SG01v

VINTAGE SOUND MODULE

FREE MANUAL DO NOT PAY FOR THIS!

Please do visit the SG01V center for more info and audio demos :)

WARNING

The SG01v is designed to be used in a standard household environment.
Power requirements for electrical equipment vary from area to area. Please ensure that your AC Adaptor supplied meets the power requirements in your area. If in doubt, consult a qualified electrician or Akai Professional dealer.

120 VAC	@ 60 Hz for USA and Canada
220~230/240 VAC	@ 50 Hz for Europe
240 VAC	@ 50 Hz for Australia

PROTECTING YOURSELF AND THE SG01v

- Never touch the AC Adaptor with wet hands.
- Always disconnect the AC Adaptor from the power supply by pulling on the adaptor/plug, not the cord.
- Allow only an Akai Professional dealer or qualified professional engineer to repair or reassemble the SG01v. Apart from voiding the warranty, unauthorized engineers might touch live internal parts and receive a serious electrical shock.
- Do not put, or allow anyone to put any object, especially metal objects, into the SG01v.
- Use only a household AC power supply. Never use a DC power supply.
- If water or any other liquid is spilled into or onto the SG01v, disconnect the power, and call your dealer.
- Make sure that the unit is well-ventilated, and away from direct sunlight.
- To avoid damage to internal circuitry, as well as the external finish, keep the SG01v away from sources of direct heat (stoves, radiators, etc.).
- Avoid using aerosol insecticides, etc. near the SG01v. They may damage the surface, and may ignite.
- Do not use denaturated alcohol, thinner or similar chemicals to clean the SG01v. They will damage the finish.
- Modification of this equipment is dangerous, and can result in the functions of the SG01v being impaired. Never attempt to modify the equipment in any way.
- Make sure that the SG01v is always well-supported when in use on a firm level surface.
- In order to assure optimum performance of your SG01v, select the setup location carefully, and make sure the equipment is used properly. Avoid setting up the SG01v in the following locations:
    1. In a humid or dusty environment
    2. In a room with poor ventilation
    3. On a surface which is not horizontal
    4. Inside a vehicle such as a car, where it will be subject to vibration
    5. In an extremely hot or cold environment

WARNING!!

To prevent fire or shock hazard, do not expose this appliance to rain or moisture.

1-En

CAUTION (Only for the product sold in Canada and U.S.A.)

To prevent electric shock, do not use this polarized AC power plug with an extension cord, receptacle, or other outlet unless the blades can be fully inserted to prevent blade exposure.

14-En

ATTENTION

Afin d'éviter tout risque de décharge électrique, n' utilisez pas cette prise polarisée avec une rallonge, une prise de courant ou autre sortie á moins que les lames puissent être complétement insérées et qu'elles ne soient plus visibles.

14-F

IMPORTANT

This equipment is fitted with an approved converter plug.

To change the fuse in this type of plug proceed as follows:

1) Remove the fuse cover and old fuse.
2) Fit a new fuse which should be a BS1362 5 Amp A.S.T.A. or BSI approved type.
3) Refit the fuse cover.

If the AC mains plug fitted to the lead supplied with this equipment is not suitable for your type of AC outlet sockets, it should be changed to an AC mains lead, complete with moulded plug of the appropriate type. If this is not possible, the plug should be cut off and a correct one fitted to suit the AC outlet. This should be fused at 5 Amps.

If a plug without a fuse is used, the fuse at the distribution board should not be greater than 5 Amp.

PLEASE NOTE: THE SEVERED PLUG MUST BE DESTROYED TO AVOID A POSSIBLE SHOCK HAZARD SHOULD IT BE INSERTED INTO A 13 AMP SOCKET ELSEWHERE.

The wires in this mains lead are coloured in accordance with the following code:

BLUE —NEUTRAL
BROWN—LIVE

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, please proceed as follows:

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.

DO NOT CONNECT ANY WIRE TO THE PIN MARKED E OR ⏚ OR COLOURED GREEN OR YELLOW & GREEN WHEN WIRING THE PLUG.

Ensure that all the terminals are securely tightened and no loose strands of wire exist.
Before replacing the plug cover, make certain the cord grip is clamped over the outer sheath of the lead and not simply over the wires.

6F-En

This appliance is not equipped with a main power switch. Even when the appliance is turned off, the power supply to the appliance is not completely turned off when the power cord is plugged in. Pull out the adaptor when not using the appliance for long periods.

4-En

CHANGES OR MODIFICATIONS NOT EXPRESSLY APPROVED BY THE MANUFACTURER FOR COMPLIANCE COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.

32-En

FCC 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.

21B-En

AVIS POUR LES ACHETEURS CANADIENS DU SG01v

Le présent appareil numérique n'ément pas de bruits radioélectriques dépassant les limites applicables aux appareils numériques de la Class B prescrites dans le Règlement sur le brouillage radioélectrique édicté par le ministère des Communications du Canada.

27-F

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus set out in the Radio Interference Regulations of the Canadian Department of Communications.

27-En

FÜR KUNDEN IN DER BUNDESREPUBLIK DEUTSCHLAND

Bescheinigung von AKAI

Hiermit wird bescheinigt, daß das Gerät AKAI

SG01v

in Übereinstimmung mit den Bestimmungen der

Amtsblattverfügung 1046/1984

funkentstört ist.

Der Deutschen Bundespostwurde das Inverkehrbringen dieses Gerätes angezeigt und die Berichtigung zur Überprüfung der Serie auf Einhaltung der Bestimmungen eingeräumt.
AKAI ELECTRIC CO., LTD.

17B-G

Copyright Notice

WARRANTY

AKAI Electric Co. Ltd. warrants its products, when purchased from an authorized "AKAI professional" dealer, to be free from defects in materials and workmanship for a period of 12 (twelve) months from the date of purchase. Warranty service is effective and available to the original purchase only, and only on completion and return of the AKAI Warranty Registration Card within 14 days of purchase.

Warranty coverage is valid for factory-authorized updates to AKAI instruments and their software, when their installation is performed by an authorized AKAI Service Center, and a properly completed Warranty Registration has been returned to your "AKAI professional" dealer.

To obtain service under this warranty, the product must, on discovery of the defect, be properly packed and shipped to the nearest AKAI Service Center. The party requesting warranty service must provide proof of original ownership and date of purchase of the product.

If the warranty is valid, AKAI will, without charge for parts or labor, either repair or replace the defective part(s). Without a valid warranty, the entire cost of the repair (parts and labor) is the responsibility of the product's owner.

AKAI warrants that it will make all necessary adjustments, repairs and replacements at no cost to the original owner within 12 (twelve) months of the purchase date if:

1) The product fails to perform its specified functions due to failure of one or more of its components.
2) The product fails to perform its specified functions due to defects in workmanship.
3) The product has been maintained and operated by the owner in strict accordance with the written instructions for proper maintenance and use as specified in this Operator's Manual.

Before purchase and use, owners should determine the suitability of the product for their intended use, and owner assumes all risk and liability whatsoever in connection therewith. AKAI shall not be liable for any injury, loss or damage, direct or consequential, arising out of use, or inability to use the product.

The warranty provides only those benefits specified, and does not cover defects or repairs needed as a result of acts beyond the control of AKAI, including but not limited to:

1) Damage caused by abuse, accident, negligence.
2) Damage caused by any tampering, alteration or modification of the product: operating software, mechanical or electronic components.
3) Damage caused by failure to maintain and operate the product in strict accordance with the written instructions for proper maintenance and use as specified in this Operator's Manual.
4) Damage caused by repairs or attempted repairs by unauthorized persons.
5) Damage caused by fire, smoke, falling objects, water or other liquids, or natural events such as rain, floods, earthquakes, lightning, tornadoes, storms, etc.
6) Damage caused by operation on improper voltages.

IMPORTANT NOTE: This warranty becomes void if the product or its software is electronically modified, altered or tampered with in any way.

AKAI shall not be liable for costs involved in packing or preparing the product for shipping, with regard to time, labor, or materials, shipping or freight costs, or time or expense involved in transporting the product to and from AKAI Authorized Service Center or Authorized Dealer.

AKAI will not cover under warranty an apparent malfunction that is determined to be user error, or owner's inability to use the product.

THE DURATION OF ANY OTHER WARRANTIES, WHETHER IMPLIED OR EXPRESS, INCLUDING BUT NOT LIMITED TO THE IMPLIED CONDITION OF MERCHANTABILITY, IS LIMITED TO THE DURATION OF THE EXPRESS WARRANTY HEREIN.

AKAI hereby excludes incidental or consequential damages, including but not limited to:

1) Loss of time.
2) Inconvenience
3) Delay in performance of the Warranty.
4) The loss of use of the product.
5) Commercial loss.
6) Breach of any express or implied warranty, including the Implied Warranty of Merchantability, applicable to this product.

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Introduction

Thank you for buying an AKAI SG01v Vintage Synthesizer Sound Module.

The instrument incorporates 256 sound selections from popular old synthesizers, which have been produced using a highly acclaimed sampling technology from AKAI S-series samplers. The half-rack sized module is, as a single channel sound module or 16-channel multi-timbral sound module, fully controllable from an external MIDI controller.

To fully use the SG01v, please read this operator's manual thoroughly before operations. Also, keep this manual in an accessible location for future reference.

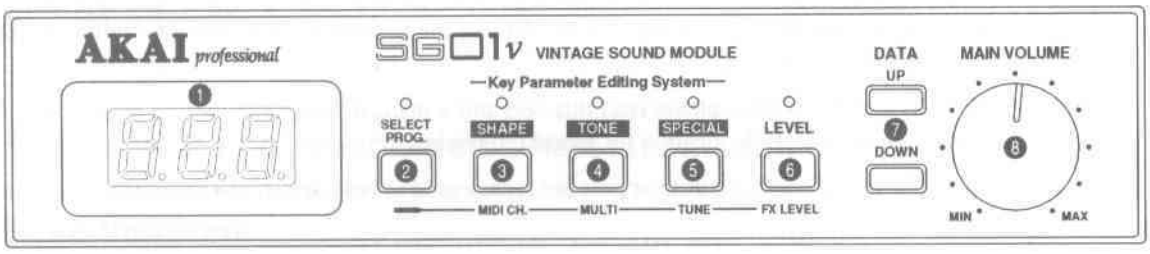
In addition, any panel controls or pots are represented in bold uppercase characters in this manual.

Features

- Sound module with 32 polyphonic voices (30 voices with a reverb effect in use)
- 256 preset realistic synth sounds and 2 sets of drum sounds
- 16-channel multi-timbre feature
- Sounds editing available using parameters like SHAPE, TONE, SPECIAL, etc.
- 30 types of reverb effects with different effect send levels for 16 multi-timbral parts
- Bulk dump feature for storing the sound settings onto an external MIDI sequencer, etc.

Panel Descriptions

Front Panel



❶ Display

This three digit 7-segment LED display shows a program number of current selection, and in editing, parameter values, etc.

❷ SELECT PROG.

When selecting a program, press this key and turn on the LED; The LED is initially turned on when the module is turned on. To select a program, press **DATA UP** or **DOWN** while holding down this key. Also, pressing a parameter key along with this key selects that parameter.

❸ SHAPE (MIDI CH.)

Pressing this key to turn on the LED shows the SHAPE parameters (on page 15) for the current sound in the display. Pressing this key along with **SELECT PROG.** provides the MIDI channel selection display.

❹ TONE (MULTI)

Pressing this key to turn on the LED shows the TONE parameters (on page 16) for the current sound in the display. Pressing this key along with **SELECT PROG.** provides the Multi mode selection display.

❺ SPECIAL (TUNE)

Pressing this key to turn on the LED shows the SPECIAL parameters (on page 16) for the current sound in the display. Pressing this key along with **SELECT PROG.** provides the global tuning display for the whole module.

❻ LEVEL (FX LEVEL)

Pressing this key to turn on the LED provides the part level (on page 17) for the current sound in the display. Pressing this key along with **SELECT PROG.** provides the effect send level for the current sound in the display.

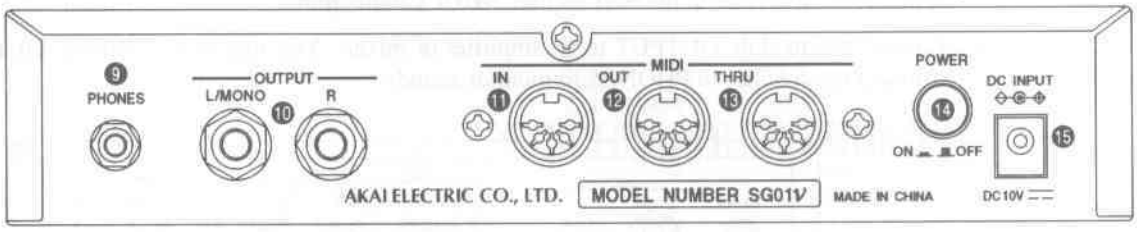
❼ DATA UP, DOWN

Use these keys to change a current value (program number, parameter value, etc.) shown in the display. Pressing the key and holding it down will change the value continuously; the change of value will become faster in two seconds.

❽ MAIN VOLUME

Use this to adjust a whole level at OUTPUT and PHONES on the module.

Rear Panel



⑨ PHONES
Connect a pair of headphones here. Headphone volume is adjusted by **MAIN VOLUME**.

⑩ OUTPUT
Sends out the module's internal sounds. Total volume is adjusted by **MAIN VOLUME.** When a mono sound is needed, connect only to L/MONO.

⑪ MIDI IN
Connect with MIDI OUT on an external MIDI keyboard or sequencer using a MIDI cable.

⑫ MIDI OUT
Connect with MIDI IN on an external MIDI sequencer using a MIDI cable, to save sound parameter values as MIDI exclusive data.

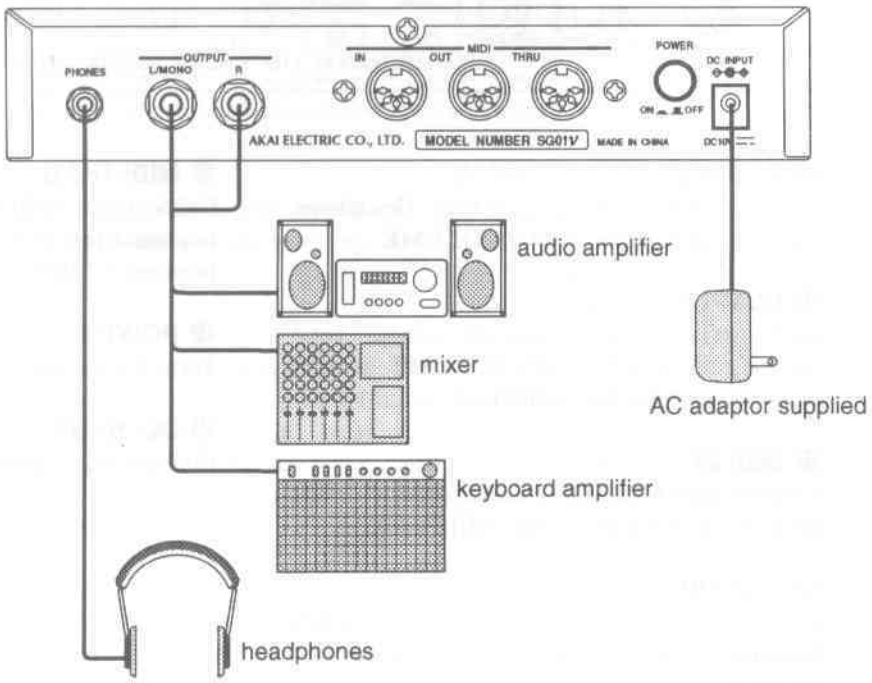
⑬ MIDI THRU
Connect with MIDI IN on an external MIDI device to control together; The module outputs the data received at MIDI IN from here.

⑭ POWER
Turns the module on or off.

⑮ DC INPUT
Connect the supplied AC adapter here.

Connections

- Make sure the module and other equipment connected are all turned off.
- Connect external MIDI device required to MIDI ports on the module. As it varies depending on your MIDI application, also refer to the next section, **MIDI Connection**.
- Connect the module OUTPUT to an amplifier or mixer. You may adjust panning for a stereo effect. Connect headphones to PHONES to monitor sounds.

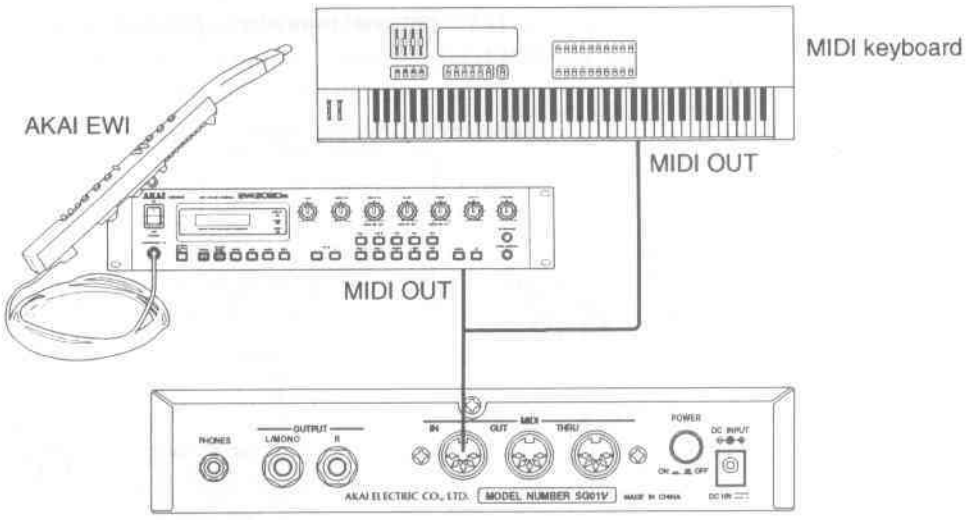


- BEFORE turning the module on, make sure again that all equipment is turned off and volume is completely turned down. It is necessary to protect speakers, etc.
- Turn on the module.
- Subsequently turn on the amplifier or mixer; Set the volume appropriately.

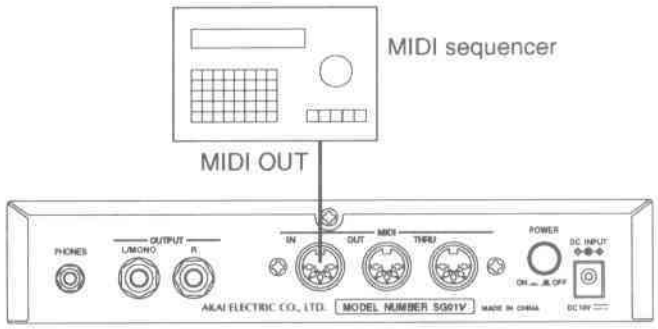
MIDI Connections

■ Connecting to a MIDI Controller

You can control the module as a single-channel MIDI sound source controlled from a MIDI keyboard or AKAI EWI system; Put the module in Single mode by setting MULTI to OFF.

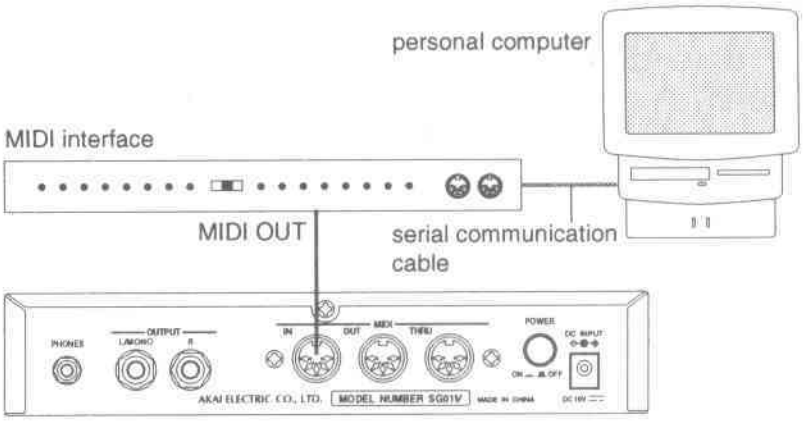


You can control the module as a multi-timbral MIDI sound source controlled from a MIDI sequencer; Put the module in Multi mode by setting MULTI to ON.



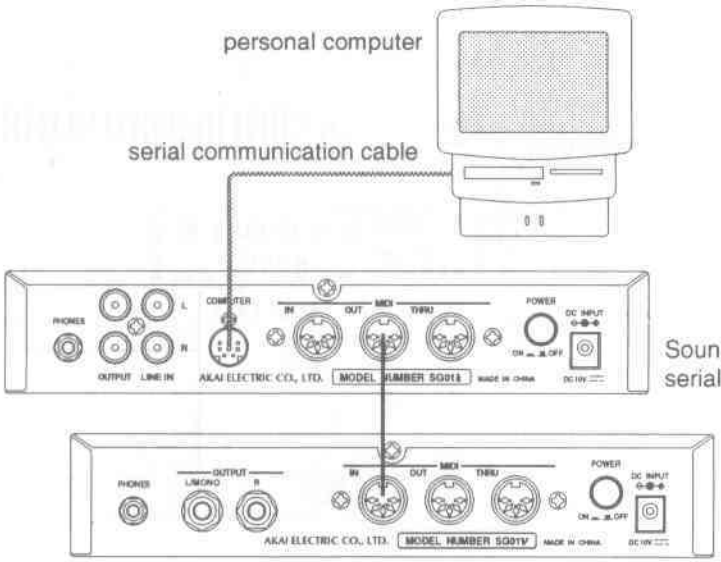
■ Using a MIDI Interface Unit

When controlling the module from a sequencing program on the computer, you need a MIDI interface unit that accepts a serial communication cable from the computer.



■ Connecting to a GM Sound Module

Some GM sound modules like an AKAI SG01k has a dedicated port for serial communication with a computer. You can use it as a MIDI interface unit for the module if you control it from the MIDI sequencing program running on the computer.



Playing

Demo Mode

The module comes with 5 preset tunes for demonstration. You do not need any MIDI controller or setup for auditioning sounds in the module.

- Turning on the module with **SHAPE**, **TONE** and **SPECIAL** all held down gives 001 in the display (Demo mode). When the module is turned on already, press **SPECIAL** along with **LEVEL** to have Sur in the display; Consecutively press **DATA UP**.
- Pressing **SELECT PROG.** starts demonstration.
- Pressing **SELECT PROG.** a second time stops demonstration.
- Pressing **DATA UP** or **DOWN** selects a demo tune.
- Pressing **LEVEL** brings the module back in Single mode or the previous mode before setting the Demo mode. If you used the module in Multi mode before Demo mode entry, any setting has been lost. So, be careful.

Note: *The module MIDI ports do not function in Demo mode.*

■ Preset Tune List

The module comes with the following 5 preset tunes to select.

1. The Episode
2. Winds
3. Dead Line
4. Nomado
5. Damage

Note: *All demo tunes are copyrighted, so that it is prohibited to use them for any purposes except for an audition of sounds in the module.*

Single Mode

In Single mode, you can use the module that accepts single MIDI channel signals from an external MIDI keyboard, AKAI EWI system, sequencer, etc.

1. Make connections as necessary.

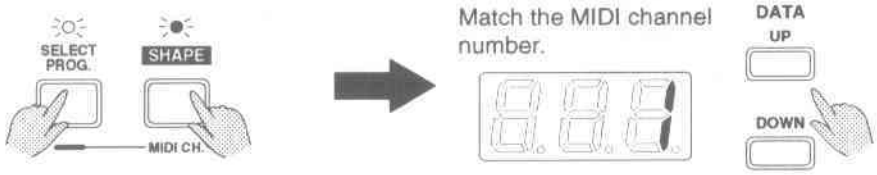
Referring to the example on page 4 ~ 5, make required connections. Then turn on the equipment.

2. Put the module in Single mode.

Press **MULTI** along with **SELECT PROG.**; The SELECT PROG. LED blinks and MULTI LED is turned on. When the display shows oN, press **DATA DOWN** to change to oFF to cancel Multi mode (Single mode).

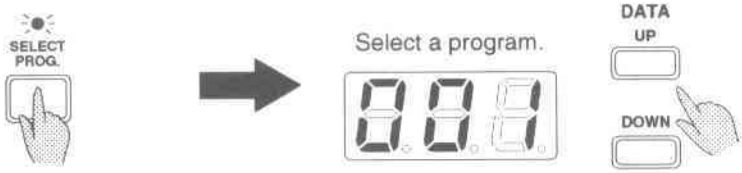
3. Set the MIDI channel.

Press **MIDI CH.** along with **SELECT PROG.**; The SELECT PROG. LED blinks and MIDI LED is turned on. Change the MIDI channel value shown in the display using **DATA UP** or **DOWN** to match that on the external MIDI controller connected to MIDI IN.



4. Select a program.

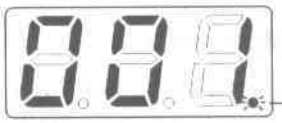
Press **SELECT PROG.**; The SELECT PROG. LED is turned on and other LEDs go off. Program selection is now possible by pressing **DATA UP** or **DOWN**.



5. Play with a current program.

Play with a current program using the MIDI controller connected. You can change programs using **DATA UP** or **DOWN** any time you like. Or, send a MIDI program change from the MIDI controller for remote program selection.

Every time the module receives an external MIDI signal, a dot in the display blinks.



Blinking shows that MIDI signal is received.

Multi Mode

In Multi mode, the module can play a multi-part sequence data from an external MIDI sequencer or sequencing program running on the computer.

1. Make connections as necessary.

Referring to the example on page 4 ~ 6, make required connections. Then turn on the equipment.

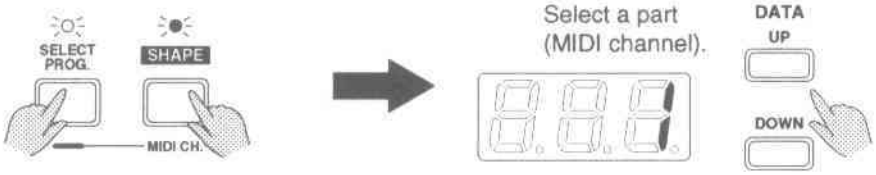
2. Put the module in Multi mode.

Press **MULTI** along with **SELECT PROG.**; The SELECT PROG. LED blinks and MULTI LED is turned on. When the display shows oFF, press **DATA UP** to change to on to put the module in Multi mode.

3. Assign a program to each of 16 parts.

In Multi mode, the module provides up to 16 parts for ensemble play. These 16 parts correspond respectively to 16 MIDI channels. You can choose a different program for each channel.

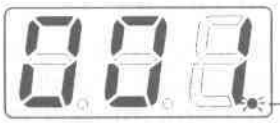
Press **MIDI CH.** along with **SELECT PROG.**; The SELECT PROG. LED blinks and MIDI LED is turned on; The display shows a MIDI channel value. Select a channel to assign a program using **DATA UP** or **DOWN**.



Press **SELECT PROG.** to turn on the SELECT PROG. LED. Select a program using **DATA UP** or **DOWN**.

Repeat this step for other channels.

4. Start the external sequencer or sequencing program on the computer. Every time the module receives a MIDI signal, a dot in the display blinks.



Blinking shows that MIDI signal is received.

■ Program Changes from the Sequencer

When using the module in Multi mode, it is easier to set the program selection from the sequencer or sequencer program on the computer rather than manually selecting each part.

If you program the MIDI program changes for 16 all parts at the beginning of a sequence data, the module will accept them and select specified programs every time you start that sequence.

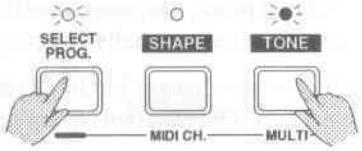
For the actual programming, consult the manual of the sequencer in use and refer to the module MIDI implementation on page 25. In addition, MIDI program changes do not initialize the parameters, i.e. control changes including NRPN (Non-Registered Parameter Numbers).

Setups

Switching to Single/Multi Mode

The module should be put in an appropriate Play mode depending on how it is used; When you control it by a single channel using a MIDI keyboard for synth soloing, put the module in Single mode. In case controlling it by multiple channels using a MIDI sequencer, etc., put the module in Multi mode. The latter use is for a multi-part ensemble from the module.

1. Press **MULTI** along with **SELECT PROG.**; The SELECT PROG. LED blinks and MULTI LED is turned on.

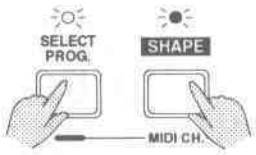


2. Switch to Single/Multi mode using **DATA UP** or **DOWN**.

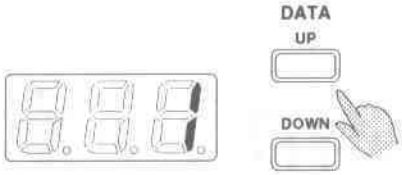
Selecting a MIDI Channel

In Single mode, you specify the MIDI channel for external control here.
In Multi mode, a MIDI channel selection matches a part selection. So, you can select a part here to assign a program or edit it after selecting the corresponding MIDI channel.

1. Press **MIDI CH.** along with **SELECT PROG.**; The SELECT PROG. LED blinks and MIDI LED is turned on.



2. Select a MIDI channel using **DATA UP** or **DOWN**.



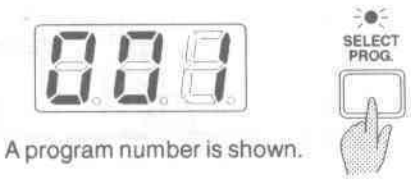
Note: *Initially in Multi mode, a part number matches a MIDI channel number. However, if you change a MIDI channel for a part using MIDI exclusive messages, the MIDI channel displayed will not match the initial part number. For more information about this, see page 27.*
In Single mode, the MIDI channel displayed is always the one used to receive an external MIDI signal.

Selecting a Program

A program selection in Multi mode requires a prior channel (part) selection. In Single mode, you do not care about this channel selection.

■ Selecting a Program

1. Press **SELECT PROG.** and the LED lights up. The display shows a current program number.



A program number is shown.

2. Select a new program using **DATA UP** or **DOWN**.

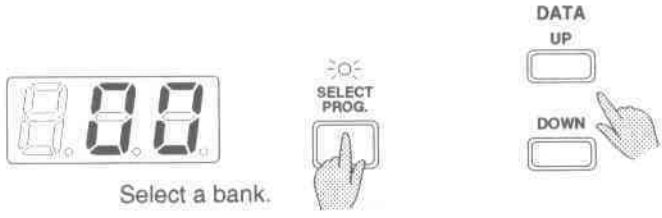
■ Selecting a Bank

The module employs 2 banks, "00" and "01", each containing 128 programs. The module also provides 2 drum banks, "dr1" and "dr2", each containing 2 drum or percussion sets.

3. Press **SELECT PROG.** and hold it down, the LED blinks and the display shows a current bank number.

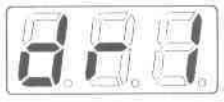
A bank number is shown.

4. Still holding down **SELECT PROG.**, choose a bank using **DATA UP** or **DOWN**.



Select a bank.

"dr1" and "dr2" containing 2 drum or percussion sets, "001" and "002".



Selecting a drum bank

You can consult the program list on page 21 or the drum sound list on page 22.

Editing a Program

You can edit a current sound with parameters such as SHAPE, TONE, SPECIAL, LEVEL and FX LEVEL. In Single mode, you can directly edit the current sound shown in the display. In Multi mode, you can edit 16 different sounds respectively.

Note: *A parameter value you set in Single mode is memorized when the module is turned off. That value is valid only in Single mode and does not affect the sound in Multi mode. So, you should edit a sound in an appropriate mode. A parameter value you set in Multi mode CANNOT be memorized and will be lost if the module is turned off or switched to Single mode.*

Note: *Available values (value range) for a parameter may vary depending on the sound selection.*

Note: *On drum sounds, SHAPE, TONE, SPECIAL, have no effect.*

◆ Key Parameter Editing System

As a general, you have to select an appropriate parameter to edit a sound program of a synthesizer or sampler, from an enormous range of sound parameters. To effectively edit a sound, you may often need certain knowledge or experience in sound creation.

For sound editing on the module, however, you do not need a special technique for sound editing because appropriate parameters for each sound are provided as 'key parameters', thus you can have them simply using the SHAPE, TONE and SPECIAL keys. Different key parameters are assigned to each sound. But all you need to edit a sound is always available by those three keys; SHAPE provides parameter options that adjust the sound envelope (attack, decay and release); TONE provides parameter options that adjust the sound tonal quality; SPECIAL provides unique parameters depending on the sound selected.

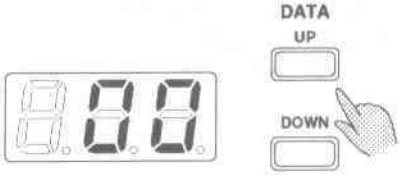
■ SHAPE—Adjusting a Sound Envelope

This parameter adjusts the sound's attack and release. It may have little effect over either attack or release depending on a sound you edit.

1. In Single mode, select a program you want to edit. In Multi mode, select a part and program you want to edit.

2. Press **SHAPE** and turn on its LED.

3. Change the value in the display using **DATA UP** or **DOWN**.



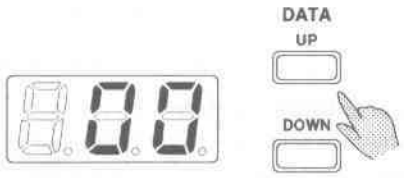
■ TONE—Adjusting a Sound Tonal Quality

This parameter adjusts the sound's tonal quality, dark to bright.

1. In Single mode, select a program you want to edit. In Multi mode, select a part and program you want to edit.

2. Press **TONE** and turn on its LED.

3. Change the value in the display using **DATA UP** or **DOWN**.



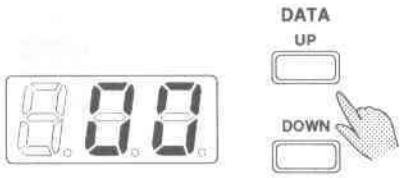
■ SPECIAL—Adding a Characteristic Tone

This parameter provides unique parameters depending on the sound selected. You can have suitable effects to the sound using the parameter.

1. In Single mode, select a program you want to edit. In Multi mode, select a part and program you want to edit.

2. Press **SPECIAL** and turn on its LED.

3. Change the value in the display using **DATA UP** or **DOWN**.



Hint: *Some parameters may not give distinctive effects depending on the sound selected. Also, there are some value combinations that may affect one another (i.e. cut-off frequency and resonance). In such cases, you may need to try some value settings for a more effective result.*

■ LEVEL—Adjusting a Sound Relative Level

This parameter adjusts the sound relative level because an absolute level is determined by MAIN VOLUME. That is, you can balance an output level of each sound program in Single mode whereas in Multi mode, you can balance part levels as using channel faders on a mixer.

1. In Single mode, select a program you want to edit. In Multi mode, select a part and program you want to edit.

2. Press **LEVEL** and turn on its LED.

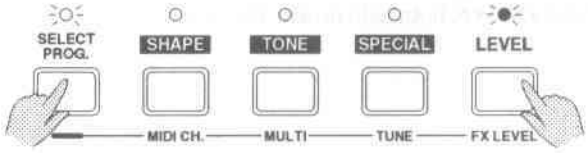
3. Change the value in the display using **DATA UP** or **DOWN**. The value range is 00 to 127. The minimum value mutes the sound.

■ FX LEVEL—Adjusting a Reverb Send Level

This parameter adjusts the send level to the built-in reverb effect for the sound. That is, you can set the send level of each sound program in Single mode whereas in Multi mode, you can balance the reverb levels among parts.

1. In Single mode, select a program you want to edit. In Multi mode, select a part and program you want to edit.

2. Press **FX LEVEL** along with **SELECT PROG.**; The SELECT PROG. LED blinks and FX LEVEL LED is turned on.



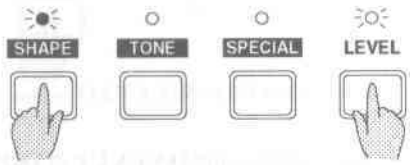
3. Change the value in the display using **DATA UP** or **DOWN**. The value range is 00 to 15. The minimum value adds no reverb effect to the sound.

Note: *You can change the reverb effect type by NRPN (Non-Registered Parameter Numbers: one of MIDI control changes). See page 27 for detailed information. Also, you can turn off the reverb effect by MIDI exclusive messages (See page 27.). When you turn off the reverb, the module can play up to 32 voices (normally 30 voices with the reverb on).*

■ Resetting a Program

Parameter values you edit in Single mode are memorized when the module is turned off. If necessary, you can clear them for initial settings.

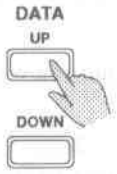
1. Press **SHAPE** along with **LEVEL**.



2. While **LEVEL** is held down, each pressing **SHAPE** toggles CL 1 and ALL. Select CL 1 to reset only the current program or ALL to reset all programs.

Resets only the current program. Resets all programs.

3. Press **DATA UP** to execute resetting. If you cancel it, press any key other than DATA UP.



If you reset the whole parameters including those for programs to factory settings, turn on the module with **DATA UP** and **DOWN** both held down; The display shows CLr and all factory settings are brought again.

■ Saving Parameter Settings onto an External MIDI Device

You can transfer parameter settings you made in Single mode as exclusive bulk data, onto an external MIDI sequencer or recorder. In addition, see page 27 for details of the system exclusive messages of the module.

1. Connect the module MIDI OUT port to the MIDI device MIDI IN port using a MIDI cable.

2. On the MIDI device that records bulk data, prepare for data reception.

3. Press **TONE** along with **LEVEL**; The display shows bdn.

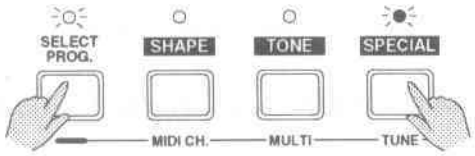
4. Press **DATA UP** to transfer bulk data.

When you transfer the bulk data from the MIDI device to the module, connect the module MIDI IN port and the MIDI device MIDI OUT port using a MIDI cable; Then prepare that data and start playback on the MIDI device.

Tuning

You can adjust the whole pitch of the module when playing it together with other instruments.

1. Press **TUNE** along with **SELECT PROG.**; The SELECT PROG. LED blinks and the TUNE LED is turned on.



2. Adjust the pitch value in the display using **DATA UP** or **DOWN**. The value range is –50 to 0 to +50; You can adjust the pitch by the cent (100 cents = 1 semitone).

Appendix

Program List

PC# : Program number

	PC#	Bank 00	Bank 01
SYNTH	1	MEGA BRASS	SWEEP#2
	2	SWEEP #1	MYSTIX PAD 1
	3	KILLER STR	MYSTIX PAD 2
	4	HP SWEEP	SQUARE WOW
	5	SILKY STRING	EASTERN MOON
	6	BIG PAD SWP	SQUARE SWELL
	7	MILD BRASS	HARPISH#1
	8	BAND PASSING	INVERT FILT1
	9	OUTHER LIMITS	JUNOTRANCER1
	10	DRAMA	EPIC SYNTH#1
	11	FEED BACK	JUNOTRANCER2
	12	P-EVIL666 MW	TOUCH SYN#1
	13	BIG FIFTH	KILLER STING
	14	REZOSWEEP#1	JUNOTRANCER3
	15	BIGSYNTH#1	DET SYNTH
	16	LFO FLTSWP#1	JMJ POLYSYN
	17	REZON 8 SWP	M500SYNTH1MW
	18	SEQ BUZZ	FLATMAN+REZ
	19	TRILL-PAD#1	PERC SYNTH
	20	JX3P-POLARIS	ATTACK SYNTH
BASS	21	SNAP BASS	FUNK BASS
	22	3 OCTV BASS	RUBBER BASS
	23	KUBOTA BASS	BASSOMATIX
	24	SQUIDGY BASS	STACK BASS
	25	OCTAVE BASS	BASSOLOGY
	26	SYNC BASS#1	SWEEP BASS
	27	STEREO BASS	KNOCK BASS
	28	REZ BASS	TB303 #1
	29	BUBBLEBASS	TB303 #2
	30	JUNORGBASS	BASS#6
	31	AN BIGBASS#1	BASS#7
	32	MM BASS#1	BASS#9
	33	MM BASS#2	BASS#10
	34	MM BASS#3	MM BASS#6
	35	MM BASS#4	MM BASS#7
	36	BASS #1	MM BASS#9
	37	BASS #2	MM BASS#10
	38	BASS #3	MM BASS#11
	39	BASS #4	MM BASS#12
	40	BASS #5	KIMINIAITA1
KEYBOARD	41	STACK EPF#1	FM E.PF
	42	DX EPF#1	SIMPLE DX EP
	43	DX EPF#2	STACK EPF#2
	44	LA E.PNO#1	STACK EPF#3
	45	WIRE E.PNO	E.PIANORGAN
	46	D6 CLAV	SFT CLAV
	47	MUTED CLAV	ANA CLAV 3
	48	HYPER CLAV	CLAVISYNTH1
	49	MXR100 CLAV	THINCLAVIER
	50	CLAV #1	HARPSICHORD
PADS	51	P5+SOLENA	EPF STRPAD
	52	PADDING	THICK PWM
	53	DELICATE PAD	BUBBLEPAD
	54	HI STR SYN#1	KILLER PAD
	55	PEEPEEGEE PAD	BELL STRINGS
	56	WARM PAD	DETUNE PAD
	57	SQUARE PAD	SMORKY PAD
	58	SAWTOOTH PAD	CRYSTAL-PAD
	59	WARM FILTPAD	THICK PAD#1
	60	JUNO PAD	TOMITA STR
	61	OBIE X PAD	PWM PAD#1
	62	STACK PAD	SMOOTH PAD#1
	63	WIDE SAWPAD	DARK PAD#1
	64	MATRIX PAD	MELLOWNESS

	PC#	Bank 00	Bank 01
PADS	65	GLISTEN PAD	CHIFF PAD
	66	MOOGY PAD	SMOOOOTH
	67	PULSE PAD	PORY MOGUE
	68	PROFIT PAD	ALMOST VOCAL
	69	PPG ANALOGUE	ROUND PAD
	70	BELL PAD	SO MELLOW
DIGIBASS/PPG	71	PPG CHIMES	SPIKE BASS
	72	PPG STING	PPG+ANLGBASS
	73	CLASSIC PPG 1	PPG TINGBASS
	74	CLASSIC PPG 2	PPG BASS#1
	75	CLASSIC PPG 4	METAL BASS
	76	PPG TINGLE	PPG BASS #2
	77	PPG PERC VOX	FM BASS #1
	78	PPG VOCALISE	FM BASS #2
	79	PPG CELESTE	FM BASS #3
	80	PPG BRITTLE	FM BASS #4
BRASS	81	SYNBRASS#1	ANA BRASS1
	82	ANA BRASS2	FUZZ BRASS
	83	SFT BRASS2	SYNBRASS#2
	84	SOFT BRASS3	BRASSY PAD
	85	OPEN SAWS	SQUARE BRASS
	86	TRANCER BRS	WOW BRASS
	87	ANA BRASS1	SWELL BRASS
	88	EG BRASS #1	DUCK BRASS
	89	AFT BRASS	SOFT BRASS#2
	90	SOFT BRASS	MONSTER BRAS
ORGAN/BELLS	91	STACK ORGAN	BELLS #1
	92	ORGAN#1	BELL#2
	93	ORGAN JVT	BELL#1
	94	FULL PIPES	MAGIC BELLS
	95	MWHL LESLIE1	NIHON BELL
	96	MWHL LESLIE2	ORIENTL BELL
	97	5TH ORGAN	SLOWBELL PAN
	98	CHURCH ORGAN	SMALL BELL
	99	CLICKY ORGAN	BIG BELL
	100	PHASEY ORGAN	HOLD THE KEY
STRINGSYNTH/VOICE	101	VP330+SELINA	TOMITA VOX1
	102	REAL ARP ENS	VOX HUMANA
	103	HARD STR SYN	VOXY#1
	104	PHASE STRSYN	CELEST VOX1
	105	RHAPSODY STR	VOICES #1
	106	SOFT SERINA	SOLO SOPRANO
	107	OCTV SERINA	ANALOGUE VOX
	108	STEREO ENSMB	EERY VOX PAD
	109	P5+STR SYNTH	VOXY PPG
	110	OMNI STRINGS	VOICE STACK
LEADLINE	111	FUNK LEAD1	THICK LEAD #2
	112	LEAD LINE#1	ANA WHISTLE
	113	LEAD LINE#2	POWER LEAD
	114	LEAD LINE#3	ONDES MARTIN
	115	FLUTEY	HAMMER LEAD
	116	PULSE LEAD	SOFT MOGUE
	117	PORTASYNC	PLAIN LEAD
	118	FIFTH SYNC#1	AWAKE MAN
	119	VELO GLIDE#1	PORTALEAD
	120	THICK LEAD	SEXY LEAD
SFX	121	HOWELLING	SAMPLE+HOLD
	122	NOISE BURST	SWEEP STORM
	123	TUNED NOISE	MISTY STORM
	124	COMPUTER SH1	ALLEATORIC
	125	COMPUBLEEP	FLANGED NOIZ
	126	SPACE BELL	VCS SWEEP #1
	127	TOTALY RANDM	S+H DRONE MW
	128	SFX PAN	EXPLOSION

Drum Sound List

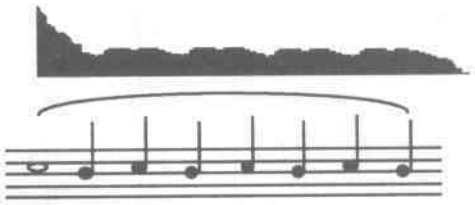
		BANK dr1/dr2	
		PC #001	PC #002
E0	27	BLIP#1	BLIP#1
	28	PLATE-	PLATE-
	29	BLIP#2	BLIP#2
	30	SCRATCH-	SCRATCH-
	31	SYN. RIM	SYN. RIM
	32	MM CLIC C2	MM CLIC C2
	33	MM CLIK C5	MM CLIK C5
	34	BLIP#2	BLIP#2
	35	SYN. KICK	SYN. KICK
C1	36	SDS5 KICK3	SDS5 KICK3
	37	SIDE STICK	SIDE STICK
	38	SYN. SNRE 2	SYN. SNRE 2
	39	SYN. CLAPS	SYN. CLAPS
	40	SIM. SNRE	SDS5 SNARE9
	41	MID AC TOM	SIM. SNRE
	42	SYN. CL-HAT	SYN. CL-HAT
	43	MID AC TOM	SIM. SNRE
	44	SYN. HLF-HAT	SYN. HLF-HAT
	45	MID AC TOM	SIM. SNRE
	46	SYN. OP-HAT	SYN. OP-HAT
	47	MID AC TOM	SIM. SNRE
C2	48	MID AC TOM	SIM. SNRE
	49	CRASH	CRASH
	50	MID AC TOM	SIM. SNRE
	51	RIDE SYMBAL	RIDE SYMBAL
	52	CRASH	CRASH
	53	RIDE SYMBAL	RIDE SYMBAL
	54	TAMBOURINE	TAMBOURINE
	55	CRASH	CRASH
	56	COWBELL	COWBELL
	57	CRASH	CRASH
	58	FINGER SNAPS	FINGER SNAPS
	59	RIDE SYMBAL	RIDE SYMBAL

PC# : Program number

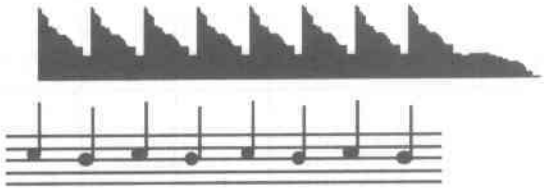
		BANK dr1/dr2	
		PC #001	PC #002
C3	60	HI CONGA SL	HI CONGA SL
	61	HI CONGA SL	HI CONGA SL
	62	LO CONGA SL	LO CONGA SL
	63	HI CONGA OP	HI CONGA OP
	64	LOW CONGA OP	LOW CONGA OP
	65	TIMBAL	TIMBAL
	66	TIMBAL	TIMBAL
	67	AGOGO 1	AGOGO 1
	68	AGOGO 1	AGOGO 1
	69	SYN. MARACAS	SYN. MARACAS
	70	MARACAS	MARACAS
	71		
C4	72	POWER KICK	POWER KICK
	73	SYN. RIM	SYN. RIM
	74	POWER SNRE	POWER SNRE
	75	BIG CLAP	BIG CLAP
	76	SDS5 SNARE9	SDS5 SNARE9
	77	MID E.TOM	MID E.TOM
	78	CL HAT	CL HAT
	79	MID E.TOM	MID E.TOM
	80	HLF HAT	HLF HAT
	81	MID E.TOM	MID E.TOM
	82	OP HAT	OP HAT
	83	MID E.TOM	MID E.TOM
C5	84	MID E.TOM	MID E.TOM
	85	CRASH	CRASH
	86	MID E.TOM	MID E.TOM
	87	RIDE SYMBAL	RIDE SYMBAL
	88	WHITE NOISE	WHITE NOISE
	89		
	90	BLIP#2	BLIP#2
	91	SYN. LO-CONGA	SYN. LO-CONGA
	92	SYN. COWBELL	SYN. COWBELL
	93	SYN. LO-CONGA	SYN. LO-CONGA
	94	SYN. CLAVES	SYN. CLAVES
	95	SYN. LO-CONGA	SYN. LO-CONGA

■ Tonal Effects

- Mono-legato sound programs, synth bass, etc., may not be played in a correct pitch depending on the playing style.
  Mono-legato is an effect for a monophonic sound, with which pressing 2 keys legato effectively changes the pitch without a new trigger for the latter key (single trigger, mono trigger).



However, a mono-legato program can be played staccato for multiple triggers.



- When Portamento Switch (on page 25) is active, sounds may not be played in a correct pitch depending on the playing style.
- When Portamento Switch (on page 25) is active, Portamento Time "0" value causes a minimum portamento time and does not turn off the portamento effect. If you turn off the effect, you need to inactivate Portamento Switch.
- Soft Pedal may have no effect over some sound programs.
- Control changes including NRPN have different effects or no effect over some sounds even when an identical value is set for the same parameter.
- A maximum or minimum setting of Pan (on page 25) does not always put the sound in the leftmost or rightmost position.

Reverb List

No.	Name	Decay	Damp	Delay	Diffuse	Hi Cut	Width
1	SG ROOM 1	0	75	0 mS	80	80	85
2	SG ROOM2	20	65	45 mS	65	80	90
3	SG ROOM 3	40	70	65 mS	75	85	95
4	SG HALL 1	75	80	80 mS	75	75	99
5	SG HALL 2	55	99	55 mS	99	95	99
6	SG PLATE 1	40	99	10 mS	99	90	99
7	TIGHT ROOM	45	60	34 mS	55	35	99
8	RICH PLATE	5	75	30 mS	99	99	99
9	SOFT PLATE	20	72	20 mS	99	15	99
10	SOFT ROOM	0	95	99 mS	99	35	95
11	FLUTTER HALL	10	29	54 mS	99	90	95
12	SMALL HALL	15	80	80 mS	75	75	99
13	BRIGHT HALL	35	90	105 mS	95	99	99
14	SOFT HALL	15	99	90 mS	75	14	99
15	WAREHOUSE 1	85	85	0 mS	99	83	99
16	SMALL HALL 2	0	99	35 mS	99	35	95
17	BRIGHT PLATE	1	99	30 mS	99	99	99
18	METAL ROOM	0	0	93 mS	32	99	99
19	SHAFT 1	31	57	360 mS	99	35	99
20	SHAFT 2	72	6	360 mS	99	35	99
21	CATHEDRAL	67	64	75 mS	15	32	99
22	TILED ROOM	67	29	67 mS	26	99	99
23	METAL SLAP	69	13	360 mS	17	99	99
24	VOCAL PLATE	50	16	10 mS	61	27	99
25	BOXED IN	52	2	86 mS	49	42	99
26	SNARE PLATE	35	22	40 mS	16	57	99
27	METAL SLAP	91	10	179 mS	46	53	99
28	NIGHT CLUB	57	99	12 mS	75	43	99
29	CORRIDOR	70	65	10 mS	55	13	99
30	AMBIENCE	56	96	10mS	56	4	20

- When the module is turned on, "#1 SG ROOM 1" is automatically chosen.
- The reverb type is possible to change using an NRPN (Non-Registered Parameter Numbers: one of control changes); See page 27 for detailed information.
  Also, you can turn off the reverb effect by MIDI exclusive messages (on page 27); The module can play up to 32 voices (normally 30 voices with the reverb on) when you turn off the reverb.
- Reverb parameters cannot be edited.

MIDI Messages

■ MIDI Implementations

MIDI message descriptions in this section use following lowercase characters. Numerals are all described in hexadecimals (decimal integers in brackets).

n	: channel number	0~F (1~16 in the display)
r	: part number	0~F (1~16 in the display)
kk	: note number	00~7F (0~127)
pp	: program number	00~7F (0~127)
cc	: control number	00~7F (0~127)
vv	: 7-bit data	00~7F (0~127)
mm	: 14-bit data MSB	00~7F (0~127)
ll	: 14-bit data LSB	00~7F (0~127)
xx	: Don't care	00~7F (0~127) : dummy
ss	: check sum	00~7F (0~127)

The module receives the following MIDI messages. They may have different effects or no effect depending on the sound type. In addition, 'current notes' refers to ones that are being played out.

[Channel Voice Messages]

● Note Off
8n kk vv
A Note Off is recognized as vv=40 (64).

● Note On
9n kk vv
'vv=0' is recognized as a Note Off.

● Control Change
Bn cc vv
See "Control Change messages".

● Program Change
Cn pp
A program for pp is selected. Current notes are held in a last program.

● Channel Pressure
Dn vv
vv=00~7F (0~127)

● Pitch Bend Change
En ll mm
ll, mm=00, 00~40, 00~7F, 7F (-8192~0~+8191)

[Control Change Messages]

* Switching to Single/Multi mode resets all Control Change parameters.

● Bank Select
Bn 00 mm
A bank for mm is selected. The bank selection is valid for the next program change.

● Modulation
Bn 01 vv
vv=00~7F (0~127)
Modulation depth.

● Portamento Time
Bn 05 vv
vv=00~7F (0~127)
Pitch change rate with Portamento Switch On.

● Data Entry
Bn 06 mm
mm=00~7F (0~127)
Parameter number for RPN/NRPN.
See RPN and NRPN for details.

● Volume
Bn 07 vv
vv=00~7F (0~127)
LEVEL parameter value.

● Pan
Bn 0A vv
vv=00~40~7F (0~64~127: Left~Center~Right)
A default value is 40 (64). Pan settings for rhythm notes are specified by NRPN. Some programs cannot be put in the leftmost or rightmost position.

● Expression
Bn 0B vv
vv=00~7F (0~127)
A default value is 7F (127).

● General Control #1
Bn 10 vv
vv=0E~40~72 (-50~0~+50)
SHAPE parameter value.
Some programs cannot be affected.

● General Control #2
Bn 11 vv
vv=0E~40~72 (-50~0~+50)
TONE parameter value.
Some programs cannot be affected.

● General Control #3
Bn 11 vv
vv=0E~40~72 (-50~0~+50)
SPECIAL parameter value.
Some programs cannot be affected.

● Sustain Pedal
Bn 40 vv
vv=00~3F (OFF), vv=40~7F (ON)

● Portamento Switch
Bn 41 vv
vv=00~3F (OFF), vv=40~7F (ON)
Some programs cannot be properly affected.

● Sostenuto Pedal
Bn 42 vv
vv=00~3F (OFF), vv=40~7F (ON)

● Soft Pedal
Bn 43 vv
vv=00~3F (OFF), vv=40~7F (ON)
Some programs cannot be affected.

● Effect Depth
Bn 5B vv
vv=00~7F (0~127)
FX LEVEL parameter value.

● NRPN LSB
Bn 62 ll
ll=00~7F (0~127)
LSB (Least Significant Byte) for NRPN.
See NRPN for details.

● NRPN MSB
Bn 63 mm
mm=00~7F (0~127)
MSB (Most Significant Byte) for NRPN.
See NRPN for details.

● RPN LSB
Bn 64 ll
ll=00~7F (0~127)
LSB (Least Significant Byte) for RPN.
See RPN for details.

● RPN MSB
Bn 65 mm
mm=00~7F (0~127)
MSB (Most Significant Byte) for RPN.
See RPN for details.

[Channel Mode Messages]

● All Sounds Off
Bn 78 00
Mutes all sounds currently played out.

● Reset All Controllers
Bn 79 00
Sets default values to controllers, Pitch Bend Change, Sustain Pedal, Portamento Switch, Soft Pedal, Sostenuto Pedal, Modulation, Expression, RPN and NRPN.

● All Notes Off
Bn 7B 00
Mutes sounds played by Note On messages. It does not mute sounds held by Sustain Pedal and Sostenuto Pedal; They are muted when such pedal switches turned OFF.

[RPN (Registered Parameter Numbers)]

An RPN is specified with a 14-bit data composed of MSB and LSB, followed by its 7-bit value (data MSB).
You can describe it in the order as RPN MSB, RPN LSB, Data MSB, in hexadecimals, in which the following RPNs are shown. However, you should fully describe them out with control change status messages. That is, a Pitch Bend Sensitivity value is specified as:
Bn 65 00 Bn 64 00 mm (mm: data MSB)
In addition, an RPN value is reset when you switch to Single/Multi mode.

● Pitch Bend Sensitivity
00 00 mm
mm=00~18 (0~24)
Pitch bend range for increase or decrease. (unit: semitone, up to 24 semitones)
A default value is 02 (2 semitones).

● Fine Tune
00 01 mm
mm=0E~40~72 (-50~0~+50)
Fine tuning value. (unit: cent, 100 cents=1 semitone)

● Coarse Tune
00 02 mm
mm=28~40~58 (-24~0~+24)
Coarse tuning value. (unit: semitone)

● RPN Reset
7F 7F xx
xx: No data MSB or 7-bit dummy data
Resets RPN to be unspecified. Current RPN values in the module memory are not changed.

[NRPN (Non-Registered Parameter Numbers)]

An NRPN is specified with a 14-bit data composed of MSB and LSB, followed by its 7-bit value (data MSB).
You can describe it in the order as NRPN MSB, NRPN LSB, Data MSB, in hexadecimals, in which the following NRPNs are shown. However, you should fully describe them out with control change status messages. That is, an LFO Rate Offset value is specified as:
Bn 63 01 Bn 62 08 mm (mm: data MSB)
In addition, an NRPN value is reset when you switch to Single/Multi mode.

● LFO Rate Offset
01 08 mm
mm=0E~40~72 (-50~0~+50)
LFO rate offset value added to its default rate.

● LFO Depth Offset
01 09 mm
mm=0E~40~72 (-50~0~+50)
LFO depth offset value added to its default depth.

● LFO Delay Offset
01 0A mm
mm=0E~40~72 (-50~0~+50)
LFO delay offset value added to its default delay.

● Filter Cut-off Offset
01 20 mm
mm=0E~40~72 (-50~0~+50)
Filter cut-off frequency offset value added to the default frequency.

● Filter Resonance Offset
01 21 mm
mm=0E~40~72 (-50~0~+50)
Filter resonance level offset value added to the default level.

● Envelope Attack Offset
01 63 mm
mm=0E~40~72 (-50~0~+50)
Envelope attack time offset value added to the default value.

● Envelope Decay Offset
01 64 mm
mm=0E~40~72 (-50~0~+50)
Envelope decay time offset value added to the default value.

● Envelope Release Offset
01 66 mm
mm=0E~40~72 (-50~0~+50)
Envelope release time offset value added to the default value.

● Drum Pitch Coarse
18 kk mm
kk=00~7F (0~127, MIDI note number)
mm=0E~40~72 (–50~0~+50)
Specifies the instrument pitch assigned to kk.

● Drum Volume
1A kk mm
kk=00~7F (0~127, MIDI note number)
mm=0E~40~72 (–50~0~+50)
Specifies the instrument volume assigned to kk.

● Drum PAN
1C kk mm
kk=00~7F (0~127, MIDI note number)
mm=0E~40~72 (–50~0~+50)
Specifies the pan setting for an instrument assigned to kk.

● Drum Reverb Depth
1D kk mm
kk=00~7F (0~127, MIDI note number)
mm=0E~40~72 (–50~0~+50)
Specifies the reverb send level for an instrument assigned to kk.

● Reverb Select
00 01 mm
mm=00~1E (0~30)
Specifies the reverb type for the whole module. See page 24 for a reverb type available.

● NRPN Reset
7F 7F xx
xx: No data MSB or 7-bit dummy data
Resets NRPN to be unspecified. Current NRPN values in the module memory are not changed.

■ System Exclusive Messages

[Universal System Exclusive Massages]

● GM System On
F0 7E 7F 09 01 F7
Puts the module in Multi mode and initializes all performance parameters.

● GM System Off
F0 7E 7F 09 02 F7
Puts the module in Single mode and restores previous sound edit parameters.

[System Exclusive Messages for AKAI SG01 Series]

System Exclusive messages commonly used to AKAI SG01 series sound modules are described in the following format. All bytes are described in hexadecimals.

Byte	Explanation
F0	System Exclusive Status
47	AKAI manufacturer ID
10	Exclusive Channel (fixed)
fn	Function Code
5D	Model ID (SG01)
vv	Data
vv	Data
...	...
F7	EOX (End of Exclusive)

● Request Bulk Dump

Byte	Explanation
F0	System Exclusive Status
47	AKAI manufacturer ID
10	Exclusive Channel
00	Function Code=00
5D	Model ID (SG01)
bb	Bank Number (00~7F)
pp	Program Number (00~7F)
F7	EOX (End of Exclusive)

Requests the module to transmit sound parameter values (bulk data) for the program specified. The module transmits that data after receiving the Request Bulk Dump message.

● Bulk Dump Data Set

Byte	Explanation
F0	System Exclusive Status
47	AKAI manufacturer ID
10	Exclusive Channel
01	Function Code=01
5D	Model ID (SG01)
bb	Bank Number (00~7F)
pp	Program Number (00~7F)
vv	Data: SHAPE (0E~40~72)
vv	Data: TONE (0E~40~72)
vv	Data: SPECIAL (0E~40~72)
vv	Data: LEVEL (00~7F)
vv	Data: FX LEVEL (00~0C)
F7	EOX (End of Exclusive)

The module transmits the requested data in this format. It also accepts data in this format and replaces with the current parameter values in memory.

● Reverb On
F0 47 10 42 5D 40 00 06 vv F7
vv=00 (OFF), 1 (ON)

● SG Reset
F0 47 10 42 5D 40 00 7F 00 F7
Same operation as GM System On.

● Master Volume
F0 47 10 42 5D 40 00 04 vv F7
vv=00~7F (0~127)
Master volume level for the whole module.

● Master Key Shift
F0 47 10 42 5D 40 00 05 vv F7
vv=28~40~58 (–24~0~+24)
Master transposition value for the whole module. (unit: semitone, up to ±24 semitones)

● Reverb Macro
F0 47 10 42 5D 40 01 30 vv F7
vv=00~1E (0~30)
Same operation as Reverb Select of NRPN.

● Part Reception Channel
F0 47 10 42 5D 40 1r 02 vv F7
r=1, 2, 3... 9, 0, A, B, C... F (1~16 in the display, part number)
vv=00~0F (1~16 in the display, MIDI channel)
Specifies a MIDI reception channel (vv) for a part (r).
When vv is over 0F, that part will not receive any MIDI channel messages.

● Part Level
F0 47 10 42 5D 40 1r 19 vv F7
r=1, 2, 3... 9, 0, A, B, C... F (1~16 in the display, part number)
vv=00~7F (0~127)
Same operation as Volume of Control Change messages.

[System Exclusive Messages for Other Products]

The module recognizes and accepts other System Exclusive messages in the following format.

Byte	Explanation
F0	System Exclusive Status
41	Manufacturer ID
10	Device ID
42	Model ID
12	Command ID
aa	Address MSB
bb	Address LSB
cc	Data MSB
dd	Data LSB
ss	Check Sum
F7	EOX (End of Exclusive)

Check Sum is the value which makes the lower 7 bits of sum becomes "0" when Address, Data values and Check Sum are added (2's complement of a value made by adding Address value and Data value). For Reset command that follows, its Check Sum value is calculated as:

(80-40)+(80-00)+(80-7F)+(80-00)=41

So the value makes 41.

● Reset
F0 41 10 42 12 40 00 7F 00 41 F7
Same operation as GM System On.

● Master Volume
F0 41 10 42 12 40 00 04 vv ss F7
vv=00~7F (0~127)
Master volume level for the whole module.

● Master Key Shift
F0 41 10 42 12 40 00 05 vv ss F7
vv=28~40~58 (-24~0~+24)
Master transposition value for the whole module. (unit: semitone, up to ±24 semitones)

● Reverb Macro
F0 41 10 42 12 40 01 30 vv ss F7
vv=00~1E (0~30)
Same operation as Reverb Select of NRPN.

● Part Reception Channel
F0 41 10 42 12 40 1r 02 vv ss F7
r=1, 2, 3... 9, 0, A, B, C... F (1~16 in the display, part number)
vv=00~0F (1~16 in the display, MIDI channel)
Specifies a MIDI reception channel (vv) for a part (r).
When vv is over 0F, that part will not receive any MIDI channel messages.

● Another Rhythm Part
F0 41 10 42 12 40 1r 15 vv ss F7
r=1, 2, 3... 9, 0, A, B, C... F (1~16 in the display, part number)
vv=00, 01, 02
Specifies a part (r) as a rhythm part (vv).
When vv is set to 00, that part will be a normal part.

● Part Level
F0 41 10 42 12 40 1r 19 vv ss F7
r=1, 2, 3... 9, 0, A, B, C... F (1~16 in the display, part number)
vv=00~7F (0~127)
Same operation as Volume of Control Change messages.

SG01v MIDI Implementation Chart

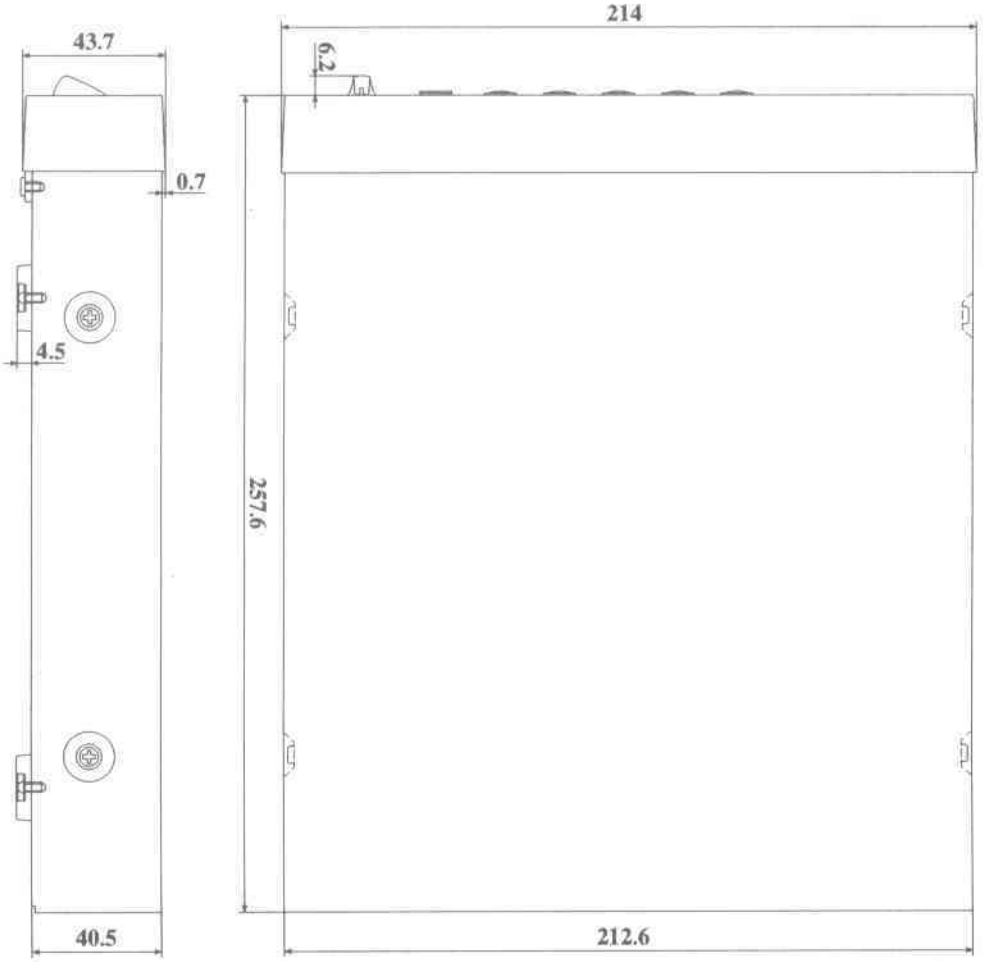
Date:SEP.1995
Version 1.00

Function ...		Transmitted	Recognized	Remarks
Basic	Default	O 1	O 1	
Channel	Changed	X	O 1-16	Memorized
Mode	Default	X	Mode 3	
	Messages			
	Altered	*******	X	
Note		X	21-127	
Number	: True Voice	*******	4-127	
Velocity	Note on	X	O 9nV=1-127	
	Note off	X	O 8nV=64	
Aftertouch	Key's	X	X	
	Ch's	X	X	
Pitchbend		X	O	0-24 semitone steps (8-bit resolution)
Control	0	X	O	Bank Select
change	1	X	O	Modulation wheel
	5	X	O	Portament Time
	7	X	O	Volume
	10	X	O	Panpot
	11	X	O	Expression
	16 - 18	X	O	Generic Control
	64	X	O	Sustain pedal
	65	X	O	Portament Pedal
	66	X	O	Sostenuto Pedal
	67	X	O	Soft pedal
Program Change		X	1-128	
	True No.	*******		by Preset number
				Value
System Exclusive		O	O	AKAI ID: 47H SG01 ID: 5DH
System	: Song position	X	X	
Common	: Song select	X	X	
	Tune	X	X	
System	: Clock	X	X	
Real time	: Commands	X	X	
Aux	: Local ON/OFF	X	X	
Messages	: All Notes OFF	X	O (123)	
	: Active Sense	X	X	
	: Reset	X	X	

Mode 1 : OMNI ON, POLY Mode 2 : OMNI ON, MONO O : Yes
Mode 3 : OMNI OFF, POLY Mode 4 : OMNI OFF, MONO X : No

Specifications

Model	:	SG01v Vintage Synthesizer Sound Module
Sound System	:	16 bit Linear Sampling
Sound Programs	:	256 Synth Sounds, 2 sets Drum/Percussion Sounds
Polyphony	:	32 (30 with Reverb in use)
Sound Parameters	:	SHAPE, TONE, SPECIAL, LEVEL, FX LEVEL
Panel Controls	:	SELECT PROG., SHAPE, TONE, SPECIAL, LEVEL, DATA UP & DOWN, MAIN VOLUME
Connectors	:	PHONES (1/8-inch stereo phone jack) ..... 1 OUTPUT (1/4-inch phone jack) ..... 2 MIDI IN/OUT/THRU (5-pin DIN) 3
Power Source	:	10 VDC
Accessories	:	AC adapter (10 VDC converter, 800 mA) ..... 1 Operator's Manual 1
Weight	:	1.4 kg (without attachment)
Dimensions	:	



* Above specifications are subject to change without notice.