([page 25](#))
8. Lyric ([page 25](#))
9. Juke-box ([page 123](#))
10. Zoom ([page 25](#))
11. Autocrash ([page 85](#))
12. After fill ([page 83](#))
13. Fill to arr. ([page 83](#))
14. Auto fill ([page 83](#))
15. Reintro ([page 140](#))
16. Fill to end

# Introduction

## ■ MULTI-TABS MENU

By pressing the MODE button, the menu management Multi-Tabs will open. By pressing the F1 .. F6 function keys you can activate various modes of operation which will be described in detail in the following section.

**F1) DRUM ON/OFF:** (Figure 1) DRUM ON/OFF mode enables or quickly mute the percussive instrument sections. The correspondence between the multi-tabs and percussion group is as follows:

- Tab1 Kick
- Tab2 Snare (Snare, Rim Shot)
- Tab3 Hi Hat
- Tab4 Cymbals (Crash, Ride, Cup)
- Tab5 Toms/FX
- Tab6 Tamb
- Tab7 Latin 1 (Congas , Bongos, Tambora)
- Tab8 Latin 2 (Cowbell, Guiro, Claves)
- Tab9 Latin3/ (Maracas, Cabaza, Shaker, Guira, Whistle)
- Tab10 CLAP

- When the LED is lit, the section is muted. The multi-tab #14 and #15 enable the solo function of the percussion group of the kicks and the hi-hats. Multi-Table #16 has the RESET function, that is, un-mute all the percussive sections currently in this state and restores the normal operation of the percussion part.

**F2) GM PAGE:** (Figure 2) This mode allows to access to 16 parts of General Midi by only pressing the corresponding multi-tab. If you use a midi file, this mode is useful to fast access to all parameters of the various tracks of the midi file.

For example you can change the program change of the bass and the drums inside a midi file, by pressing the multi-tab of the track and modify the parameters as explained in GM Part Chapter.

**F3) ARAB. SCALE:** (Figure 3) By pressing multi-tab 1 to 12 you can set the alterations on the 12 notes of the musical scale. When the LED is lit, the note of the multi-tab is altered, when the LED is off, the note has no alterations.

You can quickly restore the ordinary scale by pressing the multi-tab 16 (RESET).

The amount of hundredths of a semitone about the alteration for each individual note can be set from the ARABIC SCALE menu on the MENU -> Keyboard control -> Arabic page.

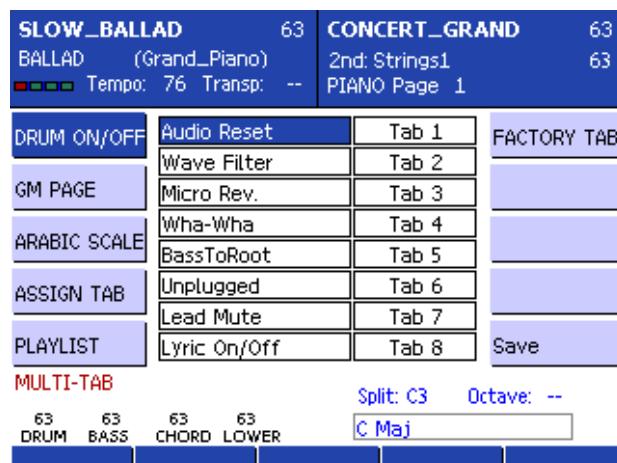


Figure 1

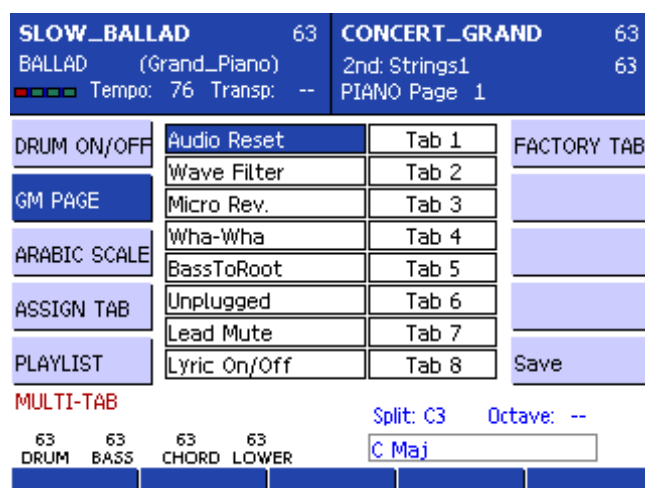


Figure 2

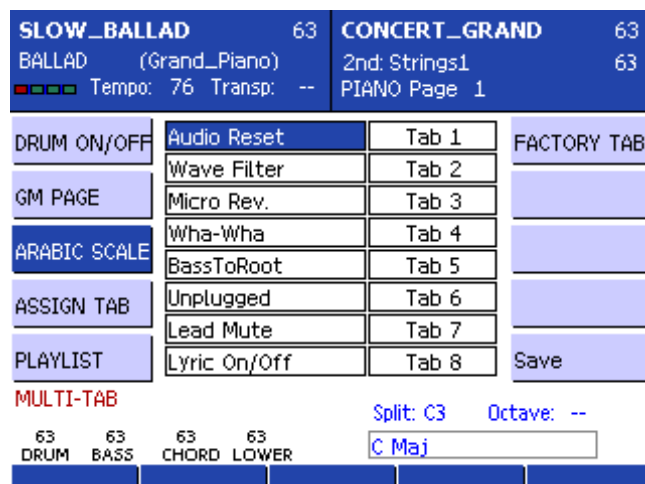


Figure 3

F4) **ASSIGN.TABS:** (Figure 4) This mode allows to assign functions called by each of the 16 multi-tabs.

You can therefore customize the multi-tabs configuration and assign the desired function to them.

In order to make the assignment, simply select the desired multi-tabs by pressing DATA CURSOR (Up and Down) and scroll through the available functions by pressing DATA CURSOR (Left and Right) or using the dial.

The following table shows the available functions.

Audio Reset	Inter.Gtr.
Micro Rev.	Manual Bass
Autocrash Fill/Break	Bas Mono/Poly
Sustain	Swing Bass
Soft	BassToRoot
Sostenuto	Bassist
Arr. A	Bass Sust.
Arr. B	BasToLowest
Arr. C	Lower Mute
Arr D	Low.Off Stop
Int./End 1	Lower1 Hold
Int./End 2	Lower2 Hold
Int./End 3	Pianist
Fill 1	PianistSustain
Fill 2	Accordion
Fill 3	Swell
Fill 4	Left Drum
Fill In	Fade Out
Break 1	Manual Drum
Break 2	Crash
Break 3	Play Kick1
Break 4	Play Kick2
Break	Only Kick
Start Stop	Drum&Bass
FillToArr.	Kick Off
Key Start	Snare Off
Key Stop	HiHat Off
Hold	Cymbal Off
Tempo+	Tom/Fx Off
Tempo-	Rimshot Off
Transp-	Latin1 Off
Transp+	Latin2 Off
Voice To Arr.	Latin3 Off
RelIntro	ClapFx Off
Auto Fill	minor
After Fill	7th

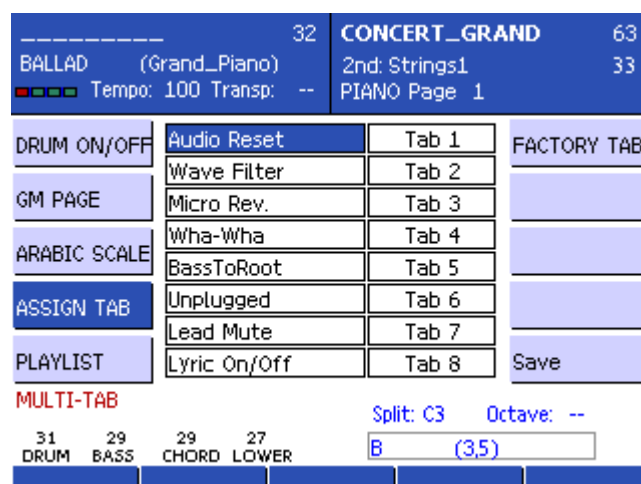


Figure 4

m7th	Arabic 4
5+	Arabic 5
dim	Arabic 6
6th	Arabic 7
7th+	Arabic 8
Midi Reset	Arabic 9
Lead Mute	Arabic 10
Lyric On/Off.	Arabic 11
Zoom	Arabic 12
A.play On/Off	Arabic 13
Loop On/Off	Arabic 14
Text Page-	Arabic 15
Text Page+	Arabic 16
Cross Fade	Right Boost
Wha-Wha	Exit
Reverb	Style Stop
Chorus	Pause/Count In/Res.
Echo/Delay	Program/Preset
Dist./Overdr.	Aftertouch
Voicetron	Portamento
Micro On/Off	EndOnStop
Micro Talk	FillToEnd
DryOnStop	Left Voice
Voc. On/Off	Unplugged
Voice Down	Glide
Voice Up	Jukebox
Regis Down	Wave Filter.
Regis Up	Enter
2nd Voice	Back/Forward Tab
Harmony	File Up/Down
Double	Sub Reg. Up/Down
Rotor On/Off	Back/Forward Tab
Rotor Slow/Fast	Enter
Arabic 1	File Up/Down
Arabic 2	Sub Reg Up/Down
Arabic 3	

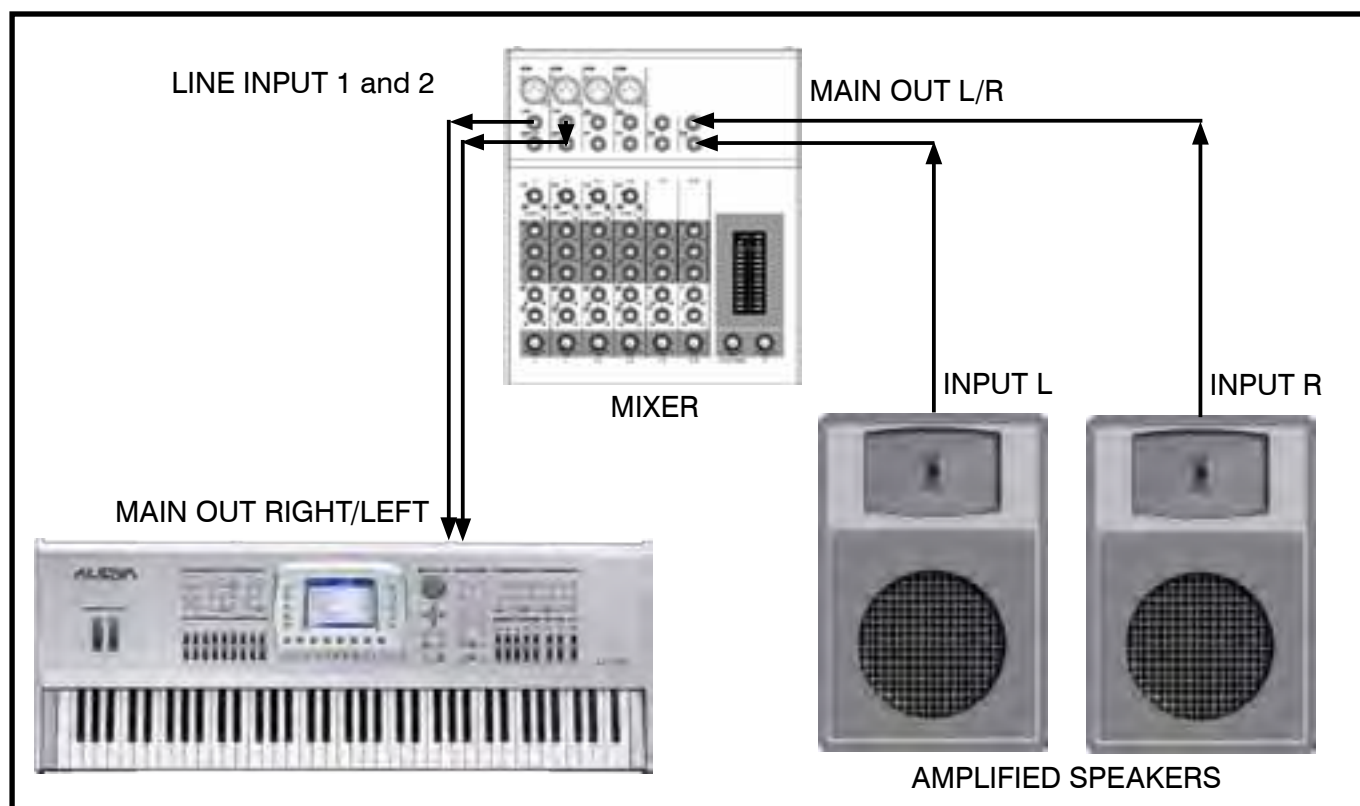
F5) **PLAYLIST:** This mode allows you to drive the first 16 tracks of any loaded playlist. The first press on the button starts the corresponding track playback, and re-selecting the same button, while the LED is lit, the track playback is stopped.

F6) **FACTORY TABS:** It sets the multi-tabs factory default.

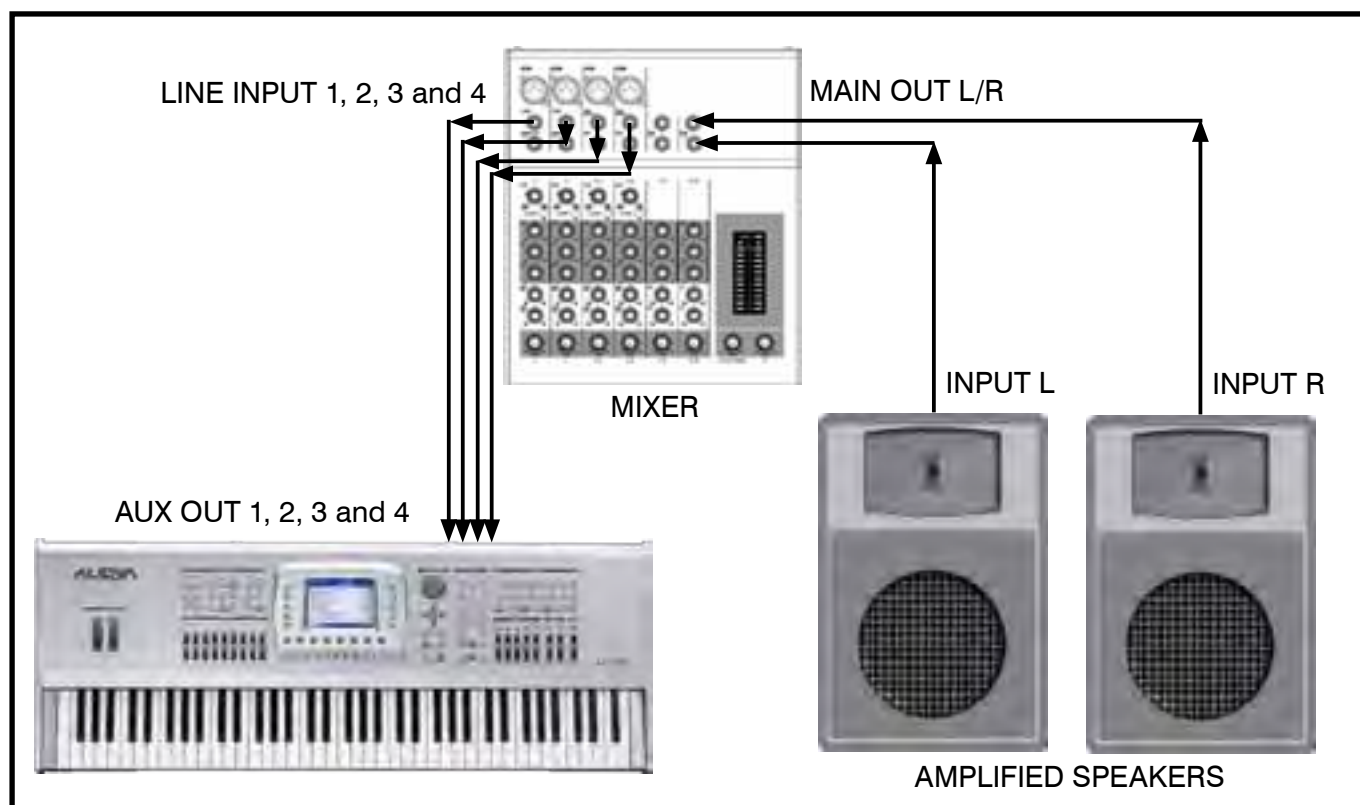
# Connections

## AUDIO connections

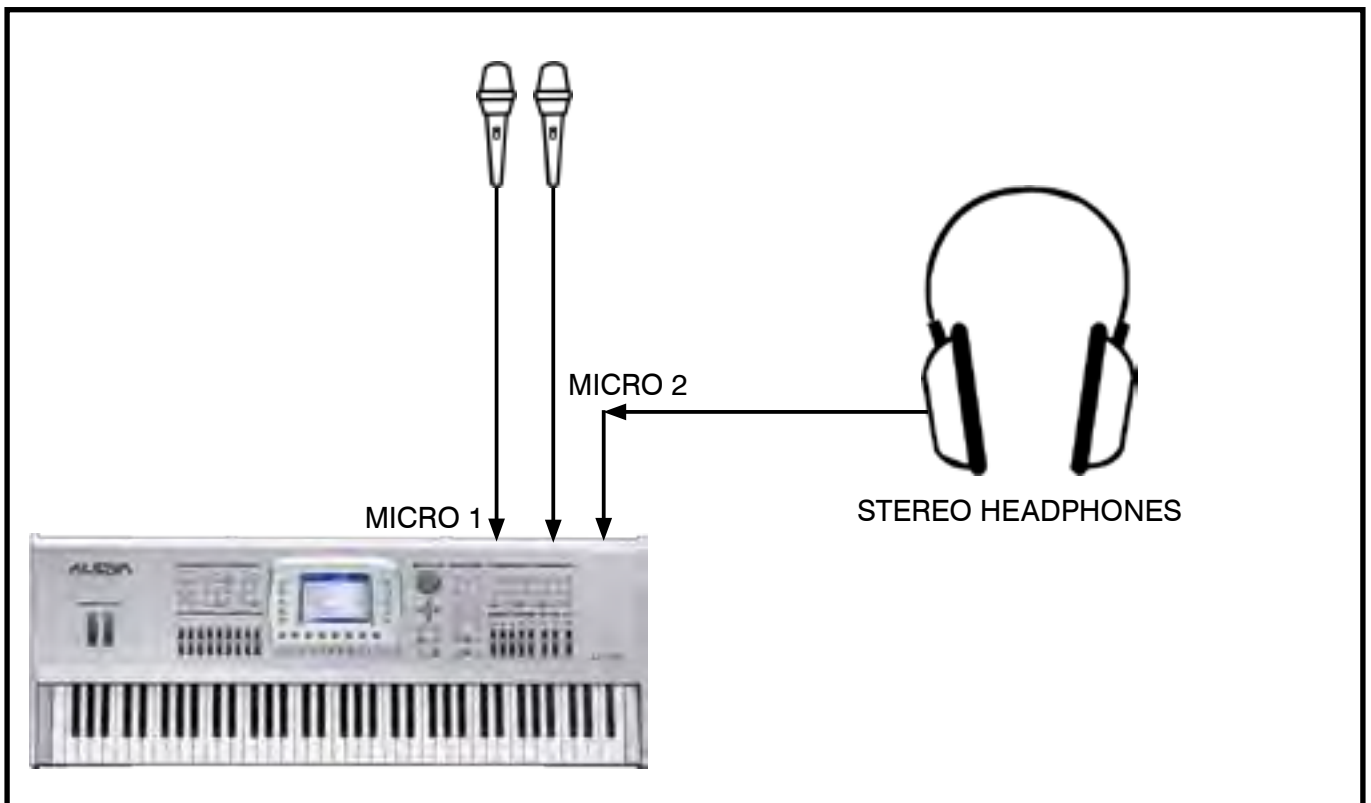
Stereo jack connection to a PA system.



Connecting 4 auxiliary outputs to a mixer and to a PA system.

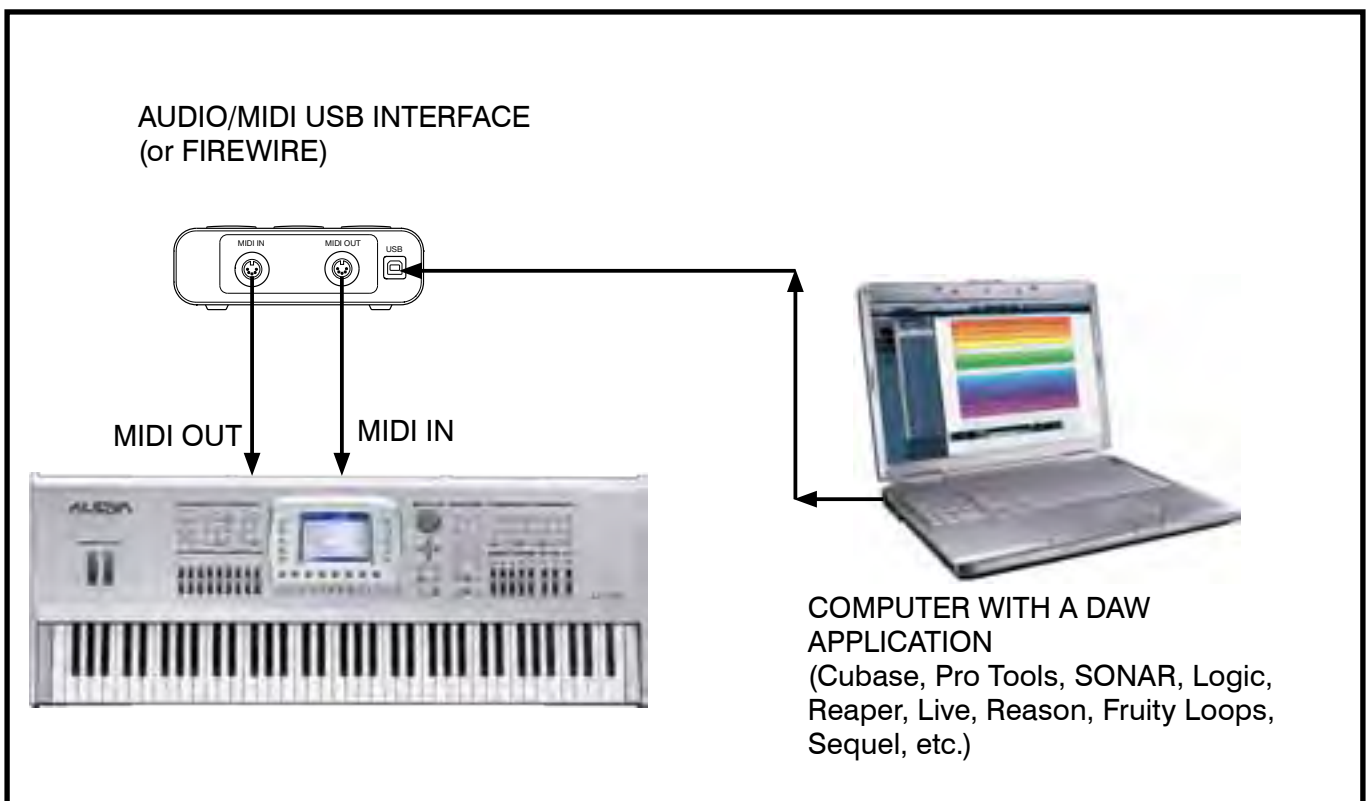


Connecting one or two microphones and one headphones.



## MIDI connection

MIDI connection to an external interface connected to a computer.

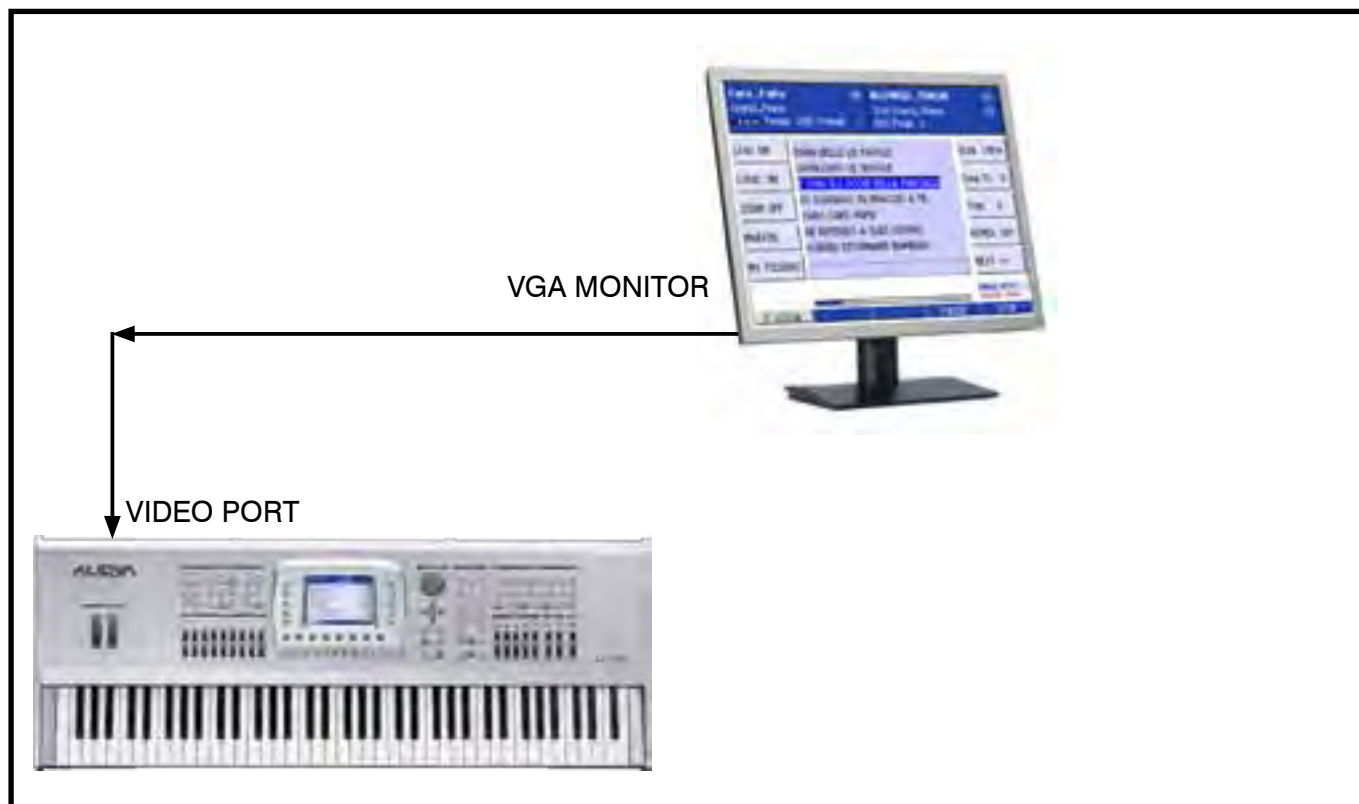




# Connections

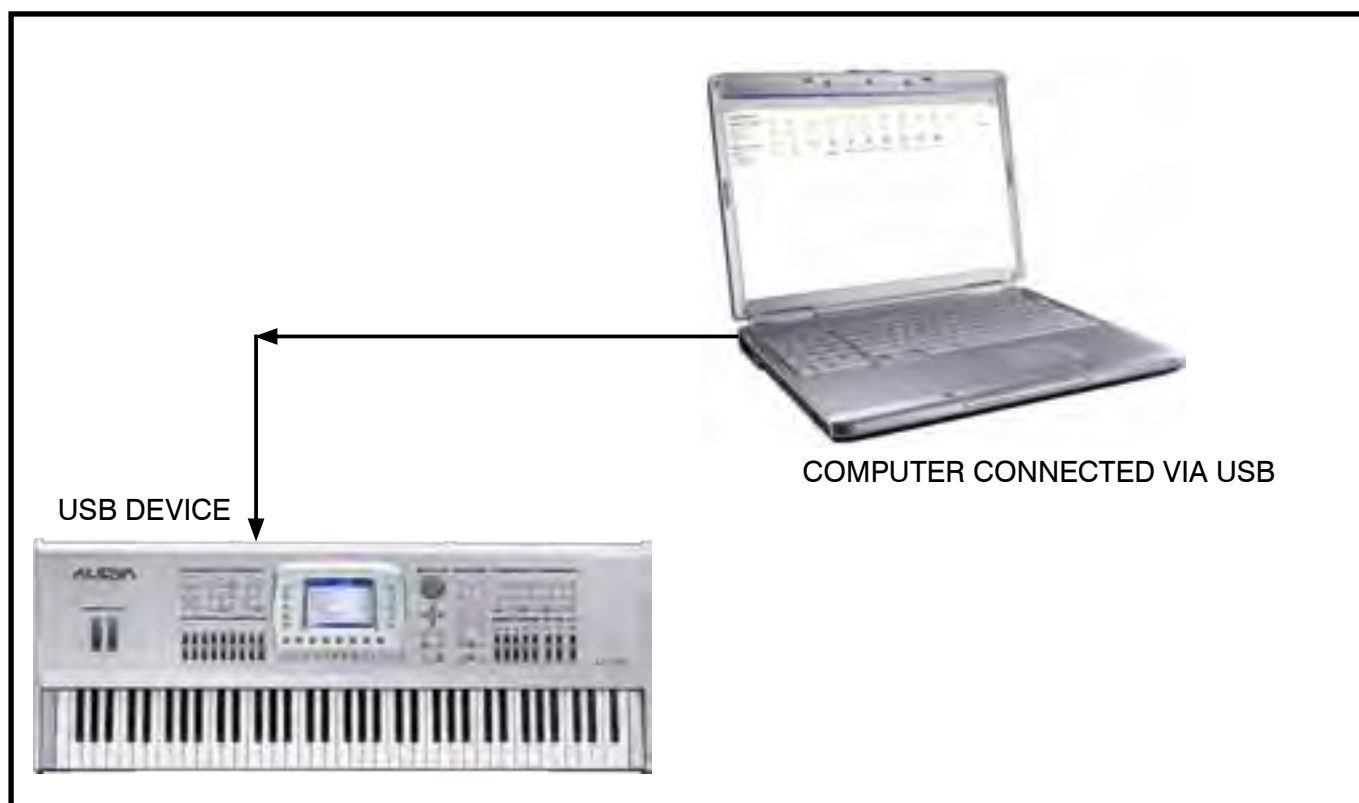
## VIDEO connection

Connecting a VGA monitor.



## USB connection

USB connection to a computer.



## ■ USB connection procedure

1. Connect the USB cable to the USB DEVICE port of Audya, and to the USB port of a computer.
2. After a while, “USB connected” will appear on the display of Audya (Figure A). All the functions on the front panel are disabled.
3. After a while, a screen like Figure B should appear on the screen of your computer. From this windows you should choose the “Open folder to view files using Windows Explorer” option (Figure B).

Anyway, you will be able to open Audya drive from your local computer resources. You will see Audya drive as any ordinary “Removable Disk”.
4. After opening the Audya hard disk root folder, you can handle the files like any ordinary storage device (Figure C).
5. You can copy from and to the internal folders of Audya hard disk the following file types:
  - MP3
  - MIDIFILE
  - STYLES
  - PLAYLIST
  - DJ\_LOOPS
  - INSTRUMENTS
  - REGISTRATION
  - WAVE
  - SFX
  - ETC.
6. After you finished copying the files, please follow the USB hardware SAFE REMOVAL procedure and disconnect the USB cable from the rear panel of Audya and/or from the computer USB port. In Windows OS, you can click on the icon located on the task bar. A pop-up window will open allowing you to disconnect the USB device safely.
7. After a while, Audya will operate again. You do not need to restart Audya.

For advanced file handling and/or file updating on the internal hard disk of Audya, please see “Disk” on [page 142](#).



Figure A



Figure B

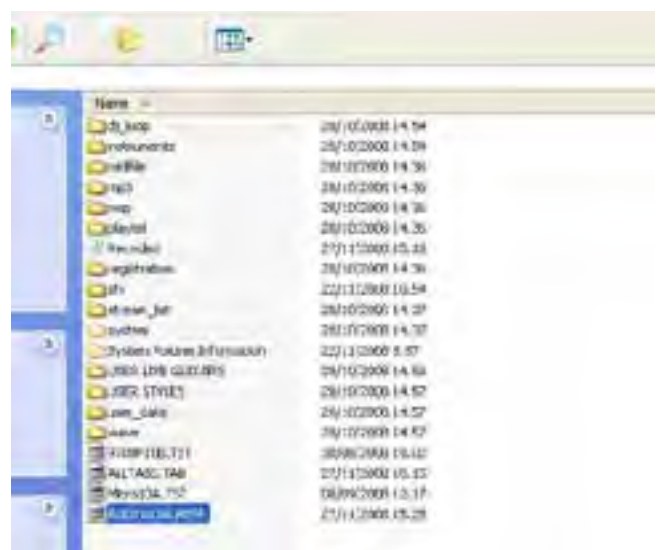
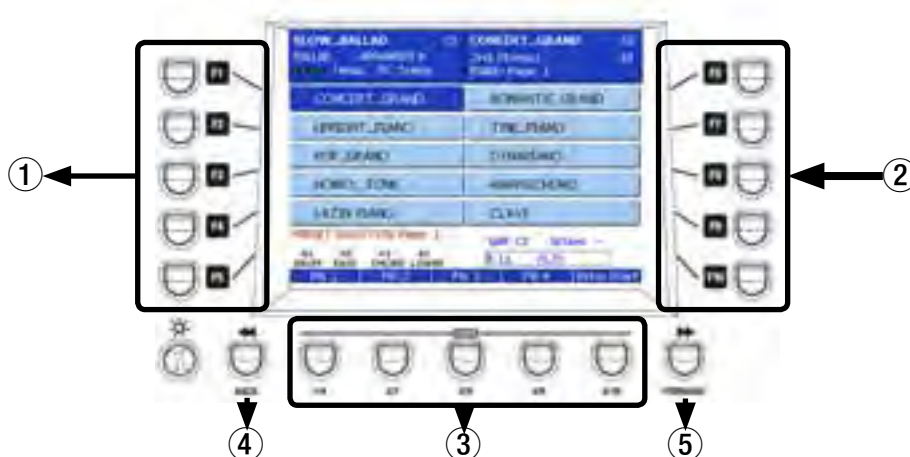


Figure C

# Display and function buttons

## Display

The heart of Audya is the display. The F1-F5 function buttons to the left, the F6-F10 function buttons to the right and the five User buttons below the display allow you to select the items displayed in the various screens.



### ① F1-F5 function buttons

Press the five function buttons from F1 to F5 to select one voice (VOICE) or one STYLE or a menu displayed on the display, for example.

### ② F6-F10 function buttons

The same as above.

### ③ User buttons

In Arranger mode, the five User buttons below the display will select five FILLS or five BREAKS. In the other operative modes they will select various functions, menus and user functions.

### ④ ◀◀ (Back) button

It allows to display the previous five functions corresponding to the User 1/6, 2/7, 3/8, 4/8, 5/10 buttons (see User Assignable on [page 140](#)).

### ⑤ ▶▶ (Forward) button

It allows to display the next five functions corresponding to the User 1/6, 2/7, 3/8, 4/8, 5/10 buttons (see User Assignable on [page 140](#)).

### NOTE

The serigraphy below the User buttons has the following numbering: 1/6, 2/7, 3/8, 4/8, 5/10. In this manual we use USER 1, USER 2, etc., for short.

## F1, F2, F3, F9 and F10 function buttons

The F1, F2, F3, F9 and F10 function buttons allow you to access the AUDIO STYLE MODELING when they are used in STYLE VIEW mode, in the PLAY CONTROL section (see details on [page 67](#)).

Press the STYLE VIEW button and one of the following:

**F1 - Audio Drum** (see groove list on [page 147](#))

Press F1 to set the AUDIO DRUM part.

**F2 - Groove Bank** (see groove list on [page 149](#))

Press F2 to set the GROOVE BANK part.

**F3 - Bass Bank** (see groove list on [page 151](#))

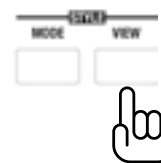
Press F3 to set the BASS BANK part.

**F9 - Arp & Lick** (see groove list on [page 153](#))

Press F9 to set the ARP&LICK part.

**F10 - Live Guitar** (see groove list on [page 155](#))

Press F10 to set the LIVE GUITAR part.



## User buttons

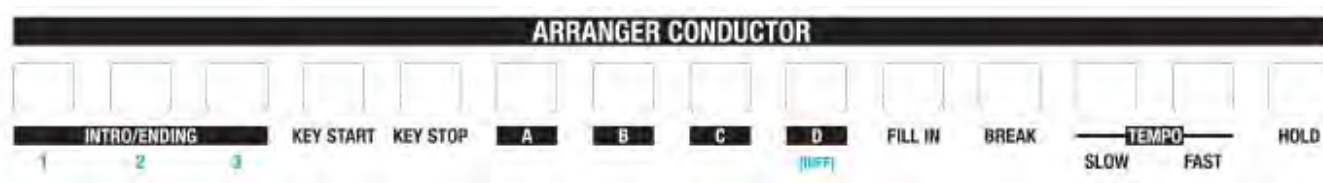
In addition to the FILL and BREAK selection in Arranger mode and other assignable user functions (see User Assignable on [page 140](#)), the five User buttons can access many functions.

For example, while in the different operative modes (MENU, DISK, PLAYLIST, STYLE VIEW, DRUM MIXER and so on), these five User buttons allow the selection of further pages that open their own settings menus.

In the [Figure](#) you can see how the User buttons, in STYLE VIEW mode, allow the selection of the VOICE, EFFECT, PAN and MUTE SINGLE pages. By pressing one of the five User buttons, you can view the content of the corresponding page.



## Arranger Conductor buttons



The buttons of the ARRANGER CONDUCTOR section allow real time control of the styles when the Arranger mode is selected. See the PLAY CONTROL settings to select the desired Arranger mode on [page 22](#).

From left to right, here are the descriptions for each button:

### INTRO/ENDING 1 2 3

When the Arranger is stopped, by pressing one of these three buttons you can enable one of the three "introductions" of the style.

When the Arranger is playing, by pressing one of the three buttons you can enable one of the three "endings" of the style.

### KEY START/KEY STOP

If button START is on, the Arranger will instantly start when you start playing the keyboard.

If button STOP is on, the Arranger will instantly stop when you release all the buttons.

### A B C D

Each button corresponds to a style variation.

### FILL IN

By pressing this button you can enable one FILL of the selected style and the Arranger will automatically start. If the Arranger is already playing, by pressing this button you will enable the same FILL.

### BREAK

By pressing this button, you can enable one of the BREAK of the selected style and the Arranger will automatically start.

If the Arranger is already playing, by pressing this button you will enable the same BREAK.

### TEMPO SLOW/FAST

By pressing these buttons you can slow down (SLOW) or speed up (FAST) the tempo of the Arranger. By pressing the two buttons simultaneously, you will set the T.Lock function, that is Tempo Lock.

To restore the original tempo of the style, press the ◀ and ▶ buttons simultaneously in the RECORD section.

### HOLD

By pressing the HOLD button, the accompaniment of the Arranger will play even if you release all the keys from the keyboard.

If HOLD is disabled, when you release the keys from the keyboard, the accompaniment of the Arranger will stop playing, except the drum part.



# Selecting voices

## Selecting voices

You can find three rows of eight buttons each in the VOICE section on the front panel. The first two rows allow the selection of the voice families, ordered by a common use (see a full list of the voices at the end of this manual).



The third row contains the PROGRAM button and other voices selection buttons. Moreover, there are also the DOUBLE, HARMONY buttons.

### ■ Selecting a basic voice

1. Select one voice family by pressing one of the 16 buttons on the first two rows in the VOICE section. For example, press the “PIANO” family button. The first page showing the first ten available voices of the PIANO family will appear.
2. By pressing one of the F1-F5 or F6-F10 buttons, select one of the ten voices shown on the display, corresponding to the name of the voice. For example, by pressing the F4 button, you will select the voice named “HONKY\_TONK” (Figure 1).
3. Press the CURSOR ◀ ▶ to select the various VOICE pages with further ten voices each (Figure 2). Note that you can access more than 2 pages for each voice family.



Figure 1

#### NOTE

By turning the wheel clockwise/ counter-clockwise you can scroll the pages, just like the CURSOR ◀ ▶. Also, you can scroll the pages by pressing repeatedly the same VOICE family button (e.g. PIANO, EL.PIANO and so on.)

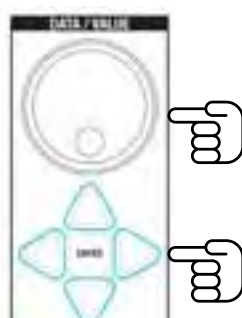


Figure 2



## ■ Selecting a INS voice

1. Press the RAM INS / SUPERSOLO button of the third row in the VOICE section. The display will show a list of the SUPERSOLO voices stored on the hard disk (Figure 3).
2. Select one voice by using the CURSOR ▲ ▼.
3. Press the ENTER button to load the INS voice into the selected memory location. The display will show the INS voice on the first free location. In the example, the APACHE\_GUITAR voice is loaded onto the memory location corresponding to the F1 button (Figure 4).



Figure 3

## ■ Selecting more INS voices

1. Press the RAM INS / SUPERSOLO button of the third row in the VOICE section. The display will show a list of the INS voices stored on the hard disk.
2. Select one voice by using the CURSOR ▲ ▼.
3. Press the SELECT button that appears on the display next to the USER 5 button. A dot will appear before the name of the selected INS voice. Repeat the choice in order to select more INS voices by using the CURSOR ▲ ▼ and the SELECT button (Figure 5).
4. Press the ENTER button to load in the memory location all the selected INS voices. In the example, five INS voices have been loaded in the first five memory locations corresponding to the F1-F5 buttons (Figure 6).



Figure 4

For advanced operations about the INS voices see on [page 98](#).



Figure 5

### NOTE

The INS voices appear on the display with an asterisk. For example: *DJANGO.ins\**. If you try to load one voice already loaded in memory, this will not be loaded twice.

### WARNING

The RAM INS indication next to the SUPERSOLO button means that the INS voices will be loaded into memory temporarily. For this reason, when you power OFF, the INS voices will not be retained in memory.



Figure 6

# Selecting voices

## ■ Adding a second voice to the right hand (2nd VOICE)

1. Press the 2nd VOICE button on the third row in the VOICE section.
2. According to the PRESET or PROGRAM voice, you will add a second voice to the sound of the right hand.
3. Note that the 2nd VOICE voices can be freely programmed by the user in any PROGRAM. Press the EDIT button and the USER 2 button to open the 2nd VOICE page (Figure 7). For more details on how to create/edit a PROGRAM see on page 48.



Figure 7

## ■ Selecting the organ DRAWBARS

1. Press the DRAWBARS button on the third row in the VOICE section. The display will show the organ DRAWBARS screen (Figure 8).
2. Select one organ by using the F1-F10 buttons (ORGAN1, ORGAN2, etc.) Press the CURSOR button ◀ to select the second page of DRAWBARS (ORGAN11, ORGAN12, etc.)
3. Press the USER 1 button (PedToRotor) below the display to control the ROTOR by using one external SUSTAIN pedal. By pressing the pedal repeatedly you can toggle ROTOR SLOW/ROTOR FAST. If "PedToRotor" is disabled, the SUSTAIN pedal returns to its ordinary function.
4. Use the fader controls in the MIXER section (page 24) to set the nine footages of the organ DRAWBARS:  
16, 8', 5 1/3', 4', 2 2/3', 2', 1 3/5', 1 1/3', 1



Figure 8

Figure 9 shows the exact correspondence of the nine faders of the mixer section and the nine DRAWBARS displayed on the screen.

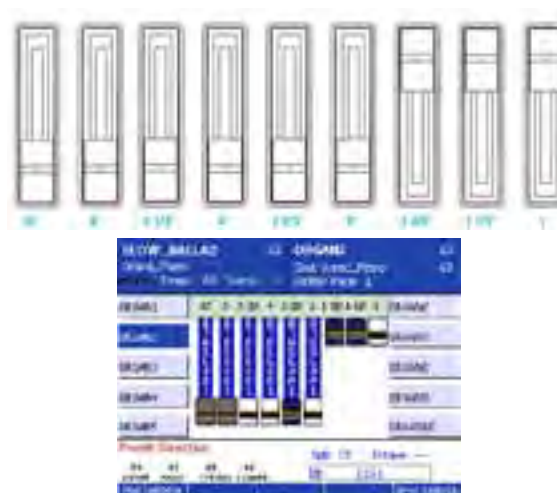


Figure 9

5. Press the USER 5 button (Drw:Lock/Unlock) below the display to toggle Lock/Unlock function, so you can use the faders for mixing the Arranger parts or the MIDI file tracks instead of the DRAWBARS.

For advanced operations about the DRAWBARS see on page 31.

## ■ Selecting the GM (General MIDI) voices

1. Press the GM button on the third row in the VOICE section. The display will show a list of the GM voices (Figure 10).
2. Follow the same procedure for voices selection described on page 18.



Figure 10

## Selecting styles

The numeric keypad of the STYLE section allows the selection of twelve style families, divided into various musical genres.



### ■ Selecting a PRESET style

1. Select one style family by pressing one of the twelve buttons of the keypad in the STYLE section. For example, press the “POP” family button.
2. The display will show the first ten available styles. Press one of the F1-F10 buttons to select one of the ten displayed styles. In the example, the F3 button selects the FUSION\_FUNK style (Figure 11).
3. Press the CURSOR ◀ ▶ to select further pages of STYLE containing ten styles each (Figure 12). Note that you can access more than two pages for each style family.



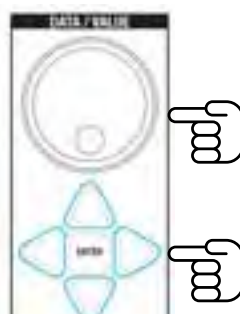
Figure 11



Figure 12

### NOTE

By turning the wheel clockwise/ counter-clockwise you can scroll the pages, just like the CURSOR ◀ ▶. Also, you can scroll the pages by pressing repeatedly the same STYLE family button (e.g. BALLAD, POP and so on.)



### NOTE

Note that the styles which contain an audio part (AUDIO DRUM, GROOVES, LIVE GUITAR) have the symbol ^ before the style name.



# Play Control

## Play Control

The PLAY CONTROL section contains all the control functions so you can start playing the keyboard and modify the settings accordingly to your own way of playing.



### ■ TRANSPOSER

By pressing the [-] and [+] buttons you can transpose the overall pitch in 24 semitones up or down (1 semitone step), including the Arranger (except the drum). The display shows the current TRANSPOSE value (Figure 13). Press the [+] and [-] buttons simultaneously to instantly reset the transpose value to 0.



Figure 13

### ■ OCTAVE

The [+] and [-] buttons allow the pitch of the RIGHT part to be shifted up or down by one octave. The display shows the current value of OCTAVE Up or Down (Figure 14).

Split: C3      Octave: Up

### ■ ROTOR

The SLOW and FAST buttons allow to change the speed of Rotary Speaker, when you select DRAWBARS in the VOICE section and for the voices for which the ROTARY SPEAKER setting is set to ON.



Figure 14

### ■ PORTAMENTO

Turns the PORTAMENTO on and off, only the voices for which the portamento has been programmed. For example, the SYNTH family.

### ■ AFTER TOUCH

Turns the AFTER TOUCH on and off, only the voices for which the after touch has been programmed (GUITAR, SYNTH, etc.)

### ■ DRUM SET

Selects one of the 53 built-in DRUM SETS to play directly from the keyboard (Figure 15). For more details see DRUM SET section.

SLOW_BALLAD	63	CONCERT_GRAND	63
BALLAD (Grand_Piano)		2nd: Strings1	63
Tempo: 76 Transp: --		DRUMSET Page 1	
STANDARD1		JAZZDRY	
STANDARD2		VINTAGE	
FOLK		BRUSH	
ACOUSTIC1		JAZZBRUSH	
ACOUSTIC2		ROCK	

PRESET SELECTION Page 1

63 63 63 50  
DRUM BASS CHORD LOWER

Split: C3      Octave: --  
C Maj

Figure 15

BASS

The MANUAL, TO LOWEST and BASSIST buttons set the following modes, respectively.

MANUAL: sets the manual bass for the left hand.

TO LOWEST: sets the lowest note of the chord to the root. For example, when you want to play a bass pedal within a chord progression.

BASSIST: allows to play free bass notes on a chord played by using the right hand. For example, when you play bass solos.

SPLIT

Holding the SPLIT button, a small keyboard at the bottom of the display appears. By pressing any key on the keyboard, you can set the split point for the Arranger. In the example, the SPLIT point has been set on F2 note (Figure 16). The SPLIT point is always set on C3 note, at startup.

PIANIST

The PIANIST button allow you to play on the entire keyboard. Basically, by pressing this button you remove the SPLIT point. If Arranger mode, the chords will be recognized on the entire keyboard.

LEFT VOICE

By pressing the LEFT VOICE button, this will flash until you choose the voice for the left hand (Figure 17). Once selected, press LEFT VOICE button again.

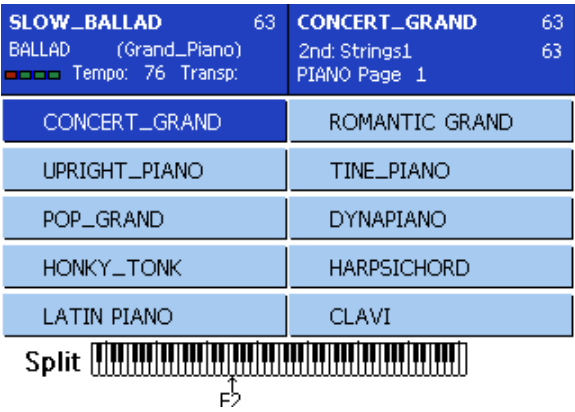


Figure 16

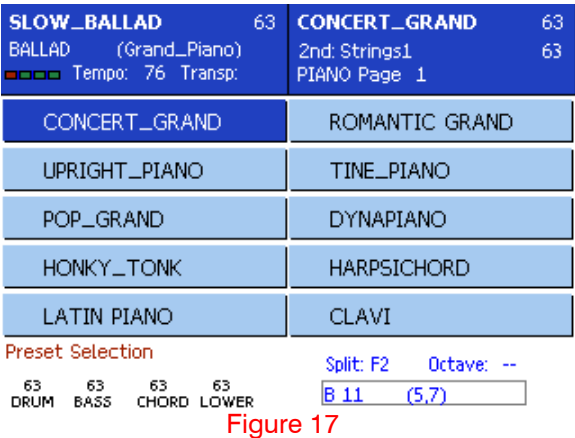
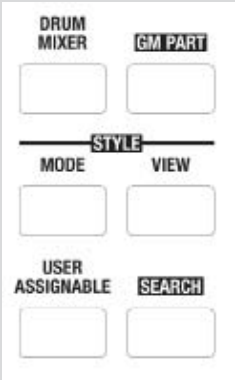


Figure 17

NOTE

For the detailed explanation of the PLAY CONTROL section, please see the following pages, corresponding to the namesake buttons:

- DRUM MIXER page 92
- GM PART page 89
- STYLE MODE page 82
- STYLE VIEW page 67
- USER ASSIGNABLE page 140
- SEARCH page 138





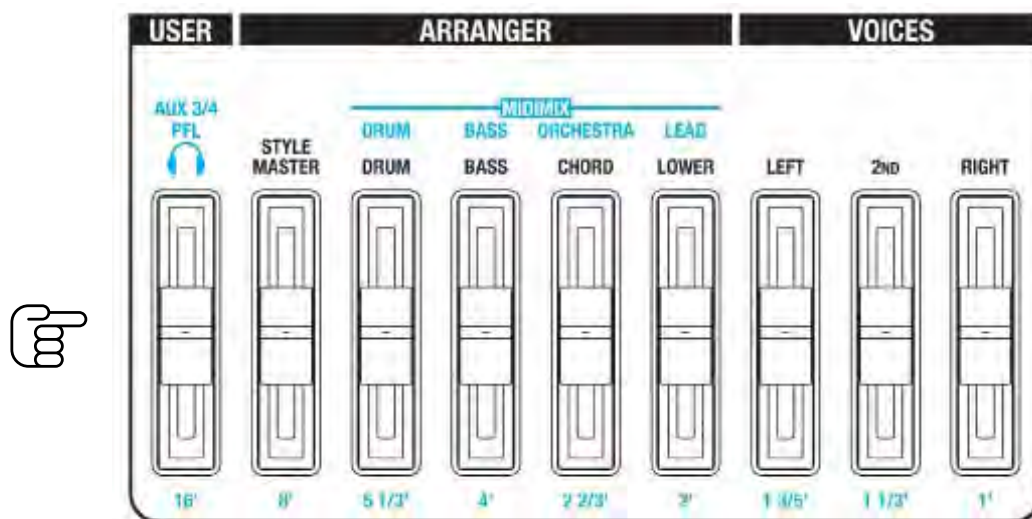
# Mixer

## Mixer

The Mixer section features nine vertical faders. The first fader at left allows to control the USER functions (see “User Assignable”). The remaining 5 faders control the volumes of the ARRANGER parts and 3 faders the volumes of the VOICES parts.

### NOTE

When the **DRAWBARS** mode is on, the nine faders of the Mixer will adjust the footage of the organ. For details see on page 20 and on page 97.



### ■ USER

This first fader at left allows to control the USER ASSIGNABLE functions described on [page 140](#). The default value is the volume control for AUX 3/4 output.

### ■ ARRANGER

These five faders adjust the volumes of the Arranger parts of the style. Respectively:  
 STYLE MASTER: main volume of the style.  
 DRUM: drum part volume.  
 BASS: bass part volume.  
 CHORD: volume of the chords part.  
 LOWER: volume of the left split.

### ■ VOICES

These three faders adjust the volumes of the VOICES parts on the keyboard. Respectively:  
 LEFT: volume of the voice on the left split.  
 2ND: volume of the second voice on the right split.  
 RIGHT: volume of the voice on the right split.

### NOTE

When a MIDI file is playing on the Player (see the details on page 25), the **DRUM**, **BASS**, **CHORD** and **LOWER** faders, marked by “MIDIMIX” in blue letters, adjust the volumes of the **DRUM**, **BASS**, **ORCHESTRA** and **LEAD** tracks, respectively, in the following way:

- **DRUM**: adjusts the volume of the drum track
- **BASS**: adjusts the volume of the bass track
- **ORCHESTRA**: adjusts all the other tracks
- **LEAD**: adjusts the volume of the melody track, usually on MIDI channel 4

The volumes of the parts are shown on the display ([Figure 18](#)). In the upper part at left, the STYLE MASTER volume is shown. In the upper part at right, the RIGHT and 2ND volumes are shown. In the lower part at left, DRUM, BASS, CHORD and LOWER volumes are shown.

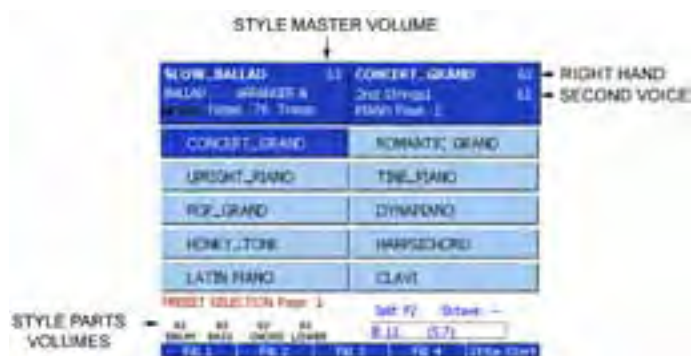
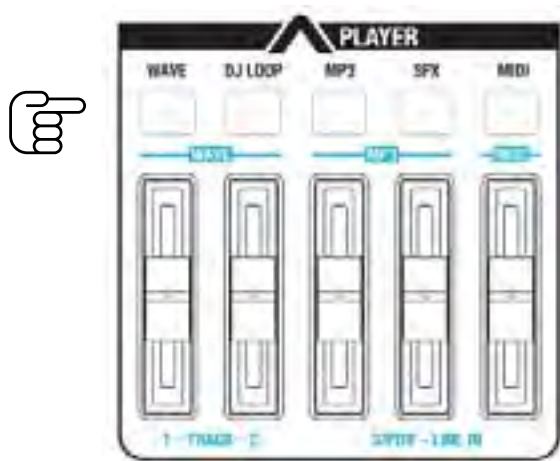


Figure 18

## Player

The Player section is a complete multimedia environment for live performances. It's a mixer consisting of five faders allowing volume control over WAVE, DJ LOOP, MP3, SFX and MIDI file. The five buttons above the faders switch on/off in order to select the tracks for the mix.



### ■ WAVE

The WAVE button enables the WAVE screen where you select the audio track to start playback (Figure 19). The fader below adjusts the volume of the track. To navigate in this screen, use the cursor buttons, the ENTER and EXIT buttons.

- CURSOR ▲ ▼ buttons (or the wheel): scrolls up/down the titles.
- ENTER button: opens the selected folder.
- EXIT button: exits from the selected folder
- CURSOR ◀ ▶ buttons: when the title is too long, scroll the letters of the titles.
- The USER 5 button below the display enables the START function to start playback. Once the track is playing, the USER 4 and USER 2 buttons below the display enable the PAUSE and STOP functions, respectively.

The F1-F10 buttons enable the following functions:

- **F1 - LEAD MUTE:** mute the volume of the melody track.
- **F2 - LYRIC ON:** shows the text (lyric).
- **F3 - ZOOM OFF:** makes the text smaller.
- **F4 - MARKER:** Marker view .Located when available on display side .Once available allow to jump from different song point . Select "Jump meas" by User 5/10 button to jump on the next marker as soon measure will be played or select "Jump Next" by User 5/10 button to jump on the next marker just only when marked phrase will be played.

### NOTE

*When a track of the Player is playing, the corresponding LED flashes.*

### NOTE

*The Remix On/Off function works only when MIDIFILE is selected, even if it is shown on the WAVE and MP3 player screens.*



Figure 19

- **F5 - MY FOLDERS:** when enabled, by pressing one of the 0-9 numeric keypad in STYLE section, that folder is recalled. To store the position of a folder (WAVE, DJ LOOP, MP3, etc.) hold to 0-9 button of the keypad while the content of the folder is shown.

### ■ Page 1

- **F6 - GLOB./LOCAL VIEW:** enables the global view or local view. In LOCAL VIEW mode, only the files by using the same extension (e.g. WAV) are shown. In GLOBAL VIEW mode, all the file types are shown. Note that the TXT files are always shown.
- **F7 - SONG TR.:** shows the transpose value previously stored in the song.
- **F8 - TRANSP:** transpose the track in the range of +/- 24 semitones.
- **F9 - Wave Edit:** see next paragraph.
- **F10 - PREV/NEXT (1/3 NEXT:** by pressing this button (NEXT) you can access to next pages.

### ■ Page 2

- **F6 - A.PLAY PAUSE ON SPACE 3s:** In Autoplay position the player will automatically playback all the files in the folder. In PAUSE position, after the current track, the player moves to the next without starting. If set to SPACE 3s, instead, the player add a 3-second pause between the track. You can customize the waiting time by using the Dial.

# Player

- **F7 - LOOP ON/OFF:** enables/disables the loop playback of one track.
- **F8 - PFL ON/OFF:** enables/disables the PFL. When PFL is active, the Player is routed to AUX3&4 and AUX3&4 outputs to headphones. This works only if the Player's volume Fader is set to 0. If different from 0, the output signal is routed to MAIN. The headphones volume is adjusted by the PFL Fader from the USER panel. It doesn't work with MIDI FILES.
- **F9 - LEAD (4):** selects the channel of the melody from 1 to 16, in case of MIDI file. The default value is MIDI channel 4.

On Wave Player menu a new WAVE EDIT feature located on F9 button.

In order to operate with this new function firstly select the wave to edit than select WAVE EDIT button (Figure 20).

Once Wave Edit button is pressed a pop up menu will show on display the Import progress activity. When this procedure will be completed the waveform will be displayed on Audya screen. Related at this new waveform screen Audya will show a tools palette to operate on this imported file (Figure 21).

## NOTE

*Stereo file will be shown on Audya display as a single waveform, however the editing and storing functions will maintain the properties of the current file.*

Beside the new imported waveform Audya will show three markable lines (see on Figure with arrows) to indicate a Start Point (Blue) Fade Start Point (Grey) End Point (Black)

Here is on detail:

- **Zoom:** allows to magnify (or reduce) waveform displayed.
- **Start:** Set the Start Point of waveform.
- **End:** Set the End Point of waveform.
- **Norm:** Apply Normalize (or amplify) function on waveform (range 0%-200%).
- **Fade:** Set the Fade Out time (showed on ms) related of the original waveform End (Max. 8 s).

Once you'll select a new Start (F2), End (F3) o Fade (U1/6) point, the Blue transport bar colour will be changed on red just to inform on new operating status point. All values are editable by alpha Dial (step by step) or by cursor (quickly edit). Arrows cursor pressed (Left & Right) at the same time will restore default value of Start / End point and will clear any previous Fade setting. Using up or down arrows will be useful to catch Zero crossing function automatically.

As showed on Figure 22 when a new parameter will be selected a Preview, Restore e Save tab will appear on bottom of display.

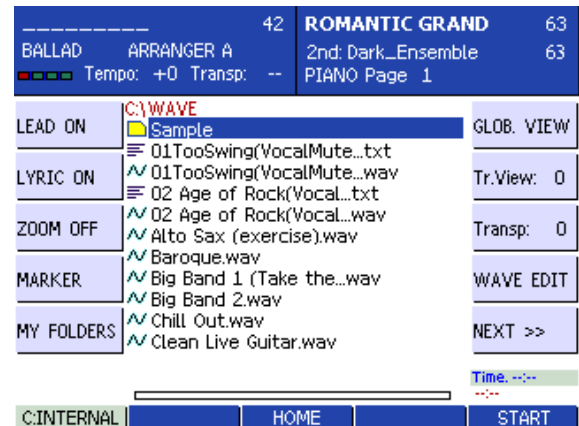


Figure 20

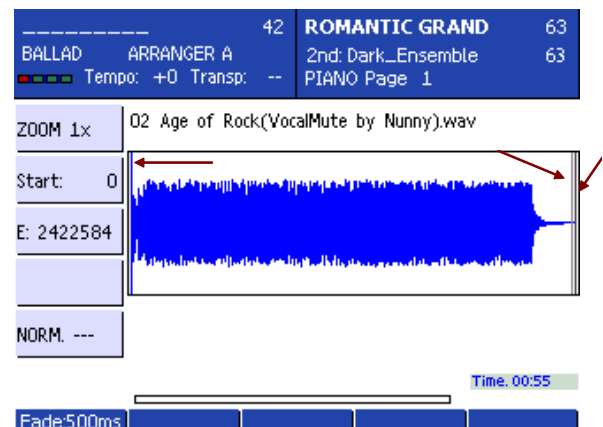


Figure 21

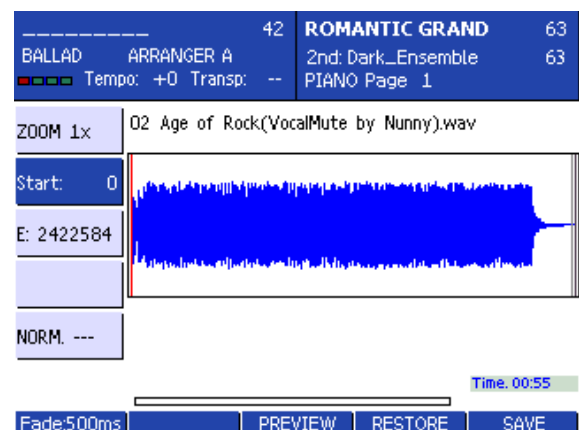


Figure 22

# Player-Wave Edit

In detail:

- **Preview:** Allows preview function of edited waveform with new assigned value
- **Restore:** as Restore mean and useful as UNDO of preview use
- **Save:** Just to Save an edited file.

In order to hear NORM and FADE rendered feature user must select PREVIEW function. As probably know this feature needs a computing time (related of wave length) to elaborate final wave result. Rendering feature will not necessary in case of using START or END features. You 'll hear it immediately. If for instance you select NORM parameter at 100% your own waveform will be Normalized in order to gain all dynamic range available. However we suggest to use less (i.e. at 90%) is any sound source will be applied on this wave the whole amount could be overloaded even a properly distortion or overdrive is request.

After that pre PREVIEW and when computing rendering will be completed you could hear and see the difference as showed of **Figure 23**.

If you would catch the right START (or else) Point will be really useful manage with ZOOM feature. Here is the ZOOM value to use: 1x, 8x, 16x, 32x, 1:8, 1:4, 1:2, 1:1. The first (1x, 8x, 16x, 32x,) set value allows to magnify waveform in a traditional way. The others will be useful as a

Sample windows to analyze waveform as block of 1:8, 1:4, 1:2, 1:1.

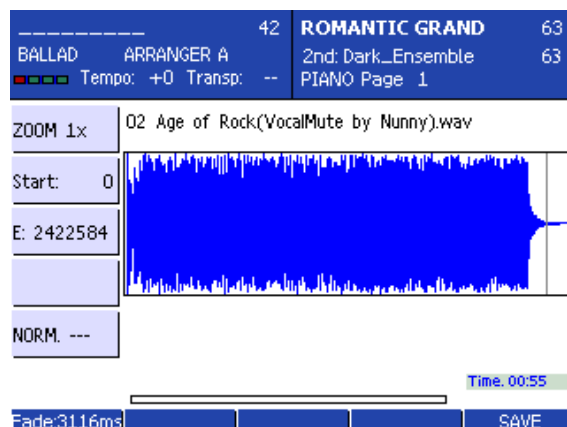
In detail:

1. Move a Start Point ahead just focused in a better way your waveform (i.e. put value to 24040).
2. Select ZOOM feature and assign 16x value.
3. Select START feature again.

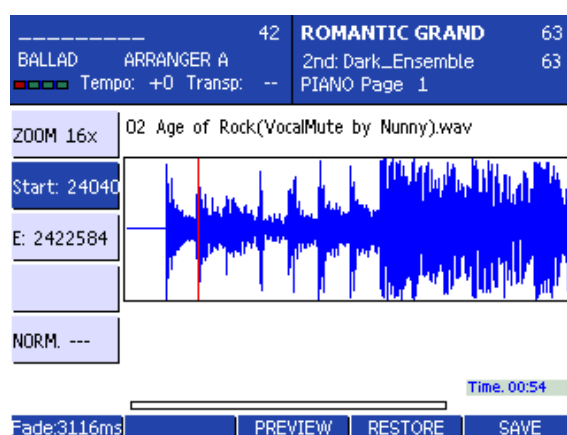
If everything will done as suggest display will show as in **Figure 24**.

Display will show more detail with ZOOM feature (**Figure 25**)

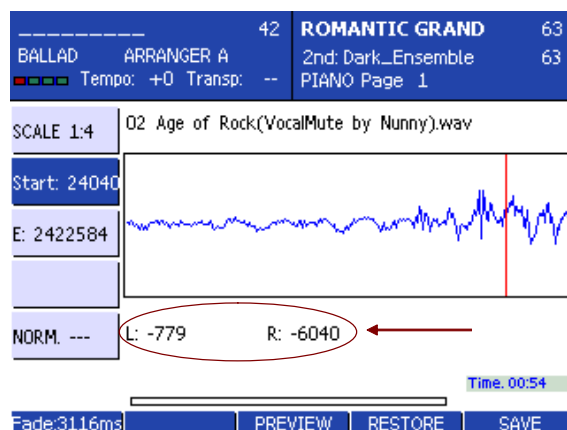
When ZOOM will be magnify display will inform you on Value related on point selected (Arrow will show value updated)



**Figure 23**



**Figure 24**



**Figure 25**



## ■ WAVE EDIT on MSP template

See MSP editing on [page 99](#).

WAVE EDIT menu is available also on MSP template to create your own MSP

Select MSP Edit, load your wave file and it will be available on display ([Figure 26](#)).

Once the wave file will be imported on WAVE EDIT Audya display will show a screen shot alike the previous issue . The main remarkable difference is **LOOP** (F4) ([Figure 27](#)).

LOOP feature, as well name say, allows to set a Loop point on the selected wave (previously imported). The LOOP point will be notable on display by the Green horizontal line (as showed by).

Once LOOP point is selected (F4 button) value can be edited by usual directional button or with Alpha Dial. When navigation arrows are both pressed LOOP point will be set at the same START point automatically (Thus caused repetition of whole waveform). If arrows button will be pressed once again this feature will be de activated.

### NOTE

*The SAMPLER recognizes the LOOP Point which can be assigned by using a professional Audio Editor on a computer.*

As previously mentioned a START, END, Loop preview feature is possible by pressing assigned wave button of MSP.

NORM and FADE function need a rendering PREVIEW (as well mentioned on previous issue)

Once modification will be completed you can save your edit file by SAVE feature.

If during a SAVE procedure a different name will be used, Audya will replace automatically the previous file with the new one named assigned ([Figure 28](#)).

If MSP file is arranged with several sounds to operate on MSP VIEW will be necessary press Enter to select than WAVE EDIT in order to operate directly on a Single file.

On this feature we suggest to use SOLO function to avoid other wave playing at the same time

## Sampler

On Menu-> Audio Recording we add a couple new function called Sampler Rec. Mic. And Sampler Rec Lin In.

This new feature allows to record directly from microphone or Line in. If user operate in wave folder, once recording is completed Audya automatically swap on Wave Edit to operate modifications and saving your own sample.

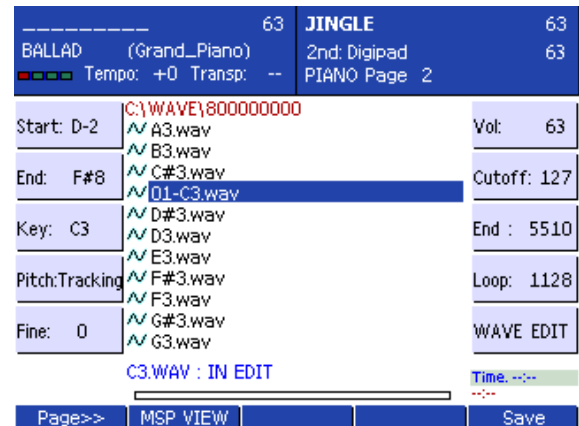


Figure 26

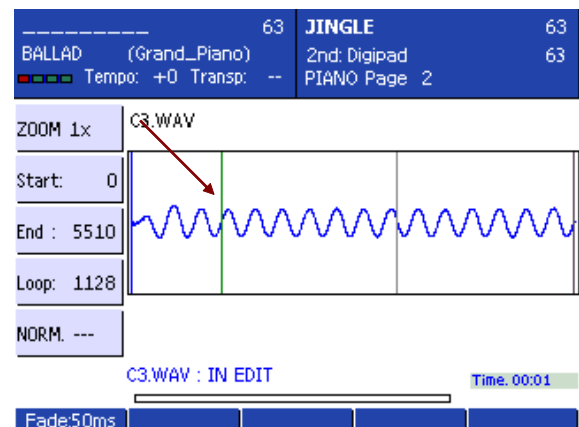
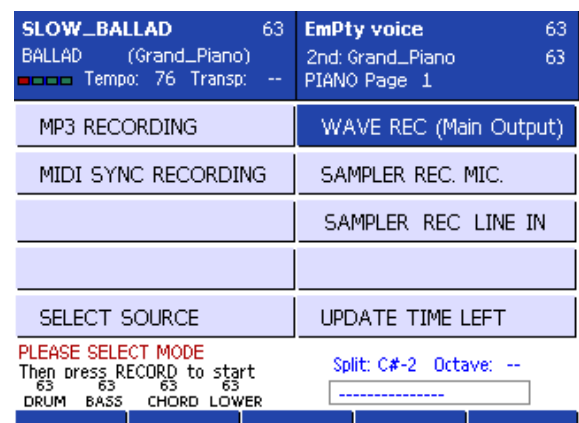


Figure 27



Figure 28



# Player

## ■ DJ LOOP

The DJ LOOP button enables the DJ LOOP screen where you start playback of the selected audio loop (Figure 29). The fader below adjusts the volume of the track. To navigate in this screen use the cursor buttons, the ENTER and EXIT buttons as described for the WAVE screen. The DJ LOOP song are a particular kind of looping tracks, prepared for several music genres. The USER 5 button allows the JUMP NORM/IMM function (normal/immediate jump).

## ■ MP3

The MP3 button enables the MP3 screen where you start playback of the selected track (Figure 30). The fader below adjusts the volume of the track. To navigate in this screen use the cursor buttons, the ENTER and EXIT buttons as described for the WAVE screen.

## ■ SFX

The SFX button enables the SFX screen where you start playback of the selected track (Figure 31). The fader below adjusts the volume of the track. To navigate in this screen use the cursor buttons, the ENTER and EXIT buttons as described for the WAVE screen. The SFX tracks are particular tracks containing special effects to be used in different situations, including applause, orchestral hits, snare rolls and many more. This Player can play back MP3s with max 192 Kb/s bitrate e does not support joint-stereo formats.

## ■ MIDI

The MIDI button enables the MIDI screen where you start playback of the selected MIDI file (Figure 32). The fader below adjusts the volume of the MIDI file. To navigate in this screen use the cursor buttons, the ENTER and EXIT buttons as described for the WAVE screen. When a MIDI track is playing and the lyric is shown (because you pressed LYRIC ON), you can go back to the list of the MIDI files, by pressing the EXIT button or the F2 button (LYRIC OFF).



Figure 29



Figure 30



Figure 31



Figure 32

In the lateral menus there are some items that were not present in the previous ones.

## ■ Page 1/3

F9 - Remix: parameter that allows a MIDI remix (see [page 34](#))

## ■ Page 2/3

Wave Sync function that lets you synchronize your MIDI tracks with Wave files associated with the MIDI and accurately synced (see description on [page 33](#)).

## ■ Page 3/3

F8 - S. Medley: Medley Sync function. If set to On, it starts the new MIDI file from the beat.

F9 - Ch Quant. : Chord Quantization. It enables/disables the quantization of the chords using Live Guitar in case of Midi Remix.

## ■ Making a MIX

The Player allows the single track playback or the MIX playback of two or more tracks at the same time, up to four audio tracks and one MIDI track simultaneously.

### MIX a WAVE file and one MP3

1. Press the WAVE button.
2. Select an audio file from the WAVE folder.
3. Press the START button (USER 5) or the ENTER button or the START button on the panel.
4. The WAVE track starts playback and its LED flashes.
5. Press the MP3 button.
6. Select one MP3 file from the list.
7. Press the START button (USER 5). Press the START button on the panel, the WAVE track stops and you must press START again in order to start playback the MP3 track.
8. The MP3 track starts playback and its LED flashes. The WAVE track stops and its LED turns off.
9. Instead, if you press the ENTER button, the MP3 track will start playback while the WAVE track is playing. The LED of the MP3 track flashes while the LED of the WAVE track lights steadily. In this case, you should lower manually the volume fader of the WAVE track and raise the volume fader of the MP3 track in order to make a sort of manual crossfade between the two tracks.

### MIX two WAVE files

1. Press the WAVE button.
2. Select an audio file from the WAVE folder.
3. Press the ENTER button to start playback.
4. Select another audio file from the same WAVE folder.

## NOTE

If you want to create a MIX using all the five tracks, just press the ENTER button when you select the files. Be sure that the CROSSFADE LED is off. For example:

1. Press the WAVE button, select a file from the WAVE folder and press ENTER.
2. Press the DJ LOOP button, select a file from the WAVE folder and press ENTER.
3. Press the MP3 button, select a file from the folder MP3 and press ENTER.
4. Press the SFX button, select a file from the folder SFX and press ENTER.
5. Press the MIDI button, select a file from the folder MIDIFILE and press ENTER.

In this way, all the tracks will be playing simultaneously, and you will be able to adjust the volume of each track by moving the corresponding fader, acting like a Dj player.

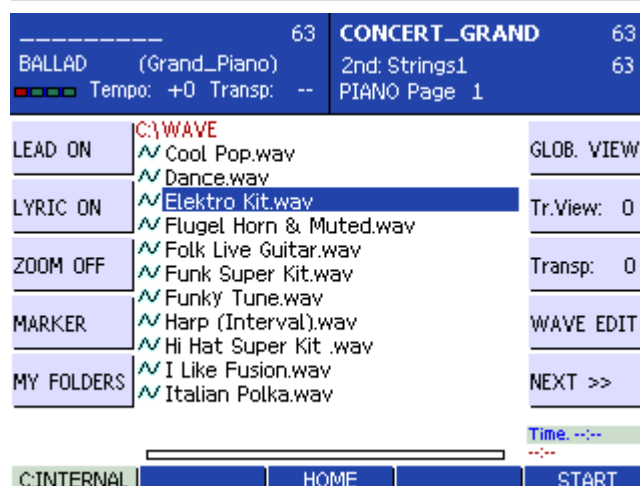


Figure 33



Figure 34

5. Press the ENTER button to start playback.
6. Adjust the fader 1 and fader 2 of the Player in order to mix the two audio files (TRACK 1 and TRACK 2 in blue colour on the panel).



## CROSSFADE

If you want to execute an automatic crossfade between the two tracks while playing, press the CROSSFADE button on the panel and follow the procedure below.

### CROSSFADE between WAVE and MP3 files

1. Press the WAVE button.
2. Select an audio file from the WAVE folder (Figure 33).
3. Press the START button (USER 5) or the ENTER button or the START button on the panel.
4. The WAVE track starts playback and its LED flashes.
5. Press the MP3 button.
6. Select an MP3 file from the list (Figure 34).
7. Press the ENTER button.
8. The CROSSFADE button flashes while crossfading the two tracks, accordingly to the CROSSFADE settings (see MENU > KEYBOARD CONTROL > UTILITY > NEXT PAGE) (Figure 35).
9. The volume of the WAVE track decreases while the MP3 track volume increases up to the level set by its fader. Both LEDs of the tracks will flash during the CROSSFADE. When the CROSSFADE is finished, the LED of the WAVE track lights steadily while the LED of the MP3 track flashes.
10. Note that you can apply the same procedure to any other tracks.

### Enabled Numb. Files Function

By setting the Enabled Numb. Files parameter to ON on the MENU > Keyboard Control > Utility > Next Page, as illustrated in Figure 36, all the files in the Player are numbered. When they are numbered (Figure 39), they can be recalled in to numerical way, as for Registrations, using the numeric keypad. When this Function is active, by pressing twice the F10 button (3 NEXT) you can access to window similar to Figure 39 where adjust the following parameters:

F6–Alphab./Numeric Sort: file sorting in alphabetical or numerical way.

F7–Number Ass: it allows to assign permanently the numbers into files so that in future if you modify the folder, indexing of files remains the same. This option opens to pop-up where you can assign numbers only to files of the actual Player (F1) or to all file types (F2). In the lower part of the window a progress bar will appear during the file numbering of the folder. Instead, if a numbering is already assigned, a pop-up to remove numbering will appear.



Figure 35



Figure 36



Figure 37



Figure 38



Figure 39

## Wave Sync

WAVE SYNC Environment allows to assign several wave tracks synchronized to MIDI track by MIDI clock. On this feature you can assign Starting /Stop / Repeat measure for each Wave track assigned.

1. WAVE and MIDI tracks must be located on the same folder.
2. Use F8 button to select WAVE SYNC feature .This action allows to Create or Edit your WAVE SYNC files.
3. Enter into the MIDI player and select the MIDI file to be edit and press Load MIDI (F10). Display will show a loading pop-up message. Once loading procedure will be completed PLAY and STOP function will be available on F10 button to listen the MIDI file. This function is also replicated by the Start button on Main layout (Figure 40).
4. Now add your own Wave on MIDI file. Use panel arrows to navigate on desiderated Waves and then press ADD LOOP (F8) button to assign (Figure 41).
5. Once Wave Loop will be assigned Audya's display will show info and properties related to this file:
  - F1 - Wav: This value show the Wave's progressive number.
  - F2 - Name: name of selected Wave.
  - F3 - Bpm: Beat per minute of selected Wave in case on a Drum Loop. This basically info will be used to sync your Audio file onto the MIDI clock. Correct BPM information is essential to define the best synchronization between Audio and MIDI. The BPM value can be modified also when Audio and MIDI are playing.
  - F4 – Start: Start information for the Wave file. User can define just only Audio Start bar as the Stop bar will be defined automatically according to Length and Repeat parameters.
  - F5 - Length: Length on bars for the Wave. This value will define the right length for the Wave performance. Pay attention when set this parameter to obtain the correct playing and stop point for your audio track..
  - F6 - Repeat: This function select the number of repetitions for the Wave. When set to the Loop value (before the number 1) the Audio track will be repeated from it's initial Start bar until the end of the MIDI file.
  - F7 - Remove Wav: allows to remove the selected Wave.
  - F8- Add Wav: this command permit to add the Wav to the MIDI file.
  - F9 - Play Wav: allow to Play the selected Wave (Figure 42).
6. Once all parameters are set properly the user can arrange a sort of preview of the final project simply by playing the MIDI file (F10).
7. In order to save the new MIDI + Audio



Figure 40

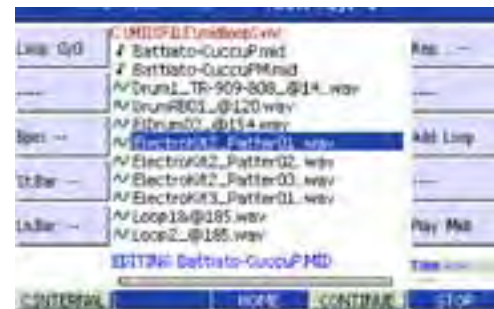


Figure 41



Figure 42

combination it's enough to press SAVE on the panel. Give a new name and confirm again with the button 5 / 10 – Save.

8. The playback is obtained by selecting the new MIDI file and starting with Enter. The Wave volume may be adjusted separately from MIDI by the slider Wave.
9. In order to add other tracks repeat carefully point from #5 to #7 .

### NOTE

- 1) No limitations to add same audio track on different points of MIDI file.
- 2) User can assign just one single Wave at a time.
- 3) If a Wave have the parameter Repeat set into Loop mode (before the value 1) then all the others Waves associates to the MIDI file having a subsequent Start bar will be ignored.



# MIDI REMIX

## MIDI Remix

Audya features the MIDI REMIX function which allows to replace original midi file drum track (usually on track #10) with a Drum part of Audya Style (Audio Drum or else).

### ■ Here how create your own MIDI DRUM REMIX:

1. Press MIDI button on Player Section than select your own Midi file. (As showed on Figure 1 we have select "Raindrops\_Keep\_Falli.mid" (metronome tempo as 123 BPM).
2. Press F9 button to activate REMIX ON feature (Figure 43).
3. Select your favourite Style with a same (more or less) metronome BPM of midi file previously select. If the BPM tempo will be too different between Style and midi file a warning message will inform you to select another style more suitable. On Figure 44 we select (i.e.) a "SWING\_2" style.
4. By using STYLE VIEW menu and than F1 button will be possible replace Drum kit with your own Audio Drum. As well you can see on Figure 45 we select Audio Drum SWING2\_120 (120 as 120 BPM).
5. Press USER 5 button (START) to activate REMIX Feature.
6. After a while START led button will flash and will be possible play midi file with your new own Audio Drum track (see next **Automation** paragraph).
7. While REMIX playing will be possible select A, B, C, D Variation and also Fill on style (as well showed on Figure 46). Moreover arranger variations will be recordable and playable automatically (see in detail Automation Issue).
8. Press Save to store your own REMIX file while midi file and Remix are running.
9. Digit a name for your own file than press Save again. (For further information please refer from Saving Section). Select REMIX file from disk list by using Alpha Dial or cursor button. Wait until RMX file will be loaded than press USER 5 (START). When led button will flashing press REMIX button.



Figure 43



Figure 44



Figure 45



Figure 46

## ■ Functions of the Style and MIDI buttons (User Style/Disk Area [Figure 47](#)).

These buttons enable (or disable) style on REMIX while REMIX is running. Moreover REMIX function can be linked with a midi file while is playing. Firstly select your own midi file than activate REMIX function and add your favourite style. User could change your styles while REMIX play easily. Thus will be useful to catch the suitable style for your own midi file without stop playing (For further info please see **Tips & Tricks** on [page 36](#)).



Figure 47

## ■ Automation

In order to Save Arrange Variation sequence (plus Style and Midi button) while REMIX function is playing user must activate RECORD button. While user manage this procedure all data are saved on Midi file. To complete this procedure press SAVE while REMIX is still playing with RECORD button led active. By the way with this procedure will be possible record Chord change sequence coming from LEFT part. For further information please see LIVE GUITAR REMIX 2nd method.

## ■ Saving Procedure

We add a couple options in order to Save MIDI REMIX:

- F1–Start Bar
- F2–Stop Bar
- F6- Save As: Mid-Kmx
- F7- RmxGtr

### Start Bar and Stop Bar

([Figure 48](#)): These bar show respectively Beat Start (from) and Beat Stop (to) of Midi Remix plus Style which will play. Please notice: Outside these marker (Start and Stop bar) Midi File will play with original Drum part.

### Save As

Allows to Save your work in a two different format file. The first one will be a traditional midi file which include Exclusive message to play it as Remix. The second one will be renamed as KMX file. This file format is a Ketron proprietary format which include all information to play a Remix plus Style, Transposer, tempo and so on. This file is really useful to export all information over another Audya keyboard and guarantee to play it properly. Of course all resources (Audiodrum, Live guitar,) must be installed on thus other Audya.

### RmxGtr

Live Guitar setting to Save on File.



Figure 48

# MIDI REMIX

## ■ LIVE GUITAR REMIX

On Midi Remix feature is also possible add Live Guitar (coming from selected style) beside drum part.

Live Guitar could be played manually or automatically by Live Guitar REMIX which will extract harmony tune directly from midi file.

Live Guitar Remix can be activate on Manual or Autoplay way directly form MENU->KEYBOARD CONTROL> UTILITY (Page #1) -> Remix Live Guitar. By Manual mode User can insert LIVE GUITAR on Midi Remix simply playing on Left part of Audya keyboard while midi file run. By Autoplay feature (as well term say) Live Guitar will be detected automatically from midi file while playing.

## ■ How to follow chord's track to live guitar remix:

### 1st method:

If Chord (Txt format) track is built on Midi file thus will play automatically by simply press Menu-> KEYBOARD CONTROL->UTILITY(Page #1)->Remix Live Guitar = Autoplay (Figure 49).

### CH.QUANT:

Here Mode Chord Quantize will be available. Chord Quantize is really useful to guarantee suitable synchronization for Chord playing on Live Guitar Remix feature (Figure 50).

### 2nd method:

Here you could set your own midi track to assign on Left Part:

1. Set on Menu KEYBOARD CONTROL-> UTILITY (Page #1)->Remix Live Guitar = Autoplay.
2. On selected Midi File record or locate Chord Part. Set on GM PART "Chan TX": Left. Save Song Set up with F3 flag Part & MIX to On.
3. Select your own Style with more suitable Live Guitar pattern built in to assign on current Midi file.
4. Insert REMIX function to ON (Midi Player page selection). Once Midi file will play press SAVE button to store Remix feature recorded.
5. Play again Midi file just saved.

### 3rd method:

How to Record Chord Track:

1. Set on Menu KEYBOARD CONTROL-> UTILITY (Page #1)->RemixLiveGuitar = Manual
2. Activate Remix feature.
3. Press RECORD while midi file playing.
4. Play Chord on Left part of keyboard following harmony tune. Chord played will be record as is.
5. Press Save to store all data.

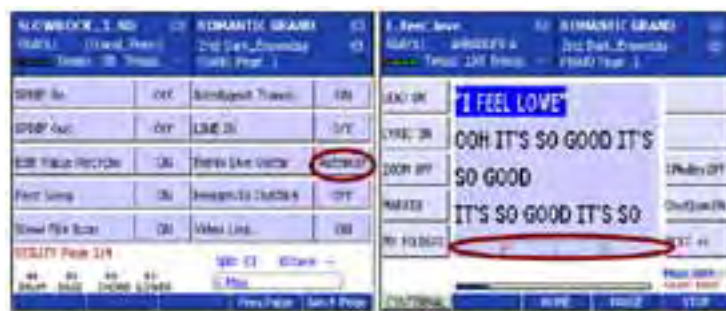


Figure 49

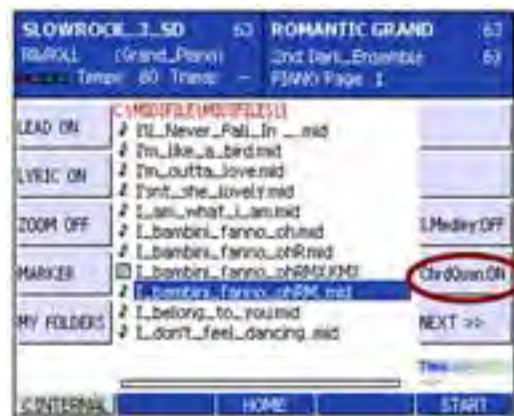


Figure 50

## Tips & Tricks:

In order to get the "Best Deal " between Midi File and Style select firstly Midi File and play it. Now activate Remix feature than select style to link on !

Go ahead until the best Style will be catch!

Please unaware if Live Guitar will be unsuitable during this procedure. You'll replace it on next step.

Once the Audio Drum will be selected (while Drum Remix is playing) you could assign your own Live Guitar on different arranger from Style View Menu and than Save it as usual.

Accordingly Internal or User Style selection we suggest once Remix feature will be completed to Stop and Play it again in order to check procedure done. Of course you could create your own Remix by using User Audio Drum also specially designed for Remix feature purpose.

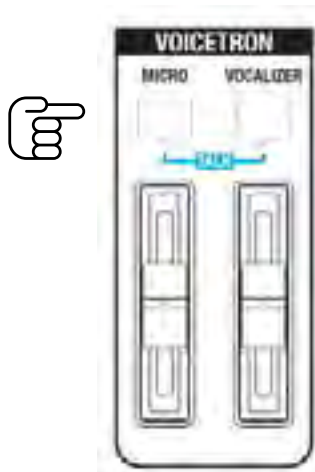


## Vocetron

The Vocetron section has one volume fader for MICRO and one volume fader for VOCALIZER, both with on/off LED button. Once you connect a microphone to the MICRO 1 connector and/or MICRO 2 connector, you can access to a wide range of options for the voice processing.

### NOTE

To access the configuration menus of MICRO and VOICETRON, hold down few seconds the corresponding buttons.



### ■ MICRO

The MICRO button enables both MICRO 1 and MICRO 2 inputs. Connect one or two dynamic microphones to the connectors on the rear panel and adjust the gain level by using the GAIN 1 and GAIN 2 small knobs on rear panel.

### ■ VOCALIZER

The VOCALIZER button enables the multi-processor effects for harmonization and automatic pitch control only on MICRO 1 input.

### ■ Setting a vocal effect

1. Press and hold for few seconds MICRO button.
2. The screen where to choose the MICRO PRESETS will appear (Figure 51).
3. Press the F1-F10 buttons to set one of the MICRO PRESETS, that is an effect for the microphone connected to MICRO 1 and/or MICRO 2 input.
4. Press the CURSOR ◀ ▶ to scroll the MICRO PRESETS pages.

By pressing the F1-F10 buttons you can access two pages with ten MICRO PRESETS each:

PAGE 1	PAGE 2
F1-DRY	F1-GIRL
F2-REVERB SMALL	F2-BABY
F3-REVERB MEDIUM	F3-VIBRATO
F4-REVERB LARGE	F4-PHONE
F5-REVERB GATED	F5-ANGEL
F6-BOOST	F6-MICRO_01
F7-ECHO REVERB	F7-MICRO_02
F8-ECHO REVERB TAP	F8-MICRO_03
F9-CORRECTION	F9-MICRO_04
F10-BEAR	F10-MICRO_05



Figure 51

### NOTE

Audya microphones input allows to use only Dynamic Microphones.

## ■ Setting a VOCALIZER effect

1. Press the VOCALIZER button.
2. The screen where to choose the VOICETRON PRESETS will appear (Figure 52).
3. Press the F1-F10 buttons to set one of the VOICETRON PRESETS, that is an effect for the microphone connected to MICRO 1 input.
4. Press the CURSOR ◀ ▶ to scroll the pages of VOICETRON PRESETS.

By pressing the F1-F10 buttons you can access two pages with ten VOICETRON PRESETS each:

PAGE 1	PAGE 2
F1-VOCALIZER	F1-USER 1
F2-AUTOTUNE VOCAL	F2-USER 2
F3-BLUEGRASS DUET	F3-USER 3
F4-COUNTRY DUET	F4-USER 4
F5-CHAINED DUET	F5-USER 5
F6-STANDARD TRIO	F6-USER 6
F7-STANDARD TRIO 2	F7-USER 7
F8-CHAINED TRIO	F8-USER 8
F9-STAND. QUARTET	F9-USER 9
F10-JAZZ QUARTET	F10-MIDI MODE

## ■ Editing a VOCALIZER effect

1. Select a VOCALIZER effect.
2. By pressing the EDIT button, a screen like the Figure 53 will appear.
3. Press the F1-F10 buttons to access the parameter settings of the VOCALIZER:
  - F1 - DUET: duet effects (two voices).
  - F2 - TRIO: trio effects (three voices).
  - F3 - QUARTET: quartet effects (four voices).
  - F4 - QUINTET: quintet effects (five voices).
  - F5 - FIXED INTERV.: fixed interval effects.
  - F6 - VOCODER: vocoder parameters.
  - F7 - VOICES EDIT: parameters of the voice (up to five voices) Volume, Pan, Formant, Detune, Cutoff, Resonance.
  - F8 - EQUALIZER: 10 bands graphic equalizer.
  - F9 - EFFECTS: parameters of the effects.

F10 - VOCAL TO ARR.: the vocalizer effect changes accordingly to the Arranger parts. For example, you can set a DUET effect for the START, a TRIO effect for the A variation of the Arranger, a VOCODER effect for the B variation of the Arranger and so on. For details see on [page 137](#).



Figure 52

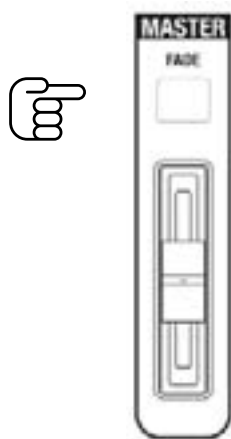


Figure 53



## Master

The Master fader is located at right of the Voicetron section and adjusts the global volume of the instrument. It features a FADE function which enables an automatic fade-out during playback, that is a gradual smooth volume reduction to zero.



### ■ FADE

By pressing the FADE button, the LED flashes and the volume will be reduced gradually, accordingly to the CROSSFADE settings. Please see MENU > KEYBOARD CONTROL > UTILITY > NEXT PAGE > Fade Time (Figure 54). Once the fade-out is over, the LED of the FADE button turns off.

Note that the fade-out does not apply to the microphone output. In this way, you will be able to talk/sing during the fade-out.

<b>SLOW_BALLAD</b> 63		<b>CONCERT_GRAND</b> 63	
BALLAD (Grand_Piano)		2nd: Strings1 63	
Tempo: 76 Transp:		PIANO Page 1	
Cross Fade Mode	Fade 1	Main View	ON
Cross Fade Velocity	Slow 2	Autoswitch Time(sec)	Off
Fade Time	8	Lyric/Txt Small Font	Off
Player Autoload	Text+UWL	Registration Sort	Numeric
Enabled Numb. Files	Off	Registration Restore	Off
UTILITY Page 2/4			
63 63 63 63		Split: F2	Octave: --
DRUM BASS CHORD LOWER		A min 11 (5,9)	
		Prev. Page	Next Page

Figure 54

### NOTE

*The FADE function works both as FADE Out and FADE In. Just press the FADE button while the Arranger or the Player are stopped.*

# Main View

## Main View

The new MAIN VIEW interface allows to display all the items of the main screen in a more easy-to-operate way.

### ■ Activating the MAIN VIEW

1. Press the MENU button on the front panel to open the screen MENU as shown in [Figure 55](#).
2. Press the F4 button corresponding to KEYBOARD CONTROL as shown by the arrow in [Figure 55](#).
3. Press the F10 button corresponding to UTILITY as shown in [Figure 56](#).
4. Press the USER button 5 (NEXT PAGE) as shown in [Figure 57](#).
5. Press the F6 button to select MAIN VIEW as shown in [Figure 58](#).
6. Now you can use the DATA/VALUE wheel or the CURSOR ◀ ▶ to select the value OFF or ON as shown in [Figure 58](#).
7. Press the EXIT button to go to the previous window of the MENU.
8. Press the MENU button to exit the MENU environment.

### ■ Storing MAIN VIEW at start-up

Once out of the MENU environment, you may want to store the new MAIN VIEW at start-up of the keyboard. Press the SAVE button on the front panel. A screen like [Figure 59](#) will appear. Press the F6 button corresponding to CUSTOM STARTUP. At start-up the display will be set to the new MAIN VIEW.



Figure 55



Figure 56

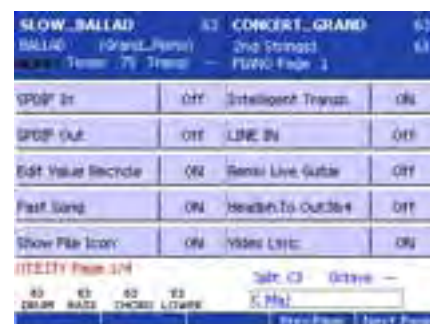


Figure 57



Figure 58



Figure 59

## Autoswitch Time

Strictly pertaining to the new MAIN VIEW interface, the AUTOSWITCH TIME function allows to set the switching time up to 60 seconds before the MAIN VIEW switches from other environments. For example, after you choose a style or an instrument, the display switch automatically to the MAIN VIEW after the AUTOSWITCH TIME set by this parameter.

### ■ Setting the AUTOSWITCH TIME

1. Press the MENU button on the front panel to open the MENU screen.
2. Press the F4 button corresponding to KEYBOARD CONTROL.
3. Press the F10 button corresponding to UTILITY.
4. Press the USER 5 button (NEXT PAGE).
5. Press the F7 button to select AUTOSWITCH TIME (sec) as shown in **Figure 60**.
6. Now you can use the DATA/VALUE wheel or the CURSOR ◀ ▶ buttons to set the value in seconds from 1 to 60 seconds as shown in **Figure 61**.
7. Please set a time value between 3 and 5 seconds (even if you can set a higher value).
8. Press the EXIT button to go to the previous window of the MENU.
9. Press the MENU button to exit the MENU environment.

#### NOTE

*If you set the AUTOSWITCH TIME (sec) to OFF, the AUTOSWITCH function will be switched off. In this case, if you want to return to the MAIN VIEW from other screens, you must press manually the EXIT button on the front panel.*

<b>SLOW_BALLAD</b> 63	<b>CONCERT_GRAND</b> 63
BALLAD (Grand_Piano)	2nd: Strings1 63
Tempo: 75 Transp: --	PIANO Page 1
Cross Fade Mode	Fade 1 Main View ON
Cross Fade Velocity	Normal Autoswitch Time(sec) Off
Fade Time	8 Lyric/Txt Small Font Off
Player Autoload	Text+UVL Registration Sort Numeric
Enabled Numb. Files	Off Registration Restore Off
UTILITY Page 2/4	
Split: C3 Octave: --	
63 63 63 63	
DRUM BASS CHORD LOWER	
C Maj	
Prev. Page Next Page	

Figure 60

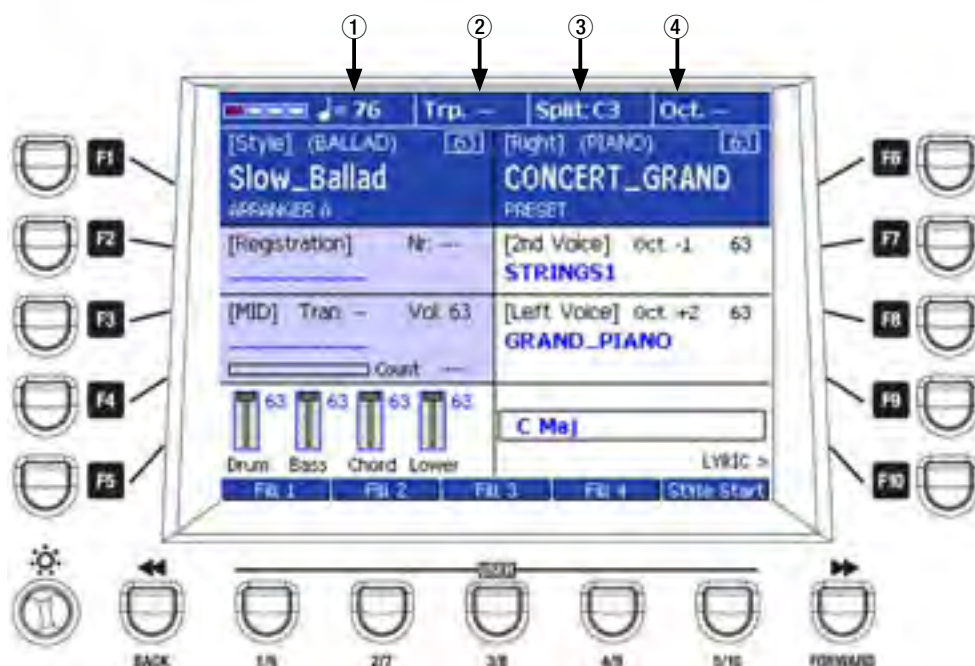
<b>SLOW_BALLAD</b> 63	<b>CONCERT_GRAND</b> 63
BALLAD (Grand_Piano)	2nd: Strings1 63
Tempo: 75 Transp: --	PIANO Page 1
Cross Fade Mode	Fade 1 Main View ON
Cross Fade Velocity	Normal Autoswitch Time(sec) 5
Fade Time	8 Lyric/Txt Small Font Off
Player Autoload	Text+UVL Registration Sort Numeric
Enabled Numb. Files	Off Registration Restore Off
UTILITY Page 2/4	
Split: C3 Octave: --	
63 63 63 63	
DRUM BASS CHORD LOWER	
C Maj	
Prev. Page Next Page	

Figure 61

# Main View

## Main View description

Hereunder, you can see the organization of the graphical layout of the MAIN VIEW window.



### MAIN VIEW Window

- ① **BPM Tempo**  
It shows the BPM Tempo set for the style or the current filely loaded in the Player. When the Arranger or the Player are playing, the red and green LED light accordingly to the musical division.
- ② **Transpose**  
It shows the transpolf value of the right hand or of the current filely loaded in the Player.
- ③ **Split**  
It shows the split point currently set on the keyboard.
- ④ **Octave**  
It shows the octave transpolf value for the right hand.

F1 – The F1 button opens the window for style selection. It shows also the value of the volume set from STYLE MASTER and the ABCD variation of the Arranger (Figure 62).

F2 – The F2 button opens the window for the REGISTRATION selection (Figure 52). More details in the REGISTRATION section of this manual.

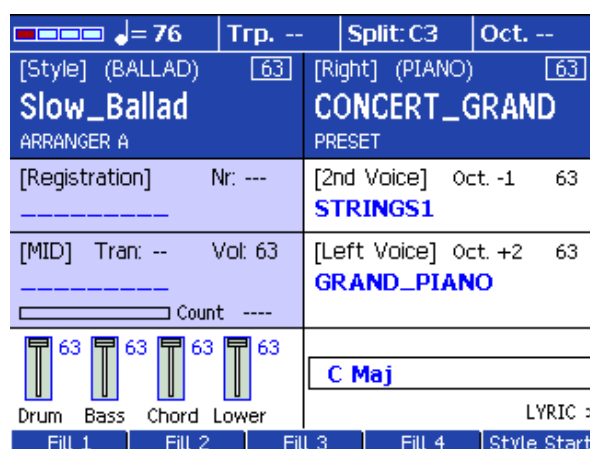


Figure 62

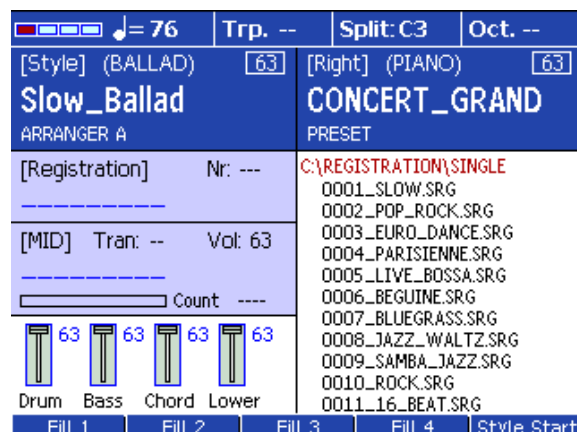


Figure 63



F3/F4 – The F3 button (or F4) opens the default window for MIDI files selection. It also shows the value of the volume set on the MIDI Player (Figure 64). More details on “MIDI Player (MAIN VIEW)” section of this manual.

F5 – The F5 button does not open any window. It indicates the MAIN VIEW section corresponding to the mixer parts of the Arranger. In this section the volume values of Drum, Bass, Chord and Lower (Figure 65) are displayed.

F6 – The F6 button opens the window of VOICES selection for the right hand (RIGHT). It also shows the value of the volume set for the right hand and the type of VOICE, such as PRESET, PROGRAM, DRAWBARS or INSTRUMENT (SUPERSOLO).

F7 – The F7 button opens the window for VOICES selection for the 2ND VOICE. It also shows the value of the volume set for the 2ND VOICE and the octave shift (set by PROGRAM). If you select an instrument from the MAIN VIEW window, the octave will be set to the standard 0 value and “—” will appear.

F8 – The F8 button opens the window for VOICES selection for the left hand (LEFT VOICE). It also shows the value of the volume set for and octave shift.

F9 – The F9 button does not open any window.

F10 – The F10 button opens the LYRIC window. If no MIDI file is selected or the MIDI file does not contain lyrics, the LYRIC section of this window will appear empty (Figure 66). To return to the MAIN VIEW display, press the F10 button again, or any other button (STYLE, VOICES, DRUM SET, PROGRAM or Player button).



Figure 64



Figure 65



Figure 66



# Main View

## MIDI Player (MAIN VIEW)

From the MAIN VIEW window you can select directly one of the MIDI files stored on disc and display the karaoke lyrics, if present.

### ■ Selecting MIDI files from MAIN VIEW

1. In the MAIN VIEW window, press the F3 button (or F4). A list of MIDI files of the MIDIFILE folder will appear (Figure 67).
2. Select using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel a MIDI file from the list. Our example is "JENNIFER.MID".
3. Press the ENTER button to start MIDI file playback.
4. If the MIDI file contains lyrics, you will see them on the right section of the MAIN VIEW window, as illustrated in Figure 68.
5. The USER buttons from 1 to 4 under the MAIN VIEW window will work like this:  
USER 1: PAUSE/CONTINUE  
USER 2: STOP  
USER 3: LEAD ON/OFF (melody mute)  
USER 4: EXIT (exit from the Lyric or MAIN VIEW window).
6. While the MIDI file is playing back or paused, by pressing the F3 button (or F4) a second time, the MAIN VIEW window is divided in two sections (Figure 69):  
to the right, the section LYRIC.  
To the left, the list of the MIDI files on the disc.
7. In this way, while the current file is playing back, you can select the file from the list using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel and start using the ENTER button.
8. Press the F3 button (or F4) again to display the ordinary window.
9. Press the F10 button To switch the window LYRIC ON/OFF.

### ■ HOME button of the MIDI Player

By pressing the MIDI button of the Player you can enter the usual list of MIDI files on the disc. The window now shows the HOME function activated by the USER 3 button, as illustrated in Figure 70. The HOME function is useful when you want return to the MAIN VIEW and operate from the new functions.

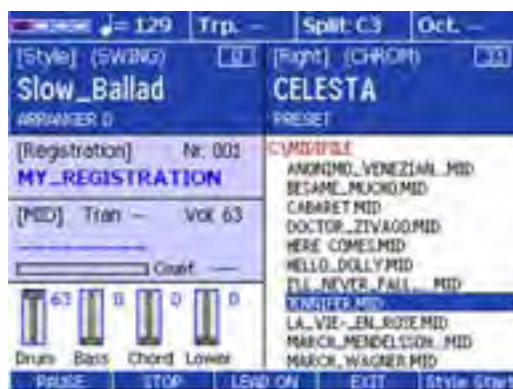


Figure 67



Figure 68



Figure 69



Figure 70

## WAVE Player (MAIN VIEW)

From the MAIN VIEW window you can select directly the WAV file on disc.

### ■ Selecting a WAV file from the MAIN VIEW

1. The default MAIN VIEW window allows the selection of MIDI files. For this reason it's necessary to press the WAVE button of the Player. The list of the WAV file of the WAVE folder will appear (Figure 71).
2. Select a WAV file from the list using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel. Our example is "Funky Tune.wav".
3. Press the ENTER button to start playback of the WAV file.
4. Press the USER 3 (HOME) button to activate the MAIN VIEW window, as shown by the arrow of Figure 71.
5. The MAIN VIEW window will appear and, on the right side, the list of WAV files on the disc (Figure 72).
6. If the WAV file contains lyric, the LYRIC window will appear in place of the list, as illustrated in Figure 73.
7. The USER buttons from 1 to 4 in the MAIN VIEW window will have the following functions:  
USER 1: PAUSE/CONTINUE  
USER 2: STOP  
USER 3: LEAD ON/OFF (melody mute)  
USER 4: EXIT (exit from the Lyric or MAIN VIEW window).
8. By pressing the F3 button (or F4) a second time while the WAV file with lyric is playing back or paused, the MAIN VIEW window is divided into two sections (Figure 74):  
the section LYRIC on the right side.  
the list of the WAV files on the disc on the left side.
9. In this way, while the current file is playing back, you can select a file from the list by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel and start by using the button ENTER.
10. To return to the main window, press the F3 button (or F4) again.



Figure 71



Figure 72



Figure 73

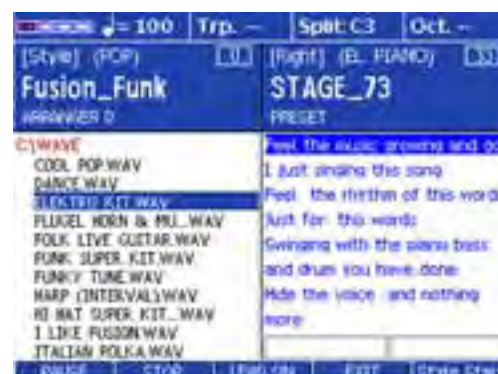


Figure 74



## MP3/SFX Player (MAIN VIEW)

From the MAIN VIEW window you can select directly the MP3 or SFX files on disc.

### ■ Selecting an MP3/SFX file from MAIN VIEW

1. The default MAIN VIEW window allows the selection of MIDI files. For this reason it's necessary to press the MP3 button or SFX button of the Player. A list of MP3 files of the MP3 folder (Figure 75) or SFX files of the SFX folder will appear (Figure 76).
2. Select an MP3 file or SFX from the list by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel.
3. Press the ENTER button to start playback of the MP3 file or SFX file.
4. Press the USER 3 (HOME) button to activate the MAIN VIEW window, as shown by the arrow of Figure 75 and Figure 76.
5. The MAIN VIEW window will appear and, on the right side, the list of MP3 files (Figure 77) or SFX files (Figure 78) on the disc.
6. If an MP3/SFX file contains lyric, the LYRIC window will appear in place of the list, as illustrated in Figure 78.
7. The USER from 1 to 4 buttons in the MAIN VIEW window will have the following functions:  
USER 1: PAUSE/CONTINUE  
USER 2: STOP  
USER 3: LEAD ON/OFF (melody mute)  
USER 4: EXIT (exit from the Lyric or MAIN VIEW window).
8. By pressing the F3 button (or F4) a second time while an MP3/SFX file with lyric is playing back or paused, the MAIN VIEW window is divided into two sections (Figure 79):  
the section LYRIC on the right side.  
the list of the MP3/SFX files on the disc on the left side.
9. In this way, while the current file is playing back, you can select a file from the list by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel and start with button ENTER.
10. To return to the ordinary window, press the F3 button (or F4) again.



Figure 75



Figure 76



Figure 77



Figure 78



Figure 79

## DJ LOOP Player (MAIN VIEW)

From the MAIN VIEW window you can select directly the DJ LOOP files on disc.

### ■ Selecting a DJ LOOP from MAIN VIEW

1. The default MAIN VIEW window allows the selection of MIDI files. For this reason it's necessary to press the DJ LOOP button of the Player. A list of DJ LOOP of the folder DJ\_LOOP will appear (Figure 80).
2. Select a DJ LOOP from the list by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel. Our example is "ArtOfSun.djl".
3. Press the ENTER button for load the DJ LOOP into memory and the START button to start playback of the DJ LOOP.
4. Press the USER 3 (HOME) button to activate the MAIN VIEW window, as shown by the arrow of Figure 80.
5. By pressing the F3 button (or F4) the MAIN VIEW window will appear and, on the right side, the list of DJ LOOP (Figure 81). In this way, while the current file is playing back, you can select a file from the list using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel and start with the ENTER button.
6. Select "Arranger conductor" section buttons to manage different pattern in your own ways.
7. The USER buttons from 1 to 4 in the MAIN VIEW window will have the following functions:  
 USER 1: PAUSE/CONTINUE (Not Used)  
 USER 2: STOP  
 USER 3: LEAD ON/OFF (Not Used)  
 USER 4: EXIT (exit from the Lyric or MAIN VIEW window).



Figure 80



Figure 81

# Program

## Program

For each button of the VOICES section you can create and store a PROGRAM sound. You can modify a PROGRAM by pressing the EDIT button and a button of the VOICES section.

### ■ Creating a PROGRAM

1. Press the PROGRAM button.
2. Press a button of the VOICES section, for example PIANO. The current PROGRAM will appear (Figure 82).
3. Press the EDIT button. The parameters of the current PROGRAM will be displayed (Figure 83).
4. The F1-F10 buttons allow the selection of the parameters of the PROGRAM as explained later.

### F1/F6-VOICES

By pressing the F1 or F6 buttons you will highlight repeatedly one of three voices that you can assign to the same PROGRAM.

In the example, the first voice selected is CLAVINET while the remaining two voices are inactive (OFF). Once you have highlighted one of three VOICES of the PROGRAM you can rotate the DATA/VALUE wheel or press the CURSOR buttons to select an instrument available from the GM banks (Figure 64). For example, you can choose an instrument for each VOICE from the PIANO bank as follows:

- |                 |                |
|-----------------|----------------|
| • Grand_Piano   | • Concert_L    |
| • Concert_Grand | • Concert_R    |
| • Pop_Piano     | • Grand_L      |
| • Honky         | • Grand_R      |
| • Jingle        | • Open_concert |
| • Harpsichord   | • Harps_Wide   |
| • Clavinet      | • Harps_Octave |
| • Electric      | • Pulse_Clavi  |
| • Upright       | • Grand_Hammer |
| • Latin_Piano   | • Pop_hammer   |

Press the CURSOR ◀ ▶ buttons together to switch a voice OFF.

You can also insert an INS instrument, already loaded in memory (see RAM INS / SUPERSOLO section on page 98)

### NOTE

*By using the CURSOR ▲ ▼ buttons you can scroll all the instruments from top to the bottom of the list instead of scrolling them continuously. That is, in the above example, from Grand\_Piano up to Pulse\_Clavi.*



Figure 82



Figure 83



Figure 84



Figure 85

5. You can also assign one DRAWBARS voice to each PROGRAM, only for the third VOICE. Move the selection on the third VOICE by using the buttons F1 or F6 and press the DRAWBARS button to select one organ voice by using the CURSOR ◀ ▶ buttons or the wheel (Figure 85).



## F2/F7–VOLUME

By pressing the F2 or F7 buttons you will highlight repeatedly the voice of which you want adjust the volume. Use the DATA/VALUE wheel or the CURSOR ◀ ▶ buttons to adjust the volume from 0 to 63 of three voices independently (Figure 86). Press the CURSOR ◀ ▶ buttons together to automatically set the volume to zero.

## F3/F8–SHIFT

By pressing the F3 or F8 buttons you will highlight repeatedly the voice of which you want adjust the pitch. Use the DATA/VALUE wheel or the CURSOR ◀ ▶ buttons to adjust the pitch of three voices by +/- 24 semitones independently (Figure 87). Press the CURSOR ◀ ▶ buttons together to set automatically the pitch to zero (—).

## F4/F9–TUNE

By pressing the F4 or F9 buttons you will highlight repeatedly the voice of which you want adjust the fine pitch. Use the DATA/VALUE wheel or the CURSOR ◀ ▶ buttons to adjust the fine pitch of three voices independently. The value from -63 to + 64 corresponds to +/- 100 cents, that is +/- 1 semitone (Figure 88). Press the CURSOR ◀ ▶ buttons together to automatically set the fine pitch to zero (—).

## F5/F10–PAN

By pressing the F5 or F10 buttons you will highlight repeatedly the voice of which you want adjust the panoramic position (PAN). Use the DATA/VALUE wheel or the CURSOR ◀ ▶ buttons to adjust the PAN of three voices independently. The value from 63R to 64L corresponds to the right and to the left position, respectively (Figure 89). Press the CURSOR ◀ ▶ buttons together to automatically set the PAN in the center position (>|<).



Figure 86



Figure 87



Figure 88



Figure 89

# Program

## VOICE EDIT

Press the USER 1 button to access the edit page of each VOICE of the PROGRAM. You will see a screen similar to **Figure 90** where all the parameters of the VOICE of the PROGRAM will appear. By using the F1 to F10 buttons you can select a parameter and modify the value using the DATA/VALUE wheel or the CURSOR ◀ ▶ buttons. Press the CURSOR ◀ ▶ buttons together to set the default value (32).

- F1–ATTACK: modifies the attack time of the envelope. Values from 0 to 63 (default 32) (**Figure 91**).
- F2–DECAY: modifies the decay time of the envelope. Values from 0 to 63 (default 32).
- F3–SUSTAIN: modifies the sustain time of the envelope. Values from 0 to 63 (default 32).
- F4–RELEASE: modifies the release time of the envelope. Values from 0 to 63 (default 32).
- F5–LEVEL: modifies the envelope level. Values from 26 to 63 (default 32).
- F6–RESONANCE: modifies the resonance level. Values from 0 to 63 (default 32).
- F7–CUTOFF: modifies the cutoff frequency. Values from 0 to 63 (default 32).
- F8–DCA OFFSET: modifies the OFFSET of the DCA (Digital Controlled Amplifier) envelope. In other words, it raises/lowers the influence on the amplifier. Values from 0 to 63 (default 32).
- F9–DCF OFFSET: modifies the OFFSET of the DCF (Digital Controlled Filter) envelope. In other words, it raises/lowers the influence on the filter. Values from 0 to 63 (default 32).
- F10- LFO. The F10 button opens a further edit page to modify LFO parameters (**Figure 92**), that is the parameters of the Low Frequency Oscillator.



Figure 90



Figure 91



Figure 92

You can access the LFO parameters by using the F1... F10 buttons. The selected parameter can be modified by using the DATA/VALUE wheel or the CURSOR ◀ ▶ buttons. The value range for each parameter is from 0 to 63. Press the CURSOR ◀ ▶ buttons together to set the default value (32).

F1-VIBRATO RATE: vibrato frequency.

F2-VIBRATO DEPTH: vibrato depth.

F3-VIBRATO DELAY: vibrato delay.

F6-LFO RATE: oscillator frequency.

F7-LFO TVF: LFO amount on the filter.

F8-LFO TVA: LFO amount on the amplifier.

After you have modified the parameters of each VOICE in the VOICE EDIT page, press the USER 1 button (Progr. Edit) to return to the previous page.

Select a different VOICE by using the F1 or F6 buttons and press the USER 1 button (Voice Edit) to modify the voice parameters.

## NOTE

*Press the USER 1 button (Progr. Edit) to return from the LFO page to the VOICE EDIT page. Press the USER 1 button (Progr. Edit) again to return to the initial PROGRAM EDIT page.*

## NOTE

*If you set an organ DRAWBARS on the VOICE number 3 of the PROGRAM, the parameters of the VOICE EDIT page are visible but you cannot modify the organ voice parameters.*



# Program

## 2ND VOICE

Press the USER 2 button (2nd Voice) to see a screen like **Figure 93** by using the parameters for the second voice (2ND VOICE), that you can activate by pressing the 2ND VOICE button in the VOICES section.

Press the F1... F10 buttons to access the parameters of the 2ND VOICE. Modify the values of the selected parameter by using the DATA/VALUE wheel or the CURSOR ◀ ▶ buttons.

- **F1–2ND VOICE:** you can assign an instrument from those of the GM banks. For example:  
Strings1  
Strings2  
Strings3  
Symphonic  
Timpani  
Geige  
Contrabass  
Tremolos  
... etc.
- **F2–VOLUME:** you can adjust the volume of the 2ND VOICE. Press the CURSOR ◀ ▶ buttons together to set the value to 0.
- **F3–OCTAVE:** you can set +/- 2 octaves of the 2ND VOICE (**Figure 94**). Press the CURSOR ◀ ▶ buttons together to set the value to zero (—).
- **F4–TUNE:** you can adjust the fine pitch by +/- 100 cent of semitone (values from -63 to + 64).
- **F5–REVERB:** you can adjust the send level to the reverb (**Figure 95**). Press the CURSOR ◀ ▶ buttons together to set the value to 0.
- **F6–EFFECT ASSIGN:** you can assign a second effect, such as CHORUS or ECHO.
- **F7–EFFECT SEND:** you can adjust the send level of the second effect (CHORUS or ECHO).
- **F8–SUSTAIN:** you can enable/disable the SUSTAIN pedal on the second voice.
- **F9–SPLIT:** you can set the right split note for the second voice.
- **F10–CONTROLS:** opens a further control page for the 2ND VOICE (**Figure 96**) where to switch the following parameters ON/OFF:  
F1–PORTAMENTO ON/OFF: enable/disable the Portamento control.  
F2–AFTERTOUCH ON/OFF: enable/disable the Aftertouch control.  
F3–PITCH BEND ON/OFF: enable/disable the Pitch Bend control.  
F4–MODULATION ON/OFF: enable/disable the Modulation Wheel control.  
F5–EXPRESSION ON/OFF: enable/disable the Expression control.



Figure 93



Figure 94



Figure 95



Figure 96



## EFF. MODE

The USER 3 button opens a screen like **Figure 97** where all the parameters for EFF. MODE will appear, that is the effects mode of the PROGRAM. Use the F1... F10 buttons to modify the parameters of the effects mode. Once you select a parameter, you can modify the value by using the DATA/VALUE wheel or the CURSOR ◀ ▶ buttons.

- F1/F6–VOICES: you can assign up to three VOICES to the same PROGRAM, as already seen in the first screen of PROGRAM EDIT page.
- F2/F7–REV TYPE: you can choose a reverb type (**Figure 98**). For example:

Studio1
Studio2
Club1
Club2
Hall1
Hall2
Theatre1
Theatre2
Stage1
Stage2
Church1
Church2
Hangar
Galaxy
Space
User Rev1 (user reverb 1)
User Rev2 (user reverb 2)
User Rev3 (user reverb 3)
User Rev4 (user reverb 4)
User Rev5 (user reverb 5)

- F3/F8–EFF. ASSIGN: you can assign an effect to each VOICE (**Figure 99**) as shown below:

NONE: no effect
CHORUS: Chorus effect
ECHO: Echo effect
ECHO+CHO: Echo + Chorus effect
DIST: Distortion effect
DIST+CHO: Distortion + Echo effect
DIST+ECHO+CHO: Distortion + Echo + Chorus effect

- F4/F9–EFF. TYPE: for each assigned effect you can set the effect type (**Figure 100**). E.g., for the CHORUS effect type you can choose:

Chorus1, Chorus2, Chorus3... Chorus6
Tremolo1, Tremolo2, Tremolo3
Phaser1, Phaser2, Phaser3
Flanger1, Flanger2, Flanger3
User Cho1, User Cho2 ... User Cho5



Figure 97



Figure 98



Figure 99



Figure 100

### NOTE

By pressing the CURSOR ◀ ▶ buttons together you set the default effect.

### WARNING

If you select the DIST (Distortion) effect for one VOICE you cannot select an effect like CHORUS or ECHO for the remaining VOICES. You can select an effect like DIST for the three VOICES or any combination of DIST+CHO or DIST+ECHO+CHO effects.

# Program

For the ECHO effect (Figure 101) you can choose from the following types:

Mono Echo1, Mono Echo2... Mono Echo5
Stereo Echo1, Stereo Echo2... Stereo Echo5
Triple Echo1, Triple Echo2... Triple Echo5
Mono User1
Stereo User1, Stereo User2
Triple User1, Triple User2

For the DIST effect (Figure 102) you can choose from the following types:

Overdrive1, Overdrive2, Overdrive3
Tube 1, Tube 2
Distorsion1, Distorsion2, Distorsion3
Hyper Dist.
Grunge
Fuzz
Hot British
Org. Over.1, Org. Over.2, Org. Over.3
Over. User1, Over. User2
Dist. User1, Dist. User2, Dist. User3

When you set a distortion, please consider that the volume of the VOICE represents the volume to the distortion input and the DISTORSOR item in EFF SEND represents the output of the distortion.

- F5–ROTOR ON/OFF: you can enable/disable the ROTOR effect (Figure 103). You can control the speed by using the SLOW and FAST buttons of the ROTOR section on the panel.
- F10–SUST. PEDAL TO ROTOR ON/OFF: you can enable/disable the functionality of the ROTOR effect to the sustain pedal (Figure 104) connected to the SUSTAIN connector on the rear panel.

## EFF. SEND

The USER 4 button will open a screen like Figure 105 where you can modify the effects send parameters. In this way you can hear the effects assigned in the EFF. MODE page.

Once you select a parameter, you can modify its value by using the DATA/VALUE wheel or the CURSOR ◀ ▶ buttons. Use the function F1/ F6 buttons to select one of three VOICES of the PROGRAM.

### WARNING

*The values of the parameters for EFF. ASSIGN and EFF. TYPE are strictly connected to the parameters of the EFF. SEND page. You could not hear any effect until you adjust the sends in the EFF. SEND page, as explained later.*



Figure 101



Figure 102



Figure 103



Figure 104



Figure 105

- F1/F6–VOICES: you can assign up to three VOICES to the same PROGRAM, as already seen in the first PROGRAM EDIT screen.
- F2/F7–REVERB: you can adjust the reverb effect send. Values from 0 to 63 (Figure 106). By pressing together the CURSOR ◀ ▶ buttons you set the reverb send to 0.

## NOTE

*If in the EFF. MODE page you choose an effect like DIST, DIST+CHO or DIST+ECHO+CHO, you cannot adjust the REVERB send independently for each voice. The parameter adjustment of the effect send is common to all three voices, so the adjustment of one effect send, affects all the effect sends.*

- F3/F8–CHORUS: you can adjust the Chorus effect send when you select the CHORUS effect type in the EFF. MODE page. Values from 0 to 63. By pressing the CURSOR ◀ ▶ buttons together you set the effect CHORUS send to 0 (Figure 107).
- F4/F9–ECHO: you can adjust the Echo effect send when you select the ECHO effect type in the EFF. MODE page. Values from 0 to 63. By pressing together the CURSOR ◀ ▶ buttons together you set the effect ECHO send to 0 (Figure 108).
- F5/F10–DISTORSOR: you can adjust the distortion effect send when you select the DIST effect type in the EFF. MODE page. Values from 0 to 63. By pressing together the CURSOR ◀ ▶ buttons together you set the effect DISTORTION send to 0 (Figure 109).

## NOTE

*If you set an effect like DIST, DIST+CHO or DIST+ECHO+CHO in the EFF. MODE page, you cannot adjust the CHORUS, ECHO and DISTORSOR sends independently for each voice. The parameter adjustment of the effect send is common to all three voices, so the adjustment of one effect send, affects all the effect sends.*

## CONTROL 1

The USER 5 button opens a screen like Figure 110 where you can modify the parameters of the CONTROL 1 page. You can access the parameters by using the F1... F10 buttons in order to program the VOICES in splits or dynamic layers on the keyboard. Once you select the parameter, you can modify the parameters by using the DATA/VALUE wheel or the CURSOR ◀ ▶ buttons. Use the function F1/ F6 buttons to select one of three VOICES of the PROGRAM.



Figure 106



Figure 107



Figure 108



Figure 109



Figure 110



# Program

- F1/F6–VOICES: you can assign up to three VOICES to the same PROGRAM, as already seen in the first PROGRAM EDIT screen.
- F2/F7–RANGE (Figure 111): you can set the split points of the three instruments. You can set the split points for each VOICE playing directly on the keyboard. For example:  
E0 (lower NOTE of the first VOICE)  
B1 (higher NOTE of the first VOICE)  
C2 (lower NOTE of the second VOICE)  
B3 (higher NOTE of the second VOICE)  
C4 (lower NOTE of the third VOICE)  
G6 (higher NOTE of the third VOICE)
- F3/F8–VELOCITY (Figure 112): you can set the dynamic value for each VOICE (values from 0 to 127). For example:  
Minimum VELOCITY for the first VOICE: 1  
Maximum VELOCITY for the first VOICE: 88  
Minimum VELOCITY for the second VOICE: 89  
Maximum VELOCITY for the second VOICE: 127  
Minimum VELOCITY for the third VOICE: 1  
Maximum VELOCITY for the third VOICE: 127

This means that if you play on the keyboard with a VELOCITY value (dynamic value) from 89 or above, the first VOICE will stop playing, while the second will play. Instead, the third VOICE will always play at any velocity value.

By pressing together the CURSOR buttons you can set the value to 1 in the odd VELOCITY boxes and to 127 in the even boxes.

- F4/F9–SUSTAIN (Figure 113): enable/disable the sustain pedal for each VOICE.
- F5/F10–EXPR (Figure 114): enable/disable the expression control for each VOICE.

## CONTROL 2

You can open a second control page from the CONTROL 1 page where you can modify further parameters of the PROGRAM.

By pressing the USER 5 button (Control 2) from the CONTROL 1 page you will see a screen like Figure 115. Once you select a parameter, you can modify the value by using the DATA/VALUE wheel or the CURSOR ◀ ▶ buttons. Press the USER 5 button (Control 1) again to return to the CONTROL 1 page. You can choose the parameters by using the F1... F10 buttons:

- F1/F6–VOICES: you can assign up to three VOICES to the same PROGRAM, as already seen in the first PROGRAM EDIT screen.
- F2/F7–PORT/MONO (Figure 116): you can set the PORTAMENTO time with choosing values from 5 to 127. By pressing the CURSOR ◀ ▶ buttons together you set the value to OFF.



Figure 111



Figure 112



Figure 113



Figure 114



Figure 115



- When the portamento is OFF you can set the MONO or POLY mode for the VOICE.  
When you set the portamento to any value between 5 and 127, the portamento can be set to LEGATO or POLY: on the first case the portamento acts on the sound in “legato” mode, until a note is released.  
In the second case, it acts in polyphonic manner, retriggering the portamento every time a note is played.  
If the PORTAMENTO effect is stored in one PROGRAM and enabled by the Aft&Port Autoswitch parameter (Menu > Keyboard Control > Aftertouch) you can activate it from the button on the front panel.
- F3/F8–MORPHING (Figure 117): you can set the Morphing modes from one VOICE to another choosing one of the NORMAL, FIRST and SECOND parameters. The MORPHING will affect the sound by moving the Modulation Wheel, with the wording MORPHING in blue.  
You can set the MORPHING effect between two or three VOICES by changing the MODES to MORPHING or MORPH. COUPLING (see below).
- F4–MODES: by using this parameter you can choose the interaction modes between the VOICES. For example, if you select MORPHING, you can move the Modulation Wheel and the sound of the (FIRST) VOICE will morph gradually to the (SECOND) VOICE. If the parameter is set to NORMAL no MORPHING will be applied to that VOICE. Further interaction parameters between the VOICES are:

3 Voice Layer
Duet1,Duet2
Trio1, Trio2
Country Steel
Morphing
Morph. Coupling
Double
2Hands
Down1, Down2
3rd Down
Bluegrass Down
Country Down
Up 1, Up 2
6th Up
Bluegrass Up
Country Up
Full 1, Full 2
Jazz 1, Jazz 2
Folk 1, Folk 2
Aft. Morphing
Aft.Morph. Coupl
Ped.Morphing
Ped.Morph. Coupl
Sustain Switch



Figure 116



Figure 117

Key off
Key off time 1,2
Key off random 1,2

## Duet1, 2 mode

When you select DUET, you can set one VOICE to FIRST and the other to SECOND. If you play one single note only the VOICE set to FIRST will sound, while the SECOND will sound only if you play two or more notes.

1, 2 changes the speed of playing notes.

## Trio1, 2 mode

As above but with three notes.

## Steel mode

It's a particular Pitch Bend control on the voices. The Pitch Bend acts only on the lower played note.

## Double and 2 Hands mode

- They are the copy of the Double and Harmony-2 Hands buttons on the panel. By recalling one VOICE, you can automatically activate the functions stored in the VOICE. **Down1-2.....Folk1-2:** these options are harmonizations that can be assigned directly to program voice.

# Program

These parameters are of course linked to the Harmony parameter, which specifies the voice affected by harmonization.

- **Aft.Morphing**: it assigns the morphing to the aftertouch control.
- **Aft.Morph.Coupl.:** it assigns the additive morphing to the aftertouch control.
- **Ped.Morphing**: it assigns the morphing to the pedal control.
- **Ped.Morph.Coupl.:** it assigns the additive morphing to the volume pedal control.
- **Sustain Switch**: it switches sounds by using the sustain pedal.
- **Key off**: you can assign sounds on key off.
- **Key off time 1,2**: key off sound accordingly to the key pressure time.
- **Key off random1,2**: random key off sound.

- F5–SPLIT -12 (ON/OFF) (Figure 118): you can enable/disable the SPLIT to -12 semitones function. That is, when SPLIT mode is set, the RIGHT hand will sound a -1 octave, instead, when PIANIST mode is set, the keyboard will sound the original octave.
- F9–HARMONY (Figure 119): you can set the harmonization type choosing from the following parameters:

Voice1 - set Harmony at voice 1
Voice2 - set Harmony at voice 2
Voice3 - set Harmony at voice 3
Off

- F10–AFTER/WHEELS: opens a further window where you can set the Aftertouch and Modulation Wheel parameters.

## AFTER/WHEELS

- From the AFTER/WHEELS window you can modify the parameters using the F1... F10 buttons. Once you have selected the parameter, the value can be modified by using the DATA/VALUE wheel or the CURSOR ◀ ▶ buttons.
- F1/F6–VOICES: you can assign up to three VOICES to the same PROGRAM, as already seen in the first PROGRAM EDIT screen.
- F2/F7–AFTERT. (Figure 120): you can assign an Aftertouch control to each instrument. If stored in the PROGRAM and then enabled in Aft&Port Autoswitch (Menu > Keyboard Control > Aftertouch) you can activate it from the button on the front panel.  
For example:  
Pitch1, Pitch2: changes the pitch  
Filter: changes the filter  
Amplitude: changes the amplitude



Figure 119



Figure 118



Figure 120

Cutoff: changes the cutoff of the filter

Pit+Cutoff: changes pitch and cutoff

Pitch+Filt: changes pitch and filter

Pitch+Ampl: changes pitch and amplitude

Pit+Fil+Amp: changes pitch, filter and amplitude

Pi+Fi+Am+Cut: changes pitch, filter, amplitude and cutoff

Slide 1, Slide 2, Slide 3, Slide 4: applies a slide effect

Slide Bend: applies a note bending

Soft Pitch: applies a slight untuning

By pressing the CURSOR ◀ ▶ buttons together you can switch the parameter OFF.

- F3/F8–MOD/WHA (Figure 121): you can assign a Modulation wheel control to each VOICE. For example:
  - Pitch: changes the pitch
  - Filter: changes the filter
  - Amplitude: changes the amplitude
  - Cutoff: changes the cutoff of the filter
  - Pit+Cutoff: changes pitch and cutoff
  - Pitch+Filt: changes pitch and filter
  - Pitch+Ampl: changes pitch and amplitude
  - Pit+Fil+Amp: changes pitch, filter and amplitude
  - Wha To Pedal: applies a wha-wha effect to the pedal
  - Wha To Wheel: applies a wha-wha effect to the wheel
- F4/F9–BEND (Figure 122): you can assign a Bend control to each VOICE. For example:
  - Pitch: changes the pitch
  - Pit+Ampl.: changes the pitch and the amplitude
  - Pit+Cutoff: changes pitch and cutoff
  - Pit+Amp+Cut: changes pitch, the amplitude and the cutoff
  - Pit+TVF: changes pitch and the envelope of the filter
  - Pit+LFO: changes pitch and LFO amount



Figure 121



Figure 122

Preset Edit allows to modify and save on Program ( see Preset Edit )

## ■ Preset Edit

You can edit presets and save again the Program (without altering the original presets).

By using F1-F10 you can select the preset and hold the button for about 1 sec. Then edit the sound, name, choose the destination and SAVE the Program.

### NOTE

*You can activate wha-wha effect as User Assignable control.*



# Registration

## Registration

Registration feature mean saving of complete panel setting. Audya allow two different Registration feature : SINGLE and BLOCK . By Registration button user can modify registration content.

### ■ Creating a SINGLE REGISTRATION

1. After set on layout style tempo, volumes and all parameters related of own performance press SAVE and F1 REGISTRATION button ( Registration name is required ).
2. From this view will be allowed enable /disable of sections available on Registration ( see Picture 124) By press USER 1 ( Section off) view pages screen related will be allowed.

Section available on first page ( Section page#1 ) are:

- F1 - AUTOPLAY: enables/disables the autoplay function of the Player.
- F2 - PLAYER: remembers the current folder of the Player.
- F3 - PLAYLIST: enables the active Play List when you save the registration.
- F4 - TEXT: stores the active text.
- F5 - STYLE: stores the style.
- F6 - TEMPO: stores the tempo.
- F7 - ARRANGER VARIATION: stores the variation of the Arranger A, B, C, D
- F8 - ARRANGER MODES: stores the Arranger settings.
- F9 - RIGHT/LEFT: stores the right hand and left hand settings.
- F10 - SLIDERS: stores the slider settings.

By pressing USER 1 button (Section page #1) user swap on the 2nd page edit ( Section page#2) with new selectable feature :

- F1-EFFECTS: Effects settings.
- F2-MICRO: Mic settings.
- F3-VOICETRON: Voicetron settings.
- F4-DRUM MIXER: Drum Mixer settings.
- F5-MIDI SETTING: MIDI settings.
- F6-UTILITY: Utility page settings.
- F7-ARABIC: Arabic scale settings.
- F8-FOOTSWITCH: Footswitch settings.
- F9-KEYBOARD PARAM: Keyboard parameters settings.
- F10-AUTO SWITCH OFF: Feature with automatic Registration switch off button after loading registration is completed.



Figure 123



Figure 124



Figure 125



Figure 126



- After set your own Registration User should assign a related name of it by entering letters or number using keybed ( Figure #126 show i.e. MY REGISTRATION)
- Press SAVE button (User 5) to complete.

## NOTE

When you save a REGISTRATION in automatic mode, a progressive number of 4 digits is added to the file name: 0001\_REGIS.SRG, 0002\_REGIS.SRG, etc.

## ■ Recalling a SINGLE REGISTRATION

- To recall a REGISTRATION from the list on the window, you can use the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel to select a REGISTRATION and then press the ENTER button (Figure 127).
- To recall a REGISTRATION you can also use the numeric keypad by switching the USER 3 button NUMERIC ON (Figure 128).
- For example, by using the option NUMERIC ON, just press the number 1 button to recall the REGISTRATION 0001, or the number 2 button to recall the REGISTRATION 0002 and so on. To recall REGISTRATION with two digits or more you must digit the number sequence of the REGISTRATION. For example, to recall the REGISTRATION 0012, just digit 12 on the numeric keypad.

## ■ Creating a REGISTRATION BLOCK

The REGISTRATION BLOCK is a bunch of twenty SINGLE REGISTRATIONS or direct functions that can be quickly recalled.

- Press the REGISTRATION button to open the corresponding screen. If not selected, press the USER 4 button to select BLOCK. If there is no file, an empty screen and "EMPTY" will appear (Figure 129).
- Press the EDIT button.
- Press the USER 1 button (CREATE).
- The display will show all the SINGLE REGISTRATIONS (Figure 130).
- By using the F1-F10 buttons, select to which button you want to assign the SINGLE REGISTRATION.
- Select the SINGLE REGISTRATION by using the DATA/VALUE wheel or the CURSOR ▲ ▼.
- Press the ENTER button in order to confirm the SINGLE REGISTRATION assigned to any F1-F10 button.
- Repeat the operation for each F1-F10 button.



Figure 127



Figure 128

## NOTE

You can store the SINGLE registration also when you are in the MAIN environments, by pressing the SAVE button and choosing REGISTRATION.



Figure 129



Figure 130

# Registration

- To jump to the second page, press the BACK or FORWARD buttons below the display.
- If you want to replace or delete one SINGLE REGISTRATION, select it by using the F1-F10 buttons and press the USER 2 button (REPLACE) or USER 3 button (DELETE), respectively, and then the ENTER button.
- Press the SAVE button and give a name to the REGISTRATION BLOCK. Digit a name in the text box by inputting the characters directly from the keyboard.
- Once the REGISTRATION BLOCK is saved, you can recall it from the list by using the CURSOR ▲ ▼ or the DATA/VALUE wheel and by pressing the ENTER button (Figure 131).
- By using the F1-F10 buttons you recall the corresponding SINGLE REGISTRATION. By using USER 1 button you can enable the SINGLE PLAY or MULTI PLAY functions to play the Registration automatically.

## ■ Recalling a REGISTRATION BLOCK

- Once a REGISTRATION BLOCK is stored, you can recall it from the list on the window by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel. Once the file is selected, just press the ENTER button (Figure 132) to recall the REGISTRATION BLOCK.
- Once the REGISTRATION BLOCK is loaded the REGISTRATION SINGLE is recalled, corresponding to the F1-F10 buttons.
- By using the USER 1 button you can activate the SINGLE PLAY or MULTI PLAY function in order to play the Registration automatically.
- It can be useful to store several SINGLE REGISTRATIONS with some WAVE songs prepared into the Player. Storing the SINGLE REGISTRATIONS by using the Player and AUTOPLAY sections enabled, you can quickly recall the REGISTRATION BLOCK containing those SINGLE REGISTRATIONS by using the F1-F10 buttons.

## ■ Creating a fast REGISTRATION BLOCK

- In addition to SINGLE REGISTRATION you can save Styles, Voices and Player directly. Press Registration button than USER 4 (BLOCK).
- Press the EDIT button and the USER 1 button (CREATE).
- Press F1-F10 button to assign related position.
- Select a Style, a voice or a song from the Player.
- Press ENTER to assign this feature on related button.
- Do the same for any other F1-F10 button (Figure 133).
- Press the SAVE button and give a name to the REGISTRATION BLOCK.
- Press the SAVE button and give a name to the



Figure 131



Figure 132



Figure 133

- By using the F1-F10 buttons you can recall the corresponding item (Style, Voice or Player).

### NOTE

When you enter the Registration Block EDIT mode, the NUMERIC option is automatically disabled.

## ■ Recalling a REGISTRATION from the MAIN VIEW window

If the MAIN VIEW function and the NUMERIC ON function are enabled, by pressing the F2 button you can directly recall the REGISTRATION number by using the numeric keypad.

1. From the MAIN VIEW window press the F2 button. "Enter Number ->" will appear (Figure 134).
2. Digit a REGISTRATION number by using the numeric keypad. "Wait Please..." will appear (Figure 135). The corresponding REGISTRATION will be searched and loaded.
3. If the NUMERIC ON function is disabled, you must manually select the REGISTRATION by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel and by pressing the ENTER button (Figure 136).

### NOTE

Use Registration UP/DOWN command on footswitch to browse on REGISTRATION BLOCK.



Figure 134



Figure 135



Figure 136



# Play List

## Play List

By pressing the PLAY LIST button you can access the Play Lists stored on the hard disk. In order to create a Play List, follow the procedure below.

### ■ Creating a PLAY LIST

1. Press the PLAY LIST button. A screen like **Figure 137** will appear showing a PLAY LIST demo.
2. Select PLAY LIST DEMO by pressing CURSOR ▼ and press the EDIT button.
3. Press the CREATE button (User 1).
4. Press one of the F1-F10 buttons. For example, F1.
5. Press the WAVE button (or MP3, SFX, MIDI) to select a song or a MIDI file, and press ENTER. The selected song/MIDI file will be assigned to the F1 button.
6. Press the F2 button and select another song/MIDI file and press ENTER. The song will be assigned to the F2 button.
7. Do the same for any other F1-F10 button (**Figure 138**).
8. When finished, press the USER 5 button (SAVE).
9. Give a name to the PLAY LIST and press SAVE again.

#### NOTE

By pressing the A.PLAY ON/OFF button (USER 5) you can enable/disable the automatic playback of the songs currently in the Play List.



Figure 137



Figure 138



## Key Tunes

By pressing the KEY TUNES button in the VOICE section, you can assign a song to each key of the keyboard. You can freely assign any song of the WAVE folder to any key of the keyboard.

### ■ Creating a KEY TUNE

1. Press the KEY TUNES button. A screen showing “KEY\_TUNE\_DEMO” will appear (Figure 139), that is a demonstration file to understand KEY TUNES features.
2. Press the USER 3 button (CREATE) in order to create a new KEY TUNE.
3. Select a song from the WAVE folder, by using the DATA/VALUE wheel or the CURSOR ▲ ▼.
4. Press the ENTER button to select the song. The song will be automatically assigned to the C3 key of the keyboard.
5. Select another song and press the ENTER button. The song will be automatically assigned to the C#3 key of the keyboard.
6. Continue assigning all the songs that you want to any key of the keyboard (Figure 140).
7. You can see the list of single selected files by pressing the TUNE VIEW (USER 2 key) where you can edit each track settings.
8. Press the USER 5 button (SAVE), to store the KEY TUNE.
9. Digit a name on the dialogue box by using the keys on the keyboard. The example shows “MY\_TUNE”.
10. Press SAVE again. At this point, the KEY TUNE file named “MY\_TUNE” will appear on the screen (Figure 141).
11. To remove a song from a KEY TUNE, press the USER 3 button (REMOVE) below the display.

### ■ KEY TUNE parameters

When you create a KEY TUNE from scratch or edit a previous one, you can set the following parameters, by using the F1-F10 buttons.

- F3 - START: the start note of the trigger interval (e.g. C3). You can set this, by pressing directly any keys on the keyboard.
- F4 - END: the end note of the trigger interval (e.g. F3). You can set this, by pressing directly any keys on the keyboard.
- F5 - INC/DEC: you can set the automatic insertion of the trigger interval by increasing/decreasing the note automatically. For example, if you begin from C3 and INC is set, the next song is assigned to C#3. If DEC is set, it the next song will be assigned to B2.
- F6 - VOL: sets the output volume of the song in the range 0-127.



Figure 139



Figure 140



Figure 141

- F7 - LOOP ON/OFF: sets the loop on/off.
- F8 - HOLD ON/OFF: sets the hold on/off, that means that the song continues playing after releasing the key, otherwise the song stops.
- F9 - DIN: sets dynamic response of the keyboard, that is, the harder you play, the louder the volume of the song.
- F10 - SINGLE/GLOBAL EDIT: sets the changes for a single KEY TUNE or all.

### ■ Key Tune to Chord function, see page 123.

#### NOTE

By pressing USER 1 (CLEAR ALL) you will clear all the songs from the current KEY TUNE.

#### WARNING

The Key Tunes feature uses a WAVE track, so if a Key Tune is playing back, the Wave Player will not work and viceversa.

# Double, Harmony

## Double, Harmony

By pressing the DOUBLE button in the VOICE section, you can activate the function to double the octave of the voice for the right hand.

By pressing the HARMONY button in the VOICE section, you can enable the function to harmonize the voice for the right hand. By hold ( for a couple of seconds ) Harmony button User can scroll 20 different selection ( 2 pages menu )(Figure 142). By using the F1-F10 buttons, you can access the following harmonizations:

PAGE 1	PAGE 2
F1-FULL1	F1-DOWN1
F2-FULL2	F2-UP1
F3-JAZZ1	F3-DOWN2
F4-JAZZ2	F4-UP2
F5-2 HANDS	F5-3RD DOWN
F6-FOLK1	F6-6TH UP
F7-FOLK2	F7-BLUEGRASS DOWN
F8-TRILL*	F8-BUEGRASS UP
F9-REPEAT*	F9-COUNTRY UP
F10-ECHO*	F10-COUNTRY DOWN

The types of HARMONY marked by an asterisk on the table above, are special effects of trill, repetition and echo. You can access the speed parameter (SPEED) for these special effects by pressing repeatedly the USER 2 button below the display. The available SPEED values are: 6, 8, 12 and 24.

In the example shown in Figure 143, if you select the TRILL effect, you will hear the trill effect produced by the note played at right or left of the starting note. You can modify the speed of the trill by using the SPEED parameter corresponding to the USER 2 button.

Figure 142

Figure 143

## Style View

From the STYLE section on the front panel you can select a style by using the numeric keypad. If the style uses an Audio Style Modeling, please note that a ^ symbol appears before the style name otherwise the name appears without any symbol (Figure 144).

In order to view and/or edit the parts of the style, with or without an Audio Style Modeling, you can press the STYLE VIEW button of the PLAY CONTROL section.

In this screen the display shows the 10 parts of the style currently selected. By pressing the F1-F10 buttons you can select the corresponding part of the style (Figure 145 and Figure 146):

- F1-DRUM 1
- F2-DRUM 2
- F3-BASS
- F4-LOW 1
- F5-LOW 2
- F6-CH 1
- F7-CH 2
- F8-CH 3
- F9-CH 4
- F10-CH 5

The four buttons, from USER 1 to USER 4 allow to access to the corresponding edit windows: VOICE, EFFECT, PAN, MUTE.

### ■ VOICE (USER 1)

By pressing VOICE (default selection), you can set an instrument for each part of the style by using the DATA/VALUE wheel.

By using the CURSOR ◀ ▶ buttons you can raise or lower the volume of the part from 0 to 63.

By pressing the CURSOR ◀ ▶ buttons together you set the volume of the part to 0.

By using the OCTAVE +/- buttons you can change the octave of the LOW 1 and LOW 2 parts by +/- 48 semitones, 12 semitones steps (Figure 147).

### ■ EFFECT (USER 2)

By pressing EFFECT, you can select and edit the type and the amount of the effect for each part (Figure 148). The multieffect unit allows the use of four effects simultaneously, that is a type of the effect for all the voices.

Please note that the effects Chorus and Reverb are available for the drum and percussion parts (DRUM1 and DRUM2 and/or Audio Drum and Groove Bank).



Figure 144



Figure 145



Figure 146



Figure 147



Figure 148

# Style View

For any other part you can set the routing of the effects up to four effects (Figure 149).

By using the F1 button you can select the routing of the effects for the parts. Please note that you select the part on the previous VOICE page (USER 1). By using the F2-F3-F4-F5 buttons you select the effect type:

REVERB TYPE  
CHORUS TYPE  
ECHO TYPE  
DIST. TYPE

By rotating the DATA/VALUE wheel or the CURSOR

◀ ▶ buttons you can set the effect types for each part. By pressing the CURSOR ◀ ▶ buttons together, you set the first default effect.

By using the buttons from F7, F8, F9 and F10 you set the amount of the effect for the selected part.

By pressing the CURSOR ◀ ▶ buttons together you set the amount to 0.

## ■ PAN (USER 3)

By pressing PAN, you can edit the panoramic position of each part of the style (Figure 150) by using the CURSOR ◀ ▶ buttons. Please note that the PAN cannot be modified for the Audio Drum part.

## ■ MUTE (USER 4)

By pressing MUTE, you can mute the parts of the style by using the F1-F10 buttons. The “muted” parts have an asterisk after the name (Figure 151). Once you have set the MUTE parts in a style, the parts remain muted also changing the style.

### NOTE

By pressing button USER 5 you can select the SINGLE or GLOBAL mode in order to change the single Variation of the style or all the Variations.

<b>SLOW_BALLAD</b> 63	<b>CONCERT_GRAND</b> 63
BALLAD (Grand_Piano)	2nd: Strings1 63
Tempo: 76 Transp: --	PIANO Page 1
BASS MODE: Dist+Echo+Cho+Rev.	
REVERB TYPE	Hall1
REVERB AMOUNT	63
CHORUS TYPE	Chorus1
CHORUS AMOUNT	63
ECHO TYPE	Mono Echo1
ECHO AMOUNT	0
DIST. TYPE	Overdrive 1
DIST. AMOUNT	0
ARRANGER VOLUMES	
63 DRUM 63 BASS 63 CHORD 63 LOWER	Split: C3 Octave: --
VOICE	EFFECT
C Maj	
VOICE	MUTE
SINGLE	

Figure 149

<b>SLOW_BALLAD</b> 63	<b>CONCERT_GRAND</b> 63
BALLAD (Grand_Piano)	2nd: Strings1 63
Tempo: 76 Transp: --	PIANO Page 1
Audio Drum	Ch1
16 BEAT1_76	Grand_Piano 20R
Drum2	Ch2
STANDARD1	Country2 34L
Bass	Ch3
Precision	EL_Piano1 20L
Low1	Arp&Lick
Digipad +12	8GUIT_03 5R
Low2	Live Guitar
ElPiano_Detune +12	STOP_FUNK 10R
ARRANGER PAN	
63 DRUM 63 BASS 63 CHORD 63 LOWER	Split: C3 Octave: --
VOICE	EFFECT
PAN	MUTE
SINGLE	
C Maj	

Figure 150

<b>SLOW_BALLAD</b> 63	<b>CONCERT_GRAND</b> 63
BALLAD (Grand_Piano)	2nd: Strings1 63
Tempo: 76 Transp: --	PIANO Page 1
Audio Drum	Ch1
16 BEAT1_76 41	Grand_Piano 36*
Drum2	Ch2
STANDARD1 25	Country2 50
Bass	Ch3
Precision 40	EL_Piano1 24
Low1	Arp&Lick
Digipad +12 30	8GUIT_03 37*
Low2	Live Guitar
ElPiano_Detune +12 28	STOP_FUNK 0*
ARRANGER MUTE	
63 DRUM 63 BASS 63 CHORD 63 LOWER	Split: C3 Octave: --
VOICE	EFFECT
PAN	MUTE
SINGLE	
C Maj	

Figure 151



## Audio Style Modeling

The Audio Style Modeling is the powerful system of Audya sound engine. The place where you can “model” the style is the Style View section.

- By entering the Style View section you can see all the sections of the style on the display. Normally, if you select a section, you can change the Program Change by using the DATA/VALUE wheel or choosing directly the sound. You can control the volume with the CURSOR buttons.
- On some sections, by pressing twice the button, you can access directly to a specific Library of that section. The tables of the Library can work in place of the MIDI parts usually programmed for the Style.
- By pressing twice the F1, F2, F3, F6, F7, F8, F9 and F10 buttons you can select from the Audio Style Modeling Libraries or from the ordinary MIDI parts. For example:  
F1-Audio Drum (audio only)  
F2-Groove Bank (audio + MIDI)  
F3-Bass Bank (MIDI)  
F6-Piano Bank  
F7-Guitar Bank 1  
F8-Guitar Bank2

### NOTE

If the style uses some audio parts (e.g. Audio Drum or Live Guitar) a symbol ^ appears in front of the style name. For this reason, when you store a style with audio parts inside, it's useful to keep the @ character in front of the name (Figure 152). In this way the symbol ^ will appear in front of the style name and you will be able to distinguish between the MIDI styles and the styles containing audio parts.

F9-Arp & Lick (MIDI)  
F10-Live Guitar (audio + MIDI)

- For all the sections, you can scroll by using the DATA/VALUE wheel or choosing directly the Program Change number by using the 0-9 numeric keypad.
- You can find the Program Change numbers and all the Libraries reference at the the end of this manual.

<b>SLOW_BALLAD</b>	63	<b>CONCERT_GRAND</b>	63
BALLAD (Grand_Piano)		2nd: Strings1	63
Tempo: 76 Transp: --		PIANO Page 1	
Audio Drum		ch1	
16 BEAT1_76	41	Grand_Piano	36
Drum2		ch2	
STANDARD1	25	Country2	50
Bass		ch3	
Precision	40	EL_Piano1	24
Low1		Arp&Lick	
Digipad +12	30	8GUIT_03	37
Low2		Live Guitar	
ELPiano_Detune +12	28	STOP_FUNK	0
SAVE STYLE			
Save as: @SLOW_BALLAD			
Save			

Figure 152

# Style View

The 4 BANK for sections Drum, Piano, Guitar1 and Guitar 2, together with the enhancement of previous existing Libraries for Bank Bass and Arp&Lick makes the Audio Style Modeling a very powerful and easy system to compose new Styles.

It's enough to start from an existing Style and, without programming a note, to scroll the Modeling Libraries while listening in real time the final result and to replace the various parts of the Style using the huge templates available.

Let's take a look to some practical examples for the Audio style Modeling.

## ■ Select a Style to be edited and access the Style View

The parts underlined are the ones interested to the Bank functioning.

By pressing twice the tabs F1, F2, F3, etc. it is possible to select the BANK Libraries. The scroll for various templates is achieved by the l'Alpha dial. The new Bank Libraries, once selected and assigned to the Style parts, are replacing the original MIDI parts written for such Style.

**F1:** the Drum controlling on tab F1 is very sophisticated with the possibility to address 4 different ambients:

**Audio Drum** (Figure 153)

**Drum Bank** (Figure 154)

**User Audio Drums** (Figure 155)

**Drum1** (Figure 156)

### Audio Drum

Internal Audio Drum library, with more than 324 complete Audio files.

### Drum Bank

Midi Drum database with 255 Styles.

### User Audio Drums

Custom Wave Loops of the user. This new powerful feature provided with the 3.0A allows to replace the internal Audio Drums of Audya with Drum Wave loops created from the user and located into a new HD folder named User Audio Drums.

- The Loops must be Wave 44 KHz, 16 bit and must have a name with symbol @ followed from the exact BPM number, for example:

[House2@127.wav](#).

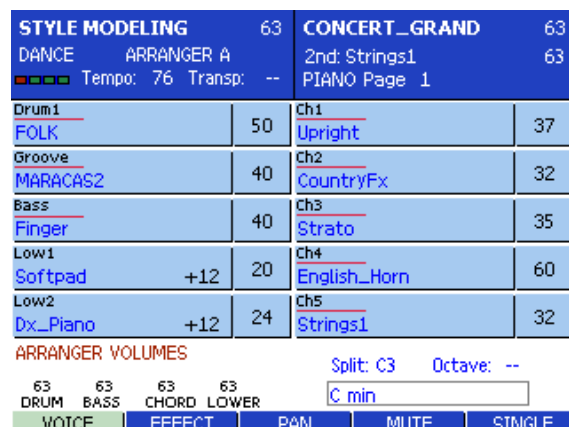


Figure 153

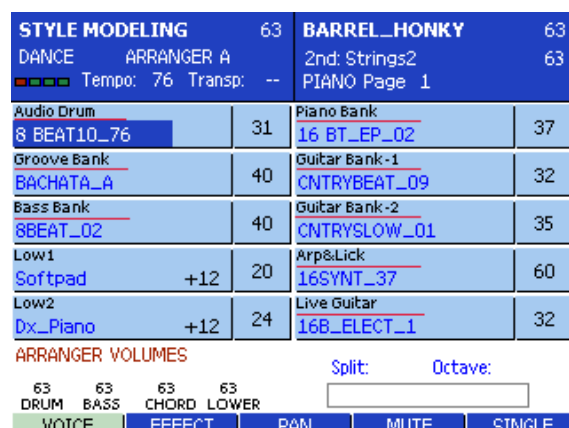


Figure 154



Figure 155



Figure 156

- The loops are automatically synchronized with the MIDI of the Style.
- It is possible to associate a different Wave for each Style section, such as ABCD, Fill In, Break, Intro and Ending (See the enclosed documentation for User Audio Drums for further details).
- Together with the 3.0A is supplied a Demo folder with 4 complete User Audio Drums styles.

All variations applied to the Style with the insert of the Bank templates may be memorized and saved as usual into the correspondent User Style. The access to a single template of the Bank Libraries may be reached also with the numerical key pad 0 -9 (Please see the STYLE BANK Lists).

## Drum1

Drum Set type selection.

### IMPORTANT

- On internal Audio Drum and on User Audio Drums the template scroll may be done only at Style Stop condition.
- Internal Audio Drum and User Audio Drums are auto-excluding, same as Drum Bank and original MIDI Drum of the Style.

**F2:** with F2, similar to F1, are accessed 3 different Drum ambients:

**Groove Bank:** Up to 240 Drum Percussion Library with Acoustic and Electric Loops (Latin, Dance, Pop, Folk, etc.).

**Groove:** compatibility set up section for Drum Loops of old Style Libraries (SD1, SD 5, Midjays).

**Drum2:** Drum Set type selection for the second Drum Set.

### IMPORTANT

- Groove section, Groove Bank and Drum 2 are auto-excluding but they can be added individually to Audio Drums or User Audio Drums or Drum Bank or Drum1.

**F3: Bass Bank.** Bass Library (333).

**F6: Piano Bank.** Piano and Electric Piano Library (236).

**F7: Guitar Bank 1.** Acoustic and Electric Guitar Library (253).

**F8: Guitar Bank 2.** Acoustic and Electric Guitar Library (253).

**F9: Arp & Lick.** Arpeggios and various Orchestral embellishments (254).

**F10: Live Guitar.** Audio Live Guitar Library, with up to 150 Live Guitars, synced to MIDI.

All the Orchestral Libraries such as Bass, Piano, Guitar 1-2 and Arp&Lick are playing with their original Program Change but it is possible to change the voice on each section (when box is blue coloured) by simply selecting the sound family on the right hand and the single GM Voices.

---

## The Audio Style Modeling sections

---

### 1 - Audio Drum

The Audio Drum is a stereo Wave file containing an audio rhythmic sequence. It can replace the normal Drum Set or be “added” to it. If you want only the Audio Drum, you must set volume of the Drum Set (Drum 1) to 0.

The selection of the Audio Drum is made globally for the entire Style. Replacing the Audio Drum of a preset style with another Audio Drum could result in MIDI and Audio parts not matching, while playing Intro/Ending arrangements.

You can edit the volume of the Audio Drum separately for A, B, C and D and the other parts of the Arranger.

Audio Drum is guaranteed to work well within the range of +/- 30 % of the nominal speed shown for the Audio style.

A 2-bands parameters equalizer setting can be stored for each Audio Drum style (Menu Style Mode > Drum).

The Library contains more than 300 Audio Drum (see list at the end of this manual).

#### NOTE

*When a style with Audio Drum is running, the Wave player is not available.*

### 2 – Groove Bank

The Grooves are short rhythmic sequences (loops) synchronized by using MIDI and controlled in the same way of Drum Sets, with individual controls for volume, reverb, pan, etc.

The Groove Library contains more than 200 loops, with acoustic traditional percussions, Latin and dance percussions.

The Grooves work in the Drum2 section and they always replace the Drum Set (if present).

The Grooves can be stored on the 4 arrangements of the style, with its own volume each.

### 3 – Bass Bank

The automatic Bass MIDI Library, offers more than 180 bass riffs. It works on the Bass section replacing the normal bass part of the style.

### 4 - Arp&Lick

The Arpeggio & Lick Library offers a variety of embellishment for various instruments: Piano, Guitar,

Strings, Synth, Banjo.

It works in place of the Chord 4 of the Style.

You can store 4 Arp & Lick for any A, B, C and D part.

### 5 - Live Guitar

The Live Guitar are audio guitar sequences controlled and synchronized by using MIDI.

To scroll the parts please refer to the lists at the end of this manual.

### 6 – Piano Bank

Huge Midi Piano pattern library available on Chord 1 section .Can be used instead of original programmed style midi part.

### 7 – Guitar 1 Bank

Huge Midi Guitar pattern library available on Chord 2 section .Can be used instead of original programmed style midi part.

### 8 – Guitar 2 Bank

Huge Midi Guitar pattern library available on Chord 3 section .Can be used instead of original programmed style midi part.



## ■ Setting an Audio Drum, Groove Bank or Live Guitar.

The selection of the tables for these three parts is the same. This is the procedure to set an Audio Drum. The procedure is the same for the other two parts.

With the Arranger stopped, press the STYLE VIEW button.

1. Press the F1 button.
2. "Wait please..." will appear briefly while reading the Audio Style from disc. The part now is called Audio Drum.
3. Turn the DATA/VALUE wheel to scroll all the available tables or digit the number of the table by using the numeric keypad of the style section. For example, digit 201 to select the Audio Drum called "16 BEAT6\_72" (Figure 157).
4. Start the style by using the START button on the panel.
5. To change the Audio Drum, stop the Arranger and repeat from step 3.

## ■ Setting a Bass Bank, Guitar 1/2, Piano Bank or an Arp&Lick

The selection from the tables or sounds for these two parts is the same. This is the procedure to set and edit a Bass Bank.

With the Arranger stopped, press the STYLE VIEW button.

1. Press the F3 button.
2. "Wait please..." will appear briefly while reading the Bass Bank from disc. The part now is called Bass Bank.
3. Turn the DATA/VALUE wheel to scroll all the available tables or digit the number of the table by using the numeric keypad of the style section. For example, digit 55 to select the Bass Bank called "PANDERO1" (Figure 158).
4. Start the style by using the START button on the panel.
5. While the style is playing you can change the instrument choosing from the table by using the DATA/VALUE wheel. You can assign any GM voice.
6. To change the Bass Bank, stop the Arranger and repeat from step 3.



Figure 157

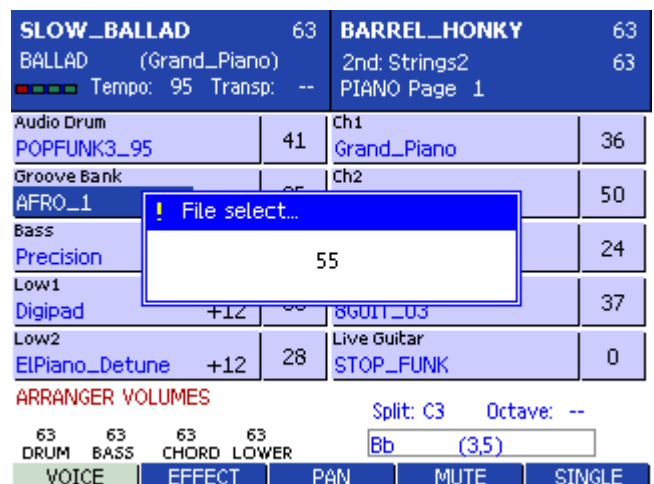


Figure 158

# Style View

## ■ Storing the style

Once you made all the desired settings, press the SAVE button on the front panel and give a name from the keyboard to store the style in the current position (Figure 159). In the example of Figure 160 the style name is MY\_BALLAD.

The changes can be stored both for styles containing normal parts and Audio Style Modeling. The style will be stored in the USER STYLE area in the category previously selected.

In other words, if the style is in the BALLAD category, the style will be stored as USER STYLE in the same category.

## ■ Selecting the style

1. Press the USER STYLE button on the front panel.
2. Select the category by using the numeric keypad.
3. Select the style by choosing the previously given name (Figure 161).

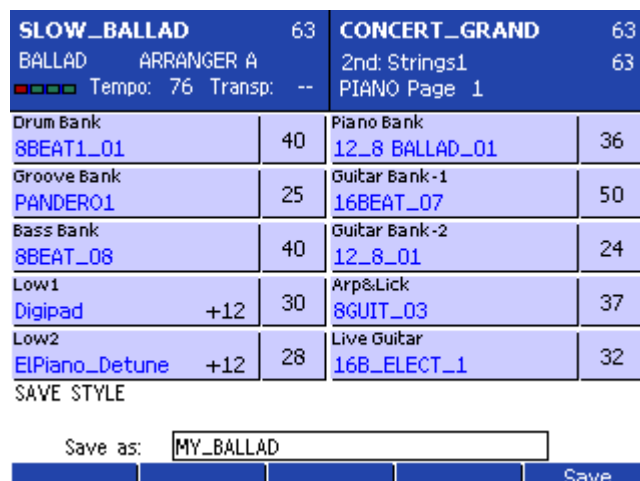


Figure 159

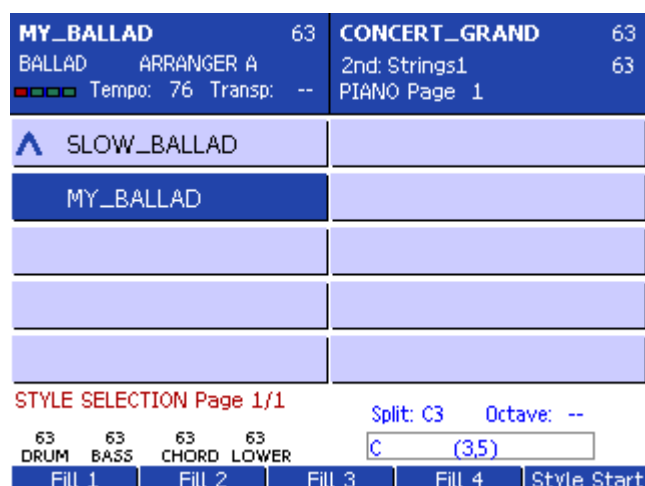


Figure 160

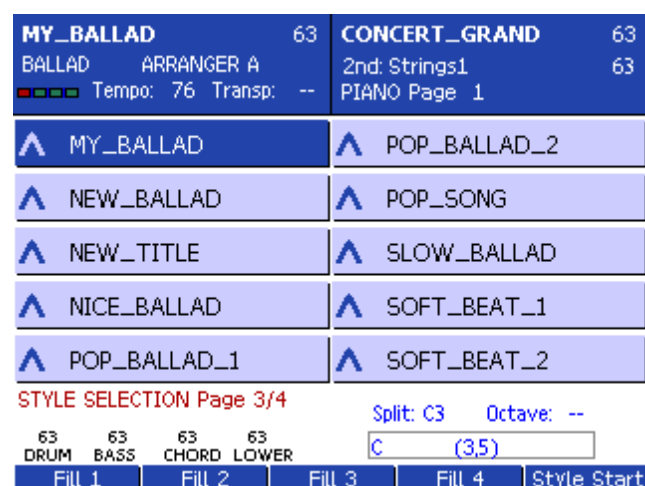


Figure 161

## User Audio Drum

The user can include custom Wave loops instead of the internal AUDIO DRUMS into the Audya Styles.

These Loops must be allocated into the folder USER AUDIO DRUMS which is placed on root of Audya (C:). The Loops must have the following characteristics: 44 KHz , 16 bit and the name must have the sign @ followed by the precise BPM indication of the Loop. As an example: HOUSE2@127.wav.

When enabled ( see note#2) Display will show “ Loading Audio Resources ) when Audya is turned on.

The Demo folder contains 1 User Audio Drums fitted with a complete set up for all parts (Intro, Ending, ABCD, Fill and Break). The Style are: House1, Lounge, NewBossa, NuJazz.

In order to access the User Loops it needs to go into Style View and press repeatedly the tab F1 until appears the name User Audio Drum (Figure 1). With Alpha dial is possible to scroll all the User Audio Drums available.

The Loops are automatically synchronized with MIDI and may be associated to each part of the Style such as A, B, C, D, Fill In, Break, Intro, Ending (Figure 162).

In order to memorize the User Drums on other parts different than ABCD, such as Fill, Break, Intro and Ending, it's necessary to switch on the two tabs KEY START and KEY STOP on the panel. On Style in Stop condition, when pressing Fill tab the name Fill will appear on the screen thus allowing to set the proper Loop for the Fill.

Same thing for Breaks and Intro – Ending. But in order to achieve the Ending programming the tab Intro must be pressed twice.

The new Style that incorporates User Audio Drums can be saved as usual with SAVE into the User Style section (Figure 163).



Figure 162



Figure 163

### NOTE

- 1) If the User Audio Drums are associated to the 4 Arrangers only, then Fills and Breaks will continue to play the Arrange Loop. Giving a name with the initial symbol @ will make easier to recognize it as an audio Style.
- 2) A special option has been provided into Style Mode > Drum > 2nd page to control the On/Off condition for the User Audio Drums. When the option is set to Off, then the initial Audio Resources Loading will be skipped. The On/Off condition may be saved as default with Save Custom Start up function.
- 3) The Audio Resources Loading time is directly proportional to the amount for files present on the User Audio Drums folder.

# User Live Guitar

## User Live Guitar

User Live Guitar are located on DISK menu on USER LIVE GUITAR Folder (Figure 164).

Once you'll select this folder display menu' will inform you on related operating menu.

On the left part of display you 'll assign 4 available Ins bank of selection. On the right part you'll operate with followed features:

**Clear All (F6):** Allows to clear all memory User live Guitar data.

**Load GTR (F7):** Load selected User Live Guitar.

**Save Sel (F8):** This function create a file with GBK extension which like RBK file can load more than a single User Live Guitar at the same time and could be assigned as Autoload function hen Audya will be turned ON.

**A.Load On/Off (F9):** Enable or Disable Autoload function for GBK file when Audya turn On.

**GTR Disable/Enable (F10):** Enable or Disable User Live Guitar (once user will enable this function should be saved on Custom Startup in order to get this function on Audya start up).

### NOTE

*The Disable option makes RAM available for other Ins sounds, reserved for LiveGuitar when these cannot be loaded into memory.*

User Live Guitar will be loaded simply after select your own file (Figure 165) and than press Load GTR (or Enter).

**Up to 4 User Live Guitar can be loaded at the same time' Once loading procedure will be completed user should be enable User Live Guitar to play set by press F10 button (GTR Enable) (Figure 166).**

In order to Clear (empty) User Live Guitar memory user could use Clear All (F6) button. If user would clear one by one (or choose GTR) should be use a related button (F1-F2-F3-F4).

Once User Live Guitar will be completed user can add this feature over any selected style.

Exit from Disk menu and select User Style to select your own style. So now press "View" button (Figure 167).

As well other section works user can choose several banks on Ch 5. By press F 10 button user could be choose guitar from User Live Guitar or Ins Live Guitar bank until display will show "Live Ins" as showed on Figure.

From this menu User can edit all other style part freely and save it as usual.

**So now with this feature when user will select your own User Live Guitar Audya will load automatically related sample if not present.**



Figure 164



Figure 165

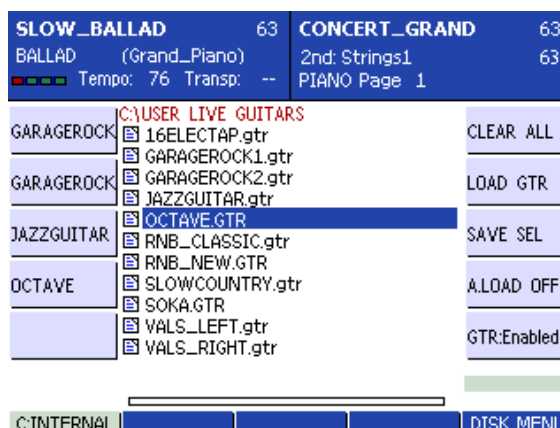


Figure 166

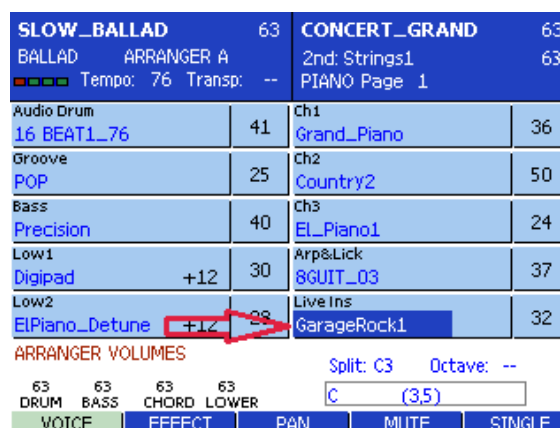


Figure 167



## Edit Pattern

The PATTERN Editor offers all the necessary features to create your own Styles directly on the Ketron AUDYA (Figure 168).

### ■ Using Pattern Editor to Create or Edit Styles

In order to access the Pattern Editor screen, from the default screen, press the User Style button, select a Style to modify (or any User style), then press the EDIT button to access the screen shown here.

Here is a detailed explanation of the options available:-

- F1 - Shows the Style's Arranger part to be Edited/ Created - Arranger A, B, C, D.
- F2 - PARAMETER: access to all Parameter settings for all arrangements.
- F3 - In this filed, the display shows the chord tonality being edited/created (whatever is recorded will only be played when this chord type is played, apart from Major which applies to all). The default value is set to Major mode. The user can change this value by pressing F3 to highlight, then change with the Data/Value Dial.
- F4 - METR: On/Off: This enables/disables the Metronome Click (heard only in Record Mode).
- F5 - VELOCITY: It edits the velocity value for notes.
- F6 - Displays the current Quantize Value.
- F7 - QUANTIZE: Quantizes the current recording data/ notes.
- F8 - RECORD: Used to start recording.
- F9 - COPY: Access to the COPY menu.
- F10 - CLEAR: Access to the menu where to clear programmed notes/events.

### User Buttons:

- User 1/6 - ALL/SOLO: This function allows to put "solo" the selected tracks.
- User 2/7 - VOLUME/OCTAVE: It toggles between the Volume or Octave values.
- User 3/8 - NEW STYLE: It allows to create your own style from scratch.
- User 4/9 - LOOP/NO-LOOP (OFF): Enables/ disables Arrangement loop during Recording.
- User 5/10- SAVE: It saves the current style.

### Arranger

Arrangement by pressing F1 and the Dial or by pressing directly the A/B/C/D buttons.

### Parameter

Here you can set Parameter values for Tempo (BPM), Time Signature and Arrangement Measure length. These parameters (except Tempo) can be modified only when the arrangement is empty (i.e. nothing has been recorded yet). Furthermore in this section, the user can set their own Metronome Volume value. EXIT button (now displayed in it's place) allows you to exit from this menu when pressed.

16_BEAT_1	63	CONCERT_GRAND	63
BALLAD	ARRANGER A	2nd: Strings1	63
Tempo: 76	Transp: --	PIANO Page 1	
ARR. A	Audio Drum	16 BEAT1RX_76	37
	Drum1	POP_SUPER_KIT	0
PARAMETER	Drum2	-----	0
	Bass	Precision	40
Major	Ch1	Concert_Grand	35
	Ch2	CountryFx	23
METR: ON	Ch3	EL_Piano1	28
	Ch4	Strings1	34
VELOCITY	Live Guitar	FINGERPICK	50
ENTER for Bank [RECORD]			
Switch BAR -/8			
SOLO	VOLUME	NEW STYLE	NO-LOOP
			SAVE

Figure 168

# Edit Pattern

## Velocity

The Velocity feature allows one to modify dynamic values of events recorded within selected tracks. This function is applicable to all tracks if the Global parameter is set to ON, or on single notes when the Global parameter is set to OFF. The user can select the desired NOTE by highlighting the related display box using the data arrow buttons and either by pressing the corresponding notes on the keyboard or using the Dial selection (Figure 169).

## Copy

The Copy feature can be used for a single part (e.g. Chord 2), or an entire arrangement (Arranger B) (Figure 170):

- ✓ Selected the Arrangement to Copy from by pressing the F2 button, then using the dedicated Arranger buttons (A, B, C, D ... Ending).
- ✓ Selected the Arrangement to Replace (Copy to) by pressing the F7 button and changing with the Data Value wheel.
- ✓ Use the navigation arrows to select either the whole Arrangement part (Global) or a single part of the selected Arrangement you want to Copy from the displayed column.
- ✓ Press EXECUTE to actually copy the selected part.

## Clear

This feature allows to one to Clear events such as Note(s), Dynamic, Controllers and other parameter of the selected track.

Press and hold down CLEAR (F10) to browse this menu and select the desired part to Clear. To delete a single note, press and hold down CLEAR (F10) and the related note on the keyboard you wish to delete. This note will be deleted from the entire track at all past, current and future locations (so you don't have to repeat for each occurrence).

In order to Clear just a single note (as a single event), you will need to press the Record button then select the CLEAR button once more (Figure 171).

### NOTE

*The CLEAR feature operates only on the current Root of the selected part. It is not applicable to Audio Drum parts or any other Banks used.*

16_BEAT_1		63	CONCERT_GRAND		63
BALLAD		ARRANGER A	2nd: Strings1		63
Tempo: 76		Transp: --	PIANO Page 1		
ARR. A	VELO. VALUE	---	37	16	
PARAMETER	GLOBAL	ON	0	QUANTIZE	
	NOTE	---	0	RECORD	
Major			35	COPY	
			23	CLEAR	
METR.: ON			28		
EXIT			34		
			50		

**VELOCITY**

BAR -/8

EXECUTE

Figure 169

16_BEAT_1		63	CONCERT_GRAND		63
BALLAD		(Grand_Piano)	2nd: Strings1		63
Tempo: 76		Transp: --	PIANO Page 1		
FROM	GLOBAL			TO	
ARR. A	Drum1	POP_SUPER_KIT	0	ARR. B	
	Drum2	-----	0		
	Bass	Precision	40		
	Ch1	Concert_Grand	35		
USER	Ch2	CountryFx	23	USER	
	Ch3	EL_Piano1	28		
@16_BEAT	Ch4	Strings1	34	@16_BEAT	
	Live Guitar	FINGERPICK	50		

**EDIT PATTERN** [RECORD]

Switch BAR -/8

EXECUTE

Figure 170

16_BEAT_1		63	CONCERT_GRAND		63
BALLAD		ARRANGER A	2nd: Strings1		63
Tempo: 76		Transp: --	PIANO Page 1		
ARR. A	Audio Drum	16_BEAT1RX_76	37	16	
PARAMETER	Drum1	POP_SUPER_KIT	0	QUANTIZE	
	Drum2	-----	0	RECORD	
Major	Bass	Precision	40	COPY	
	Ch1	Concert_Grand	35	CLEAR	
METR.: ON	Ch2	CountryFx	23		
	Ch3	EL_Piano1	28		
VELOCITY	Ch4	Strings1	34		
	Live Guitar	FINGERPICK	50		

**EDIT PATTERN** [RECORD]

Switch BAR -/8

SOLO VOLUME NEW STYLE NO-LOOP SAVE

Figure 171

## ■ How to EDIT/MODIFY an existing Style

In order to modify an existing style simply select it (after you have pressed the USER STYLE button to display the user styles), then press EDIT to access the Pattern Editor as shown in [Figure 172](#).

By using the navigation arrows, highlight the Voice of the arrangement part to be modified (for our example we're using the Bass line). Use the Dial to change the voice for this track. You can use any of the Voice Group buttons (Piano, El.Piano, Chrom ... etc.) to select the group from which you want to access a voice with the Data Value wheel ([Figure 173](#)).

To switch to a different Bank, highlight the part (e.g. Bass) and turn the Data Value wheel to access a different bank (e.g. Bass Bank) – then move back to the voice column and use the wheel to select a voice within the new bank.

Press RECORD (F8) to enter the recording mode. For our convenience we've switched from SOLO to ALL by using User (1/6) button just so we can hear all the other style parts (chord1, chord 2... etc.) while recording ([Figure 174](#)).

The voice assigned by default is whatever sound the current style used for this part.

By pressing the START button, Audya will count in with an extra measure (not recorded) before recording starts, to give you time to have a feel for the tempo before you start recording anything at the next measure.

Please keep in mind Recording mode at this point works by adding/inserting events (not replacing) within the existing track data.

If during recording unwanted notes are played, the user can delete it/them by pressing the Record button while the arrangement runs (to temporally de-activate recording) and then by pressing the Clear button - so now, while the arrangement part runs, delete unwanted single notes by pressing the corresponding key from the keyboard ([Figure 1755](#)).

Once this procedure is complete, press SAVE (U5/10) to store your work.



Figure 172



Figure 173



Figure 174



Figure 175



# Edit Pattern

## ■ How to Create your own Style

Here is how to Create your own style from scratch. First select any existing Style from the User Style selection, then press the EDIT button and NEW STYLE (U3/8) (Figure 176).



Figure 176

Name the new style using the keyboard and press SAVE (U5/10). Upon completion, the Parameter menu will be displayed automatically.

In this menu, you can set the Tempo (BPM) Time Signature, Arrangement Measures and metronome level for your new style, using the data cursor buttons to navigate and changing the value with the Data Value wheel (Figure 177).

When set parameters will be completed press SAVE than back to Main Style Creation page by press EXIT button.

From this point, you can now proceed to recording your Style as usual (Record the Drums, Bass, Chords ...).

When done with the recording, simply press SAVE (U5/10) to save it.

## IMPORTANT QUICK STYLE CREATOR TOOLS

Within the Pattern Editor menu, you can access and use the huge Library Banks available to help you instantly create professional styles at once:

- ✓ Substitute internal Audio and/or Midi Drums with User Audio Drums you've created/recorded/sampled or loaded from an external source.
- ✓ Substitute internal Midi Bass parts with the new ones from the Bass Bank.
- ✓ Substitute internal Chord 1 parts with the new ones from the Piano bank.
- ✓ Substitute internal Chord 2 & 3 parts respectively with the new Guitar Banks 1 and 2 sounds.
- ✓ Substitute internal Chord 4 parts with the new Arp&Licks melodies.
- ✓ Substitute internal Chord 5 parts with the Live Audio Guitar (or User Live Guitar).



Figure 177



Figure 178

Move the cursor to highlight the desired part and use Dial to select the required Bank (Figure 178).

### NOTE

*During playback, you cannot move the cursor vertically from one instrument to another, but only horizontally.*



## User Styles

Audya features two style families: FACTORY STYLES and USER STYLES .

The FACTORY STYLES are the built-in styles of Audya and can be accessed by using the keypad in the STYLE section and the ordinary selection of the style by using the F1-F10 buttons, as already described in the “Styles” chapter on [page 17](#). The styles of this family cannot be modified, meaning that you cannot overwrite them. You can load these FACTORY STYLES into memory and play them. However, you can edit the style currently loaded in memory by using the edit pages described in STYLE VIEW (see on [page 67](#)). Then, you can store the edited style as USER STYLE.

### ■ Storing a FACTORY STYLE as a USER STYLE

1. Select a FACTORY STYLE.
2. Once you have modified the style in the Style Modeling environment (see STYLE VIEW on [page 69](#)), press the SAVE button.
3. You will be prompted to input a name for the USER STYLE. Digit a name on the dialogue box by inputting characters directly from the keyboard and press SAVE again ([Figure 179](#)).
4. After saving, the style will be available in the USER STYLES area ([Figure 1180](#)).
5. Load the modified style, from the USER STYLES area, by pressing the USER STYLES button.

To reload the style that you have modified and stored, you must search it and load it from the USER STYLES area.



Figure 179



Figure 180

# Style Mode

## Style Mode

By pressing the MODE button of the STYLE section, you can access the functions and the settings of the Arranger.

The STYLE MODE main window is similar to **Figure 181**. From here you can choose 5 sections by using the USER buttons from 1 to 5:

**MODES (USER 1)**

**DRUM (USER 2)**

**BASS (USER 3)**

**CHORDS (USER 4)**

**LOWER (USER 5)**

### ■ MODES (1)

By pressing the USER 1 button once, you can access the first MODES window, where you can see the following functions corresponding to the F1-F10 buttons:

- F1–VOICE LIST TO STYLE
- F2–INTERACT. GUITAR
- F3–PIANIST/BASSIST
- F4–PIANIST SUSTAIN
- F5–PRESET MIX
- F6–AUTO FILL
- F7–AFTER FILL
- F8–FILL TO ARRANGE
- F9–CHORD MODE
- F10–ROOTLESS

### VOICE LIST TO STYLE

When this function is ON, it enables the Voice List to Style (**Figure 182**). You can store for each Style, besides the various parameters, also the Voice List currently selected on the panel. This function works only if the Voice List button is lit while the Style is running. Please note that this option can only be used with the User Style as you must save the style before use.

### INTERACT. GUITAR

When the INTERACTIVE GUITAR function is ON, you can set the dynamic value for the LIVE GUITAR part (**Figure 183**). In other words, by playing harder on the keyboard, the arrangement of the guitar becomes an arpeggio. By playing softer, the guitar plays rhythmic chords.

### PIANIST/BASSIST

Once selected by using the F3 button, you can choose between 4 operative modes by using the CURSOR ◀ ▶ buttons or the DATA/VALUE wheel for the PIANIST and BASSIST modes (**Figure 184**).  
STANDARD: this mode, lets you freeze the recognized chord by using the Sustain Pedal, so you can play the keyboard without altering the tonality of the Arranger.



Figure 181



Figure 182



Figure 183



Figure 184

**AUTO:** this mode lets you play 3 or more notes for chord recognition and then play the melody with one or two note max, without altering the tonality of the Arranger.

**EASY:** in easy mode the chord is immediately recognized while the notes are being pressed, without waiting a complete chord with at least three notes.

**EXPERT:** the chord recognition is achieved while the notes are being played by the left hand (with Manual Bass) and playing on the right split. In this way, complex chords can be recognized and the Arranger can be controlled with your right hand. Once a new chord is found, you can freely play the bass line without altering the chord recognition.

## PIANIST SUSTAIN

When this parameter is ON or OFF (Figure 185) enables/disables the Sustain Pedal control on Pianist when this is activated.

## PRESET MIX

When this parameter is ON (Figure 186) the Styles play the original factory mix. While in OFF position, you can freely adjust the volumes of the sections of the Arranger by using the sliders.

## AUTOFILL

When this parameter is ON (Figure 187) the drum plays automatically a Fill In when passes from a variation of the Arranger to another.

## AFTER FILL

When this parameter is ON (Figure 188) the drum plays the Fill In if you apply an Aftertouch on the left split.

## FILL TO ARRANGE

When this parameter is ON (Figure 189) each time you activate the Fill In, causes the automatic change to the next variation.



Figure 185



Figure 186



Figure 187



Figure 188



Figure 189



# Style Mode

## CHORD MODE

Once CHORD MODE is selected, you can choose among four operative modes for the automatic chords, by using the CURSOR ◀ ▶ buttons or the DATA/VALUE wheel (Figure 190).

### • Easy 1

Standard functionality with normal chord recognition. Some chord can be recognized even if they are played partially. For example, you obtain a major chord playing only the root. By using the root and the minor third you obtain the minor chord. By using the root and the seventh you obtain the seventh chord.

### • Easy 2

Similar to Easy 1, but it keeps in memory all the previously played notes, even if one note or more are released.

### • Fingered 1

The chord is recognized only by the notes really played.

### • Fingered 2

Similar to Fingered 1, but it keeps in memory all the previously played notes, even if one note or more are released.

## ROOTLESS

When the parameter is ON (Figure 191) it allows a particular recognition of the chords without the root.

## ■ MODES (2)

By pressing the USER 1 button twice, you can access the second MODES window (Figure 192). This screen allows to enable/disable the VOICE TO ARRANGE function. This function lets you play an instrument on the right split accordingly to Variation A, B, C, D of any style.

1. From the window with the empty slots (Figure 193), press any F1-F4 buttons.
2. Press a button on the VOICE section (Preset, Program or GM Voice).
3. By using the CURSOR ◀ ▶ buttons or the DATA/VALUE wheel select an instrument within the category. For example, FM\_PIANO of the EL.Piano category.
4. Repeat the operation for each slot.
5. Press the F5 button (Style Enabled) to enable the function for the single Style.
6. Press the F10 button (Global Enabled) to enable the VOICE TO ARRANGE function globally for all the Styles.
7. Save your choices into the current style by pressing the SAVE button on the front panel.



Figure 190



Figure 191



Figure 192



Figure 193

## ■ ORIGINAL FILL

The original fill will be always executed.

## ■ ORIGINAL BREAK

The original break will be always executed.

## ■ INTRO TO ARR A

After the intro is executed, the arranger moves automatically to Arr A.

## ■ STYLE BALANCE

Shows the volume balance of the style with the main volume of the keyboard.



## ■ DRUM (1)

- By pressing the USER 2 (DRUM) once you can access to the first edit window of the audio drum (Figure 194):

F1–LIVE DRUM: sets the STRETCH or PITCH mode for Audio Style Modeling of the live drum. The STRETCH algorithm (default) guarantees a good audio quality even changing the tempo. The available range is -30% up to +38% of the nominal speed of the wave.

The PITCH algorithm matches the tempo change of the sample altering the audio content. The available range is -30% up to +38%.

F3–BASS FREQ EQ: adjusts the EQ low frequency of the audio drum from 50 Hz to 990 Hz.

F4–TREBLE FREQ EQ: adjusts the EQ high frequency of the drum from 1030 Hz to 16130 Hz.

F8–BASS GAIN EQ: adjusts the EQ low frequency gain by +/-12 dB.

F9–TREBLE GAIN EQ: adjusts the EQ high frequency gain by +/-12 dB.

## Storing the DRUM parameters

- The parameters of LIVE DRUM (Stretch and Pitch) and the 2-bands parametric EQ for the audio drum can be saved as USER STYLE with any frequency (FREQ) and gain (GAIN) values. Press the SAVE button on the front panel and give a name by using the keyboard or use the same style name, as shown in Figure 195, by pressing the USER 5 button (SAVE).

## ■ DRUM (2)

- By pressing the USER 2 button twice you can access the AUTO CRASH parameters, that is the automatic hit on the cymbals (CRASH). F1–AUTO CRASH INTRO: the Autocrash function can be enabled/disabled after the Intro of the style. F2–AUTO CRASH FILL/B: the Autocrash function can be enabled/disabled after the Fill In and the Break of the style.

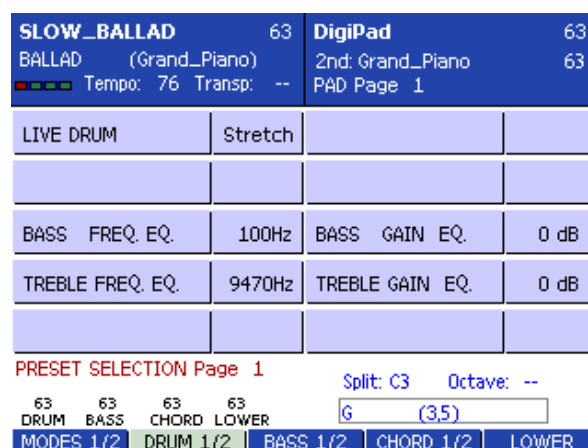


Figure 194

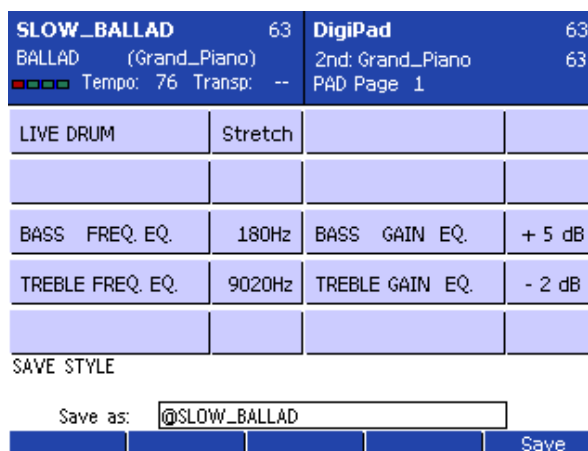


Figure 195

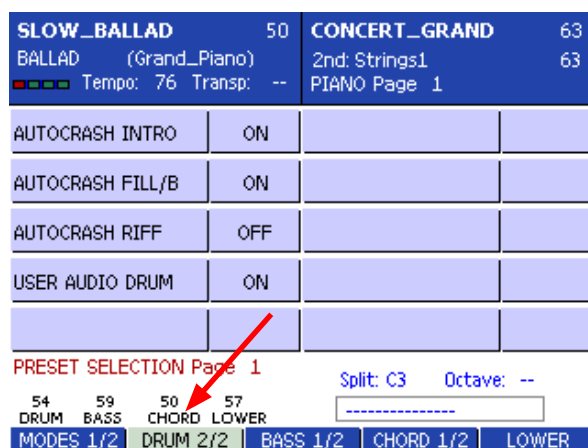


Figure 196

## NOTE

The AUTO CRASH works only if present within the style. If the Autocrash is not programmed into the style its two options have no effect.

# Style Mode

## ■ BASS (1)

- The USER 3 button (BASS) opens the edit window for the bass part of the Arranger. By using the F1-F10 buttons you can set the following options:  
F1-BASS TO ROOT: (Figure 197) brings all the automatic bass notes to the root of the recognized chord.

F2-RETRIGGER: the bass re-triggers by using the root note each time the chord is recognized.

F3-PEDALBOARD: enables the functionality of the bass MIDI pedalboard.

F4-MONO/POLY: (Figure 198) sets the monophonic or polyphonic behaviour of the manual bass and the pedalboard.

F5-OCTAVE: (Figure 199) octave selection for the manual bass and for the pedalboard, within +/- 2 octaves range.

F6-SUSTAIN: Sustain length for the manual bass and for the pedalboard, values from 0 to 64.

F7-PEDAL TO CHORD: the bass pedalboard takes a part in the chord recognition. In this way you can control the automatic bass by using the pedalboard while the automatic chords are always controlled by using the left hand.

F8-PEDAL DYNAMIC: (Figure 200) dynamic control by using the pedalboard. Use the CURSOR ◀ ▶ buttons to set a fixed dynamic value from 0 to 127. Press the buttons together to return to normal mode.

F9-PIANIST BASIC BASS: special feature of the automatic bass within PIANIST mode. You can play the root note of the chord for the beat length. When the beat ends, the bass will follow its original line.

F10-BASS ALTERNATE: special mode for the alternate bass that follows the chord change accordingly to the correct harmony rules. For example, when you don't play again the root note or the fifth that you have just played. The function works only with the styles in which the alternate root/fifth bass was programmed.

## ■ BASS (2)

- Pressing the USER 3 (BASS 1/2) button you enter the second page, which contains the following parameter:
- Voice Lock (ON / OFF)  
It locks the bass voice so it will not change when loading a registration.
- Manual Bass Level  
Bass Volume setting User can define fixed value (0-127) or Style linked value related (Style Parameter).



Figure 197



Figure 198

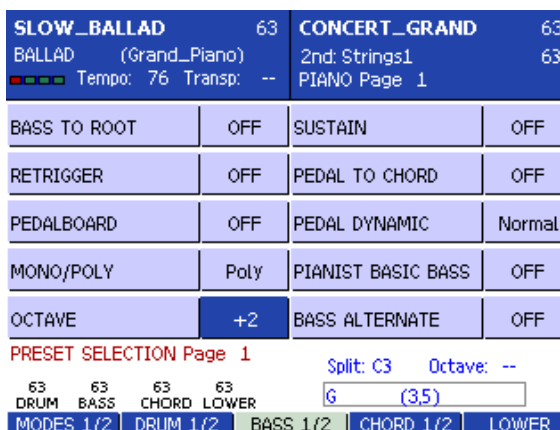


Figure 199

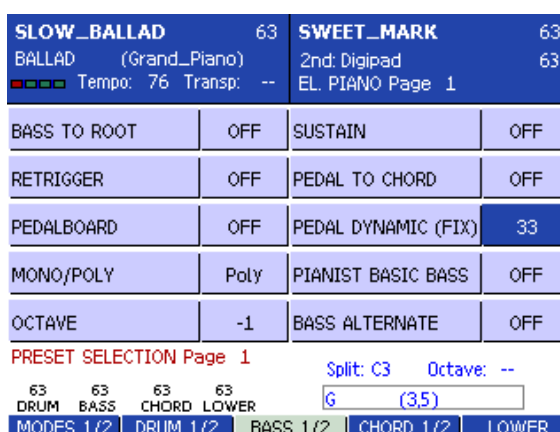


Figure 200

## ■ CHORDS (1)

- The USER 4 button (CHORDS) allows to access the chords settings (Figure 201). You can select the CLOSE/PARALLEL mode (except Live Guitar) and NORMAL/RETRIGGER mode for the 5 chords of the Style.

In CLOSE mode the chords follow the intervals of the notes closer to conventional harmony rules.

In PARALLEL mode the notes of the chords will be transposed without changing the intervals. F1-CHORD 1 (CLOSE/PARAL.): sets the Close or Parallel mode.

F2-CHORD 2 (CLOSE/PARAL.): as above.

F3-CHORD 3 (CLOSE/PARAL.): as above.

F4-CHORD 4 (CLOSE/PARAL.): as above.

F5-CHORD 5 (CLOSE/PARAL.): as above.

F6-CHORD 1 (NORMAL/RETR.): sets how the chord plays. In RETRIGGER mode, the chord re-trigger each time it is played.

F7-CHORD 2 (NORMAL/RETR.): as above.

F8-CHORD 3 (NORMAL/RETR.): as above.

F9-CHORD 4 (NORMAL/RETR.): as above.

F 10-CHORD 5 (NORMAL/RETR.): as above.

## ■ CHORDS (2)

- By pressing the USER 4 button again you can access the INVERSION function corresponding to F1 button. This function allows the control of the notes and the transposition threshold, so the notes are automatically moved to the lower octave instead of being played on the higher octaves. By using the CURSOR ◀ ▶ buttons or the DATA/VALUE wheel you can set the Eb E F F# G notes, as shown by the arrow on top of Figure 202.

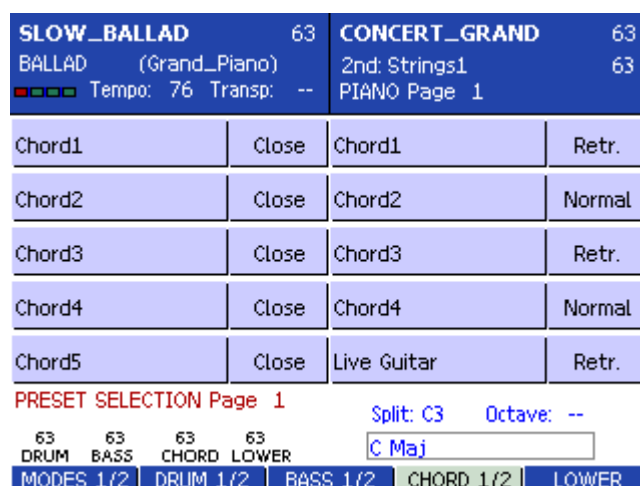


Figure 201

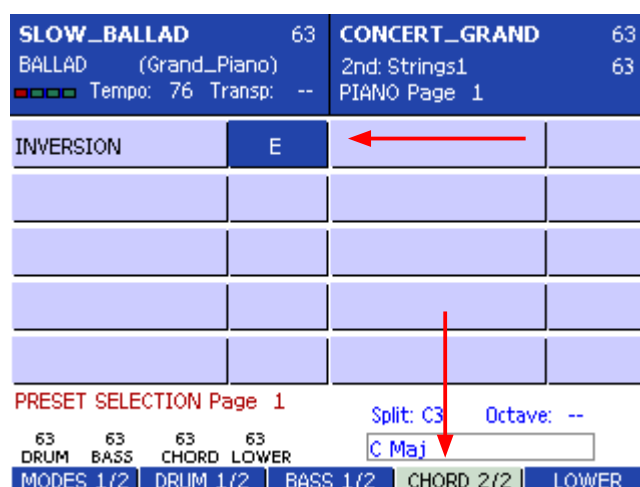


Figure 202

# Style Mode

## LOWER

- The USER 5 button (LOWER) opens the edit window for the left hand (**Figure 203**):  
 F1–LOWER 1 HOLD: enables the hold control (Hold) on the first Lower section. The setting is valid for all the Styles.  
 F2–LOWER 2 HOLD: enables the hold control (Hold) on the second Lower section. The setting is valid for all the styles.  
 F3–OFF STOP: when is ON it exclude the the Lowsers during the Stop condition.  
 F4–MUTE: global mute of the two Lowsers. The setting is valid for all the Styles.  
 F5–MODE: sets various modes for the Lower sections. By using the CURSOR ◀ ▶ buttons or the DATA/VALUE wheel you can set the following values:  
 Normal: standard mode, with the Lower always active.  
 Bas+Lower: only when the Arranger is stopped, the manual bass and the chord play together.  
 Hold Stop: holds the Lower also when the Arranger is stopped, instead of being disabled in normal condition.
- BREAK HOLD**: If set to off, clears the lower 1 when executing a break
- BREAK HOLD**: If set to off, clears the lower 2 when executing a break
- RETRIGGER**: makes retrigger of lower when arranger changes
- VOICE LOCK**: locks the voice on lower.

<b>SLOW_BALLAD</b>	50	<b>CONCERT_GRAND</b>	63
BALLAD (Grand_Piano)		2nd: Strings1	63
Tempo: 76	Transp: --	PIANO Page 1	
LOWER1 HOLD	ON	BREAK HOLD	ON
LOWER2 HOLD	OFF	BREAK HOLD	ON
OFF STOP	OFF	RETRIGGER	OFF
MUTE	OFF	VOICE LOCK	OFF
MODE	1	Normal	

PRESET SELECTION Page 1

Split: C3 Octave: --

54 59 50 57  
 DRUM BASS CHORD LOWER

MODES 1/2 DRUM 1/2 BASS 1/2 CHORD 1/2 LOWER

Figure 203



## GM Part

When MIDI Player is playing back, you can open the window to control the parts corresponding to the MIDI tracks of the file (Figure 204), by pressing the GM PART button on the PLAY CONTROL section.

By using the USER 1-5 buttons you can see the pages where to set all the parameters of the MIDI tracks of the file.

The USER buttons allow to edit the following items:

- GM PARTS
- FILT. TX/RX
- FILT. TO ALL
- 16 PARTS
- UTILITY

### ■ GM PARTS (USER 1)

By pressing GM PARTS (default selection), the F1-F10 buttons allow to set the following parameters:

- F1-VOLUME
- F2-REVERB
- F3-CHORUS/DISTORTION/ECHO
- F4-PAN
- F5-MUTE
- F6-SHIFT (+/- 36 semitones transposition)
- F7-CHAN TX ON/OFF
- F8-CHAN RX ON/OFF
- F9-MODE (VOICE, VOCAL, DRUM)
- F10-SOLO

You can change the GM part, that is the track of the current MIDI file, by using the CURSOR ◀ ▶ buttons.

The parts stand in the middle of the screen as PART 01, PART 02... up to PART 16.

Please note that the F5 and F10 buttons set the MUTE and SOLO functions of the part, respectively. For each part you can change also the instrument (Program Change) rotating the DATA/VALUE when no F1-F10 buttons is selected. You can set a GM VOICE and a SUPERSOLO previously loaded into RAM. To deselect a F1-F10 button just press the same button twice.

### Transposition of the MIDI part

1. Select the part by pressing the CURSOR ◀ ▶ buttons. For example, select part 04.
2. Press the F6 button (SHIFT).
3. Turn the DATA/VALUE to set the value. In Figure 205 the part is transposed by +12 semitones.



Figure 204



Figure 205



Figure 206

### Setting the VOCAL mode

The melody part is, usually, on MIDI channel 4, so you can set the VOCALIZER effect by turning the DATA/VALUE wheel. When you select the VOCAL mode for the MIDI file part, "MIDI MODE" appears in the middle of the screen (Figure 206). At this point, press the VOCALIZER button on the VOICETRON section, and the MIDI file track will drive the channel of the voice, making double voices and choir effects.

1. Select the part by pressing the CURSOR ◀ ▶ buttons. For example, select part 04.
2. Press the F9 button (MODE).
3. Turn the DATA/VALUE to set the value by selecting VOCAL (Figure 206).
4. Turn the button VOCALIZER on.
5. To edit the MIDI MODE, please see VOICETRON section later in this manual.

## ■ FILT. TX/RX (USER 2)

By pressing FILTER TX/RX you can access the window where to edit the MIDI transmission filters (Figure 207).

By pressing the button again you can access the window where to edit the MIDI reception filters. To change the MIDI transmission/reception parameters, please see the MENU>MIDI section.

## ■ FILT. TO ALL (USER 3)

By pressing FILT. TO ALL, you can set the filter to all (ALL) or to a single MIDI channel (SINGLE).

## ■ 16 PARTS (USER 4)

By pressing 16 PARTS, you can access the window where the status of the 16 parts appear, divided into two windows of 8 parts each. From each of the two windows you can change all the tracks parameters by using the F1-F10 buttons and the DATA/VALUE wheel.

1. Press the F1 or F6 buttons repeatedly to choose the Program Change of the part/track. In this way you see the 16 parts/tracks of the MIDI file. By using the CURSOR ◀ ▶ buttons or the DATA/VALUE or the VOICE buttons you can select the GM instrument for each part/track (Figure 208).
2. Press the F2 or F7 buttons repeatedly to highlight one of the 16 parts/tracks of the MIDI file. By using the CURSOR ◀ ▶ buttons or the DATA/VALUE you can set the volume from 0 to 63. By pressing the CURSOR ◀ ▶ buttons you set the value to 0 (Figure 209).
3. Press the F3 or F8 buttons repeatedly to highlight one of the 16 parts/tracks of the MIDI file. By using the CURSOR ◀ ▶ buttons or the DATA/VALUE you can set the Reverb from 0 to 63. By pressing the CURSOR ◀ ▶ buttons you set the value to 0 (Figure 210).
4. Press the F4 or F9 buttons repeatedly to highlight one of the 16 parts/tracks of the MIDI file. By using the CURSOR ◀ ▶ buttons or the DATA/VALUE you can set the Chorus from 0 to 63. By pressing the CURSOR ◀ ▶ buttons you set the value to 0.
5. Press the F5 and F10 buttons to set the MUTE and SOLO function of the selected part, respectively. When the part is in MUTE or in SOLO condition, an asterisk will appear. In Figure 211 the part 1 is in SOLO condition. While more parts can be muted, only one part can be soloed.

### NOTE

To find one or more parts in MUTE condition, press the F1-F6, F2-F7, F3-F8 or F4-F9 buttons repeatedly. Press F5 or F10 to disable the MUTE condition. Press the F10 button (SOLO) twice if you want to disable quickly the MUTE condition on any part.



Figure 207



Figure 208



Figure 209



Figure 210



Figure 211

## ■ UTILITY (USER 5)

By pressing UTILITY, you can access the MIDI utility window (Figure 212). Here you can set the following parameters by pressing directly the F1-F10 buttons:

- F1–SOFT-THRU: enables the MIDI Thru.
- F2–MIDI CLOCK IN: enables the MIDI clock reception.
- F3–MIDI CLOCK OUT: enables the MIDI clock transmission.
- F4–LOCAL: enables the Local On/Off function of the keyboard.
- F5–MIDI PORT IN GM: enables the MIDI IN 1 or 2 port for the General MIDI data reception.
- F6–USB MIDI OUT: enables the MIDI transmission on the USB port.
- F7–GM2 MODE: enables the General MIDI 2 mode.
- F8–GLOBAL GM TX: enables the General MIDI global transmission.
- F9–MIDI IN SEND TO: enables the data transmission from the MIDI IN port to the MIDI out 1 or 2 port.
- F10–CLOCK IN TO STYLE.

## Storing the changes into the MIDI file

1. From the window GM PARTS, when the MIDI file is playing back or paused, press the SAVE button on the front panel. A dialogue window where to type the file name will appear (Figure 213). Give a name to the file by typing letters and numbers directly on the keyboard and then press the USER 5 button (SAVE).

The MIDI file will be saved with the new name or overwritten, if you leave the same name.

The parameters settings to store into the MIDI file can be selected by using the F1-F10 buttons. The options will be highlighted by an asterisk (Figure 214):

F1–Arab. Scale: Arabian scale settings

F2–Drm. Mixer: Drum Mixer settings

F3–Part Param: GM part parameters

F4–Song Param: Song parameters

F5–Song Tempo: Song tempo setting

F6–Lead Chan: Lead channel

F7–Right Param: Right hand parameters

F8–Song Trans: Song transposition

F9–Glob. Trans: Globale transposition

F10–Keyb. Trans: Keyboard transposition

2. Only for an example, in each MIDI file you can store:

- Tempo settings modified by the TEMPO SLOW FAST buttons.
- Keyboard transposition (semitones and/or octaves).
- Song transposition.



Figure 212

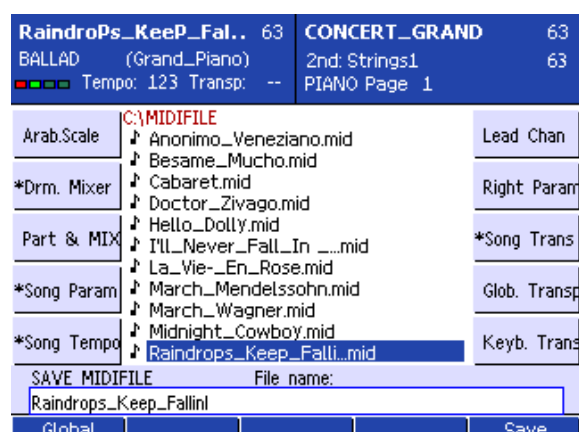


Figure 213



Figure 214

- MIDI file parts transposition.
- Volume, Reverb and Chorus of each part.
- Right hand instrument.
- Single drum instruments settings of the drum, e.g. muting some of them into the MIDI file.

Before storing the MIDI file you can choose the GLOBAL or INITIAL option by using the USER 1 button and the REMOVE option by using the USER 3 button.



# Drum Mixer

## Drum Mixer

By pressing the DRUM MIXER button on the PLAY CONTROL section you can access the 10 percussive parts of the drum set (Figure 215). By pressing the F1-F10 buttons you select the percussive parts of the drum:

- F1–KICK
- F2–SNARE
- F3–HI-HAT
- F4–CYMBAL
- F5–TOM
- F6–RIMSHOT
- F7–LATIN1: Latin percussion 1.
- F8–LATIN2: Latin percussion 2.
- F9–LATIN3: Latin percussion 3.
- F10–CLAP/FX: hands clap and effects.

When no USER 1-4 button is selected (to deselect a button just press the button again) you can MUTE the single percussive parts of the drum by using the F1-F10 buttons (Figure 215). To UNMUTE a percussive part, press the same F1-F10 button again.

The USER buttons from 1 a 4 let you modify the following items:

VOLUME

REVERB

PAN POT

DRUM REMAP

SINGLE/GLOBAL

### VOLUME (USER 1)

By pressing VOLUME, you can set the volumes of the percussive parts of the drum by using the F1-F10 buttons and the DATA/VALUE wheel or by using the CURSOR ◀ ▶ buttons. The available values are from 0 to 15 (Figure 217). By pressing the CURSOR ◀ ▶ buttons together you set the value to 0.

### REVERB (USER 2)

By pressing REVERB, you can set the reverb sends of the single percussive parts of the drum, by using the F1-F10 buttons and the DATA/VALUE wheel or by using the CURSOR ◀ ▶ buttons. The available values are from 0 to 15 (Figure 218). By pressing the CURSOR ◀ ▶ buttons together you set the value to 0.

### PAN POT (USER 3)

By pressing PAN POT, you can set the stereo position of the single percussive parts of the drum by using the F1-F10 buttons and the DATA/VALUE wheel or by using the CURSOR ◀ ▶ buttons.



Figure 215



Figure 216



Figure 217



Figure 218



The available values are from 64L to >|< and to 63R, that is totally to the left, in the centre and totally to the right (**Figure 219**). By pressing the CURSOR ◀ ▶ buttons together you set the PAN value in the centre (>|<).

## ■ DRUM REMAP (USER 4)

By pressing DRUM REMAP, you can access the window where to set a custom map for the percussive parts of the drum. By using the F1-F10 buttons you can select the percussion and then assign the instrument directly to one note of the keyboard. By using the DATA/VALUE wheel or the CURSOR ◀ ▶ buttons you can select the available drum sound (**Figure 220**). Please note that when the assigned instrument changes, an asterisk appears after the name of the instrument. The USER 5 button enables/disables the MANUAL DRUM function, that is the manual playing of the drum directly from the keyboard.

## ■ SINGLE/GLOBAL (USER 5)

Allow to save modification on single arrangement or whole style.

## Drum Remap example

The Drum Remap function has effect only on the MIDI drum. So, for the following example, select a MIDI style.

1. Select the “Soul\_Pop” style from Rock user style category (**Figure 221**).
2. Press DRUM MIXER and press the USER 4 button (Drum Remap) as shown by the arrow on **Figure 222**. Start the style to listen immediately to the changes you make.
3. Select the Variation A of the Arranger.
4. If you to “remap” the kick of the drum, press F1 to select the first Drum Remap slot.
5. Press the note corresponding to the kick of the style. In our example is C1.
6. The display will show the sound on that key (**Figure 223**).
7. Using the wheel DATA/VALUE select “kick15. Next to the name slot will appear with an asterisk (\*). In our example you will hear the bass drum sound with an electronic sound (**Figure 224**).
8. Press F1 again to move on the part of the Drum category so you can navigate between the different categories.

## NOTE

Please note that the Drum Remap applies to the style and to each Variation (A B C D). So, if you select the B Variation, the Drum Remap screen will be empty. In this way, you have the possibility to remap all the Variations of the style independently.



Figure 219



Figure 220

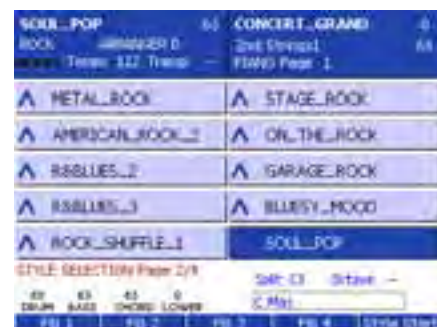


Figure 221



Figure 222



Figure 223

# Drum Mixer

9. Press F1 once more to deselect.
10. Repeat the same procedure for the snare (see below).
11. Press F2 and the Eb1 key on the keyboard (Figure 182).
12. Select “snare015” by using the DATA/VALUE wheel (Figure 183).
13. Press F2 twice to deselect.
14. Press F3 to select a new Drum Remap bank.
15. Press the D1 note and select “snare014” by using the DATA/VALUE wheel.
16. Press F3 twice to deselect.
17. Same procedure for the Hi-Hat. Press F4 and the F#1 key on the keyboard.
18. Select “stick09” by using the DATA/VALUE wheel.
19. At this point, the style is modified. You can go on by using the same procedure to remap all the drum sounds as you like.
20. Once you are satisfied, press the SAVE button on the front panel, give a new name to the User style and press the USER 5 button (SAVE) to store the changes (Figure 184).



Figure 224



Figure 225



Figure 226



Figure 227



## Drum Set

By pressing the DRUM SET button in the PLAY CONTROL section you can access the screen where to select one of the available 53 DRUM SETS plus 20 user sets (Figure 228).

By pressing the F1-F10 buttons you select the DRUM SET, while the CURSOR ◀ ▶ or the BACK and FORWARD buttons below the display allow to access the various pages of the DRUM SET.

The USER 1-5 buttons will show the corresponding edit pages: INTERNAL, USER, INS, FUNCTION, FULL RANGE

### ■ INTERNAL (USER 1)

By selecting INTERNAL (default selection), you can set the DRUM SET among the 54 internal drum sets.

### ■ USER (USER 2)

By selecting USER, you can access the screen where to select/edit the 20 DRUM SET created by the user (Figure 229).

### ■ INS (USER 3)

By selecting INS you can DRUM SET loaded into RAM.

### ■ FUNCTION (USER 4)

By selecting FUNCTION, you can access the screen where to set the button SHIFT function which shift the DRUM SET in the range of +/- 24 semitones (in 12 semitones steps) (Figure 230).

### ■ FULL RANGE (USER 5)

By selecting FULL RANGE, you can put the DRUM SET on the entire keyboard or on the left split (SPLITTED).

## Creating or editing a user DRUM SET

1. Press the USER 2 button (USER) to enter the user DRUM SET editing window (Figure 231).
2. Select one of the 10 USER\_DRUM of the first window by using the F1-F10 buttons, or one of 10 of the second window, accessible by using the CURSOR ◀ ▶ buttons or the DATA/VALUE wheel.
3. Press the EDIT button on the front panel. A window like Figure 232 will appear
4. Press F1 (KEY) to select the percussive instrument to assign to the note played on the keyboard. On our example is C1 of the KICK percussive group. If you assign another percussive instrument, press any other key on the keyboard.



Figure 228



Figure 229



Figure 230

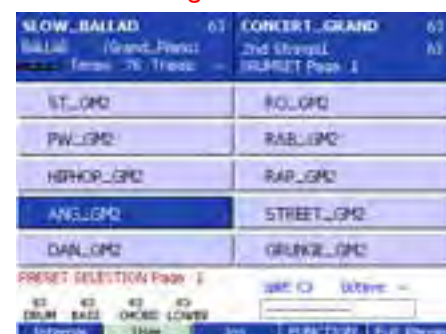


Figure 231



Figure 232

# Drum Set

- Press F2 (GROUP) if you want change the percussion group (Figure 233) by using the CURSOR ◀ ▶ buttons or the DATA/VALUE wheel:  
KICK  
SNARE  
HI-HAT  
CYMBAL  
TOM  
RIMSHOT  
LATIN1  
LATIN2  
LATIN3  
CLAP/FX
- Press F3 (INSTR.) to select an instrument within the percussion group, by using the CURSOR ◀ ▶ buttons or the DATA/VALUE wheel. In our example is “kick18” (Figure 234). By pressing the CURSOR ◀ ▶ buttons together you set “empty” that is no instrument.
- Press F6 (TUNE) to set the fine tune of the percussive instrument, by using the CURSOR ◀ ▶ buttons or the DATA/VALUE wheel. The values are from 0 to 128 (0-100 cents).
- Press F7 (SHIFT) to set the pitch by +/- 32 semitones in one semitone step of the percussive instrument, by using the CURSOR ◀ ▶ buttons or the DATA/VALUE wheel. In Figure 235 the pitch is +16 semitones.
- Press the USER 5 button (SAVE) to store the user DRUM SET, give a name directly from the keyboard and choose the position where to store. In Figure 236 the name given to the user DRUM SET is “MY\_DRUM”.

## Setting a USER DRUM SET in a style

- After you have selected a style, press the STYLE VIEW button on the front panel.
- Press the F1 button to select the drum part of the style.
- If “Audio Drum” is displayed, press F1 again to select “Drum1”.
- By using the CURSOR ◀ ▶ buttons or the DATA/VALUE wheel select one of the DRUM SET created by the user. In Figure 237 the selected USER DRUM SET is “MY\_DRUM”.



Figure 233



Figure 234



Figure 235



Figure 236



Figure 237

### NOTE

Please see all the DRUM SET lists and the percussive instruments included into the drum sets in the “Sounds” section of this manual.



## Drawbars

By pressing the DRAWBARS button on the VOICE section, you switch the DRAWBARS mode on. For the selection of the different organ types please see “Selecting the organ DRAWBARS” on [page 20](#).

### Creating a new organ DRAWBARS

To create a new type of organ Drawbars, select one of the 20 organs available from the two DRAWBARS pages ([Figure 238](#)).

- Press the EDIT button on the front panel to access the edit window. The F1-F10 buttons allow to access the following parameters ([Figure 239](#)):  
 F1–PERCUSS. ON/OFF: enables/disables the organ percussion.  
 F2–HARMON. 2nd/3rd: adds even/odd harmonics to the percussion.  
 F3–DECAY: decay of the percussion (0–7).  
 F4–VOLUME: volume of the percussion (0–63).  
 F5–CLICK: “click” volume (0–63).  
 F6–SUSTAIN: Sustain amount (0–16).  
 F7–BS BOOST: bass boost (0–63).  
 F8–REVERB: Reverb amount (0–63).  
 F9–CHORUS: Chorus amount (0–63).  
 F10–OVERDR.: Distortion amount (0 to 63).

- Set the DRAWBARS values by moving the 9 sliders of the MIXER section independently ([Figure 240](#)).
- Press the USER 5 button (SAVE) to store the organ DRAWBARS setting. The store position is the same of the current organ.

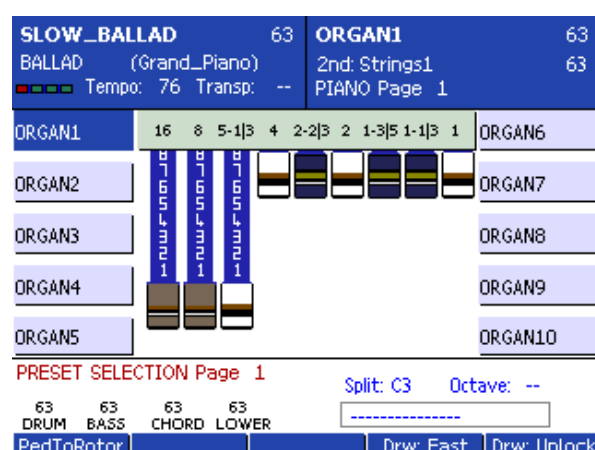


Figure 238

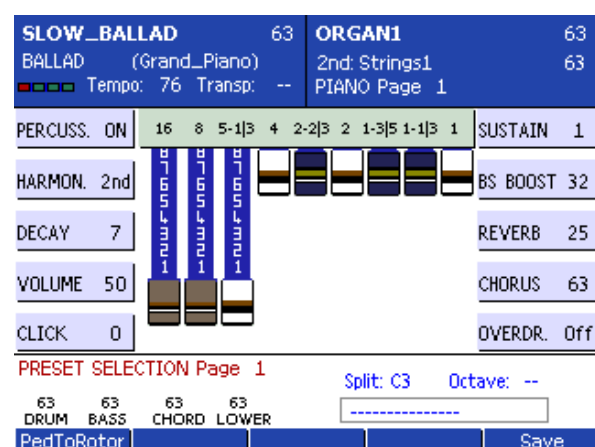


Figure 239

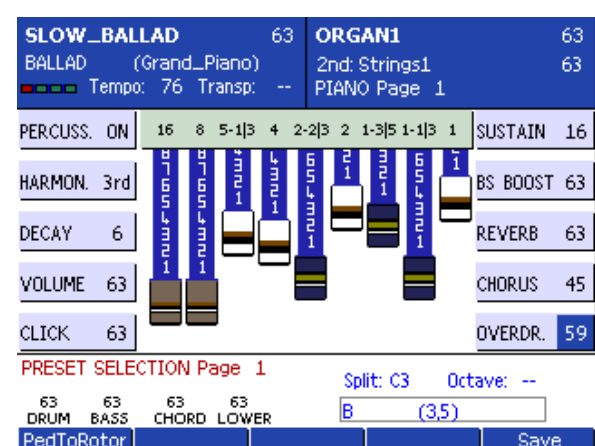


Figure 240

### NOTE

In DRAWBARS mode, if you press the USER 1 button (PedToRotor) you can activate the rotor by using the pedal connected to SUSTAIN PEDAL on the rear panel. The PedToRotor ON/OFF parameter is not stored into the user DRAWBARS so it must be activated manually.



## MSP

Audya offers a complete Multi Sample Player editor. To access the MSP function, press the WAVE button, choose a file from the list in the WAVE folder and press the EDIT button.

### ■ Creating an MSP

1. Select a WAV format file from the WAVE folder and press ENTER to load the file into memory (Figure 245). By using the F1-F10 buttons you can access the following functions:  
 F1 - START: sets the start of the note range on the keyboard. Press a button on the keyboard for the automatic assignment (Figure 246) or use the DATA/VALUE wheel or the CURSOR ◀ ▶.  
 F2 - END: sets the end of the note range (Figure 247) as described above.  
 F3 - KEY: sets the basic pitch. Press a button on the keyboard for the automatic assignment.  
 F4 - PITCH: it can be TRACKING, that is tuned for each button of the keyboard, or FIXED, that is with fixed pitch for any keys of the keyboard.  
 F5 - FINE: fine tuning of the sound up to +99 cents of a semitone.  
 F6 - VOL: sets the output volume.  
 F7 - CUTOFF: sets the cutoff frequency (low-cut filter).  
 F8 - EP (END POINT): sets where the sound ends.  
 F9 - LP (LOOP POINT): sets where the sound loops.
2. By using the USER 1 button (PAGE >>) you can jump to a further screen to edit the parameters of the sample (Figure 248). By using the F1-F10 buttons you can access the following functions:  
 F1 - ATTACK: sets the attack time of the envelope.  
 F2 - DECAY: sets the decay time of the envelope.  
 F3 - SUSTAIN: sets the sustain level of the envelope.  
 F4 - RELEASE: sets the release time of the envelope.  
 F6 - SLOPE: sets the slope of the envelope.  
 F7 - OFFSET: sets the amount of the envelope accordingly to the dynamics.  
 F8 - FILT. SLOPE: sets the filter slope.  
 F9 - FILT. OFFSET: sets the amount of offset on the filter accordingly to the dynamics.
3. Load another WAV file, assign it to another button and repeat editing.
4. When you select all the desired WAV files you can see the list of the files loaded into MSP by pressing the MSP VIEW button (USER 2 button). In this screen you can check the files out, remove files (USER 3 button) and play a file by using the SOLO button (USER 4 button). This environment lets you re-edit the previously created MSP files. By pressing the MSP VIEW button again you exit to the main window.



Figure 245



Figure 246



Figure 247



Figure 248

# MSP function

## ■ Saving and loading an MSP

1. When you finish editing, save the MSP by using the USER 5 button (SAVE). Digit a name on the dialogue box by inputting characters directly from the keyboard and press SAVE again (Figure 249).
2. Select an MSP from disc to load it into memory. By pressing the ENTER button, a progress bar will appear. When the file is loaded, you can select it by pressing the INS-EFFECT SFX. It will be treated as an INS voice (Program or MIDI insertion, etc.).

### NOTE

The MSP files created by Audya will be stores in a single file containing all the information data to work, unlike the previous versions of KETRON files which need to have the WAV files in the same folder. Ot means that, if you want to use a previous version of MSP file, you should put all the linked WAV files in the same folder of the MSP file.

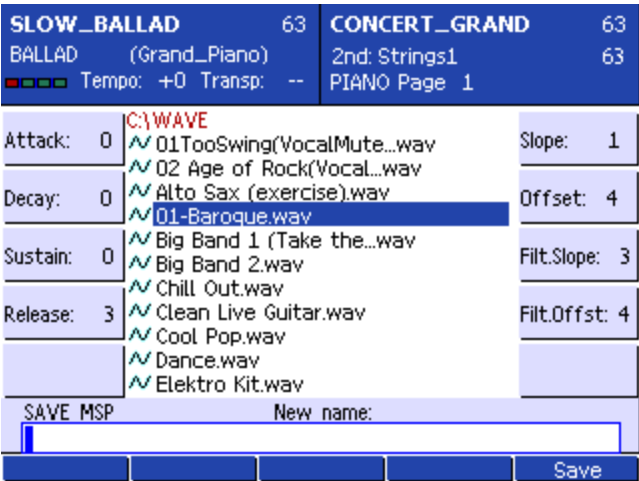


Figure 249



## Voice List

By pressing the VOICE LIST button in the VOICE section, the screen of the custom voices will appear. For each of the 16 VOICES (the first two rows) you can access the VOICE LIST button with 20 memory locations each. In this way, you can customize your favourite voice lists to be used for each voice family.

### ■ Storing a VOICE LIST

1. Select a group ( family sound) by press a VOICE button ( i.e.EL. PIANO).
2. A screen like **Figure 250** will appear, showing the first ten memory locations.
3. Press the CURSOR ► to jump to the second page and see the next ten EMPTY VOICE locations.
4. By using the F1-F10 buttons, select an empty memory location (**Figure 251**).
5. If you want, you can replace the voice in that location later.
6. Press the EDIT button. The VOICE LIST button flashes.
7. Select any keys in the VOICE section. For example, “EL. PIANO”, if you want to stay in the same family, but you can choose any other family, of course.
8. By using the F1-F10 buttons and the CURSOR ◀ ► for page selection, select any voice. For example, “FM\_PIANO 2” on the second page of “EL. PIANO” (**Figure 252**).
9. Press the ENTER button to confirm the selection.
10. If you want, choose further voices following the same procedure from step 5 to step 7, changing each time the memory location by using the F1-F10 buttons and the CURSOR ◀ ►, until you finish your favourite VOICE LIST (**Figure 253**).
11. Press SAVE, corresponding to the USER 5 button, or press the SAVE button on the panel to store the custom VOICE LIST.
12. Press the EDIT button to exit edit mode. The VOICE LIST button will stop flashing.
13. At this point, if you press the VOICE LIST button, you will display your custom list for each family of the VOICE section.



Figure 250



Figure 251



Figure 252



Figure 253

# User Voice List

## ■ What is a User Voice List

The new User Voice List is controlled from the Voice group Effect/SFX, can be edited independently from the others User Voices and can be associated to Style, Midi, Mp3 and Wave for an automatic recall. User Voice List files (with extension \*.UVL) are located per default on folder C: USER VOICE LIST, into 4 subfolders: Midi, Mp3, Style, Wave. In alternative they can be set automatically on Menu: KEYBOARD CONTROL > UTILITY > PAGE 2/4 > Player Autoload and Text+UVL or UVL (Figure 254).

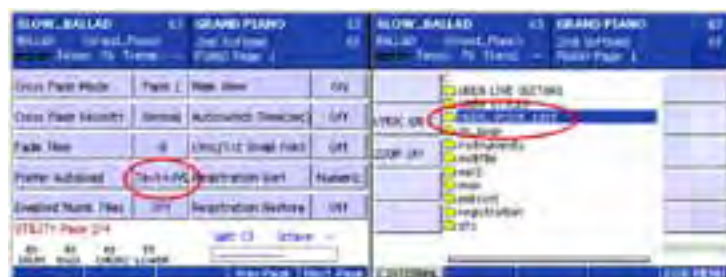


Figure 254

## ■ How to save your User Voice List:

Edit menu is the same used for standard Voice List. Make your modifications on the 20 Voices of the List provided on EFFECT/SFX group. You can Save it in 2 ways:

1. Save together with the entire Voice List on folder C:\SYSTEM\INIT\VOICELIST.TOU by pressing USER 5/10 SAVE.
2. Save just the individual User Voice List by pressing USER 4/9 SAVE UVL. This file will be saved into the UserVoice List folder of Audya (Figure 255).



Figure 255

## ■ How to assign a User Voice List to Style, Midifile, Wave, Mp3

### STYLE

Select the Style. Press Voice List tab and then select the Voice group EFFECT/SFX.

Press Save. Related to the F3 button the display will show SAVE UVL to STYLE.

Pressing again F3 will save the User Voice List on folder USER\_VOICE\_LIST\STYLE.

If no other name has been written for the User Voice List, this will be saved with the same name of Style. Any time this Style is recalled Audya will load automatically also it's correspondent User Voice List (Figure 256).



Figure 256

## MID,WAV and MP3

The same concept of the Style is applied to Mid, Wav and Mp3. Once file is selected press SAVE.

On F3 button the display will show:

SAVE UVL to MIDI or SAVE UVL to WAVE or

SAVE UVL to MP3.

By pressing F3 the current User Voice List will be saved on the correspondent User Voice List folders.

USER\_VOICE\_LIST\MIDI or

USER\_VOICE\_LIST\WAVE or

USER\_VOICE\_LIST\MP3

When the User Voice List is saved with same name of the files, then it will automatically loaded (Figure 257).

### NOTE

*When <SAVE> button is pressed of F3 must be displayed the file reference information. If not, pls. verify if DISK, REGISTRATION, PLAYLIST or SFX leds are off: at least a Style, Midi, Wave or Mp3 must be selected.*



Figure 257



## Menu

By pressing the MENU button on the front panel you can access the MENU main page (Figure 258). Here you can find many edit pages where to set the keyboard.

The F1-F9 buttons will open the following pages:

- F1—LANGUAGE
- F2—MIDI
- F3—DSP
- F4—KEYBOARD CONTROL
- F5—OUTPUT ASSIGN
- F6—METRONOME CLICK
- F7—VIDEO MODE
- F8—AUDIO RECORDING
- F9—MIDI RECORDING

### ■ LANGUAGE

- Press the F1 button (LANGUAGE) for the selection of the system language (Figure 259). By using the F1-F10 buttons you can set the following languages:  
F1—ENGLISH  
F3—DEUTSCH: German.  
F6—ITALIANO: Italian.

Once the language is set, exit from MENU by using the EXIT or MENU buttons. Press SAVE and F6 (CUSTOM STARTUP) to store the language setting at Audya start-up.

### ■ MIDI

- Press the F2 button (MIDI) to open the MIDI settings page (Figure 260). By using the F1-F10 buttons you can access the following settings:  
F1—CHANNEL TX: transmission channels setting.  
F2—FILTER PROG.CHANGE TX: Program Change transmission filter setting.  
F3—TRANPOSE TX: part transpose transmission.  
F4—UTILITY: utility page (see more details later).  
F6—CHANNEL RX: reception channels setting.  
F7—FILTER PROG.CHANGE RX: Program Change reception filter setting.  
F8—TRANPOSE RX: part transpose reception.



Figure 258



Figure 259

### NOTE

*Only the languages really present in the keyboard will appear. Further languages will be updated by adding an ordinary text file loaded into the internal disc.*



Figure 260

### NOTE

*By pressing the cursor ◀ ▶ buttons together you set the default value — that is no MIDI channel. It means that the part is not transmitted via MIDI.*



**CHANNEL TX**

By pressing the F1 button a window like **Figure 261** will appear. Here you can set all the MIDI transmission channels for each part of the keyboard by using the F1-F10 buttons.

Press the F1 button-10 corresponding to the part and assign the MIDI transmission channel choosing from 1 to 16 by using the CURSOR ◀ ▶ buttons or the DATA/VALUE wheel.

F1–Right

F2–Left

F3–Bass

F4–Drum1

F5–Drum2

F6–Global (global channel of the keyboard)

F7–Registration

F8–Voicetron

F9–ARRANGER CHORDS (opens another window)

F10–VOICE/DRAWBAR (opens another window)

Besides the F1-10 buttons, you can also select the parts by using the CURSOR ▲ ▼ buttons.

**ARRANGER CHORDS**

By pressing the F9 button an assign window for the MIDI channels will appear as shown in **Figure 262**.

By pressing the F1-F10 buttons or the CURSOR ▲ ▼ buttons you can select the parts of the Arranger to which assign the transmission MIDI channel from 1 to 16 by using the CURSOR ◀ ▶ buttons or the DATA/VALUE wheel.

F1–Chord1

F2–Chord2

F3–Chord3

F4–Chord4

F5–Chord5

F6–Lower1

F7–Lower2

F8–Live Chord L (Mono)

F9–Live Chord R

**VOICE/DRAWBAR**

By pressing the F10 button a window will appear where to assign the MIDI channels for each VOICE, DRAWBAR, Click and Percussion, as shown in **Figure 263**. By pressing the F1-F10 buttons or the CURSOR ▲ ▼ buttons you can select the parts to which assign the MIDI transmission channel from 1 to 16 by using the CURSOR ◀ ▶ buttons or the DATA/VALUE wheel:

F1–Voice1

F2–Voice2

F3–Voice3

F4–2ndVoice1

F5–2ndVoice2

F6–GM/RAM Voices

F7–Drawbar

F8–Click

F9–Percussion

<b>SLOW_BALLAD</b>	37	<b>CONCERT_GRAND</b>	63
BALLAD (Grand_Piano)		2nd: Strings1	63
Tempo: 76 Transp: --		PIANO Page 1	
Right:	1	Global:	--
Left:	2	Registration:	16
Bass:	5	Voicetron:	--
Drum1:	10	ARRANGER CHORDS	
Drum2:	9	VOICE/DRAWBAR	

MIDI CHANNEL TX

Split: C3 Octave: --

63 63 63 63  
DRUM BASS CHORD LOWER

General Master1 Master2 Accord1 Accord2

**Figure 261**

<b>SLOW_BALLAD</b>	63	<b>CONCERT_GRAND</b>	63
BALLAD (Grand_Piano)		2nd: Strings1	63
Tempo: 76 Transp: --		PIANO Page 1	
Chord1:	6	Lower1:	3
Chord2:	7	Lower2:	4
Chord3:	8	Live Chord L(Mono):	--
Chord4:	11	Live Chord R:	--
Chord5:	12		

MIDI ARR.CHORDS CHAN TX

Split: C3 Octave: --

63 63 63 63  
DRUM BASS CHORD LOWER

General Master1 Master2 Accord1 Accord2

**Figure 262**

<b>SLOW_BALLAD</b>	63	<b>CONCERT_GRAND</b>	63
BALLAD (Grand_Piano)		2nd: Strings1	63
Tempo: 76 Transp: --		PIANO Page 1	
Voice1:	--	GM/Ram Voice:	--
Voice2:	--	Drawbar:	--
Voice3:	--	Click:	--
2nd Voice:	--	Percussion:	--
2nd Voice2:	--		

MIDI VOICE/DRAW. CHAN TX

Split: C3 Octave: --

63 63 63 63  
DRUM BASS CHORD LOWER

General Master1 Master2 Accord1 Accord2

**Figure 263****NOTE**

To return to the previous MENU page, press the EXIT button on the front panel. To exit the MENU window without saving changes, press the MENU button.

# Menu

## General, Master1, Master2, Accord1, Accord2

You can save the MIDI settings in five Preset, assigned to the USER buttons from 1 to 5:

**General:** General Preset

**Master1:** Master Keyboard Preset

**Master2:** Second Master Keyboard Preset

**Accord1:** MIDI accordion Preset

**Accord2:** Second MIDI accordion Preset

The **Figure 264** shows the Master2 page (USER 2 button). The following explanation refers to the General Preset. The procedure for the Master1, Master2, Accord1 and Accord2 Presets are identical.

## Saving the MIDI settings

To store the MIDI settings press the SAVE button on the front panel. A brief “SAVE MIDI Setting” message will appear. If you do not save the MIDI settings, the previous settings will return at next keyboard start-up.

## FILTER PROG.CHANGE TX

From the first screen of the MIDI menu, by pressing the F2 button a window will appear where to set the Program Change transmission filter (**Figure 265**). By using the buttons F1-10 you can select the parts to filter:

F1–Right

F2–Left

F3–Bass

F4–Drums

F5–ALL PARTS

F6–Global (global channel of the keyboard)

F7–Registration

F8–Voicetron

F9–ARRANGER CHORDS (opens another window)

F10–VOICE/DRAWBAR (opens another window)

Select the MIDI transmission filter options by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel. Press the CURSOR ◀ ▶ buttons to set the “FILTERED” value to activate the filter, or the “—” value to deactivate the filter. The filter options are the following (**Figure 266, 267, 267**):

Exclusive Msg	Pan Pot
Tabs Exc. Msg	EXPRESSION
Program Change	Sust./Soft/Sost.
AFTERTOUCH	PORTAMENTO
PITCH BEND	WHA
All Controls	Mono/Poly
All RPN	ADSR
All NRPN	CUTOFF
MODULATION	RESONANCE
VOLUME	GM/GS Reset
REVERB	Reset All Controls
Chorus/Effect	Arabic Scale



Figure 264



Figure 265



Figure 266



Figure 267

## TRANPOSE TX

From the first screen of the MIDI menu, by pressing the F3 button a window will appear where to set the MIDI transmission of the parts transposition. By using the F1-F10 buttons or the CURSOR ▲ ▼ buttons you can select the parts to transpose via MIDI transmission, as shown in [Figure 268](#). By using the CURSOR ◀ ▶ buttons or the DATA/VALUE wheel you can assign +/- 36 semitones transposition value in 1 semitone steps. By pressing the CURSOR ◀ ▶ together you set the default value “—”, that is no transposition.

- F1–Right
- F2–Left
- F3–Bass
- F4–Lower1
- F5–Lower2
- F6–Chord1
- F7–Chord2
- F8–Chord3
- F9–Chord4
- F10–Chord5



Figure 268



Figure 269

## CHANNEL RX

Same procedure of **CHANNEL TX**. By pressing the F6 button you can access the window where to set the MIDI reception channels for each part ([Figure 269](#)). Press the F1 button-10 or the CURSOR ▲ ▼ buttons to select the part and assign the MIDI channel from 1 to 16 by using the CURSOR ◀ ▶ buttons or the DATA/VALUE wheel.

- F1–Right
- F2–Left
- F3–Bass
- F4–Drum1
- F5–Drum2
- F6–Global (global channel of the keyboard)
- F7–Registration
- F8–Voicetron
- F9–ARRANGER CHORDS (opens another window)
- F10–VOICE/DRAWBAR (opens another window)



Figure 270

## ARRANGER CHORDS

By pressing the F9 button a window will appear where to assign the MIDI reception channels ([Figure 270](#)). Assign the MIDI channel from 1 to 16 by using the CURSOR ◀ ▶ buttons or the DATA/VALUE wheel.

- F1–Chord1
- F2–Chord2
- F3–Chord3
- F4–Chord4
- F5–Chord5
- F6–Lower1
- F7–Lower2
- F8–Live Chord L (Mono)
- F9–Live Chord R

## VOICE/DRAWBAR

Press the F10 button to open a window like [Figure 271](#). By pressing the F1-F10 buttons or the CURSOR



Figure 271

▲ ▼ buttons you select the parts to which assign the MIDI reception channel from 1 to 16 by using the CURSOR ◀ ▶ buttons or the DATA/VALUE wheel.

- F1–Voice1
- F2–Voice2
- F3–Voice3
- F4–2ndVoice1
- F5–2ndVoice2
- F6–GM/RAM Voices
- F7–Drawbar
- F8–Click
- F9–Percussion



# Menu

## FILTER PROG.CHANGE RX

From the first screen of the MIDI menu, by pressing the F7 button a window will appear where to set the Program Change reception filter (Figure 272). By using the buttons F1-10 you can select the parts to filter:

- F1-Right
- F2-Left
- F3-Bass
- F4-Drums
- F5-ALL PARTS
- F6-Global (global channel of the keyboard)
- F7-Registration
- F8-Voicetron
- F9-ARRANGER CHORDS (opens another window)
- F10-VOICE/DRAWBAR (opens another window)

Select the MIDI reception filter options by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel. Press the CURSOR ◀ ▶ buttons to set the "FILTERED" value to activate the filter, or the "—" value to deactivate the filter. The filter options are the following (Figure 272, 273, 274):

Exclusive Msg	Pan Pot
Tabs Exc. Msg	EXPRESSION
Program Change	Sust./Soft/Sost.
AFTERTOUCH	PORTAMENTO
PITCH BEND	WHA
All Controls	Mono/Poly
All RPN	ADSR
All NRPN	CUTOFF
MODULATION	RESONANCE
VOLUME	GM/GS Reset
REVERB	Reset All Controls
Chorus/Effect	Arabic Scale

## TRANPOSE RX

From the first screen of the MIDI menu, by pressing the F3 button a window will appear where to set the MIDI reception of the parts transposition. By using the F1-F10 buttons or the CURSOR ▲ ▼ buttons you can select the parts to transpose via MIDI reception, as shown in Figure 275. By using the CURSOR ◀ ▶ buttons or the DATA/VALUE wheel you can assign +/- 36 semitones transposition value in 1 semitone steps. By pressing the CURSOR ◀ ▶ together you set the default value "—", that is no transposition.

- F1-Right
- F2-Left
- F3-Bass
- F4-Lower1
- F5-Lower2
- F6-Chord1
- F7-Chord2
- F8-Chord3
- F9-Chord4
- F10-Chord5



Figure 272



Figure 273



Figure 274



Figure 275



## UTILITY

From the first screen of the MIDI menu, by pressing the F4 button, the UTILITY page will open, as shown in **Figure 276**. Here you can set the following parameters, by pressing directly the F1-F10 buttons:

- F1–SOFT-THRU: enables the MIDI Thru. The MIDI data to MIDI IN port will be transmitted thru the MIDI Out port.
- F2–MIDI CLOCK IN: enables the MIDI clock reception.
- F3–MIDI CLOCK OUT: enables the MIDI clock transmission
- F4–LOCAL: enables the Local On/Off function of the keyboard. In Local Off you will not hear any sound.
- F5–MIDI PORT IN KEYB: enables the MIDI IN 1 or 2 port for the General MIDI data reception.
- F6–USB MIDI OUT: enables the MIDI transmission from USB port.
- F7–GM2 MODE: enables the General MIDI 2 mode.
- F8–GLOBAL GM TX: enables the General MIDI transmission.
- F9–MIDI IN SEND TO: enables the data transmission from MIDI IN port to MIDI out 1 or 2 port.

## USB MIDI OUT

When you can activate the USB MIDI OUT mode from the UTILITY page, if the keyboard is connected to the USB port of a computer, it will be recognized as USB SPEAKERS driver for the MIDI data transmission from and to the computer.

When the keyboard is connected via USB to a computer, the green LED of the USB (EXIT) button will light.

- The keyboard can be used as external control unit and as sound module for MIDI applications, such as Cubase, Sonar, Reaper and so on, for example.
- Once the MIDI application is open you can select the MIDI In port and the MIDI Out port, recognized as USB SPEAKERS.
- In **Figure 277** the arrow indicates the MIDI IN and MIDI OUT ports in a Cubase track.
- Once the MIDI communication via USB is open, you will be able to record MIDI tracks.
- The material that you record via MIDI into a track of the sequencer can be output directly by using the Audya sound module.

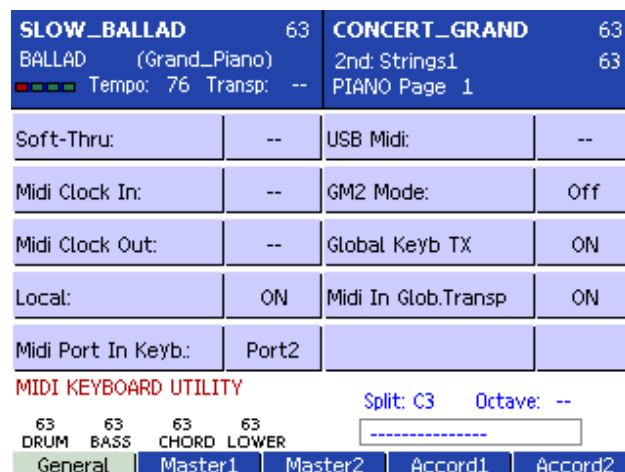


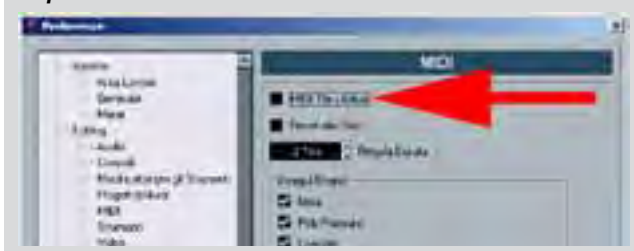
Figure 276



Figure 277

## NOTE

*Please disable the soft MIDI THRU function from the sequencer application in order to avoid dangerous MIDI loops.*



For the correct playback of the parts and the instruments, please use the same MIDI channels for the transmission and the reception.

For example:

Right: MIDI channel 1, both TX and RX

Left: MIDI channel 2, both TX and RX

Bass: MIDI channel 3, both TX and RX

Chord1: MIDI channel 5, both TX and RX

Drum1: MIDI channel 10, both TX and RX

... and so on.

# Menu

## ■ DSP

- From the first screen of the menu, press the F3 button to open the DSP (Digital Signal Processor) settings page, as shown in **Figure 278**.

By using the F1-F10 buttons you can edit the following pages:

- F1-REVERB: Reverb settings.
- F2-CHORUS: Chorus settings.
- F3-ECHO-DELAY: Echo settings.
- F4-DISTORTION: Distortion settings.
- F5-ROTOR: Rotor (Leslie) settings.
- F6-DRAWBAR OVERDRIVE: Organ distortion settings.
- F7-EQUALIZER: Equalizer settings.
- F8-WAVE EQUALIZER: Wave file EQ settings.

## REVERB

By pressing the F1 button on the DSP page, you can access the REVERB window, as shown in **Figure 279**.

Here you can select the following parameters:

- F1-RIGHT REVERB: selection of the reverb for the right hand (opens another window).
- F2-LEFT/GM REVERB: selection of the reverb for the left hand and the GM parts (opens another window).
- F6-Right Level: reverb amount settings for the right hand (values 0-63).
- F7-Left/GM Level: reverb amount settings for the left hand and the GM parts (values 0-63).
- F8-Micro Level: reverb amount settings for the microphone (values 0-63).

## NOTE

By pressing the **CURSOR** ◀ ▶ buttons together you set the value to 0.

## RIGHT REVERB

From the REVERB page, by pressing the F1 button (Right Reverb) you can access the page for the selection of the reverb for the right hand (**Figure 280**). 10 reverb Presets are available in the first page and 10 in the second, by pressing any **CURSOR** button or the **DATA/VALUE** wheel. Press any F1-F10 button to select the corresponding reverb type:

Studio1 and Studio2
Club1 and Club2
Hall1 and Hall2
Theatre1 and Theatre2
Stage1 and Stage2
Church1 and Church2
Hangar
Galaxy
Space
User1, User2, User3, User4 and User5 (see details later)



Figure 278



Figure 279



Figure 280



Figure 281

After you select the effect for the right hand, you can hear the result by playing directly on the right split of the keyboard.

To lock the reverb also when changing Program or Registration or at start-up, press the **Lock: ON** button, corresponding to the **USER 1** button (**Figure 281**). After the effect type selection, exit by pressing the **EXIT** button or directly by pressing the **MENU** button. To store the reverb type at start-up press the **SAVE** button on the front panel and F6 (**CUSTOM STARTUP**).

## LEFT/GM REVERB

From the REVERB page, by pressing the F2 button (LEFT/GM REVERB) you can access the page for the selection of the reverb for the left hand and the GM parts (Figure 282). The available reverb Preset are the same of those for the right hand seen before.

To lock the reverb also when changing Program or Registration or at start-up, press the **Lock: ON** button, corresponding to the USER 1 button, as shown by the arrow on Figure 283.

After the effect type selection, exit by pressing the EXIT button or directly by pressing the MENU button.

## USER REVERB

When you select the reverb for the right hand or the left hand and the GM parts, you can choose one of the 5 USER REVERBS (Figure 284) corresponding to the F6-F10 buttons of the second REVERB page.

By pressing the EDIT button on the front panel you can customize the user reverbs and store them as User Rev1, User Rev2, User Rev3, User Rev4 and User Rev5.

The Figure 285 shows the parameters of User Rev1 that you can modify by using the F1-F10 buttons and the CURSOR ◀ ▶ buttons or the DATA/VALUE wheel:

- F1–User Rev (choose from 1 to 5)
- F2–LEVEL: reverb level (values 0–63)
- F3–TIME: reverb time (values 0–63)
- F4–THRESHOLD GATE: threshold of gate (values 0–63)
- F5–HIGH DAMP: high frequencies damp (values 0–63)
- F7–ALGORITHM: algorithm type (Long1, Long2, Medium, Short1, Short2)

### NOTE

By pressing the CURSOR ◀ ▶ buttons together you set the value to 0.

After you set the parameters you can store the custom reverb by pressing the USER 5 button (SAVE) or the SAVE button on the front panel. A brief SAVE DATA TO DISK message will appear.

## CHORUS

By pressing the F2 button on the DSP page, you can access the CHORUS screen, as shown in Figure 233.

Here you can select the following parameters:

- F1–CHORUS RIGHT: selection of the Chorus for the right hand (opens another window).
- F2–CHORUS LEFT/GM: selection of the Chorus for the left hand and the GM parts (opens another window).
- F6–Right Level: settings of the Chorus level for the right hand (values 0-63).
- F7–Left/GM Level: settings of the Chorus level for the left hand and the GM parts (values 0-63).



Figure 282

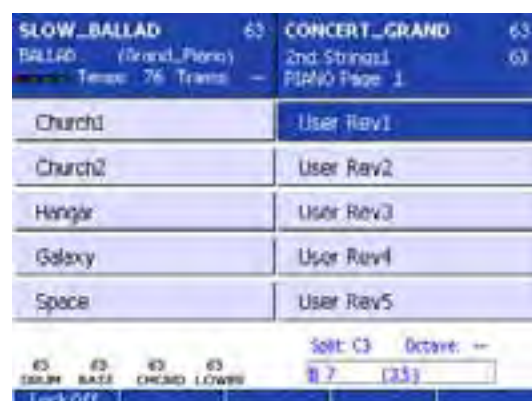


Figure 283



Figure 284



Figure 285



# Menu

## CHORUS RIGHT

From the CHORUS page, by pressing the F1 button (CHORUS RIGHT) you can access the page for the selection of the Chorus for the right hand (Figure 286). 10 Chorus Presets are available in the first page and 10 in the second, by pressing any CURSOR button or the DATA/VALUE wheel. Press any F1-F10 button to select the corresponding Chorus type:

Chorus1, Chorus2 ... Chorus6
Tremolo1, Tremolo2 and Tremolo3
Phaser1, Phaser2 and Phaser3
Flanger1, Flanger2 and Flanger3
User1, User2, User3, User4 and User5 (see details later)

After you select the effect for the right hand, you can hear the result by playing directly on the right split of the keyboard.

To lock the Chorus also when changing Program or Registration or at start-up, press the **Lock: ON** button, corresponding to the USER 1 button (Figure 286). After the effect type selection, exit by pressing the EXIT button or directly by pressing the MENU button. To store the Chorus type at start-up press the SAVE button on the front panel and F6 (CUSTOM STARTUP).

## CHORUS LEFT/GM

From the CHORUS page, by pressing the F2 button (LEFT/GM REVERB) you can access the page for the selection of the Chorus for the left hand and the GM parts. The available Chorus Preset are the same of those for the right hand seen before.

To lock the Chorus also when changing Program or Registration or at start-up, press the **Lock: ON** button, corresponding to the USER 1 button, as shown by the arrow on Figure 286.

After the effect type selection, exit by pressing the EXIT button or directly by pressing the MENU button.

## USER CHORUS

When you select the Chorus for the right hand or the left hand and the GM parts, you can choose one of the 5 USER CHORUSES (Figure 287) corresponding to the F6-F10 buttons of the second CHORUS page. By pressing the EDIT button on the front panel you can customize the User Chorus and store them as User Cho1, User Cho2, User Cho3, User Cho4 and User Cho5.

The Figure 288 shows the parameters of User Cho1 that you can modify by using the F1-F10 buttons and the CURSOR ◀ ▶ buttons or the DATA/VALUE:

F1–User Cho (choose from 1 to 5)

F2–LEVEL: Chorus level (values 0–63)

F3–TIME: Chorus time (values 0–63)

F4–MODE: Chorus mode (Chorus, Flanger, Tremolo and Phaser)

F7–FEEDBACK: feedback amount (values 0–63)

F8–DEPTH: Chorus depth (values 0–63)

F9–RATE: Chorus rate (values 0–63)



Figure 286

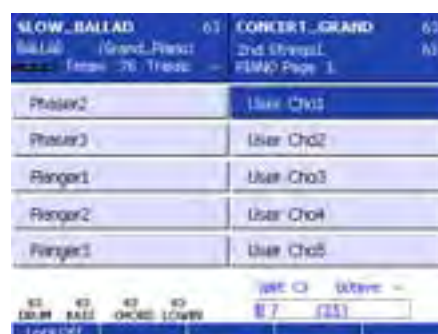


Figure 287



Figure 288

After you set the parameters you can store the custom Chorus by pressing the USER 5 button (SAVE) or the SAVE button on the front panel. A brief SAVE DATA TO DISK message will appear.

## NOTE

By pressing the CURSOR ◀ ▶ buttons together you set the value to 0.



## ECHO-DELAY

By pressing the F3 button on the DSP page, you can access the ECHO-DELAY screen, as shown in [Figure 289](#). Here you can make the selection of the ECHO-DELAY type to set into the DSP in order to make it available for PROGRAMS from which you can choose an ECHO algorithm ([Figure 290](#)).

10 Echo Presets are available in the first page and 10 in the second, by pressing any CURSOR button or the DATA/VALUE wheel. Press any F1-F10 button to select the corresponding Echo type:

Mono Echo1 ... Mono Echo5
Stereo Echo1 ... Stereo Echo5
Triple Echo1 ... Triple Echo5
Mono User1
Stereo User1 and Stereo User2
Triple User1 and Triple User2

When you activate an Echo Preset you can set the option **Lock:On/Off** as for the previous Reverb and Chorus effects and the option Tap Enable/Disable ([Figure 291](#)).

The Tap Enable/Disable option allows to activate the Tap function of the Echo effect set into one PROGRAM. In other words, when Tap is active, the delay of the effect will be synchronized accordingly to the current tempo. The effect delay will be synchronized also if the tempo changes. That is, this parameter allows the effect to be automatically synchronized by the tempo change.

## USER ECHO-DELAY

When you select one of the five custom Echo effects, you can access the parameters of the corresponding effect by pressing the EDIT button on the front panel. The [Figure 292](#) shows the parameters for Mono User1, but the parameters are identical for Stereo User 1, Stereo User 2, Triple User 1 and Triple User 2. The only difference is the basic algorithm. The parameters are the following:

- F1–User Echo (choose from 1 to 5)
- F2–LEVEL: effect level (values 0–63)
- F3–TIME: effect time (values 0–63)
- F4–FEEDBACK: feedback amount (values 0–63)
- F5–FILTER: filter amount (values 0–63)
- F7–MASTER VOL.: master volume (values 0–63)
- F8–LEFT VOL.: left channel volume (values 0–63)
- F9–RIGHT VOL.: right channel volume (values 0–63)
- F10–TAP MODE ON/OFF: enables/disables the Tap mode. If the parameter is disabled, the effect will not be affected by the Tap Enable/Disable function.

### NOTE

By pressing the CURSOR ◀ ▶ buttons together you set the value to 0.



Figure 289



Figure 290



Figure 291



Figure 292

After you set the parameters you can store the custom Echo by pressing the USER 5 button (SAVE) or the SAVE button on the front panel. A brief SAVE DATA TO DISK message will appear.

## DISTORTION

By pressing the F4 button on the DSP page, you can access the DISTORSION screen, as shown in Figure 293. Here you can select the DISTORTION type to set into the DSP in order to make it available for PROGRAMS from which you can choose a DISTORTION algorithm (Figure 294).

10 Distortion Presets are available in the first page and 10 in the second, by pressing any CURSOR button or the DATA/VALUE wheel. Press any F1-F10 button to select the corresponding Distortion type:

Overdrive1 ... Overdrive3
Tube1 and Tube2
Distorsion1 ... Distorsion3
Hyper Dist.
Grunge
Fuzz
Hot British
Org. Over1 ... Org. Over3
Over. User1 and Over. User2
Dist. User1, Dist. User2 and Dist. User3

When you activate a Distortion Preset you can set the option **Lock:On/Off** as for the previous effects.

## USER DISTORTION

When you select one of the five custom Distortion effects, you can access the parameters of the corresponding effect by pressing the EDIT button on the front panel.

The Figure 295 shows the parameters for Over. User1, but the parameters are identical for Over. User 2, Dist. User 2, Dist. User 1 and Dist. User 3. The only difference is the basic algorithm. The parameters are the following.

- F1—User Distortion (choose from 1 to 5)
- F2—GAIN: effect level (values 0–63)
- F3—INPUT LEVEL: input level (values 0–63)
- F4—FILTER FREQ: frequency filter cutoff (values 0–63)
- F5—FILTER RESO: filter resonance (values 0–63)
- F7—OTUPUT LEVEL: output volume (values 0–63)
- F8—SUSTAIN: sustain amount (values 0–63)
- F9—TYPE: algorithm type (Tube, Grunge, Sharp, Heavy, Punk).

### NOTE

By pressing the CURSOR ◀ ▶ buttons together you set the value to 0.

After you set the parameters you can to store the custom Distortion by pressing the USER 5 button (SAVE) or the SAVE button on the front panel. A brief message SAVE DATA TO DISK will appear.

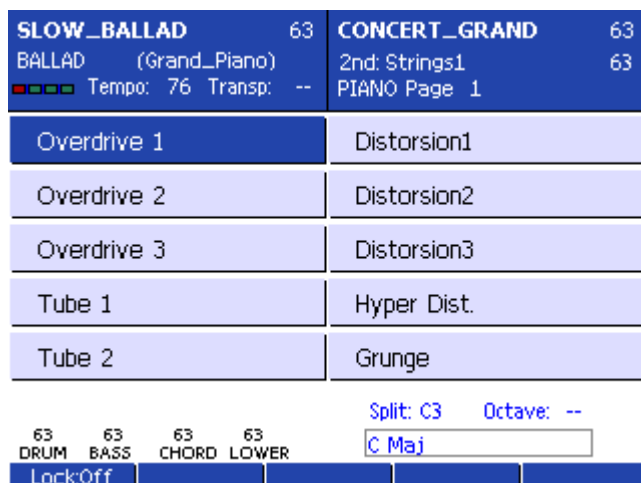


Figure 293

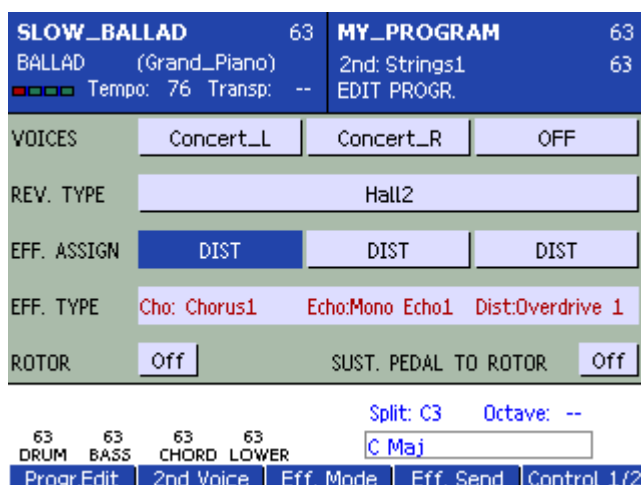


Figure 294

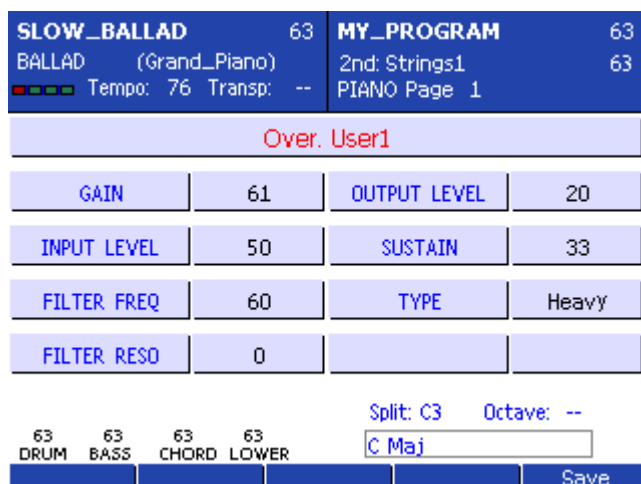


Figure 295

**ROTOR**

By pressing the F5 button on the DSP page, you can access the window ROTOR, as shown in **Figure 296**.

Here you can select the speed of the rotor:

F1-SLOW

F2- FAST

The same function is available by using the two SLOW and FAST buttons of the ROTOR section on the front panel.

**DRAWBAR OVERDRIVE**

By pressing the F6 button on the DSP page, you can access the DRAWBAR OVERDRIVE screen, as shown in **Figure 297**. Here you can select the DRAWBAR OVERDRIVE type to set into the DSP to make it available for DRAWBAR.

5 Drawbar Overdrive Presets are available. Just press one of the F1-F5 buttons to select the corresponding Overdrive type:

Overdr1 ... Overdr5

When you activate an Overdrive Preset you can set the option **Lock:On/Off** as for the previous effects.

By pressing the EDIT button on the front panel, you can access the parameters of the selected Overdrive Preset, as shown in **Figure 298**. The parameters are identical for all the five Overdrive effects:

F1-Overdrive (choose from 1 to 5)

F2-GAIN: effect level (values 0-127)

F3-FILTER LEVEL: filter level (values 0-63)

F4-FILTER FREQ: frequency filter cutoff (values 0-63)

F5-FILTER RESO: filter resonance (values 0-63)

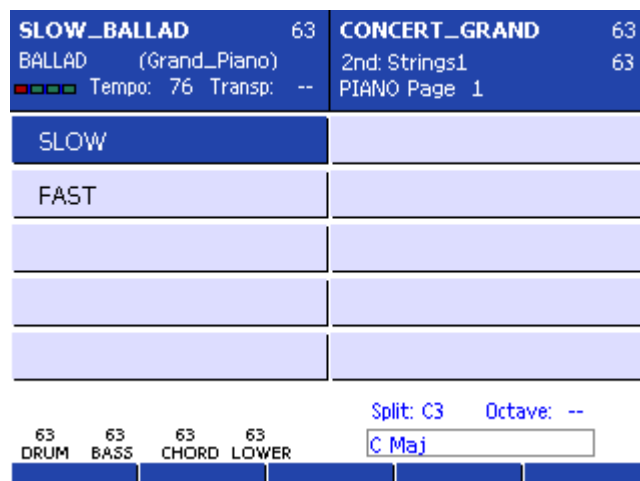
F7-INPUT GAIN: input level (values 0-63)

F8-OUTPUT LEVEL: output level (values 0-63)

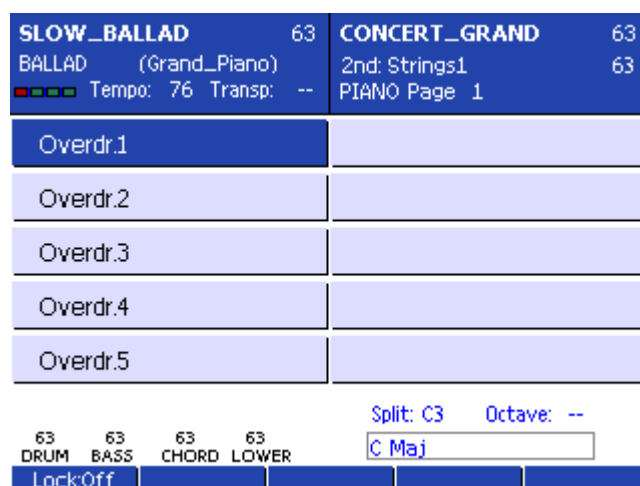
**NOTE**

*By pressing the CURSOR ◀ ▶ buttons together you set the value to 0.*

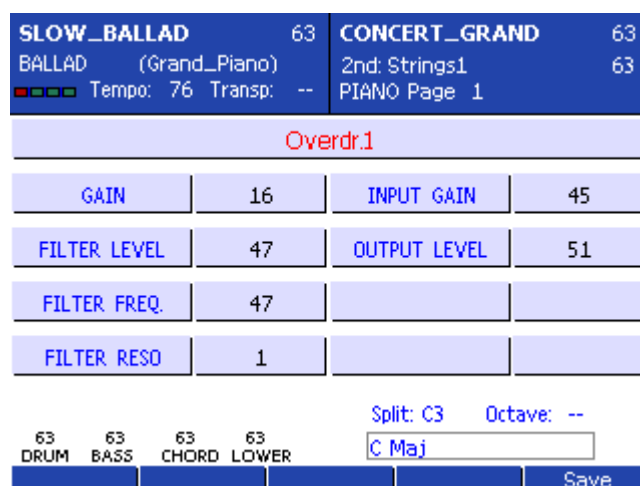
After you set the parameters you can store the custom Overdrive by pressing the USER 5 button (SAVE) or the SAVE button on the front panel. A brief message SAVE DATA TO DISK will appear.



**Figure 296**



**Figure 297**



**Figure 298**



# Menu

## EQUALIZER

By pressing the F7 button on the DSP page, you can access the EQUALIZER screen, as shown in **Figure 299**. Here you can select the EQUALIZER type to set as global equalization of the keyboard.

5 Equalizer Presets are available. Just press one of the F1-F5 buttons to select the corresponding Equalizer type:

Factory.....Flat

When you activate an Equalizer Preset you can set the option **Lock:On/Off** as for the previous effects.

By pressing the EDIT button on the front panel, you can access the parameters of the selected Equalizer Preset, as shown in **Figure 300**. The parameters are identical for all the five Equalizer effects:

F1–Equalizer (choose from 1 to 5)

F2–BASS FREQ: bass frequency (values 80–970 Hz)

F3–MID BASS FREQ: mid-high frequency (values 1050–1770 Hz)

F4–MID TREBLE FREQ: mid-high frequency (values 3020–5290 Hz)

F5–TREBLE FREQ: high frequency (values 6090–14830 Hz)

F7–BASS GAIN: bass gain (values +/-12 dB)

F8–MID BASS GAIN: mid-bass gain (values +/-12 dB)

F9–MID TREBLE GAIN: mid-high gain (values +/-12 dB)

F10–TREBLE GAIN: high gain (values +/-12 dB)

### NOTE

*By pressing the CURSOR ◀ ▶ buttons together you set the default frequency value of the EQ band or the Gain value of the EQ band to 0.*

Press the USER 1 button (ACTIVE) to enable the Equalizer as shown by the arrow on **Figure 300**.

The USER 2 button (DEFAULT) resets the parameters to the default values.

After you set the parameters you can store the custom Equalizer by pressing the USER 5 button (SAVE) or the SAVE button on the front panel. A brief message SAVE DATA TO DISK will appear.

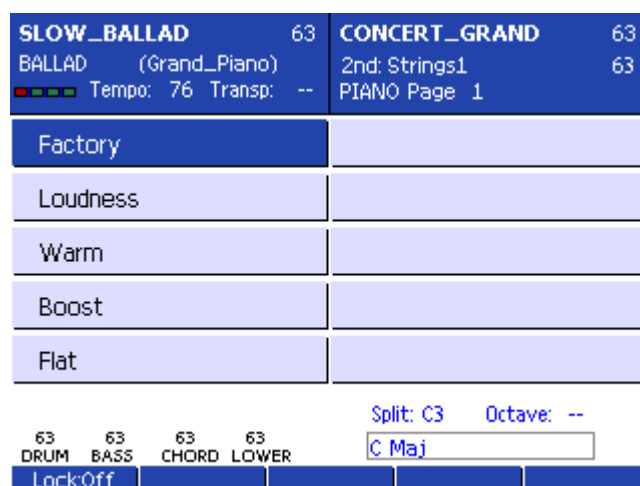


Figure 299

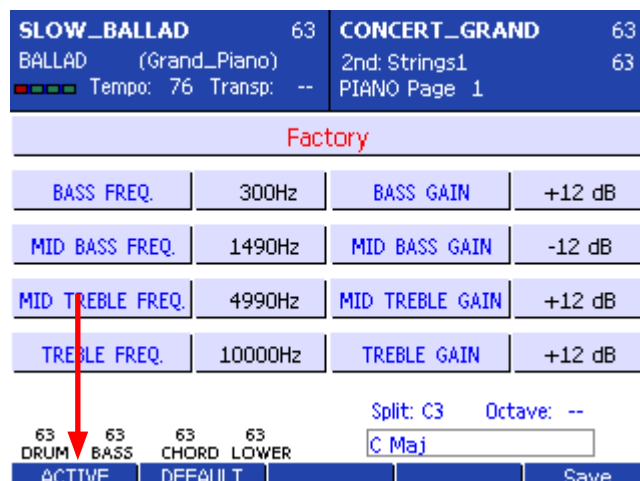


Figure 300

## WAVE EQUALIZER

By pressing the F8 button on the DSP page, you can access the WAVE EQUALIZER screen, as shown in **Figure 301**. Here you can select the WAVE EQUALIZER type to set as equalization of the WAVE Player.

5 Wave Equalizer Presets are available. Just press one of the F1-F5 buttons to select the corresponding Wave Equalizer type:

Factory.....Flat

When you activate an Wave Equalizer Preset you can set the option **Lock:On/Off** as for the previous effects.

By pressing the EDIT button on the front panel, you can access the parameters of the selected Wave Equalizer Preset, as shown in **Figure 302**. The parameters are identical for all the five Wave Equalizer effects:

F1-Wave Equalizer (choose from 1 to 5)

F2-BASS FREQ: bass frequency (values 50–990 Hz)

F3-TREBLE FREQ: high frequency (values 1030–16130 Hz)

F4-BASS GAIN: bass gain (values +/-12 dB)

F5-TREBLE GAIN: high gain (values +/-12 dB)

F7-VOICE ADJUST: frequency adjustment for the vocal part reduction function (values 1-300). See below.

Press the USER 1 button (ACTIVE) to enable the Wave Equalizer.

The USER 2 button (DEFAULT) resets the parameters to the default values.

By pressing the USER 3 button (VOICE ON/OFF) as shown by the arrow on **Figure 302**, you can reduce the vocal part of the current WAVE file. You can adjust the VOICE ADJUST and the bass/high gain parameters, in order to reach the best result in the vocal reduction.

Press the F1 button (LEAD MUTE) when the WAVE Player is running (**Figure 303**) to activate the vocal reduction function.

After you set the parameters you can store the custom Wave Equalizer by pressing the USER 5 button (SAVE) or the SAVE button on the front panel. A brief message SAVE DATA TO DISK will appear.

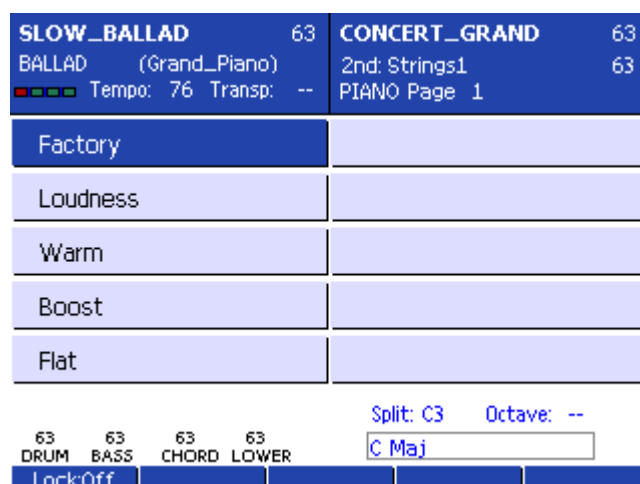


Figure 301

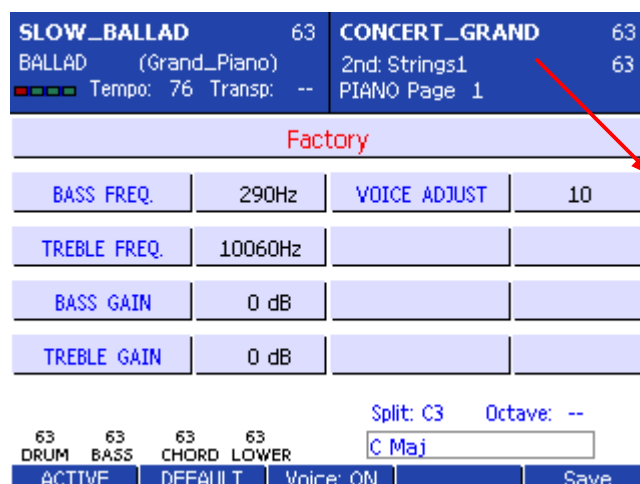


Figure 302



Figure 303

## ■ KEYBOARD CONTROL

- From the first MENU screen, by pressing the F4 button you can access the KEYBOARD CONTROL page where to make the keyboard settings (Figure 304). By using the F1-F10 buttons you can access the following pages:

F1–PITCH/VOL/TRANS: Pitch Bend, Master

Tune, Master Volume, Keyb Transpose, Player Transpose Lock and Right Boost Level settings.

F2–MODULATION: Modulation Wheel sensitivity settings.

F3–AFTERTOUCHE: Aftertouch settings.

F4–EXPR. PEDAL: expression pedal settings.

F5–ACCORDION: Accordion MIDI parameters settings.

F6–VEL CURVE: keyboard dynamic curve setting.

F7–VEL FILTER: dynamic filter response setting.

F8–ARABIC: Arabian scale settings.

F9–FOOTSWITCH: footswitch settings.

F10–UTILITY: utility page for the following parameters:

- SPDIF In/Out (just only Audya 76 keys)
- Edit Value Recycle
- Fast Song
- Show File Icon
- Intelligent Transpose
- 2nd Right Tab
- Remix Live Guitar
- Headphone to Out3&4
- Video Lyric

## PITCH/VOL/TRANS

By pressing the F1 button on the KEYBOARD CONTROL page you can access the settings of the following parameters (Figure 305):

F1–Master Tune: master tuning of the keyboard (440 Hz reference, +/-100%)

F2–Sound Card Level: master volume of the keyboard (values 16–63). Not for the AUDIO parts.

F3–Bend Sens.: Pitch Bend sensitivity (values 0–24 semitones, to 0, that is no Pitch Bend effect)

F4–Keyb. Only Transpose: keyboard transposition only (values ON/OFF). If set to ON, the transposition affects the keyboard and not the song of the Player.

F5–Player Transpose Lock: transposition lock on the Player (values ON/OFF).

F6–Right Boost Level: maximum level for the Right Boost function (value 10–50), when it's applied by the USER buttons. This function boosts the volume of the right hand accordingly to the level set by the Right Boost Level parameter.

F7–Glide Time: Sets the Glide effect time.



Figure 304



Figure 305



Figure 306

## MODULATION

By pressing the F2 button on the KEYBOARD CONTROL page you can access the MODULATION settings (Figure 306). Here you can control the SENSITIVITY parameter for the Modulation Wheel (values 0–48).

## AFTERTOUCHE

By pressing the F3 button on the KEYBOARD CONTROL page you can access the settings of the AFTERTOUCHE parameters (Figure 307):

F1–Sensitivity: adjustment of the Aftertouch sensitivity (values 0–63)

F2–Threshold: threshold of the Aftertouch (values 0–63)

F3–Attack Time: attack time of the Aftertouch (values 0–100)

F4–Slide Threshold: threshold of the Slide effect (values 10–127). The Slide effect must be programmed within a VOICE.

F5–Slide Time: time of the Slide effect (values 0–100).

F6–Bend Value: Bend value of the Slide effect (values +/- 12 semitones).

F7–Aft&Port Autoswitch: enables/disables the automatic activation of the Portamento and the Aftertouch when they are set within a PROGRAM.

### EXPR. PEDAL

By pressing the F4 button on the KEYBOARD CONTROL page you can access the settings for the EXPRESSION PEDAL (Figure 308), that is the pedal to control the expression connected on the rear panel:

F1–Pedal Curve: adjustment of the pedal curve behaviour (values NORMAL, OPEN and CLOSE1/2)

F2–Expr. To Song: expression control of the song currently playing in the Player (values ON/OFF)

F3–Swell To Right: expression control on the right hand (values ON/OFF)

F4–Swell To Player: expression control on Player (values OFF, ALL, WAV-1, WAV-2, MP3-1, MP3-2).

### ACCORDION

By pressing the F5 button on the KEYBOARD CONTROL page you can access the settings for ACCORDION (Figure 309), connected via MIDI:

F1–Mode: values Intern., Belgi., that is International and Belgian.

F2–Left Velocity: adjustment of the left hand Velocity response. You can set the values by pressing repeatedly the F2 button and by using the CURSOR ◀ ▶ buttons or the DATA/VALUE wheel (values 0–63, Soft1, Soft2, Normal, Hard1 Hard2).

F3–Right Velocity: adjustment of the right hand Velocity response. You can set the values by pressing repeatedly the F2 button and by using the CURSOR ◀ ▶ buttons or the DATA/VALUE wheel (values 0–63, Soft1, Soft2, Normal, Hard1 Hard2).

F4–Left Drum: drum on the left hand (values ON/OFF).

F5–Autochord: automatic chords (values ON/OFF).

F6–Bass Sustain: sustain for the bass (values 0–63).

F7–Bass To Chord: bass to chord (values ON/OFF).

F8–Bass Octave: bass octave (values +/- 2 octaves).

F9–Lower1 Octave: Lower1 part octave (values +/- 2 octaves).

F10–Lower2 Octave: Lower1 part octave (values +/- 2 octaves).

Press the USER 1 button (ACTIVE/INACTIVE) to activate the ACCORDION parameters.

Once you set the parameters you can store the ACCORDION parameters by pressing the USER 5 button (SAVE) or the SAVE button on the front panel. A brief SAVE DATA TO DISK message will appear.



Figure 307



Figure 308



Figure 309

### LEFT DRUM

By pressing the USER 3 button on the ACCORDION page, as shown by the arrow on Figure 309, you can access the LEFT DRUM page where to set percussive instruments for the left hand (see next page).

### BS ON STOP

By pressing USER 4 button on ACCORDION page User enable/disable Bass note played on Style Stop feature.



# Menu

By using the F1-F10 buttons from the LEFT DRUM page (Figure 310) you can set the percussive instruments for the left hand.

F1–Bass Drum Instr.1: percussive instrument 1 for the bass (see note).

F2–Bass Drum Instr.2: percussive instrument 2 for the bass (see note).

F3–Chords Drum Instr.1: percussive instrument 1 for the chords (see note).

F4–Chords Drum Instr.2: percussive instrument 2 for the chords (see note).

F6–Bass Drum Velo.1: Velocity setting for the percussive instrument 1 of the bass (values 0–127).

F7–Bass Drum Velo.2: Velocity setting for the percussive instrument 2 of the bass (values 0–127).

F8–Chords Drum Velo.1: Velocity setting for the percussive instrument 1 of the chords (values 0–127).

F9–Chords Drum Velo.2: Velocity setting for the percussive instrument 2 of the chords (values 0–127).

## VEL CURVE

By pressing the F6 button from the KEYBOARD CONTROL page, you can set the Velocity Curve (Figure 311), that is the dynamic curve of the keyboard. You can set the values by pressing repeatedly the F6 button. The available values are: Soft1, Soft2, Normal, Hard1 and Hard2

You can select also a fixed Velocity Curve value (VEL CURVE FIXED). In this case, set the fixed value by using the CURSOR ◀ ▶ buttons or the DATA/VALUE wheel (values 1-63).

## VEL FILTER

By pressing the F7 button from the KEYBOARD CONTROL page, you can set the Velocity Filter (Figure 312), that is the dynamic curve of the filter. You can set the values by pressing repeatedly the F7 button. The available values are: Open1, Open2, Close1 and Close2.

## ARABIC

By pressing the F8 button from the KEYBOARD CONTROL page, you can access a window like Figure 313, where you can set the Arabian scale parameters:

F1–Left Scale: sets the Arabian scale for the left hand.

Values: NO, ARR. and LOW., that is no scale, Arabian scale to the Arranger or to the Lower part.

F2–Footswitch: pedal modes. Values: NO, NOTE, AR.SET., that is no parameter, pedal controlling the note or the Arabic set (from 1 to 16).

F7–Arabic Set: selection of one Arabic set, from 1 to 16.

F8–Koma Tab (Harmony): activation of the Koma function, which replaces the HARMONY button in order to alter dynamically the pitch of the scale while you are playing.



Figure 310

## NOTE

You can choose the percussive instrument among those listed in the list at the end of this manual. For example, "kick01", "cymbal07", "snare018" and so on.



Figure 311



Figure 312

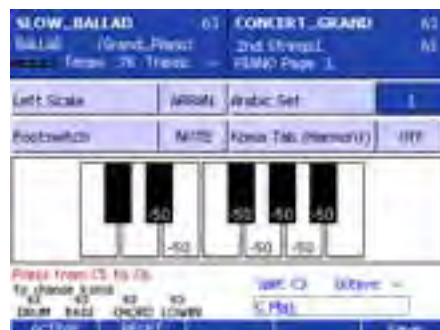


Figure 313

## ■ Modifying one set

Using the 6th (5th eighth on Audya 4 and 5) select the note you want to alter, change the amount of tune by using the dial. When done, press the SAVE button.

## ■ FOOTSWITCH

- By pressing the F9 button from the KEYBOARD CONTROL page, you can activate the FOOTSWITCH screen (Figure 314), where you can assign the functions to the pedalboard connected on the rear. The optional FS13 pedalboard has 13 functions, to which you can assign any parameter of the keyboard. By using the CURSOR ▲ ▼ buttons select one of the 13 functions of the pedal and assign one of the parameters of the table below, by using the CURSOR ▲ ▼ buttons or the DATA/VALUE:



Figure 314

Sustain,
Soft,
Sostenuto
Arr. A,
Arr. B
Arr. C
Arr. D
Fill 1 ~ 4
Fill In
Break 1 ~ 4
RelIntro
Int.End 1
Int.End 2
Int.End 3
Start Stop
FillToArr.
Key Start
Key Stop
Hold
Tempo +
Tempo -
Transp +
Transp -
Voice To Arr.
Auto Fill
After Fill
Inter. Gtr.
Manual Bass
Bas. Mono/Poly
Swing Bass
BassToRoot
Bassist
Bass Sust.
Lower Mute

Low. Off Stop
Lower1 Hold
Lower2 Hold
Pianist
Accordion
Swell
Left Drum
Fade Out
Manual Drum
Crash
Play Kick2
Only Kick
Drum&Bass
Kick Off
Snare Off
HiHat Off
Cymbal Off
Tom/FX Off
Rimshot Off
Latin1 Off
Latin2 Off
Latin3 Off
ClapFx Off
minor
7th
m7th
5+
dim
6+
7th+
MIDI Reset
Lead Mute
Lyric On/Off
Zoom

A.Play On/Off
Loop On/Off
Text Page +
Text Page -
Cross Fade
Wha-Wha
Reverb
Chorus
Echo/Delay
Dist. Overdr.
Voicetron
Micro On/Off
Micro Talk
Audio Reset
Micro Rev.
Autocrash Fill/Break
DryOnStop
Voc. On/Off
Voice Down
Voice Up
Regis Down
Regis Up
2nd Voice
Harmony
Double
Rotor On/Off
Rotor Slow/Fast
F1 Tab *
F2 Tab *
F3 Tab *
F4 Tab *
F5 Tab *
F6 Tab *
F7 Tab *

F8 Tab *
F9 Tab *
F10 Tab *
Arabic_11
Arabic_12
Arabic_13
Arabic_14
Arabic_15
Arabic_16
Right Boost
Exit
Style Stop
Pause/Count In/Res.
Program/Preset
Aftertouch
Portamento
EndOnStop
FillToEnd
Left Voice
Unplugged
Glide
Jukebox
Wave Filter.
Break
BassToLowest
PianistSust.
Play Kick1
Back Tab
Forward Tab
Enter
File Up/Down
Sub Reg. Up/Down

### NOTE

By activating Arabic Scale (see page 120) the footswitches will become Arabic 1, 2, 3...

Once you set the FOOTSWITCH parameters you can save them by pressing the USER 5 button (SAVE) or the SAVE button on the front panel. A brief SAVE DATA TO DISK message will appear.

# Menu

## UTILITY

By pressing the F10 button from the KEYBOARD CONTROL page you can activate the UTILITY screen (Figure 315), where you can enable/disable the following functions:

- F1–SPDIF In: enables/disables the digital SPDIF In port (values ON/OFF).
- F2–SPDIF Out: enables/disables the digital SPDIF Out port (values SPDIF/MAIN). The SPDIF volume is controlled by using the S/PDIF-LINE IN (SFX) slider of the PLAYER section.
- F3–Edit Value Recycle: enables/disables the recycle of the volume, effect send, etc. parameters type Values ON/OFF.
- F4–Fast Song: eliminates measures at the beginning of the Midi file, usually Count In or Setup Measure. Values ON/OFF.
- F5–Show File Icon: enables/disables the icons display for the file types. Values ON/OFF.
- F6–Intelligent Transpose: affects the transposition of the MIDI file. Each instrument is transposed within its natural octave. Values ON/OFF.
- F7–LINE IN: enables/disables the LINE IN input. The input volume is controlled by the MP3 slider of the PLAYER section. Values ON/OFF.
- F8–Remix Live Guitar: enables/disables the Live Guitar of the style when making a MIDI Remix. Values ON/OFF.
- F9–Headphone to Out3&4: values ON/OFF.
- F10–Video Lyric: enables/disables the Lyric display on remote screen monitor. In other words, the Lyric OFF affects also the remote monitor. Values ON/OFF.

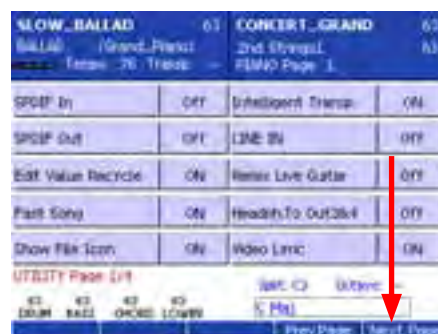


Figure 315



Figure 316

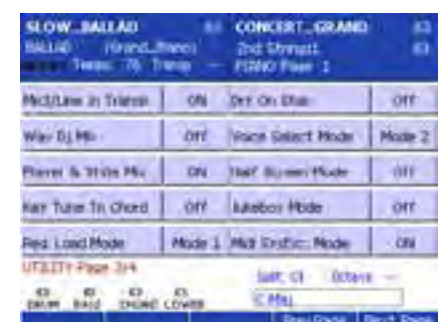


Figure 317

## ■ Page 2

By pressing the USER 5 button you can access the next settings page (press USER 4 to return to the previous page), as shown on Figure 264. Here you can find the following functions:

- F1–Cross Fade Mode: selects the Cross Fade mode (Fade 1, Fade 2, Fade 3).
- F2–Cross Fade Velocity: sets the Cross Fade speed (Normal, Fast 1, Fast 2, Slow 1, Slow 2).
- F3–Fade Time: sets the Fade time of the Master (values 1–20).
- F4–Player Autoload: enables/disables the automatic loading of the TXT file together with WAV, MIDI, MP3 (see Text scrolling function on page 117) and of the file WAV associated to the MIDI FILE (MIDI SYNC RECORDING page 99) (TEXT, ALL, NO).
- F5–Enabled Number Files: enables/disables the the file numbering (values ON/OFF).
- F6–Main View: enables/disables the MAIN VIEW mode (values ON/OFF).
- F7–Autoswitch Time (sec.): sets the automatic time to switch to the MAIN VIEW from other screens (values OFF, 0–60).
- F8–Lyric/Txt Small Font: sets the small font display of

the lyrics (values ON/OFF).

- F9–Registration Sort: sets the sort mode of the Registration list (values Numeric, Alphab).
- F10–Registration Restore: enables/disables the RESTORE function which restores the panel to the conditions before the Registration recall (values ON/OFF).

## ■ Page 3

By pressing the USER 5 button again you can access a further settings page (press USER 4 to return to the previous page), as shown on Figure 265. Here you can find the following functions:

- F1–MP3/LINE IN TRANSP.: enables/disables (ON/OFF) the transposition of the MP3 file and of the Line In input signal. This function, if set to OFF, allows to play the MP3 file together with the style without affecting the pitch of the MP3 by changing the tempo of the style.
- F2–WAV DJ MIX: enables/disables (ON/OFF) the DJ MIX function between the WAVE and DJ LOOP Players (see procedure below).
- F3–Player & STYLE MIX: (values ON/OFF) activates the Player when a Style is running.



- F4-KEY TUNE TO CHORD: (values ON/OFF) see procedure below.
- F5-REG. LOAD MODE: loading behaviour of the right voice into the Registration when a style is playing. Values Mode1 and Mode2.  
 Mode1: the right voice is changed immediately by loading the registration.  
 Mode2: the right voice is changed by the effective change of the Registration, that is at the beginning of the next measure.
- F6-Dry On Stop: When the style is stopped, enable this option to disable effects on MICRO.
- F7-Voice Select Mode: Set this option to mode1 in order to allow the selection of various sounds without changing the sound on the Right: This will be changed only by selecting another sound. Set to mode2 for ordinary selection.
- F8-Half Screen Mode: This feature will show the player in the Main View with the file list on the left and the lyrics on the right.
- F9-Juke Box: When the file is played back, this feature allows to select a file to start automatically when the first file ends. Press Go To Next to switch immediately to the next file.
- F10-Midi SysExc. Mode: The function saves MIDI parameters as MIDI events and not as SYS EXC data. By pressing the ENTER button you can preload the MIDI file, while by using the START button you can start the file without loosing any changes stored in the buffer. In GM Part, after you finished the changes, simply press the USER 5/10 button to update the changes.

## ■ Page 4

- F1-Filter Regis. VOICETR: setting are filtered on Registration when recalled.
- F2-Block Reg. Autostart: Is enabled, Song will be played when loaded by Footswitch Block Registration (Regis. Up/Down ).

### WAV DJ MIX function

When the WAV DJ MIX function is ON, you can use the two Players together:

1. Select a file WAVE.
2. Press ENTER or START.
3. Select another WAVE file and press ENTER.
4. The second WAVE file will be pre-loaded.
5. Press the DJ Loop button to cue the second Player (the LEDs are blinking).
6. Press the USER 4 button (CONTINUE) to start the second Wave file.
7. Adjust the two sources output by using the WAVE and DJ LOOP faders, as you like.

### KEY TUNE TO CHORD function

When the Key Tune To Chord is active, you can start a Key Tune, by using the associated key, but also by using the recognition of the associated chord. Here's an example:

## NOTE

*By means of the chord recognition, if Bass To Chord is set to On, also the bass section will start the Key Tune.*



Figure 318



Figure 319

1. Press the KEY TUNE button on the panel and select a Key Tune (Figure 266).
2. Press the EDIT button on the panel.
3. Press the USER 2 button (Tune View) to view the associated keys to the Key Tune. In Figure 267 there are 3 associated keys.
4. For example, if you want to start the song "Barocco.wav", you can play the C3 note assigned to the Key Tune, but also when you will play a C chord in all the variations. In this way, the Hold parameter will be set to ON. To stop the Key Tune song just press a C chord or C note again.

This function is useful for the accordion player playing MIDI files. When the Key Tune To Chord function is active, the melody part of the accordion will not start the Key Tune but only the Chord part will.

In this way you can assign 12 songs maximum (for example, a song assigned to the G5 key and another to the G6 key, by using the chord recognition, G will start the song assigned to G5 key).

Combining this function to Registrations, the accordion player can launch the MIDI files and the other settings in the Registration directly from the accordion, without touching the keyboard.



# Menu

## ■ OUTPUT ASSIGN

- By pressing the F5 button from the main page of the MENU, you can access to the OUTPUT ASSIGN screen where you can make the routing settings of the internal sources to the outputs on the rear (Main Stereo and separate outputs), as shown in **Figure 320**.  
The options are the following:  
F1–Out3&4: 3 and 4 outputs.  
F2–Out1&2 Drum: 1 and 2 outputs for the drum and the percussive instruments.  
F3–Out1&2: 1 and 2 outputs for the right hand, all the drums and MIDI1.



Figure 320

### Out3&4

By using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel you can select the source to send to the 3 and 4 outputs.

The internal sources interne are the following:

**Wave 1/2, A.Drum**

**MP3-2 (SFX)**

**MP3-1**

**Voicetron**

**Drawbars**

**Bass**

**Lower**

**Chords**

By using the CURSOR ◀ ▶ buttons you can select the source one by one, and set the output destination, choosing from **Main Stereo** or **Main + 3&4**.



Figure 321

By using the button USER 5 (SAVE) you can store up to 5 outputs Presets. Select a Preset with the F6-F10 buttons and press the USER 5 button (SAVE).



Figure 322

### Out1&2 Drum

By using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel, you can select the percussive instrument of the drum to output (**Figure 321**). The percussive instruments are the following:

KICK
SNARE
HI-HAT
CYMBAL
TOM
RIMSHOT
LATIN
CLAP

Once selected the percussive instrument, you can set the output with the CURSOR ◀ ▶ buttons, choosing between **Main Stereo** or **1&2 Stereo**.

### Out1&2

By using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel, you can select the internal source to

send to the output 1 and 2 (**Figure 322**). The internal sources are the following:

Right
All Drums
MIDI 1
2nd VOICE

Once selected the source, you can set the output destination with the CURSOR ◀ ▶ buttons, choosing between **Main Stereo** or **1&2 Stereo**.

### NOTE

*By pressing the USER 1 button you can toggle the 1&2 Stereo and the 1&2 Mono output, as shown by the arrow on **Figure 323**.*

## ■ METRONOME CLICK

- By pressing the F6 button from the main page of the MENU, you can access to the METRONOME CLICK screen, where to make settings of the metronome (Figure 323). By using the F1-F10 buttons you can set the following parameters:  
 F1-LINK MODE: sets the metronome in the following environments:  
 All, Style, MIDI, Wave, MP3.  
 F2-RUN MODE: sets the start mode of the metronome (Free, Start).  
 F3-VOLUME: output volume from 0 to 63.  
 F4-OUTPUT: output assign (Figure 324) to Out 1 and 2, Out 3 and 4, Out 3 and 4 and headphones (34&Hph). In this last mode, you will hear only the metronome on the headphones. Useful for drummers.  
 F5-TYPE: click type CLICK, METR.1 and METR. 2.  
 F6-TEMPO: tempo setting. This applies only if the songs don't have tempo information (usually the WAV and MP3 files).  
 F7-TIME SIG \*/.: sets the numerator of the division. Values from 1 to 12.  
 F8-TIME SIG ./\*: sets the denominator of the division. Values 4 or 8.

Press the USER 1 button (ACTIVE/INACTIVE) to enable/disable the METRONOME CLICK function, as shown from the arrow in Figure 323.

## ■ VIDEO MODE

- From the main page of the MENU, press the F7 button (VIDEO MODE) to open the page for the video settings (Figure 325). By using the F1-F10 buttons you can open the following settings pages:  
 F1 - MODE: sets the VGA video output for lyric display (karaoke) or as MIRROR (all that you see in the display is mirrored on a VGA monitor).  
 F2 - HOR. START: sets the horizontal start position.  
 F3 - HOR. POSITION: horizontal position.  
 F4 - VERT. START: sets the vertical start position.  
 F5 - VERT. POSITION: vertical position.  
 F6 - BACKGROUND: sets the background colour.  
 F7 - NORMAL TEXT: sets the normal text colour.  
 F8 - HIGHLIGHT FORE: sets the highlighted text fore colour.  
 F9 - HIGHLIGHT BACK: sets the highlighted text background colour.  
 F10 - LYRIC UPPERCASE: sets upper/lower case for lyric text (karaoke).

<b>SLOW_BALLAD</b> 63		<b>CONCERT_GRAND</b> 63	
BALLAD ARRANGER A		2nd: Strings1 63	
Tempo: 76 Transp: --		PIANO Page 1	
LINK MODE	ALL	Tempo	100
RUN MODE	Free	TIME SIGN */.	4
VOLUME	60	TIME SIGN ./*	4
OUTPUT	34&Hph		
TYPE	click		

MENU Split: C3 Octave: --

63 63 63 63  
 DRUM BASS CHORD LOWER C Maj

ACTIVE Save

Figure 323

<b>SLOW_BALLAD</b> 63		<b>CONCERT_GRAND</b> 63	
BALLAD (Grand_Piano)		2nd: Strings1 63	
Tempo: 76 Transp: --		PIANO Page 1	
LINK MODE	ALL	Tempo	100
RUN MODE	Free	TIME SIGN */.	4
VOLUME	60	TIME SIGN ./*	4
OUTPUT	Out12		
TYPE	click		

MENU Split: C3 Octave: --

63 63 63 63  
 DRUM BASS CHORD LOWER -----

ACTIVE Save

Figure 324

<b>SLOW_BALLAD</b> 63		<b>CONCERT_GRAND</b> 63	
BALLAD (Grand_Piano)		2nd: Strings1 63	
Tempo: 76 Transp: --		PIANO Page 1	
MODE	vga	BACKGROUND	Green
HOR. START	--	NORMAL TEXT	Black
HOR. POSITION	--	HIGHLIGHT FORE.	White
VERT. START	--	HIGHLIGHT BACK.	Blu Hi
VERT. POSITION	--	LYRIC UPPERCASE	Off

MENU Split: C3 Octave: --

63 63 63 63  
 DRUM BASS CHORD LOWER C Maj

Save

Figure 325

# Menu

## AUDIO RECORDING

- From the main page of the MENU, press the F8 button to open the AUDIO RECORDING page dedicated to audio recording (Figure 326). By using the F1-F10 buttons you can set the following parameters:  
 F1- MP3 RECORDING: MP3 file recording.  
 F2- MIDI SYNC RECORDING: audio file recording synchronized with a MIDI file.  
 F5- SELECT SOURCE: selection of the recording source, that is SPDIF, MP3-1, WAVE, MICROPHONE/VOICETRON  
 F6- WAVE RECORDING: WAV file recording.  
 F-10 UPDATE TIME LEFT: calculates the available recording room on the disc.

### Recording a WAV file

- Press the MENU button and the F8 button (AUDIO RECORDING) to enter the audio recording environment.
- Press the F6 button (WAVE REC) to choose WAV file recording mode.
- Press the RECORD button.
- You will be prompted to give a name to the file. Digit the name for the audio file directly from the keyboard (Figure 327). In the example, the file is "AUDIO\_01".
- Press the USER 5 button (ENTER).
- Press the F3 button (NORMAL) to set the normal recording or the F4 button (MIXDOWN) to make overdubbing (see details later).
- Play the keyboard and/or sing on your microphone connected to the MICRO 1 connector (enable the MICRO button in the VOICETRON section). Be sure that the input level is not too high by checking the stereo VU-Meter (Figure 328).
- Press the USER 5 button (START REC) or the ENTER or RECORD button to start recording. It's also possible to press the MENU button to exit, but keeping ready to record. The RECORD button remains lit. You can then start the recording at any time by simply pressing the REC button, which will start blinking.
- Press the USER 4 button (STOP REC) to stop recording or press RECORD that is blinking.
- A file in the WAVE folder of the disk will be created.
- Press the START button or the USER 5 button (START) to start playback of the recorded file. To browse and select any recorded audio WAV file, press the WAVE button in the Player section.

#### NOTE

The recording volume is set by the WAVE slider on the PLAYER section.

<b>SLOW_BALLAD</b> 63	<b>CONCERT_GRAND</b> 63
BALLAD (Grand_Piano)	2nd: Strings1 63
Tempo: 76 Transp: --	PIANO Page 1
MP3 RECORDING	WAVE REC (Main Output)
MIDI SYNC RECORDING	SAMPLER REC. MIC.
	SAMPLER REC. LINE IN
SELECT SOURCE	UPDATE TIME LEFT
PLEASE SELECT MODE	
Then press RECORD to start	
Split: C3	Octave: --
DRUM BASS CHORD LOWER	C Maj

Figure 326

<b>SLOW_BALLAD</b> 63	<b>CONCERT_GRAND</b> 63
BALLAD (Grand_Piano)	2nd: Strings1 63
Tempo: 76 Transp: --	PIANO Page 1
Time Left h:1 m:41 s:25	Name: AUDIO_01
NORMAL	
MIXDOWN	
RECORD FILE NAME	
Name:	AUDIO_01
	ENTER

Figure 327

<b>SLOW_BALLAD</b> 63	<b>STRING_ENSEMBLE</b> 63
BALLAD ARRANGER D	2nd: Violin 63
Tempo: 76 Transp: --	STRING Page 1
Time Left h:1 m:41 s:26	Name: AUDIO_01
NORMAL	
MIXDOWN	
L	
R	
PRESS 5 (START) OR ENTER TO BEGIN RECORDING	
NEW NAME	STOP REC START REC

Figure 328

### Recording an MP3 file

- Press the MENU button and the F8 button (AUDIO RECORDING) to enter the audio recording environment.
- Press the F1 button (MP3 RECORDING) to choose MP3 recording.
- Follow the same procedure for WAV file recording.
- The recorded MP3 file will be created in the MP3 folder of the disk. To browse and listen to the recorded MP3 file, press the MP3 button in the Player section.

## MIDI SYNC RECORDING (file audio recording synchronized with a MIDI file)

1. Press the MENU button and the F8 button (AUDIO RECORDING) to open the audio recording environment.
2. Press the F2 button (MIDI SYNC RECORDING) to show the list of MIDI files within the MIDIFILE folder on the disk (Figure 329).
3. Select a MIDI file from the list. In the example, the file is “Cabaret.MID”.
4. Press the ENTER button to start simultaneously the audio recording of the MIDI file (Figure 330).
5. Play the keyboard and/or sing on your microphone connected to the MICRO 1 connector (enable the MICRO button in the VOICETRON section).
6. Press the USER 4 button (STOP REC) to stop recording. If you stop recording before the MIDI file ends, press the START/STOP button on the panel.
7. A wave format file with the same name of the MIDI file plus a progressive numbering and the WAV extension will be created. In the example, the file is “Cabaret\_1.wav”. You will find it in the MIDIFILE folder (Figure 331).
8. Also, you can overdub using the same MIDI file and the newly created audio file. Repeat the procedure from step 3 to step 6.
9. After overdubbing, you will find your audio files with progressive numbering, that means “Cabaret\_2.wav”, “Cabaret\_3.wav” and so on (Figure 332).
10. Once the MIDI sync is created and played back (remember that only two tracks will play in numeric order, e.g. \_1 and \_2 or \_2 and \_3, if \_1 is not present), by pressing the SAVE button a pop-up with two options appears:  
 F1 - Save Sync Param: it allows to save the information of the sync into the MIDI file so the next time you play the file it's not necessary to reload them. You cannot change the audio file after you saved the sync information because you will lose the synchronization.  
 F2 - Merge Audio Track: it combines the current two tracks playing in one audio track. This option appears only if you have 2 WAV tracks playing.

### NOTE

Once the files are “merged”, a single audio file will be created, by using the lower number of the two files, and two .bak files (backup files of the two original wav files).

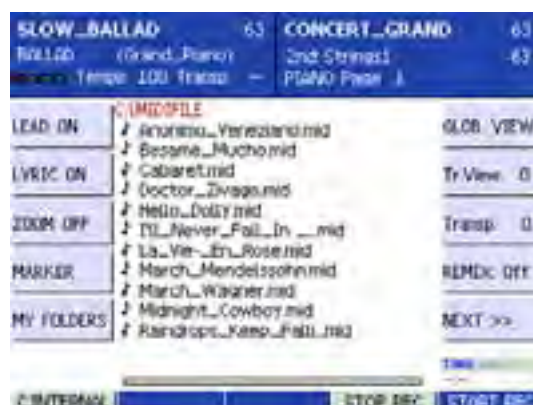


Figure 329



Figure 330



Figure 331



Figure 332



# Menu

## Avoiding the MIDI file recording mixed to the source

When you make a MIDI SYNC RECORDING by selecting a Main or Keyboard source, also the MIDI file playing will be recorded into the audio file. To avoid this, you can follow two procedures:

### Manual procedure

1. Select MENU > Out Assign > Out1&2 and set MIDI1 to 1&2 stereo.
2. While recording, the keyboard will be output to MAIN OUT and will be recorded. The MIDI will be present on 1 and 2 outputs without being recorded.

### Automatic procedure

3. Select MENU > Keyboard Control > Utility and set the Headph to out3&4 item to ON.
4. Now, making the recording, the MIDI will be output automatically to the headphones and will not be recorded on the audio track.
5. Remember that when the Headph to out3&4 item is set to ON, also WAV, MP3 will be present on the headphones... that is all the sources set to out 3&4. You can control the output volume by the PFL slider.

## Overdubbing a WAV file

1. Press the MENU button and the F8 button (AUDIO RECORDING) to enter the audio recording environment.
2. Select F5 (SELECT SOURCE) and choose the desired source Microphone or Keyboard and press EXIT. (Note that when you select Keyboard the Wave output is routed to 3 and 4).
3. Press F6 (WAVE RECORDING). Press ENTER and type you own audio file name by using letters and /or number ( i.e. MIX ).
4. Press F4 (MIXDOWN) to set the record dubbing (Figure 333).
5. Pressing the USER 5/10 (ENTER) you are automatically into the WAVE PLAYER.
6. Select the wave you want to overwrite, not playing it back.
7. Press the PAUSE button and then the START button.
8. Now, pressing the USER 5/10 (Start Rec) the overdubbing of the previously selected Wave will begin.
9. To stop recording and make the mix of the two tracks, just press the STOP button.

## ■ MIDI RECORDING

- Press MENU and the F9 button (MIDI RECORDING) in the MENU screen. The recording MIDI page will open. By using the F1-F10 buttons you can set the following MIDI recording modes:  
F1- keyboard: sets the recording mode from the keyboard.  
F2 - MIDI PORT IN GM: sets the MIDI data



Figure 333



Figure 334



Figure 335

recording mode from the MIDI IN port.

## Recording a MIDI file using the keyboard

10. Press the MENU button and the F9 button (MIDI RECORDING) to enter the MIDI recording environment.
11. You will be prompted to give a name to the file. Digit the name for the MIDI file, directly from the keyboard (Figure 334). In the example, the file is "MIDI\_01".
12. Press the USER 5 button (ENTER).
13. Press the F1 button (KEYBOARD) to set the recording mode from keyboard.
14. Press the USER 5 button (START REC) or the ENTER button to start the MIDI recording.
15. Play the keyboard and/or start the Arranger.
16. Press the USER 4 button (STOP REC) to stop recording.
17. A file in the MIDIFILE folder of the disk will be created (Figure 335).
18. Press the START button or the USER 5 button (START) to start playback of the recorded MIDI file. To browse and listen the recorded MIDI file, press the MIDI button in the Player section.

## ■ Recording a MIDI file from the MIDI IN port

1. Press the MENU button and the F9 button (MIDI RECORDING) to enter the MIDI recording environment.
2. You will be prompted to give a name to the file. Digit the name for the MIDI file, directly from the keyboard.
3. Press the F2 button (MIDI PORT IN GM) to set the data recording mode from the external port (Figure 336).
4. Press the USER 5 button (START REC) to start the MIDI recording.
5. Start the external MIDI sequencer or play any MIDI keyboard connected to the MIDI IN connector.
6. Press the USER 4 button (STOP REC) to stop MIDI recording.
7. A file in the MIDIFILE folder of the disk will be created.
8. To browse and listen the recorded MIDI file, press the MIDI button in the Player section.

### WARNING

*If you make a MIDI recording using an Audio Drum part for the drum, the drum sounds (AUDIO) will not be recorded into the MIDI recording. If you want to record an Audio Drum please use the audio recording method.*

## ■ MACRO RECORDING

The MACRO RECORDING records all the events performed on the keyboard (Figure 337).

The files have the extension .MRS and are saved into the MIDI folder from where it is also possible to reproduce them.

Once the Macro Recording feature is selected, the display will show a sub-menu with the possibility to assign a name and other options (Figure 338).

- **Macro Restore:** if set to On, at the end of the Macro Recording sequence will be automatically restored all the previous panel conditions of the machine before the Macro performance.
- **Macro Rec Keyb.:** Enable/Disable for the keyboard recording.
- **Macro Play Keyb.:** Enable/Disable for keyboard playing during the Macro reproduction.
- **Macro Play Tab:** Enable/Disable for the panel tab functioning during the Macro playback.
- **Sync Start Rec:** this function permits to start automatically the Macro recording as soon the Style is activated. In order to use this feature it's enough to exit by pressing the tab Menu and then return to the Main View: doing Start to the Style the MACRO will begin it's recording.
- **Sync Stop Rec:** the feature allow to stop the Macro recording with the Stop to the Style.

## ■ Macro Recording & Playback

Once a name is given and the various options are



Figure 336

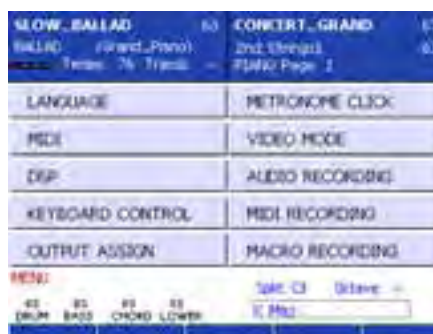


Figure 337



Figure 338

selected, it is possible to start the Macro Recording by pressing the tab START REC (user 5/10).

All the following events produced on Audya such as voice selection, style changes, player and any other feature, except for Microphone signal, will be recorded.

During the Macro Recording all Menus are deactivated.

The end of the performance is achieved by pressing STOP REC or RECORD.

In order to start the playback just go into MIDI folder, select the file .MRS and press Enter.

## ■ Macro and Registration

While recording a Macro you cannot access a Registration. If you want to record a Macro using one Registration setting, you can launch the Registration first and then the Macro Recording. When the Macro will be executed, it will automatically set the initial values, also the previously selected Registration.

## Vocetron

Once you connect two microphones to the MICRO 1 and MICRO 2 connectors you can access to a bunch of options for the voice treatment.

### ■ MICRO

The MICRO button enables the MICRO 1 input and MICRO 2 input. Connect one or two microphones to the jacks on the rear and adjust the level by using the GAIN 1 and GAIN 2 wheels.

### ■ VOCALIZER

The VOCALIZER button enables the effect processor for the harmonization and the automatic pitch only on MICRO 1.

### Setting a vocal effect

1. Press the MICRO button.
2. The MICRO PRESETS window will appear (Figure 339).
3. Press the F1-F10 buttons to select one of the MICRO PRESETS, that is one effect for the microphone connected to MICRO 1 and/or MICRO 2.
4. Press the CURSOR ◀ ▶ buttons to scroll the MICRO PRESETS pages.

By using the F1-F10 buttons you can select 20 MICRO PRESETS from two pages:

PAGE 1	PAGE 2
F1-DRY	F1-GIRL
F2-REVERB SMALL	F2-BABY
F3-REVERB MEDIUM	F3-VIBRATO
F4-REVERB LARGE	F4-PHONE
F5-REVERB GATED	F5-ANGEL
F6-BOOST	F6-MICRO_01
F7-ECHO REVERB	F7-MICRO_02
F8-ECHO REVERB TAP	F8-MICRO_03
F9-CORRECTION	F9-MICRO_04
F10-BEAR	F10-MICRO_05

### Editing a vocal effect

1. Select one MICRO PRESETS from the list on the display.
2. Press the EDIT button on the front panel.
3. A window like Figure 340 will appear.
4. By using the F1-F10 buttons you can select the following options:  
 F1-MICRO1  
 F2-MICRO2  
 F3-REVERB  
 F4-ECHO  
 F5-TRANSFORM  
 F6-COMPRESSOR  
 F7-LIMITER  
 F8-EQUALIZER  
 F9-VIBRATO  
 F10-PITCH

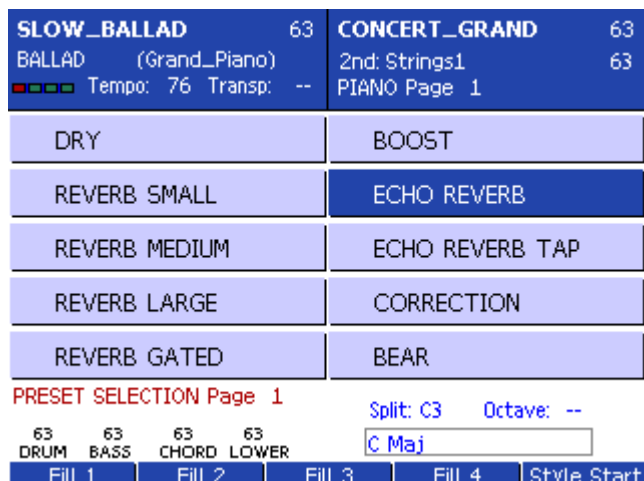


Figure 339

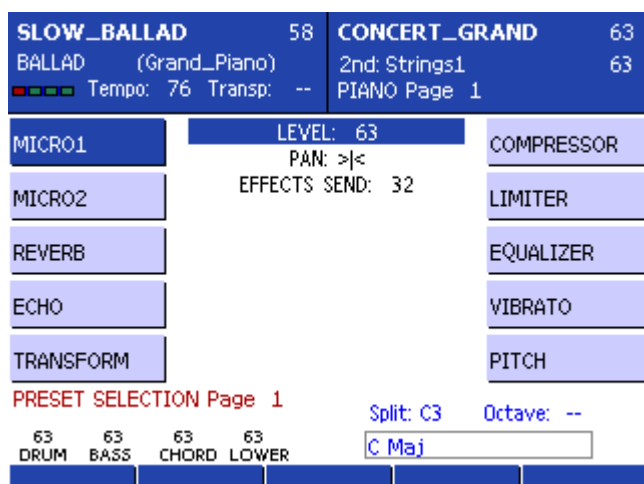


Figure 340

Please note that for MICRO1 (that is the microphone connected to MICRO 1 on the rear) all the options are available, while for MICRO2, only REVERB and ECHO are available.

### MICRO1

By selecting the F1 button (MICRO1), you can choose one of the following options:

- F3-REVERB
- F4-ECHO
- F5-TRANSFORM
- F6-COMPRESSOR
- F7-LIMITER
- F8-EQUALIZER
- F9-VIBRATO
- F10-PITCH

### MICRO2

By selecting the F2 button (MICRO2), you can choose one of the following options:

- F3-REVERB
- F4-ECHO



## REVERB

By selecting the F3 button a REVERB screen like **Figure 341** will appear where you can choose one of the available reverbs by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel:

Off (nessun effect)	Church
Short Room	Cathedral
Room	Gated Reverb
Small Hall	Gated Plate
Large Hall	User1
Short Plate	User2
Vocal Plate	User3

## ECHO

By selecting the F4 button a ECHO screen like **Figure 342** will appear where you can choose one of the available Echo effects by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel:

Off (nessun effect)	Stereo Tap
Mono	Mono 3/4 Tap
Stereo	Stereo 3/4 Tap
Mono 3/4	Mono 4/4 Tap
Stereo 3/4	Stereo 4/4 Tap
Mono 4/4	Mono Triplet Tap
Stereo 4/4	Stereo Triplet Tap
Mono Triplet	User1
Stereo Triplet	User2
Mono Tap	User3

## TRANSFORM

By selecting the F5 button a TRANSFORM screen (only for MICRO1) like **Figure 343** will appear where you can choose one of the available Transform effects by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel:

Default	Cartoon
Teen Pop	Nasal
Dark	Strange
Delicate	Bariton
Opera	Deep
Vibrato	Girl
Phone	Drunk
Angel	User1
Alien	User2
Baby	User3

## COMPRESSOR

By selecting the F6 button a COMPRESSOR screen (only for MICRO1) like **Figure 344** will appear where you can choose one of the available compressors by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel:

Off	-21 dB 7:1
-18 dB 2:1	-24 dB 12:1
-15 dB 3:1	User
-18 dB 5:1	



Figure 341



Figure 342



Figure 343



Figure 344



## LIMITER

By selecting the F7 button a LIMITER screen (only for MICRO1) like [Figure 345](#) will appear where you can choose one of the available Limiters by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel:

Off
-6dB
-12dB
-18dB
User

## EQUALIZER

By selecting the F8 button an EQUALIZER screen (only for MICRO1) like [Figure 346](#) will appear where you can choose one of the equalization Presets by using the USER buttons from 1 to 5, or set the your equalization curve. To change the equalization curve, choose the band by using the CURSORE ◀ ▶ and change the value (+/- 14 dB) by using the DATA/VALUE wheel or the CURSOR ▲ ▼ buttons. The Preset curves are the following:

Flat (USER 1)
LowCut (USER 2)
HighCut (USER 3)
Loudness (USER 4)
User (USER 5)

## VIBRATO

By selecting the F9 button a VIBRATO screen (only for MICRO1) like [Figure 347](#) will appear where you can choose one of the available Vibrato effects by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel:

Off
Light
Lyric
Heavy
Slow
User

## PITCH

By selecting the F10 button a PITCH screen (only for MICRO1) like [Figure 348](#) will appear where you can set the parameters to change the pitch. Select the PITCH SHIFT parameter by using the CURSOR ▲ ▼ buttons and change the value by using the CURSOR ◀ ▶ or the DATA/VALUE wheel (values +/- 24 semitones).

Select the PITCH CORRECTION parameter by using the CURSOR ▲ ▼ buttons and change the value by using the CURSOR ◀ ▶ or the DATA/VALUE wheel (Off, Slight, Slow, Medium, Fast).



Figure 345



Figure 346



Figure 347



Figure 348

## Saving a microphone effect

After you have modified one of the MICRO PRESETS, you can save it by overwriting the same Preset or giving a new name. Here is the procedure to follow.

1. Select a MICRO PRESET.
2. Press the EDIT button on the front panel and edit the parameters as explained above.
3. Once finished, press the SAVE button on the front panel.
4. Type a name by using the keyboard (for example MY\_MICRO) and press the USER 5 button (SAVE), as shown in [Figure 349](#).
5. By using the F1-F10 buttons is now possible to select the User Preset from the list, as shown in [Figure 350](#).



Figure 349

## Setting a VOCALIZER effect

1. Press and hold for few seconds VOCALIZER button.
2. The VOICETRON PRESETS window will appear ([Figure 351](#)) that is the effects for the microphone connected to MICRO 1 on the rear.
3. Press the F1-F10 buttons to select one of the VOICETRON PRESETS.
4. Press the CURSOR ◀ ▶ buttons to scroll the VOICETRON PRESETS pages.  
By using the F1-F10 buttons you can select 20 VOICETRON PRESETS, from two pages.

PAGE 1	PAGE 2
F1-VOCALIZER	F1-USER 1
F2-AUTOTUNE VOCAL	F2-USER 2
F3-BLUEGRASS DUET	F3-USER 3
F4-COUNTRY DUET	F4-USER 4
F5-CHAINED DUET	F5-USER 5
F6-STANDARD TRIO	F6-USER 6
F7-STANDARD TRIO 2	F7-USER 7
F8-CHAINED TRIO	F8-USER 8
F9-STAND. QUARTET	F9-USER 9
F10-JAZZ QUARTET	F10-MIDI MODE

5. In [Figure 352](#) you can see the VOICETRON PRESETS of the second page.
6. Please note that the last Preset corresponding to the F10 button on the second page is "MIDI MODE" (shown by the arrow on [Figure 352](#)), that is the harmonization mode controlled by the MIDI file. In this mode, the harmonization is automatically controlled by the melody track of the MIDI file. Please see "Setting the VOCAL mode" on the GM Parts section in this manual.

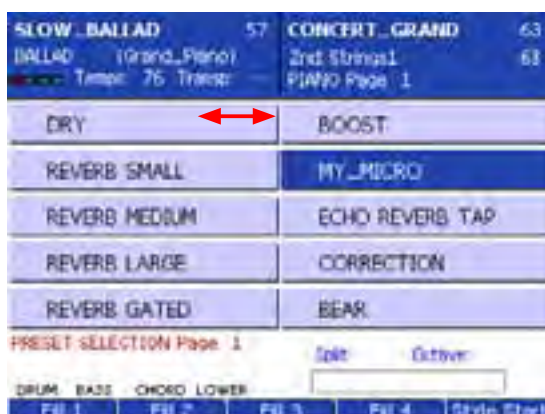


Figure 350



Figure 351



Figure 352



## Editing a VOCALIZER effect

1. Select a VOCALIZER effect.
2. By pressing the EDIT button, a window like **Figure 353** will appear.
3. Press the F1-F10 buttons to access the parameters of the Preset:  
 F1–DUET: duet effects.  
 F2–TRIO: trio effects.  
 F3–QUARTET: quartet effects.  
 F4–QUINTET: quintet effects.  
 F5–FIXED INTERV.: fixed interval effects.  
 F6–VOCODER: vocoder parameters.  
 F7–VOICES EDIT: voices parameters (up to 5 voices) Volume, Pan, Formant, Detune, Cutoff, Resonance.  
 F8–EQUALIZER: 10 bands graphic equalizer.  
 F9–EFFECTS: effects parameters.  
 F10–VOCAL TO ARR.: automatic setting of the vocalizer and the Arranger.

### DUET

By pressing the F1 button the list of DUET effects similar to **Figure 354** will appear from which you can choose one of the available duet effects by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel:

Down 1	Bluegrass	Folk 1 Up
Up 1	Down	Folk 2 Down
Down 2	Bluegrass Up	Folk 3 Up
Up 2	Country Down	Chained Up
3rd Down	Country Up	Chained
6th Up	Folk 1 Down	Down

### TRIO

By pressing the F2 button the list of TRIO effects similar to **Figure 355** will appear from where you can choose one of the effects di trio available by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel:

Standard	Octave Up 2
Standard 2	Down-key down
Down	Up-key down
Up	Chained Up
Octave Down	Chained Down
Octave Up	Chained Open Down

### QUARTET

By pressing the F3 button will appear the list of effects QUARTET similar to **Figure 356** from which you can choose one of the available quartet effects by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel:

Standard	Jazz Down
Open	Jazz Up
Octave Down	Block Chord Down
Jazz	Block Chord Up



Figure 353



Figure 354



Figure 355



Figure 356

## QUINTET

By pressing the F4 button the list of QUINTET effects similar to [Figure 357](#) will appear from which you can choose one of the available quintet effects by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel:

Standard
Open
Octave Down
Sextet Open

## FIXED INTERV.

By pressing the F5 button the list of FIXED INTERV. effects similar to [Figure 358](#) will appear from which you can choose one of the available fixed interval effects by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel:

Duet Unison	5th Down
Duet Female Up	5th Up
Duet femal Down	Lead 5th Down
Trio Female/Male	Lead 5th Up
Sextet Female/Male	3rd Major Up

## VOCODER

By pressing the F6 button the list of VOCODER effects similar to [Figure 359](#) will appear from which you can edit the parameters of the vocoder effect. Select a parameter with the CURSOR ▲ ▼ buttons and change the value by using the DATA/VALUE wheel:  
 ASSIGN (values Right, Left)  
 OCTAVE (values -2, -1, 0, +1, +2, auto)  
 MIDI MODE (values ON/OFF): in this mode the VOCODER is active for the MIDI melody track.

## VOICES EDIT

By pressing the F7 button the list of VOICES EDIT parameters similar to [Figure 360](#) will appear. Here you can edit the harmonization parameters up to 5 voices. Select a vertical parameter by using the CURSOR ▲ ▼ buttons and the horizontal parameter by using the CURSOR ◀ ▶ buttons. Modify the value of each selected parameter of the 5 voices (VOICES from 1 to 5) by using the DATA/VALUE wheel:

VOLUME (values 0–63)
PAN (values 64R >   < 63L)
FORMANT (values 0–63)
DETUNE (values 0–63)
CUTOFF (values 0–38)
RESONANCE (values 0–7)



Figure 357



Figure 358



Figure 359



Figure 360



## EQUALIZER

By pressing the F8 button the list of EQUALIZER effects similar to [Figure 361](#) will appear from which you can choose one of the 10-bands graphical equalizer preset by using the USER buttons from 1 to 5, or edit the parameters to set the custom equalization. Select one of the 10 EQ bands by using the CURSOR ◀ ▶ buttons. Modify the value of the selected band by using the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel (values from -14 dB to 14 dB). The USER buttons from 1 to 5 allow to choose one of the following Preset:

- Flat (no equalization)
- LowCut (equalization with bass frequencies cut)
- HighCut (equalization with high frequencies cut)
- Loudness (bass and high frequencies boost)
- User (equalization set by the user)

### LowCut

By pressing the USER 2 button you can set a low cut equalization, that is a high-pass filter on sound. Useful when you must cancel booming frequencies or to eliminate “pop” noises from the voice ([Figure 362](#)).

### HighCut

By pressing the USER 3 button you set a high cut equalization, that is a low-pass filter on sound. Useful when you must cancel hissing frequencies or to eliminate feedback effects on the microphone ([Figure 363](#)).

### Loudness

By pressing the button USER 4 you set an equalization with bass and high frequencies boost. Useful when in must enhance the frequencies in too absorbing rooms at too low volume ([Figure 364](#)). In other words, the natural loss at quite volumes of low and high frequencies by the human ear is compensated.

### User

By pressing the USER 5 button you set an equalization made by the user. Useful when you must recall a particular equalization for different gigs ([Figure 365](#)). The User Preset is stored together the VoiceTron Preset, as explained on the next page.



Figure 361



Figure 362



Figure 363



Figure 364



Figure 365

## EFFECTS

By selecting the F9 button the list of EFFECTS similar to **Figure 366** will appear from which you can edit the parameters of the REVERB and ECHO effects. Select the parameter by using the CURSOR ▲ ▼ buttons and edit the value of the 3 parameters by using the DATA/VALUE wheel. The three parameters are:

**EFFECTS SEND** (values 0–63)

**REVERB PRESET** (see the list at left)

**ECHO PRESET** (see the list at right)

REVERB PRESET	ECHO PRESET
Short Room	Mono
Room	Stereo
Small Hall	Mono 3/4
Large Hall	Stereo 3/4
Short Plate	Mono 4/4
Vocal Plate	Stereo 4/4
Church	Mono Triplet
Cathedral	Stereo Triplet
Gated Reverb	
Gated Plate	
User1	
User2	
User3	



Figure 366



Figure 367

## VOCAL TO ARR.

By selecting the F10 button the VOCAL TO ARR. screen like **Figure 367** will appear where you can edit the parameters of this function. The function allows to set automatically a VOCALIZER effect associated to the part played by the Arranger. For example, you can set a DUET effect for the START, a TRIO effect for the variation A of the Arranger, a VOCODER effect for the variation B of the Arranger and so on. You can make the choice of the part by using the CURSOR ▲ ▼ buttons while the effect to assign can be selected by using the DATA/VALUE wheel or by using the F1-F5 buttons (DUET, TRIO, QUARTET, QUINTET and FIXED INTERV.) or the DATA/VALUE wheel. If display show --, vocalizer setting remain unchanged.



Figure 368

## Saving a VOCALIZER effect

1. Once finished, press the SAVE button on the front panel.
2. A dialogue will appear to give a name (**Figure 368**). Digit the name by using the keyboard and press the USER 5 button (SAVE)
3. Once saved, you can recall the custom effect from the second page of the VOCALIZER window (**Figure 369**).



Figure 369



## Search (Main View)

Audya features a useful SEARCH function in order to search files stored in the internal disk or in external USB devices. When is the MAIN VIEW is active, the search engine looks different from the normal view.

### ■ Searching a file in the MAIN VIEW window

1. Press the SEARCH button.
2. The last open directory of the disc will appear (Figure 370).
3. Use the CURSOR ▲ ▼ buttons or the DATA/VALUE wheel and the ENTER button to search a folder.
4. Digit the name of a file, even partially, inputting letters and numbers from the keyboard.
5. In Figure 371, only the character “S” is inputted, the engine locates the first entry of the file name starting with an “S”. The found file will be highlighted.
6. In Figure 372, by entering the second character the engine locates more precisely what you are looking for.
7. Repeat inputting characters as you like.
8. When the file you are looking for it's found, you can press the ENTER button to start the file. In Figure 373 is “SOLO TROMBONE.WAV”.
9. By pressing the EXIT button on the front panel you can change the search folder on the disc.
10. By pressing the USER 5 button (EXIT) as shown by the arrow on Figure 374, you can exit the search function and return to the ordinary MAIN VIEW window.



Figure 370

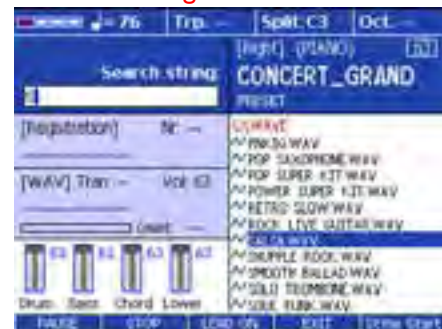


Figure 371



Figure 372



Figure 373



Figure 374



## Search

Audya features a useful SEARCH function in order to search files stored in the internal disk or in external USB devices.

### ■ Searching a file

1. Press the SEARCH button.
2. The last accessed directory of the internal disk will open (Figure 375).
3. Use the CURSOR ▲ ▼ or the DATA/VALUE wheel and the ENTER button to locate a folder and to search inside.
4. Digit the full name file, or a part of it, by inputting letter and numbers directly from the keyboard. In the example (Figure 376) the input name to search is "LIKE".
5. Press the USER 5 button (GLOB. SEARCH) to start searching.
6. After a while, a screen by using the search results will appear. In the example (Figure 377) all the files containing the text "LIKE" have been found.
7. The files are immediately available to start playback directly from the search screen.

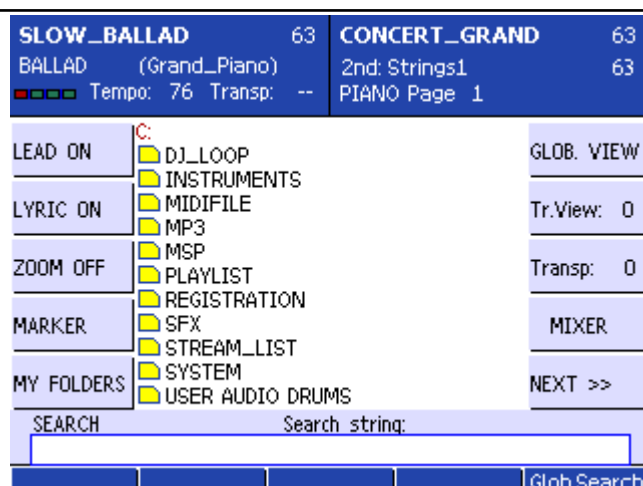


Figure 375

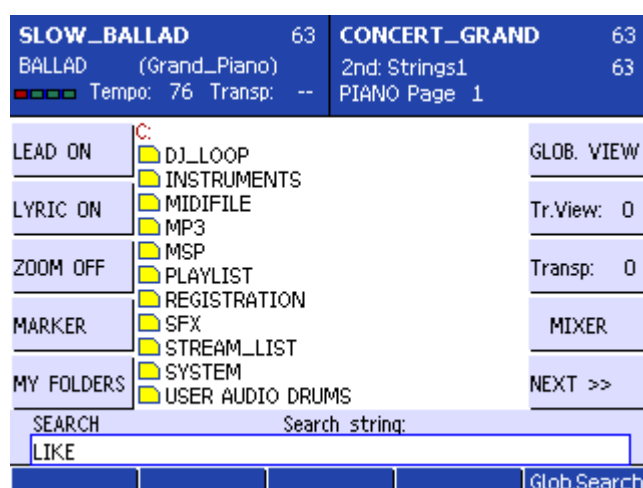


Figure 376

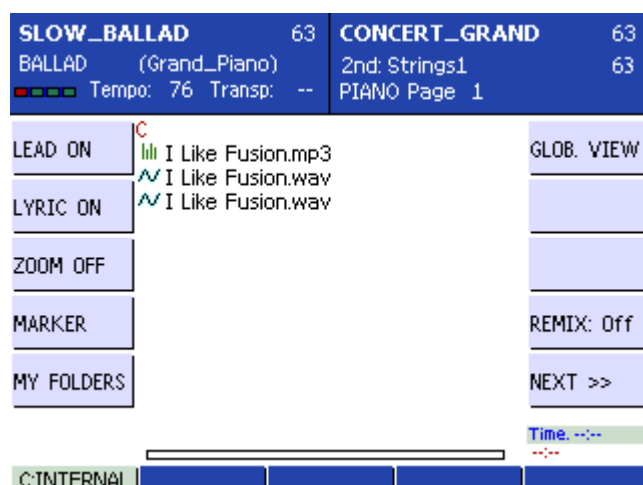


Figure 377

# User Assignable

## User Assignable

By pressing the USER ASSIGNABLE button, located to left of the display, you can access the screen where to assign custom functions to the USER buttons (Figure 378).

By using the F1-F5 buttons you can assign up to five USER\_TABS\_PRES, that is five different functions for the five User buttons below the display. Press one of the F1-F5 buttons and the EDIT button to access the screen like Figure 379. Here you can assign to each USER button one of the following functions:

FILL 1	SNARE OFF
FILL 2	HIHAT OFF
FILL 3	CYMBAL OFF
FILL 4	TOM/FX OFF
FILL IN	RIMSHOT OFF
BREAK 1	LATIN 1 OFF
BREAK 2	LATIN 2 OFF
BREAK 3	LATIN 3 OFF
BREAK 4	CLAP FX OFF
BREAK	WHA-WHA
FILL TO ARR.	REVERB
REINTRO	CHORUS
AUTO FILL	ECHO/DELAY
AFTER FILL	DIST/OVERDRIVE
SWING BASS	TEXT PAGE -
BASS TO ROOT	TEXT PAGE +
BASS SUSTAIN	ARABIC 1... 10
LOWER MUTE	RIGHT BOOST
LOWER OFF STOP	STYLE STOP
LOWER 1 HOLD	DRYONSTOP
LOWER 2 HOLD	VOC. ON-OFF
PIANIST SUSTAIN	ENDONSTOP
MANUAL DRUM	FILL TO END
CRASH	UNPLUGGED
ONLY KICK	JUKEBOX
DRUM&BASS	LEAD MUTE
KICK OFF	SUB REG. UP-DOWN

Use the F10 button to save the USER\_TABS\_PRES in the current position. By using the BACK and FORWARD buttons you can add further 5 USER\_TABS\_PRES. By using the buttons F6-F10 you can assign to the USER slider the following functions:

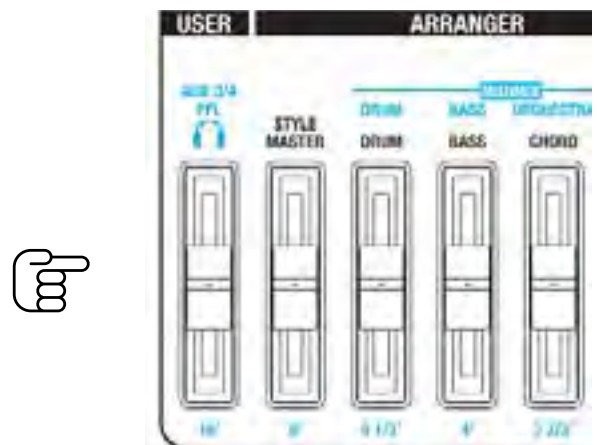
- F6 - PFL: sets the PRE FADER LISTEN volume control.
- F7 - WAVE FILTER: sets the USER slider to adjust the cutoff frequency on WAVE Player. By pressing repeatedly the button you can set the reverb send on the RIGHT part or on the microphone.
- F8 - CHORD 1 WHA-WHA: sets the USER slider to adjust the cutoff frequency of the chord 1, in order to produce a Wha-Wha effect. By pressing



Figure 378



Figure 379



repeatedly the button you can set the same function to CHORD 1, CHORD 2, CHORD 3, CHORD 4, CHORD 5, BASS, ALL CHORDS, ALL STYLE and RIGHT.

F9 - PORTAMENTO TIME: sets the USER slider to adjust the portamento time.

F10 - CHORD 2 CUTOFF: sets the USER slider to adjust the cutoff frequency of the chord 2. By pressing repeatedly the button you can set the same function to CHORD 1, CHORD 2, CHORD 3, CHORD 4, CHORD 5, BASS, ALL CHORDS, ALL STYLE and RIGHT.

## Text scrolling

In addition to the ordinary lyric functions, showing synchronized text contained in the Standard MIDI files (karaoke), Audya allows to synchronize lyric with any audio and MP3 file.

### ■ Combining a text file with a MIDI file, an MP3 or a WAVE file

1. Make the USB connection to access the hard disk of Audya. After connecting, open the WAVE folder and copy a text file (an ordinary TXT file) containing the lyric of a song. The name of the TXT file must be identical to the title of the song (except the file extension) (Figure 380).  
In the example, the text file is “Chill Out.txt” corresponding to the song “Chill Out.wav”.
2. After disconnecting properly the USB connection, press the WAVE button to access the WAVE folder containing the songs.
3. Select the song matching the same TXT file and start playback by pressing the START button (Figure 381).
4. Press F2 (LYRIC ON) to show the lyric on the display (Figure 382).
5. When necessary, jump to the next page of lyric, by pressing the CURSOR ▼ button to display the next lyric page (Figure 383).

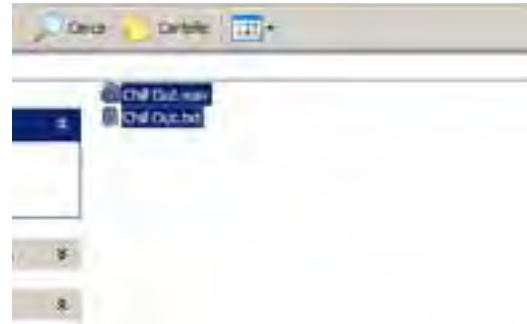


Figure 380



Figure 381

### ■ Synchronizing the lyric auto-scroll

1. Playback the WAVE file (MIDI or MP3).
2. Press the RECORD button.
3. Scroll the text pages by pressing the CURSOR ▼ button as necessary.
4. While the file is still running, press the SAVE button.
5. You will be prompted to save the TXT file.
6. Confirm.
7. When you restart the song, the displayed lyric will change in sync.



Figure 382



Figure 383



## Disk

Audya features a bunch of functions dedicated to the disk management.

### ■ Disk Menu

- Press the DISK button to see the content of the internal disk (Figure 384). The disk contains a certain number of folders, that you can access by using the CURSOR ▲ ▼ or the DATA/VALUE wheel. The content is:
 

DJ LOOP	MSP
MIDIFILE	STREAM_LIST
MP3	USER_VOICE_LIST
PLAYLIST	USER AUDIO DRUM
SFX	USER LIVE GUITAR
USER_STYLES	USER DATA
WAVE	
INSTRUMENTS	
REGISTRATION	
SYSTEM	
- Press the ENTER button to enter the selected folder.
- Press the EXIT button to exit the selected folder and jump to the parent folder.
- Press the USER 5 button (DISK MENU) to list all the available functions (Figure 385):
 

F1 - COPY: copies one or more files.
F2 - DELETE: deletes one or more files.
F3 - MOVE: moves one or more files.
F4 - RENAME: rename a file.
F5 - SAVE: open a screen to save PROGRAM, GM VOICE, VOICE LIST, DRAWBAR, DRUMSET
F6 - NEW FOLDER: creates a new folder.
F7 - DEL. FOLDER: deletes a folder.
F10- FORMAT: Whole Disk FORMAT featured.

### ■ Copy, delete and move

- In order to execute the copy, delete and move functions, on DISK MENU, first select one or more files by using the ENTER button. A blue dot near to each selected file will appear (Figure 386).
- Press the F1 button (COPY), F2 (DELETE) or F3 (MOVE) to select the appropriate function.
- Press the USER 5 button (EXECUTE) to execute the selected function or the USER 4 button (EXIT) to cancel the operation.

### ■ Create or delete a folder

- To create a new folder press F6 on DISK MENU.
- Give a name by inputting the characters from the keyboard. In the example, the folder name is "NEW FOLDER".
- Press the USER 5 button (EXECUTE).
- The folder will be created on the current position of the disk (Figure 387).
- Select again folder and press F7 (DEL. FOLDER) to delete it.
- Press the USER 5 button (EXECUTE) to delete the folder or the EXIT button to cancel the operation.



Figure 384



Figure 385



Figure 386



Figure 387

### ■ Disk format

- To format the disk, press F10. A pop-up will appear where you can choose whether to go on with formatting (USER KEY 5 0) or cancel the operation (USER KEY 4/9).
- Please remember that formatting will erase all data on disk.

USB drive

In addition to the internal disk you can also manage external drive such as pen drives, hard disks, CD players, etc. connected to any of the two USB connectors on the front side.

Once you have inserted a USB device into one of the two USB ports, the USB drive will appear on the DISK menu, as in **Figure 388**.

The same functions in the DISK MENU are available also for the files and folders of the USB drive.

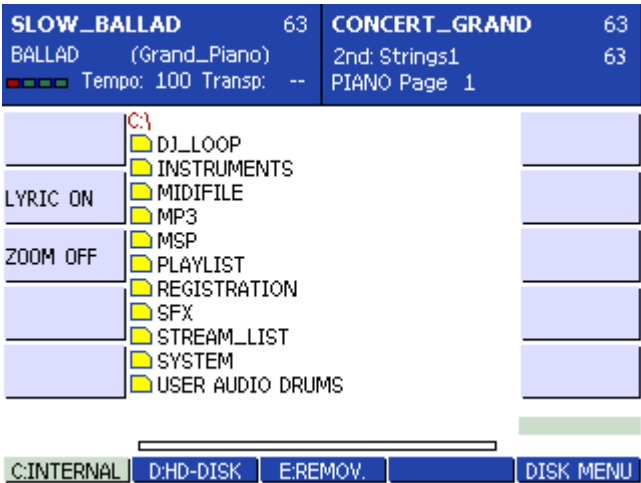


Figure 388

**WARNING**  
*Audya recognize USB pen drive or external Hard disk FAT32 formatted . However Floppy USB, Hard Disk, Mp3 Player, CD-ROM, DVD-ROM must be with power supply built in.*

## GM Voices

### BANK A (CC0 Value=0)

N°	VOICE
1	Grand Piano
2	Pop_Piano
3	Upright
4	Honky
5	El_Piano1
6	Dx_Piano
7	Harpsichord
8	Clavinet
9	Celesta
10	Glocken
11	Musicbox
12	Vibraphone
13	Marimba
14	Xylophon
15	Tubular_Bell
16	Santur
17	Leslies
18	Jazz_Organ
19	Rock_Organ
20	Church_Organ
21	Theatre_Organ
22	Musette1
23	Harmonica
24	Accordion1
25	ClassicFx*
26	Country1*
27	Jazz_Guitar1*
28	Clean*
29	Muted*
30	Distortion*
31	Overdrive*
32	Harmonics

N°	VOICE
33	Acoustic*
34	Finger*
35	Picked*
36	Fretless*
37	Slap
38	Funk*
39	Synbass1*
40	Synbass2*
41	Violin
42	Viola
43	Cellos
44	Contrabass
45	Tremolos
46	Pizzicato
47	Harp
48	Timpani
49	Strings1
50	Slow_Strings
51	Synstrings1
52	Synstrings2
53	Choir1
54	Choir2
55	Synvoice
56	Hits
57	Mexican
58	Trombone
59	Tuba*
60	Miles
61	French_Horn
62	Brass1
63	Synbrass1
64	Synbrass2

N°	VOICE
65	Altosoft
66	Altosax
67	Tenor
68	Bariton
69	Oboe
70	English_Horn
71	Bassoon
72	Clarinet
73	Piccolo
74	Classic_Flute
75	Recorder
76	Pan_Flute
77	Bottle
78	Shakuashi
79	Whistle
80	Ocarina
81	Square
82	Sawtooth
83	Calliope
84	Wha
85	Sinesweep
86	Vox
87	Fifth
88	Fm_Lead1
89	Fantasy
90	Warmpad
91	Score
92	Space
93	Softpad
94	Metal
95	Prelude
96	Sweep

N°	VOICE
97	Ice_Rain
98	Soundtrack
99	Crystal
100	Atmosphere
101	Brightness
102	Goblin
103	Tough_Pad
104	Startheme
105	Sitar
106	Banjo
107	Shamisen
108	Koto
109	Kalimba
110	Bagpipe
111	Fiddle
112	Zurna
113	Tinkle
114	Agogo
115	Steeldrum
116	Wood_Block
117	Taiko
118	Melotom1
119	Syntom
120	Reverse
121	Fret_Noise
122	Breath
123	Seashore
124	Bird
125	Telephone
126	Helicopter
127	Applause
128	Gunshot1

### BANK B (CC0 Value=1)

N°	VOICE
1	Jingle
2	Electric
3	Latin_Piano
4	El_Piano1
5	Concert_Grand
6	Bright
7	Twin_Fm
8	Hard_Dx
9	Musicbox
10	Tubular_Bell
11	Marimba
12	Long_Vibe
13	Kalimba
14	Ep_Phase
15	Orch_Bell
16	Windchimes
17	Rotary
18	Dry_Organ
19	Drawbar

N°	VOICE
20	Positive
21	Master
22	Francaise
23	Jazz-Fisa
24	Tango
25	Country&Slide*
26	Ac_Folk1*
27	Funky_Guitar*
28	60Stopped*
29	Mute_Velo*
30	Pop_Lead*
31	12Strings*
32	Solid_Body*
33	Warm*
34	Ballad*
35	Funk*
36	Bass&Guit2*
37	Precision*
38	Synbass3*

N°	VOICE
39	Synbass4*
40	Synbass5*
41	Strings2
42	Violas
43	Strings2
44	Octastring
45	Strings1
46	Marcato
47	Strings3
48	Slow_Strings
49	Strings2
50	Synstrings3
51	Dah
52	Choir_Aah1
53	Choir_Aah2
54	Ooh
55	Vocal
56	Tuuh
57	Golden

N°	VOICE
58	Tbone_Section
59	Oberbass1*
60	Muted_Tpt
61	Flughorn_1
62	Brass2
63	Growbrass1
64	Brass1
65	Soprano
66	Circus
67	Blowed
68	Rock_Alto
69	Mariachi
70	Growbrass2
71	Blare
72	Slide_Tbone
73	Jazz_Alto
74	Pan_Flute
75	Voice_Flute
76	Synth14



## GM Voices

77	Analogs
78	Flanger
79	Brightpad
80	Wiring
81	Synth23
82	Ramp
83	Synth22
84	Synth20
85	Fusion*
86	Synbass6*
87	Synbass7*
88	Synbass8*
89	2nd_Perc

90	3rd_Perc
91	Click
92	B3_Vibrato
93	Blues_Slow
94	Blues_Fast
95	Lower_8-4
96	16_1
97	R&Rol*I
98	Medium_Guit*
99	Strato*
100	Humbuck*
101	Vintage*
102	Fingered*

103	Stops
104	Whaguitar*
105	Hawaian
106	Mandolin
107	Bright_Acoustic*
108	ClassicFx*
109	Pedalsteel
110	Vintage*
111	Reed
112	Silent
113	Fx
114	Polisynth
115	Sci_Fi

116	Synth21
117	Wave
118	D_Cycle
119	Synth10
120	Synth4
121	Hit&Crash
122	Clackson
123	Pfif&Jew_Harp
124	Huu
125	Alarm&Laser
126	Door_Bell1
127	1Shot_Jazz
128	Airhorn

## BANK C (CC0 Value=10)

N°	VOICE
----	-------

1	Bright
2	Grand_Hammer
3	Grand_L
4	Grand_R
5	Ep_Legend
6	Real_Mark
7	Ep_Phase
8	Tine_Soft
9	Brightpad
10	Crash
11	Tubular_Bell
12	Dry_Vibe
13	Kalimba
14	Marimba
15	Glockpad
16	El Piano1
17	Hamm_Slow
18	Hamm_Fast
19	Gospel_Slow
20	Pipe
21	Gospel_Fast
22	1Shot_Musette
23	Diatonic
24	Alpen
25	Brazilian*
26	CountryFx*
27	MelobarFx*
28	StratoFx*
29	Fingered*
30	Pop_Fx*
31	JGuit&Slide
32	Spanish*

N°	VOICE
----	-------

33	Sinus*
34	Bass&Guit1*
35	Oberbass1*
36	Fusion*
37	Funk*
38	Oberbass2*
39	Pedal
40	Bass&Guit2*
41	Violin_Slow
42	Geige
43	Marcato
44	Tzivago
45	Concert
46	Chamber
47	Strings3
48	Symphonic
49	Strings3
50	Digistring
51	Strings2
52	DarkEnsemble
53	Tuuh
54	Humming
55	Choir1
56	Classic_Choir
57	Cornet
58	Bright_Tbone
59	Dixie*
60	Tbone_Section
61	Fall_Brass*
62	Brass3
63	Trombone
64	Octabrass

N°	VOICE
----	-------

65	Blowed
66	Contralto
67	Muted_Tpt
68	Growl_Sax
69	Brass&Fall
70	Mellow_Tpt
71	Smooth_Tpt
72	Brass_Section
73	Smooth_Horns
74	Piccolo
75	Pop_Flute
76	Pan~ Flute
77	Voice_Flute
78	Shakuashi
79	Whistle
80	Classic_Flute
81	Pulse1
82	Synbrass3
83	Lead_Square
84	Chick
85	Triangle1
86	Triangle2
87	Synth8
88	Synth1
89	Softpad
90	Saw&Pulse
91	Warmpad
92	Fantasy
93	Magic
94	Glockpad
95	Choir_Pad
96	Digipad

N°	VOICE
----	-------

97	Atmosphere
98	Obx_Pad
99	Bowed_Pad
100	Digipad
101	Fantasy
102	Halo
103	Ensemble
104	Digistring
105	Tres*
106	Hackbrett
107	Tres*
108	Cajun
109	Pan_Flute
110	Ac_Folk1*
111	Jungle
112	Ukulele*
113	Tinkle
114	Triangle
115	Tambora
116	Claves
117	Ac_Tom
118	Brushtom
119	Snare
120	Crash
121	Scratch1
122	Scratch2
123	Bellow
124	Breaths
125	Laser2
126	Fx_Slap
127	Laser1
128	Fisa_K.Off

### NOTE

Voices with \* sign represent Real Voice .These voices featuring effect, own noises or else in oredr to reproduce original timbre with more realist nuance.

# Sounds

## GM Voices

### BANK D (CC0 Value=11)

N°	VOICE
----	-------

1	Concert_L
2	Concert_R
3	Pop_Hammer
4	Pulse_Clavi
5	El_Piano2
6	Dx_Tine
7	Soft_Dx
8	Stage_Piano
9	Pop_Slow
10	Synth11
11	Open_Concert
12	Harps_Wide
13	Harps_Octave
14	ElPiano_Detune
15	Marktree
16	Vibraphon_Wide
17	Marimba_Wide
18	Full_Fast
19	B3_Fast
20	Church_Octave
21	Pipe_Octave
22	Fisa8
23	Blues_Harp
24	Cassotto
25	Ac_Folk2*
26	Ac_Folk2*
27	Folk&Slide*
28	Jazz_Guitar2*
29	Country2*
30	Thin_Strato*
31	Ac_Nylon1*
32	Jazz_Octave

N°	VOICE
----	-------

33	Blues_Lead*
34	Chuck_5TH*
35	Folk*
36	Deep*
37	Finger_Slap*
38	Retro*
39	Synbass9*
40	Synbass10*
41	Synbass11*
42	Synbass12*
43	Synbass13*
44	Bass&Guit3*
45	Fingerpick
46	Staccato
47	Swing_Tpt
48	Clean_Detune*
49	Country_Slide
50	Latin_Tenor
51	Latin_Bariton
52	Pulse2
53	Fm_Lead2
54	Synth23
55	Synth6
56	Synth7
57	Mariachi
58	Brass_Section
59	Wide_Horns
60	Synth9
61	Flughorn_2
62	Synth12
63	Tijuana
64	Synth13

N°	VOICE
----	-------

65	Synth15
66	Synth16
67	Synth17
68	Synth18
69	Synth19
70	Musette2
71	Accordion2
72	Church_Detune
73	RealBrass
74	Bass&Piano1
75	Bass&Piano2
76	Parisienne
77	Jazz_Slide
78	Country_Stereo
79	Muted*
80	Yang_Chin
81	Synth2
82	Synth3
83	Door_Bell2
84	Key_Hammer
85	Fisa_K.On
86	Tremolo
87	Synth5
88	Ac_Nylon2*
89	Short_Perc
90	Bowed_Pad
91	Brazilian_Slide
92	Hammer_1
93	Bubble
94	Burst
95	Hammer_2
96	Synbass14*

N°	VOICE
----	-------

97	Car_Stop
98	Car_Crash
99	Car_Engine
100	Car_Pass
101	Cow
102	Melotom2
103	Dog
104	Door_Slam
105	Concert_Bd
106	Explosion
107	Fire_Alarm
108	Foot_Splash
109	Foot_Steps
110	Gunshot2
111	Gunshot3
112	Heart
113	Castanets
114	Horse
115	Horse_Gallop
116	Jet
117	Laughing
118	Machine_Gun
119	Punch
120	Rain
121	Screaming
122	Sirene
123	Starship
124	River
125	Thunder
126	Train
127	Wind
128	Sax_Keys

## Drum Set

N°	DRUM SET
----	----------

1	Standard1
2	Standard2
3	Room_Gm2
4	Power_Gm2
5	Electro_Gm2
6	Jazz_Gm2
7	Analog_Gm2
8	Standard_Gm2
9	Folk
10	Acoustic1
11	JazzDry
12	Vintage
15	Acoustic2
17	Rock
25	House

N°	DRUM SET
----	----------

26	Techno
28	Progressive
29	Rave
30	HipHop
33	Fusion
41	Brush
42	Brush_Gm2
47	Sfx_Kit
48	Orchestra_Gm2
49	Orchestra
57	Studio
58	LightPop
59	Rap
60	Hip_Box
62	Modern

N°	DRUM SET
----	----------

65	Custom
66	Latin
73	PopJazz
74	Street
75	Analog
76	Citypop
77	Smooth
78	Acid
79	Kick&Snare
80	JazzBrush
81	Swing
82	Garage
83	U.S.Pop
84	MeloRap
85	Grunge

N°	DRUM SET
----	----------

86	Contemporary
87	Urban
88	Electro
89	Country
90	R&B

### SPECIAL KIT

91	Pop_Super_Kit
92	Funk_Super_Kit
93	Power_Super_Kit

## Audio Drum

N°	
1	60'S_POP_01
2	60'S_POP_02
3	60'S_POP_03
4	60'S_POP_04
5	6_8_BALLAD_01
6	6_8_BALLAD_02
7	6_8_BALLAD_03
8	70'S_BEAT_01
9	70'S_BEAT_02
10	70'S_BEAT_03
11	70'S_BEAT_04
12	70'S_POP_01
13	70'S_POP_02
14	70'S_POP_03
15	70'S_POP_04
16	8BEAT1_01
17	8BEAT1_02
18	8BEAT1_03
19	8BEAT1_04
20	8_BEAT_2_01
21	8_BEAT_2_02
22	8_BEAT_2_03
23	8_BEAT_2_04
24	8_BEAT_3_01
25	8_BEAT_3_02
26	BIGBAND_01
27	BIGBAND_02
28	BIGBAND_03
29	BIGBAND_04
30	BLUES_01
31	BLUES_02
32	BLUES_03
33	BOSSAMIX_01
34	BOSSAMIX_02
35	BOSSAMIX_03
36	BOSSANOVA_01
37	BOSSANOVA_02
38	BOSSANOVA_03
39	BOSSANOVA_04
40	BRUSHPOLKA_01
41	BRUSHPOLKA_02
42	BRUSHPOLKA_03
43	BRUSHWALTZ_01
44	BRUSHWALTZ_02
45	BRUSHWALTZ_03
46	BUGG_01
47	BUGG_02
48	BUGG_03
49	BUGG_04
50	CNTRY_BLD_01
51	CNTRY_BLD_02
52	CNTRY_BLD_03
53	CNTRY_FOX_01
54	CNTRY_FOX_02
55	CNTRY_FOX_03
56	CNTRY_FOX_04
57	CNTRY_ROCK_01

N°	
58	CNTRY_ROCK_02
59	CNTRY_ROCK_03
60	CNTRY_ROCK_04
61	COOLFUNKY_01
62	COOLFUNKY_02
63	COOLFUNKY_03
64	COOLFUNKY_04
65	DANCEFLOOR_01
66	DANCEFLOOR_02
67	DANCEFLOOR_03
68	DANCEFLOOR_04
69	DANCEFLOOR_05
70	DISCODANCE_01
71	DISCODANCE_02
72	ENGL_WALTZ_01
73	ENGL_WALTZ_02
74	ENGL_WALTZ_03
75	ENGL_WALTZ_04
76	ENGL_WALTZ_05
77	EUROCHACHA_01
78	EUROCHACHA_02
79	EUROCHACHA_03
80	FOLK_SNG_01
81	FOLK_SNG_02
82	FOXTROT_01
83	FOXTROT_02
84	FOXTROT_03
85	FOXTROT_04
86	FUNKY_01
87	FUNKY_02
88	FUNKY_03
89	FUNKY_04
90	FUSION_01
91	FUSION_02
92	FUSION_03
93	GOSPEL_01
94	GOSPEL_02
95	GOSPEL_03
96	HARDROCK_01
97	HARDROCK_02
98	HARDROCK_03
99	HARDROCK_04
100	HIPHOP_81_01
101	HIPHOP_81_02
102	HIPHOP_89_01
103	HOUSE6_126_01
104	HOUSE6_126_02
105	HOUSE6_126_03
106	HOUSE6_126_04
107	HOUSE_132_01
108	HOUSE_132_02
109	HULLYGULLY_01
110	HULLYGULLY_02
111	HULLYGULLY_03
112	HULLYGULLY_04
113	HULLYGULLY_05
114	HULLYGULLY_06

N°	
115	HULLYGULLY_07
116	IRISHWALTZ_01
117	IRISHWALTZ_02
118	IRISHWALTZ_03
119	LATINROCK_01
120	LATINROCK_02
121	LATINROCK_03
122	LATINROCK_04
123	LIMBO_01
124	LIMBO_02
125	LIMBO_03
126	LIMBO_04
127	LOUNGE_01
128	LOUNGE_02
129	LOUNGE_03
130	LOUNGE_04
131	MACARENA_01
132	MACARENA_02
133	MACARENA_03
134	MACARENA_04
135	MARCH_01
136	MARCH_02
137	MARCH_03
138	MARCH_04
139	MAZURKA_01
140	MAZURKA_02
141	MAZURKA_03
142	MAZURKA_04
143	MENEITO_01
144	MENEITO_02
145	MENEITO_03
146	MENEITO_04
147	MODBEGUINE_01
148	MODBEGUINE_02
149	MODBEGUINE_03
150	MODBEGUINE_04
151	MODBOSSA_01
152	MODBOSSA_02
153	MODBOSSA_03
154	MOVIESONG_01
155	MOVIESONG_02
156	MOVIESONG_03
157	MOVIESONG_04
158	MUSETTE_01
159	MUSETTE_02
160	ONTHEROAD_01
161	ONTHEROAD_02
162	ONTHEROAD_03
163	ONTHEROAD_04
164	ORGANHIT_01
165	ORGANHIT_02
166	ORGANHIT_03
167	ORGANJAZZ_01
168	ORGANJAZZ_02
169	ORGANJAZZ_03
170	ORGANJAZZ_04
171	POP12_8_01



# Audio Drum

## Audio Drum

N°	
172	POP12_8_02
173	POP12_8_03
174	POPFOLK_01
175	POPFOLK_02
176	POPFOLK_03
177	POPFOLK_04
178	POPMIX_01
179	POPMIX_02
180	POPMIX_03
181	POPMIX_04
182	POPTWIST_01
183	POPTWIST_02
184	POPTWIST_03
185	POPTWIST_04
209	R&B04_95_01
210	R&B04_95_02
211	R&B05_97_01
212	R&B05_97_02
213	R&B06_106_01
214	R&B06_106_02
215	R&B07_95_01
216	R&B08_73_01
186	R&B10_88_01
187	R&B10_88_02
188	R&B12_63_01
189	R&B12_63_02
190	R&B12_63_03
191	R&B12_63_04
192	R&B13_81_01
193	R&B13_81_02
194	R&B13_81_03
195	R&B15_114_01
196	R&B15_114_02
197	R&B15_114_03
198	R&B17_100_01
199	R&B17_100_02
200	R&B17_100_03
201	R&B17_100_04
202	R&B20_100_05
203	R&B21_100_01
204	R&B21_100_02
205	R&B22_90_01
206	R&B22_90_02
207	R&B23_93_01
208	R&B23_93_02
217	R&BALLAD_68_01
218	RAP_85_01
219	RAP_85_02
220	RAVE_125_01
221	REGGAETON_01
222	REGGAETON_02
223	ROCK&ROLL_01
224	ROCK&ROLL_02
225	ROCK&ROLL_03
226	ROCKBLD_01
227	ROCKBLD_02
228	ROCKBLD_03

N°	
229	ROCKBLD_04
230	ROCKSHUFF_01
231	ROCKSHUFF_02
232	ROCKSHUFF_03
233	ROCKSHUFF_04
234	SAMBAJAZZ_01
235	SAMBAJAZZ_02
236	SAMBAJAZZ_03
237	SAMBA_01
238	SAMBA_02
239	SAMBA_03
240	SAMBA_04
241	SLOWALTZ_01
242	SLOWALTZ_02
243	SLOWALTZ_03
244	SLOWALTZ_04
245	SLOWROCK_01
246	SLOWROCK_02
247	SLOWROCK_03
248	TANGO_01
249	TANGO_02
250	TANGO_03
251	TARANTELLA_01
252	TARANTELLA_02
253	TARANTELLA_03
254	WALZER_01
255	WALZER_02

### NOTE

The "RX" after the file name of the AUDIO DRUM stands for "remixed" that is the remixed version of the same file with the same name, while "FX" stands for "effects" that is the original version with some effects applied, like compressor, reverb, etc.

## Groove Bank (Drum 2)

N°	
1	AFRO_1
2	AFRO_2
3	AFRO_3
4	AFRO_4
5	AFRO_5
6	BACHATA_A
7	BACHATA_B
8	BACHATA_C
9	BACHATA_D
10	BATUCADA_A
11	BATUCADA_B
12	BLUEGRASS
13	BOLERO_A
14	BOLERO_B
15	BOLERO_C
225	BONGO_1_T
16	BONGO_BACHAT1
17	BONGO_BACHAT2
18	BONGO_BOLERO1
19	BONGO_BOLERO2
20	BONGO_CHA
21	BONGO_SALSA
22	BOSSA_A
23	BOSSA_B
24	BOSSA_C
226	BRUSH_1_T
25	BRUSH_FAST
26	BRUSH_MEDIUM
27	BRUSH_SLOW1
28	BRUSH_SLOW2
29	BRUSH_SLOW3
30	BRUSH_SLOW4
184	CABAZA_1
185	CABAZA_2
31	CAJON
32	CHACHA_A
33	CHACHA_B
34	CHACHA_C
35	CHACHA_D
36	CHACHA_E
37	CHACHA_F
38	CLAP_1
39	CLAP_2
227	CONGA_1_T
228	CONGA_2_T
229	CONGA_3_T
230	CONGA_4_T
231	CONGA_5_T
232	CONGA_6_T
233	CONGA_7_T

N°	
40	CONGA_BOLERO1
41	CONGA_BOLERO2
42	CONGA_BOSSA
43	CONGA_CHA1
44	CONGA_CHA2
45	CONGA_MAMBO
46	CONGA_MERENG1
47	CONGA_MERENG2
48	CONGA_RUMBA
49	CONGA_SALSA1
50	CONGA_SALSA2
51	CONGA_SALSA3
52	COWBELL_CHA1
53	COWBELL_CHA2
181	COWBEL_SALSA1
182	COWBEL_SALSA2
56	CUMBIA_A
57	CUMBIA_B
58	CUMBIA_C
59	CUMBIA_D
60	CUMBIA_E
61	DANCE_1
62	DANCE_2
63	DANCE_3
64	DANCE_4
65	DANCE_5
66	DANCE_6
67	DANCE_7
68	DANCE_8
195	DANCE_Kick1A
196	DANCE_Kick1B
197	DANCE_Kick2A
198	DANCE_Kick2B
199	DANCE_Kick3A
200	DANCE_Kick3B
201	DANCE_Kick4A
202	DANCE_Kick4B
203	DANCE_Kick5A
204	DANCE_Kick5B
205	DANCE_Kick6A
206	DANCE_Kick6B
207	DANCE_Kick7A
208	DANCE_Kick7B
209	DANCE_Kick8A
210	DANCE_Kick8B
69	FLAMENCO_A
70	FLAMENCO_B
71	FLAMENCO_C
72	FLAMENCO_D
73	FLAMENCO_E

N°	
74	FLAMENCO_F
75	FLAMENCO_G
76	GIPSY1
77	GIPSY2
78	GUAJIRA_A
79	GUAJIRA_B
186	GUIRA_1
187	GUIRA_2
80	GUIRA_BACHAT1
81	GUIRA_BACHAT2
82	GUIRA_MERENG1
83	GUIRA_MERENG2
84	GUIRO_CHA
85	GUIRO_CUMBIA
86	GUIRO_MERENG
87	GUIRO_SALSA
88	HHAT_SHUFFLE1
89	HHAT_SHUFFLE2
92	HIHAT 16_1
93	HIHAT 16_2
90	HIHAT 8_1
91	HIHAT 8_2
94	HIHAT SWING1
95	HIHAT SWING2
96	HIHAT SWING3
97	HIPHOP1
98	HIPHOP2
99	HOUSE_1
100	HOUSE_2
101	HOUSE_3
102	HOUSE_4
103	HOUSE_5
104	HOUSE_6
105	HOUSE_7
106	HOUSE_8
211	HOUSE_Kick1A
212	HOUSE_Kick1B
213	HOUSE_Kick2A
214	HOUSE_Kick2B
215	HOUSE_Kick3A
216	HOUSE_Kick3B
217	HOUSE_Kick4A
218	HOUSE_Kick4B
219	HOUSE_Kick5A
220	HOUSE_Kick5B
221	HOUSE_Kick6A
222	HOUSE_Kick6B
223	HOUSE_Kick7A
224	HOUSE_Kick7B
107	JAZZROCK_A

# Groove (Drum 2)

## Groove Bank (Drum 2)

N°	
108	JAZZROCK_B
109	JIGS
110	LATINDANCE1
111	LATINDANCE2
112	MAMBO_A
113	MAMBO_B
114	MAMBO_C
188	MARACAS_1
234	MARACAS_1_T
189	MARACAS_2
235	MARACAS_2_T
190	MARACAS_3
191	MARACAS_4
192	MARACAS_5
115	MARAC_BOLERO1
116	MARAC_BOLERO2
117	MARAC_BOLERO3
118	MARAC_BOSSA
119	MARAC_CHA
120	MARAC_CUMBIA
121	MARAC_MERENG
122	MARAC_SALSA1
123	MARAC_SALSA2
124	MERENGUE_A
125	MERENGUE_B
126	MERENGUE_C
127	MERENGUE_D
128	MERENGUE_E
54	MERENGUE_F
55	PANDERO1
129	PANDERO2
236	PANDERO_1_T
237	PANDERO_2_T
130	PASODOBLE
131	POPDOWN_A
132	POPDOWN_B
133	POPFUNK_A
134	POPFUNK_B
135	POPJAZZ_A
136	POPJAZZ_B
137	POPJAZZ_C
138	POPJAZZ_D
139	POPJAZZ_E
140	POPJAZZ_F
141	R&BLUES_A
142	R&BLUES_B
143	R&BLUES_C
144	RAP
145	REELS

N°	
238	RIDE_1_T
146	RIDE_FAST1
147	RIDE_FAST2
148	RIDE_MEDIUM
149	RIDE_SHUFFLE
150	RIDE_SLOW
151	ROCK_A
152	ROCK_B
153	SALSA_A
154	SALSA_B
155	SALSA_C
156	SALSA_D
157	SALSA_E
158	SALSA_F
159	SALSA_G
160	SAMBA_A
161	SAMBA_B
162	SAMBA_C
163	SAMBA_D
164	SHAKER_1
239	SHAKER_1_T
165	SHAKER_2
240	SHAKER_2_T
193	SHAKER_3
194	SHAKER_4
166	SHUFFLE_A
167	SHUFFLE_B
168	SHUFFLE_C
169	STREET1
170	STREET2
171	SWING_A
172	SWING_B
173	SWING_C
174	TAMBORA
183	TAMBOURIN16
175	TAMBOURIN16T
177	TAMBOURINE_12
178	TAMBOURINE_24
176	TAMBOURINE_8
179	TRIPLET
180	URBAN



## Bass Bank

N°		N°		N°		N°	
10	12_8BALLAD_01	32	BALLAD_03	226	DANCE_12	89	FUSION_01
11	12_8BALLAD_02	33	BALLAD_04	227	DANCE_13	90	FUSION_02
12	12_8BALLAD_03	34	BALLENATO_01	228	DANCE_14	91	FUSION_03
13	12_8BALLAD_04	35	BALLENATO_02	229	DANCE_15	92	FUSION_04
14	16BEAT_01	291	BALLENATO_03	187	DISCO_01	93	GITANA_01
15	16BEAT_02	36	BEGUINE_01	65	DISCO_02	94	GITANA_02
16	16BEAT_03	37	BEGUINE_02	66	DISCO_03	95	GITANA_03
17	16BEAT_04	296	BEGUINE_03	67	DISCO_04	96	GOSPEL_01
18	16BEAT_05	297	BEGUINE_04	184	DISCO_05	97	GOSPEL_02
19	16BEAT_06	298	BEGUINE_05	185	DISCO_06	98	GOSPEL_03
20	16BEAT_07	299	BEGUINE_06	186	DISCO_07	230	HIP-HOP_01
21	16BEAT_08	300	BEGUINE_07	188	DISCO_08	231	HIP-HOP_02
22	16BEAT_09	301	BEGUINE_08	189	DISCO_09	99	HOUSE_01
1	3_4PDOBLE_01	302	BEGUINE_09	194	DISCO_10	100	HOUSE_02
2	6_8BALLAD_01	38	BIGBAND_01	195	DISCO_11	101	HOUSE_03
3	6_8BALLAD_02	39	BIGBAND_02	196	DISCO_12	102	HOUSE_04
4	6_8BLUES_01	40	BLUES_01	197	DISCO_13	103	HOUSE_05
5	6_8WALZ_01	41	BLUES_02	198	DISCO_14	104	HOUSE_06
6	6_8WALZ_02	42	BLUES_03	199	DISCO_15	105	HOUSE_07
23	70BEAT_01	43	BOLERO_01	200	DISCO_16	106	HOUSE_08
24	70BEAT_02	44	BOLERO_02	201	DISCO_17	205	HOUSE_09
25	70POP_01	45	BOOGIE_01	202	DISCO_18	206	HOUSE_10
26	70POP_02	46	BOOGIE_02	203	DISCO_19	207	HOUSE_11
7	8BEAT_01	47	BOSSA_01	204	DISCO_20	208	HOUSE_12
8	8BEAT_02	48	BOSSA_02	70	ENGLTRIP_01	232	HOUSE_13
9	8BEAT_03	49	BOSSA_03	71	ENGLTRIP_02	233	HOUSE_14
306	8BEAT_04	50	BOSSA_04	72	ENGLTRIP_03	234	HOUSE_15
307	8BEAT_05	51	BOSSA_05	73	FLAMENCO_01	235	HOUSE_16
308	8BEAT_06	221	BOSSA_06	74	FLAMENCO_02	236	HOUSE_17
309	8BEAT_07	222	BOSSA_07	75	FLAMENCO_03	107	HULLYGULLY_01
310	8BEAT_08	223	BOSSA_08	76	FLIPBEAT_01	108	HULLYGULLY_02
311	8BEAT_09	52	BUGG_01	77	FOLKSINGER_01	237	JAZZ_01
312	8BEAT_10	53	BUGG_02	78	FOLKSINGER_02	238	JAZZ_02
313	8BEAT_11	54	CALYPSO_01	79	FOLKSINGER_03	239	JAZZ_03
314	8BEAT_12	55	CALYPSO_02	80	FOLKSINGER_04	240	JAZZ_04
315	8BEAT_13	56	CANCAN_01	285	FOX_01	241	JAZZ_05
316	8BEAT_14	57	CANCAN_02	286	FOX_02	242	JAZZ_06
317	8BEAT_15	58	CANCAN_03	287	FOX_03	243	JAZZ_07
318	8BEAT_16	59	CHACHA_01	81	FUNKY_01	244	JAZZ_08
319	8BEAT_17	60	CHACHA_02	82	FUNKY_02	109	LATINROCK
320	8BEAT_18	61	CHACHA_03	83	FUNKY_03	110	LIGHTPOP_01
321	8BEAT_19	62	CHARLESTON	84	FUNKY_04	111	LIGHTPOP_02
322	8BEAT_20	63	CNTRYDIX	85	FUNKY_05	112	LIGHTPOP_03
323	8BEAT_21	64	DANCE_01	86	FUNKY_06	245	LOUNGE_01
324	8BEAT_22	176	DANCE_02	87	FUNKY_07	246	LOUNGE_02
217	AFRO_01	177	DANCE_03	88	FUNKY_08	247	LOUNGE_03
218	AFRO_02	178	DANCE_04	209	FUNKY_09	113	MACARENA_01
219	AFRO_03	179	DANCE_05	210	FUNKY_10	114	MACARENA_02
220	AFRO_04	180	DANCE_06	211	FUNKY_11	115	MARCH
27	BACHATA_01	181	DANCE_07	212	FUNKY_12	248	MAZURKA
28	BACHATA_02	182	DANCE_08	213	FUNKY_13	116	MENEITO_01
29	BACHATA_03	183	DANCE_09	214	FUNKY_14	117	MENEITO_02
30	BALLAD_01	224	DANCE_10	215	FUNKY_15	118	MERENGUE_01
31	BALLAD_02	225	DANCE_11	216	FUNKY_16	119	MERENGUE_02

# Bass Bank

## Bass Bank

N°	
120	MERENGUE_03
249	NUJAZZ_01
250	NUJAZZ_02
251	NUSOUL_01
252	NUSOUL_02
253	NUSOUL_03
330	NUSOUL_04
331	NUSOUL_05
332	NUSOUL_06
333	NUSOUL_07
166	OBERPOLKA_01
167	OBERPOLKA_02
325	OBERWALZ_01
326	OBERWALZ_02
121	PDOBLE_01
122	PDOBLE_02
254	POLKA
255	POPCHA_01
256	POPCHA_02
257	POPCHA_03
327	POPLATIN_01
328	POPLATIN_02
329	POPLATIN_03
123	POP_01
124	POP_02
125	POP_03
126	POP_04
127	POP_05
128	POP_06
258	PROGRESS_01
259	PROGRESS_02
260	PROGRESS_03
261	PROGRESS_04
262	R&BLUES_01
138	R&BLUES_02
139	R&BLUES_03
134	REGGAETON_01
135	REGGAETON_02
129	REGGAE_01
130	REGGAE_02
131	REGGAE_03
132	REGGAE_04
133	REGGAE_05
136	RHUMBA_01
137	RHUMBA_02
288	RHUMBA_03
289	RHUMBA_04
290	RHUMBA_05
292	RHUMBA_06
263	RNB_01

N°	
264	RNB_02
265	RNB_03
266	RNB_04
267	RNB_05
268	RNB_06
269	RNB_07
270	RNB_08
146	ROCKSHUFF_01
293	ROCKSHUFF_02
294	ROCKSHUFF_03
295	ROCKSHUFF_04
140	ROCK_01
141	ROCK_02
142	ROCK_03
143	ROCK_04
144	ROCK_
	BALLAD_01
145	ROCK_
	BALLAD_02
147	SALSA_01
148	SALSA_02
149	SALSA_03
191	SAMBA_01
192	SAMBA_02
193	SAMBA_03
150	SHAKE
151	SLOWROCK_01
303	SLOWROCK_02
304	SLOWROCK_03
305	SLOWROCK_04
271	SLOW_01
272	SLOW_02
273	SLOW_03
274	SLOW_04
152	SOUL_01
153	SOUL_02
154	SOUL_03
155	SOUL_04
156	SWING_01
68	SWING_02
69	SWING_03
190	SWING_04
275	SWING_05
276	SWING_06
277	SWING_07
278	SWING_08
279	SWING_09
280	SWING_10
157	TANGO_01
158	TANGO_02

N°	
159	TANGO_03
160	TANGO_04
161	TANGO_05
162	TANGO_06
163	TANGO_07
281	TECHNO_01
282	TECHNO_02
283	TECHNO_03
284	TECHNO_04
164	TWIST_01
165	TWIST_02
168	WALZ_01
169	WALZ_02
170	WALZ_03
171	WALZ_04
172	WALZ_05
173	WALZ_06
174	WALZ_07
175	WALZ_08

## Arp & Licks

N°	
39	16GUIT_01
40	16GUIT_02
41	16GUIT_03
42	16GUIT_04
43	16GUIT_05
44	16GUIT_06
45	16GUIT_07
46	16GUIT_08
47	16GUIT_09
48	16GUIT_10
49	16GUIT_11
50	16GUIT_12
51	16GUIT_13
52	16GUIT_14
53	16GUIT_15
54	16GUIT_16
55	16GUIT_17
56	16GUIT_18
197	16GUIT_19
57	16PIANO_01
58	16PIANO_02
59	16PIANO_03
60	16PIANO_04
61	16PIANO_05
62	16PIANO_06
63	16PIANO_07
64	16PIANO_08
117	16STRINGS_01
118	16STRINGS_02
119	16STRINGS_03
120	16STRINGS_04
121	16STRINGS_05
122	16STRINGS_06
123	16STRINGS_07
124	16STRINGS_08
125	16STRINGS_09
126	16STRINGS_T_01
127	16STRINGS_T_02
128	16STRINGS_T_03
65	16SYNT_01
66	16SYNT_02
67	16SYNT_03
68	16SYNT_04
69	16SYNT_05
70	16SYNT_06
71	16SYNT_07
72	16SYNT_08
73	16SYNT_09
74	16SYNT_10
75	16SYNT_11

N°	
76	16SYNT_12
77	16SYNT_13
78	16SYNT_14
79	16SYNT_15
80	16SYNT_16
81	16SYNT_17
82	16SYNT_18
83	16SYNT_19
84	16SYNT_20
85	16SYNT_21
86	16SYNT_22
87	16SYNT_23
88	16SYNT_24
89	16SYNT_25
90	16SYNT_26
91	16SYNT_27
198	16SYNT_28
199	16SYNT_29
200	16SYNT_30
201	16SYNT_31
202	16SYNT_32
203	16SYNT_33
204	16SYNT_34
205	16SYNT_35
206	16SYNT_36
207	16SYNT_37
208	16SYNT_38
209	16SYNT_39
210	16SYNT_40
211	16SYNT_41
212	16SYNT_42
213	16SYNT_43
214	16SYNT_44
215	16SYNT_45
216	16SYNT_46
143	3_4HARPSI_01
144	3_4HARPSI_02
92	3_4STRINGS_01
93	3_4STRINGS_02
94	3_4STRINGS_03
95	3_4STRINGS_04
96	3_4STRINGS_05
97	3_4STRINGS_06
98	3_4STRINGS_07
99	3_4STRINGS_08
100	3_4STRINGS_09
101	3_4STRINGS_10
102	3_4STRINGS_11
103	3_4STRINGS_12
104	3_4STRINGS_13

N°	
105	3_4STRINGS_14
106	3_4STRINGS_15
107	3_4STRINGS_16
145	4_4STRINGS_01
146	4_4STRINGS_02
147	4_4STRINGS_03
148	4_4STRINGS_04
151	6_8PIANO_01
152	6_8PIANO_02
153	6_8STRINGS_01
154	6_8STRINGS_02
155	6_8STRINGS_03
129	8BANJO_01
130	8BANJO_02
131	8BANJO_03
132	8BANJO_04
133	8BANJO_05
134	8BANJO_06
135	8BANJO_07
136	8BANJO_08
137	8BANJO_09
138	8BANJO_10
139	8BANJO_11
140	8BANJO_12
141	8BANJO_13
142	8BANJO_14
1	8GUIT_01
2	8GUIT_02
3	8GUIT_03
4	8GUIT_04
5	8GUIT_05
6	8GUIT_06
7	8GUIT_07
8	8GUIT_T_01
9	8GUIT_T_02
10	8GUIT_T_03
11	8GUIT_T_04
12	8GUIT_T_05
13	8GUIT_T_06
14	8GUIT_T_07
15	8GUIT_T_08
16	8PIANO_01
17	8PIANO_02
18	8PIANO_03
19	8PIANO_04
20	8PIANO_T_01
21	8PIANO_T_02
22	8PIANO_T_03
23	8PIANO_T_04
24	8PIANO_T_05



# Arp & Licks

## Arp & Licks

N°	
25	8PIANO_T_06
26	8PIANO_T_07
108	8STRINGS_01
109	8STRINGS_02
110	8STRINGS_03
111	8STRINGS_04
112	8STRINGS_05
113	8STRINGS_06
114	8STRINGS_07
115	8STRINGS_T_01
116	8STRINGS_T_02
27	8SYNT_01
28	8SYNT_02
29	8SYNT_03
156	8SYNT_04
157	8SYNT_05
158	8SYNT_06
159	8SYNT_07
160	8SYNT_08
161	8SYNT_09
162	8SYNT_10
163	8SYNT_11
164	8SYNT_12
165	8SYNT_13
166	8SYNT_14
167	8SYNT_15
168	8SYNT_16
169	8SYNT_17
170	8SYNT_18
171	8SYNT_19
172	8SYNT_20
173	8SYNT_21
174	8SYNT_22
175	8SYNT_23
176	8SYNT_24
177	8SYNT_25
178	8SYNT_26
179	8SYNT_27
180	8SYNT_28
181	8SYNT_29
182	8SYNT_30
183	8SYNT_31
184	8SYNT_32
185	8SYNT_33
186	8SYNT_34
187	8SYNT_35
188	8SYNT_36
30	8SYNT_T_01
31	8SYNT_T_02

N°	
32	8SYNT_T_03
33	8SYNT_T_04
34	8SYNT_T_05
35	8SYNT_T_06
36	8SYNT_T_07
37	8SYNT_T_08
38	8SYNT_T_09
189	8SYNT_T_10
190	8SYNT_T_11
191	8SYNT_T_12
192	8SYNT_T_13
193	8SYNT_T_14
194	8SYNT_T_15
195	8SYNT_T_16
196	8SYNT_T_17
149	8_HARPSI_01
150	8_HARPSI_02
249	BRASS_CHA_01
250	BRASS_CHA_02
251	BRASS_CHA_03
252	BRASS_CHA_04
253	BRASS_POP_01
254	BRASS_POP_02
255	BRASS_POP_03
256	BRASS_POP_04
257	BRASS_POP_05
258	BRASS_POP_06
259	BRASS_POP_07
260	BRASS_POP_08
263	BRASS_SWG_01
264	BRASS_SWG_02
265	BRASS_SWG_03
266	BRASS_SWG_04
267	BRASS_SWG_05
268	BRASS_SWG_06
269	BRASS_SWG_07
270	BRASS_SWG_08
271	BRASS_SWG_09
272	BRASS_SWG_10
261	BRAS_SAMB_01
262	BRAS_SAMB_02
217	FISABEGUIN_01
218	FISABEGUIN_02
219	FISABEGUIN_03
220	FISAFOX_01
221	FISAFOX_02
222	FISAFOX_03
223	FISAFOX_04
224	FISAMAZURK_01

225	FISAMAZURK_02
226	FISAMAZURK_03
227	FISAMAZURK_04
228	FISAPARTY_01
229	FISAPARTY_02
230	FISAPARTY_03
231	FISAPARTY_04
232	FISASLOWLZ_01
233	FISASLOWLZ_02
234	FISASLOWLZ_03
235	FISASLOWLZ_04
236	FISASLOWLZ_05
237	FISASLOWLZ_06
238	FISATANGO_01
239	FISATANGO_02
240	FISATANGO_03
241	FISATARANT_01
242	FISATARANT_02
243	FISATARANT_03
244	FISATARANT_04
245	FISAWALZ_01
246	FISAWALZ_02
247	FISAWALZ_03
248	FISAWALZ_04
273	HORNS_SWG_01
274	HORNS_SWG_02
275	REEDS_SWG_01
276	REEDS_SWG_02
277	REEDS_SWG_03
278	SAX_SWG_01
279	SAX_SWG_02
280	SAX_SWG_03
281	SAX_SWG_04
282	SAX_SWG_05
283	SAX_SWG_06

## Live Guitar

N°	
7	16B_ELECT_1
8	16B_ELECT_2
9	16B_FOLK_1
10	16B_FOLK_2
6	16_SMOOTH
69	2_STEPS
1	5TH_MUTE
2	5TH_SHUFFLE
135	6-8MARCH_1
136	6-8MARCH_2
68	8B_ELECT
3	8B_FOLK_1
4	8B_FOLK_2
5	8B_FOLK_3
127	8B_FOLK_4
11	BALLAD_1
12	BALLAD_2
59	BALLAD_MIX
88	BALLENATO
83	BEAT_1
90	BEAT_2
114	BEAT_3
13	BEGUINE_1
122	BEGUINE_2
14	BLUES_1
129	BLUES_2
137	BLUES_EL_6_8
15	BOSSA_NOVA
91	BUGG_1
92	BUGG_2
93	BUGG_3
16	CNTRY_12-8
17	CNTRY_POP
18	DANCE
19	DISCO
60	DISCO_MIX
20	DISCO_WHA
74	ENGLISH_WALZ
21	FAST_FOLK
22	FINGERPICK
115	FOLK_12_8
70	FOX
89	IRISH_WALZ6_8
75	LONG_ELECT_1
76	LONG_ELECT_2
66	LONG_FOLK_1
67	LONG_FOLK_2
71	PARTY_FOX_1

N°	
72	PARTY_FOX_2
73	PARTY_POLKA
23	POLKA_1
24	POLKA_2
144	POLKA_2_STOP
101	POLKA_3
138	POLKA_4
139	POLKA_5
25	POP_1
26	POP_2
27	POP_3
106	POP_4
128	POP_5
28	POP_6-8
29	R&BLUES_1
94	R&BLUES_2
116	R&BLUES_3
30	R&ROLL_1
31	R&ROLL_2
32	REGGAE_1
33	REGGAE_2
34	RIDE_WEST
35	ROCK_1
107	ROCK_10
108	ROCK_11
109	ROCK_12
110	ROCK_13
111	ROCK_14
112	ROCK_15
36	ROCK_2
37	ROCK_3
38	ROCK_4
95	ROCK_5
96	ROCK_6
97	ROCK_7
98	ROCK_8
99	ROCK_9
39	RUMBA_1
40	RUMBA_2
130	RUMBA_3
131	RUMBA_4
132	RUMBA_MIX_1
133	RUMBA_MIX_2
41	SAMBA_JAZZ
84	SHORT_ELECT1
85	SHORT_ELECT2
86	SHORT_FOLK1
87	SHORT_FOLK2

N°	
46	SHUFFLE_1
47	SHUFFLE_2
48	SHUFFLE_3
103	SHUFFLE_4
118	SHUFFLE_5
119	SHUFFLE_6
42	SHUF_ROCK_1
43	SHUF_ROCK_2
44	SHUF_ROCK_3
45	SHUF_ROCK_4
77	SLOW_ROCK6_8
49	SLOW_ROCK_1
125	SLOW_ROCK_2
126	SLOW_ROCK_3
134	SLOW_ROCK_4
80	SLOW_WALTZ
50	SMOOTH_FOLK
113	SOKA
51	SOUL_16
52	STOP_FUNK
82	SURF
78	SWING_1
79	SWING_2
117	SWING_3
53	SWING_FOX1
123	SWING_FOX2
124	SWING_FOX3
54	TANGO_1
55	TANGO_2
56	TARANTELLA_1
57	TARANTELLA_2
61	TRIPL_16SMOTH
143	TRIPL_DISCMIX
141	TRIPL_DISCO
142	TRIPL_DISCWH
62	TRIPL_POP1
63	TRIPL_POP2
64	TRIPL_POP3
81	TRIPL_RNB
65	TRIPL_SOUL16
120	UP_CLEAN
104	UP_COUNTRY_1
105	UP_COUNTRY_2
121	UP_MUTED
58	WALTZ_1
100	WALTZ_2
140	WALTZ_3
145	WALTZ_1_STOP
102	WESTERN

## AUDYA FACTORY STYLES

BALLAD	
1	@SLOW_BALLAD
2	@POP_BALLAD_1
3	@POP_BALLAD_2
4	@NICE_BALLAD
5	@POP_SONG
6	@GENTLE_R&B
7	@MEDIUM_16_BT
8	@16_BEAT_1
9	@16_BEAT_2
10	@ELECTRO_BALLAD
11	@8_BEAT_1
12	@8_BEAT_2
13	@HEAVY_BEAT
14	@ENGLISH_TUNE
15	@EUROPOP
16	@NEW_TITLE
17	@GUITAR_BALLAD
18	@NEW_BALLAD
19	@COUNTRY_BEAT_2
20	@CLASSIC_BALLAD
21	@FOLK_MELODY
22	@FOLK_BEAT
23	@70'S_BEAT
24	@8_LIGHT_FOLK
25	@MODERN_POP
26	@ITALBEAT
27	@SOFT_BEAT_1
28	@WONDER_LIFE
29	@COUNTRY_BEAT_1
30	@SOFT_BEAT_2
31	@8_BEAT_BALLAD
32	@8_FOLK_ROCK
33	@CLASSIC_BEAT
34	@EASYBALLAD
35	@POP_BALLAD_3
36	FOLK_12_8
37	16BEAT_1_SD
38	16BEAT_2_SD

39	16BEAT_3_SD
40	16BEAT_4_SD
41	16UPBEAT_SD
42	6-8_BALLAD_SD
43	70'S_BEAT_SD
44	70'S_POP_SD
45	8BEAT_1_SD
46	8BEAT_2_SD(R)
47	8BEAT_3_SD
48	8_BALLAD_SD
49	AFTERHOURS_SD
50	EASY_BEAT_SD
51	GUIT&ORG_SD
52	ITALBEAT_SD
53	LOUNGE_SD
54	MOVIE_SONG_SD
55	PNO_BALLAD_SD
56	POP_12_8_SD
57	SOFT_BALLAD_SD
POP	
1	@16_POP_ROCK
2	@ACOUSTIC_GROOVE
3	@FUSION_FUNK
4	@TREND_POP
5	@HIP_HOP
6	@EASY_FUSION
7	@ELECTRIC_POP
8	@EMOTIONAL_R&B
9	@LATIN_R&B
10	@ORIENTAL_R&B
11	@ACOUSTIC_POP
12	@SUBWAY
13	@LOUNGE
14	@BROKEN_BIT
15	@SHUFFLE_POP
16	@SOULFUL
17	@LIGHT_POP
18	@R&B_BALLAD_1

19	@R&B_BALLAD_2
20	@SMOOTH_FUNK
21	@OLD_SCHOOL
22	@FUNKY_1
23	@RAP&REGGAE
24	@CHILL_OUT
25	@TRIPLET_POP
26	@RUMBA_RAP
27	@FUNKY_2
28	@DOWNBEAT
29	@BRIT_POP
30	@98_POP
31	@SOULFUNK
32	@ENERGY_RAP
33	@LOUNGE_GROOVE
34	@MIX_HIP_HOP
35	@NU_SOUL
36	@POP_LATIN
37	@STREET_DANCE
38	COOL_FUNKY_SD
39	ENGLISH_TUNE_SD
40	FOLK_SINGER_SD
41	FUNKY_1_SD(R)
42	FUNKY_2_SD(R)
43	FUSION_SD
44	LIGHT_POP_SD
45	POP_CHART_SD
46	POP_FOLK_SD
47	POP_MIX_SD
48	R_N_B_SD
49	STREET_SD
50	
DANCE	
1	@EURO_DANCE
2	@DISCO_DANCE
3	@DANCE_HALL
4	@DISCO_FEVER_70
5	@DISCO_FUNK_70

### NOTE

The symbol @ before the name of the STYLE means that the style has AUDIO DRUM, GROOVES or LIVE GUITAR parts.



## AUDYA FACTORY STYLES

6	@DJ_DISCO
7	@LIQUID_FUNK(R)
8	@LATIN_DANCE_1
9	@LATIN_DANCE_2
10	@REGGAETON_1
11	@ELECTRO_DANCE
12	@MINIMAL_TECHNO
13	@ROCK_HOUSE
14	@REGGAETON_2
15	@MODERN_SOKA
16	@HANDS_UP
17	@GIPSY_DANCE
18	@DISCO_NIGHT
19	@DISCO_70'S
20	@VILLAGE_FÊTE
21	@TECHNO_GARAGE
22	@TECH_HOUSE
23	@AFRO&BASS_1
24	@AFRO&BASS_2
25	@AFRO&BASS_3
26	@AFRO_HOUSE
27	@DEEP&BASS_1
28	@DEEP&BASS_2
29	@ELECTRO&BASS_1
30	@ELECTRO&BASS_2
31	@FUNK&BASS_1
32	@FUNK&BASS_2
33	@HOUSE&BASS_1
34	@HOUSE&BASS_2
35	@LATIN&BASS_1
36	@LATIN&BASS_2
37	@LATIN&BASS_3
38	@TRIBE&BASS_1
39	@TRIBE&BASS_2
40	@DISCO_70'S_2
41	@DISCO_FLAVOR
42	@FRESH_GROOVE
43	@GROOVY_FUNK(R)
44	@HOUSE_FEVER
45	60_REVIVAL_SD
46	D-FLOOR_SD
47	DANCE_1_SD
48	DANCE_2_SD
49	DANCE_3_SD
50	DISCO_1_SD
51	DISCO_2_SD

52	DISCO_3_SD
53	DISCO_BAROQUE_SD
54	GIPSY_SD
55	HOUSE_1_SD
56	HOUSE_2_SD
57	HOUSE_3_SD
58	NOCHE_MIX_SD
59	RUMBA_DANCE_SD
PARTY	
1	@PARTY_POLKA_1
2	@PARTY_POLKA_2
3	@PARTY_FOX
4	@SCHLAGER
5	@ORGELSAMBA
6	@SHUFFLEBEAT
7	@SCANDSCHLAGER
8	@PARTYSAMBA
9	@HAPPY_FOX
10	@SKA_BEAT
11	BOARISCHER
12	OBERWALZ
13	OBERPOLKA
14	DISCOFOX
15	SCHLAGERGRIECH
16	SPATZENBEAT
17	TANZPALAST
18	CTRYBALLAD
19	SCHLAGERWALZER
20	DOLOMITENPOWER
21	DOLOMITENBEAT
22	ALOHA
23	DISCODREAM
24	FLIPFOX
25	FOX_70
26	HAPPYPOLKA
27	JIVECONIE
28	ORGELPARTY
29	SCANBUG
30	SLOWROCK_6_8
31	SUMMERREGGAE
32	DANCE_ROCK_SD
33	DISCO_CHA_CHA_SD
34	DISCO_SAMBA_SD
35	FLIP_BEAT_SD
36	H-GULLY_1_SD

37	H-GULLY_2_SD
38	H-GULLY_DAN_SD
39	HIT_POLKA1_SD
40	HIT_POLKA2_SD
41	HOWY_HITS_SD
42	KASTELBT_SD
43	LIMBO_SD
44	MACARENA_SD
45	MENEITO_SD
46	PARTY_FOX_SD
47	PARTY_GRV_SD
48	PARTY_POLKA_SD
49	SCHLAGER_1_SD
50	SCHLAGER_2_SD
51	WOLLEMIX_SD
52	WOLLE_SD
ROCK&SOUL	
1	@AMERICAN_ROCK_1
2	@POWER_ROCK
3	@POP_ROCK
4	@STREET_ROCK
5	@STUDIO_ROCK
6	@BLUES_NIGHT
7	@R&BLUES_1
8	@SHUFFLE_BLUES
9	@ROCKING
10	@60'SBLUES
11	@METAL_ROCK
12	@AMERICAN_ROCK_2
13	@R&BLUES_2
14	@R&BLUES_3
15	@ROCK_SHUFFLE_1
16	@STAGE_ROCK
17	@ON_THE_ROCK
18	@GARAGE_ROCK
19	@BLUESY_MOOD
20	SOUL_POP
21	BASICROCK_SD
22	BB_ROCK_SD
23	GOSPEL_SD(R)
24	HARD_ROCK_SD
25	R&BLUES_1_SD
26	R&BLUES_2_SD(R)
27	ROCKING_SD
28	ROCK_BALLAD_SD

## AUDYA FACTORY STYLES

29	ROCK_SHUFFLE_SD
30	SHUFFLE_BLUES_SD
31	SOUL_1_SD
32	SOUL_2_SD
33	USA_ROCK_SD
COUNTRY	
1	@APACHE
2	@BLUEGRASS
3	@COUNTRY_BEAT
4	@COUNTRY_QUARTET
5	@ON_THE_ROAD
6	@KRAMER_BALLAD
7	@OLD_CNTRYWALZ
8	@ROCKABILLY
9	@WALKING_FOX
10	@COUNTRY_ROOTS
11	@IRISH_WALZ
12	@COUNTRY_FOX
13	@COUNTRY_SURF
14	@IRISH_FOX
15	@IRISH_SLOW_FOX
16	@QUICK_STEP
17	@UP_COUNTRY_1
18	@SOFT_BALLAD
19	@WESTERN_1
20	@WESTERN_2
21	@UP_COUNTRY_2
22	@FOLK_ROOTS
23	@IRISH_WALKING
24	BALLAD_12_8
25	COUNTRY_BALLAD
26	COUNTRY_DIXIE
27	COUNTRY_WALZ
28	BLUEGRASS_SD
29	CNTRY_BLD_SD
30	CNTRY_FOX_SD
31	CNTRY_POP_SD
32	CNTRY_ROCK_SD
33	KRAMER_SD
34	NASHVILLE_SD
35	ONTHEROAD_SD
36	SLOW_COUNTRY_SD
37	WESTERN_SD
38	WESTRIDE_SD

SWING	
1	@BIGBAND_1
2	@BIGBAND_2
3	@BIGBAND_SLOW
4	@JAZZ_COCKTAIL
5	@JAZZ_QUARTET
6	@ORCHESTRAL_SLOW
7	@JAZZ_WALZ
8	@FAST_BEBOP
9	@SWING_1
10	@SWING_2
11	@CHRISTMAS_FOX
12	@GOGO(R)
13	@BRASSY_FOX
14	@ROMANTIC_FOX
15	@SMOOTH_FOX
16	CHARLESTON
17	DIXIELAND(R)
18	JAZZMAN
19	JAZZ_5_4
20	MANOUCHE
21	SHUFFLE_FOX
22	SLOW_FOX(R)
23	SWING3
24	BIG_BAND_SD
25	BLUES_BLD_SD(R)
26	BLUES_SD(R)
27	EASY_JAZZ_SD(R)
28	JAZZ_WALTZ_SD
29	ORCH_SLOW_1_SD
30	ORCH_SLOW_2_SD
31	ORGAN_HIT_SD(R)
32	ORGAN_JAZZ(R)
33	SWING_BLD_SD
LATIN	
1	@BALADA
2	@FAST_BOSSA
3	@SAMBA_JAZZ
4	@BOLERO_2
5	@TECNO_MERENGUE
6	@PUERTORICANA(R)
7	@MAMBO_SALSA(R)
8	@RUMBA_BEGUINE
9	@DOMINICANA(R)

10	@GUAJIRA(R)
11	@BOLERO_1
12	@BOSSA&SALSA
13	@CUBAN_CHACHA(R)
14	@MERENGUE_1(R)
15	@SAMBA_LIGHT
16	@ITALBACHATA
17	@SALSA_CUBANA(R)
18	@LIVE_BOSSA
19	@VILLERA
20	@SAMBA_MOOD
21	@CUMBION
22	@JLG_BACHATA
23	@MEDIUM_BOSSA
24	@REGGAE_BAND
25	@BAJON
26	@DISCO_SAMBA
27	@LATIN_BALLAD
28	@MAMBO_HIT(R)
29	@CALIENTE(R)
30	@MERENGUE_2(R)
31	@CUMBIA(R)
32	@BACHATA
33	@CHA_CHA_1
34	@MAMBO
35	@CHA_CHA_2(R)
36	@BALLENATO
37	@BOSSA_LOUNGE
38	@SON_ANTIGUO
39	@LATIN_JAZZ
40	@RUMBA_FLAMENCA
41	@LOUNGE_BOSSA_2
42	@SAMBA_ROCK
43	TROPICAL
44	SOKA(R)
45	ANTILLES_SD
46	BACHATA_SD
47	BALADA_SD
48	BATUCADA_SD
49	BEGUINE_1_MS
50	BEGUINE_2_MS
51	BEGUINE_3_SD
52	BOSSAMIX_SD
53	BOSSANOVA_1_SD
54	BOSSANOVA_2_SD

## AUDYA FACTORY STYLES

55	BRAZILIAN_SD
56	CALIENTE_SD
57	CHA_CHA_SD(R)
58	EURO_CHA_CHA_SD
59	JAZZ_SAMBA_SD
60	LATIN_JAZZ_SD
61	LATIN_POP_SD
62	LATIN_ROCK_SD
63	MAKOSSA_SD(R)
64	MAMBO_1_SD
65	MAMBO_2_MS
66	MERENGUE_SD(R)
67	MOD_BOSSA_SD
68	NDOMBOLO_SD(R)
69	RAPIDO_SD
70	REGGAETON_SD(R)
71	ROMANTICA_SD
72	RUMBA_FLAM_SD
73	RUMBA_SD
74	SALSA_1_SD(R)
75	SALSA_2_SD
76	SALSITA_SD
77	SAMBA_SD
78	VALLENATO_SD
79	ZOUK_SD(R)
R&ROLL	
1	@JIVE
2	@SLOW_ROCK_1
3	@SLOW_ROCK_2
4	@ROCKER
5	@SHADOW
6	@PARTY_R&ROLL
7	@RETRO_ROCK
8	@SHUFFLE
9	@R&ROLL
10	@STAGE_R&ROLL
11	@SURF
12	@HIP_SLOW_ROCK
13	@RETRO_S_ROCK
14	@SLOW_12_8
15	@SLOW_BLUES
16	@TERZINATO
17	@VINTAGE_S_ROCK
18	@BLUESMAN
19	@TWIST

20	@6_8_SLOW_BLD
21	@SHUFFLE_BOOGIE
22	BOOGIE
23	POP_60
24	POP_ROCK
25	R&ROLL_1
26	R&ROLL_2
27	SLOW_ROCK
28	TWIST
29	60'S_POP_SD
30	BOOGIE_WOOGIE_SD
31	BUGG_1_SD
32	BUGG_2_SD
33	JIVE_SD(R)
34	POP_TWIST_SD
35	ROCK&ROLL_1_SD
36	ROCK&ROLL_2_SD
37	SCANDFOX_1_SD
38	SCANDFOX_2_SD
39	SHUFF_FOX_SD
40	SLOWROCK_1_SD
41	SLOWROCK_2_SD
42	SLOWROCK_3_SD
43	SLOWROCK_4_SD
44	SURF_SD
UNPLUGGED	
1	@16BALLAD
2	@ANDALUZ
3	@BALLAD
4	@BEGUINE
5	@BLUEGRAS
6	@BOSSANOVA
7	@COUNTRYROCK
8	@COUNTRYBEAT
9	@COUNTRY_POP
10	@FAST_SAMBA
11	@GYPSY
12	@MAMBO_SHUFFLE
13	@MEDITERRANEAN
14	@SLOW_ROCK
15	@SMOOTH_FOLK
16	@SOUL_FOLK
17	@SURFIN
18	@IT_TARANTELLA
19	@WESTERN_BALLAD

20	@FADO
21	G_ANDALUZ_SD
22	G_BALLAD_1_SD
23	G_BALLAD_2_SD
24	G_BOSSA_SD
25	G_BRASIL_SD
26	G_COUNTRY_1_SD
27	G_COUNTRY_2_SD
28	G_COUNTRY_3_SD
29	G_FLAMENCO_SD
30	G_POP_1_SD
31	G_POP_2_SD
FOLK	
1	@MARCH_4_4
2	@MILONGA
3	@PARISIENNE
4	@PIZZICA
5	@TAMMURRIATA
6	@PASO_DOBLE
7	@PAQUITO
8	@SEVILLANA
9	@RUMBA_NAPOLETA
10	@SALTARELLO
11	@JIGS
12	@QUEBEC_FOLKLORE
13	@REELS
14	ALPEN_POLKA
15	ALPEN_WALZ
16	BAROQUE
17	CAN_CAN
18	ESPANA_HIT
19	MEXICAN
20	OBERKRAIN
21	PASO_DOBLE_3_4
22	SIRTAKY
23	CELTIC_SD
24	FADO_SD
25	HABANERA_SD
26	JIGS_SD
27	MARCH_SD
28	NAPOLETANA_SD
29	PASODOBLE_NEW_SD
30	PASODOBLE_SD
31	P_DOBLE_3-4_SD
32	P_DOBLE_4-4_SD
33	REELS_SD

## AUDYA FACTORY STYLES

BALLROOM	
1	@ARGENTINO
2	@BEGUINE_1
3	@ITALPOLKA
4	@MAZURCA(R)
5	@WALZ_ROMAGNOLO
6	@TARANTELLA
7	@SLOW_FOX
8	@FOX_TROT
9	@MODERATO
10	@SWING_FOX
11	@BEGUINE_2
12	@ENGLISH_WALTZ
13	@H-GULLY_1
14	@H-GULLY_2
15	@MEDIUM_FOX
16	@QUADRIGLIA
17	@SHUFFLE_FOX
18	@SLOW_WALZ
19	@TANGO_ITALIANO
20	@WIENER
21	@CLASSIC_TANGO
22	@NEW_MAZURKA(R)
23	@NEW_POLKA(R)
24	@NEW_WALZER(R)
25	@VALZER_LENTO
26	SMOOTH_FOX
27	SOFT_POLKA
28	SOFT_WALZ
29	BEGUINE
30	POLKA(R)
31	SLOW_BEAT
32	TANGO_1
33	TANGO_2
34	WALZER
35	BRUSH_POLKA_SD
36	BRUSH_WALZ_SD
37	FOXTROT_1_SD
38	FOXTROT_2_SD
39	FOXTROT_3_SD
40	FOXTROT_4_MS
41	FRANCAISE_SD
42	IRISH_WALTZ_SD
43	MARCH_6-8_MS
44	MAZURKA_1_SD
45	MAZURKA_2_SD

46	MAZURKA_3_SD(R)
47	MAZURKA_4_MS
48	MEDIUMFOX_SD
49	MODERATO_1_SD
50	MODERATO_2_SD
51	MUSETTE_SD(R)
52	POLKA_1_SD
53	POLKA_2_SD
54	POLKA_3_MS
55	QUADRIGLIA_SD
56	QUICK_STEP_SD
57	SALTARELLO_SD
58	SLOW_FOX_1(R)
59	SLOW_FOX_2
60	SLOW_WALTZ_SD
61	TANGO_1_SD
62	TANGO_2_SD
63	TANGO_3_MS
64	TARANTELLA_SD
65	WALTZ_1_SD
66	WALTZ_2_SD
67	WALTZ_3_MS
68	WIENER_1_SD
69	WIENER_2_SD

### NOTE

The symbol @ before the name of the STYLE means that the style has AUDIO DRUM, GROOVES or LIVE GUITAR parts.



## Drum Set

Standard 1		Program Change 1	
14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks 01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick16	83	Shaker02
36	Kick07	84	Sticks02
37	Rimshot05	85	Castagnet
38	Snare094	86	Tambourine03
39	Clap03	87	Rimshot02
40	Snare097	88	Snare011
41	Tom01	89	Snare012
42	Stick12	90	Snare013
43	Tom02	91	Middle01
44	Close01	92	Stick02
45	Tom03	93	Close02
46	Open04	94	Open02
47	Tom04	95	Reverse
48	Tom05	96	Applause
49	Crash02	97	Belltree
50	Tom06	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride02	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty
Standard 2		Program Change 2	
14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01

26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick03	83	Shaker02
36	Kick01	84	Sticks02
37	Rimshot03	85	Castagnet
38	Snare031	86	Tambourine01
39	Clap01	87	Rimshot04
40	Snare021	88	Snare009
41	Tom01	89	Snare010
42	Stick15	90	Snare015
43	Tom02	91	Middle01
44	Close01	92	Stick01
45	Tom03	93	Close02
46	Open02	94	Open01
47	Tom04	95	Reverse
48	Tom05	96	Applause
49	Crash02	97	Belltree
50	Tom06	98	Empty
51	Ride03	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride01	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

Room Gm2		Program Change 3	
14	Empty	62	Conga Slap
15	Empty	63	Conga_Hi
16	Empty	64	Conga_Low
17	Empty	65	Timbales_Hi
18	Empty	66	Timbales_Lo
19	Empty	67	Agogo_Hi
20	Empty	68	Agogo_Low
21	Empty	69	Cabasa
22	Empty	70	Maracas01
23	Empty	71	Whistle01
24	Empty	72	Whistle02
25	Empty	73	Guiro01
26	Empty	74	Guiro02
27	Fingsnap 01	75	Claves01
28	Slap	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick04	83	Shaker02
36	Kick02	84	Sticks02
37	Rimshot01	85	Castagnet
38	Snare009	86	Kick40
39	Clap01	87	Kick39

# Drum Set

40	Snare010	88	Empty
41	Tom07	89	Empty
42	Stick01	90	Empty
43	Tom08	91	Empty
44	Close01	92	Empty
45	Tom09	93	Empty
46	Open01	94	Empty
47	Tom10	95	Empty
48	Tom11	96	Empty
49	Crash02	97	Empty
50	Tom12	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride02	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Power Gm2 Program Change 4

14	Empty	62	Conga Slap
15	Empty	63	Conga_Hi
16	Empty	64	Conga_Low
17	Empty	65	Timbales_Hi
18	Empty	66	Timbales_Lo
19	Empty	67	Agogo_Hi
20	Empty	68	Agogo_Low
21	Empty	69	Cabasa
22	Empty	70	Maracas01
23	Empty	71	Whistle01
24	Empty	72	Whistle02
25	Empty	73	Guiro01
26	Empty	74	Guiro02
27	Fingsnap 01	75	Claves01
28	Slap	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick16	83	Shaker02
36	Kick01	84	Sticks02
37	Rimshot01	85	Castagnet
38	Snare095	86	Kick40
39	Clap01	87	Kick39
40	Snare096	88	Empty
41	Tom07	89	Empty
42	Stick01	90	Empty
43	Tom08	91	Empty
44	Close01	92	Empty
45	Tom09	93	Empty
46	Open01	94	Empty
47	Tom10	95	Empty
48	Tom11	96	Empty
49	Crash02	97	Empty
50	Tom12	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty

58	Vibraslap	106	Empty
59	Ride02	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Electro Gm2 Program Change 5

14	Empty	62	Conga Slap
15	Empty	63	Conga_Hi
16	Empty	64	Conga_Low
17	Empty	65	Timbales_Hi
18	Empty	66	Timbales_Lo
19	Empty	67	Agogo_Hi
20	Empty	68	Agogo_Low
21	Empty	69	Cabasa
22	Empty	70	Maracas01
23	Empty	71	Whistle01
24	Empty	72	Whistle02
25	Empty	73	Guiro01
26	Clap11	74	Guiro02
27	Fingsnap 01	75	Claves01
28	Slap	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick21	83	Shaker02
36	Kick20	84	Sticks02
37	Rimshot01	85	Castagnet
38	Snare045	86	Kick40
39	Clap01	87	Kick39
40	Snare046	88	Empty
41	Tom43	89	Empty
42	Stick28	90	Empty
43	Tom44	91	Empty
44	Close10	92	Empty
45	Tom45	93	Empty
46	Open05	94	Empty
47	Tom46	95	Empty
48	Tom47	96	Empty
49	Crash02	97	Empty
50	Tom48	98	Empty
51	Reverse	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride02	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Jazz Gm2 Program Change 6

14	Empty	62	Conga Slap
15	Empty	63	Conga_Hi
16	Empty	64	Conga_Low
17	Empty	65	Timbales_Hi
18	Empty	66	Timbales_Lo
19	Empty	67	Agogo_Hi
20	Empty	68	Agogo_Low
21	Empty	69	Cabasa
22	Empty	70	Maracas01
23	Empty	71	Whistle01
24	Empty	72	Whistle02

25	Empty	73	Guiro01
26	Empty	74	Guiro02
27	Fingsnap 01	75	Claves01
28	Slap	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick06	83	Shaker02
36	Kick13	84	Sticks02
37	Rimshot01	85	Castagnet
38	Snare009	86	Kick40
39	Clap01	87	Kick39
40	Snare010	88	Empty
41	Tom01	89	Empty
42	Stick01	90	Empty
43	Tom02	91	Empty
44	Close01	92	Empty
45	Tom03	93	Empty
46	Open01	94	Empty
47	Tom04	95	Empty
48	Tom05	96	Empty
49	Crash02	97	Empty
50	Tom06	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride02	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Analog Gm2

### Program Change 7

14	Empty	62	Conga Slap
15	Empty	63	Conga_Hi
16	Empty	64	Conga_Low
17	Empty	65	Timbales_Hi
18	Empty	66	Timbales_Lo
19	Empty	67	Agogo_Hi
20	Empty	68	Agogo_Low
21	Empty	69	Cabasa
22	Empty	70	Maracas02
23	Empty	71	Whistle01
24	Empty	72	Whistle02
25	Empty	73	Guiro01
26	Empty	74	Guiro02
27	Fingsnap 01	75	Claves02
28	Slap	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick16	83	Shaker02
36	Kick24	84	Sticks02
37	Rimshot12	85	Castagnet
38	Snare087	86	Kick40
39	Clap01	87	Kick39
40	Snare010	88	Empty
41	Tom26	89	Empty
42	Stick29	90	Empty
43	Tom27	91	Empty

44	Close10	92	Empty
45	Tom28	93	Empty
46	Open05	94	Empty
47	Tom29	95	Empty
48	Tom30	96	Empty
49	Open06	97	Empty
50	Tom31	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride02	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Standard Gm2 Program Change 8

14	Empty	62	Conga Slap
15	Empty	63	Conga_Hi
16	Roll01	64	Conga_Low
17	Roll02	65	Timbales_Hi
18	Snare002	66	Timbales_Lo
19	Snare003	67	Agogo_Hi
20	Snare004	68	Agogo_Low
21	Snare005	69	Cabasa
22	Snare006	70	Maracas01
23	T_Flam01	71	Whistle01
24	T_Flam02	72	Whistle02
25	Crash01	73	Guiro01
26	Snare007	74	Guiro02
27	Fingsnap01	75	Claves01
28	Slap	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick05	83	Shaker02
36	Kick02	84	Sticks02
37	Rimshot01	85	Castagnet
38	Snare013	86	Tambourine1
39	Clap01	87	Rimshot02
40	Snare014	88	Snare080
41	Tom01	89	Snare012
42	Stick02	90	Snare013
43	Tom02	91	Middle01
44	Close01	92	Stick02
45	Tom03	93	Close02
46	Open01	94	Open02
47	Tom04	95	Reverse
48	Tom05	96	Applause
49	Crash02	97	Belltree
50	Tom06	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride02	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

# Drum Set

Folk		Program Change 9	
14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick04	83	Shaker02
36	Kick02	84	Sticks02
37	Rimshot05	85	Castagnet
38	Snare012	86	Tambourine01
39	Clap01	87	Rimshot03
40	Snare013	88	Snare011
41	Tom01	89	Snare009
42	Stick02	90	Snare010
43	Tom02	91	Stick12
44	Close01	92	Stick02
45	Tom03	93	Close02
46	Open01	94	Open02
47	Tom04	95	Reverse
48	Tom05	96	Applause
49	Crash02	97	Belltree
50	Tom06	98	Empty
51	Ride03	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride01	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

Acoustic 1		Program Change 10	
14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick06	83	Shaker02
36	Kick07	84	Sticks02
37	Rimshot06	85	Castagnet
38	Snare016	86	Tambourine01
39	Clap01	87	Rimshot04
40	Snare017	88	Snare013
41	Tom01	89	Snare018
42	Stick02	90	Snare015
43	Tom02	91	Close06
44	Close07	92	Stick02
45	Tom03	93	Close02
46	Open02	94	Open01
47	Tom04	95	Reverse
48	Tom05	96	Applause
49	Crash02	97	Belltree
50	Tom06	98	Pandero01
51	Ride01	99	Pandero02
52	Crash03	100	Pandero03
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride02	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

Jazz Dry		Program Change 11	
14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi



29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick16	83	Shaker02
36	Kick06	84	Sticks02
37	Rimshot08	85	Castagnet
38	Snare020	86	Tambourine01
39	Clap01	87	Rimshot05
40	Snare019	88	Snare009
41	Tom07	89	Snare012
42	Stick01	90	Snare013
43	Tom08	91	Middle01
44	Close01	92	Stick04
45	Tom09	93	Close02
46	Open01	94	Open02
47	Tom10	95	Reverse
48	Tom11	96	Applause
49	Crash02	97	Belltree
50	Tom12	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride02	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Vintage

### Program Change 12

14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick10	83	Shaker02
36	Kick11	84	Sticks02
37	Rimshot09	85	Castagnet
38	Snare021	86	Tambourine01
39	Clap01	87	Rimshot03
40	Snare016	88	Snare022
41	Tom01	89	Snare010
42	Stick02	90	Snare015
43	Tom02	91	Close06
44	Close01	92	Stick01
45	Tom03	93	Close02
46	Open02	94	Open01

47	Tom04	95	Reverse
48	Tom05	96	Applause
49	Crash02	97	Belltree
50	Tom06	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride02	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Acoustic 2

### Program Change 15

14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome 01	81	Triangle02
34	Metronome 02	82	Shaker01
35	Kick08	83	Shaker02
36	Kick09	84	Sticks02
37	Rimshot05	85	Castagnet
38	Snare019	86	Tambourine01
39	Clap01	87	Rimshot02
40	Snare020	88	Snare011
41	Tom01	89	Snare012
42	Stick04	90	Snare013
43	Tom02	91	Middle01
44	Close02	92	Stick04
45	Tom03	93	Close02
46	Open02	94	Open02
47	Tom04	95	Reverse
48	Tom05	96	Applause
49	Crash02	97	Belltree
50	Tom06	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride02	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

# Drum Set

Rock		Program Change 17	
14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome 01	81	Triangle02
34	Metronome 02	82	Shaker01
35	Kick05	83	Shaker02
36	Kick16	84	Sticks02
37	Rimshot21	85	Clap02
38	Snare092	86	Tambourine01
39	Clap15	87	Rimshot11
40	Snare093	88	Snare086
41	Tom01	89	Snare084
42	Stick19	90	Snare028
43	Tom02	91	Middle01
44	Close09	92	Middle04
45	Tom03	93	Close02
46	Open03	94	Open01
47	Tom04	95	Reverse
48	Tom05	96	Applause
49	Crash02	97	Belltree
50	Tom06	98	Empty
51	Ride03	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride01	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

House		Program Change 25	
14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi

29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick42	83	Shaker02
36	Kick15	84	Sticks02
37	Rimshot05	85	Clap04
38	Snare029	86	Tambourine1
39	Clap10	87	Rimshot12
40	Snare077	88	Snare036
41	Tom20	89	Snare037
42	Stick20	90	Kick42
43	Tom21	91	Kick15
44	Middle07	92	Kick17
45	Tom22	93	Stick08
46	Middle05	94	Middle06
47	Tom23	95	Reverse
48	Tom24	96	Applause
49	Crash02	97	Belltree
50	Tom25	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride02	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

Techno		Program Change 26	
14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch05	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick15	83	Shaker02
36	Kick17	84	Sticks02
37	Rimshot13	85	Clap04
38	Snare034	86	Tambourine1
39	Clap03	87	Rimshot12
40	Snare033	88	Snare038
41	Tom26	89	Snare077
42	Close04	90	Snare028
43	Tom27	91	Kick28
44	Stick09	92	Kick29
45	Tom28	93	Stick08
46	Middle05	94	Middle06

47	Tom29	95	Middle08
48	Tom30	96	Applause
49	Crash02	97	Belltree
50	Tom31	98	Clap07
51	Ride01	99	Clap08
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride02	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Progressive

### Program Change 28

14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch03	77	W_Block_Lo
30	Scratch04	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick44	83	Shaker02
36	Kick22	84	Sticks02
37	Rimshot16	85	Clap01
38	Snare059	86	Tambourine1
39	Clap12	87	Rimshot01
40	Snare061	88	Snare039
41	Tom20	89	Snare040
42	Stick21	90	Snare070
43	Tom21	91	Kick45
44	Close10	92	Kick15
45	Tom22	93	Middle05
46	Open05	94	Middle01
47	Tom23	95	Reverse
48	Tom24	96	Applause
49	Crash02	97	Belltree
50	Tom25	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride03	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Rave

### Program Change 29

14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch01	77	W_Block_Lo
30	Scratch02	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick34	83	Shaker02
36	Kick51	84	Sticks02
37	Rimshot12	85	Clap03
38	Snare037	86	Tambourine1
39	Clap13	87	Rimshot12
40	Snare076	88	Snare041
41	Tom26	89	Snare033
42	Stick22	90	Snare042
43	Tom27	91	Kick20
44	Close11	92	Kick23
45	Tom28	93	Stick23
46	Open08	94	Open01
47	Tom29	95	Reverse
48	Tom30	96	Applause
49	Crash02	97	Belltree
50	Tom31	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	El.Percussion	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride02	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Hip Hop

### Program Change 30

14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi

# Drum Set

29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick49	83	Shaker02
36	Kick46	84	Sticks02
37	Rimshot12	85	Clap02
38	Snare038	86	Tambourine1
39	Clap14	87	Rimshot12
40	Snare077	88	Snare042
41	Tom26	89	Snare045
42	Stick23	90	Snare061
43	Tom27	91	Kick21
44	Close12	92	Kick20
45	Tom28	93	Stick21
46	Open05	94	Stick18
47	Tom29	95	Reverse
48	Tom30	96	Applause
49	Crash02	97	Belltree
50	Tom31	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride03	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Fusion

### Program Change 33

14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick30	83	Shaker02
36	Kick06	84	Sticks02
37	Rimshot07	85	Castagnet
38	Snare081	86	Tambourine01
39	Clap01	87	Rimshot04
40	Snare011	88	Snare022
41	Tom01	89	Snare009
42	Stick02	90	Snare010
43	Tom02	91	Middle04
44	Close01	92	Stick02
45	Tom03	93	Close02
46	Open02	94	Open01

47	Tom04	95	Reverse
48	Tom05	96	Applause
49	Crash02	97	Belltree
50	Tom06	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride03	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Brush

### Program Change 41

14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick03	83	Shaker02
36	Kick13	84	Sticks02
37	Rimshot06	85	Castagnet
38	Snare023	86	Tambourine01
39	Snare024	87	Rimshot05
40	Snare025	88	Snare026
41	Tom13	89	Snare027
42	Stick02	90	Snare043
43	Tom14	91	Close06
44	Close01	92	Stick02
45	Tom15	93	Close02
46	Open01	94	Open02
47	Tom16	95	Reverse
48	Tom17	96	Applause
49	Crash02	97	Belltree
50	Tom18	98	Empty
51	Ride03	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride04	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty



Brush Gm2		Program Change 42	
14	Empty	62	Conga Slap
15	Empty	63	Conga_Hi
16	Empty	64	Conga_Low
17	Empty	65	Timbales_Hi
18	Empty	66	Timbales_Lo
19	Empty	67	Agogo_Hi
20	Empty	68	Agogo_Low
21	Empty	69	Cabasa
22	Empty	70	Maracas01
23	Empty	71	Whistle01
24	Empty	72	Whistle02
25	Empty	73	Guiro01
26	Empty	74	Guiro02
27	Fingsnap 01	75	Claves01
28	Slap	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick03	83	Shaker02
36	Kick13	84	Sticks02
37	Rimshot01	85	Castagnet
38	Snare023	86	Kick40
39	Snare024	87	Kick39
40	Snare025	88	Empty
41	Tom01	89	Empty
42	Stick01	90	Empty
43	Tom02	91	Empty
44	Close01	92	Empty
45	Tom03	93	Empty
46	Open01	94	Empty
47	Tom04	95	Empty
48	Tom05	96	Empty
49	Crash02	97	Empty
50	Tom06	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride02	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

Sfx Kit		Program Change 47	
14	Empty	62	Belltree
15	Empty	63	Engine
16	Empty	64	Car_Stop
17	Empty	65	Car_Pass
18	Empty	66	Car_Crash
19	Empty	67	Sirene
20	Empty	68	Train
21	Empty	69	Jet
22	Empty	70	Helicopter
23	Empty	71	Starship
24	Empty	72	Gunshot
25	Empty	73	Machine_Gun
26	Empty	74	Laser
27	Empty	75	Explosion
28	Empty	76	Dog

29	Empty	77	Horse_Gallop
30	Empty	78	Bird
31	Empty	79	Rain
32	Empty	80	Thunder
33	Empty	81	Wind
34	Empty	82	Seashore
35	Empty	83	River
36	Empty	84	Bubble
37	Empty	85	Empty
38	Empty	86	Empty
39	Slap	87	Empty
40	Snare008	88	Empty
41	Scratch Up	89	Empty
42	Scratch Down	90	Empty
43	Sticks01	91	Empty
44	Click	92	Empty
45	Metronome01	93	Empty
46	Metronome02	94	Empty
47	Fret Noise	95	Empty
48	Empty	96	Empty
49	Empty	97	Empty
50	Empty	98	Empty
51	Pfif&Jew	99	Empty
52	Laughing	100	Empty
53	Screaming	101	Empty
54	Punch	102	Empty
55	Heart	103	Empty
56	Foot_Splash	104	Empty
57	Steps	105	Empty
58	Applause	106	Empty
59	Door_Slam	107	Empty
60	Door_Bell	108	Empty
61	Scratch_Fx	109	Empty

## Orchestra Gm2 Program Change 48

14	Empty	62	Conga Slap
15	Empty	63	Conga_Hi
16	Empty	64	Conga_Low
17	Empty	65	Timbales_Hi
18	Empty	66	Timbales_Lo
19	Empty	67	Agogo_Hi
20	Empty	68	Agogo_Low
21	Empty	69	Cabasa
22	Empty	70	Maracas01
23	Empty	71	Whistle01
24	Empty	72	Whistle02
25	Empty	73	Guiro01
26	Empty	74	Guiro02
27	Stick02	75	Claves01
28	Close01	76	W_Block_Hi
29	Open01	77	W_Block_Lo
30	Ride01	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick41	83	Shaker02
36	Kick37	84	Sticks02
37	Rimshot01	85	Castagnet
38	Snare031	86	Kick40
39	Castagnet	87	Kick39
40	Snare014	88	Applause
41	Timpani01	89	Empty
42	Timpani02	90	Empty
43	Timpani03	91	Empty
44	Timpani04	92	Empty
45	Timpani05	93	Empty
46	Timpani06	94	Empty

# Drum Set

47	Timpani07	95	Empty
48	Timpani08	96	Empty
49	Timpani09	97	Empty
50	Timpani10	98	Empty
51	Timpani11	99	Empty
52	Timpani12	100	Empty
53	Timpani13	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash09	105	Empty
58	Vibraslap	106	Empty
59	Crash07	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Orchestra

Program Change 49

14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Stick02	75	Claves01
28	Close01	76	W_Block_Hi
29	Open01	77	W_Block_Lo
30	Ride01	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick41	83	Shaker02
36	Kick37	84	Sticks02
37	Rimshot18	85	Castagnet
38	Snare031	86	Tambourine1
39	Clap01	87	Rimshot01
40	Snare014	88	Snare013
41	Timpani01	89	Snare094
42	Timpani02	90	Snare009
43	Timpani03	91	Middle01
44	Timpani04	92	Stick02
45	Timpani05	93	Close02
46	Timpani06	94	Open01
47	Timpani07	95	Reverse
48	Timpani08	96	Applause
49	Timpani09	97	Belltree
50	Timpani10	98	Empty
51	Timpani11	99	Empty
52	Timpani12	100	Empty
53	Timpani13	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Crash07	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Studio

Program Change 57

14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick03	83	Shaker02
36	Kick04	84	Sticks02
37	Rimshot01	85	Castagnet
38	Snare083	86	Tambourine1
39	Clap01	87	Rimshot04
40	Snare082	88	Snare009
41	Tom01	89	Snare010
42	Stick02	90	Snare012
43	Tom02	91	Middle01
44	Close01	92	Stick01
45	Tom03	93	Close02
46	Open02	94	Open01
47	Tom04	95	Reverse
48	Tom05	96	Applause
49	Crash02	97	Belltree
50	Tom06	98	Empty
51	Ride03	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride01	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Lightpop

Program Change 58

14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi

29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick36	83	Shaker02
36	Kick02	84	Sticks02
37	Rimshot12	85	Clap01
38	Snare078	86	Tambourine1
39	Clap03	87	Rimshot02
40	Snare091	88	Snare011
41	Tom07	89	Snare012
42	Stick12	90	Snare013
43	Tom08	91	Stick02
44	Close09	92	Open04
45	Tom09	93	Open02
46	Open03	94	Close02
47	Tom10	95	Reverse
48	Tom11	96	Applause
49	Crash02	97	Belltree
50	Tom12	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride02	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Rap

Program Change 59

14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick34	83	Shaker02
36	Kick23	84	Sticks02
37	Rimshot15	85	Clap03
38	Snare077	86	Tambourine1
39	Clap02	87	Rimshot12
40	Snare074	88	Snare039
41	Tom07	89	Snare071
42	Stick08	90	Snare041
43	Tom08	91	Middle08
44	Stick16	92	Stick07
45	Tom09	93	Stick18

46	Middle05	94	Middle06
47	Tom10	95	Reverse
48	Tom11	96	Applause
49	Crash02	97	Belltree
50	Tom12	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride03	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Hip Box

Program Change 60

14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick27	83	Shaker02
36	Kick15	84	Sticks02
37	Rimshot11	85	Clap02
38	Snare076	86	Tambourine1
39	Clap01	87	Rimshot20
40	Snare077	88	Snare087
41	Tom07	89	Snare045
42	Stick06	90	Snare061
43	Tom08	91	Kick22
44	Stick18	92	Kick02
45	Tom09	93	Stick10
46	Middle01	94	Stick18
47	Tom10	95	Reverse
48	Tom11	96	Applause
49	Crash02	97	Belltree
50	Tom12	98	Empty
51	Ride01	99	Empty
52	Crash13	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride03	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

# Drum Set

<b>Modern</b>		Program Change 62	
14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash10	72	Whistle02
25	Snare055	73	Guiro01
26	Fingsnap03	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick50	83	Shaker02
36	Kick11	84	Sticks02
37	Rimshot22	85	Castagnet
38	Snare050	86	Tambourine01
39	Clap03	87	Rimshot02
40	Snare090	88	Snare066
41	Tom38	89	Snare067
42	Stick02	90	Snare088
43	Tom41	91	Middle01
44	Close01	92	Stick02
45	Tom40	93	Close02
46	Open01	94	Open02
47	Tom40	95	Reverse
48	Tom39	96	Applause
49	Crash10	97	Belltree
50	Tom39	98	Empty
51	Ride04	99	Empty
52	Crash02	100	Empty
53	Ridebell03	101	Empty
54	Tambourine01	102	Empty
55	Crash10	103	Empty
56	Cowbell01	104	Empty
57	Crash10	105	Empty
58	Vibraslap	106	Empty
59	Ride03	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

<b>Custom</b>		Program Change 65	
14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves02
28	Snare008	76	Wood_Hi

29	Scratch Up	77	Wood
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker03
35	Kick03	83	Shaker04
36	Kick02	84	Sticks02
37	Rimshot02	85	Clap01
38	Snare081	86	Tambourine1
39	Clap02	87	Rimshot11
40	Snare017	88	Snare010
41	Tom01	89	Snare013
42	Stick01	90	Snare028
43	Tom02	91	Stick05
44	Close01	92	Stick02
45	Tom03	93	Close02
46	Open01	94	Open01
47	Tom04	95	Cowbell02
48	Tom05	96	Applause
49	Crash02	97	Belltree
50	Tom06	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride03	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

<b>Latin</b>		Program Change 66	
14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas03
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Maracas02	74	Guiro02
27	Tom42	75	Claves01
28	Pandero01	76	W_Block_Hi
29	Pandero02	77	W_Block_Lo
30	Pandero03	78	Cuica01
31	Kick40	79	Cuica02
32	Kick39	80	Triangle01
33	Tom19	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick32	83	Shaker02
36	Kick04	84	Sticks02
37	Rimshot11	85	Castagnet
38	Snare009	86	Tambourine1
39	Clap01	87	Rimshot03
40	Snare011	88	Snare009
41	Tom07	89	Snare012
42	Stick02	90	Snare028
43	Tom08	91	Guira01
44	Close01	92	Guira02
45	Tom09	93	Tambora01
46	Open01	94	Tambora02



47	Tom10	95	Tambora03
48	Tom11	96	Applause
49	Crash02	97	Cowbell03
50	Tom12	98	Empty
51	Ride03	99	Empty
52	Crash03	100	Clap07
53	Ridebell01	101	Clap08
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride01	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

Pop Jazz		Program Change 73	
14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick02	83	Shaker02
36	Kick16	84	Sticks02
37	Rimshot09	85	Castagnet
38	Snare021	86	Tambourine01
39	Clap01	87	Rimshot18
40	Snare028	88	Snare012
41	Tom01	89	Snare016
42	Stick04	90	Snare013
43	Tom02	91	Close06
44	Close02	92	Stick02
45	Tom03	93	Close01
46	Open02	94	Open02
47	Tom04	95	Reverse
48	Tom05	96	Applause
49	Crash02	97	Belltree
50	Tom06	98	Empty
51	Ride03	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride02	107	Empty

60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

Street		Program Change 74	
14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick24	83	Shaker02
36	Kick25	84	Sticks02
37	Rimshot14	85	Clap04
38	Snare041	86	Tambourine1
39	Clap05	87	Rimshot12
40	Snare042	88	Snare039
41	Tom07	89	Snare030
42	Close11	90	Kick42
43	Tom08	91	Kick17
44	Close10	92	Kick18
45	Tom09	93	Stick25
46	Open08	94	Middle03
47	Tom10	95	Reverse
48	Tom11	96	Applause
49	Crash02	97	Belltree
50	Tom12	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride02	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

Analog		Program Change 75	
14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low

# Drum Set

21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick23	83	Shaker02
36	Kick24	84	Sticks02
37	Rimshot20	85	Clap01
38	Snare087	86	Tambourine1
39	Clap01	87	Rimshot01
40	Snare037	88	Snare059
41	Tom01	89	Snare074
42	Stick16	90	Snare034
43	Tom02	91	Kick17
44	Stick11	92	Kick15
45	Tom03	93	Middle05
46	Open06	94	Stick13
47	Tom04	95	Reverse
48	Tom05	96	Applause
49	Crash02	97	Belltree
50	Tom06	98	Empty
51	Open06	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride03	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Citypop

Program Change 76

14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02

32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick02	83	Shaker02
36	Kick35	84	Sticks02
37	Rimshot25	85	Clap03
38	Snare019	86	Tambourine01
39	Clap03	87	Rimshot08
40	Snare062	88	Snare034
41	Tom07	89	Snare077
42	Stick12	90	Kick08
43	Tom08	91	Kick13
44	Close06	92	Kick10
45	Tom09	93	Stick07
46	Open04	94	Middle06
47	Tom10	95	Reverse
48	Tom11	96	Applause
49	Crash02	97	Belltree
50	Tom12	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride02	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Smooth

Program Change 77

14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick35	83	Shaker02
36	Kick32	84	Sticks02
37	Rimshot16	85	Clap02
38	Snare083	86	Tambourine01
39	Clap06	87	Rimshot12
40	Snare081	88	Snare077
41	Tom07	89	Snare060
42	Stick13	90	Snare061

43	Tom08	91	Kick11
44	Close01	92	Kick09
45	Tom09	93	Middle06
46	Open01	94	Stick08
47	Tom10	95	Reverse
48	Tom11	96	Applause
49	Crash02	97	Belltree
50	Tom12	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride03	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Acid

### Program Change 78

14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick25	83	Shaker02
36	Kick27	84	Sticks02
37	Rimshot05	85	Clap01
38	Snare059	86	Tambourine1
39	Clap07	87	Rimshot03
40	Snare077	88	Snare059
41	Tom38	89	Snare041
42	Stick26	90	Snare034
43	Tom41	91	Kick17
44	Close13	92	Kick15
45	Tom40	93	Middle05
46	Open05	94	Close04
47	Tom40	95	Reverse
48	Tom39	96	Applause
49	Crash02	97	Belltree
50	Tom39	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty

54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride03	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Kick&Snare

### Program Change 79

14	Empty	62	Kick42
15	Empty	63	Kick22
16	Empty	64	Kick34
17	Empty	65	Kick38
18	Empty	66	Kick27
19	Empty	67	Kick43
20	Empty	68	Snare009
21	Empty	69	Snare010
22	Empty	70	Snare014
23	Empty	71	Snare012
24	Empty	72	Snare013
25	Empty	73	Snare016
26	Empty	74	Snare017
27	Empty	75	Snare077
28	Empty	76	Snare034
29	Empty	77	Snare033
30	Empty	78	Snare056
31	Empty	79	Snare023
32	Empty	80	Snare024
33	Empty	81	Snare032
34	Empty	82	Snare029
35	Empty	83	Snare030
36	Empty	84	Snare070
37	Kick02	85	Snare071
38	Kick03	86	Snare035
39	Kick04	87	Snare058
40	Kick05	88	Snare031
41	Kick06	89	Snare021
42	Kick07	90	Snare060
43	Kick19	91	Snare074
44	Kick12	92	Snare037
45	Kick13	93	Snare36
46	Kick08	94	Snare38
47	Kick14	95	Snare022
48	Kick15	96	Snare011
49	Kick17	97	Snare039
50	Kick29	98	Snare040
51	Kick28	99	Snare059
52	Kick30	100	Snare061
53	Kick31	101	Snare076
54	Kick35	102	Snare019
55	Kick16	103	Snare041
56	Kick32	104	Snare020
57	Kick01	105	Snare042
58	Kick25	106	Snare045
59	Kick09	107	Snare069
60	Kick51	108	Empty
61	Kick36	109	Empty

## Jazz Brush

### Program Change 80

14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi

# Drum Set

20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick06	83	Shaker02
36	Kick13	84	Sticks02
37	Rimshot02	85	Castagnet
38	Snare043	86	Tambourine01
39	Snare024	87	Rimshot05
40	Snare025	88	Snare026
41	Tom13	89	Snare043
42	Stick02	90	Snare023
43	Tom14	91	Middle04
44	Close01	92	Stick02
45	Tom15	93	Close02
46	Open01	94	Open02
47	Tom16	95	Reverse
48	Tom17	96	Applause
49	Crash02	97	Belltree
50	Tom18	98	Empty
51	Ride03	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride04	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Swing

Program Change 81

14	Empty	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash09	72	Whistle02
25	Snare065	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks03	79	Cuica02
32	Click	80	Triangle01
33	Metronome1	81	Triangle02
34	Metronome02	82	Shaker01

35	Kick37	83	Shaker02
36	Kick35	84	Sticks02
37	Rimshot10	85	Castagnet
38	Snare024	86	Tambourine01
39	Snare023	87	Rimshot07
40	Snare044	88	Snare016
41	Tom37	89	Snare022
42	Stick02	90	Snare026
43	Tom36	91	Middle01
44	Close01	92	Stick17
45	Tom35	93	Close02
46	Open01	94	Open01
47	Tom34	95	Reverse
48	Tom33	96	Applause
49	Crash08	97	Belltree
50	Tom32	98	Empty
51	Ride03	99	Empty
52	Crash11	100	Empty
53	Ridebell02	101	Empty
54	Tambourine01	102	Empty
55	Splash01	103	Empty
56	Cowbell01	104	Empty
57	Crash06	105	Empty
58	Vibraslap	106	Empty
59	Ride07	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Garage

Program Change 82

14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick18	83	Shaker02
36	Kick09	84	Sticks02
37	Rimshot17	85	Castagnet
38	Snare019	86	Tambourine01
39	Clap01	87	Rimshot02
40	Snare020	88	Snare011
41	Tom01	89	Snare012
42	Stick08	90	Snare013
43	Tom02	91	Middle01
44	Stick10	92	Stick02
45	Tom03	93	Close02



46	Open03	94	Open02
47	Tom04	95	Reverse
48	Tom05	96	Applause
49	Crash02	97	Belltree
50	Tom06	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride02	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## U.S. Pop

Program Change 83

14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Stick05	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick19	83	Shaker02
36	Klck01	84	Sticks02
37	Rimshot26	85	Clap04
38	Snare079	86	Tambourine1
39	Clap09	87	Rimshot12
40	Snare091	88	Snare019
41	Tom07	89	Snare020
42	Stick04	90	Snare035
43	Tom08	91	Kick03
44	Middle04	92	Kick08
45	Tom09	93	Stick02
46	Open01	94	Open02
47	Tom10	95	Close01
48	Tom11	96	Applause
49	Crash02	97	Belltree
50	Tom12	98	Clap07
51	Ride01	99	Clap08
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty

59	Ride02	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Melrap

Program Change 84

14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Klck33	83	Shaker02
36	Kick26	84	Sticks02
37	Rimshot16	85	Clap01
38	Snare040	86	Tambourine1
39	Clap02	87	Rimshot03
40	Snare029	88	Snare042
41	Tom07	89	Snare045
42	Stick07	90	Snare046
43	Tom08	91	Kick17
44	Stick08	92	Kick15
45	Tom09	93	Middle05
46	Middle06	94	Close04
47	Tom10	95	Reverse
48	Tom11	96	Applause
49	Crash12	97	Belltree
50	Tom12	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride03	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Grunge

Program Change 85

14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa

# Drum Set

22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Stick07	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick03	83	Shaker02
36	Kick16	84	Stick07
37	Rimshot12	85	Clap02
38	Snare095	86	Tambourine01
39	Clap01	87	Rimshot01
40	Snare096	88	Snare028
41	Tom07	89	Snare009
42	Stick02	90	Snare085
43	Tom08	91	Kick02
44	Close01	92	Kick08
45	Tom09	93	Stick02
46	Open01	94	Stick10
47	Tom10	95	Reverse
48	Tom11	96	Applause
49	Crash02	97	Belltree
50	Tom12	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride03	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Contemporary Program Change 86

14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Stick21	79	Cuica02
32	Click	80	Triangle01

33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick21	83	Shaker02
36	Kick22	84	Stick21
37	Rimshot16	85	Clap09
38	Snare087	86	Tambourine1
39	Clap01	87	Rimshot05
40	Snare033	88	Snare039
41	Tom01	89	Snare040
42	Stick27	90	Snare041
43	Tom02	91	Kick17
44	Close14	92	Kick15
45	Tom03	93	Middle08
46	Open05	94	Stick13
47	Tom04	95	Reverse
48	Tom05	96	Applause
49	Crash02	97	Belltree
50	Tom06	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride03	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Urban

## Program Change 87

14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick14	83	Shaker02
36	Kick45	84	Sticks02
37	Rimshot06	85	Castagnet
38	Snare039	86	Tambourine01
39	Clap01	87	Rimshot12
40	Snare030	88	Snare046
41	Tom38	89	Snare058
42	Stick24	90	Snare059
43	Tom41	91	Stick07
44	Stick22	92	Stick11
45	Tom40	93	Stick18

46	Open05	94	Close01
47	Tom40	95	Reverse
48	Tom39	96	Applause
49	Crash02	97	Belltree
50	Tom39	98	Empty
51	Ride02	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride03	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Electro

Program Change 88

14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick48	83	Shaker02
36	Kick15	84	Sticks02
37	Rimshot01	85	Clap01
38	Snare030	86	Tambourine1
39	Clap02	87	Rimshot05
40	Snare061	88	Snare045
41	Tom01	89	Snare042
42	Close04	90	Snare074
43	Tom02	91	Stick07
44	Middle05	92	Close05
45	Tom03	93	Close03
46	Open02	94	Middle05
47	Tom04	95	Middle05
48	Tom05	96	Applause
49	Crash02	97	Belltree
50	Tom06	98	Kick17
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride03	107	Empty

60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Country

Program Change 89

14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick16	83	Shaker02
36	Kick06	84	Sticks02
37	Rimshot01	85	Clap02
38	Snare014	86	Tambourine01
39	Clap01	87	Rimshot03
40	Snare012	88	Snare013
41	Tom07	89	Snare011
42	Stick01	90	Snare009
43	Tom08	91	Stick05
44	Close01	92	Stick02
45	Tom09	93	Close06
46	Open01	94	Open01
47	Tom10	95	Reverse
48	Tom11	96	Applause
49	Crash02	97	Belltree
50	Tom12	98	Empty
51	Ride01	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride03	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## R&B

Program Change 90

14	Snare001	62	Conga Slap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low

# Drum Set

21	Snare006	69	Cabasa
22	Tom Flam01	70	Maracas01
23	Tom Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	Fingsnap 01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch Up	77	W_Block_Lo
30	Scratch Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick15	83	Shaker02
36	Kick17	84	Sticks02
37	Rimshot19	85	Clap04
38	Snare074	86	Tambourine1
39	Clap03	87	Rimshot01
40	Snare076	88	Snare016
41	Tom38	89	Snare034
42	Stick07	90	Snare036
43	Tom41	91	Stick08
44	Stick08	92	Stick11
45	Tom40	93	Middle01
46	Middle08	94	Stick06
47	Tom40	95	Middle06
48	Tom39	96	Applause
49	Crash02	97	Belltree
50	Tom39	98	Empty
51	Ride03	99	Empty
52	Crash03	100	Empty
53	Ridebell01	101	Empty
54	Tambourine01	102	Empty
55	Crash04	103	Empty
56	Cowbell01	104	Empty
57	Crash05	105	Empty
58	Vibraslap	106	Empty
59	Ride01	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

## Pop Super Kit Program Change 91

14	Empty	62	Whistle01
15	Empty	63	Whistle02
16	Empty	64	Guiro01
17	Empty	65	Guiro02
18	Empty	66	Open07
19	Empty	67	Claves01
20	Empty	68	Open07
21	Empty	69	Tambourine01
22	Empty	70	Close07
23	Empty	71	Clap04
24	Empty	72	Clap02
25	Empty	73	Clap03
26	Empty	74	Clap01
27	Empty	75	Fingsnap02
28	Kick54	76	Fingsnap01
29	Roll03	77	Tambora01
30	Kick53	78	Tambora02
31	Roll04	79	Empty

32	Snare063	80	Empty
33	Roll05	81	Empty
34	Snare057	82	Empty
35	Kick52	83	Empty
36	Kick54	84	Empty
37	Rimshot22	85	Empty
38	Snare055	86	Empty
39	Snare050	87	Empty
40	Snare054	88	Empty
41	Tom38	89	Empty
42	Stick14	90	Empty
43	Tom41	91	Empty
44	Stick03	92	Empty
45	Tom40	93	Empty
46	Open07	94	Empty
47	Tom40	95	Empty
48	Tom39	96	Empty
49	Crash10	97	Empty
50	Tom39	98	Empty
51	Ride04	99	Empty
52	Crash02	100	Empty
53	Ridebell03	101	Empty
54	Middle09	102	Empty
55	Crash10	103	Empty
56	Middle02	104	Empty
57	Crash10	105	Empty
58	Open07	106	Empty
59	Ride03	107	Empty
60	Maracas01	108	Empty
61	Maracas02	109	Empty

## Funk Super Kit Program Change 92

14	Empty	62	Whistle01
15	Empty	63	Whistle02
16	Empty	64	Guiro01
17	Empty	65	Guiro02
18	Empty	66	Open07
19	Empty	67	Claves01
20	Empty	68	Open07
21	Empty	69	Tambourine01
22	Empty	70	Close07
23	Empty	71	Clap04
24	Empty	72	Clap02
25	Empty	73	Clap03
26	Empty	74	Clap01
27	Empty	75	Fingsnap02
28	Kick54	76	Fingsnap01
29	Roll03	77	Tambora01
30	Kick53	78	Tambora03
31	Roll04	79	Empty
32	Snare075	80	Empty
33	Roll05	81	Empty
34	Snare073	82	Empty
35	Kick52	83	Empty
36	Kick53	84	Empty
37	Rimshot21	85	Empty
38	Snare072	86	Empty
39	Snare068	87	Empty
40	Snare064	88	Empty
41	Tom38	89	Empty
42	Stick14	90	Empty



43	Tom41	91	Empty
44	Stick03	92	Empty
45	Tom40	93	Empty
46	Open07	94	Empty
47	Tom40	95	Empty
48	Tom39	96	Empty
49	Crash10	97	Empty
50	Tom39	98	Empty
51	Ride04	99	Empty
52	Crash02	100	Empty
53	Ridebell03	101	Empty
54	Middle09	102	Empty
55	Crash10	103	Empty
56	Middle02	104	Empty
57	Crash10	105	Empty
58	Open07	106	Empty
59	Ride03	107	Empty
60	Maracas01	108	Empty
61	Maracas02	109	Empty

## Power\_S.Kit Program Change 93

14	Empty	62	Whistle01
15	Empty	63	Whistle02
16	Empty	64	Guiro01
17	Empty	65	Guiro02
18	Empty	66	Open07
19	Empty	67	Claves01
20	Empty	68	Open07
21	Empty	69	Tambourine01
22	Empty	70	Close07
23	Empty	71	Clap04
24	Empty	72	Clap02
25	Empty	73	Clap03
26	Snare052	74	Clap01
27	Snare051	75	Fingsnap02
28	Kick52	76	Fingsnap01
29	Roll03	77	Tambora01
30	Kick53	78	Tambora02
31	Roll04	79	Tambora03
32	Snare053	80	Empty
33	Roll05	81	Empty
34	Snare066	82	Empty
35	Kick54	83	Empty
36	Kick52	84	Empty
37	Rimshot21	85	Empty
38	Snare067	86	Empty
39	Snare088	87	Empty
40	Snare089	88	Empty
41	Tom01	89	Empty
42	Stick14	90	Empty
43	Tom02	91	Empty
44	Stick03	92	Empty
45	Tom03	93	Empty
46	Open07	94	Empty
47	Tom04	95	Empty
48	Tom05	96	Empty
49	Crash10	97	Empty
50	Tom06	98	Empty
51	Ride04	99	Empty
52	Crash02	100	Empty
53	Ridebell03	101	Empty

54	Middle09	102	Empty
55	Crash10	103	Empty
56	Middle02	104	Empty
57	Crash10	105	Empty
58	Open07	106	Empty
59	Ride03	107	Empty
60	Maracas01	108	Empty
61	Maracas02	109	Empty

## Ms\_100\_Set Program Change 13

14	Snare001	62	Congaslap
15	Roll01	63	Conga_Hi
16	Roll02	64	Conga_Low
17	Snare002	65	Timbales_Hi
18	Snare003	66	Timbales_Lo
19	Snare004	67	Agogo_Hi
20	Snare005	68	Agogo_Low
21	Snare006	69	Cabasa
22	T_Flam01	70	Maracas01
23	T_Flam02	71	Whistle01
24	Crash01	72	Whistle02
25	Snare007	73	Guiro01
26	F_Snap01	74	Guiro02
27	Slap	75	Claves01
28	Snare008	76	W_Block_Hi
29	Scratch_Up	77	W_Block_Lo
30	Scratch_Down	78	Cuica01
31	Sticks01	79	Cuica02
32	Click	80	Triangle01
33	Metronome01	81	Triangle02
34	Metronome02	82	Shaker01
35	Kick50	83	Shaker05
36	Kick47	84	Sticks02
37	Rimshot23	85	Castagnet
38	Snare049	86	Tambourine03
39	Clap01	87	Rimshot24
40	Snare049	88	Snare047
41	Tom01	89	Snare047
42	Stick15	90	Snare048
43	Tom02	91	Middle01
44	Close01	92	Stick02
45	Tom03	93	Close02
46	Close08	94	Open02
47	Tom04	95	Reverse
48	Tom05	96	Applause
49	Crash02	97	Belltree
50	Tom06	98	Empty
51	Ride02	99	Empty
52	Crash05	100	Empty
53	Ride06	101	Empty
54	Tambourine02	102	Empty
55	Crash04	103	Empty
56	Cowbell04	104	Empty
57	Crash03	105	Empty
58	Vibraslap	106	Empty
59	Ride05	107	Empty
60	Bongo_Hi	108	Empty
61	Bongo_Low	109	Empty

# Voice Preset

## Voice Preset

PIANOS
CONCERT GRAND
UPRIGHT PIANO
POP GRAND
HONKY TONK
LATIN PIANO
ROMANTIC GRAND
TINE PIANO
DYNAPIANO
HARPSICHORD
CLAVI
RAGTIME
ELECTROMIX
PIANO&STRINGS
OCTAPIANO
JINGLE PIANO
FM&GRAND
R&ROLL
PIANO PAD
DIGIPIANO
HOUSE
EL PIANOS
STAGE 73
SUITECASE
FM PIANO1
80'S MODULE
CRISTAL TX
88 PRO
PHASER
SWEET MARK
CLAVIMIX
TREMOLO MARK
HIGH TINES
FM PIANO2
ROTOR E PIANO
ULTRAFUNK
E PIANO PAD
FM LAYERED
CHORUS E PIANO
3 OPERATOR
VINTAGE
DELAY E PIANO
CHROM
CELESTA
GLOCKENSPIEL
MUSIC_BOX
VIBRAPHONE
MARIMBA
ORCHEST BELL
XYLOPHONE
BELL
KALIMBA
STEEL DRUM
MARKTREE
WINDCHIMES

WOODBLOCK
SHORTY VIBE
TINKLE
GLOCKSTRINGS
XYLOMARIMBA
AIRBELL
TUBULAR
CARILLON
ORGAN
CLASSIC B3
ROCK ORGAN
JAZZ ORGAN
GOSPEL
ROTARY
HAMM ON
THEATRE
LEAKAGE
16'+1'
BLUES ORGAN
FOOTAGE
LOWER 8'+4'
VALVE
SPIRITUAL
EVERGREEN
POSITIVE
PRINCIPALE+4'
CHURCH
B3 VIBRATO
760 ROTOR
JAZZ B3
FULL FAST
DARK B3
POP ROCK
DRY ORGAN
PIPE1
PIPE2
2ND PERCUSSION
HAPPY DAY
TWIN FAST
16' 8' 51/3
TONEBARS
JAZZY
SPIN POP
DRAWBARS
ROCKER
CHORUSED
OVERDRIVE
FULL THEATRE
FUZZ ORGAN
ACCORDION
MUSETTE
JAZZ FISA
TANGO
PARISIENNE
MASTER

BLUES HARP
FISARMONICA
ALPEN
ITALIAN
ORGANETTO
CELESTE
ACCORDION
HARMONICA
BASSOON
CLASSIC
TYROLER
BANDONEON
8' REED
16'+8'
ARGENTINIAN
PIEMONTESE
CASSOTTO
FULL FISA
FRANCAISE
WIDE MUSETTE
SMOOKEY HARP
FOLK MASTER
MANOUCHE
DYNAFISA
BELLOW
GUITAR
ACOUST_NYLON
COUNTRY&SLIDE
JAZZ_GUIT&SLIDE
FOLK
STRATO
CARLOS DE LUXE
SOLIDBODY
12 STRINGS
DISTORTED
CLEAN
FINGERPICKING
NYLON&SLIDE
MEDIUM STEEL
SHADOW
POWER
PEDAL STEEL
SMOOTH_FOLK
MUTED
JAZZ OCTAVE
BACHATA GUIT
PHASE GUIT
ROCK LEAD
HUMBUCK
BOTTLENECK
MELLOW STRAT
WHA LEAD
ROCK STRAT
SWEET_NYLON
POP_FUNK
RAY BLUES

GUITAR
BRAZILIAN
BRONZE_COUNTRY
JAZZ GUITAR2
TELECAST
CNTRY_FOLK
POP_WHA
AFTERFOLK
METAL
SOFT BLUES
CLASSIC
GUITAR DUO
FLAMENCO
TREMOLOS
BRIGHT_FOLK
POP LEAD
STOPPED
PUNK
HOT TUBE
DARK LEAD
VINTAGE
BASS
ACOUSTIC
FINGER
POP
FUNK
FRETLESS
PICKED
SLAP
RETRO
PRECISION
BASS&PIANO
SYNBASS 1
SYNBASS 2
SYNBASS 3
SYNBASS 4
SYNBASS 5
HOUSE 1
HOUSE 2
SINUS
BASS&GUIT
OBERBASS
STRINGS
STRINGS_
ENSEMBLE
PHILARMONIC
VIOLIN
CELLOS
VELOSTRINGS
OCTASTRING_1
SLOW STRINGS
WIENER (otm)
HARP
PIZZICATO

CAMERA
DISCO_STRINGS
BAROQUE
OCTASTRING_3
VIOLA
TZIVAGO
SYMPHONY (otm)
OPERA
PRELUDE
STACCATO
<b>CHOIR</b>
POP_AHH
POP_OHH
VOCALS
DAH
TOOH
UHH
CLASSIC CHOIR
SYNVOICE
TREBLE_VOICES
DIGICHOIR
HALOCHOIR
DIGIVOICE
SMOOTH_AHH
TUU_UAA
CHOIRPAD
CHURCH_VOCAL 1
CHURCH_VOCAL 2
SYNTHVOX 1
SYNTHVOX 2
SYNTHVOX 3
<b>BRASS</b>
BRASS 1
BRASS 2
MEXICAN
JAZZ_TROMBONE
DIXIE ®
MUTED_TPT
SWING_TRUMPET
OCTABRASS
GOLDEN TRUMPET
FLUGHORN
JAZZ CORNET
TROMBONES
BRASS&FALL
FRENCH HORN
MARIACHI
BEBOP MUTED
SOFT_BRASS (otm)
LATIN_BRASS
ALPEN_DUO
MEXICAN DUET
MELLOW_TPT
GENTLE_HORNS
BRIGHT&BRASS
TIJUANA
T_BONE_SECTION
OCTABRASS 2

BAVARIAN_LIED
GROWBRASS(otm)
SMOOTH_SECTION
DARK_TRUMPET
<b>SAX</b>
BLOWED_TENOR
JAZZ_CONTRALTO
SWEET_ALTO
ROCK&GROWL
CIRCUS_SAX
ALTOSOFT
CLARINET
BARITON
SOPRANO
POP_ALTO
WOODWINDS
GRAFFIATO ®
TENOR
MILLER (otm)
SAX&BRASS
SAXBAND 1
SAXBAND 2 (otm)
SAXBAND 3
SAXBAND 4
SAXBAND 5
<b>FLUTE</b>
CLASSIC_FLUTE
LATIN_FLUTE
ANDES
WHISTLE
SHAKUASHI
CHIFF
PERUVIAN
POP FLUTE
OCARINA
RECORDER
BOTTLE
ETHNIC
PIPES
PICCOLO
FLUTE&STRING
STEREO FLUTE
VOICE FLUTE
OCTAFLUTE
FLUTE&JAZ_GUIT
RAINDROPS
<b>PAD</b>
ACOUSTIC_DREAM
MOVIES
OBX
SWEEP
SPACE
DIGIPAD
NEW AGE 1
SYNSTRINGS
BRIGHTPAD
EXPLORER

NYLON_PAD
GLASSPAD
SYBER
NEW ERA (morph)
HALO (morph)
BELL_PAD
WARMNESS
TINEPAD
ANALOGS
NEW AGE 2
EVOLVING
INNER_PAD
JUMPIN_BRASS
LARGE
INTERLUDE
DRONE
MIXPAD
CHIFFER
MATRIX
VANGELUS
<b>SYNTH</b>
LEAD 1
LEAD 2
LEAD 3
LEAD 4
LEAD 5
SYNTH 1
SYNTH 2
SYNTH 3
SYNTH 4
SYNTH 5
TRANCE
RESO
RAVE
WAVEMIX
BRIGHTSYNTH
MAXSYNTH
SOLOIST
QUADRA
CALLIOPE
SYNTHBRASS 1
MINISOLO
CHORD_SYNTH
SPARKLY
SHINE
PAT_SYNTH
SYNTHBRASS 2
OVERLOAD
SQUARED
FOLLOWSYNTH
SYNTHBRASS 3
<b>ETHNIC</b>
MANDOLIN
BANJO
FIDDLE steel
SITAR
PARAGUAYAN_HARP
DULCIMER
BAG_PIPE

BOUZOUKI
STEEL_BAND
SHAMISEN
FADO
CELTIC_HARP
AFRICAN_MALLET
JUNGLE
HACKBRETT
ZITHER
ETHNO_VIBES
TRES
KOTO
ZURNA
<b>EFFECT_SFX</b>
FRET_NOISE
BREATH
PFIF&JEW_HARP
HUU
HEART
APPLAUSE
LAUGHING
SCREAMING
JET
HELICOPTER
EXPLOSION
GUN_SHOTS
MACHINE_GUN
STAR_SHIPS
ALARMS
DOOR_SLAM&BELL
TELEPHONE
AIRHORN
SCRATCHES
LASERS
<b>EFFECT_SFX</b>
FX_SLAP
BIRD
BUBBLE
DOG&COW
HORSE&GALLOP
CLACKSON
CARS
CAR_PASS
TRAIN
FOOT&SPLASH
RAIN
RIVER
THUNDER
SEASHORE
WIND
BURST
HITS&CRASH
NYLON_SLIDE
COUNTRY_SLIDE
JAZZ_SLIDE

# MIDI Implementation

NOTE ON	9nH kk vv	n(0-0FH) midi channel, kk(01H-7FH)=NOTE ON vv=velocity(01H-7FH) (vv=0 means NOTE OFF)
NOTE OFF	8nH kk vv 9nH kk 00H	n(0-0FH) midi channel, kk(01H-7FH)=NOTE OFF vv=don't care if command 8nH
PITCH BEND	EnH bl bh	Pitch Bend as specified by bl(low) bh(high), bl=(00H-7FH),bh=(00H-7FH) 14 bit resolution. Maximum swing is +/-1 tone (default). (Can be changed using RPN 0000H) Center position is bl=00H bh=40H Min. bl=00H bh=00H, Max. bl=7FH bh=7FH
PROGRAM CHANGE	CnH pp	Program change. If n=09H Drumset change. Refer to voices or drumset list.
CHANNEL	DnH vv	vv=pressure value(00H-7FH).
CONTROL 00H	BnH 00H cc	Bank select. See voices list for details.
CONTROL 01H	BnH 01H cc	Modulation wheel. Rate, Assignment can be set using System excl.
CONTROL 05H	BnH 05H cc	Portamento time
CONTROL 06H	BnH 06H cc	Data Entry. Provides data to RPN NRPN
CONTROL 07H	BnH 07H cc	Volume
CONTROL 0AH	BnH 0AH cc	Pan. (Default 40H)
CONTROL 0BH	BnH 0BH cc	Expression. (Default 7FH)
CONTROL 40H	BnH 40H cc	Sustain. (Dumper pedal) On=7FH, Off=00H
CONTROL 41H	BnH 41H cc	Portamento. On/Off On=7FH, Off=00H
CONTROL 42H	BnH 42H cc	Sostenuto pedal On=7FH, Off=00H
CONTROL 43H	BnH 43H cc	Soft pedal On=7FH, Off=00H
CONTROL 5BH	BnH 5BH cc	Auxiliary channel1 Reverb send vv=00H-7FH
CONTROL 5DH	BnH 5DH cc	Auxiliary channel2 Effects send vv=00H-7FH (chorus,delay,distorcor)
CONTROL 77H	BnH 77H 00H	Reset all NRPN (see note 1).
CONTROL 78H	BnH 78H 00H	All sound off. (Abrut stop of sound on channel n)
CONTROL 79H	BnH 79H 00H	Reset all controllers
CONTROL 7BH	BnH 7BH 00H	All Notes Off
CONTROL 7EH	BnH 7EH 00H	Mono on
CONTROL 7FH	BnH 7FH 00H	Poly On (default)
CONTROL 54H	BnH 54H cc	Wha-Wha On/Off On=7FH Off=00h
CONTROL 55H	BnH 55H cc	Wha-Wha Amount cc=00H-7FH
CONTROL 10H	BnH 10H 00H	Vocalizer midi mode on
CONTROL 11H	BnH 11H 08H	Vocalizer midi mode on
RPN 0000H	BnH 65H 00H	64H 00H 06H vv Pitch Bend sensivity in semitones (default vv=02H)
RPN 0001H	BnH 65H 00H	64H 01H 06H vv Fine tuning in cents. vv=00H (-100) vv=40h (0) vv=7FH (+100)
RPN 0002H	BnH 65H 00H	64H 02H 06H vv Coarse tuning in half-tones vv=00H (-64) vv=40H (0) vv=7FH (+64)
NRPN 0108H	BnH 63H 01H	62H 08H 06H vv Lfo1 Rate modify (vv=40H no modify)
NRPN 0109H	BnH 63H 01H	62H 09H 06H vv Dco Depth modify (vv=40H no modify)
NRPN 010AH	BnH 63H 01H	62H 0AH 06H vv Lfo1 Delay modify (vv=40H no modify)
NRPN 0110H	BnH 63H 01H	62H 10H 06H vv Lfo2 Rate modify (vv=40H no modify)
NRPN 0111H	BnH 63H 01H	62H 11H 06H vv Lfo2 Delay modify (vv=40H no modify)
NRPN 0112H	BnH 63H 01H	62H 12H 06H vv Dcf Depth modify (vv=40H no modify)
NRPN 0113H	BnH 63H 01H	62H 13H 06H vv Dca Depth modify (vv=40H no modify)
NRPN 0120H	BnH 63H 01H	62H 20H 06H vv TVF cutoff freq. modify (vv=40H no modify)
NRPN 0121H	BnH 63H 01H	62H 21H 06H vv TVF Resonance modify (vv=40H no modify)
NRPN 0130H	BnH 63H 01H	62H 30H 06H vv FM Amplitude1 (vv=40H no modify)
NRPN 0131H	BnH 63H 01H	62H 31H 06H vv FM Amplitude2 (vv=40H no modify)
NRPN 0132H	BnH 63H 01H	62H 32H 06H vv FM Amplitude3 (vv=40H no modify)
NRPN 0133H	BnH 63H 01H	62H 33H 06H vv FM Amplitude4 (vv=40H no modify)
NRPN 0163H	BnH 63H 01H	62H 63H 06H vv Env. attack time modify (vv=40H no modify)
NRPN 0164H	BnH 63H 01H	62H 64H 06H vv Env. decay time modify (vv=40H no modify)
NRPN 0166H	BnH 63H 01H	62H 66H 06H vv Env. release time modify (vv=40H no modify)
NRPN 016BH	BnH 63H 01H	62H 6BH 06H vv Env. sustain time modify (vv=40H no modify)
NRPN 18rrH	BnH 63H 18H	62H rr 06H vv Pitch Course of drum instr. in semitones rr=note vv=40H no modify (see note 2)
NRPN 19rrH	BnH 63H 19H	62H rr 06H vv Pitch Fine of drum instr. in semitones rr=note vv=00h no modify vv=7FH +1/2 tone (see note 2)
NRPN 1ArrH	BnH 63H 1AH	62H rr 06H vv Level of drum instr. note rr. vv=00h to 7FH (see note 2)
NRPN 1CrrH	BnH 63H 1CH	62H rr 06H vv Pan of drum instr. note rr. vv=00h to 7FH (see note 2)
NRPN 1DrrH	BnH 63H 1DH	62H rr 06H vv Reverb send level of drum instr. note rr. vv=00h to 7FH (see note 2)
NRPN 1ErrH	BnH 63H 1EH	62H rr 06H vv Chorus send level of drum instr. note rr. vv=00h to 7FH (see note 2)



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## Control Change

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### ■ Modulation wheel

*Status Byte 2 Byte 3*

BnH 01H mmH n = LC-1 or HC-1 (lead or harmony MIDI channel)

mm = modulation amount : 00H -7FH

### ■ Portamento time

*Status Byte 2 Byte 3*

BnH 05H ttH n = LC-1 or HC-1 (lead or harmony MIDI channel)

tt = portamento time : 00H -7FH (default = 00H)

### ■ Volume

*Status Byte 2 Byte 3*

BnH 07H vvH n = LC-1 or HC-1 (lead or harmony MIDI channel)

vv = volume : 00H -7FH (default = 64H = 100)

### ■ Pan

*Status Byte 2 Byte 3*

BnH 0AH ppH n = LC-1 or HC-1 (lead or harmony MIDI channel)

pp = pan : 00H -7FH (default = 40H = 64)

0 = full left, 64 = center, 127 = full right

### ■ Expression

*Status Byte 2 Byte 3*

BnH 0BH eeH n = LC-1 or HC-1 (lead or harmony MIDI channel)

ee = expression : 00H -7FH (default = 7FH)

### ■ Portamento On/Off

*Status Byte 2 Byte 3*

BnH 41H ppH n = LC-1 or HC-1 (lead or harmony MIDI channel)

pp = switch : 00H = off, 01H -7FH = on (default = 00H)

### ■ Reverb/Echo Send Level

*Status Byte 2 Byte 3*

BnH 5BH rrH n = LC-1 or HC-1 (lead or harmony MIDI channel)

rr = reverb/echo send level: 00H -7FH (default = 64H)

### ■ Pitch Bend Change

*Status Byte 2 Byte 3*

EnH IIH mmH

n = LC-1 or HC-1 (lead or harmony MIDI channel)

II = value LSB : 00H -7FH (default = 00H)

mm = value MSB : 00H -7FH (default = 40H)

MSB-LSB : 00-00H = -1 octave, 40-00H = no pitch bend, 7F-7FH = +1 octave

### ■ GM VOICE

Control Change 00, value = 0/1/10/11

Program Change 1-128

### ■ PROGRAM VOICE

Control Change 00, value 9 (for old compatibility)/20/21/22

Program Change 1-128

### ■ PRESET VOICE

Control Change 00, value 30/31/32/33

Program Change 00

### ■ DRAWBARS

Control Change 00, value = 5

Program Change 1-128

### ■ INSTRUMENTS

Control Change 00, value = 3/6

Program Change 1-128

### ■ VOICE LIST

Control Change 00, value = 8/35/36

Program Change 1-128

### ■ GROOVE

Control Change 00, value = 4

Program Change 1-128

# MIDI Implementation (Vocalizer)

## Non Registered Parameter Numbers

Note: All NRPN messages are to be sent through harmony or lead MIDI channels (HC or LC).

### ■ System NRPN

NRPN MSB	NRPN LSB	Data MSB	Default value	Parameter
<b>Main volumes, modes and switches</b>				
96	0	0...127	127	<i>Master volume:</i> affects the whole system output
96	01	0, 1	0	<i>Vocalizer mode:</i> 0 = <b>MIDI Mode</b> : 5 harmony voices driven by MIDI messages sent through the harmony channel. 1 = <b>Auto-Chord Mode</b> : no note on/off decoded, whatever the midi channel is. The vocalizer detects the note sung into the microphone and computes the notes (up to 5) to be synthesized automatically according to a harmony table. This table indicates the transposition amount of each virtual voice (in semitones) depending on the detected note. 96 preset tables are available and can be simply called by NRPN 96-18. See this NRPN for the list of the presets. When such a NRPN is sent, the preset table overwrites the current one. In addition to these presets, you can program your own table and download it into the vocalizer with a System Exclusive message. See the Sysex part for additional information.
96	05	0, 1...127	1	<i>Lead voice switch:</i> 0: off (muted), 1...127: on
96	06	0, 1...127	0	<i>Lead channel processing switch:</i> 0: off = Pitch correction and Voice transform blocks (see synoptic) are bypassed. NRPNs 97-02 to 97-11 have no effect. 1...127: on = full lead channel processing mode.
96 96	07 10	0, 1...127 0...5	1 2	<i>Harmony switch:</i> 0: off (muted), 1...127: on
				<i>MIDI track transpose:</i> -2, -1, 0, +1, +2 (data MSB=0 to 4) octaves or automatic (data MSB=5). Allow the MIDI notes messages to be transposed in octave increments. This parameter is set correctly if the vocalizer synthesizes the same note as the singer in Melody mode and with harmony part muted. In auto mode, the vocalizer dynamically transposes the MIDI notes to the closest octave to the input signal.
96	15	1 ... 16 ≠ LC	16	<i>Harmony MIDI channel:</i> harmony MIDI channel (HC). After you use this command, the harmony MIDI channel will change, so you'll need to send all the following MIDI messages into the new channel. <b>Harmony and melody MIDI channels must be different: if you try set the harmony channel at the current melody channel value, the command will be ignored.</b> You must move the melody to another channel before.
96	16	1 ... 16 ≠ HC	1	<i>Lead MIDI channel:</i> lead voice MIDI channel (LC). After you use this command, the lead voice MIDI channel will change, so you'll need to send all the following MIDI messages to the new channel. <b>Harmony and melody MIDI channels must be different: if you try set the melody channel at the current harmony channel value, the command will be ignored.</b> You must change the harmony to another channel before.

NRPN MSB	NRPN LSB	Data MSB	Default value	Parameter
96	17	0...23	23	<p><i>Virtual voice presets:</i> presets for Virtual voice feature. Calling a preset overwrites the current Voice transform (vibrato, formant, tone...) and EQ parameters of the lead voice. Calling a preset also turns "Lead channel processing switch" (NRPN 96-06) on automatically. Presets are:</p> <p>0 -Pop 1 -Mellow  2 -Teen pop  3 -Soft air  4 -Dark  5 -Energy 6 -Delicate  7 -Opera 8 -Crooner  9 -Light 10 -Tremolo  11 -Vibrato  12 -Breathy 13 -Shaky 14 -Phone  15 -Angel  16 -Alien  17 -Cartoon  18 -Nasal  19 -Strange 20 -Deep  21 -Girl  22 -Drunk  23 -default</p>
96	18	0...11, 12...23, 24...35, 36...47, 48...59, 60...71, 72...83, 84...95, 96...107, 108...119	none	<p><i>Auto-Chord presets:</i> preset tables for Auto-Chord mode (NRPN 96-01 data 07). These preset tables are uploaded by the user through a sysex message (sysex ID=1), so you must send such a sysex at least once before using this NRPN. Please refer to the sysex section for more information regarding the content of the preset tables and how to upload them into Voicetron.</p> <p>This NRPN builds a harmony table from a root and one of the 10 stored preset tables. The NRPN value is formatted as follows: Value = 12 * Table number + Root Table number ranges from 0 to 9 and Root from C=0 to B=11.</p> <p>For instance, if you have uploaded the following harmonies in the preset tables: Major, Minor, Major 7th, Minor 7th, ... you can then get a D minor harmony by sending a NRPN value of:  12 * Minor + D = 12 * 1 + 2 = 14.</p> <p>To get an Am7 chord, you will have to send:  12 * Minor 7th + A = 12 * 3 + 9 = 45</p> <p>Note: if you've downloaded a custom harmony table (using a Sysex 0), calling this NRPN will overwrite it.</p>
96	19	0, 1	0	<p><i>Vocalizer output:</i> 0 = Main, 1 = Aux</p>

# MIDI Implementation

NRPN MSB	NRPN LSB	Data MSB	Default value	Parameter
<b>Pitch to MIDI conversion</b>				
96	11	0, 1...127	0	<i>Pitch to MIDI switch</i> : enables pitch to midi conversion. Refer to “Pitch output” section for more information about this feature.
96	12	0...4	2	<i>Note trigger sensitivity</i> : this parameter affects the responsiveness of the algorithm for triggering a new MIDI note. Lower values makes the algorithm require a more stable pitch before sending a Note On message. Higher values makes the algorithm respond faster on note onsets (lower perceived latency), but increases the likeliness of artifacts. You can also use NRPN 96-14 to mitigate potential artifacts while keeping the latency low enough.
96	13	0...4	2	<i>Pitch transition tolerance</i> : affects the way the algorithm handles pitch transitions between notes, i.e. when the pitch glides from a note to another. The lower the tolerance, the more the algorithm will consider these transitions as a discontinuity: it will therefore send a Note Off to shut down the old note, then a Note On to start a new note after the transient. The higher the tolerance, the more the algorithm will consider these transitions as a glissando: it will keep the current note playing while adjusting its tuning to follow the input pitch.
<b>Note:</b> you must always have “Note trigger sensitivity” ≤ “Pitch transition tolerance”. By design, it is impossible to have a high “Note trigger sensitivity” and a low “Pitch transition tolerance” at the same time. Therefore, if you set one of these two parameters, the other may be automatically adjusted to comply with this constraint.				
96	14	0...127	16	<i>Pitch to MIDI level threshold</i> : this parameter adjusts the input signal level under which no MIDI note will be output. You may want to raise this threshold in a noisy environment for instance, to avoid unwanted short MIDI notes to be triggered during silent or low level sections (consonants). This parameter may also be used to reduce artifacts on note onsets, in conjunction with NRPN 96-12. The shift amount to 0, enabling this mode and playing the loop, the developer can tweak the sensitivity parameter by listening to what audio events the algorithm considers as the critical sections to preserve. There must be enough of them but not too many (see warning above). Note: enabling this mode without being in drum mode will result in muting the shifter (no beat is detected when not in drum mode, so no sound will be output)



## ■ Lead voice NRPN

NRPN MSB	NRPN LSB	Data MSB	Default value	Parameter
97	00	0...127	127	<i>Lead level</i> : input voice output level
97	01	0...64...127	64	<i>Lead pan</i> : same as control 10 on lead MIDI channel (LC)
<b>Voice transform parameters</b>				
97	02	40...64...88	64	<i>Transpose</i> : -24...0...+24 semitones
97	04	0...64...127	64	<i>Formant</i> : formant control
97	05	0...38	38	<i>Tone frequency</i> : low pass filter resonance frequency
97	06	64...71	64	<i>Tone resonance</i> : low pass filter resonance intensity
97	07	0...127	0	<i>Vibrato depth</i> : up to $\pm 1$ semitone
97	08	0...9	0	<i>Vibrato style</i> : 10 different vibrato styles
97	09	0...127	48	<i>Vibrato rate</i> : up to approximately 12Hz
97	10	0...127	100	<i>Vibrato delay</i> : 0...3 seconds

## ■ Harmony voices NRPN

NRPN MSB	NRPN LSB	Data MSB	Default value	Parameter
99	00	0...127	96	<i>Harmony global level</i> : harmony parts global level (same as Control 7 on channel #HC). Acts on all the harmony voices as a global volume control without overwriting the independent harmony part levels (NRPN 99-06 to 99-10). Harmony voice N volume is: Harmony Global level * Harmony voice N volume
99	01	0...64...127	64	<i>Voice 1 pan</i> . Warning: a Control 10 message (pan) will overwrite this setting.
99	02	0...64...127	64	<i>Voice 2 pan</i> . Warning: a Control 10 message (pan) will overwrite this setting.
99	03	0...64...127	64	<i>Voice 3 pan</i> . Warning: a Control 10 message (pan) will overwrite this setting.
99	04	0...64...127	64	<i>Voice 4 pan</i> . Warning: a Control 10 message (pan) will overwrite this setting.
99	05	0...64...127	64	<i>Voice 5 pan</i> . Warning: a Control 10 message (pan) will overwrite this setting.
99	06	0...127	127	<i>Voice 1 volume</i>
99	07	0...127	127	<i>Voice 2 volume</i>
99	08	0...127	127	<i>Voice 3 volume</i>
99	09	0...127	127	<i>Voice 4 volume</i>
99	10	0...127	127	<i>Voice 5 volume</i>
99	11	0...64...127	64	<i>Voice 1 formant</i>
99	12	0...64...127	64	<i>Voice 2 formant</i>
99	13	0...64...127	64	<i>Voice 3 formant</i>
99	14	0...64...127	64	<i>Voice 4 formant</i>
99	15	0...64...127	64	<i>Voice 5 formant</i>
99	16	0...38	38	<i>Voice 1 tone frequency</i> : harmony voice low pass filter cutoff frequency
99	17	0...38	38	<i>Voice 2 tone frequency</i>

# MIDI Implementation

99	18	0...38	38	<i>Voice 3 tone frequency</i>
99	19	0...38	38	<i>Voice 4 tone frequency</i>
99	20	0...38	38	<i>Voice 5 tone frequency</i>
99	21	64...71	64	<i>Voice 1 tone resonance: harmony voice low pass filter resonance amount</i>
99	22	64...71	64	<i>Voice 2 tone resonance</i>
99	23	64...71	64	<i>Voice 3 tone resonance</i>
99	24	64...71	64	<i>Voice 4 tone resonance</i>
99	25	64...71	64	<i>Voice 5 tone resonance</i>
99	26	0...64...127	64	<i>Voice 1 detune: -50...0...+50 cents</i>
99	27	0...64...127	64	<i>Voice 2 detune</i>
99	28	0...64...127	64	<i>Voice 3 detune</i>
99	29	0...64...127	64	<i>Voice 4 detune</i>
99	30	0...64...127	64	<i>Voice 5 detune</i>
99	31	0...127	0	<i>Voice 1 vibrato depth: up to <math>\pm 1</math> semitone</i>
99	32	0...127	0	<i>Voice 2 vibrato depth</i>
99	33	0...127	0	<i>Voice 3 vibrato depth</i>
99	34	0...127	0	<i>Voice 4 vibrato depth</i>
99	35	0...127	0	<i>Voice 5 vibrato depth</i>
99	36	0...127	48	<i>Voice 1 vibrato rate: up to approximately 12Hz</i>
99	37	0...127	48	<i>Voice 2 vibrato rate</i>
99	38	0...127	48	<i>Voice 3 vibrato rate</i>
99	39	0...127	48	<i>Voice 4 vibrato rate</i>
99	40	0...127	48	<i>Voice 5 vibrato rate</i>
99	41	0...127	100	<i>Voice 1 vibrato delay: 0...3 seconds</i>
99	42	0...127	100	<i>Voice 2 vibrato delay</i>
99	43	0...127	100	<i>Voice 3 vibrato delay</i>
99	44	0...127	100	<i>Voice 4 vibrato delay</i>
99	45	0...127	100	<i>Voice 5 vibrato delay</i>
99	46	0...127	48	<i>Voice 1 humanization amount: humanization applies small pitch variations extracted from the input signal to make the harmony voices sound more natural</i>
99	47	0...127	48	<i>Voice 2 humanization amount</i>
99	48	0...127	48	<i>Voice 3 humanization amount</i>
99	49	0...127	48	<i>Voice 4 humanization amount</i>
99	50	0...127	48	<i>Voice 5 humanization amount</i>
99	51	0, 1...127	0	<i>Voice 1 portamento switch</i>
99	52	0, 1...127	0	<i>Voice 2 portamento switch</i>
99	53	0, 1...127	0	<i>Voice 3 portamento switch</i>
99	54	0, 1...127	0	<i>Voice 4 portamento switch</i>
99	55	0, 1...127	0	<i>Voice 5 portamento switch</i>
99	56	0...127	32	<i>Voice 1 portamento time</i>
99	57	0...127	32	<i>Voice 2 portamento time</i>
99	58	0...127	32	<i>Voice 3 portamento time</i>
99	59	0...127	32	<i>Voice 4 portamento time</i>
99	60	0...127	32	<i>Voice 5 portamento time</i>

## ■ Effects NRPN

NRPN 84H	NRPN 4H	Data MSB	Default value	Parameter
<b>Compressor</b>				
100	00	0,1...127	0	<i>Compressor switch:</i> 0: Off 1...127: On
100	01	0...127	0	<i>Attack time:</i> 0=fast attack (0.1 ms), ... 60=1ms. ... 100=10ms, 127=slow attack (100ms), exp. curve
100	02	0...127	0	<i>Release time:</i> 0=fast release (10ms) , ...60= 100 ms, ... 100=1 s. 127=slow release (5s), exp. curve
100	03	0...127	0	<i>Threshold:</i> 127=0dB, 96=-6dB, 64=-12dB, 45=-18dB, 32=-24dB, 16=-36dB, 8=-48dB , 0=-64dB
100	04	0...127	48	<i>Ratio:</i> 127=1/128 (128:1), 126=2/128 (64:1), 125=3/128, ... 64=64/128 (2:1), ... 0=1:1
100	05	0...127	48	<i>Boost</i> (applied to signal after compression) : 127=x8, 64=x4,32=x2, 16 to 0=x1
100	06	0...7	0	<i>Compressor preset:</i> calls a compressor preset, i.e. overwrites NRPN 100-01 to 100-05 with predefined values. See table below for description of the presets.
<b>Lead EQ</b>				
101	32	40... 64... 76	64	<i>Input gain:</i> -24dB ... 0dB ... +12dB (1 dB step)
101	0-9	50... 64... 78	64	<i>Band gain:</i> -14dB...0dB.. +14dB (1 dB step)
<b>Harmony EQ</b>				
102	32	40...64...76	64	<i>Input gain:</i> -24d B ... 0dB ... +12dB (1 dB step)
102	0-9	50...64...78	64	<i>Band gain:</i> -14dB...0dB.. +14dB (1 dB step) Reverb/Ech0
<b>Reverb/Echo</b>				
103	00	0...127	0	<i>Lead voice reverb send level:</i> same as CC #5Bh on lead channel
103	01	0...127	0	<i>Harmony reverb send level:</i> same as CC #5Bh on harmony channel
103	02	0...127	127	<i>Reverb level</i>
103	03	0...127	127	<i>Echo level</i>
103	04	0...127	-	<i>Reverb time:</i> 0=40ms
103	05	0...127	-	<i>Echo time:</i> 0=40ms to 127=400ms
103	06	0...127	-	<i>Reverb/echo high pass filter on input:</i> 0= no filter
103	07	0...127	-	<i>Reverb damp:</i> high frequency filter on reverb decay
103	08	0...127	-	<i>Echo damp:</i> high frequency filter echo feedback
103	09	0...127	-	<i>Echo feedback</i>
103	10	0...18	0	<i>Reverb preset:</i> calls a reverb preset. See table below for description of the presets.
103	11	0...8	0	<i>Echo preset:</i> calls on echo preset. See table below for description of the presets.
103	12	0...127	127	<i>Reverb input level</i>
103	13	0...127	0	<i>Echo input level</i>
103	14	0...127	0	<i>Send echo to reverb</i>

Note: EQ band frequencies are fixed to the following values:

# MIDI Implementation

Band	1	2	3	4	5	6	7	8	9	10
Frequency	100Hz	160Hz	265Hz	430Hz	700Hz	1.1kHz	1.9kHz	3kHz	5kHz	8kHz

## ■ Reset NRPN

NRPN MSB	NRPN LSB	Data MSB	Default value	Parameter
104	00	0	-	<p><i>Soft reset:</i> sets most of the vocalizer parameters to their default value + all notes off. The following parameters are reset :</p> <ul style="list-style-type: none"> <li>-pan (Control 10)</li> <li>-expression (Control 11)</li> <li>-portamento (Controls 5 &amp; 65)</li> <li>-pitch bend</li> <li>-lead / harmony switches (System NRPN 5 to 7)</li> <li>-voice transform controls (System NRPN 17)</li> <li>-harmony formant &amp; tone controls (Harmony NRPN 11 to 25)</li> <li>-vibrato (Harmony NRPN 26 to 45)</li> <li>-humanization (Harmony NRPN 46 to 50)</li> </ul>



## TABS for compatibility SD series

F0 26H 7CH Code\_tab Status F7H Code\_tab = 00H - 7FH Tab code (see list)

Status = 7FH Tab pressed Status = 00H Tab released

Code\_tab list: ----- = Not Used

00h Piano	10h Drawbar	20h -----	30h -----
01h ElPiano	11h Drumset	21h -----	31h -----
02h Chrom	12h -----	22h Drum Mixer	32h One Touch
03h Organ	13h Voicetron	23h Rewind	33h -----
04h Accordion	14h -----	24h -----	34h Pianist
05h Guitar	15h RamSound	25h -----	35h -----
06h Bass	16h -----	26h -----	36h -----
07h String	17h -----	27h -----	37h -----
08h Choir	18h Program	28h -----	38h Fill In
09h Brass	19h GM_Voice	29h -----	39h Fill2
0ah Sax	1ah -----	2ah -----	3ah Fill3
0bh Flute	1bh #/Ballroom	2bh -----	3bh Break
0ch Pad	1ch Fade	2ch Arr. A	3ch -----
0dh Synth	1dh Intro/End1	2dh Arr. B	3dh -----
0eh Ethnic	1eh Intro/End2	2eh Arr. C	3eh -----
0fh Effect	1fh Intro/End3	2fh Arr. D	3fh -----
40h Bass to lowest	50h Key Start	60h Number 0 (Unplugged)	70h F1
41h Manual Bass	51h Key Stop	61h Number 1 (Pop)	71h F2
42h -----	52h -----	62h Number 2 (Dance)	72h F3
43h -----	53h 2nd Voice	63h Number 3 (Ballad)	73h F4
44h -----	54h -----	64h Number 4 (Swing)	74h F5
45h */Unplugged	55h -----	65h Number 5 (Folk)	75h F6
46h -----	56h -----	66h Number 6 (Country)	76h F7
47h -----	57h -----	67h Number 7 (R&Roll)	77h F8
48h Portamento	58h -----	68h Number 8 (Latin)	78h F9
49h Harmony	59h Transpose -	69h Number 9 (Ballroom)	79h F10
4ah Pause Count/Restart	5ah Transpose +	6ah Save	7ah -----
4bh Tempo-	5bh Rotor On/Off	6bh Value-	7bh -----
4ch Tempo+	5ch -----	6ch Value+	7ch -----
4dh Start/Stop	5dh Split	6dh Page-	7dh -----
4eh -----	5eh Aftertouch	6eh Page+	7eh -----
4fh -----	5fh Exit	6fh Hold	7fh -----

## TABS Audya

F0 26H 7CH 03H Code\_tab Status F7H Code\_tab = 00H - 7FH Tab code (see list)

Status = 7FH Tab pressed Status = 00H Tab released

Code\_tab list: ----- = Not Used

00h Piano	10h User	20h F1	30h Cursor Down
01h ElPiano	11h Program	21h F2	31h Value Down
02h Chrom	12h Touch	22h F3	32h Value Up
03h Organ	13h Preset	23h F4	
33h Page Up			
04h Accordion	14h Style	24h F5	34h Page Down
05h Guitar	15h Ramsound	25h F6	35h SPlit
06h Bass	16h Sec_voice	26h F7	36h MIDIFfile
07h String	17h Transpose Down	27h F8	37h WAVE

# MIDI Implementation

08h Choir  
09h Brass  
0ah Sax  
0bh Flute  
0ch Pad  
0dh Synt  
0eh Ethnic  
0fh Effect

18h Transpose Up  
19h Stream List  
1ah Harmony  
1bh Menu  
1ch Save  
1dh Edit  
1eh Enter  
1fh Exit

28h F9  
29h F10  
2ah F11  
2bh F12  
2ch F13  
2dh F14  
2eh F15  
2fh Cursor Up

38h DJLOOP  
39h -----  
3ah MP3  
3bh DISK  
3ch Registration  
3dh Assignable  
3eh Finder  
3fh Drawbar

40h Nu0/Folk  
41h Nu1/Ballad  
42h Nu2/Pop  
43h Nu3/Dance  
44h Nu4/Party  
45h Nu5/RockSoul  
46h Nu6/Country  
47h Nu7/SwingJazz  
48h Nu8/Latin  
49h Nu9/RockRoll  
4ah \*/Unplugged  
4bh #/Ballroom  
4ch Octave Down  
4dh Octave Up  
4eh GM Part  
4fh Style View

50h TempoSlow  
51h TempoFast  
52h GM Voice  
53h Dial Up  
54h Dial Down  
55h Fade  
56h FREE2  
57h Voicetron  
58h Rot OnOff  
59h Rot SlowFast  
5ah DrumSet  
5bh Pattern  
5ch Playlist  
5dh Rewind  
5eh Forward  
5fh Line In

60h Double  
61h Micro  
62h Intro End1  
63h Intro End2  
64h Intro End3  
65h Key Start  
66h KEy Stop  
67h ARRA  
68h ARRB  
69h ARRC  
6ah ARRD  
6bh FILL  
6ch BREAK  
6dh Portamento  
6eh Aftertouch  
6fh Manual Bass

70h To Lowest  
71h Bassist  
72h Pianist  
73h Left  
74h Drum Mixer  
75h Style Mode  
76h MP32  
77h -----  
78h Start  
79h Hold  
7ah Record  
7bh Pause  
7ch Cross Fade  
7dh -----  
7eh -----  
7fh -----

## REVERB

Reverb Type for compatibility SD series\*  
F0 26 7B 00 00 Type F7 Type

00h Club1  
01h Studio1  
02h Club2

04h Theatre1  
05h Stage2  
06h Church2  
03h Hall1

Reverb Type right  
F0 26 7B 10 03 Rev.Type F7

Reverb Type left/gm  
F0 26 7B 14 03 Rev.Type F7

Reverb Type style  
F0 26 7B 1f 00 Rev.Type F7 Rev.Type:

00h Studio1  
01h Studio2  
02h Club1  
03h Club2  
04h Hall1  
05h Hall2  
06h Theatre1  
07h Theatre2  
08h Stage1  
09h Stage2

0ah Church1  
0bh Church2  
0ch Hangar  
0dh Galaxy  
0eh Space  
0fh User Rev1  
10h User Rev2  
11h User Rev3  
12h User Rev4  
13h User Rev5

Reverb Level\*  
F0 26 7B 02 00 Rev.Level F7 Rev.Level:

00h - 7f h

Reverb Level style  
F0 26 7B 20 00 Rev.Level F7 Rev.Level:

00h - 7f h

## CHORUS

Chorus	Type for compatibility SD series*		
F0 26 7B 01 00 Type F7	Type:	00h Chorus1	04h Chorus4
		01h Chorus6	05h Phaser1
		02h Chorus2	06h -----
		03h Chorus6	07h Flanger1

Chorus Type Right  
F0 26 7B 11 03 Ch.Type F7

Chorus Type left/gm			
F0 26 7B 15 03 Ch.Type F7	Ch.Type:	00h Chorus1	0ah Phaser2
		01h Chorus2	0bh Phaser3
		02h Chorus3	0ch Flanger1
		03h Chorus4	0dh Flanger2

\* beside MIDI port used will be drive Right or GM/Left part

04h Chorus5	0eh Flanger3
05h Chorus6	0fh User Cho1
06h Tremolo1	10h User Cho2
07h Tremolo2	11h User Cho3
08h Tremolo3	12h User Cho4
09h Phaser1	13h User Cho5

Chorus Level\*  
F0 26 7B 3b 00 Ch.Level F7 Ch.Level: 00h - 7f h

Chorus Delay\*  
F0 26 7B 74 00 Ch.Delay F7 Ch.Delay: 00h - 7f h

Chorus Feed\*  
F0 26 7B 75 00 Ch.Feed F7 Ch.Feed: 00h - 7f h

Chorus Rate\*  
F0 26 7B 76 00 Ch.Rate F7 Ch.Rate: 00h - 7f h

Chorus Depth\*  
F0 26 7B 77 00 Ch.Depth F7 Ch.Depth: 00h - 7f h

## ECHO/DELAY

Echo/Delay Type for compatilbty SD series*		
F0 26 7B 06 00 Type F7	Type:	00h Stereo Echo1
		01h Stereo Echo5
		02h Stereo Echo2
		03h Stereo Echo3
		04h Mono Echo4
		05h Stereo Echo3
		06h Mono Echo3
		07h Triple Echo4

Echo/Delay Type Right/GM  
F0 26 7B 12 03 Ec.Type F7

Echo/Delay Type Left			
F0 26 7B 16 03 Ec.Type F7	Ec.Type:	00h Mono Echo1	0ah Triple Echo1
		01h Mono Echo2	0bh Triple Echo2
		02h Mono Echo3	0ch Triple Echo3
		03h Mono Echo4	0dh Triple Echo4
		04h Mono Echo5	0eh Triple Echo5
		05h Stereo Echo1	0fh Mono User1
		06h Stereo Echo2	10h Stereo User1

# MIDI Implementation

07h Stereo Echo3	11h Stereo User2
08h Stereo Echo4	12h Triple User1
09h Stereo Echo5	13h Triple User2

## Echo/Delay Time\*

F0 26 7B 29 00 Ec.Time F7

Ec.Time: 00h - 7f h

## Echo/Delay Volume\*

F0 26 7B 2a 00 Ec.Vol. F7

Ec.Vol.: 00h - 7f h

\* beside MIDI port used will be drive Right or GM/Left part

## Echo/Delay Feed\*

F0 26 7B 2b 00 Ec.Feed F7

Ec.Feed: 00h - 7f h

## Echo/Delay Filter\*

F0 26 7B 2c 00 Ec.Filter F7

Ec.Filter: 00h - 7f h

## DISTORSION

Distorsion Type for compatibilty SD series\*

F0 26 7B 11 00 Type F7

Type:	00h Overdrive 3	04h Distorsion3
	01h Overdrive 1	05h Distorsion2
	02h Overdrive 1	06h Grunge

Distorsion Type Right

F0 26 7B 13 03 Dist.Type F7

Distorsion Type Left/GM

F0 26 7B 17 03 Dist.Type F7 Dist.Type:

00h Overdrive 1	0ah Fuzz
01h Overdrive 2	0bh Hot British
02h Overdrive 3	0ch Org. Over.1
03h Tube 1	0dh Org. Over.2
04h Tube 2	0eh Org. Over.3
05h Distorsion1	0fh Over. User1
06h Distorsion2	10h Over. User2
07h Distorsion3	11h Dist. User1
08h Hyper Dist.	12h Dist. User2
09h Grunge	13h Dist. User3

## Distorsion Level\*

F0 26 7B 22 00 Dist.Level F7

Dist.Level: 00h - 7f h

## Distorsion Tone\*

F0 26 7B 25 00 Dist.Tone F7

Dist.Tone: 00h - 7f h

## Distorsion Resonance\*

F0 26 7B 26 00 Dist.Reso F7

Dist.Reso: 00h - 7f h

## DISK MIDIPORT SET

F0 26 7B 30 00 Set. F7

Set. = 00h gm Set. = 01 keyb

## SPLIT

F0 26 7B 03 00 Split F7

Split: 01h - 7fh

## GLOBAL TRANSPOSER

F0 26 7B 07 00 Tran F7

Tran = 28h - 58h; 40h = no transp.

## ARABIC TUNE

F0 26 7B 0a Chan data1 data2 .. data12 F7

Chan: 00h - 0fh data:00h - 7fh 40h = no detune  
7eh = lower; 7fh = all channels; 00=right

\* beside MIDI port used will be drive Right or GM/Left part



## ARABIC MODE ACTIVE/INACTIVE

F0 26 7B 0F 03 Val F7 Val = 0 disactive; Val != 0 active

## MASTER TUNE

F0 26 7B 0c 00 d1 d2 F7 Data1 00H-0CH high nibble; Data2 00H-0FH low nibble  
 Es. Data1=06h Es. Data1=00h Es. Data1=0Ch  
 Data2=04h no tune (64h) Data2=00h -100% tune Data2=08h +100% tune

## DRUM/VOICE PART ASS

F0 26 7B 0f 00 GMPart Value F7 GMPart: 00h – 0fh; Value = 0 voice; Value = 1 drum

## GM MIDI RX CHANNEL

F0 26 7B 12 00 GMPart Chan F7 GMPart: 00h – 0fh; Chan: 00h - 0fh; 00h = off

## GM MIDI TX CHANNEL

F0 26 7B 18 00 GMPart Chan F7 GMPart: 00h – 0fh; Chan: 00h - 0fh; 00h = off

## KEYB RX CHANNEL

F0 26 7B 13 00 Keyb-Part chan F7 Chan: 00h - 0fh; 00h = off

## KEYB TX CHANNEL

F0 26 7B 19 00 Keyb-Part chan F7 Chan: 00h - 0fh; 00h = off

Keyb-Part:	MIDI_GM_PART:	00h
	MIDI_SECOND_VOI1_PART:	01h
	MIDI_SECOND_VOI2_PART:	02h
	MIDI_PERCUSSION_PART:	03h
	MIDI_CLICK_PART:	04h
	MIDI_DRUM2_PART:	08h
	MIDI_DRUM1_PART:	09h
	MIDI_VOICE1_PART:	0ch
	MIDI_VOICE2_PART:	0dh
	MIDI_VOICE3_PART:	0eh
	MIDI_DRAWBAR_PART:	0f h
	MIDI_GLOBAL_PART:	10h
	MIDI_LEFT_PART:	11h
	MIDI_RIGHT_PART:	12h
	MIDI_REGIS_PART:	13h
	MIDI_VOCALIZER_PART:	14h
	MIDI_LOWER1_PART:	15h
	MIDI_LOWER2_PART:	16h
	MIDI_BASS_PART:	17h
	MIDI_CH1_PART:	18h
	MIDI_CH2_PART:	19h
	MIDI_CH3_PART:	1ah
	MIDI_CH4_PART:	1bh
	MIDI_CH5_PART:	1ch
	MIDI_LIVEL_PART:	1dh
	MIDI_LIVER_PART:	1eh

## VELOCITY CURVE AND FILTER CURVE

F0 26 7B 1B 00 Curve F7 Curve: Velocity 00h - 05h  
 Filter 06h- 09h

## FIXED VALUE CURVE

F0 26 7B 16 00 Dyn-Val F7 Dyn-Val : 01h - 7fh

## GM PART KEY-SHIFT

F0 26 7B 1a 00 GMPart Shift F7 GMPart = 00h - 10h; Shift = 10h – 70h; No Shift=40h

# MIDI Implementation

## LEFT LEVEL

F0 26 7B 1c 00 Level F7      Level : 00h - 7fh

## MIDIFILE LEVEL

F0 26 7B 1d 00 Level F7      Level : 00h - 7fh

## GENERAL MIDI VOLUME

F0 26 7B 38 00 Level F7      Level : 00h - 7fh

## DRAWBAR VOLUMES

F0 26 7B 40 00 Drawbar vol F7 Drawbar: 40h - 48h      vol: 00h - 7fh  
Drawbar = 49h percussion  
Drawbar = 4ah click

## MICRO

### Micro Preset

F0 26 7B 00 03 Mic.Preset F7	Mic.Preset:	00h Dry	0ah Girl
		01h Reverb Small	0bh Baby
		02h Reverb Medium	0ch Vibrato
		03h Reverb Large	0dh Phone
		04h Reverb Gated	0eh Angel
		05h Boost	0f h MICRO01
		06h Echo Reverb	10h MICRO02
		07h Echo Reverb Tap	11h MICRO03
		08h Correction	12h MICRO04
		09h Bear	13h MICRO05

### Micro1 Level

F0 26 7B 01 03 Level F7      Level : 00h - 7fh

### Micro1 Pan

F0 26 7B 02 03 Pan F7      Pan: 00h (Left) – 7fh(Right)      40h No Pan

### Micro1 Effect Send

F0 26 7B 03 03 Level F7      Level : 00h - 7fh

### Micro2 Level

F0 26 7B 04 03 Level F7      Level : 00h - 7fh

### Micro2 Pan

F0 26 7B 05 03 Pan F7      Pan: 00h (Left) – 7fh(Right)      40h No Pan

### Micro2 Effect Send

F0 26 7B 06 03 Level F7      Level : 00h - 7fh

### Micro1/2 rev. Type

F0 26 7B 07 03 Rev.Type F7	Rev.Type:	00h Off	07h Church
		01h Short Room	08h Cathedral
		02h Room	09h Gated Reverb
		03h Small Hall	0ah Gated Plate
		04h Large Hall	0bh User1
		05h Short Plate	0ch User2
		06h Vocal Plate	0dh User3

### Micro1/2 echo type

F0 26 7B 08 03 Ech.Type F7	Ech.Type:	00h Off	0ah Stereo Tap
		01h Mono	0bh Mono 3/4 Tap
		02h Stereo	0ch Stereo 3/4 Tap
		03h Mono 3/4	0dh Mono 4/4 Tap

# MIDI Implementation

04h Stereo 3/4	0eh Stereo 4/4 Tap
05h Mono 4/4	0fh Mono Triplet Tap
06h Stereo 4/4	10h St. Triplet Tap
07h Mono Triplet	11h User1
08h Stereo Triplet	12h User2
09h Mono Tap	13h User3

## FOOTSWITCH

F0 26 79 03 footswitch Status F7

Status=0 off Status=127 ON

footswitch:

00h Sustain	20h Tom/Fx Off	30h Dist./Overdr.	31h Text Page-
10h Break 3	11h Break 4	21h Rimshot Off	32h Text Page+
01h Soft	12h Tempo+	22h Latin1 Off	33h Voicetron
02h Sostenuto	13h Tempo-	23h Latin2 Off	34h Arabic_1
03h Arr.A	14h minor	24h Latin3 Off	35h Arabic_2
04h Arr.B	15h 7th	25h ClapFx Off	36h Arabic_3
05h Arr.C	16h m7th	26h Double	37h Arabic_4
06h Arr.D	17h 5+	27h Midi Reset	38h Arabic_5
07h Int.End.1	18h dim	28h VoicelistToArr.	39h Arabic_6
08h Int.End.2	19h 6th	29h Lyric On/Off,	3ah Arabic_7
09h Int.End.3	1ah 7th+	2ah A.play On/Off	
0ah Fill 1	1bh Fill In	2bh Start Stop	
0bh Fill 2			
3bh Arabic_8			
0ch Fill 3	1ch Kick Off	2ch Echo/Delay	3ch Arabic_9
0dh Fill 4	1dh Snare Off	2dh Wha-Wha	3dh Arabic_10
0eh Break 1	1eh HiHat Off	2eh Chorus	3eh Arabic_11
0fh Break 2	1fh Cymbal Off	2fh Reverb	3fh Arabic_12
40h Arabic_13	50h Micro On/Off	60h Auto Fill	70h Exit
41h Micro Talk	51h BasToLowest	61h After Fill	71h Regis Down
42h Fade Out	52h Lead Mute	62h Arr. Mute	72h Regis Up
43h Crash	53h Pianist	63h Swing Bass	73h Play Kick1
44h Voice Down	54h Bassist	64h BassToRoot	74h Play Kick2
45h Voice Up	55h Only Kick	65h Loop On/Off	75h Right Boost
46h Harmony	56h Drum&Bass	66h Lower Mute	76h Break
47h Swell	57h Accordion	67h Low.Off Stop	77h Style Stop
48h Transp-	58h PianistSust.	68h Lower1 Hold	78h DryOnStop
49h Transp+	59h Bass Sust.	69h Lower2 Hold	79h Pause/CountIn/Rest.
4ah 2nd Voice	5ah FillToArr.	6ah Arabic_14	7ah Program/Preset
4bh Hold	5bh Bas Mono/Poly	6bh Arabic_15	7bh Voc. On/Off
4ch Left Drum	5ch Cross Fade	6ch Arabic_16	7ch Aftertouch
4dh Inter.Gtr.	5dh Zoom	6dh Key Start	7dh Portamento
4eh Rotor On/Off	5eh Manual Drum	6eh Key Stop	7eh Not Used1
4fh Rotor Slow/Fast	5fh ReIntro	6fh Manual Bass	7fh Not Used2

## VOICETRON

Assign GM Part to Voicetron

F0 26 7B 33 00 gmpart value F7

gmpart 0-15  
value=1 to voicetron  
value=0 to voice

Voicetron preset

F0 26 7B 37 00 Voc.Preset F7 Voc.Preset:

00h Vocalizer	0ah User 1
01h AutoTune Vocal.	0bh User 2
02h BlueGrass Duet	0ch User 3

# MIDI Implementation

03h Country Duet	0dh User 4
04h Chained Duet	0eh User 5
05h Standard Trio	0fh User 6
06h Standard Trio 2	10h User 7
07h Chained Trio	11h User 8
08h Stand. Quartet	12h User 9
09h Jazz Quartet	13h MidiMode

Voicetron Lead on/off

F0 26 7B 6E 00 Status F7      Status >= 1 = On, Status = 0 = off

## EQUALIZER

Equalizer Type

F0 26 7B 09 03 Type F7      Type: 00h - 04h

Equalizer active/disactive

F0 26 7B 0a 03 Status F7      Status >= 1 = On, Status = 0 = off

Wave Equalizer type

F0 26 7B 0b 03 Type F7      Type: 00h – 04h

Wave Equalizer active/disactive

F0 26 7B 0c 03 Status F7      Status >= 1 = On, Status = 0 = off

## LEAD MUTE

F0 26 7B 0d 03 Status F7      Status >= 1 = On, Status = 0 = off

## SONG NUMBER

F0 26 7B 0B 00 Numc Numd F7

Numc =0-9 Numd=0-99

Es. song number 1

Numc=0 Numd=1

Es. song number 50

Numc=0 Numd=50

Es. song number 120

Numc=1 Numd=20

Es. song number 9999      Numc=99 Numd=99 (max.)

## KEYB ONLY TRANSPOSER

F0 26 7B 19 03 Val F7      Val = 0

Val != 0

keyb only transp off;

keyb only transp on;



## Technical data

<b>KEYBOARD</b>	<p><b>Audya:</b> 76 semi-weighted buttons, 8 dynamic curves. Pitch, modulation, aftertouch and portamento controls. Operating system updatable via USB port. 17 volume slider controls (with 1 assignable). 10 assignable user tab functions.</p> <p><b>Audya 5:</b> 61 semi-weighted keys, 8 dynamic curves, Pitch &amp; Modulation Joystick, Aftertouch, Portamento, 17 Volume slider controls (1 assignable), Operating system updatable via USB port 10 display User Tab.</p> <p><b>Audya 4:</b> Professional Arranger and Midi Sound module. 8 dynamic curves, Aftertouch, Portamento, Operating system updatable via USB port, 17 Volume slider controls (1 assignable), 10 display User Tab.</p> <p><b>Audya 8:</b> Right: 52 button. Left: 120 basses. Left and Right separate velocity range controls, 6 velocity curves. Pitch, modulation, aftertouch and portamento controls. Operating system updatable via USB port. 17 volume slider controls (with 1 assignable). 10 display User Tab.</p>
<b>DISPLAY</b>	320x240 pixel TFT colour graphic display.
<b>HARD DISK</b>	80 GB ATA 2.5".
<b>HD Recording</b>	44,1 kHz recording with MIDI and WAV sync. Up to 2 tracks.
<b>MSP</b>	Multisample creation starting from preset WAV files. Up to 30.
<b>USB</b>	2 USB host + 1 USB device.
<b>MASS STORAGE DEVICES</b>	USB pen drive. Floppy USB, MP3 Player, CD-ROM and DVD-ROM, HD must be with power supply (or built in). USB pen drive and Hd must be on FAT 32 formatted based.
<b>SOUND GENERATION</b>	360 MB PCM wavetable (32 MB rewritable by user). 384 Orchestral presets. Stereo and multi-layer Voices. 512 GM2 sounds. 32 parts multitimbral.
<b>POLYPHONY</b>	197 notes.
<b>VOICE LIST</b>	Up to 320 custom sound locations, 20 User Voice List (UVL) associated to MIDI file, MP3, Wave, Styles
<b>ORGAN DRAWBARS</b>	9 digital drawbars, slow/fast rotor, percussion and overdrive.
<b>PROGRAMS</b>	320 Programs. 3 Voices, 3 splits. Functions: sustain, portamento, velocity switch, duet, trio, morphing, steel, slide, harmony. Editing: ADSR, cut off, resonance, effects. 2nd Voice.
<b>RAM/INS</b>	64 MB RAM sounds loadable from disk.
<b>PROFESSIONAL MULTIPLAYER</b>	2 WAV, 2 MP3, 2 MIDI. Time stretching and audio transposition in real time. Play list, autoplay. MP3 encoder (modifiable resolution). Audio Ripper from CD with wave transform and saving.
<b>MIDIFILE PLAYER</b>	SMF player with KAR file (karaoke) and TXT file (text). KAR and MIDI file conversion type 0 to type 1. Jukebox. Intelligent transposition. Song chain. Drum & bass. Lead on/off. Storing of the new song setup.
<b>DRUM REMIX</b>	Synchronisation of MIDI files and audio drum.
<b>SEQUENCER</b>	Real time song recording.
<b>REGISTRATIONS</b>	Single and block mode.
<b>DRUM 1</b>	54 user drum sets. 10 percussion sections. Drum mixer. Manual drums.
<b>DRUM 2 (Audio)</b>	240 live drums (acoustic, electro, jazz and Latin loops).
<b>REAL AUDIO ARRANGER</b>	570 styles with real audio drums and percussions. Live accompaniment tracks including acoustic and electric guitars. 4 arrangers per style: A, B, C, D. 3 intro/ending, 4 fill ins, 4 breaks. Manual bass. Jump. Tap tempo. Auto Mute for single arranger parts. After fill. Slow/fast tempo. Bass pedal board functions. Standard recognition and rootless chords. Voice to Arrange. Pattern section for new styles programming. Pianist: standard and auto mode. Bassist.
<b>OCTAVE/DOUBLE</b>	Octave selection +/- 24 semitones. Octave doubling.
<b>HARMONY</b>	Full, jazz, bluegrass, trill, repeat, folk 1, folk 2.
<b>TRANSPOSER</b>	Transposition of +/- 24 semitones.
<b>ARABIC SCALE</b>	16 settings for the Arabic scale, assignable to footswitch. Tuning +/- 99 cents of a note.

# Specifications

<b>ACCORDION</b>	Accordion functions with international and Belgian system. Controllable dynamics of bass and chords. Octave selectable on manual bass and chord. Manual drum on bass and chords.
<b>DSP EFFECTS</b>	16 new DSP multi-effects. Reverb, chorus, flanger, delay, phaser, tremolo, tap delay 4/8, wha-wha, distortion, overdrive, slow/fast rotor, parameters 4-band equalizer.
<b>MICRO 1/MICRO 2</b>	2 microphone inputs with separate gain control, 10-band equalizer, echo, reverb, pan, pitch shift, talk, voice transformation.
<b>VOICETRON</b>	Ketron harmonizer with 5 voices. Vocoder mode, auto-harmony by using the arranger, vocalizer track on MIDI file, advanced editing on all 5 voices.
<b>MIDI</b>	In 1, In 2, Out, Thru. 32 MIDI channels. GM2 Standard.
<b>OUTPUTS</b>	Left/mono, right. 4 separate assignable outputs (1 stereo or 2 mono). Digital input and output S/PDIF at 48 kHz (Audya only). Stereo headphone.
<b>INPUTS</b>	2 XLR microphone inputs. 2 line in inputs (2 stereo or 2 mono). Sustain and pedal volume. Footswitch (6 or 13 switches).
<b>VIDEO INTERFACE</b>	VGA monitor, mirror, zoom, karaoke. Screen size and positioning controls. Resolution: 320x240.
<b>INCLUDED ACCESSORIES</b>	Video interface, hard disk, vocalizer, power cord, music stand, user manual.
<b>OPTIONAL ACCESSORIES</b>	Hard case, piano-type sustain pedal, volume pedal, control pedal FS6/FS13 MIDI bass pedals.
<b>DIMENSIONS</b>	<b>Audya:</b> L x W x H = 114 cm x 43 cm x 15 cm (45" x 17" x 6"). <b>Audya 5:</b> L x W x H = 100 cm x 43 cm x 15 cm. <b>Audya 4:</b> L x W x H = 52 cm x 32 cm x 11 cm. <b>Audya 8:</b> L x W x H = 105 cm x 43 cm x 15 cm.
<b>WEIGHT</b>	<b>Audya:</b> 18,5 Kg (40 lbs). <b>Audya 5:</b> 17 Kg (37 lbs). <b>Audya 4:</b> 7 Kg (15 lbs). <b>Audya 8:</b> 18 Kg (39,7 lbs).
<b>POWER</b>	Automatic voltage detection - 110V/60Hz - 240V/50Hz (plug and play).

Due to continuing product improvement efforts, specifications and appearance are subject to change without notice. Please visit frequently our website [www.ketron.it](http://www.ketron.it) to check for software updates, user manuals, etc.





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