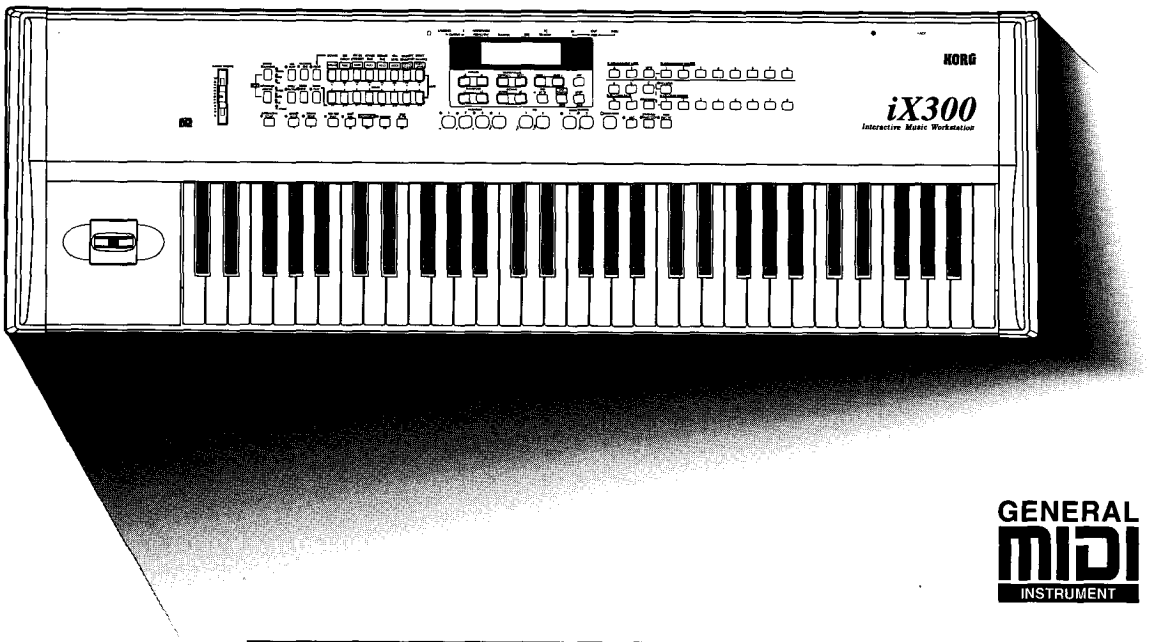
Interactive Music Workstation

iX300

User's Guide



GENERAL MIDI INSTRUMENT

Please read this guide first

AI² Synthesis System

KORG

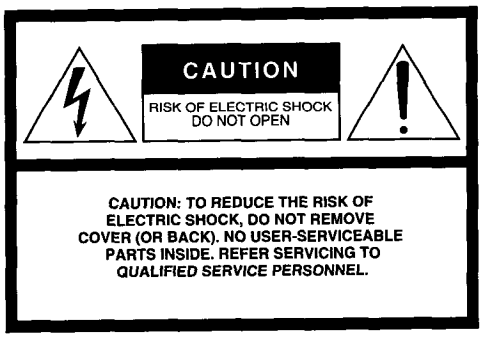
Ⓔ ①

IMPORTANT SAFETY INSTRUCTIONS

WARNING — When using electrical products, basic precautions should be followed, including the following:

1. Read all the instructions before using the product.
2. Do not use this product near water — for example, near a bathtub, washbowl, kitchen sink, in a wet basement, or near a swimming pool, or the like.
3. This product should be used only with the cart or stand that is recommended by the manufacturer.
4. This product, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should consult an audiologist.
5. The product should be located so that its location or position does not interfere with its proper ventilation.
6. The product should be located away from heat sources such as radiators, heat registers, or other products that produce heat.
7. The product should be connected to a power supply of the type described in the operating instructions or as marked on the product.
8. The power-supply cord of the product should be unplugged from the outlet when left unused for a long period of time.
9. Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.
10. The product should be serviced by qualified personnel when:
    A. The power-supply cord or the plug has been damaged; or
    B. Objects have fallen, or liquid has been spilled into the product; or
    C. The product has been exposed to rain; or
    D. The product does not appear to operate normally or exhibits a marked change in performance; or
    E. The product has been dropped, or the enclosure damaged.
11. Do not attempt to service the product beyond that described in the user-maintenance instructions. All other servicing should be referred to qualified service personnel.

SAVE THESE INSTRUCTIONS



The lightning flash with the arrowhead symbol within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

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

GROUNDING INSTRUCTIONS

This product must be grounded (earthed). If it should malfunction or breakdown, grounding provides a path of least resistance for electric current to reduce the risk of electric shock. This product is equipped with a cord having an equipment-grounding conductor and a grounding plug. The plug must be plugged into an appropriate outlet that is properly installed and grounded in accordance with the local codes and ordinances.

DANGER – Improper connection of the equipment-grounding conductor can result in a risk of electric shock. Check with a qualified electrician or serviceman if you are in doubt as to whether the product is properly grounded. Do not modify the plug provided with the product – if it will not fit the outlet, have a proper outlet installed by a qualified electrician.

THE FCC REGULATION WARNING

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

CANADA

THIS APPARATUS DOES NOT EXCEED THE "CLASS B" LIMITS FOR RADIO NOISE EMISSIONS FROM DIGITAL APPARATUS SET OUT IN THE RADIO INTERFERENCE REGULATION OF THE CANADIAN DEPARTMENT OF COMMUNICATIONS.

LE PRESENT APPAREIL NUMERIQUE N'EMET PAS DE BRUITS RADIOELECTRIQUES DEPASSANT LES LIMITES APPLICABLES AUX APPAREILS NUMERIQUES DE LA "CLASSE B" PRESCRITES DANS LE REGLEMENT SUR LE BROUILLAGE RADIOELECTRIQUE EDICTE PAR LE MINISTERE DES COMMUNICATIONS DU CANADA.

CE mark for European Harmonized Standards

CE mark which is attached to our company's products of AC mains operated apparatus until December 31, 1996 means it conforms to EMC Directive (89/336/EEC) and CE mark Directive (93/68/EEC).

And, CE mark which is attached after January 1, 1997 means it conforms to EMC Directive (89/336/EEC), CE mark Directive (93/68/EEC) and Low Voltage Directive (73/23/EEC).

Also, CE mark which is attached to our company's products of Battery operated apparatus means it conforms to EMC Directive (89/336/EEC) and CE mark Directive (93/68/EEC).

IMPORTANT NOTICE FOR THE UNITED KINGDOM

Warning-THIS APPARATUS MUST BE EARTHED

As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured markings identifying the terminals in your plug,proceed as follows:

- the wire which is coloured green and yellow must be connected to the terminal in the plug which is marked with the letter E or by the earth symbol ⏚,or coloured green or green and yellow.
- the wire which is coloured blue must be connected to the terminal which is marked with the letter N or coloured black.
- the wire which is coloured brown must be connected to the terminal which is marked with the letter L or coloured red.

Back-up Battery

The *iX300* uses a back-up battery to prevent memory loss when the power is turned off. If the display shows "Battery Low", the battery should be replaced. Consult the nearest Korg Service Center or dealer.

Data Handling

Data in memory may sometimes be lost due to incorrect user action. Be sure to save important data to floppy disk.

Korg will not be responsible for damages caused by data loss.

LCD Display

Some pages of the manuals show LCD screens along with an explanation of functions and operations. All sound names, parameter names, and values are merely examples and may not always match the actual display you are working on.

Trademarks

MS-DOS is a registered trademark of Microsoft Corporation.

All trademarks or registered trademarks are the property of their respective holders.

Table of Contents

Introduction

Thank you for purchasing the Korg ***iX300***. The ***iX300*** is an interactive music workstation which provides a rich variety of functionality.

The ***iX300*** features the ai-squared synthesis system, and offers all the functionality that you expect from an instrument within Korg's interactive music workstation series; real-time play with high-quality sound processed by two stereo digital multi effects, an Arrangement Play function that lets you automatically play professional-level accompaniment simply by pressing simple chords, a Backing Sequence function that allows not only playback and automatic accompaniment from the keyboard but even lets you record your entire performance including sound changes and panel operations and use the powerful editing functions to perform detailed editing later, an SMF Song Play function for playing back commercially available Standard MIDI File format music data, and a Song Edit function that lets you edit Standard MIDI File format music data to create your own original musical data. In addition, functions such as Interactive Composition, Sustain, Sound Hold, and Fade In/Out provide easy ways to add power to your songs and performances.

The ***iX300*** can be enjoyed not only as a conventional electronic keyboard simply for its superb sound, but also as an automatic accompaniment system for vocals and other instruments, as a sophisticated tool for composition and arranging, or as a live instrument that allows the internal musical data to be freely controlled in realtime as you play. It is a new-concept keyboard with a broad range of applications.

In order to enjoy long and trouble-free use, please read this User's Guide and Reference Guide carefully, and use the instrument correctly.

● User's Guide

The User's Guide (this manual) explains basic operations of the ***iX300*** for each of the panel buttons. This manual is a kind of "navigation map" for the ***iX300***.
Lists of the sounds and musical data built-into the ***iX300*** are also included.

● Reference Guide

The Reference Guide explains the ***iX300***'s functions and parameters organized by display screen. "8. Appendices" contains explanations of the messages which may appear in the screen during operation, and sections on "Troubleshooting," "List of chords that can be detected," "Drum map table," and "MIDI implementation" etc.

* *Various display screens are printed in this manual as part of the explanations of functions and procedures. The numbers and names of the programs or arrangements that appear in these display screens, and the various parameters and their values are only for explanatory purposes. Please be aware that improvements in specifications and sound programs etc. may mean that the displays printed in the manual may not necessarily match the displays that appear in your* ***iX300***.

Before you begin

Please read the section "Important Safety Instructions" which is found at the beginning of this manual.

Preparations

Check the included items

Make sure that you have each of the following items.

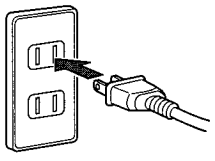
- User's Guide (this manual)
- Reference Guide
- Floppy disks IXD-00P, IXD-01P
- Music stand
- Power cable

Getting ready to play

Connect the monitor speakers etc.

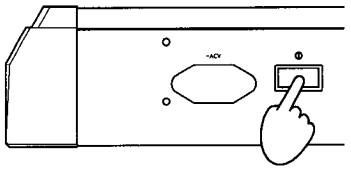
● Refer to "Rear Panel" (☞Page 8 in this manual).
At this time, set the volume of the monitor speakers to 0.

Connect the power cable



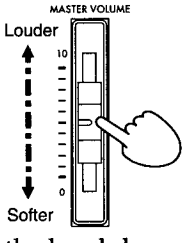
● Plug the power cable into the AC outlet.
Make sure that it is inserted correctly into the AC outlet.

Turn on the power



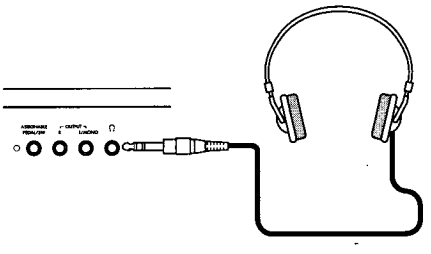
● When you press the power switch, the unit will turn on and the ***iX300*** will be in Arrangement Play mode.
To turn the power off, press the power switch once again.
When you are not using the ***iX300***, be sure to turn the power off. However, never turn the power off while the disk access indicator is lit, or while the LCD is displaying a message such as "Loading," "Saving," or "Formatting."
After turning the ***iX300*** power on, turn on the power of the monitor speakers.

Adjust the volume



● Raise the [MASTER VOLUME] slider to about the middle position.
Moving the slider upward (toward "10") will increase the volume, and moving it downward will decrease the volume. At a position of "0" there will be no sound.
Raise the volume of your monitor speaker, and adjust an appropriate volume on the ***iX300*** and on the monitor speakers.
The [MASTER VOLUME] slider controls the volume that is output from the headphone jack and from the rear panel [OUTPUT] jacks.

When using headphones



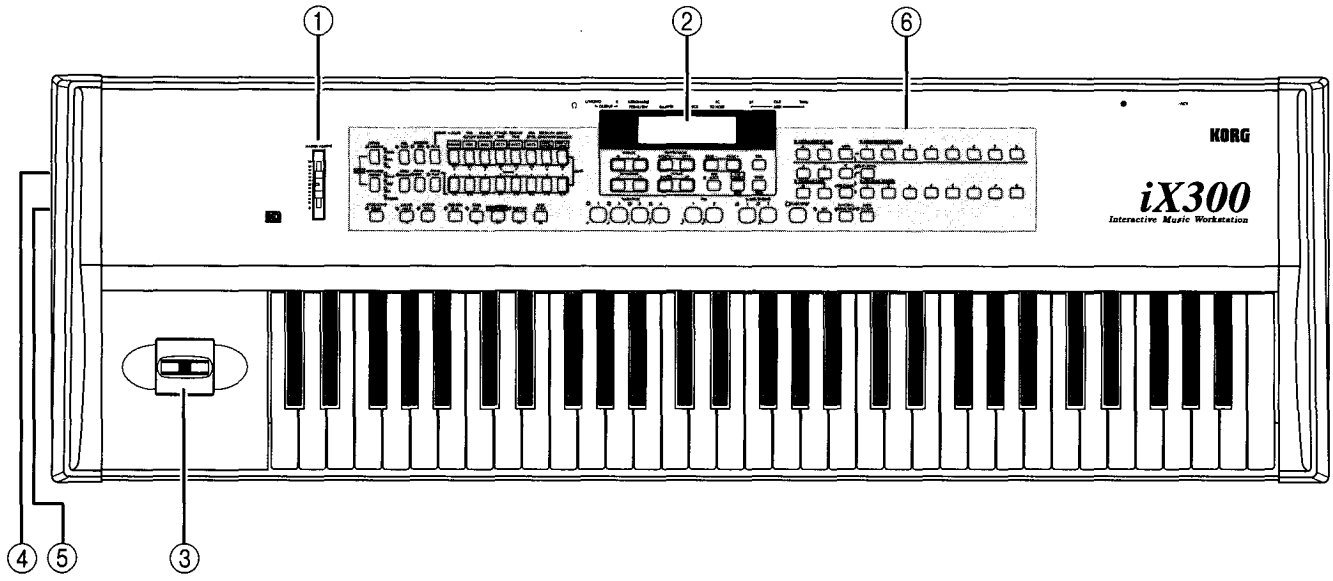
● Connect your set of stereo headphones (phone plug) to the headphone jack located on the rear panel. Use the [MASTER VOLUME] slider to adjust the volume.

Using the music stand

● Firmly insert the included music stand into the holes in the rear panel.

1. Front and rear panel

Front panel



① [MASTER VOLUME] slider

This adjusts the volume of the entire *iX300* (headphones and output).

② LCD

Various messages regarding the status of the *iX300* and its settings will appear in this display.

③ Joystick

This can be moved up or down and left or right to control pitch or modulation.

④ Floppy disk drive slot

A 3.5 inch double-sided double density (2DD) or double-sided high density (2HD) floppy disk can be inserted here. For floppy disk handling, refer to the section "3. About floppy disks" on page 13.

⑤ Disk eject button

Press this button to remove a floppy disk from the disk drive.

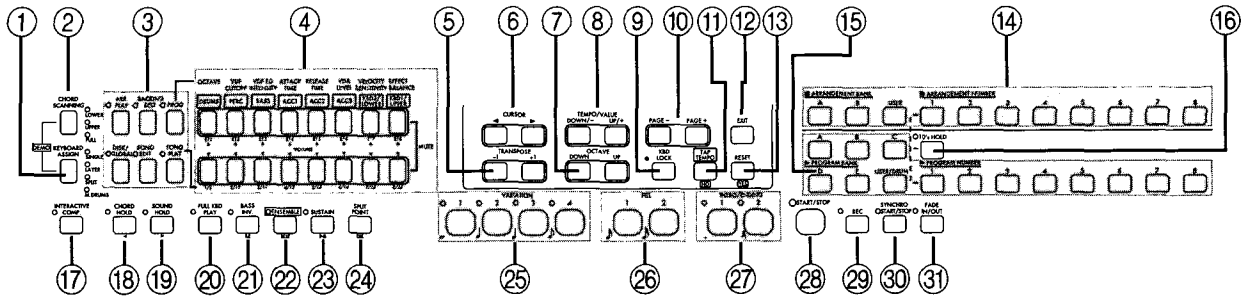
If pressing this button does not cause the disk to be ejected, contact a nearby dealer or a Korg service station. Never attempt to remove the disk by force.

⑥ Operating panel

The operating panel of the *iX300* contains the buttons which are used to perform various operations.

For a general description of the name and function of each button, refer to the following section, "Operating panel."

Operating panel



① [KEYBOARD ASSIGN] button

In **Arrangement Play mode** and **Backing Sequence mode**, this button specifies how the ***iX300***'s KBD1 and KBD2 will be assigned to the keyboard. Each time you press this button, the setting will alternate between SINGLE, LAYER, SPLIT, and M.DRUMS (manual drums), and the corresponding LED will light.

SINGLE: The same sound (KBD1 sound) can be played from the entire keyboard.

LAYER: Two different sounds (KBD1 and KBD2) will sound together over the entire keyboard.

SPLIT: The right-hand (KBD1) and left-hand (KBD2) will play different sounds and are separated by the split point.

M.DRUMS: A different percussion instrument sound will be assigned to each note of the keyboard.

By simultaneously pressing the [KEYBOARD ASSIGN] and [CHORD SCANNING] buttons, you can enter Demo Play mode (☞Page 15 in this manual).

② [CHORD SCANNING] button

In **Arrangement Play mode** and **Backing Sequence mode**, this button specifies which area of the keyboard will be used to detect chords (Chord Scanning). Each time this button is pressed, the setting will alternate between LOWER (lower chord scanning)/UPPER (upper chord scanning)/FULL (full chord scanning)/off (chords will not be detected from the keyboard), and the corresponding LED will light. (When this is off, all LEDs will be dark.)

LOWER: Chords will be detected in the area of the keyboard to the left of the split point.

UPPER: Chords will be detected in the area of the keyboard to the right of (and including) the split point.

FULL: Chords will be detected in the entire range of the keyboard.

For details on the chords which will be detected from a given fingering, refer to the list of detected chords in the "Appendix" of the Reference Guide.

By simultaneously pressing the [KEYBOARD ASSIGN] and [CHORD SCANNING] buttons, you can enter Demo Play mode (☞Page 15 in this manual).

③ Mode buttons

The six buttons [ARR. PLAY], [BACKING SEQ], [PROG], [SONG PLAY], [SONG EDIT], and [DISK/GLOBAL] are collectively referred to as the **Mode buttons**.

When a mode button is pressed, the LED at its upper left will light, indicating the mode you have selected. These buttons are also used to exit Demo Play mode.

- **[ARR. PLAY] (Arrangement Play) button**

  Press this button to enter **Arrangement Play mode**. (When the power is turned on, the ***iX300*** will automatically be in Arrangement Play mode.)

  Select this mode when you wish to use the automatic accompaniment functions of the ***iX300***.

  By holding down the [ARR. PLAY] button and pressing the left-most [TRACK/CHANNEL] buttons [▲] or [▼], you can adjust the volume of all backing tracks other than KBD1 and 2.

- **[BACKING SEQ] (Backing Sequence) button**

  Press this button to enter **Backing Sequence mode**.

  Select this mode when you wish to record a performance on the ***iX300***, or create automatic playback data.

- **[PROGRAM] button**

  Press this button to enter **Program mode**.

  Select this mode when you wish to play Program sounds, or edit the program data that will be used in Arrangement Play mode or Backing Sequence mode.

- **[SONG PLAY] button**

  Press this button to enter **Song Play mode**.

  Select this mode when you wish to use floppy disks to playback Standard MIDI File (SMF) format song data.

- **[SONG EDIT] button**

  Press this button to enter **Song Edit mode**.

  Select this mode when you wish to edit Standard MIDI File (SMF) format song data.

● **[DISK/GLOBAL] button**
Press this button to enter **Disk/Global mode**. Select this mode when you wish to perform various settings or functions such as data management via MIDI or floppy disk.

④ **[TRACK/CHANNEL] buttons**
The upper (▲) and lower (▼) [TRACK/CHANNEL] buttons allow you to make the settings described below.
These buttons are used to adjust the volume of the instrument(s) played by the keyboard, automatic playback, or each part of the automatic accompaniment, or to temporarily mute (silence) them. These buttons are also used to specify the MIDI channel 1–16 for which you wish to make settings.
In **Arrangement Play mode**, these buttons are used to select the KBD1 and KBD2 tracks (the parts actually played from the keyboard), the ACC1–ACC3 tracks (other sounds played automatically as accompaniment), the BASS track, the PERC (percussion) track and the DRUMS track. Pressing the upper (▲) or lower (▼) button will raise or lower the volume. Simultaneously pressing the upper (▲) and lower (▼) buttons will mute the track.
While the track settings are displayed, you can also select the program for that track.
In **"Page 3"** and **"Page 4,"** use these buttons to select the corresponding track.
In **Backing Sequence mode "Page 1,"** these buttons can be used to select a track and make settings in the same way as in Arrangement Play mode. By pressing the [BACKING SEQ] button to make the LED blink and then pressing one of these buttons, you can select ET 1–8 (extra tracks 1–8).
In **Program mode "Page 1,"** you can press the corresponding button to modify a Performance Edit function (OSC OCTAVE, VDF CUTOFF, VDF EG INTENSITY, ATTACK TIME, RELEASE TIME, VDA LEVEL, VELOCITY SENSITIVITY, EFFECT BALANCE).
In **Song Play mode**, channels (1–16) and the sound program etc. assigned to each channel will be displayed. In **Song Edit mode**, tracks (1–16) and the sound program etc. assigned to each track will be displayed. Press a [TRACK/CHANNEL] button to select a channel (or track) 1–8. If you press the [SONG PLAY] button or [SONG EDIT] button to make the LED blink and then pressing a [TRACK/CHANNEL] button, you can select a channel (or track) 9–16. Also, when a channel (or track) is displayed, you can press an upper (▲) or lower (▼) [TRACK/CHANNEL] button to adjust the volume, or press the two buttons simultaneously to mute that channel (or track).

⑤ **[TRANSPOSE] buttons**
In **Arrangement Play mode, Backing Sequence mode, Program mode** and **Song Play mode,** these buttons allow you to transpose the keyboard or the automatic playback.
In **Song Edit mode,** these buttons will shift the pitch of the Standard MIDI File data that was loaded.

⑥ **[CURSOR] buttons**
Press these buttons to select the item in the LCD that you wish to change.

⑦ **[OCTAVE] buttons**
In **Arrangement Play mode, Backing Sequence mode, Program mode, Song Play mode** and **Song Edit mode,** these buttons will raise or lower the pitches played on the keyboard in octave units.

⑧ **[TEMPO/VALUE] buttons**
Use these [UP/+] and [DOWN/–] buttons to set the value of the parameter which was selected by the [CURSOR] buttons. By simultaneously pressing both buttons, you can reset the parameter to the value that it had when first selected.
In **Arrangement Play mode, Backing Sequence mode, Song Play mode** and **Song Edit mode** (when the Tempo Mode is MAN), use these buttons to adjust the playback tempo.

⑨ **[KBD LOCK] button**
When this button is pressed in **Arrangement Play mode** to make the LED light, the sounds played by the keyboard and the playback tempo setting will not change when you switch to a different arrangement (type of accompaniment).

⑩ **[PAGE+]/[PAGE–] buttons**
Use these buttons to move through the pages in each mode.

⑪ **[TAP TEMPO/NO] button**
In **Arrangement Play mode, Backing Sequence mode, Song Play mode** and **Song Edit mode** (when the Tempo Mode is MAN), you can press this key several times consecutively to set the metronome, automatic accompaniment, or automatic playback tempo to the tempo specified in this way (over a range of ♩=40–240).
In **all modes**, you can press this button to select NO in response to displays which ask you whether or not you wish to execute an operation or continue processing.

⑫ **[EXIT] button**
In **all modes except for Song Edit mode**, this button causes the "Page 1" display to appear.
When you have pressed an [OCTAVE] button, [TRANSPOSE] button or [TRACK/CHANNEL] button to temporarily call up an editing page,

pressing this button will take you back to the previous display. This button is also used to exit Demo Play mode.
In **Song Edit mode**, this button takes you to the "Page 2" Song Play page.
In **Backing Sequence mode** and **Disk/Global mode sub-pages**, this button returns you to the top page.
In **Backing Sequence mode "Page 1,"** the arrangement currently in use will be displayed.

⑬ [RESET/YES] button

In **Backing Sequence mode**, **Song Play mode**, and **Song Edit mode**, this button returns you to the first measure.
In **Arrangement Play mode** and **Backing Sequence mode** if chords are being scanned, this button returns to a condition in which they are not being scanned.
In **all modes**, you can press this button to select YES in response to displays which ask you whether or not you wish to execute an operation or continue processing.
If for some reason MIDI operations cause notes to "stick" or "hang" in a Note-on condition, press this button.

⑭ [ARRANGEMENT BANK] buttons, [ARRANGEMENT NUMBER] buttons

To select an arrangement, use the [ARRANGEMENT BANK] buttons to select a bank and then use the [ARRANGEMENT NUMBER] buttons to select a number.
In **Arrangement Play mode "Page 2,"** these buttons are also used to select a style.

⑮ [PROGRAM BANK] buttons, [PROGRAM NUMBER] buttons

To select a program, use the [PROGRAM BANK] buttons to select a bank and then use the [PROGRAM NUMBER] buttons to select a number.

⑯ [10's HOLD] button

In **Arrangement Play mode**, **Backing Sequence mode**, **Program mode**, **Song Play mode** and **Song Edit mode**, if this button is pressed to make the LED light when selecting an arrangement or program, the 10's place of the number being selected will remain fixed. However, when another bank is selected this function will automatically be canceled and the LED will go dark.

⑰ [INTERACTIVE COMP.] button (☞Page 39 in this manual)

In **Arrangement Play mode** and **Backing Sequence mode**, the interactive composition function of the ***iX300*** will analyze the melody that is being played on the keyboard or that was recorded, and will automatically assign suitable accompaniment chords. The chords that are assigned can be used just as they are for automatic accompaniment, and chords can be assigned in a variety different ways as appropriate for the song.

⑱ [CHORD HOLD/◀] button

In **Arrangement Play mode** and **Backing Sequence mode**, pressing this button when playing an arrangement will allow the chord to be held even after you take your left hand off the keyboard. This is a great convenience when using automatic accompaniment, since you need only press the keyboard at the times when the chords need to change.
This button is also used when making Quarter Tone settings for a connected foot pedal or switch (☞Page 38 in this manual).
In **Backing Sequence mode Step Recording**, pressing this button will move backward through the displayed steps (the steps which can be edited).

⑲ [SOUND HOLD/▶] button

In **Arrangement Play mode** and **Backing Sequence mode**, pressing this button will select LOWER chord scanning (LOWER mute will be canceled), and sounds played in the left hand will continue to be sustained even after you take your hand off the keyboard. The Disk/Global mode "Page 10" Sound Hold setting lets you specify whether the notes played by the left hand will continue sounding together with the bass note, whether the notes played will be processed by chord scanning and sounded, or whether only the bass note will be sounded.
In **Backing Sequence mode Step Recording**, pressing this button will move forward through the displayed steps (the steps to be recorded).

⑳ [FULL KBD PLAY] (Full Keyboard Play) button

When this button is pressed in **Arrangement Play mode**, KBD1 and KBD2 muting will be canceled, and the entire range of the keyboard will be able to produce sound. At the same time, [CHORD SCANNING] will be set to FULL, and the [SOUND HOLD] button will be turned off.

㉑ [BASS INV./TIE] (Bass Inversion/Tie) button

In **Arrangement Play mode** and **Backing Sequence mode** when chord scanning is being used for automatic play, pressing this button will cause the lowest note of a chord played in inverted form to be detected and sounded as the bass note. This means that you will be able to specify chords such as Am7/G or F/C in forms where the bass note is independent. When the [CHORD SCANNING] button is set to FULL, the previous bass note will continue to be valid even after you release your hand, until the next bass note is specified.
In **Backing Sequence mode Step Recording**, this button is used to input a TIE (to connect two notes).

㉒ [ENSEMBLE/REST] button

In **Arrangement Play mode** and **Backing Sequence mode**, when the chord scanning function is set to LOWER and a melody etc. is played in the right-hand keyboard area, harmony can be added according to the chords that are detected.
In **Backing Sequence mode Step Recording**, this button is used to input a rest.

㉓ [SUSTAIN/INS] (Sustain/Insert) button

In **Arrangement Play mode**, **Backing Sequence mode**, **Program mode** and **Song Play mode**, this button allows you to add sustain to the notes you play.
In **Backing Sequence mode Event Editing**, this button inserts a new event after the currently displayed step.
When **assigning a name in the various modes and inputting characters** when saving in Disk/Global mode, this button inserts a character at the cursor location.

㉔ [SPLIT POINT/DEL] (Split Point/Delete) button

In **Arrangement Play mode** and **Backing Sequence mode**, holding down this button and pressing a note on the keyboard will set that note as the Split Point. Notes including and to the right of the split point will be the UPPER area, and notes to the left of the split point will be the LOWER area.
In **Backing Sequence mode Event Editing**, this button is used to delete an event.

㉕ [VARIATION] buttons

In **Arrangement Play mode** and **Backing Sequence mode**, pressing these buttons during performance will change the variation of the song, allowing you to give the song more variety.
In **Backing Sequence mode Step Recording**, these buttons are used to specify the length of the note being input.

㉖ [FILL] (Fill in) buttons

In **Arrangement Play mode** and **Backing Sequence mode**, pressing these buttons during performance will add a fill-in which offers more variety to the song.
In **Backing Sequence mode Step Recording**, these buttons are used to specify the length of the note being input.
In **all modes**, pressing [2] will cause the LCD to display the current page number as long as the button remains pressed.

㉗ [INTRO/ENDING] button

In **Arrangement Play mode** and **Backing Sequence mode**, pressing these buttons before you begin playing will cause an intro (introduction) to be played. Pressing these buttons during a performance will cause an ending to be played, and then the arrangement or backing sequence playback will end automatically.
In **Backing Sequence mode Step Recording**, these buttons are used to specify the length of the note being input.

㉘ [START/STOP] button

In **Arrangement Play mode** and **Song Play mode**, press this button to start or stop playback of an arrangement or of Standard MIDI File (SMF) song data.
In **Backing Sequence mode** or **Song Edit mode**, press this button to record or playback.
In Demo Play mode (☞Page 15 in this manual), press this button to start or stop demo playback.

㉙ [REC] (Recording) button

In **Backing Sequence mode Realtime Recording**, **Step Recording** or **Event Editing**, this button enters record-ready mode.
In **Arrangement Play mode** and **Program mode**, pressing this button will access the Write page.
In **Song Edit mode Realtime Recording** or **Event Editing**, this button enters record-ready mode.

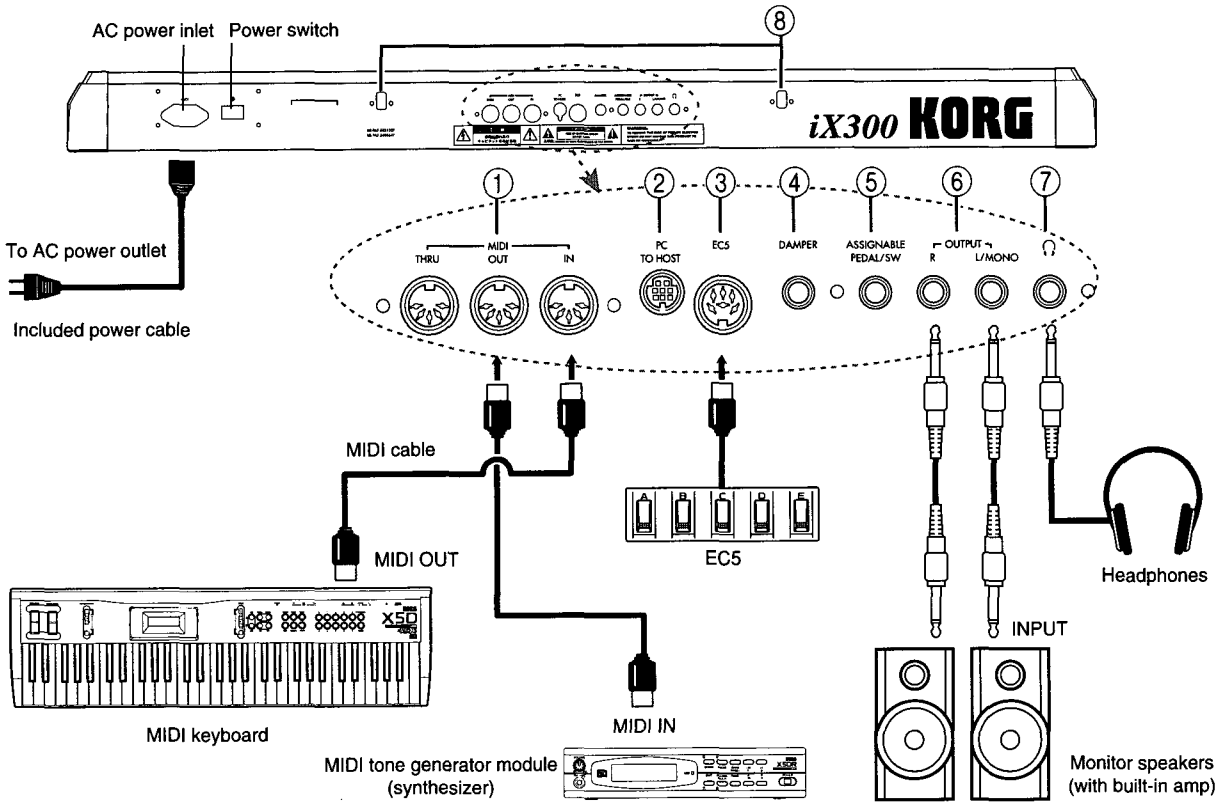
㉚ [SYNCHRO START/STOP] button (☞Page 19 in this manual)

When starting playback in **Arrangement Play mode**, you can press this button instead of the [START/STOP] button, so that the arrangement playback will begin at the moment that you input a chord from the keyboard. Pressing this button once again will stop the arrangement.

㉛ [FADE IN/OUT] button

When starting the arrangement in **Arrangement Play mode**, **Backing Sequence mode**, **Song Play mode** and **Song Edit mode**, you can press this button instead of the [START/STOP] button so that the volume will gradually increase as the playback starts. If you press this button during the playback, the volume will gradually diminish and then the playback will stop.

Rear panel



① MIDI connectors (☞Page 45 in this manual)

These connectors are used to exchange data with other MIDI-equipped devices such as keyboards or computers. Separately sold MIDI cables are necessary for connections with other devices.
The MIDI IN connector receives MIDI messages from another device.
The MIDI OUT connector transmits MIDI messages to another device.
The MIDI THRU connector re-transmits the same MIDI messages that were received at the MIDI IN connector.

② PC TO HOST connector (☞Page 49 in this manual)

This connector allows a computer which has no MIDI interface to be connected directly to the *iX300* so that data can be exchanged. For connections, you will need a separately sold connection kit that is appropriate for your computer.

③ EC5 connector

An optional Korg EC5 external controller can be connected here. Disk/Global mode "Page 8" allows you to assign different functions such as start/stop or program up/down etc. to each of the five switches of the EC5.

④ DAMPER connector

An optional Korg DS-1 damper pedal etc. can be connected here. In Disk/Global mode "Page 9" you can specify a polarity suitable for the pedal that you are using.

⑤ ASSIGN PDL/SW (Assignable Pedal/Switch) connector

An optional pedal controller such as the Korg XVP-10 or EXP-2 or foot switch such as the PS-1 or PS-2 can be connected here. In Disk/Global mode "Page 7" you can assign a function such as start/stop or program up/down to this pedal.

⑥ OUTPUT jacks

Amplified monitor speakers or an audio system can be connected here to listen to the sound of the *iX300*.
When making connections in stereo, use the L/MONO and R jacks. When making connections in monaural, connect the L/MONO jack.
When making connections to a stereo audio amp or a stereo cassette radio which has external input jacks, use the jacks which are marked LINE IN, AUX IN, or external input.

When the *iX300* is connected to an audio amp, please be aware that excessively high volume can damage the speaker system. Be careful not to raise the volume excessively.

⑦ Headphone jack

A pair of stereo headphones (phone plug) can be connected here.

⑧ Music stand holes

The included music stand can be inserted into these holes.

2. The modes of the *iX300*

The ***iX300*** has the following six modes.

2-1. What is Arrangement Play mode?

Arrangement Play mode is the playing mode that is central to the many functions of the ***iX300***, and will always be selected when the power is turned on.

In this mode, you can select the arrangement that you wish to play using the ***iX300***. The ***iX300*** has a total of 192 arrangements, organized as 64 arrangements in each of three banks; A, B, and USER. These can be used to compose original songs, or to add an original accompaniment to existing songs. These arrangements are also used in Backing Sequence mode.

Each arrangement has parameters that allow you to specify the program (the instrumental sound), volume, pan, effect, tempo, and mute etc. Arrangements in the USER bank allow you to modify and save these settings, or to load and use completely new settings from a separately sold sound/song library floppy disk.

Arrangements consists of a Style and two Keyboard Timbre settings (such as Single, Layer, or Split).
A Style consists of musical material from which a song or accompaniment can be constructed, and contains representative patterns from a particular genre of music such as rock, pop, or ethnic music.
There are 64 Styles in bank A, 40 in bank B, and 4 in the USER bank. Each of these Styles contains four variations, 2 intros (introductions), 2 endings, and 2 fill-ins. In addition, these styles have the flexibility of receiving chord data from the keyboard of the ***iX300***, and re-making their accompaniment patterns so as to fit the current chord.
In other words, a Style does not consist simply of fragments of accompaniment patterns and rhythm patterns, but contains all the materials you need to create an entire song.
Styles consist of a total of six tracks: drum (a standard Drum Set), percussion (all percussion instruments other than drums), bass (the bass instrument), and accompaniment tracks (general accompaniment instruments) 1, 2 and 3. These six tracks are referred to as the backing tracks, since they provide the musical backing.

You are free to modify the settings of an arrangement while it is playing (for example by adjusting the volume of each part), but be aware that if you stop playback and then select a different arrangement your edits will be lost.
If you wish to keep the changes that you have made, be sure to use the "Page 11" Write operation to save them.

2-2. What is Backing Sequence mode?

Backing Sequence mode allows you to record or playback a performance that you play with the backing of an arrangement.
The principle elements of each backing sequence are the three arrangement tracks (keyboard track, control track, and chord track). The control track records button operations that were performed on the front panel, and the chord track records the chord progression. This data is used to control the playback of the backing tracks when an arrangement is selected. The keyboard track is used to add a melody played with the keyboard timbre to the accompaniment. Of course, you can also leave this track empty and play the keyboard timbre live.
In addition to the arrangement tracks, there are eight tracks referred to as "extra tracks," and you can use these tracks to perform additional recording for a song.

2-3. What is Program mode?

The sounds played on the ***iX300*** are called Programs.
The ***iX300*** has a total of 412 programs, organized into six banks (A, B, C, D, E, and USER) each of which contain 64 programs, and a DRUM bank which contains 28 programs (including the user programs).

In Program mode you can edit the sound and tonal character to create your own original programs. These programs can be used not only in the various tracks (channels) of Arrangement Play mode and Backing Sequence mode, but are also used in Song Play mode when playing back Standard MIDI File data.

2-4. What is Song Play mode?

In the ***iX300***'s Song Play mode, song files saved in Standard MIDI File format can be played back directly from floppy disk.

In Song Play mode you can select the program and set the volume, pan, and effect send levels for each channel. You can also adjust tempo, transpose, and effect settings.

2-5. What is Song Edit mode?

Song Edit mode allows you to modify the contents of a Standard MIDI File that has been loaded into memory, and save the modified data as another Standard MIDI File.

Unlike Song Play mode, this mode is able to playback only the single song that has been loaded into memory, but offers the ability to save the edited contents to disk.

2-6. What is Disk/Global mode?

Disk/Global mode lets you perform the following settings and operations which affect the functionality of the entire ***iX300***.

- Save ***iX300*** data to floppy disk and load data from floppy disk into the ***iX300***
- Keyboard tuning parameters
- MIDI-related settings
- Settings for a connected foot pedal
- External controller settings
- Sound Hold settings
- Velocity Curve settings
- Scale settings
- MIDI message transmission/reception control
- Calibration of the joystick, aftertouch, and assignable pedal/switch

Unlike program data or arrangement data, the settings which are made in Disk/Global mode do not require the Write operation. Exceptions to this are the Local Control and Clock Source parameters, but all other Disk/Global mode settings are remembered even when the power is turned off.
Also, Global settings are saved to disk each time you perform the ALL Save or PROGRAM Save operations to create a Program file.

The ***iX300*** is able to use disks of other ***i***-series instruments.
Data disks already available for Korg ***i***-series interactive music workstations can be inserted into the ***iX300*** disk drive and arrangements, programs, backing sequences and drum programs can be loaded and used by the ***iX300***.

Arrangements and programs that you have created on the ***i1/i2/i3/i4S/i5S/i5M*** can also be used on the ***iX300***.
However depending on the program or style that you are using, sound data or playback data created on other i-series instruments may not playback on the ***iX300*** with exactly the same sounds or notes.

2-7. About the display pages

The parameters and functions of each mode are grouped into several display pages. To move through the display pages, use the [PAGE+] and [PAGE–] buttons.
If you wish to jump directly to a specific page, you can hold down the appropriate mode button ([ARR. PLAY], [BACKING SEQ], [PROG], [SONG PLAY], [SONG EDIT], or [DISK/GLOBAL]) and press one of the [ARRANGEMENT NUMBER] buttons or [PROGRAM NUMBER] buttons. To jump to a page from 1–8, press an [ARRANGEMENT NUMBER] button [1]–[8]. To jump to a page from 9–16, press a [PROGRAM NUMBER] button [1]–[8].
After you have used an [ARRANGEMENT NUMBER] button or [PROGRAM NUMBER] button to jump to a page, you can use the [PAGE+] and [PAGE–] buttons to move to the next or previous page.

Registering a display page

When the ***iX300*** is shipped from the factory, pages 1–8 are assigned to [ARRANGEMENT NUMBER] buttons [1]–[8] and pages 9–16 are assigned to [PROGRAM NUMBER] buttons [1]–[8], so that you can hold down the appropriate mode button and press an [ARRANGEMENT NUMBER] button or [PROGRAM NUMBER] button to jump to these pages.
You can use the following procedure to modify these display page registrations.

① Access the display page that you wish to register.

② Hold down the mode button for the currently selected mode, and press the [REC] button.

③ Release the [REC] button (continue pressing the mode button).

④ Press the button to which the current display page will be registered.
Press an [ARRANGEMENT NUMBER] button [1]–[8] or a [PROGRAM NUMBER] button [1]–[8].

⑤ Release the mode button and the button that you registered.
You may find it convenient to register frequently-used pages of the same type in each mode to the same buttons; for example you might register the effect select page to [PROGRAM NUMBER] button [7] and the Write page to [PROGRAM NUMBER] button [8] in each mode. With these settings, you could hold down the current mode button and press [PROGRAM NUMBER] button [7] to access the effect select page for the current mode.

Page number display

The page numbers do not normally appear in the LCD, unless you press [FILL] button [2]. This does not work during demo playback, arrangement playback or if you are in a sub-page.

About sub-pages

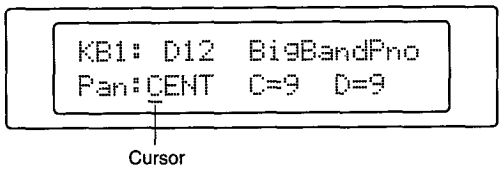
Some of the display pages allow you to select additional pages. These are referred to as "sub-pages."

In the LCD shown below, the parentheses ( ) around (LOAD), (SAVE) and (UTIL) indicate that these are sub-pages.
Use the [CURSOR] buttons to move the cursor to the desired sub-page, and press the [RESET/YES] button to enter the selected sub-page.

To return from a sub-page to the previous page, press the [EXIT] button (or the [TAP TEMPO/NO] button).

Setting a parameter value

Although some parameter values are set by dedicated buttons, the usual method is to modify the value that is selected by the cursor in the LCD. Use the [CURSOR] buttons to move the cursor to the value that you wish to modify, and use the TEMPO/VALUE [UP/+] and [DOWN/–] buttons to modify the value.



3. About floppy disks

The **IXD-00P** and **IXD-01P** floppy disks included with the ***iX300*** contain data which is used by loading it into the User bank.

IXD-00P contains five files (AMERICA, GERMANY, ITALY_15, JAPAN and UK), each of which contain data such as programs, arrangements, styles, and backing sequences. (However, ITALY_15 does not contain backing sequence data.)
IXD-01P contains a file entitled IX_IFD and Standard MIDI File data. IX_IFD contains data such as programs, arrangements, styles, backing sequences, and songs, and the program data includes programs which use stereo piano PCM waveforms. When the ***iX300*** is shipped from the factory, the data of the IX_IFD file (except for the backing sequence data) is loaded.
The data from these disks can be loaded into the ***iX300*** whenever desired, using the disk drive which is built into the ***iX300***.

Commercially available blank disks can also be used to store your own performances, which include the automatic accompaniment

In addition, disks containing data that you recorded or commercially available music data in Standard MIDI File format can be used in the ***iX300*** and played back or edited.

When using floppy disks, please observe the following points. Incorrect handling of disks may cause the data recorded in them to be lost.

3-1. Floppy disk types and formats

The ***iX300*** can use either 2DD or 2HD, 3.5 inch floppy disks.

Newly purchased disks or disks which have been used by another device must be formatted before they can be used by the ***iX300***.

For the formatting procedure, refer to Reference Guide page 134, "Format disk."

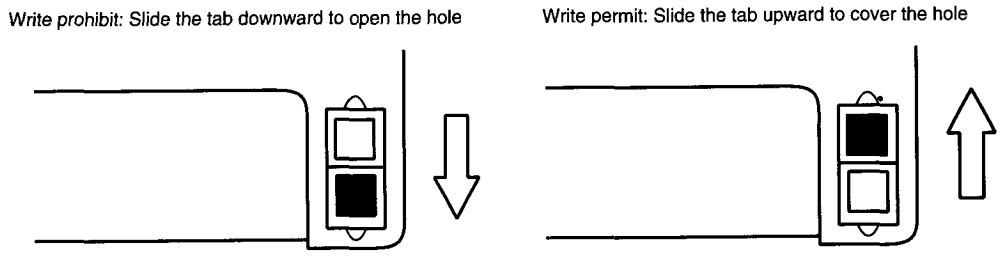
3-2. Floppy disk handling

- Do not open the disk shutter or touch the surface of the magnetic media inside the disk. If the magnetic disk becomes soiled or scratched, it may become impossible to read or write data.
- Never transport the ***iX300*** with a floppy disk inserted in the disk drive. Vibration can cause the disk drive heads to scratch the floppy disk, rendering it unusable.
- Do not allow a floppy disk to come near a device which generates a magnetic field, such as a television, computer, computer display, speaker, or power transformer. This can cause data to be erased from the disk.
- Do not store or use floppy disks in a location of high temperature, high humidity, in direct sunlight, or in excessively dusty or dirty locations.
- Do not place objects on top of a floppy disk.
- When you have finished using a floppy disk, put it back in its case.
- While the disk drive is operating, do not attempt to remove the disk, and do not apply physical shock to the unit.

3-3. Floppy disk write protect

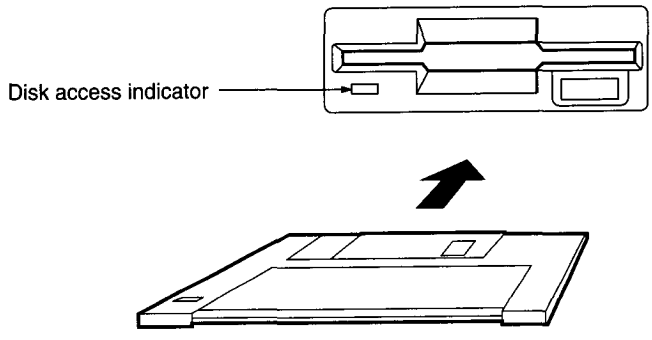
Floppy disks have a small "write protect hole" which can be used to prevent data from being accidentally modified or erased from the disk.

To prevent accidental loss of data that was written to disk, slide the tab downward to the "write prohibit" position after you save data..



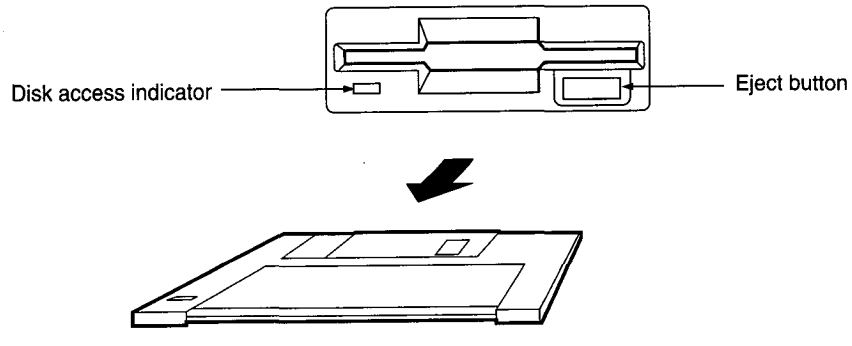
3-4. Inserting a floppy disk

With the label of the floppy disk facing upward, insert the disk into the disk drive. Press it all the way in until it clicks into place. Forcing it in may cause malfunctions. Disks must be inserted carefully, and straight in.



3-5. Removing a floppy disk

To remove a floppy disk from the disk drive, first make sure that the disk access indicator is not lit, and then press the eject button to remove the disk.



3-6. Cleaning the heads

If the floppy disk drive heads are dirty, errors may occur during saving or loading. It is important to clean the heads regularly. To clean the heads, use a commercially available 3.5 inch double-sided wet-type head cleaning disk, and follow the instructions included with the cleaning disk.

4. What you can do with the *iX300*

For those who are using the ***iX300*** for the first time, this chapter will introduce the basic functions of the ***iX300*** in sequence.
We suggest that you place this manual beside your ***iX300***, and actually operate it as you read through the explanations.
The values and program names etc. that will appear in the explanatory LCDs printed in this chapter may be slightly different from the actual LCD screens that appear as you operate your ***iX300***. This is mainly dependent on the operations that were performed in the previous step, so simply continue without letting it bother you.
If you get into a screen and can't figure out what to do, try pressing the [EXIT] button located at the right of the LCD. Also, try pressing the [START/STOP] button so that the LCD beside the [START/STOP] button blinks only green. This should bring you back to the previous screen.
In this chapter, we will not be performing any operations which require any major decisions on your part. Relax and enjoy getting acquainted with your new ***iX300***.

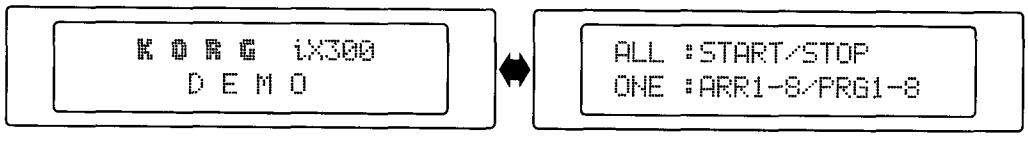
4-1. Listening to the iX300's automatic playback

Demo playback

The sixteen demo songs can be listened to in any mode. Initially, you should set the [VOLUME] slider to a setting of 1 or 2. When the playback begins, adjust the volume to a comfortable level.

Entering demo mode

Simultaneously press the [CHORD SCANNING] button and the [KEYBOARD ASSIGN] button located in the upper left of the front panel.
You will enter demo mode, and the following two displays will alternate.



To consecutively playback all songs

① Press the [START/STOP] button.
The demo songs will playback in succession, beginning with the first song.

② To stop demo playback in the middle, press the [START/STOP] button.

To playback a single song

① Press an [ARRANGEMENT NUMBER] button or [PROGRAM NUMBER] button [1]–[8].
Use [ARRANGEMENT NUMBER] buttons [1]–[8] to select demo songs 1–8, and [PROGRAM NUMBER] buttons [1]–[8] to select demo songs 9–16.
When the selected demo song ends, the demo mode display will automatically reappear.

② To stop demo playback in the middle, press the [START/STOP] button.

Exiting demo mode

Press the [EXIT] button or one of the six mode buttons.
If you press the [EXIT] button you will move to Arrangement Play mode. If you press a mode button, you will move to the selected mode.

Backing sequence demo playback

The backing sequence data is contained in the included IXD-00P and IXD-01P floppy disk. Now let's listen to the demo playback of the IXD-00P backing sequence data.

① **Insert the IXD-00P disk into the disk drive.**

② **Press the [DISK/GLOBAL] button to enter Disk/Global mode.**
The [DISK/GLOBAL] button LED will light red.

③ **While holding down the [DISK/GLOBAL] button, press [ARRANGEMENT NUMBER] button [1] to access "Page 1. DISK parameters."**

④ **Use the [CURSOR] buttons to move the cursor to (LOAD), and press the [RESET/YES] button.**
The Load display will appear.

⑤ **Use the [CURSOR] buttons to move the cursor to (LOAD ALL), and press the [RESET/YES] button.**
The Load All display will appear.

⑥ **Use the [CURSOR] buttons to move the cursor to (ALL), and press the [RESET/YES] button.**

⑦ **Use the [TEMPO/VALUE] buttons to select "AMERICA," and press the [RESET/YES] button.**
The "AMERICA" backing sequence data will be loaded.

⑧ **When the display indicates "Completed.," press the [BACKING SEQ] button to enter Backing Sequence mode.**
The [BACKING SEQ] button LED will light red.

⑨ **Press the [START/STOP] button.**
The backing sequence demo playback will begin.

⑩ **To stop the demo playback, press the [START/STOP] button.**
* The backing sequence demo playback data will disappear when the power is turned off.

Song play

The ***iX300*** is able to load and play Standard MIDI File (SMF) format song data directly from floppy disk.
Song data in SMF format 0 can be played back immediately, but SMF format 1 song files will require a certain amount of time to be loaded.
If you have SMF format data disks, you can insert them into the ***iX300*** and enjoy automatic song playback.

To consecutively playback all songs

① Insert a floppy disk containing SMF data into the *iX300*'s disk drive.

② Press the [SONG PLAY] button to enter Song Play mode.
The [SONG PLAY] button LED will light red.

③ Press the [START/STOP] button located in the center of the panel.
SMF data in format 0 will begin playing back immediately.
SMF data in format 1 will be loaded from floppy disk, and then playback will begin. If backing sequence data or song edit data exists in the *iX300*'s memory, a message will appear asking whether it is OK to erase this data. If you don't mind erasing the data, press the [RESET/YES] button and playback will begin.

④ To stop playback during the song, press the [START/STOP] button.

To playback a single song

① Insert a floppy disk containing SMF data into the *iX300*'s disk drive.

② Press the [SONG PLAY] button to enter Song Play mode.
The [SONG PLAY] button LED will light red.

③ Use the [TEMPO/VALUE] buttons located below the LCD to select a song.
The names of the data on disk will be loaded into the ***iX300***, and the song names (filenames) will appear in the LCD.
To directly select a song file number 1–8, press the [ARRANGEMENT BANK] button [A], and then press an [ARRANGEMENT NUMBER] button [1]–[8].
To directly select a song file number 9–16, press the [ARRANGEMENT BANK] button [B], and then press an [ARRANGEMENT NUMBER] button [1]–[8].
To directly select a song file number 17–24, press the [ARRANGEMENT BANK] button [USER], and then press an [ARRANGEMENT NUMBER] button [1]–[8].

④ After selecting the desired song, press the [START/STOP] button located in the center of the panel.
If the SMF data is in format 1, the [START/STOP] button LED will rapidly blink red, and the data will be loaded from floppy disk into the ***iX300***. When loading is complete, playback will begin. If backing sequence data or song edit data exists in the ***iX300***'s memory, a message will appear asking whether it is OK to erase this data. If you don't mind erasing the data, press the [RESET/YES] button and playback will begin.

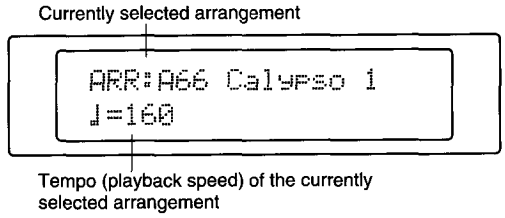
⑤ To stop playback during the song, press the [START/STOP] button.

4-2. Playing in Arrangement Play mode

While listening to the automatic playback of the *iX300* (arrangement play), you can play desired sounds from the keyboard.
In addition, you can cause the accompaniment produced by arrangement play to change in various ways as you play.

① Press the [ARR. PLAY] button to enter Arrangement Play mode.
The [ARR. PLAY] button LED will light.

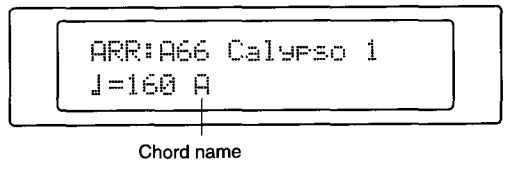
② Press [ARRANGEMENT BANK] button [A], and then press [ARRANGEMENT NUMBER] button [6] twice to select arrangement A66.
The selected arrangement (A66 Calypso 1) will appear in the display.



③ Press the [RESET] button to set the initial values.

④ Press the [START/STOP] button.
Rhythm play will start.
The [START/STOP] button LED will blink red on the first beat and green on other beats, in time with the time signature of the style.

⑤ Play in the left hand, with the chord progression in mind (even single notes are OK).
The bass and accompaniment will begin playing according to the chords that you play in the left hand. Since the [CHORD HOLD] button LED is lit, the current chord will continue until the next chord is specified, even if you take your left hand off the keyboard. The chord name will appear in the display.



By analyzing the notes that you play, the *iX300* determines which chords are being played, and the chords of the currently-selected arrangement are played by the bass and accompaniment which began playing when you started playing notes in the left hand. The keyboard area in which chords can be detected will depend on the setting of the [CHORD SCANNING] button and on the split point which is set by the [SPLIT POINT] button. The area in which chords are detected will differ for each arrangement. In the case of the A66 Calypso 1 arrangement, the [CHORD SCANNING] button is set to LOWER, and the split point is set to C4, meaning that chords will be detected when you play notes below (not including) C4. (You can change the split point by holding down the [SPLIT POINT] button and pressing a key on the keyboard.)
For details on how the *iX300* detects chords from the notes that you play, refer to Reference Guide "8. Appendices" for a list of chords which can be detected.

⑥ Play various chords with your left hand, and play a melody with your right hand.

⑦ To stop play, press the [START/STOP] button.

Synchro start

This function causes arrangement play to start at the moment that you play the first note, without your having to press the [START/STOP] button.

① **With the arrangement stopped, press the [SYNCHRO START/STOP] button located in the center of the panel.**
The [SYNCHRO START/STOP] button LED will light.

② **Play a chord in the left-hand area of the keyboard.**
At the moment that you play the keyboard, arrangement play will begin, and the [SYNCHRO START/STOP] button LED will go dark.

Synchro stop

This function causes the arrangement to stop when you take your hand off the keyboard.

① **While the arrangement is playing, press the [SYNCHRO START/STOP] button while you are playing a chord on the keyboard.**
The [SYNCHRO START/STOP] button LED will light.

② **Take the hand that was playing the chord off the keyboard.**
Play will stop immediately, and the [SYNCHRO START/STOP] button LED will remain lit.
While this LED is lit, the arrangement will play only while the left hand keyboard area is being played.

③ **If you wish to cancel the setting in which the arrangement will play only while the keyboard is being pressed, press the [SYNCHRO START/STOP] button once again.**
The [SYNCHRO START/STOP] button LED will go dark.

Other performance functions

Inserting a break in the song

While pressing the chord immediately before the location where the break will occur, press the [SYNCHRO START/STOP] button to make the LED light.
During the break, take your chord-playing hand off the keyboard. If you wish to successively insert other breaks, repeat the steps of playing a chord and then releasing it. When the break ends and you press the next chord, immediately press the [SYNCHRO START/STOP] button to make the LED go dark and return to normal arrangement play mode.

If you already know the starting chord

Before pressing the [START/STOP] button to start the arrangement, press a chord in the left-hand keyboard area and then release it. The ***iX300*** will scan the chord you pressed, and will indicate the chord name in the LCD. When you press the [START/STOP] button, the arrangement will begin playing with the specified chord.

Using the intro/ending functions

If you press the [INTRO/ENDING] button before pressing the [START/STOP] button, the arrangement will begin with an intro. If you press the [INTRO/ENDING] button during arrangement play, the ending phrase will be played, and then play will stop.

Adding variation to the playing

After starting the arrangement, press a [VARIATION] button to play a variation. In "Page 5" you can also assign a combination of variations to each [FILL] button [1] and [2], so that when you press a [FILL] button during play, a combination of VARIATIONS [1]–[4] will be played.

Using the fade in/out function

If you press the [FADE IN/OUT] button instead of the [START/STOP] button, the arrangement will fade in and start. Pressing it once again will cause the arrangement to fade out.

Changing the style

By changing the Style selected for each arrangement you can significantly change the mood of the song.
When you are creating an original arrangement, keep this in mind as a way to fill out the song.
Select the arrangement in Arrangement Play mode "Page 1." Move to "Page 2," and press the [START/STOP] button to play the arrangement. While it is playing, you can use the [ARRANGEMENT BANK] buttons and [ARRANGEMENT NUMBER] buttons to change the Style.

Tempo

When the tempo parameter (♩=) is displayed in the LCD, you can use the [TEMPO/VALUE] buttons located below the LCD to speed up or slow down the tempo. A simpler and more direct way to set the tempo is to press the [TAP TEMPO] button several times at the desired tempo.

By making the appropriate settings in Disk/Global mode "Page 7" and "Page 8," you will be able to set the tempo by pressing an assignable pedal/switch or the EC5 external controller at the appropriate tempo.

Keyboard lock

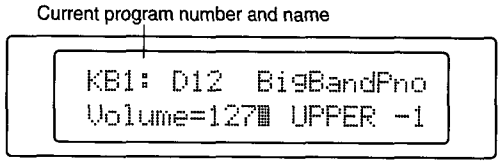
The instrumental sounds and the tempo used in arrangement play is specified for each arrangement. This means that if you switch to a different arrangement during play, the tempo of the playback and the sound played by the keyboard will also change.

However, if you press the [KBD LOCK] button to make the LED light, the settings of the [CHORD SCANNING] button and [KEYBOARD ASSIGN] button, and keyboard settings (such as mute, octave and transpose) will be locked. If you want to switch between arrangements without affecting the tempo or the sound of the keyboard, press the [KBD LOCK] button to turn on the LED.

Changing the sound played by the keyboard

You can change the program sound that is heard when you play the keyboard. In the following example, we will change the program sound that is heard when the right-hand keyboard area is played (i.e., the split point that is displayed when you press the [SPLIT POINT/DEL] button and the notes to its right).

① Press one of the right-most [TRACK/CHANNEL] buttons (upper or lower).
The KBD1 track settings will appear. When you play notes to the right of (and including) the split point, these settings will determine what you hear.



If no operation is performed for approximately 7 seconds, the previous display will reappear.

② Using the [PROGRAM BANK] buttons and [PROGRAM NUMBER] buttons located at the right of the panel, select a program.
For example, if you wish to select bank A program 12 Brite Piano, press [PROGRAM BANK] button [A], and then [PROGRAM NUMBER] buttons [1] and then [2].
To select a different program from the same bank, simply use the [PROGRAM NUMBER] buttons.

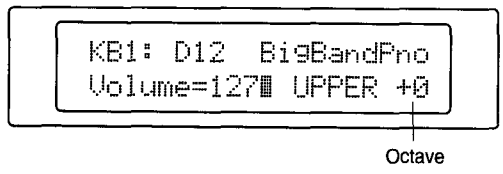
③ Play the right-hand keyboard area.
The selected program will sound.

Making it easier to play or sing

The *iX300* allows you to change the pitch of the keyboard and the automatic accompaniment in semitone steps or in 1-octave steps.

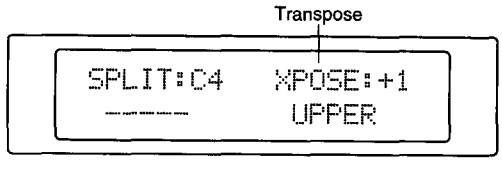
If you need to play a song that is in a difficult key, or if the original key is too low or high for the vocals or another instrument, changing the *iX300*'s pitch will allow you to play with an easier fingering.

① Pressing the OCTAVE [UP] button will raise the pitch one octave, and the setting will be displayed.



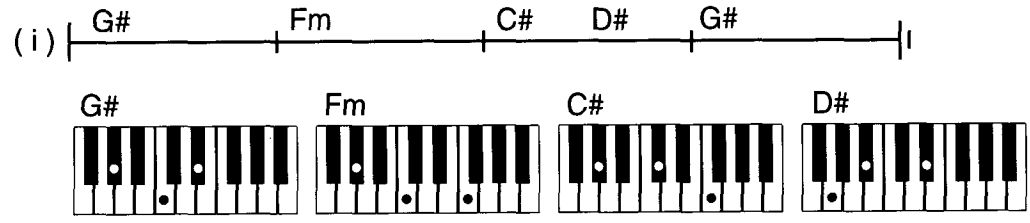
If no operation is performed for approximately 7 seconds, the previous display will reappear.

② Pressing the TRANSPOSE [+1] button will raise the pitch one semitone, and the settings will be displayed.



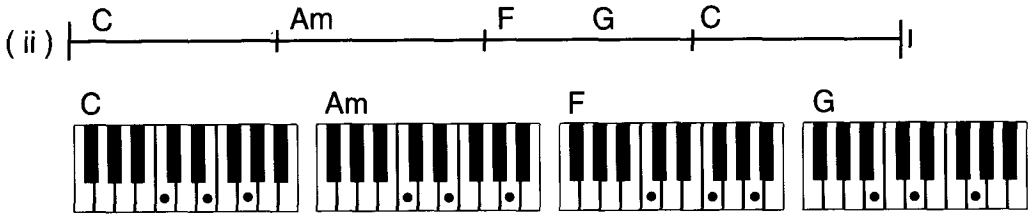
If no operation is performed for approximately 7 seconds, the previous display will reappear.

Example 1) This song uses the following chords, but each of the chords use many black keys, and are difficult to play.



The transpose function can be used to make this easier to play.

For example, if you press the TRANSPOSE [+1] button four times to raise the entire song four semitones, the chords will now be as follows.



Playing from the full keyboard in Arrangement Play mode

Although the ***iX300*** has a wide range of functions that allow you to create songs and use automatic playback etc., you can also play it just like a conventional keyboard instrument. This section will explain how to play the keyboard normally and simply enjoy the sounds.

In Program mode, all of the keys will produce sound, but in Arrangement Play mode, some keys of the lower area (left-hand area) will not produce sound. This area is used as the chord scanning area.
The width of the area which does not sound will depend on the currently selected arrangement. For some arrangements, the entire area will not produce sound. For other arrangements, the right hand and left hand areas produce different types of sound.

① Press the [ARR. PLAY] button to enter Arrangement Play mode.
The [ARR. PLAY] button LED will light red, and the LCD will show the arrangement name and the tempo.

② Press the [FULL KBD PLAY] button.
The [FULL KBD PLAY] button LED will light.

③ Play the keyboard.
You will be able to play the entire keyboard area.
The sound program that is heard when you play the keyboard will be displayed when you press the right-most [TRACK/CHANNEL] button. When the [FULL KBD PLAY] button is pressed to make the LED light, the [CHORD SCANNING] button will automatically be set to FULL. In this case, three or more notes that are pressed at the same time on the keyboard will be detected as a chord.

4-3. Recording your own performance

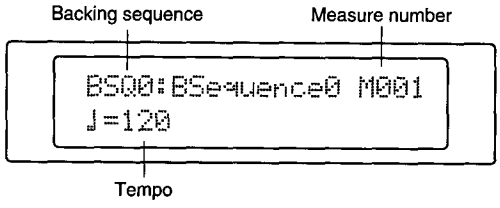
Using the *iX300*'s Backing Sequence mode, you can record not only your own playing, but also the accompaniment, just as you would on a tape recorder – and with capabilities and functions that no tape recorder could ever provide.

Backing sequence recording

Make preparations for recording

① Press the [BACKING SEQ] button to enter Backing Sequence mode.

The [BACKING SEQ] button LED will light red, and the LCD will show the backing sequence, measure number, and tempo. If these are not displayed, press the [EXIT] button to select page 1.

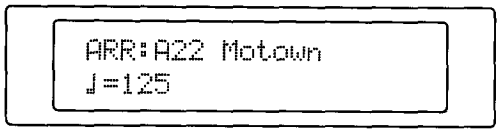


② Use the [CURSOR] buttons to move the cursor to "Backing sequence," and use the [TEMPO/VALUE] buttons to select the backing sequence that you wish to record.

For this example, let's select BSQ3. If BSQ3 is already recorded, select a different backing sequence.

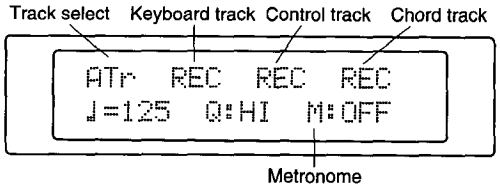
③ Use the [ARRANGEMENT BANK] buttons and the [ARRANGEMENT NUMBER] buttons located in the right of the panel to select an arrangement.

For this example, let's select the A22 Motown arrangement.
Press the [ARRANGEMENT BANK] button [A], and then press the [ARRANGEMENT NUMBER] button [2] twice. The selected arrangement will appear in the display, and the previous display will reappear if no operation is performed for approximately 7 seconds.



④ Press the [REC] button.

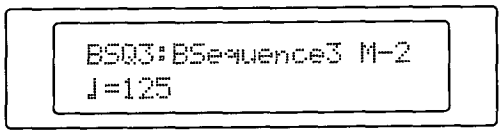
The [REC] button LED will light, and the following display will appear.



If you wish to hear the metronome while you record, move the cursor to "Metronome" and use the [TEMPO/VALUE] buttons to select REC.

Record the chord progression

⑤ Press the [START/STOP] button.
The following display will appear, and after a two-measure metronome count (the pre-count), the arrangement will play and recording will begin simultaneously.



⑥ Play chords in the left hand.
The chords that you input will be recorded just as you play them.

The [START/STOP] button LED will blink red on the first beat and green on other beats, in time with the time signature of the arrangement.

⑦ To stop recording, press the [START/STOP] button.
Recording will end, the [REC] button LED will go dark, and you will return to measure 001.

⑧ Press the [START/STOP] button once again to listen to the performance that you recorded.
The recorded performance will playback from the beginning. When playback reaches the end it will automatically stop, and the measure number will return to 001.
If you press the [START/STOP] button during the song to stop playback, you will need to press the [RESET/YES] button to reset the measure number to 001.

Record the melody

⑨ Press the [REC] button.
The following display will appear.

⑩ Use the [CURSOR] buttons to move the cursor to "Chord track."

⑪ Use the [TEMPO/VALUE] buttons to change REC to CHRD, canceling record mode.
With a setting of CHRD, it will not be possible to overwrite the chord progression that you recorded in steps 5–7, so it will not be erased accidentally. If you do not want the chord progression to play back while you record the melody, set this to MUTE.

⑫ Press the [START/STOP] button.
After a two-measure pre-count, the arrangement will play and recording will begin simultaneously.

⑬ Play the melody in the right hand.
Your performance will be recorded just as you play it.
The [START/STOP] button LED will blink red on the first beat and green on other beats, in time with the time signature of the arrangement.

⑭ To stop recording, press the [START/STOP] button.
Recording will end, the [REC] button LED will go dark, and you will return to measure 001.

⑮ Press the [START/STOP] button once again to listen to the performance that you recorded.

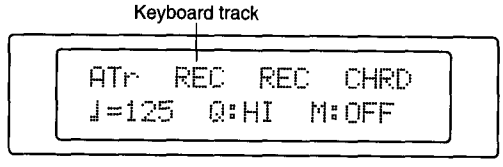
The recorded performance will playback from the beginning. When playback reaches the end it will automatically stop, and the measure number will return to 001.
If you press the [START/STOP] button during the song to stop playback, you will need to press the [RESET/YES] button to reset the measure number to 001.

Record the control track

By recording the control track you can add variations to the playback patterns.

⑯ Press the [REC] button.

The following display will appear.



⑰ Use the [CURSOR] buttons to move the cursor to "Keyboard track."

⑱ Use the [TEMPO/VALUE] buttons to change REC to KBTr, canceling record mode.

With a setting of KBTr, it will not be possible to overwrite the melody progression that you recorded in steps 12–14, so it will not be erased accidentally. If you do not want the melody to play back while you record the control track, set this to MUTE.

⑲ Press the [START/STOP] button.

After a two-measure pre-count, the arrangement will play and recording will begin simultaneously.

⑳ Press a VARIATION button [1]–[4].

The variation selections will be recorded just as you make them.

The [START/STOP] button LED will blink red on the first beat and green on other beats, in time with the time signature of the arrangement.

You can also press a [FILL] button to insert a fill-in. In step 19, you can press an [INTRO/ENDING] button before you press the [START/STOP] button, to start with a preset introduction, and then continue recording.

㉑ To stop recording, press the [START/STOP] button.

Recording will end, the [REC] button LED will go dark, and you will return to measure 001.

㉒ Press the [START/STOP] button once again to listen to the performance that you recorded.

The recorded performance will playback from the beginning. When playback reaches the end it will automatically stop, and the measure number will return to 001.
If you press the [START/STOP] button during the song to stop playback, you will need to press the [RESET/YES] button to reset the measure number to 001.

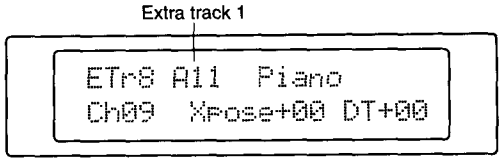
Record an extra track

If you wish to add more parts to your song, you can record onto the eight extra tracks. However, be aware that the ***iX300*** is able to play no more than 32 notes simultaneously. In this example, let's record onto extra track 8.

㉓ Press the [PAGE+] button eight times to access the extra track page.

㉔ Press one of the right-most pair of [TRACK/CHANNEL] buttons (either the upper or lower) to select ETr8 (extra track 8).

In this page you can use the [TRACK/CHANNEL] buttons to select extra tracks 1–8.



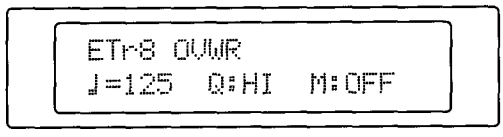
㉕ Use the [CURSOR] buttons to move the cursor to the upper line.

㉖ Use the [PROGRAM BANK] buttons and the [PROGRAM NUMBER] buttons to select the program that you wish to use for extra track 8.

㉗ Press the [EXIT] button to enter page 1, and press the [REC] button.

㉘ Use the [CURSOR] buttons to move the cursor to "Track select."

㉙ Use the [TEMPO/VALUE] buttons to change ATr to ETr8, so that extra track 8 can be recorded.



㉚ Press the [START/STOP] button.
After a two-measure pre-count, the arrangement will play and recording will begin simultaneously.

㉛ Play the keyboard.
Your performance will be recorded just as you play it.

The [START/STOP] button LED will blink red on the first beat and green on other beats, in time with the time signature of the arrangement.

㉜ To stop recording, press the [START/STOP] button.
Recording will end, the [REC] button LED will go dark, and you will return to measure 001.

㉝ Press the [START/STOP] button once again to listen to the performance that you recorded.
The recorded performance will playback from the beginning. When playback reaches the end it will automatically stop, and the measure number will return to 001.
If you press the [START/STOP] button during the song to stop playback, you will need to press the [RESET/YES] button to reset the measure number to 001.

Recording tempo changes in realtime

If you wish to record tempo changes to the tempo track, first press the [REC] button. Move the cursor to the tempo display, and press the TEMPO/VALUE [DOWN/–] button to select **REC**. (You can also select this setting by simultaneously pressing the [UP/+] and [DOWN/–] buttons.)
Next press the [START/STOP] button. The display will return to the tempo setting, allowing you to use the [TEMPO/VALUE] buttons to adjust the tempo. The ***iX300*** will record the tempo as it is changed (tempo change data).

Press the [START/STOP] button once again to stop recording. The tempo display will automatically change to AUT, and when this backing sequence is played back, the tempo will change automatically just as it was recorded.

If you wish to adjust the tempo manually during playback or recording, you can adjust the value in the range of 40–240. The backing sequence will ignore the tempo change data recorded in the tempo track, and will playback according to the manually-set tempo.

Controlling the tempo from an external clock

If the Disk/Global mode Clock Source parameter is set to HOST or MIDI, the tempo display location will indicate EXT. This means that the tempo of the ***iX300*** is being controlled by MIDI Clock messages from the external sequencer connected to the TO HOST connector or the MIDI IN connector. In this case, it is not possible to modify the tempo on the ***iX300***.

Changing the time signature

Since changes in time signature will affect all tracks which contain data, such changes must be made very carefully. If you change the time signature in one track, the other tracks will follow the changed setting.

If the time signature is modified, you can set the tempo to AUT so that the backing sequence will playback using the modified time signature. To set the tempo to AUT, move the cursor to the tempo display, and use the TEMPO/VALUE [UP/+] and [DOWN/–] buttons.
If you modify the Beat parameter and inadvertently cut measures short, there is no need to worry. Simply use the Event Edit function to restore the time signature to its original value, and the other tracks will also return to their previous state.
It is not possible to modify the time signature setting during recording or playback.
When tracks are added to a backing sequence, the new data will be recorded using the same time signature as the existing tracks. If the existing tracks contain changes in time signature, the same changes will apply to the new tracks.

Punch-in recording

If you wish to re-record just a specific section of a recording, the extra tracks allow you to use punch-in recording to re-record just the desired section.

Since there are a total of eight extra tracks, you can record several takes, and then select the best one later. This recording method is selected by the Recording Mode setting in the extra track realtime recording display.

If you know which measures need to be re-recorded, you can use **Auto Punch-in recording (AUTP)**. This method allows you to specify the first and last measures that will be re-recorded, so that when playback reaches that location, it will automatically switch to recording. Then simply use the keyboard to re-play the section that needs to be corrected. Recording will end automatically when the specified area ends.

With **Manual Punch-in recording**, the section for re-recording can be specified in real-time. Before you can use this method, you must make settings in Disk/Global mode "Page 7" or "Page 8" to assign a foot switch or controller to PUNCH IN/OUT.
Play back the song, and when you reach the location where you wish to begin re-recording, press the pedal switch or controller that you have assigned to PUNCH IN/OUT. The ***iX300*** will switch to recording mode, and your playing will be recorded. Press the pedal switch once again to stop recording.

If you want to save your performance

The performance that you recorded in Backing Sequence mode will be lost when you turn the power of the *iX300* off.

If you wish to save your performance, you must save the data to floppy disk.

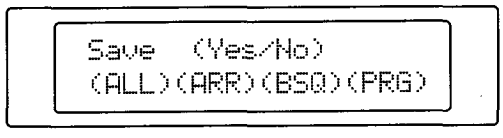
① Insert a formatted floppy disk into the floppy disk drive.
Unformatted floppy disks must be formatted using the Format command found in "Utility" of Disk/Global mode "Page 1."

② Press the [DISK/GLOBAL] button to enter Disk/Global mode.
The [DISK/GLOBAL] button LED will light.

③ While holding down the [DISK/GLOBAL] button press [ARRANGEMENT NUMBER] button [1] to access "Page 1. DISK Parameters."

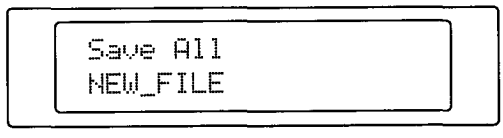
④ Use the [CURSOR] buttons to move the cursor below (SAVE).

⑤ Press the [RESET/YES] button to enter the Save sub-page.



⑥ Use the [CURSOR] buttons to move the cursor to (ALL) or (BSQ).
If you are saving a backing sequence that uses programs or arrangements from the USER bank, select (ALL).

⑦ Press the [RESET/YES] button to enter the Save sub-page.



⑧ Assign a filename.
In this example, let's name the file NEW 1 FILE.
Use the [CURSOR] buttons to move the cursor to the underline (_) character.
Press the TEMPO/VALUE [UP/+] button twice to change the underline (_) to 1.

⑨ Press the [RESET/YES] button.
The data will be saved to the floppy disk.
When the data has been saved, the display will indicate "Completed."

4-4. Adding details to your musical data

Musical data recorded on the *iX300* can be edited later as often as you like.

Instead of having to re-record your performance, you can make extremely detailed corrections such as modifying the pitch or timing of an individual note.

By using functions like these, you can bring your musical data to a more satisfactory level of completion.

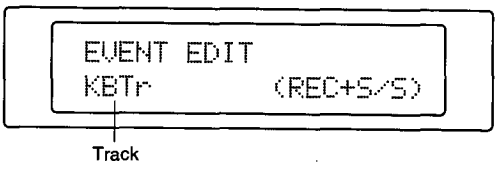
It may be difficult at first to take full advantage of these more complex functions. So let's begin by simply examining how the individual notes that you played have been recorded.

① Enter Backing Sequence mode, and select a backing sequence that has been recorded.

Of course, if the data that you recorded in "4-3. Recording your own performance" is still in memory, you may use it.

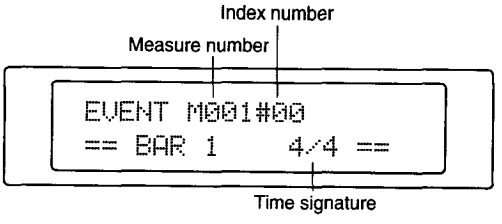
② Hold down the [BACKING SEQ] button and press [ARRANGEMENT NUMBER] button [8].

Backing Sequence mode "Page 8" will appear, and the following display will appear. Let's take a look at the data in the keyboard track. If "Track" does not say KBTr, use the [TEMPO/VALUE] buttons to select KBTr.



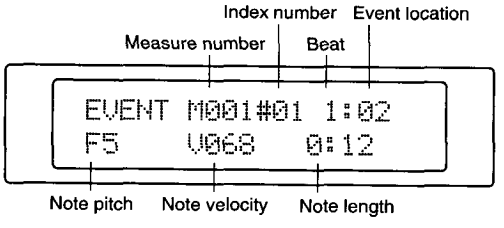
③ Hold down the [REC] button and press the [START/STOP] button.

The event edit display will appear.



④ Press the TEMPO/VALUE [UP/+] button.

The index number will change to 01, and the following display will appear.



This display shows the musical data that was recorded.
Even notes that were played simultaneously, such as chords, are stored in this way as individual notes. By moving the cursor to the various values that appear in the display and adjusting the values for each note, you can edit the pitch, note length and velocity, and precise timing of the note.
For details refer to the Reference Guide, Backing Sequence mode "Page 8. Event editing."

4-5. Creating musical data by entering individual notes

Even without actually playing the keyboard, you can input individual notes by specifying the data values for pitch, length and velocity etc.

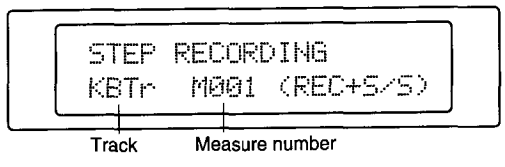
Of course, this takes longer than simply playing the keyboard, but it also means that people unfamiliar with the keyboard can create accurate musical data without worrying about wrong notes or inaccurate timing.

① Press the [BACKING SEQ] button to enter Backing Sequence mode.

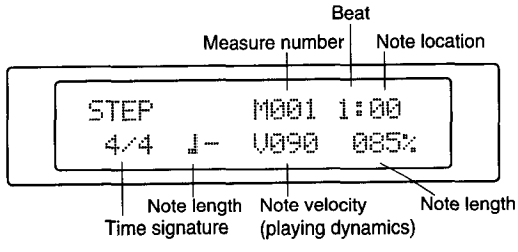
② Select the backing sequence that you wish to record.

③ Using the [ARRANGEMENT BANK] buttons and [ARRANGEMENT NUMBER] buttons located to the right on the panel, select an arrangement.

④ Press the [PAGE+] button to enter "Page 2," Step Recording.
The LCD will show the track and measure number for which step recording will be performed.

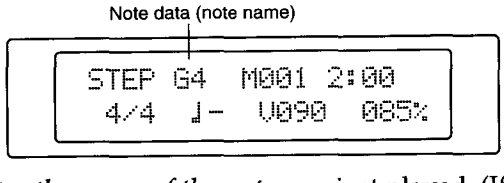


⑤ Press the [REC] button, and then press the [START/STOP] button.
The LCD will show the measure number, beat, note location, and time signature etc. as follows.



The values in the LCD shown above indicate that a quarter note has been input with a velocity of 90 and a length of 85% of a quarter note, at the beginning of the first beat of the first measure.

⑥ Play a note on the keyboard.
As long as you play only once, you may play either a single note or a chord. The LCD will show the name of the note.



This indicates the name of the note you just played. (If you played a chord, the name of one of the notes.)

At the same time, you will notice that the "beat" value has increased by one. This means that you may now enter a note at the second beat.

⑦ Continue entering notes.
Each time you play the keyboard, the beat value will increase by one.

Although it will depend on the time signature of the selected arrangement, this example uses a 4/4 time signature, meaning that each measure will consist of four beats. Thus,

after you enter the fourth beat, the measure number will increment and you will then be at the first beat of the next measure.

⑧ **After you have entered a number of notes, press the [START/STOP] button to end step recording.**

⑨ **Press the [EXIT] button to return to the first measure, and then press the [START/STOP] button.**
Playback will start from the beginning.

When playback reaches the end, it will automatically stop, and the measure number will return to 001.

In this example, all of the notes that you input were quarter notes, and the velocity and note length were all the same.

It goes without saying that you are free to modify the values for note length and velocity etc. for each note that you enter. By doing so, you can create musical data that is as rhythmically or dynamically complex as you desire.
In addition, the chords on which the bass and accompaniment will be based can be input into the chord track using the same simple operations as for arrangement play.

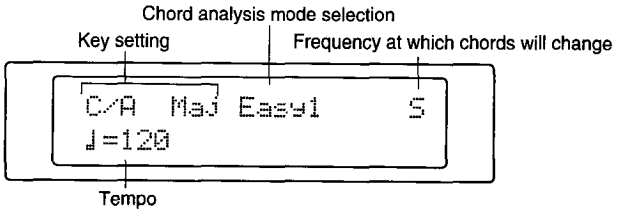
4-6. Adding an automatic accompaniment while you play

You can play any desired melody on the *iX300*'s keyboard, and the *iX300*'s interactive composition functionality will analyze that melody to automatically determine the appropriate chords, and automatically play a bass and accompaniment based on those chords.

① **Press the [ARR. PLAY] button to enter Arrangement Play mode.**

② **Use the [ARRANGEMENT BANK] buttons and [ARRANGEMENT NUMBER] buttons to select an arrangement.**
You may wish to adjust the tempo beforehand to a speed at which you can play comfortably.

③ **Press the [INTERACTIVE COMP.] button located in the lower left of the panel.**
The [INTERACTIVE COMP.] button LED will light, and the LCD will show the key setting, chord analysis mode selection, and tempo as follows.

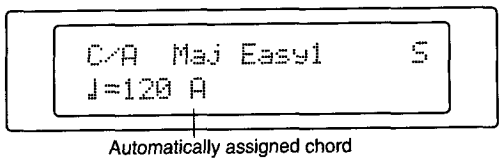


④ **Press the [START/STOP] button located in the center of the panel.**
Arrangement play will begin.

⑤ **Play a melody in the right hand area of the keyboard.**
For now, play a melody using only the white keys. The secret of helping the *iX300* to analyze your melody is to play the notes crisply (with clean articulation).

Chords will automatically be assigned to your melody, and will be played as an accompaniment and bass.

The LCD will show the chords that are assigned by the interactive composition function.



You can change the way in which chords are assigned by specifying the mood or key, and you can also select from several different tendencies with which chords will be assigned. Also, if you first record your melody into the *iX300* in Backing Sequence mode and then analyze the melody, more natural-sounding chords will be assigned. For details refer to "5. Interactive composition" (☞Page 39 in this manual).

4-7. Editing SMF data

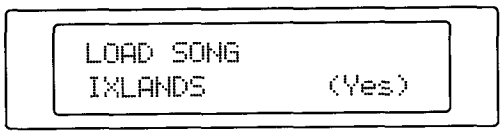
When using Song Play to playback music, you may wish to modify the sound of a specific channel, or change part of a solo, etc. In such cases, you can use Song Edit mode to edit the data. Here we will try editing the short song "i-LANDS" which is found in the included IXP-01P floppy disk. The musical score is printed on page 36 of this manual for your reference.

Load the SMF data

① Insert the IXP-01P disk into the *iX300*'s disk drive.

② Press the [SONG EDIT] button to enter Song Edit mode.
The [SONG EDIT] button LED will light red.

③ Press the [TEMPO/VALUE] buttons several times to select the "IXLANDS" file.

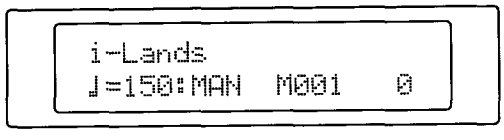


④ Press the [RESET/YES] button.

⑤ The display will ask "Are you sure?," so press the [RESET/YES] button once again.
The display will indicate "Now loading," and the data will be loaded. When loading is completed, the display will indicate "Completed."

Listen to the SMF data

⑥ Press the [PAGE+] button once to enter "Page 2."

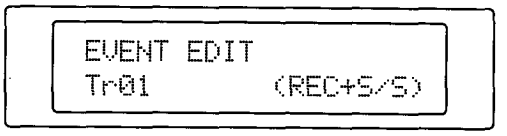


⑦ Press the [START/STOP] button and listen to the song play back.
Playback will begin. When the song ends, playback will automatically stop, and the measure number will return to 001.
If you press the [START/STOP] button during the song to stop playback, you will need to press the [RESET/YES] button to reset the measure number to 001.

Change the sound

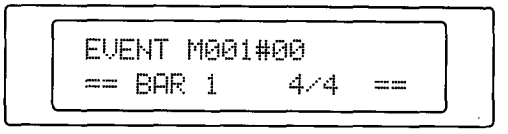
Let's change the pan flute melody line to an alto sax.

⑧ Press the [PAGE+] button twice to enter "Page 4. Event edit."



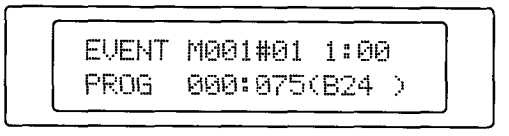
⑨ Press the TEMPO/VALUE [UP/+] button to select Tr06 instead of Tr01.
Since the melody line of this song is found in Tr06, we will select Tr06.

⑩ Press the [REC] button, and then press the [START/STOP] button.



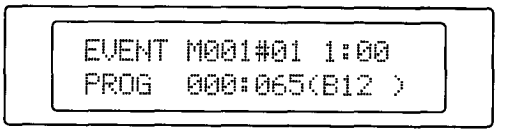
⑪ Use the [CURSOR] buttons to move the cursor to M001#00.

⑫ Press the TEMPO/VALUE [UP/+] button once to select M001#01.



⑬ Use the [CURSOR] buttons to move the cursor to the 075 in the lower line.

⑭ Press the TEMPO/VALUE [DOWN/–] button to change the setting to 065.



⑮ Press the [START/STOP] button to end event editing.

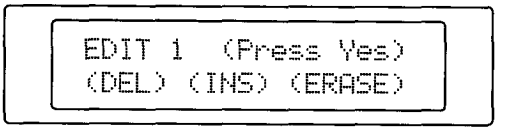
⑯ Press the [PAGE–] button twice to enter "Page 2. Play."

⑰ Press the [START/STOP] button to play back the song.
The melody should be played by an alto sax sound.

Delete data from unwanted measures

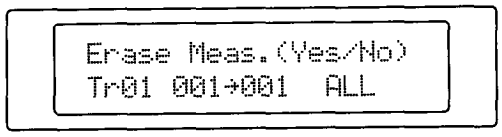
In this example, let's delete the marimba accompaniment from the first four measures.

⑱ Press the [PAGE+] button five times to enter "Page 7. Edit 1."



⑲ Use the [CURSOR] buttons to move the cursor to (ERASE).

⑳ **Press the [RESET/YES] button.**



㉑ **Move the cursor to Tr01.**

㉒ **Press the TEMPO/VALUE [UP/+] button to select Tr05.**

㉓ **Move the cursor to the 001 located at the right of the →.**

㉔ **Press the TEMPO/VALUE [UP/+] button to change it to 004.**

㉕ **Press the [RESET/YES] button.**
The display will indicate "Completed," and the data will be erased.

㉖ **Press the [PAGE–] button five times to enter "Page 2. Play."**

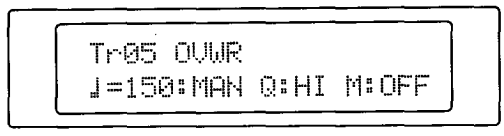
㉗ **Press the [START/STOP] button to playback the song.**
Notice that the first four measures of the marimba are gone. The marimba will begin from measure 5.

Add a melody by realtime recording

In this example, let's use the keyboard to record the same melody as Tr6 onto Tr7.

㉘ **If you are not already in "Page 2. Play," hold down the [SONG EDIT] button and press ARRANGEMENT NUMBER button [2] to enter "Page 2. Play."**

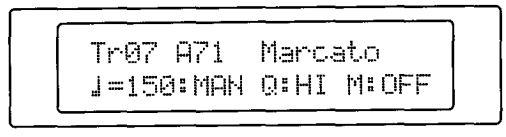
㉙ **Press the [REC] button.**



㉚ **Use the [CURSOR] buttons to move the cursor to Tr05.**

㉛ **Press the TEMPO/VALUE [UP/+] button to select Tr07.**

㉜ **Press the PROGRAM BANK [A] button, and press the PROGRAM NUMBER buttons [7] and then [1].**
This changes the Tr07 program sound to A71 Marcato.



㉝ **Press the [START/STOP] button.**
After a two-measure pre-count, realtime recording will begin. Refer to the Tr6 part printed on page 36 of this manual, and play the keyboard to record.

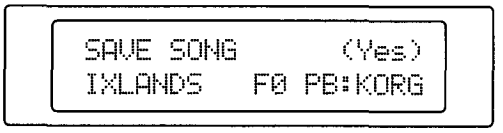
㉞ **After recording eight measures, press the [START/STOP] button.**
This completes recording. If you made a mistake, press the [RESET/YES] button, and record once again from the beginning.

㉟ **Press the [START/STOP] button, and check the performance that you recorded.**

Saving the data that you have edited

The data that you have edited will disappear when the *iX300* power is turned off. If you wish to keep this data, you must save it to a floppy disk.
In this example, let's change the filename from IXLANDS to I_LANDS and save the data.

① Press the [PAGE+] button several times, or hold down the [SONG EDIT] button and press the PROGRAM NUMBER [4] button, to enter the last page ("Page 12. Save").



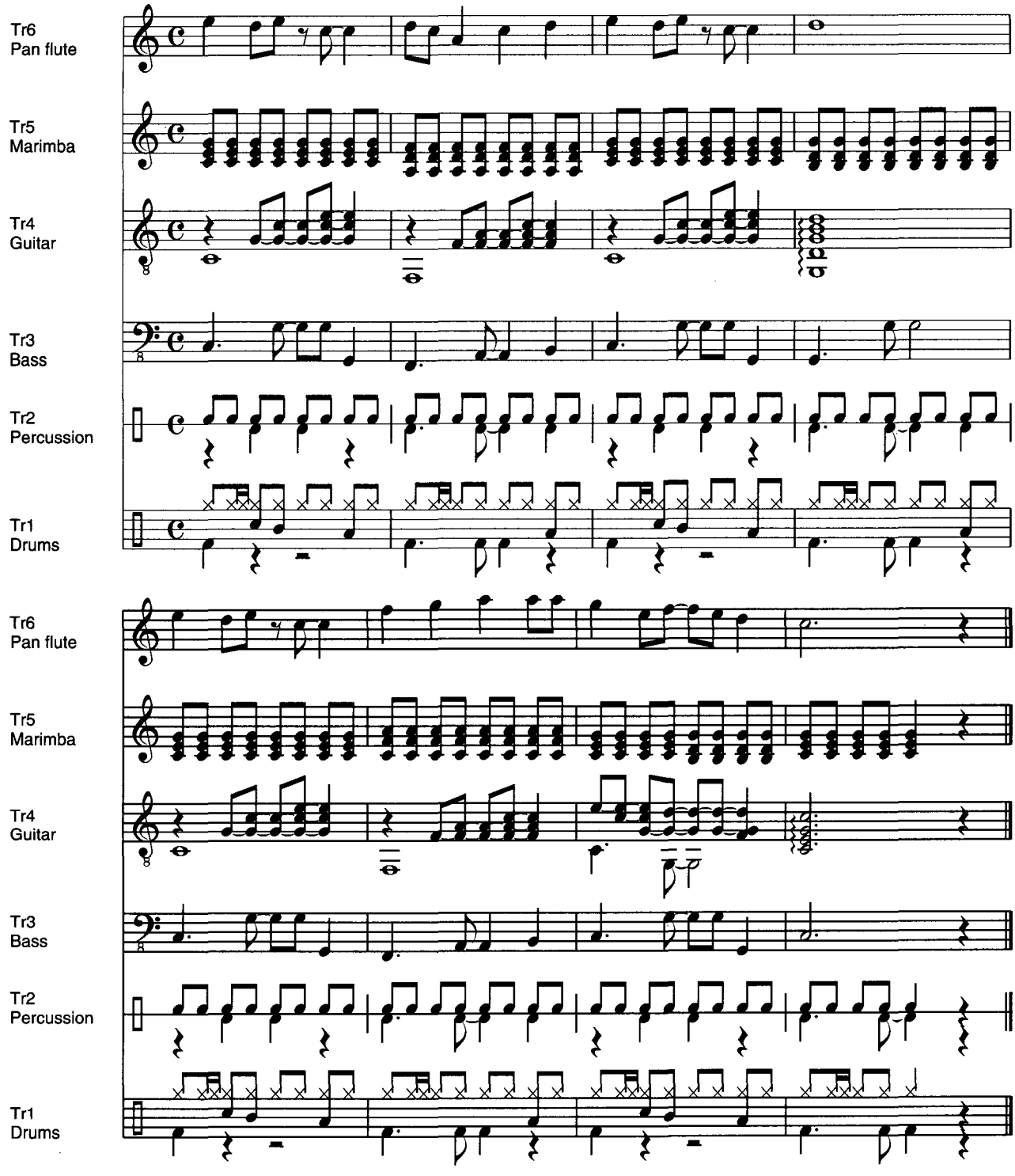
② Use the [CURSOR] buttons to move the cursor under the "X."
Be aware that if the floppy disk already contains a file with the same name, the data in the file will be overwritten and lost, so be careful how you specify a new filename.

③ Press the TEMPO/VALUE [UP/+] button three times to change the X into an underline character (_).

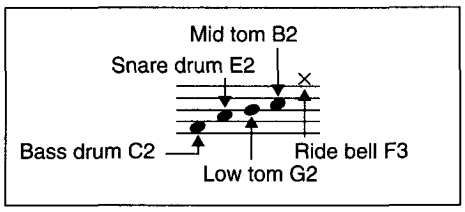
④ Press the [RESET/YES] button.
The display will ask "Are you sure?" Press the [RESET/YES] button once again, and the data will be converted to a Standard MIDI File as it is saved to disk.
When the process is completed, the display will indicate "Completed."

⑤ In Song Play mode, listen to the playback of I_LANDS.
For the playback method, refer to page 17 Song Play in this manual.

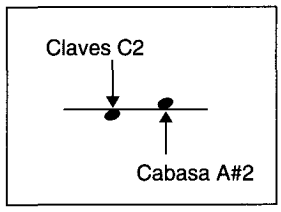
i-Lands



Drum notes



Percussion notes



4-8. Editing a program

To enter Program mode, press the [PROG] button.
In this mode you can play a program sound, and modify the parameters which determine the program's pitch, timbre, volume and other characteristics. If you wish to save a program whose parameters you have modified, you must use the "Page 22. Write program" operation to write it into internal memory.

Performance edit

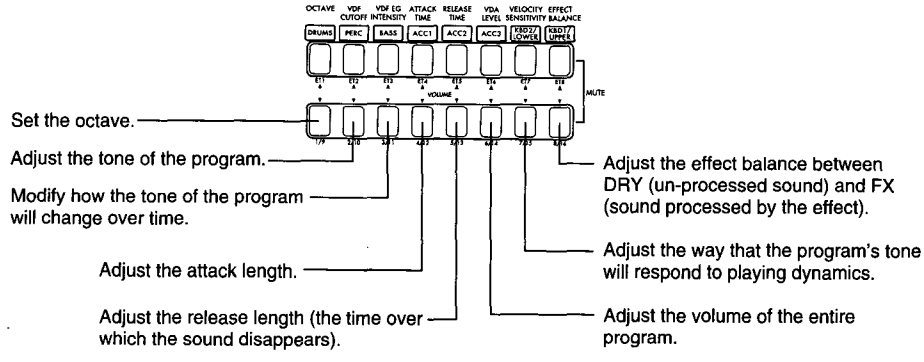
In order to allow the greatest possible flexibility for creating a variety of sounds, programs consist of a large number of parameters. If you understand how each of these parameters work, you will be able to create the program that you wish. However, a certain amount of knowledge is required in order to make meaningful adjustments to these parameters. Thus, the ***iX300*** provides a Performance Edit function which allows you to quickly and easily make changes in the sound without the need for a detailed understanding.

① Press the [PROG] button to enter Program mode.

② Enter "Page 1. Program play."

③ Use the [PROGRAM BANK] buttons and the [PROGRAM EDIT] buttons to select the program that you wish to edit.

④ Press the [TRACK/CHANNEL] button for the parameter that you wish to edit.
The performance edit display will appear in the LCD. When you enter the performance edit display, the parameter values will always be +00.
Each [TRACK/CHANNEL] button corresponds to a performance edit parameter as shown below.



⑤ Press the upper [▲] or lower [▼] TRACK/CHANNEL button to adjust the value.
Each time you press [▲] the value will increase, and each time you press [▼] the value will decrease, affecting the related parameters of the program.
However, since the performance edit settings are only adjustments to the parameter values of the program, it is not possible for performance edit to create changes that exceed the limits of the program parameters themselves.

4-9. Others

Setting and canceling quarter tones

When this function is used to adjust the pitch of a note 50 cents upward or downward, it will affect the pitch of that specified note in every octave of the *iX300*'s range: 1, 2, ... octaves above, and 1, 2, ... octaves below.
The quarter tone function applies only to the main scale. If you are using a foot switch etc. to alternate between the main scale and the sub scale as you play, quarter tones will not function while the sub scale is selected.
When notes are being received from an external MIDI device or when playing back musical data from the sequencer, the quarter tone settings will apply to the MIDI channel which is assigned to the keyboard.

Setting quarter tones

① Connect a foot switch to the ASSIGNABLE PEDAL/SW jack. (Alternatively, connect an EC5 to the EC5 jack.)

② Press the [DISK/GLOBAL] button to enter Disk/Global mode.

③ Use the [PAGE+] or [PAGE–] buttons to select "Page 7" (if you connected a foot switch in step 1) or "Page 8" (if you connected an EC5).
These are the pages in which functions are assigned to the foot switch or EC5.

④ Use the [TEMPO/VALUE] buttons to select QUARTER TONE.

⑤ Press the [BACKING SEQ] button to enter Backing Sequence mode.

⑥ While pressing the connected foot switch (or EC5), press the [CHORD HOLD] button to make the LED light, and then while continuing to press the foot switch (or EC5), press the notes that you wish to set to a quarter tone.
If you wish to lower the pitch of specific notes by 50 cents, make the [CHORD HOLD] LED go dark. If you wish to raise the pitch of specific notes by 50 cents, make the LED light.

⑦ Take your foot off the foot switch (or EC5).
The pitch of the notes for which quarter tone settings were made will be 50 cents lower or higher.

Canceling quarter tones

① Press the foot switch or EC5 pedal that was used to set the quarter tones, and then release it.
This will cancel all the quarter tone settings which were made. All quarter tone settings will also be canceled when you change the pedal function in Disk/Global mode "Page 7" or "Page 8," or when the power of the *iX300* is turned off.

5. Interactive composition

If you had no particular knowledge of chords, how would you go about adding appropriate chords to a melody that you had invented?

There is actually a close relationship between chords and melody. However there is no hard and fast rule that things must be done in a certain way.

It is true that in each musical style or genre, there are many rules and forms that direct how chords will be assigned to a given melody, or how chords follow each other. But, it is not the case that all music is created in this way. Music is more free and creative than this.

In any case, there will always be people who don't take an excessively serious attitude about musical creativity, but simply want to enjoy making music. And even for those who want to create something really new, learning about the rules and forms that were mentioned above will stimulate creativity.

And now, we come to the ***iX300***'s Interactive Composition function. When you play a melody, this function will analyze that melody, and according to a previously-selected style and various patterns, determine "appropriate" chords for that melody. Then, according to the chords that were determined, the ***iX300*** will automatically play an accompaniment to that melody.
This accompaniment can be played at the same time that you are playing the melody on the keyboard, or it is also possible to record the melody into the ***iX300*** beforehand in Backing Sequence mode and add the accompaniment as this is played back.
Causing the accompaniment to be generated while the melody is being played (Realtime IC) may sometimes result in chords being determined in a different way than when the accompaniment is generated from a previously-recorded melody (Backing Sequence IC).

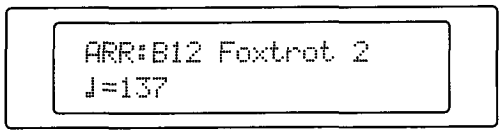
Chords with a higher degree of "appropriateness" will be generated if the melody is previously recorded.
We have been speaking about determining chords that are "appropriate" for the melody, but the ***iX300***'s Interactive Composition function determines the "appropriate" chords by analyzing the melody based on generally-known harmonization and chord progressions. However it is not the case that all music is created according to such forms.
This means that the chords which the ***iX300*** has determined to be "appropriate" may not be the "right" chords for your melody.
You should think of the ***iX300***'s Interactive Composition function not as a way to faithfully reproduce the chords of the song you play, but as a function that provides "hints" for chording when you are creating your own songs.

5-1. Assign chords as you play a melody

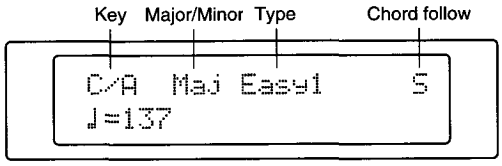
Let's use the *iX300*'s interactive composition function to automatically assign chords to your melody as you play it.
For this example, let's play the song "Little Brown Jug" on page 43 of this manual.

① Press the [ARR. PLAY] button to enter Arrangement Play mode.

② Press [ARRANGEMENT BANK] button [B], and then press [ARRANGEMENT NUMBER] buttons [1] and then [2].
For this example, select the B12 Foxtrot 2 arrangement.



③ Press the [INTERACTIVE COMP.] button located at the lower left on the panel.
The [INTERACTIVE COMP.] button LED will light, and the display will show the key, major/minor, type, and chord follow settings etc.



④ Use the [CURSOR] buttons to move the cursor to Type, and use the [TEMPO/VALUE] buttons to select General 1.
For the Key setting, specify the key (tonic) of the song that you will be playing.
For the Major/Minor setting, specify whether the song you play will be major or minor.
For the Type setting, specify the tendency of the chords that will be assigned.
For the Chord Follow setting, specify how frequently the assigned chords will change.
Refer to the section on Arrangement Play mode "Button settings" for details.

⑤ Press the [START/STOP] button located in the center of the panel.
Arrangement play will begin.

⑥ In the upper (right-hand) keyboard area, play a melody.
Chords will automatically be assigned to the melody, and played as an accompaniment and bass.
The LCD will indicate the chords which are assigned by the interactive composition function.

When chords are being assigned as you play the melody, the secret to helping the *iX300* analyze the melody correctly is to keep the notes short (clearly articulated).

⑦ When you finish playing, press the [START/STOP] button.

Automatic key analysis function

When playing in Arrangement Play mode, if you know the melody line but are not sure of its key, you can make the interactive composition function find the key of the melody for you.

⑧ In step 4 above, set Key to ANL.

⑨ Press the [START/STOP] button and then play the melody.

⑩ When you finish playing, press the [START/STOP] button once again to stop play.

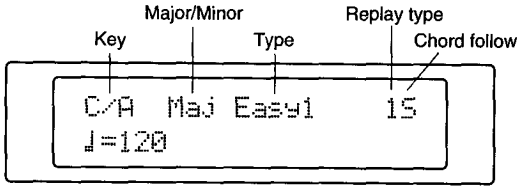
⑪ Press the TEMPO/VALUE [UP/+] button, and the possible keys for the melody will appear in place of the ANL setting. Check the key setting that the *iX300* analyzed.

5-2. Assign chords to the playback of a recorded melody

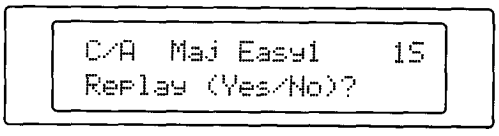
① Press the [BACKING SEQ] button to enter Backing Sequence mode.

② Select an already-recorded backing sequence.

③ Press the [INTERACTIVE COMP.] button located in the upper left of the panel.
The [INTERACTIVE COMP.] button LED will light, and the LCD will display parameters such as key, major/minor, type, replay type, and chord follow.
For the Key setting, specify the key (tonic) of the song.
For the Major/Minor setting, specify whether the song is major or minor.
For the Type setting, specify the tendency of the chords that will be assigned.
For the Replay Type setting, specify how the melody will be analyzed and processed as chords are assigned.
For the Chord Follow setting, specify how frequently the assigned chords will change.
Refer to the section on Arrangement Play mode "Button settings" for details.



④ Press the [START/STOP] button.
The lower line of the display will ask "Replay (Yes/No)?"



⑤ Press the [RESET/YES] button.
The melody that was recorded will be played with new chords assigned.
The chord progression of the time that the melody was recorded will disappear when the [RESET/YES] button is pressed.

⑥ To stop playback during the song, press the [START/STOP] button.

⑦ To playback with other chord assignments, press the [INTERACTIVE COMP.] button and modify the settings for key, major/minor, type, and chord follow.

Automatic key analysis function

If the key of the performance recorded in Backing Sequence mode is incorrect, you can make the interactive composition function find a key suitable for the melody, so that the chords will be appropriate. Of course, you can also record just the melody, and use the interactive composition function to assign the chords.

⑧ In step 3 of the above procedure, set Key to ANL.

⑨ Hold down the [START/STOP] button and press the [RESET/YES] button, and listen to the performance from start to finish.

⑩ Press the TEMPO/VALUE [UP/+] button, and the keys appropriate for that melody will be displayed in order of their suitability in the area where ANL was selected. Select the desired key.

⑪ Continue to step 4 of the above procedure.

5-3. Assign chords as you record

You can use the interactive composition function to assign chords while you record a melody in Backing Sequence mode.

① Press the [BACKING SEQ] button to enter Backing Sequence mode.

② Select the backing sequence that you wish to record.

③ Use the [ARRANGEMENT BANK] buttons and [ARRANGEMENT NUMBER] buttons to select an arrangement.

④ Press the [INTERACTIVE COMP.] button.
The [INTERACTIVE COMP.] button LED will light, and the LCD will display parameters such as key, major/minor, type, replay type, and chord follow.
For the Key setting, specify the key (tonic) of the song that you will play.
For the Major/Minor setting, specify whether the song that you will play is major or minor.
For the Type setting, specify the tendency of the chords that will be assigned.
For the Replay Type setting, specify how the melody will be analyzed and processed as chords are assigned.
For the Chord Follow setting, specify how frequently the assigned chords will change.
Refer to the section on Backing Sequence mode "Button settings" for details.

⑤ Press the [REC] button and then press the [START/STOP] button.
Recording will begin.

⑥ Play a melody in the upper (right-hand) area of the keyboard.
Chords will automatically be assigned to the melody, and played as accompaniment and bass.
The display will show the chords that are assigned by the interactive composition function.
When chords are being assigned as you play the melody, the secret to helping the ***iX300*** analyze the melody correctly is to keep the notes short (cleary articulated).

⑦ When you finish playing, press the [START/STOP] button.

⑧ If you wish to playback with other chord assignments, press the [INTERACTIVE COMP.] button and modify the settings for key, major/minor, type, and chord follow.

Automatic key analysis function

When recording your performance in Backing Sequence mode, if you know the melody but are not sure of the key, you can let the interactive composition function find a key suitable for the melody that you play, so that appropriate chords will be assigned.
The difference between this and "5-2. Assign chords to the playback of a recorded melody" is that since the key will be analyzed while you record, there is no need to playback the recorded data.

⑨ In step 4 of the above procedure, set Key to ANL.

⑩ Press the [REC] button, then press the [START/STOP] button, and play the melody.

⑪ When you finish playing, press the [START/STOP] button once again to stop play.

⑫ Press the TEMPO/VALUE [UP/+] button, and the keys appropriate for that melody will be displayed in order of their suitability in the area where ANL was selected. Select the desired key.

⑬ Press the [RESET/YES] button to listen to the playback.

5-4. Keyboard area for playing the melody

The area of the keyboard in which you can play the melody that will be analyzed will depend on the setting of the [CHORD SCANNING] button. If this button is set to OFF or FULL, the melody will be analyzed over the entire keyboard. However with a setting of FULL, playing a chord of three or more notes will cause chord detection to be performed normally, and that chord name will appear in the LCD.
With a setting of LOWER or UPPER, the melody will be analyzed in the upper (right-hand) keyboard area above the split point. However, chords will be detected normally when notes are played in the lower area with a setting of LOWER, or when chords of three or more notes are played in the upper area with a setting of UPPER, and the chord names will be displayed in the LCD.

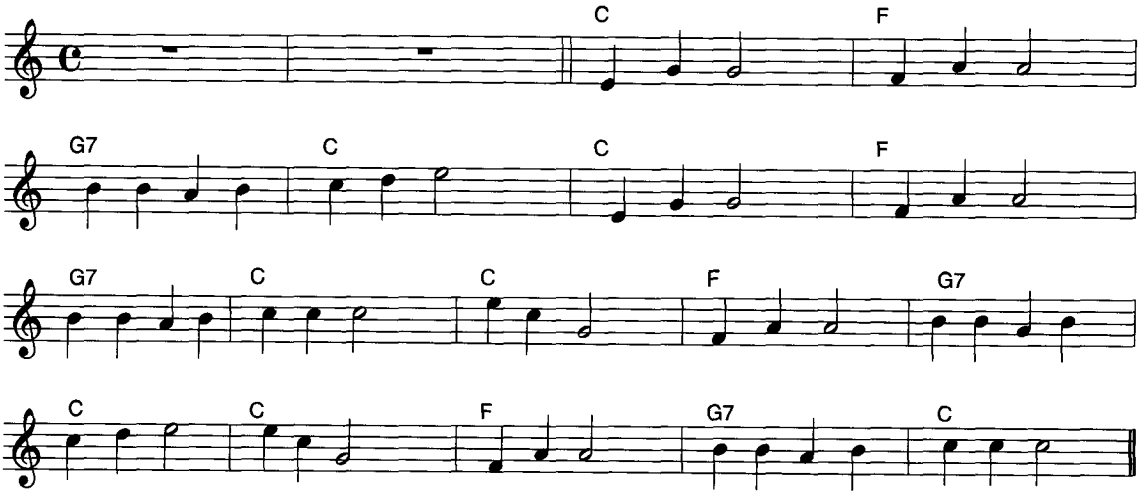
Here are two songs which will help you understand how the interactive composition function works. They are simple songs, but you will notice that the way in which chords are assigned (i.e., the way in which the ***iX300*** analyzes the melody) will change depending on the timing with which notes are pressed or released. Once you get the hang of the proper playing technique, you will be able to take advantage of the interactive composition function.

First enter Arrangement Play mode, and select the arrangement listed in the table to the lower left of the song title. Then press the [INTERACTIVE COMP.] button, make settings for key, major/minor, chord follow, and type, and then record/playback the song.

Little Brown Jug

Traditional

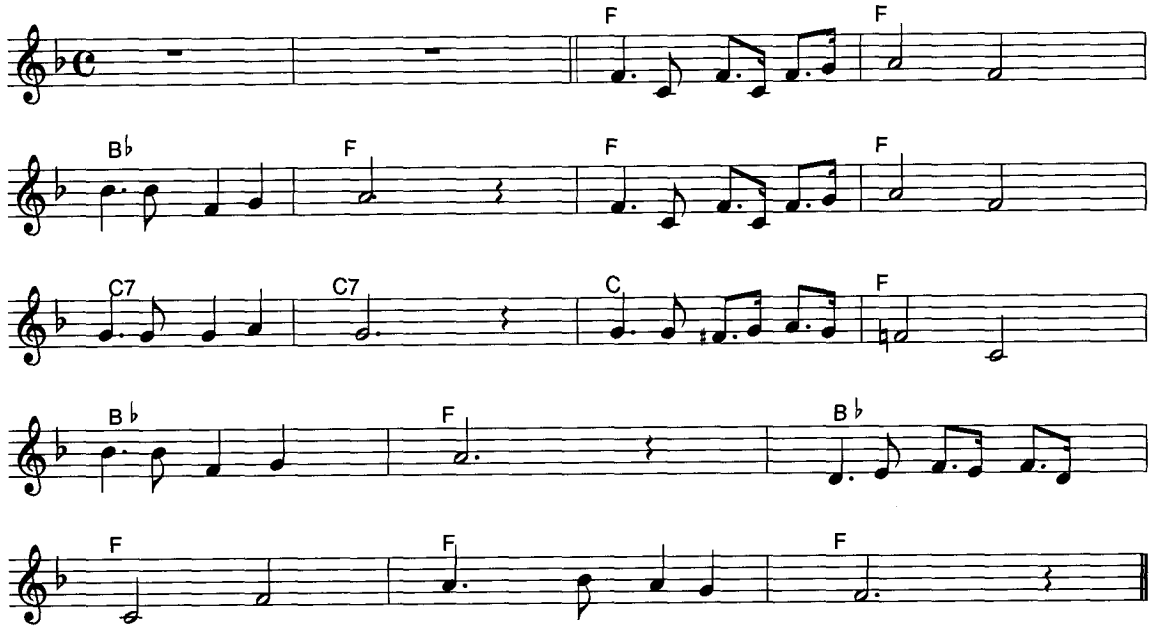
Arrangement	B12 Foxtrot 2
Key	C/A
Major/Minor	Maj
Chord Follow	S
Type	General 1, 2, 3



I've Been Working On The Railroad

Traditional

Arrangement	A22 Motown
Key	F/D
Major/Minor	Maj
Chord Follow	S
Type	General 1, 2, 3



6. MIDI applications

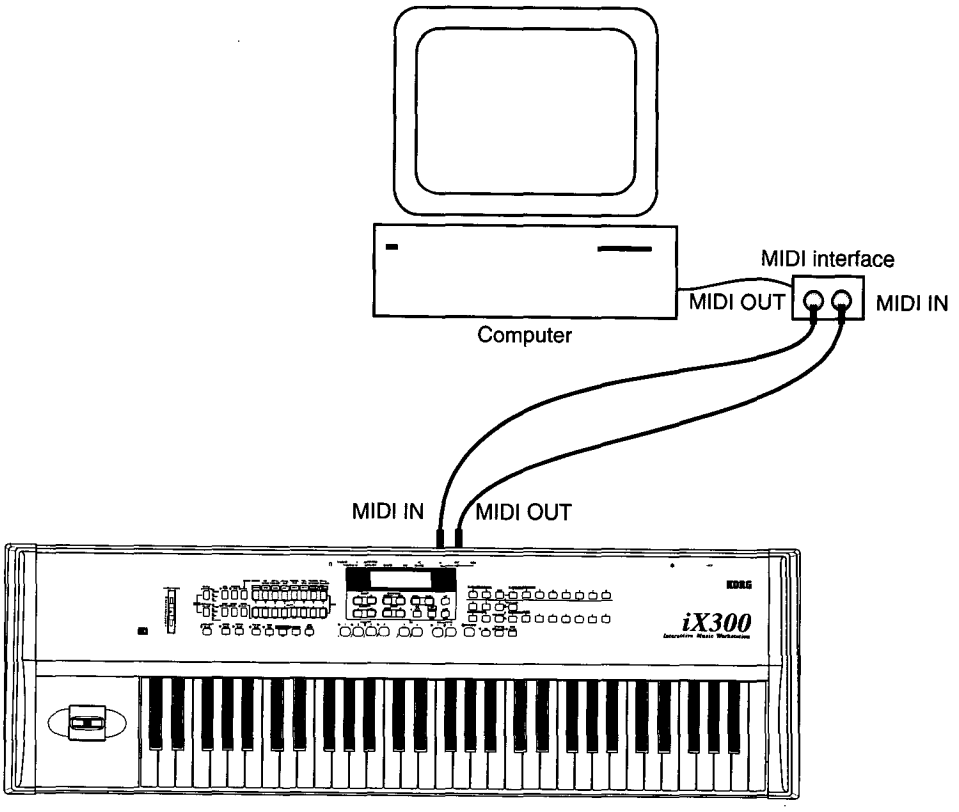
MIDI (Musical Instrument Digital Interface) is a standard interface that allows two or more electronic musical instruments to communicate with one another. When MIDI first appeared, it was mainly used to play two or more synthesizers from a single keyboard. Since then, applications of MIDI have expanded rapidly, to include using a computer for multitrack sequencing and instrument parameter editing, and even using MIDI to control effect devices, mixers, and lighting systems.

This chapter will discuss MIDI applications relevant to the ***iX300***. If you are interested in learning more about MIDI, you can refer to one of the many commercially available books on the topic.

Using the iX300 with an external sequencer

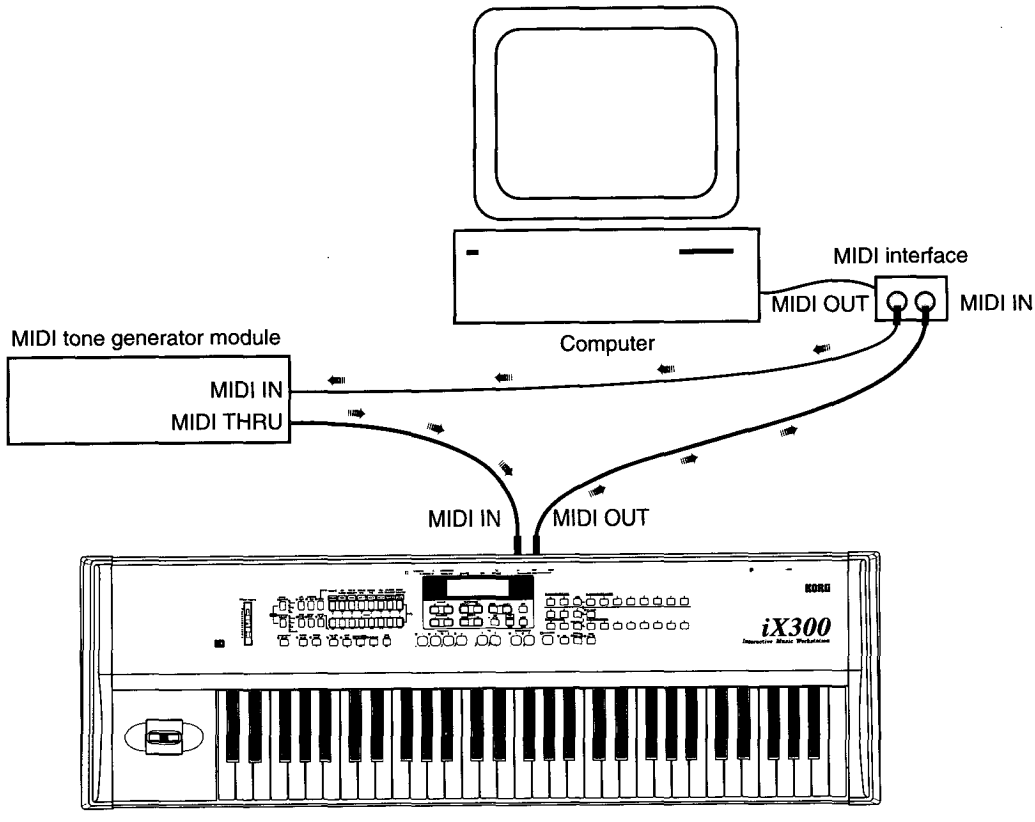
As you have already seen, the ***iX300***'s Backing Sequence mode lets you record songs into the sequencer, and Song Play mode lets you playback Standard MIDI Files. However, there may be times when you would like to use computer software to compose music. Most such sequencer software allows highly sophisticated editing, but does not have interactive capabilities.

Here's how to make connections so that the notes played on the ***iX300***'s keyboard can be sent to the sequencer program on your computer.



With these connections, notes played on the ***iX300***'s keyboard will be transmitted from the ***iX300***'s MIDI OUT, and received at the MIDI IN connector of your computer's MIDI interface. When a sequence is played back, the MIDI messages from the computer will be sent from the MIDI OUT of the interface and be received at the ***iX300***'s MIDI IN.

If you wish to add an additional keyboard or tone generator module, you can use the following connections.



With this setup, the data that you input from the *iX300*'s keyboard will be transmitted from the *iX300*'s MIDI OUT, and enter the MIDI IN of the MIDI interface. When a sequence is played back, the MIDI messages from the computer will be sent from the MIDI OUT of the interface and be received at the MIDI IN of the tone generator module. This data will then be re-transmitted from the MIDI THRU of the tone generator module and be received at the MIDI IN of the *iX300*.

(If your tone generator module does not have a MIDI THRU connector, connect the MIDI OUT of the MIDI interface to the *iX300*'s MIDI IN, and connect the *iX300*'s MIDI THRU to the MIDI IN of the tone generator module.)

The Global channel of the backing sequence and the MIDI channels of each track are set in Disk/Global mode. If the *iX300* is receiving and playing SMF data from an external MIDI device, make MIDI channel settings for the *iX300* in Song Play mode. You can specify initial settings for the song such as program, volume, panpot, and effect send, and transmit this data from the computer via MIDI.

When transmitting program change messages, MIDI bank change message 0 will select *iX300* banks A and B, 1 will select banks C and D, and 2 will select the DRUM PROG bank.

MIDI bank number	MIDI program number	*iX300* program number
0	0–63	A11–A88
	64–127	B11–B88
1	0–63	C11–C88
	64–127	U11–U88
2	0–127	Dr11–Dr28
3	0–63	D11–D88
	64–127	E11–D88

When you are using a setup such as described above, we recommend that the ***iX300***'s "Local Control" parameter found in Disk/Global mode be turned OFF. Set your computer sequencer program so that data received at MIDI IN will be echoed back from MIDI OUT. The name of the parameter controlling this function will depend on the software that you are using, but it is usually called something like Echo Back, Patch Thru, or Echo On, etc.

When Local Control is turned OFF, the keyboard of the ***iX300*** will be internally disconnected from the built-in tone generator. In other words, the ***iX300*** will function like an independent MIDI keyboard and a separate tone generator. The Echo Back function of the sequencer allows you to play not only the tone generator of the MIDI tone generator module, but also the tone generator of the ***iX300***. If the sequencer's Echo Back were turned ON and the ***iX300***'s Local Control parameter were also turned ON, the ***iX300***'s tone generator would play two notes each time you played one note on the keyboard.

Controlling other MIDI instruments from the *iX300*

You can use other MIDI instruments to play the arrangements and backing sequences of the ***iX300***. In this case, you must be sure to set the MIDI channels correctly to match the tracks. You will also need to set the Arrangement Play mode "Track Status" parameter to specify whether the ***iX300*** will play its own sounds in addition to those of the external MIDI instrument.

The Track Status parameters are located in Arrangement Play mode "Page 4." For details refer to the Reference Guide.

The sounds that will be used for playback will depend on the MIDI instrument that you use. For example, when the drum notes from the ***iX300*** are played on an external MIDI instrument, there is no guarantee that the drum set layout of the external MIDI instrument will be the same as the drum set layout of the ***iX300***, causing unexpected sounds to be played.

What is General MIDI?

General MIDI, abbreviated as **GM**, is a specification that was added to the MIDI specification so that sequence data could be played back compatibly on different MIDI instruments.

Until General MIDI appeared, there were no standards which governed the types of sounds that were found on a MIDI instrument, the sequence in which the sounds appeared in memory, or how they were selected. This meant that when sequence data was played back on a different MIDI instrument, entirely different sounds might be used. For example, a snare might play instead of a hi-hat, a crash cymbal instead of a bass drum, or a synth brass instead of a piano.

In order to make the correct sounds play in such cases, it was necessary to construct a table that compared the programs of the instrument for which the sequence data was created with the program numbers of the new instrument on which the sequence data was to be played back, and edit the program numbers and volume messages within the sequence data so that the correct programs would be played back at the correct volume.

General MIDI makes it possible for GM-compatible sequence data to be played back on different GM-compatible tone generators to produce essentially the same musical result. The piano track will always be played using a piano sound, the drum part will always be played with the correct drum sounds, and overall, the mix will be as you expect. In addition, there is no need for editing, finding the right sounds, or adjusting the levels.

GM defines a list of programs that includes all the major instruments, and assigns program numbers for each instrument. It also specifies relative volume levels for each pro-

gram, and defines guidelines for the envelope (attack, release etc.) and velocity response (touch sensitivity) of the sound. It also includes a drum key map which defines the correspondence between the drum sounds and the notes of the keyboard.

GM offers new applications for MIDI. GM-compatible sequence data can be exchanged via on-line systems using a personal computer, and can be played back with a minimum of preparation. Computer software engineers and video game creators can create GM-compatible music data to provide high-quality background music for their software. Third party sequencer software manufacturers can provide music for multimedia demonstrations in the form of sequence data.

Playing back GM sequence data

If the GM sequence data has been saved as a Standard MIDI File in format 0 or 1, you can use Song Play mode to playback the sequence directly from the ***iX300***'s disk drive.

Song Play mode also allows you to playback GM sequence data from an external sequencer.

About Standard MIDI Files

"Standard MIDI File format" is a format that was created to allow sequence data to be exchanged between computers and keyboards which support this format.

There are three formats for Standard MIDI Files, and the ***iX300*** is compatible with formats 0 and 1.

Standard MIDI Files are not necessarily GM-compatible, but they are an easy way to exchange song data between GM-compatible music systems.

Standard MIDI Files can be played back in Song Play mode.
☞this manual page 17 "Song Play"

You can also use the SMF conversion function of Backing Sequence mode to convert a file, so that a backing sequence can be saved as a format 0 Standard MIDI File.
☞ Reference Guide page 42 "Page 17. SMF Convertor"

7. Connections with a computer

By using a special interface cable to connect the ***iX300*** with a computer, you can use the computer to play the ***iX300*** or record a performance on the ***iX300***'s keyboard to the computer.

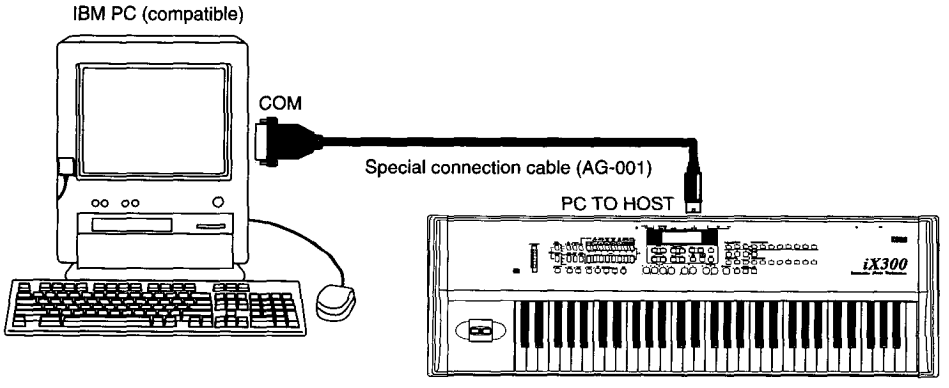
The ***iX300*** can be connected directly to the following computers using a special interface cable (☞Page 51 in this manual).

IBM PC (compatible): . . . . . .Connection kit AG-001 (connection cable, driver software "KORG MIDI Driver") [sold separately]
Apple Macintosh series: . . . .Connection kit AG-002 (connection cable, driver software "KORG MIDI Driver") [sold separately]

* Depending on the type of your computer and application (software), a direct connection may not be usable.
* Do not connect both the MIDI OUT and TO HOST connectors of the ***iX300*** to a single external device. You must connect only one or the other.

Connections with an IBM PC (compatible)

Use the special connection cable (AG-001 [sold separately]) to connect the serial port (COM port) of the IBM PC (compatible) to the PC TO HOST connector of the ***iX300***.



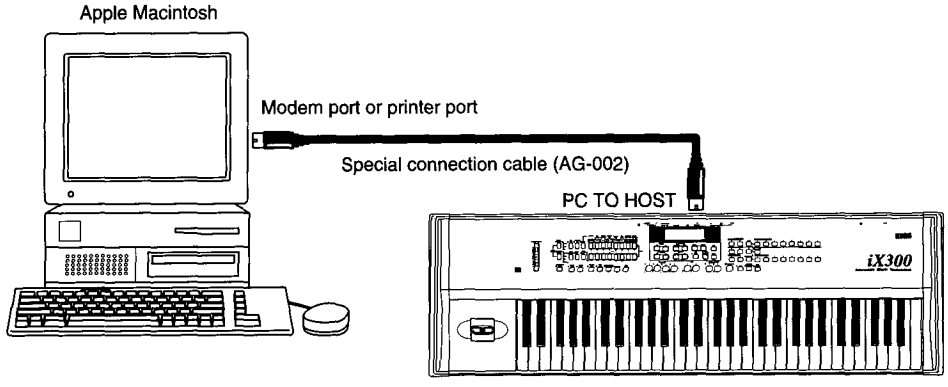
* Be aware that depending on the type of your computer and application (software), a direct connection may not be usable. Applications which do not support Windows MME (Multimedia Extensions) or Windows 3.1 cannot be used with this connection method unless they specifically support the ***iX300***.
* If the serial port of your computer is a 25 pin type, use a 9 pin - 25 pin adapter (sold separately).

When connecting the ***iX300*** to an IBM PC (compatible), set the Disk/Global mode Host BR parameter to "38.4 k). ☞ Reference Guide page 136

If you are using Windows MME or Windows 3.1, install the Korg MIDI Driver. For installation procedure, refer to page 52.

Connections with an Apple Macintosh

Use the special connection cable (AG-002 [sold separately]) to connect the modem port or printer port of the Apple Macintosh to the PC TO HOST connector of the ***iX300***.



* When connecting the ***iX300***, do not use the Korg MIDI Driver included with the AG-002. Use the MIDI driver included with your musical application.
* If your application (sequencer) has a clock setting, set it to 1 MHz.

When connecting the ***iX300*** to an Apple Macintosh, set the Disk/Global mode Host BR parameter to "31.25 k." ☞Reference Guide page 136

About MIDI File Translator

MIDI File Translator which is included with AG-002 is a translator software module for Apple File Exchange which converts MS-DOS Standard MIDI Files (SMF) into a format that Macintosh MIDI applications can recognize as SMF.

Copy the MIDI File Translator into the same folder as Apple File Exchange, and in the "MS-DOS⇒Mac" menu that Apple File Exchange displays when an MS-DOS disk is inserted, select "MIDI File Translation." If "MIDI File Translation" does not appear, select "Other translator program" and add it.
☞ For details on the procedure, refer to the manual for "Apple File Exchange."

HOST BR settings

① Press the [DISK/GLOBAL] button to enter Disk/Global mode.

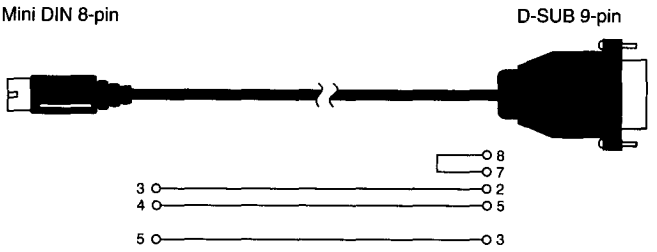
② Use the [PAGE+] and [PAGE–] buttons to select the Local/Clock/Host BR page.

③ Use the [CURSOR] buttons to select Host BR.

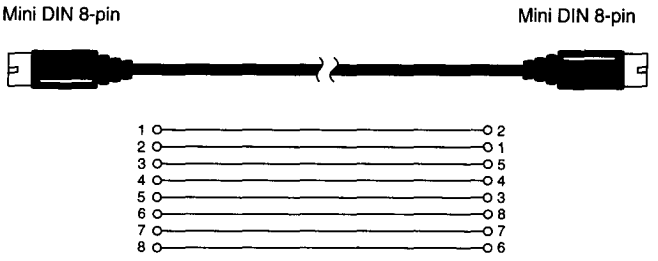
④ Use the [TEMPO/VALUE] buttons to select either 31.25 k or 38.4 k.
If the ***iX300*** is connected to an IBM PC (compatible) select 38.4 k. If the ***iX300*** is connected to an Apple Macintosh select 31.25 k.

Wiring diagrams for the special connection cables

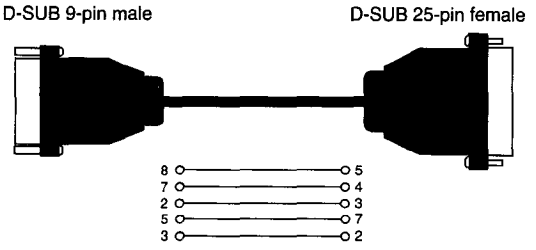
(1) AG-001 (for IBM PC or Compatible)



(2) AG-002 (for Macintosh)



(3) AG-004 (Adapter for IBM or Compatible)



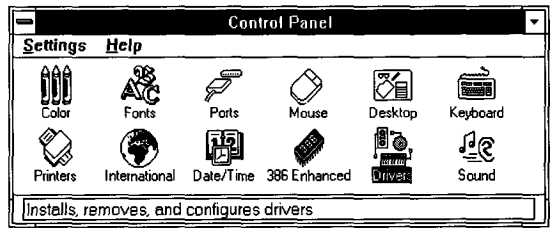
Korg MIDI Driver installation and setup

The separately sold kits for connecting the ***iX300*** directly to a computer (AG-001, AG-002) include a Korg MIDI Driver. If you are using an IBM PC (compatible) computer and your application (sequencer) is Windows-compatible, using the Korg MIDI Driver will allow the ***iX300*** connected to the serial port (COM, RS-232C, Serial 2) to be handled as a MIDI device. If you are using an Apple Macintosh and your application (sequencer) is compatible with the Apple MIDI Manager, using the Korg MIDI Driver will allow the Macintosh to exchange data with the ***iX300*** connected to its serial port (modem or printer).

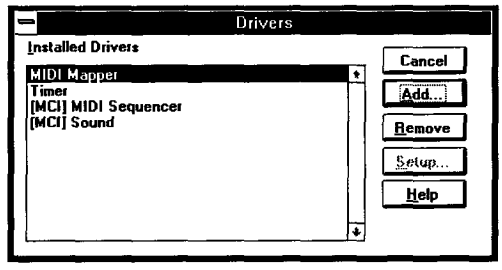
Installing the Korg MIDI Driver into Windows 3.1

Data from MIDI IN may not be received correctly if your computer is not fast enough.

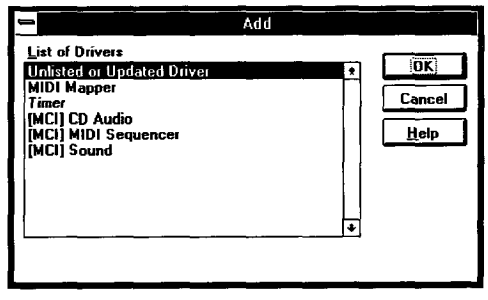
① In the Control Panel, double-click the Drivers icon.



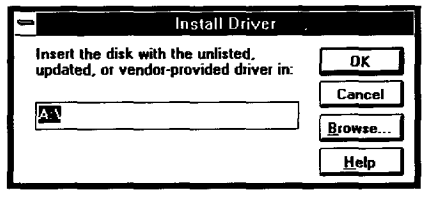
② Click the [Add] button.



③ From the list of drivers, select [New or updated driver], and click the [OK] button.

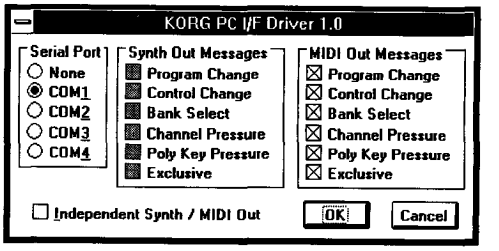


④ Insert the disk included with AG-001 into the disk drive of your computer. If the disk was inserted into drive A, type "A:\" (or if drive B, type "B:\") and click the [OK] button.

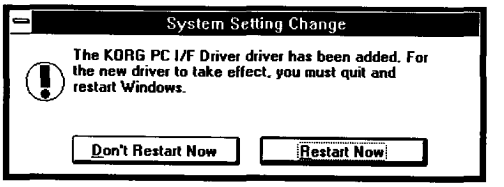


(The directory "A:\PC98"is for a type of computer sold only in Japan, and cannot be used with your computer.)

⑤ **Select KORG PC/IF Driver and click the [OK] button. The setup window will appear. Follow the instructions of "Setting up the Korg MIDI Driver (Windows)" to perform the setup.**

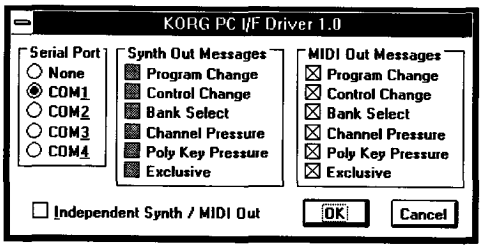


⑥ **After setup is complete, remove the disk and select [Restart] to make the newly installed driver available.**



Setting up the Korg MIDI Driver (Windows)

① **In the Control Panel, double-click the Drivers icon, select [KORG PC/IF Driver], and click the settings button to open the setup window.**



② **For the Serial Port setting, select the serial port to which the *iX300* is connected ([COM1]–[COM4]).**
If you wish to use the serial port for another purpose after installing the Korg MIDI Driver, either Delete the driver or select [None] to cancel the driver.

③ **[Independent Synth/MIDI Out] is not used when the *iX300* is connected, so do not check it.**
If this item is checked, malfunctions may occur.

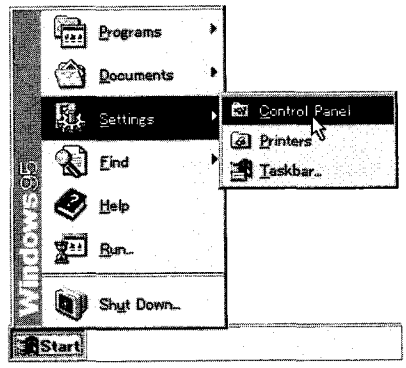
④ **[MIDI Out Messages] allows you to select the types of message that will be transmitted to the *iX300*.**

⑤ **When you finish making settings, click the [OK] button. If you wish to cancel your settings, click [Cancel].**

Installing the Korg MIDI Driver into Windows 95

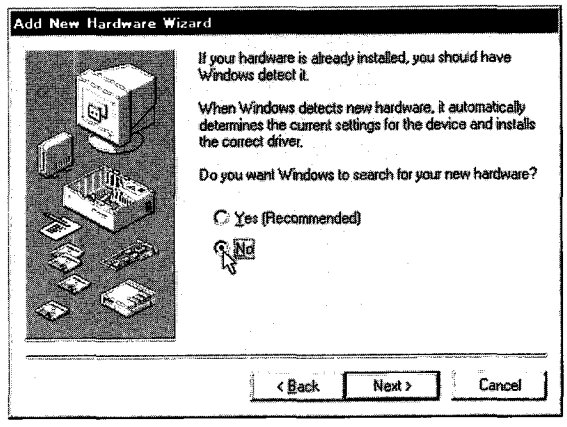
Data from MIDI IN may not be received correctly if your computer is not fast enough.

① **Click the [Start] button in the task bar, and click [Control panel] in [Settings].**

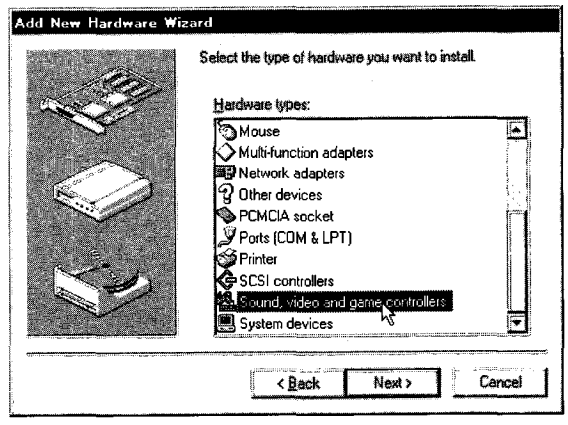


② **Double-click the [Hardware] icon in the control panel, and the hardware wizard will start up. Click the [Next>] button.**

③ **In response to the question "Automatically detect new hardware?" be sure to select [No], and click the [Next>] button.**

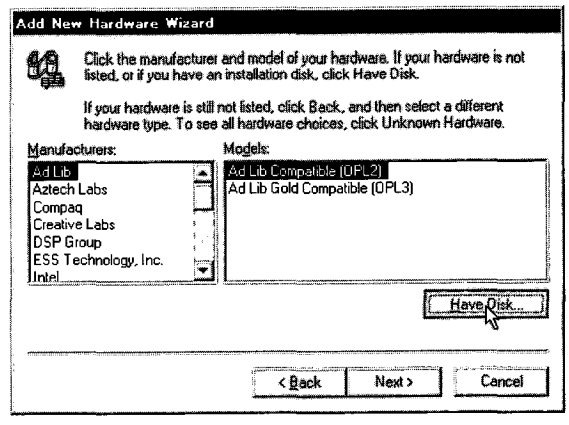


④ **Select [Sound, video and game controllers], and click the [Next>] button.**

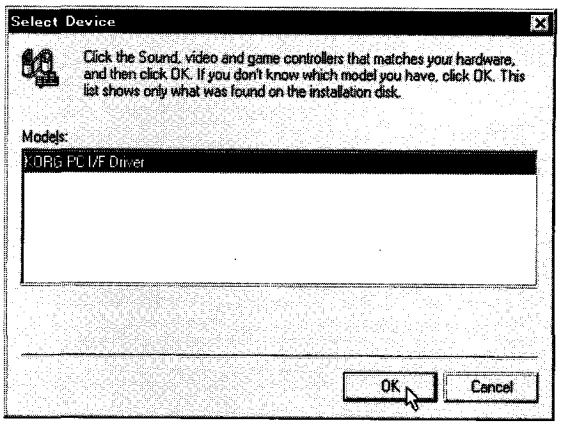


⑤ **Click [Have Disk].**
A dialog box will appear, allowing you to specify the drive and directory.

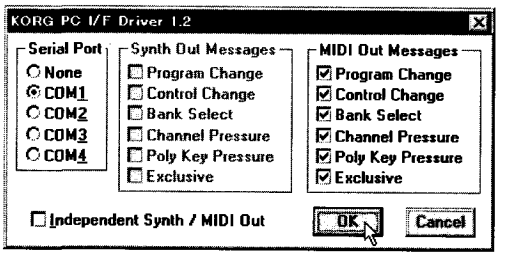
⑥ **Insert the disk included with AG-001 into the disk drive of your computer. If the disk was inserted into drive A, type "A:\" (or if drive B, type "B:\") and click the [OK] button.**
(The directory "A:\PC98"is for a type of computer sold only in Japan, and cannot be used with your computer.)



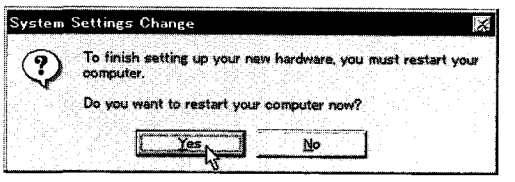
⑦ **Click the [OK] button and click [OK].**



⑧ **Perform the setup as directed in [Setting up the Korg MIDI Driver (Windows)" (☞Page 53 in this manual), and click the [OK] button.**



⑨ **Be sure to restart your computer so that the driver will take effect.**



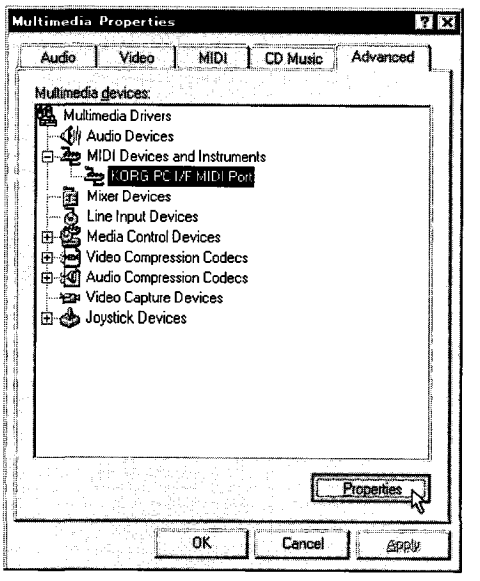
Modifying the Korg MIDI Driver setup for Windows 95

① **In the control panel, double-click the [Multimedia] icon, and the multimedia properties dialog box will appear.**

② **Click the [Advanced] tab located at the upper right.**

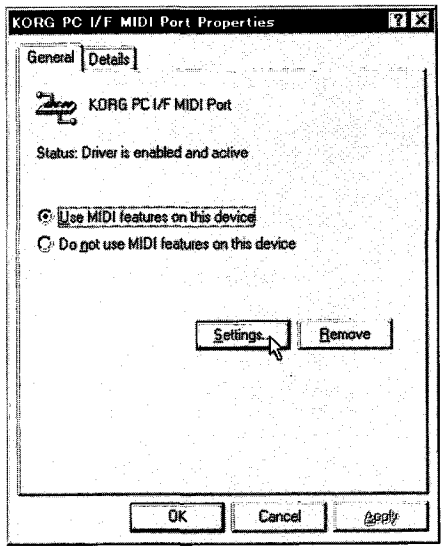
③ **Click the [+] for [MIDI Devices] (the display will change to [–]), and click [KORG PC I/F MIDI Port].**

④ **Click the [Properties] button.**
The KORG PC I/F MIDI Port properties will be displayed.



⑤ Click the [Settings] button.

Perform the setup as directed in "Setting up the Korg MIDI Driver (Windows)" (☞Page 53 in this manual), and click the [OK] button.
If you have modified the settings, you must re-start Windows.



Installing the Korg MIDI Driver into a Macintosh

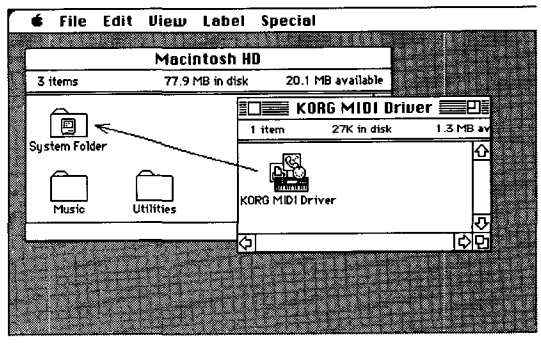
In order to use the Korg MIDI Driver, the Apple MIDI Manager and PatchBay must already be installed. Use the versions of Apple MIDI Manager and PatchBay that are included with your MIDI application. They are not included with the AG-002.

When the Korg MIDI Driver is used, the "Modem MIDI Out/Port setting" dialog box (☞Page 57 in this manual) will allow you to specify the MIDI channels and types of messages which will be transmitted to the ***iX300***. If you do not need this functionality, you can simply use the Apple MIDI Driver without the Korg MIDI Driver. When using the Apple MIDI Driver, or when using a MIDI application (sequencer) which does not use the Apple MIDI Manager, refer to page 57.

① Copy the KORG MIDI Driver from the disk included with the AG-002 into the system folder of your startup disk.

② If there is a copy of Apple MIDI Driver in your system folder, either delete it, or move it to another folder. Be careful not to delete or move the Apple MIDI Manager.

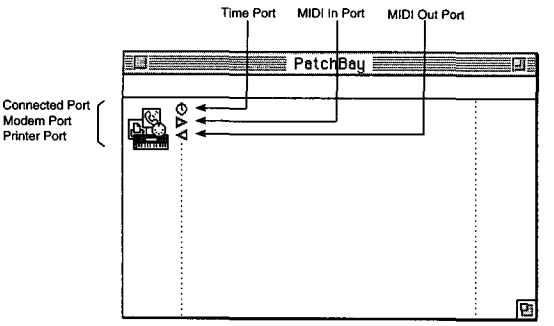
* The Korg MIDI Driver includes the functionality of the Apple MIDI Driver.



③ From the Special menu, select "Restart."

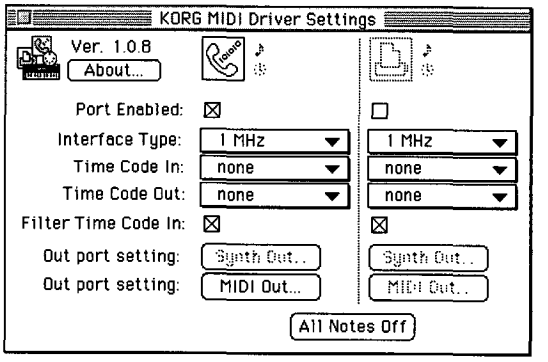
Setting up the Korg MIDI Driver (Macintosh)

① Start up PatchBay.
If installation has been performed correctly, the KORG MIDI Driver icon will appear in the PatchBay window when PatchBay is started up. (The modem and printer ports will be displayed differently depending on the setup condition of each port.)

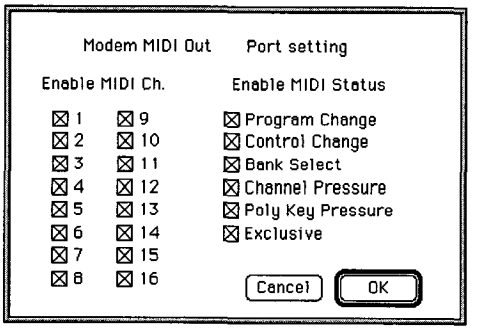


② In PatchBay, double-click the KORG MIDI Driver icon.
The setup dialog box will appear.

③ Check the Port Enabled box for the port to which the *iX300* is connected, and set the Interface Type to [1 MHz].
(Since the *iX300* does not contain a KORG PC IF, do not select [KORG PCIF].)



④ Press the [Out Port Setting] button.
The following dialog box will appear. Here you can select the MIDI channels/messages which will be output to each port. Only those channels/messages which are checked will be output.



⑤ After you have made settings, press the [OK] button.

⑥ Start up your MIDI application (sequencer), and drag the mouse from the Out Port "◁" of the MIDI application to connect it to the MIDI Out of the MIDI Driver.

- For details on using PatchBay, refer to the explanations found in the " " menu item "About PatchBay..." etc.

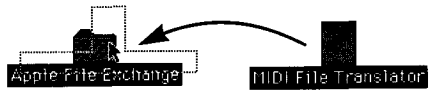
To use the **Apple MIDI Driver**, you must first delete or move the Korg MIDI Driver if it exists in your system folder. Then start up PatchBay, double-click the Apple MIDI Driver icon that appears, check Enabled for the Port to which the ***iX300*** is connected, set Interface Type to [1 MHz], and close the dialog box. In PatchBay, drag the mouse from the OutPort "◁" of the MIDI application (sequencer) to connect it to MIDI Out.

If you are using a MIDI application (sequencer) which does not use **Apple MIDI Manager**, select the Port to which the ***iX300*** is connected, and set the Clock setting to [1 MHz].

About the MIDI File Translator included with the AG-002

Most commercially available Standard MIDI File (SMF) song data is saved in MS-DOS format. The MIDI File Translator included with the AG-002 is a translator software module for Apple File Exchange which converts MS-DOS Standard MIDI Files (SMF) into a format that Macintosh MIDI applications can recognize as SMF.

① Put the MIDI File Translator into the same folder as Apple File Exchange.



② Double-click Apple File Exchange to start it up.

③ Insert the MS-DOS disk that you wish to convert into the disk drive.
The MS-DOS format disk must be inserted into the disk drive after Apple File Exchange is started up.

④ Select the song file that you wish to convert.

⑤ Press the "<<Convert<<" (or ">>Convert>>") button located in the center.
Conversion will begin. When the bar graph reaches 100%, conversion is complete. The converted file will appear in the left-hand box.

⑥ Exit Apple File Exchange.

Using PC Exchange to convert an SMF

If Apple File Exchange was not included with your Macintosh system, you can use PC Exchange to make MS-DOS format SMF song files recognizable by the Macintosh.
As an example, here's how to use the MIDI Player included with KORG Audio Gallery [sold separately] to open an MS-DOS SMF song file.

① In the control panel, open PC Exchange.
The PC Exchange control panel will appear.

② Press the [Add...] button.
The [Specify application associated with DOS extension] window will appear.

③ Input "MID" into the DOS extension field.
In order to distinguish different types of file, MS-DOS adds an extension consisting of a period and three characters to the end of the filename. It is customary for SMF data to have an extension of "MID."

④ From the list that appears in the lower part of the dialog box, select your SMF-compatible MIDI application (sequencer).
In this example, we will select [MIDI Player v1.0.1]. The selected icon will appear in the Application field.

⑤ Form the [Document type] popup menu, choose [Midi], and click the [OK] button.
The item which was added to the PC Exchange window will appear, and has been registered.
Now when an MS-DOS SMF disk is inserted into the disk drive, it can be used immediately.

* For details refer to the explanation of "Macintosh PC Exchange."

8. Appendices

Styles

Bank A

A11 8 Beat 1	A51 RockBallad
A12 8 Beat 2	A52 Country
A13 8 Beat 3	A53 MdnCountry
A14 Lite Rock	A54 70's Disco
A15 Half Time	A55 NewBaroque
A16 Open Rock	A56 New Jack
A17 Pop Rock	A57 HullyGully
A18 Hard Rock	A58 60's Dance
A21 60's Rock	A61 Dance Pop
A22 UK Rock	A62 Rap
A23 HeavyMetal	A63 House
A24 TwinDrRock	A64 Techno
A25 ShuffIRock	A65 Housing UK
A26 RockShuffl	A66 Formulate!
A27 Mid Shuffl	A67 Boom Chiki
A28 SlowShuffl	A68 Respect#
A31 R&B Shuffl	A71 Med Swing
A32 Pop Shuffl	A72 Slow Swing
A33 3/4 Pop	A73 SwingShufl
A34 6/8 Pop	A74 6/8 Swing
A35 6/8 Oldies	A75 6/8 Jazz
A36 Motown	A76 Bebop
A37 R & B	A77 Hard Bop
A38 Blues	A78 Funky Jazz
A41 16beat USA	A81 Fusion
A42 16beatFunk	A82 Big Band
A43 16beat80's	A83 LatinBBand
A44 16 Beat 1	A84 Broadway
A45 16 Beat 2	A85 Lite Bossa
A46 16 Beat 3	A86 Bossa Nova
A47 4/4 Ballad	A87 Rio
A48 Pop Ballad	A88 Bahia

Bank B

B11 Latin	B51 Dixieland
B12 Samba 1	B52 2/4 March
B13 Samba 2	B53 Polka
B14 Pop Samba	B54 PartyPolka
B15 Meneaito	B55 Band Funk
B16 Gipsy	B56 70's Funk
B17 Gipsy Pop	B57 80's Funk
B18 Afro Pop	B58 Film Score
B21 Rai	
B22 Mambo	
B23 Merengue 1	
B24 Merengue 2	
B25 Mozambique	
B26 LatinAfro	
B27 Salsa	
B28 Calypso	
B31 Reggae	
B32 BritishReg	
B33 RegaeRoots	
B34 Reggae Dub	
B35 Cha Cha	
B36 Beguine	
B37 Rhumba	
B38 Cumbia	
B41 Foxtrot	
B42 Quick Step	
B43 Paso Doble	
B44 Tango	
B45 Waltz	
B46 Trad Waltz	
B47 Slow Waltz	
B48 Jazz Waltz	

Bank U

(IXD-00P: AMERICA)

U1	Rave
U2	Latin Pop
U3	Funky Jams
U4	UserStyle4

(IXD-00P: GERMAN)

U1	WienerWalz
U2	PartyPolka
U3	Med.BigBnd
U4	6/8 Dance

(IXD-00P: ITALY_I5)

U1	i5 Valzer
U2	Mazurka i5
U3	Polaka i5
U4	Tango i5

(IXD-00P: JAPAN)

U1	Japan Rock
U2	Japan Pops
U3	Enka
U4	UserStyle4

(IXD-00P: UK)

U1	Dorian
U2	Bigband.2
U3	Swing. Lois
U4	Jazz Waltz

Arrangements

Bank A

L = Layer S = Split

Arrangement	Style		Program	Effect
A11 8 Beat 1	8 Beat 3	S	D12 BigBandPno C64 AirVoxDbl	Parallel 1
A12 8 Beat 2	8 Beat 3	L	B31 SquareWave B18 Clarinet	Parallel 1
A13 8 Beat 3	8 Beat 1	S	C11 MIDI Piano C63 i3 Strings	Parallel 1
A14 8 Beat 4	8 Beat 1	S	E27 12 Strings D86 Octave Str	Parallel 1
A15 8 Beat 5	8 Beat 2	S	D22 New Tine2 C63 i3 Strings	Parallel 1
A16 LightRock1	Lite Rock	S	D15 MIDI Pno2 C63 i3 Strings	Parallel 1
A17 LightRock2	Lite Rock	L	C22 Gospel Org A31 Full Organ	Parallel 1
A18 Pop 1	6/8 Pop	S	C13 Fresh Air A73 Analog Pad	Parallel 1
A21 Pop 2	6/8 Pop	S	D72 Bright Trp E64 GP Pad	Parallel 1
A22 Motown	Motown	S	E77 Bell Synth E65 AnalogPad2	Parallel 1
A23 Mid Shffle	Mid Shuffl	L	C42 E.Guitars C45 DirtyMutes	Parallel 1
A24 SlowShffle	SlowShuffl	S	C11 MIDI Piano E65 AnalogPad2	Parallel 1
A25 Country 1	Country	S	E21 New Banjo E38 HawaiiGtr2	Parallel 1
A26 Country 2	MdnCountry	L	C33 Pedal Steel C33 Pedal Steel	Parallel 1
A27 Country 3	MdnCountry	S	D51 Toots Fan C17 Whirly	Parallel 1
A28 Country 4	SlowShuffl	S	E38 HawaiiGtr2 C31 L&R A.Gtrs	Parallel 1
A31 16 Beat 1	16 Beat 1	S	C16 DigiPiano2 C64 AirVoxDbl	Parallel 1
A32 16 Beat 2	16 Beat 2	S	D15 MIDI Pno2 D11 Piano 8'	Parallel 1
A33 16 Beat 3	16 Beat 3	S	D61 SopranoSx2 E64 GP Pad	Parallel 1
A34 16 Beat 4	16 Beat 3	S	C17 Whirly E61 PnoPad/Vox	Parallel 1
A35 Ballad	4/4 Ballad	S	D15 MIDI Pno2 C62 Analog Pad	Parallel 1
A36 PopBallad1	Pop Ballad	S	D17 FM E.Piano C64 AirVoxDbl	Parallel 1
A37 PopBallad2	Pop Ballad	S	D62 Alto Sax2 C63 i3 Strings	Parallel 1
A38 RockBallad	RockBallad	S	D17 FM E.Piano C62 Analog Pad	Parallel 1
A41 Latin	Latin	S	D72 Bright Trp C62 Analog Pad	Parallel 1
A42 Pop Samba	Pop Bossa	L	D45 Tone Wheel D45 Tone Wheel	Parallel 1
A43 LiteBossa1	Lite Bossa	S	D62 Alto Sax2 C64 AirVoxDbl	Parallel 1
A44 LiteBossa2	Lite Bossa	S	D51 Toots Fan A72 SlowString	Parallel 1
A45 Meneaito 1	Meneaito	S	D63 Tenor Sax2 C62 Analog Pad	Parallel 1
A46 Meneaito 2	Meneaito	S	D71 Big Brass C25 Akordeon 1	Parallel 1
A47 Gipsy 1	Gipsy	S	D54 Tango Acc C62 Analog Pad	Parallel 1
A48 Gipsy 2	Gipsy	S	D67 Pan Flute2 C64 AirVoxDbl	Parallel 3

Arrangement	Style		Program	Effect
A51 Mambo 1	Mambo	L	E26 Nylon Gtr C31 L&R A.Gtrs	Parallel 1
A52 Mambo 2	Mambo		C76 Trumpets!!	Parallel 1
A53 Merengue 1	Merengue 2	S	D63 Tenor Sax2 C62 Analog Pad	Parallel 1
A54 Merengue 2	Merengue 2		B73 SteelDrums	Parallel 1
A55 Salsa 1	Salsa	S	D65 Silver Flt A24 Vibes	Parallel 1
A56 Salsa 2	Salsa	S	D13 SalsaPiano A11 Piano	Parallel 1
A57 Cumbia 1	Cumbia	S	D66 SoloClari. C62 Analog Pad	Parallel 1
A58 Cumbia 2	Cumbia		D65 Silver Flt	Parallel 1
A61 BossaNova1	Bossa Nova	L	A11 Piano A24 Vibes	Parallel 1
A62 BossaNova2	Bossa Nova	S	D67 Pan Flute2 E64 GP Pad	Parallel 1
A63 BossaNova3	Bossa Nova	S	D52 Musette 2 A72 SlowString	Parallel 1
A64 Samba 1	Samba 1	S	D41 JazzOrgan1 C62 Analog Pad	Parallel 1
A65 Samba 2	Samba 1	L	A41 ClassicGtr C31 L&R A.Gtrs	Parallel 1
A66 Calypso 1	Calypso	S	D73 BrightTrmb C63 i3 Strings	Parallel 1
A67 Calypso 2	Calypso	S	E37 HawaiiGtr1 C63 i3 Strings	Parallel 1
A68 Reggae	Reggae	S	D45 Tone Wheel C63 i3 Strings	Parallel 1
A71 Fast Swing	Med Swing	S	C35 HollowBody D11 Piano 8'	Parallel 1
A72 Mid Swing	Med Swing	S	D62 Alto Sax2 C63 i3 Strings	Parallel 1
A73 Slow Swing	Slow Swing	L	C35 HollowBody A24 Vibes	Parallel 1
A74 SwingShfl1	SwingShufl	L	C23 HamNCheese A48 RockMonics	Parallel 1
A75 SwingShfl2	SwingShufl		D76 FlugelHorn	Parallel 1
A76 6/8 Swing	6/8 Swing	S	D65 Silver Flt D88 Ana Str 2	Parallel 1
A77 6/8 Ballad	6/8 Swing	S	E71 Vibes 2 A72 SlowString	Parallel 1
A78 Latin Jazz	Fusion	L	D16 MIDI Pno3 E62 Poppin'Pad	Parallel 1
A81 BigBand 1	Big Band	L	C78 Brass Band C76 Trumpets!!	Parallel 1
A82 BigBand 2	Big Band	L	C71 FluteClar C74 Mute Ens.	Parallel 1
A83 BigBand 3	Slow Swing	L	B18 Clarinet A84 Muted Trpt	Parallel 1
A84 BigBand 4	Broadway	S	D11 Piano 8' C63 i3 Strings	Parallel 1
A85 Charleston	Broadway	S	B18 Clarinet C63 i3 Strings	Parallel 1
A86 6/8BigBand	6/8 Swing	S	D12 BigBandPno C63 i3 Strings	Parallel 1
A87 LatnBBand1	LatinBBand		D65 Silver Flt	Parallel 1
A88 LatnBBand2	LatinBBand		D62 Alto Sax2	Parallel 1

Bank B

L = Layer S = Split

Arrangement	Style		Program	Effect
B11 Foxtrot 1	Foxtrot	S	D42 JazzOrgan2 C62 Analog Pad	Parallel 1
B12 Foxtrot 2	Foxtrot	S	D62 Alto Sax2 C63 i3 Strings	Parallel 1
B13 QuickStep1	Quick Step	S	D63 Tenor Sax2 C63 i3 Strings	Parallel 1
B14 QuickStep2	Quick Step	S	D45 Tone Wheel C63 i3 Strings	Parallel 1
B15 PasoDoble1	Paso Doble	S	C76 Trumpets!! A75 Choir	Parallel 1
B16 PasoDoble2	Paso Doble	L	D54 Tango Acc D52 Musette 2	Parallel 1
B17 Tango 1	Tango	S	D54 Tango Acc C62 Analog Pad	Parallel 1
B18 Tango 2	Tango	S	D53 Musette 3 C63 i3 Strings	Parallel 1
B21 ChaCha	Cha Cha	S	C78 Brass Band C6 Analog Pad	Parallel 1
B22 SlowChaCha	Cha Cha	S	D73 BrightTrmb C63 i3 Strings	Parallel 1
B23 Lambada	Latin	S	D54 Tango Acc D87 Ana Str 1	Parallel 1
B24 Beguine	Beguine	S	E26 Nylon Gtr C62 Analog Pad	Parallel 1
B25 RhumbaBeg	Beguine	S	C28 Mando Trem A75 Choir	Parallel 1
B26 Rhumba	Rhumba	S	D84 BigStrings C31 L&R A.Gtrs	Parallel 1
B27 Bolero	Rhumba	S	D65 Silver Flt E64 GP Pad	Parallel 1
B28 Hawaiian	Beguine	S	E37 HawaiiGtr1 C62 Analog Pad	Parallel 1
B31 Waltz 1	Trad Waltz	S	D52 Musette 2 C13 Fresh Air	Parallel 1
B32 Waltz 2	Trad Waltz	S	D66 SoloClari. C13 Fresh Air	Parallel 1
B33 Waltz 3	Waltz	S	D52 Musette 2 C62 Analog Pad	Parallel 1
B34 Waltz 4	Waltz	S	E23 Zither C25 Akordeon 1	Parallel 1
B35 SlowWaltz1	Slow Waltz	S	D66 SoloClari. C63 i3 Strings	Parallel 1
B36 SlowWaltz2	Slow Waltz	S	D12 BigBandPno A72 SlowString	Parallel 1
B37 JazzWaltz1	Jazz Waltz		D76 FlugelHorn	Parallel 1
B38 JazzWaltz2	Jazz Waltz	S	D62 Alto Sax2 C63 i3 Strings	Parallel 1
B41 Dixieland	Dixieland	S	D73 BrightTrmb A11 Piano	Parallel 1
B42 March 1	2/4 March	L	D68 Whistle2 D68 Whistle2	Parallel 1
B43 March 2	2/4 March	S	D71 Big Brass C62 Analog Pad	Parallel 1
B44 March 3	2/4 March	S	D58 Horn & Acc C72 Clarn Ens	Parallel 1
B45 Polka 1	Polka	S	D52 Musette 2 C25 Akordeon 1	Parallel 1
B46 Polka 2	Polka	S	E22 Hackbrett2 A41 ClassicGtr	Parallel 1
B47 PartyPolk1	PartyPolka	S	C76 Trumpets!! C62 Analog Pad	Parallel 1
B48 PartyPolk2	PartyPolka	S	D57 Trmpt&Acc C62 Analog Pad	Parallel 1

Arrangement	Style		Program	Effect
B51 Disco 1	70's Disco	L	C63 i3 Strings C85 SynBrass 3	Parallel 1
B52 Disco 2	70's Disco	S	E77 Bell Synth C64 AirVoxDbl	Parallel 1
B53 PopClasic1	NewBaroque	L	D84 BigStrings D85 Arco Str.	Parallel 1
B54 PopClasic2	NewBaroque	S	D65 Silver Flt A75 Choir	Parallel 1
B55 Dance Pop	16 Beat 2		D26 RussePiano	Parallel 1
B56 Hully 1	HullyGully	S	D12 BigBandPno C63 i3 strings	Parallel 1
B57 Hully 2	HullyGully	S	D45 Tone Wheel C22 Gospel Org	Parallel 1
B58 Twist	60's Dance	S	D63 Tenor Sax2 C21 60's Organ	Parallel 1
B61 R&BShufle1	R&B Shuffl	L	D24 LylerPiano E14 Doolally	Parallel 1
B62 R&BShufle2	R&B Shuffl	S	B26 Shakuhachi C64 AirVoxDbl	Parallel 3
B63 Funk 1	Dance Pop	S	D17 FM E.Piano C24 Perc&Rotor	Parallel 1
B64 Funk 2	New Jack	L	D17 FM E.Piano C17 Whirly	Parallel 1
B65 House	House	S	E41 JungleBass E68 Lylesircs	Parallel 1
B66 Rap	Rap	L	E56 Mono Lead E53 Stab Pad	Parallel 1
B67 Techno 1	Techno	L	E45 SquareBs X E51 PropheZia	Parallel 1
B68 Techno 2	Techno	L	A71 Marcato E13 Choir L+R	Parallel 1
B71 PopShuffle	Pop Shuffl	L	D83 Solo Str. C68 Syn Pad	Parallel 1
B72 Rock&Roll	60's Rock	S	D14 Rock Piano A33 BX-3 Organ	Parallel 1
B73 Slow Rock	6/8 Pop	S	E36 E.Gtr&Str C62 Analog Pad	Parallel 1
B74 R&B	R & B	L	D48 Hot Keys D45 Tone Wheel	Parallel 1
B75 Blues 1	Blues	L	D45 Tone Wheel A48 RockMonics	Serial
B76 Blues 2	Blues	L	D12 BigBandPno D14 Rock Piano	Parallel 1
B77 Oldies 1	6/8 Oldies	S	D43 JazzPerc. E14 Doolally	Parallel 1
B78 Oldies 2	6/8 Oldies	L	D67 Pan Flute2 B17 BasoonOboe	Parallel 1
B81 PopRock 1	Pop Rock	L	E52 PowerSynth E51 PropheZia	Parallel 1
B82 PopRock 2	Pop Rock	S	C47 StereoDist C13 Fresh Air	Parallel 1
B83 RockShuffl	RockShuffl	S	D48 Hot Keys B48 Sweep	Parallel 1
B84 HardRock 1	Hard Rock	L	C87 Lead Stab E52 PowerSynth	Parallel 1
B85 HardRock 2	Hard Rock	L	D36 Big Pipe2 C63 i3 strings	Parallel 1
B86 SimpleRock	Lite Rock	S	E33 Shadows C62 Analog Pad	Parallel 1
B87 Rock 1	Half Time	S	D12 BigBandPno C63 i3 Strings	Parallel 1
B88 Rock 2	Open Rock	L	D48 Hot Keys D44 NoisyOrgan	Parallel 1

Bank U (IXD-00P: AMERICA)

L = Layer S = Split

Arrangement	Style		Program	Effect
U11 Mick&Keith	Open Rock		A47 DistGuitar	Parallel1
U12 Prog. Rock	Hard Rock	L	C87 Lead Stab U58 PowerSynth	Parallel1
U13 Shufflin'	RockShuffl		C24 Perc&Rotor	Parallel1
U14 Top40 Rock	Pop Rock		U11 Piano 8'	Parallel1
U15 Riffin'	Open Rock		A32 Perc Organ	Parallel1
U16 Rock On!	Hard Rock		A47 Dist Guitar	Parallel1
U17 Don't Stop	RockShuffl		C11 MIDI Piano	Parallel1
U18 AOR Rock	Pop Rock		U11 Piano 8'	Parallel1
U21 SouthernRk	Half Time	S	A33 BX-3 Organ A32 Perc Organ	Parallel1
U22 EasyRockin	Lite Rock		U11 Piano 8'	Parallel1
U23 Love Songs	RockBallad		C11 MIDI Piano	Parallel1
U24 OldTimeR&R	60's Rock	S	U11 Piano 8' A33 BX-3 Organ	Parallel1
U25 HalfTime	Half Time	S	A47 Dist Guitar C67 BellPad	Parallel1
U26 Laid Back	Lite Rock		U11 Piano 8'	Parallel1
U27 Unplugged	RockBallad		B11 SopranoSax	Parallel1
U28 Beethoven	60's Rock	S	U11 Piano 8' A33 BX-3 Organ	Parallel1
U31 Doctor	Mid Shuffl		U11 Piano 8'	Parallel1
U32 The King	Mid Shuffl	S	B13 Tenor Sax A33 BX-3 Organ	Parallel1
U33 TheFabFour	Mid Shuffl		C43 L&R E.Gtrs	Parallel1
U34 Surf City !	60's Dance		C21 60's Organ	Parallel1
U35 The Twist	60's Dance	S	B13 Tenor Sax C42 E.Guitars	Parallel1
U36 Pickin'	Country	S	C41 Strummers C33 PedalSteel	Parallel1
U37 Nashville!	Country	S	C33 PedalSteel U11 Piano 8'	Parallel1
U38 Long Train	8 Beat 1		C11 MIDI Piano	Parallel1
U41 90's Funk	Funky Jams	L	U51 Poppin' Pad C85 SynBrass 3	Parallel1
U42 SongWriter	8 Beat 1		U11 Piano 8'	Parallel1
U43 Solid Gold	Pop Shuffl	S	C78 Brass Band A33 BX-3 Organ	Parallel1
U44 Supremely	Pop Shuffl		U11 Piano 8'	Parallel1
U45 Motown 1968	Motown	L	C42 E.Guitars C41 Strummers	Parallel1
U46 Soul Bros.	R & B	S	C22 Gospel Org C17 Whirly	Parallel1
U47 Da Blues	Blues	S	A33 BX-3 Organ A32 Perc Organ	Parallel1
U48 RastaMan	Reggae		C22 Gospel Org	Parallel1

Arrangement	Style		Program	Effect
U51 Boston Boy	New Jack		U58 PowerSynth	Parallel1
U52 Night Jams	New Jack	S	C11 Midi Piano C81 Euro Bass	Parallel1
U53 DanceGirls	Dance Pop	L	U78 MonoLead U76 Leeeed	Parallel1
U54 VogueHouse	House	L	C62 Analog Pad U31 Vibra Bell	Parallel1
U55 Yo!! Rap	Rap	L	B13 Tenor Sax A78 Orch Hit	Parallel1
U56 Groovin'	R&B Shuffl		C11 MIDI Piano	Parallel1
U57 RaveItUp!	Rave	L	B37 Rezzo4ths U77 Busy Boy	Parallel1
U58 MirrorBall	70's Disco	L	C78 Brass Band A71 Marcato	Parallel1
U61 1,000 Hits	4/4 Ballad		C11 MIDI Piano	Parallel1
U62 2,000 More	8 Beat 2		C15 Hard Tines	Parallel1
U63 Phil'sSongs	Pop Ballad		C11 MIDI Piano	Parallel1
U64 The 1950's	6/8 Oldies		U11 Piano 8'	Parallel1
U65 Sad Songs	16 Beat 1		C11 MIDI Piano	Parallel1
U66 Dinkerhump	Slow Shuffl		C11 MIDI Piano	Parallel1
U67 When A Man	6/8 Oldies	S	B13 Tenor Sax U11 Piano 8'	Parallel1
U68 Baby, Baby	SlowShuffl		U52 TheStrings	Parallel1
U71 AfterHours	Slow Swing	S	U42 FlugelHorn C63 i3 Strings	Parallel1
U72 The Duke	Big Band	L	C78 Brass Band C76 Trumpets!!	Parallel1
U73 The Avalon	Broadway		U11 Piano 8'	Parallel1
U74 Cookin'	Big Band		B12 Alto Sax	Parallel1
U75 OlBlueEyes	Big Band		U11 Piano 8'	Parallel1
U76 Moon Music	Mid Shuffl	S	U44 Air Flute U11 Piano 8'	Parallel1
U77 SoulfulSax	16 Beat 2	S	B12 Alto Sax C16 DigiPiano2	Parallel1
U78 Jammin'Sax	R&B Shuffl		B13 Tenor Sax	Parallel1
U81 Ipanema	Bossa Nova		U44 Air Flute	Parallel1
U82 SambaDeSol	Samba 1	S	A24 Vibes C16 DigiPiano2	Parallel1
U83 Hot Salsa	Salsa	S	B22 Flute A24 Vibes	Parallel1
U84 Mambo Mama	Mambo		C73 PerkySaxes	Parallel1
U85 Latin Pop	Latin Pop		B22 Flute	Parallel1
U86 Carnivale	Pop Samba	S	C11 MIDI Piano A33 BX-3 Organ	Parallel1
U87 StretchOut	Fusion	S	C47 StereoDist A33 BX-3 Organ	Parallel1
U88 Bourbon St	Dixieland	S	A82 Trombone A11 Piano	Parallel1

Bank U (IXD-00P: GERMAN)

L = Layer S = Split

Arrangement	Style		Program	Effect
U11 Polka 1	Polka	S	U78 Trp&Akkor C25 Akordeon 1	Parallel1
U12 Polka 2	Polka	S	U71 MusetteAkk C25 Akordeon 1	Parallel1
U13 PartyPlka1	PartyPolka	S	U44 Trp.Ensbl C62 Analog Pad	Parallel1
U14 PartyPlka2	PartyPolka	S	U82 Clarinet C62 Analog Pad	Parallel1
U15 Stubenmus1	Polka	S	U65 Zither A41 ClassicGtr	Parallel1
U16 Stubenmus2	PartyPolka	S	U66 Hackbrett2 A42 A.Guitar	Parallel1
U17 MarschPlka	2/4 March	S	U77 Horn&Akkor C72 Clarn Ens	Parallel1
U18 2/4 Marsch	2/4 March	S	U45 Flugelhrn C62 Analog Pad	Parallel1
U21 Walzer 1	Waltz	S	U71 MusetteAkk C62 Analog Pad	Parallel1
U22 Walzer 2	Waltz	S	U61 ConcertGtr C62 Analog Pad	Parallel1
U23 WienerWlz1	WienerWalz	S	U55 ViolinStrg C63 i3 Strings	Parallel1
U24 WienerWlz2	WienerWalz	S	U27 Horn&Strng C63 i3 Strings	Parallel1
U25 Stubenmus3	Waltz	S	U65 Zither C25 Akordeon 1	Parallel1
U26 Stubenmus4	WienerWalz	S	U71 MusetteAkk A41 ClassicGtr	Parallel1
U27 Slow Walz	Slow Waltz	S	U82 Clarinet C63 i3 Strings	Parallel1
U28 MusetteWlz	WienerWalz	S	U71 Musette Akk C63 i3 Strings	Parallel1
U31 Foxtrot	Big Band	S	U38 TheaterOrg C62 Analog Pad	Parallel1
U32 SlowFox	Broadway	S	U41 Alto Sax C62 Analog Pad	Parallel1
U33 BigBd.Swg1	Big Band	S	U46 Brass Band A11 Piano	Parallel1
U34 BigBd.Swg2	Med.BigBnd	S	U43 Trumpet C62 Analog Pad	Parallel1
U35 SlowSwing1	Slow Swing	S	U45 Fluegelhrn C63 i3 Strings	Parallel1
U36 SlowSwing2	Med.BigBnd	S	U36 JazzPerc.1 C62 Analog Pad	Parallel1
U37 Charleston	Broadway	S	U33 Trem.Organ C35 HollowBody	Parallel1
U38 BgBd.Jive	Mid Shuffl	S	U42 Tenor Sax C24 Perc&Rotor	Parallel1
U41 6/8 Oldies	6/8 Oldies	S	U37 JazzPerc.2 C62 Analog Pad	Parallel1
U42 OldShuffle	Pop Shuffl	S	U14 MIDI Pno.1 A33 BX-3 Organ	Parallel1
U43 Motown	Motown	S	U84 Bell Synth C62 Analog Pad	Parallel1
U44 Twist	60's Dance	S	U42 Tenor Sax A33 BX-3 Organ	Parallel1
U45 Rock&Roll	60's Rock	S	U11 Piano 1 A33 BX-3 Organ	Parallel1
U46 6/8Shuffle	SlowShuffl	S	U41 Alto Sax C62 Analog Pad	Parallel1
U47 Rhy.&Blues	R & B	S	U31 Rock Organ C17 Whirly	Parallel1
U48 Blues	Blues	S	U83 Harmonica A32 Perc Organ	Parallel1

Arrangement	Style		Program	Effect
U51 Open Rock	Open Rock	S	U31 Rock Organ C24 Perc&Rotor	Parallel1
U52 Top40 Rock	Pop Rock	S	U14 MIDI Pno.1 A33 BX-3 Organ	Parallel1
U53 RockShuffl	RockShuffl	S	U35 Jazz Organ C24 Perc&Rotor	Parallel1
U54 Halft.Rock	Half Time	S	U14 MIDI Pno.1 A32 Perc Organ	Parallel1
U55 RockBalade	RockBallad	S	U11 Piano 1 C62 Analog Pad	Parallel1
U56 Pop Balade	Pop Ballad	S	U85 FreshAir C62 Analog Pad	Parallel1
U57 PopShuffle	R&B Shuffl	S	U18 FM Piano 2 C64 AirVoxDbl	Parallel1
U58 6/8 Pop	6/8 Dance	S	U85 FreshAir B41 Fantasia	Parallel1
U61 8 Beat 1	8 Beat 1	S	U62 12 Strings C62 Analog Pad	Parallel1
U62 8 Beat 2	8 Beat 2	S	U16 E-Piano C62 Analog Pad	Parallel1
U63 8 Beat 3	Lite Rock	S	U63 Shadows C62 Analog Pad	Parallel1
U64 4/4 Balade	4/4 Ballad	S	U81 Pan Flute C62 Analog Pad	Parallel1
U65 16 Beat 1	16 Beat 1	S	U61 ConcertGtr C62 Analog Pad	Parallel1
U66 16 Beat 2	16 Beat 2	S	U41 Alto Sax C62 Analog Pad	Parallel1
U67 6/8SlwRock	6/8 Dance	S	U25 EGtr&Strng C62 Analog Pad	Parallel1
U68 70's Disco	70's Disco	S	U84 Bell Synth C62 Analog Pad	Parallel1
U71 Bossa Nova	Bossa Nova	S	U81 Pan Flute C62 Analog Pad	Parallel1
U72 Samba	Samba 1	S	U32 SmithOrgan C62 Analog Pad	Parallel1
U73 Lambada	Latin	S	U72 Tango Akk1 C62 Analog Pad	Parallel1
U74 Beguin	Beguine	S	U76 Trpt&Horn C62 Analog Pad	Parallel1
U75 Tango	Tango	S	U72 Tango Akk1 C62 Analog Pad	Parallel1
U76 Mambo	Mambo	S	U33 Trem.Organ A24 Vibes	Parallel1
U77 ChaCha	Cha Cha	S	U42 Tenor Sax C62 Analog Pad	Parallel1
U78 Rhumba	Beguine	S	U64 HawaiiGtr C62 Analog Pad	Parallel1
U81 Reggae	Reggae	S	U31 Rock Organ C24 Perc&Rotor	Parallel1
U82 Pop Samba	Pop Samba	S	U43 Trumpet C62 Analog Pad	Parallel1
U83 Salsa	Salsa	S	U13 SalsaPiano A24 Vibes	Parallel1
U84 Country	Country	S	U63 Shadows C62 Analog Pad	Parallel1
U85 Dixieland	Dixieland	S	U82 Clarinet A11 Piano	Parallel1
U86 New Jack	New Jack	S	U87 PhaseSynth C24 Perc&Rotor	Parallel1
U87 Funk	Dance Pop	S	U18 FM Piano 2 C24 Perc&Rotor	Parallel1
U88 Fusion	Fusion	S	U68 Fuzz Gtr A33 BX-3 Organ	Parallel1

Bank U (IXD-00P: ITALY_I5)

L = Layer S = Split

Arrangement	Style		Program	Effect
U11 Valzer 1	i5 Valzer	S	U47 Barnum Sax E64 GP Pad	Parallel1
U12 Valzer 2	i5 Valzer	S	U32 MicroFisa E65 AnalogPad2	Parallel1
U13 Valzer 3	i5 Valzer	S	C14 Piano&Str D86 Octave Str	Parallel1
U14 Mazurka 1	Mazurka i5	S	U32 MicroFisa A24 Vibes	Parallel1
U15 Mazurka 2	Mazurka i5	S	B18 Clarinet D87 Ana Str 1	Parallel1
U16 Mazurka 3	Mazurka i5	S	A43 JazzGuitar E64 GP Pad	Parallel1
U17 Polka 1	Polka i5	S	C25 Akordeon 1 C62 Analog Pad	Parallel1
U18 Polka 2	Polka i5	S	U47 Barnum Sax C13 Fresh Air	Parallel1
U21 Polka 3	Polka i5	S	U32 MicroFisa C62 Analog Pad	Parallel1
U22 Tango 1	Tango i5		D54 Tango Acc	Parallel1
U23 Tango 2	Tango i5	S	U32 MicroFisa C63 i3 Strings	Parallel1
U24 Tango 3	Tango i5	L	C63 i3 Strings A71 Marcato	Parallel1
U25 Beguine 2	Rhumba	S	C28 Mando Trem E64 GP Pad	Parallel1
U26 Cha Cha 2	Cha Cha	S	D54 Tango Acc C62 Analog Pad	Parallel1
U27 Samba 3	Samba 1	S	B14 Bari Sax E17 DigitalAir	Parallel1
U28 Discosamba	Pop Samba	S	D11 Piano 8' E65 AnalogPad2	Parallel1
U31 Twist	60's Dance	S	D43 JazzPerc. C22 Gospel Org	Parallel1
U32 HullyGully	HullyGully	S	D63 Tenor Sax2 A33 BX-3 Organ	Parallel1
U33 Boogie	Mid Shuffl	L	C23 HamNCheese D43 JazzPerc.	Parallel1
U34 Fox Trot 3	Foxtrot	L	A24 Vibes D65 Silver Flt	Parallel1
U35 QuickStep3	Quick Step	S	D12 BigBandPno C63 i3 Strings	Parallel1
U36 Swing 1	Slow Swing	L	A11 Piano A24 Vibes	Parallel1
U37 Swing 2	SwingShufl		D26 RussePiano	Parallel1
U38 Blues!	6/8 Swing	S	D51 Toots Fan C63 i3 Strings	Parallel1
U41 SlowRock 2	6/8 Pop	S	B13 Tenor Sax C63 i3 Strings	Parallel1
U42 SlowRock 3	6/8 Oldies	S	U13 RetroRoads C63 i3 Strings	Parallel1
U43 BossaNova1	Lite Bossa	S	C17 Whirly E64 GP Pad	Parallel1
U44 BossaNova2	Bossa Nova	S	D24 LylerPiano E64 GP Pad	Parallel1
U45 Meneaito 3	Meneaito	S	D53 Musette 3 C62 Analpg Pad	Parallel1
U46 Merengue 3	Merengue 2	S	C76 Trumpets!! C68 SynPad	Parallel1
U47 Cumbia 3	Cumbia	S	C28 Mando Trem U66 Bouzouki	Parallel1
U48 Gipsy 3	Gipsy	S	B73 SteelDrums C62 Analog Pad	Parallel1

Arrangement	Style		Program	Effect
U51 8 Beat 6	8 Beat 3	L	U13 RetroRoads A11 Piano	Parallel1
U52 8 Beat 7	Lite Rock	L	A43 JazzGuitar E28 Darc Pick	Parallel1
U53 16 Beat 5	RockBallad	S	D22 New Tine2 E64 GP Pad	Parallel1
U54 16 Beat 6	16Beat 2	S	D62 Alto Sax2 C64 AirVoxDbl	Parallel1
U55 Lento 1	4/4 Ballad		D11 Piano 8'	Parallel1
U56 Lento 2	Pop Ballad	S	D61 SopranoSx2 E12 Glassglide	Parallel1
U57 Lento 3	16 Beat 3	S	D17 FM E.Piano C64 AirVoxDbl	Parallel1
U58 Lento Rock	RockBallad	S	A47 DistGuitar E64 GP Pad	Parallel1
U61 Dance 1	Techno		E57 RaveVox	Parallel1
U62 Dance 2	Techno	L	E51 PropheZia B31 SquareWave	Parallel1
U63 Dance 3	House		C18 HousePiano	Parallel1
U64 Dance 4	House		E12 Glassglide	Parallel1
U65 Dance 5	70's Disco	S	E48 Organ Bass E42 HouseBass2	Parallel1
U66 Clas.Dance	NewBaroque	S	U45Woodwinds C17 Whirly	Parallel1
U67 PopShuffle	R&B Shuffl	L	E16 7th Voice B26 Shakuhachi	Parallel1
U68 R.& B. 2	R & B	L	C17 Whirly U13 RetroRoads	Parallel1
U71 Rock 1	Open Rock		D12 BigBandPno	Parallel1
U72 Rock 2	Pop Rock		D48 Hot Keys	Parallel1
U73 Rock 3	Hard Rock	L	D46 Soft Organ D48 Hot Keys	Parallel1
U74 Rock 4	60's Rock	S	A47 DistGuitar C48 PowerChord	Parallel1
U75 RockShuffl	RockShuffl	S	A47 DistGuitar B48 Sweep	Parallel1
U76 Country 5	MdnCountry	S	D51 Toots Fan C64 AirVoxDbl	Parallel1
U77 Country 6	Country	S	E38 HawaiiGtr2 C63 i3 Strings	Parallel1
U78 Fusion	Fusion		D26 RussePiano	Parallel1
U81 Zibaldone	PartyPolka	S	C78 Brass Band C63 i3 Strings	Parallel1
U82 Marcia	2/4 March	S	C76 Trumpets!! C63 i3 Strings	Parallel1
U83 Tirolese	Trad Waltz	S	U32 MicroFisa C63 i3 Strings	Parallel1
U84 ItalyBand	2/4 March	L	A85 FrenchHorn C72 Clarn Ens	Parallel1
U85 NewOrleans	Dixieland		D71 Big Brass	Parallel1
U86 Spain Band	Paso Doble	L	C76 Trumpets!! C73 PerkySaxes	Parallel1
U87 GermanBand	Polka	L	B21 Piccolo A22 Glocken	Parallel1
U88 BrasilBand	Samba 1	S	B22 Flute C63 i3 Strings	Parallel1

Bank U (IXD-00P: JAPAN)

L = Layer S = Split

Arrangement	Style		Program	Effect
U11 Mick&Keith	Open Rock		A47 DistGuitar	Parallel 1
U12 Prog. Rock	Hard Rock	L	C87 Lead Stab U58 PowerSynth	Parallel 1
U13 Shufflin'	RockShuffl		C24 Perc&Rotor	Parallel 1
U14 Top 40 Rock	Pop Rock		U11 Piano 8'	Parallel 1
U15 Riffin'	Open Rock		A32 Perc Organ	Parallel 1
U16 Rock On!	Hard Rock		A47 DistGuitar	Parallel 1
U17 Don't Stop	RockShuffl		C11 MIDI Piano	Parallel 1
U18 AOR Rock	Pop Rock		U11 Piano 8'	Parallel 1
U21 Fiber	Japan Rock		C22 Gospel Org	Parallel 1
U22 Eccs	Japan Rock		A71 Marcato	Parallel 1
U23 SouthernRk	Half Time	S	A33 BX-3 Organ A32 Perc Organ	Parallel 1
U24 EasyRockin	Lite Rock		U11 Piano 8'	Parallel 1
U25 Long Train	8 Beat 1		C11 MIDI Piano	Parallel 1
U26 HalfTime	Half Time	S	A47 DistGuitar C67 BellPad	Parallel 1
U27 Unplugged	RockBallad		B11 SopranoSax	Parallel 1
U28 OldTimeR&R	60's Rock	S	U11 Piano 8' A33 BX-3 Organ	Parallel 1
U31 Boston Boy	New Jack		U58 PowerSynth	Parallel 1
U32 Night Jams	New Jack	S	C11 MIDI Piano C81 Euro Bass	Parallel 1
U33 DanceGirls	Dance Pop	L	U78 MonoLead U76 Leeeed	Parallel 1
U34 VogueHouse	House	L	C62 Analog Pad U31 Vibra Bell	Parallel 1
U35 Yo!! Rap	Rap	L	B13 Tenor Sax C76 Trumpets!!	Parallel 1
U36 Jammin' Sax	R&B Shuffl		B13 Tenor Sax	Parallel 1
U37 MirrorBall	70's Disco	L	C78 Brass Band A71 Marcato	Parallel 1
U38 The Twist	60's Dance	S	B13 Tenor Sax C42 E.Guitars	Parallel 1
U41 Phil'sSong	Pop Ballad		C11 MIDI Piano	Parallel 1
U42 1,000 Hits	4/4 Ballad		C11 MIDI Piano	Parallel 1
U43 2,000 More	8 Beat 2		C15 Hard Tines	Parallel 1
U44 Love Songs	RockBallad		C11 MIDI Piano	Parallel 1
U45 Sad Songs	16 Beat 1		C11 MIDI Piano	Parallel 1
U46 SoulfulSax	16 Beat 2	S	B12 Alto Sax C16 DigiPiano2	Parallel 1
U47 Passenger	Pop Ballad		C13 Fresh Air	Parallel 1
U48 The 1950's	6/8 Oldies		U11 Piano 8'	Parallel 1

Arrangement	Style		Program	Effect
U51 Refrain	Japan Pops		A71 Marcato	Parallel 1
U52 Anytime	Japan Pops		C13 Fresh Air	Parallel 1
U53 My Wrist	8 Beat 1		C11 MIDI Piano	Parallel 1
U54 Supremely	Pop Shuffl		U11 Piano 8'	Parallel 1
U55 Motown1968	Motown	L	C42 E.Guitars C41 Strummers	Parallel 1
U56 Baby, Baby	SlowShuffl		U52 TheStrings	Parallel 1
U57 Soul Bros.	R & B	S	C22 Gospel Org C17 Whirly	Parallel 1
U58 Da Blues	Blues	S	A33 BX-3 Organ A32 Perc Organ	Parallel 1
U61 AfterHours	Slow Swing	S	U42 FlugelHorn C63 i3 Strings	Parallel 1
U62 The Duke	Big Band	L	C78 Brass Band C76 Trumpets!!	Parallel 1
U63 The Avalon	Broadway		U11 Piano 8'	Parallel 1
U64 Elec. Jazz	Slow Swing		B12 Alto Sax	Parallel 1
U65 OlBlueEyes	Big Band		U11 Piano 8'	Parallel 1
U66 The King	Mid Shuffl	S	B13 Tenor Sax A33 BX-3 Organ	Parallel 1
U67 Moon Music	Mid Shuffl	S	U44 Air Flute U11 Piano 8'	Parallel 1
U68 Run Out	Fusion	S	C47 StereoDist A33 BX-3 Organ	Parallel 1
U71 Ipanema	Bossa Nova		U44 Air Flute	Parallel 1
U72 SambaDeSol	Samba 1	S	A24 Vibes C16 DigiPiano2	Parallel 1
U73 Hot Salsa	Salsa	S	B22 Flute A24 Vibes	Parallel 1
U74 Mambo Mama	Mambo		C73 Perky Saxes	Parallel 1
U75 ChaCha	Cha Cha		C11 MIDI Piano	Parallel 1
U76 Latin	Latin		C11 MIDI Piano	Parallel 1
U77 Beguine	Beguine		C11 MIDI Piano	Parallel 1
U78 Cat Tango	Tango		B18 Clarinet	Parallel 1
U81 March 2/4 2	2/4 March	L	A83 Tuba C72 Clarn Ens	Parallel 1
U82 SlowWaltz1	Slow Waltz		A11 Piano	Parallel 1
U83 Polka 1	Polka	L	A36 Musette C25 Akordeon 1	Parallel 1
U84 Bourbon St	Dixieland	S	A82 Trombone A11 Piano	Parallel 1
U85 Nashville!	Country	S	C33 PedalSteel U11 Piano 8'	Parallel 1
U86 RastaMan	Reggae		C22 Gospel Org	Parallel 1
U87 Enka1	Enka		A36 Musette	Parallel 1
U88 Enka2	Enka	L	U66 Bouzouki U66 Bouzouki	Parallel 1

Bank U (IXD-00P: UK)

L = Layer S = Split

Arrangement	Style		Program	Effect
U11 Just Billy	Bossa Nova	L	A45 New Tines A16 Digi Piano	Parallel1
U12 Survive ?	70's Disco		A11 Piano	Parallel1
U13 SlowWaltz1	Slow Waltz	L	A11 Piano C63 i3 Strings	Parallel1
U14 Rod Re Gus	R&B Shuffl	S	B26 Shakuhachi C64 AirVoxDbl	Parallel1
U15 Maneater.	Pop Shuffl	L	U38 SoloString C68 SynPad	Parallel1
U16 WoodyBass	Bigband.2		U31 Clarinet	Parallel1
U17 Pennies	Broadway	L	B18 Clarinet A84 Muted Trpt	Parallel1
U18 Moodie	Jazz Waltz		U41 AltoBreath	Parallel1
U21 Unchain,Me	6/8 Oldies	S	C14 Piano&Str U11 Piano 8'	Parallel1
U22 Without Yo	4/4 Ballad	S	A11 Piano C73 PerkySaxes	Parallel1
U23 Man+Woman.	Bossa Nova	L	U11 Piano 8' C63 i3 Strings	Parallel1
U24 Wheels.	Cha Cha	L	B73 SteelDrums B73 SteelDrums	Parallel1
U25 I Got chil	Country	L	C23 HamNCheese U23 Hot Keys	Parallel1
U26 Coward Co	Country		C33 PedalSteel	Parallel1
U27 Cry Roy.	RockBallad		B12 Alto Sax	Parallel1
U28 MillerMoon	Slow Swing	L	B18 Clarinet A84 Muted Trpt	Parallel1
U31 Yesterday.	4/4 Ballad	L	B24 Pan Flute A22 Glocken	Parallel1
U32 Can I Help	Mid Shuffl	S	C21 60's Organ A33 BX-3 Organ	Parallel1
U33 70,s Man.	Dorian	L	C23 HamNCheese A48 RockMonics	Parallel1
U34 Dire Walk.	Lite Rock	L	C22 Gospel Org A31 Full Organ	Parallel1
U35 Late Night	Bigband.2	L	C35 HollowBody U42 FlugelHorn	Parallel1
U36 Magic	New Jack	L	A71 Marcato C62 Analog Pad	Parallel1
U37 SimplyBest	Pop Rock	L	C47 StereoDist U55 PhaseSynth	Parallel1
U38 Sun Rising	6/8 Oldies	L	C23 HamNSheese A48 RockMonics	Parallel1
U41 Born Again	Slow Waltz	S	C14 Piano&Str U11 Piano 8'	Parallel1
U42 Lullaby B	Slow Swing	L	C35 HollowBody A24 Vibes	Parallel1
U43 Dont Let.	4/4 Ballad	L	A37 Harmonica A37 Harmonica	Parallel1
U44 MoonRiver	Slow Waltz	L	A37 Harmonica A72 SlowString	Parallel1
U45 Bye B Blue	8 Beat 2	L	C33 PedalSteel C33 PedalSteel	Parallel1
U46 Country Ro	Country		C33 PedalSteel	Serial
U47 King.Bebe	Blues	L	C23 HamNCheese A48 RockMonics	Serial
U48 Santa	Cha Cha	L	C23 HamNCheese A48 RockMonics	Serial

Arrangement	Style		Program	Effect
U51 COUNT MeIn	Swing.Lois		U41 AltoBreath	Parallel1
U52 Carl Vain	Pop Rock	L	C47 StereoDist C44 Dirty Funk	Serial
U53 1 Triad.	Rap	L	U41 AltoBreath U83 RaveVox	Parallel1
U54 Sad Russ	Pop Rock	L	C23 HamNCheese C22 Gospel Org	Parallel1
U55 P Harlum	4/4 Ballad	L	C21 60's Organ C23 HamNCheese	Serial
U56 Moon Music	Mid Shuffl	S	C16 DigiPiano2 U11 Piano 8'	Parallel1
U57 Fanfare Co	RockShuffl	L	U52 TheStrings C23 HamNCheese	Parallel1
U58 B+Butter	RockBallad	L	C63 i3 Strings A71 Marcat	Parallel1
U61 Quest of S	60's Dance	L	U12 MaxiTine U35 JewelryBox	Parallel1
U62 Yew To Me	16 Beat 2	L	U64 DirtySect! U18 Baritone	Parallel1
U63 Dont,W Loo	Pop Ballad	L	B15 Sweet Oboe U42 FlugelHorn	Parallel1
U64 Feel,L.M L	New Jack	L	C15 Hard Tines C17 Whirly	Parallel1
U65 NaK Heater	16 Beat 1		U17 Express EP	Parallel1
U66 Crazy.	SlowShuffl	L	C33 PedalSteel C35 HollowBody	Parallel1
U67 Alien	4/4 Ballad	L	A71 Marcato C62Analog Pad	Parallel1
U68 Sleepy G .	SlowShuffl	L	C21 60's Organ A24 Vibes	Parallel1
U71 AfterHours	Slow Swing	S	U42 FlugelHorn C63 i3 Strings	Parallel1
U72 The Duke	Big Band	L	C78 Brass Band C76 Trumpets!!	Parallel1
U73 The Avalon	Broadway		U11 Piano 8'	Parallel1
U74 So Modal.	Dorian	L	A84 Muted Trpt A81 Trumpet	Parallel1
U75 Skylark.	Slow Swing	S	A84 Muted Trpt C63 i3 Strings	Parallel1
U76 Heavy	4/4 Ballad	L	C14 Piano&Str A37 Harmonica	Parallel1
U77 F Valentin	16 Beat 2	S	B11 SopranoSax C16 DigiPiano2	Parallel1
U78 Fire Door.	Pop Rock	L	C21 60's Organ A48 RockMonics	Parallel1
U81 Lambada	Latin	L	A36 Musette U27 Last Tango	Parallel1
U82 LoveChange	Pop Ballad	L	U52 TheStrings C61 StringOct	Parallel1
U83 One M Nyte	Pop Ballad		C16 DigiPiano2	Parallel1
U84 You've Got	8 Beat 2		C24 Perc&Rotor	Parallel1
U85 I Dreamed	4/4 Ballad		C14 Piano&Str	Parallel1
U86 Beguine	Beguine	L	U11 Piano 8' U11 Piano 8'	Parallel1
U87 Caravan.	Fusion	S	C23 HamNCheese A33 BX-3 Organ	Parallel1
U88 Bourbon St	Dixieland	S	A82 Trombone A11 Piano	Parallel1

Bank U (IXD-01P: IX_IFD)

L = Layer S = Split

Arrangement	Style		Program	Effect
U11 Movie Music	Film Scoore	L	U43 RaidersTpt U46 OrchBrass	Parallel1
U12 Band Funk	Band Funk	L	C24 Perc&Rotor C23 HamNCheese	Parallel1
U13 Live Funk	Band Funk	L	U47 KillrBrass C78 Brass Band	Parallel1
U14 70's Funk	70's Funk	L	C22 Gospel Org A32 Perc Organ	Parallel1
U15 Piano Funk	70's Funk	L	U11 Grand Piano U17 Express Ep	Parallel1
U16 P/F Funk	70's Funk	L	U51 Poppin'Pad C85 SynBrass 3	Parallel1
U17 80's Funk	80's Funk	L	C87 Lead Stab B35 Charang	Parallel1
U18 Split Funk	80's Funk	S	C11 MIDI Piano U62 JungleBass	Parallel1
U21 Mozambique	Mozambique		A82 Trombone	Parallel1
U22 MozamRoots	Mozambique		B65 Kalimba	Parallel1
U23 Merengue	Merengue 1		B22 Flute	Parallel1
U24 MerenRoots	Merengue 1		A25 Marimba	Parallel1
U25 LatinAfro	LatinAfro		B22 Flute	Parallel1
U26 AfroRoots	LatinAfro		B65 Kalimba	Parallel1
U27 UK Rock	UK Rock		A15 New Tines	Parallel1
U28 Warm Rock	UK Rock		A41 ClassicGtr	Parallel1
U31 HeavyMetal	HeavyMetal		C22 Gospel Org	Parallel1
U32 FunkMetal	HeavyMetal		C22 Gospel Org	Parallel2
U33 TwinDrRock	TwinDrRock		A46 Over Drive	Parallel2
U34 BritishReg	BritishReg		A33 BX-3 Organ	Parallel1
U35 RegaeHouse	BritishReg		A13 HammerPno	Parallel2
U36 RegaeRoots	RegaeRoots		A33 BX-3 Organ	Parallel1
U37 BrassRoots	RegaeRoots		B22 Flute	Parallel1
U38 Reggae Dub	Reggae Dub		A88 SynBrass 2	Parallel1
U41 Dub Dub	Reggae Dub		A21 Celesta	Parallel1
U42 6/8 Jazz	6/8 Jazz		B13 Tenor Sax	Parallel1
U43 MoonInJune	6/8 Jazz		D18 Express EP	Parallel3
U44 ShuffIRock	ShuffIRock		A46 Over Drive	Parallel2
U45 American	ShuffIRock		A32 Perc Organ	Parallel1
U46 US.Progre	ShuffIRock		B31 SquareWave	Parallel1
U47 3/4 Pop	3/4 Pop		B22 Flute	Parallel1
U48 3/4 Tiny	3/4 Pop		B33 SynCaliope	Parallel1

Arrangement	Style		Program	Effect
U51 SquareHead	Housing UK		D12 BigBandPno	Parallel2
U52 Weehoousse	Housing UK		D12 BigBandPno	Parallel2
U53 Formura 1	Formulate!		C62 Analog Pad	Parallel2
U54 Acoustic1	Formulate!		C62 Analog Pad	Parallel2
U55 Get That!	Boom Chiki		C62 Analog Pad	Parallel2
U56 Slow Raves	Respect#		C62 Analog Pad	Parallel3
U57 WahDahBass	Respect#		U84 JSrezo*	Parallel3
U58 16beat USA	16beat USA		A43 JazzGuitar	Parallel1
U61 16 Refresh	16beat USA		A24 Vibes	Parallel1
U62 16beatFunk	16beatFunk		A87 SynBrass 1	Parallel1
U63 16 Funky	16beatFunk		A46 Over Drive	Parallel1
U64 16beat80's	16beat80's		A33 BX-3 Organ	Parallel1
U65 16 House	16beat80's		C87 Lead Stab	Parallel1
U66 Bebop	Bebop		B12 Alto Sax	Parallel1
U67 Elec.Bop	Bebop		D18 Express EP	Parallel1
U68 Hard Bop	Hard Bop		A81 Trumpet	Parallel1
U71 Elec.H.Bop	Hard Bop		C13 Fresh Air	Parallel1
U72 Funky Jazz	Funky Jazz		B13 Tenor Sax	Parallel1
U73 KOOL JIVE	Funky Jazz		B22 Flute	Parallel1
U74 Rio	Rio		A41 ClassicGtr	Parallel1
U75 Jobim	Rio		A21 Celesta	Parallel1
U76 Samba	Samba 2		D12 BigBandPno	Parallel1
U77 Argentine	Samba 2	L	A81 Trumpet A82 Trombone	Parallel1
U78 Bahia	Bahia		A82 Trombone	Parallel1
U81 GentlBahia	Bahia		A15 New Tines	Parallel1
U82 Bahia'90	Bahia		B28 Ocarina	Parallel1
U83 Afro Pop	Afro Pop		A81 Trumpet	Parallel1
U84 Gypsy Pop	Gypsy Pop		C26 Akordeon 2	Parallel1
U85 GypsyToday	Gypsy Pop		C26 Akordeon 2	Parallel1
U86 GypsyHouse	Gypsy Pop		B66 Scotland	Parallel1
U87 Rai	Rai		B23 Recorder	Parallel1
U88 Rai Fusion	Rai		D18 Express EP	Parallel1

Programs

Bank A (General MIDI)

A11 Piano	A51 Jazz Bass
A12 BritePiano	A52 Deep Bass
A13 HammerPno	A53 Pick Bass
A14 HonkeyTonk	A54 Fretless
A15 New Tines	A55 SlapBass 1
A16 Digi Piano	A56 SlapBass 2
A17 Harpsicord	A57 SynthBass1
A18 Clav	A58 SynthBass2
A21 Celesta	A61 Violin
A22 Glocken	A62 Viola
A23 Music Box	A63 Cello
A24 Vibes	A64 ContraBass
A25 Marimba	A65 TremoloStr
A26 Xylophon	A66 Pizzicato
A27 Tubular	A67 Harp
A28 Santur	A68 Timpani
A31 Full Organ	A71 Marcato
A32 Perc Organ	A72 SlowString
A33 BX-3 Organ	A73 Analog Pad
A34 ChurchPipe	A74 String Pad
A35 Positive	A75 Choir
A36 Musette	A76 Doo Voice
A37 Harmonica	A77 Voices
A38 Tango	A78 Orch Hit
A41 ClassicGtr	A81 Trumpet
A42 A.Guitar	A82 Trombone
A43 JazzGuitar	A83 Tuba
A44 Clean Gtr	A84 Muted Trpt
A45 MuteGuitar	A85 FrenchHorn
A46 Over Drive	A86 Brass
A47 DistGuitar	A87 SynBrass 1
A48 RockMonics	A88 SynBrass 2

Bank B (General MIDI)

B11 SopranoSax	B51 Ice Rain
B12 Alto Sax	B52 SoundTrack
B13 Tenor Sax	B53 Crystal
B14 Bari Sax	B54 Atmosphere
B15 Sweet Oboe	B55 Brightness
B16 EnglishHrn	B56 Goblin
B17 BasoonOboe	B57 Echo Drop
B18 Clarinet	B58 Star Theme
B21 Piccolo	B61 Sitar
B22 Flute	B62 Banjo
B23 Recorder	B63 Shamisen
B24 Pan Flute	B64 Koto
B25 Bottle	B65 Kalimba
B26 Shakuhachi	B66 Scotland
B27 Whistle	B67 Fiddle
B28 Ocarina	B68 Shanai
B31 SquareWave	B71 Metal Bell
B32 Saw Wave	B72 Agogo
B33 SynCaliope	B73 SteelDrums
B34 Syn Chiff	B74 Woodblock
B35 Charang	B75 Taiko
B36 AirChorus	B76 Tom
B37 Rezzo4ths	B77 Synth Tom
B38 Bass&Lead	B78 Rev Cymbal
B41 Fantasia	B81 Fret Noise
B42 Warm Pad	B82 NoiseChiff
B43 Poly Pad	B83 Seashore
B44 Ghost Pad	B84 Birds
B45 BowedGlass	B85 Telephone
B46 Metal Pad	B86 Helicopter
B47 Halo Pad	B87 Stadium!!
B48 Sweep	B88 GunShot

Bank C

C11 MIDI Piano	C51 WoodBass
C12 Pad Piano	C52 DiscoBass
C13 Fresh Air	C53 Funk Bass
C14 Piano&Str	C54 PickBass 2
C15 Hard Tines	C55 Bass/Mute
C16 DigiPiano2	C56 Gtr/Bass
C17 Whirly	C57 SlapBass 3
C18 HousePiano	C58 Deep Slap
C21 60's Organ	C61 StringOct
C22 Gospel Org	C62 Analog Pad
C23 HamNCheese	C63 i3 Strings
C24 Perc&Rotor	C64 AirVoxDbl
C25 Akordeon 1	C65 Airways
C26 Akordeon 2	C66 The Voices
C27 Hackbrett	C67 BellPad
C28 Mando Trem	C68 SynPad
C31 L&R A.Gtrs	C71 FluteClar
C32 ElectricAc	C72 Clarn Ens
C33 PedalSteel	C73 PerkySaxes
C34 Harmonics	C74 Mute Ens.
C35 HollowBody	C75 BriteBones
C36 PickedMute	C76 Trumpets!!
C37 Funky Gtr	C77 Tromb Ens
C38 Clean Funk	C78 Brass Band
C41 Strummers	C81 Euro Bass
C42 E. Guitars	C82 House Bass
C43 L&R E.Gtrs	C83 Rap Bass
C44 Dirty Funk	C84 TubaShort
C45 DirtyMutes	C85 SynBrass 3
C46 DistoMutes	C86 Comp Thing
C47 StereoDist	C87 Lead Stab
C48 PowerChord	C88 Metal Clav

Bank D

D11 Piano 8'	D51 Toots Fan
D12 BigBandPno	D52 Musette 2
D13 SalsaPiano	D53 Musette 3
D14 Rock Piano	D54 Tango Acc
D15 MIDI Pno2	D55 Last Tango
D16 MIDI Pno3	D56 Fisa 8'
D17 FM E.Piano	D57 Trmpt&Acc
D18 Express EP	D58 Horn & Acc
D21 Warm EP	D61 SopranoSx2
D22 New Tine2	D62 Alto Sax2
D23 Maxi Tine	D63 Tenor Sax2
D24 LylerPiano	D64 BaritonSx2
D25 Syn Piano	D65 Silver Flt
D26 RussePiano	D66 SoloClari.
D27 EP&Strings	D67 Pan Flute2
D28 Cembalo&St	D68 Whistle2
D31 SmallPipe1	D71 Big Brass
D32 SmallPipe2	D72 Bright Trp
D33 SmallPipe3	D73 BrightTrmb
D34 SmallPipe4	D74 Mute&Reed
D35 Big Pipe1	D75 Miles Trp
D36 Big Pipe2	D76 FlugelHorn
D37 Big Pipe3	D77 Obert Tuba
D38 Big Pipe4	D78 GP Brass
D41 JazzOrgan1	D81 SoloViolin
D42 JazzOrgan2	D82 ChamberEns
D43 JazzPerc.	D83 Solo Str.
D44 NoisyOrgan	D84 BigStrings
D45 Tone Wheel	D85 Arco Str.
D46 Soft Organ	D86 Octave Str
D47 Jim Organ	D87 Ana Str 1
D48 Hot Keys	D88 Ana Str 2

Bank E

E11 Ooooooooze	E51 PropheZia
E12 Glassglide	E52 PowerSynth
E13 Choir L+R	E53 Stab Pad
E14 Doolally	E54 PhaseSynth
E15 Eternavox	E55 Obiwan
E16 7th Voice	E56 Mono Lead
E17 DigitalAir	E57 RaveVox
E18 AirlyHorns	E58 Analogist
E21 New Banjo	E61 PnoPad/Vox
E22 Hackbrett2	E62 Poppin'Pad
E23 Zither	E63 Pan Pad
E24 F.Gtr&Str	E64 GP Pad
E25 Mandrn&Str	E65 AnalogPad2
E26 Nylon Gtr	E66 Liquid Pad
E27 12 Strings	E67 WS*Padding
E28 Dark Pick	E68 Lylesircs
E31 Warm Funk	E71 Vibes 2
E32 Knop Gtr	E72 VibeMallet
E33 Shadows	E73 Ice Bell
E34 Rock Gtr1	E74 MIDI Bell
E35 Rock Gtr2	E75 Magic Bell
E36 E.Gtr&Str	E76 PrettyBell
E37 HawaiiGtr1	E77 Bell Synth
E38 HawaiiGtr2	E78 Log Drum
E41 JungleBass	E81 Magic03R/W
E42 HouseBass2	E82 Neutron
E43 FatSynBass	E83 FallinRain
E44 Dr.Bass	E84 InTheTrees
E45 SquareBs X	E85 Spectrum
E46 Sub Bass1	E86 BellShower
E47 Sub Bass2	E87 Space Wing
E48 Organ Bass	E88 Sunrise

Bank U

(IXD-00P: AMERICA)

U11 Piano 8'	U51 Poppin'Pad
U12 MaxiTine	U52 TheStrings
U13 Tap EP	U53 AnaSyn
U14 Elec. Tap	U54 Pitzpan
U15 Operators	U55 PhaseSynth
U16 VS EP	U56 Analogist
U17 Express EP	U57 Color Pad
U18 BrassOrg	U58 PowerSynth
U21 Drawbars	U61 Shaku Bend
U22 TheaterOrg	U62 Nay
U23 Hot Keys	U63 Kanoun
U24 VS Organ	U64 Aoud
U25 HarpsiFunk	U65 Mizmar
U26 Full Pipes	U66 Bouzouki
U27 Last Tango	U67 Uood
U28 Fisa 8'	U68 Sitar 2
U31 Vibra Bell	U71 RaveBass 1
U32 Gamelan	U72 SweepBass
U33 SplitBell	U73 Dr.Bass
U34 Isabelle	U74 RaveBass 2
U35 JewelryBox	U75 Bass Solo
U36 VS Bells	U76 Leeeed
U37 AfricanJam	U77 Busy Boy
U38 SolarBells	U78 MonoLead
U41 AltoBreath	U81 Space Pets
U42 FlugelHorn	U82 SteamCloud
U43 Trombones!	U83 RaveVox
U44 Air Flute	U84 50's SciFi
U45 Woodwinds	U85 DJ Kit 1
U46 Sfz< Brass	U86 Space Wing
U47 Fanfare	U87 GlideSweep
U48 Pan Mallet	U88 Sunrise

Bank U

(IXD-00P: GERMANY)

U11 Piano 1	U51 SoloViolin
U12 Piano 2	U52 Mantovani
U13 SalsaPiano	U53 StringEns.
U14 MIDI Pno.1	U54 Oct.String
U15 MIDI Pno.2	U55 ViolinStrg
U16 E-Piano	U56 AnalogStrg
U17 FM Piano 1	U57 Mega Pad
U18 FM Piano 2	U58 Choir Pad
U21 Piano&Strg	U61 ConcertGtr
U22 E.Pn1&Strg	U62 12 Strings
U23 E.Pn2&Strg	U63 Shadows
U24 Cembl&Strg	U64 HawaiiGtr
U25 EGtr&Strng	U65 Zither
U26 FGtr&Strng	U66 Hackbrett2
U27 Horn&Strng	U67 Bouzouki
U28 Mand&Strng	U68 Fuzz Gtr
U31 Rock Organ	U71 MusetteAkk
U32 SmithOrgan	U72 Tango Akk1
U33 Trem.Organ	U73 Tango Akk2
U34 Soft Organ	U74 Akkordeon1
U35 Jazz Organ	U75 Akkordeon2
U36 JazzPerc.1	U76 Trpt&Horn
U37 JazzPerc.2	U77 Horn&Akkor
U38 TheaterOrg	U78 Trpt&Akkor
U41 Alto Sax	U81 Pan Flute
U42 Tenor Sax	U82 Clarinet
U43 Trumpet	U83 Harmonica
U44 Trp.Ensbl	U84 Bell Synth
U45 Fluegelhrn	U85 FreshAir
U46 Brass Band	U86 PowerSynth
U47 Mute Ensbl	U87 PhaseSynth
U48 OberkrTuba	U88 Fantasy

Bank U

(IXD-00P: ITALY_I5)

U11 Piano 8'	U51 Poppin'Pad
U12 MaxiTine	U52 TheStrings
U13 RetroRoads	U53 AnaSyn
U14 Elec. Tap	U54 Pitzpan
U15 Operators	U55 PhaseSynth
U16 VS EP	U56 Analogist
U17 Express EP	U57 Color Pad
U18 BrassOrg	U58 PowerSynth
U21 Drawbars	U61 Shaku Bend
U22 TheaterOrg	U62 Nay
U23 Hot Keys	U63 Kanoun
U24 VS Organ	U64 Aoud
U25 FisaMaster	U65 Mizmar
U26 Full Pipes	U66 Bouzouki
U27 Last Tango	U67 Uood
U28 Fisa 8'	U68 Sitar 2
U31 Vibra Bell	U71 RaveBass 1
U32 MicroFisa	U72 SweepBass
U33 SplitBell	U73 Dr.Bass
U34 Isabelle	U74 RaveBass 2
U35 JewelryBox	U75 Bass Solo
U36 VS Bells	U76 Leeeed
U37 AfricanJam	U77 Busy Boy
U38 SolarBells	U78 MonoLead
U41 AltoBreath	U81 Space Pets
U42 FlugelHorn	U82 SteamCloud
U43 Trombones!	U83 RaveVox
U44 Air Flute	U84 50's SciFi
U45 Woodwinds	U85 DJ Kit 1
U46 Sfz< Brass	U86 Space Wing
U47 Barnum Sax	U87 GlideSweep
U48 Pan Mallet	U88 Sunrise

Bank U

(IXD-00P: JAPAN)

U11 Piano 8'	U51 Poppin'Pad
U12 MaxiTine	U52 TheStrings
U13 Tap EP	U53 AnaSyn
U14 Elec. Tap	U54 Pitzpan
U15 Operators	U55 PhaseSynth
U16 VS EP	U56 Analogist
U17 Express EP	U57 Color Pad
U18 BrassOrg	U58 PowerSynth
U21 Drawbars	U61 Shaku Bend
U22 TheaterOrg	U62 Nay
U23 Hot Keys	U63 Kanoun
U24 VS Organ	U64 Aoud
U25 HarpsiFunk	U65 Mizmar
U26 Full Pipes	U66 Bouzouki
U27 Last Tango	U67 Uood
U28 Fisa 8'	U68 Sitar 2
U31 Vibra Bell	U71 RaveBass 1
U32 Gamelan	U72 SweepBass
U33 SplitBell	U73 Dr.Bass
U34 Isabelle	U74 RaveBass 2
U35 JewelryBox	U75 Bass Solo
U36 VS Bells	U76 Leeeed
U37 AfricanJam	U77 Busy Boy
U38 SolarBells	U78 MonoLead
U41 AltoBreath	U81 Space Pets
U42 FlugelHorn	U82 SteamCloud
U43 Trombones!	U83 RaveVox
U44 Air Flute	U84 50's SciFi
U45 Woodwinds	U85 DJ Kit 1
U46 Sfz< Brass	U86 Space Wing
U47 Fanfare	U87 GlideSweep
U48 Pan Mallet	U88 Sunrise

Bank U

(IXD-00P: UK)

U11 Piano 8'	U51 Poppin'Pad
U12 MaxiTine	U52 TheStrings
U13 WX Rhodx	U53 AnaSyn
U14 Chopin	U54 Pitzpan
U15 8vaBrass	U55 PhaseSynth
U16 SalsaPiano	U56 Analogist
U17 Express EP	U57 Color Pad
U18 Baritone	U58 PowerSynth
U21 Drawbars	U61 1944 Ens
U22 TheaterOrg	U62 12StrDet.
U23 Hot Keys	U63 Dyn.WXGtr
U24 JazzOrgan	U64 DirtySect!
U25 HarpsiFunk	U65 HibryBrass
U26 Full Pipes	U66 Bouzouki
U27 Last Tango	U67 Lovin'You
U28 Fisa 8'	U68 Sitar 2
U31 Clarinet	U71 RaveBass 1
U32 Rhoda's	U72 SweepBass
U33 SplitBell	U73 Dr.Bass
U34 Muted Trpt	U74 RaveBass 2
U35 JewelryBox	U75 Bass Solo
U36 Harmonica	U76 Leeeed
U37 AfricanJam	U77 Busy Boy
U38 SoloString	U78 MonoLead
U41 AltoBreath	U81 Space Pets
U42 FlugelHorn	U82 SteamCloud
U43 Trombones!	U83 RaveVox
U44 Air Flute	U84 50's SciFi
U45 Woodwinds	U85 DJ Kit 1
U46 Sfz< Brass	U86 Space Wing
U47 PietString	U87 GlideSweep
U48 ARP Lead	U88 Sunrise

Bank U

(IXD-01P: IX_IFD)

U11 GrandPiano	U51 Poppin'Pad
U12 GrandPian2	U52 TheStrings
U13 Piano BE	U53 DblStrings
U14 RetroRoads	U54 Low Orch.
U15 Operators	U55 PhaseSynth
U16 WX Rhodx	U56 AnalogPad1
U17 Express EP	U57 AnalogPad2
U18 VeloSync*	U58 PowerSynth
U21 Drawbars	U61 Nu P Bass
U22 BX-3 OrgBE	U62 JungleBass
U23 Hot Keys	U63 NuSynBass
U24 Bossa Gtr	U64 XPrsvSlapp
U25 HarpsiFunk	U65 DeepBassBE
U26 Poppy Gtr	U66 Bouzouki
U27 MuteGui BE	U67 ReggaeBass
U28 CleanGtrBE	U68 Rap Bass 2
U31 Vibra Bell	U71 RaveBass 1
U32 Clear Bell	U72 SquareBas*
U33 SplitBell	U73 DeepHouse#
U34 AirVoxLead	U74 RaveBass 2
U35 AirVox2*	U75 Sub Bass*
U36 WarmMrimba	U76 Leeeed
U37 AfricanJam	U77 Busy Boy
U38 Pitzpan*	U78 MonoLead
U41 TrumpetsBE	U81 House*Bass
U42 FlugelHorn	U82 SteamCloud
U43 RaidersTpt	U83 RaveVox
U44 Air Flute	U84 JSrezo*
U45 OrchWinds	U85 DJ Kit 1
U46 OrchBrass	U86 Siren*
U47 KillrBrass	U87 GlideSweep
U48 Stab Pad*	U88 Sunrise

U11 GrandPiano: PCM stereo piano

Bank Dr

Dr11 GM Kit
Dr12 Power Kit
Dr13 Analog Kit
Dr14 Jazz Kit
Dr15 Brush Kit
Dr16 Perc Kit1
Dr17 Dance Kit
Orch Kit (IXD-00P: AMERICA / GERMAN / JAPAN) (IXD-01P: IX_IFD)
Dr18 PowerKit 2 (IXD-00P: ITALY_I5)
DK WS 2 (IXD-00P: UK)
Dr21 Dance Kit
Dr22 Orch Kit
Dr23 Funky Kit
Dr24 House Kit
Dr25 Rave Kit
Dr26 GP Kit
Dr27 Latin Kit
Dr28 Perc Kit 2
Dr31 MovieKit
Dr32 i1FunkyKit
Dr33 LATIN Dr
Dr34 LATIN Per
Dr35 Steam'in
Dr36 On'n'OFF!*
Dr37 BitMessed*
Dr38 16beat Kit
Dr41 Bossa Kit
Dr42 Samba Kit
Dr43 World Kit
Dr44 Gypsy Kit

Drum Kits

D:1 User Kit 1

(IXD-00P: JAPAN/UK/ITALY_I5/AMERICA/GERMAN)
(IXD-01P: IX_IFD)

#	Inst	Key	Excl
#00	006:Dance Kick	C2	—
#01	036:Side Stick	C#2	—
#02	030:Syn Snare2	D2	—
#03	094:Hand Claps	D#2	—
#04	022:Ambi.Snare	E2	—
#05	060:ProcessTom	F2	—
#06	048:Tite HH	F#2	EX1
#07	060:ProcessTom	G2	—
#08	050:Pedal HH	G#2	EX1
#09	060:ProcessTom	A2	—
#10	049:Open HH	A#2	EX1
#11	060:ProcessTom	B2	—
#12	060:ProcessTom	C3	—
#13	040:Crash Cym	C#3	—
#14	060:ProcessTom	D3	—
#15	054:Ride Edge	D#3	—
#16	042:China Cym	E3	—
#17	055:Ride Cup	F3	—
#18	085:Tambourine	F#3	—
#19	044:Splash Cym	G3	—
#20	086:Cowbell	G#3	—
#21	040:Crash Cym	A3	—
#22	104:Vibraslap	A#3	—
#23	054:Ride Edge	B3	—
#24	067:Hi Bongo	C4	—
#25	066:Lo Bongo	C#4	—
#26	074:Mute Conga	D4	—
#27	071:Open Conga	D#4	—
#28	071:Open Conga	E4	—
#29	089:Hi Timbal	F4	—
#30	090:Lo Timbal	F#4	—
#31	065:Agogo	G4	—
#32	065:Agogo	G#4	—
#33	081:Cabasa	A4	—
#34	080:Maracas	A#4	—
#35	150:Whistle S	B4	EX2
#36	151:Whistle L	C5	EX2
#37	105:Guiro S	C#5	EX3
#38	106:Guiro L	D5	EX3
#39	069:Claves	D#5	—
#40	092:WoodBlock2	E5	—
#41	093:WoodBlock3	F5	—
#42	102:Mute Cuica	F#5	EX4
#43	103:Open Cuica	G5	EX4
#44	083:MuteTriang	G#5	EX5
#45	084:OpenTriang	A5	EX5
#46	081:Cabasa	A#5	—
#47	002:Ambi.Kick	B1	—
#48	149:JingleBell	B5	—
#49	147:Bell Tree	C6	—
#50	107:Castanet	C#6	—
#51	036:Side Stick	D6	—
#52	154:Taiko Lo	D#6	—
#53	021:TightSnare	A1	—
#54	011:Syn Kick 2	G1	—
#55	018:PicloSnare	F1	—
#56	003:Crisp Kick	E1	—
#57	049:Open HH	F#1	EX1
#58	036:Side Stick	G#1	—
#59	023:Rev Snare	A#1	—

D:2 User Kit 2

(IXD-00P: JAPAN/AMERICA/GERMAN)
(IXD-01P: IX_IFD)

#	Inst	Key	Excl
#00	013:Orch B.Drm	C2	—
#01	036:Side Stick	C#2	—
#02	025:RollSnare2	D2	—
#03	107:Castanet	D#2	—
#04	025:RollSnare2	E2	—
#05	No DrumSample	F2	—
#06	No DrumSample	F#2	—
#07	No DrumSample	G2	—
#08	No DrumSample	G#2	—
#09	No DrumSample	A2	—
#10	No DrumSample	A#2	—
#11	No DrumSample	B2	—
#12	No DrumSample	C3	—
#13	No DrumSample	C#3	—
#14	No DrumSample	D3	—
#15	No DrumSample	D#3	—
#16	No DrumSample	E3	—
#17	152:Timpani	F3	—
#18	085:Tambourine	F#3	—
#19	044:Splash Cym	G3	—
#20	086:Cowbell	G#3	—
#21	040:Crash Cym	A3	—
#22	104:Vibraslap	A#3	—
#23	046:Orch Crash	B3	—
#24	067:Hi Bongo	C4	—
#25	066:Lo Bongo	C#4	—
#26	074:Mute Conga	D4	—
#27	071:Open Conga	D#4	—
#28	071:Open Conga	E4	—
#29	089:Hi Timbal	F4	—
#30	090:Lo Timbal	F#4	—
#31	065:Agogo	G4	—
#32	065:Agogo	G#4	—
#33	081:Cabasa	A4	—
#34	080:Maracas	A#4	—
#35	150:Whistle S	B4	EX2
#36	151:Whistle L	C5	EX2
#37	105:Guiro S	C#5	EX3
#38	106:Guiro L	D5	EX3
#39	069:Claves	D#5	—
#40	092:WoodBlock2	E5	—
#41	093:WoodBlock3	F5	—
#42	102:Mute Cuica	F#5	EX4
#43	103:Open Cuica	G5	EX4
#44	083:MuteTriang	G#5	EX5
#45	084:OpenTriang	A5	EX5
#46	081:Cabasa	A#5	—
#47	005:Real Kick	B1	—
#48	149:JingleBell	B5	—
#49	147:Bell Tree	C6	—
#50	107:Castanet	C#6	—
#51	036:Side Stick	D6	—
#52	154:Taiko Lo	D#6	—
#53	048:Tite HH	D#1	EX1
#54	049:Open HH	F1	EX1
#55	054:Ride Edge	F#1	—
#56	050:Pedal HH	E1	EX1
#57	No DrumSample	D1	EX1
#58	No DrumSample	G#1	—
#59	No DrumSample	A#1	—

D:2 User Kit 2

(IXD-00P: ITALY_I5)

#	Inst	Key	Excl
#00	009:Metal Kick	C2	—
#01	036:Side Stick	C#2	—
#02	028:PowerSnare	D2	—
#03	094:Hand Claps	D#2	—
#04	027:GatedSnare	E2	—
#05	060:ProcessTom	F2	—
#06	048:Tite HH	F#2	EX1
#07	060:ProcessTom	G2	—
#08	050:Pedal HH	G#2	EX1
#09	060:ProcessTom	A2	—
#10	049:Open HH	A#2	EX1
#11	060:ProcessTom	B2	—
#12	060:ProcessTom	C3	—
#13	040:Crash Cym	C#3	—
#14	060:rocessTom	D3	—
#15	056:Ride Cym 1	D#3	—
#16	042:China Cym	E3	—
#17	057:Ride Cym 2	F3	—
#18	085:Tambourine	F#3	—
#19	044:Splash Cym	G3	—
#20	086:Cowbell	G#3	—
#21	040:Crash Cym	A3	—
#22	104:Vibraslap	A#3	—
#23	056:Ride Cym 1	B3	—
#24	067:Hi Bongo	C4	—
#25	066:Lo Bongo	C#4	—
#26	074:Mute Conga	D4	—
#27	071:Open Conga	D#4	—
#28	071:pen Conga	E4	—
#29	089:Hi Timbal	F4	—
#30	090:Lo Timbal	F#4	—
#31	065:Agogo	G4	—
#32	065:Agogo	G#4	—
#33	081:Cabasa	A4	—
#34	080:Maracas	A#4	—
#35	150:Whistle S	B4	EX2
#36	151:Whistle L	C5	EX2
#37	105:Guiro S	C#5	EX3
#38	106:Guiro L	D5	EX3
#39	069:Claves	D#5	—
#40	092:WoodBlock2	E5	—
#41	093:WoodBlock3	F5	—
#42	102:Mute Cuica	F#5	EX4
#43	103:Open Cuica	G5	EX4
#44	083:MuteTriang	G#5	EX5
#45	084:OpenTriang	A5	EX5
#46	081:Cabasa	A#5	—
#47	007:Gated Kik	B1	—
#48	149:JingleBell	B5	—
#49	147:Bell Tree	C6	—
#50	107:Castanet	C#6	—
#51	036:Side Stick	D6	—
#52	154:Taiko Lo	D#6	—
#53	021:TightSnare	A1	—
#54	000:Fat Kick	G1	—
#55	026:Rock Snare	F1	—
#56	002:Ambi.Kick	E1	—
#57	049:Open HH	F#1	EX1
#58	109:Timbales	G#1	—
#59	023:Rev Snare	A#1	—

D2 User Kit 2

(IXD-00P: UK)

#	Inst	Key	Excl
#00	002:Ambi.Kick	C2	—
#01	028:PowerSnare	C#2	—
#02	027:GatedSnare	D2	—
#03	014:Snare 1	D#2	—
#04	058:Tom Hi	E2	—
#05	059:Tom Lo	F2	—
#06	081:Cabasa	F#2	—
#07	058:Tom Hi	G2	—
#08	085:Tambourine	G#2	—
#09	059:Tom Lo	A2	—
#10	086:Cowbell	A#2	—
#11	037:Syn Rim	B2	—
#12	004:Punch Kick	C3	—
#13	033:BrushSwish	C#3	—
#14	032:Brush Slap	D3	—
#15	032:Brush Slap	D#3	—
#16	059:Tom Lo	E3	—
#17	059:Tom Lo	F3	—
#18	048:Tite HH	F#3	EX1
#19	059:Tom Lo	G3	—
#20	050:Pedal HH	G#3	EX1
#21	091:WoodBlock1	A3	—
#22	049:Open HH	A#3	EX1
#23	094:Hand Claps	B3	—
#24	003:Crisp Kick	C4	—
#25	057:Ride Cym 2	C#4	—
#26	019:Soft Snare	D4	—
#27	055:Ride Cup	D#4	—
#28	063:Syn Tom 2	E4	—
#29	063:Syn Tom 2	F4	—
#30	044:Splash Cym	F#4	—
#31	063:Syn Tom 2	G4	—
#32	041:Crash LP	G#4	—
#33	104:Vibraslap	A4	—
#34	040:Crash Cym	A#4	—
#35	107:Castanet	B4	—
#36	067:Hi Bongo	C5	—
#37	066:Lo Bongo	C#5	—
#38	072:Slap Conga	D5	—
#39	071:Open Conga	D#5	—
#40	076:Baya 2	E5	—
#41	106:Guiro L	F5	—
#42	103:Open Cuica	F#5	—
#43	089:Hi Timbal	G5	—
#44	089:Hi Timbal	G#5	—
#45	065:Agogo	A5	—
#46	084:OpenTriang	A#5	—
#47	150:Whistle S	B5	—
#48	012:Syn Kick 3	C6	—
#49	145:BrushNoise	C#6	—
#50	030:Syn Snare2	D6	—
#51	038:VocalSnr 1	D#6	—
#52	038:VocalSnr 1	E6	—
#53	038:VocalSnr 1	F6	—
#54	048:Tite HH	F#6	—
#55	038:ocalSnr 1	G6	—
#56	048:Tite HH	G#6	—
#57	088:R-Timbal	A6	—
#58	096:Zap 1	A#6	—
#59	150:Whistle S	B6	—

No DrumSample: The drum sample of the adjacent key to the right will sound a semitone lower.

D:3 GMStandard

#	Inst	Key	Excl
#00	008:ProcesKick	C2	—
#01	036:Side Stick	C#2	—
#02	026:Rock Snare	D2	—
#03	094:Hand Claps	D#2	—
#04	020:LightSnare	E2	—
#05	059:Tom Lo	F2	—
#06	048:Tite HH	F#2	EX1
#07	059:Tom Lo	G2	—
#08	050:Pedal HH	G#2	EX1
#09	059:Tom Lo	A2	—
#10	049:Open HH	A#2	EX1
#11	058:Tom Hi	B2	—
#12	058:Tom Hi	C3	—
#13	040:Crash Cym	C#3	—
#14	058:Tom Hi	D3	—
#15	054:Ride Edge	D#3	—
#16	042:China Cym	E3	—
#17	055:Ride Cup	F3	—
#18	085:Tambourine	F#3	—
#19	044:Splash Cym	G3	—
#20	086:Cowbell	G#3	—
#21	040:Crash Cym	A3	—
#22	104:Vibraslap	A#3	—
#23	056:Ride Cym 1	B3	—
#24	067:Hi Bongo	C4	—
#25	066:Lo Bongo	C#4	—
#26	074:Mute Conga	D4	—
#27	071:Open Conga	D#4	—
#28	071:Open Conga	E4	—
#29	089:Hi Timbal	F4	—
#30	090:Lo Timbal	F#4	—
#31	065:Agogo	G4	—
#32	065:Agogo	G#4	—
#33	081:Cabasa	A4	—
#34	080:Maracas	A#4	—
#35	150:Whistle S	B4	EX2
#36	151:Whistle L	C5	EX2
#37	105:Guiro S	C#5	EX3
#38	106:Guiro L	D5	EX3
#39	069:Claves	D#5	—
#40	092:WoodBlock2	E5	—
#41	093:WoodBlock3	F5	—
#42	102:Mute Cuica	F#5	EX4
#43	103:Open Cuica	G5	EX4
#44	083:MuteTriang	G#5	EX5
#45	084:OpenTriang	A5	EX5
#46	081:Cabasa	A#5	—
#47	005:Real Kick	B1	—
#48	149:JingleBell	B5	—
#49	147:Bell Tree	C6	—
#50	107:Castanet	C#6	—
#51	036:Side Stick	D6	—
#52	154:Taiko Lo	D#6	—
#53	014:Snare 1	A1	EX6
#54	000:Fat Kick	G1	—
#55	016:Snare 3	F1	—
#56	001:Rock Kick	E1	—
#57	049:Open HH	F#1	EX1
#58	109:Timbales	G#1	—
#59	024:RollSnare1	A#1	EX6

D:4 Power Kit

#	Inst	Key	Excl
#00	009:Metal Kick	C2	—
#01	036:Side Stick	C#2	—
#02	028:PowerSnare	D2	—
#03	094:Hand Claps	D#2	—
#04	027:GatedSnare	E2	—
#05	060:ProcessTom	F2	—
#06	048:Tite HH	F#2	EX1
#07	060:ProcessTom	G2	—
#08	050:Pedal HH	G#2	EX1
#09	060:ProcessTom	A2	—
#10	049:Open HH	A#2	EX1
#11	060:ProcessTom	B2	—
#12	060:ProcessTom	C3	—
#13	040:Crash Cym	C#3	—
#14	060:ProcessTom	D3	—
#15	054:Ride Edge	D#3	—
#16	042:China Cym	E3	—
#17	055:Ride Cup	F3	—
#18	085:Tambourine	F#3	—
#19	044:Splash Cym	G3	—
#20	086:Cowbell	G#3	—
#21	040:Crash Cym	A3	—
#22	104:Vibraslap	A#3	—
#23	056:Ride Cym 1	B3	—
#24	067:Hi Bongo	C4	—
#25	066:Lo Bongo	C#4	—
#26	074:Mute Conga	D4	—
#27	071:Open Conga	D#4	—
#28	071:Open Conga	E4	—
#29	089:Hi Timbal	F4	—
#30	090:Lo Timbal	F#4	—
#31	065:Agogo	G4	—
#32	065:Agogo	G#4	—
#33	081:Cabasa	A4	—
#34	080:Maracas	A#4	—
#35	150:Whistle S	B4	EX2
#36	151:Whistle L	C5	EX2
#37	105:Guiro S	C#5	EX3
#38	106:Guiro L	D5	EX3
#39	069:Claves	D#5	—
#40	092:WoodBlock2	E5	—
#41	093:WoodBlock3	F5	—
#42	102:Mute Cuica	F#5	EX4
#43	103:Open Cuica	G5	EX4
#44	083:MuteTriang	G#5	EX5
#45	084:OpenTriang	A5	EX5
#46	081:Cabasa	A#5	—
#47	007:Gated Kik	B1	—
#48	149:JingleBell	B5	—
#49	147:Bell Tree	C6	—
#50	107:Castanet	C#6	—
#51	036:Side Stick	D6	—
#52	154:Taiko Lo	D#6	—
#53	021:TightSnare	A1	—
#54	007:Gated Kik	G1	—
#55	026:Rock Snare	F1	—
#56	002:Ambi.Kick	E1	—
#57	049:Open HH	F#1	EX1
#58	109:Timbales	G#1	—
#59	023:Rev Snare	A#1	—

D:5 Analog Kit

#	Inst	Key	Excl
#00	010:Syn Kick 1	C2	—
#01	037:Syn Rim	C#2	—
#02	029:Syn Snare1	D2	—
#03	095:Syn Claps	D#2	—
#04	020:LightSnare	E2	—
#05	062:SynTom1 Lo	F2	—
#06	051:CloseSynHH	F#2	EX1
#07	062:SynTom1 Lo	G2	—
#08	051:CloseSynHH	G#2	EX1
#09	062:SynTom1 Lo	A2	—
#10	052:Open SynHH	A#2	EX1
#11	062:SynTom1 Lo	B2	—
#12	062:SynTom1 Lo	C3	—
#13	052:Open SynHH	C#3	—
#14	062:SynTom1 Lo	D3	—
#15	054:Ride Edge	D#3	—
#16	042:China Cym	E3	—
#17	055:Ride Cup	F3	—
#18	085:Tambourine	F#3	—
#19	044:Splash Cym	G3	—
#20	087:SynCowbell	G#3	—
#21	040:Crash Cym	A3	—
#22	104:Vibraslap	A#3	—
#23	056:Ride Cym 1	B3	—
#24	067:Hi Bongo	C4	—
#25	066:Lo Bongo	C#4	—
#26	061:SynTom1 Hi	D4	—
#27	061:SynTom1 Hi	D#4	—
#28	061:SynTom1 Hi	E4	—
#29	089:Hi Timbal	F4	—
#30	090:Lo Timbal	F#4	—
#31	065:Agogo	G4	—
#32	065:Agogo	G#4	—
#33	081:Cabasa	A4	—
#34	082:SynMaracas	A#4	—
#35	150:Whistle S	B4	EX2
#36	151:Whistle L	C5	EX2
#37	105:Guiro S	C#5	EX3
#38	106:Guiro L	D5	EX3
#39	070:Syn Claves	D#5	—
#40	092:WoodBlock2	E5	—
#41	093:WoodBlock3	F5	—
#42	102:Mute Cuica	F#5	EX4
#43	103:Open Cuica	G5	EX4
#44	083:MuteTriang	G#5	EX5
#45	084:OpenTriang	A5	EX5
#46	081:Cabasa	A#5	—
#47	003:Crisp Kick	B1	—
#48	149:JingleBell	B5	—
#49	147:Bell Tree	C6	—
#50	107:Castanet	C#6	—
#51	036:Side Stick	D6	—
#52	154:Taiko Lo	D#6	—
#53	022:Ambi.Snare	A1	—
#54	006:Dance Kick	G1	—
#55	030:Syn Snare2	F1	—
#56	012:Syn Kick 3	E1	—
#57	052:Open SynHH	F#1	EX1
#58	109:Timbales	G#1	—
#59	023:Rev Snare	A#1	—

D:6 Jazz Kit

#	Inst	Key	Excl
#00	001:Rock Kick	C2	—
#01	036:Side Stick	C#2	—
#02	019:Soft Snare	D2	—
#03	094:Hand Claps	D#2	—
#04	015:Snare 2	E2	—
#05	059:Tom Lo	F2	—
#06	048:Tite HH	F#2	EX1
#07	059:Tom Lo	G2	—
#08	050:Pedal HH	G#2	EX1
#09	059:Tom Lo	A2	—
#10	049:Open HH	A#2	EX1
#11	058:Tom Hi	B2	—
#12	058:Tom Hi	C3	—
#13	040:Crash Cym	C#3	—
#14	058:Tom Hi	D3	—
#15	057:Ride Cym 2	D#3	—
#16	042:China Cym	E3	—
#17	056:Ride Cym 1	F3	—
#18	085:Tambourine	F#3	—
#19	044:Splash Cym	G3	—
#20	086:Cowbell	G#3	—
#21	040:Crash Cym	A3	—
#22	104:Vibraslap	A#3	—
#23	054:Ride Edge	B3	—
#24	067:Hi Bongo	C4	—
#25	066:Lo Bongo	C#4	—
#26	074:Mute Conga	D4	—
#27	071:Open Conga	D#4	—
#28	071:Open Conga	E4	—
#29	089:Hi Timbal	F4	—
#30	090:Lo Timbal	F#4	—
#31	065:Agogo	G4	—
#32	065:Agogo	G#4	—
#33	081:Cabasa	A4	—
#34	080:Maracas	A#4	—
#35	150:Whistle S	B4	EX2
#36	151:Whistle L	C5	EX2
#37	105:Guiro S	C#5	EX3
#38	106:Guiro L	D5	EX3
#39	069:Claves	D#5	—
#40	092:WoodBlock2	E5	—
#41	093:WoodBlock3	F5	—
#42	102:Mute Cuica	F#5	EX4
#43	103:Open Cuica	G5	EX4
#44	083:MuteTriang	G#5	EX5
#45	084:OpenTriang	A5	EX5
#46	081:Cabasa	A#5	—
#47	004:Punch Kick	B1	—
#48	149:JingleBell	B5	—
#49	147:Bell Tree	C6	—
#50	107:Castanet	C#6	—
#51	136:Side Stick	D6	—
#52	154:Taiko Lo	D#6	—
#53	025:RollSnare2	A1	EX6
#54	002:Ambi.Kick	G1	—
#55	017:Snare 4	F1	—
#56	003:Crisp Kick	E1	—
#57	049:Open HH	F#1	EX1
#58	109:Timbales	G#1	—
#59	024:RollSnare1	A#1	EX6

No DrumSample: The drum sample of the adjacent key to the right will sound a semitone lower.

D:7 Brush Kit

#	Inst	Key	Excl
#00	001:Rock Kick	C2	—
#01	036:Side Stick	C#2	—
#02	035:Brush Tap	D2	—
#03	032:Brush Slap	D#2	—
#04	033:BrushSwish	E2	—
#05	064:Brush Tom	F2	—
#06	048:Tite HH	F#2	EX1
#07	064:Brush Tom	G2	—
#08	050:Pedal HH	G#2	EX1
#09	064:Brush Tom	A2	—
#10	049:Open HH	A#2	EX1
#11	064:Brush Tom	B2	—
#12	064:Brush Tom	C3	—
#13	040:Crash Cym	C#3	—
#14	064:Brush Tom	D3	—
#15	057:Ride Cym 2	D#3	—
#16	042:China Cym	E3	—
#17	056:Ride Cym 1	F3	—
#18	085:Tambourine	F#3	—
#19	044:Splash Cym	G3	—
#20	086:Cowbell	G#3	—
#21	040:Crash Cym	A3	—
#22	104:Vibraslap	A#3	—
#23	054:Ride Edge	B3	—
#24	067:Hi Bongo	C4	—
#25	066:Lo Bongo	C#4	—
#26	074:Mute Conga	D4	—
#27	071:Open Conga	D#4	—
#28	071:Open Conga	E4	—
#29	089:Hi Timbal	F4	—
#30	090:Lo Timbal	F#4	—
#31	065:Agogo	G4	—
#32	065:Agogo	G#4	—
#33	081:Cabasa	A4	—
#34	080:Maracas	A#4	—
#35	150:Whistle S	B4	EX2
#36	151:Whistle L	C5	EX2
#37	105:Guiro S	C#5	EX3
#38	106:Guiro L	D5	EX3
#39	069:Claves	D#5	—
#40	092:WoodBlock2	E5	—
#41	093:WoodBlock3	F5	—
#42	102:Mute Cuica	F#5	EX4
#43	103:Open Cuica	G5	EX4
#44	083:MuteTriang	G#5	EX5
#45	084:OpenTriang	A5	EX5
#46	081:Cabasa	A#5	—
#47	004:Punch Kick	B1	—
#48	149:JingleBell	B5	—
#49	147:Bell Tree	C6	—
#50	107:Castanet	C#6	—
#51	036:Side Stick	D6	—
#52	154:Taiko Lo	D#6	—
#53	032:Brush Slap	A1	EX6
#54	002:Ambi.Kick	G1	—
#55	108:FingerSnap	F1	—
#56	003:Crisp Kick	E1	—
#57	049:Open HH	F#1	EX1
#58	109:Timbales	G#1	—
#59	024:RollSnare1	A#1	EX6

D:8 Percussion

#	Inst	Key	Excl
#00	069:Claves	C2	—
#01	092:WoodBlock2	C#2	—
#02	086:Cowbell	D2	—
#03	091:WoodBlock1	D#2	—
#04	107:Castanet	E2	—
#05	076:Baya 2	F2	—
#06	081:Cabasa	F#2	—
#07	075:Baya 1	G2	—
#08	080:Maracas	G#2	—
#09	076:Baya 2	A2	—
#10	081:Cabasa	A#2	—
#11	079:Tabla 3	B2	EX1
#12	078:Tabla 2	C3	EX1
#13	104:Vibraslap	C#3	—
#14	077:Tabla 1	D3	EX1
#15	083:MuteTriang	D#3	EX3
#16	013:Orch B.Drm	E3	—
#17	084:OpenTriang	F3	EX3
#18	105:Guiro S	F#3	EX2
#19	149:JingleBell	G3	—
#20	106:Guiro L	G#3	EX2
#21	147:Bell Tree	A3	—
#22	101:Thing	A#3	—
#23	080:Maracas	B3	—
#24	094:Hand Claps	C4	—
#25	095:yn Claps	C#4	—
#26	099:Scratch Lo	D4	—
#27	098:Scratch Hi	D#4	—
#28	100:ScratchDbl	E4	—
#29	150:Whistle S	F4	EX4
#30	151:Whistle L	F#4	EX4
#31	072:Slap Conga	G4	—
#32	074:Mute Conga	G#4	—
#33	071:Open Conga	A4	—
#34	071:Open Conga	A#4	—
#35	102:Mute Cuica	B4	—
#36	103:Open Cuica	C5	—
#37	109:Timbales	C#5	—
#38	088:R-Timbal	D5	—
#39	089:Hi Timbal	D#5	—
#40	090:Lo Timbal	E5	—
#41	070:Syn Claves	F5	—
#42	087:SynCowbell	F#5	—
#43	108:FingerSnap	G5	—
#44	153:Taiko Hi	G#5	—
#45	154:Taiko Lo	A5	—
#46	097:Zap 2	A#5	—
#47	093:WoodBlock3	B1	—
#48	024:RollSnare1	B5	EX5
#49	025:RollSnare2	C6	EX5
#50	046:Orch Crash	C#6	EX6
#51	046:Orch Crash	D6	EX6
#52	161:Orch Hit	A7	—
#53	068:Slap Bongo	A#1	—
#54	065:Agogo	A1	—
#55	038:VocalSnr 1	G#1	—
#56	065:Agogo	G1	—
#57	067:Hi Bongo	E1	—
#58	066:Lo Bongo	F1	—
#59	085:Tambourine	F#1	—

D:9 Movie Kit

#	Inst	Key	Excl
#00	024:RollSnare 1	A#1	EX2
#01	048:Tite HH	D#1	EX1
#02	000:Fat Kick	E1	—
#03	016:Snare 3	F1	EX4
#04	054:Ride Edge	F#1	—
#05	004:Punch Kick	G1	—
#06	016:Snare 3	A1	EX4
#07	013:Orch B.Drm	B1	—
#08	013:Orch B.Drm	C2	—
#09	107:Castanet	C#2	—
#10	025:RollSnare 2	D2	EX2
#11	024:RollSnare 1	D#2	EX2
#12	025:RollSnare 2	E2	EX2
#13	No DrumSample	F2	—
#14	046:Orch Clash	F#2	EX3
#15	No DrumSample	G2	—
#16	085:Tambourine	G#2	—
#17	No DrumSample	A2	—
#18	046:Orch Crash	A#2	EX3
#19	No DrumSample	B2	—
#20	No DrumSample	C3	—
#21	040:Crash Cym	C#3	—
#22	No DrumSample	D3	—
#23	057:Ride Cym 2	D#3	—
#24	No DrumSample	E3	—
#25	040:Clash Cym	F3	—
#26	085:Tambourine	F#3	—
#27	044:Splash Cym	G3	EX2
#28	107:Castanet	G#3	EX2
#29	044:Splash Cym	A3	—
#30	104:Vibraslap	A#3	—
#31	056:Ride Cym 1	B3	—
#32	091:WoodBlock1	C4	—
#33	085:Tambourine	C#4	—
#34	084:OpenTriang	D4	—
#35	071:OpenConga	D#4	—
#36	071:OpenConga	E4	—
#37	089:Hi Timbal	F4	—
#38	090:Lo Timbal	F#4	—
#39	092:WoodBlock2	G4	—
#40	085:Tambourine	G#4	—
#41	127:Gamelan1	A4	EX3
#42	080:Maracas	A#4	—
#43	083:MuteTriang	B4	EX4
#44	084:OpenTriang	C5	EX4
#45	105:Guiro S	C#5	EX5
#46	106:Guiro L	D5	EX5
#47	154:Taiko Lo	D#5	—
#48	092:WoodBlock2	E5	—
#49	154:Taiko Lo	F5	—
#50	102:Mute Cuica	F#5	EX6
#51	103:OpenCuica	G5	EX6
#52	083:MuteTriang	G#5	EX4
#53	084:OpenTriang	A5	EX4
#54	147:Bell Tree	A#5	EX3
#55	149:Jingle Bell	B5	—
#56	147:Bell Tree	C6	—
#57	107:Castanet	C#6	EX2
#58	163:Metronome2	D6	—
#59	162:Metronome1	D#6	—

D:10 i1Funky Kit

#	Inst	Key	Excl
#00	002:Ambi Kick	C2	—
#01	036:SideStick	C#2	—
#02	020:LightSnare	D2	—
#03	094:HandClaps	D#2	—
#04	015:Snare 2	E2	—
#05	059:Tom Lo	F2	—
#06	048:Tite HH	F#2	EX1
#07	059:Tom Lo	G2	—
#08	049:Open HH	G#2	EX1
#09	059:Tom Lo	A2	—
#10	049:Open HH	A#2	EX1
#11	058:Tom Hi	B2	—
#12	058:Tom Hi	C3	—
#13	040:Crash Cym	C#3	—
#14	058:Tom Hi	D3	—
#15	054:Ride Edge	D#3	—
#16	042:China Cym	E3	—
#17	055:Ride Cup	F3	—
#18	085:Tambourine	F#3	—
#19	044:Splash Cym	G3	—
#20	086:Cowbell	G#3	—
#21	040:Crash Cym	A3	—
#22	104:Vibraslap	A#3	—
#23	056:Ride Cym 1	B3	—
#24	067:Hi Bongo	C4	—
#25	066:Lo Bongo	C#4	—
#26	074:Mute Conga	D4	—
#27	071:Open Conga	D#4	—
#28	071:Open Conga	E4	—
#29	089:Hi Timbal	F4	—
#30	090:Lo Timbal	F#4	—
#31	065:Agogo	G4	—
#32	065:Agogo	G#4	—
#33	081:Cabasa	A4	—
#34	080:Maracas	A#4	—
#35	150:Whistle S	B4	EX2
#36	151:Whistle L	C5	EX2
#37	105:Guiro S	C#5	EX3
#38	106:Guiro L	D5	EX3
#39	069:Claves	D#5	—
#40	092:WoodBlock2	E5	—
#41	093:WoodBlock3	F5	—
#42	102:Mute Cuica	F#5	EX4
#43	103:Open Cuica	G5	EX4
#44	083:MuteTriang	G#5	EX5
#45	084:OpeTriang	A5	EX5
#46	081:Cabasa	A#5	—
#47	000:Fat Kick	B1	—
#48	149:JingleBell	B5	—
#49	147:BellTree	E6	—
#50	107:Castanet	C#6	—
#51	051:CloseSynHH	F6	EX6
#52	052:OpenSynHH	G6	EX6
#53	018:PicoloSnare	F1	—
#54	010:SynKick 1	G1	—
#55	029:SynSnare 1	A1	—
#56	003:Crisp Kick	E1	—
#57	048:Tite HH	F#1	EX1
#58	109:Timbales	G#1	—
#59	023:Rev Snare	A#1	—

No DrumSample: The drum sample of the adjacent key to the right will sound a semitone lower.

D:11 Dance Kit

#	Inst	Key	Excl
#00	006:Dance Kick	C2	—
#01	036:Side Stick	C#2	—
#02	030:Syn Snare2	D2	—
#03	094:Hand Claps	D#2	—
#04	022:Ambi.Snare	E2	—
#05	060:ProcessTom	F2	—
#06	048:Tite HH	F#2	EX1
#07	060:ProcessTom	G2	—
#08	050:Pedal HH	G#2	EX1
#09	060:ProcessTom	A2	—
#10	049:Open HH	A#2	EX1
#11	060:ProcessTom	B2	—
#12	060:ProcessTom	C3	—
#13	040:Crash Cym	C#3	—
#14	060:ProcessTom	D3	—
#15	054:Ride Edge	D#3	—
#16	042:China Cym	E3	—
#17	055:Ride Cup	F3	—
#18	085:Tambourine	F#3	—
#19	044:Splash Cym	G3	—
#20	086:Cowbell	G#3	—
#21	040:Crash Cym	A3	—
#22	104:Vibraslap	A#3	—
#23	054:Ride Edge	B3	—
#24	067:Hi Bongo	C4	—
#25	066:Lo Bongo	C#4	—
#26	074:Mute Conga	D4	—
#27	071:Open Conga	D#4	—
#28	071:Open Conga	E4	—
#29	089:Hi Timbal	F4	—
#30	090:Lo Timbal	F#4	—
#31	065:Agogo	G4	—
#32	065:Agogo	G#4	—
#33	081:Cabasa	A4	—
#34	080:Maracas	A#4	—
#35	150:Whistle S	B4	EX2
#36	151:Whistle L	C5	EX2
#37	105:Guiro S	C#5	EX3
#38	106:Guiro L	D5	EX3
#39	069:Claves	D#5	—
#40	092:WoodBlock2	E5	—
#41	093:WoodBlock3	F5	—
#42	102:Mute Cuica	F#5	EX4
#43	103:Open Cuica	G5	EX4
#44	083:MuteTriang	G#5	EX5
#45	084:OpenTriang	A5	EX5
#46	081:Cabasa	A#5	—
#47	002:Ambi.Kick	B1	—
#48	149:JingleBell	B5	—
#49	147:Bell Tree	C6	—
#50	107:Castanet	C#6	—
#51	036:Side Stick	D6	—
#52	154:Taiko Lo	D#6	—
#53	021:TightSnare	A1	—
#54	011:Syn Kick 2	G1	—
#55	018:PicloSnare	F1	—
#56	003:Crisp Kick	E1	—
#57	049:Open HH	F#1	EX1
#58	036:Side Stick	G#1	—
#59	023:Rev Snare	A#1	—

D:12 Orch Kit

#	Inst	Key	Excl
#00	013:Orch B.Drm	C2	—
#01	036:Side Stick	C#2	—
#02	025:RollSnare2	D2	—
#03	107:Castanet	D#2	—
#04	025:RollSnare2	E2	—
#05	No DrumSample	F2	—
#06	No DrumSample	F#2	—
#07	No DrumSample	G2	—
#08	No DrumSample	G#2	—
#09	No DrumSample	A2	—
#10	No DrumSample	A#2	—
#11	No DrumSample	B2	—
#12	No DrumSample	C3	—
#13	No DrumSample	C#3	—
#14	No DrumSample	D3	—
#15	No DrumSample	D#3	—
#16	No DrumSample	E3	—
#17	152:Timpani	F3	—
#18	085:Tambourine	F#3	—
#19	044:Splash Cym	G3	—
#20	086:Cowbell	G#3	—
#21	040:Crash Cym	A3	—
#22	104:Vibraslap	A#3	—
#23	046:Orch Crash	B3	—
#24	067:Hi Bongo	C4	—
#25	066:Lo Bongo	C#4	—
#26	074:Mute Conga	D4	—
#27	071:Open Conga	D#4	—
#28	071:Open Conga	E4	—
#29	089:Hi Timbal	F4	—
#30	090:Lo Timbal	F#4	—
#31	065:Agogo	G4	—
#32	065:Agogo	G#4	—
#33	081:Cabasa	A4	—
#34	080:Maracas	A#4	—
#35	150:Whistle S	B4	EX2
#36	151:Whistle L	C5	EX2
#37	105:Guiro S	C#5	EX3
#38	106:Guiro L	D5	EX3
#39	069:Claves	D#5	—
#40	092:WoodBlock2	E5	—
#41	093:WoodBlock3	F5	—
#42	102:Mute Cuica	F#5	EX4
#43	103:Open Cuica	G5	EX4
#44	083:MuteTriang	G#5	EX5
#45	084:OpenTriang	A5	EX5
#46	081:Cabasa	A#5	—
#47	005:Real Kick	B1	—
#48	149:JingleBell	B5	—
#49	147:Bell Tree	C6	—
#50	107:Castanet	C#6	—
#51	036:Side Stick	D6	—
#52	154:Taiko Lo	D#6	—
#53	048:Tite HH	D#1	EX1
#54	049:Open HH	F1	EX1
#55	054:Ride Edge	F#1	—
#56	050:Pedal HH	E1	EX1
#57	No DrumSample	D1	EX1
#58	No DrumSample	G#1	—
#59	No DrumSample	A#1	—

D:13Funky Kit

#	Inst	Key	Excl
#00	002:Ambi Kick	C2	—
#01	036:SideStick	C#2	—
#02	020:LightSnare	D2	—
#03	094:HandClaps	D#2	—
#04	015:Snare 2	E2	—
#05	059:Tom Lo	F2	—
#06	048:Tite HH	F#2	EX1
#07	059:Tom Lo	G2	—
#08	049:Open HH	G#2	EX1
#09	059:Tom Lo	A2	—
#10	049:Open HH	A#2	EX1
#11	058:Tom Hi	B2	—
#12	058:Tom Hi	C3	—
#13	040:Crash Cym	C#3	—
#14	058:Tom Hi	D3	—
#15	054:Ride Edge	D#3	—
#16	042:China Cym	E3	—
#17	055:Ride Cup	F3	—
#18	085:Tambourine	F#3	—
#19	044:Splash Cym	G3	—
#20	086:Cowbell	G#3	—
#21	040:Crash Cym	A3	—
#22	104:Vibraslap	A#3	—
#23	056:Ride Cym 1	B3	—
#24	067:Hi Bongo	C4	—
#25	066:Lo Bongo	C#4	—
#26	074:Mute Conga	D4	—
#27	071:Open Conga	D#4	—
#28	071:Open Conga	E4	—
#29	089:Hi Timbal	F4	—
#30	090:Lo Timbal	F#4	—
#31	065:Agogo	G4	—
#32	065:Agogo	G#4	—
#33	081:Cabasa	A4	—
#34	080:Maracas	A#4	—
#35	150:Whistle S	B4	EX2
#36	151:Whistle L	C5	EX2
#37	105:Guiro S	C#5	EX3
#38	106:Guiro L	D5	EX3
#39	069:Claves	D#5	—
#40	092:WoodBlock2	E5	—
#41	093:WoodBlock3	F5	—
#42	102:Mute Cuica	F#5	EX4
#43	103:Open Cuica	G5	EX4
#44	083:MuteTriang	G#5	EX5
#45	084:OpeTriang	A5	EX5
#46	081:Cabasa	A#5	—
#47	000:Fat Kick	B1	—
#48	149:JingleBell	B5	—
#49	147:BellTree	E6	—
#50	107:Castanet	C#6	—
#51	051:CloseSynHH	F6	EX6
#52	052:OpenSynHH	G6	EX6
#53	018:PicoloSnare	F1	—
#54	010:SynKick 1	G1	—
#55	029:SynSnare 1	A1	—
#56	003:Crisp Kick	E1	—
#57	048:Tite HH	F#1	EX1
#58	109:Timbales	G#1	—
#59	023:Rev Snare	A#1	—

D:14 House Kit

#	Inst	Key	Excl
#00	010:Syn Kick 1	C2	—
#01	108:FingerSnap	C#2	—
#02	030:SynSnare 2	D2	—
#03	095:SynClaps	D#2	—
#04	022:Ambi-Snare	E2	—
#05	060:ProcessTom	F2	—
#06	048:Tite HH	F#2	—
#07	052:OpenSynHH	G2	—
#08	050:Petdal HH	G#2	—
#09	060:ProcessTom	A2	—
#10	052:OpenSynHH	A#2	—
#11	051:CloseSynHH	B2	—
#12	060:ProcessTom	C3	—
#13	040:Clash Cym	C#3	—
#14	060:ProcessTom	D3	—
#15	054:Ride Edge	D#3	—
#16	042:China Cym	E3	—
#17	055:Ride Cup	F3	—
#18	085:Tambourine	F#3	—
#19	049:Open HH	G3	—
#20	086:Cowbell	G#3	—
#21	040:Crash Cym	A3	—
#22	104:Vibraslap	A#3	—
#23	054:Ride Edge	B3	—
#24	067:Hi Bongo	C4	—
#25	066:Lo Bongo	C#4	—
#26	074:Mute Conga	D4	—
#27	071:Open Conga	D#4	—
#28	071:Open Conga	E4	—
#29	089:Hi Timbal	F4	—
#30	090:Lo Timbal	F#4	—
#31	090:Lo Timbal	G4	—
#32	065:Agogo	G#4	—
#33	081:Cabasa	A4	—
#34	080:Maracas	A#4	—
#35	150:Whistle S	B4	EX2
#36	151:Whistle L	C5	EX2
#37	105:Guiro S	C#5	EX3
#38	106:Guiro L	D5	EX3
#39	069:Claves	D#5	—
#40	092:WoodBlock2	E5	—
#41	093:WoodBlock3	F5	—
#42	102:MuteCuica	F#5	EX4
#43	103:OpenCuica	G5	EX4
#44	083:MuteTriang	G#5	EX5
#45	084:OpenTriang	A5	EX5
#46	081:Cabasa	A#5	—
#47	000:Fat Kick	B1	—
#48	052:Open SynHH	B5	—
#49	147:Bell Tree	C6	—
#50	107:Castanet	C#6	—
#51	036:Side Stick	D6	—
#52	154:Taiko Lo	D#6	—
#53	021:TightSnare	A1	—
#54	002:Ambi-Kick	G1	—
#55	018:PicoloSnare	F1	—
#56	003:Crisp Kick	E1	—
#57	049:Open HH	F#1	—
#58	036:Side Stick	G#1	—
#59	023:Rev Snare	A#1	—

No DrumSample: The drum sample of the adjacent key to the right will sound a semitone lower.

D:15 Rave Kit

#	Inst	Key	Excl
#00	010:Syn Kick 1	C2	—
#01	002:Ambi.Kick	C#1	—
#02	012:Syn Kick 3	E1	—
#03	007:Gated Kik	D#5	—
#04	006:Dance Kick	B1	—
#05	010:Syn Kick 1	C1	—
#06	011:Syn Kick 2	G1	—
#07	030:Syn Snare2	D2	—
#08	029:Syn Snare1	F1	—
#09	029:Syn Snare1	C#2	—
#10	060:ProcessTom	F2	—
#11	021:TightSnare	G#3	—
#12	144:Stadium	E2	—
#13	018:PicloSnare	E5	—
#14	015:Snare 2	D1	—
#15	027:GatedSnare	A1	—
#16	095:Syn Claps	D#2	—
#17	086:Cowbell	G#4	—
#18	048:Tite HH	G#2	EX1
#19	051:CloseSynHH	G3	EX2
#20	050:Pedal HH	A#4	EX1
#21	052:Open SynHH	F3	EX2
#22	049:Open HH	A#2	EX1
#23	084:OpenTriang	B3	—
#24	040:Crash Cym	C#3	—
#25	044:Splash Cym	D3	—
#26	084:OpenTriang	A3	—
#27	085:Tambourine	F#3	—
#28	144:Stadium	A#3	—
#29	071:Open Conga	C#4	—
#30	071:Open Conga	D4	—
#31	072:Slap Conga	D#4	—
#32	049:Open HH	E4	EX1
#33	074:Mute Conga	C#5	—
#34	074:Mute Conga	F4	—
#35	073:Palm Conga	F#4	—
#36	066:Lo Bongo	G4	—
#37	087:SynCowbell	D5	—
#38	068:Slap Bongo	B4	—
#39	070:Syn Claves	C5	—
#40	082:SynMaracas	G6	—
#41	098:Scratch Hi	F5	—
#42	108:FingerSnap	F#5	—
#43	099:Scratch Lo	C#6	—
#44	139:Gt Scratch	A4	—
#45	100:ScratchDbl	C6	—
#46	049:Open HH	A#5	EX1
#47	084:OpenTriang	B5	—
#48	102:Mute Cuica	D#3	—
#49	103:Open Cuica	F#2	—
#50	096:Zap 1	D6	—
#51	097:Zap 2	D#6	—
#52	094:Hand Claps	E6	—
#53	135:Pole	F6	—
#54	146:Gt Slide	F#6	—
#55	063:Syn Tom 2	G2	—
#56	063:Syn Tom 2	A2	—
#57	063:Syn Tom 2	B2	—
#58	063:Syn Tom 2	C3	—
#59	030:Syn Snare2	G8	—

D:16 GP Kit

#	Inst	Key	Excl
#00	005:Real Kick	C2	—
#01	036:Side Stick	C#2	—
#02	026:Rock Snare	D2	EX6
#03	095:Syn Claps	D#2	—
#04	020:LightSnare	E2	EX4
#05	059:Tom Lo	F2	—
#06	048:Tite HH	F#2	EX1
#07	059:Tom Lo	G2	—
#08	050:Pedal HH	G#2	EX1
#09	059:Tom Lo	A2	—
#10	049:Open HH	A#2	EX1
#11	058:Tom Hi	B2	—
#12	058:Tom Hi	C3	—
#13	040:Crash Cym	C#3	—
#14	058:Tom Hi	D3	—
#15	057:Ride Cym 2	D#3	—
#16	056:Ride Cym 1	E3	—
#17	055:Ride Cup	F3	—
#18	085:Tambourine	F#3	—
#19	044:Splash Cym	G3	—
#20	086:Cowbell	G#3	—
#21	040:Crash Cym	A3	—
#22	104:Vibraslap	A#3	—
#23	056:Ride Cym 1	B3	—
#24	067:Hi Bongo	C4	—
#25	066:Lo Bongo	C#4	—
#26	074:Mute Conga	D4	—
#27	072:Slap Conga	D#4	—
#28	071:Open Conga	E4	—
#29	089:Hi Timbal	F4	—
#30	089:Hi Timbal	F#4	—
#31	065:Agogo	G4	—
#32	065:Agogo	G#4	—
#33	081:Cabasa	A4	—
#34	082:SynMaracas	A#4	—
#35	150:Whistle S	B4	EX2
#36	151:Whistle L	C5	EX2
#37	105:Guiro S	C#5	EX3
#38	106:Guiro L	D5	EX3
#39	070:Syn Claves	D#5	—
#40	092:WoodBlock2	E5	—
#41	092:WoodBlock2	F5	—
#42	102:Mute Cuica	F#5	EX4
#43	103:Open Cuica	G5	EX4
#44	083:MuteTriang	G#5	EX5
#45	084:OpenTriang	A5	EX5
#46	081:Cabasa	A#5	—
#47	000:Fat Kick	B1	—
#48	082:SynMaracas	B5	—
#49	091:WoodBlock1	C6	—
#50	108:FingerSnap	C#6	—
#51	144:Stadium	D6	—
#52	147:Bell Tree	D#6	—
#53	015:Snare 2	A1	EX6
#54	002:Ambi.Kick	G1	—
#55	027:GatedSnare	F1	EX6
#56	001:Rock Kick	E1	—
#57	049:Open HH	F#1	EX1
#58	109:Timbales	G#1	—
#59	024:RollSnare1	A#1	EX6

D:17 Latin Kit

#	Inst	Key	Exel
#00	008:ProcesKick	C2	—
#01	036:Side Stick	C#2	–
#02	026:Rock Snare	D2	EX6
#03	094:Hand Claps	D#2	–
#04	020:LightSnare	E2	EX6
#05	059:Tom Lo	F2	–
#06	048:Tite HH	F#2	EX1
#07	059:Tom Lo	G2	–
#08	050:Pedal HH	G#2	EX1
#09	059:Tom Lo	A2	–
#10	049:Open HH	A#2	EX1
#11	058:Tom Hi	B2	–
#12	058:Tom Hi	C3	–
#13	040:Crash Cym	C#3	–
#14	058:Tom Hi	D3	–
#15	054:Ride Edge	D#3	–
#16	042:China Cym	E3	–
#17	055:Ride Cup	F3	–
#18	085:Tambourine	F#3	–
#19	044:Splash Cym	G3	–
#20	086:Cowbell	G#3	–
#21	040:Crash Cym	A3	–
#22	104:Vibraslap	A#3	–
#23	056:Ride Cym 1	B3	–
#24	067:Hi Bongo	C4	–
#25	066:Lo Bongo	C#4	–
#26	074:Mute Conga	D4	–
#27	071:Open Conga	D#4	–
#28	071:Open Conga	E4	–
#29	089:Hi Timbal	F4	–
#30	090:Lo Timbal	F#4	–
#31	065:Agogo	G4	–
#32	065:Agogo	G#4	–
#33	081:Cabasa	A4	–
#34	080:Maracas	A#4	–
#35	150:Whistle S	B4	EX2
#36	151:Whistle L	C5	EX2
#37	105:Guiro S	C#5	EX3
#38	106:Guiro L	D5	EX3
#39	069:Claves	D#5	–
#40	092:WoodBlock2	E5	–
#41	093:WoodBlock3	F5	–
#42	102:Mute Cuica	F#5	EX4
#43	103:Open Cuica	G5	EX4
#44	083:MuteTriang	G#5	EX5
#45	084:OpenTriang	A5	EX5
#46	081:Cabasa	A#5	–
#47	005:Real Kick	B1	–
#48	149:JingleBell	B5	–
#49	147:Bell Tree	C6	–
#50	107:Castanet	C#6	–
#51	036:Side Stick	D6	–
#52	029:Syn Snare1	D0	–
#53	014:Snare 1	A1	EX6
#54	000:Fat Kick	G1	–
#55	016:Snare 3	F1	EX6
#56	004:Punch Kick	E1	–
#57	049:Open HH	F#1	EX1
#58	109:Timbales	G#1	–
#59	024:RollSnare1	A#1	EX6

D:18 Perc Kit 2

#	Inst	Key	Excl
#00	069:Claves	C2	–
#01	092:WoodBlock2	C#2	–
#02	086:Cowbell	D2	–
#03	091:WoodBlock1	D#2	–
#04	107:Castanet	E2	–
#05	076:Baya 2	F2	–
#06	081:Cabasa	F#2	–
#07	075:Baya 1	G2	–
#08	080:Maracas	G#2	–
#09	076:Baya 2	A2	–
#10	081:Cabasa	A#2	–
#11	079:Tabla 3	B2	EX1
#12	078:Tabla 2	C3	EX1
#13	104:Vibraslap	C#3	–
#14	077:Tabla 1	D3	EX1
#15	083:MuteTriang	D#3	EX3
#16	013:Orch B.Drm	E3	–
#17	084:OpenTriang	F3	EX3
#18	105:Guiro S	F#3	EX2
#19	105:Guiro S	G3	–
#20	106:Guiro L	G#3	EX2
#21	147:Bell Tree	A3	–
#22	080:Maracas	A#3	–
#23	080:Maracas	B3	–
#24	094:Hand Claps	C4	–
#25	095:Syn Claps	C#4	–
#26	099:Scratch Lo	D4	–
#27	098:Scratch Hi	D#4	–
#28	100:ScratchDbl	E4	–
#29	150:Whistle S	F4	EX4
#30	151:Whistle L	F#4	EX4
#31	072:Slap Conga	G4	–
#32	074:Mute Conga	G#4	–
#33	071:Open Conga	A4	–
#34	071:Open Conga	A#4	–
#35	102:Mute Cuica	B4	–
#36	109:Timbales	C5	–
#37	109:Timbales	C#5	–
#38	088:R-Timbal	D5	–
#39	089:Hi Timbal	D#5	–
#40	090:Lo Timbal	E5	–
#41	070:Syn Claves	F5	–
#42	087:SynCowbell	F#5	–
#43	108:FingerSnap	G5	–
#44	153:Taiko Hi	G#5	–
#45	154:Taiko Lo	A5	–
#46	097:Zap 2	A#5	–
#47	093:WoodBlock3	B1	–
#48	024:RollSnare1	B5	EX5
#49	025:RollSnare2	C6	EX5
#50	046:Orch Crash	C#6	EX6
#51	046:Orch Crash	D6	EX6
#52	161:Orch Hit	A7	–
#53	068:Slap Bongo	A#1	–
#54	086:Cowbell	A1	–
#55	038:VocalSnr 1	G#1	–
#56	086:Cowbell	G1	–
#57	067:Hi Bongo	E1	–
#58	066:Lo Bongo	F1	–
#59	085:Tambourine	F#1	–

No DrumSample: The drum sample of the adjacent key to the right will sound a semitone lower.

D:19 LATIN Dr

#	Inst	Key	Excl
#00	008:ProcessTom	C2	—
#01	036:SideStick	C#2	—
#02	026:Rock Snare	D2	EX6
#03	094:HandClaps	D#2	—
#04	020:LightSnare	E2	EX6
#05	059:Tom Lo	F2	—
#06	048:Tite HH	F#2	EX1
#07	059:Tom Lo	G2	—
#08	050:Pedal HH	G#2	EX1
#09	059:Tom Lo	A2	—
#10	049:Open HH	A#2	EX1
#11	058:Tom Hi	B2	—
#12	058:Tom Hi	C3	—
#13	040:Crash Cym	C#3	—
#14	058:Tom Hi	D3	—
#15	054:Ride Edge	D#3	—
#16	042:China Cym	E3	—
#17	055:Ride Cup	F3	—
#18	085:Tambourine	F#3	—
#19	044:Splash Cym	G3	—
#20	086:Cowbell	G#3	—
#21	040:Crash Cym	A3	—
#22	104:Vibraslap	A#3	—
#23	056:Ride Cym 1	B3	—
#24	067:Hi Bongo	C4	—
#25	066:Lo Bongo	C#4	—
#26	074:Mute Conga	D4	—
#27	071:Open Conga	D#4	—
#28	071:Open Conga	E4	—
#29	089:Hi Timbal	F4	—
#30	090:Lo Timbal	F#4	—
#31	065:Agogo	G4	—
#32	065:Agogo	G#4	—
#33	081:Cabasa	A4	—
#34	080:Maracas	A#4	—
#35	150:Whistle S	B4	EX2
#36	151:Whistle L	C5	EX2
#37	105:Guiro S	C#5	EX3
#38	106:Guiro L	D5	EX3
#39	069:Claves	D#5	—
#40	092:WoodBlock2	E5	—
#41	093:WoodBlock3	F5	—
#42	102:Mute Cuica	F#5	EX4
#43	103:Open Cuica	C#6	EX4
#44	083:MuteTriang	A4	EX5
#45	084:OpeTriang	C6	EX5
#46	081:Cabasa	A#5	—
#47	005:Real Kick	B1	—
#48	149:JingleBell	B5	—
#49	147:BellTree	C6	—
#50	107:Castanet	C#6	—
#51	036:SideStick	D6	—
#52	154:Taiko Lo	D#6	—
#53	014:Snare 1	A1	EX6
#54	000:Fat Kick	G1	—
#55	016:Snare 3	F1	EX6
#56	001:Rock Kick	E1	—
#57	049:Open HH	F#1	EX1
#58	109:Timbales	G#1	—
#59	024:RollSnare	A#1	EX6

D:20 LATIN Per

#	Inst	Key	Excl
#00	069:Claves	C2	—
#01	092:WoodBlock2	C#2	—
#02	086:Cowbell	D2	—
#03	091:WoodBlock1	D#2	—
#04	107:Castanet	E2	—
#05	076:Baya 2	F2	—
#06	081:Cabasa	F#2	—
#07	075:Baya 1	G2	—
#08	080:Maracas	G#2	—
#09	076:Baya 2	A2	—
#10	081:Cabasa	A#2	—
#11	079:Tabla 3	B2	—
#12	078:Tabla 2	C3	—
#13	104:Vibraslap	C#3	—
#14	077:Tabla 1	D3	—
#15	083:MuteTriang	D#3	—
#16	013:Orch B.Drm	E3	—
#17	084:Open Triang	F3	—
#18	105:Guiro S	F#3	—
#19	149:JingleBell	G3	—
#20	106:Guiro L	G#3	—
#21	147:Bell Tree	A3	—
#22	101:Thing	A#3	—
#23	080:Maracas	B3	—
#24	094:HandClaps	C4	—
#25	095:Syn Claps	C#4	—
#26	099:Scratch Lo	D4	—
#27	098:Scratch Hi	D#4	—
#28	100:Scratch Dbl	E4	—
#29	150:Whistle S	F4	—
#30	151:Whistle L	F#4	—
#31	072:Slap Conga	G4	—
#32	074:Mute Conga	G#4	—
#33	071:Open Conga	A4	—
#34	071:Open Conga	A#4	—
#35	102:Mute Cuica	B4	—
#36	103:Open Cuica	C5	—
#37	109:Timbales	C#5	—
#38	088:R-Timbal	D5	—
#39	089:Hi Timbal	D#5	—
#40	090:Lo Timbal	E5	—
#41	070:SynClaves	F5	—
#42	087:SynCowbell	F#5	—
#43	108:FingerSnap	G5	—
#44	153:Taiko Hi	G#5	—
#45	154:Tiko Lo	A5	—
#46	097:Zap 2	A#5	—
#47	093:WoodBlock3	B1	—
#48	024:Roll Snare 1	B5	—
#49	025:Roll Snare 2	C6	—
#50	046:Orch Crash	C#6	—
#51	046:Orch Crash	D6	—
#52	161:Orch Hit	A7	—
#53	068:Slap Bongo	A#1	—
#54	086:Cow Bell	A1	—
#55	038:VocalSnr1	G#1	—
#56	086:Cowbell	G1	—
#57	067:Hi Bongo	E1	—
#58	066:Lo Bongo	F1	—
#59	085:Tambourine	F#1	—

D:21 Steam'in

#	Inst	Key	Excl
#00	010:Syn Kick 1	C2	—
#01	108:FingerSnap	C#2	—
#02	030:SynSnare 2	D2	—
#03	095:SynClaps	D#2	—
#04	022:Ambi-Snare	E2	—
#05	060:ProcessTom	F2	—
#06	048:Tite HH	F#2	—
#07	052:OpenSynHH	G2	—
#08	050:Petdal HH	G#2	—
#09	060:ProcessTom	A2	—
#10	052:OpenSynHH	A#2	—
#11	051:CloseSynHH	B2	—
#12	060:ProcessTom	C3	—
#13	040:Clash Cym	C#3	—
#14	060:ProcessTom	D3	—
#15	054:Ride Edge	D#3	—
#16	042:China Cym	E3	—
#17	055:Ride Cup	F3	—
#18	085:Tambourine	F#3	—
#19	049:Open HH	G3	—
#20	086:Cowbell	G#3	—
#21	040:Crash Cym	A3	—
#22	104:Vibraslap	A#3	—
#23	054:Ride Edge	B3	—
#24	067:Hi Bongo	C4	—
#25	066:Lo Bongo	C#4	—
#26	074:Mute Conga	D4	—
#27	071:Open Conga	D#4	—
#28	071:Open Conga	E4	—
#29	089:Hi Timbal	F4	—
#30	090:Lo Timbal	F#4	—
#31	090:Lo Timbal	G4	—
#32	065:Agogo	G#4	—
#33	081:Cabasa	A4	—
#34	080:Maracas	A#4	—
#35	150:Whistle S	B4	EX2
#36	151:Whistle L	C5	EX2
#37	105:Guiro S	C#5	EX3
#38	106:Guiro L	D5	EX3
#39	069:Claves	D#5	—
#40	092:WoodBlock2	E5	—
#41	093:WoodBlock3	F5	—
#42	102:MuteCuica	F#5	EX4
#43	103:OpenCuica	G5	EX4
#44	083:MuteTriang	G#5	EX5
#45	084:OpenTriang	A5	EX5
#46	081:Cabasa	A#5	—
#47	000:Fat Kick	B1	—
#48	052:Open SynHH	B5	—
#49	147:Bell Tree	C6	—
#50	107:Castanet	C#6	—
#51	036:Side Stick	D6	—
#52	154:Taiko Lo	D#6	—
#53	021:TightSnare	A1	—
#54	002:Ambi-Kick	G1	—
#55	018:Open HH	F1	—
#56	003:Crisp Kick	E1	—
#57	049:Open HH	F#1	—
#58	036:Side Stick	G#1	—
#59	023:Rev Snare	A#1	—

D:22 i1Rave Kit

#	Inst	Key	Excl
#00	010:Syn Kick 1	C2	—
#01	002:Ambi.Kick	C#1	—
#02	012:Syn Kick 3	E1	—
#03	007:Gated Kik	D#5	—
#04	006:Dance Kick	B1	—
#05	005:Real Kick	C1	—
#06	011:Syn Kick 2	G1	—
#07	030:Syn Snare2	D2	—
#08	029:Syn Snare1	F1	—
#09	029:Syn Snare1	C#2	—
#10	060:ProcessTom	F2	—
#11	021:TightSnare	G#3	—
#12	020:LightSnare	E2	—
#13	018:PicloSnare	E5	—
#14	015:Snare 2	D1	—
#15	027:GatedSnare	A1	—
#16	095:Syn Claps	D#2	—
#17	086:Cowbell	G#4	—
#18	048:Tite HH	G#2	—
#19	051:CloseSynHH	G3	—
#20	050:Pedal HH	A#4	—
#21	052:Open SynHH	F3	—
#22	049:Open HH	A#2	—
#23	084:OpenTriang	B3	—
#24	040:Crash Cym	C#3	—
#25	044:Splash Cym	D3	—
#26	084:OpenTriang	A3	—
#27	085:Tambourine	F#3	—
#28	144:Stadium	A#3	—
#29	071:Open Conga	C#4	—
#30	071:Open Conga	D4	—
#31	072:Slap Conga	D#4	—
#32	049:Open HH	E4	—
#33	074:Mute Conga	C#5	—
#34	074:Mute Conga	F4	—
#35	073:Palm Conga	F#4	—
#36	066:Lo Bongo	G4	—
#37	087:SynCowbell	D5	—
#38	068:Slap Bongo	B4	—
#39	070:Syn Claves	C5	—
#40	082:SynMaracas	G6	—
#41	098:Scratch Hi	F5	—
#42	108:FingerSnap	F#5	—
#43	099:Scratch Lo	C#6	—
#44	139:Gt Scratch	A4	—
#45	100:ScratchDbl	C6	—
#46	049:Open HH	A#5	—
#47	084:OpenTriang	B5	—
#48	102:Mute Cuica	D#3	—
#49	103:Open Cuica	F#2	—
#50	096:Zap 1	D6	—
#51	097:Zap 2	D#6	—
#52	094:Hand Claps	E6	—
#53	135:Pole	F6	—
#54	147:Bell Tree	F#6	—
#55	063:Syn Tom 2	G2	—
#56	063:Syn Tom 2	A2	—
#57	063:Syn Tom 2	B2	—
#58	063:Syn Tom 2	C3	—
#59	030:Syn Snare2	G8	—

No DrumSample: The drum sample of the adjacent key to the right will sound a semitone lower.

D:23 16 Beat Kit

No.	Inst	Key	Excl
#00	008:ProcessTom	C2	—
#01	036:SideStick	C#2	—
#02	026:Rock Snare	D2	EX6
#03	094:HandClaps	D#2	—
#04	020:LightSnare	E2	EX6
#05	059:Tom Lo	F2	—
#06	048:Tite HH	F#2	EX1
#07	059:Tom Lo	G2	—
#08	050:Pedal HH	G#2	EX1
#09	059:Tom Lo	A2	—
#10	049:Open HH	A#2	EX1
#11	058:Tom Hi	B2	—
#12	058:Tom Hi	C3	—
#13	040:Crash Cym	C#3	—
#14	058:Tom Hi	D3	—
#15	054:Ride Edge	D#3	—
#16	042:China Cym	E3	—
#17	055:Ride Cup	F3	—
#18	085:Tambourine	F#3	—
#19	044:Splash Cym	G3	—
#20	087:SynCowbell	G#3	—
#21	040:Crash Cym	A3	—
#22	104:Vibraslap	A#3	—
#23	056:Ride Cym 1	B3	—
#24	067:Hi Bongo	C4	—
#25	066:Lo Bongo	C#4	—
#26	074:Mute Conga	D4	—
#27	071:Open Conga	D#4	—
#28	071:Open Conga	E4	—
#29	089:Hi Timbal	F4	—
#30	090:Lo Timbal	F#4	—
#31	065:Agogo	G4	—
#32	065:Agogo	G#4	—
#33	081:Cabasa	A4	—
#34	081:Cabasa	A#4	—
#35	150:Whistle S	B4	EX2
#36	151:Whistle L	C5	EX2
#37	105:Guiro S	C#5	EX3
#38	106:Guiro L	D5	EX3
#39	069:Claves	D#5	—
#40	092:WoodBlock2	E5	—
#41	093:WoodBlock3	F5	—
#42	102:Mute Cuica	F#5	EX4
#43	103:Open Cuica	C#6	EX4
#44	083:MuteTriang	A4	EX5
#45	084:OpeTriang	C6	EX5
#46	081:Cabasa	A#5	—
#47	005:Real Kick	B1	—
#48	149:JingleBell	B5	—
#49	147:BellTree	C6	—
#50	107:Castanet	C#6	—
#51	036:SideStick	D6	—
#52	154:Taiko Lo	D#6	—
#53	014:Snare 1	A1	EX6
#54	000:Fat Kick	G1	—
#55	016:Snare 3	F1	EX6
#56	001:Rock Kick	E1	—
#57	049:Open HH	F#1	EX1
#58	109:Timbales	G#1	—
#59	024:RollSnare	A#1	EX6

D:24 Bossa Kit

#	Inst	Key	Excl
#00	013:Orch B.Drm	C2	—
#01	036:SideStick	C#2	—
#02	019:SoftSnare	D2	EX6
#03	094:HandClaps	D#2	—
#04	020:LightSnare	E2	EX6
#05	063:Sym Tom 2	F2	—
#06	048:Tite HH	F#2	EX1
#07	059:Tom Lo	G2	—
#08	049:Open HH	G3#	EX1
#09	063:Syn Tom 2	A2	—
#10	049:Open HH	A#2	EX1
#11	058:Tom Hi	B2	—
#12	058:Tom Hi	C3	—
#13	040:Crash Cym	C#3	—
#14	058:Tom Hi	D3	—
#15	054:Ride Edge	D#3	—
#16	042:China Cym	E3	—
#17	055:Ride Cup	F3	—
#18	085:Tambourine	F#3	—
#19	044:Splash Cym	G3	—
#20	087:SynCowbell	G#3	—
#21	040:Crash Cym	A3	—
#22	104:Vibraslap	A#3	—
#23	056:Ride Cym 1	B3	—
#24	067:Hi Bongo	C4	—
#25	066:Lo Bongo	C#4	—
#26	074:Mute Conga	D4	—
#27	071:Open Conga	D#4	—
#28	076:Baya 2	E4	—
#29	089:Hi Timbal	F4	—
#30	090:Lo Timbal	F#4	—
#31	065:Agogo	G4	—
#32	065:Agogo	G#4	—
#33	081:Cabasa	A4	—
#34	080:Maracas	A#4	—
#35	150:Whistle S	B4	EX2
#36	151:Whistle L	C5	EX2
#37	105:Guiro S	C#5	EX3
#38	106:Guiro L	D5	EX3
#39	069:Claves	D#5	—
#40	092:WoodBlock2	E5	—
#41	093:WoodBlock3	F5	—
#42	102:Mute Cuica	F#5	EX4
#43	103:Open Cuica	C#6	EX4
#44	083:MuteTriang	A4	EX5
#45	084:OpeTriang	C6	EX5
#46	081:Cabasa	A#5	—
#47	005:Real Kick	B1	—
#48	149:JingleBell	B5	—
#49	147:BellTree	C6	—
#50	107:Castanet	C#6	—
#51	036:SideStick	D6	—
#52	154:Taiko Lo	D#6	—
#53	014:Snare 1	A1	EX6
#54	000:Fat Kick	G1	—
#55	016:Snare 3	F1	EX6
#56	001:Rock Kick	E1	—
#57	049:Open HH	F#1	EX1
#58	109:Timbales	G#1	—
#59	024:RollSnare	A#1	EX6

D:25 Samba Kit

#	Inst	Key	Excl
#00	008:ProcessTom	C2	—
#01	036:SideStick	C#2	—
#02	026:Rock Snare	D2	—
#03	094:HandClaps	D#2	—
#04	020:LightSnare	E2	—
#05	059:Tom Lo	F2	—
#06	048:Tite HH	F#2	EX1
#07	059:Tom Lo	G2	—
#08	050:Pedal HH	G3#	EX1
#09	059:Tom Lo	A2	—
#10	049:Open HH	A#2	EX1
#11	058:Tom Hi	B2	—
#12	058:Tom Hi	C3	—
#13	040:Crash Cym	C#3	—
#14	058:Tom Hi	D3	—
#15	054:Ride Edge	D#3	—
#16	042:China Cym	E3	—
#17	055:Ride Cup	F3	—
#18	085:Tambourine	F#3	—
#19	044:Splash Cym	G3	—
#20	086:Cowbell	G#3	—
#21	040:Crash Cym	A3	—
#22	104:Vibraslap	A#3	—
#23	056:Ride Cym 1	B3	—
#24	067:Hi Bongo	C4	—
#25	066:Lo Bongo	C#4	—
#26	074:Mute Conga	D4	—
#27	071:Open Conga	D#4	—
#28	071:Open Conga	E4	—
#29	089:Hi Timbal	F4	—
#30	090:Lo Timbal	F#4	—
#31	065:Agogo	G4	—
#32	065:Agogo	G#4	—
#33	081:Cabasa	A4	—
#34	080:Maracas	A#4	—
#35	150:Whistle S	B4	EX2
#36	151:Whistle L	C5	EX2
#37	105:Guiro S	C#5	EX3
#38	106:Guiro L	D5	EX3
#39	069:Claves	D#5	—
#40	092:WoodBlock2	E5	—
#41	093:WoodBlock3	F5	—
#42	102:Mute Cuica	F#5	EX4
#43	103:Open Cuica	G5	EX4
#44	083:MuteTriang	G#5	EX5
#45	084:OpeTriang	A5	EX5
#46	081:Cabasa	A#5	—
#47	005:Real Kick	B1	—
#48	149:JingleBell	B5	—
#49	147:BellTree	C6	—
#50	107:Castanet	C#6	—
#51	036:SideStick	D6	—
#52	064:Brush Tom	D#6	—
#53	014:Snare 1	A1	—
#54	000:Fat Kick	G1	—
#55	016:Snare 3	F1	—
#56	001:Rock Kick	E1	—
#57	049:Open HH	F#1	EX1
#58	109:Timbales	G#1	—
#59	024:RollSnare	A#1	—

D:26 World Kit

#	Inst	Key	Excl
#00	008:ProcessTom	C2	—
#01	036:SideStick	C#2	—
#02	026:Rock Snare	D2	EX6
#03	094:HandClaps	D#2	—
#04	020:LightSnare	E2	EX6
#05	063:Syn Tom 2	F2	—
#06	048:Tite HH	F#2	EX1
#07	059:Tom Lo	G2	—
#08	050:Pedal HH	G3#	EX1
#09	063:Syn Tom 2	A2	—
#10	049:Open HH	A#2	EX1
#11	058:Tom Hi	B2	—
#12	058:Tom Hi	C3	—
#13	040:Crash Cym	C#3	—
#14	058:Tom Hi	D3	—
#15	054:Ride Edge	D#3	—
#16	042:China Cym	E3	—
#17	055:Ride Cup	F3	—
#18	085:Tambourine	F#3	—
#19	044:Splash Cym	G3	—
#20	087:SynCowbell	G#3	—
#21	040:Crash Cym	A3	—
#22	104:Vibraslap	A#3	—
#23	056:Ride Cym 1	B3	—
#24	067:Hi Bongo	C4	—
#25	066:Lo Bongo	C#4	—
#26	074:Mute Conga	D4	—
#27	071:Open Conga	D#4	—
#28	076:Baya 2	E4	—
#29	089:Hi Timbal	F4	—
#30	090:Lo Timbal	F#4	—
#31	065:Agogo	G4	—
#32	065:Agogo	G#4	—
#33	081:Cabasa	A4	—
#34	080:Maracas	A#4	—
#35	150:Whistle S	B4	EX2
#36	151:Whistle L	C5	EX2
#37	105:Guiro S	C#5	EX3
#38	106:Guiro L	D5	EX3
#39	069:Claves	D#5	—
#40	092:WoodBlock2	E5	—
#41	093:WoodBlock3	F5	—
#42	102:Mute Cuica	F#5	EX4
#43	103:Open Cuica	G5	EX4
#44	083:MuteTriang	G#5	EX5
#45	084:OpeTriang	A5	EX5
#46	081:Cabasa	A#5	—
#47	005:Real Kick	B1	—
#48	149:JingleBell	B5	—
#49	147:BellTree	C6	—
#50	107:Castanet	C#6	—
#51	036:SideStick	D6	—
#52	154:Taiko Lo	D#6	—
#53	014:Snare 1	A1	EX6
#54	000:Fat Kick	G1	—
#55	016:Snare 3	F1	EX6
#56	001:Rock Kick	E1	—
#57	049:Open HH	F#1	EX1
#58	109:Timbales	G#1	—
#59	024:RollSnare	A#1	EX6

No DrumSample: The drum sample of the adjacent key to the right will sound a semitone lower.

D:27 Gypsy Kit

#	Inst	Key	Excl
#00	013:Orch B.Drm	C2	—
#01	036:Side Stick	C#2	—
#02	025:RollSnare2	D2	—
#03	107:Castanet	D#2	—
#04	025:RollSnare2	E2	—
#05	No DrumSample	F2	—
#06	No DrumSample	F#2	—
#07	No DrumSample	G2	—
#08	No DrumSample	G#2	—
#09	No DrumSample	A2	—
#10	No DrumSample	A#2	—
#11	No DrumSample	B2	—
#12	No DrumSample	C3	—
#13	No DrumSample	C#3	—
#14	No DrumSample	D3	—
#15	No DrumSample	D#3	—
#16	No DrumSample	E3	—
#17	152:Timpani	F3	—
#18	085:Tambourine	F#3	—
#19	044:Splash Cym	G3	—
#20	086:Cowbell	G#3	—
#21	040:Crash Cym	A3	—
#22	104:Vibraslap	A#3	—
#23	046:Orch Crash	B3	—
#24	094:Hand Claps	C4	—
#25	066:Lo Bongo	C#4	—
#26	074:Mute Conga	D4	—
#27	071:Open Conga	D#4	—
#28	071:Open Conga	E4	—
#29	089:Hi Timbal	F4	—
#30	090:Lo Timbal	F#4	—
#31	065:Agogo	G4	—
#32	065:Agogo	G#4	—
#33	094:Hand Claps	A4	—
#34	080:Maracas	A#4	—
#35	150:Whistle S	B4	EX2
#36	151:Whistle L	C5	EX2
#37	105:Guiro S	C#5	EX3
#38	106:Guiro L	D5	EX3
#39	069:Claves	D#5	—
#40	092:WoodBlock2	E5	—
#41	093:WoodBlock3	F5	—
#42	102:Mute Cuica	F#5	EX4
#43	103:Open Cuica	G5	EX4
#44	083:MuteTriang	G#5	EX5
#45	084:OpenTriang	A5	EX5
#46	081:Cabasa	A#5	—
#47	005:Real Kick	B1	—
#48	149:JingleBell	B5	—
#49	147:Bell Tree	C6	—
#50	107:Castanet	C#6	—
#51	036:Side Stick	D6	—
#52	154:Taiko Lo	D#6	—
#53	048:Tite HH	D#1	EX1
#54	049:Open HH	F1	EX1
#55	054:Ride Edge	F#1	—
#56	050:Pedal HH	E1	EX1
#57	No DrumSample	D1	—
#58	No DrumSample	G#1	—
#59	No DrumSample	A#1	—

No DrumSample: The drum sample of the adjacent key to the right will sound a semitone lower.

MultiSamples

000	A.Piano 1	060	Over Drive	120	Pole	180	White Pad	240	Tite HH NT	300	Mute Conga
001	A.Piano1LP	061	OverDrv LP	121	Pole LP	181	Ether Bell	241	Bell Ride	301	Tabla 1
002	A.Piano 2	062	OverDrv F4	122	Tubular	182	E.Bell LP	242	Ping Ride	302	Tabla 2
003	E.Piano 1	063	MuteDstGtr	123	Split Drum	183	Mega Pad	243	Timpani	303	Maracas
004	E.Piano1LP	064	MtDstGtr V	124	Split Bell	184	Spectrum 1	244	Timpani LP	304	SynMaracas
005	E.Piano 2	065	PowerChord	125	Flute	185	Spectrum 2	245	Cabasa	305	SynMarcsNT
006	E.Piano2LP	066	PowerChd V	126	Pan Flute	186	Stadium	246	Cabasa NT	306	MuteTriang
007	Soft EP	067	OverDvChrd	127	PanFluteLP	187	Stadium NT	247	Agogo	307	OpenTriang
008	Soft EP LP	068	Gtr Slide	128	Shakuhachi	188	BrushNoise	248	Cow Bell	308	Guiro
009	Hard EP	069	GtrSlide V	129	ShakhachLP	189	BruNoiseNT	249	Low Bongo	309	Guiro LP
010	Hard EP LP	070	Sitar 1	130	Bottle	190	Steel Drum	250	Claves	310	Scratch Hi
011	PianoPad 1	071	Sitar 2	131	Recorder	191	SteelDrmLP	251	Timbale	311	ScratcHiNT
012	PianoPad 2	072	Sitar 2 LP	132	Ocarina	192	BrushSwirl	252	WoodBlock1	312	Scratch Lo
013	Clav	073	Santur	133	Oboe	193	Belltree	253	WoodBlock2	313	ScratcLoNT
014	Clav LP	074	Bouzouki	134	EnglishHrn	194	BelltreeNT	254	WoodBlock3	314	ScratchDbl
015	Harpsicord	075	BouzoukiLP	135	Eng.HornLP	195	BeltreV NT	255	Taiko Hit	315	ScratDblNT
016	HarpsicdLP	076	Banjoe	136	BasoonOboe	196	Tri Roll	256	Syn Claves	316	Mini 1a
017	PercOrgan1	077	Shamisen	137	BsonOboeLP	197	TriRoll NT	257	Melo Tom	317	Digital 1
018	PercOrg1LP	078	Koto	138	Clarinet	198	Telephon	258	ProccesTom	318	VS 102
019	PercOrgan2	079	Uood	139	ClarinetLP	199	TelephonNT	259	Syn Tom 1	319	VS 48
020	PercOrg2LP	080	Harp	140	Bari Sax	200	Clicker	260	Syn Tom 2	320	VS 52
021	Organ 1	081	MandlinTrm	141	Bari.SaxLP	201	Clicker NT	261	VocalSnare	321	VS 58
022	Organ 1 LP	082	A.Bass 1	142	Tenor Sax	202	Crickets 1	262	Zap 1	322	VS 71
023	Organ 2	083	A.Bass1 LP	143	T.Sax LP	203	Crickts1NT	263	Zap 2	323	VS 72
024	Organ 2 LP	084	A.Bass 2	144	Alto Sax	204	Crickets 2	264	Fret Zap 1	324	VS 88
025	Organ 3	085	A.Bass2 LP	145	A.Sax LP	205	Crickts2NT	265	Fret Zap 2	325	VS 89
026	Organ 4	086	E.Bass 1	146	SopranoSax	206	Magic Bell	266	Vibra Slap	326	13-35
027	Organ 5	087	E.Bass1 LP	147	S.Sax LP	207	Sporing	267	Indust	327	DWGSOrgan1
028	RotaryOrg1	088	E.Bass 2	148	Tuba	208	Rattle	268	Thing	328	DWGSOrgan2
029	RotaryOrg2	089	E.Bass2 LP	149	Tuba LP	209	Kava 1	269	Thing NT	329	DWGS E.P.
030	PipeOrgan1	090	Pick Bass1	150	Horn	210	Kava 2	270	FingerSnap	330	Saw
031	PipeOrg1LP	091	PicBass1LP0	151	FlugelHorn	211	Fever 1	271	FingSnapNT	331	Square
032	PipeOrgan2	092	Pick Bass2	152	Trombone 1	212	Fever 2	272	Tambourine	332	Ramp
033	PipeOrg2LP	093	Fretless	153	Trombone 2	213	Zappers 1	273	Hand Clap	333	Pulse 25%
034	PipeOrgan3	094	FretlessLP	154	Trumpet	214	Zappers 2	274	HandClapNT	334	Pulse 8%
035	PipeOrg3LP	095	Slap Bass1	155	Trumpet LP	215	Bugs	275	Gun Shot	335	Pulse 4%
036	Musette	096	Slap Bass2	156	Mute TP	216	Surfy	276	Castanet	336	Syn Sine
037	Musette V	097	SlpBass2LP	157	Mute TP LP	217	SleighBell	277	CastanetNT	337	Sine
038	Bandneon	098	Slap Bass3	158	Brass 1	218	Elec Beat	278	Snap	338	DJ Kit 1
039	BandneonLP	099	SynthBass1	159	Brass 1 LP	219	Idling	279	Snap NT	339	DJ Kit 2
040	Accordion	100	SynBass1LP	160	Brass 2	220	EthnicBeat	280	Gt Scratch	340	A.Piano3(L
041	AcordionLP	101	SynthBass2	161	Brass 2 LP	221	Taps	281	Side Stick	341	A.Piano3(R
042	Harmonica	102	SynBass2LP	162	StringEns.	222	Tap 1	282	SideStikNT	342	A.Piano 4
043	G.Guitar	103	House Bass	163	StrEns. V1	223	Tap 2	283	TimbleSide		
044	G.GuitarLP	104	FM Bass	164	StrEns. V2	224	Tap 3	284	TimblSidNT		
045	F.Guitar	105	FM Bass LP	165	StrEns. V3	225	Tap 4	285	Syn Rim		
046	F.GuitarLP	106	Kalimba	166	AnaStrings	226	Tap 5	286	Syn Rim NT		
047	F.Guitar V	107	Music Box	167	PWM	227	Orch Hit	287	Open HH		
048	A.Gtr Harm	108	MusicBoxLP	168	Violin	228	SnareRl/Ht	288	OpenSyn HH		
049	E.Guitar 1	109	Log Drum	169	Cello	229	Syn Snare	289	CloseSynHH		
050	E.Guitr1 V	110	Marimba	170	Cello LP	230	Rev Snare	290	Sagat		
051	E.Guitar 2	111	Xylophone	171	Pizzicato	231	PowerSnare	291	Sagat NT		
052	E.Guitar 3	112	Vibe	172	Voice	232	Orch Perc	292	Sagatty		
053	MuteGuitar	113	Celesta	173	Choir	233	Crash Cym	293	Sagatty NT		
054	Funky Gtr	114	Glocken	174	Soft Choir	234	CrashCymLP	294	JingleBell		
055	FunkyGtr V	115	BrightBell	175	Air Vox	235	CrashLP NT	295	Taiko		
056	E.Gtr Harm	116	B.Bell LP	176	Doo Voice	236	China Cym	296	Slap Bongo		
057	DistGuitar	117	Metal Bell	177	DooVoiceLP	237	Splash Cym	297	Open Conga		
058	Dist GtrLP	118	M.Bell LP	178	Syn Vox	238	Orch Crash	298	Slap Conga		
059	DistGuitrV	119	Gamelan	179	Syn Vox LP	239	Tite HH	299	Palm Conga		

Sounds processed with INFINITY™.

INFINITY
LOOPS BY JUPITER SYSTEMS

Specifications and options

Tone generation method	AI^2 synthesis (full digital processing)
Tone generator	32 voice, 32 oscillator (for Single) 16 voice, 32 oscillator (for Double)
Keyboard	61 note (velocity sensitive, with aftertouch)
Waveform memory	14 Mbytes of PCM ROM
Effects	Two stereo digital multieffect processors, 24 types and 47 effects
Programs	128 GM programs (banks A, B) and 1 GM drum program in ROM 192 programs (banks C, D, E) and 25 drum programs in ROM 64 user programs and 2 user drum programs in RAM
Styles	104 styles in ROM 4 styles in RAM
Arrangements	128 arrangements (banks A, B) 64 user arrangements in RAM
Backing sequences	10 backing sequences in RAM
Song	16 channels, 16 timbres (dynamic voice allocation)
Backing sequence capacity	40,000 events
Controllers	Damper pedal, assignable pedal/switch, EC5
Outputs	L/MONO, R, headphones
MIDI	IN, OUT, THRU
PC interface	PC TO HOST
Floppy disk drive	3.5 inch 2DD/3.5 inch 2HD (IBM PC 1.44 MB)
LCD	Backlit LCD, 20 characters x 2 lines
Power supply	100 V nominal
Power consumption	12 W
Included items	AC power cable, IXD-00P/IXD-01P floppy disks, music stand
Dimensions (excluding music stand)	1,076.4 (width) × 338.3 (depth) × 106.1 (height) mm
Weight	10.8 kg
Optional items	EC5 external controller, DS-1 damper pedal, PS-1 pedal switch, PS-2 pedal switch, EXP-2 expression pedal, XVP-10 expression pedal, MIDI cable

Specifications are subject to change without notice.
* MS-DOS is a registered trademark of Microsoft Corporation USA.

iX300

User's Guide

NOTICE

KORG products are manufactured under strict specifications and voltages required by each country. These products are warranted by the KORG distributor only in each country. Any KORG product not sold with a warranty card or carrying a serial number disqualifies the product sold from the manufacturer's/distributor's warranty and liability. This requirement is for your own protection and safety.

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