

sampling groovebox MC-808

Sound & Parameter List

Thank you, and congratulations on your choice of the Roland MC-808 Sampling Groovebox.

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Waveform list

No.	Name	No.	Name	No.	Name	No.	Name	No.	Name	No.	Name	No.	Name
001	MC SuperSawA	101	Rhd Maj 11th	201	AliasScratch	301	Water Drip	401	R8 ClavesCmp	501	TR909 SD 5	601	TR808 OHH 2
002	MC SuperSawB	102	Rhd Min 11th	202	V.Vinyl 1	302	Explosion	402	Club FinSnap	502	TR909 SD 6	602	TR606 OHH
003	MC SuperSawC	103	80's E.Piano	203	V.Vinyl 2	303	Bomb Noise	403	Single Snap	503	TR909 DstSD	603	Lite OHH
004	SuperSawSlwA	104	EP Mkl mf	204	Sliced	304	Sea	404	Snap	504	TR808 SD 1	604	CR78 OHH
005	SuperSawSlwB	105	Stage p A	205	Sitar Gliss	305	Brush Noise	405	MC808 Kick 1	505	TR808 SD 2	605	Fx OHH 1
006	SuperSawSlwC	106	Stage f A	206	One M	306	Space Noise	406	MC808 Kick 2	506	TR808 SD 3	606	Fx OHH 2
007	Trance Saw A	107	Lo-Fi Wurlly	207	Two M	307	Scream	407	MC808 Kick 3	507	TR808 SD 4	607	Fx OHH 3
008	Trance Saw B	108	Clavi	208	Three M	308	Jet Plane	408	MC808 Kick 4	508	TR808 SD 5	608	Fx OHH 4
009	Trance Saw C	109	E.Organ 1	209	Four M	309	Emergency	409	MC808 Kick 5	509	TR808 SD 6	609	MC808 Clash1
010	Alpha Rave	110	E.Organ 2	210	One F	310	Buzzer	410	MC808 Kick 6	510	TR808 SD 7	610	MC808 Clash2
011	JUNO Rave	111	Full Stop	211	Two F	311	Two F	411	MC808 Kick 7	511	TR606 SD 1	611	MC808 Clash3
012	Blaster	112	FM Club Org	212	Three F	312	Tonality	412	MC808 Kick 8	512	TR606 SD 2	612	MC808 Clash4
013	Sync Sweep	113	Old Organ	213	Four F	313	Ring OSC	413	MC808 Kick 9	513	106 SD1	613	TR909 Crash
014	TB Natural	114	Old Hous Org	214	Aha-Haha	314	Reso FX	414	MC808 Kick10	514	106 SD2	614	Asian Gong
015	TB303Saw HD	115	Church Org	215	Chi	315	Construct.	415	MC808 Kick11	515	Lite Snare	615	RAMA Cymbal
016	106 Saw HD	116	Tubular	216	Yeah	316	Turbine	416	MC808 Kick12	516	DanceHall SD	616	Analog Cym
017	CustomSawAHD	117	Glockenspiel	217	Put YourHand	317	Applause	417	MC808 Kick13	517	CR78 Snare	617	TR606 Cym
018	JP8000 Saw	118	Vibraphone	218	Say What	318	Thunderbolt	418	MC808 Kick14	518	Sim Snare	618	MC808 Ride 1
019	MG Reso Saw	119	FantabellSub	219	What	319	Dolphin Md	419	MC808 Kick15	519	Jngl Rim 1	619	MC808 Ride 2
020	MGSaw HD	120	DiGl Bell	220	Aah Formant	320	Disc Clap	420	MC808 Kick16	520	Jngl Rim 2	620	MC808 Ride 3
021	Synth Saw	121	Steel Dr	221	Eeh Formant	321	Dist Clap	421	MC808 Kick17	521	R8 Snr	621	TR909 Ride
022	JP-8 Saw	122	FM Mallet mf	222	lih Formant	322	PD Clap	422	MC808 Kick18	522	R8 Snr cmp	622	TR707 Ride
023	P5Saw HD	123	Marimba	223	Ooh Formant	323	Old Clap	423	MC808 Kick19	523	RegularSnrMP		
024	P5 Saw	124	Balaphone	224	Uuh Formant	324	R8 Clap	424	MC808 Kick20	524	RegularSnrMF		
025	OB2Saw HD	125	Kalimba	225	MetalVoiceL1	325	TR909 Clap 1	425	MC808 Kick21	525	RegularSnrF		
026	OB Saw	126	Soft NylonGt	226	MetalVoiceL2	326	TR909 Clap 2	426	MC808 Kick22	526	RegularSnrR1		
027	Digital Saw	127	Hard NylonGt	227	MetalVoiceL3	327	TR808 Clap	427	MC808 Kick23	527	RegularSnrR2		
028	OSC Saw	128	Clean TC	228	Vox Kick 1	328	TR707 Clap	428	MC808 Kick24	528	RegularSnrG2		
029	OSC Reso Saw	129	Funk Gt	229	Vox Kick 2	329	Cheap Clap	429	MC808 Kick25	529	RegularSnrG3		
030	Air Wave	130	Funk Gt Mute	230	VoxKickSweep	330	Real Clap	430	MC808 Kick26	530	R&B RegSnr 1		
031	DistTB Sqr	131	D.MuteGt mp	231	Vox Snare 1	331	Hip Clap	431	MC808 Kick27	531	R&B RegSnr 2		
032	DistTBSqr Lp	132	DistGtrChord	232	Vox Snare 2	332	Group Clap	432	MC808 Kick28	532	R&B RegSnrG1		
033	TB Dst Sqr	133	CleanGtrCut	233	Vox Hihat 1	333	Clap Tail 1	433	R&B Kick	533	Funk Snr		
034	TB303Sqr HD	134	Gtr Trill	234	Vox Hihat 2	334	Clap Tail 2	434	LoBit Kick 1	534	Picc. Hrd Sn		
035	TB Square 1	135	Gtr Cut	235	Vox Hihat 3	335	Funk Clap	435	LoBit Kick 2	535	Picc. Rof Sn		
036	TB Square 2	136	DistGtrRiff1	236	Vox Cymbal	336	Club Clap	436	PlasticKick1	536	R8 Brush Tap		
037	JP-6 Square	137	DistGtrRiff2	237	AahVoice Maj	337	R8 Cowbell	437	PlasticKick2	537	R8 BrshSwll		
038	MGSqr HD	138	Wah Gtr Riff	238	AahVoice Min	338	TR808Cowbell	438	TR909 Kick 1	538	R8 BrushRoll		
039	MG Square	139	GtrShtSlide	239	Auh Voice	339	CR78 Cowbell	439	TR909 Kick 2	539	SnareWithCym		
040	P5Sqr HD	140	JV Strings	240	Breath	340	R8 Hi Agogo	440	TR909 Kick 3	540	TR909 Rim		
041	P5 Square	141	Tron Strings	241	Feedbackkwave	341	R8 LowAgogo	441	TR909 Kick 4	541	TR808 Rim		
042	OB2Sqr HD	142	JP Strings	242	Atmosphere	342	R8 HiCongaMt	442	AnalogKick 3	542	R&B Rim 1		
043	CustomSquAHD	143	OB Str 1A	243	MG White Nz	343	R8 HiCongaOp	443	AnalogKick 4	543	R&B Rim 2		
044	PureSqr1kHz	144	OB Str 1B	244	MG Pink Nz	344	R8 LoCongaOp	444	AnalogKick 5	544	Regular Rim		
045	PureSqr440Hz	145	OB Str 1C	245	DigiAtkNoise	345	Reg HiCng Mt	445	AnalogKick 6	545	R8 Comp Rim		
046	106 SubOscHD	146	Tremolo sfz	246	P5 Noise	346	Reg HiCng Op	446	AnalogKick 7	546	MC808 Tom 1		
047	JP8PLS25 HD	147	STR Attack	247	106 Noise	347	Reg LoCng Op	447	AnalogKick 8	547	MC808 Tom 2		
048	JP-8 Pulse	148	StrChord Maj	248	Noise AGG	348	Reg HiBng Mt	448	AnalogKick 9	548	TR808 Tom		
049	MG Pulse	149	StrChord Min	249	Noise TMBFR	349	Reg HiBng Op	449	AnalogKick10	549	TR909 Tom		
050	260 Pulse	150	VlnPizzicato	250	Noise GIS	350	Reg LoBng Op	450	AnalogKick11	550	MC808 CHH 1		
051	Frog Wave	151	FemChoirOosA	251	ThroatWind	351	TablaBayam 1	451	TR606 Dst BD	551	MC808 CHH 2		
052	FM Pulse	152	FemChoirOosB	252	Metal Wind	352	TablaBayam 2	452	TR808 Kick	552	MC808 CHH 3		
053	JP8000 PWM	153	FemChoirOosC	253	FxDrum BD 1	353	TablaBayam 3	453	TR606 Kick	553	MC808 CHH 4		
054	JP8000 FBK	154	Brass Sect A	254	FxDrum BD 2	354	TablaBayam 4	454	TR909 Kick 5	554	MC808 CHH 5		
055	260 Sub OSC	155	Brass Sect B	255	FxDrum Snr 1	355	TablaBayam 5	455	TR909 Kick 6	555	MC808 CHH 6		
056	MGTri HD	156	Brass Sect C	256	FxDrum Snr 2	356	TablaBayam 6	456	TR909 Kick 7	556	MC808 CHH 7		
057	MG Triangle	157	BrsShortFall	257	FxDrum CHH 1	357	TablaBayam 7	457	TR707 Kick 1	557	Regular CHH1		
058	ARPSin HD	158	PopBrsAtk A	258	FxDrumCowBel	358	Udo	458	106 Kick 1	558	Regular CHH2		
059	Sine	159	PopBrsAtk B	259	FxDrumNoize1	359	Udu Pot1 Hi	459	106 Kick 2	559	Brstl CHH		
060	PureSine1kHz	160	PopBrsAtk C	260	FxDrumNoize2	360	Udu Pot1 Slp	460	MC808Snare 1	560	R8 Brush CHH		
061	PureSin440Hz	161	Solo Trumpet	261	FxDrum Tom	361	Cajon 1	461	MC808Snare 2	561	HipHop CHH		
062	700SynthBass	162	Mute Trumpet	262	FxDrum OHH 1	362	Cajon 2	462	MC808Snare 3	562	Comp CHH 1		
063	Mini Bs 1A	163	Soft AltoSax	263	FxDrum OHH 2	363	Cajon 3	463	MC808Snare 4	563	Comp CHH 2		
064	Mini Bs 1B	164	Blow Tnr Sax	264	MC808 FX 1	364	Atwan Dom	464	MC808Snare 5	564	Lo-Fi CHH 1		
065	Mini Bs 1C	165	Wild Tnr Sax	265	MC808 FX 2	365	Atwan Sak	465	MC808Snare 6	565	Lo-Fi CHH 2		
066	Syn Bass 1	166	Sax Fx 1	266	MC808 FX 3	366	Atwan Tac	466	MC808Snare 7	566	TR909 CHH 1		
067	Syn Bass 2	167	Sax Fx 2	267	MC808 FX 4	367	Duff Sacdud	467	MC808Snare 8	567	TR909 CHH 2		
068	Syn Bass 3	168	Afro Flute	268	MC808 FX 5	368	Hawen Tac	468	MC808Snare 9	568	TR808 CHH 1		
069	Mini Bs 2	169	Pure Flute	269	MC808 FX 6	369	Magribi Dom	469	MC808Snare10	569	TR808 CHH 2		
070	Mini Bs 2 Lp	170	Tron Flute	270	MC808 FX 7	370	Twesat Hc1	470	MC808Snare11	570	TR606 CHH 1		
071	MG Big Bass	171	Pan Flute	271	MC808 FX 8	371	Twesat Hc2	471	MC808Snare12	571	TR606 CHH 2		
072	Garage Bass	172	Flute Gliss	272	Interfering1	372	Twesat O	472	MC808Snare13	572	TR606 DstCHH		
073	Delta Bass	173	Flute FX	273	Interfering2	373	AfroDrum Rat	473	MC808Snare14	573	Lite CHH		
074	Jungle Bass	174	Shamisen	274	Interfering3	374	Chenchen	474	MC808Snare15	574	CR78 CHH		
075	SH-101 Bass	175	Sitar	275	Beep	375	Op Pandeiro	475	MC808Snare16	575	DR55 CHH 1		
076	MC-202 Bass	176	Neat Hit1	276	SH2 S Zap 1	376	Mt Pandeiro	476	MC808Snare17	576	Fx CHH 1		
077	Poly Bass	177	Neat Hit2	277	SH2 S Zap 2	377	Timpani	477	MC808Snare18	577	Fx CHH 2		
078	Organ Bass	178	Neat Hit3	278	SH2 S Zap 3	378	Tambourine1	478	MC808Snare19	578	Fx CHH 3		
079	Reso Bass 1A	179	Neat Hit4	279	SH2 S Zap 4	379	Tambourine2	479	MC808Snare20	579	Fx CHH 4		
080	Reso Bass 1B	180	Neat Hit5	280	SH2 S Zap 5	380	Tambourine3	480	MC808Snare21	580	Fx CHH 5		
081	Saw DistBass	181	Neat Hit6	281	MG S Zap 1	381	Tambourine4	481	MC808Snare22	581	Fx CHH 6		
082	FM Pluck Bs	182	Ambient Hit	282	MG S Zap 2	382	CR78 Tamb	482	MC808Snare23	582	MC808 PHH		
083	HouseBass ff	183	Trance Hit	283	MG S Zap 3	383	CR78 Beat	483	MC808Snare24	583	Hip PHH		
084	Solid Bass	184	HeavyDistHit	284	SH2 U Zap 1	384	Timbale Hi	484	MC808Snare25	584	Pedal Hat		
085	Fingered Bs	185	Distorted 1	285	SH2 U Zap 2	385	Timbale Lo	485	MC808Snare26	585	TR909 PHH 1		
086	Stick Bass	186	Distorted 2	286	SH2 U Zap 3	386	808 Maracas	486	MC808Snare27	586	TR909 PHH 2		
087	P.Bass	187	Factory 1	287	SH2 U Zap 4	387	Maracas	487	MC808Snare28	587	TR808 PHH 1		
088	Slap Bass	188	Factory 2	288	SH2 U Zap 5	388	R8 Shaker A	488	Jngl Tiny SD	588	TR606 PHH 1		
089	Bass Slide	189	Techno Chord	289	SH2 U Zap 6	389	R8 Shaker B	489	Tiny Snr 1	589	TR606 PHH 2		
090	FretlessSoft	190	Soft Chord	290	OSC Perc 1	390	R8 Cabasa	490	Phat Snare	590	MC808 OHH 1		
091	Fretless Bs	191	Voco Chord 1	291	OSC Perc 2	391	Triangle 1	491	HipHop SD	591	MC808 OHH 2		
092	AcBass2 f A	192	Voco Chord 2	292	MG U Zap 1	392	Triangle 2	492	Analog Snr 1	592	MC808 OHH 3		
093	AcBass2 f B	193	Philly Hit	293	MG U Zap 2	393	CR78 Guiro	493	Analog Snr 2	593	MC808 OHH 4		
094	AcBass2 f C	194	OrchPrc Hit	294	MG U Zap 3	394	Reg Guiro A	494	Analog Snr 3	594	Regular OHH		
095	UprightBs	195	Machine 1	295	MG U Zap 4	395	Reg Guiro B	495	Antigua Snr	595	HipHop OHH		
096	Piano EQ	196	Machine 2	296	MG Blip	396	Reg Guiro C	496	Real Snare	596	Comp OHH		
097	Fat EP mp	197	Scratch 1	297	Beam HiQ	397	Whistle Shr	497	TR909 SD 1	597	Lo-Fi OHH		
098	Fat EP mf	198	Scratch 2	298	MG Attack	398	Whistle	498	TR909 SD 2	598	TR909 OHH 1		
099	Rhd Chd Menu	199	Scratch 3	299	MG Sweep	399	TR727Quijada	499	TR909 SD 3	599	TR909 OHH 2		
100	Rhd Maj 9th	200	Scratch 4	300	Space FX Swp	400	TR808 Claves	500	TR909 SD 4	600	TR808 OHH 1		

Patch list

User A

No.	Name	Category
001	Buzz8000	SYN
002	SunFreesia	SYN
003	Moss Buzz	SYN
004	MTownWhistle	SYN
005	Introduction	SYN
006	HauntedHouse	SYN
007	Velo FXM	SYN
008	Cyber Lead	SYN
009	MultiDance02	SYN
010	Ring Lord c1	SYN
011	Ring Lord c2	SYN
012	Float < Back	SYN
013	Sync Aggress	SYN
014	Sawed Flute	SYN
015	Bugger Off!	SYN
016	Flying Sync	SYN
017	Critters	SYN
018	JustDreaming	SYN
019	GiraGira	SYN
020	The Noise	SYN
021	Gary Synth	SYN
022	D Saw TrancE	SYN
023	Detuned Saw	SYN
024	Ultimate Mod	SYN
025	Xtremity Saw	SYN
026	SoftSoloBoo	SYN
027	Trance Pad	SYN
028	Trance Chord	SYN
029	UltimateEuro	SYN
030	JP OctAttack	SYN
031	Detune Saw	SYN
032	Pressyn	SYN
033	BooSoloBoo	SYN
034	JUNO Rave	SYN
035	SuperSawSlow	SYN
036	Trance Wave	SYN
037	SuperSawFast	SYN
038	Powerline	SYN
039	Detune Saws	SYN
040	Bustranza	SYN
041	Noisey	SYN
042	RAVtune	SYN
043	Detuned Pad	SYN
044	Clean?	SYN
045	DelayStrings	SYN
046	BF Lead	SYN
047	DOC Stack	SYN
048	Syn Stack	SYN
049	Saw Stack	SYN
050	Trancy Synth	SYN
051	World Anthem	SYN
052	Houze Clav	SYN
053	PlayLow Dark	SYN
054	Digitalless	SYN
055	You know?	SYN
056	Innercross	SYN
057	Brand X	SYN
058	House Sweep	SYN
059	Sweep Lead	SYN
060	SweepPad w/D	SYN
061	Def Filter	SYN
062	Freedom	SYN
063	Fast Detune	SYN
064	DenMrk Lead	SYN

User B

No.	Name	Category	No.	Name	Category	No.	Name	Category
065	Squeepy	SYN	065	Dist Lead	HLD	065	Dist Lead	HLD
066	SaturnHolid	SYN	066	RndClaviator	SYN	066	SonicVampire	HLD
067	Anna Harp	SYN	067	PKG Key	SYN	067	Buzz Sucker	HLD
068	Hyperactiver	SYN	068	forSequence	SYN	068	E.Voice Solo	HLD
069	Syn Lead	SYN	069	Shrtpin	SYN	069	Electrovox	HLD
070	Turbo Five	SYN	070	SMILE :-)	SYN	070	Beep Mod	HLD
071	Old Jam	SYN	071	OB Raindrops	SYN	071	MosquitoLead	HLD
072	Retro Rave	SYN	072	5th Saw	SYN	072	Blob Crosser	HLD
073	HouseParty02	SYN	073	Harmony Bazz	SYN	073	Crush Solo	HLD
074	BPF Sweeper	SYN	074	PlasmaFields	SYN	074	Synkronizor	HLD
075	Alpha Time	SYN	075	Synth Clav	SYN	075	Sync Dink	HLD
076	Alphat	SYN	076	FM Harp	SYN	076	Da Sync	HLD
077	Electricity	SYN	077	Syn Harp	SYN	077	Elect Shock	HLD
078	Grinder	SYN	078	12th Planet	SYN	078	HC Solo Lead	HLD
079	Bend Rave	SYN	079	NoisePeaker	SYN	079	Nasty Blade	HLD
080	Alpha Rave	SYN	080	Cave Tone	SYN	080	Similar Lead	HLD
081	Club Classic	SYN	081	Machina Lead	HLD	081	Syncing Sand	HLD
082	Rubbery	SYN	082	FullyCharged	HLD	082	IRobot	HLD
083	Polychords	SYN	083	MachineBoy	HLD	083	Vibrato Saw	HLD
084	Atmorave	SYN	084	Charged Phsr	HLD	084	GumbyBot	HLD
085	StfFatPolyOB	SYN	085	Enemy Craft	HLD	085	Sister Lead	SLD
086	StfPolyPfive	SYN	086	Infected	HLD	086	Trance MS Ld	SLD
087	Poly Key	SYN	087	MeteorCrater	HLD	087	Zzzolo c1	SLD
088	FM Buzz	SYN	088	Terminal Phs	HLD	088	Zzzolo c2	SLD
089	KSqr Leed3	SYN	089	HARD	HLD	089	Old Solo	SLD
090	Mini Pulse	SYN	090	GroundGT	HLD	090	Basic 1	SLD
091	Pulse Komp	SYN	091	Detuned TB	HLD	091	Mew Lead	SLD
092	Nu-NRG Synth	SYN	092	DsiTBSQR Atk	HLD	092	Basic 2	SLD
093	Humanoyd Syn	SYN	093	DistTB SQR	HLD	093	Black Hole	SLD
094	Pulse HiPass	SYN	094	Phaze Baze	HLD	094	PeakArpSine	SLD
095	Cult Organ	SYN	095	KSaw Lead1	HLD	095	PekingTriMg	SLD
096	FunkY Player	SYN	096	KSaw Lead2	HLD	096	TubbyTriangl	SLD
097	Stylez	SYN	097	CutoffDeluxe	HLD	097	TB-303 Sign	SLD
098	Carbon Blast	SYN	098	Syn Saw Lead	HLD	098	Warm LeadG	BS
099	Seq.Synth 3	SYN	099	Kiss My Grts	HLD	099	Square Lead	SLD
100	808 Chords	SYN	100	W-Side Saw	HLD	100	Sine Mallet	SLD
101	Synth EP	SYN	101	Basic Mg	HLD	101	Classy Pulse	SLD
102	Cellar Cells	SYN	102	Legato Saw	HLD	102	Child Flute	SLD
103	Orb	SYN	103	LPassRzSawMg	HLD	103	Dark Lead	SLD
104	Jumper	SYN	104	The Prpht TB	HLD	104	Eat Skip	SLD
105	KSqr Lead1	SYN	105	Q DualSaws	HLD	105	The Blip	SLD
106	KSqr Lead2	SYN	106	BandSawMg1	HLD	106	AirWave Solo	SLD
107	BlipToFly	SYN	107	Slow Mg	HLD	107	TronFit Solo	SLD
108	Sub Signal	SYN	108	The Brothers	HLD	108	TronStr Solo	SLD
109	Metal Buzz	SYN	109	Digital BPF	HLD	109	Trumpet Solo	SLD
110	Flickout	SYN	110	Saws Lead	HLD	110	Bone Solo	SLD
111	Jazz File	SYN	111	Destroyed Ld	HLD	111	SuperSawSolo	SLD
112	Soaked Saw	SYN	112	BandSawMg2	HLD	112	JP8 Saw Solo	SLD
113	ZequenZaw	SYN	113	HPF Sweep	HLD	113	MTLVoiceSolo	SLD
114	Sid Bleep	SYN	114	ArtifFrog	HLD	114	Air Wave	SLD
115	YaaazSeq	SYN	115	Pulse Line	HLD	115	TranceGate	PLS
116	CutSeq+Delay	SYN	116	RetroSynLead	HLD	116	Trancegater	PLS
117	Velcro Synth	SYN	117	LateFlapSqr	HLD	117	Trance LFO	PLS
118	BoxBell Rel.	SYN	118	QuackyPSqr	HLD	118	ARMSBEAT	PLS
119	Velo Filit	SYN	119	Some Squares	HLD	119	JP Pulsing	PLS
120	SAWS Galore	SYN	120	Zooba Dooba	HLD	120	LFO Bass 1	PLS
121	Sqr SEQ	SYN	121	Voyage Mg	HLD	121	LFO Bass 2	PLS
122	Seq.Synth 1	SYN	122	Jupiter6 Sqr	HLD	122	LFO Bass 3	PLS
123	Seq.Synth 2	SYN	123	Griggley	HLD	123	BaZeLiNe	PLS
124	Saw SEQ 1	SYN	124	DualRateSqr	HLD	124	Blue Notes	PLS
125	Saw SEQ 2	SYN	125	PortaSynLead	HLD	125	Cascade	PLS
126	PortaSqr SEQ	SYN	126	Uranus	HLD	126	Escapade	PLS
127	8Bit Kung-Fu	SYN	127	BandSqrMg	HLD	127	SlicedBreath	PLS
128	JX Lead	SYN	128	DCOs4ever	HLD	128	Maze	PLS

Patch list

User C

No.	Name	Category
001	ControlFreak	PLS
002	ComeTogether	PLS
003	Yellow Syn	PLS
004	Wobbler	PLS
005	ABSawLFO	PLS
006	Jazz Fly	PLS
007	Sync Star	PLS
008	Pop 9th	PLS
009	ASleep	PLS
010	LFO Seq	PLS
011	Don` t Eat Me	PLS
012	Line S&H	PLS
013	Strobe 909	PLS
014	Comptron	PLS
015	Dot16LFO Mg	PLS
016	Galaxy	PLS
017	Mars	PLS
018	Blurp	PLS
019	Bottle Clown	PLS
020	Slice Choir	PLS
021	Sync`ed Pass	PLS
022	MetroPoly	PLS
023	Sands of LFO	PLS
024	PanningFrmnt	PLS
025	Bells of Q	PLS
026	TempoLFO OB	PLS
027	SlicedBread2	PLS
028	Bass Engine	PLS
029	OB M6 x2	PLS
030	Plus3 4 Bob	PLS
031	Twang Woo	PLS
032	Mission time	PLS
033	Doink	PLS
034	Arp Saws	PLS
035	Carbon Saw 1	TEK
036	Carbon Saw 2	TEK
037	Carbon Saw 3	TEK
038	Carbon Saw 4	TEK
039	Sidechn Saw	TEK
040	Alphatier	TEK
041	Tops Bee	TEK
042	Unisyn	TEK
043	Mr. Looney	TEK
044	K Tech	TEK
045	Sweep Saws	TEK
046	Rave Party	TEK
047	Horror Chord	TEK
048	Ravelite	TEK
049	Hardstyle	TEK
050	DheliDreamz	TEK
051	Buzzy	TEK
052	Jb`s Hit	TEK
053	MonstaTrick	TEK
054	Hush Hush	TEK
055	Elecstars	TEK
056	Bassin	SBS
057	I Bass You	SBS
058	Poison Bass	SBS
059	DancehalBass	SBS
060	DstSaw Bass	SBS
061	DstSaw Bs PB	SBS
062	AfterSkoolBs	SBS
063	Wide Bass	SBS
064	Quirky Bass	SBS

User D

No.	Name	Category	No.	Name	Category	No.	Name	Category
065	Cyber Bass	SBS	065	7up Bass	SBS			
066	Hollow Bass	SBS	066	Bubbles	SBS			
067	Monstah!	SBS	067	All Round	BS			
068	K Bass 1	SBS	068	Heavy Bass	BS			
069	8th WxBass	SBS	069	Fretless Bs1	BS			
070	Club Saw04	SBS	070	Fretless Bs2	BS			
071	Carbon Bass	SBS	071	FretlessBs P	BS			
072	Outside Bass	SBS	072	Bass Slide	BS			
073	UK Bass	SBS	073	MeanNoHarmBs	BS			
074	K Bass 2	SBS	074	Upright Pizz	BS			
075	Mental Bass	SBS	075	Velo fingers	BS			
076	Tweezy Bass	SBS	076	P.Bass 1	BS			
077	Raid Bass	SBS	077	P.Bass 2	BS			
078	Round	SBS	078	Nice P /	BS			
079	Detune Bass1	SBS	079	Stick Bass 1	BS			
080	Bad Bed	SBS	080	Stick Bass 2	BS			
081	Dust Saw	SBS	081	NiceStick /	BS			
082	JunoWotlmean	SBS	082	NewOldGBass	BS			
083	Dust Bass	SBS	083	Phunk Bass	BS			
084	TechnoTribal	SBS	084	Upright Bs 1	BS			
085	Pop JunkBass	SBS	085	Stick Chopz	BS			
086	New Acid Grv	SBS	086	Upright Bs 2	BS			
087	WoodenGroove	SBS	087	Slap Bass	BS			
088	RubberBass	SBS	088	Slappin Bass	BS			
089	FuzzBlockHed	SBS	089	Super Pad	BPD			
090	TB Legato	SBS	090	The Organist	BPD			
091	Gloomy Bass	SBS	091	Sidechn Pad2	BPD			
092	Loco Voco	SBS	092	FloorSweeper	BPD			
093	Now Bass	SBS	093	Chilled Egg	BPD			
094	Goldon Bass	SBS	094	Sidechn Pad1	BPD			
095	Seq Bass	SBS	095	Temple Pad	BPD			
096	StabSaw Bass	SBS	096	AIRGear OB	BPD			
097	Poly Bass	SBS	097	PadOfMystery	BPD			
098	Basstrap	SBS	098	Tremble	BPD			
099	Foundation	SBS	099	Analogic Pad	BPD			
100	K Bass 3	SBS	100	Star Truck	BPD			
101	K Bass 4	SBS	101	70sMovieSyn	BPD			
102	Dome Bass	SBS	102	AirSweepEFX	BPD			
103	Thick Bass	SBS	103	Partymonster	BPD			
104	XL Too	SBS	104	AmberPad	BPD			
105	Atk Syn Bass	SBS	105	TrncPowerPad	BPD			
106	Minimal Bass	SBS	106	LFO Pad Mod	BPD			
107	MC Solid Bs	SBS	107	LFOcean	BPD			
108	Detune Bass2	SBS	108	BreathingPad	BPD			
109	TB Tra Bass	SBS	109	Tempest	BPD			
110	Electro Rubb	SBS	110	Sweep Pad 1	BPD			
111	Smoothbass	SBS	111	Sweep Pad 2	BPD			
112	MC-404 Bass	SBS	112	Juno Sweep	BPD			
113	MC-202 Bass	SBS	113	BPF Syn Pad	BPD			
114	R&B Bass 1	SBS	114	SmoothChange	BPD			
115	R&B Bass 2	SBS	115	Morphed Silk	BPD			
116	Enorjizor	SBS	116	Hy Synstring	BPD			
117	MG Bass	SBS	117	OB Rezo Pad	BPD			
118	MC-TB Bass	SBS	118	Rev Sweep	BPD			
119	ArpeggioBass	SBS	119	Phat Pad	BPD			
120	HipHop Bass1	SBS	120	DCO Stack	BPD			
121	MG Big Bass	SBS	121	Rise Pad	BPD			
122	SH-101 Bass	SBS	122	Penta Pad	BPD			
123	JP-6 Bass	SBS	123	Juno Waves	BPD			
124	Sky Bass	SBS	124	Mod Pad	BPD			
125	Big Bass	SBS	125	HPF Ensemble	BPD			
126	Mini Bass	SBS	126	Steamed Sawz	BPD			
127	MiniMoe Bass	SBS	127	AiRye Bread-	BPD			
128	AnalogueBass	SBS	128	Unstable BLS	SPD			

User E

No.	Name	Category
001	Flutter	SPD
002	ComeBkSeq PD	SPD
003	Breathy Pad	SPD
004	MysticSineSt	SPD
005	Cyber Pad	SPD
006	Sneaky Pad	SPD
007	Keenalogue	SPD
008	Keens` Pad	SPD
009	Grace Pad	SPD
010	Viz Cool	SPD
011	Chaotic Tape	SPD
012	Dive Bomber	SPD
013	Cine EP Min	SPD
014	Cine EP Maj	SPD
015	PlutoPad	SPD
016	Dark Pad	SPD
017	Mad Pad	SPD
018	Pizz Pad	SPD
019	The Pad	SPD
020	Saw Pad	SPD
021	Palm Pad	SPD
022	909 Sweep	SPD
023	Undulate Pad	SPD
024	Cosmosis	SPD
025	Warm Pad	SPD
026	Phaedra	SPD
027	Soft Pad 1	SPD
028	Soft Pad 2	SPD
029	Sine Pad	SPD
030	Heavenly Pad	SPD
031	Analogscape	SPD
032	OB Soft Pad	SPD
033	Classic OB	SPD
034	Sawed String	SPD
035	Ahh Rave	VOX
036	Right&Left	VOX
037	Floor Choir	VOX
038	I see More	VOX
039	Heavens	VOX
040	Lonely Heart	VOX
041	Female Oos	VOX
042	Windy Vox	VOX
043	Digi Voices	VOX
044	Auh Luv Rave	VOX
045	AahVoiceMaj	VOX
046	Sample Age	VOX
047	CalifnSunset	VOX
048	AahVoiceMin	VOX
049	Aah Formant	VOX
050	Eeh Formant	VOX
051	Iih Formant	VOX
052	Ooh Formant	VOX
053	Uuh Formant	VOX
054	MetalVoice1L	VOX
055	MetalVoice2L	VOX
056	MetalVoice3L	VOX
057	Puwa	VOX
058	Dance Grand	PNO
059	128voice Pf	PNO
060	Epic House	PNO
061	Piano Trance	PNO
062	Honktonkhous	PNO
063	Suitcase wTr	EP
064	Suitcase EP	EP

User F

No.	Name	Category	No.	Name	Category	No.	Name	Category
065	EP Chd Menu	EP	001	Tubular-Bell	BEL	065	Jazzy Flute	FLT
066	EP Maj 9th	EP	002	Ring Sine	BEL	066	McFlute Atk	FLT
067	EP Maj 11th	EP	003	Nylon Gt	AGT	067	Faked Flute	FLT
068	EP Min 11th	EP	004	Guitar Pick	AGT	068	TronM Flute	FLT
069	Suitable EP	EP	005	PureAcoustic	AGT	069	TronFlute5th	FLT
070	Rez Keys	EP	006	Bright Nylon	AGT	070	Flute FX	FLT
071	Clean E.Pno	EP	007	Clean TC	EGT	071	Flute Gliss	FLT
072	Sine EP+	EP	008	CleanEG w/Tr	EGT	072	FluteSoloist	FLT
073	Talkin EP	EP	009	BPF Guitar	EGT	073	Pan Duo	WND
074	Psychic Rds	EP	010	Funk Gtr	EGT	074	Whistle	WND
075	Wah EP	EP	011	FnkDittyMute	EGT	075	Nu Skl SynBr	SBR
076	Noir	EP	012	Gut Feelin	EGT	076	Wide SynBrs	SBR
077	StageEP w/Tr	EP	013	CleanGtrCut	EGT	077	Silky JP	SBR
078	Back2the60s	EP	014	VeloWahDMute	EGT	078	Special Saw	SBR
079	Creep	EP	015	ReTrigDsMute	EGT	079	Detuned DCOs	SBR
080	Old EPX	EP	016	AutoWahMute	EGT	080	Silk Pad	SBR
081	ChicagoWurly	EP	017	LFO Wah Riff	EGT	081	Cheap SynBrs	SBR
082	Gentle Wurly	EP	018	Air Guitar	EGT	082	Synth Brass	SBR
083	Wirle EeePee	EP	019	Lo-Fi Gtr	EGT	083	Spit Brass	SBR
084	Dist Wurly	EP	020	Wah Gtr Riff	EGT	084	Big OctBrass	BRS
085	FM E.Piano	EP	021	Dub Tales	EGT	085	Brs wAtk	BRS
086	FM Detune EP	EP	022	Clean Slide	EGT	086	So Horny	BRS
087	Clavi	KEY	023	MuteFall /	EGT	087	Pop Brs Atk	BRS
088	Funky D	KEY	024	Power Riff	DGT	088	Brass Stack	BRS
089	Pulse Clav	KEY	025	DistGtrChord	DGT	089	Cres Brass	BRS
090	Analog Clavi	KEY	026	Gtr Cut	DGT	090	30's Tpt	BRS
091	Harpsichord	KEY	027	DistGtrRiff1	DGT	091	Stereo Brass	BRS
092	Digi Key	KEY	028	DistGtrRiff2	DGT	092	ThunderBrass	BRS
093	Cold Key	KEY	029	Gtr Trill	DGT	093	Soft Brass	BRS
094	E.Organ 1	ORG	030	String Ensem	STR	094	Solo Tpt	BRS
095	E.Organ 2	ORG	031	VinylHousStr	STR	095	Learn Trumpt	BRS
096	Organic	ORG	032	K Strings	STR	096	Grit Brassh	BRS
097	Percs Organ	ORG	033	Mack Low Str	STR	097	MuteTrumpet	BRS
098	Fake Organ	ORG	034	Quick Str	STR	098	Yo mileage	BRS
099	Vade Retro	ORG	035	STR Attack	STR	099	Brass Fall	BRS
100	Club Organ	ORG	036	Hybrid Str 1	STR	100	Brs Atk/Fall	BRS
101	Continential	ORG	037	Hybrid Str 2	STR	101	Mercury Fall	BRS
102	Bright Organ	ORG	038	JV Strings	STR	102	AltoSoftSax	SAX
103	Hippy Organ	ORG	039	Vinyl Strngs	STR	103	Breathy Sax	SAX
104	Old Hus Org	ORG	040	Melo Tapes	STR	104	Slow BlowSax	SAX
105	Clubless Org	ORG	041	Tricky Tape	STR	105	LatinTnr Sax	SAX
106	Plastic	ORG	042	Tremolo SFZ	STR	106	Sax FX 1	SAX
107	Church Org	ORG	043	Finale	STR	107	Sax FX 2	SAX
108	Rave Organ	ORG	044	ScaryStringz	STR	108	Strong Harp	PLK
109	PositiveVibe	MLT	045	Sad Strings	STR	109	HPF Kalimba	PLK
110	Vibe Sync	MLT	046	SadOrchestra	STR	110	Fluttack!!	ETH
111	Attack Vibe	MLT	047	Hero dies	STR	111	Steel Pan	ETH
112	Vibraphone	MLT	048	Radio 30's	STR	112	Symbiotech	ETH
113	FM Mallet	MLT	049	Queasy	STR	113	Bombay	ETH
114	Seq Fodder	MLT	050	Golem	STR	114	Real Sitar	ETH
115	Mu Island	MLT	051	StrChord Maj	STR	115	Sitar LFO	ETH
116	Islanalaphon	MLT	052	StrChord Min	STR	116	Maharagna	ETH
117	Glockenspiel	MLT	053	SynStrings	STR	117	FarOutSGliss	ETH
118	Xylophone	MLT	054	Super SynStr	STR	118	TribalRitual	ETH
119	MusicBox	MLT	055	TranceString	STR	119	Tsugaru Road	ETH
120	Marimba	MLT	056	OB Slow Str	STR	120	It Began in	ETH
121	Balaphone	MLT	057	OB Strings	STR	121	Duel Ethno	ETH
122	Steel Drums	MLT	058	Cyber String	STR	122	Ethno Keys	ETH
123	Pope	BEL	059	VnPizzicato	STR	123	NoiseBubbles	FX
124	Lil' Bell	BEL	060	Lo Pizz Sect	STR	124	Repair Man	FX
125	FantabellSub	BEL	061	Wide Satin	FLT	125	Old Arcade	FX
126	Small Bell	BEL	062	Flute Pipe	FLT	126	A Message	FX
127	Synth Bell	BEL	063	Pan Flute	FLT	127	Hitting	FX
128	Kalimbells	BEL	064	AfricanFlute	FLT	128	Proppellers	FX

Patch list

User G

No.	Name	Category	No.	Name	Category
001	Alarm	FX	065	Falling Coin	SFX
002	Ghostbird	FX	066	Car Start	SFX
003	RacingRotors	FX	067	Bomb	SFX
004	Bigbird	FX	068	Firework	SFX
005	Eject?	FX	069	Helicopter	SFX
006	Lifeform	FX	070	Spring 1	SFX
007	Swarm	FX	071	Spring 2	SFX
008	D2R2	FX	072	Wind	SFX
009	Mothership	FX	073	Bad Dog	SFX
010	RollingUDEFX	FX	074	Scary Vibes	SFX
011	Warning Sign	FX	075	Turn on!	SFX
012	NoAirDownEFX	FX	076	Broken Heart	SFX
013	Accident	FX	077	Mount Doom	SFX
014	JETJETDOWN X	FX	078	Wolfmen	SFX
015	MovingLights	FX	079	808 Hit 1	HIT
016	BikeMenGT	FX	080	808 Hit 2	HIT
017	OnOffWorld	FX	081	808 Hit 3	HIT
018	Speaker Kill	FX	082	808 Hit 4	HIT
019	Squeak Door	FX	083	808 Hit 5	HIT
020	Uplifter >>>	FX	084	808 Hit 6	HIT
021	OCTKickBass	FX	085	808 Hit 7	HIT
022	WaitnOutside	FX	086	808 Hit 8	HIT
023	Back to Jazz	FX	087	808 Hit 9	HIT
024	Ambivalenz	FX	088	808 Hit 10	HIT
025	Dub VoxChord	FX	089	808 Hit 11	HIT
026	Non Smoker	FX	090	808 Hit 12	HIT
027	Pacifica	FX	091	808 Hit 13	HIT
028	Autumn Wind	FX	092	Massive Hit	HIT
029	Console	FX	093	Nu OrchBlast	HIT
030	Ants	FX	094	Why?	HIT
031	Moon Shine	FX	095	BigApple Hit	HIT
032	GK Riff	FX	096	Tough Hit	HIT
033	Breath Hit	FX	097	Studio 54	HIT
034	Smooth Jet	FX	098	Minorities	HIT
035	Lazer Points	FX	099	BruselSprout	HIT
036	Mod Hit	FX	100	Voxbox	HIT
037	DownThePitch	FX	101	Our Chord	HIT
038	DnB Fall	FX	102	K Stab Hit	HIT
039	Let it beep	FX	103	Funk Chunk 1	HIT
040	Touch EF	FX	104	UltraBNoizSD	HIT
041	MagneticStrm	FX	105	Chill Hit	HIT
042	Take Effect	FX	106	Bell End	HIT
043	Random LFO	FX	107	Pit Hit	HIT
044	S&H Voc	FX	108	Ruff Neck	HIT
045	Nasty Filt	FX	109	Sitar Hits	HIT
046	2Matt Colors	FX	110	Tekno ChdHit	HIT
047	Sync Tone	FX	111	Orch Hit	HIT
048	Down The Hit	FX	112	Happy Hit	HIT
049	Boost Tom	FX	113	Funk Chunk 2	HIT
050	Perk Breath	FX	114	Cheezy Movie	HIT
051	Transport	FX	115	Mojo Man	HIT
052	GK Ready	FX	116	Philly Hit	HIT
053	to the stars	FX	117	Neo Hit	HIT
054	Destructo	FX	118	HardHitnHous	HIT
055	3D Flanger	FX	119	Disminished	HIT
056	Sub Atmosphe	FX	120	Tablabaya	PRC
057	Liquid Air	FX	121	Hip Pluck	PRC
058	Rev Cord	FX	122	Udu/Udo	PRC
059	Autovox	FX	123	Asian Gong	PRC
060	Randoom	FX	124	Timpani	PRC
061	Mad Mod	FX	125	TR808 Kick	DRM
062	Q Jet FX 01	FX	126	NY83 SD	DRM
063	Abduction	FX	127	TR909 Snare	DRM
064	Flipper Talk	SFX	128	Blip SD	DRM

Bank Select and Program Change Correspondence Chart

Group	Number	Bank Select		Program Number
		MSB	LSB	
USER A	001-128	81	00	1-128
USER B	001-128	81	01	1-128
USER C	001-128	81	02	1-128
USER D	001-128	81	03	1-128
USER E	001-128	81	04	1-128
USER F	001-128	81	05	1-128
USER G	001-128	81	06	1-128
USER H	001-128	81	07	1-128
CARD A	001-128	81	32	1-128
CARD B	001-128	81	33	1-128
CARD C	001-128	81	34	1-128
CARD D	001-128	81	35	1-128
CARD E	001-128	81	36	1-128
CARD F	001-128	81	37	1-128
CARD G	001-128	81	38	1-128
CARD H	001-128	81	39	1-128

Rhythm Set list

UserA

Note No.	001 TR-909 Kit 1	004 TR-909 Kit 4	007 ClubKids	010 Keens` Kit	013 Carbon Kit 3	016 Euro Kit 2
59	PlasticKick1	TR909 Kick 4	TR909 Kick 4	PlasticKick1	PlasticKick2*	AnalogKick10
C4 60	TR909 Kick 1	TR909 Kick 5	AnalogKick10	TR909 Kick 2	AnalogKick11*	AnalogKick9*
61	TR909 Kick 7	TR909 Kick 6	MC808 Kick14	TR909 Kick 2	AnalogKick11*	AnalogKick11
62	TR909 SD 1	TR909 SD 4	TR909 SD 1	Old Clap	Analog Snr 2	TR909 SD 1
63	TR909 SD 2	TR909 SD 5	TR909 SD 3	MC808Snare24	TR909 SD 2	TR909 SD 3
64	TR909 SD 3	TR909 SD 6	MC808Snare11	TR909 SD 3	TR808 SD 2	TR808 SD 5
65	TR909 Rim	TR909 Rim	TR808 Rim	TR808 Rim	Club Clap *	Cajon 2 *
66	TR909 Clap 1	TR909 Clap 2	Cheap Clap*	Old Clap	R8 Clap	TR808 Clap
67	TR909 Tom	TR909 Tom	Sim Snare	Vox Hihat 1	Cajon 1	Tambourine1
68	TR909 Tom	TR909 Tom	808 Maracas	Vox Hihat 2	Cajon 1	Maracas
69	TR909 Tom	TR909 DstSD	Maracas	TR909 Tom	R8 Comp Rim	R8 Shaker A
70	TR909 CHH 1	TR909 CHH 2	DR55 CHH 1	Regular CHH1	MC808 OHH 4	TR909 OHH 2
71	TR909 PHH 2	TR909 PHH 2	TR808 PHH 1	Regular CHH2	TR808 PHH 1	TR909 PHH 2
C5 72	TR909 OHH 2	TR909 OHH 2	TR808 OHH 2*	Regular OHH	MC808 OHH 4	TR909 OHH 2
73	TR909 Crash	TR909 Crash	Analog Cym	TR909 Crash	HipHop OHH	TR808 OHH 1*
74	TR909 Ride	TR909 Ride	Analog Cym	TR909 Ride	MC808 Ride 3	TR707 Ride *

Note No.	002 TR-909 Kit 2	005 TR-808 Kit 1	008 Floor Kit	011 Carbon Kit 1	014 Carbon Kit 4	017 Euro Kit 3
59	AnalogKick 6	TR808 Kick	MC808 Kick 8	AnalogKick10	MC808Kick17*	TR909 Kick 1
C4 60	AnalogKick 7	TR808 Kick	AnalogKick *	AnalogKick 9	PlasticKick2*	TR909 Kick 4
61	AnalogKick 8	TR808 Kick	PlasticKick2	AnalogKick11	AnalogKick11*	TR909 Kick 7
62	Analog Snr 1	TR808 SD 2	MC808Snare25	TR909 SD 1	Analog Snr 2	MC808Snare 6
63	Analog Snr 2	TR808 SD 4	MC808Snare27	TR909 SD 3	TR909 SD 2	Clap Tail 1
64	Analog Snr 3	TR808 SD 5	MC808Snar28*	TR808 SD 5	TR808 SD 2 *	TR909 SD 3
65	TR909 Rim	TR808 Rim	TR909 Rim	R&B Rim 1 *	Club Clap *	TR808 Rim
66	TR909 Clap 2	TR808 Clap	Clap Tail 1	TR808 Clap	Disc Clap	Hip Clap
67	TR909 Tom	TR808 Tom	R8 Shaker A	R&B Rim 2	Tambourine1	TR909 Tom
68	TR909 Tom	TR808 Tom	Scream	R&B Rim 1	Maracas	TR909 Tom
69	TR909 Tom	TR808 Tom	Jet Plane	Regular Rim	R8 Shaker A	TR909 Tom
70	TR909 CHH 1	TR808 CHH 1	TR909 CHH 1	TR909 OHH 2	TR909 CHH 1	TR909 CHH 1
71	TR909 PHH 1	TR808 CHH 2	TR909 PHH 1	TR909 PHH 2	TR909 PHH 2	TR909 PHH 2
C5 72	TR909 OHH 1	TR808 OHH 1	TR909 OHH 2	TR909 OHH 2	TR909 OHH 2	TR909 OHH 2
73	TR909 Crash	TR606 Cym	TR909 Crash	TR808 OHH 1	HipHop OHH	TR909 Crash
74	TR909 Ride	TR606 Cym	TR909 Ride	TR707 Ride	TR909 Crash	TR909 Ride

Note No.	003 TR-909 Kit 3	006 TR-808 Kit 2	009 GermanDance	012 Carbon Kit 2	015 Euro Kit 1	018 Euro Kit 4
59	TR909 Kick 1	TR808 Kick	MC808Kick13*	AnalogKick10*	AnalogKick 8	AnalogKick 5
C4 60	TR909 Kick 2	TR808 Kick	MC808Kick17*	AnalogKick9*	AnalogKick 6	AnalogKick 6
61	TR909 Kick 3	TR808 Kick	TR909 Kick 5	AnalogKick11*	AnalogKick 7	TR909 Kick 7
62	TR909 SD 1	TR808 SD 1	TR909 SD 1 *	TR909 SD 1	Analog Snr 2	MC808Snare28
63	TR909 SD 2	TR808 SD 2	TR808 SD 3 *	TR909 SD 3	Analog Snr 3	Disc Clap
64	TR909 SD 3	TR808 SD 3	Club Clap *	TR808 SD 5	Analog Snr 1	TR909 SD 3
65	TR909 Rim	TR808 Rim	R8ClavesCmp*	SnareWithCy*	Picc. RolSnr*	TR909 Rim
66	TR909 Clap 2	TR808 Clap	TR909 Clap 1	TR909 Clap 1	Dist Clap	Hip Clap
67	TR909 Tom	TR808 Tom	TR808 Tom	Tiny Snr 1	R8 Shaker A	TR909 Tom
68	TR909 Tom	TR808 Tom	TR808 Tom	Tiny Snr 1	Factory 1	TR909 Tom
69	TR909 Tom	TR808Cowbell	TR808 Tom	Regular Rim	Neat Hit3	TR909 Tom
70	TR909 CHH 1	TR808 CHH 1	TR909 CHH 1*	TR909 OHH 2	TR909 CHH 2	Regular CHH1
71	TR909 PHH 1	TR808 PHH 1	TR909 PHH 1*	TR909 PHH 2	TR909 PHH 2	TR909 PHH 2
C5 72	TR909 OHH 1	TR808 OHH 1	TR909 OHH 1*	TR909 OHH 2	TR909 OHH 2	TR909 OHH 2
73	TR909 Crash	TR606 Cym	TR909 Crash*	TR808 OHH 1	TR909 Crash*	TR909 Crash
74	TR909 Ride	TR808 OHH 2	TR707 Ride *	TR707 Ride	TR909 Ride *	TR909 Ride

Rhythm Set list

Note No.	019 Euro Kit 5	022 ClubhouseKit	025 UK ClubKit 2	028 UK ClubKit 5	031 JB ClubKit 3	034 RUFF Kit
59	AnalogKick3*	LoBit Kick1*	LoBit Kick1*	TR909 Kick5*	TR808 Kick *	TR909 Kick 3
C4 60	AnalogKick9*	MC808Kick18*	TR909 Kick4*	PlasticKik2*	TR808 Kick *	MC808 Kick26
61	AnalogKick6*	TR909 Kick4*	106 Kick 1 *	TR707 Kick1*	TR808 Kick	AnalogKick 4
62	TR909 SD 2 *	106 SD2 *	TR808 SD 1 *	Analog Snr2*	TR808 SD 6	MC808Snare15
63	TR909 SD 4	TR909 SD 2 *	Lite Snare *	TR808 SD 6 *	TR606 SD 2 *	106 SD2
64	TR808 SD 6	MC808Snar17*	R8 Snr *	TR909 SD 1 *	CR78 Snare *	MC808Snare17
65	Cajon 2 *	MG Blip *	Regular Rim*	R8ClavesCmp*	TR808 Rim	Regular Rim
66	TR909 Clap 1	R8 Clap *	TR909 Clap1*	Clap Tail 1*	TR808 Clap	Dist Clap
67	Tambourine1	R8HiCongaOp*	MC808 Tom 1*	CR78 Cowbel*	CR78 Cowbell	Tambourine1
68	Explosion	RegHiBng Op*	Timbale Hi *	SH2 U Zap 4*	OSC Perc 1	TablaBayam 6
69	R8 Shaker A	Cajon 1 *	ClubFinSnap*	Tambourine1*	CR78 Cowbell	Atwan Dom
70	TR909 OHH 2	MC808 CHH 1*	TR909 PHH 1*	Chi *	TR808 CHH 1	Comp CHH 1
71	TR909 PHH 2	MC808 OHH 1*	TR909 PHH 1*	Chi :	TR808 PHH 1	TR909 PHH 1
C5 72	TR909 OHH 2	TR909 OHH 2*	106 Noise *	TR909 OHH 1:	TR808 OHH 1	TR909 OHH 2
73	TR909 Crash	MC808 Clash2	TR909 Crash*	MC808Clash2*	TR606 Cym	TR909 Crash
74	TR707 Ride *	TR909 Ride	TR909 Ride *	TR909 Ride *	TR808 OHH 2	Analog Cym

Note No.	020 Nordic Dance	023 Spanking Kit	026 UK ClubKit 3	029 JB ClubKit 1	032 JB ClubKit 4	035 ShotVoiceKit
59	TR909 Kick 5	MG Attack *	MC808 Kick1*	PlasticKik1*	MC808Kick12*	One M
C4 60	AnalogKick10	MC808 Kick2*	R&B Kick *	PlasticKik2*	TR808 Kick *	Two M
61	PlasticKick2	PlasticKik2*	MC808Kick13*	TR909 Kick2*	TR606 Kick	Three M
62	TR909 SD 3	MC808Snar13*	MC808Snar26*	TR808 SD 2 *	TR909 SD 5	Four M
63	TR909 SD 3	MC808Snar11*	Phat Snare *	Lite Snare *	TR808 SD 6	One F
64	TR909 SD 6	MC808Snar27*	Tiny Snr 1 *	TR909 DstSD*	TR808 SD 1 *	Two F
65	R&B Rim 2	R&B Rim 2	R&B Rim 1 *	R&B Rim 1 *	TR909 Rim *	Three F
66	TR909 Clap1*	Funk Clap	TR707 Clap *	Dist Clap *	R8 Clap *	Four F
67	R8 Shaker A	TR808 Tom	R8 Shaker A*	MC808 Tom 2*	Timbale Lo *	Aha-Haha
68	R8 Shaker B	808 Maracas	TR808 Claves	TR808Claves*	Timbale Hi *	Yeh
69	Clap Tail 1	TR808Cowbell	WhistleShrt*	R8 Cabasa *	Funk Clap *	Yeah
70	MC808 CHH 6	CR78 CHH	R8 Brush CHH	TR808 CHH 2	TR909 CHH 2	Put YourHand
71	Hip PHH	MC808 CHH 5	R8 Brush CHH	Hip PHH *	Lite OHH	Say What
C5 72	TR909 OHH 2	Fx OHH 1	Regular OHH*	Fx OHH 3	TR909 OHH 2	What
73	TR909 Crash	MC808 Ride 2	MC808Clash4*	Asian Gong *	TR707 Ride	Aah Formant
74	TR909 Ride	MC808Clash1*	TR606 Cym *	TR909 Ride	Analog Cym	Eeh Formant

Note No.	021 Sonic Kit	024 UK ClubKit 1	027 UK ClubKit 4	030 JB ClubKit 2	033 JB ClubKit 5	036 HPF Cym&Ride
59	AnalogKick11	MC808Kick 1*	TR909 Kick5*	TR808 Kick	MC808Kick17*	TR707 Ride
C4 60	MC808 Kick17	TR909Kick 7*	MC808Snare5*	TR808 Kick *	PlasticKik2*	TR909 Ride
61	TR909 Kick 1	TR707Kick 1*	MC808Kick27*	MC808Kick16*	AnalogKick 7	TR909 Ride
62	TR909 SD 3	TR909 SD 2 *	TR606 SD 2 *	R8BrushRoll*	Lite Snare *	TR707 Ride
63	TR808 Tom *	Tiny Snr 1 *	TR808 SD 3 *	R8BrshSwill*	Sim Snare *	MC808 Clash1
64	Disc Clap	TR909 DstSD*	Lite Snare *	RegularSnrR2	RegularSnrG*	TR909 Ride
65	TR808 Rim *	R&B Rim 1 *	R&B Rim 1 *	TR808 Rim	R&B Rim 1 *	TR909 Ride
66	TR909 Clap 1	TR909 Clap1*	Cheap Clap *	Club Clap *	Dist Clap *	TR909 Ride
67	Disc Clap	MC808 Tom 1*	Timbale Lo	Udu Pot1 Hi	TR909 Tom *	MC808 Ride 2
68	Clap Tail 1	Fx CHH 6 *	MC808 Tom 2*	Beam HiQ	Fx CHH 6 *	MC808 Ride 3
69	Factory 1	TR808Claves*	TR808Claves*	MC808 FX 2 *	MC808 Tom 2*	TR909 Ride
70	TR909 CHH 2	TR808 CHH 2	TR909 PHH 2	MC808 CHH 7	RegularCHH1*	TR707 Ride
71	TR606 PHH 2	TR808 CHH 2	TR909 PHH 2	MC808 PHH	TR606 CHH 1	MC808 OHH 2
C5 72	TR909 OHH 2	Fx OHH 4	TR808 OHH 2*	MC808 OHH 4	Fx OHH 2 *	MC808 Clash2
73	TR909 Crash	MC808Clash2*	MC808Ride 2*	MC808 Clash4	TR909 Crash	TR606 Cym
74	TR707 Ride	TR909 Ride *	TR707 Ride *	MC808 Ride 2	TR707 Ride *	TR909 Crash

Rhythm Set list

Note No.	037 HPF Hit&Noiz	040 Nu Tekhouse	043 Tribe Kit	046 Electrc Kit	049 Machine Kit2	052 80's Kit 2
59	TR808 Kick	MC808Kick 7*	MC808 Kick 9	TR909 Kick 3	AnalogKik10*	PlasticKick2
C4 60	TR606 Kick	MC808Kick11*	MC808 Kick 2	AnalogKick10	TR909 Kick7*	AnalogKick10
61	Reg Guiro C	MC808Kick13*	MC808 Kick 1	AnalogKick 3	MC808 Kick2*	PlasticKick1
62	Uuh Formant	Hip Clap *	MC808Snare21	TR909 SD 4	MC808Snare9*	TR808 SD 5 *
63	Interfering1	TR909 SD 5 *	106 SD1	Analog Snr 1	Analog Snr1*	TR808 SD 3 *
64	Neat Hit1	MC808Snae23*	TR909 SD 3	TR909 SD 6	MC808Snare7*	TR808 SD 7 *
65	Neat Hit2	SH2 U Zap 6*	TR909 Rim	R&B Rim 1	R8 Comp Rim	TR808 Rim
66	Neat Hit2	TR909 Clap1*	Clap Tail 2	TR909 Clap1*	TR909 Clap 2	TR808 Clap
67	Neat Hit2	MC808Snar10*	Reg HiCng Mt	R8 ShakerA	TR808 Tom	TR808Cowbell
68	R8 ClavesCmp	MC808Snare7*	Reg LoCng Op	R8 Shaker B	TR808 Tom	MG U Zap 2
69	Club FinSnap	Maracas *	Tambourine4	Old Clap	TR808 Tom	Beam HiQ
70	MC808 CHH 7	TR909 CHH 1*	TR909 CHH 1	CR78 CHH	MC808 CHH 4	TR808 CHH 1
71	Pedal Hat	Fx CHH 1 *	TR909 PHH 1	TR909 PHH 1	MC808 OHH 1	CR78 CHH
C5 72	Triangle 1	TR909 OHH 2*	TR909 OHH 2	CR78 OHH *	MC808 OHH 2	TR606 OHH
73	MG U Zap 4	TR909 Crash*	TR909 Crash	Analog Cym	TR909 Crash*	TR606 OHH
74	DistGtrRiff2	TR707 Ride *	TR909 Ride	TR606 Cym	TR707 Ride	TR909 Ride

Note No.	038 HPF BDAttack	041 Tek Kit 1	044 House Kit	047 Yellow Kit	050 Machine Kit3	053 80's Kit 3
59	MC808 Kick19	TR808 Kick *	MC808 Kick 5	TR808 Kick	LoBit Kic 1*	106 Kick 1
C4 60	MC808 Kick20	TR606 Ds BD*	AnalogKick10	AnalogKick 3	TR707 Kick 1	106 Kick 2
61	MC808 Kick21	TR808 Kick *	TR808 Kick	TR606 Kick	MC808 Kick17	LoBit Kick 1
62	MC808 Kick22	TR808 SD 1 *	TR606 SD 1	106 SD1	MC808Snare 9	106 SD1
63	Group Clap	TR808 SD 2 *	HipHop SD	TR606 SD 1	MC808Snare11	106 SD2
64	MC808 Kick24	TR808 SD 3 *	RegularSnr *	TR808 SD 1	MC808Snare17	TR909 SD 5
65	MC808 Kick25	TR808 Rim *	TR909 Rim	MG S Zap 3 *	Emergency	TR808 Rim
66	TR707 Kick 1	TR808 Clap *	TR909 Clap 1	Real Clap	TR707 Clap	TR808 Clap
67	MC808 Kick28	TR808 Tom	MC808 Tom 1	VoxKickSweep	MG S Zap 1	TR808Cowbell
68	SnareWithCym	TR808 Tom	MC808 Tom 1	VoxKickSweep	MG S Zap 2	MG U Zap 2
69	LoBit Kick 2	TR808 Claves	MC808 Tom 1	FxDrum Snr 2	MG S Zap 3	MG Attack
70	Twesat Hc2	TR606 CHH 1	Pedal Hat	TR808 OHH 1	Lo-Fi CHH 1	TR808 CHH 1
71	PlasticKick2	TR606 PHH 1	Fx OHH 1	TR808 PHH 1	Lo-Fi CHH 2	CR78 CHH
C5 72	TR909 Kick 4	TR606 OHH	Fx OHH 4	TR808 OHH 2	Lo-Fi OHH	TR606 OHH
73	TR909 Kick 2	TR606 Cym	MC808 Clash3	TR606 Cym	Space FX Swp	TR606 OHH
74	TR909 Kick 3	TR909 Ride	Analog Cym	Analog Cym	Bomb Noise	TR909 Ride

Note No.	039 HPF RY Kit	042 Tek Kit 2	045 Retro Kit 2	048 Machine Kit1	051 80's Kit 1	054 Retro Kit 1
59	MC808 Kick20	TR808 Kick	TR707 Kick 1	MC808Kick13*	PlasticKick1	MC808Kick17*
C4 60	LoBit Kick 1	TR909 Kick 1	MC808 Kick17	MC808Kick17*	PlasticKick2	PlasticKick2
61	MC808 Kick19	AnalogKick10	MC808 Kick22	TR707Kick 1*	AnalogKick 5	AnalogKik10*
62	TR909 SD 6	TR909 SD 1	R8 Snr *	106 SD2 *	MC808Snare 4	DanceHallSD*
63	TR808 SD 2	TR808 SD 4	RegularSnr *	106 SD1 *	Analog Snr 3	Lite Snare *
64	DanceHall SD	TR909 SD 3	Sim Snare	DanceHallSD*	Analog Snr 1	RegularSnr *
65	TR909 Rim	Snap *	TR808 Rim	TR808 Rim	R&B Rim 2	TR808 Rim
66	Old Clap	TR909 Clap 1	TR909 Clap 1	Old Clap	Disc Clap	Dist Clap *
67	TR909 Tom	Disc Clap	SH2 U Zap 6	MC808 Tom 1	TR808 Tom	TR808 Tom
68	TR909 Tom	Clap Tail 1	MG S Zap 3	MC808 Tom 1	FxDrum Tom	TR808 Tom
69	R8 Cowbell	CR78 Tamb	SH2 U Zap 3	MC808 Tom 1	Sim Snare	TR808 Tom
70	TR808 CHH 1	TR909 OHH 2	Bristol CHH	Lite CHH	TR606 CHH 1	TR909 CHH 2
71	TR808 PHH 1	TR909 PHH 1	Pedal Hat	TR808 PHH 1	TR606 PHH 1	TR606 CHH 1
C5 72	TR808 OHH 1	TR909 OHH 2	MC808 OHH 4	TR808 OHH 1	TR808 OHH 2	TR606 OHH
73	TR909 Ride	TR909 Crash	MC808 Clash1	MC808 Clash1	TR606 Cym	TR909 Crash
74	MC808 Clash4	TR909 Ride	MG White Nz	TR707 Ride	TR707 Ride	TR707 Ride

Rhythm Set list

Note No.	055 Filter Kit	058 Attitude Kit	061 Hard Kit	064 Drive Kit	067 Solid Kit	070 Real Kit 1
59	AnalogKick 9	SH2 U Zap 6*	MC808Kick16*	MGTri HD *	MC808 Kick 6	MC808 Kick20
C4 60	TR808 Kick	FxDrum BD 1:	AnalogKick3*	TB Dst Sqr *	AnalogKick11	MC808 Kick25
61	TR808 Kick	TR808 Kick *	TR707 Kick1*	OrchPrc Hit*	PlasticKick1	MC808 Kick 4
62	MC808Snar22*	MC808Snare8*	Sim Snare *	106 Noise *	MC808Snare2*	MC808Snare25
63	R8 Snr *	MC808Snar10*	106 SD2 *	MC808Snare9*	MC808Snare12	MC808Snare21
64	TR606 SD 1 *	MC808Snar24*	MC808Snar28*	106 Noise *	MC808Snare18	MC808Snare22
65	Scratch 1	R&B Rim 2 *	MG S Zap 1	Jngl TinySD*	R&B Rim 2	R&B Rim 1
66	Group Clap	Club Clap *	TR909 Clap1*	TR909 Clap1*	Cheap Clap	Real Clap
67	Snap	MC808 Tom 2	MC808 Tom 1*	106 Noise *	R8 Shaker A	MC808 Tom 2
68	TablaBayam3*	MC808 Tom 2	MC808 Tom 1*	106 Noise *	R8 LoCongaOp	MC808 Tom 2
69	Udu Pot1 Hi*	MC808 Tom 2	MC808 Tom 1*	106 Noise *	Reg HiCng Op	MC808 Tom 2
70	CR78 CHH	CR78 CHH	Fx OHH 1	TR909 OHH 2*	TR808 CHH 1	MC808 CHH 1
71	CR78 OHH	Bristol CHH	Fx CHH 2	TR808 CHH 1*	TR606 CHH 2	MC808 PHH
C5 72	CR78 OHH	Regular OHH	Fx OHH 4	TR808 OHH 1*	TR606 OHH	MC808 OHH 2
73	Analog Cym	TR707 Ride	TR909 Crash	TR808 OHH 1*	MC808 Clash2	MC808 Clash2
74	MC808 Ride 2	MC808 Clash4	TR606 Cym	MC808Clash1*	TR606 Cym	MC808 Ride 1

Note No.	056 ElectricClick	059 Impact Kit	062 Boom Kit	065 Chill Out 1	068 K-Jungle	071 Real Kit 2
59	AnalogKick 3	AnalogKick11	Sine *	TR808 Kick	MC808Kick17*	LoBit Kick 1
C4 60	AnalogKick10	TR909 Kick5*	Sine *	TR808 Kick	MC808Kick18*	MC808 Kick20
61	MC808 Kick12	TR909 Kick2	Sine *	TR808 Kick	MC808Kick17*	MC808 Kick23
62	TR909 SD 2	MC808Snar18*	MC808Snare 9	TR606 SD 2	Jngl Rim 1	R&B RegSnr 1
63	TR909 SD 2	Phat Snare	MC808Snar11*	TR808 Tom	R8 Snr *	R&B RegSnr 2
64	MC808Snare15	RegularSnrR*	MC808Snar17*	MC808 CHH 3	R8 Snr *	R&B RegSnrG1
65	R8 Comp Rim	R&B Rim 1	Emergency	808 Maracas	Regular Rim	Regular Rim
66	TR707 Clap *	TR909 Clap 1	TR707 Clap *	Hip Clap	Old Clap	Real Clap
67	Fx CHH 1	MC808 Tom 1	MG S Zap 1	TR909 CHH 1	MC808 Kick24	MC808 Tom 2
68	808 Maracas	MC808 Tom 1	MG S Zap 2	TR909 CHH 2	MC808 Kick24	MC808 Tom 2
69	Single Snap	Machine 1	MG S Zap 3	TR808 Tom	MC808 Kick24	MC808 Tom 2
70	CR78 CHH	Hip PHH *	Lo-Fi CHH 1	TR808 CHH 1	Hip PHH	MC808 CHH 2
71	TR808 PHH 1	TR909 PHH 1	MC SuperSawC	TR909 PHH 1	Hip PHH	MC808 PHH
C5 72	Lite OHH *	TR909 OHH 2	Lo-Fi OHH	TR606 OHH	Fx OHH 3	MC808 OHH 3
73	TR909 Crash	TR909 Crash	Bomb Noise	TR606 Cym	Construct.	MC808 Clash1
74	Analog Cym	MC808 Ride1*	Brush Noise*	Fx OHH 2	Analog Cym	MC808 Ride 3

Note No.	057 Analogue	060 Party Kit	063 ROFF Kit	066 Chill Out 2	069 RiddiM	072 Cool Kit
59	MC808 Kick12	MC808 Kick18	AnalogKick 4	TR808 Kick	MC808Kick18*	R&B Kick
C4 60	MC808 Kick15	AnalogKick6*	AnalogKick 4	TR909 Kick 5	MC808Kick18*	MC808 Kick25
61	AnalogKick 9	AnalogKick11	MC808 Kick17	TR808 Kick	MC808Kick18*	MC808 Kick16
62	MG White Nz	MC808Snare17	MC808Snare17	Jngl TinySD*	MC808Snar22*	MC808Snare14
63	MG White Nz	MC808Snare24	Jngl Rim 1	TR808 SD 4	MC808Snar22*	R&B Rim 2
64	TR808 SD 1	MC808Snare24	Antigua Snr	TR808 SD 5	MC808Snar22*	Club FinSnap
65	TR808 Rim	TR808 Rim	R&B Rim 1	R&B Rim 2	TR909 Tom *	R&B Rim 1
66	TR909 Clap 1	Club Clap *	TR909 Clap 1	TR808 Clap	Noise GIS *	Club Clap
67	TR909 Tom	Tambourine4*	Atwan Tac	MC808 CHH 3	Factory 1 *	R8 Cabasa
68	TR909 Tom	Cajon 3	SH2 U Zap 6	TR909 CHH 2	Factory 1 *	Triangle 2
69	TR909 Tom	Timbale Lo	MG Attack	TR808 Rim	Factory 1 *	Triangle 2
70	TR808 CHH 1	R8 Brush CHH	TR909 CHH 2	TR909 CHH 2	Bristol CHH	TR808 CHH 1
71	TR808 OHH 1	HipHop CHH	MC808 OHH 4	TR909 PHH 1	Regular CHH1	TR808 PHH 1
C5 72	Lite OHH	TR909 OHH 2	Fx OHH 1	TR909 OHH 2	MC808 OHH 4	TR808 OHH 1
73	TR606 Cym	TR909 Crash	MC808 Clash2	TR606 Cym	MC808 Ride 1	TR606 Cym
74	TR909 Ride	TR909 Ride	TR909 Ride	TR606 Cym	MC808 Clash4	Analog Cym

Rhythm Set list

Note No.	073 Cheap Kit	076 Fusion Kit	079 Deep Kit	082 Sick	085 MTran Kit 1	088 Urban HipHop
59	MC808 Kick16	MC808 Kick23	MC808Kick18*	MC808Kick26*	MC808Kick17*	MC808Kick25*
C4 60	MC808Snare11	MC808 Kick25	MC808Kick 2*	MC808Kick10*	AnalogKick7*	LoBit Kick1*
61	TR606 Kick	MC808Kick20*	MC808Kick18*	MC808Kick 8*	AnalogKick10*	MC808Kick22*
62	Lite Snare	Jngl TinySD*	Jngl Rim 1 *	HipHop CHH *	DanceHallSD*	106 SD1
63	CR78 Snare	Phat Snare *	Jngl Rim 1 *	HipHop CHH *	R8BrushRoll*	Jngl Tiny SD
64	TR808 SD 1	RegularSnr *	Jngl Rim 1 *	HipHop CHH *	R&B Rim 1 *	DanceHallSD*
65	TR808 Rim	R&B Rim 2 *	Regular Rim	HipHop CHH *	TR808 Rim *	R&B Rim 1 *
66	PD Clap	Dist Clap *	Clap Tail 2	Club FinSnap	Dist Clap *	Clap Tail 1*
67	CR78 Tamb	Tambourine2*	MC808 Tom 2	ThroatWind	TR808 Tom	Scratch 1 *
68	CR78 Beat	Tambourine3*	MC808 Tom 2	ThroatWind	TR808 Tom	Aha-Haha *
69	CR78 Guiro	R8 Shaker B*	MC808 Tom 2	ThroatWind	TR808 Tom	Machine 2 *
70	Lite CHH	MC808 CHH 1*	MC808 CHH 4*	MC808 CHH 4	TR909 CHH 2*	TR909 CHH 1*
71	Lite OHH	MC808 OHH 1*	Comp CHH 1 *	MC808 CHH 5	TR606 CHH 1	Hip PHH *
C5 72	Lite OHH	MC808 OHH 2*	MC808 OHH 2	Lite OHH	TR606 OHH	TR808 OHH 1*
73	TR606 Cym	MC808Clash1*	MC808 Clash2	MC808 Ride 1	TR909 Crash	TR909 Crash*
74	Analog Cym	MC808 Ride1*	MC808 Ride 1	TR707 Ride	TR707 Ride	MC808 Ride2*

Note No.	074 Bump Kit	077 Urban Kit	080 Aaron Bee	083 OldskoolKit1	086 MTran Kit 2	089 Cenzo Kit
59	TR909 Kick7*	V.Vinyl 1 *	MC808 Kick18	TR808 Kick	MC808Kick21*	MC808 Kick9*
C4 60	TR909 Kick 6	MC808 Kick7*	R&B Kick	AnalogKick10	TR606 DstBD*	MC808 Kick9*
61	MC808 Kick27	MC808 Kick18	TR808 Kick	PlasticKick2	MC808Kick26*	MC808 Kick9*
62	DanceHall SD	Vox Snare 1*	Old Clap *	TR808 SD 5 *	Lite Snare *	MC808Snare25
63	TR909 SD 5	MC808Snar15*	R8 Comp Rim	Lite Snare *	R8BrushRoll*	Real Snare
64	TR808 SD 3 *	MC808Snar24*	TR909 SD 3	CR78 Snare *	SnareWithCy*	TR808 SD 3
65	TR808 Claves	TR909 Tom *	TR808 Rim	TR808 Rim	R&B Rim 1 *	R&B Rim 1
66	Hip Clap	Real Clap *	Old Clap	Real Clap	PD Clap *	PD Clap
67	Udo	TR909 Tom *	Timbale Lo	CR78 Cowbell	TR808 Tom *	VoxKickSweep
68	Udu Pot1 Hi	Fx CHH 6	Timbale Lo	SH2 S Zap 5	TR808 Tom *	Vox Snare 1
69	Udu Pot1 Slp	TR909 Tom *	TR909 Tom	Beam HiQ	TR808 Tom *	Vox Hihat 2
70	TR606 CHH 2	HipHop CHH	HipHop CHH	TR606 CHH 1	TR909 CHH 2*	MC808 CHH 3
71	Hip PHH	Fx CHH 1	Pedal Hat	Lite CHH	Lite CHH	MC808 OHH 1
C5 72	TR909 OHH 2	Fx OHH 3	TR808 OHH 1	TR606 OHH	TR606 OHH	MC808 OHH 2
73	MC808 Clash1	MC808 Ride 3	TR606 Cym	Fx CHH 1	TR909 Crash	MC808 Clash2
74	TR707 Ride	Asian Gong *	TR909 Ride	MC808 Ride 1	TR707 Ride	MC808 Ride 2

Note No.	075 Brush Kit	078 BillytheKit	081 Phat Kit	084 Nu Hip-Hop	087 MTran Kit 3	090 Hope Kit
59	TR707 Kick 1	MC808Kick17*	TR808 Kick	MC808 Kick 3	Sine *	MC808 Kick17
C4 60	TR606 Kick	MC808 Kick8*	TR707 Kick 1	MC808Kick17*	TR909 Kick2*	TR606 Kick
61	MC808 Kick23	TR707 Kick1*	MC808 Kick21	TR909 Kick 1	AnalogKik11*	TR808 Kick
62	R8 BrushRoll	FxDrum Snr1*	TR808 SD 1	MC808Snar27*	TR909 SD 1	RegularSnrMF
63	R8 BrshSwll	TR808 SD 1 *	DanceHall SD	MC808Snare16	TR909 SD 2	R8 BrushRoll
64	RegularSnrMP	MC808Snar25*	MC808Snare 6	Tiny Snr 1	TR909 SD 3	Real Snare
65	Regular Rim	MC808 Tom 1*	R&B Rim 1	Regular Rim*	TR909 Rim	R&B Rim 2
66	Real Clap	Hip Clap *	TR808 Clap	PD Clap	TR909 Clap 1	Dist Clap
67	MC808 Tom 2	MC808 Tom 1*	TR808Cowbell	R8 Shaker A	TR909 Tom	TablaBayam 6
68	MC808 Tom 2	Reg Guiro B	Triangle 2	V.Vinyl 1	TR909 Tom	R8 HiCongaOp
69	MC808 Tom 2	MC808 Tom 2*	Triangle 2	V.Vinyl 2	TR909 Tom	R8 HiCongaOp
70	MC808 CHH 7	TR606 CHH 2	TR808 CHH 1	Fx OHH 1	TR909 CHH 1	Fx CHH 1
71	MC808 PHH	Hip PHH	TR808 PHH 1	Comp OHH	TR909 PHH 2	TR606 PHH 1
C5 72	MC808 OHH 2	TR808 OHH 2	TR808 OHH 1	Fx OHH 1	TR909 OHH 2	Fx OHH 1
73	MC808 Clash4	MC808 Ride 1	TR606 Cym	MC808 Clash2	TR909 Crash	MC808 Clash2
74	MC808 Ride 3	TR606 Cym *	Analog Cym	MC808 Ride 3	TR909 Ride	MC808 Ride 3

Rhythm Set list

Note No.	091 OldskoolKit2	094 Live Kit	097 Human Kit 2	100 Noise	103 Kick Menu 1	106 Snare Menu 1
59	PlasticKick1	MC808 Kick20	Vox Kick 1 *	MG White Nz	MC808 Kick 1	MC808Snare16
C4 60	TR909 Kick 5	MC808 Kick27	Vox Kick 2 *	MG White Nz	MC808 Kick 2	MC808Snare17
61	106 Kick 1	LoBit Kick 1	VoxKickSweep*	MG White Nz	MC808 Kick 3	MC808Snare18
62	HipHop SD	MC808Snare18	Vox Snare 1*	MG White Nz	MC808 Kick 4	MC808Snare19
63	RegularSnrG2	Real Snare	Vox Snare 2*	MG White Nz	MC808 Kick 7	MC808Snare20
64	Jngl Tiny SD	RegularSnrR1	Vox Snare 1*	MG White Nz	MC808 Kick 8	MC808Snare21
65	TR909 Rim	Regular Rim	Aha-Haha	MG White Nz	MC808 Kick10	MC808Snare22
66	TR909 Clap 1	Real Clap	Put YourHand	MG White Nz	MC808 Kick11	MC808Snare23
67	Atwan Dom	Timbale Lo	Chi	MG White Nz	MC808 Kick12	MC808Snare24
68	Reg HiCng Op	Timbale Lo	Yeah	MG White Nz	MC808 Kick13	MC808Snare25
69	Reg HiCng Op	Timbale Lo	What	MG White Nz	MC808 Kick14	MC808Snare26
70	Hip PHH	MC808 CHH 5	Vox Hihat 2	MG White Nz	MC808 Kick15	MC808Snare27
71	TR909 PHH 1	MC808 CHH 4	Vox Hihat 1	MG White Nz	MC808 Kick16	MC808Snare28
C5 72	TR909 OHH 2	MC808 OHH 2	Vox Hihat 3	MG White Nz	MC808 Kick17	Jngl Tiny SD
73	TR909 Crash	MC808 Clash1	Vox Cymbal	MG White Nz	FxDrum BD 1	Tiny Snr 1
74	MC808 Clash3	MC808 Clash2	Vox Hihat 3	MG White Nz	MC808 Kick18	Phat Snare

Note No.	092 Slowdub Kit	095 Keens Perc	098 Beatbox	101 FX Drum Kit	104 Kick Menu 2	107 Snare Menu 2
59	TR909 Kick 1	Udo	MC808 Kick9*	FxDrum BD 1	MC808 Kick19	FxDrum Snr 1
C4 60	TR909 Kick 7	Udu Pot1 Hi	MC808 Kick4*	FxDrum BD 2	MC808 Kick20	Analog Snr 1
61	AnalogKick 9	Twesat Hc1	MC808Kick15*	Explosion	MC808 Kick21	Analog Snr 2
62	HipHop SD	Twesat Hc2	Vox Hihat 1*	FxDrum Snr1*	MC808 Kick22	Analog Snr 3
63	RegularSnr F	Twesat O	Vox Snare 2*	FxDrum Snr 2	MC808 Kick23	TR909 SD 1
64	MC808Snare21	Tambourine1	Chi *	DigiAtkNois*	MC808 Kick24	TR909 SD 2
65	R8 BrshSwill	Tambourine2	Four M *	FxDrumCowBel	MC808 Kick25	TR909 SD 3
66	R8 Clap	Tambourine3	Snap *	FxDrumNoize1	MC808 Kick26	TR909 SD 4
67	Cajon 3	Tambourine4	VoxKickSweep	FxDrum Tom	MC808 Kick28	TR909 SD 5
68	Reg HiBng Op	R8 Cabasa	Aha-Haha	FxDrum Tom	R&B Kick	TR909 SD 6
69	TablaBayam 3	Single Snap	Put YourHand	FxDrum Tom	LoBit Kick 2	TR909 DstSD
70	MC808 PHH	Club Clap	Vox Hihat 1	FxDrum CHH 1	PlasticKick1	TR808 SD 1
71	TR909 PHH 2	SH2 U Zap 1	Vox Hihat 2	FxDrum OHH 2	PlasticKick2	TR808 SD 2
C5 72	Fx OHH 3	TR808 OHH 1	Vox Hihat 3	FxDrum OHH 2	TR909 Kick 1	TR808 SD 3
73	MC808 Clash2	TR606 Cym	Vox Cymbal	FxDrum OHH 1	TR909 Kick 2	TR808 SD 4
74	MC808 Ride 2	TR909 Ride	Breath	FxDrumNoize2	TR909 Kick 3	TR808 SD 5

Note No.	093 Dancehall	096 Human Kit 1	099 Warpedvoices	102 Carbon FX	105 Kick Menu 3	108 Snare Menu 3
59	MC808 Kick20	Vox Kick 1	One M	PlasticKik2*	TR909 Kick 4	TR808 SD 6
C4 60	TR909 Kick 4	Vox Kick 2	Two M	MC808Kick18*	AnalogKick 3	TR808 SD 7
61	106 Kick 1	VoxKickSweep	Three M	AnalogKik11*	AnalogKick 4	TR606 SD 1
62	Cheap Clap *	Vox Snare 1	Four M	Analog Snr2*	AnalogKick 5	TR606 SD 2
63	MC808Snare15	Vox Snare 2	One F	TR909 SD 1 *	AnalogKick 6	106 SD1
64	TR606 SD 1	Vox Hihat 1	Two F	TR808 SD 2 *	AnalogKick 7	106 SD2
65	Regular Rim	Vox Hihat 2	Three F	Metal Wind *	106 Kick 2	Lite Snare
66	TR808 Clap	Vox Hihat 3	Four F	R8 Clap *	AnalogKick 8	DanceHall SD
67	Timbale Lo	Vox Cymbal	Aha-Haha	ThroatWind	AnalogKick 9	CR78 Snare
68	Timbale Lo	Chi	Chi	Metal Wind	AnalogKick10	Sim Snare
69	TR909 Tom	Vox Kick 1	Yeah	TR606 Cym	AnalogKick11	Jngl Rim 1
70	TR808 CHH 1	Vox Kick 2	Put YourHand	TR909 OHH 2*	TR808 Kick	Jngl Rim 2
71	TR808 OHH 1	Vox Cymbal	Say What	TR909 PHH 2*	TR909 Kick 5	R8 Brush Tap
C5 72	Lite OHH	Club FinSnap	What	TR909 OHH 2*	TR909 Kick 6	R8 BrshSwill
73	TR606 Cym	Single Snap	MetalVoiceL1	TR808 OHH 1*	TR909 Kick 7	R8 BrushRoll
74	TR909 Ride	Snap	MetalVoiceL2	TR707 Ride *	TR707 Kick 1	SnareWithCym

Rhythm Set list

Note No.	109 Snare Menu 4	112 HH Menu 2	115 Clap Menu	118 Cym & Rim	121 FX Menu 2	124 Hit&Stab 2
59	R8 Snr	TR909 CHH 1	TR808 Clap	MC808 Clash1	SH2 S Zap 1	Bass Slide
60	R8 Snr cmp	TR909 CHH 2	TR909 Clap 2	MC808 Clash2	MG S Zap 1	D.MuteGt mp
61	Real Snare	TR808 CHH 1	Dist Clap	MC808 Clash3	SH2 S Zap 2	DistGtrChord
62	RegularSnrMP	TR808 CHH 2	Hip Clap	MC808 Clash4	MG S Zap 2	CleanGtrCut
63	RegularSnrMF	TR606 CHH 1	PD Clap	TR909 Crash	SH2 S Zap 5	Gtr Trill
64	RegularSnr F	TR606 CHH 2	Cheap Clap	Analog Cym	MG S Zap 3	Gtr Cut
65	RegularSnrR1	TR606 DstCHH	Old Clap	TR606 Cym	SH2 S Zap 3	DistGtrRiff1
66	RegularSnrR2	Lite CHH	Real Clap	MC808 Ride 1	SH2 S Zap 4	DistGtrRiff2
67	RegularSnrG2	CR78 CHH	Group Clap	MC808 Ride 2	SH2 U Zap 1	Wah Gtr Riff
68	RegularSnrG3	DR55 CHH 1	TR707 Clap	MC808 Ride 3	SH2 U Zap 2	GtrShtSlide
69	R&B RegSnr 1	Fx CHH 1	Funk Clap	TR909 Ride	SH2 U Zap 3	BrsShortFall
70	R&B RegSnr 2	FxDrum CHH 1	Club Clap	TR707 Ride	SH2 U Zap 4	PopBrsAtk A
71	R&B RegSnrG1	Fx CHH 2	R8 Clap	TR909 Rim	SH2 U Zap 5	Flute Gliss
72	Funk Snr	Fx CHH 3	TR909 Clap 1	TR808 Rim	SH2 U Zap 6	Flute FX
73	Picc. Hrd Sn	Fx CHH 4	Disc Clap	R&B Rim 1	MG U Zap 1	Sax Fx 1
74	Picc. Rol Sn	Fx CHH 5	Clap Tail 1	R&B Rim 2	MG U Zap 2	Sax Fx 2

Note No.	110 Snare Menu 5	113 HH Menu 3	116 Perc Menu 1	119 SFX Menu	122 FX Menu 3	125 Voice Menu
59	FxDrum Snr 2	Regular CHH1	R8 Cowbell	Scratch 1	MG U Zap 3	One M
60	MC808Snare 1	Regular CHH2	R8 Hi Agogo	Scratch 2	MG Blip	Two M
61	MC808Snare 2	R8 Brush CHH	R8 LowAgogo	Scratch 3	Beam HiQ	Three M
62	MC808Snare 3	MC808 PHH	R8 HiCongaMt	Scratch 4	MG Attack	Four M
63	MC808Snare 4	Hip PHH	R8 HiCongaOp	V.Vinyl 1	MC808 FX 1	One F
64	MC808Snare 5	Pedal Hat	R8 LoCongaOp	V.Vinyl 2	MC808 FX 2	Two F
65	MC808Snare 6	TR909 PHH 1	Reg HiCng Mt	Water Drip	MC808 FX 3	Three F
66	MC808Snare 7	TR909 PHH 2	Reg HiCng Op	Sea	MC808 FX 4	Four F
67	MC808Snare 8	TR808 PHH 1	Reg LoCng Op	Dolphin Md	MC808 FX 5	Aha-Haha
68	MC808Snare 9	TR606 PHH 1	Reg HiBng Mt	Emergency	MC808 FX 7	Chi
69	MC808Snare10	TR606 PHH 2	Reg HiBng Op	Buzzer	MC808 FX 8	Yeah
70	MC808Snare11	MC808 OHH 1	Reg LoBng Op	Construct.	Beep	Put YourHand
71	MC808Snare12	MC808 OHH 2	Tambourine1	Turbine	MG U Zap 4	Say What
72	MC808Snare13	MC808 OHH 3	Tambourine2	Applause	MG Sweep	What
73	MC808Snare14	MC808 OHH 4	Tambourine3	Bomb Noise	Space FX Swp	Aah Formant
74	MC808Snare15	Regular OHH	Tambourine4	Thunderbolt	Reso FX	Eeh Formant

Note No.	111 HH Menu 1	114 HH Menu 4	117 Perc Menu 2	120 FX Menu 1	123 Hit&Stab 1	126 World Menu 1
59	MC808 CHH 1	HipHop OHH	Timbale Hi	FxDrum BD 2	Neat Hit1	TablaBayam 1
60	MC808 CHH 2	Comp OHH	Timbale Lo	Distorted 2	Neat Hit2	TablaBayam 2
61	MC808 CHH 3	Lo-Fi OHH	808 Maracas	Factory 1	Neat Hit3	TablaBayam 3
62	MC808 CHH 4	Fx OHH 1	Maracas	Factory 2	Neat Hit4	TablaBayam 4
63	MC808 CHH 5	Fx OHH 2	R8 Shaker A	Machine 1	Neat Hit5	TablaBayam 5
64	MC808 CHH 6	Fx OHH 3	R8 Cabasa	Machine 2	Neat Hit6	TablaBayam 6
65	MC808 CHH 7	Fx OHH 4	Triangle 1	AliasScratch	Ambient Hit	TablaBayam 7
66	Regular CHH1	FxDrum OHH 2	Triangle 2	Sliced	Trance Hit	Sitar Gliss
67	Regular CHH2	FxDrum OHH 1	Reg Guiro A	FxDrumNoize1	HeavyDistHit	Udo
68	Bristol CHH	TR909 OHH 1	Reg Guiro B	FxDrumNoize2	Distorted 1	Udu Pot1 Hi
69	R8 Brush CHH	TR909 OHH 2	Reg Guiro C	Interfering1	Techno Chord	Udu Pot1 Slp
70	HipHop CHH	TR808 OHH 1	Whistle Shrt	Interfering2	Soft Chord	Cajon 1
71	Comp CHH 1	TR808 OHH 2	Whistle	Interfering3	Voco Chord 1	Cajon 2
72	Comp CHH 2	TR606 OHH	TR727Quijada	MC808 FX 6	Voco Chord 2	Cajon 3
73	Lo-Fi CHH 1	Lite OHH	TR808 Claves	OSC Perc 1	Philly Hit	Atwan Dom
74	Lo-Fi CHH 2	CR78 OHH	R8 ClavesCmp	OSC Perc 2	OrchPrc Hit	Atwan Sak

Rhythm Set list

Note No. **127 World Menu 2**

59	Atwan Tac
C4 60	Duff Sacduf
61	Hawen Tac
62	Magribi Dom
63	Twesat Hc1
64	Twesat Hc2
65	Twesat O
66	AfroDrum Rat
67	Chenchen
68	Op Pandeiro
69	Mt Pandeiro
70	Asian Gong
71	Asian Gong
C5 72	RAMA Cymbal
73	RAMA Cymbal
74	RAMA Cymbal

128 Vocal Sample

59	SampleRap 1*
C4 60	SampleRap 2*
61	SampleRap 3*
62	Wah Wo 1 *
63	Wah *
64	Baby *
65	Wah Wo 2 *
66	Baby Boy
67	Fall This is
68	Anh
69	Yeah
70	
71	
C5 72	
73	
74	

“*” indicates tones that use two or more waves.

Bank Select and Program Change Correspondence Chart

Group	Number	Bank Select		Program Number
		MSB	LSB	
USER A	001-128	82	00	1-128
USER B	001-128	82	01	1-128
CARD A	001-128	81	32	1-128
CARD B	001-128	81	33	1-128

Pattern list (for US)

No.	Pattern Name	BPM	Meas.	Creator
001	SuperGrime!	122	8	David "Tweeky" Ahlund
002	Lover's Way	60	8	Shinichiro Murayama
003	My Only Tap	95	8	Huston Singletary
004	How U See It	115	8	
005	Dis Makes 4	96	8	
006	Kwizmer H2	110	8	
007	How U See It	111	8	
008	Tone E Hook	92	8	
009	HU-South	72	4	
010	Iz Over U	81	8	
011	Trip It Up4	94	4	
012	Sista-Matic	85	4	
013	Huston Kntrl	70	4	
014	Cold2Smooth	69	4	
015	Trill Out	76	2	
016	Pedro Is U	74	2	
017	Unkle M	76	4	
018	Wear It Well	82	4	
019	Summer Set	72	2	
020	Uuder Tow	115	4	
021	To The Left	60	2	
022	Fascination	75	2	
023	Syn-Huey	73	2	
024	HU-Smooth	64	2	
025	Star Jam	65	4	
026	Make It Low	85	4	
027	Get It	97	8	Shinichiro Murayama
028	In Da Mood	89	8	
029	Groove Floor	100	8	
030	Mellow Style	97	8	
031	Keep It Goin'	89	8	
032	Sweet'n' Sound	100	8	
033	Touch of Strings	88	8	
034	Urban Love	94	8	
035	The Edge	100	8	
036	da Bells	92	4	Roland Corporation U.S.
037	OB's treat	89	4	
038	Pizz4U	97	4	
039	Rockin' Bump	93	4	
040	Geeeeeezzz	92	4	
041	Crazy Drunk	100	4	
042	My My	70	4	
043	Step Off	70	4	
044	Beat Street	132	4	
045	Lil Boy	101	4	
046	Over There	90	4	
047	Muffin	125	4	
048	Dirty Dirty	97	4	
049	Zippy	106	4	
050	Mini Truck	123	4	
051	Sugar Daddy	92	4	
052	Dollar Short	98	4	
053	Cubby	89	4	
054	Oral Exam	99	4	
055	L Is 4 Love!	100	4	Roland Corporation U.S.
056	Watcha Watcha	105	4	
057	I Cant BreAf	75	4	
058	Stinky Toes!	100	4	
059	Call Me SheeN!	95	4	
060	ReGGaeToN 1	105	4	
061	ReGGaeToN 2	94	4	
062	ReGGaeToN 3	94	4	
063	DaNzhall 1	105	4	
064	DaNzhall 2	105	4	
065	Nothing	125	4	
066	Tha Bumpz	125	4	
067	Rocky Breakz	135	4	
068	MaaCeo 2006	128	4	
069	Gasper	99	4	Roland Corporation
070	Vitamin Z	119	4	
071	Dirty Boyz	130	4	
072	Tower The KH	100	4	
073	Dubly Life	146	4	
074	Get up!	97	4	
075	Common Session	100	8	
076	Mood ForTheLife	123	4	
077	Take Over	93	8	
078	CTU	95	4	

No.	Pattern Name	BPM	Meas.	Creator
079	Slippery Wed	140	4	Sterling Moss
080	Slammer Jammer	138	4	
081	Lay Downed	142	8	
082	Jiggy Bigup	140	4	
083	Layed Out	138	4	
084	Deep Angles	138	8	
085	Triptonite	141	4	
086	Distortonation	142	8	
087	Roundabout	134	4	
088	Clackajam	142	8	
089	Easy Money	138	4	
090	Party Time!	143	4	
091	Street Sounds	136	4	
092	Sliding Moves	142	4	
093	Feeling House	142	8	
094	Melodic Trance 2	140	8	Manuel Schleis
095	Tektrance 1	142	8	
096	Back to 94	130	8	
097	Melodic Trance 1	128	8	
098	Monoelectrique	128	8	
099	Funky House	128	8	
100	PoP-Fusion	100	4	
101	TekTrance 2	140	8	
102	Chillin' House	128	8	
103	El Ritmo	128	8	
104	Chicken & Curry	130	8	
105	Powerpop Beatz	130	4	
106	Hands Up!	142	8	
107	Dream Dance	140	8	
108	Monoelectrique 2	128	8	
109	DEVGRU	132	4	Heigo Tani
110	Strider	130	8	
111	SiGlocKimber	135	4	
112	CQB	140	4	
113	LargeSmallWorld	125	4	
114	TheGreenLine	127	8	
115	GOLD V12	130	4	
116	HexagonMemory	115	8	
117	Wall54321!!Zero	135	8	
118	PKTN	127	4	
119	DubDream	120	4	
120	PASSION!!	132	4	
121	RobotLove	132	4	
122	FullMetalRose	125	4	
123	FutureTrain	110	4	
124	Lab Beats	115	8	David "Tweeky" Ahlund
125	Hybrid Hop	105	4	
126	Vampire Dance	150	8	
127	The Meadow	116	4	
128	Contrast Beats	110	4	
129	Electric Boogie	113	8	
130	Wildlife	170	8	
131	Airee!	110	4	
132	Secret Spot	140	8	
133	Submarine Trip	80	4	
134	Full-On Beats!	130	4	
135	You're Toast!	105	4	
136	Strobe Shock	140	4	
137	Party Trance	143	8	
138	IndustriTech	135	4	Justin Berkovi
139	Deep End	128	8	
140	Get You	134	8	
141	Acid Thunda	134	4	
142	Cool Girl	128	4	
143	Karmer	132	4	
144	Lushus	132	4	
145	Nurture	132	8	
146	Purge	100	8	
147	The hood	100	4	
148	Into You	100	4	
149	Houses	125	4	
150	Berksville	125	4	
151	Scenic	130	4	
152	Blast	140	4	

Pattern list (for US)

No.	Pattern Name	BPM	Meas.	Creator
153	Para Para Fire	150	8	Remo-con
154	Memory Brass	129	8	
155	Euro Heart Beat	155	8	
156	G-psy	145	4	
157	Cold Game	145	8	
158	Machinist	145	8	
159	Bang The Floor	148	8	Roland Corporation
160	TrancelsParadise	148	8	
161	Psych Baster	145	8	
162	Dimension 808	150	8	
163	Mystery Paranoia	150	8	
164	Escape Code	170	8	
165	All My Bass	180	8	Kilian Schweer
166	DnB	170	8	
167	Silk	95	4	
168	Spring	65	2	
169	E-Ska	205	8	
170	Old Man	82	4	
171	007	94	4	
172	Middle Ages	110	8	
173	Lounge	77	8	
174	Fun N Chase	85	4	
175	My Chamber	100	4	
176	Take Chill Off!	124	8	
177	Easter Bunny	140	8	
178	NDW	180	8	
179	Xperience	120	8	
180	A Raver's Film	85	8	
181	Spicy Massala	130	8	Steven Keen
182	club@2am.de	140	8	
183	Aaron Bee	90	4	
184	DanceInDaHall	100	4	
185	Nitty Gritty	125	8	
186	Maryland, US	126	8	
187	Undagrounde	100	4	
188	Altern8tive	150	8	
189	SteamyAreEnBee	140	4	
190	French Butter	180	8	
191	Cool&Collected	130	8	
192	LaidBackBounce	134	8	
193	BackyardBoogie	128	8	
194	MadProgression	136	8	
195	Aggression	140	4	
196	Dapht Dunque	127	8	
197	Loungebreak	111	4	Hans-Joerg Scheffler
198	Human Kind	80	4	
199	Cat Walk	126	4	
200	Dance&Trendal	132	8	
201	Doggy Chill	80	4	
202	Put yo Hans up	120	4	
203	eyePop Shuffle	122	4	
204	Funk Jood	135	8	
205	Swampthing	114	8	
206	Opposite Sax	180	8	
207	Endolphin Dance	138	8	
208	Trance A.M.	134	8	
209	Seq GROOVE	127	4	Roland Corporation U.S.
210	Revive	128	8	
211	B-Who?	128	4	
212	Calculate	138	8	
213	Classic Trance 1	135	8	
214	Classic Trance 2	138	8	
215	Test 5	109	4	
216	Silly Pimp	105	4	
217	Sick 303	128	8	
218	Electro Rave	138	8	
219	JungleFevah!	178	4	Tim Hufken
220	Spacefunk!	108	8	
221	Ibiza Love	137	4	
222	Fast Lane!	154	8	
223	Lao's Dance	138	8	
224	Mellow Groove	125	8	
225	Sinister	135	4	
226	Rays of the sun	144	4	
227	LadiesEverywhere	124	4	
228	So sorry now	99	8	
229	SoundScape	50	8	
230	Tha bus is late!	125	4	

No.	Pattern Name	BPM	Meas.	Creator
231	Speedz'UP	139	8	Markus Schneider
232	Houz'Till'Dawn	141	8	
233	MatterOFFat	136	8	
234	ObStructlONIST	126	8	
235	OffCircler	126	8	
236	PetSoundZA	129	8	
237	Q'and'Not'U	143	8	
238	QuirkyBreakz	129	8	
239	RndmAcSMemory	143	8	
240	R'u'Electric	126	8	
241	TanzTeeHouz	141	8	
242	TeuTonicBeat	132	8	
243	ThePingPanther	143	8	
244	trOika beAt	132	8	
245	WalkTheWalk	126	8	
246	Crazy Melo	142	8	Michel Pougin
247	Dreams of LFO	142	8	
248	Delayed Bandpass	142	8	
249	Reborn Groove	142	8	
250	Harpsichord	142	8	
251	Nasty Saw	142	8	
252	Oxygo Trance	142	8	
253	Sequence A	142	8	
254	Sidechain Trance	142	8	
255	Let's Move	142	8	
256	Sick'n Silly	142	8	

No.: Pattern Number / Meas.: Measure Length

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Pattern list (for International)

No.	Pattern Name	BPM	Meas.	Creator	
001	SuperGrime!	122	8	David "Tweezy" Ahlund	
002	Lover's Way	60	8	Shinichiro Murayama	
003	Melodic Trance 2	140	8	Manuel Schleis	
004	Tektrance 1	142	8		
005	Back to 94	130	8		
006	Melodic Trance 1	128	8		
007	Monoelectrique	128	8		
008	Funky House	128	8		
009	PoP-Fusion	100	4		
010	TekTrance 2	140	8		
011	Chillin' House	128	8		
012	El Rithmo	128	8		
013	Chicken & Curry	130	8		
014	Powerpop Beatz	130	4		
015	Hands Up!	142	8		
016	Dream Dance	140	8		
017	Monoelectrique 2	128	8		
018	Slippery Wed	140	4	Sterling Moss	
019	Slammer Jammer	138	4		
020	Lay Downed	142	8		
021	Jiggy Bigup	140	4		
022	Layed Out	138	4		
023	Deep Angles	138	8		
024	Triptonite	141	4		
025	Distortionation	142	8		
026	Roundabout	134	4		
027	Clackajam	142	8		
028	Easy Money	138	4		
029	Party Time!	143	4		
030	Street Sounds	136	4		
031	Sliding Moves	142	4		
032	Feeling House	142	8		
033	Lab Beats	115	8		David "Tweezy" Ahlund
034	Hybrid Hop	105	4		
035	Vampire Dance	150	8		
036	The Meadow	116	4		
037	Contrast Beats	110	4		
038	Electric Boogie	113	8		
039	Wildlife	170	8		
040	Airee!	110	4		
041	Secret Spot	140	8		
042	Submarine Trip	80	4		
043	Full-On Beats!	130	4		
044	You're Toast!	105	4		
045	Strobe Shock	140	4		
046	Party Trance	143	8		
047	Industritech	135	4	Justin Berkovi	
048	Deep End	128	8		
049	Get You	134	8		
050	Acid Thunda	134	4		
051	Cool Girl	128	4		
052	Karmer	132	4		
053	Lushus	132	4		
054	Nurture	132	8		
055	Purge	100	8		
056	The hood	100	4		
057	Into You	100	4		
058	Houses	125	4		
059	Berksville	125	4		
060	Scenic	130	4		
061	Blast	140	4		
062	DEVGRU	132	4	Heigo Tani	
063	Strider	130	8		
064	SiGlocKimber	135	4		
065	CQB	140	4		
066	LargeSmallWorld	125	4		
067	TheGreenLine	127	8		
068	GOLD V12	130	4		
069	HexagonMemory	115	8		
070	Wall54321!!Zero	135	8		
071	PKTN	127	4		
072	DubDream	120	4		
073	PASSION!!	132	4		
074	RobotLove	132	4		
075	FullMetalRose	125	4		
076	FutureTrain	110	4		

No.	Pattern Name	BPM	Meas.	Creator	
077	Para Para Fire	150	8	Remo-con	
078	Memory Brass	129	8		
079	Euro Heart Beat	155	8		
080	G-psy	145	4		
081	Cold Game	145	8		
082	Machinist	145	8		
083	Bang The Floor	148	8	Roland Corporation	
084	TrancelsParadise	148	8		
085	Psych Baster	145	8		
086	Dimension 808	150	8		
087	Mystery Paranoia	150	8		
088	Escape Code	170	8		
089	All My Bass	180	8		Kilian Schweer
090	DnB	170	8		
091	Silk	95	4		
092	Spring	65	2		
093	E-Ska	205	8		
094	Old Man	82	4		
095	007	94	4		
096	Middle Ages	110	8		
097	Lounge	77	8		
098	Fun N Chase	85	4		
099	My Chamber	100	4		
100	Take Chill Off!	124	8		
101	Easter Bunny	140	8		
102	NDW	180	8		
103	Xperience	120	8		
104	A Raver's Film	85	8		
105	Spicy Massala	130	8	Steven Keen	
106	club@2am.de	140	8		
107	Aaron Bee	90	4		
108	DanceInDaHall	100	4		
109	Nitty Gritty	125	8		
110	Maryland, US	126	8		
111	Undagrounde	100	4		
112	Altern8tive	150	8		
113	SteamyAreEnBee	140	4		
114	French Butter	180	8		
115	Cool&Collected	130	8		
116	LaidBackBounce	134	8		
117	BackyardBoogie	128	8		
118	MadProgression	136	8		
119	Aggression	140	4		
120	Dapht Dunque	127	8		
121	Loungebreak	111	4	Hans-Joerg Scheffler	
122	Human Kind	80	4		
123	Cat Walk	126	4		
124	Dance&Trendal	132	8		
125	Doggy Chill	80	4		
126	Put yo Hans up	120	4		
127	eyePop Shuffle	122	4		
128	Funk Jood	135	8		
129	Swampthing	114	8		
130	Opposite Sax	180	8		
131	Endolphin Dance	138	8		
132	Trance A.M.	134	8		
133	Crazy Melo	142	8		Michel Pougjn
134	Dreams of LFO	142	8		
135	Delayed Bandpass	142	8		
136	Reborn Groove	142	8		
137	Harpsichord	142	8		
138	Nasty Saw	142	8		
139	Oxygo Trance	142	8		
140	Sequence A	142	8		
141	Sidechain Trance	142	8		
142	Let's Move	142	8		
143	Sick'n Silly	142	8		
144	JungleFevah!	178	4	Tim Hüfken	
145	Spacefunk!	108	8		
146	Ibiza Love	137	4		
147	Fast Lane!	154	8		
148	Lao's Dance	138	8		
149	Mellow Groove	125	8		
150	Sinister	135	4		
151	Rays of the sun	144	4		
152	LadiesEverywhere	124	4		
153	So sorry now	99	8		
154	SoundScape	50	8		
155	Tha bus is late!	125	4		

Pattern list (for International)

No.	Pattern Name	BPM	Meas.	Creator	
156	Speedz'UP	139	8	Markus Schneider	
157	Houz'Till'Dawn	141	8		
158	MatterOFFat	136	8		
159	ObStructlONIST	126	8		
160	OffCircler	126	8		
161	PetSoundZA	129	8		
162	Q'and'Not'U	143	8		
163	QuirkyBreakz	129	8		
164	RndmAcSMemory	143	8		
165	R'u'Electric	126	8		
166	TanzTeeHouz	141	8		
167	TeuTonicBeat	132	8		
168	ThePingPanther	143	8		
169	trOika beAt	132	8		
170	WalkTheWalk	126	8		
171	Seq GROOVE	127	4		Roland Corporation U.S.
172	Revive	128	8		
173	B-Who?	128	4		
174	Calculate	138	8		
175	Classic Trance 1	135	8		
176	Classic Trance 2	138	8		
177	Test 5	109	4		
178	Silly Pimp	105	4		
179	Sick 303	128	8		
180	Electro Rave	138	8		
181	My Only Tap	95	8	Huston Singletary	
182	How U See It	115	8		
183	Dis Makes 4	96	8		
184	Kwizmer H2	110	8		
185	How U See It	111	8		
186	Tone E Hook	92	8		
187	HU-South	72	4		
188	Iz Over U	81	8		
189	Trip It Up4	94	4		
190	Sista-Matic	85	4		
191	Huston Kntrl	70	4		
192	Cold2Smooth	69	4		
193	Trill Out	76	2		
194	Pedro Is U	74	2		
195	Unkle M	76	4		
196	Wear It Well	82	4		
197	Summer Set	72	2		
198	Uder Tow	115	4		
199	To The Left	60	2		
200	Fascination	75	2		
201	Syn-Huey	73	2		
202	HU-Smooth	64	2		
203	Star Jam	65	4		
204	Make It Low	85	4		
205	Get It	97	8	Shinichiro Murayama	
206	In Da Mood	89	8		
207	Groove Floor	100	8		
208	Mellow Style	97	8		
209	Keep It Goin'	89	8		
210	Sweet'n' Sound	100	8		
211	Touch of Strings	88	8		
212	Urban Love	94	8		
213	The Edge	100	8		

No.	Pattern Name	BPM	Meas.	Creator
214	da Bells	92	4	Roland Corporation U.S.
215	OB's treat	89	4	
216	Pizz4U	97	4	
217	Rockin' Bump	93	4	
218	GeeeeeZZZ	92	4	
219	Crazy Drunk	100	4	
220	My My	70	4	
221	Step Off	70	4	
222	Beat Street	132	4	
223	Lil Boy	101	4	
224	Over There	90	4	
225	Muffin	125	4	
226	Dirty Dirty	97	4	
227	Zippy	106	4	
228	Mini Truck	123	4	
229	Sugar Daddy	92	4	
230	Dollar Short	98	4	
231	Cubby	89	4	
232	Oral Exam	99	4	
233	L Is 4 Love!	100	4	
234	Watcha Watcha	105	4	
235	I Cant BreAf	75	4	
236	Stinky Toes!	100	4	
237	Call Me SheeN!	95	4	
238	ReGGaeToN 1	105	4	
239	ReGGaeToN 2	94	4	
240	ReGGaeToN 3	94	4	
241	DaNzhall 1	105	4	
242	DaNzhall 2	105	4	
243	Nothing	125	4	
244	Tha Bumpz	125	4	
245	Rocky Breakz	135	4	
246	MaaCeO 2006	128	4	
247	Gaspar	99	4	Roland Corporation
248	Vitamin Z	119	4	
249	Dirty Boyz	130	4	
250	Tower The KH	100	4	
251	Dubly Life	146	4	
252	Get up!	97	4	
253	Common Session	100	8	
254	Mood ForTheLife	123	4	
255	Take Over	93	8	
256	CTU	95	4	

No.: Pattern Number / Meas.: Measure Length

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RPS Pattern list

No.	Pattern Name	No.	Pattern Name	No.	Pattern Name	No.	Pattern Name
257	Trance Drum 1	316	Trance Bass 5	371	Snare Fill 2	426	Perc. Fill 14
258	Trance Drum 2	317	Trance Bass 6	372	Snare Fill 3	427	Perc. Fill 15
259	Trance Drum 3	318	Trance Bass 7	373	Snare Fill 4	428	Perc. Fill 16
260	Trance Drum 4	319	Trance Bass 8	374	Snare Fill 5	429	Perc. Fill 17
261	Trance Drum 5	320	Trance Bass 9	375	Snare Fill 6	430	Perc. Fill 18
262	Trance Drum 6	321	Trance Bass 10	376	Snare Fill 7	431	Perc. Fill 19
263	Trance Drum 7	322	Techno Bass 1	377	Snare Fill 8	432	Perc. Fill 20
264	Trance Drum 8	323	Techno Bass 2	378	Snare Fill 9	433	Perc. Fill 21
265	Trance Drum 9	324	Techno Bass 3	379	Hi-hat Fill 1	434	Perc. Fill 22
266	Trance Drum 10	325	Techno Bass 4	380	Hi-hat Fill 2	435	Perc. Fill 23
267	Techno Drum 1	326	Techno Bass 5	381	Hi-hat Fill 3	436	Perc. Fill 24
268	Techno Drum 2	327	Techno Bass 6	382	Hi-hat Fill 4	437	Perc. Fill 25
269	Techno Drum 3	328	Electro Bass 1	383	Hi-hat Fill 5	438	Perc. Fill 26
270	Techno Drum 4	329	Electro Bass 2	384	Hi-hat Fill 6	439	Perc. Fill 27
271	Techno Drum 5	330	Electro Bass 3	385	Hi-hat Fill 7	440	Perc. Fill 28
272	Techno Drum 6	331	Electro Bass 4	386	Hi-hat Fill 8	441	Perc. Fill 29
273	Electro Drum 1	332	Hard House Bass1	387	Hi-hat Fill 9	442	Perc. Fill 30
274	Electro Drum 2	333	Hard House Bass2	388	Hi-hat Fill 10	443	Tambourine 1
275	Electro Drum 3	334	Hard House Bass3	389	Hi-hat Fill 11	444	Tambourine 2
276	Electro Drum 4	335	Pop House Bass 1	390	Hi-hat Fill 12	445	Tambourine 3
277	Hard House Drum1	336	Pop House Bass 2	391	Hi-hat Fill 13	446	Tambourine 4
278	Hard House Drum2	337	House Bass 1	392	Hi-hat Fill 14	447	Tambourine 5
279	Pop House Drum 1	338	House Bass 2	393	Hi-hat Fill 15	448	Tambourine 6
280	Pop House Drum 2	339	House Bass 3	394	Hi-hat Fill 16	449	Triangle
281	House Drum 1	340	House Bass 4	395	Hi-hat Fill 17	450	Scratch 1
282	House Drum 2	341	BreakBeats Bass1	396	Hi-hat Fill 18	451	Scratch 2
283	House Drum 3	342	BreakBeats Bass2	397	Cymbal Fill 1	452	Scratch 3
284	House Drum 4	343	BreakBeats Bass3	398	Cymbal Fill 2	453	Scratch 4
285	BreakBeats Drum1	344	BreakBeats Bass4	399	Cymbal Fill 3	454	Scratch 5
286	BreakBeats Drum2	345	BreakBeats Bass5	400	Cymbal 1	455	Scratch 6
287	BreakBeats Drum3	346	BreakBeats Bass6	401	Cymbal 2	456	Piano 1
288	BreakBeats Drum4	347	Drumn Bass Bass1	402	Cymbal 3	457	Piano 2
289	BreakBeats Drum5	348	Drumn Bass Bass2	403	Cymbal 4	458	Piano 3
290	BreakBeats Drum6	349	Hip Hop Bass 1	404	Clap Fill 1	459	Piano 4
291	DrumnBass Drum 1	350	Hip Hop Bass 2	405	Clap Fill 2	460	Piano 5
292	DrumnBass Drum 2	351	Hip Hop Bass 3	406	Clap Fill 3	461	E.Piano 1
293	DrumnBass Drum 3	352	Hip Hop Bass 4	407	Clap Fill 4	462	E.Piano 2
294	DrumnBass Drum 4	353	Chill Out Bass 1	408	Clap Fill 5	463	E.Piano 3
295	Hip Hop Drum 1	354	Chill Out Bass 2	409	Clap Fill 6	464	E.Piano 4
296	Hip Hop Drum 2	355	R&B Bass 1	410	Clap Fill 7	465	E.Piano 5
297	Hip Hop Drum 3	356	R&B Bass 2	411	Tom Fill 1	466	E.Piano 6
298	Hip Hop Drum 4	357	R&B Bass 3	412	Tom Fill 2	467	E.Piano 7
299	Chill Out Drum 1	358	R&B Bass 4	413	Perc. Fill 1	468	E.Piano 8
300	Chill Out Drum 2	359	DanceHall Bass 1	414	Perc. Fill 2	469	E.Piano 9
301	R&B Drum 1	360	DanceHall Bass 2	415	Perc. Fill 3	470	E.Piano 10
302	R&B Drum 2	361	Reggae Bass 1	416	Perc. Fill 4	471	E.Piano 11
303	R&B Drum 3	362	Reggae Bass 2	417	Perc. Fill 5	472	E.Piano 12
304	R&B Drum 4	363	Kick Fill 1	418	Perc. Fill 6	473	E.Piano 13
305	DanceHall Drum 1	364	Kick Fill 2	419	Perc. Fill 7	474	Organ 1
306	DanceHall Drum 2	365	Kick Fill 3	420	Perc. Fill 8	475	Organ 2
307	Reggae Drum 1	366	Kick Fill 4	421	Perc. Fill 9	476	Guitar Riff 1
308	Reggae Drum 2	367	Kick Fill 5	422	Perc. Fill 10	477	Guitar Riff 2
309	Voice Drum 1	368	Kick Fill 6	423	Perc. Fill 11	478	Guitar Riff 3
310	Voice Drum 2	369	Kick Fill 7	424	Perc. Fill 12	479	Guitar Riff 4
311	Vox Drum 3	370	Snare Fill 1	425	Perc. Fill 13	480	Guitar Riff 5
312	Trance Bass 1						
313	Trance Bass 2						
314	Trance Bass 3						
315	Trance Bass 4						

RPS Pattern list

No.	Pattern Name	No.	Pattern Name	No.	Pattern Name	No.	Pattern Name
481	Guitar Riff 6	536	Synth Pad 15	591	Synth Riff 48	646	Voice 2
482	Guitar Riff 7	537	Synth Pad 16	592	Synth Riff 49	647	Voice 3
483	Guitar Riff 8	538	Synth Pad 17	593	Synth Riff 50	648	Voice 4
484	Guitar Riff 9	539	Synth Pad 18	594	Synth Riff 51	649	Voice 5
485	Guitar Riff 10	540	Synth Pad 19	595	Synth Riff 52	650	Voice 6
486	Guitar Riff 11	541	Synth Pad 20	596	Synth Riff 53	651	Voice 7
487	Guitar Riff 12	542	Synth Pad 21	597	Synth Riff 54	652	Voice 8
488	Guitar Riff 13	543	Synth Pad 22	598	Synth Riff 55	653	Voice 9
489	Guitar Riff 14	544	Synth Riff 1	599	Synth Riff 56	654	Voice 10
490	Guitar Riff 15	545	Synth Riff 2	600	Synth Riff 57	655	Voice 11
491	Strings 1	546	Synth Riff 3	601	Synth Riff 58	656	Voice 12
492	Strings 2	547	Synth Riff 4	602	Synth Seq 1	657	Voice 13
493	Strings 3	548	Synth Riff 5	603	Synth Seq 2	658	FX 1
494	Strings 4	549	Synth Riff 6	604	Synth Seq 3	659	FX 2
495	Strings 5	550	Synth Riff 7	605	Synth Seq 4	660	FX 3
496	Strings 6	551	Synth Riff 8	606	Synth Seq 5	661	FX 4
497	Strings 7	552	Synth Riff 9	607	Synth Seq 6	662	FX 5
498	Strings 8	553	Synth Riff 10	608	Synth Seq 7	663	FX 6
499	Strings 9	554	Synth Riff 11	609	Synth Seq 8	664	FX 7
500	Strings 10	555	Synth Riff 12	610	Synth Seq 9	665	FX 8
501	Strings 11	556	Synth Riff 13	611	Synth Seq 10	666	FX 9
502	Vox 1	557	Synth Riff 14	612	Synth Seq 11	667	FX 10
503	Vox 2	558	Synth Riff 15	613	Synth Seq 12	668	FX 11
504	Brass 1	559	Synth Riff 16	614	Synth Seq 13	669	FX 12
505	Brass 2	560	Synth Riff 17	615	Synth Seq 14	670	FX 13
506	Flute 1	561	Synth Riff 18	616	Synth Seq 15	671	FX 14
507	Flute 2	562	Synth Riff 19	617	Synth Seq 16	672	FX 15
508	Bell 1	563	Synth Riff 20	618	Synth Seq 17	673	FX 16
509	Bell 2	564	Synth Riff 21	619	Synth Seq 18	674	FX 17
510	Bell 3	565	Synth Riff 22	620	Synth Seq 19	675	FX 18
511	Mallet	566	Synth Riff 23	621	Synth Seq 20	676	FX 19
512	Vibraphone 1	567	Synth Riff 24	622	Synth Seq 21	677	FX 20
513	Vibraphone 2	568	Synth Riff 25	623	Synth Seq 22	678	FX 21
514	Vibraphone 3	569	Synth Riff 26	624	Synth Seq 23	679	FX 22
515	Xylophone	570	Synth Riff 27	625	Synth Seq 24	680	FX 23
516	Synth Lead 1	571	Synth Riff 28	626	Synth Seq 25	681	FX 24
517	Synth Lead 2	572	Synth Riff 29	627	Synth Seq 26	682	FX 25
518	Synth Lead 3	573	Synth Riff 30	628	Synth Seq 27	683	FX 26
519	Synth Lead 4	574	Synth Riff 31	629	Synth Seq 28		
520	Synth Lead 5	575	Synth Riff 32	630	Synth Seq 29		
521	Synth Lead 6	576	Synth Riff 33	631	Synth Seq 30		
522	Synth Pad 1	577	Synth Riff 34	632	Synth Seq 31		
523	Synth Pad 2	578	Synth Riff 35	633	Synth Seq 32		
524	Synth Pad 3	579	Synth Riff 36	634	Synth Seq 33		
525	Synth Pad 4	580	Synth Riff 37	635	Synth Seq 34		
526	Synth Pad 5	581	Synth Riff 38	636	Synth Seq 35		
527	Synth Pad 6	582	Synth Riff 39	637	Synth Seq 36		
528	Synth Pad 7	583	Synth Riff 40	638	Synth Seq 37		
529	Synth Pad 8	584	Synth Riff 41	639	Synth Seq 38		
530	Synth Pad 9	585	Synth Riff 42	640	Synth Seq 39		
531	Synth Pad 10	586	Synth Riff 43	641	Synth Seq 40		
532	Synth Pad 11	587	Synth Riff 44	642	Synth Seq 41		
533	Synth Pad 12	588	Synth Riff 45	643	Synth Seq 42		
534	Synth Pad 13	589	Synth Riff 46	644	Synth Seq 43		
535	Synth Pad 14	590	Synth Riff 47	645	Voice 1		

RPS Set list

Pad No. Pattern Name

01. Trance

1 257 Trance Drum 1
2 258 Trance Drum 2
3 312 Trance Bass 1
4 313 Trance Bass 2
5 386 Hi-hat Fill 8
6 461 E.Piano 1
7 476 Guitar Riff 1
8 522 Synth Pad 1
9 544 Synth Riff 1
10 545 Synth Riff 2
11 546 Synth Riff 3
12 602 Synth Seq 1
13 603 Synth Seq 2
14 604 Synth Seq 3
15 491 Strings 1
16 658 FX 1

02. Hard Trance

1 259 Trance Drum 3
2 260 Trance Drum 4
3 314 Trance Bass 3
4 315 Trance Bass 4
5 413 Perc. Fill 1
6 523 Synth Pad 2
7 524 Synth Pad 3
8 547 Synth Riff 4
9 548 Synth Riff 5
10 549 Synth Riff 6
11 605 Synth Seq 4
12 606 Synth Seq 5
13 607 Synth Seq 6
14 659 FX 2
15 660 FX 3
16 661 FX 4

03. Pop Trance

1 261 Trance Drum 5
2 262 Trance Drum 6
3 316 Trance Bass 5
4 317 Trance Bass 6
5 414 Perc. Fill 2
6 456 Piano 1
7 525 Synth Pad 4
8 550 Synth Riff 7
9 551 Synth Riff 8
10 552 Synth Riff 9
11 553 Synth Riff 10
12 608 Synth Seq 7
13 609 Synth Seq 8
14 610 Synth Seq 9
15 379 Hi-hat Fill 1
16 402 Cymbal 3

04. TechTrance

1 263 Trance Drum 7
2 264 Trance Drum 8
3 318 Trance Bass 7
4 319 Trance Bass 8
5 415 Perc. Fill 3
6 526 Synth Pad 5
7 527 Synth Pad 6
8 528 Synth Pad 7
9 554 Synth Riff 11
10 555 Synth Riff 12
11 611 Synth Seq 10
12 612 Synth Seq 11
13 443 Tambourine 1
14 662 FX 5
15 663 FX 6
16 403 Cymbal 4

Pad No. Pattern Name

05. ClassicTrance

1 265 Trance Drum 9
2 266 Trance Drum 10
3 320 Trance Bass 9
4 321 Trance Bass 10
5 387 Hi-hat Fill 9
6 416 Perc. Fill 4
7 417 Perc. Fill 5
8 474 Organ 1
9 529 Synth Pad 8
10 556 Synth Riff 13
11 557 Synth Riff 14
12 558 Synth Riff 15
13 559 Synth Riff 16
14 560 Synth Riff 17
15 613 Synth Seq 12
16 614 Synth Seq 13

06. Techno1

1 267 Techno Drum 1
2 268 Techno Drum 2
3 322 Techno Bass 1
4 323 Techno Bass 2
5 388 Hi-hat Fill 10
6 418 Perc. Fill 6
7 419 Perc. Fill 7
8 516 Synth Lead 1
9 530 Synth Pad 9
10 561 Synth Riff 18
11 562 Synth Riff 19
12 615 Synth Seq 14
13 616 Synth Seq 15
14 617 Synth Seq 16
15 664 FX 7
16 665 FX 8

07. Techno2

1 269 Techno Drum 3
2 270 Techno Drum 4
3 324 Techno Bass 3
4 325 Techno Bass 4
5 389 Hi-hat Fill 11
6 420 Perc. Fill 8
7 421 Perc. Fill 9
8 531 Synth Pad 10
9 532 Synth Pad 11
10 618 Synth Seq 17
11 619 Synth Seq 18
12 620 Synth Seq 19
13 621 Synth Seq 20
14 666 FX 9
15 667 FX 10
16 402 Cymbal 3

08. Techno3

1 271 Techno Drum 5
2 272 Techno Drum 6
3 326 Techno Bass 5
4 327 Techno Bass 6
5 533 Synth Pad 12
6 563 Synth Riff 20
7 564 Synth Riff 21
8 565 Synth Riff 22
9 566 Synth Riff 23
10 567 Synth Riff 24
11 568 Synth Riff 25
12 622 Synth Seq 21
13 623 Synth Seq 22
14 624 Synth Seq 23
15 668 FX 11
16 402 Cymbal 3

Pad No. Pattern Name

09. Electro 1

1 273 Electro Drum 1
2 274 Electro Drum 2
3 328 Electro Bass 1
4 329 Electro Bass 2
5 384 Hi-hat Fill 6
6 422 Perc. Fill 10
7 444 Tambourine 2
8 569 Synth Riff 26
9 570 Synth Riff 27
10 625 Synth Seq 24
11 626 Synth Seq 25
12 627 Synth Seq 26
13 453 Scratch 4
14 374 Snare Fill 5
15 397 Cymbal Fill 1
16 403 Cymbal 4

10. Electro2

1 275 Electro Drum 3
2 276 Electro Drum 4
3 330 Electro Bass 3
4 331 Electro Bass 4
5 381 Hi-hat Fill 3
6 423 Perc. Fill 11
7 477 Guitar Riff 2
8 534 Synth Pad 13
9 571 Synth Riff 28
10 572 Synth Riff 29
11 573 Synth Riff 30
12 628 Synth Seq 27
13 629 Synth Seq 28
14 375 Snare Fill 6
15 398 Cymbal Fill 2
16 403 Cymbal 4

11. HardHouse

1 277 Hard House Drum1
2 278 Hard House Drum2
3 332 Hard House Bass1
4 333 Hard House Bass2
5 334 Hard House Bass3
6 390 Hi-hat Fill 12
7 457 Piano 2
8 458 Piano 3
9 574 Synth Riff 31
10 575 Synth Riff 32
11 576 Synth Riff 33
12 630 Synth Seq 29
13 631 Synth Seq 30
14 632 Synth Seq 31
15 382 Hi-hat Fill 4
16 402 Cymbal 3

12. PopHouse

1 279 Pop House Drum 1
2 280 Pop House Drum 2
3 335 Pop House Bass 1
4 336 Pop House Bass 2
5 424 Perc. Fill 12
6 425 Perc. Fill 13
7 462 E.Piano 2
8 535 Synth Pad 14
9 536 Synth Pad 15
10 577 Synth Riff 34
11 578 Synth Riff 35
12 579 Synth Riff 36
13 633 Synth Seq 32
14 634 Synth Seq 33
15 492 Strings 2
16 669 FX 12

Pad No. Pattern Name

13. House1

1 281 House Drum 1
2 282 House Drum 2
3 337 House Bass 1
4 338 House Bass 2
5 426 Perc. Fill 14
6 412 Tom Fill 2
7 463 E.Piano 3
8 475 Organ 2
9 478 Guitar Riff 3
10 517 Synth Lead 2
11 580 Synth Riff 37
12 493 Strings 3
13 445 Tambourine 3
14 512 Vibraphone 1
15 506 Flute 1
16 670 FX 13

14. House2

1 283 House Drum 3
2 284 House Drum 4
3 339 House Bass 3
4 340 House Bass 4
5 427 Perc. Fill 15
6 464 E.Piano 4
7 459 Piano 4
8 479 Guitar Riff 4
9 581 Synth Riff 38
10 582 Synth Riff 39
11 494 Strings 4
12 446 Tambourine 4
13 513 Vibraphone 2
14 655 Voice 11
15 671 FX 14
16 672 FX 15

15. BreakBeats 1

1 285 BreakBeats Drum1
2 286 BreakBeats Drum2
3 341 BreakBeats Bass1
4 342 BreakBeats Bass2
5 391 Hi-hat Fill 13
6 428 Perc. Fill 16
7 429 Perc. Fill 17
8 480 Guitar Riff 5
9 465 E.Piano 5
10 537 Synth Pad 16
11 583 Synth Riff 40
12 584 Synth Riff 41
13 635 Synth Seq 34
14 447 Tambourine 5
15 514 Vibraphone 3
16 673 Cymbal 3

16. BreakBeats2

1 287 BreakBeats Drum3
2 288 BreakBeats Drum4
3 343 BreakBeats Bass3
4 344 BreakBeats Bass4
5 430 Perc. Fill 18
6 431 Perc. Fill 19
7 432 Perc. Fill 20
8 481 Guitar Riff 6
9 466 E.Piano 6
10 518 Synth Lead 3
11 585 Synth Riff 42
12 586 Synth Riff 43
13 636 Synth Seq 35
14 495 Strings 5
15 656 Voice 12
16 674 FX 17

RPS Set list

Pad No. Pattern Name

17. BreakBeats3

1	289	BreakBeats Drum5
2	290	BreakBeats Drum6
3	345	BreakBeats Bass5
4	346	BreakBeats Bass6
5	433	Perc. Fill 21
6	482	Guitar Riff 7
7	587	Synth Riff 44
8	588	Synth Riff 45
9	637	Synth Seq 36
10	638	Synth Seq 37
11	448	Tambourine 6
12	454	Scratch 5
13	449	Triangle
14	657	Voice 13
15	675	FX 18
16	400	Cymbal 1

18. DrumnBass

1	291	DrumnBass Drum 1
2	292	DrumnBass Drum 2
3	293	DrumnBass Drum 3
4	294	DrumnBass Drum 4
5	347	Drumn Bass Bass1
6	348	Drumn Bass Bass2
7	392	Hi-hat Fill 14
8	467	E.Piano 7
9	468	E.Piano 8
10	519	Synth Lead 4
11	538	Synth Pad 17
12	539	Synth Pad 18
13	639	Synth Seq 38
14	676	FX 19
15	677	FX 20
16	678	FX 21

19. HipHop1

1	295	Hip Hop Drum 1
2	296	Hip Hop Drum 2
3	349	Hip Hop Bass 1
4	350	Hip Hop Bass 2
5	393	Hi-hat Fill 15
6	483	Guitar Riff 8
7	540	Synth Pad 19
8	589	Synth Riff 46
9	590	Synth Riff 47
10	591	Synth Riff 48
11	640	Synth Seq 39
12	496	Strings 6
13	497	Strings 7
14	309	Voice Drum 1
15	310	Voice Drum 2
16	679	FX 22

20. HipHop2

1	297	Hip Hop Drum 3
2	298	Hip Hop Drum 4
3	351	Hip Hop Bass 3
4	352	Hip Hop Bass 4
5	410	Clap Fill 7
6	469	E.Piano 9
7	484	Guitar Riff 9
8	541	Synth Pad 20
9	592	Synth Riff 49
10	593	Synth Riff 50
11	594	Synth Riff 51
12	595	Synth Riff 52
13	498	Strings 8
14	311	Voice Drum 3
15	680	FX 23
16	401	Cymbal 2

Pad No. Pattern Name

21. ChillOut

1	299	Chill Out Drum 1
2	300	Chill Out Drum 2
3	353	Chill Out Bass 1
4	354	Chill Out Bass 2
5	434	Perc. Fill 22
6	435	Perc. Fill 23
7	470	E.Piano 10
8	485	Guitar Riff 10
9	542	Synth Pad 21
10	596	Synth Riff 53
11	597	Synth Riff 54
12	499	Strings 9
13	455	Scratch 6
14	502	Vox 1
15	515	Xylophone
16	681	FX 24

22. R&B1

1	301	R&B Drum 1
2	302	R&B Drum 2
3	355	R&B Bass 1
4	356	R&B Bass 2
5	436	Perc. Fill 24
6	471	E.Piano 11
7	472	E.Piano 12
8	486	Guitar Riff 11
9	520	Synth Lead 5
10	598	Synth Riff 55
11	641	Synth Seq 40
12	500	Strings 10
13	508	Bell 1
14	682	FX 25
15	399	Cymbal Fill 3
16	400	Cymbal 1

23. R&B2

1	303	R&B Drum 3
2	304	R&B Drum 4
3	357	R&B Bass 3
4	358	R&B Bass 4
5	394	Hi-hat Fill 16
6	385	Hi-hat Fill 7
7	437	Perc. Fill 25
8	473	E.Piano 13
9	487	Guitar Riff 12
10	599	Synth Riff 56
11	642	Synth Seq 41
12	503	Vox 2
13	509	Bell 2
14	683	FX 26
15	410	Clap Fill 7
16	401	Cymbal 2

24. DanceHall

1	305	DanceHall Drum 1
2	306	DanceHall Drum 2
3	359	DanceHall Bass 1
4	360	DanceHall Bass 2
5	395	Hi-hat Fill 17
6	438	Perc. Fill 26
7	439	Perc. Fill 27
8	488	Guitar Riff 13
9	489	Guitar Riff 14
10	543	Synth Pad 22
11	600	Synth Riff 57
12	643	Synth Seq 42
13	510	Bell 3
14	504	Brass 1
15	505	Brass 2
16	511	Mallet

Pad No. Pattern Name

25. Reggae

1	307	Reggae Drum 1
2	308	Reggae Drum 2
3	361	Reggae Bass 1
4	362	Reggae Bass 2
5	396	Hi-hat Fill 18
6	384	Hi-hat Fill 6
7	440	Perc. Fill 28
8	441	Perc. Fill 29
9	460	Piano 5
10	490	Guitar Riff 15
11	521	Synth Lead 6
12	601	Synth Riff 58
13	644	Synth Seq 43
14	501	Strings 11
15	507	Flute 2
16	400	Cymbal 1

26. Kick&Snare Fill

1	363	Kick Fill 1
2	364	Kick Fill 2
3	365	Kick Fill 3
4	366	Kick Fill 4
5	367	Kick Fill 5
6	368	Kick Fill 6
7	369	Kick Fill 7
8	370	Snare Fill 1
9	371	Snare Fill 2
10	372	Snare Fill 3
11	373	Snare Fill 4
12	374	Snare Fill 5
13	375	Snare Fill 6
14	376	Snare Fill 7
15	377	Snare Fill 8
16	378	Snare Fill 9

27. FX Set

1	659	FX 2
2	661	FX 4
3	663	FX 6
4	664	FX 7
5	665	FX 8
6	666	FX 9
7	670	FX 13
8	671	FX 14
9	672	FX 15
10	677	FX 20
11	678	FX 21
12	679	FX 22
13	680	FX 23
14	681	FX 24
15	682	FX 25
16	683	FX 26

28. Voice Set

1	309	Voice Drum 1
2	310	Voice Drum 2
3	311	Voice Drum 3
4	645	Voice 1
5	646	Voice 2
6	647	Voice 3
7	648	Voice 4
8	649	Voice 5
9	650	Voice 6
10	651	Voice 7
11	652	Voice 8
12	653	Voice 9
13	654	Voice 10
14	655	Voice 11
15	656	Voice 12
16	657	Voice 13

Pad No. Pattern Name

29. Scratch & Clap

1	450	Scratch 1
2	451	Scratch 2
3	452	Scratch 3
4	453	Scratch 4
5	454	Scratch 5
6	455	Scratch 6
7	675	FX 18
8	676	FX 19
9	411	Tom Fill 1
10	404	Clap Fill 1
11	405	Clap Fill 2
12	406	Clap Fill 3
13	407	Clap Fill 4
14	408	Clap Fill 5
15	409	Clap Fill 6
16	410	Clap Fill 7

30. Perc. Set

1	413	Perc. Fill 1
2	416	Perc. Fill 4
3	417	Perc. Fill 5
4	419	Perc. Fill 7
5	424	Perc. Fill 12
6	425	Perc. Fill 13
7	427	Perc. Fill 15
8	429	Perc. Fill 17
9	432	Perc. Fill 20
10	433	Perc. Fill 21
11	434	Perc. Fill 22
12	438	Perc. Fill 26
13	439	Perc. Fill 27
14	441	Perc. Fill 29
15	442	Perc. Fill 30
16	445	Tambourine 3

No.: RPS Pattern Number

* All of this data is the factory-set data. For details on how to perform a factory reset, refer to the owner's manual (p. 25).

* With the factory settings, RPS sets 31-50 contain the same sets as RPS sets 01-20.

Pattern Set list (for International)

Pad No.	Pattern Name	Pad No.	Pattern Name	Pad No.	Pattern Name	Pad No.	Pattern Name	Pad No.	Pattern Name
01. S.Murayama									
1	002	Lover's Way							
2	205	Get It							
3	206	In Da Mood							
4	207	Groove Floor							
5	208	Mellow Style							
6	209	Keep It Goin'							
7	210	Sweet'n' Sound							
8	211	Touch of Strings							
9	212	Urban Love							
10	213	The Edge							
11	002	Lover's Way							
12	205	Get It							
13	206	In Da Mood							
14	207	Groove Floor							
15	208	Mellow Style							
16	209	Keep It Goin'							
02. Heigo Tani									
1	062	DEVGRU							
2	063	Strider							
3	064	SiGlockKimber							
4	065	CQB							
5	066	LargeSmallWorld							
6	067	TheGreenLine							
7	068	GOLD V12							
8	069	HexagonMemory							
9	070	Wall54321!!Zero							
10	071	PKTN							
11	072	DubDream							
12	073	PASSION!!							
13	074	RobotLove							
14	075	FullMetalRose							
15	076	FutureTrain							
16	062	DEVGRU							
03. Remo-con									
1	077	Para Para Fire							
2	078	Memory Brass							
3	079	Euro Heart Beat							
4	080	G-psy							
5	081	Cold Game							
6	082	Machinist							
7	083	Bang The Floor							
8	084	TrancelsParadise							
9	085	Psych Buster							
10	086	Dimension 808							
11	087	Mystery Paranoia							
12	088	Escape Code							
13	077	Para Para Fire							
14	078	Memory Brass							
15	079	Euro Heart Beat							
16	080	G-psy							
04. Sterling Moss									
1	018	Slippery Wed							
2	019	Slammer Jammer							
3	020	Lay Downed							
4	021	Jiggy Bigup							
5	022	Layed Out							
6	023	Deep Angles							
7	024	Triptonite							
8	025	Distortionation							
9	026	Roundabout							
10	027	Clackajam							
11	028	Easy Money							
12	029	Party Time!							
13	030	Street Sounds							
14	031	Sliding Moves							
15	032	Feeling House							
16	018	Slippery Wed							
05. Manuel Schleis									
1	003	Melodic Trance 2							
2	004	Tektrance 1							
3	005	Back to 94							
4	006	Melodic Trance 1							
5	007	Monoelectrique							
6	008	Funky House							
7	009	PoP-Fusion							
8	010	TekTrance 2							
9	011	Chillin' House							
10	012	El Rithmo							
11	013	Chicken & Curry							
12	014	Powerpop Beatz							
13	015	Hands Up!							
14	016	Dream Dance							
15	017	Monoelectrique 2							
16	003	Melodic Trance 2							
06. Tweedy									
1	001	SuperGrime!							
2	033	Lab Beats							
3	034	Hybrid Hop							
4	035	Vampire Dance							
5	036	The Meadow							
6	037	Contrast Beats							
7	038	Electric Boogie							
8	039	Wildlife							
9	040	Airee!							
10	041	Secret Spot							
11	042	Submarine Trip							
12	043	Full-On Beats!							
13	044	You're Toast!							
14	045	Strobe Shock							
15	046	Party Trance							
16	001	SuperGrime!							
07. Justin Berkovi									
1	047	IndustriTech							
2	048	Deep End							
3	049	Get You							
4	050	Acid Thunda							
5	051	Cool Girl							
6	052	Karmer							
7	053	Lushus							
8	054	Nurture							
9	055	Purge							
10	056	The hood							
11	057	Into You							
12	058	Houses							
13	059	Berksville							
14	060	Scenic							
15	061	Blast							
16	047	IndustriTech							
08. Kilian Schweer									
1	089	All My Bass							
2	090	DnB							
3	091	Silk							
4	092	Spring							
5	093	E-Ska							
6	094	Old Man							
7	095	007							
8	096	Middle Ages							
9	097	Lounge							
10	098	Fun N Chase							
11	099	My Chamber							
12	100	Take Chill Off!							
13	101	Easter Bunny							
14	102	NDW							
15	103	Xperience							
16	104	A Raver's Film							
09. Steven Keen									
1	105	Spicy Massala							
2	106	club@2am.de							
3	107	Aaron Bee							
4	108	DancelnDaHall							
5	109	Nitty Gritty							
6	110	Maryland, US							
7	111	Undagrounde							
8	112	Altern8tive							
9	113	SteamyAreEnBee							
10	114	French Butter							
11	115	Cool&Collected							
12	116	LaidBackBounce							
13	117	BackyardBoogie							
14	118	MadProgression							
15	119	Aggression							
16	120	Dapht Dunque							
10. Hans Scheffle									
1	121	Loungebreak							
2	122	Human Kind							
3	123	Cat Walk							
4	124	Dance&Trendal							
5	125	Doggy Chill							
6	126	Put yo Hans up							
7	127	eyePop Shuffle							
8	128	Funk Jood							
9	129	Swampting							
10	130	Opposite Sax							
11	131	Endorphin Dance							
12	132	Trance A.M.							
13	121	Loungebreak							
14	122	Human Kind							
15	123	Cat Walk							
16	124	Dance&Trendal							
11. Tim Hufken									
1	144	JungleFevah!							
2	145	Spacefunk!							
3	146	Ibiza Love							
4	147	Fast Lane!							
5	148	Lao's Dance							
6	149	Mellow Groove							
7	150	Sinister							
8	151	Rays of the sun							
9	152	LadiesEverywhere							
10	153	So sorry now							
11	154	SoundScape							
12	155	Tha bus is late!							
13	144	JungleFevah!							
14	145	Spacefunk!							
15	146	Ibiza Love							
16	147	Fast Lane!							
12. Markus Schneide									
1	156	Speedz'UP							
2	157	Houz'Till'Dawn							
3	158	MatterOFFat							
4	159	ObStructiONIST							
5	160	OffCircler							
6	161	PetSoundZA							
7	162	Q'and'Not'U							
8	163	QuirkyBreakz							
9	164	RndmAcSMemory							
10	165	R'u'Electric							
11	166	TanzTeeHouz							
12	167	TeuTonicBeat							
13	168	ThePingPanther							
14	169	trOika beAt							
15	170	WalkTheWalk							
16	156	Speedz'UP							
13. Michel Pougin									
1	133	Crazy Melo							
2	134	Dreams of LFO							
3	135	Delayed Bandpass							
4	136	Reborn Groove							
5	137	Harpichord							
6	138	Nasty Saw							
7	139	Oxygo Trance							
8	140	Sequence A							
9	141	Sidechain Trance							
10	142	Let's Move							
11	143	Sick'n Silly							
12	133	Crazy Melo							
13	134	Dreams of LFO							
14	135	Delayed Bandpass							
15	136	Reborn Groove							
16	137	Harpichord							
14. H.Singletar 1									
1	181	My Only Tap							
2	182	How U See It 1							
3	183	Dis Makes 4							
4	184	Kwizmer H2							
5	185	How U See It 2							

Song list

Song No.	Song Name (Pattern Name)	Pattern No. (for US)	Pattern No. (for International)
01	SiGlocKimber	111	064
02	Para Para Fire	153	077
03	Bang The Floor	159	083
04	Deep Angles	084	023
05	Tektrance	095	004
06	Full-On Beats!	134	043
07	Acid Thunda	141	050
08	007	171	095
09	DanceInDaHall	184	108
10	Cat Walk	199	123
11	Revive	210	172
12	So sorry now	228	153
13	WalkTheWalk	245	170
14	Dreams of LFO	247	134
15	Pedro Is U	016	194
16	da Bells	036	214
17	ReGGaeToN	060	238
18	Mood ForTheLife	076	254
19	Mellow Style	030	208
20	Sweet'n' Sound	032	210

No.: Pattern Number

* All data is that programmed at the factory. For instructions on carrying out Factory Reset, refer to p. refer to Owner's Manual (p. 25).

Arpeggio Style list

No.	Number of Notes	Number of Steps	Effective Chord Forms
001	2	2	
002	3	3	
003	4	4	
004	2	2	
005	3	3	
006	4	4	
007	4	6	
008	3	8	
009	3	6	
010	4	4	
011	5	8	
012	12	16	
013	3	4	
014	3	6	
015	3	8	
016	3	4	
017	4	4	
018	4	8	
019	6	6	
020	4	8	
021	4	8	
022	5	8	
023	3	16	
024	1	16	
025	2	16	
026	3	16	
027	3	16	
028	3	16	
029	3	16	
030	3	16	
031	3	16	
032	3	32	
033	3	16	
034	4	16	
035	4	16	
036	4	16	
037	3	8	
038	2	16	
039	4	16	P029
040	4	16	P030
041	3	8	
042	2	8	
043	2	8	
044	2	4	
045	3	4	
046	4	16	
047	4	16	P031
048	3	16	
049	4	16	
050	4	16	P032
051	4	16	
052	4	16	P033
053	3	16	
054	7	8	
055	9	16	
056	9	16	
057	6	32	
058	7	16	
059	9	16	P034
060	12	32	P035
061	5	16	
062	8	16	P036
063	7	24	P037
064	5	16	

No.	Number of Notes	Number of Steps	Effective Chord Forms
065	5	16	
066	5	16	P038
067	5	16	
068	6	8	
069	5	8	
070	4	8	P039
071	4	8	P040
072	4	8	P041
073	4	8	
074	4	8	P041
075	4	16	P042
076	4	8	P041
077	4	8	P043
078	4	16	
079	4	8	P044
080	4	8	P045
081	4	16	P046
082	4	16	P047
083	4	16	
084	4	8	
085	4	8	P048
086	4	16	
087	4	8	
088	4	8	
089	4	8	
090	4	8	
091	2	4	
092	2	16	
093	2	16	
094	4	16	
095	4	16	
096	4	16	
097	4	32	
098	5	16	
099	10	16	
100	10	8	
101	10	16	
102	4	32	
103	10	8	
104	10	16	
105	10	16	
106	4	16	
107	4	8	
108	5	16	
109	5	12	
110	5	4	
111	6	16	
112	5	23	P049
113	6	32	P050
114	6	32	P051
115	6	32	P052
116	7	16	P053
117	5	16	P054
118	7	32	P055
119	4	32	P056
120	6	32	P057
121	9	32	P058
122	6	16	P059
123	7	16	P060
124	9	16	P061
125	8	16	P062
126	7	16	P063
127	10	32	P064
128	6	16	

Chord Form list

No.	Chord Name	Constituent Notes of Chord Form (when C4 is pressed)
P001	C Maj	C4, E4, G4
P002	C Maj7	C4, E4, G4, B4
P003	C 7	C4, E4, G4, Bb4
P004	C min	C4, Eb4, G4
P005	C min7	C4, Eb4, G4, Bb4
P006	C dim	C4, Eb4, Gb4, A4
P007	C min7 b5	C4, Eb4, Gb4, Ab4
P008	C Aug	C4, E4, G#4
P009	C sus4	C4, F4, G4
P010	C 7sus4	C4, F4, G4, Bb4
P011	C add9	C4, E4, G4, D5
P012	C #11	C4, E4, F#4
P013	C min7 b9	C4, Eb4, G4, Bb4, Db5
P014	C min add9	C4, Eb4, G4, D5
P015	C 6	C4, E4, G4, A4
P016	C 6 9	C4, E4, G4, A4, D5
P017	C Maj9	C4, E4, G4, B4, D5
P018	C min6	C4, Eb4, G4, A4
P019	C min9	C4, Eb4, G4, Bb4, D5
P020	C min Maj7	C4, Eb4, G4, B4
P021	C 7 b5	C4, E4, Gb4, Bb4
P022	C 7 b9	C4, E4, G4, Bb4, Db5
P023	C 9	C4, E4, G4, Bb4, D5
P024	C 7 #9	C4, E4, G4, Bb4, D#5
P025	C 7 #11	C4, E4, G4, Bb4, F#5
P026	C Aug7	C4, E4, G#4, Bb4
P027	C 7 b13	C4, G4, Bb4, E5, Ab5
P028	C 7 13	C4, G4, Bb4, E5, A5
P029	A min add9	E4, A4, B4, C5
P030	A min add11	A3, C4, D4, E4
P031	G Maj add9	A3, G4, A4, B4
P032	A min9 11	A3, B3, C4, D4
P033	A 7 b9	A3, G4, A4, Bb4
P034	A min7 11	G3, A3, C4, D4, E4, G4, A4, C5, D5
P035	C Maj9 #11 13	A1, C2, D2, E2, D4, E4, F#4, G4, A4, B4, C5, D5
P036	A min6 9 11	A4, B4, C5, D5, E5, F5, G#5, B5
P037	C min7 11	Bb1, C2, Eb2, F2, Gb2, G2, Bb2
P038	G Maj add9	G1, G4, A4, B4, D5
P039	B Maj7	B2, F#3, A#3, D#4
P040	D sus4	D2, D3, A3, G4
P041	A min	A2, A3, C4, E4
P042	C sus4	F2, F3, C4, G4
P043	A min	A2, E3, A3, C4
P044	G sus4	C3, G3, D4, G4
P045	A	A2, A3, E4, A4
P046	F Maj	F2, F3, A3, C4
P047	A	A2, E3, A3, E4
P048	G Maj	C2, C3, E3, G3
P049	C min9 11	G3, C4, D4, Eb4, F4
P050	A min9 11	E5, G5, A5, B5, C6, D6
P051	A min9 11	E3, A3, B3, C4, D4, E4
P052	E 7 #11 13	G#2, A#2, B3, C#4, D4, E4
P053	A min9	A2, C3, A3, B3, C4, E4, G4
P054	A min9	A3, G4, A4, B4, C5
P055	A min9	A3, C4, E4, G4, A4, B4, C5
P056	A min9 11	A4, B4, C5, D5
P057	F Maj9 #11	A3, F4, G4, A4, B4, C5
P058	A min9 11	A2, A3, B3, C4, D4, A4, B4, C5, D5
P059	A min9 11	C2, G3, G4, A4, B4, D5
P060	G min9	G2, A2, Bb2, A4, Bb4, E5, F5
P061	C Maj9	G2, B2, C3, D3, G3, B3, C4, D4, E4
P062	F Maj9	C1, C2, C3, G3, A3, C4, E4, F4
P063	F Maj9 13	E1, F2, G3, A3, C4, D4, E4
P064	F Maj9 #11	E1, G2, B2, F4, G4, A4, B4, C5, E5, F5

* P001–P028 are basic chords

* P029–P064 are chords effective for arpeggio styles

Effects editing parameters

Compressor

Parameter	Range	Explanation
Comp Reverb Send Level	0–127	Depth of reverb applied to the sound processed through the compressor Set this to 0 if you don't want to apply reverb.
Comp Output Assign	DRY, MFX1, MFX2	Output destination of the sound processed through the compressor DRY: MIX OUTPUT jacks MFX1 (2): Multi-effects 1 (or 2)
Attack Time	0.05–50 ms	Time from when the volume goes up the threshold level until the compressor effect applies
Release Time	0.05–2000 ms	Time from when the volume falls below the threshold level until the compressor effect no longer applies
Threshold	0–127	Volume level at which compression begins
Ratio	1:1–inf:1	Compression ratio (inf: infinity)
Output Gain	0– +24 dB	Level of the output sound
Low Freq	200, 400 Hz	Reference frequency of the low range
Low Gain	-15– +15	Amount of low-range boost/cut
High Freq	2k, 4k, 8kHz	Reference frequency of the high range
High Gain	-15– +15	Amount of high-range boost/cut
Level	0–127	Output volume of the compressor

Multi-effects

Parameter	Range	Explanation
MFX Type	0–47	Effect used by multi-effect 1/2 * For details on each effect, refer to “Multi-Effects Parameters (p. 29)”.
MFX1 (2) Reverb Send Level	0–127	Depth of reverb applied to the sound processed through multi-effect 1 (2) Set this to 0 if you don't want to apply reverb.
MFX1 Output Assign	DRY, MFX2	Output destination of the sound processed through multi-effects 1 DRY: MIX OUTPUT jacks MFX2: Multi-effects 2 (multi-effects 1 and 2 will be connected in series) * This parameter exists only for MFX 1.

Reverb

Parameter	Range	Explanation
Reverb Type	OFF, 1–4	Type of reverb OFF: Reverb not used 1 (REVERB): Basic reverb 2 (SRV ROOM): A more detailed simulation of room reverberation 3 (SRV HALL): A more detailed simulation of hall reverberation 4 (SRV PLATE): A simulation of a plate echo (a reverb device using a metal plate)
1 (REVERB)		
Type	ROOM1, ROOM2, STAGE1, STAGE2, HALL1, HALL2, DELAY, PAN-DELAY	Type of reverb/delay ROOM1: Short, high-density reverberation ROOM2: Short, low-density reverberation STAGE1: A greater amount of late reverberation STAGE2: Emphasis on early reflections HALL1: Clear reverberation HALL2: Rich reverberation DELAY: A conventional delay PAN-DELAY: A delay in which the reflected sound moves between left and right
Time	0–127	Length of reverberation (Type: ROOM1–HALL2) Delay time (Type: DELAY, PAN-DELAY)
HF Damp	200–8000 Hz, BY-PASS	Frequency at which the high-frequency portion of the reverberation will be cut (BYPASS: no cut)
Delay Feedback	0–127	Number of delay repetitions (valid only if Type is DELAY or PAN-DELAY)
Level	0–127	Volume of the reverb sound/delay sound
2 (SRV ROOM) / 3 (SRV HALL) / 4 (SRV PLATE)		
Pre Delay	0.0–100.0 ms	Delay time from original sound until reverb is heard
Time	0–127	Length of reverb
Size	1–8	Size of room/hall
High Cut	160–12500 Hz, BY-PASS	Frequency at which the high-frequency portion of the final output sound will be cut (BYPASS: no cut)
Density	0–127	Density of reverb
Diffusion	0–127	Change in reverb density over time Higher settings will cause density to increase as time passes. (This is more noticeable with longer Time settings.)
LF Damp Freq	50–4000 Hz	Frequency at which the low-frequency portion of the reverb will be cut
LF Damp Gain	-36–0 dB	Amount of attenuation for LF Damp (0: no attenuation)
HF Damp Freq	4000–12500 Hz	Frequency at which the high-frequency portion of the reverb will be cut
HF Damp Gain	-36–0 dB	Amount of attenuation for HF Damp (0: no attenuation)
Level	0–127	Volume of the reverb sound

Multi-Effects Types

There are 47 types of multi-effect.

FILTER (9 types)		
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02	SPECTRUM	p. 29
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MODULATION (7 types)		
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CHORUS (6 types)		
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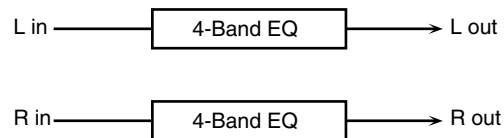
Multi-Effects Parameters

MEMO

Parameters with the designators “#1” and “#2” can be controlled using the [MFX 1/2 C1] [MFX 1/2 C2] faders.

01: STEREO EQ (Stereo Equalizer)

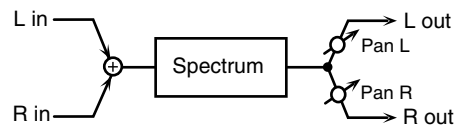
This is a four-band stereo equalizer (low, mid x 2, high).



Parameter	Value	Description
Low Freq	200, 400 Hz	Frequency of the low range
Low Gain #1	-15– +15 dB	Gain of the low frequency range
High Freq	2000, 4000, 8000 Hz	Frequency of the high range
High Gain #2	-15– +15 dB	Gain of the high frequency range
Mid1 Freq	200–8000 Hz	Frequency of Middle Range 1
Mid1 Q	0.5, 1.0, 2.0, 4.0, 8.0	Width of Middle Range 1 Select a higher Q value to narrow Middle Range 1.
Mid1 Gain	-15– +15 dB	Gain of Middle Range 1
Mid2 Freq	200–8000 Hz	Frequency of Middle Range 2
Mid2 Q	0.5, 1.0, 2.0, 4.0, 8.0	Width of Middle Range 2 Select a higher Q value to narrow Middle Range 2.
Mid2 Gain	-15– +15 dB	Gain of Middle Range 2
Level	0–127	Output level

02: SPECTRUM

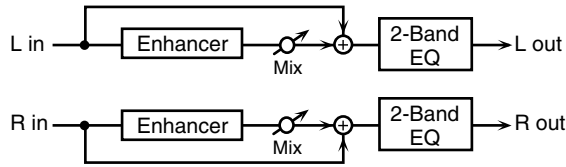
This is a type of filter that modifies the timbre by boosting or cutting the level of specific frequencies. It is similar to an equalizer, but has eight frequency points fixed at locations most useful for adding character to the sound.



Parameter	Value	Description
Q	0.5, 1.0, 2.0, 4.0, 8.0	Simultaneously adjusts the width of the adjusted ranges for all of the frequency bands.
Pan #1	L64–63R	Stereo location of the SPECTRUM output
Level #2	0–127	Output level
Band 1 (250Hz)	-15– +15 dB	Gain of each frequency band
Band 2 (500Hz)		
Band 3 (1kHz)		
Band 4 (1.25Hz)		
Band 5 (2kHz)		
Band 6 (3.15Hz)		
Band 7 (4kHz)		
Band 8 (8kHz)		

03: ENHANCER

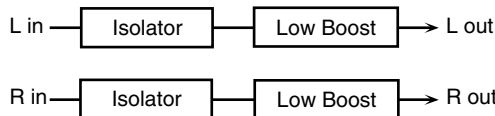
Controls the overtone structure of the high frequencies, adding sparkle and brightness to the sound.



Parameter	Value	Description
Sens #1	0–127	Sensitivity of the enhancer
Mixl #2	0–127	Level of the overtones generated by the enhancer
Low Gain	-15– +15 dB	Gain of the low frequency range
High Gain	-15– +15 dB	Gain of the high frequency range
Level	0–127	Output level

04: ISOLATOR

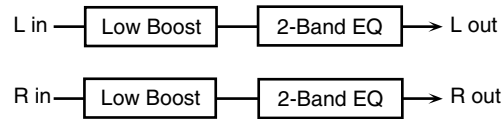
This is an equalizer that radically cuts the volume of selected frequencies, allowing you to create special effects cutting the volume in various ranges.



Parameter	Value	Description
Boost/Cut High	-60– +4 dB	These boost and cut each of the High, Middle, and Low frequency ranges. At -60 dB, the sound becomes inaudible. 0 dB is equivalent to the input level of the sound.
Boost/Cut Middle #1		
Boost/Cut Low #2		
AntiPhase Middle Sw	OFF, ON	Settings of the Anti-Phase function for the Middle frequency ranges. When turned on, a stereo copy of the sound is phase-inverted and added to the signal.
AntiPhase Middle Level	0–127	Adjusts the level settings for the Middle frequency ranges. Adjusting this level for certain frequencies allows you to lend emphasis to specific elements within a sound. (This is effective only for stereo source.)
Anti Phase Low Sw	OFF, ON	Settings of the Anti-Phase function for the Low frequency ranges
Anti Phase Low Level	0–127	The parameters are the same as for the Middle frequency ranges.
Low Boost Sw	OFF, ON	Turns Low Booster on/off. This emphasizes the bottom frequencies to create a heavy bass sound.
Low Boost Level	0–127	Increasing this value gives you a heavier low end. * Depending on the Isolator and filter settings, this effect may be hard to hear.
Level	0–127	Output level

05: LOW BOOST

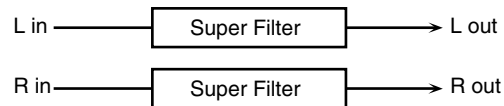
Boosts the volume of the lower range, creating powerful lows.



Parameter	Value	Description
Boost Frequency #1	50–125 Hz	Center frequency at which the lower range will be boosted
Boost Gain #2	0–12 dB	Amount by which the lower range will be boosted
Boost Width	WIDE, MID, NARROW	Width of the lower range that will be boosted
Low Gain	-15– +15 dB	Gain of the low frequency range
High Gain	-15– +15 dB	Gain of the high frequency range
Level	0–127	Output level

06: SUPER FILTER

This is a filter with an extremely sharp slope. The cutoff frequency can be varied cyclically.



Parameter	Value	Description
Filter Type	LPF, BPF, HPF, NOTCH	Filter type Frequency range that will pass through each filter LPF : frequencies below the cutoff BPF : frequencies in the region of the cutoff HPF : frequencies above the cutoff NOTCH : frequencies other than the region of the cutoff
Filter Slope	-12, -24, -36 dB	Amount of attenuation per octave -36 dB : extremely steep -24 dB : steep -12 dB : gentle
Filter Cutoff #1	0–127	Cutoff frequency of the filter Increasing this value will raise the cutoff frequency.
Filter Resonance #2	0–127	Filter resonance level Increasing this value will emphasize the region near the cutoff frequency.
Filter Gain	0–+12 dB	Amount of boost for the filter output
Modulation Sw	OFF, ON	On/off switch for cyclic change
Modulation Wave	TRI, SQR, SIN, SAW1, SAW2	How the cutoff frequency will be modulated TRI : triangle wave SQR : square wave SIN : sine wave SAW1 : sawtooth wave (upward) SAW2 : sawtooth wave (downward)
Rate	0.05–10.0 Hz, note	Rate of modulation
Depth	0–127	Depth of modulation
Attack	0–127	Speed at which the cutoff frequency will change This is effective if Modulation Wave is SQR, SAW1, or SAW2.
Level	0–127	Output level

07: STEP FILTER

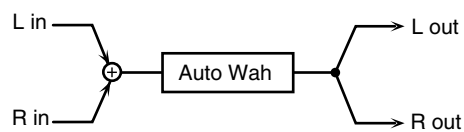
This is a filter whose cutoff frequency can be modulated in steps. You can specify the pattern by which the cutoff frequency will change.



Parameter	Value	Description
Rate	0.05–10.00 Hz, note	Rate of modulation
Attack #1	0–127	Rate at which the cutoff frequency will change between beats
Filter Type	LPF, BPF, HPF, NOTCH	Filter type Frequency range that will pass through each filter LPF: frequencies below the cutoff BPF: frequencies in the region of the cutoff HPF: frequencies above the cutoff NOTCH: frequencies other than the region of the cutoff
Filter Slope	-12, -24, -36 dB	Amount of attenuation per octave -12 dB: gentle -24 dB: steep -36 dB: extremely steep
Filter Resonance #2	0–127	Filter resonance level Increasing this value will emphasize the region near the cutoff frequency.
Filter Gain	0– +12 dB	Amount of boost for the filter output
Level	0– 127	Output level
Beat 1-1–4-4	0–127	Cutoff frequency for each 16th note of a 4/4 measure

08: AUTO WAH

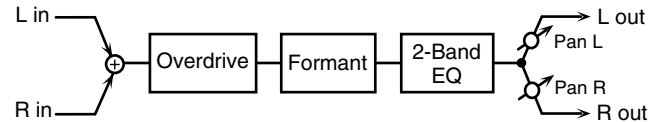
This effect creates a wah effect (cyclic change in tone) by cyclically modulating the filter.



Parameter	Value	Description
Filter Type	LPF, BPF	Type of filter LPF: The wah effect is applied over a wide frequency range. BPF: The wah effect is applied over a narrow frequency range
Rate #2	0.05–10.00 Hz, note	Frequency of modulation
Depth	0–127	Depth of modulation
Sens	0–127	Adjusts the sensitivity with which the filter is controlled.
Manual #1	0–127	Adjusts the center frequency at which the effect is applied.
Peak	0–127	Adjusts the amount of the wah effect that occurs in the range of the center frequency. Set a higher value for Q to narrow the range to be affected.
Level	0–127	Output level

09: HUMANIZER

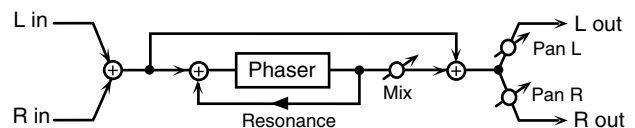
Adds a vowel character to the sound, making it similar to a human voice.



Parameter	Value	Description
Drive Sw	OFF, ON	Turns overdrive on/off.
Drive	0–127	Degree of distortion Also changes the volume.
Vowel1 #1	a, e, i, o, u	Selects the vowel.
Vowel2 #2	a, e, i, o, u	Selects the vowel.
Rate	0.05–10.00 Hz, note	Frequency at which the two vowels switch
Depth	0–127	Effect depth
Input Sync Sw	OFF, ON	Determines whether the LFO for switching the vowels is reset by the input signal (ON) or not (OFF).
Input Sync Threshold	0–127	Volume level at which reset is applied
Manual	0–100	Point at which Vowel 1/2 switch 49 or less: Vowel 1 will have a longer duration. 50: Vowel 1 and 2 will be of equal duration. 51 or more: Vowel 2 will have a longer duration.
Low Gain	-15– +15 dB	Gain of the low frequency range
High Gain	-15– +15 dB	Gain of the high frequency range
Pan	L64–63R	Stereo location of the output
Level	0–127	Output level

10: PHASER

Adds a phase-shifted sound to the original sound, producing a swirling modulation that creates spaciousness and depth.

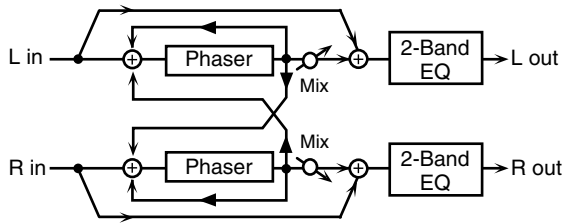


Parameter	Value	Description
Manual #1	0–127	Adjusts the basic frequency at which the sound will be modulated.
Rate #2	0.05–10.00 Hz	Frequency of modulation
Depth	0–127	Depth of modulation
Resonance	0–127	Amount of feedback
Mix	0–127	Level of the phase-shifted sound
Pan	L64–63R	Stereo location of the PHASER output
Level	0–127	Output Level

Effects editing parameters

11: STEREO PHASER

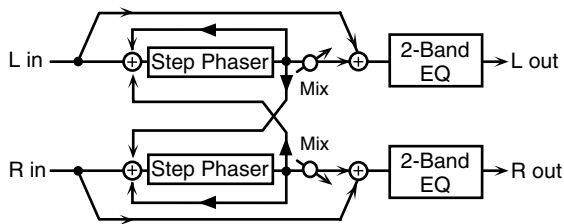
This is a stereo phaser.



Parameter	Value	Description
Mode	4, 8 stage	Number of stages in the phaser
Polarity	INVERSE, SYNCHRO	Selects whether the left and right phase of the modulation are the same or opposite each other. INVERSE: The left and right phase are opposite. When using a mono source, this spreads the sound in stereo. SYNCHRO: The left and right phase are the same. Select this when working with a stereo source.
Rate #2	0.05–10.00 Hz, note	Frequency of modulation
Depth	0–127	Depth of modulation
Manual #1	0–127	Adjusts the basic frequency from which the sound is modulated.
Resonance	0–127	Amount of feedback
Cross Feedback	-98– +98 %	Adjusts the amount of the phaser sound that's fed back into the effect. Negative (-) settings invert the phase.
Mix	0–127	Level of the phase-shifted sound
Low Gain	-15– +15 dB	Gain of the low frequency range
High Gain	-15– +15 dB	Gain of the high frequency range
Level	0–127	Output level

12: STEP PHASER

With the Step effects, you can also make stepped changes in the pitch of sounds to which the Phaser effect is applied.

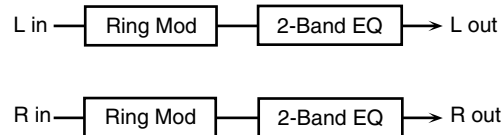


Parameter	Value	Description
Mode	4, 8 stage	Number of stages in the phaser
Polarity	INVERSE, SYNCHRO	Selects whether the left and right phase of the modulation are the same or opposite each other. INVERSE: The left and right phase are opposite. When using a mono source, this spreads the sound in stereo. SYNCHRO: The left and right phase are the same. Select this when working with a stereo source.

Parameter	Value	Description
Rate	0.05–10.00 Hz, note	Frequency of modulation
Depth	0–127	Depth of modulation
Manual #1	0–127	Adjusts the basic frequency from which the sound is modulated.
Resonance	0–127	Amount of feedback
Cross Feedback	-98– +98 %	Adjusts the amount of the phaser sound that's fed back into the effect. Negative (-) settings invert the phase.
Step Rate #2	0.1–20.0 Hz, note	Rate of pitch change
Mix	0–127	Level of the phase-shifted sound
Low Gain	-15– +15 dB	Gain of the low frequency range
High Gain	-15– +15 dB	Gain of the high frequency range
Level	0–127	Output level

13: RING MODULATOR

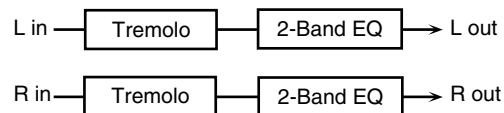
This is an effect that applies amplitude modulation (AM) to the input signal, producing bell-like sounds. You can also change the modulation frequency in response to changes in the volume of the sound sent into the effect.



Parameter	Value	Description
Frequency #1	0–127	Adjusts the frequency at which modulation is applied.
Sens	0–127	Adjusts the amount of frequency modulation applied.
Polarity	UP, DOWN	Determines whether the frequency modulation moves towards higher frequencies (UP) or lower frequencies (DOWN).
Low Gain	-15– +15 dB	Gain of the low frequency range
High Gain	-15– +15 dB	Gain of the high frequency range
Balance #2	D100:0W– D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output level

14: TREMOLO

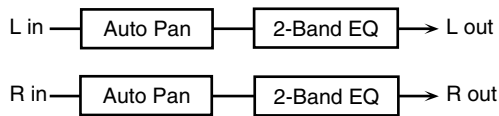
Cyclically modulates the volume to add tremolo to the sound.



Parameter	Value	Description
Modulation Wave	TRI, SQR, SIN, SAW1, SAW2	Modulation Wave TRI: triangle wave SQR: square wave SIN: sine wave SAW1: sawtooth wave (upward) SAW2: sawtooth wave (downward)
Rate #1	0.05–10.00 Hz, note	Frequency of modulation
Depth #2	0–127	Depth of modulation
Low Gain	-15– +15 dB	Gain of the low frequency range
High Gain	-15– +15 dB	Gain of the high frequency range
Level	0–127	Output level

15: AUTO PAN

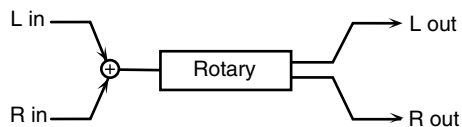
Cyclically modulates the stereo location of the sound.



Parameter	Value	Description
Modulation Wave	TRI, SQR, SIN, SAW1, SAW2	Modulation Wave TRI: triangle wave SQR: square wave SIN: sine wave SAW1: sawtooth wave (upward) SAW2: sawtooth wave (downward)
Rate #1	0.05–10.00 Hz, note	Frequency of modulation
Depth #	0–127	Depth of modulation
Low Gain	-15– +15 dB	Gain of the low frequency range
High Gain	-15– +15 dB	Gain of the high frequency range
Level	0–127	Output level

16: ROTARY

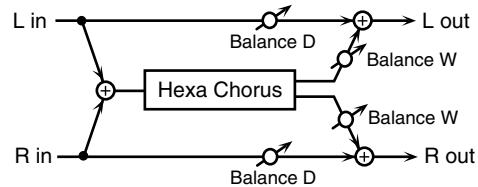
The Rotary effect simulates the sound of the rotary speakers often used with the classic electric organs. Since the movement of the high-range and low-range rotors can be set independently, the unique characteristics of these speakers can be simulated quite accurately. This effect is most suitable for electric organ Patches.



Parameter	Value	Description
Tweeter Slow Rate	0.05–10.00 Hz	Slow speed (SLOW) of the high-frequency rotor
Woofer Slow Rate	0.05–10.00 Hz	Slow speed (SLOW) of the low-frequency rotor
Tweeter Fast Rate	0.05–10.00 Hz	Fast speed (FAST) of the high-frequency rotor
Woofer Fast Rate	0.05–10.00 Hz	Fast speed (FAST) of the low-frequency rotor
Speed #1	SLOW, FAST	Simultaneously switches the rotational speed of the low frequency rotor and high frequency rotor. SLOW: Slows down the speed to the Slow Rate. FAST: Speeds up the speed to the Fast Rate.
Tweeter Acceleration	0–15	Adjusts the time it takes the high frequency rotor to reach the newly selected speed when switching between fast and slow speeds.
Woofer Acceleration	0–15	Adjusts the time it takes the low frequency rotor to reach the newly selected speed when switching between fast and slow speeds.
Tweeter Level	0–127	Volume of the high frequency rotor
Woofer Level	0–127	Volume of the low frequency rotor
Separation	0–127	Stereo width of the sound
Level #2	0–127	Output level

17: HEXA-CHORUS

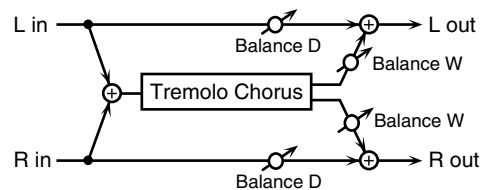
Uses a six-phase chorus (six layers of chorused sound) to give richness and spaciousness to the sound.



Parameter	Value	Description
Pre Delay	0.0–100.0 ms	Adjusts the time until chorusing is heard.
Rate #1	0.05–10.00 Hz	Frequency of modulation
Depth	0–127	Depth of modulation
Pre Delay Deviation	0–20	Adjusts the differences in Pre Delay between each chorus layer.
Depth Deviation	-20– +20	Adjusts the difference in modulation depth between each chorus layer.
Pan Deviation	0–20	Adjusts the difference in stereo location between each chorus layer. 0: All chorus layers are in the center. 20: The chorus layers are spaced at 60-degree intervals relative to the center.
Balance #2	D100:0W–D0:100W	Volume balance between the direct sound (D) and the chorus sound (W)
Level	0–127	Output level

18: TREMOLO CHORUS

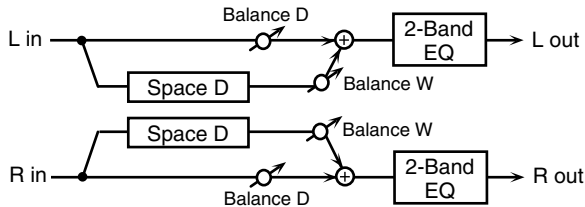
This is a chorus effect with added Tremolo (cyclic modulation of volume).



Parameter	Value	Description
Pre Delay	0.0–100.0 ms	Adjusts the time until the chorus sound is heard.
Chorus Rate	0.05–10.00 Hz	Modulation frequency of the chorus effect
Chorus Depth	0–127	Modulation depth of the chorus effect
Tremolo Rate #1	0.05–10.00 Hz	Modulation frequency of the tremolo effect
Tremolo Separation	0–127	Spread of the tremolo effect
Tremolo Phase	0–180 deg	Depth of the tremolo effect
Balance #2	D100:0W–D0:100W	Volume balance between the direct sound (D) and the tremolo chorus sound (W)
Level	0–127	Output level

19: SPACE-D

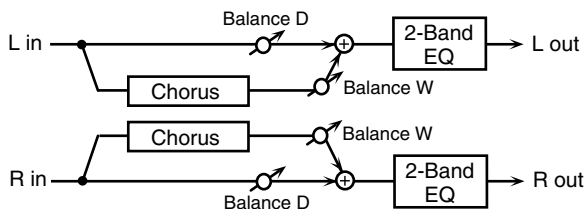
This is a multiple chorus that applies two-phase modulation in stereo. It creates no audible modulation, yet produces a transparent chorus effect.



Parameter	Value	Description
Pre Delay	0.0–100.0 ms	Adjusts the time until the chorus sound is heard.
Rate #1	0.05–10.00 Hz	Frequency of modulation
Depth	0–127	Depth of modulation
Phase	0–180 deg	Spatial spread of the sound
Low Gain	-15– +15 dB	Gain of the low frequency range
High Gain	-15– +15 dB	Gain of the high frequency range
Balance #2	D100:0W– D0:100W	Volume balance between the direct sound (D) and the chorus sound (W)
Level	0–127	Output level

20: STEREO CHORUS

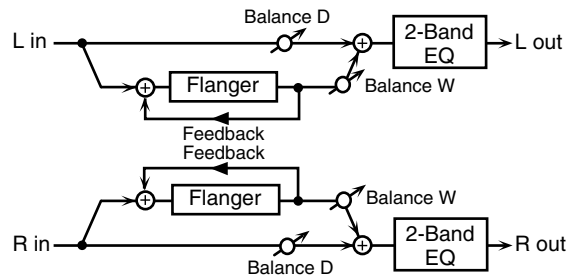
This is a stereo chorus. A filter is provided so that you can adjust the timbre of the chorused sound.



Parameter	Value	Description
Filter Type	OFF, LPF, HPF	Type of filter OFF : no filter is used LPF : cuts the frequency range above the Cutoff Freq HPF : cuts the frequency range below the Cutoff Freq
Cutoff Freq	200–8000 Hz	Basic frequency of the filter
Pre Delay	0.0–100.0 ms	Adjusts the time until the chorus sound is heard.
Rate #1	0.05–10.00 Hz	Frequency of modulation
Depth	0–127	Depth of modulation
Phase	0–180 deg	Spatial spread of the sound
Low Gain	-15– +15 dB	Gain of the low frequency range
High Gain	-15– +15 dB	Gain of the high frequency range
Balance #2	D100:0W– D0:100W	Volume balance between the direct sound (D) and the chorus sound (W)
Level	0–127	Output level

21: STEREO FLANGER

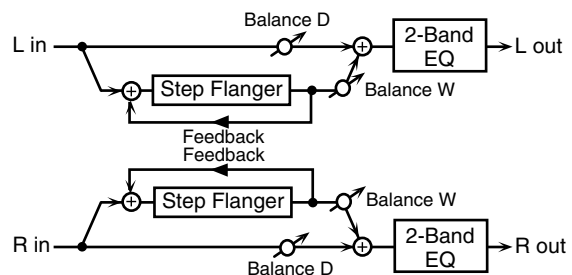
This is a stereo flanger. It produces a metallic resonance that rises and falls somewhat like a jet airplane taking off or landing. A filter is provided so that you can adjust the timbre of the flanged sound.



Parameter	Value	Description
Filter Type	OFF, LPF, HPF	Type of filter OFF : no filter is used LPF : cuts the frequency range above the Cutoff Freq HPF : cuts the frequency range below the Cutoff Freq
Cutoff Freq	200–8000 Hz	Basic frequency of the filter
Pre Delay	0.0–100.0 ms	Adjusts the time until the flanger sound is heard.
Rate #1	0.05–10.00 Hz, note	Frequency of modulation
Depth	0–127	Depth of modulation
Phase	0–180 deg	Spatial spread of the sound
Feedback #2	-98– +98 %	Adjusts the amount of the flanger sound that's fed back into the effect. Negative (-) settings invert the phase.
Low Gain	-15– +15 dB	Gain of the low frequency range
High Gain	-15– +15 dB	Gain of the high frequency range
Balance	D100:0W– D0:100W	Volume balance between the direct sound (D) and the flanger sound (W)
Level	0–127	Output level

22: STEP FLANGER

This is a flanger in which the flanger pitch changes in steps. The speed at which the pitch changes can also be specified in terms of a note value based on a specified tempo.

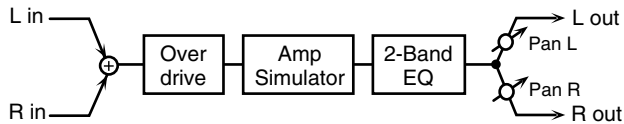


Parameter	Value	Description
Pre Delay	0.0–100.0 ms	Adjusts the time until the flanger sound is heard.
Rate	0.05–10.00 Hz, note	Frequency of modulation

Parameter	Value	Description
Depth	0–127	Depth of modulation
Feedback #2	-98– +98 %	Adjusts the amount of the flanger sound that's fed back into the effect. Negative (-) settings invert the phase.
Step Rate #1	0.10–20.00 Hz, note	Rate (period) of pitch change
Phase	0–180 deg	Spatial spread of the sound
Low Gain	-15– +15 dB	Gain of the low frequency range
High Gain	-15– +15 dB	Gain of the high frequency range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the flanger sound (W)
Level	0–127	Output level

23: OVERDRIVE

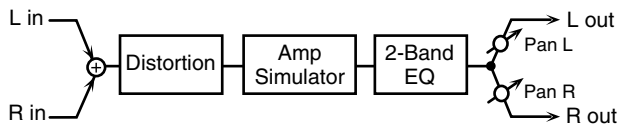
Creates a soft distortion similar to that produced by vacuum tube amplifiers.



Parameter	Value	Description
Drive #1	0–127	Amount of distortion Also changes the volume.
Tone #2	0–127	Sound Quality
Pan	L64–63R	Stereo location of the OVERDRIVE output
Amp Sw	OFF, ON	Amp simulator on/off
Amp Type	SMALL, BUILT-IN, 2-STACK, 3-STACK	Type of guitar amp SMALL: small amp BUILT-IN: single-unit type amp 2-STACK: large double-stack amp 3-STACK: large triple-stack amp
Low Gain	-15– +15 dB	Gain of the low frequency range
High Gain	-15– +15 dB	Gain of the high frequency range
Level	0–127	Output level

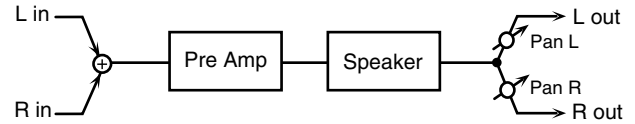
24: DISTORTION

Produces a more intense distortion than Overdrive. The parameters are the same as for "23: OVERDRIVE."



25: GUITAR AMP SIM (Guitar Amp Simulator)

This is an effect that simulates the sound of a guitar amplifier.



Parameter	Value	Description
Pre Amp Sw	OFF, ON	Turns the amp switch on/off.
Pre Amp Type	JC-120, Clean Twin, Match Drive, BG Lead, MS1959I, MS1959II, MS1959I+II, SLDN Lead, Metal 5150, Metal Lead, OD-1, OD-2 TURBO, Distortion, Fuzz	Type of guitar amp
Pre Amp Volume #1	0–127	Volume and amount of distortion of the amp
Pre Amp Master #2	0–127	Volume of the entire pre-amp
Pre Amp Gain	Low, Mid, High	Amount of pre-amp distortion
Pre Amp Bass	0–127	Tone of the bass/mid/treble frequency range * Middle cannot be set if "Match Drive" is selected as the Pre Amp Type.
Pre Amp Middle		
Pre Amp Treble		
Pre Amp Presence	0–127 (MATCH DRIVE: -127 - 0)	Tone for the ultra-high frequency range
Pre Amp Bright	OFF, ON	Turning this "On" produces a sharper and brighter sound. * This parameter applies to the "JC-120," "Clean Twin," and "BG Lead" Pre Amp Types.
Speaker Sw	OFF, ON	Determines whether the signal passes through the speaker (ON), or not (OFF).
Speaker Type	(See the following table.)	Type of speaker
Mic Setting	1, 2, 3	Adjusts the location of the mic that's capturing the sound of the speaker. This can be adjusted in three steps, from 1 to 3, with the mic becoming more distant as the value increases.
Mic Level	0–127	Volume of the microphone
Direct Level	0–127	Volume of the direct sound
Pan	L64–63R	Stereo location of the output
Level	0–127	Output level

Effects editing parameters

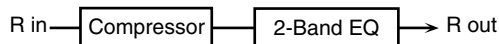
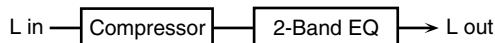
Specifications for each Speaker Type

The speaker column indicates the diameter of each speaker unit (in inches) and the number of units.

Type	Cabinet	Speaker	Microphone
Small1	small open-back enclosure	10	dynamic
Small2	small open-back enclosure	10	dynamic
Middle	open back enclosure	12 x 1	dynamic
JC-120	open back enclosure	12 x 2	dynamic
Built In 1	open back enclosure	12 x 2	dynamic
Built In 2	open back enclosure	12 x 2	condenser
Built In 3	open back enclosure	12 x 2	condenser
Built In 4	open back enclosure	12 x 2	condenser
Built In 5	open back enclosure	12 x 2	condenser
BG Stack 1	sealed enclosure	12 x 2	condenser
BG Stack 2	large sealed enclosure	12 x 2	condenser
MS Stack1	large sealed enclosure	12 x 4	condenser
MS Stack 2	large sealed enclosure	12 x 4	condenser
Metal Stack	large double stack	12 x 4	condenser
2 Stack	large double stack	12 x 4	condenser
3 Stack	large triple stack	12 x 4	condenser

26: COMPRESSOR

Flattens out high levels and boosts low levels, smoothing out fluctuations in volume.



Parameter	Value	Description
Attack #1	0–127	Time from when the volume goes up the threshold level until the compressor effect applies
Threshold #2	0–127	Adjusts the volume at which compression begins
Post Gain	0, +6, +12, +18 dB	Adjusts the output gain.
Low Gain	-15– +15 dB	Gain of the low frequency range
High Gain	-15– +15 dB	Gain of the high frequency range
Level	0–127	Output level

27: LIMITER

Compresses signals that exceed a specified volume level, preventing distortion from occurring.

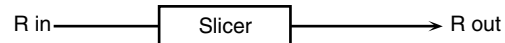
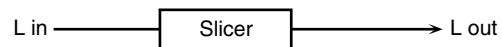


Parameter	Value	Description
Release #1	0–127	Adjusts the time after the signal volume falls below the Threshold Level until compression is no longer applied.
Threshold #2	0–127	Adjusts the volume at which compression begins

Parameter	Value	Description
Ratio	1.5:1, 2:1, 4:1, 100:1	Compression ratio
Post Gain	0, +6, +12, +18 dB	Adjusts the output gain.
Low Gain	-15– +15 dB	Gain of the low frequency range
High Gain	-15– +15 dB	Gain of the high frequency range
Level	0–127	Output level

28: SLICER

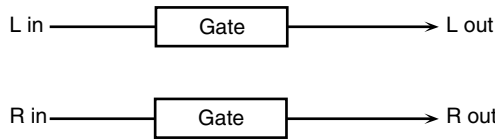
By applying successive cuts to the sound, this effect turns a conventional sound into a sound that appears to be played as a backing phrase. This is especially effective when applied to sustain-type sounds.



Parameter	Value	Description
Rate #1	0.05– 10.00 Hz, note	Cycle for one measure
Attack #2	0–127	Speed at which the volume changes between beats
Input Sync Sw	OFF, ON	Determines whether the pattern for one measure is reset by the input signal (ON) or not (OFF).
Input Sync Threshold	0–127	Volume level at which the reset begins
Mode	LEGATO, SLASH	Sets the manner in which the volume changes as one beat progresses to the next. LEGATO: The change in volume from one beat's level to the next remains unaltered. If the level of a following beat is the same as the one preceding it, there is no change in volume. SLASH: The level is momentarily set to 0 before progressing to the level of the next beat. This change in volume occurs even if the level of the following beat is the same as the preceding beat.
Shuffle	0–127	Timing of volume changes in levels for even-numbered Beats (Beat 1-2/ Beat 1-4/Beat 2-2/...). The higher the value, the later the beat progresses.
Level	0–127	Output level
Beat 1-1-4-4	0–127	For a single measure containing four quarter notes, this sets the level of each sixteenth note when the measure is divided into sixteenth notes.

29: GATE

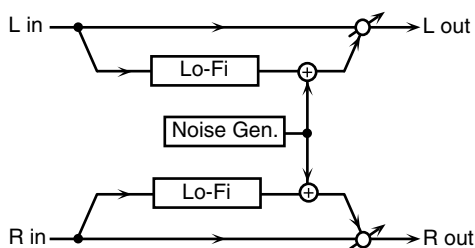
Cuts the output level according to the volume of the sound sent into the effect. Use this when you want to create an artificial-sounding decrease in the reverb's decay.



Parameter	Value	Description
Threshold #1	0–127	Volume level at which the gate begins to close
Mode	GATE, DUCK	Type of gate GATE: The gate will close when the volume of the original sound decreases, cutting the original sound. DUCK (Ducking): The gate will close when the volume of the original sound increases, cutting the original sound.
Balance #2	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Attack Time	0–127	Adjusts the time it takes for the gate to fully open after being triggered.
Hold Time	0–127	Adjusts the time it takes for the gate to start closing after the source sound falls beneath the Threshold.
Release Time	0–127	Adjusts the time it takes for the gate to fully close after the hold time.
Level	0–127	Output level

30: LOFI NOISE (Lo-Fi Noise)

In addition to a lo-fi effect, this adds various types of noise such as white noise and disc noise.

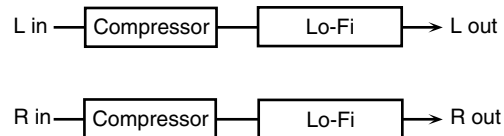


Parameter	Value	Description
LoFi Type	1–9	Degrades the sound quality. The sound quality grows poorer as this value is increased.
Post Filter Type	OFF, LPF, HPF	Selects the type of filter applied to the sound after it passes through the Lo-Fi effect. OFF: no filter is used LPF: cuts the frequency range above the Cutoff HPF: cuts the frequency range below the Cutoff
Post Filter Cutoff	200–8000 Hz	Cutoff frequency of the Post Filter
W/P Noise Type	WHITE, PINK	Switch between white noise and pink noise.

Parameter	Value	Description
W/P Noise LPF	200–8000 Hz, BY-PASS	Cutoff frequency of the low pass filter applied to the white/pink noise (BYPASS: no cut)
W/P Noise Level	0–127	Volume of the white/pink noise
Disc Noise Type	LP, EP, SP, RND	Type of record noise The frequency at which the noise is heard depends on the selected type.
Disc Noise LPF	200–8000 Hz, BY-PASS	Adjusts the cutoff frequency of the low pass filter applied to the record noise. If you don't want to filter out any high frequencies, set this parameter to BYPASS.
Disc Noise Level	0–127	Volume of the record noise
Hum Noise Type	50Hz, 60Hz	Frequency of the hum noise
Hum Noise LPF	200–8000 Hz, BY-PASS	Cutoff frequency of the low pass filter applied to the hum noise (BYPASS: no cut)
Hum Noise Level	0–127	Volume of the hum noise
Balance #1	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level #2	0–127	Output level

31: LOFI COMPRESS (Lo-Fi Compress)

This is an effect that intentionally degrades the sound quality for creative purposes.

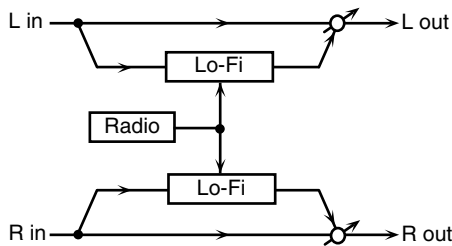


Parameter	Value	Description
Pre Filter Type	1–6	Selects the type of filter applied to the sound before it passes through the Lo-Fi effect.
LoFi Type	1–9	Degrades the sound quality. The sound quality grows poorer as this value is increased.
Post Filter Type	OFF, LPF, HPF	Selects the type of filter applied to the sound after it passes through the Lo-Fi effect. OFF: no filter is used LPF: cuts the frequency range above the Cutoff HPF: cuts the frequency range below the Cutoff
Post Filter Cutoff	200–8000 Hz	Cutoff frequency of the Post Filter
Balance #1	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level #2	0–127	Output level

Effects editing parameters

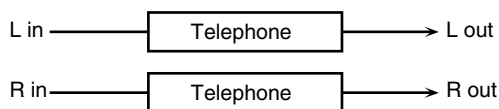
32: LOFI RADIO (Lo-Fi Radio)

In addition to a Lo-Fi effect, this effect also generates radio noise.



Parameter	Value	Description
LoFi Type	1-9	Degrades the sound quality. The sound quality grows poorer as this value is increased.
Post Filter Type	OFF, LPF, HPF	Selects the type of filter applied to the sound after it passes through the Lo-Fi effect. OFF: no filter is used LPF: cuts the frequency range above the Cutoff HPF: cuts the frequency range below the Cutoff
Post Filter Cutoff	200-8000 Hz	Cutoff frequency of the Post Filter
Radio Detune #1	0-127	Simulates the tuning noise of a radio. As this value is raised, the tuning drifts further.
RadioNoise Level	0-127	Volume of the radio noise
Balance #2	D100:0W-D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0-127	Output level

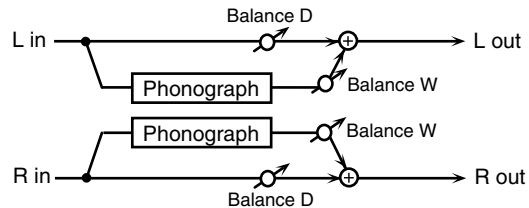
33: TELEPHONE



Parameter	Value	Description
Voice Quality #1	0-15	Audio quality of the telephone voice
Treble	-15- +15 dB	Upper range of the telephone voice
Balance #2	D100:0-D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0-127	Output level

34: PHONOGRAPH

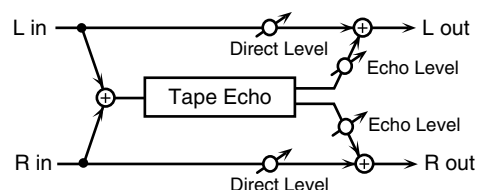
Simulates a sound recorded on an analog record and played back on a record player. This effect also simulates the various types of noise that are typical of a record, and even the rotational irregularities of an old turntable.



Parameter	Value	Description
Signal Distortion	0-127	Depth of distortion
Frequency Range	0-127	Frequency response of the playback system Decreasing this value will produce the impression of an old system with a poor frequency response.
Disc Type	LP, EP, SP	Rotational speed of the turntable This will affect the frequency of the scratch noise.
Scratch Noise Level	0-127	Amount of noise due to scratches on the record
Dust Noise Level	0-127	Volume of noise due to dust on the record
Hiss Noise Level	0-127	Volume of continuous "hiss"
Total Noise Level #1	0-127	Volume of overall noise
Wow	0-127	Depth of long-cycle rotational irregularity
Flutter	0-127	Depth of short-cycle rotational irregularity
Random	0-127	Depth of indefinite-cycle rotational irregularity
Total Wow/Flutter #2	0-127	Depth of overall rotational irregularity
Balance	D100:0W-D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0-127	Output level

35: TAPE ECHO

A virtual tape echo that produces a realistic tape delay sound. This simulates the tape echo section of a Roland RE-201 Space Echo.

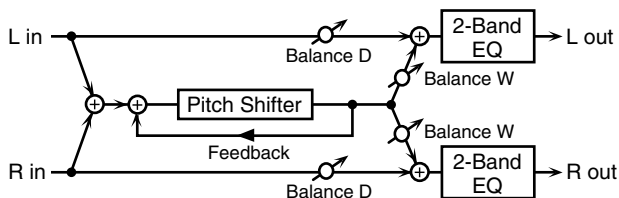


Parameter	Value	Description
Mode	S, M, L, S+M, S+L, M+L, S+M+L	Combination of playback heads to use Select from three different heads with different delay times. S: short M: middle L: long

Parameter	Value	Description
Repeat Rate #1	0–127	Tape speed Increasing this value will shorten the spacing of the delayed sounds.
Intensity #2	0–127	Amount of delay repeats
Bass	-15– +15	Boost/cut for the lower range of the echo sound
Treble	-15– +15	Boost/cut for the upper range of the echo sound
Head S Pan	L64–63R	Independent panning for the short, middle, and long playback heads
Head M Pan		
Head L Pan		
Tape Distortion	0–5	Amount of tape-dependent distortion to be added This simulates the slight tonal changes that can be detected by signal-analysis equipment. Increasing this value will increase the distortion.
Wow/Flutter Rate	0–127	Speed of wow/flutter (complex variation in pitch caused by tape wear and rotational irregularity)
Wow/Flutter Depth	0–127	Depth of wow/flutter
Echo Level	0–127	Volume of the echo sound
Direct Level	0–127	Volume of the original sound
Level	0–127	Output level

36: FBK PITCH SHIFTER (Feedback Pitch Shifter)

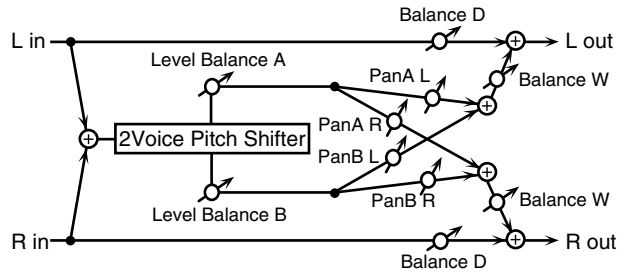
This allows the pitch-shifted sound to be fed back into the effect.



Parameter	Value	Description
Mode	1, 2, 3, 4, 5	Setting a higher value for this parameter results in a slower response, but steadier pitch.
Coarse #1	-24– +12 semi	Adjusts the pitch of the pitch-shifted sound in semitone steps.
Fine	-100– +100 cent	Adjusts the pitch of the pitch-shifted sound in 2-cent steps.
Pre Delay	0.0–500 ms	Adjusts the time until the pitch shifted sound is heard.
Feedback #2	-98– +98 %	Adjusts the amount of the pitch-shifted sound that's fed back into the effect. Negative (-) settings invert the phase.
Pan	L64–63R	Stereo location of the pitch-shifted sound
Low Gain	-15– +15 dB	Gain of the low frequency range
High Gain	-15– +15 dB	Gain of the high frequency range
Balance	D100:0W– D0:100W	Volume balance between the direct sound (D) and the pitch-shifted sound (W)
Level	0–127	Output level

37: 2Vo PITCH SHIFTER (2-Voice Pitch Shifter)

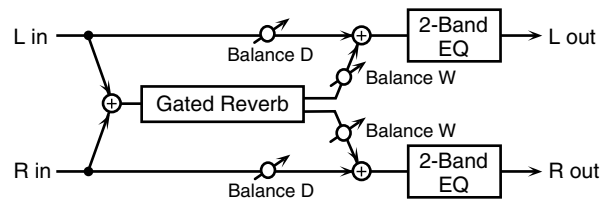
Shifts the pitch of the original sound. This 2-voice pitch shifter has two pitch shifters, and can add two pitch-shifted versions of the original sound.



Parameter	Value	Description
Mode	1, 2, 3, 4, 5	Setting a higher value for this parameter results in a slower response, but steadier pitch.
Coarse A #1	-24– +12 semi	Adjusts the pitch of Pitch Shift A/B in semitone steps.
Coarse B #2		
Fine A	-100– +100 cent	Adjusts the pitch of Pitch Shift A/B in 2-cent steps.
Fine B		
Pre Delay A	0.0–500 ms	Adjusts the time until Pitch Shift A/B is heard.
Pre Delay B		
Pan A	L64–63R	Stereo location of Pitch Shift A/B
Pan B		
Level Balance	A100:0B– A0:100B	Volume balance between Pitch Shift A and Pitch Shift B
Balance	D100:0W– D0:100W	Volume balance between the direct sound (D) and the pitch shifted sounds (W)
Level	0–127	Output level

38: GATED REVERB

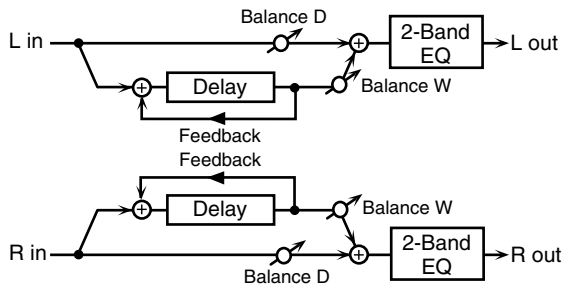
This is a special type of reverb in which the reverb is cut off without being allowed to decay naturally.



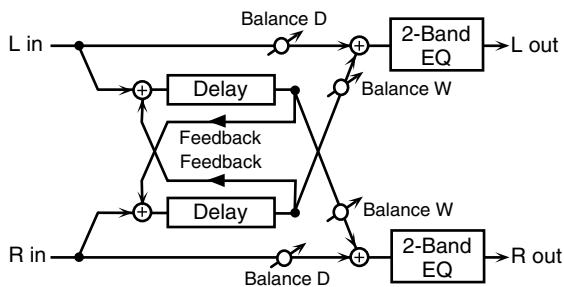
Parameter	Value	Description
Type	NORMAL, REVERSE	Type of reverb NORMAL: conventional gated reverb REVERSE: backwards reverb
Pre Delay	0.0–100.0 ms	Adjusts the time until the reverb sound is heard.
Time	5–500 ms	Adjusts the time from when the reverb is first heard until it disappears.
Pan #1	L64–63R	Stereo location of the reverb sound
Low Gain	-15– +15 dB	Gain of the low frequency range
High Gain	-15– +15 dB	Gain of the high frequency range
Balance #2	D100:0W– D0:100W	Volume balance between the direct sound (D) and the reverb sound (W)
Level	0–127	Output level

39: STEREO DELAY

When Feedback Mode is NORMAL:



When Feedback Mode is CROSS:

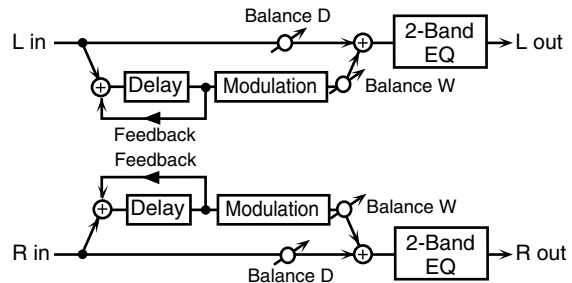


Parameter	Value	Description
Feedback Mode	NORMAL, CROSS	Selects the way in which delay sound is fed back into the effect. (See the figures above.)
Delay Left	0–2000 ms, note	Adjusts the time until the delay sound is heard.
Delay Right		
Phase Left	NORMAL, INVERT	Phase of the delay sound
Phase Right		
Feedback #1	-98– +98 %	Adjusts the amount of the delay sound that's fed back into the effect. Negative (-) settings invert the phase.
HF Damp	200–8000 Hz, BY-PASS	Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.
Low Gain	-15– +15 dB	Gain of the low frequency range
High Gain	-15– +15 dB	Gain of the high frequency range
Balance #2	D100:0W– D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Level	0–127	Output level

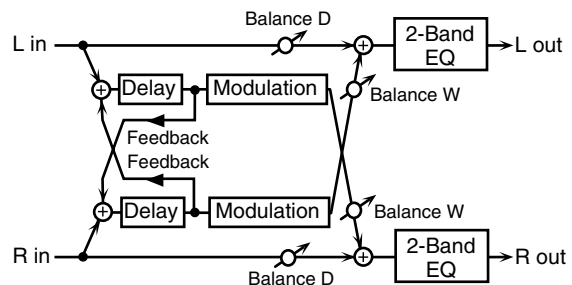
40: MODULATION DELAY

Adds modulation to the delayed sound.

When Feedback Mode is NORMAL:



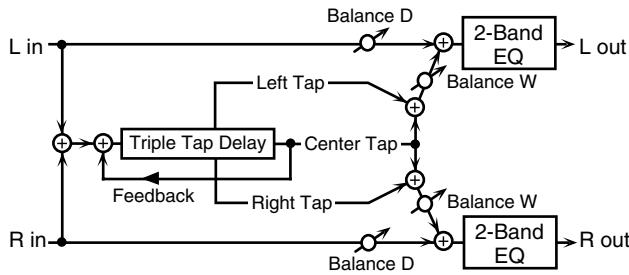
When Feedback Mode is CROSS:



Parameter	Value	Description
Feedback Mode	NORMAL, CROSS	Selects the way in which delay sound is fed back into the effect (See the figures above.)
Delay Left	0–2000 ms, note	Adjusts the time until the delay sound is heard.
Delay Right		
Feedback	-98– +98 %	Adjusts the amount of the delay sound that's fed back into the effect. Negative (-) settings invert the phase.
HF Damp	200–8000 Hz, BY-PASS	Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.
Rate	0.05–10.00 Hz	Frequency of modulation
Depth	0–127	Depth of modulation
Phase	0–180 deg	Spatial spread of the sound
Low Gain	-15– +15 dB	Gain of the low frequency range
High Gain	-15– +15 dB	Gain of the high frequency range
Balance #	D100:0W– D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Level	0–127	Output level

41: TRIPLE TAP DELAY

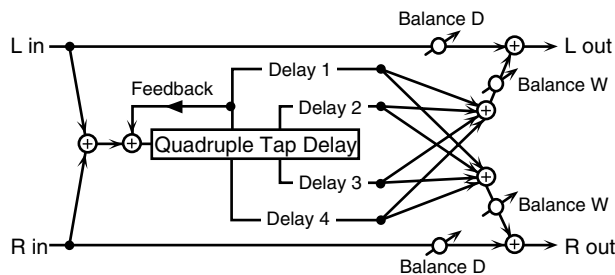
Produces three delay sounds; center, left and right.



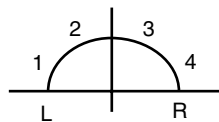
Parameter	Value	Description
Delay Left/Right/Center	0-4000 ms, note	Adjusts the time until the delay sound is heard.
Feedback #1	-98- +98 %	Adjusts the amount of the delay sound that's fed back into the effect. Negative (-) settings invert the phase.
HF Damp	200-8000 Hz, BY-PASS	Adjusts the frequency above which sound fed back to the effect is filtered out. If you do not want to filter out any high frequencies, set this parameter to BYPASS.
Left/Right/Center Level	0-127	Volume of each delay
Low Gain	-15- +15 dB	Gain of the low frequency range
High Gain	-15- +15 dB	Gain of the high frequency range
Balance #2	D100:0W-D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Level	0-127	Output level

42: QUADRUPLE TAP DELAY

This effect has four delays.



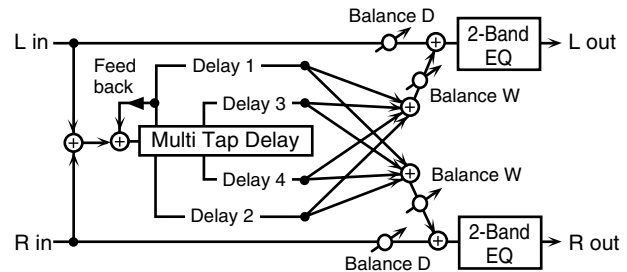
Stereo location of each delay



Parameter	Value	Description
Delay 1-4	0-4000 ms, note	Adjusts the time until the delay sound is heard.
Level 1-4	0-127	Volume of each delay
Feedback #1	-98- +98 %	Adjusts the amount of the delay sound that's fed back into the effect. Negative (-) settings invert the phase.
HF Damp	200-8000 Hz, BY-PASS	Adjusts the frequency above which sound fed back to the effect is filtered out. If you do not want to filter out any high frequencies, set this parameter to BYPASS.
Balance #2	D100:0W-D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Level	0-127	Output level

43: MULTI TAP DELAY

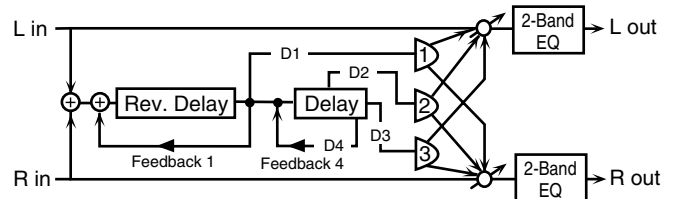
This effect provides four delays. Each of the Delay Time parameters can be set to a note length based on the selected tempo. You can also set the panning and level of each delay sound.



Parameter	Value	Description
Delay 1-4	0-4000 ms, note	Adjusts the time until Delays 1-4 are heard.
Pan 1-4	L64-63R	Stereo location of Delays 1-4
Level 1-4	0-127	Output level of Delays 1-4
Feedback #1	-98- +98 %	Adjusts the amount of the delay sound that's fed back into the effect. Negative (-) settings invert the phase.
HF Damp	200-8000 Hz, BY-PASS	Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out the high frequencies, set this parameter to BYPASS.
Low Gain	-15- +15 dB	Gain of the low frequency range
High Gain	-15- +15 dB	Gain of the high frequency range
Balance #2	D100:0W-D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0-127	Output level

44: REVERSE DELAY

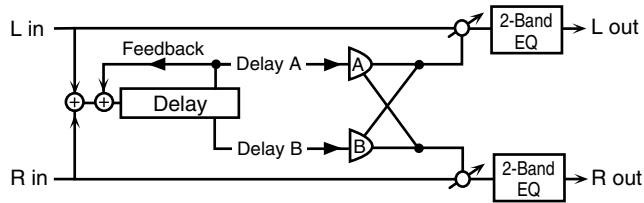
Adds the reverse of the input sound as a delay.



Parameter	Value	Description
Threshold	0-127	Volume level at which the reverse delay begins
Delay 1-4	0-2000 ms, note	Adjusts the time until Delays 1-4 are heard.
Feedback 1 #1	-98- +98 %	Adjusts the amount of the delay sound that's fed back into the effect. Negative (-) settings invert the phase.
Feedback 4		
HF Damp 1	200-8000 Hz, BY-PASS	Adjusts the frequency above which sound fed back to the effect is filtered out. If you do not want to filter out any high frequencies, set this parameter to BYPASS.
HF Damp 4		
Pan 1-3	L64-63R	Stereo location of Delays 1-3 sound
Level 1-3	0-127	Output level of Delays 1-3 sound
Balance #2	D100:0W-D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Low Gain	-15- +15 dB	Gain of the low frequency range
High Gain	-15- +15 dB	Gain of the high frequency range
Level	0-127	Output level

45: SHUFFLE DELAY

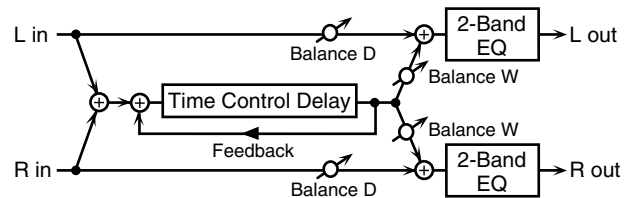
Adds a shuffle to the delay sound, giving the sound a bouncy delay effect with a swing feel.



Parameter	Value	Description
Delay #1	0–4000 ms, note	Adjusts the time until the delay sound is heard.
Shuffle Rate	0–100 %	Adjusts the ratio (as a percentage) of the time that elapses before Delay B sounds relative to the time that elapses before the Delay A sounds. When set to 100%, the delay times are the same.
Pan A/B	L64–63R	Stereo location of Delay A/B
Level Balance	A100:0B–A0:100B	Volume balance between Delay A and Delay B
Feedback #2	-98– +98 %	Adjusts the amount of the delay that's fed back into the effect. Negative (-) settings invert the phase.
Acceleration	0–15	Adjusts the time over which the Delay Time changes from the current setting to its specified new setting.
HF Damp	200–8000 Hz, BY-PASS	Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.
Low Gain	-15– +15 dB	Gain of the low frequency range
High Gain	-15– +15 dB	Gain of the high frequency range
Balance #	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output level

46: TIME CONTROL DELAY

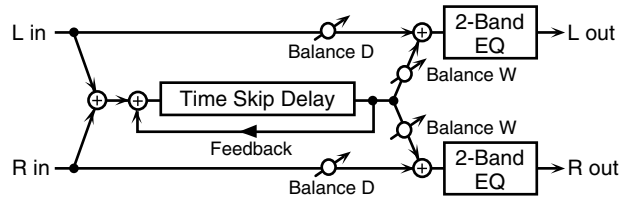
This lets you smoothly vary the delay time. As the delay time is varied, the pitch will change correspondingly; lengthening the delay time will lower the pitch, and shortening it will raise the pitch.



Parameter	Value	Description
Delay #1	0–4000 ms, note	Adjusts the time until the delay is heard.
Feedback #2	-98– +98 %	Adjusts the amount of the delay that's fed back into the effect. Negative (-) settings invert the phase.
Acceleration	0–15	Adjusts the time over which the Delay Time changes from the current setting to a specified new setting. The rate of change for the Delay Time directly affects the rate of pitch change.
HF Damp	200–8000 Hz, BY-PASS	Adjusts the frequency above which sound fed back to the effect is filtered out. If you do not want to filter out any high frequencies, set this parameter to BYPASS.
Pan	L64–63R	Stereo location of the delay
Low Gain	-15– +15 dB	Gain of the low frequency range
High Gain	-15– +15 dB	Gain of the high frequency range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output level

47: TIME SKIP DELAY

A delay that changes the delay time in stair-step fashion.



Parameter	Value	Description
Delay #1	0–4000 ms, note	Adjusts the time until the delay is heard.
Skip Rate	0.05–10.0 Hz, note	Frequency at which the delay time will change
Feedback #2	-98– +98 %	Adjusts the amount of the delay sound that's fed back into the effect. Negative (-) settings invert the phase.
Acceleration	0–15	Adjusts the time over which the Delay Time changes from the current setting to its specified new setting.
HF Damp	200–8000 Hz, BY-PASS	Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.
Pan	L64–63R	Stereo location of the delay
Low Gain	-15– +15 dB	Gain of the low frequency range
High Gain	-15– +15 dB	Gain of the high frequency range
Balance	D100:0W– D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Level	0–127	Output level

note:

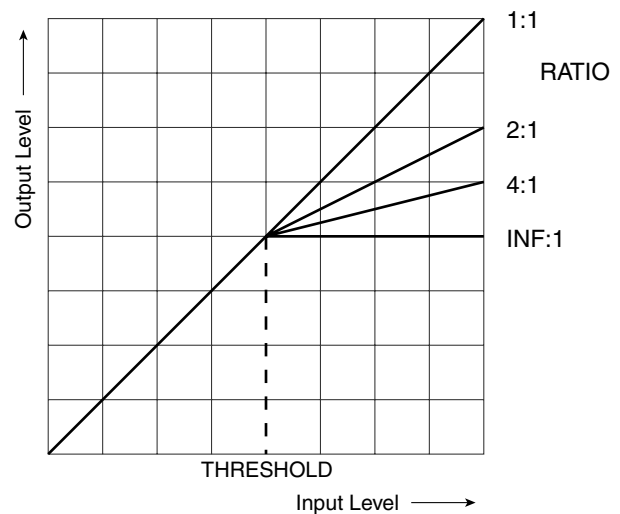
- ♩₃ (Sixty-fourth-note triplet), ♪ (Sixty-fourth note), ♩₃ (Thirty-second-note triplet),
- ♩ (Thirty-second note), ♩₃ (Sixteenth-note triplet), ♩. (Dotted thirty-second note),
- ♩ (Sixteenth note), ♩₃ (Eighth-note triplet), ♩. (Dotted sixteenth note),
- ♩ (Eighth note), ♩₃ (Quarter-note triplet), ♩. (Dotted eighth note),
- ♩ (Quarter note), ♩₃ (Half-note triplet), ♩. (Dotted quarter note), ♩ (Half note),
- ♩ (Whole-note triplet), ♩. (Dotted half note), ♩ (Whole note),
- ♩₃ (Double-note triplet), ♩. (Dotted whole note), ♩ (Double note)

Mastering effect

Parameter	Range	Explanation
ATTACK	0–100 ms	Time from when the volume goes up THRESHOLD until the compressor effect applies
RELEASE	50–5000 ms	Time from when the volume falls below THRESHOLD until the compressor effect no longer applies
THRESHOLD	-36–0 dB	Volume level at which compression begins
RATIO	1.00:1– INF:1	Compression ratio (INF: infinity)
LEVEL	0–24 dB	Output volume
Split Frequency High	2000–8000 Hz	Frequency at which the high-frequency (HI) and mid-frequency (MID) bands are split
Split Frequency Low	200–800 Hz	Frequency at which the low-frequency (LO) and mid-frequency (MID) bands are split

About THRESHOLD and RATIO

As shown in the diagram below, these parameters determine how the volume is to be compressed.



Patch editing parameters

Wave

These parameters select the PCM waveform that is to form the basis of the tone, and apply effects to the waveform.

Parameter	Range	Explanation
Wave Group	INT, USER, CARD	Group of the waveform upon which the tone is to be based INT: Waveforms stored in internal memory USER: User sample waveforms CARD: Card sample waveforms
Wave No. L/MONO	0 (OFF)-****	Waveform upon which the tone is to be based
Wave No. R	* Depends on the wave group.	On the MC-808 you can specify a separate waveform for the L and R channels. * If you want to use the same waveform for the L and R channels, set the R channel to 0 (OFF).
Wave Gain	-6, 0, +6, +12 dB	Waveform gain (amplitude) The value will change in steps of 6 dB (decibels). An increase of 6 dB will double the gain. If you want to use the booster to distort the sound, it is effective to set this to the maximum.
FXM (Frequency Cross Modulation) FXM creates a complex overtone structure by using a specific waveform to frequency-modulate the selected waveform. This is suitable for creating extreme sounds or sound effects.		
FXM SW (Wave FXM Switch)	OFF, ON	Selects whether FXM will be used (ON) or not (OFF).
FXM Color (Wave FXM Color)	1-4	Selects how FXM will apply frequency modulation. Increasing this value will produce a rougher sound. Decreasing this value will produce a more metallic sound.
FXM Depth (Wave FXM Depth)	0-16	Depth of frequency modulation applied by FXM

Pitch

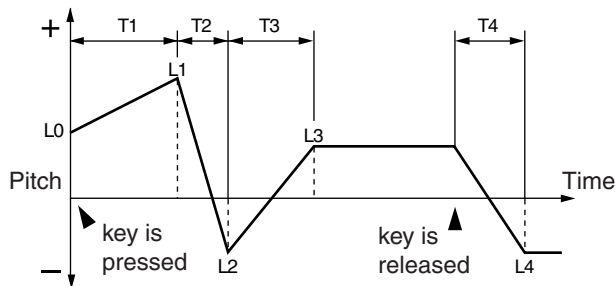
These parameters specify the pitch of the waveform, and how your MIDI keyboard playing dynamics will affect the pitch envelope (change in pitch over time).

Parameter	Value	Description
Patch Coarse Tune	-48- +48	Pitch of the entire patch Specifies the pitch in semitone steps over a range of +/-4 octaves.
Patch Fine Tune	-50- +50	Pitch of the entire patch Adjusts the pitch in one-cent steps (1/100th of a semitone) over a range of 1/2 semitone upward or downward.
Tone Coarse Tune	-48- +48	Pitch of the tone Adjusts the pitch in semitone steps over a range of +/-4 octaves.
Tone Fine Tune	-50- +50	Pitch of the tone Adjusts the pitch in one-cent steps (1/100th of a semitone) over a range of 1/2 semitone upward or downward.
Rnd Pitch Depth (Tone Random Pitch Depth)	0-1200	Range of random pitch change that occurs each time a pad is pressed Set this to 0 if you do not want the pitch to change randomly. This value is set in units of one cent (1/100th of a semitone).
Pitch Keyfollow (Wave Pitch Keyfollow)	-200- +200	Amount of pitch change that occurs when you play upward one octave (12 notes) Set this to +100 if you want the pitch to rise one octave as you play 12 notes upward (as on a conventional keyboard). Set this to +200 if you want the pitch to rise two octaves as you play 12 notes upward. Conversely, set this to a negative value if you want the pitch to fall as you play upward on the keyboard. Set this to 0 if you want the same pitch to be sounded regardless of the note you play.

Parameter	Value	Description
P-Env V-Sens (Pitch Envelope Velocity Sensitivity)	-63- +63	Amount by which velocity will affect the depth of the pitch envelope
P-Env T1 V-Sens (Pitch Envelope Time 1 Velocity Sensitivity)	-63- +63	Amount by which velocity will affect T1 (time) of the pitch envelope Set this to a positive (+) value if you want to speed up the T1 time, or to a negative (-) value to slow it down.
P-Env T4 V-Sens (Pitch Envelope Time 4 Velocity Sensitivity)	-63- +63	Amount by which the key-off velocity will affect T4 (time) of the pitch envelope Set this to a positive (+) value if you want to speed up the T4 time, or to a negative (-) value to slow it down.
P-Env Time KF (Pitch Envelope Time Key-follow)	-100- +100	Amount by which the pad you play will affect times (T2-T4) of the pitch envelope Relative to middle C (C4), higher settings for this parameter will produce greater change. Positive (+) values will cause the times to become shorter as you play toward the right on the pad. Conversely, negative (-) values will cause the times to become longer.

Pitch Env (Pitch Envelope)

These parameters specify the depth of the pitch envelope (the way in which pitch will change over time) and the shape of the envelope itself.



Parameter	Value	Description
P-Env Depth	-12- +12	Pitch envelope depth Increasing this value will produce greater change. Negative (-) values will invert the change produced by the envelope.
P-Env Time1-4	0-127	Pitch envelope times (T1-T4) Increasing this value will lengthen the time until the next pitch level is reached (for example, T2 is the time over which the pitch will change from L1 to L2).
P-Env Level0-4	-63- +63	Pitch envelope levels (L0-L4) These parameters specify the amount by which the pitch will change from the basic pitch (specified by Coarse Tune and Fine Tune) at each point of the envelope. Positive (+) values will raise the pitch above the basic pitch, and negative (-) values will lower it.

Patch editing parameters

Filter

These parameters are settings for the TVF (Time Variant Filter). They modify the timbral character of the tone by adjusting the brightness and fatness of the sound.

Parameter	Value	Description
Filter Type	OFF, LPF, BPF, HPF, PKG, LPF2, LPF3	<p>Type of filter</p> <p>A filter cuts a specific frequency region of the sound to modify the brightness or thickness of the sound.</p> <p>OFF: A filter will not be used.</p> <p>LPF: Low Pass Filter. Cuts the region that lies above the cutoff frequency. The sound will become more mellow as the high frequency region is cut. This is the most commonly used type of filter.</p> <p>BPF: Band Pass Filter. Leaves only the region in the vicinity of the cutoff frequency, and cuts the rest. Suitable for creating sounds with a distinctive character.</p> <p>HPF: High Pass Filter. Cuts the region that lies below the cutoff frequency. Suitable for creating percussion instrument sounds that have a distinctive high range.</p> <p>PKG: Peaking filter. Emphasizes the region in the vicinity of the cutoff frequency. You can create a wah effect by using an LFO to cyclically modulate the cutoff frequency.</p> <p>LPF2: Low Pass Filter 2. Cuts the region that lies above the cutoff frequency. This lets you leave the cutoff frequency fixed, and use the TVF envelope settings to vary the depth of the cutoff. Since this does not impair the feeling of energy of the sound, it is effective for acoustic-type sounds.</p> <p>* The resonance setting is ignored.</p> <p>LPF3: Low Pass Filter 3. Cuts the region that lies above the cutoff frequency. This filter cuts the high frequency region more gently than LPF2. Since this does not impair the feeling of energy of the sound, it is effective for acoustic-type sounds.</p> <p>* The resonance setting is ignored.</p>
Cutoff Frequency	0–127	<p>Frequency (cutoff frequency) at which the filter will begin affecting the frequency content of the waveform</p> <p>If the Filter Type is LPF/LPF2/LPF3, reducing the cutoff frequency will diminish the higher overtones, producing a more mellow sound. Raising the cutoff frequency will brighten the sound.</p> <p>If the Filter Type is BPF, the cutoff frequency value will change the harmonic content that will be sounded. This is suitable for creating sounds with a distinctive character.</p> <p>If the Filter Type is HPF, raising the cutoff frequency will diminish the lower overtones, emphasizing only the bright portion of the sound.</p> <p>If the Filter Type is PKG, the cutoff frequency value will change the harmonic content that will be boosted.</p>
Cutoff Keyfollow	-200– +200	<p>Specifies how the pad position will affect the cutoff frequency</p> <p>Relative to the cutoff frequency of the C4 key, positive (+) values will raise the cutoff frequency as you play above C4, and negative (-) values will lower the cutoff frequency as you play above C4. Increasing this value will produce a correspondingly greater change.</p> <p>Cutoff frequency (Octave)</p>
Cutoff Velo Curve (Cutoff Frequency Velocity Curve)	FIX, 1–7	<p>Curve by which velocity will affect the cutoff frequency</p> <p>If this is "FIX," the cutoff frequency will stay the same regardless of how the velocity varies.</p>
Cutoff Velo Sens (Cutoff Frequency Velocity Sensitivity)	-63– +63	<p>Amount by which velocity will affect the cutoff frequency</p>

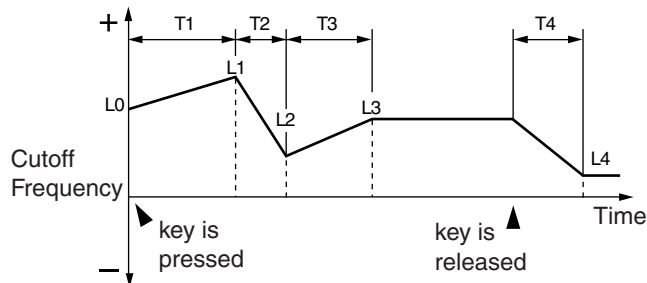
Patch editing parameters

Parameter	Value	Description
Resonance	0-127	<p>Amount by which the sound in the region of the cutoff frequency will be emphasized Increasing this value will produce a more strongly distinctive character. Raising this excessively will cause oscillation and distortion.</p>
Reso Velo Sens (Resonance Velocity Sensitivity)	-63- +63	Amount by which velocity will affect the resonance
F-Env V-Curve (Filter envelope velocity curve)	FIX, 1-7	<p>Curve by which velocity will affect the filter envelope If this is "FIX," the filter envelope will stay the same regardless of how the velocity varies.</p>
F-Env V-Sens (Filter envelope velocity sensitivity)	-63- +63	Amount by which velocity will affect the depth of the filter envelope
F-Env T1 V-Sens (Filter Envelope Time 1 Velocity Sensitivity)	-63- +63	<p>Amount by which velocity will affect T1 (time) of the filter envelope Specify a positive (+) value if you want to speed up the T1 time, or a negative (-) value to slow it down.</p>
F-Env T4 V-Sens (Filter Envelope Time 4 Velocity Sensitivity)	-63- +63	<p>Amount by which the key-off velocity will affect T4 (time) of the filter envelope Specify a positive (+) value if you want to speed up the T4 time, or a negative (-) value to slow it down.</p>

Patch editing parameters

Filter Env (Filter Envelope)

These parameters specify the depth of the filter envelope (time-variant change in cutoff frequency), and specify the shape of the envelope itself.



Parameter	Value	Description
F-Env Depth (Filter envelope depth)	-63- +63	Depth of the filter envelope Increasing this value will produce a greater effect. Negative (-) values will invert the envelope.
F-Env Time KF (Filter Envelope Time Keyfollow)	-100- +100	Amount by which the note you play (relative to C4) will affect the filter envelope times (T2-T4) Increasing this value will cause greater change to occur. Positive (+) values will cause the times to become shorter as you play toward the right of the keyboard. Conversely, negative (-) values will cause the times to become longer.
F-Env Time1-4 (Filter Envelope Time 1-4)	0-127	Filter envelope times (T1-T4) Higher settings of these values will lengthen the time over which the next cutoff frequency level of the envelope is reached. (For example, T2 is the time over which the level changes from L1 to L2.)
F-Env Level0-4 (Filter Envelope Level 0-4)	0-127	Filter envelope levels (L0-L4) Specifies the change in cutoff frequency at each point, relative to the reference level.

Amp

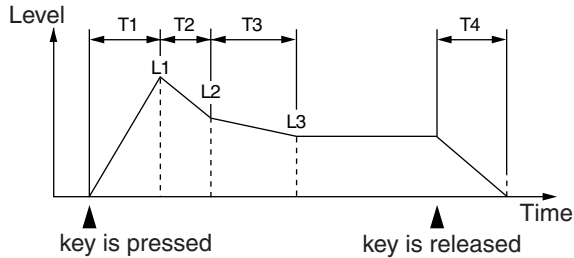
These TVA (Time Variant Amplifier) parameters specify how the volume and pan of the sound will change.


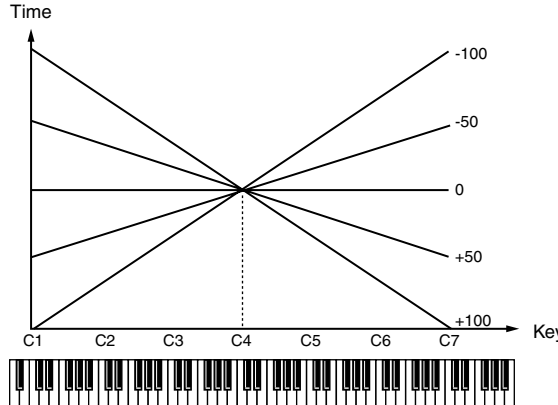
Parameter	Value	Description
Patch Level	0–127	Volume of the entire patch
Tone Level	0–127	Volume of each tone This parameter is used mainly to adjust the volume balance between tones.
BIAS		
Use the Bias parameter when you want the position of pads to affect the TVA level.		
<div style="display: flex; justify-content: space-around; align-items: flex-end;"> <div style="text-align: center;"> <p>LOWER</p> </div> <div style="text-align: center;"> <p>UPPER</p> </div> <div style="text-align: center;"> <p>LOWER&UPPER</p> </div> <div style="text-align: center;"> <p>ALL</p> </div> </div>		
Bias Level	-100– +100	Angle at which the volume will change relative to the bias direction Increasing this value will produce a greater change. Negative (-) values will invert the direction of the change.
Bias Position	0–127	Selects the note number relative to which the volume will change.
Bias Direction	LWR, UPR, L&U, ALL	Direction of change relative to the bias point LWR (LOWER): Notes below the bias point UPR (UPPER): Notes above the bias point L&U (LOWER & UPPER): Notes to the left and right of the bias point ALL: Bias level varies the angle relative to the bias point
Tone Pan	L64–63R	Pan of each tone L64 is far left, 0 is center, and 63R is far right.
Pan Keyfollow (Tone Pan Keyfollow)	-100– +100	Set this parameter if you want the pan to be affected by the note you play. Increasing this value will produce a greater change relative to middle C (C4). Positive (+) values will cause the pan to move toward the right as you play toward the right. Conversely, negative (-) values will adjust pan toward the right.
<div style="text-align: center;"> <p>Pan</p> </div>		
Random Pan Depth (Tone Random Pan Depth)	0–63	Amount by which the pan will be varied randomly each time you press a pad Increasing this value will produce a greater amount of random change.
Alter Pan Depth (Tone Alternate Pan Depth)	L63–63R	Amount by which the pan will be moved alternately between left and right each time you press a pad Increasing this value will produce a greater amount of change. This value can be adjusted in the L or R direction, and these will invert the order in which the tone is panned to left and right. If you want two tones to alternate between left and right, set each tone to opposite L and R values.

Patch editing parameters

Amp Env (Amp Envelope)

These parameters specify the depth of the amp envelope (change in volume over time) and the shape of the envelope itself.



Parameter	Value	Description
A-Env V-Curve (Amp Envelope Velocity Curve)	FIX, 1-7	Curve by which velocity will affect the volume of the tone If this is "FIX," the volume of the tone will stay the same regardless of how the velocity varies. 
A-Env V-Sens (Amp Envelope Velocity Sensitivity)	-63- +63	Amount by which velocity will affect the volume of the tone Set a positive (+) value if you want to increase the tone's volume change, or a negative (-) value if you want to decrease the tone's volume change.
A-Env T1 V-Sens (Amp Envelope Time 1 Velocity Sensitivity)	-63- +63	Amount by which velocity will affect T1 (time) of the Amp envelope Specify a positive (+) value if you want the T1 time to speed up, or a negative (-) value if you want it to slow down.
A-Env T4 V-Sens (Amp Envelope Time 4 Velocity Sensitivity)	-63- +63	Amount by which the key-off velocity will affect T4 (time) of the Amp envelope Specify a positive (+) value if you want the T4 time to speed up, or a negative (-) value if you want it to slow down.
A-Env Time KF (Amp Envelope Time Keyfollow)	-100- +100	Amount by which Amp envelope times (T2-T4) will be affected by the pad you play Higher settings for this value will produce a greater change relative to the C4 key. Positive (+) values will cause the times to become shorter as you play toward the right. Conversely, negative (-) values will cause the times to become longer. 
A-Env Time1-4 (Amp Envelope Time 1-4)	0-127	Amp envelope times (T1-T4) Higher settings of these values will lengthen the time over which the next volume level of the envelope is reached. (For example, T2 is the time over which the level changes from L1 to L2.)
A-Env Level1-3 (Amp Envelope Level 1-3)	0-127	Amp envelope levels (L1-L3) Specifies the change in volume at each point, relative to the reference level.

LFO

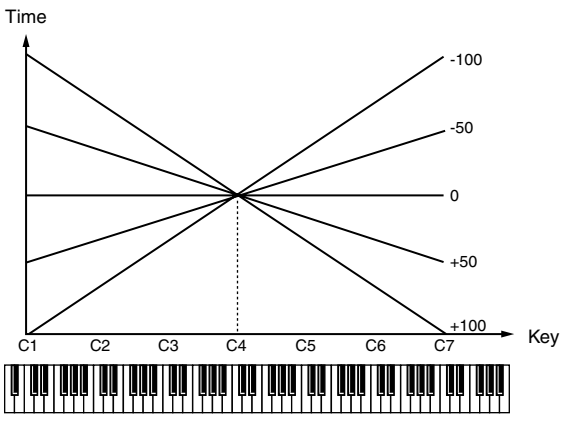
LFO (Low Frequency Oscillator) creates cyclic changes. Each tone has two LFOs, and these can be used to apply change to pitch, filter cutoff frequency, amp level, and pan.

Using the LFOs

An LFO applied to pitch creates vibrato, applied to filter cutoff frequency creates a wah effect, and applied to amp level creates tremolo. When LFO is applied to pan, a distinctive auto-pan effect is produced.

LFO settings can also be used to do things such as cyclically exchanging two tones. For example, to cyclically exchange tones 1 and 2, specify the same LFO effect for each, and set the LFO depth to opposite polarities (+/-) for the amp level.

* The parameters of LFO 1 and 2 are the same.

Parameter	Value	Description
LFO1(2) Waveform	SIN, TRI, SAWU, SAWD, SQR, RND, BD-U, BD-D, TRP, S&H, CHS, XSIN, TWM, STRS, VSIN, M001-M113	LFO waveform SIN: sine wave TRI: triangle wave SAWU: sawtooth wave SAW-D: sawtooth wave (inverted) SQR: square wave RND: random wave BD-U: a waveform that lets the LFO output waveform rise to the reference level and holds it there BD-D: a waveform that lets the LFO output waveform fall to the reference level and holds it there TRP: trapezoidal wave S&H: sample and hold wave (LFO value will change once each period) CHS: chaos wave XSIN: sine wave that reverses between positive and negative at an extremely short interval TWM: modified triangle wave STRS: stair-step wave VSIN: modified sine wave suitable for vibrato M001-M113: the waveform will change continuously from a sine wave to sample & hold * If you select "BD-U" or "BD-D," set the Key Trigger (p. 51) parameter to "ON." There will be no effect if you set it to "OFF."
LFO1(2) Rate	0-127, note	Speed of the LFO cycle * The chaos waveform has no cycle. If you select the chaos waveform, the rate setting will be ignored.
Offset (LFO Offset)	-100- +100	Offset level of the LFO waveform Adjusts the waveform upward or downward.
Rate Detune (LFO Rate Detune)	0-127	Amount by which the LFO rate will be changed
Delay Time (LFO Delay Time)	0-127	Time from when you press (or release) a pad until the LFO amplitude begins to change
Delay Time KF (LFO Delay Keyfollow)	-100- +100	Amount by which the Delay Time will be affected by the pad you press Modifies the Delay Time parameter according to the pad you press, relative to C4 (middle C). Specify a positive (+) value if you want the LFO effect to be applied more quickly as you press higher notes, or specify a negative (-) value if you want a greater delay to occur before the effect is applied. Higher settings will produce a correspondingly greater change. 
Fade Mode (LFO Fade Mode)	On<, On>, Off<, Off>	How the LFO effect is applied On< (ON-IN): The effect will be applied gradually after you press the pad. On> (ON-OUT): The effect will be applied when you press the pad, and will gradually disappear. Off< (OFF-IN): The effect will be applied gradually after you release the pad. Off> (OFF-OUT): The effect will be applied as long as you hold down the pad, and will gradually disappear when you release the pad.
Fade Time (LFO Fade Time)	0-127	Rise (or decay) time for the LFO effect
Key Trigger (LFO Key Trigger)	OFF, ON	Selection for whether the beginning of the LFO cycle will be aligned to the timing at which you press a pad (ON), or will not be aligned (OFF)

Patch editing parameters

Parameter	Value	Description
Pitch Depth (LFO Pitch Depth)	-63- +63	Depth to which the LFO will affect the WG pitch
Filter Depth (LFO Filter Depth)	-63- +63	Depth to which the LFO will affect the filter cutoff frequency
Amp Depth (LFO Amp Depth)	-63- +63	Depth to which the LFO will affect the amp level
Pan Depth (LFO Pan Depth)	-63- +63	Depth to which the LFO will affect the amp pan * If the Waveform is "XSIN," it may be difficult to notice the effect.

note:

Solo/Porta (Portamento)

These settings specify how the sound is to respond to your playing technique.

Parameter	Value	Description
Mono/Poly	MONO, POLY	Specifies how notes will be produced MONO: Only one note at a time will sound. POLY: More than one note can be played simultaneously. It is effective to use the MONO setting when playing a patch of a single-note instrument such as sax or flute.
Legato Switch	OFF, ON	Specifies whether legato will be used (ON) or not (OFF) Legato is a function that is available when the Mono/Poly parameter is set to MONO. When Legato is turned ON, pressing another pad while the previously played pad is still held down will cause the pitch to change to the newly played pad, while the note continues to sound. This can be used to simulate the hammering-on/pulling-off performance techniques used by a guitarist.
Legato Retrigger	OFF, ON	Selects whether the note will be retriggered when using Legato. Normally, you will leave this "ON." If this parameter is turned "OFF," pressing another pad while the previously played pad is still held down will cause only the pitch to change, which may cause an unnatural-sounding result for some waveforms. It is best to turn this "OFF" when playing wind or bowed-string instrument sounds, or when simulating a monophonic synthesizer. * This setting is ignored if the Legato Switch is "OFF."

PORTAMENTO

Portamento is a function that causes the pitch to change smoothly from one note to the next note played. When the Mono/Poly is set to MONO, this can be effective in simulating performance techniques such as a violinist's glissando.

Portamento Switch	OFF, ON	Portamento on/off
Porta Mode (Portamento Mode)	NORMAL, LEGATO	Method of play for which the portamento effect will be applied NORMAL: Portamento will always be applied. LEGATO: Portamento will be applied only when you play legato (i.e., press the next pad before releasing the previous pad).
Portamento Type	RATE, TIME	How the difference in pitch between the notes you play will affect the time over which the pitch change occurs RATE: The time over which the pitch changes will be proportionate to the difference in pitch between the two notes. TIME: The pitch change will occur over a fixed time, regardless of the difference in pitch between the two notes.

Parameter	Value	Description
Portamento Start	PITCH, NOTE	<p>Portamento begins anew if you press another key during a pitch movement. This setting specifies how the new portamento starts.</p> <p>PITCH: The pitch begins changing immediately to the new note's pitch when its key is pressed.</p> <p>NOTE: The pitch begins changing to the new note's pitch only after it has first reached its original pitch destination.</p>
Portamento Time	0–127	Time over which the next pitch is reached
Unison Switch	OFF, ON	<p>Switches the detune effect on/off</p> <p>If this is "ON," the sound of the selected patch will be layered (three notes), producing a fatter sound.</p> <p>* If this is turned "ON," the Mono/Poly parameter will also be set to "MONO," and the selected patch automatically uses single notes.</p>
Unison Fat Level	0–127	<p>Strength of the detune effect</p> <p>Increasing this value will cause the pitch of the layered notes to be raised and lowered farther away from each other (maximum one octave up and down).</p>

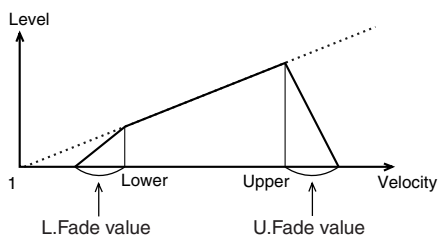
TMT (Tone Mix Table)

These parameters specify how the tones will be combined, and how they will be played.

Parameter	Value	Description
Structure Type 1&2 (3&4)	1–10	<p>How tones 1 and 2, or 3 and 4, will be combined</p> <p>B indicates Booster, and R indicates Ring Modulator.</p> <p>* If you select Type 2–10 and turn off one of the tones, the other tone will use the conventional configuration of WG/TVF/TVA.</p>
Booster 1&2 (3&4) (Booster Gain)	0, +6, +12, +18 dB	Depth of the booster effect when "Type" is set to 3 or 4

TMT (Tone Mix Table)

Specifies how each tone will be played according to the velocity. These settings are collectively referred to as the TMT (Tone Mix Table).



Velocity Control (TMT Velocity Control)	OFF, ON, RANDOM	<p>Specifies whether velocity data will be used (ON) or ignored (OFF)</p> <p>If you specify RANDOM, the tones will sound randomly, regardless of velocity data.</p>
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Patch editing parameters

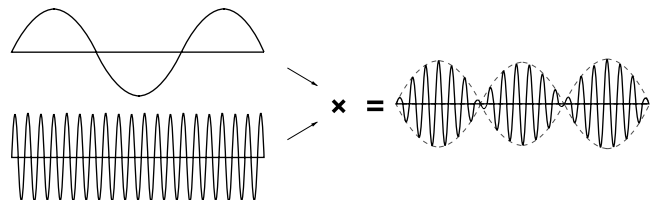
Parameter	Value	Description
Velo Fade Lower (TMT Velocity Fade Width Lower)	0–127	Specifies the volume change that occurs when you play a key on an external instrument, such as a MIDI keyboard, with a force that is less than the lower limit of the velocity range specified below. Increasing this value will cause the volume to decrease more smoothly. Set this to 0 if you don't want any sound to be heard when you play a key with a force that's outside the specified range of velocities.
Velo Range Lower (TMT Velocity Range Lower)	1–Upper	Lower limit of the velocities that will sound the tone. Set this parameter if you want to use velocity to switch between tones.
Velo Range Upper (TMT Velocity Range Upper)	Lower–127	Upper limit of the velocities that will sound the tone. Set this parameter if you want to use velocity to switch between tones. * It is not possible to set Lower to a greater value than Upper, nor Upper to a lesser value than Lower.
Velo Fade Upper (TMT Velocity Fade Width Upper)	0–127	Specifies the volume change that occurs when you play a key on an external instrument, such as a MIDI keyboard, with a force that is greater than the upper limit of the specified velocity range. Increasing this value will cause the volume to decrease more smoothly. Set this to 0 if you don't want any sound to be heard when you play a key with a force that's outside the specified range of velocities.
TMT Control Switch	OFF, ON	Specifies whether the controller of the matrix control will control TMT (ON) or not (OFF). By turning Velocity Control (TMT Velocity Control) OFF and turning this parameter on/off, you can easily switch between sounding all tones and using the matrix control. This is convenient when checking the sound.
Bend Range Down	-48–0	Specifies the amount of pitch change (in semitone steps) that occurs when you move the pitch bend lever on an external instrument, such as a MIDI keyboard, all the way to the left.
Bend Range Up	0–48	Specifies the amount of pitch change (in semitone steps) that occurs when you move the pitch bend lever on an external instrument, such as a MIDI keyboard, all the way to the right.

What is a Booster?

A Booster amplifies the incoming signal, causing it to distort. This creates an effect similar to the distortion often used on an electric guitar.

What is a Ring Modulator?

A Ring Modulator mathematically multiplies two Tones, creating a new sound that includes inharmonic overtones that were not present in either of the two original Tones. Since the difference in pitch between the two Tones changes the overtone structure, an un-pitched "metallic" sound often results. Ring modulation is therefore especially suitable for creating bells and other metallic sounds.



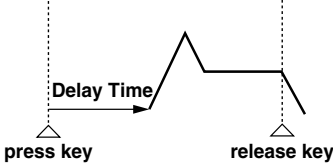
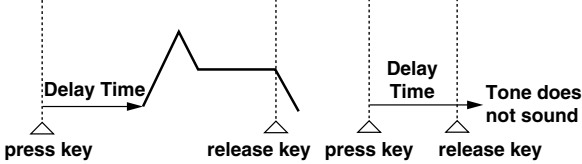
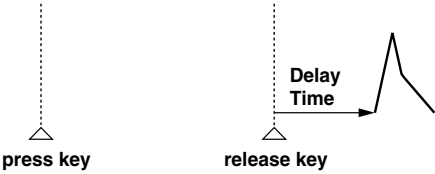

CTRL1

These parameters let you specify the operation and result of various controllers.

Parameter	Value	Description
MATRIX CTRL		
Make these settings when you want to use the [MATRIX CONTROL] fader to control specific tone parameters.		
CTRL1 Destination 1–4 (Matrix Control 1 Destination 1–4)	OFF, PCH, CUT, RES, LEV, PAN, DRY, CHO, REV, PIT-LFO1(2), TVF-LFO1(2), TVA-LFO1(2), PAN-LFO1(2), LFO1(2)-RATE, PIT-ATK, PIT-DCY, PIT-REL, TVF-ATK, TVF-DCY, TVF-REL, TVA-ATK, TVA-DCY, TVA-REL, TMT, FXM, TIME	Parameter to be controlled
CTRL1 Sens 1–4 (Matrix Control 1 Sens 1–4)	-63– +63	Range of change obtained through operating the controller. Negative (-) values will invert the change. If you set LFO depth to a negative value, the phase will be inverted. Setting LFO rate to a negative value will lengthen the cycle, and setting it to a positive value will shorten the cycle.
CTRL1 Switch 1–4 (Matrix Control 1 Tone Control Switch 1–4)	OFF, ON, REVS	Tones to which the preceding two parameter settings will apply. The settings will apply to tones for which this is turned "ON." The effect will be inverted for tones that are set to "REVS."

General

Various other parameters are provided here.

Parameter	Value	Description
Patch Priority	LAST, LOUDEST	Specifies what will happen if the maximum polyphony (128 voices) is exceeded LAST: Voices played most recently will be given priority, while currently sounding voices will be successively turned off, beginning with the oldest one. LOUDEST: Voices of the loudest volume will be given priority, while currently sounding voices will be successively turned off, beginning with the one with the lowest volume.
Tone Env Mode (Tone Envelope Mode)	NSUS, SUST	Specifies how notes will continue to sound while you hold down the pad NSUS (NO-SUSTAIN): The sound will decay naturally even if you continue to hold down the pad. SUST (SUSTAIN): The sound will be sustained as long as you hold down the pad. * If you have selected a one-shot waveform, the sound will not be sustained even if you select "SUST."
Tone Delay This produces a time delay between the moment a pad is pressed (or released) and the moment the Tone actually begins to sound. Since you can adjust the timing of each Tone in a Patch, you can create effects in which pressing a single pad produces two or more sounds occurring at different times. If you don't wish to use Tone Delay, set Tone Delay Mode to NORMAL and Tone Delay Time to 0.		
Tone Delay Mode	NORM, HOLD, OFFN, OFFD	Specifies how the tone will be sounded * If you have selected a decay-type waveform (in which the sound disappears naturally even if you do not release the pad), the sound may not be heard if you set this parameter to OFFN or OFFD. NORM (NORMAL): The Tone sounds after the specified Delay Time.  HOLD: The Tone will only sound if the pad is held for longer than the specified Delay Time. If the pad is released before the Delay Time has elapsed, the Tone will not sound.  OFFN (KEY-OFF-NORMAL): The Tone doesn't sound while the pad is being pressed, but sounds after the specified Delay Time when the pad is released.  OFFD (KEY-OFF-DECAY): The Tone doesn't sound while the pad is being pressed, but sounds after the specified Delay Time when the pad is released. However, for this setting the TVA envelope of the Tone begins when the pad is first pressed, and as a result, in most cases, only the decay portion of the sound is heard. 

Patch editing parameters

Parameter	Value	Description
Tone Delay Time	0-127, note	Time by which each tone will be delayed when using tone delay If you've selected a Structure Type of 2-10, the output of tone 1 (3) and 2 (4) will be combined into tone 2 (4). Thus, the setting of tone 1 (3) will have no effect.

note:

(Sixty-fourth-note triplet), (Sixty-fourth note), (Thirty-second-note triplet), (Thirty-second note), (Sixteenth-note triplet), (Dotted thirty-second note), (Sixteenth note), (Eighth-note triplet), (Dotted sixteenth note), (Eighth note), (Quarter-note triplet), (Dotted eighth note), (Quarter note), (Half-note triplet), (Dotted quarter note), (Half note), (Whole-note triplet), (Dotted half note), (Whole note), (Double-note triplet), (Dotted whole note), (Double note)

Special editing

RANDOM MODIFY	This controls the sound generator parameters of the current part. It is a convenient way to use randomness to create sounds you like.
FAT	This is valid if "UNISON" is on. It produces a detune effect or a harmonize effect.

Rhythm editing parameters

Wave

These parameters select the PCM waveform that is to form the basis of the rhythm tone, and apply effects to the waveform.

Parameter	Value	Description
Wave Group	INT, USER, CARD	Group of the waveform upon which the rhythm tone is to be based INT: Waveforms stored in internal memory USER: User sample waveforms CARD: Card sample waveforms
Wave No. L/MONO	0 (OFF)–***	Waveform upon which the tone is to be based
Wave No. R	* Depends on the wave group.	On the MC-808 you can specify a separate waveform for the L and R channels. * If you want to use the same waveform for the L and R channels, set the R channel to 0 (OFF).
Wave Gain	-6, 0, +6, +12 dB	Waveform gain (amplitude) The value will change in steps of 6 dB (decibels). An increase of 6 dB will double the gain. If you want to use the booster to distort the sound, it is effective to set this to the maximum.
FXM (Frequency Cross Modulation) FXM creates a complex overtone structure by using a specific waveform to frequency-modulate the selected waveform. This is suitable for creating extreme sounds or sound effects.		
Wave FXM SW (Wave FXM Switch)	OFF, ON	Selects whether FXM will be used (ON) or not (OFF)
Wave FXM Color (Wave FXM Color)	1–4	Selects how FXM will apply frequency modulation. Increasing this value will produce a rougher sound. Decreasing this value will produce a more metallic sound.
Wave FXM Depth (Wave FXM Depth)	0–16	Depth of frequency modulation applied by FXM

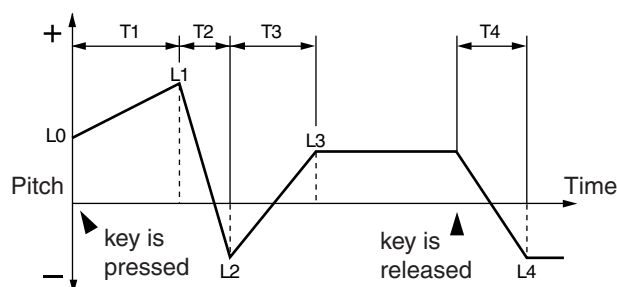
Pitch

These parameters specify the pitch of the waveform.

Parameter	Value	Description
Coarse Tune (Rhythm Tone Coarse Tune)	0 (C-1)–127 (G9)	Basic pitch at which the Rhythm tone will play
Fine Tune (Rhythm Tone Fine Tune)	-50– +50	Pitch of the Rhythm tone Adjusts the pitch in one-cent steps (1/100th of a semitone) over a range of 1/2 semitone upward or downward.
Random Pitch (Random pitch depth)	0–1200	This specifies the width of random pitch deviation that will occur each time a pad is pressed. If you don't want random pitch changes, set it to 0. The parameter can be adjusted in units of 1 cent (1/100th of a semitone).
Wave Coarse Tune	-48– +48	Pitch of the Wave Adjusts the pitch in semitone steps over a range of +/-4 octaves.
Wave Fine Tune	-50– +50	Pitch of the Wave Adjusts the pitch in one-cent steps (1/100th of a semitone) over a range of 1/2 semitone upward or downward.

Pitch Env (Pitch Envelope)

These parameters specify the depth of the pitch envelope (the way in which pitch will change over time) and the shape of the envelope itself.

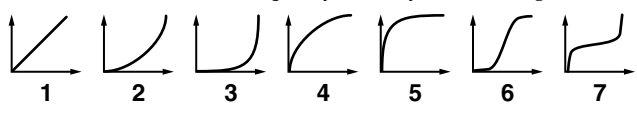


Rhythm editing parameters

Parameter	Value	Description
P-Env Depth	-12– +12	Pitch envelope depth Increasing this value will produce greater change. Negative (-) values will invert the change produced by the envelope.
P-Env V-Sens (Pitch Envelope Velocity Sensitivity)	-63– +63	Amount by which velocity will affect the depth of the pitch envelope
P-Env T1 V-Sens (Pitch Envelope Time 1 Velocity Sensitivity)	-63– +63	Amount by which velocity will affect T1 (time) of the pitch envelope Set a positive (+) value if you want to speed up the T1 time, or a negative (-) value if you want to slow it down.
P-Env T4 V-Sens (Pitch Envelope Time 4 Velocity Sensitivity)	-63– +63	Amount by which the key-off velocity will affect T4 (time) of the pitch envelope Set this to a positive (+) value if you want to speed up the T4 time, or to a negative (-) value to slow it down.
P-Env Time1–4	0–127	Pitch envelope times (T1–T4) Increasing this value will lengthen the time until the next pitch level is reached (for example, T2 is the time over which the pitch will change from L1 to L2).
P-Env Level0–4	-63– +63	Pitch envelope levels (L0–L4) These parameters specify the amount by which the pitch will change from the basic pitch (specified by Coarse Tune and Fine Tune) at each point of the envelope. Positive (+) values will raise the pitch above the basic pitch, and negative (-) values will lower it.

Filter

These parameters are settings for the TVF (Time Variant Filter). They modify the timbral character of the tone by adjusting the brightness and fatness of the sound.

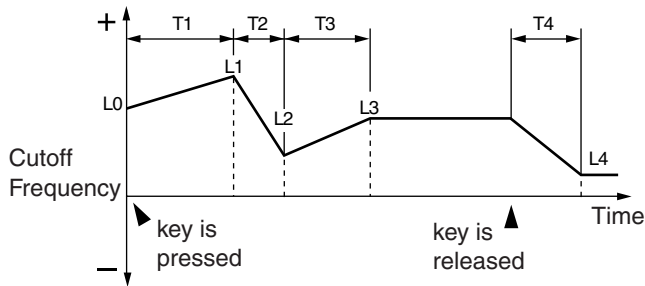
Parameter	Value	Description
Filter Type	OFF, LPF, BPF, HPF, PKG, LPF2, LPF3	Type of filter A filter cuts a specific frequency region of the sound to modify the brightness or thickness of the sound. OFF: A filter will not be used. LPF: Low Pass Filter. Cuts the region that lies above the cutoff frequency. The sound will become more mellow as the high frequency region is cut. This is the most commonly used type of filter. BPF: Band Pass Filter. Leaves only the region in the vicinity of the cutoff frequency, and cuts the rest. Suitable for creating sounds with a distinctive character. HPF: High Pass Filter. Cuts the region that lies below the cutoff frequency. Suitable for creating percussion instrument sounds that have a distinctive high range. PKG: Peaking filter. Emphasizes the region in the vicinity of the cutoff frequency. You can create a wah effect by using an LFO to cyclically modulate the cutoff frequency. LPF2: Low Pass Filter 2. Cuts the region that lies above the cutoff frequency. This lets you leave the cutoff frequency fixed, and use the TVF envelope settings to vary the depth of the cutoff. Since this does not impair the feeling of energy of the sound, it is effective for acoustic-type sounds. * The resonance setting is ignored. LPF3: Low Pass Filter 3. Cuts the region that lies above the cutoff frequency. This filter cuts the high frequency region more gently than LPF2. Since this does not impair the feeling of energy of the sound, it is effective for acoustic-type sounds. * The resonance setting is ignored.
Cutoff Frequency	0–127	Frequency (cutoff frequency) at which the filter will begin affecting the frequency content of the waveform If the Filter Type is LPF/LPF2/LPF3, reducing the cutoff frequency will diminish the higher overtones, producing a more mellow sound. Raising the cutoff frequency will brighten the sound. If the Filter Type is BPF, the cutoff frequency value will change the harmonic content that will be sounded. This is suitable for creating sounds with a distinctive character. If the Filter Type is HPF, raising the cutoff frequency will diminish the lower overtones, emphasizing only the bright portion of the sound. If the Filter Type is PKG, the cutoff frequency value will change the harmonic content that will be boosted.
Cutoff Velo Curve (Cutoff Frequency Velocity Curve)	FIX, 1–7	Curve by which velocity will affect the cutoff frequency If this is "FIX," the cutoff frequency will stay the same regardless of how the velocity varies. 
Cutoff Velo Sens (Cutoff Frequency Velocity Sensitivity)	-63– +63	Amount by which velocity will affect the cutoff frequency

Rhythm editing parameters

Parameter	Value	Description
Resonance	0-127	<p>Amount by which the sound in the region of the cutoff frequency will be emphasized. Increasing this value will produce a more strongly distinctive character. Raising this excessively will cause oscillation and distortion.</p> <div style="text-align: center;"> </div>
Reso Velo Sens (Resonance Velocity Sensitivity)	-63- +63	Amount by which velocity will affect the resonance

Filter Env (Filter Envelope)

These parameters specify the depth of the filter envelope (time-variant change in cutoff frequency), and specify the shape of the envelope itself.



Parameter	Value	Description
F-Env Depth (Filter envelope depth)	-63- +63	Depth of the filter envelope. Increasing this value will produce a greater effect. Negative (-) values will invert the envelope.
F-Env V-Curve (Filter envelope velocity curve)	FIX, 1-7	Curve by which velocity will affect the cutoff frequency. If this is "FIX," the cutoff frequency will stay the same regardless of how the velocity varies. <div style="text-align: center;"> </div>
F-Env V-Sens (Filter envelope velocity sensitivity)	-63- +63	Amount by which velocity will affect the depth of the filter envelope
F-Env T1 V-Sens (Filter Envelope Time 1 Velocity Sensitivity)	-63- +63	Amount by which velocity will affect T1 (time) of the filter envelope. Specify a positive (+) value if you want to speed up the T1 time, or a negative (-) value to slow it down.
F-Env T4 V-Sens (Filter Envelope Time 4 Velocity Sensitivity)	-63- +63	Amount by which the key-off velocity will affect T4 (time) of the filter envelope. Increasing this value will cause a correspondingly greater difference between slowly released and quickly released notes. Specify a positive (+) value if you want to speed up the T4 time, or a negative (-) value to slow it down.
F-Env Time1-4 (Filter Envelope Time 1-4)	0-127	Filter envelope times (T1-T4). Higher settings of these values will lengthen the time over which the next cutoff frequency level of the envelope is reached. (For example, T2 is the time over which the level changes from L1 to L2.)
F-Env Level0-4 (Filter Envelope Level 0-4)	0-127	Filter envelope levels (L0-L4). Specifies the change in cutoff frequency at each point, relative to the reference level.

Rhythm editing parameters

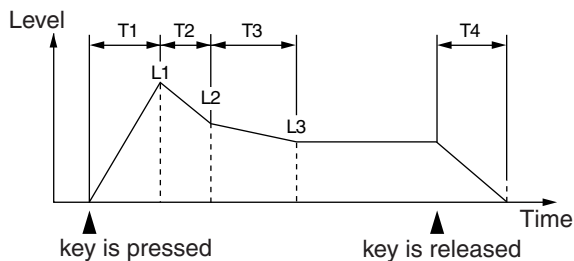
Amp


These TVA (Time Variant Amplifier) parameters specify how the volume and pan of the sound will change.

Parameter	Value	Description
Tone Level (Rhythm Tone Level)	0–127	Volume of each Rhythm Tone This parameter is used mainly to adjust the volume balance between Rhythm Tones.
Wave Level	0–127	Volume of each wave This parameter is used mainly to adjust the volume balance between waves.
Tone Pan (Rhythm Tone Pan)	L64–63R	Pan of each Rhythm Tone L64 is far left, 0 is center, and 63R is far right.
Random Pan Depth	0–63	Amount by which the pan will be varied randomly each time you press a pad Increasing this value will produce a greater amount of random change.
Alternate Pan Depth	L63–63R	Amount by which the pan will be moved alternately between left and right each time you press a pad Increasing this value will produce a greater amount of change. This value can be adjusted in the L or R direction, and these will invert the order in which the tone is panned to left and right. If you want two tones to alternate between left and right, set each tone to opposite L and R values.
Wave Pan	L64–63R	Pan of each wave L64 is far left, 0 is center, and 63R is far right.
Wave Rnd Pan Sw (Wave Random Pan Switch)	OFF, ON	Use this setting to cause the waveform's panning to change randomly each time a pad is pressed (ON) or not (OFF). The range of the panning change is set by the Random Pan Depth setting.
Wave Alt Pan Sw (Wave Alternate Pan Switch)	OFF, ON, REVS	Set this to ON to pan the Wave according to the Alternate Pan Depth settings, or to REVS when you want the panning reversed. If you do not want the panning to change each time a pad is pressed, set this to OFF.

Amp Env (Amp Envelope)

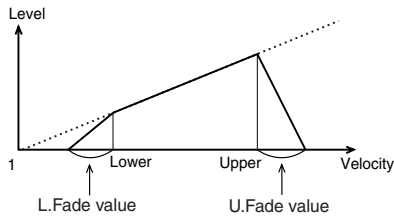
These parameters specify the depth of the amp envelope (change in volume over time) and the shape of the envelope itself.



Parameter	Value	Description
A-Env V-Curve (Amp Envelope Velocity Curve)	FIX, 1–7	Curve by which velocity will affect the volume of the tone If this is "FIX," the volume of the tone will stay the same regardless of how the velocity varies. 
A-Env V-Sens (Amp Envelope Velocity Sensitivity)	-63– +63	Amount by which velocity will affect the volume of the tone Set a positive (+) value if you want to increase the tone's volume change, or a negative (-) value if you want to decrease the tone's volume change.
A-Env T1 V-Sens (Amp Envelope Time 1 Velocity Sensitivity)	-63– +63	Amount by which velocity will affect T1 (time) of the Amp envelope Specify a positive (+) value if you want the T1 time to speed up, or a negative (-) value if you want it to slow down.
A-Env T4 V-Sens (Amp Envelope Time 4 Velocity Sensitivity)	-63– +63	Amount by which T4 (time) of the Amp envelope will change in response to the key-off velocity Specify a positive (+) value if you want the T4 time to speed up, or a negative (-) value if you want it to slow down.
A-Env Time1–4 (Amp Envelope Time 1–4)	0–127	Amp envelope times (T1–T4) Higher settings of these values will lengthen the time over which the next volume level of the envelope is reached. (For example, T2 is the time over which the level changes from L1 to L2.)
A-Env Level1–3 (Amp Envelope Level 1–3)	0–127	Amp envelope levels (L1–L3) Specifies the change in volume at each point, relative to the reference level.

WMT (Wave Mix Table)

On the MC-808, you can assign four stereo waves to a rhythm tone. This allows you to create highly expressive rhythm tones that will change their sound in response to the dynamics of your keyboard playing, when using an external MIDI keyboard. This functionality is referred to as the WMT (Wave Mix Table).



Parameter	Value	Description
Velocity Control (WMT Velocity Control)	OFF, ON, RANDOM	Specifies whether velocity data will be used (ON) or ignored (OFF) If you specify RANDOM, the waves will sound randomly, regardless of velocity data.
Velo Fade Lower (WMT Velocity Fade Width Lower)	0–127	Specifies the volume change that occurs when you play a key on an external instrument, such as a MIDI keyboard, with a force that is less than the lower limit of the velocity range specified below Increasing this value will cause the volume to decrease more smoothly. Set this to 0 if you don't want any sound to be heard when you play a key with a force that's outside the specified range of velocities.
Velo Range Lower (WMT Velocity Range Lower)	1–Upper	Lower limit of the velocities that will sound the wave Set this parameter if you want to use velocity to switch between waves.
Velo Range Upper (WMT Velocity Range Upper)	Lower–127	Upper limit of the velocities that will sound the wave Set this parameter if you want to use velocity to switch between waves. * It is not possible to set Lower to a greater value than Upper, nor Upper to a lesser value than Lower.
Velo Fade Upper (WMT Velocity Fade Width Upper)	0–127	Specifies the volume change that occurs when you play a key on an external instrument, such as a MIDI keyboard, with a force that is greater than the upper limit of the specified velocity range Increasing this value will cause the volume to decrease more smoothly. Set this to 0 if you don't want any sound to be heard when you play a key with a force that's outside the specified range of velocities.

General

Various other parameters are provided here.

Parameter	Value	Description
Rhythm Level (Rhythm Set Level)	0–127	Overall volume of the Rhythm Set
Assign Type	MULTI, SINGLE	This setting determines whether a Rhythm Tone note that is playing is stopped when the same note is played again (SINGLE), or whether it will continue to play, layered with the new note (MULTI).
Mute Group	OFF, 1–31	The Mute Group function allows you to designate two or more Rhythm Tones that are not allowed to sound simultaneously. For example, in a real-world acoustic drum set, an open hi-hat and a closed hi-hat sound will never occur simultaneously, since they're produced by the same instrument. To simulate this behavior on the MC-808, you can set the open and closed hi-hat Rhythm Tones to the same Mute Group. You can have up to 31 Mute Groups per Rhythm Set. If you do not want a Rhythm Tone to use a Mute Group, turn the feature off.
Tone Env Mode (Rhythm Tone Envelope Mode)	NSUS, SUST	When a loop-type waveform is selected, it will normally continue to sound as long as a pad is pressed. If you want a note to decay naturally even when the pad remains pressed, set this to "NSUS." * If a one-shot type Wave is selected, it will not sustain even if this parameter is set to "SUST."
Tone Pitch Bend Range (Rhythm Tone Pitch Bend Range)	0–48	Amount of pitch change (in semitone steps) that will occur when you move the pitch bend lever of an external MIDI keyboard or other device
Tone Reverb Send Level (Rhythm Tone Reverb Send Level)	0–127	Specifies the depth of reverb applied to each Rhythm Tone Set this to 0 if you don't want to apply reverb.
Tone Output Asgn (Rhythm Tone Output Assign)	DRY, MFX1, MFX2, COMP, DIR1	Specifies the original sound of each Rhythm Tone will be output DRY: Output to MIX OUTPUT jacks without passing through effects MFX1 (2): Output through multi-effects 1 (or 2) COMP: Output through the compressor DIR: Output to the DIRECT OUTPUT jacks without passing through effects

Special editing

RANDOM MODIFY	This controls the sound generator parameters of the current part. It is a convenient way to use randomness to create sounds you like.
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Sample editing parameters

NOTE

Sample editing operations (e.g., chop, normalize) apply to the entire sample. Even if you specify a start point or end point, they will be ignored.

If you want to apply the operation only to the region between the start point and end point, use Truncate to remove the unwanted portion of the sample before you execute the sample editing operation.

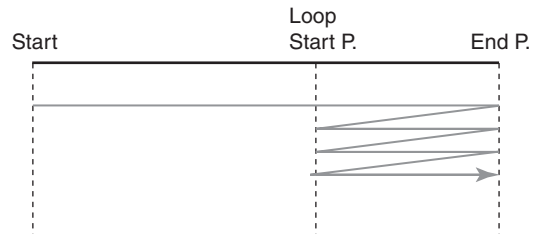
Sample Parameters

Parameter	Values	Explanation
Loop Mode	FWD, ONE-SHOT, REV, REV-ONE	How the sample will be played Refer to About the Loop Mode (p. 62).
Loop Tune	-50- +50	Pitch of the loop region Make fine adjustments in one-cent (1/100 semitone) steps.
Original Key	0 (C-1)– 127 (G9)	Note number that will play the sample at the pitch at which it was sampled
BPM	5–300	Original BPM of the sample * You will need to edit this value when using Auto Sync.
Time Stretch Type	TYPE01– TYPE10	Auto sync method Decreasing this value will optimize the sound for more rapid phrases, and increasing this value will optimize the sound for slower phrases.
Start Fine	0–255	Fine adjustment of the Start point
Loop Start Fine	0–255	Fine adjustment of the Loop Start point
Loop End Fine	0–255	Fine adjustment of the End point
Sample Gain	0, +6, +12 [dB]	Gain of the sample This will boost the volume of the sample.
Sample Fine Tune	-50–+50	Pitch of the sample Make adjustments in one-cent (1/100 of a semitone) steps.
Sample Level	1–127	Volume of the sample

About the Loop Mode

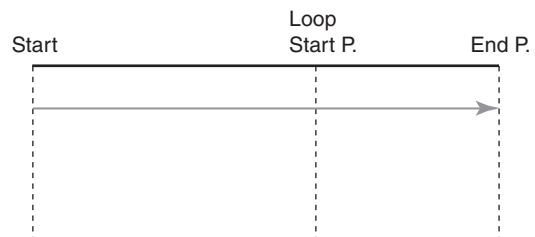
FWD (Forward)

After the Sample played back from the Start point to the End point, it will then be repeatedly played back in the forward direction, from the Loop Start point to the End point.



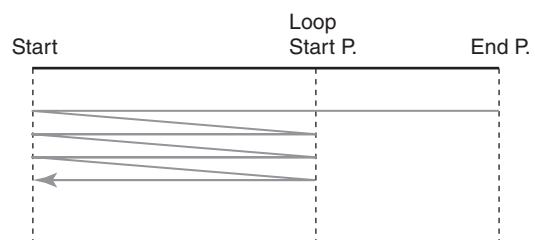
ONE-SHOT

The sample will be played back only once, from the Start point to the End point.



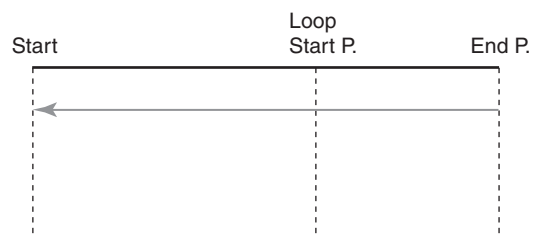
REV (Reverse)

When the sample has been played back from the End point to the Start point, it will be repeatedly played back in the reverse direction, from the Loop Start point to the Start point.



REV-ONE (Reverse One-shot)

The sample will be played back only once from the End point to the Start point in the reverse direction.



Truncate

This operation cuts the portions of the sample that are earlier than the Start Point and later than the End Point.

Chop

This operation divides the sample into two or more samples (a maximum of 16 samples).

Parameter	Explanation
Auto Chop	How the sample is to be divided Level: Divide according to volume. Beat: Divide at beats based on the BPM (p. 62) of the sample. Divide x: Divide into 'x' number of equal lengths.

Emphasis

In some cases, the audio quality will be improved if you boost the high-frequency range of an imported sample. Also, the high-frequency range of the sample may be emphasized when you use a sampler made by another manufacturer. In this case, you can minimize the change in tonal character by attenuating the high-frequency range.

Parameter	Explanation
Emphasis Type	PreEmphasis: Emphasizes the high-frequency range. DeEmphasis: Attenuates the high-frequency range.

Edit Time Stretch

This operation stretches or shrinks the sample to modify the length or tempo.

You can stretch or shrink the sample by a factor of one half to double the original length.

Edit Time Stretch	BPM: Changes the BPM (p. 62) of the sample to the BPM you specify. Time: Specifies the length of the sample as a time value. Rate: Specifies the length relative to the current length of the sample. Range: 50.0–200.0%	
Type	TYPE01–TYPE10	Lower settings of this value will make the sound more suitable for faster phrases, and higher settings will make the sound more suitable for slower phrases.
Quality Adjust	1–10	Make fine adjustments to the tonal quality of the Time Stretch.

Normalize

This operation raises the level of the entire sample as much as possible without exceeding the maximum level.

Amp

This operation applies an envelope (time-variant change) to the volume of the sample.

Address 1–4	Location of each point
Rate 1–4	Amplification ratio of each point Specifies how the volume of each point is to be boosted relative to the current value. Range: 0–400%

MIDI Implementation Chart

Function...	Transmitted	Recognized	Remarks
Basic Channel Default Changed	1-16 X	1-16 X	There is no basic channel.
Mode Default Messages Altered	X X	X X	
Note Number : True Voice	0-127 *****	0-127 0-127	
Velocity Note On Note Off	O O	O O	
After Touch Key's Channel's	O O	O O	
Pitch Bend	O	O	
Control Change 0-119	O	O	
Program Change : True Number	O *****	O 0-127	
System Exclusive	O	O	
System Common : Song Position : Song Select : Tune Request	O *1 X X	O *2 X X	
System Real Time : Clock : Commands	O *1 O *1	O *3 O *2	
Aux Messages : All Sound Off : Reset All Controllers : Local On/Off : All Notes Off : Active Sensing : System Reset	O O X O *4 O X	O O X O (123-127) *4 O X	
Notes	*1 Transmitted only when Sync Out is ON. *2 Recognized only when Sync Mode is SLAVE or REMOTE. *3 Recognized only when Sync Mode is SLAVE. *4 Mode messages (123-127) are stored/transmitted after All Notes Off processing is performed. The All Notes Off message itself is not stored/transmitted.		

Mode 1 : OMNI ON, POLY
 Mode 3 : OMNI OFF, POLY

Mode 2 : OMNI ON, MONO
 Mode 4 : OMNI OFF, MONO

O : Yes
 X : No

Profiles of the pattern creators

David "Tweezy" Ahlund



David started out as a young winner in two Roland music competitions, ranging all the way back to 1998 and 2000. Today he designs music and sounds for several Roland products and tours around the world with his trademark breakbeat-mix sound, to show everybody how the products are supposed to be used. He has extensive experience in most musical styles (everything from hard electronica to hip-hop and Rn'B), and is also a lead singer/rapper in several bands.

Hans-Joerg Scheffler



Born and raised in the Ruhrvalley which used to be the biggest industrial area of Germany Hans' interest in noise and rhythm came quite naturally.

Today he runs his own company Digital Audio Design and creates samples, patches as well as patterns and demo songs for Roland and other companies.

He also works as a consultant and productspecialist for Roland and as a freelance writer for the German KEYBOARD magazine and lives in a little house with his wife, two cats and a dog named Gaku.

You can visit him online at www.digitalaudiodesign.de

Heigo Tani (Co-Fusion, Wall5)



Heigo Tani started DJ work in 1985, and has released numerous works inside Japan and abroad as a member of the Co-Fusion unit with DJ WADA.

Recently he has been active in composing, arranging, and remixing J-pop artists. He has also released a cover of Crystal Waters' classic "Gypsy Woman" from Reel Musiq under the name of his own unit Wall5, and an analog version of "HOTHOT" under the name Co-Fusion from the Fatboy Slim or Norman Cook label "Southern Fried Records."

For details, visit the website.

<http://www.sublimerecords.net/>

Huston Singletary



Huston Singletary is a music producer, programmer, sound designer & film composer based in Atlanta, USA. His programming and producing skills have taken him into recording studios all over the globe and his sound design and work as a demo content provider have him busy around the clock with countless new product and music releases. Huston has worked with a diverse list of artists from Jeff Lorber to the late jazz legend George Howard.

His client roster includes work with Babyface, Barry Gordy, Whitney Houston, Aslyn, Virgin Records, Capitol Records and more.

His websites are:

hustonmusic.net & smithandhuston.net

Justin Berkovi

Justin Berkovi - music producer, remixer, live artist and art director / designer. Justin has released five solo albums, played live sets all over the world and has run two independent record labels. He intends to pursue his love of cinema by creating music for film in the future and continues to liaise with manufacturers working on sound design and other projects. For more information please check www.justinberkovi.com



Kilian Schweer

Kilian Schweer is a musician from Germany working in the experimental electronic music field. He's been programming patterns and sounds for the Roland MC-505 and Roland MC-909. Kilian also worked for several TV productions and multimedia projects and is heavily engaged in live performances. Currently he is studying communication design, exploring new ways of combining sound synthesis with computer generated and animated pictures.



Manuel Schleis

Born in 1979, he early began to take piano lessons when he was 6 years old. Today he is a well known Techno / House producer in germany with tons of releases (in many electronic genres). But actually he started his career with sound designing. Beside he designs special soundsets for big synth manufactures like Roland, he has his own online portal with many available sample cd's and sounds for many different synthesizers.

Manuel Schleis @ Web:

www.vengeance-music.de (Releases & Remixes)

www.vengeance-sound.com (Online Soundportal)

www.vengeance-mastering.com (mastering services)

www.vengeance-forum.de (Growing Music-Community)



Markus Schneider RISC (Risclab) - Berlin

Producing electronic music from minimal techno to composition work he hosted music events in his gallery (Lukas&Hoffmann) - e.g. projects with OceanClub/Fehlmann/Gut and Betke(Pole).

Various collaborative works including Video/Media Installations (Sanguineti) and Realtime Generative Processes (Riekoff) were presented in galleries, museums and festivals like CTM, Berlin or SONAR, Barcelona.

Dedicated to ClubCulture MS actively performs as Musician and VJ.

<http://www.risclab.org>

<http://www.texone.org>



Michel Pougin

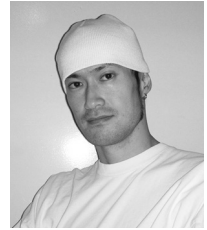
Michel Pougin was born in 76 and is a real chemical brother in the truest sense of the word. He is a chemistrystudent and a producer of authentic trancemusic. Michel runs his own studio where he tries to find the formula for the perfect groove and works for Roland as a sound designer and is Roland's first call guy when it comes to demonstrate groove gear products in germany. Website: www.carbon-music.de.



Shinichiro Murayama

Shinichiro Murayama is a musical creator involved in a broad range of activities that include composition, arranging, producing, chorus, and engineering for numerous top artists, regardless of generation.

He is particularly strong in creating R&B sounds and is known for his powerful rhythm arrangements. He has been using Roland products for a long time, and has built up a collection of historic models over the course of his own development. He has provided demo songs for the Fantom-S series and patterns for the MC-909. He will be releasing his first solo album in the spring of 2006.



Stefan Kengen aka Steven Keen

Born and raised in Copenhagen, Denmark in 1972, Steven Keen joined the Tivoli Guard at age 11 and took piano lessons. Already at age 6 he developed an interest in electronic music and instruments, and has written and produced music mainly with computers and synthesizers since the late 1980's. He has co-written and produced for numerous local dance- and pop-acts such as Sound Of Seduction, SOAP and Blaa Oejne, as well as vocal coaching and remixing.



Sterling Moss

Sterling Moss is a unique DJ from the UK, considered as an innovator in his highly technical style using 3 decks, fx and a 909 which comes together in an explosive mix. As well as being globally recognized for these skills, Sterling also runs his own record label 'Racetrax', as well as producing and remixing for a number of other labels, which has seen his work feature in the UK top 40 charts.



Tetsuya Tamura (Remo-con)

Tetsuya Tamura started DJing in '93. As the producer of the production group "Yokota Shoukai," he has been responsible for numerous compositions, arrangements, programming, and engineering for both Japanese and Western artists.

Since 2001 he has been active as an artist under the name "Remo-con."

He has released singles on the "HELLHOUSE RECORDINGS" label run by "Yoji Biomehanika" as well as from the German label "TRACID TRAXXX."



Tim Hüfken

Tim Hüfken 28 years old and born in the Netherlands. Now residing in Belgium he is the dance gear and Cakewalk / Ediol demonstrator for Roland Central Europe. He is a dj and producer too and has a company in advertising graphics and AV postproduction. His musical preferences are very diverse and go from lounge to hardstyle. He has made records and remixes for various artists and is still active as a dj and producer in the Benelux area.

