

*GMega*

**WAVE LIST**

**GMega WAVE LIST (SINGLE)**

**GMega WAVE LIST (PERCUSSION)**

**GMega Exclusiv Format**

**KAWAI**

# GMega WAVE LIST (SINGLE)

GROUP	NO.	NAME
DC BASIC	000	SIN
	001	TRIANGLE
	002	PULSE
	003	RANDOM
	004	SAWTOOTH 1
	005	SAWTOOTH 2
	006	SAWTOOTH 3
	007	SQUARE 1
	008	SQUARE 2
	009	SQUARE 3
	010	RECTNGLR 1
	011	RECTNGLR 2
PIANO	012	RECTNGLR 3
	013	ROADS EP 2
	014	DELUXE EP 1
	015	DELUXE EP 2
	016	HRPSIC 1
	017	HRPSIC 2
	ORGAN	018
019		DRAW ORG 2
020		PERC ORG 1
021		EL ORG 21
022		EL ORG 22
023		EL ORG 4
024		CHRC ORG 1
025		CHRC ORG 2
026		PIP ORG 21
027		PIP ORG 22
028		PIP ORG 31
029		PIP ORG 32
030		REED ORG 1
031		REED ORG 2
032		ACORDION 1
033		ACORDION 2
034		HARMONICA
035		TNG ACRD 1
036		TNG ACRD 2
GUITAR		037
	038	JAZZ GT 2
	039	OVDR GT
BRASS	040	SYN BRAS 3
REED 1	041	ENG HORN
	042	BASSOON
REED 2	043	RECORDER 1
	044	RECORDER 2
	045	WHISTLE 1
	046	WHISTLE 2
OCARINA	047	OCARINA 1
	048	OCARINA 2
M PERC	049	CELESTA 2
	050	CELESTA 3
	051	GLOCKEN 1
GLOCKEN	052	GLOCKEN 2
	053	MUSC BOX 2
	054	SQUARE 5
LEAD	055	SQUARE 6
	056	SAWTOOTH 5
	057	SAWTOOTH 6
PAD	058	SAWTOOTH 7
	059	SAWTOOTH 8
	060	NEW AGE
	061	WARM 1
	062	WARM 2
	063	BOWED 1

GROUP	No.	NAME	
BOWED	064	BOWED 2	
	FX	065	CRYSTAL 1
		066	CRYSTAL 2
	GOBLINS	067	GOBLINS
NATION		068	KALIMBA
		069	BAG PIPE
SHANAI	070	SHANAI	
	PERCUS	071	TNKL BELL 1
		072	TNKL BELL 2
	073	TNKL BELL 3	
074	TNKL BELL 4		
WINDBELL	075	WINDBELL 1	
	076	WINDBELL 2	
	PCM PIANO	077	PIANO
		078	PIANO H 11
079		PIANO H 12	
080		PIANO H 21	
081		PIANO H 22	
082		PIANO L	
083		PIANO SOFT	
084		ROADS 1	
085		ROADS 2	
086		CLAVI 1	
CLAVI	087	CLAVI 2	
	088	CLAVI 3	
	NYLN GT	089	NYLN GT 1
090		NYLN GT 2	
091		NYLN GT 3	
092		NYLN GT 4	
STEL GT		093	STEL GT 1
		094	STEL GT 2
		095	STEL GT 3
CLEN GT		096	CLEN GT 1
		097	CLEN GT 2
		098	CLEN GT 3
DIST GT	099	DIST GT 1	
	100	DIST GT 2	
	101	DIST GT 3	
DIST GT	102	DIST GT 4	
	103	DIST GT 5	
	104	DIST GT 6	
GT HRMNICS	105	GT HRMNICS	
	A BAS	106	A BAS 1
		107	A BAS 2
		108	A BAS 3
	FNDR BAS	109	FNDR BAS
		110	PICK BAS 1
		111	PICK BAS 2
	SLP BAS	112	SLP BAS 11
		113	SLP BAS 12
		114	SLP BAS 21
SLP BAS	115	SLP BAS 22	
	116	SLP BAS 23	
	117	FRETLESS 1	
FRETLESS	118	FRETLESS 2	
	MUG SYN	119	MUG SYN 1
120		MUG SYN 2	
121		MUG SYN 3	
MUG SYN	122	MUG SYN 4	
	123	MUG SYN 5	
	124	MUG SYN 6	
PRO SYN	125	PRO SYN	
	126	DELUXE BAS	
VIOLIN	127	VIOLIN 1	

GROUP	No.	NAME
	128	VIOLIN 2
	129	VIOLIN 3
	130	VIOLIN 4
	131	VIOLA
	132	CELLO 1
	133	CELLO 2
	134	CONTRA BAS
	135	PIZZ STR 1
	136	PIZZ STR 2
	137	ORC HARP 1
	138	ORC HARP 2
ORCH 2	139	STR ENS 1
	140	STR ENS 2
	141	STR ENS 3
	142	STR ENS 4
	143	STR ENS 5
	144	STR ENS 6
	145	STR ENS 7
	146	ORCHST HIT
	147	CHOIR AH 1
	148	CHOIR AH 2
	149	CHOIR AH 3
	150	CHOIR AH 4
	151	CHOIR AH 5
	152	VOICE OH 1
	153	VOICE OH 2
	154	VOICE OH 3
	155	VOICE OH 4
	156	VOICE OH 5
	157	VOICE OH 6
	158	VOICE OH 7
BRASS	159	TRUMPET 1
	160	TRUMPET 2
	161	MUTE TRUMP
	162	TROMBONE 1
	163	TROMBONE 2
	164	FRNCH HORN
	165	BRAS SEC 1
	166	BRAS SEC 2
	167	SYN BRS 1
	168	SYN BRS 2
	169	SYN BRS 3
	170	SYN BRS 4
	171	SYN BRS 5
	172	SYN BRS 6
	173	SYN BRS 7
	174	SYN BRS 8
	175	SYN BRS 9
	176	SYN BRS 10
	177	SYN BRS 11
	178	SYN BRS 12
	179	SYN BRS 13
	180	SYN BRS 14
SAX	181	S SAX 1
	182	S SAX 2
	183	S SAX 3
	184	A SAX 1
	185	A SAX 2
	186	T SAX
	187	B SAX 1
	188	B SAX 2
	189	SAX SANBO
REED 1	190	CLARINET
	191	OBOE 1

GROUP	No.	NAME
	192	OBOE 2
	193	OBOE 3
REED 2	194	FLUTE 1
	195	FLUTE 2
	196	FLUTE 3
	197	FLUTE 4
	198	PAN FLUTE
	199	SHAKUHAC 1
	200	SHAKUHAC 2
	201	BLW BOTL 1
	202	BLW BOTL 2
	203	BLW BOTL 3
	204	BLW BOTL 4
	205	BLW BOTL 5
PERC	206	VIBRAPHN 1
	207	VIBRAPHN 2
	208	VIBRAPHN 3
	209	VIBRAPHN 4
	210	MARIMBA 1
	211	MARINBA 2
	212	MARINBA 3
	213	MARINBA 4
	214	XYLOPHONE
	215	TUBULR BEL
NATION	216	SITAR
	217	BANJO 1
	218	BANJO 2
	219	SHAMISEN
	220	KOTO
ORCH 1	221	TIMPANI
PERCUS	222	NORM SD
	223	NORM TOM 1
	224	NORM TOM 2
	225	POWR TOM
	226	TOMS
	227	TOP CYM
	228	SIDE CYM
	229	REVERS CYM
	230	COWBELL
	231	AGOGO
	232	WOODBLOCK
	233	TRIANGLE
	234	JINGLE BEL
	235	WIND BEL
	236	CASTANETTS
	237	METRONOME
	238	STEEL DRUM
	239	TAIKO DRUM
SE	240	GT FRET
	241	BREATH 1
	242	BREATH 2
	243	WHIT NIS 1
	244	WHIT NIS 2
	245	WHIT NIS 3
	246	WHIT NIS 4
	247	BIRD 1
	248	BIRD 2
	249	BIRD 3
	250	TELEPHONE
	251	HELICOPTER
	252	APPLAUSE 1
	253	APPLAUSE 2
	254	METAL ECHO
	255	GUNSHOT

# GMega WAVE LIST (PERCUSSION)

GROUP	NO.	NAME	
DC BASIC	000	BASIC 1	
	001	BASIC 2	
	002	BASIC 3	
	003	BASIC 4	
	004	BASIC 5	
PCM BD	005	SQUARE	
	006	NORM BD	
	007	GB2 BD	
	008	MONDO KICK	
	009	ELE BD	
	010	BOB BD	
	011	CONCERT BD	
	SD	012	NORM SD
		013	OLD SD
		014	POWER SD
015		ELE SD	
016		BOB SD	
017		CONCERT SD	
018		RIM	
019		BOB RIM	
020		XSTICK	
TOM		021	BRUSH TAP
	022	BRUSH SLAP	
	023	BRUSH SWIR	
	024	NORM TOM	
	025	TOM F	
	026	POWER TOM	
HH	027	HH CLOSE	
	028	HH OPEN	
CYM	029	BOB OH	
	030	TOP CYM	
	031	SIDE CYM	
	032	CHINA CYM	
	033	SIDE BELL	
	034	BOB CYM	
	035	ORCH CYM	
CLAP PERC	036	CLAP	
	037	METORONORM	
	038	TAMBOURINE	
	039	COWBELL	
	040	VIBRASLAP	
	041	BONGO	
	042	CONGA MUTE	
	043	CONGA	
	044	TIMBALE	
	045	AGOGO	
	046	CABASA	
	047	MARACAS	
	048	WHISTLE 1	
	049	WHISTLE 2	
	050	GUIRO SHRT	
	051	GUIRO LONG	
	052	CLAVES	
	053	WOOD BLOCK	
054	CUICA		
055	TRIANGLE		
056	JINGLEBELL		
057	BELLTREE		
058	CASTANETS		
059	SURDO MUTE		
060	SURDO OPEN		
061	BOB COWBEL		
062	BOB CONGA		
063	BOB CLAVE		

GROUP	No.	NAME	
SE	064	TIMPANI	
	065	WHIT NOISE	
	066	SCRACH 1	
	067	SCRACH 2	
	068	APPLAUSE	
	069	FRET NOISE	
	HEAD CUT	070	NORM BD
		071	GB2 BD
		072	MONDO KICK
		073	CONCERT BD
074		OLD SD	
075		POWER SD	
076		BOB SD	
077		BRUSH SLAP	
078		BRUSH SWIR	
079		POWER TOM	
LOOP	080	HH CLOSE	
	081	CONGA	
	082	CABASA	
	083	SCRACH 1	
	084	SCRACH 2	
	085	FRET NOISE	
	086	GB2 BD	
	087	ELE BD 1	
	088	ELE BD 2	
	089	CONCERT BD	
LOOP	090	NORM SD 1	
	091	NORM SD 2	
	092	OLD SD	
	093	BOB SD	
	094	CONCRT SD 1	
	095	CONCRT SD 2	
	096	RIM 1	
	097	RIM 2	
	098	BOB RIM	
	099	XSTICKS	
	100	BRUSH SLP 1	
	101	BRUSH SLP 2	
	102	BRUSH SWIR	
	103	NORM TOM	
	104	TOM F 1	
	105	TOM F 2	
	106	TOM F 3	
	107	POWER TOM	
108	HH OPEN		
109	BOB OHH 1		
110	BOB OHH 2		
111	TOP CYM 1		
112	TOP CYM 2		
113	SIDE CYM		
114	CLAP		
115	TAMBURIN 1		
116	TANBURIN 2		
117	COWBELL		
118	VIBRASLAP		
119	BONGO		
120	CONGA		
121	AGOGO		
122	WHISTLE 1		
123	WHISTLE 2		
124	GUIRO SHRT		
125	CLAVES		
126	WOOD BLOCK		
127	CUICA		

GROUP	No.	NAME
	128	TRIANGLE
	129	JINGLEBEL 1
	130	JINGLEBEL 2
	131	BELLTREE
	132	CASTANETS
	133	BOB COW
	134	BOB CONGA
	135	BOB CLAVE
	136	TIMPANI 1
	137	TIMPANI 2
	138	SCRACH 2
	139	BREATH 1
	140	BREATH 2
	141	BREATH 3
	142	BIRD 1
	143	BIRD 2
	144	BIRD 3
	145	BIRD 4
	146	BIRD 5
	147	TELEPHONE 1
	148	TELEPHONE 2
	149	HELICOPTR 1
	150	HELICOPTR 2
	151	APPLAUSE 1
	152	APPLAUSE 2
	153	GB2APLUS 1
	154	GB2APLUS 2
	155	GB2APLUS 3
	156	GUNSHOT 1
	157	GUNSHOT 2
	158	GUNSHOT 3
	159	GUNSHOT 4
	160	GR PIANO
	161	MARIMBA 1
	162	MARIMBA 2
	163	MARIMBA 3
	164	MARIMBA 4
	165	MARIMBA 5
	166	MARIMBA 6
	167	XYLOPHON 1
	168	XYLOPHON 2
	169	XYLOPHON 3
	170	TUBULR BL 1
	171	TUBULR BL 2
	172	TUBULR BL 3
	173	TUBULR BL 4
	174	SLAP BAS 11
	175	SLAP BAS 12
	176	SLAP BAS 21
	177	SLAP BAS 22
	178	SLAP BAS 31
	179	PIZZ 1
	180	PIZZ 2
	181	VOICE OH 1
	182	VOICE OH 2
	183	VOICE OH 3
	184	ORCH HIT 1
	185	ORCH HIT 2
	186	PAN FLUTE 1
	187	PAN FLUTE 2
	188	PAN FLUTE 3
	189	PAN FLUTE 4
	190	BLOW BOTL 1
	191	BLOW BOTL 2

GROUP	No.	NAME
	192	SITAR 1
	193	SITAR 2
	194	SITAR 3
	195	STEEL DRUM
	196	FRET NOIS 1
	197	FRET NOIS 2
REVERS	198	ELE BD
	199	CONCERT BD
	200	ELE SD
	201	RIM
	202	XSTICKS
	203	BRUSH TAP
	204	BRUSH SLAP
	205	BRUSH SWIR
	206	NORM TOM
	207	TOM F
	208	POWER TOM
	209	HH OPEN
	210	TOP CYM
	211	CHINA 1
	212	CHINA 2
	213	SIDE BEL 1
	214	BOB CYM
	215	CLAP
	216	TAMBOURINE
	217	COWBELL
	218	CONGA
	219	TIMBALE 1
	220	TIMBALE 2
	221	AGOGO 1
	222	AGOGO 2
	223	CABASA
	224	MARACAS
	225	GUIRO LNG 1
	226	GUIRO LNG 2
	227	WOOD BLOCK
	228	CUICA
	229	TRIANGLE
	230	SURDO MUTE
	231	SURDO OPEN
	232	TIMPANI
	233	WHIT NOISE
	234	SCRACH 1
	235	SCRACH 21
	236	SCRACH 22
	237	BIRD TWEET
	238	HELICOPTR 1
	239	HELICOPTR 2
	240	GB2APLAUS 1
	241	GB2APLAUS 2
	242	GUNSHOT
	243	GR PIANO 1
	244	GR PIANO 2
	245	VIBRAPHONE
	246	TUBULERBEL
	247	ORCH HIT
	248	FRET NOISE
	249	OMNIBUS 1
	250	OMNIBUS 2
	251	OMNIBUS 3
	252	OMNIBUS 4
	253	OMNIBUS 5
	254	OMNIBUS 6
	255	OMNIBUS 7

## GMega Exclusiv Format

### Group [A] : Transmit/Receive Single Packet Data

(Each packet is sent by value change with panel control.)

(Each packet can be received in MIDI play mode.)

#### [A-1] System Functions

Format : F0 40 On 10 00 08 00 <NO.> 00 <DH>  
<DL> F7

On = UNIT RCV CH

Data (8 bit) = 16\* <DH> + <DL>

FUNCTION	(HEX)	DATA (DEC)
SNGL BANK SEL	00	0=GM / 1=SP / 2=USER - 2500msec waiting
EFFECT TYPE	01	0=REV1~5=REV6 - 2500msec waiting
REVERB TIME 1~3	02	1 - 10
REVERB TIME 4~6	03	1 - 10
REV PRE DELAY 1~3	04	0 - 10
REV PRE DELAY 4~6	05	0 - 10
REV DEPTH HI 1~3	06	1 - 10
REV DEPTH HI 4~6	07	1 - 10
REV DEPTH LO 1~3	08	1 - 10
REV DEPTH LO 4~6	09	1 - 10
UNIT TUNE	0A	00=-128 / FFh=+127
UNIT RCV PGM	0B	0=OFF / 1=ON
UNIT RCV MODE	0C	0=ALL / 1=ODD / 2=EVEN

EX) UNIT TUNE (+127) → F0 40 00 10 00 08 0A 00  
0F 0F F7  
(000) → 08 00

#### [A-2] Section Functions

Format : F0 40 On 10 00 08 01 <NO.> <Sub>  
<DH> <DL> F7

<Sub> = SEC No. (00 - 1F)

Data (8 bit) = 16\* <DH> + <DL>

FUNCTION	(HEX)	DATA(DEC)
SNGL No.	00	00 - 7Fh (SNGL) / 80h - 86h (DRUMS)
RCV CH	01	0 (1A) - 31 (16B)
LEVEL	02	0 - 127
STATUS	03	0=OFF / 1=On / 2=Solo
PAN	04	00=L64 / 7Fh=R63 / 80h=RND
TRANSPOSE	05	0=-24 / 48=+24
TUNE	06	00=-128 / FF=+127
EFFECT LEVL	07	0=LO / 1=HI
BEND DEPTH	08	0=-24 / 48=+24
CUTOFF OFST	09	00=-64 / 7Fh=+63
ATTACK OFST	0A	00=-64 / 7Fh=+63
RELEASE OFST	0B	00=-64 / 7Fh=+63
ZONE LO	0C	00=C-2 / 7Fh=G8
ZONE HI	0D	00=C-2 / 7Fh=G8
MOD WHL VIB	0E	00=000 / 7Fh=127
PRESS VIB	0F	00=000 / 7Fh=127
RCV HOLD	10	0=OFF / 1=ON
TEMP TYPE	11	0 - 54
TEMP KEY	12	0=C / 11=B

EX) RCV HOLD (ON) → F0 40 00 10 00 08 01 10  
00 00 01 F7  
(OFF) → F0 40 On 10 00 08 01 10  
00 00 00 F7

#### [A-3] Single Functions

Format: F0 40 On 10 00 08 03 <No.> <Sub>  
<DH1> <DL1> <DH2> <DL2> F7

Source1 = 16\* <DH1> + <DL1>

Source2 = 16\* <DH2> + <DL2>

(In case <1-Source Tone>, DH2/DL2 are dummy data)

<Sub> = Single No. (00 - 7F)

FUNCTION	(HEX)	DATA (DEC)
MONITOR	00	0=OFF / 1=ON
DCO WAVE SEL	01	00 - 255
DCO KEY TRACK	02	0=OFF / 1=ON
DCO FIXED KEY	03	00=C-2 / 7Fh=G8
DCO COARSE	04	0=-36 / 72=+36
DCO FINE	05	00=-128 / FFh=-127
KEY ON DELAY	06	0 - 255
VIB DEPTH	07	00=-128 / FFh=+127
VIB SHAPE	08	0=TRI / 1=SAW / 2=SQR / 3=RND
VIB SPEED	09	0 - 15
AM	0A	0=OFF / 1=ON
DCF LINK	0B	0=OFF / 1=ON
DCF TYPE	0C	0=LPF / 1=HPF
DCF CUTOFF	0D	0 - 255
DCF RESO DEP	0E	0 - 3
DCF KEY TRACK	0F	0=OFF / 1=ON
DCF VEL CRV	10	0 / 1
DCF VEL DEP	11	0 - 63
DCF VEL ASIGN	12	0=CTF / 1=ENV
DCF ENV DEPTH	13	0 - 63
DCF ATK LEVEL	14	00=-64 / 7Fh=+63
DCF ATK TIME	15	0 - 63
DCF DCAY TIME	16	0 - 63
DCF SUS 1 LEVEL	17	00=-64 / 7Fh=+63
DCF MOD TIME	18	0 - 63
DCF SUS 2 LEVEL	19	00=-64 / 7Fh=+63
DCF RLS TIME	1A	0 - 63
DCA ATK LEVEL	1B	0 - 63
DCA VEL CURVE	1C	0 / 1
DCA VEL DEPTH	1D	0 - 63
DCA ATK TIME	1E	0 - 63
DCA DCAY TIME	1F	0 - 63
DCA SUS 1 LEVEL	20	0 - 63
DCA MOD TIME	21	0 - 63
DCA SUS 2 LEVEL	22	0 - 63
DCA RLS TIME	23	0 - 63

EX) DCO WAVE SEL → F0 40 00 10 00 08 03 01  
(S1=127, S2=255) 02 07 0F 0F 0F F7  
(Patch No.3)

#### [A-4] Percussion Functions

Format: F0 40 On 10 00 08 04 <No.> <Sub>  
<DH> <DL> F7

Source1 = 16\* <DH> + <DL>

<Sub> = Percussion No. (00 - 7F)

FUNCTION	(HEX)	DATA (DEC)
DCA LEVEL	00	0 - 127
PAN	01	00=L64 / 7F=R63
PC EFFECT	02	0=OFF / 1=ON
DCO WAVE SEL	03	0 - 255
DCO PITCH	04	0 - 127
DCO FINE	05	00=-128 / FFh=+127
DCF CUTOFF	06	0 - 255
DCF RESO DEP	07	0 - 3
DCF VEL CRV	08	0 / 1
DCF VEL DEP	09	0 - 63
DCF VEL ASIGN	0A	0=CTF / 1=ENV
DCF EG ATCK	0B	0 - 63
DCF EG DCAY	0C	0 - 63
DCA VEL CRV	0D	0 / 1
DCA VEL DEP	0E	0 - 63
DCA EG ATCK	0F	0 - 63
DCA EG DCAY	10	0 - 63
GATE TIME	11	1 - 255
DCF ATK LEVEL	12	00=-64 / 7Fh=+63
DCF SUS LEVEL	13	00=-64 / 7Fh=+63

DCF ENV DEPTH 14 0-63  
DCF TYPE 15 0=LPF / 1=HPF

Group [B] Receive only, Single Packet Data  
(Each packet can be received in MIDI play mode.)

[B-1] Single Name  
Format : F0 40 On 10 00 08 02 00 <Suc> <D1>  
---<D8> F7  
<Sub> =Single No. (00-7F)  
<D1>---<D8> is the Single Name with 8 ASCII Data

[B-2] Percus Name  
Format : F0 40 On 10 00 08 02 01 <Sub> <D1>  
---<D8> F7  
<Sub> =Percus No. (00-7F)  
<D1>---<D8> is the Drum Name with 8 ASCII Data

[B-3] Percus Assign Map  
Format : F0 40 On 10 00 08 05 <kit> <No.>  
<Data> 00 F7  
<kit> =Drum Kit No. (0-6)  
<No.> =Drum Section Driven MIDI Note No. (00-7F)  
<Data> =Triggered percus No. (00-7F)

Group [C] : Transmit only, Special Information  
(This packet is sent only by "All Dump" command.)

[C-1] Single 1/2 Source Map  
Format : F0 40 On 10 00 08 06 <D1>  
---<D128> F7  
<D1>---<D128> is the Single Source Status : 1 or 2

Group [D] : Transmit / Receive, Multi Packet Data  
(Each Packet is sent only by "Dump" command.)  
(All normal MIDI information is ignored with this packet,  
and each packet must be separated with 371msec interval.  
More 5000msec interval must be reserved after [D-1].)  
([D-3] packet is "system-reserved" data. This packet must  
be returned back as received without any data changes!!)  
(Data values are same as Group [A])

[D-1] System  
Format : F0 40 On 10 00 08 07 <Data(00)H>  
<Data(00)L> <Data(01)H> <Data(01)L>  
<Data(02)H> <Data(02)L>-----  
<Data(0C)H> <Data(0C)L> F7  
Data (8bit)=16\*<DH>=<DL>

[D-2] Section Functions  
Format : F0 40 On 10 00 08 08 <Sub> <Data(00)H>  
<Data(00)L> <Data(01)H> <Data(01)L>  
----<Data(12)H> <Data(12)L> F7  
Data (8bit)=16\*<DH>=<DL>  
<Sub> =SEC No.(00-1F)

[D-3] System Reserved Parameters  
Format : F0 40 On 10 00 08 0C <D1>---  
<D128> F7

[D-4] Single Functions  
Format : F0 40 On 10 00 08 09 <Sub> <Source 1(00)H>  
<Source 1(00)L> <Source 2(00)H>  
<Source 2(00)L> <Source 1(01)H>  
<Source 1(01)L> <Source 2(01)H>  
<Source 2(01)L>-----  
<Source 1(23)H> <Source 1(23)L>  
<Source 2(23)H> <Source 2(23)L>-----  
<Data(24)H> <Data(24)L>  
<Data(25)H> <Data(25)L>  
<Data(2A)H> <Data(2A)L>  
<Data(2B)H> <Data(2B)L> F7

Source 1=16\*<DH1>-<DL1>,  
Source 2=16\*<DH2>+<DL2>  
Data (8bit)=16\*<DH>+<DL>  
<Sub>=Single No. (00-7F)

FUNCTION	(HEX)	DATA(DEC)
Single Name 1st :	No.=24,	ASCII
Single Name 2nd :	No.=25,	ASCII
Single Name 8th :	No.=2B,	ASCII

[D-5] Percus Functions  
Format : F0 40 On 10 00 08 0A <Sub> <Data(00)H>  
<Data(00)L> <Data(01)H> <Data(01)L>  
-----<Data(16)H> <Data(16)L>-----  
<Data(1D)H> <Data(1D)L> F7  
Data (8bit)=16\*<DH>=<DL>  
<Sub>=Percus No. (00-7F)

FUNCTION	(HEX)	DATA(DEC)
Percus Name 1st :	No.=16,	ASCII
Percus Name 2nd :	No.=17,	ASCII
Percus Name 8th :	No.=1D,	ASCII

[D-6] Percus Assign Map  
Format : F0 40 On 10 00 08 0B <kit> <Do>  
---<D127> F7  
<kit> =Drum Kit No. (0-6)  
<D0>---<D127> is Triggered Percus No. (00-7F)  
with Drum Section Driven MIDI Note  
No. (00-7F)

Group [E] : Dump Request → Transmit Condition  
(All normal MIDI information is ignored with this packet.)  
("All Dump" can be transmitted only at "User" Bank.)

[E-1] Panel Control for "SEC+SYS" Dump  
=send [D-1]+5000msec interval  
+send [D-2] (Section 1)+371msec interval  
+send [D-2] (Section 2)+371msec interval  
-----  
+send [D-2] (Section 32)+371msec interval

[E-2] Panel Control for "All" Dump  
=send [E-1]  
+send [D-3] +371msec interval  
+send [D-4] (Single 1)+371msec interval  
-send [D-4] (Single 2)+371msec interval  
-----  
+send [D-4] (Single 128)+1000msec interval  
+send [D-5] (Percus 1)+371msec interval  
+send [D-5] (Percus 2)+371msec interval  
-----  
-send [D-5] (Percus 128)-1000msec interval  
+send [D-6] (Drum Kit 0)+371msec interval  
-send [D-6] (Drum Kit 1)+371msec interval  
-----  
+send [D-6] (Drum Kit 6)+371msec interval  
+send [C-1]

[E-3] MIDI Dump Request (F0 40 On 01 00 08 F7) only  
at "User" Bank =[E-2]

**KAWAI**