

Hanmesoft Corp.



Sound Track MIDISound Generator

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(GMBK9732.DMF)

1. MIDI Implementation Chart

MIDI MESSAGE	HEX CODE	DESCRIPTION	COMPATIBILITY
NOTE ON	9nH kk vv	Midi channel n(0-15) note ON #kk(1-127), velocity vv(1-127). vv=0 means NOTE OFF	MIDI
NOTE OFF	8nH kk vv	Midi channel n(0-15) note OFF #kk(1-127), vv is don't care.	MIDI
PITCH BEND	EnH bl bh	Pitch bend as specified by bh/bl (14 bits) Maximum swing is +/- 1 tone (power-up). Can be changed using pitch bend sensitivity Center position is 00H 40H.	GM
PROGRAM CHANGE	CnH pp	Program (patch) change. Specific action on channel 10 (n=9) : select drumset. Refer to sounds / drumset list. Drumsets can be assigned to other channels (see SYSEX MIDI channel to part assign and part to rhythm allocation)	GM/GS
CHANNEL AFTERTOUCH	DnH vv	vv pressure value. Effect set using Sys. Ex. 40H 2nH 20H-26H	MIDI
MIDI RESET	FFH	Reset to power-up condition	
CTRL 00	BnH 00H cc	Bank select : Refer to sounds list. No action on drumset. cc=64 reserved for dream sound editor	GS/ SOUND TRACK 97
CTRL 01	BnH 01H cc	Modulation wheel. Rate and maximum depth can be set using SYSEX	MIDI
CTRL 05	BnH 05H cc	Portamento time.	MIDI
CTRL 06	BnH 06H cc	Data entry : provides data to RPN and NRPN	MIDI
CTRL 07	BnH 07H cc	Volume (default=100)	MIDI
CTRL 10	BnH 0AH cc	Pan (default=64 center)	MIDI
CTRL 11	BnH 0BH cc	Expression (default=127)	MIDI/GM
CTRL 64	BnH 40H cc	Sustain (damper) pedal	MIDI
CTRL 65	BnH 41H cc	Portamento ON/OFF	MIDI
CTRL 66	BnH 42H cc	Sostenuto pedal	MIDI
CTRL 67	BnH 43H cc	Soft pedal	MIDI
CTRL 80	BnH 50H vv	Reverb program vv=00H to 07H (default 04H) 00H : Room1 01H : Room2 02H : Room3 03H : Hall1 04H : Hall2 05H : Plate 06H : Delay 07H : Pan delay	SOUND TRACK 97
CTRL 81	BnH 51H vv	Chorus program vv=00H to 07H (default 02H) 00H : Chorus1 01H : Chorus2 02H : Chorus3 03H : Chorus4 04H : Feedback 05H : Flanger 06H : Short delay 07H : FB delay	SOUND TRACK 97
CTRL 91	BnH 5BH vv	Reverb send level vv=00H to 7FH	GS
CTRL 93	BnH 5DH vv	Chorus send level vv=00H to 7FH	GS
CTRL 120	BnH 78H 00H	All sound off (abrupt stop of sound on channel n)	MIDI
CTRL 121	BnH 79H 00H	Reset all controllers	MIDI

CTRL 123	BnH 7BH 00H	All notes off	MIDI
CTRL 126	BnH 7EH 00H	Mono on	MIDI
CTRL 127	BnH 7FH 00H	Poly on (default power-up)	MIDI
CTRL CC1	BnH ccH vvH	Assignable Controller 1. cc=Controller number (0-5Fh), vv=Control value (0-7Fh). Control number (ccH) can be set on CC1 CONTROLLER NUMBER (Sys.Ex 40 1x 1F). The resulting effect is determined by CC1 controller function (Sys.Ex. 40 2x 40-4A)	GS
CTRL CC2	BnH ccH vvH	Assignable Controller 2. cc=Controller number (00h-5Fh), vv=control value (0-7Fh). Control number can be set on CC2 CONTROLLER NUMBER (Sys.Ex. 40 1x 20). The resulting effect is determined by CC2 controller function (Sys.Ex.40 2x 50-5A).	
RPN 0000H	BnH 65H 00H 64H 00H 06H vv	Pitch bend sensitivity in semitones (default=2)	MIDI/GM
RPN 0001H	BnH 65H 00H 64H 01H 06H vv	Fine tuning in cents (vv=00 -100, vv=40H 0, vv=7FH +100)	MIDI
RPN 0002H	BnH 65H 00H 64H 02H 06H vv	Coarse tuning in half-tones (vv=00 -64, vv=40H 0, vv=7FH +64)	MIDI
NRPN 0108H	BnH 63H 01H 62H 08H 06H vv	Vibrate rate modify (vv=40H -> no modif)	GS
NRPN 0109H	BnH 63H 01H 62H 09H 06H vv	Vibrate depth modify (vv=40H -> no modif)	GS
NRPN 010AH	BnH 63H 01H 62H 0AH 06H vv	Vibrate delay modify (vv=40H -> no modif)	GS
NRPN 0120H	BnH 63H 01H 62H 20H 06H vv	TVF cutoff freq modify(vv=40H -> no modif)	GS
NRPN 0121H	BnH 63H 01H 62H 21H 06H vv	TVF resonance modify (vv=40H -> no modif)	GS

NRPN 0163H	BnH 63H 01H 62H 63H 06H vv	Env. attack time modify(vv=40H ->no modif)	GS
NRPN 0164H	BnH 63H 01H 62H 64H 06H vv	Env. decay time modify(vv=40H -> no modif)	GS
NRPN 0166H	BnH 63H 01H 62H 66H 06H vv	Env. release time modif(vv=40H ->no modif)	GS
NRPN 18rrH	BnH 63H 18H 62H rr 06H vv	Pitch coarse of drum instr. note rr in semitones (vv=40H -> no modif)	GS
NRPN 1ArrH	BnH 63H 1AH 62H rr 06H vv	Level of drum instrument note rr (vv=00 to 7FH)	GS
NRPN 1CrrH	BnH 63H 1CH 62H rr 06H vv	Pan of drum instrument note rr (40H = middle)	GS
NRPN 1DrrH	BnH 63H 1DH 62H rr 06H vv	Reverb send level of drum instrument note rr (vv=00 to 7FH)	GS
NRPN 1ErrH	BnH 63H 1EH 62H rr 06H vv	Chorus send level of drum instrument note rr(vv=00 to 7FH)	GS
NRPN 37xxH	BnH 63H 37H 62H xx 06H vv	Special SAM9407 features controls (see below)	Sound Track 97
Standard Sysex	FOH 7EH 7FH 09H 01H F7H	General MIDI reset	GM
Standard Sysex	FOH 7FH 7FH 04H 01H 00H 11 F7H	Master volume (11=0 to 127, default 127)	GM
ROLAND SYSEX	FOH 41H 00H 42H 12H 40H 00H 00H dd dd dd dd xx F7H	Master tune (default dd= 00H 04H 00H 00H) -100.0 to +100.0 cents. Nibblized data should be used (always four bytes). For example, to tune to +100.0 cents, sent data should be 00H 07H 0EH 08H	GS
ROLAND SYSEX	FOH 41H 00H 42H 12H 40H 00H 04H vv xx F7H	Master volume (default vv=7FH)	GS
ROLAND SYSEX	FOH 41H 00H 42H 12H 40H 00H 05H vv xx F7H	Master key-shift (default vv=40H, no transpose)	
ROLAND SYSEX	FOH 41H 00H 42H 12H 40H 00H 06H vv xx F7H	Master pan (default vv=40H, center)	GS
ROLAND SYSEX	FOH 41H 00H 42H 12H 40H 00H 7FH 00H xx F7H	GS reset	GS
ROLAND SYSEX	FOH 41H 00H 42H 12H 40H 01H 30H vv xx F7H	Reverb type (vv=0 to 7), default = 04H 00H : Room1 01H : Room2 02H : Room3 03H : Hall1 04H : Hall2 05H : Plate 06H : Delay 07H : Pan delay	GS
ROLAND SYSEX	FOH 41H 00H 42H 12H 40H 01H 31H vv xx F7H	Reverb character, default 04H	GS

ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 01H 33H vv xx F7H	Reverb master level, default = 64	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 01H 34H vv xx F7H	Reverb time	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 01H 35H vv xx F7H	Reverb delay feedback. Only if reverb number=6 or 7 (delays)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 01H 38H vv xx F7H	Chorus type (vv=0 to 7), default = 02H 00H : Chorus1 01H : Chorus2 02H : Chorus3 03H : Chorus4 04H : Feedback 05H : Flanger 06H : Short delay 07H : FB delay	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 01H 3AH vv xx F7H	Chorus master level, default = 64	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 01H 3BH vv xx F7H	Chorus feedback	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 01H 3CH vv xx F7H	Chorus delay	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 01H 3DH vv xx F7H	Chorus rate	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 01H 3EH vv xx F7H	Chorus depth	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 1pH 02H nn xx F7H	MIDI channel to part assign, p is part (0 to 15), nn is MIDI channel (0 to 15, 16=OFF). This SYSEX allows to assign several parts to a single MIDI channel or to mute a part. Default assignment : part MIDI channel 0 9 (DRUMS) 1-9 0-8 10-15 10-15	GS

ROLAND SYSEX	F04 41H 00H 42H 12H 40H 1pH 15H vv xx F7H	Part to rhythm allocation, p is part(0 to 15), vv is 00(sound part) or 01 (rhythm part). This SYSEX allows a part to play to play sound or drumset. There is no limitation of the number of parts playing drumset. Default assignment : part 0 plays drums (default MIDI channel 9) all other parts play sound. Scale tuning, n is MIDI channel (0 to 15), v1 to v12 are 12	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 1nH 40H v1 v2 ... v12 xx F7H	semi-tones tuning values (C, C#, D, ... A#, B), in the range -64(00H) 0(40H) +63(7FH) cents. This SYSEX allows non chromatic tuning of the musical scale on a given MIDI channel. Default v1, v2, ... v12 = 40H, 40HL...40H (chromatic tuning). Scale tuning has no effect if the part is assigned to a rhythm channel or if the sound played is not of chromatic type. Velocity slope from 00H to 7FH (default = 40H)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 1nH 1AH vv xx F7H	Velocity offset from 00H to 7FH (default = 40H)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 1nH 1BH vv xx F7H	CC1 Controller number (00-5FH) (default = 10H)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 1nH 1FH vv xx F7H	CC2 Controller number (00-5FH) (default = 11H)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 1nH 20H vv xx F7H	Mod pitch control (-24,+24 semitone) (default = 40H)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 2nH 00H vv xx F7H	Mod tvf cutoff control (default = 40H)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 2nH 01H vv xx F7H	Mod Amplitude control (-100%+100%) (default=40H)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 2nH 02H vv xx F7H	Mod lfo1 rate control (default = 40H), n is dot care. Rate is common on all channels	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 2nH 03H vv xx F7H	Mod lfo1 pitch depth (0-600 cents) (default=0AH)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 2nH 04H vv xx F7H	Mod lfo1 tvf depth (default = 0H)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 2nH 05H vv xx F7H	Mod lfo1 tva depth (0-100%) (default = 0H)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 2nH 06H vv xx F7H	Bend pitch control (-24,+24 semitone) (default = 42H)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 2nH 10H vv xx F7H	Bend tvf cutoff control (default = 40H)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 2nH 11H vv xx F7H	Bend Amplitude control (-100%+100%) (default=40H)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 2nH 12H vv xx F7H	Bend lfo1 pitch depth (0-600 cents) (default=0AH)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 2nH 14H vv xx F7H	Bend lfo1 tvf depth (default = 0H)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 2nH 15H vv xx F7H	Bend lfo1 tva depth (0-100%) (default = 0H)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 2nH 16H vv xx F7H	CAF pitch control (-24,+24 semitone) (default = 40H)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 2nH 20H vv xx F7H	CAF tvf cutoff control (default = 40H)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 2nH 21H vv xx F7H	CAF Amplitude control (-100%+100%) (default=40H)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 2nH 22H vv xx F7H	CAF lfo1 pitch depth (0-600 cents) (default=0AH)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 2nH 24H vv xx F7H	CAF lfo1 tvf depth (default = 0H)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 2nH 25H vv xx F7H	CAF lfo1 tva depth (0-100%) (default = 0H)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 2nH 26H vv xx F7H	CC1 pitch control (-24,+24 semitone) (default = 40H)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 2nH 40H vv xx F7H	CC1 tvf cutoff control (default = 40H)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 2nH 41H vv xx F7H	CC1 Amplitude control (-100%+100%) (default=40H)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 2nH 42H vv xx F7H	CC1 lfo1 pitch depth (0-600 cents) (default=0AH)	GS
ROLAND SYSEX	F0H 41H 00H 42H 12H 40H 2nH		GS

ROLAND SYSEX	FOH 4IH 00H 42H 12H 40H 2nH 45H vv xx F7H	CC1 lfo1 tvf depth (default = 0H)	GS
ROLAND SYSEX	FOH 4IH 00H 42H 12H 40H 2nH 46H vv xx F7H	CC1 lfo1 tva depth (0-100%) (default = 0H)	GS
ROLAND SYSEX	FOH 4IH 00H 42H 12H 40H 2nH 50H vv xx F7H	CC2 pitch control (-24,+24 semitone) (default = 40H)	GS
ROLAND SYSEX	FOH 4IH 00H 42H 12H 40H 2nH 51H vv xx F7H	CC2 tvf cutoff control (default = 40H)	GS
ROLAND SYSEX	FOH 4IH 00H 42H 12H 40H 2nH 52H vv xx F7H	CC2 Amplitude control (-100%+100%) (default=40H)	GS
ROLAND SYSEX	FOH 4IH 00H 42H 12H 40H 2nH 54H vv xx F7H	CC2 lfo1 pitch depth (0-600 cents) (default=0AH)	GS
ROLAND SYSEX	FOH 4IH 00H 42H 12H 40H 2nH 55H vv xx F7H	CC2 lfo1 tvf depth (default = 0H)	GS
ROLAND SYSEX	FOH 4IH 00H 42H 12H 40H 2nH 56H vv xx F7H	CC2 lfo1 tva depth (0-100%) (default = 0H)	GS

NRPN# (High/Low)	Description	Power-up default
3700H	Equalizer Low band (bass) 0=-12dB, 40H=0dB, 7FH=+12dB	60H (+6dB)
3701H	Equalizer Med Low band 0=-12dB, 40H=0dB, 7FH=+12dB	40H (0dB)
3702H	Equalizer Med High band 0=-12dB, 40H=0dB, 7FH=+12dB	40H (0dB)
3703H	Equalizer High band (treble) 0=-12dB, 40H=0dB, 7FH=+12dB	60H (+6dB)
3708H	Equalizer Low cutoff freq 0=0Hz, 7FH=4.7 kHz	0CH
3709H	Equalizer Med Low cutoff freq 0=0Hz, 7FH=4.2 kHz	1BH
370AH	Equalizer Med High cutoff freq 0=0Hz, 7FH=4.2 kHz	72H
370BH	Equalizer High cutoff freq 0=0Hz, 7FH=18.75 kHz	40H
3710H	Input select 0=select microphones 7FH=select AUXL/ AUXR (note 1)	00H (mikes)
3711H	Mike1/AUXL input gain 0=0dB to 7FH=+22.5dB (note 1)	00H (0dB)
3712H	Mike2/AUXR input gain 0=0dB to 7FH=+22.5dB (note 1)	00H (0dB)
3720H	Surround effect volume 0= no effect, 7FH= maximum effect	00H
3724H	Mike1/AUXL volume 0 to 7FH	40H
3725H	Mike2/AUXR volume 0 to 7FH	40H
3726H	Mike 1/AUXL pan 0=hard left, 40H=center, 7FH=hard right	00H (left)
3727H	Mike 2/AUXR pan 0=hard left, 40H=center, 7FH=hard right	7FH (right)
3728H	Mike/AUX echo level 0 to 7FH	40H
3729H	Mike/AUX echo time 0=shortest to 7FH=longest	40H
372AH	Mike/AUX echo feed-back 0=no feed back to 7FH=maximum feedback	40H
372CH	Surround effect delay 0=shortest to 7FH=longest	2H
372DH	Surround effect input 0=stereo, 7FH=mono	0H
372EH	Surround effect output mode 0=2 speaker mode, 7FH=4 speaker mode	0H

CONTROL 0 0	Bank Select.Reinstates GS from additional tone quality or MT mode.
CONTROL 0 127	Bank Select. Used when loading MT instruments from GS mode.
CONTROL 1 X	Modulation. Adjusts the vibration of sound (X ranged in 0-127)
CONTROL 5 X	Portamento Time. Select time of portamento(X ranged in 0-127)
CONTROL 7 X	Main Volume. Adjusts the volume(S ranged 0-127)
CONTROL 10 X	Panpot. Adjusts output volume to the left(if value is lower than 64)or right(if value is greater than 64)
CONTROL 11 X	Expression. Change the volume within the main volume range.
CONTROL 64 X	DamperPedal.Process the surplus sound of Damper Pedal (X=127 for ON and 0 and OFF)
CONTROL 65 X	Portamento.Selection of Portamento switch(X=127 for 0 or Off). Plays in sliding motion from the previous tone to the current tone.The sliding tome is adjusted in CONTROL number 5. CONTROL number 65 works on MONO mode only. Refer to the following CONTROL explanation for MONO mode.

(Example of using CONTROL number 65: Cakewalk:Event View)

1 -----	1 1:02:000 Control 126 0
1 -----	1 1:02:000 Control 5 50
1 -----	1 1:02:000 Control 65 127
1 -----	1 1:02:000 Note D 4 100 127
1 -----	1 1:03:000 Note C 4 100 127
1 -----	1 1:04:000 Note G 4 100 121
1 -----	1 1:05:000 Note D 4 100 99

CONTROL 66 X	Sostenuto Pedal. Process the surplus sound of Sostenuto switch. The middle pedal of piano(only one note is processed for surplus sound)(127 for ON, 0 for OFF)
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(Example: Cakewalk: Event View)

1 -----	1	1:01:000	Note D 4	100	119
1 -----	1	1:02:000	Note C 5	100	119
1 -----	1	1:02:010	Control 66	127	
1 -----	1	1:03:000	Note F 5	100	110
1 -----	1	1:04:000	Note E 5	100	110
1 -----	1	1:05:000	Note E 5	100	127

CONTROL 67 X

Soft Pedal. Smooths the switch sound(127 for ON,0 for OFF)

<CONTROL 98,99 Melody Instrument>

<p>* Vib. Rate : Adjust the level(stress) of Vibrato. CONTROL 99 1 CONTROL 98 8 CONTROL 6 X (From the base value 64, add-50 to +50) Note:Max = 114, Min = 14</p>
<p>* Vib. Depth :Adjusts the depth of Vibrato CONTROL 99 1 CONTROL 98 9 CONTROL 6 X (From the base value 64, add-50 to +50) Note:Max = 114, Min = 14</p>
<p>* Vib. Delay :Lower the point where Vibrato starts CONTROL 99 1 CONTROL 98 10 CONTROL 6 X (From the base value 64, add-50 to +50) Note:Max = 114, Min = 14</p>
<p>* TVF Cutoff Frequency : Adjusts the level (stress) of sound CONTROL 99 1 CONTROL 98 32 CONTROL 6 X ((From the base value 64, add-50 to +50) Note:Max = 114, Min = 14</p>
<p>* TVF Resonance : Emphasizes the area of high tone CONTROL 99 1 CONTROL 98 33 CONTROL 6 X ((From the base value 64, add-50 to +50) Note:Max = 114, Min = 14</p>
<p>* TVF & TVA Env.Att.Time : Adjusts the output time CONTROL 99 1 CONTROL 98 99 CONTROL 6 X ((From the base value 64, add-50 to +50) Note:Max = 114, Min = 14</p>
<p>* TVF & TVA Decay Time : The decaying time CONTROL 99 1 CONTROL 98 100 CONTROL 6 X ((From the base value 64, add-50 to +50) Note:Max = 114, Min = 14</p>
<p>* TVF & TVA Release Time : Adjusts the surplus time left CONTROL 99 1 CONTROL 98 102 CONTROL 6 X ((From the base value 64, add-50 to +50) Note:Max = 114, Min = 14</p>

<CONTROL 98,99 : Rhythm Instrument>

* Adjusts the Pitch of rhythm instrument CONTROL 99 24 CONTROL 98 X (keyboard number: refer to instrumental arrangement) CONTROL 6 X (From -64 to +64: One numeric value is for semitone. One octave has 12)	
* Adjusts the Panpot(skew)of rhythm instrument CONTROL 99 28 CONTROL 98 X (keyboard number: refer to instrumental arrangement) CONTROL 6 X (From the base value 64, left for smaller value and right for greater value)	
* Lowers the sound of rhythm instrument CONTROL 99 26 CONTROL 98 X (keyboard number: refer to instrumental arrangement) CONTROL 6 X (Decrease the value from the base value 127)	
CONTROL 100,101	NRCPL,NRPCH CONTROL Command

<p>* Adjusts Bender Range CONTROL 101 0 CONTROL 100 0 CONTROL 6 X (X = 0- 24)</p>
<p>* Can adjust Pitch finely CONTROL 101 0 CONTROL 100 1 CONTROL 6 X (x=64 for original pitch, 0 for semitone level, and 127 for semitone above)</p>
<p>* Can perform the Key-Shift function CONTROL 101 0 CONTROL 100 2 CONTROL 6 x (x=64 for original key. From 40(-24) to 88(+24)</p>
<p>* Reset the selection to "NRPH/RPH" CONTROL 101 127 CONTROL 100 127</p>

CONTROL 120 0	All Sound Off
CONTROL 121 0	Reset.Can initialize most CONTROL values.
CONTROL 123 0	All note Off
CONTROL 126 0	Changes from POLY to MONO mode.
CONTROL 127 0	CONTROL number 65 must be set in MONO mode. Reinstated to POLY mode. All channels are set to POLY mode when power is on. Or used when reinstating from MT mode to GS mode.

CONTROL 0 0	Reinstate from additional tone quality or MT mode to GS.
CONTROL 0 127	Changes to MT-32/CM-32L Mode
CONTROL 0 8	Mode that loads GS additional tone quality(Refer to additional tone quality list)
CONTROL 0 16	Mode that loads GS additional tone quality(Refer to additional tone quality list)

<p>* Adjusts Bender Range</p> <p>CONTROL 101 0</p> <p>CONTROL 100 0</p> <p>CONTROL 6 X (X = 0~ 24)</p>
<p>* Can adjust Pitch finely</p> <p>CONTROL 101 0</p> <p>CONTROL 100 1</p> <p>CONTROL 6 X</p> <p>(x=64 for normal Pitch: 0 for semitone below:127 for semitone above)</p>
<p>* Can perform Key-Shift function</p> <p>CONTROL 101 0</p> <p>CONTROL 100 2</p> <p>CONTROL 6 x</p> <p>(x=64 for base key: range from 40(-24) to 88(+24)</p>
<p>*Resets the selected one to NRPH/RPH*</p> <p>CONTROL 101 127</p> <p>CONTROL 100 127</p>

<CONTROL 98,99 Melody Instrument>

<p>Low Band EQ (bass) control 99 1 control 98 0 control 6 X from the base value 96(+6dB), 127(+12dB), <-64dB), 0(-12dB) 64(0dB), 0(-12dB))</p>
<p>Middle Low Band EQ control 99 1 control 98 1 control 6 X from the base value 64(0dB), 127(+12dB), 0(-12dB))</p>
<p>High Low Band EQ (Treble) control 99 1 control 98 3 control 6 X (base value 96(+6dB), 127(+12dB), 64(0dB), 0(-12dB))</p>
<p>High Low Cutoff Freq. EQ control 99 1 control 98 8 control 6 X (base value 2, 0(0Hz), 127(4.7KHz))</p>
<p>High Med. Low Cutoff freq. EQ control 99 1 control 98 9 control 6 X (base value 27, 0(0Hz), 127(4.2KHz))</p>
<p>High Med. High Cutoff freq. EQ control 99 1 control 98 10 control 6 X (base value 14, 0(0Hz), 127(4.2KHz))</p>
<p>High Cutoff freq. EQ control 99 1 control 98 11 control 6 X (base value 64, 0(0Hz), 127(18.75KHz))</p>
<p>Surround Effect Volume control 99 1 control 98 32 control 6 X (base value 0(no effector), 127(maximum effector))</p>
<p>Surround Effect delay control 99 1 control 98 44 control 6 X (base value 2, 0~127)</p>
<p>Surround Output Mode control 99 1 control 98 46 control 6 X (base value 0(2speakers) 127(4speakers))</p>
<p>Surround Input Mode control 99 1 control 98 45 control 6 X ((base value 0(stereo) 127(mono))</p>

2. General MIDI General Standard Instrumental Arrangement Table

The instrumental arrangement table as shown below starts from 1. For Cakewalk which starts from 0, subtract 1 from the value of this table. When the power is on, Sound Track has the General MIDI instrumental arrangement. To reinstate from a different mode (ex:MT-32,etc.) to this mode, just do as follows:

Control 0 0

PC : Patch

Index	Instrument Number	Index	Instrument Number	Index	Instrument Number	Index	Instrument Number
1	(Grand) Piano 1	33	Acoustic Bass	65	Soprano Sax	97	FX 1 (rain)
2	(Bright) Piano 2	34	Finger Bass	66	Alto Sax	98	FX 2 (soundtrack)
3	(El. Grd) Piano 3	35	Picked Bass	67	Tenor Sax	99	FX 3 (crystal)
4	Honky-tonk Piano	36	Fretless Bass	68	Baritone Sax	100	FX4 (atmosphere)
5	El. Piano 1	37	Slap Bass 1	69	Oboe	101	FX 5 (brightness)
6	El. Piano 2	38	Slap Bass 2	70	English Horn	102	FX 6 (goblins)
7	Harpsichord	39	Synth Bass 1	71	Bassoon	103	FX 7 (echoes)
8	Clavi	40	Synth Bass 2	72	Clarinet	104	FX 8 (sci-fi)
9	Celesta	41	Violin	73	Piccolo	105	Sitar
10	Glockenspiel	42	Viola	74	Flute	106	Banjo
11	Music Box	43	Cello	75	Recorder	107	Shamisen
12	Vibraphone	44	Contrabass	76	Pan Flute	108	Koto
13	Marimba	45	Tremolo Strings	77	Blown Bottle	109	Kalimba
14	Xylophone	46	Pizzicato Strings	78	Shakuhachi	110	Bag pipe
15	Tubular Bells	47	Orchestral Harp	79	Whistle	111	Fiddle
16	Santur	48	Timpani	80	Ocarina	112	Shanai
17	Drawbar Organ	49	String Ensemble 1	81	Lead 1 (square)	113	Tinkle Bell
18	Percussive Organ	50	String Ensemble 2	82	Lead 2 (sawtooth)	114	Agogo
19	Rock Organ	51	Synth Strings 1	83	Lead 3 (calliope)	115	Steel Drums
20	Church Organ	52	Synth Strings 2	84	Lead 4 (chiff)	116	Woodblock
21	Reed Organ	53	Choir Aahs	85	Lead 5 (charang)	117	Taiko Drum
22	Accordion (french)	54	Voice Oohs	86	Lead 6 (voice)	118	Melodic Tom
23	Harmonica	55	Synth Voice	87	Lead 7 (fifths)	119	Synth Drum
24	Tango Accordion	56	Orchestra Hit	88	Lead8 (bass+lead)	120	Reverse Cymbal
25	Ac. Guitar (nylon)	57	Trumpet	89	Pad 1 (fantasia)	121	Gt. Fret Noise
26	Ac. Guitar (steel)	58	Trombone	90	Pad 2 (warm)	122	Breath Noise
27	El. Guitar (jazz)	59	Tuba	91	Pad 3 (polysynth)	123	Seashore
28	El. Guitar (clean)	60	Muted Trumpet	92	Pad 4 (choir)	124	Bird Tweet
29	El. Guitar (muted)	61	French Horn	93	Pad 5 (bowed)	125	Teleph. Ring
30	Overdriven Guitar	62	Brass Section	94	Pad 6 (metallic)	126	Helicopter
31	Distortion Guitar	63	Synth Brass 1	95	Pad 7 (halo)	127	Applause
32	Guitar harmonics	64	Synth Brass 2	96	Pad 8 (sweep)	128	Gunshot

3. Additional Tone Quality Instrumental Arrangement Table < GMBK9732.DMF, 4MB Bank >

For an additional tone quality, a CONTROL value must be given. When you give the value of Patch 0, instrument number1, which is Grand Piano 1, is chosen since Cakewalk recognizes the value subtracted by 1. If you do the CONTROL command as follows;

Control 0 8
Patch 0

then, Piano 1W is selected as shown in the following table. Also, doing the following command:

Control 0 16
Patch 0

Piano 1d is selected.

PC	GENERAL MIDI	CO	1st VARIATION	CO	2nd VARIATION	CO	3rd VARIATION
1	(Grand) Piano 1	8	Piano 1w	16	Piano 1d		
2	(Bright) Piano 2						
3	(El. Grd) Piano 3						
4	Honky-tonk Piano						
5	El. Piano 1	8	Detuned EP 1	16	El. Piano 1v	24	60's El. Piano
6	El. Piano 2	8	Detuned EP 2	16	El. Piano 2v		
7	Harpichord	8	Coupled Hps.			24	Harpsi o
8	Clavi						
9	Celesta						
10	Glockenspiel						
11	Music Box						
12	Vibraphone						
13	Marimba						
14	Xylophone						
15	Tubular Bells	8	Church Bell	9	Carillon		
16	Dulcimer (Santur)						
17	Drawbar Organ	8	Det. Organ 1	16	60's organ1	32*	Organ 4
18	Percussive Organ	8	Det. Organ 2			32*	Organ 5
19	Rock Organ						
20	Church Organ	8	Ch. Organ 2	16	Ch. Organ 3		
21	Reed Organ						
22	Accordion (french)	8	Acc. (Italian)				
23	Harmonica						
24	Tango Accordion						
25	Ac. Guitar (Nylon)	8	Ukulele	16	Nylon Gt. o	32*	Nylon Gt. 2
26	Ac. Guitar (Steel)	8	12-str. Guitar	16	Mandolin		
27	El. Guitar (jazz)	8	Hawaiian Gt.				
28	El. Guitar (clean)	8	Chorus Gt.				
29	El. Guitar (muted)	8	Funk Gt.	16	Funk Gt. 2		
30	Overdriven Guitar						
31	Distortion Guitar	8	Feedback Gt.				
32	Guitar harmonics	8	Gt. Feedback				
33	Acoustic Bass						
34	Finger Bass	8	HQ Finger Bass				
35	Picked Bass	8	HQ Picked Bass				
36	Fretless Bass						
37	Slap Bass 1						
38	Slap Bass 2						
39	Synth Bass 1	1	Syn Bass 101	8	Synth. Bass 3		
40	Synth Bass 2	8	Synth. Bass 4	16	Rubber Bass		

PC	GENERAL MIDI	CO	1st VARIATION	CO	2nd VARIATION	CO	3rd VARIATION
41	Violin	8	Slow Violin				
42	Viola						
43	Cello						
44	Contrabass						
45	Tremolo Strings						
46	Pizzicato Strings						
47	Orchestral Harp						
48	Timpani						
49	String Ensemble 1	8	Orchestra				
50	String Ensemble 2						
51	Synth Strings 1	8	Syn Strings 3				
52	Synth Strings 2						
53	Choir Aahs	32*	Choir Aahs 2				
54	Voice Oohs						
55	Synth Voice	8	Synth Voice2				
56	Orchestra Hit						
57	Trumpet						
58	Trombone	1	Trombone 2				
59	Tuba						
60	Muted Trumpet						
61	French Horn	1	Fr. Horn				
62	Brass Section	8	Brass 2				
63	Synth Brass 1	8	Syn Brass 3	16	Analog Brass1		
64	Synth Brass 2	8	Syn Brass 4	16	Analog Brass2		
65	Soprano Sax						
66	Alto Sax						
67	Tenor Sax						
68	Baritone Sax						
69	Oboe						
70	English Horn						
71	Bassoon						
72	Clarinet						
73	Piccolo						
74	Flute						
75	Recorder						
76	Pan Flute						
77	Blown Bottle						
78	Shakuhachi						
79	Whistle						
80	Ocarina						
81	Lead 1 (square)	1	Square	8	Sine Wave		
82	Lead 2 (sawtooth)	1	Saw	8	Doctor Solo		
83	Lead 3 (calliope)						
84	Lead 4 (chiff)						
85	Lead 5 (charang)						
86	Lead 6 (voice)	8	Lead Voice2				
87	Lead 7 (fifths)						
88	Lead8 (bass-lead)						
89	Pad 1 (new age)						
90	Pad 2 (warm)						
91	Pad 3 (polysynth)						
92	Pad 4 (choir)	8	Pad Choir2				
93	Pad 5 (bowed)						
94	Pad 6 (metallic)						
95	Pad 7 (halo)						
96	Pad 8 (sweep)						

PC	GENERAL MIDI	CO	1st VARIATION	CO	2nd VARIATION	CO	3rd VARIATION
97	FX 1 (rain)						
98	FX 2 (soundtrack)						
99	FX 3 (crystal)	1	Syn Mallet				
100	FX4 (atmosphere)						
101	FX 5 (brightness)	8	Brightness2				
102	FX 6 (goblins)	8	Goblins2				
103	FX 7 (echoes)	1	Echo Bell	2	Echo Pan		
104	FX 8 (sci-fi)						
105	Sitar	1	Sitar2				
106	Banjo						
107	Shamisen						
108	Koto	8	Taisho Koto				
109	Kalimba						
110	Bag pipe						
111	Fiddle						
112	Shanai						
113	Tinkle Bell						
114	Agogo						
115	Steel Drums						
116	Woodblock	8	Castanets				
117	Taiko Drum	8	Concert BD				
118	Melodic Tom	8	Melo Tom 2				
119	Synth Drum	8	808 Tom	9	Elec Perc 1		
120	Reverse Cymbal						

4. Effect Sound quality Arrangemental Table

CONTROL value must be used for an effect tone quality. Setting Patch value to 120 selects Guitar Fret Noise, but if you do the following command:

Control 0 1

Patch 121

Gt.Cut Noise is selected. You can select the CONTROL command as shown above and use its effect sound.

PROGRAM	General MIDI	CTRL 0=1	CTRL 0=2	CTRL 0=3	CTRL 0=4	CTRL 0=5	CTRL 0=6	CTRL 0=7	CTRL 0=8	CTRL 0=9
121	Gt. Fret Noise	Gt. Cut Noise	String Slap							
122	Breath Noise	Fl. Key Click								
123	Seashore	Rain	Thunder	Wind	Stream	Bubble				
124	Bird Tweet	Dog	Horse Gallop	Bird 2						
125	Teleph. Ring	Teleph. Ring 2	Door Creaking	Door Closing Closing	Scratch	Wind chime				
126	Helicopter	Car Engine Start	Car Breaking	Car Pass	Car Crash	Police Siren	Train	Jet Takeoff	Starship	Burst Noise
127	Applause	Laughing	Screaming	Punch	Heart Beat	Footstep				
128	Gunshot	Machine gun	Laser gun	Explosion						

5.DRUM Arrangement Table(GMBK9732.DMF.4MB Bank)

PROGRAM PATCH	Prog 1 : STANDARD SET	Prog 9: ROOM SET	Prog 17 : POWER SET	Prog 25 : ELECTR. SET	Prog 26: TR-808 SET
27 - D#1	High Q				
28 - E1	Slap				
29 - F1	Scratch Push				
30 - F#1	Scratch Pull				
31 - G1	Sticks				
32 - G#1	Square Click				
33 - A1	Metronome Click				
34 - A#1	Metronome Bell				
35 - B1	Kick drum2				
36 - C2	Kick drum1		Power Kick	Elec BD	808 Bass Drum
37 - C#2	Side Stick				808 Rim shot
38 - D2	Snare Drum 1		Gated Snare	Elec SD	808 Snare Drum
39 - D#2	Hand Clap				
40 - E2	Snare Drum 2			Gated Snare	
41 - F2	Low Floor Tom	Room Low Tom2	Room Low Tom2	Elec Low Tom2	808 Low Tom2
42 - F#2	Closed Hi Hat [EXC1]				808 CHH [EXC1]
43 - G2	High Floor Tom	Room Low Tom1	Room Low Tom1	Elec Low Tom1	808 Low Tom2
44 - G#2	Pedal Hi-Hat [EXC1]				808 CHH [EXC1]
45 - A2	Low Tom	Room Mid Tom2	Room Mid Tom2	Elec Mid Tom2	808 Mid Tom2
46 - A#2	Open Hi-Hat [EXC1]				808 OHH [EXC1]
47 - B2	Low-Mid Tom	Room Mid Tom1	Room Mid Tom1	Elec Mid Tom1	808 Mid Tom1
48 - C3	Hi Mid Tom	Room Hi Tom2	Room Hi Tom2	Elec Hi Tom2	808 Hi Tom2
49 - C#3	Crash Cymbal 1				808 Cymbal
50 - D3	High Tom	Room Hi Tom1	Room Hi Tom1	Elec Hi Tom1	808 HiTom1
51 - D#3	Ride Cymbal 1				
52 - E3	Chinese Cymbal			Reverse Cymbal	
53 - F3	Ride Bell				
54 - F#3	Tanbourine				
55 - G3	Splash Cymbal				
56 - G#3	Cowbell				808 Cowbell
57 - A3	Crash Cymbal 2				
58 - A#3	Vibraslap				
59 - B3	Ride Cymbal 2				
60 - C4	Hi Bongo				
61 - C#4	Low Bongo				
62 - D4	Mute Hi Conga				808 High Conga
63 - D#4	Open Hi Conga				808 Mid Conga
64 - E4	Low Conga				808 Low Conga
65 - F4	High Timbale				
66 - F#4	Low Timbale				
67 - G4	High Agogo				
68 - G#4	Low Agogo				
69 - A4	Cabasa				
70 - A#4	Maracas				808 Maracas
71 - B4	Short Whistle[EXC2]				
72 - C5	Long Whistle[EXC2]				
73 - C#5	Short Guiro [EXC3]				
74 - D5	Long Guiro [EXC3]				
75 - D#5	Claves				808 Claves
76 - E5	Hi Wood Block				
77 - F5	Low Wood Block				
78 - F#5	Mute Cuica [EXC4]				
79 - G5	Open Cuica [EXC4]				
80 - G#5	Mute Triangle [EXC5]				
81 - A5	Open Triangle[EXC5]				
82 - A#5	Shaker				
83 - B5	Jingle Bell				
84 - C6	Belltire				
85 - C#6	Castanets				
86 - D6	Mute Surdo [EXC6]				
87 - D#6	Open Surdo [EXC6]				
88 - E6					

* EXC:The percussion sound of the number will not be heard at the same time.

PROGRAM PATCH	Prog 33: JAZZ SET	Prog 41 : BRUSH	Prog 49 : ORCHESTRA	Prog 57 : SFX SET	Prog 65 : HQ STD SET1
27 - D#1	High Q		Closed Hi Hat	*	
28 - E1	Slap		Pedal Hi-Hat	*	
29 - F1	Scratch Push		Open Hi Hat	*	
30 - F#1	Scratch Pull		Ride Cymbal	*	
31 - G1	Sticks			*	
32 - G#1	Square Click			*	
33 - A1	Metronome Click			*	
34 - A#1	Metronome Bell			*	
35 - B1	Jazz BD2	Jazz BD2	Concert BD 2	*	HQ STD1 Kick2
36 - C2	Jazz BD1	Jazz BD1	Concert BD 1	*	HQ STD1 Kick1
37 - C#2	Side Stick			*	
38 - D2	Snare Drum 1	Brush Tap	Concert SD	*	HQ STD1 Snare1
39 - D#2	Hand Clap	Brush Slap	Castanets	High Q	
40 - E2	Snare Drum 2	Brush Swirl	Concert SD	Slap	
41 - F2	Low Floor Tom		Timpani F	Scratch Push	HQ Low Floor Tom
42 - F#2	Closed Hi Hat [EXC1]		Timpani F#	Scratch Pull	
43 - G2	High Floor Tom		Timpani G	Sticks	HQ High Floor Tom
44 - G#2	Pedal Hi-Hat [EXC1]		Timpani G#	Square Click	
45 - A2	Low Tom		Timpani A	Metronome Click	HQ Low Tom
46 - A#2	Open Hi-Hat [EXC1]		Timpani A#	Metronome Bell	
47 - B2	Low-Mid Tom		Timpani B	Guitar Slide	HQ Low-Mid Tom
48 - C3	Hi Mid Tom		Timpani c	Gt Cut Noise (down)	HQ Hi Mid Tom
49 - C#3	Crash Cymbal 1		Timpani c#	Gt Cut Noise (up)	
50 - D3	High Tom		Timpani d	Double Bass Slap	HQ High Tom
51 - D#3	Ride Cymbal 1		Timpani d#	Key Click	
52 - E3	Chinese Cymbal		Timpani e	Laughing	
53 - F3	Ride Bell		Timpani f	Screaming	
54 - F#3	Tambourine			Punch	
55 - G3	Splash Cymbal			Heart Beat	
56 - G#3	Cowbell			Footsteps1	
57 - A3	Crash Cymbal 2		Concert Cymbal2	Footsteps2	
58 - A#3	Vibraslap			Applause	
59 - B3	Ride Cymbal 2		Concert Cymbal1	Door Creaking	
60 - C4	Hi Bongo			Door Closing	
61 - C#4	Low Bongo			Scratch	
62 - D4	Mute Hi Conga			Wind Chime	
63 - D#4	Open Hi Conga			Car Engine Start	
64 - E4	Low Conga			Car Breaking	
65 - F4	High Timbale			Car Pass	
66 - F#4	Low Timbale			Car Crash	
67 - G4	High Agogo			Police Siren	
68 - G#4	Low Agogo			Train	
69 - A4	Cabasa			Jet Take-off	
70 - A#4	Maracas			Helicopter	
71 - B4	Short Whistle [EXC2]			Starship	
72 - C5	Long Whistle [EXC2]			Gun Shot	
73 - C#5	Short Gaito [EXC3]			Machinegun	
74 - D5	Long Gaito [EXC3]			Lasergun	
75 - D#5	Claves			Explosion	
76 - E5	Hi Wood Block			Dog	
77 - F5	Low Wood Block			Horse Gallop	
78 - F#5	Mute Cuica [EXC4]			Birds	
79 - G5	Open Cuica [EXC4]			Rain	
80 - G#5	Mute Triangle [EXC5]			Thunder	
81 - A5	Open Triangle [EXC5]			Wind	
82 - A#5	Shaker			Sea Shore	
83 - B5	Jungle Bell			Stream	
84 - C6	Belltree			Bubble	
85 - C#6	Castanets			*	
86 - D6	Mute Sardo [EXC6]			*	
87 - D#6	Open Sardo [EXC6]			*	
88 - E6			Applauses	*	

* EXC: The percussion sound of the number will not be heard at the same time.

PROGRAM PATCH	Prog 66: HQ STD SET2	Prog 73: HQ ROOM SET	Prog 81 : HQ POWER SET	Prog 89: HQ ELEC. SET	Prog 90: HQ TR808 SET	Prog 91: HQ DANCESET
27 - D#1	High Q					
28 - E1	Slap					
29 - F1	Scratch Push					
30 - F#1	Scratch Pull					
31 - G1	Sticks					
32 - G#1	Square Click					
33 - A1	Metronome Click					
34 - A#1	Metronome Bell					
35 - B1	HQ STD2 Kick	HQ Room Kick2	HQ Power Kick	HQ Elec Kick2	HQ 909 BD	HQ Dance Kick
36 - C2	HQ STD2 Kick1	HQ Room Kick1	HQ Power Kick1	HQ Elec Kick1	HQ 808 BD	HQ Elec Kick2
37 - C#2	Side Stick				808 Rim shot	
38 - D2	HQ STD2 Snare1	HQ Room Snare1	Gated Snare	Elec SD	808 Snare Drum	HQ Dance snare1
39 - D#2	Hand Clap					
40 - E2	HQ STD2 Snare2	HQ Room Snare1	HQ Power Snare1	HQ Elec Snare1	HQ 909 Snare	HQ Dance snare2
41 - F2	Low Floor Tom	HQ Power Low Tom2	HQ Power Low Tom2	Elec Low Tom2	808 Low Tom2	Elec Low Tom2
42 - F#2	Closed Hi Hat [EXC1]				808 CHH [EXC1]	808 CHH [EXC1]
43 - G2	High Floor Tom	HQ Power Low Tom1	HQ Power Low Tom1	Elec Low Tom1	808 Low Tom2	Elec Low Tom1
44 - G#2	Pedal Hi-Hat [EXC1]				808 CHH [EXC1]	808 CHH [EXC1]
45 - A2	Low Tom	HQ Power Mid Tom2	HQ Power Mid Tom2	Elec Mid Tom2	808 Mid Tom2	Elec Mid Tom2
46 - A#2	Open Hi-Hat [EXC1]				808 OHH [EXC1]	808 OHH [EXC1]
47 - B2	Low-Mid Tom	HQ Power Mid Tom1	HQ Power Mid Tom1	Elec Mid Tom1	808 Mid Tom1	Elec Mid Tom1
48 - C3	Hi Mid Tom	HQ Power Hi Tom2	HQ Power Hi Tom2	Elec Hi Tom2	808 Hi Tom2	Elec Hi Tom2
49 - C#3	Crash Cymbal 1				808 Cymbal	
50 - D3	High Tom	HQ Power Hi Tom1	HQ Power Hi Tom1	Elec Hi Tom1	808 HiTom1	Elec Hi Tom1
51 - D#3	Ride Cymbal 1					
52 - E3	Chinese Cymbal		Reverse Cymbal			Reverse Cymbal
53 - F3	Ride Bell					
54 - F#3	Tambourine					
55 - G3	Splash Cymbal					
56 - G#3	Cowbell				808 Cowbell	
57 - A3	Crash Cymbal 2					
58 - A#3	Vibraslap					
59 - B3	Ride Cymbal 2					
60 - C4	Hi Bongo					
61 - C#4	Low Bongo					
62 - D4	Mute Hi Conga				808 High Conga	
63 - D#4	Open Hi Conga				808 Mid Conga	
64 - E4	Low Conga				808 Low Conga	
65 - F4	High Timbale					
66 - F#4	Low Timbale					
67 - G4	High Agogo					
68 - G#4	Low Agogo					
69 - A4	Cubasa					
70 - A#4	Maracas				808 Maracas	
71 - B4	Short Whistle[EXC2]					
72 - C5	Long Whistle[EXC2]					
73 - C#5	Short Guiro [EXC3]					
74 - D5	Long Guiro [EXC3]					
75 - D#5	Claves				808 Claves	
76 - E5	Hi Wood Block					
77 - F5	Low Wood Block					
78 - F#5	Mute Cuica [EXC4]					
79 - G5	Open Cuica [EXC4]					
80 - G#5	Mute Triangle [EXC5]					
81 - A5	Open Triangle[EXC5]					
82 - A#5	Shaker					
83 - B5	Jangle Bell					
84 - C6	Belltree					
85 - C#6	Castanets					
86 - D6	Mute Surdo [EXC6]					
87 - D#6	Open Surdo [EXC6]					
88 - E6						

* EXC:The percussion sound of the number will not be heard at the same time.



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