

VOICE DATA LIST

VOICE NO./NAME *Knock Bass*

ALGORITHM	4
FEEDBACK	7
FREQUENCY #	.50 .50 1.00 1.00
OSC. WAVE	5 5 1 1
DETUNE	-3 0 0 +3
OUT LEVEL	99 74 71 79

LFO	
WAVE	Tri
SPEED	33
DELAY	0
P MOD DEPTH	7
A MOD DEPTH	0
SYNC	OFF

EG				
AR	31	31	31	31
DIR	9	9	17	16
D1L	0	0	0	3
D2R	0	0	0	0
RR	8	8	8	8
EG SHIFT	OFF	OFF	OFF	OFF

FUNCTION	
MODE	Poly
P BEND RANGE	2
PORTAMENTO	Full
PORTAMENTO TIME	0
FC VOLUME	99
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	50
MW AMPLITUDE	0
BC PITCH	50
BC AMPLITUDE	0
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	C2
REVERB RATE	OFF

SCALING				
RATE	1	1	1	0
LEVEL	0	0	0	0

SENSITIVITY				
PITCH	5			
AMPLITUDE (0-3) (ON/OFF)	OFF OFF OFF OFF			
EG BIAS	0 0 0 0			
KEY VELOCITY	0 1 1 3			

* #3 = CRS = 31
FIN = 0
#4 = CRS = 4
FIN = 0

This bass is very useful when you want each note of a bass line to stand out. Try layering it with other bass patches.

VOICE DATA LIST

VOICE NO./NAME *Hit Cello*

ALGORITHM	3
FEEDBACK	5
FREQUENCY #	1.00 1.00 5.00 1.00
OSC. WAVE	1 2 2 1
DETUNE	0 -2 +3 -3
OUT LEVEL	99 82 73 80

LFO	
WAVE	TRI
SPEED	26
DELAY	7
P MOD DEPTH	19
A MOD DEPTH	0
SYNC	OFF

EG				
AR	22	18	18	28
DIR	10	10	11	9
D1L	15	14	9	14
D2R	0	0	0	0
RR	6	6	8	6
EG SHIFT	OFF	OFF	OFF	OFF

FUNCTION	
MODE	Poly
P BEND RANGE	2
PORTAMENTO	Full
PORTAMENTO TIME	0
FC VOLUME	99
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	50
MW AMPLITUDE	0
BC PITCH	0
BC AMPLITUDE	0
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	C2
REVERB RATE	6

SCALING				
RATE	1	1	1	0
LEVEL	0	9	44	53

SENSITIVITY				
PITCH	5			
AMPLITUDE (0-3) (ON/OFF)	OFF OFF OFF OFF			
EG BIAS	0 0 0 0			
KEY VELOCITY	0 0 0 0			

* #3 = CRS = 16
FIN = 0

VOICE DATA LIST

VOICE NO./NAME *Heavy Slap*

ALGORITHM	1
FEEDBACK	0
FREQUENCY #	1.00 .50 9.00 7.95
OSC. WAVE	1 1 1 1
DETUNE	0 -3 +3 +3
OUT LEVEL	99 72 75 90

LFO	
WAVE	TRI
SPEED	27
DELAY	0
P MOD DEPTH	0
A MOD DEPTH	0
SYNC	OFF

EG				
AR	31	31	31	31
DIR	6	2	9	17
D1L	0	0	8	6
D2R	1	0	8	10
RR	9	8	8	8
EG SHIFT	OFF	OFF	OFF	OFF

FUNCTION	
MODE	Poly
P BEND RANGE	2
PORTAMENTO	Full
PORTAMENTO TIME	0
FC VOLUME	99
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	36
MW AMPLITUDE	25
BC PITCH	60
BC AMPLITUDE	22
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	C2
REVERB RATE	7

SCALING				
RATE	0	2	3	3
LEVEL	0	0	28	0

SENSITIVITY				
PITCH	5			
AMPLITUDE (0-3) (ON/OFF)	OFF OFF OFF OFF			
EG BIAS	0 0 0 0			
KEY VELOCITY	0 0 7 6			

* #3 CRS = 28
FIN = 0
#4 CRS = 24
FIN = 0

Very effective with velocity and aftertouch.

VOICE DATA LIST

VOICE NO./NAME *StringHorn*

ALGORITHM	3
FEEDBACK	6
FREQUENCY #	1.00 3.00 8.97 1.00
OSC. WAVE	1 1 1 2
DETUNE	0 -3 +3 0
OUT LEVEL	99 86 71 78

LFO	
WAVE	TRI
SPEED	26
DELAY	8
P MOD DEPTH	17
A MOD DEPTH	0
SYNC	OFF

EG				
AR	18	13	13	13
DIR	10	5	7	2
D1L	15	14	9	14
D2R	0	0	0	0
RR	5	6	6	4
EG SHIFT	OFF	OFF	OFF	OFF

FUNCTION	
MODE	Poly
P BEND RANGE	2
PORTAMENTO	FULL
PORTAMENTO TIME	0
FC VOLUME	99
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	50
MW AMPLITUDE	0
BC PITCH	0
BC AMPLITUDE	0
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	C2
REVERB RATE	5

SCALING				
RATE	1	1	1	0
LEVEL	0	99	99	99

SENSITIVITY				
PITCH	5			
AMPLITUDE (0-3) (ON/OFF)	OFF OFF OFF OFF			
EG BIAS	0 0 0 0			
KEY VELOCITY	1 1 2 0			

* #3 CRS = 27
FIN = 3

VOICE DATA LIST

VOICE NO./NAME DOT

ALGORITHM	5
FEEDBACK	5
FREQUENCY * OSC. WAVE	25.95 0.71 25.8 2.71
OSC. WAVE	L 1 1 1
DETUNE	0 0 0 0
OUT LEVEL	99 75 99 81

LFO	
WAVE	TR1
SPEED	32
DELAY	0
P MOD DEPTH	0
A MOD DEPTH	0
SYNC	OFF

EG				
AR	31	31	31	31
D1R	31	31	31	31
D1L	15	15	15	15
D2R	21	21	21	21
RR	15	15	15	15
EG SHIFT	OFF	OFF	OFF	OFF

FUNCTION	
MODE	Poly
P BEND RANGE	12
PORTAMENTO	Fv11
PORTAMENTO TIME	0
FC VOLUME	99
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	99
MW AMPLITUDE	99
BC PITCH	0
BC AMPLITUDE	0
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	E1
REVERB RATE	OFF

SCALING				
RATE	0	0	0	0
LEVEL	10	40	10	40

SENSITIVITY				
PITCH				
AMPLITUDE (0-3) (ON/OFF)	3	ON	OFF	OFF
EG BIAS	0	0	0	0
KEY VELOCITY	0	0	0	0

*#1=CRS:63
FIN:0 This is a good tuned Percussive sound.
*#2=CRS:1
FIN:0

VOICE DATA LIST

VOICE NO./NAME Soft Horn

ALGORITHM	5
FEEDBACK	6
FREQUENCY * OSC. WAVE	1.50 1.50 1.50 1.51
OSC. WAVE	1 1 1 1
DETUNE	-3 F3 0 0
OUT LEVEL	99 80 99 82

LFO	
WAVE	TR1
SPEED	29
DELAY	17
P MOD DEPTH	5
A MOD DEPTH	0
SYNC	OFF

EG				
AR	31	11	15	13
D1R	7	5	4	5
D1L	12	12	14	14
D2R	7	0	7	0
RR	15	10	5	5
EG SHIFT	OFF	OFF	OFF	OFF

FUNCTION	
MODE	Poly
P BEND RANGE	2
PORTAMENTO	Fv11
PORTAMENTO TIME	0
FC VOLUME	99
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	15
MW AMPLITUDE	27
BC PITCH	9
BC AMPLITUDE	6
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	F2
REVERB RATE	OFF

SCALING				
RATE	0	0	1	7
LEVEL	0	0	0	0

SENSITIVITY				
PITCH				
AMPLITUDE (0-3) (ON/OFF)	0	OFF	OFF	OFF
EG BIAS	0	0	0	0
KEY VELOCITY	7	7	0	0

*#1=CRS:4
FIN:8 *#4=CRS:3
FIN:6

VOICE DATA LIST

VOICE NO./NAME Overkill

ALGORITHM	1
FEEDBACK	6
FREQUENCY * OSC. WAVE	.50 .50 .50 .50
OSC. WAVE	1 2 1 1
DETUNE	+1 -1 0 0
OUT LEVEL	99 91 88 80

LFO	
WAVE	TR1
SPEED	30
DELAY	39
P MOD DEPTH	4
A MOD DEPTH	0
SYNC	OFF

EG				
AR	31	31	31	31
D1R	31	31	31	6
D1L	15	15	15	0
D2R	0	0	0	0
RR	15	15	15	15
EG SHIFT	OFF	OFF	OFF	OFF

FUNCTION	
MODE	Poly
P BEND RANGE	2
PORTAMENTO	Fv11
PORTAMENTO TIME	0
FC VOLUME	99
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	50
MW AMPLITUDE	0
BC PITCH	8
BC AMPLITUDE	30
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	C3
REVERB RATE	OFF

SCALING				
RATE	0	0	0	0
LEVEL	0	0	0	47

SENSITIVITY				
PITCH				
AMPLITUDE (0-3) (ON/OFF)	0	OFF	OFF	OFF
EG BIAS	0	0	0	0
KEY VELOCITY	3	4	3	2

This voice is extremely sensitive to velocity!
Very effective when sequencing, or when you
just want to get real NASTY!

VOICE DATA LIST

VOICE NO./NAME Thin Synth

ALGORITHM	5
FEEDBACK	7
FREQUENCY * OSC. WAVE	1.50 1.50 1.50 1.49
OSC. WAVE	5 4 1 1
DETUNE	+3 -3 F3 -3
OUT LEVEL	99 82 99 75

LFO	
WAVE	Square
SPEED	31
DELAY	0
P MOD DEPTH	0
A MOD DEPTH	0
SYNC	ON

EG				
AR	31	31	31	31
D1R	8	8	7	6
D1L	15	15	14	15
D2R	4	7	3	6
RR	5	5	7	4
EG SHIFT	OFF	OFF	OFF	OFF

FUNCTION	
MODE	Poly
P BEND RANGE	2
PORTAMENTO	Fv11
PORTAMENTO TIME	0
FC VOLUME	99
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	66
MW AMPLITUDE	54
BC PITCH	50
BC AMPLITUDE	7
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	F1
REVERB RATE	OFF

SCALING				
RATE	0	0	0	0
LEVEL	0	5	8	0

SENSITIVITY				
PITCH				
AMPLITUDE (0-3) (ON/OFF)	2	OFF	OFF	ON
EG BIAS	0	0	0	0
KEY VELOCITY	4	5	7	0

*#1=CRS:4
FIN:8 *#4=CRS:5
FIN:1 Use the modulation wheel
and surprise!

VOICE DATA LIST

VOICE NO./NAME *Fretless*

ALGORITHM	5
FEEDBACK	7
FREQUENCY	.50 .50 2.0 .50
OSC. WAVE	1 4 1 1
DETUNE	+3 -3 +3 -3
OUT LEVEL	99 80 71 71

LFO	
WAVE	TRI
SPEED	27
DELAY	0
P MOD DEPTH	7
A MOD DEPTH	0
SYNC	OFF

EG				
AR	31	31	31	31
D1R	9	9	17	15
D1L	0	0	0	3
D2R	0	0	0	7
RR	8	5	6	6
EG SHIFT	OFF	OFF	OFF	OFF

FUNCTION	
MODE	Pol4
P BEND RANGE	2
PORTAMENTO	Full
PORTAMENTO TIME	0
FC VOLUME	99
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	50
MW AMPLITUDE	0
BC PITCH	50
BC AMPLITUDE	0
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	C3
REVERB RATE	OFF

SCALING				
RATE	0	0	0	0
LEVEL	48	0	26	0

SENSITIVITY				
PITCH	5			
AMPLITUDE (03) (ON/OFF)	OFF	OFF	OFF	OFF
EG BIAS	0	0	0	0
KEY VELOCITY	0	0	1	1

VOICE DATA LIST

VOICE NO./NAME *Jazz Sax*

ALGORITHM	3
FEEDBACK	7
FREQUENCY	1.00 .50 1.25 .50
OSC. WAVE	3 3 8 2
DETUNE	-1 +1 +3 0
OUT LEVEL	99 81 60 74

LFO	
WAVE	TRI
SPEED	30
DELAY	9
P MOD DEPTH	9
A MOD DEPTH	0
SYNC	OFF

EG				
AR	16	17	17	16
D1R	31	31	9	31
D1L	15	15	13	15
D2R	0	0	0	0
RR	9	8	8	8
EG SHIFT	OFF	OFF	OFF	OFF

FUNCTION	
MODE	Pol4
P BEND RANGE	2
PORTAMENTO	Full
PORTAMENTO TIME	0
FC VOLUME	99
FC PITCH	1
FC AMPLITUDE	5
MW PITCH	50
MW AMPLITUDE	49
BC PITCH	20
BC AMPLITUDE	20
PC PITCH BIAS	+1
BC EG BIAS	0
MIDDLE C	C4
REVERB RATE	6

SCALING				
RATE	1	0	0	0
LEVEL	0	10	0	0

SENSITIVITY				
PITCH	5			
AMPLITUDE (03) (ON/OFF)	ON	ON	ON	ON
EG BIAS	0	0	0	0
KEY VELOCITY	2	3	7	2

*#3 = CRS: 4
FIN: 4
Velocity adds the "Growl". Aftertouch adds a slight pitch shift along with modulation.

VOICE DATA LIST

VOICE NO./NAME *Harmonic EP*

ALGORITHM	5
FEEDBACK	7
FREQUENCY	1.00 2.48 .50 12.00
OSC. WAVE	1 2 1 1
DETUNE	+3 +3 -3 +3
OUT LEVEL	99 99 99 66

LFO	
WAVE	TRI
SPEED	35
DELAY	0
P MOD DEPTH	0
A MOD DEPTH	0
SYNC	OFF

EG				
AR	31	31	31	31
D1R	19	31	15	13
D1L	14	11	15	8
D2R	0	5	6	8
RR	9	11	11	10
EG SHIFT	OFF	OFF	OFF	OFF

FUNCTION	
MODE	Pol4
P BEND RANGE	2
PORTAMENTO	Full
PORTAMENTO TIME	0
FC VOLUME	99
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	50
MW AMPLITUDE	0
BC PITCH	50
BC AMPLITUDE	0
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	C3
REVERB RATE	6

SCALING				
RATE	1	1	2	0
LEVEL	0	54	19	0

SENSITIVITY				
PITCH	4			
AMPLITUDE (03) (ON/OFF)	OFF	OFF	OFF	OFF
EG BIAS	0	0	0	0
KEY VELOCITY	0	7	7	7

*#2 = CRS: 7
FIN: 7
#3 = CRS: 16
FIN: 0
This Electric piano emulates guitar harmonics when played at very low velocity levels.

VOICE DATA LIST

VOICE NO./NAME *Nice Pad*

ALGORITHM	8
FEEDBACK	4
FREQUENCY	1.51 1.49 2.31 1.50
OSC. WAVE	6 6 1 6
DETUNE	+3 -3 0 0
OUT LEVEL	99 99 99 99

LFO	
WAVE	TRI
SPEED	31
DELAY	0
P MOD DEPTH	6
A MOD DEPTH	0
SYNC	ON

EG				
AR	7	6	11	11
D1R	0	0	0	0
D1L	15	15	15	15
D2R	0	0	0	0
RR	4	4	4	4
EG SHIFT	OFF	OFF	OFF	OFF

FUNCTION	
MODE	Pol4
P BEND RANGE	2
PORTAMENTO	Full
PORTAMENTO TIME	0
FC VOLUME	99
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	22
MW AMPLITUDE	0
BC PITCH	8
BC AMPLITUDE	0
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	F2
REVERB RATE	5

SCALING				
RATE	0	0	0	0
LEVEL	0	5	5	0

SENSITIVITY				
PITCH	5			
AMPLITUDE (03) (ON/OFF)	OFF	OFF	OFF	ON
EG BIAS	0	0	0	0
KEY VELOCITY	1	1	7	7

*#1 = CRS: 3
FIN: 6
#2 = CRS: 5
FIN: 1
#4 = CRS: 4
FIN: 8
This Pad is very sensitive to velocity.

VOICE DATA LIST

VOICE NO./NAME *Pluck Pick*

ALGORITHM	3			
FEEDBACK	7			
FREQUENCY	.50	.50	3.00	5.00
OSC. WAVE	1	7	8	6
DETUNE	0	0	+3	-3
OUT LEVEL	99	86	99	99

EG				
AR	31	31	31	31
D1R	15	12	25	25
D1L	7	5	5	3
D2R	17	5	6	8
RR	4	3	3	3
EG SHIFT	OFF	OFF	OFF	OFF

SCALING				
RATE	0	1	2	3
LEVEL	0	0	0	0

SENSITIVITY				
PITCH	4			
AMPLITUDE (0-3) (ON/OFF)	OFF	OFF	OFF	OFF
EG BIAS	0	0	0	0
KEY VELOCITY	4	3	3	3

LFO	
WAVE	Tri
SPEED	36
DELAY	0
P MOD DEPTH	17
A MOD DEPTH	24
SYNC	OFF

FUNCTION	
MODE	Poly
P BEND RANGE	2
PORTAMENTO	Full
PORTAMENTO TIME	0
FC VOLUME	99
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	50
MW AMPLITUDE	50
BC PITCH	50
BC AMPLITUDE	50
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	C3
REVERB RATE	7

When played staccato voice is long; when played long the voice has a staccato sound. Use this sound with a sequencer and vary the gate time for some neat effects.

VOICE DATA LIST

VOICE NO./NAME *Pickin' GTR*

ALGORITHM	2			
FEEDBACK	7			
FREQUENCY	1.00	1.00	15.00	3.00
OSC. WAVE	1	1	1	1
DETUNE	+3	-3	+3	-3
OUT LEVEL	99	70	94	81

EG				
AR	31	31	31	31
D1R	31	12	25	27
D1L	15	13	10	12
D2R	8	2	17	12
RR	6	5	5	5
EG SHIFT	OFF	48	OFF	OFF

SCALING				
RATE	2	0	0	7
LEVEL	0	30	50	23

SENSITIVITY				
PITCH	5			
AMPLITUDE (0-3) (ON/OFF)	OFF	OFF	OFF	OFF
EG BIAS	0	0	0	0
KEY VELOCITY	2	0	2	4

LFO	
WAVE	TRI
SPEED	39
DELAY	0
P MOD DEPTH	0
A MOD DEPTH	0
SYNC	OFF

FUNCTION	
MODE	Poly
P BEND RANGE	2
PORTAMENTO	Full
PORTAMENTO TIME	0
FC VOLUME	99
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	50
MW AMPLITUDE	0
BC PITCH	13
BC AMPLITUDE	99
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	C2
REVERB RATE	7

*#3 CRS=45
FIN=0

VOICE DATA LIST

VOICE NO./NAME *Toy Guitar*

ALGORITHM	5			
FEEDBACK	0			
FREQUENCY	.50	.50	1.00	1.00
OSC. WAVE	1	1	5	8
DETUNE	0	+3	-3	+3
OUT LEVEL	99	82	99	85

EG				
AR	31	31	31	31
D1R	9	18	11	18
D1L	12	10	12	10
D2R	9	4	7	4
RR	4	10	4	70
EG SHIFT	OFF	OFF	OFF	OFF

SCALING				
RATE	2	2	2	2
LEVEL	0	0	0	0

SENSITIVITY				
PITCH	6			
AMPLITUDE (0-3) (ON/OFF)	OFF	OFF	OFF	OFF
EG BIAS	0	0	0	0
KEY VELOCITY	2	4	2	4

LFO	
WAVE	TRI
SPEED	32
DELAY	0
P MOD DEPTH	0
A MOD DEPTH	0
SYNC	ON

FUNCTION	
MODE	Poly
P BEND RANGE	2
PORTAMENTO	Full
PORTAMENTO TIME	0
FC VOLUME	99
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	7
MW AMPLITUDE	7
BC PITCH	10
BC AMPLITUDE	0
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	C3
REVERB RATE	OFF

VOICE DATA LIST

VOICE NO./NAME *Terror!*

ALGORITHM	1			
FEEDBACK	0			
FREQUENCY	*.98	.87	.98	.87
OSC. WAVE	1	1	1	1
DETUNE	-3	-3	0	0
OUT LEVEL	99	99	63	63

EG				
AR	2	2	31	31
D1R	31	31	31	31
D1L	15	15	15	15
D2R	1	1	0	0
RR	2	2	15	15
EG SHIFT	OFF	OFF	OFF	OFF

SCALING				
RATE	1	0	0	0
LEVEL	0	0	0	0

SENSITIVITY				
PITCH	5			
AMPLITUDE (0-3) (ON/OFF)	ON	ON	OFF	OFF
EG BIAS	0	0	0	0
KEY VELOCITY	0	0	7	7

LFO	
WAVE	TRI
SPEED	32
DELAY	0
P MOD DEPTH	3
A MOD DEPTH	0
SYNC	OFF

FUNCTION	
MODE	Poly
P BEND RANGE	4
PORTAMENTO	Full
PORTAMENTO TIME	0
FC VOLUME	40
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	0
MW AMPLITUDE	99
BC PITCH	99
BC AMPLITUDE	0
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	C3
REVERB RATE	OFF

*#1 CRS: 2
FIN: 2
#2 CRS: 3
FIN: 0
Very low velocity levels contain no distortion. Use modulation wheel to control amplitude and aftertouch to control pitch modulation.

VOICE DATA LIST

VOICE NO./NAME Heavy Dude

ALGORITHM	2			
FEEDBACK	5			
FREQUENCY	1.2	2.0	3.2	5.0
OSC. WAVE	1	2	1	1
DETUNE	+1	+3	+1	-2
OUT LEVEL	99	75	74	25

LFO	
WAVE	TRI
SPEED	8
DELAY	25
P MOD DEPTH	0
A MOD DEPTH	78
SYNC	OFF

EG				
AR	31	27	13	3
D1R	0	31	7	0
D1L	15	15	13	15
D2R	1	0	0	0
RR	7	4	1	6
EG SHIFT	OFF	OFF	OFF	OFF

FUNCTION	
MODE	Poly
P BEND RANGE	2
PORTAMENTO	FULL
PORTAMENTO TIME	0
FC VOLUME	40
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	15
MW AMPLITUDE	50
BC PITCH	0
BC AMPLITUDE	0
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	C3
REVERB RATE	OFF

SCALING				
RATE	0	1	0	0
LEVEL	0	44	60	67

SENSITIVITY				
PITCH	0			
AMPLITUDE (0-3) (ON/OFF)	ON	OFF	OFF	OFF
EG BIAS	0	0	0	0
KEY VELOCITY	0	0	0	0

This fat sound is great for layering.

VOICE DATA LIST

VOICE NO./NAME Mystical

ALGORITHM	4			
FEEDBACK	0			
FREQUENCY	1.00	1.00	5.0	26.05
OSC. WAVE	1	1	1	8
DETUNE	0	-3	+2	+3
OUT LEVEL	99	81	70	76

LFO	
WAVE	TRI
SPEED	18
DELAY	0
P MOD DEPTH	5
A MOD DEPTH	0
SYNC	OFF

EG				
AR	19	19	19	19
D1R	2	0	1	1
D1L	12	12	12	12
D2R	1	1	1	1
RR	11	4	4	4
EG SHIFT	OFF	OFF	OFF	OFF

FUNCTION	
MODE	Poly
P BEND RANGE	2
PORTAMENTO	FULL
PORTAMENTO TIME	0
FC VOLUME	40
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	7
MW AMPLITUDE	16
BC PITCH	0
BC AMPLITUDE	0
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	C2
REVERB RATE	7

SCALING				
RATE	2	3	3	3
LEVEL	0	99	99	99

SENSITIVITY				
PITCH	6			
AMPLITUDE (0-3) (ON/OFF)	OFF	OFF	OFF	OFF
EG BIAS	0	0	0	0
KEY VELOCITY	0	1	7	3

*#4 = CRS. 63
FIN: 1

VOICE DATA LIST

VOICE NO./NAME Rough Lead

ALGORITHM	3			
FEEDBACK	7			
FREQUENCY	1.50	1.50	1.50	1.11
OSC. WAVE	8	1	1	1
DETUNE	+3	-3	+3	-3
OUT LEVEL	99	82	97	66

LFO	
WAVE	TRI
SPEED	31
DELAY	0
P MOD DEPTH	5
A MOD DEPTH	0
SYNC	ON

EG				
AR	15	12	15	31
D1R	8	8	7	8
D1L	15	15	14	15
D2R	4	7	3	6
RR	5	5	7	4
EG SHIFT	OFF	OFF	OFF	OFF

FUNCTION	
MODE	Poly
P BEND RANGE	2
PORTAMENTO	FULL
PORTAMENTO TIME	0
FC VOLUME	99
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	50
MW AMPLITUDE	0
BC PITCH	0
BC AMPLITUDE	0
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	F2
REVERB RATE	OFF

SCALING				
RATE	0	0	0	0
LEVEL	0	5	57	54

SENSITIVITY				
PITCH	4			
AMPLITUDE (0-3) (ON/OFF)	OFF	OFF	OFF	ON
EG BIAS	0	0	0	0
KEY VELOCITY	3	0	3	2

*#1 CRS: 4
FIN: 8
#4 CRS: 5
FIN: 1

VOICE DATA LIST

VOICE NO./NAME Scary Bass

ALGORITHM	3			
FEEDBACK	4			
FREQUENCY	1.50	2.00	4.24	5.0
OSC. WAVE	2	1	3	1
DETUNE	-2	-1	+3	+1
OUT LEVEL	99	82	80	95

LFO	
WAVE	TRI
SPEED	28
DELAY	6
P MOD DEPTH	4
A MOD DEPTH	5
SYNC	ON

EG				
AR	12	3	3	31
D1R	5	5	8	9
D1L	13	15	8	10
D2R	3	4	3	3
RR	6	3	5	5
EG SHIFT	OFF	48	OFF	OFF

FUNCTION	
MODE	Poly
P BEND RANGE	2
PORTAMENTO	FULL
PORTAMENTO TIME	0
FC VOLUME	99
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	50
MW AMPLITUDE	0
BC PITCH	40
BC AMPLITUDE	42
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	C3
REVERB RATE	OFF

SCALING				
RATE	0	0	1	0
LEVEL	0	0	15	45

SENSITIVITY				
PITCH	3			
AMPLITUDE (0-3) (ON/OFF)	OFF	OFF	OFF	OFF
EG BIAS	0	0	0	0
KEY VELOCITY	0	2	3	0

*#3 CRS: 14
FIN: 0

VOICE DATA LIST

VOICE NO./NAME B-3 Organ

ALGORITHM	8
FEEDBACK	3
FREQUENCY *	.50 1.00 1.49 3.00
OSC. WAVE	1 1 1 1
DETUNE	-3 -3 +3 +3
OUT LEVEL	95 95 99 95

EG				
AR	31	31	31	31
D1R	21	31	31	11
D1L	15	15	15	8
D2R	0	0	0	1
RR	10	10	10	11
EG SHIFT	OFF	OFF	OFF	OFF

SCALING				
RATE	1	0	0	1
LEVEL	0	0	0	24

SENSITIVITY				
PITCH	5			
AMPLITUDE (0-3) (ON/OFF)	0	0	0	0
EG BIAS	0	0	0	0
KEY VELOCITY	0	0	0	0

*#3: CRS: 5
FIN: 1

LFO	
WAVE	TRI
SPEED	37
DELAY	0
P MOD DEPTH	39
A MOD DEPTH	60
SYNC	OFF

FUNCTION	
MODE	Poly
P BEND RANGE	2/4
PORTAMENTO	Full
PORTAMENTO TIME	0
FC VOLUME	99
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	23
MW AMPLITUDE	33
BC PITCH	0
BC AMPLITUDE	0
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	03
REVERB RATE	OFF

VOICE DATA LIST

VOICE NO./NAME Detune Strs

ALGORITHM	5
FEEDBACK	7
FREQUENCY *	1.47 1.49 2.99 1.51
OSC. WAVE	2 4 4 1
DETUNE	+3 0 0 +3
OUT LEVEL	99 85 99 73

EG				
AR	10	8	13	31
D1R	31	7	31	4
D1L	15	15	15	13
D2R	0	0	0	0
RR	5	4	5	4
EG SHIFT	OFF	OFF	OFF	OFF

SCALING				
RATE	0	3	0	0
LEVEL	0	50	0	20

SENSITIVITY				
PITCH	5			
AMPLITUDE (0-3) (ON/OFF)	0	0	0	0
EG BIAS	0	0	0	0
KEY VELOCITY	1	4	1	2

*#1: CRS: 2
FIN: 7

*#2: CRS: 5
FIN: 1

*#3: CRS: 9
FIN: 2

LFO	
WAVE	TRI
SPEED	20
DELAY	6
P MOD DEPTH	10
A MOD DEPTH	0
SYNC	OFF

FUNCTION	
MODE	Poly
P BEND RANGE	2
PORTAMENTO	Full
PORTAMENTO TIME	0
FC VOLUME	99
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	50
MW AMPLITUDE	0
BC PITCH	0
BC AMPLITUDE	0
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	E1
REVERB RATE	5

*#4: CRS: 3! If you want this
FIN: 6 String patch less
detuned change oct. freq. to 6.50

VOICE DATA LIST

VOICE NO./NAME 2 Mean 4 U

ALGORITHM	1
FEEDBACK	5
FREQUENCY *	1.00 3.00 2.97 1.00
OSC. WAVE	1 1 1 7
DETUNE	0 -3 +3 -3
OUT LEVEL	99 91 74 79

EG				
AR	31	31	10	10
D1R	10	5	7	2
D1L	15	14	9	14
D2R	0	0	0	0
RR	7	6	6	6
EG SHIFT	OFF	OFF	OFF	OFF

SCALING				
RATE	1	1	1	0
LEVEL	0	99	99	99

SENSITIVITY				
PITCH	5			
AMPLITUDE (0-3) (ON/OFF)	0	0	0	0
EG BIAS	0	0	0	0
KEY VELOCITY	1	1	2	0

*#3: CRS: 27
FIN: 3

The Harder you play the meaner it gets.

LFO	
WAVE	TRI
SPEED	26
DELAY	8
P MOD DEPTH	13
A MOD DEPTH	0
SYNC	OFF

FUNCTION	
MODE	Poly
P BEND RANGE	2
PORTAMENTO	Full
PORTAMENTO TIME	0
FC VOLUME	99
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	50
MW AMPLITUDE	0
BC PITCH	20
BC AMPLITUDE	20
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	C2
REVERB RATE	5

VOICE DATA LIST

VOICE NO./NAME "YEW"

ALGORITHM	1
FEEDBACK	6
FREQUENCY *	.50 .50 .68 .8
OSC. WAVE	8 5 4 4
DETUNE	0 -3 +3 0
OUT LEVEL	99 86 0 78

EG				
AR	10	13	18	28
D1R	10	5	7	2
D1L	15	14	14	14
D2R	0	0	0	0
RR	5	6	6	4
EG SHIFT	OFF	OFF	OFF	OFF

SCALING				
RATE	0	0	0	0
LEVEL	0	0	0	0

SENSITIVITY				
PITCH	5			
AMPLITUDE (0-3) (ON/OFF)	0	0	0	0
EG BIAS	0	0	0	0
KEY VELOCITY	1	1	2	0

*#3: CRS: 0
FIN: 3

*#4: CRS: 0
FIN: 6

When you hear this sound, you'll know where the name came from.

LFO	
WAVE	TRI
SPEED	26
DELAY	8
P MOD DEPTH	13
A MOD DEPTH	0
SYNC	OFF

FUNCTION	
MODE	Poly
P BEND RANGE	4
PORTAMENTO	Full
PORTAMENTO TIME	0
FC VOLUME	99
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	50
MW AMPLITUDE	0
BC PITCH	13
BC AMPLITUDE	99
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	C2
REVERB RATE	5

VOICE DATA LIST

VOICE NO./NAME *Kung Fu*

ALGORITHM	5
FEEDBACK	7
FREQUENCY *	1.50 10.37 1.49 10.39
OSC. WAVE	1 3 1 8
DETUNE	-3 -3 +3 +3
OUT LEVEL	99 80 99 80

EG				
AR	31	31	31	31
D1R	11	12	11	12
D1L	14	1	14	1
D2R	9	0	9	0
RR	5	6	5	6
EG SHIFT	OFF	OFF	OFF	OFF

SCALING				
RATE	1	1	1	1
LEVEL	0	10	0	10

SENSITIVITY				
PITCH	5			
AMPLITUDE (0.3) (ON/OFF)	ON	OFF	ON	OFF
EG BIAS	0	0	0	0
KEY VELOCITY	1	4	2	4

LFO	
WAVE	TRI
SPEED	26
DELAY	0
P MOD DEPTH	50
A MOD DEPTH	83
SYNC	ON

FUNCTION	
MODE	Poly
P BEND RANGE	2
PORTAMENTO	Full
PORTAMENTO TIME	2
FC VOLUME	9
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	0
MW AMPLITUDE	64
BC PITCH	99
BC AMPLITUDE	16
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	F2
REVERB RATE	4

***#2 CRS:31 #4 CRS:32 but it will remind you of the soundtrack to many "Kung Fu" movies. Use modulation wheel for different attack. You may want to change portamento to zero.*

VOICE DATA LIST

VOICE NO./NAME *Plop! Bass*

ALGORITHM	2
FEEDBACK	7
FREQUENCY	.50 .30 1.00 1.00
OSC. WAVE	1 1 5 1
DETUNE	+3 -3 -3 +3
OUT LEVEL	99 94 50 75

EG				
AR	31	31	31	31
D1R	9	9	17	16
D1L	10	0	0	3
D2R	0	0	0	7
RR	8	8	8	8
EG SHIFT	OFF	OFF	OFF	OFF

SCALING				
RATE	0	0	0	0
LEVEL	0	0	0	0

SENSITIVITY				
PITCH	5			
AMPLITUDE (0.3) (ON/OFF)	OFF	OFF	OFF	OFF
EG BIAS	0	0	0	0
KEY VELOCITY	0	2	1	1

LFO	
WAVE	TRI
SPEED	35
DELAY	0
P MOD DEPTH	5
A MOD DEPTH	0
SYNC	OFF

FUNCTION	
MODE	Poly
P BEND RANGE	2
PORTAMENTO	Full
PORTAMENTO TIME	0
FC VOLUME	99
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	50
MW AMPLITUDE	50
BC PITCH	50
BC AMPLITUDE	0
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	C2
REVERB RATE	7

velocity adjusts the amount of "plop".

VOICE DATA LIST

VOICE NO./NAME *TOMITA ¥*

ALGORITHM	7
FEEDBACK	4
FREQUENCY	1.00 2.00 2.00 5.00
OSC. WAVE	1 1 1 1
DETUNE	-3 -3 +3 +3
OUT LEVEL	99 99 99 99

EG				
AR	31	31	25	31
D1R	17	12	14	14
D1L	15	15	11	14
D2R	0	9	5	14
RR	5	9	8	6
EG SHIFT	OFF	OFF	OFF	OFF

SCALING				
RATE	2	1	1	2
LEVEL	0	0	0	0

SENSITIVITY				
PITCH	6			
AMPLITUDE (0.3) (ON/OFF)	OFF	OFF	OFF	ON
EG BIAS	0	0	0	0
KEY VELOCITY	7	7	0	1

LFO	
WAVE	Saw Up
SPEED	32
DELAY	19
P MOD DEPTH	13
A MOD DEPTH	99
SYNC	ON

FUNCTION	
MODE	Poly
P BEND RANGE	2
PORTAMENTO	Full
PORTAMENTO TIME	1
FC VOLUME	40
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	99
MW AMPLITUDE	2
BC PITCH	20
BC AMPLITUDE	3
PC PITCH BIAS	-35
BC EG BIAS	26
MIDDLE C	C2
REVERB RATE	OFF

*Use aftertouch for a surprise
Use modulation wheel for another surprise*

VOICE DATA LIST

VOICE NO./NAME *Oriental*

ALGORITHM	8
FEEDBACK	3
FREQUENCY	2.00 1.00 4.00 4.00
OSC. WAVE	6 1 6 2
DETUNE	+3 -3 +3 -3
OUT LEVEL	99 99 99 99

EG				
AR	31	25	25	25
D1R	0	0	0	15
D1L	15	15	15	15
D2R	6	15	15	15
RR	15	7	7	7
EG SHIFT	OFF	OFF	OFF	OFF

SCALING				
RATE	0	0	0	0
LEVEL	5	5	5	5

SENSITIVITY				
PITCH	4			
AMPLITUDE (0.3) (ON/OFF)	ON	ON	ON	ON
EG BIAS	0	0	0	0
KEY VELOCITY	5	0	0	0

LFO	
WAVE	square
SPEED	42
DELAY	20
P MOD DEPTH	39
A MOD DEPTH	7
SYNC	ON

FUNCTION	
MODE	Poly
P BEND RANGE	2
PORTAMENTO	Full
PORTAMENTO TIME	0
FC VOLUME	99
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	4
MW AMPLITUDE	99
BC PITCH	50
BC AMPLITUDE	15
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	C3
REVERB RATE	OFF

Use modulation wheel for a separated LFO.

VOICE DATA LIST

VOICE NO./NAME *Slime*

ALGORITHM	1
FEEDBACK	6
FREQUENCY *	.50 .50 .68 .97
OSC. WAVE	8 5 4 4
DETUNE	0 +1 0 0
OUT LEVEL	99 86 71 78

LFO	
WAVE	5/Hold
SPEED	46
DELAY	6
P MOD DEPTH	99
A MOD DEPTH	26
SYNC	OFF

EG				
AR	10	13	12	28
D1R	10	5	7	2
D1L	15	14	14	14
D2R	0	0	0	0
RR	5	6	6	4
EG SHIFT	OFF	OFF	OFF	OFF

FUNCTION	
MODE	Pol4
P BEND RANGE	12
PORTAMENTO	Full
PORTAMENTO TIME	0
FC VOLUME	99
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	50
MW AMPLITUDE	0
BC PITCH	0
BC AMPLITUDE	0
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	C1
REVERB RATE	5

SCALING				
RATE	0	0	0	0
LEVEL	0	0	0	0

SENSITIVITY				
PITCH	5			
AMPLITUDE (03) (ON/OFF)	0	OFF	OFF	OFF
EG BIAS	0	0	0	0
KEY VELOCITY	1	1	2	0

#3-CRS: 0 For best Slime play on lowest C#.
 FIN: 3 Velocity adjusts "wetness". For a
 #4-CRS: 0 fly sound-effect, play high notes at low velocity
 FIN: 6

VOICE DATA LIST

VOICE NO./NAME *Splat Synth*

ALGORITHM	5
FEEDBACK	6
FREQUENCY *	.50 .50 .50 .50
OSC. WAVE	-3 1 1 1
DETUNE	0 13 0 0
OUT LEVEL	99 99 99 88

LFO	
WAVE	TR1
SPEED	36
DELAY	0
P MOD DEPTH	0
A MOD DEPTH	0
SYNC	OFF

EG				
AR	8	8	26	18
D1R	31	5	5	18
D1L	15	12	10	8
D2R	4	5	0	7
RR	5	5	2	8
EG SHIFT	OFF	OFF	OFF	OFF

FUNCTION	
MODE	Pol4
P BEND RANGE	2
PORTAMENTO	Full
PORTAMENTO TIME	0
FC VOLUME	40
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	14
MW AMPLITUDE	0
BC PITCH	5
BC AMPLITUDE	27
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	C4
REVERB RATE	7

SCALING				
RATE	0	0	0	0
LEVEL	0	0	0	0

SENSITIVITY				
PITCH	6			
AMPLITUDE (03) (ON/OFF)	0	OFF	OFF	OFF
EG BIAS	0	0	0	0
KEY VELOCITY	2	5	0	7

Velocity adjusts the amount of "splat".

VOICE DATA LIST

VOICE NO./NAME *Ruler Pluck*

ALGORITHM	1
FEEDBACK	4
FREQUENCY *	1.00 .50 10.20 .50
OSC. WAVE	2 8 8 8
DETUNE	0 0 +1 -1
OUT LEVEL	99 70 78 99

LFO	
WAVE	TR1
SPEED	34
DELAY	0
P MOD DEPTH	0
A MOD DEPTH	0
SYNC	OFF

EG				
AR	31	31	31	31
D1R	9	1	9	15
D1L	9	0	12	4
D2R	0	0	0	10
RR	1	8	8	2
EG SHIFT	OFF	OFF	OFF	OFF

FUNCTION	
MODE	Mono
P BEND RANGE	12
PORTAMENTO	Full
PORTAMENTO TIME	57
FC VOLUME	99
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	80
MW AMPLITUDE	0
BC PITCH	0
BC AMPLITUDE	0
PC PITCH BIAS	0
BC EG BIAS	0
MIDDLE C	C1
REVERB RATE	OFF

SCALING				
RATE	0	2	3	3
LEVEL	0	0	27	0

SENSITIVITY				
PITCH	5			
AMPLITUDE (03) (ON/OFF)	0	OFF	OFF	OFF
EG BIAS	0	0	0	0
KEY VELOCITY	1	0	6	7

Tap a low note and then hold down a higher one (1-2 octaves); sounds like a ruler hung off the side of a school desk. To use this sound musically change: Also try p.tel. whetl. mode = poly, portamento = 0, middle C = C3

VOICE DATA LIST

VOICE NO./NAME *Pol. Whistl*

ALGORITHM	5
FEEDBACK	0
FREQUENCY *	25.95 .50 24.32 .71
OSC. WAVE	1 1 1 1
DETUNE	0 0 0 0
OUT LEVEL	99 75 99 81

LFO	
WAVE	TR1
SPEED	29
DELAY	29
P MOD DEPTH	2
A MOD DEPTH	0
SYNC	ON

EG				
AR	31	31	19	31
D1R	31	31	31	31
D1L	15	15	15	15
D2R	0	0	0	0
RR	15	15	74	7
EG SHIFT	OFF	OFF	OFF	OFF

FUNCTION	
MODE	Mono
P BEND RANGE	12
PORTAMENTO	Full
PORTAMENTO TIME	0
FC VOLUME	99
FC PITCH	0
FC AMPLITUDE	0
MW PITCH	99
MW AMPLITUDE	99
BC PITCH	0
BC AMPLITUDE	0
PC PITCH BIAS	+1
BC EG BIAS	0
MIDDLE C	C1
REVERB RATE	OFF

SCALING				
RATE	0	0	0	0
LEVEL	10	40	70	40

SENSITIVITY				
PITCH	6			
AMPLITUDE (03) (ON/OFF)	0	OFF	OFF	OFF
EG BIAS	0	0	0	0
KEY VELOCITY	0	0	1	3

#1-CRS: 63 | #3-CRS: 62 | #4-CRS: 1 | Play near the center of the keyboard
 FIN: 0 | FIN: 1 | FIN: 0

PERFORMANCE MEMO CHART

PERFORMANCE MEMO CHART

Performance name	ORCHESTRA!							
Instrument	1	2	3	4	5	6	7	8
Assign Mode	horm (Normal) Alternate							
Max Notes (0-8)	7	1						
Voice No. (101-D32)	100 Bass	111 Cello						
Receive Ch. (1-16, omni)	1	1						
Limit /L (C-2 - G8)	C-2	C-2						
Limit /H (C-2 - G8)	G8	G8						
Detune (-7 - +7)	0	0						
Note Shift (-24 - +24)	-12	0						
Volume (0-99)	70	65						
Out Assign (off, I, II, I II)	I II	I II						
LFO Select (off, 1, 2, vib)	1	2						
Micro Tune (select)	off/on	off/on	off/on	off/on	off/on	off/on	off/on	off/on
Effect Select	off / Delay / Pan / Chord							
Effect 1 Delay	Delay Time	0.01s	Play at the low end of keyboard at high velocity for fullest sound. (This effect makes this perf. 1 note polyphonic)					
	Pitch Shift	+12						
	Feedback	7						
	Effect Level	80						

Performance name	Vel Overkill (velocity overkill)						
Instrument	1	2	3	4	5	6	7
Assign Mode	(Normal) Alternate						
Max Notes (0-8)	2	2	2	2			
Voice No. (101-D32)	overkill	overkill	overkill	overkill			
Receive Ch. (1-16, omni)	1	1	1	1			
Limit /L (C-2 - G8)	C-2	C-2	C-2	C-2			
Limit /H (C-2 - G8)	G8	G8	G8	G8			
Detune (-7 - +7)	+1	-2	+3	0			
Note Shift (-24 - +24)	0	0	0	-12			
Volume (0-99)	99	99	80	70			
Out Assign (off, I, II, I II)	I	II	I II	I II			
LFO Select (off, 1, 2, vib)	1	2	vib	vib			
Micro Tune (select)	off/on	off/on	off/on	off/on	off/on	off/on	off/on
Effect Select	off / Delay / Pan / Chord						
Effect 2 PAN	Select Direction	LFO Range	I -> II				
			99				

Performance name	Mega Bass!							
Instrument	1	2	3	4	5	6	7	8
Assign Mode	horm (Normal) Alternate							
Max Notes (0-8)	3	2	3					
Voice No. (101-D32)	100 Bass	100 Bass	111 Cello					
Receive Ch. (1-16, omni)	1	1	1					
Limit /L (C-2 - G8)	C-2	C-2	C-2					
Limit /H (C-2 - G8)	G8	G8	G8					
Detune (-7 - +7)	0	0	0					
Note Shift (-24 - +24)	0	-12	0					
Volume (0-99)	99	99	85					
Out Assign (off, I, II, I II)	I II	I II	I II					
LFO Select (off, 1, 2, vib)	1	2	1					
Micro Tune (select)	off/on	off/on	off/on	off/on	off/on	off/on	off/on	off/on
Effect Select	off / Delay / Pan / Chord							

Performance name	BAD RIIP!!							
Instrument	1	2	3	4	5	6	7	8
Assign Mode	(Normal) Alternate							
Max Notes (0-8)	4	1	1	2				
Voice No. (101-D32)	Heavy Stop	Fast-less	Heavy Stop	Block Bass				
Receive Ch. (1-16, omni)	1	1	1	1				
Limit /L (C-2 - G8)	C-2	C-2	C-2	C-2				
Limit /H (C-2 - G8)	G8	G8	G8	G8				
Detune (-7 - +7)	+5	0	-5	0				
Note Shift (-24 - +24)	0	0	0	0				
Volume (0-99)	99	99	99	75				
Out Assign (off, I, II, I II)	I II	I II	I II	I II				
LFO Select (off, 1, 2, vib)	1	2	vib	vib				
Micro Tune (select)	off/on	off/on	off/on	off/on	off/on	off/on	off/on	off/on
Effect Select	off / Delay / Pan / Chord							

Hold a key down for a few seconds and listen to all of the changes that take place in the sound

Performance name	Best Bass							
Instrument	1	2	3	4	5	6	7	8
Assign Mode	(Normal) Alternate							
Max Notes (0-8)	5	2	1					
Voice No. (101-D32)	100 Bass	111 Cello	DOT					
Receive Ch. (1-16, omni)	1	1	1					
Limit /L (C-2 - G8)	C-2	C-2	C-2					
Limit /H (C-2 - G8)	G8	G8	G8					
Detune (-7 - +7)	0	0	0					
Note Shift (-24 - +24)	0	0	0					
Volume (0-99)	95	90	99					
Out Assign (off, I, II, I II)	I II	I II	I II					
LFO Select (off, 1, 2, vib)	1	2	vib					
Micro Tune (select)	off/on	off/on	off/on	off/on	off/on	off/on	off/on	off/on
Effect Select	off / Delay / Pan / Chord							

Performance name	Chorus EP (chorus electric piano)							
Instrument	1	2	3	4	5	6	7	8
Assign Mode	(Normal) Alternate							
Max Notes (0-8)	6	2						
Voice No. (101-D32)	100 Bass	111 Cello						
Receive Ch. (1-16, omni)	1	1						
Limit /L (C-2 - G8)	C-2	C-2						
Limit /H (C-2 - G8)	G8	G8						
Detune (-7 - +7)	+4	-4						
Note Shift (-24 - +24)	0	0						
Volume (0-99)	99	75						
Out Assign (off, I, II, I II)	I	II						
LFO Select (off, 1, 2, vib)	1	2						
Micro Tune (select)	off/on	off/on	off/on	off/on	off/on	off/on	off/on	off/on
Effect Select	off / Delay / Pan / Chord							
Effect 2 Pan	Select Direction	Velocity	I -> II					
			17					

Performance name	Soft Horns							
Instrument	1	2	3	4	5	6	7	8
Assign Mode	(Normal) Alternate							
Max Notes (0-8)	6	2						
Voice No. (101-D32)	Soft Horn	Soft Horn						
Receive Ch. (1-16, omni)	1	1						
Limit /L (C-2 - G8)	C-2	C-2						
Limit /H (C-2 - G8)	G8	G8						
Detune (-7 - +7)	-4	+4						
Note Shift (-24 - +24)	0	0						
Volume (0-99)	92	92						
Out Assign (off, I, II, I II)	I	II						
LFO Select (off, 1, 2, vib)	1	2						
Micro Tune (select)	off/on	off/on	off/on	off/on	off/on	off/on	off/on	off/on
Effect Select	off / Delay / Pan / Chord							

Performance name	Pop! Synth.							
Instrument	1	2	3	4	5	6	7	8
Assign Mode	(Normal) Alternate							
Max Notes (0-8)	6	1	1					
Voice No. (101-D32)	Split Synth	DOT	Pick-up					
Receive Ch. (1-16, omni)	1	1	1					
Limit /L (C-2 - G8)	C-2	C-2	C-2					
Limit /H (C-2 - G8)	G8	G8	G8					
Detune (-7 - +7)	0	0	0					
Note Shift (-24 - +24)	0	0	0					
Volume (0-99)	99	99	70					
Out Assign (off, I, II, I II)	I II	I II	I II					
LFO Select (off, 1, 2, vib)	1	2	vib					
Micro Tune (select)	off/on	off/on	off/on	off/on	off/on	off/on	off/on	off/on
Effect Select	off / Delay / Pan / Chord							

PERFORMANCE MEMO CHART

Performance name	Quack Split							
Instrument	1	2	3	4	5	6	7	8
Assign Mode	(Normal) / Alternate							
Max Notes (0-8)	1	2	1	4				
Voice No. (I01-D32)	Kung Fu	Detune Strings	DOT	Flap Bass				
Receive Ch. (1-16, omni)	1	1	1	1				
Limit /L (C-2 - G8)	C#3	C-2	C#2	C-2				
Limit /H (C-2 - G8)	G8	C5	G8	C3				
Detune (-7 - +7)	0	0	0	0				
Note Shift (-24 - +24)	-12	-24	-24	0				
Volume (0-99)	90	99	71	74				
Out Assign (off, I, II, I II)	I & II	I & II	I & II	I & II				
LFO Select (off, 1, 2, vib)	1	2	vib	vib				
Micro Tune (select)	off/on	off/on	off/on	off/on	off/on	off/on	off/on	off/on
Effect Select	off / (Delay) / Pan / Chord							

EFFECT 1
Delay

Delay Time	.01
Pitch Shift	+12
Feedback	0
Level	99

The delay on this perf. is used to make the attack of the "Kung Fu" Quack.

Performance name	Big Guitar							
Instrument	1	2	3	4	5	6	7	8
Assign Mode	(Normal) / Alternate							
Max Notes (0-8)	5	2	1					
Voice No. (I01-D32)	Pick'n GTR	Toy Guitar	P/JCF Pick					
Receive Ch. (1-16, omni)	1	1	1					
Limit /L (C-2 - G8)	C-2	C-2	C-2					
Limit /H (C-2 - G8)	G8	G8	G8					
Detune (-7 - +7)	0	0	0					
Note Shift (-24 - +24)	0	0	0					
Volume (0-99)	99	99	99					
Out Assign (off, I, II, I II)	I & II	I & II	I & II					
LFO Select (off, 1, 2, vib)	1	2	vib					
Micro Tune (select)	off/on	off/on	off/on	off/on	off/on	off/on	off/on	off/on
Effect Select	off / Delay / Pan / Chord							