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MODERN MUSIC TECHNOLOGY

C16 MIDI CONTROL UNIT

TARGET SLIDER LIST

online version

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TARGET NUMBER: 00
TARGET NAME: GM Edit (nrpn's)
SWITCH: Midi Channel

SLIDER	FUNCTION
1	Volume
2	Pan
3	Vibrato Rate*
4	Vibrato Depth*
5	Vibrato Delay*
6	Cutoff Freq*
7	Resonance*
8	Attack*
9	Decay*
10	Release*
11	Pitch Bend Range
12	Modulation
13	Portamento Time
14	Reverb
15	Chorus
16	Variation Effect Depth

(* Offsets.)

TARGET NUMBER: 01
TARGET NAME: GS Edit (SysEx)
SWITCH: Midi Channel(Device ID=0)

SLIDER	FUNCTION
1	Volume
2	Pan
3	Vibrato Rate*
4	Vibrato Depth*
5	Vibrato Delay*
6	Cutoff Freq*
7	Resonance*
8	Attack*
9	Decay*
10	Release*
11	Pitch Bend Range
12	Modulation
13	Portamento Time
14	Reverb
15	Chorus
16	Variation Effect Depth

(* Offsets.)

TARGET NUMBER: 02
TARGET NAME: XG Edit (SysEx)
SWITCH: Midi Channel(Device ID=0)

SLIDER	FUNCTION
1	Volume
2	Pan
3	Vibrato Rate*
4	Vibrato Depth*
5	Vibrato Delay*
6	Cutoff Freq*
7	Resonance*
8	Attack*
9	Decay*
10	Release*
11	Pitch Bend Range
12	Modulation
13	Portamento Time
14	Reverb
15	Chorus
16	Variation Effect Depth

(* Offsets.)

TARGET NUMBER: 03
TARGET NAME: GS Effects Edit
SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Reverb Type
2	Reverb Character
3	Reverb LFP
4	Reverb Level
5	Reverb Time
6	Reverb Feedback
7	Reverb Pre-delay
8	Chorus Type
9	Chorus LFP
10	Chorus Level
11	Chorus Feedback
12	Chorus Delay
13	Chorus Rate
14	Chorus Depth
15	Chorus->Reverb
16	---

TARGET NUMBER: 04
TARGET NAME: XG Effects Edit
SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Reverb Return Level
2	Reverb L/R Balance
3	Reverb Time
4	Reverb Diffusion
5	Reverb Initial Delay
6	Reverb HPF
7	Reverb LPF
8	Chorus Return Level
9	Chorus L/R Balance
10	Chorus Frequency
11	Chorus Mod Depth
12	Chorus Feedback
13	Chorus Initial Delay
14	Chorus EQ Low
15	Chorus EQ High
16	Chorus -> Reverb Level

TARGET NUMBER: 05
TARGET NAME: XG EQ
SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Band1 Gain
2	Band1 Freq
3	Band1 Q
4	Band2 Gain
5	Band2 Freq
6	Band2 Q
7	Band3 Gain
8	Band3 Freq
9	Band3 Q
10	Band4 Gain
11	Band4 Freq
12	Band4 Q
13	Band5 Gain
14	Band5 Freq
15	Band5 Q
16	---

TARGET NUMBER: 06
TARGET NAME: Timbre Edit
(Sound Controllers)
SWITCH: MIDI Channel

SLIDER	SLIDER FUNCTION
1	Volume
2	Pan
3	Sound CC5
4	Sound CC6
5	Sound CC7
6	Cutoff Freq*
7	Resonance*
8	Attack*
9	---
10	Release*
11	Pitch Bend Range
12	Modulation Wheel
13	Portamento Time
14	Reverb Send
15	Chorus Send
16	Variation Send

(* Offsets.)

TARGET NUMBER: 07
TARGET NAME: Quick MIDI Mixer
SWITCH: Selects EXP, BAL, VOL,
PAN, REVERB, CHORUS,
or VARI FX

SLIDER	SLIDER FUNCTION
1	Quick mix CH1
2	Quick mix CH2
3	Quick mix CH3
4	Quick mix CH4
5	Quick mix CH5
6	Quick mix CH6
7	Quick mix CH7
8	Quick mix CH8
9	Quick mix CH9
10	Quick mix CH10
11	Quick mix CH11
12	Quick mix CH12
13	Quick mix CH13
14	Quick mix CH14
15	Quick mix CH15
16	Quick mix CH16

(* Expression and Balance are not shown on front panel)

TARGET NUMBER: 08
TARGET NAME: Master Volumes
(Universal SysEx)
SWITCH: ---

SLIDER	SLIDER FUNCTION
1	Master Vol, Device ID=0
2	Master Vol, Device ID=1
3	Master Vol, Device ID=2
4	Master Vol, Device ID=3
5	Master Vol, Device ID=4
6	Master Vol, Device ID=5
7	Master Vol, Device ID=6
8	Master Vol, Device ID=7
9	Master Vol, Device ID=8
10	Master Vol, Device ID=9
11	Master Vol, Device ID=10
12	Master Vol, Device ID=11
13	Master Vol, Device ID=12
14	Master Vol, Device ID=13
15	Master Vol, Device ID=14
16	Master Vol, Device ID=15

(* Note: Slider number and device IDs are one different)

TARGET NUMBER: 9
TARGET NAME: Modulation Wheels
SWITCH: ---

SLIDER	SLIDER FUNCTION
1	Mod Wheel CH1
2	Mod Wheel CH2
3	Mod Wheel CH3
4	Mod Wheel CH4
5	Mod Wheel CH5
6	Mod Wheel CH6
7	Mod Wheel CH7
8	Mod Wheel CH8
9	Mod Wheel CH9
10	Mod Wheel CH10
11	Mod Wheel CH11
12	Mod Wheel CH12
13	Mod Wheel CH13
14	Mod Wheel CH14
15	Mod Wheel CH15
16	Mod Wheel CH16

TARGET NUMBER: 10
TARGET NAME: Channel
AfterTouches
SWITCH: ---

SLIDER	SLIDER FUNCTION
1	After Touch CH1
2	After Touch CH2
3	After Touch CH3
4	After Touch CH4
5	After Touch CH5
6	After Touch CH6
7	After Touch CH7
8	After Touch CH8
9	After Touch CH9
10	After Touch CH10
11	After Touch CH11
12	After Touch CH12
13	After Touch CH13
14	After Touch CH14
15	After Touch CH15
16	After Touch CH16

TARGET NUMBER: 11
TARGET NAME: Pitch Bends
SWITCH: ---

SLIDER	SLIDER FUNCTION
1	Pitch Bend CH1
2	Pitch Bend CH2
3	Pitch Bend CH3
4	Pitch Bend CH4
5	Pitch Bend CH5
6	Pitch Bend CH6
7	Pitch Bend CH7
8	Pitch Bend CH8
9	Pitch Bend CH9
10	Pitch Bend CH10
11	Pitch Bend CH11
12	Pitch Bend CH12
13	Pitch Bend CH13
14	Pitch Bend CH14
15	Pitch Bend CH15
16	Pitch Bend CH16

TARGET NUMBER: 12
TARGET NAME: General Purpose 1's
SWITCH: ---

SLIDER	SLIDER FUNCTION
1	Gen Purpose 1 CH1
2	Gen Purpose 1 CH2
3	Gen Purpose 1 CH3
4	Gen Purpose 1 CH4
5	Gen Purpose 1 CH5
6	Gen Purpose 1 CH6
7	Gen Purpose 1 CH7
8	Gen Purpose 1 CH8
9	Gen Purpose 1 CH9
10	Gen Purpose 1 CH10
11	Gen Purpose 1 CH11
12	Gen Purpose 1 CH12
13	Gen Purpose 1 CH13
14	Gen Purpose 1 CH14
15	Gen Purpose 1 CH15
16	Gen Purpose 1 CH16

TARGET NUMBER: 13
TARGET NAME: General Purpose 2's
SWITCH: ---

TARGET NUMBER: 14
TARGET NAME: General Purpose 3's
SWITCH: ---

TARGET NUMBER: 15
TARGET NAME: General Purpose 4's
SWITCH: ---

TARGET NUMBER: 16
TARGET NAME: General Purpose 5's
SWITCH: ---

TARGET NUMBER: 17
TARGET NAME: General Purpose 6's
SWITCH: ---

TARGET NUMBER: 18
TARGET NAME: General Purpose 1's
SWITCH: ---

TARGET NUMBER: 19
TARGET NAME: General Purpose 8's
SWITCH: ---

TARGET NUMBER: 20
TARGET NAME: Controllers 0~15
SWITCH: MIDI Channel

SLIDER	SLIDER FUNCTION
1	Controller 00
2	Controller 01
3	Controller 02
4	Controller 03
5	Controller 04
6	Controller 05
7	Controller 06
8	Controller 07
9	Controller 08
10	Controller 09
11	Controller 10
12	Controller 11
13	Controller 12
14	Controller 13
15	Controller 14
16	Controller 15

TARGET NUMBER: 21
TARGET NAME: Controllers 16~31
SWITCH: MIDI Channel

TARGET NUMBER: 22
TARGET NAME: Controllers 32~47
SWITCH: MIDI Channel

TARGET NUMBER: 23
TARGET NAME: Controllers 48~63
SWITCH: MIDI Channel

TARGET NUMBER: 24
TARGET NAME: Controllers 64~79
SWITCH: MIDI Channel

TARGET NUMBER: 25
TARGET NAME: Controllers 80~95
SWITCH: MIDI Channel

TARGET NUMBER: 26
TARGET NAME: Controllers 96~111
SWITCH: MIDI Channel

TARGET NUMBER: 27
TARGET NAME: Controllers 112~127
SWITCH: MIDI Channel

(* Use 120~127 carefully, if at all!)

TARGET NUMBER: 28
TARGET NAME: ALESIS QS4/5/6/7/8
& Nanobass/synth/
piano: Osc1

SWITCH: ---

SLIDER	SLIDER FUNCTION
1	Volume
2	Pan
3	Pitch LFO Depth
4	Pitch LFO Speed
5	Filter Cut Off
6	Filter Tracking
7	Filter LFO Depth
8	Filter LFO Speed
9	Filter Attack
10	Filter Decay
11	Filter Sustain
12	Filter Release
13	Attack
14	Decay
15	Sustain
16	Release

TARGET NUMBER: 29
TARGET NAME: ALESIS QS4/5/6/7/8
& Nanobass/synth/
piano: Osc2

SWITCH: ---

TARGET NUMBER: 30
TARGET NAME: ALESIS QS4/5/6/7/8
& Nanobass/synth/
piano: Osc3

SWITCH: ---

TARGET NUMBER: 31
TARGET NAME: ALESIS QS4/5/6/7/8
& Nanobass/synth/
piano: Osc4

SWITCH: ---

TARGET NUMBER: 32
TARGET NAME: OBERHEIM
Matrix1000/6/6r
waves & filters

SWITCH: ---

SLIDER	SLIDER FUNCTION
1	DCO1 Freq(*)
2	DCO1 Wave
3	DCO1 PW
4	DCO2 Freq(*)
5	DCO2 Wave
6	DCO2 PW
7	DCO Detune
8	DCO Mix
9	VCF Cut off
10	Resonance
11	VCF FM depth
12	Portamento rate
13	LFO1 Speed
14	LFO1 Depth
15	LFO2 Speed
16	LFO2 Depth

(*) Watch tuning!

TARGET NUMBER: 33
TARGET NAME: OBERHEIM
Matrix1000/6/6r
envelopes

SWITCH: ---

SLIDER	SLIDER FUNCTION
1	VCF Env Delay
2	VCF Env Attack
3	VCF Env Decay
4	VCF Env Sustain
5	VCF Env Release
6	VCA Env Delay
7	VCA Env Attack
8	VCA Env Decay
9	VCA Env Sustain
10	VCA Env Release
11	VCF FM Env Delay
12	VCF FM Env Attack
13	VCF FM Env Decay
14	VCF FM Env sustain
15	VCF FM Env release
16	VCF Envelope Depth

TARGET NUMBER: 34
TARGET NAME: EMU Proteus1/XR/2/
3/Vintage/Classic
OSC1 (Primary)

SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Attack (Primary)
2	Hold (Primary)
3	Decay (Primary)
4	Sustain (Primary)
5	Release(Primary)
6	Volume (Primary)
7	Pan (Primary)
8	Chorus (Primary)
9	Attack (Aux)
10	Hold (Aux)
11	Decay (Aux)
12	Sustain (Aux)
13	Release (Aux)
14	Env Amount(Aux)
15	---
16	---

TARGET NUMBER: 35
TARGET NAME: EMU Proteus1/XR/2/
3/Vintage/Classic
OSC2 (Secondary)

SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Attack (Secondary)
2	Hold (Secondary)
3	Decay (Secondary)
4	Sustain (Secondary)
5	Release (Secondary)
6	Volume (Secondary)
7	Pan (Secondary)
8	Chorus (Secondary)
9	LFO1 Rate
10	LFO1 Amount
11	LFO2 Rate
12	LFO2 Amount
13	Pithd Bend Range
14	Cross-Fade Amount
15	---
16	---

TARGET NUMBER: 36
TARGET NAME: EMU ORBIT/PHATT/
CARNIVAL OSC1

SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Attack (Primary)
2	Hold (Primary)
3	Decay (Primary)
4	Sustain (Primary)
5	Release (Primary)
6	Volume (Primary)
7	Pan (Primary)
8	Chorus (Primary)
9	Attack (Aux)
10	Hold (Aux)
11	Decay (Aux)
12	Sustain (Aux)
13	Release (Aux)
14	Env Amount (Aux)
15	Filter Fc(Primary)
16	Filter Q (Primary)

TARGET NUMBER: 37
TARGET NAME: EMU ORBIT/PHATT/
CARNIVAL OSC2

SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Attack (Secondary)
2	Hold (Secondary)
3	Decay (Secondary)
4	Sustain (Secondary)
5	Release (Secondary)
6	Volume (Secondary)
7	Pan (Secondary)
8	Chorus (Secondary)
9	LFO1 Rate
10	LFO1 Amount
11	LFO2 Rate
12	LFO2 Amount
13	Pitch Bend Range
14	Cross-Fade Amount
15	Filter Fc(Secondary)
16	Filter Q (Secondary)

TARGET NUMBER: 38
TARGET NAME: ROLAND JV80/880/
90/1000 Tone1 &
Sound Expansion
Series
SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Tone1 Level
2	LFO1 Speed
3	LFO2 Speed
4	Pitch Envelope Depth
5	Attack
6	Decay
7	Sustain
8	Release
9	Cut Off
10	Resonance
11	Envelope Depth
12	Filter Tracking
13	Attack
14	Decay
15	Sustain
16	Release

TARGET NUMBER:39 JV80 tone2
TARGET NUMBER:40 JV80 tone3
TARGET NUMBER:41 JV80 tone4
(* JV80 Oscillators are referred to as 'tones')

TARGET NUMBER: 42
TARGET NAME: ROLAND JX8P
Oscillators and

VCA
SWITCH: Device ID (as midi
channel)

SLIDER	SLIDER FUNCTION
1	DCO1 Range
2	DCO1 Wave
3	DCO1 Tune
4	LFO Depth
5	DCO Mixer Level
6	DCO2 Range
7	DCO2 Wave
8	DCO X-Mod
9	DCO2 Tune
10	DCO Fine Tune
11	DCO LFO Depth
12	DCO2 Mixer Level
13	Env1 Attack
14	Env1 Decay
15	Env1 Sustain
16	Env1 Release

TARGET NUMBER: 43
TARGET NAME: ROLAND JX8P
Filter and LFO
SWITCH: Device ID (as midi
channel)

SLIDER	SLIDER FUNCTION
1	HPF
2	VCF cut off
3	Resonance
4	LFO Mod Depth
5	Env Mod Depth
6	Key Follow
7	VCA Dynamics
8	VCF Dynamics
9	LFO Wave
10	LFO Delay
11	LFO Rate
12	Chorus
13	Env2 Attack
14	Env2 Decay
15	Env2 Sustain
16	Env2 Release

TARGET NUMBER: 44
TARGET NAME: ROLAND JV1080/
2080 & XP50/80 Tone1
SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Tone1 Level
2	LFO1 Speed
3	LFO2 Speed
4	Pitch Envelope Depth
5	Attack
6	Decay
7	Sustain
8	Release
9	Cut Off
10	Resonance
11	Envelope Depth
12	Filter Tracking
13	Attack
14	Decay
15	Sustain
16	Release

TARGET NUMBER:45 JV1080 tone2
TARGET NUMBER:46 JV1080 tone3
TARGET NUMBER:47 JV1080 tone4
(* JV1080 Oscillators are referred to as 'tones')

TARGET NUMBER: 48
TARGET NAME: ROLAND Alpha
Juno 1&2
SWITCH: Device ID (as midi
channel)

SLIDER	SLIDER FUNCTION
1	DCO sub osc level
2	Noise level
3	HPF
4	DCO LFO depth
5	DCO PW/PWM
6	VCF Cut off
7	VCF resonance
8	VCF LFO depth
9	VCF Env Depth
10	VCF KB tracking
11	LFO rate
12	LFO delay
13	Attack
14	Decay
15	Sustain
16	Release

TARGET NUMBER: 49
TARGET NAME: ROLAND MKS80
LFO & Oscillators
(upper tone)
SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	LFO Rate
2	LFO Delay
3	LFO Wave
4	LFO Depth
5	Pulse Width
6	PWM
7	X-Mod Depth
8	X-Mod Envelope Depth
9	PWM mode
10	VCO1 Range(*)
11	VCO1 wave
12	VCO Sync
13	VCO2 Range(*)
14	VCO2 Fine Tune
15	VCO2 Wave
16	Mixer

(* Watch tuning!)

TARGET NUMBER: 50
TARGET NAME: ROLAND MKS80
Filter & Env(upper
tone)
SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	HPF
2	VCF Cut Off
3	VCF Resonance
4	VCF Envelope Depth
5	VCF LFO1 depth
6	VCF Key Follow
7	Env1 Dynamics
8	Env1 Attack
9	Env1 Decay
10	Env1 Sustain
11	Env1 Release
12	Env2 Dynamics
13	Env2 Attack
14	Env2 Decay
15	Env2 Sustain
16	Env2 Release

TARGET NUMBER:51 ROLAND MKS80
LFO & Oscillators(lower tone)

TARGET NUMBER:52 ROLAND MKS80
Filter & Env(lower tone)

TARGET NUMBER: 53
TARGET NAME: YAMAHA DX21/27/
100/11/TX81Z (op 1-2)
SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Operator 1 Env Attack
2	Operator 1 Env Decay1
3	Operator 1 Env Decay2
4	Operator 1 Env Release
5	Operator 1 Env Sustain
6	Operator 1 Key Tracking
7	Operator 1 Level
8	Operator 1 Frequency
9	Operator 2 Env Attack
10	Operator 2 Env Decay1
11	Operator 2 Env Decay2
12	Operator 2 Env Release
13	Operator 2 Env Sustain
14	Operator 2 Key Tracking
15	Operator 2 Level
16	Operator 2 Frequency

(* DX models refer to oscillators as 'operators'.)

TARGET NUMBER: 54
TARGET NAME: YAMAHA DX21/27/
100/11/TX81Z (op 3-4)
SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Operator 3 Env Attack
2	Operator 3 Env Decay1
3	Operator 3 Env Decay2
4	Operator 3 Env Release
5	Operator 3 Env Sustain
6	Operator 3 Key Tracking
7	Operator 3 Level
8	Operator 3 Frequency
9	Operator 4 Env Attack
10	Operator 4 Env Decay1
11	Operator 4 Env Decay2
12	Operator 4 Env Release
13	Operator 4 Env Sustain
14	Operator 4 Key Tracking
15	Operator 4 Level
16	Operator 4 Frequency

(DX models refer to oscillators as 'operators'.)

TARGET NUMBER: 55
TARGET NAME: YAMAHA SY85/
TG500 Multi Edit
SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Layer1 Volume
2	Layer2 Volume
3	Layer3 Volume
4	Layer4 Volume
5	Layer1 Pan
6	Layer2 Pan
7	Layer3 Pan
8	Layer4 Pan
9	AEG Slope1
10	AEG Slope2
11	AEG Slope3
12	AEG Slope4
13	Filter Cut Off
14	Filter Resonance
15	LFO speed
16	LFO Depth

TARGET NUMBER: 56
TARGET NAME: YAMAHA SY85/
TG500 Tone Edit:
LFO & Amplifier
SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Tone Volume
2	Fx Send
3	Random Pitch Depth
4	LFO Speed
5	LFO Delay
6	LFO to Pitch Depth
7	LFO to Amplitude Depth
8	LFO to Filter Depth
9	Amplitude Velocity Sense
10	Amplitude Envelope Time1
11	Amplitude Envelope Time2
12	Amplitude Envelope Time3
13	Amplitude Envelope Time4
14	Amplitude Envelope Time5
15	Amplitude Envelope Level1
16	Amplitude Envelope Level2

TARGET NUMBER: 57
TARGET NAME: YAMAHA SY85/
TG500 Tone Edit:
Filter

SWITCH:	Device ID
SLIDER	SLIDER FUNCTION
1	Filter Bandwidth
2	Filter Cutoff
3	Filter Mode
4	Filter Resonance
5	Filter Velocity Sense
6	Filter Envelope Time1
7	Filter Envelope Time2
8	Filter Envelope Time3
9	Filter Envelope Time4
10	Filter Envelope Time5
11	Filter Envelope Level1
12	Filter Envelope Level2
13	Filter Envelope Level3
14	Filter Envelope Level4
15	Filter Envelope Level5
16	Filter Envelope Level6

TARGET NUMBER: 58
TARGET NAME: (6 operator) DX & TX
series Operator 1&2
Envelopes

SWITCH:	Device ID
SLIDER	SLIDER FUNCTION
1	Envelope1 Time1
2	Envelope1 Time2
3	Envelope1 Time3
4	Envelope1 Time4
5	Envelope1 Level1
6	Envelope1 Level2
7	Envelope1 Level3
8	Envelope1 Level4
9	Envelope2 Time1
10	Envelope2 Time2
11	Envelope2 Time3
12	Envelope2 Time4
13	Envelope2 Level1
14	Envelope2 Level2
15	Envelope2 Level3
16	Envelope2 Level4

TARGET NUMBER: 59
TARGET NAME: (6 operator) DX & TX
series Operator 3&4
Envelopes

SWITCH:	Device ID
SLIDER	SLIDER FUNCTION
1	Envelope3 Time1
2	Envelope3 Time2
3	Envelope3 Time3
4	Envelope3 Time4
5	Envelope3 Level1
6	Envelope3 Level2
7	Envelope3 Level3
8	Envelope3 Level4
9	Envelope4 Time1
10	Envelope4 Time2
11	Envelope4 Time3
12	Envelope4 Time4
13	Envelope4 Level1
14	Envelope4 Level2
15	Envelope4 Level3
16	Envelope4 Level4

TARGET NUMBER: 60
TARGET NAME: (6 operator) DX & TX
series Operator 5&6
Envelopes

SWITCH:	Device ID
SLIDER	SLIDER FUNCTION
1	Envelope5 Time1
2	Envelope5 Time2
3	Envelope5 Time3
4	Envelope5 Time4
5	Envelope5 Level1
6	Envelope5 Level2
7	Envelope5 Level3
8	Envelope5 Level4
9	Envelope6 Time1
0	Envelope6 Time2
11	Envelope6 Time3
12	Envelope6 Time4
13	Envelope6 Level1
14	Envelope6 Level2
15	Envelope6 Level3
16	Envelope6 Level4

TARGET NUMBER: 61
TARGET NAME: (6 operator)DX & TX
 series Operator & LFO
SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Operator 1 Level
2	Operator 2 Level
3	Operator 3 Level
4	Operator 4 Level
5	Operator 5 Level
6	Operator 6 Level
7	Operator 1 Frequency
8	Operator 2 Frequency
9	Operator 3 Frequency
10	Operator 4 Frequency
11	Operator 5 Frequency
12	Operator 6 Frequency
13	LFO Speed
14	LFO Delay
15	LFO PMD
16	LFO AMD

TARGET NUMBER: 62
TARGET NAME: TG100
SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Osc1 Vol
2	Osc1 Pan
3	LFO1 Speed
4	LFO1 Delay
5	LFO1 AMD
6	LFO1 PMD
7	Osc1 Attack
8	Osc1 Release
9	Osc2 Vol
10	Osc2 Pan
11	LFO2 Speed
12	LFO2 Delay
13	LFO2 AMD
14	LFO2 PMD
15	Osc2 Attack
16	Osc2 Release

TARGET NUMBER: 63
TARGET NAME: WALDORF PULSE
SWITCH: MIDI Channel

SLIDER	SLIDER FUNCTION
1	Osc1 Level
2	Osc2 Level
3	Osc3 Level
4	Noise Level
5	External Level
6	Osc1 PW
7	Osc2 PW
8	Osc2 Sync
9	Osc2 Fine Tune
10	Osc3 Fine Tune
11	LFO1 Speed
12	LFO1 Shape
13	Env2 Attack
14	Env2 Decay
15	Env2 Sustain
16	Env2 Release

TARGET NUMBER: 64
TARGET NAME: WALDORF PULSE
FILTER
SWITCH: MIDI Channel

SLIDER	SLIDER FUNCTION
1	Volume
2	Panning
3	Portamento Time
4	VCA Velocity Sense
5	VCF Velocity Sense
6	Filter Cut Off
7	Filter Resonance
8	Filter Tracking
9	Filter Envelope1 Depth
10	Filter Modulation Depth
11	LFO2 Speed
12	LFO2 Delay
13	Env1 Attack
14	Env1 Decay
15	Env1 Sustain
16	Env1 Release

TARGET NUMBER: 65
TARGET NAME: WALDORF MICRO
 WAVE OSC
SWITCH: MIDI Channel

SLIDER	SLIDER FUNCTION
1	Osc1 Level
2	Osc2 Level
3	Ring Mod Level
4	Noise Level
5	Osc1 Octave
6	Osc1 Semi-tone
7	Osc2 Octave
8	Osc2 Semi-tone
9	Osc2 Detune
10	Osc1/2 Sync
11	LFO1 Speed
12	LFO1 Shape
13	Env2 Attack
14	Env2 Decay
15	Env2 Sustain
16	Env2 Release

TARGET NUMBER: 66
TARGET NAME: WALDORF MICRO
 WAVE FILTER
SWITCH: MIDI Channel

SLIDER	SLIDER FUNCTION
1	Volume
2	Panning
3	Portamento Time
4	VCA Velocity Sense
5	VCF Velocity Sense
6	Filter 1 Cutoff
7	Filter 1 Resonance
8	Filter 1 Tracking
9	Filter 1 Envelope1 Depth
10	Filter 2 Cutoff
11	LFO2 Speed
12	LFO2 Delay
13	Env1 Attack
14	Env1 Decay
15	Env1 Sustain
16	Env1 Release

TARGET NUMBER: 67
TARGET NAME: CREATIVE LABS
 AWE32 LFOs and envelopes, *AWE64 &
 Live! are compatible
SWITCH: MIDI Channel

SLIDER	SLIDER FUNCTION
1	LFO1 Delay
2	LFO1 Freq
3	LFO2 Delay
4	LFO2 Freq
5	Env1 Delay
6	Env1 Attack
7	Env1 Hold
8	Env1 Decay
9	Env1 Sustain
10	Env1 Release
11	Env2 Delay
12	Env2 Attack
13	Env2 Hold
14	Env2 Decay
15	Env2 Sustain
16	Env2 Release

TARGET NUMBER: 68
TARGET NAME: CREATIVE LABS
 AWE32 Filters and Others, *AWE64 & Live!
 are compatible
SWITCH: MIDI Channel

SLIDER	SLIDER FUNCTION:
1	Master Tuning(*)
2	LFO1 to Pitch Depth
3	LFO2 to Pitch Depth
4	Envelope1 to Pitch
5	LFO1 to Volume
6	Filter Cut Off
7	Filter Resonance
8	LFO1 to Filter Depth
9	Envelope1 to Filter
10	Chorus Send
11	Reverb Send
12	Volume
13	Pan
14	Modulation Wheel
15	Pitch Bend Range
16	Expression (similar to volume)

(* Use with care)

TARGET NUMBER: 69
TARGET NAME: X3/X2/N264/N364
OSC1 & OSC1 VDA
SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Osc1 Octave
2	Osc1 Level
3	Osc1~2 Interval
4	Pitch EG1 Intensity
5	LFO1 Freq
6	LFO1 Delay
7	LFO1 Fade In
8	LFO1 Intensity
9	VDA1 Sensitivity
10	VDA1 Attack Time
11	VDA1 Attack Level
12	VDA1 Decay Time
13	VDA1 Breakpoint
14	VDA1 Slope Time
15	VDA1 Sustain Level
16	VDA1 Release Time

TARGET NUMBER: 70
TARGET NAME: X3/X2/N264/N364
OSC1 FILTER1 &

FX SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	FX1 Wet/dry Balance
2	FX2 Wet/dry Balance
3	VDF1 Cut Off
4	VDF1 Key Tracking
5	VDF1 EG Intensity
6	VDF1 LFO Freq
7	VDF1 LFO Delay
8	VDF1 LFO Intensity
9	VDF1 Sensitivity
10	VDF1 Attack Time
11	VDF1 Attack Level
12	VDF1 Decay Time
13	VDF1 Breakpoint
14	VDF1 Slope Time
15	VDF1 Sustain Level
16	VDF1 Release Time

TARGET NUMBER: 71
TARGET NAME: X3/X2/N264/N364
OSC2 & OSC2 VDA
SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Osc2 Octave
2	Osc2 Level
3	Detune
4	Pitch EG2 Intensity
5	LFO2 Freq
6	LFO2 Delay
7	LFO2 Fade In
8	LFO2 Intensity
9	VDA2 Sensitivity
10	VDA2 Attack Time
11	VDA2 Attack Level
12	VDA2 Decay Time
13	VDA2 Breakpoint
14	VDA2 Slope Time
15	VDA2 Sustain Level
16	VDA2 Release Time

TARGET NUMBER: 72
TARGET NAME: X3/X2/N264/N364
OSC2 FILTER2 &

FX SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	FX1 Select
2	FX2 Select
3	VDF2 Cut Off
4	VDF2 Key Tracking
5	VDF2 EG Intensity
6	VDF2 LFO Freq
7	VDF2 LFO Delay
8	VDF2 LFO Intensity
9	VDF2 Sensitivity
10	VDF2 Attack Time
11	VDF2 Attack Level
12	VDF2 Decay Time
13	VDF2 Breakpoint
14	VDF2 Slope Time
15	VDF2 Sustain Level
16	VDF2 Release Time

TARGET NUMBER: 73
TARGET NAME: 05RW/X5/X5DR/
 X5D OSC1 &
 OSC1 VDA

SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Osc1 Octave
2	Osc1 Level
3	Osc1~2 Interval
4	Pitch EG1 Intensity
5	LFO1 Freq
6	LFO1 Delay
7	LFO1 Fade In
8	LFO1 Intensity
9	VDA1 Sensitivity
10	VDA1 Attack Time
11	VDA1 Attack Level
12	VDA1 Decay Time
13	VDA1 Breakpoint
14	VDA1 Slope Time
15	VDA1 Sustain Level
16	VDA1 Release Time

TARGET NUMBER: 74
TARGET NAME: 05RW/X5/X5DR/
 X5D OSC1

SWITCH: FILTER1 & FX
 Device ID

SLIDER	SLIDER FUNCTION
1	FX1 Wet/dry Balance
2	FX2 Wet/dry Balance
3	VDF1 Cut Off
4	VDF1 Key Tracking
5	VDF1 EG Intensity
6	VDF1 LFO Freq
7	VDF1 LFO Delay
8	VDF1 LFO Intensity
9	VDF1 Sensitivity
10	VDF1 Attack Time
11	VDF1 Attack Level
12	VDF1 Decay Time
13	VDF1 Breakpoint
14	VDF1 Slope Time
15	VDF1 Sustain Level
16	VDF1 Release Time

TARGET NUMBER: 75
TARGET NAME: 05RW/X5/X5DR/
 X5D OSC2 &
 OSC2 VDA

SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Osc2 Octave
2	Osc2 Level
3	Detune
4	Pitch EG2 Intensity
5	LFO2 Freq
6	LFO2 Delay
7	LFO2 Fade In
8	LFO2 Intensity
9	VDA2 Sensitivity
10	VDA2 Attack Time
11	VDA2 Attack Level
12	VDA2 Decay Time
13	VDA2 Breakpoint
14	VDA2 Slope Time
15	VDA2 Sustain Level
16	VDA2 Release Time

TARGET NUMBER: 76
TARGET NAME: 05RW/X5/X5DR/
 X5D OSC2
 FILTER2 &

SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	FX1 Select
2	FX2 Select
3	VDF2 Cut Off
4	VDF2 Key Tracking
5	VDF2 EG Intensity
6	VDF2 LFO Freq
7	VDF2 LFO Delay
8	VDF2 LFO Intensity
9	VDF2 Sensitivity
10	VDF2 Attack Time
11	VDF2 Attack Level
12	VDF2 Decay Time
13	VDF2 Breakpoint
14	VDF2 Slope Time
15	VDF2 Sustain Level
16	VDF2 Release Time

TARGET NUMBER: 77
TARGET NAME: NS5R OSC1 VDA
SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Osc1 Octave
2	Osc1 Level
3	Osc1/2 Interval
4	Pitch LFO1 freq
5	Pitch LFO1 Delay
6	Pitch LFO1 Intensity
7	Amplitude LFO1 Freq
8	Amplitude LFO1 Intensity
9	VDA1 Sensitivity
10	VDA1 Attack Time
11	VDA1 Attack Level
12	VDA1 Decay Time
13	VDA1 Breakpoint
14	VDA1 Slope Time
15	VDA1 Sustain Level
16	VDA1 Release Time

TARGET NUMBER: 78
TARGET NAME: NS5R OSC1 VDF
SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Pitch Envelope1 Depth
2	Filter1 Cut Off
3	KB Tracking1
4	VDF1 Envelope Intensity
5	VDF LFO1 Freq
6	VDF LFO1 Delay
7	VDF LFO1 Intensity
8	VDF1 Sensitivity
9	VDF1 Attack Time
10	VDF1 Attack Level
11	VDF1 Decay Time
12	VDF1 Break Point
13	VDF1 Sustain Time
14	VDF1 Sustain level
15	VDF1 Release Time
16	VDF1 Release Level

TARGET NUMBER: 79
TARGET NAME: NS5R OSC2 VDA
SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Osc2 Octave
2	Osc2 Level
3	Osc Detune
4	Pitch LFO2 freq
5	Pitch LFO2 Delay
6	Pitch LFO2 Intensity
7	Amplitude LFO2 Freq
8	Amplitude LFO2 Intensity
9	VDA2 Sensitivity
10	VDA2 Attack Time
11	VDA2 Attack Level
12	VDA2 Decay Time
13	VDA2 Breakpoint
14	VDA2 Slope Time
15	VDA2 Sustain Level
16	VDA2 Release Time

TARGET NUMBER: 80
TARGET NAME: NS5R OSC2 VDF
SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Pitch Envelope2 Depth
2	Filter2 Cut Off
3	KB Tracking2
4	VDF2 Envelope Intensity
5	VDF LFO2 Freq
6	VDF LFO2 Delay
7	VDF LFO2 Intensity
8	VDF2 Sensitivity
9	VDF2 Attack Time
10	VDF2 Attack Level
11	VDF2 Decay Time
12	VDF2 Break Point
13	VDF2 Sustain Time
14	VDF2 Sustain level
15	VDF2 Release Time
16	VDF2 Release Level

TARGET NUMBER: 81
TARGET NAME: N1/N5 OSC1 VDA
SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Osc1 Octave
2	Osc1 Level
3	Osc1/2 Interval
4	Pitch LFO1 freq
5	Pitch LFO1 Delay
6	Pitch LFO1 Intensity
7	Amplitude LFO1 Freq
8	Amplitude LFO1 Intensity
9	VDA1 Sensitivity
10	VDA1 Attack Time
11	VDA1 Attack Level
12	VDA1 Decay Time
13	VDA1 Breakpoint
14	VDA1 Slope Time
15	VDA1 Sustain Level
16	VDA1 Release Time

TARGET NUMBER: 82
TARGET NAME: N1/N5 OSC1 VDF
SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Pitch Envelope1 Depth
2	Filter1 Cut Off
3	KB Tracking1
4	VDF1 Envelope Intensity
5	VDF LFO1 Freq
6	VDF LFO1 Delay
7	VDF LFO1 Intensity
8	VDF1 Sensitivity
9	VDF1 Attack Time
10	VDF1 Attack Level
11	VDF1 Decay Time
12	VDF1 Break Point
13	VDF1 Sustain Time
14	VDF1 Sustain level
15	VDF1 Release Time
16	VDF1 Release Level

TARGET NUMBER: 83
TARGET NAME: N1/N5 OSC2 VDA
SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Osc2 Octave
2	Osc2 Level
3	Osc Detune
4	Pitch LFO2 freq
5	Pitch LFO2 Delay
6	Pitch LFO2 Intensity
7	Amplitude LFO2 Freq
8	Amplitude LFO2 Inten
9	VDA2 Sensitivity
10	VDA2 Attack Time
11	VDA2 Attack Level
12	VDA2 Decay Time
13	VDA2 Breakpoint
14	VDA2 Slope Time
15	VDA2 Sustain Level
16	VDA2 Release Time

TARGET NUMBER: 84
TARGET NAME: N1/N5 OSC1 VDF
SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	Pitch Envelope2 Dp
2	Filter2 Cut Off
3	KB Tracking2
4	VDF2 Envelope Int
5	VDF LFO2 Freq
6	VDF LFO2 Delay
7	VDF LFO2 Intensity
8	VDF2 Sensitivity
9	VDF2 Attack Time
10	VDF2 Attack Level
11	VDF2 Decay Time
12	VDF2 Break Point
13	VDF2 Sustain Time
14	VDF2 Sustain level
15	VDF2 Release Time
16	VDF2 Release Level

TARGET NUMBER: 85
TARGET NAME: KORG DW8000 & EX8000 Oscillators & Filter
SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	OSC1 Octave
2	OSC1 Wave
3	OSC1 Level
4	OSC2 Octave
5	OSC2 Wave
6	OSC Level
7	Interval
8	Detune
9	Noise Level
10	VCF Cut off
11	VCF Resonance
12	VCF KB tracking
13	LFO Freq
14	LFO Delay
15	LFO to osc1&2 depth
16	LFO to VCF depth

TARGET NUMBER: 86
TARGET NAME: KORG DW8000 & EX8000 Envelopes
SWITCH: Device ID

SLIDER	SLIDER FUNCTION
1	VCF EG depth
2	VCF Env Attack
3	VCF Env Decay
4	VCF Env Break
5	VCF Env Slope
6	VCF Env Sustain
7	VCF Env Release
8	VCF Sensitivity
9	VCA Env Attack
10	VCA Env Decay
11	VCA Env Break
12	VCA Env Slope
13	VCA Env Sustain
14	VCA Env Release
15	VCA Sensitivity
16	Portamento Time

TARGET NUMBER: 87
TARGET NAME: GM Drum Kit Edit: Drum Filter Cutoff
SWITCH: MIDI Channel
 (often 10 for drums)

SLIDER	SLIDER FUNCTION
1	Kick (C) Cutoff
2	Rim (C#) Cutoff
3	Snare (D) Cutoff
4	Clap (Eb) Cutoff
5	Snare (E) Cutoff
6	Low Tom1 (F) Cutoff
7	Closed Hat (F#) Cutoff
8	Low Tom2 (G) Cutoff
9	Semi Hat (G#) Cutoff
10	Mid Tom1 (A) Cutoff
11	Open Hat (Bb) Cutoff
12	Mid Tom2 (B) Cutoff
13	Hi Tom1 (C) Cutoff
14	Cymbal (C#) Cutoff
15	Hi Tom2 (D) Cutoff
16	Ride (E) Cutoff

TARGET NUMBER: 88
TARGET NAME: GM Drum Kit Edit: Drum Filter
Resonance
SWITCH: MIDI Channel
 (often 10 for drums)

SLIDER	SLIDER FUNCTION
1	Kick (C) Reson
2	Rim (C#) Reson
3	Snare (D) Reson
4	Clap (Eb) Reson
5	Snare (E) Reson
6	Low Tom1 (F) Reson
7	Closed Hat (F#) Reson
8	Low Tom2 (G) Reson
9	Semi Hat (G#) Reson
10	Mid Tom1 (A) Reson
11	Open Hat (Bb) Reson
12	Mid Tom2 (B) Reson
13	Hi Tom1 (C) Reson
14	Cymbal (C#) Reson
15	Hi Tom2 (D) Reson
16	Ride (E) Reson

TARGET NUMBER: 89

TARGET NAME: GM Drum Kit Edit:
Drum Attack
SWITCH: MIDI Channel
 (often 10 For drums)

SLIDER	SLIDER FUNCTION
1	Kick (C) Attack
2	Rim (C#) Attack
3	Snare (D) Attack
4	Clap (Eb) Attack
5	Snare (E) Attack
6	Low Tom1 (F) Attack
7	Closed Hat (F#) Attack
8	Low Tom2 (G) Attack
9	Semi Hat (G#) Attack
10	Mid Tom1 (A) Attack
11	Open Hat (Bb) Attack
12	Mid Tom2 (B) Attack
13	Hi Tom1 (C) Attack
14	Cymbal (C#) Attack
15	Hi Tom2 (D) Attack
16	Ride (E) Attack

TARGET NUMBER: 90

TARGET NAME: GM Drum Kit Edit:
Drum Decay
SWITCH: MIDI Channel
 (often 10 for drums)

SLIDER	SLIDER FUNCTION
1	Kick (C) Decay
2	Rim (C#) Decay
3	Snare (D) Decay
4	Clap (Eb) Decay
5	Snare (E) Decay
6	Low Tom1 (F) Decay
7	Closed Hat (F#) Decay
8	Low Tom2 (G) Decay
9	Semi Hat (G#) Decay
10	Mid Tom1 (A) Decay
11	Open Hat (Bb) Decay
12	Mid Tom2 (B) Decay
13	Hi Tom1 (C) Decay
14	Cymbal (C#) Decay
15	Hi Tom2 (D) Decay
16	Ride (E) Decay

TARGET NUMBER: 91

TARGET NAME: GM Drum Kit Edit:
Drum Pitch
SWITCH: MIDI Channel
 (often 10 for drums)

SLIDER	SLIDER FUNCTION
1	Kick (C) Pitch
2	Rim (C#) Pitch
3	Snare (D) Pitch
4	Clap (Eb) Pitch
5	Snare (E) Pitch
6	Low Tom1 (F) Pitch
7	Closed Hat (F#) Pitch
8	Low Tom2 (G) Pitch
9	Semi Hat (G#) Pitch
10	Mid Tom1 (A) Pitch
11	Open Hat (Bb) Pitch
12	Mid Tom2 (B) Pitch
13	Hi Tom1 (C) Pitch
14	Cymbal (C#) Pitch
15	Hi Tom2 (D) Pitch
16	Ride (E) Pitch

TARGET NUMBER: 92

TARGET NAME: GM Drum Kit Edit:
Drum Fine Tune
SWITCH: MIDI Channel
 (often 10 for drums)

SLIDER	SLIDER FUNCTION
1	Kick (C) F Tune
2	Rim (C#) F Tune
3	Snare (D) F Tune
4	Clap (Eb) F Tune
5	Snare (E) F Tune
6	Low Tom1 (F) F Tune
7	Closed Hat (F#) F Tune
8	Low Tom2 (G) F Tune
9	Semi Hat (G#) F Tune
10	Mid Tom1 (A) F Tune
11	Open Hat (Bb) F Tune
12	Mid Tom2 (B) F Tune
13	Hi Tom1 (C) F Tune
14	Cymbal (C#) F Tune
15	Hi Tom2 (D) F Tune
16	Ride (E) F Tune

TARGET NUMBER: 93

TARGET NAME: GM Drum Kit Edit:
Drum Level
SWITCH: MIDI Channel
(often 10 for drums)

SLIDER	SLIDER FUNCTION		
1	Kick	(C)	Level
2	Rim	(C#)	Level
3	Snare	(D)	Level
4	Clap	(Eb)	Level
5	Snare	(E)	Level
6	Low Tom1	(F)	Level
7	Closed Hat	(F#)	Level
8	Low Tom2	(G)	Level
9	Semi Hat	(G#)	Level
10	Mid Tom1	(A)	Level
11	Open Hat	(Bb)	Level
12	Mid Tom2	(B)	Level
13	Hi Tom1	(C)	Level
14	Cymbal	(C#)	Level
15	Hi Tom2	(D)	Level
16	Ride	(E)	Level

TARGET NUMBER: 94

TARGET NAME: GM Drum Kit Edit:
Drum Pan
SWITCH: MIDI Channel
(often 10 for drums)

SLIDER	SLIDER FUNCTION		
1	Kick	(C)	Pan
2	Rim	(C#)	Pan
3	Snare	(D)	Pan
4	Clap	(Eb)	Pan
5	Snare	(E)	Pan
6	Low Tom1	(F)	Pan
7	Closed Hat	(F#)	Pan
8	Low Tom2	(G)	Pan
9	Semi Hat	(G#)	Pan
10	Mid Tom1	(A)	Pan
11	Open Hat	(Bb)	Pan
12	Mid Tom2	(B)	Pan
13	Hi Tom1	(C)	Pan
14	Cymbal	(C#)	Pan
15	Hi Tom2	(D)	Pan
16	Ride	(E)	Pan

TARGET NUMBER: 95

TARGET NAME: GM Drum Kit Edit:
Drum Reverb
SWITCH: MIDI Channel
(often 10 for drums)

SLIDER	SLIDER FUNCTION		
1	Kick	(C)	Reverb
2	Rim	(C#)	Reverb
3	Snare	(D)	Reverb
4	Clap	(Eb)	Reverb
5	Snare	(E)	Reverb
6	Low Tom1	(F)	Reverb
7	Closed Hat	(F#)	Reverb
8	Low Tom2	(G)	Reverb
9	Semi Hat	(G#)	Reverb
10	Mid Tom1	(A)	Reverb
11	Open Hat	(Bb)	Reverb
12	Mid Tom2	(B)	Reverb
13	Hi Tom1	(C)	Reverb
14	Cymbal	(C#)	Reverb
15	Hi Tom2	(D)	Reverb
16	Ride	(E)	Reverb

TARGET NUMBER: 96

TARGET NAME: GM Drum Kit Edit:
Drum Chorus
SWITCH: MIDI Channel
(often 10 for drums)

SLIDER	SLIDER FUNCTION		
1	Kick	(C)	Chorus
2	Rim	(C#)	Chorus
3	Snare	(D)	Chorus
4	Clap	(Eb)	Chorus
5	Snare	(E)	Chorus
6	Low Tom1	(F)	Chorus
7	Closed Hat	(F#)	Chorus
8	Low Tom2	(G)	Chorus
9	Semi Hat	(G#)	Chorus
10	Mid Tom1	(A)	Chorus
11	Open Hat	(Bb)	Chorus
12	Mid Tom2	(B)	Chorus
13	Hi Tom1	(C)	Chorus
14	Cymbal	(C#)	Chorus
15	Hi Tom2	(D)	Chorus
16	Ride	(E)	Chorus

TARGET NUMBER: 97
TARGET NAME: GM Drum Kit Edit:
Drum VariationFX Send
SWITCH: MIDI Channel
(often 10 for drums)

SLIDER	SLIDER FUNCTION
1	Kick (C) VariationFX
2	Rim (C#) VariationFX
3	Snare (D) VariationFX
4	Clap (Eb) VariationFX
5	Snare (E) VariationFX
6	Low Tom1 (F) VariationFX
7	Closed Hat (F#) VariationFX
8	Low Tom2 (G) VariationFX
9	Semi Hat (G#) VariationFX
10	Mid Tom1 (A) VariationFX
11	Open Hat (Bb) VariationFX
12	Mid Tom2 (B) VariationFX
13	Hi Tom1 (C) VariationFX
14	Cymbal (C#) VariationFX
15	Hi Tom2 (D) VariationFX
16	Ride (E) VariationFX

TARGET NUMBER: 98
TARGET NAME: User 1

TARGET NUMBER: 99
TARGET NAME: User 2

*Target numbers 98 and 99 are used for two programmable profiles, see the **C16 User's Guide** section 3.6. These *Targets* are downloaded using MIDI SysEx messages, their format is given in the **C16 User's Guide** section 4.4.*

If you use a PC running *Windows 95* or later, you can look for the **C16 Target Editor** program which is being made available for download from our website. The website also carries a bunch of ready-made downloadable *Targets*.

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<http://www.philrees.co.uk/service/targets.htm>

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