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**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.)

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**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: 04
**Target Name:** XG Effects Edit
**Switch:** Device ID

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### Target Number: 05
**Target Name:** XG EQ
**Switch:** Device ID

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**Target Name:** Timbre Edit
**Switch:** MIDI Channel

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### Target Number: 07
**Target Name:** Quick MIDI Mixer
**Switch:** Selects EXP, BAL, VOL, PAN, REVERB, CHORUS, or VARI FX

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<td>14</td>
<td>After Touch CH14</td>
</tr>
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<td>15</td>
<td>Master Vol, Device ID=14</td>
<td>15</td>
<td>After Touch CH15</td>
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<td>16</td>
<td>Master Vol, Device ID=15</td>
<td>16</td>
<td>After Touch CH16</td>
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(* Note: Slider number and device IDs are one different)
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!)
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<thead>
<tr>
<th>TARGET NUMBER: 28</th>
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<tbody>
<tr>
<td>TARGET NAME: ALESIS QS4/5/6/7/8 &amp; Nanobass/synth/ piano: Osc1</td>
<td>TARGET NAME: OBERHEIM Matrix1000/6/6r waves &amp; filters</td>
</tr>
<tr>
<td>SWITCH: ---</td>
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<td>Pitch LFO Depth</td>
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<tr>
<td>4</td>
<td>Pitch LFO Speed</td>
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<tr>
<td>5</td>
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<td>8</td>
<td>Filter LFO Speed</td>
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<td>9</td>
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<td>10</td>
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<td>12</td>
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<td>16</td>
<td>Release</td>
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<tbody>
<tr>
<td>TARGET NAME: ALESIS QS4/5/6/7/8 &amp; Nanobass/synth/ piano: Osc2</td>
<td>TARGET NAME: OBERHEIM Matrix1000/6/6r envelopes</td>
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<td>DCO2 Freq(*)</td>
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<td>8</td>
<td>DCO Mix</td>
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<td>9</td>
<td>VCF Cut off</td>
</tr>
<tr>
<td>10</td>
<td>Resonance</td>
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<tr>
<td>11</td>
<td>VCF FM depth</td>
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<td>12</td>
<td>Portamento rate</td>
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<tr>
<td>13</td>
<td>LFO1 Speed</td>
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<tr>
<td>14</td>
<td>LFO1 Depth</td>
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<tr>
<td>15</td>
<td>LFO2 Speed</td>
</tr>
<tr>
<td>16</td>
<td>LFO2 Depth</td>
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(*) Watch tuning!

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<tbody>
<tr>
<td>TARGET NAME: ALESIS QS4/5/6/7/8 &amp; Nanobass/synth/ piano: Osc3</td>
<td>TARGET NAME: OBERHEIM Matrix1000/6/6r envelopes</td>
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<td>VCF Env Attack</td>
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<tr>
<td>3</td>
<td>VCF Env Decay</td>
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<tr>
<td>4</td>
<td>VCF Env Sustain</td>
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<td>5</td>
<td>VCF Env Release</td>
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<tr>
<td>6</td>
<td>VCA Env Delay</td>
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<tr>
<td>7</td>
<td>VCA Env Attack</td>
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<tr>
<td>8</td>
<td>VCA Env Decay</td>
</tr>
<tr>
<td>9</td>
<td>VCA Env Sustain</td>
</tr>
<tr>
<td>10</td>
<td>VCA Env Release</td>
</tr>
<tr>
<td>11</td>
<td>VCF FM Env Delay</td>
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<tr>
<td>12</td>
<td>VCF FM Env Attack</td>
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<td>VCF FM Env Decay</td>
</tr>
<tr>
<td>14</td>
<td>VCF FM Env sustain</td>
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<td>VCF FM Env release</td>
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<td>VCF Envelope Depth</td>
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</table>
| TARGET NUMBER: 34 | TARGET NAME: EMU Proteus1/XR/2/3/Vintage/Classic
| 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
| 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: 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 --- |
| 16 --- |

| TARGET NUMBER: 37 | TARGET NAME: EMU ORBIT/PHATT/CARNIVAL OSC2
| 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 LFO1 Rate |
| 10 LFO1 Amount |
| 11 LFO2 Rate |
| 12 LFO2 Amount |
| 13 Pitch Bend Range |
| 14 Cross-Fade Amount |
| 15 --- |
| 16 --- |
### TARGET NUMBER: 38
**TARGET NAME:** ROLAND JV80/880/90/1000 Tone1 & Sound Expansion Series

**SWITCH:** Device ID

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<tr>
<th>SLIDER</th>
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<tbody>
<tr>
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<td>Tone1 Level</td>
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<td>LFO2 Speed</td>
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<td>Pitch Envelope Depth</td>
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<td>Decay</td>
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<td>7</td>
<td>Sustain</td>
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<td>8</td>
<td>Release</td>
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<td>Cut Off</td>
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<td>Envelope Depth</td>
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<td>Filter Tracking</td>
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<td>13</td>
<td>Attack</td>
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<td>Decay</td>
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<td>15</td>
<td>Sustain</td>
</tr>
<tr>
<td>16</td>
<td>Release</td>
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### TARGET NUMBER: 42
**TARGET NAME:** ROLAND JX8P

**VCA SWITCH:** Device ID (as midi channel)

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<tr>
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<tbody>
<tr>
<td>1</td>
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<tr>
<td>2</td>
<td>DCO1 Wave</td>
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<tr>
<td>3</td>
<td>DCO1 Tune</td>
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<td>4</td>
<td>LFO Depth</td>
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<tr>
<td>5</td>
<td>DCO Mixer Level</td>
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<tr>
<td>6</td>
<td>DCO2 Range</td>
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<td>7</td>
<td>DCO2 Wave</td>
</tr>
<tr>
<td>8</td>
<td>DCO X-Mod</td>
</tr>
<tr>
<td>9</td>
<td>DCO2 Tune</td>
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<tr>
<td>10</td>
<td>DCO Fine Tune</td>
</tr>
<tr>
<td>11</td>
<td>DCO LFO Depth</td>
</tr>
<tr>
<td>12</td>
<td>DCO2 Mixer Level</td>
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<tr>
<td>13</td>
<td>Env1 Attack</td>
</tr>
<tr>
<td>14</td>
<td>Env1 Decay</td>
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<td>15</td>
<td>Env1 Sustain</td>
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<tr>
<td>16</td>
<td>Env1 Release</td>
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</tbody>
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### TARGET NUMBER: 43
**TARGET NAME:** ROLAND JX8P

**Filter and LFO SWITCH:** Device ID (as midi channel)

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<td>VCF Dynamics</td>
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(* JV80 Oscillators are refered to as 'tones*)
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<thead>
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<th>TARGET NUMBER: 44</th>
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<tbody>
<tr>
<td>TARGET NAME: ROLAND JV1080/2080 &amp; XP50/80 Tone1</td>
<td>TARGET NAME: ROLAND MKS80 LFO &amp; Oscillators (upper tone)</td>
</tr>
<tr>
<td>SWITCH: Device ID</td>
<td>SWITCH: Device ID</td>
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</tbody>
</table>

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: 50
TARGET NAME: ROLAND MKS80 Filter & Env(upper tone)

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)
<table>
<thead>
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<th>TARGET NUMBER: 53</th>
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<tr>
<td>TARGET NAME: YAMAHA DX21/27/100/11/TX81Z (op 1-2)</td>
<td>TARGET NAME: YAMAHA SY85/TG500 Multi Edit</td>
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<td>Operator 1 Env Release</td>
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<td>Operator 2 Env Decay2</td>
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(*) DX models refer to oscillators as 'operators'.

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<th>TARGET NUMBER: 54</th>
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<tbody>
<tr>
<td>TARGET NAME: YAMAHA DX21/27/100/11/TX81Z (op 3-4)</td>
<td>TARGET NAME: YAMAHA SY85/TG500 Tone Edit: LFO &amp; Amplifier</td>
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<td>SWITCH: Device ID</td>
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<td>Operator 3 Env Decay1</td>
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<td>Random Pitch Depth</td>
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<td>Operator 3 Env Release</td>
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<td>LFO to Pitch Depth</td>
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<td>Operator 3 Level</td>
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(DX models refer to oscillators as 'operators'.)
### TARGET NUMBER: 57
### TARGET NAME: YAMAHA SY85/TG500 Tone Edit:
- **Filter**

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### TARGET NUMBER: 58
### TARGET NAME: (6 operator) DX & TX series Operator 3&4 Envelopes

- **Envelopes**

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### TARGET NUMBER: 59
### TARGET NAME: (6 operator) DX & TX series Operator 1&2 Envelopes

- **Device ID**

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

- **Device ID**

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**TARGET NAME:** (6 operator)DX & TX series Operator & LFO

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**TARGET NAME:** WALDORF PULSE

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### TARGET NUMBER: 65  TARGET NAME: WALDORF MICRO WAVE OSC

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### TARGET NUMBER: 66  TARGET NAME: WALDORF MICRO WAVE FILTER

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

**SWITCH:** MIDI Channel

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

**SWITCH:** MIDI Channel

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(* 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
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**SWITCH:** Device ID

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**SWITCH:** Device ID

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

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### Target Number: 85
**Target Name:** KORG DW8000 & EX8000 Oscillators & Filter

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### Target Number: 86
**Target Name:** KORG DW8000 & EX8000 Envelopes

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### Target Number: 87
**Target Name:** GM Drum Kit Edit: Drum Filter Cutoff

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<td>Snare (E) Cutoff</td>
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<td>Low Tom1 (F) Cutoff</td>
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<td>7</td>
<td>Closed Hat (F#) Cutoff</td>
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<td>8</td>
<td>Low Tom2 (G) Cutoff</td>
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<tr>
<td>9</td>
<td>Semi Hat (G#) Cutoff</td>
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<td>Mid Tom1 (A) Cutoff</td>
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### Target Number: 88
**Target Name:** GM Drum Kit Edit: Drum Filter Resonance

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<td>Clap (Eb) Reson</td>
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<td>Snare (E) Reson</td>
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<td>Low Tom1 (F) Reson</td>
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<td>Closed Hat (F#) Reson</td>
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<td>Semi Hat (G#) Reson</td>
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### GM Drum Kit Edit: Drum Attack

**TARGET NUMBER:** 89  
**TARGET NAME:** GM Drum Kit Edit: Drum Attack  
**SWITCH:** MIDI Channel (often 10 For drums)

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<td>Snare</td>
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<td>Clap</td>
<td>(Eb) Attack</td>
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<td>Snare</td>
<td>(E) Attack</td>
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<td>Low Tom1</td>
<td>(F) Attack</td>
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<td>7</td>
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<td>(F#) Attack</td>
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<td>8</td>
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### GM Drum Kit Edit: Drum Decay

**TARGET NUMBER:** 90  
**TARGET NAME:** GM Drum Kit Edit: Drum Decay  
**SWITCH:** MIDI Channel (often 10 for drums)

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### GM Drum Kit Edit: Drum Pitch

**TARGET NUMBER:** 91  
**TARGET NAME:** GM Drum Kit Edit: Drum Pitch  
**SWITCH:** MIDI Channel (often 10 for drums)

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<td>Snare</td>
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<td>Clap</td>
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### GM Drum Kit Edit: Drum Fine Tune

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

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<td>16</td>
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</tbody>
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<table>
<thead>
<tr>
<th>TARGET NUMBER: 94</th>
<th>TARGET NAME: GM Drum Kit Edit: Drum Pan</th>
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</thead>
<tbody>
<tr>
<td>SWITCH:</td>
<td>MIDI Channel (often 10 for drums)</td>
</tr>
<tr>
<td>SLIDER</td>
<td>SLIDER FUNCTION</td>
</tr>
<tr>
<td>1</td>
<td>Kick</td>
</tr>
<tr>
<td>2</td>
<td>Rim</td>
</tr>
<tr>
<td>3</td>
<td>Snare</td>
</tr>
<tr>
<td>4</td>
<td>Clap</td>
</tr>
<tr>
<td>5</td>
<td>Snare</td>
</tr>
<tr>
<td>6</td>
<td>Low Tom1</td>
</tr>
<tr>
<td>7</td>
<td>Closed Hat</td>
</tr>
<tr>
<td>8</td>
<td>Low Tom2</td>
</tr>
<tr>
<td>9</td>
<td>Semi Hat</td>
</tr>
<tr>
<td>10</td>
<td>Mid Tom1</td>
</tr>
<tr>
<td>11</td>
<td>Open Hat</td>
</tr>
<tr>
<td>12</td>
<td>Mid Tom2</td>
</tr>
<tr>
<td>13</td>
<td>Hi Tom1</td>
</tr>
<tr>
<td>14</td>
<td>Cymbal</td>
</tr>
<tr>
<td>15</td>
<td>Hi Tom2</td>
</tr>
<tr>
<td>16</td>
<td>Ride</td>
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<table>
<thead>
<tr>
<th>TARGET NUMBER: 96</th>
<th>TARGET NAME: GM Drum Kit Edit: Drum Chorus</th>
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<tbody>
<tr>
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</tr>
<tr>
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</tr>
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<td>15</td>
<td>Hi Tom2</td>
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<tr>
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</tbody>
</table>
TARGET NUMBER: 97
TARGET NAME: GM Drum Kit Edit:
Drum VariationFX Send
SWITCH: MIDI Channel
(often 10 for drums)

<table>
<thead>
<tr>
<th>SLIDER</th>
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<tr>
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</tbody>
</table>

TARGET NUMBER: 98
TARGET NAME: User 1

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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