

Digital Workstation

PSR-S970
PSR-S770

Data List

Daten-Liste

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Voice List / Voice-Liste / Liste des voix / Lista de voces

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Category	Voice Name	Program Change			Voice Type	
		MSB	LSB	PC# (1-128)		
Piano	ConcertGrand	0	122	1	S.Art!	
	PopGrand	104	11	1	S.Art!	
	RockPiano	104	10	1	S.Art!	
	AmbientPiano	104	9	1	S.Art!	
	OctavePiano1	104	2	4	S.Art!	
	MIDIGrand	104	2	3	S.Art!	
	MIDIGrandPad	104	3	3	S.Art!	
	MIDIGrandSyn	104	8	1	S.Art!	
	Piano&Orchestra	104	12	1	S.Art!	
	OctavePiano2	104	3	4	S.Art!	
	GrandPiano	0	113	1	Live!	
	BrightPiano	0	112	2	Live!	
	HonkyTonk	0	112	4	Regular	
	WarmGrand	0	114	1	Live!	
	CocktailPiano	104	1	4	S.Art!	
	Harpsichord	8	32	113	S.Art!	
	GrandHarpsi	0	113	7	Live!	
	E.Piano	SuitcaseEP	0	118	5	Cool!
		VintageEP	0	116	5	Regular
		SmoothTine	0	119	6	Regular
ElectricPiano		0	119	5	Cool!	
TremoloSuitcase		0	113	5	Cool!	
SweetDX		104	0	6	Cool!	
BalladDX		0	124	6	Cool!	
DXDynamics		0	123	6	Cool!	
BalladBells		104	2	6	Cool!	
MidnightDX		104	1	6	Cool!	
StageEP		0	117	5	Regular	
CP80Stage		0	113	3	Regular	
ClaviBright		0	112	8	Regular	
WahClavi		0	113	8	Regular	
PhaseClavi		0	115	8	Regular	
DreamDX		104	3	6	Cool!	
SparkleStack		0	121	6	Cool!	
GalaxyEP		0	114	5	Cool!	
Magnetics		104	0	5	Regular	
Organ		WhiterBars	8	32	30	S.Art!
	AllBarsOut	8	32	31	S.Art!	
	JazzRotary	8	32	114	S.Art!	
	ClassicBars	8	34	30	S.Art!	
	Organ-a-Go-Go	104	0	17	Cool!	
	CurvedBars	0	121	17	Cool!	
	EvenBars	0	111	17	Cool!	
	VintageFast	0	127	17	Cool!	
	RotorOrgan	0	117	19	Cool!	
	ClassicJazz	0	117	17	Cool!	
	RockRotary	8	33	114	S.Art!	
	ProgRockOrgan	8	33	30	S.Art!	
	HoldItFast	0	111	18	Cool!	
	R&BTremolo	0	111	19	Cool!	
	ScannerJazz	0	118	19	Cool!	
	60sCombo1	104	32	17	Cool!	
	60sCombo2	104	33	17	Cool!	
	60sCombo3	104	34	17	Cool!	
	60sCombo4	104	35	17	Cool!	
	FullRocker	0	115	19	Cool!	
	FullOrgan	0	112	20	Regular	
	ChapelOrgan	0	113	20	Regular	
	HymnOrgan	0	114	20	Regular	
	ChurchOrgan	0	115	20	Regular	
	Harmonium1	0	114	21	Regular	
	FullTheatre	0	127	19	Regular	
	SweetTheatre	0	126	19	Regular	
	TibiaChorus	104	5	18	Regular	
	Tibia16'&4'	104	8	17	Regular	
	Harmonium2	0	115	21	Regular	
	Tibia8'&4'	104	9	17	Regular	
	Vox&Tibia	104	10	17	Regular	
	Tibia8'	104	6	18	Regular	
	VoxHumana8'	104	7	18	Regular	
	Trumpet&Kinura	0	125	18	Regular	
	OrganAccomp1	0	108	18	Regular	
	OrganAccomp2	0	107	18	Regular	
	OrganAccomp3	0	106	18	Regular	

Category	Voice Name	Program Change			Voice Type	
		MSB	LSB	PC# (1-128)		
Organ	OrganAccomp4	0	105	18	Regular	
	OrganAccomp5	0	104	18	Regular	
	TwoChannels	0	109	18	Cool!	
	MellowDrawbar	0	115	18	Regular	
	EuroOrgan	0	118	17	Regular	
	JazzFast	0	127	18	Cool!	
	JazzSlow	0	126	18	Cool!	
	WhiterBarsSlow	104	1	18	Cool!	
	WhiterBarsFast	104	0	18	Cool!	
	AllBarsOutSlow	104	1	19	Cool!	
	AllBarsOutFast	104	0	19	Cool!	
	AllBarsPhase	104	2	19	Cool!	
	BallroomOrgan	0	115	4	Regular	
	Guitar	RockHero	8	35	6	S.Art!
		ShadowedGuitar	8	56	4	S.Art!
		VintageAmp	8	41	4	S.Art!
		FingerChorus	8	42	4	S.Art!
FingerAmp		8	43	4	S.Art!	
ConcertGuitar		8	32	1	S.Art!	
SteelGuitar		8	32	2	S.Art!	
JazzArtist		8	39	7	S.Art!	
ElectroAcoustic		8	35	1	S.Art!	
FlamencoGuitar		8	33	1	S.Art!	
FingerBright		8	50	4	S.Art!	
BluesBright		8	35	5	S.Art!	
VintagePure		8	47	4	S.Art!	
VintageSlap		8	48	4	S.Art!	
FunkSlap		8	49	4	S.Art!	
SixtiesGuitar		8	57	4	S.Art!	
SeventiesChorus		8	58	4	S.Art!	
HalfWahLead		8	55	6	S.Art!	
OverdriveWah		8	39	6	S.Art!	
WahWahGuitar		8	56	6	S.Art!	
JazzClean		8	32	7	S.Art!	
JazzVintage		8	38	7	S.Art!	
SolidJazzGuitar		8	40	7	S.Art!	
SemiAcoustic		8	33	7	S.Art!	
SmoothJazzGuitar		8	35	7	S.Art!	
BluesWarm		8	34	5	S.Art!	
CountryPick		8	44	4	S.Art!	
VintageRock		8	36	6	S.Art!	
VintageBlues		8	37	6	S.Art!	
PedalSteelAmp		8	52	4	S.Art!	
PureVintage		8	42	6	S.Art!	
VintageMute		104	0	29	Cool!	
VintageSpring		8	54	4	S.Art!	
BluesyNight		8	55	4	S.Art!	
LightChorus		8	53	4	S.Art!	
ClassicStack		8	41	6	S.Art!	
GrungeGuitar		8	40	6	S.Art!	
StereoRock		104	2	31	Cool!	
StageLead		8	38	6	S.Art!	
RockLegend		8	34	6	S.Art!	
BalladDelay		8	46	4	S.Art!	
BrightChorus		8	45	4	S.Art!	
WarmSolid		8	33	4	S.Art!	
CleanSolid	8	34	4	S.Art!		
PedalSteel	8	36	4	S.Art!		
HardFlamenco	0	118	25	Live!		
AlohaGuitar	0	118	27	Regular		
SlideNylon	0	117	25	Live!		
SlideSteel	0	118	26	Live!		
SlideJazzGuitar	104	0	27	Cool!		
SlideFinger	104	5	28	Cool!		
SlidePick	104	7	28	Cool!		
SlidePickAmp	104	8	28	Cool!		
SlideWarm	104	6	28	Cool!		
FingerSlapSlide	8	51	4	S.Art!		
BluesSlapSlide	8	36	5	S.Art!		
MutedGuitar	0	119	29	Cool!		
DynamicMute	0	118	29	Cool!		
NylonMute	0	119	25	Live!		
SteelMute	0	120	26	Live!		

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Category	Voice Name	Program Change			Voice Type
		MSB	LSB	PC# (1-128)	
Bass	VintageRound	8	32	18	S.Art!
	VintageFlat	8	33	18	S.Art!
	VintageMute	8	32	19	S.Art!
	FretlessBass	8	32	20	S.Art!
	SlapBass	0	112	37	Regular
	AcousticBass	8	32	17	S.Art!
	SoftAcousticBass	8	33	17	S.Art!
	VintagePickMute	104	0	35	Cool!
	MellowFinger	0	112	34	Regular
	VintagePick	104	1	35	Regular
	VintageRound	104	1	34	Cool!
	VintageFlat	104	2	34	Cool!
	HalfMute	0	115	34	Cool!
	SuperFretless	0	113	36	Regular
	FusionBass	0	113	37	Regular
	AcousticJazzBass	8	34	17	S.Art!
	BallroomBass	104	0	33	Regular
	PickBass	0	112	35	Regular
	ElectricBass	0	114	34	Cool!
	PickDynoBass	0	113	35	Cool!
	RockBass	0	114	35	Regular
	VintageDyno	104	2	35	Cool!
	FunkBass	0	112	38	Regular
	VintageMute	104	3	34	Cool!
	FretlessBass	0	112	36	Cool!
	AcousticBass	104	1	33	Regular
	SoftAcousticBass	104	2	33	Regular
	Bass&Cymbal	0	114	33	Regular
	LoBass	104	0	40	Regular
	DarkBass	104	1	40	Regular
	MoonBass	104	0	39	Regular
	KickBass	104	1	39	Regular
	ClubBass	104	2	39	Regular
	FatPulse	104	2	40	Regular
	WazzoSaw	104	3	81	Regular
	DeepPoint	104	3	39	Regular
	TightBass	104	3	40	Regular
	Competitor	104	4	39	Regular
	1o1Sub	104	5	39	Regular
	LittleBassSynth	104	6	39	Regular
	TeknoBass	104	7	39	Regular
	PercPunch	104	8	39	Regular
	SquareBass	104	4	40	Regular
	TranceBass	104	9	39	Regular
	SubCutBass	104	5	40	Regular
	DynoAcidBass	104	10	39	Regular
	MiniSub	104	6	40	Regular
	FatSineResonance	104	11	39	Regular
	BalladBass	104	7	40	Regular
	VelocityMaster	104	17	82	Regular
	SubBass	0	114	40	Regular
	HardBass	0	114	39	Regular
	ResonanceBass	0	112	39	Regular
	HouseBass	0	116	39	Regular
	BigDrone	0	118	39	Regular
	TBBass	0	117	40	Regular
	LFOSynBass	0	110	102	Regular
	DX100Bass	0	118	40	Regular
	FatLoBass	0	119	39	Regular
	RampBass	0	119	40	Regular
	DarkCoreBass	0	120	40	Regular
	FunkBass	0	121	40	Regular
	BleepBass	0	122	40	Regular
	ClickOrganBass	104	27	18	Regular
DeepSub MW	104	18	88	Regular	
MultiSawBass	104	20	88	Regular	
Accordion	Harmonica	0	112	23	Sweet!
	MasterAccordion	0	118	22	Regular
	FullRegister	104	2	22	Regular
	Cassotto	104	0	22	Regular
	JazzAccordion	0	120	22	Regular
	BluesHarp	0	114	23	Regular
	TangoAccordion	0	114	24	Regular
	Cajun	104	3	22	Regular

Category	Voice Name	Program Change			Voice Type	
		MSB	LSB	PC# (1-128)		
Accordion	FrenchMusette	0	119	22	Regular	
	Steirische	0	117	22	Regular	
	ModernHarp	0	113	23	Regular	
	AccordionBass	0	121	22	Regular	
	Bandoneon	0	113	24	Regular	
	MasterBass	0	122	22	Regular	
	MusetteBass	0	123	22	Regular	
	AccordionClarinet	104	1	22	Regular	
	TangoBass	0	115	24	Regular	
	FullRegisterBass	104	5	22	Regular	
	CajunBass	104	6	22	Regular	
	Strings	RealStrings	8	33	50	S.Art!
		ClassicalStrings	8	36	49	S.Art!
		TheatreStrings	8	37	49	S.Art!
LushStrings		8	41	49	S.Art!	
BallroomStrings		8	35	50	S.Art!	
Violin		0	113	41	Sweet!	
Pizzicato		0	113	46	Live!	
RealTremolo		104	0	45	Live!	
RealSpiccato		104	6	49	Live!	
OrchestralHarp		104	1	47	Regular	
ConcertStrings		8	32	50	S.Art!	
StudioStrings		8	32	49	S.Art!	
Strings		0	117	50	Live!	
MovieStrings		0	123	49	Live!	
WarmStrings		8	39	49	S.Art!	
Mandolin		0	114	26	Sweet!	
PizzicatoGlocken		0	115	46	Live!	
TremoloStrings		0	113	45	Live!	
Spiccato		0	120	49	Live!	
MellowHarp		104	0	47	Regular	
BigStrings		8	40	49	S.Art!	
RealStrings f		8	40	50	S.Art!	
RealStrings mf		8	41	50	S.Art!	
RealStrings p		8	42	50	S.Art!	
RealTremolo Sfz		104	1	45	Live!	
BalladStrings		8	34	50	S.Art!	
RealStrings f		104	4	50	Live!	
RealStrings mf		104	5	50	Live!	
RealStrings p		104	6	50	Live!	
TheatreOrchestra		104	1	50	Regular	
Allegro		0	122	50	Live!	
Strings f		0	119	49	Live!	
Strings mf		0	118	49	Live!	
Strings p		0	117	49	Live!	
TremoloBowling		8	34	49	S.Art!	
Tutti		0	120	50	Regular	
Spiccato		8	33	49	S.Art!	
DiscoStrings1		0	123	50	Live!	
DiscoStrings2		0	124	50	Live!	
DynamicStrings		0	124	49	Live!	
SoloViolin		0	112	41	Regular	
Viola		0	112	42	Regular	
Fiddle		0	112	111	Regular	
Cello		0	112	43	Regular	
Contrabass	0	112	44	Regular		
SynthStrings1	0	112	51	Regular		
SynthStrings2	0	113	51	Regular		
OberStrings	0	113	52	Regular		
SymphonicUnison	104	0	50	Regular		
ChamberStrings	0	112	50	Regular		
Banjo1	104	0	106	Regular		
Zither1	104	1	16	Regular		
Koto	0	112	108	Regular		
Hackbrett1	104	2	47	Regular		
Sitar1	104	0	105	Regular		
Oud	0	113	106	Regular		
Zither2	104	0	16	Regular		
Shamisen	0	112	107	Regular		
Hackbrett2	0	113	47	Regular		
Sitar2	0	113	105	Regular		
Banjo2	0	112	106	Regular		
Watariyat	0	125	49	Regular		
ErHu	0	113	111	Regular		

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Category	Voice Name	Program Change			Voice Type
		MSB	LSB	PC# (1-128)	
Strings	Kanoun	0	113	108	Regular
	PiPa	0	119	106	Regular
	OrchestraHit	0	112	56	Regular
Brass	BrightTrumpet	8	32	65	S.Art!
	SilverTrumpet	8	33	65	S.Art!
	GoldenTrumpet	8	34	65	S.Art!
	BigBandTrumpet	8	37	65	S.Art!
	TrumpetFall	8	38	65	S.Art!
	Cornet	0	119	57	Sweet!
	MutedTrumpet	0	114	60	Sweet!
	FlugelHorn	0	118	57	Sweet!
	Trombone	0	117	58	Sweet!
	Trumpet	0	115	57	Sweet!
	TrumpetShake	8	35	65	S.Art!
	SilverTrumpet	0	121	57	Sweet!
	GoldenTrumpet	0	122	57	Sweet!
	AlpBass	0	113	34	Regular
	BaritoneHorn	0	113	59	Regular
	MutedCornet	104	0	60	Sweet!
	BrightTrombone	104	0	58	Sweet!
	MellowTrumpet	0	120	57	Sweet!
	Tuba	104	0	59	Regular
	BaritoneHit	0	114	59	Regular
	Horns	104	0	61	Live!
	SymphonyHorns1	104	1	61	Live!
	SymphonyHorns2	104	2	61	Live!
	FrenchHorns	0	112	61	Live!
	SymphonyBrass	0	119	61	Live!
	WarmHorns	8	33	61	S.Art!
	MutedHorns	8	34	61	S.Art!
	BigBandBrass	8	37	57	S.Art!
	SmoothBrass	8	36	57	S.Art!
	DynamicBrass	0	127	62	Live!
	BallroomBrass	0	113	60	Regular
	PowerBrass	0	121	63	Live!
	AccentBrass	0	109	62	Live!
	StoppedHorns	104	3	61	Live!
	SoftHorns	8	32	61	S.Art!
	Sforzando	0	105	62	Live!
	SforzandoFall	0	107	62	Live!
	SymphonyHorns	0	115	61	Live!
	BrassDynamics	0	106	62	Live!
	PopBrass	0	117	63	Live!
	BrassBand	0	123	57	Live!
	SoftHorns	0	117	61	Live!
SoftTrombones	0	118	61	Live!	
BrassShake	8	32	57	S.Art!	
AccentFalls	8	38	57	S.Art!	
Brass f	0	108	62	Live!	
Brass mf	0	110	62	Live!	
Brass p	0	111	62	Live!	
BrassFalls f	8	34	57	S.Art!	
BrassFalls mf	8	35	57	S.Art!	
HyperBrass	0	118	63	Live!	
SmallBrass	0	120	61	Live!	
OctaveBrass	0	116	63	Live!	
OberBrass	0	113	64	Regular	
ThinthBrass	104	0	63	Regular	
BrassProfit	104	1	63	Regular	
SlowPWMBBrass	104	2	63	Regular	
FastPWMBBrass	104	6	63	Regular	
SoftVelocityBrass	0	120	63	Regular	
80sBrass	0	113	63	Regular	
AnalogBrass	0	112	64	Regular	
SoftAnalog	0	114	64	Regular	
FunkyAnalog	0	115	63	Regular	
TechnoBrass	0	114	63	Regular	
OberHorns	0	115	64	Regular	
FatSynthBrass	0	116	64	Regular	
Woodwind	Saxophone	8	32	83	S.Art!
	BigBandSax	8	35	83	S.Art!
	JazzTenorSax	0	125	67	Sweet!
	PopTenor	0	127	67	Sweet!
	BalladTenorSax	0	126	67	Sweet!

Category	Voice Name	Program Change			Voice Type	
		MSB	LSB	PC# (1-128)		
Woodwind	SopranoSax	0	113	65	Sweet!	
	AltoSax	8	32	67	S.Art!	
	TenorSax	0	117	67	Sweet!	
	RockSax	8	33	83	S.Art!	
	GrowlSax	0	111	67	Sweet!	
	SaxSection	0	116	67	Live!	
	SaxSectionHard	0	122	67	Live!	
	SaxSectionSoft	0	121	67	Live!	
	SaxAppeal	0	123	67	Live!	
	BigBandSaxes	0	110	67	Live!	
	BigBandUnison	0	109	67	Live!	
	BigBandOctave	0	108	67	Live!	
	SoftSaxes	8	39	83	S.Art!	
	SaxSection	8	36	83	S.Art!	
	SaxSectionOctave	8	37	83	S.Art!	
	PopAltoSax	104	0	66	Sweet!	
	SoftAltoSax	8	34	67	S.Art!	
	BaritoneSax	104	0	68	Regular	
	SaxesUnison	8	38	83	S.Art!	
	Moonlight	0	115	72	Regular	
	BalladSection	0	119	67	Regular	
	AltoFlutes	104	1	74	Regular	
	FluteEnsemble	0	116	74	Regular	
	OrchWoodwind	104	1	71	Regular	
	DoubleReeds	104	2	69	Regular	
	OrchestralFlute	8	32	74	S.Art!	
	OrchestralOboe	8	32	69	S.Art!	
	OrchestralClarinet	104	0	72	Live!	
	OrchBassoon	104	0	71	Sweet!	
	GermanClarinet	104	2	72	Regular	
	BalladPanFlute	0	113	76	Sweet!	
	ClassicalFlute	0	115	74	Sweet!	
	JazzFlute	0	114	74	Sweet!	
	ClassicalOboe	0	113	69	Sweet!	
	JazzClarinet	0	114	72	Sweet!	
	Piccolo	0	112	73	Regular	
	EnglishHorn	0	112	70	Regular	
	Flutes&Oboes	104	2	74	Regular	
	Clarinet&Flutes	104	1	72	Regular	
	Clarinet&Oboe	104	1	69	Regular	
	Whistle	0	112	79	Regular	
	Nay	0	114	78	Regular	
	DiZi	0	118	74	Regular	
	Sheng	0	116	110	Regular	
	Shakuhachi	0	112	78	Regular	
	Bagpipe	0	112	110	Regular	
	Recorder	0	112	75	Regular	
	Ocarina	0	112	80	Regular	
	Choir&Pad	BoysChoirOoh	8	32	52	S.Art!
		BoysChoirAah	8	33	52	S.Art!
		VPSOft	104	0	90	Regular
		VaporPad	104	1	90	Regular
		ButterStrings	104	2	51	Regular
		NewAtmosphere	104	4	90	Regular
		DarkFatSaw	104	2	90	Regular
		BrightFatSaw	104	5	91	Regular
		SuperDarkPad	0	119	90	Regular
AnalogPad		0	120	90	Regular	
SweetHeaven		0	118	89	Regular	
DreamHeaven		0	121	89	Regular	
NewHeaven		104	10	89	Regular	
FantasyBells		104	11	89	Regular	
CrossPhase		104	1	102	Regular	
GospelVoices		0	116	53	Live!	
Humming		0	118	53	Live!	
Mmh		0	117	53	Live!	
PadVoices		104	6	96	Live!	
GothicVox		0	113	54	Regular	
ItopiaBells		104	13	89	Regular	
Sinesphere		104	18	89	Regular	
SpectrumTheme		104	14	89	Regular	
HeavenPad	104	3	92	Regular		
BreathBells	104	15	89	Regular		
NextGeneration	104	9	52	Regular		

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Category	Voice Name	Program Change			Voice Type
		MSB	LSB	PC# (1-128)	
Choir&Pad	OrganBells	104	12	89	Regular
	SkyBells	104	16	89	Regular
	WaterGames	104	4	102	Regular
	MyGeneration	104	5	102	Regular
	SoftChoirOoh	8	35	52	S.Art!
	SoftChoirAah	8	36	52	S.Art!
	BoysChoir MW	8	34	52	S.Art!
	BoysChoirOhAh	8	49	56	S.Art!
	HahChoir	0	114	53	Regular
	BoysChoirAah	104	8	53	Live!
	BoysChoirOoh	104	8	54	Live!
	BellHeaven	0	119	89	Regular
	PanHeaven	0	120	89	Regular
	ProHeaven	0	122	89	Regular
	Pianosphere	104	19	89	Regular
	NylonHeaven	104	2	100	Regular
	PianoSweeper	104	3	100	Regular
	AiryHarp	104	17	89	Regular
	FlyingHarmonics	104	1	100	Regular
	AllOrNothing	104	6	102	Regular
	RainyDay	104	5	90	Regular
	SoundPictures	104	3	95	Regular
	ReflectingZone	104	21	89	Regular
	DeepMotion	104	4	96	Regular
	Digisweeper	104	7	102	Regular
	WarpedWaves	104	2	95	Regular
	Spectralis	104	4	95	Regular
	MetallicRain	104	8	102	Regular
	AmbientTheme	104	20	89	Regular
	SpectrumPad	104	5	95	Regular
	MysticPad	104	6	95	Regular
	HybridPad	104	22	89	Regular
	Randomizer	104	10	102	Regular
	TheFog	104	9	102	Regular
	Aerosphere	104	1	95	Regular
	MorningDew	104	0	95	Regular
	GalaxyPad	104	3	89	Regular
	NightMotion	104	4	89	Regular
	HotSwell	104	2	96	Regular
	PearlsPad	104	2	89	Regular
	BreathPad	104	0	92	Regular
	LightPad	104	2	52	Regular
	NylonPad	104	0	100	Regular
	PremiumPad	104	0	52	Regular
	Atlantis	104	11	102	Regular
	Tric-Trac	104	2	98	Regular
	WhisperGallery	104	0	93	Regular
	HybridLines	104	4	92	Regular
	MidnightSpecial	104	3	102	Regular
	Atmo5th	104	6	90	Regular
	SpaceRider	104	1	96	Regular
	NobleMan	104	1	89	Regular
	DouxFlange	104	3	96	Regular
	MediumTunePad	104	0	51	Regular
	DarkLight	104	3	90	Regular
	BrightPadTrance	104	4	91	Regular
	OctaveStrings	104	4	51	Regular
	ChillinChords	104	6	52	Regular
	BrightPopPad	104	3	51	Regular
	SoftEnsemble	104	1	51	Regular
80sPad	104	1	52	Regular	
BrightPadClassic	104	3	91	Regular	
AmbientPad	104	0	89	Regular	
Trance MW	104	0	96	Regular	
EarlyDigital	104	0	94	Regular	
AnaDayz	104	3	52	Regular	
Bellsphere	104	5	89	Regular	
SixthSense	104	2	102	Regular	
PercPad	104	0	102	Regular	
DarkAngelPad	0	121	90	Regular	
LitePad	0	122	90	Regular	
PopPad	0	112	91	Regular	
GloriousPhase	0	114	91	Regular	
BigOctavePad	0	115	91	Regular	

Category	Voice Name	Program Change			Voice Type
		MSB	LSB	PC# (1-128)	
Synth	ClubLead	104	3	63	Regular
	HandsUp!	104	21	91	Regular
	Gemini	104	20	91	Regular
	PunchyChordz	104	24	91	Regular
	1984Synth	104	20	82	Regular
	Oxygen	0	122	82	Regular
	Matrix	0	123	82	Regular
	WireLead	0	120	82	Regular
	SoftR&B	0	119	81	Regular
	EarlyLead	0	118	82	Regular
	LektroCodes	104	2	85	Regular
	SoftSquare	104	5	81	Regular
	WildPWM	104	4	81	Regular
	DetunedVintage	104	1	85	Regular
	PWMLead	104	1	82	Regular
	SimpleComp	104	12	82	Regular
	BalladComp	104	6	89	Regular
	HeavenBell	104	0	101	Regular
	BrightPadBell	104	7	89	Regular
	ResonanceComp	104	4	63	Regular
	HPFDance	104	0	91	Regular
	DetunedSawOctave	104	8	82	Regular
	DancyHook	104	9	82	Regular
	TrancePerc	104	5	82	Regular
	Chordmaster	104	13	82	Regular
	DigitalSequence	104	2	88	Regular
	AnalogSeq	104	3	88	Regular
	TranceSeq1	104	4	88	Regular
	TranceSeq2	104	5	88	Regular
	TranceSeq3	104	1	91	Regular
	FaatComp	104	4	52	Regular
	FatSawHook	104	7	52	Regular
	DanceChords	104	5	52	Regular
	DanceHook	0	112	87	Regular
	OctaveHook	0	113	87	Regular
	PunchyHook	0	127	82	Regular
	HipaLead	0	118	85	Regular
	CryingLead	0	114	88	Regular
	MouthLead	104	0	82	Regular
	PunchLead	104	7	82	Regular
	PercSeqFS	104	6	88	Regular
	PercSeqFM1	104	7	88	Regular
	PercSeqFM2	104	8	88	Regular
	PercSeqSaw	104	11	82	Regular
	PercSeqHipa	104	9	88	Regular
	SynthSticks	104	0	107	Regular
	SazFeeze	104	0	98	Regular
	EasternAir	104	1	98	Regular
	Xtune	104	1	88	Regular
	PitchFall	104	0	104	Regular
RSSawLead1	0	104	82	Regular	
RSSawLead2	0	106	82	Regular	
RSTechSaw	0	108	82	Regular	
RSDualSaw	0	109	82	Regular	
RSWarmPad	0	113	92	Regular	
RSRampLead	0	107	82	Regular	
RSDistortionLead	0	114	84	Regular	
RSQuackLead	0	119	85	Regular	
RSSynthPad	0	123	90	Regular	
RSNoisePad	0	124	90	Regular	
RSAnalogPad	0	126	90	Regular	
RSDualSquare	0	127	81	Regular	
RSTeknoMan	0	125	90	Regular	
RSShortResonance	0	116	91	Regular	
RSSync1	0	105	82	Regular	
RSSync2	0	119	88	Regular	
BriteDecay	104	5	85	Regular	
PWMPercussion	104	6	82	Regular	
VinalogSaw	104	3	82	Regular	
Noise	0	120	123	Regular	
Percussion	Vibraphone	104	1	12	Sweet!
	JazzVibes	0	113	12	Regular
	Vibes&Flutes	0	114	12	Regular
	Marimba	104	0	13	Regular

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Category	Voice Name	Program Change			Voice Type	
		MSB	LSB	PC# (1-128)		
Percussion	Xylophone	104	0	14	Regular	
	Vibes&JazzGuitar	8	33	12	S.Art!	
	Celesta	0	112	9	Regular	
	Glockenspiel	104	0	10	Regular	
	TubularBells	0	112	15	Regular	
	Timpani	0	112	48	Regular	
	Kalimba	0	112	109	Regular	
	Dulcimer	0	112	16	Regular	
	SteelDrums	0	112	115	Regular	
	StackBell	104	8	89	Regular	
	NiceBell	104	9	89	Regular	
	MusicBox	0	112	11	Regular	
	DrumKit	RealDrums	127	0	92	Live!Drums
		RealBrushes	127	0	42	Live!Drums
HouseKit		127	0	61	Drums	
DrumMachine		127	0	62	Drums	
CymbalKit		126	0	50	Live!SFX	
NewSFXKit1		126	0	3	Live!SFX	
NewSFXKit2		126	0	4	Live!SFX	
BassDrumKit		126	0	21	SFX	
ReverseBDKit		126	0	22	SFX	
AcousticKit		127	0	90	Live!Drums	
RockKit		127	0	91	Live!Drums	
PowerKit1		127	0	88	Live!Drums	
PowerKit2		127	0	89	Live!Drums	
BrushKit		127	0	41	Live!Drums	
AnalogT8Kit		127	0	59	Drums	
AnalogT9Kit		127	0	60	Drums	
BreakKit		127	0	58	Drums	
HipHopKit		127	0	57	Drums	
DanceKit		127	0	28	Drums	
StudioKit		127	0	87	Live!Drums	
HitKit		127	0	5	Drums	
JazzKit		127	0	33	Drums	
PopLatinKit		126	0	44	Live!SFX	
RoomKit		127	0	9	Drums	
ElectroKit		127	0	25	Drums	
AnalogKit		127	0	26	Drums	
SymphonyKit		127	0	49	Live!Drums	
CubanKit		126	0	41	Live!SFX	
TurkishKit		126	0	68	Live!SFX	
IndianKit		126	0	115	SFX	
ArabicKit1		126	0	37	SFX	
ArabicMixKit		126	0	65	SFX	
ChineseKit		126	0	125	SFX	
ChineseMixKit		127	0	128	SFX	
NoisesKit		126	0	9	SFX	
SFX Kit1		126	0	1	SFX	
SFX Kit2		126	0	2	SFX	
SeaShore		104	0	123	Live!	
Helicopter		104	0	126	Live!	
Applause1		104	0	127	Live!	
Applause2	104	1	127	Live!		
GunShot	104	0	128	Live!		
OrganFlutes	OrganFlutes	10	0	9	OrganFlutes	
	USDsmile	10	1	9	OrganFlutes	
	ReggaeBars	10	2	9	OrganFlutes	
	WarmTheatre	10	3	9	OrganFlutes	
	OrganPops	10	4	9	OrganFlutes	
	RockOrgan	10	5	9	OrganFlutes	
	SoulPercussion	10	6	9	OrganFlutes	
	GospelTruth	10	7	9	OrganFlutes	
	PadOrgan	10	8	9	OrganFlutes	
	FullOrgan	10	9	9	OrganFlutes	
	StringBars	10	0	10	OrganFlutes	
	LatinSpin	10	1	10	OrganFlutes	
	ShadyBars	10	2	10	OrganFlutes	
	FunkOrgan	10	3	10	OrganFlutes	
	BalladOrgan	10	4	10	OrganFlutes	
	RichBars	10	5	10	OrganFlutes	
	TrumpetBars	10	6	10	OrganFlutes	
	SoulBars	10	7	10	OrganFlutes	
	ClariBars	10	8	10	OrganFlutes	
	JazzSquabble	10	9	10	OrganFlutes	

Category	Voice Name	Program Change			Voice Type
		MSB	LSB	PC# (1-128)	
OrganFlutes	EuroPerc	10	0	11	OrganFlutes
	BalladEuro	10	1	11	OrganFlutes
	EuroReeds	10	2	11	OrganFlutes
	EvenWarmth	10	3	11	OrganFlutes
	BrightEuro	10	4	11	OrganFlutes
	EuroPops	10	5	11	OrganFlutes
	FullEuro	10	6	11	OrganFlutes
	EuroAccomp1	10	7	11	OrganFlutes
	EuroAccomp2	10	8	11	OrganFlutes
	EuroAccomp3	10	9	11	OrganFlutes

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Sub Category	Voice Name	Program Change			Voice Type	
		MSB	LSB	PC# (1-128)		
Piano	ConcertGrand	0	115	1	Live!	
	PopGrand	104	5	1	Live!	
	RockPiano	104	4	1	Live!	
	AmbientPiano	104	3	1	Live!	
	CocktailPiano	104	0	4	Live!	
	OctavePiano1	0	113	4	Live!	
	OctavePiano2	0	114	4	Live!	
	MIDIGrand	104	0	3	Live!	
	MIDIGrandPad	104	1	3	Live!	
	MIDIGrandSyn	104	1	1	Live!	
	PianoOrchestra	104	2	1	Live!	
	MIDIGrand	0	112	3	Regular	
	Harpichord	0	112	7	Live!	
	E.Piano	HyperTines	0	113	6	Regular
NewTines		0	116	6	Regular	
JazzChorus		0	118	6	Regular	
BalladStack		0	114	3	Regular	
PhaseEP		0	120	5	Regular	
ModernEP		0	115	6	Regular	
FunkEP		0	112	5	Regular	
ChorusBell		0	120	6	Regular	
VenusEP		0	114	6	Regular	
SuperDX		0	117	6	Regular	
PolarisEP		0	115	5	Regular	
DXModern		0	112	6	Regular	
StereoClavi		0	114	8	Regular	
Organ		Kinura8'	0	123	17	Regular
	Trumpet8'	0	124	17	Regular	
	Trumpet16'&8'	0	124	18	Regular	
	Tibia8'Acmp	0	122	18	Regular	
	Tibia8'&4'Acmp	0	122	17	Regular	
	Tibia16'&4'Acmp	0	114	17	Regular	
	TibiaFullAcmp	0	114	18	Regular	
	Vox8'Acmp	0	123	18	Regular	
	Vox&TibiaAcmp	0	125	17	Regular	
	ReedOrgan	0	112	21	Regular	
	60sOrgan	0	116	18	Regular	
	ClickOrgan	0	112	18	Regular	
	DanceOrgan	0	113	18	Regular	
	BrightDrawbar	0	116	17	Regular	
	DrawbarOrgan1	0	120	18	Regular	
	DrawbarOrgan2	0	115	17	Regular	
	ElectricOrgan	0	118	18	Regular	
	GospelOrgan	0	119	17	Regular	
	JazzOrgan1	0	112	17	Regular	
	JazzOrgan2	0	113	17	Regular	
	JazzOrgan3	0	120	17	Regular	
	PercOrgan	0	119	18	Regular	
	FullRocker2	104	3	19	Cool!	
	PurpleOrgan	0	114	19	Regular	
	RockOrgan1	0	112	19	Regular	
	RockOrgan2	0	119	19	Regular	
	RockOrgan3	0	113	19	Regular	
	RotaryDrive	0	116	19	Regular	
	RotarySwitch	0	110	18	Cool!	
	ClassicJazz	0	126	17	OrganFlutes	
	Guitar	NylonGuitar	8	34	1	S.Art!
		ClassicalGuitar	0	115	25	Live!
DynamicNylon		0	116	25	Live!	
FolkGuitar		8	33	2	S.Art!	
DynamicSteel		0	116	26	Live!	
SteelGuitar		0	117	26	Live!	
12StringGuitar		0	113	26	Live!	
18StringGuitar		0	119	26	Regular	
CampfireGuitar		0	115	26	Regular	
FolkGuitar		0	112	26	Regular	
70sSolidGuitar		8	38	4	S.Art!	
CleanElectric		8	35	4	S.Art!	
SingleCoilClean		8	39	4	S.Art!	
VintageAmp		8	40	4	S.Art!	
WarmElectric		8	32	4	S.Art!	
70sSolidGuitar		104	1	28	Cool!	
BalladSolid		0	109	28	Cool!	
ChorusSolid		0	107	28	Cool!	

Sub Category	Voice Name	Program Change			Voice Type	
		MSB	LSB	PC# (1-128)		
Guitar	CleanGuitar	0	112	28	Cool!	
	CleanSolid	104	3	28	Cool!	
	ElectricGuitar	0	114	29	Cool!	
	FunkGuitar	0	116	29	Cool!	
	Slapback	104	0	28	Cool!	
	SlapSolid	0	108	28	Cool!	
	SlideClean	0	117	29	Cool!	
	SlideSolid	0	110	28	Cool!	
	TremoloSolid	0	111	28	Cool!	
	WarmSolid	104	2	28	Cool!	
	60sCleanGuitar	0	117	28	Regular	
	BrightClean	0	116	28	Regular	
	ChorusGuitar	0	124	28	Regular	
	CoolWahGuitar	104	4	28	Regular	
	DeepChorus	0	114	28	Regular	
	Electric12String	0	119	28	Regular	
	FunkGuitar	0	113	29	Regular	
	MutedGuitar	0	112	29	Regular	
	SolidChord	0	121	28	Regular	
	SolidGuitar	0	118	28	Regular	
	TremoloGuitar	0	113	28	Regular	
	VintageMuteEcho	0	115	29	Regular	
	VintageOpen	0	123	28	Regular	
	VintageStrum	0	126	28	Regular	
	VintageTrem	0	120	28	Regular	
	WahGuitar	0	122	28	Regular	
	JazzGuitar	0	115	27	Cool!	
	JazzSoloGuitar	0	116	27	Cool!	
	DXJazzGuitar	0	117	27	Regular	
	LoungeGuitar	104	1	27	Regular	
	OctaveGuitar	0	113	27	Regular	
	Feedbacker	8	33	5	S.Art!	
	GuitarHero	8	32	6	S.Art!	
	HeavyRock	8	32	5	S.Art!	
	BluesGuitar	0	117	30	Cool!	
	GuitarHero	104	0	31	Cool!	
	HeavyRock	104	1	31	Cool!	
	PowerLead	0	115	31	Cool!	
	CrunchGuitar	0	113	31	Regular	
	DistortionGuitar	0	112	31	Regular	
	FeedbackGuitar	0	113	30	Regular	
	HeavyStack	0	114	31	Regular	
MetalMaster	0	120	31	Regular		
PowerChord	0	117	31	Regular		
VoodooLead	0	116	31	Regular		
CrunchGuitar	8	33	6	S.Art!		
HalfDrive	8	37	4	S.Art!		
HalfDrive	104	0	30	Cool!		
VintageLead	0	125	28	Cool!		
LeadGuitar	0	114	30	Regular		
RockGuitar	0	116	30	Regular		
OverdriveGuitar	0	112	30	Regular		
SmoothLead	0	119	27	Regular		
VintageAmp	0	115	30	Regular		
PedalSteel	0	115	28	Regular		
Bass	AcousticBass	0	112	33	Regular	
	ClickBass	0	115	39	Regular	
	PunchyBass	0	117	39	Regular	
	AnalogBass	0	112	40	Regular	
	DXFunkBass	0	113	38	Regular	
	DrySynthBass	0	116	40	Regular	
80sSynthBass	80sSynthBass	0	115	40	Regular	
	HiQBass	0	113	39	Regular	
	Accordion	Accordion	0	116	22	Regular
		BallroomAcc	0	112	24	Regular
		MusetteAccordion	0	112	22	Regular
		SmallAccordion	0	115	22	Regular
SoftAccordion		0	114	22	Regular	
TuttiAccordion	0	113	22	Regular		
Strings	BowStrings	0	116	49	Regular	
	ConcertoStrings	0	115	49	Regular	
	Marcato	0	115	50	Regular	
	Orchestra	0	116	50	Live!	
	OrchStrings	0	113	49	Regular	

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Sub Category	Voice Name	Program Change			Voice Type	
		MSB	LSB	PC# (1-128)		
Strings	Pizzicato	0	112	46	Regular	
	SlowStrings	0	113	50	Regular	
	StringFalls	0	121	49	Live!	
	StringQuartet	0	114	50	Regular	
	Strings	0	112	49	Regular	
	Symphonic	0	114	49	Regular	
	TremoloStrings	0	112	45	Regular	
	Orchestra&Flute	0	119	50	Regular	
	Orchestra&Oboe	0	121	50	Regular	
	Orchestra&Horns	0	118	50	Regular	
	Sitar2	0	112	105	Regular	
	Harp	0	112	47	Regular	
	AnalogStrings	0	112	52	Regular	
	Brass	JazzTrumpet	0	116	57	Regular
		SoloTrumpet	0	112	57	Regular
MutedTrumpet		0	112	60	Regular	
FlugelHorn		0	113	57	Regular	
SoloTrombone		0	112	58	Regular	
Trombone		0	116	58	Regular	
SoftTrombone		0	115	58	Regular	
MellowTrombone		0	114	58	Regular	
SmoothTrombone		0	118	58	Regular	
Tuba2		0	112	59	Regular	
MellowHorns		0	119	62	Regular	
TromboneSection		0	113	58	Regular	
BigBandBrass		0	113	62	Regular	
BigBrass		0	121	62	Regular	
BrassCombo		0	115	67	Regular	
BrassHit		0	126	62	Regular	
BrassSection		0	112	62	Regular	
BreathBrass		0	116	61	Regular	
BrightBrass		0	120	62	Regular	
FullHorns		0	114	62	Regular	
HighBrass		0	115	62	Regular	
MellowBrass		0	116	62	Regular	
NaturalBrass		0	124	62	Regular	
Sforzando		0	125	62	Regular	
SmallBrass		0	117	62	Regular	
SoftBrass		0	123	62	Regular	
TrumpetEns		0	122	62	Regular	
HybridComp		0	119	63	Regular	
Hybrihorn	0	113	61	Regular		
Hybridpad	0	114	61	Regular		
PopBrass	0	118	62	Regular		
SynthBrass	0	112	63	Regular		
Woodwind	OrchestralFlute	104	0	74	Sweet!	
	Flute	0	112	74	Regular	
	OrchestralOboe	104	0	69	Sweet!	
	Oboe	0	112	69	Regular	
	Clarinet	0	112	72	Regular	
	Bassoon	0	112	71	Regular	
	SopranoSax	0	112	65	Regular	
	AltoSax	0	114	66	Sweet!	
	AltoSax	0	112	66	Regular	
	Saxophone	104	0	67	Sweet!	
	TenorSax	0	112	67	Regular	
	GrowlSax	0	118	67	Regular	
	BaritoneSax	0	112	68	Regular	
	ChiffPanFlute	0	113	74	Regular	
	EthnicFlute	0	112	76	Regular	
SaxStack	0	124	67	Regular		
WoodwindsEns	0	113	67	Regular		
SaxyMood	0	120	67	Regular		
Choir&Pad	AirChoir	0	112	55	Regular	
	Choir	0	112	53	Regular	
	UuhChoir	0	115	53	Regular	
	Voices	0	113	55	Regular	
	VoxHumana	0	112	54	Regular	
	AnalogSwell	0	119	96	Regular	
	AngelVibes	0	114	99	Regular	
	Area51	0	112	90	Regular	
	Atmosphere	0	112	100	Regular	
	BrightOber	0	113	96	Regular	
	BrightSawPad	0	113	91	Regular	

Sub Category	Voice Name	Program Change			Voice Type	
		MSB	LSB	PC# (1-128)		
Choir&Pad	Bubblespace	0	113	102	Regular	
	CyberPad	0	113	100	Regular	
	DarkMoon	0	113	90	Regular	
	DarkPad	0	118	96	Regular	
	DigitalPad	0	115	94	Regular	
	Disclosure	0	116	90	Regular	
	Dunes	0	114	90	Regular	
	DXPad	0	112	93	Regular	
	Equinox	0	112	95	Regular	
	EveningStars	0	117	102	Regular	
	Fantasia	0	112	89	Regular	
	FarEast	0	112	98	Regular	
	GlassPad	0	114	94	Regular	
	GoldenAge	0	115	89	Regular	
	HahPad	0	116	95	Regular	
	HipaStrings	0	114	96	Regular	
	Insomnia	0	113	95	Regular	
	Ionosphere	0	115	95	Regular	
	Mediterrain	0	114	100	Regular	
	MellowPad	0	117	96	Regular	
	Messenger	0	116	96	Regular	
	Millennium	0	117	89	Regular	
	Mystery	0	113	98	Regular	
	NeoWarmPad	0	115	90	Regular	
	OberSweep	0	115	96	Regular	
	PsychoPad	0	118	102	Regular	
	S&HGroove	0	115	102	Regular	
	Sirius	0	114	102	Regular	
	Skydiver	0	112	102	Regular	
	Solaris	0	114	95	Regular	
	Stargate	0	114	89	Regular	
	Sunbeam	0	123	89	Regular	
	Symbiont	0	113	89	Regular	
	TimeTravel	0	116	89	Regular	
	VelocityAshrami	0	116	102	Regular	
	Wave2001	0	112	96	Regular	
	XenonPad	0	112	92	Regular	
	MagicBell	8	32	121	S.Art!	
	Synth	Adrenaline	0	113	85	Regular
		AeroLead	0	112	84	Regular
		Analogon	0	115	82	Regular
		Attack	104	4	82	Regular
		AttackSaw	0	126	82	Regular
		BigLead	0	113	82	Regular
		BigTune	0	118	90	Regular
Blaster		0	114	82	Regular	
BleepLead		104	0	85	Regular	
BrassyLead		104	5	63	Regular	
BrassHit		0	113	56	Regular	
BrightMini		0	125	81	Regular	
ChorusSawLead		104	10	82	Regular	
CrystalEyes		0	125	89	Regular	
Fargo		0	119	82	Regular	
FireWire		0	116	82	Regular	
FlangeFilter		104	2	82	Regular	
FunkyLead		0	121	82	Regular	
FusionLead		104	15	82	Regular	
HiBias		0	116	81	Regular	
HipLead		0	113	81	Regular	
HopLead		0	117	81	Regular	
Impact		0	113	88	Regular	
LFOPad		0	104	102	Regular	
LFOSync1		0	108	102	Regular	
LFOSync2	0	107	102	Regular		
LFOSync3	0	109	102	Regular		
LFOSync4	0	106	102	Regular		
LFOSync5	0	105	102	Regular		
MelodyMaker	0	117	90	Regular		
MiniLead	0	114	81	Regular		
Nomad	104	1	105	Regular		
OrbitSine	0	126	81	Regular		
Padbells	0	126	89	Regular		
PanLead	0	122	81	Regular		
Paraglide	0	114	85	Regular		

PSR-S970 (Category: Legacy)

Sub Category	Voice Name	Program Change			Voice Type	
		MSB	LSB	PC# (1-128)		
Synth	PercSquare	0	123	81	Regular	
	PopLead	0	120	81	Regular	
	Portatone	0	112	85	Regular	
	ProLead	0	113	84	Regular	
	ResonantClavi	104	2	91	Regular	
	Robolead	0	124	82	Regular	
	SawLead	0	112	82	Regular	
	Skyline	0	115	85	Regular	
	SoftMini	0	124	81	Regular	
	SoftSaw	104	16	82	Regular	
	SquareLead	0	112	81	Regular	
	Stardust	0	112	99	Regular	
	StringBells	0	124	89	Regular	
	SubLead	104	0	81	Regular	
	SunBell	0	113	99	Regular	
	TalkModLead	104	0	88	Regular	
	TechGlide	104	14	82	Regular	
	TechLead	0	117	85	Regular	
	Tekkline	0	116	85	Regular	
	TinyLead	0	118	81	Regular	
	TranceLead	0	121	81	Regular	
	TrumpetSaw	0	125	82	Regular	
	UnderHeim	0	112	88	Regular	
	VinylLead	0	115	81	Regular	
	Warp	0	117	82	Regular	
	Percussion	Vibraphone	0	112	12	Regular
		Marimba	0	112	13	Regular
		Xylophone	0	112	14	Regular
		Glockenspiel	0	112	10	Regular
	DrumKit	StandardKit1	127	0	1	Live!Drums
StandardKit2		127	0	2	Live!Drums	
RockKit		127	0	17	Drums	
ArabicKit2		126	0	36	SFX	

PSR-S970 (Category: MegaVoices)

Sub Category	Voice Name	Program Change			Voice Type
		MSB	LSB	PC# (1-128)	
Guitar	NylonGuitar	8	0	1	MegaVoice
	12StringGuitar	8	1	3	MegaVoice
	HiStringGuitar	8	0	3	MegaVoice
	SteelGuitar	8	0	2	MegaVoice
	CleanGuitar	8	0	4	MegaVoice
	FingerGuitar	8	4	4	MegaVoice
	FingerSlapGuitar	8	5	4	MegaVoice
	SingleCoilGuitar	8	3	4	MegaVoice
	SolidGuitar1	8	1	4	MegaVoice
	SolidGuitar2	8	2	4	MegaVoice
	SlapAmpGuitar	8	8	4	MegaVoice
	VintagePickGuitar	8	6	4	MegaVoice
	VintageSlapGuitar	8	7	4	MegaVoice
	JazzGuitar	8	0	7	MegaVoice
	DistortionGuitar	8	0	6	MegaVoice
	OverdriveGuitar	8	0	5	MegaVoice
	Bass	AcousticBass	8	0	17
ElectricBass		8	0	18	MegaVoice
PickBass		8	0	19	MegaVoice
VintageFlat		8	2	18	MegaVoice
VintagePick		8	1	19	MegaVoice
VintageRound		8	1	18	MegaVoice
FretlessBass		8	0	20	MegaVoice
Strings	ClassicalStrings	8	1	49	MegaVoice
	RealStrings	8	1	50	MegaVoice
	SmallStrings	8	0	49	MegaVoice
Brass	LargeStrings	8	0	50	MegaVoice
	Trumpet	8	0	65	MegaVoice
Woodwind	Brass	8	0	57	MegaVoice
	TenorSax	8	0	83	MegaVoice

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Category	Voice Name	Program Change			Voice Type	
		MSB	LSB	PC# (1-128)		
Piano	ConcertGrand	0	115	1	Live!	
	PopGrand	104	5	1	Live!	
	RockPiano	104	4	1	Live!	
	AmbientPiano	104	3	1	Live!	
	OctavePiano1	0	113	4	Live!	
	MIDIGrand	104	0	3	Live!	
	MIDIGrandPad	104	1	3	Live!	
	MIDIGrandSyn	104	1	1	Live!	
	PianoOrchestra	104	2	1	Live!	
	OctavePiano2	0	114	4	Live!	
	Harpsichord	8	32	113	S.Art!	
	GrandPiano	0	113	1	Live!	
	WarmGrand	0	114	1	Live!	
	BrightPiano	0	112	2	Live!	
	CocktailPiano	104	0	4	Live!	
	HonkyTonk	0	112	4	Regular	
	GrandHarpsi	0	113	7	Live!	
	E.Piano	SuitcaseEP	0	118	5	Cool!
		VintageEP	0	116	5	Regular
		SmoothTine	0	119	6	Regular
ElectricPiano		0	119	5	Cool!	
TremoloSuitcase		0	113	5	Cool!	
SweetDX		104	0	6	Cool!	
BalladDX		0	124	6	Cool!	
DXDynamics		0	123	6	Cool!	
BalladBells		104	2	6	Cool!	
MidnightDX		104	1	6	Cool!	
StageEP		0	117	5	Regular	
CP80Stage		0	113	3	Regular	
ClaviBright		0	112	8	Regular	
WahClavi		0	113	8	Regular	
PhaseClavi		0	115	8	Regular	
DreamDX		104	3	6	Cool!	
SparkleStack		0	121	6	Cool!	
GalaxyEP		0	114	5	Cool!	
Organ	WhiterBars	8	32	30	S.Art!	
	AllBarsOut	8	32	31	S.Art!	
	JazzRotary	8	32	114	S.Art!	
	ClassicBars	8	34	30	S.Art!	
	Organ-a-Go-Go	104	0	17	Cool!	
	CurvedBars	0	121	17	Cool!	
	EvenBars	0	111	17	Cool!	
	VintageFast	0	127	17	Cool!	
	RotorOrgan	0	117	19	Cool!	
	ClassicJazz	0	117	17	Cool!	
	RockRotary	8	33	114	S.Art!	
	ProgRockOrgan	8	33	30	S.Art!	
	HoldItFast	0	111	18	Cool!	
	R&BTremolo	0	111	19	Cool!	
	ScannerJazz	0	118	19	Cool!	
	OrganAccomp1	0	108	18	Regular	
	OrganAccomp2	0	107	18	Regular	
	OrganAccomp3	0	106	18	Regular	
	OrganAccomp4	0	105	18	Regular	
	OrganAccomp5	0	104	18	Regular	
	FullOrgan	0	112	20	Regular	
	ChapelOrgan	0	113	20	Regular	
	HymnOrgan	0	114	20	Regular	
	ChurchOrgan	0	115	20	Regular	
	MellowDrawbar	0	115	18	Regular	
	Harmonium1	0	114	21	Regular	
	Harmonium2	0	115	21	Regular	
	TwoChannels	0	109	18	Cool!	
	FullRocker	0	115	19	Cool!	
	EuroOrgan	0	118	17	Regular	
	FullTheatre	0	127	19	Regular	
	SweetTheatre	0	126	19	Regular	
	TibiaChorus	104	5	18	Regular	
	Tibia16'&4'	104	8	17	Regular	
	Tibia8'&4'	104	9	17	Regular	
	Vox&Tibia	104	10	17	Regular	
	Tibia8'	104	6	18	Regular	
	VoxHumana8'	104	7	18	Regular	
	Trumpet&Kinura	0	125	18	Regular	

Category	Voice Name	Program Change			Voice Type	
		MSB	LSB	PC# (1-128)		
Organ	BallroomOrgan	0	115	4	Regular	
	WhiterBarsSlow	104	1	18	Cool!	
	WhiterBarsFast	104	0	18	Cool!	
	AllBarsOutSlow	104	1	19	Cool!	
	AllBarsOutFast	104	0	19	Cool!	
	AllBarsPhase	104	2	19	Cool!	
	JazzSlow	0	126	18	Cool!	
	JazzFast	0	127	18	Cool!	
	Guitar	RockLegend	8	34	6	S.Art!
		StageLead	8	38	6	S.Art!
		OverdriveWah	8	39	6	S.Art!
BluesyNight		8	55	4	S.Art!	
LightChorus		8	53	4	S.Art!	
ConcertGuitar		8	32	1	S.Art!	
SteelGuitar		8	32	2	S.Art!	
ElectroAcoustic		8	35	1	S.Art!	
JazzVintage		8	38	7	S.Art!	
JazzArtist		8	39	7	S.Art!	
SixtiesGuitar		8	57	4	S.Art!	
HalfWahLead		8	55	6	S.Art!	
WahWahGuitar		8	56	6	S.Art!	
SeventiesChorus		8	58	4	S.Art!	
VintageSpring		8	54	4	S.Art!	
FlamencoGuitar		8	33	1	S.Art!	
SemiAcoustic		8	33	7	S.Art!	
JazzClean		8	32	7	S.Art!	
PedalSteel		8	36	4	S.Art!	
AlohaGuitar		0	118	27	Regular	
PureVintage		8	42	6	S.Art!	
VintageAmp		8	40	4	S.Art!	
GrungeGuitar		8	40	6	S.Art!	
ClassicStack		8	41	6	S.Art!	
CrunchGuitar		8	33	6	S.Art!	
WarmSolid		8	33	4	S.Art!	
CleanSolid		8	34	4	S.Art!	
SlideJazzGuitar		104	0	27	Cool!	
SolidJazzGuitar		8	40	7	S.Art!	
SmoothJazzGuitar		8	35	7	S.Art!	
NylonGuitar		8	34	1	S.Art!	
FolkGuitar		8	33	2	S.Art!	
SteelGuitar		0	117	26	Live!	
12StringGuitar		0	113	26	Live!	
ClassicalGuitar		0	115	25	Live!	
MutedGuitar		0	119	29	Cool!	
DynamicMute		0	118	29	Cool!	
NylonMute		0	119	25	Live!	
SteelMute		0	120	26	Live!	
HardFlamenco		0	118	25	Live!	
GuitarHero		8	32	6	S.Art!	
SingleCoilClean		8	39	4	S.Art!	
PedalSteelAmp		8	52	4	S.Art!	
Slapback		104	0	28	Cool!	
HalfDrive	8	37	4	S.Art!		
Bass	VintageRound	104	1	34	Cool!	
	VintagePick	104	1	35	Regular	
	VintageFlat	104	2	34	Cool!	
	FretlessBass	0	112	36	Cool!	
	SlapBass	0	112	37	Regular	
	AcousticBass	0	112	33	Regular	
	VintagePickMute	104	0	35	Cool!	
	VintageDyno	104	2	35	Cool!	
	MellowFinger	0	112	34	Regular	
	PickBass	0	112	35	Regular	
	VintageMute	104	3	34	Cool!	
	ElectricBass	0	114	34	Cool!	
	HalfMute	0	115	34	Cool!	
	SuperFretless	0	113	36	Regular	
	FusionBass	0	113	37	Regular	
	FunkBass	0	112	38	Regular	
	RockBass	0	114	35	Regular	
	PickDynoBass	0	113	35	Cool!	
	LoBass	104	0	40	Regular	
	DarkBass	104	1	40	Regular	
MoonBass	104	0	39	Regular		

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Category	Voice Name	Program Change			Voice Type	
		MSB	LSB	PC# (1-128)		
Bass	KickBass	104	1	39	Regular	
	ClubBass	104	2	39	Regular	
	FatPulse	104	2	40	Regular	
	WazzoSaw	104	3	81	Regular	
	DeepPoint	104	3	39	Regular	
	TightBass	104	3	40	Regular	
	Competitor	104	4	39	Regular	
	1o1Sub	104	5	39	Regular	
	LittleBassSynth	104	6	39	Regular	
	TeknoBass	104	7	39	Regular	
	PercPunch	104	8	39	Regular	
	SquareBass	104	4	40	Regular	
	TranceBass	104	9	39	Regular	
	SubCutBass	104	5	40	Regular	
	DynoAcidBass	104	10	39	Regular	
	MiniSub	104	6	40	Regular	
	FatSineResonance	104	11	39	Regular	
	BalladBass	104	7	40	Regular	
	VelocityMaster	104	17	82	Regular	
	SubBass	0	114	40	Regular	
	HardBass	0	114	39	Regular	
	ResonanceBass	0	112	39	Regular	
	HouseBass	0	116	39	Regular	
	BigDrone	0	118	39	Regular	
	TBBass	0	117	40	Regular	
	Bass&Cymbal	0	114	33	Regular	
	LFOSynBass	0	110	102	Regular	
	DX100Bass	0	118	40	Regular	
	FatLoBass	0	119	39	Regular	
	RampBass	0	119	40	Regular	
	DarkCoreBass	0	120	40	Regular	
	FunkBass	0	121	40	Regular	
	BleepBass	0	122	40	Regular	
	ClickOrganBass	104	27	18	Regular	
	DeepSub MW	104	18	88	Regular	
	MultiSawBass	104	20	88	Regular	
	Accordion	Harmonica	0	112	23	Sweet!
		MasterAccordion	0	118	22	Regular
		FullRegister	104	2	22	Regular
		Cassotto	104	0	22	Regular
		JazzAccordion	0	120	22	Regular
		BluesHarp	0	114	23	Regular
		TangoAccordion	0	114	24	Regular
		Cajun	104	3	22	Regular
		FrenchMusette	0	119	22	Regular
Steirische		0	117	22	Regular	
ModernHarp		0	113	23	Regular	
AccordionBass		0	121	22	Regular	
Bandoneon		0	113	24	Regular	
MasterBass		0	122	22	Regular	
MusetteBass		0	123	22	Regular	
AccordionClarinet		104	1	22	Regular	
TangoBass		0	115	24	Regular	
FullRegisterBass		104	5	22	Regular	
CajunBass	104	6	22	Regular		
Strings	ConcertStrings	8	32	50	S.Art!	
	StudioStrings	8	32	49	S.Art!	
	Strings	0	117	50	Live!	
	MovieStrings	0	123	49	Live!	
	ChamberStrings	0	112	50	Regular	
	Violin	0	113	41	Sweet!	
	Pizzicato	0	113	46	Live!	
	TremoloStrings	0	113	45	Live!	
	Spiccato	0	120	49	Live!	
	OrchestralHarp	104	1	47	Regular	
	Spiccato	8	33	49	S.Art!	
	Strings f	0	119	49	Live!	
	Strings mf	0	118	49	Live!	
	Strings p	0	117	49	Live!	
	Allegro	0	122	50	Live!	
	Mandolin	0	114	26	Sweet!	
	PizzicatoGlocken	0	115	46	Live!	
	TremoloBowing	8	34	49	S.Art!	
	DynamicStrings	0	124	49	Live!	

Category	Voice Name	Program Change			Voice Type
		MSB	LSB	PC# (1-128)	
Strings	MellowHarp	104	0	47	Regular
	OberStrings	0	113	52	Regular
	SynthStrings1	0	112	51	Regular
	SynthStrings2	0	113	51	Regular
	DiscoStrings1	0	123	50	Live!
	DiscoStrings2	0	124	50	Live!
	SymphonicUnison	104	0	50	Regular
	TheatreOrchestra	104	1	50	Regular
	Hackbrett1	104	2	47	Regular
	Zither1	104	1	16	Regular
	Zither2	104	0	16	Regular
	Banjo1	104	0	106	Regular
	Watariyat	0	125	49	Regular
	ErHu	0	113	111	Regular
	Kanoun	0	113	108	Regular
	Oud	0	113	106	Regular
	PiPa	0	119	106	Regular
	Sitar1	104	0	105	Regular
	Sitar2	0	113	105	Regular
	Koto	0	112	108	Regular
	Shamisen	0	112	107	Regular
	Banjo2	0	112	106	Regular
	SoloViolin	0	112	41	Regular
	Viola	0	112	42	Regular
	Cello	0	112	43	Regular
	Contrabass	0	112	44	Regular
	Fiddle	0	112	111	Regular
	Hackbrett2	0	113	47	Regular
	Tutti	0	120	50	Regular
	OrchestraHit	0	112	56	Regular
Brass	BrightTrumpet	8	32	65	S.Art!
	SilverTrumpet	8	33	65	S.Art!
	GoldenTrumpet	8	34	65	S.Art!
	BigBandTrumpet	8	37	65	S.Art!
	TrumpetFall	8	38	65	S.Art!
	Cornet	0	119	57	Sweet!
	MutedTrumpet	0	114	60	Sweet!
	FlugelHorn	0	118	57	Sweet!
	Trombone	0	117	58	Sweet!
	Trumpet	0	115	57	Sweet!
	TrumpetShake	8	35	65	S.Art!
	SilverTrumpet	0	121	57	Sweet!
	GoldenTrumpet	0	122	57	Sweet!
	MellowTrumpet	0	120	57	Sweet!
	BaritoneHorn	0	113	59	Regular
	Tuba	104	0	59	Regular
	AlpBass	0	113	34	Regular
	BaritoneHit	0	114	59	Regular
	BigBandBrass	8	37	57	S.Art!
	SmoothBrass	8	36	57	S.Art!
	DynamicBrass	0	127	62	Live!
	PowerBrass	0	121	63	Live!
	AccentBrass	0	109	62	Live!
	FrenchHorns	0	112	61	Live!
	SymphonyBrass	0	119	61	Live!
	Brass f	0	108	62	Live!
	Brass mf	0	110	62	Live!
	Brass p	0	111	62	Live!
	BrassFalls f	8	34	57	S.Art!
	BrassFalls mf	8	35	57	S.Art!
BrassBand	0	123	57	Live!	
SoftHorns	0	117	61	Live!	
SoftTrombones	0	118	61	Live!	
BrassShake	8	32	57	S.Art!	
AccentFalls	8	38	57	S.Art!	
Sforzando	0	105	62	Live!	
SforzandoFall	0	107	62	Live!	
SymphonyHorns	0	115	61	Live!	
BrassDynamics	0	106	62	Live!	
PopBrass	0	117	63	Live!	
HyperBrass	0	118	63	Live!	
SmallBrass	0	120	61	Live!	
BallroomBrass	0	113	60	Regular	
OctaveBrass	0	116	63	Live!	

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Category	Voice Name	Program Change			Voice Type	
		MSB	LSB	PC# (1-128)		
Brass	OberBrass	0	113	64	Regular	
	ThinBrass	104	0	63	Regular	
	BrassProfit	104	1	63	Regular	
	SlowPWMBBrass	104	2	63	Regular	
	FastPWMBBrass	104	6	63	Regular	
	SoftVelocityBrass	0	120	63	Regular	
	80sBrass	0	113	63	Regular	
	AnalogBrass	0	112	64	Regular	
	SoftAnalog	0	114	64	Regular	
	FunkyAnalog	0	115	63	Regular	
	TechnoBrass	0	114	63	Regular	
	OberHorns	0	115	64	Regular	
	FatSynthBrass	0	116	64	Regular	
	Woodwind	Saxophone	8	32	83	S.Art!
BigBandSax		8	35	83	S.Art!	
JazzTenorSax		0	125	67	Sweet!	
PopTenor		0	127	67	Sweet!	
BalladTenorSax		0	126	67	Sweet!	
SopranoSax		0	113	65	Sweet!	
AltoSax		0	114	66	Sweet!	
TenorSax		0	117	67	Sweet!	
RockSax		8	33	83	S.Art!	
GrowlSax		0	111	67	Sweet!	
SaxSection		0	116	67	Live!	
SaxSectionSoft		0	121	67	Live!	
SaxSectionHard		0	122	67	Live!	
SaxAppeal		0	123	67	Live!	
BigBandSaxes		0	110	67	Live!	
BigBandUnison		0	109	67	Live!	
BigBandOctave		0	108	67	Live!	
Moonlight		0	115	72	Regular	
BalladSection		0	119	67	Regular	
BaritoneSax		0	112	68	Regular	
OrchestralFlute		104	0	74	Sweet!	
OrchestralOboe		104	0	69	Sweet!	
OrchestralClarinet		104	0	72	Live!	
OrchBassoon		104	0	71	Sweet!	
GermanClarinet		104	2	72	Regular	
Flutes&Oboes		104	2	74	Regular	
Clarinet&Flutes		104	1	72	Regular	
Clarinet&Oboe		104	1	69	Regular	
DoubleReeds		104	2	69	Regular	
OrchWoodwind		104	1	71	Regular	
ClassicalFlute		0	115	74	Sweet!	
ClassicalOboe		0	113	69	Sweet!	
JazzClarinet		0	114	72	Sweet!	
EnglishHorn		0	112	70	Regular	
JazzFlute		0	114	74	Sweet!	
Piccolo		0	112	73	Regular	
BalladPanFlute		0	113	76	Sweet!	
AltoFlutes		104	1	74	Regular	
FluteEnsemble		0	116	74	Regular	
Nay		0	114	78	Regular	
DiZi		0	118	74	Regular	
Sheng		0	116	110	Regular	
Shakuhachi		0	112	78	Regular	
Bagpipe		0	112	110	Regular	
Recorder		0	112	75	Regular	
Ocarina		0	112	80	Regular	
Whistle		0	112	79	Regular	
Choir&Pad		GospelVoices	0	116	53	Live!
		Humming	0	118	53	Live!
		HahChoir	0	114	53	Regular
	SweetHeaven	0	118	89	Regular	
	DreamHeaven	0	121	89	Regular	
	Mmh	0	117	53	Live!	
	GothicVox	0	113	54	Regular	
	BellHeaven	0	119	89	Regular	
	PanHeaven	0	120	89	Regular	
	ProHeaven	0	122	89	Regular	
	CrossPhase	104	1	102	Regular	
	GalaxyPad	104	3	89	Regular	
	NightMotion	104	4	89	Regular	
	MorningDew	104	0	95	Regular	

Category	Voice Name	Program Change			Voice Type
		MSB	LSB	PC# (1-128)	
Choir&Pad	Aerosphere	104	1	95	Regular
	NewAtmosphere	104	4	90	Regular
	VPSOft	104	0	90	Regular
	HotSwell	104	2	96	Regular
	DarkFatSaw	104	2	90	Regular
	VaporPad	104	1	90	Regular
	SpaceRider	104	1	96	Regular
	PearlsPad	104	2	89	Regular
	BreathPad	104	0	92	Regular
	NobleMan	104	1	89	Regular
	DouxFlange	104	3	96	Regular
	LightPad	104	2	52	Regular
	ButterStrings	104	2	51	Regular
	MediumTunePad	104	0	51	Regular
	NylonPad	104	0	100	Regular
	DarkLight	104	3	90	Regular
	AnaDayz	104	3	52	Regular
	BrightPadTrance	104	4	91	Regular
	OctaveStrings	104	4	51	Regular
	ChillinChords	104	6	52	Regular
	BrightPopPad	104	3	51	Regular
	PremiumPad	104	0	52	Regular
	SoftEnsemble	104	1	51	Regular
	80sPad	104	1	52	Regular
	BrightPadClassic	104	3	91	Regular
	AmbientPad	104	0	89	Regular
	BrightFatSaw	104	5	91	Regular
	Trance MW	104	0	96	Regular
	EarlyDigital	104	0	94	Regular
	Bellsphere	104	5	89	Regular
	SixthSense	104	2	102	Regular
	PercPad	104	0	102	Regular
	SuperDarkPad	0	119	90	Regular
	AnalogPad	0	120	90	Regular
	DarkAngelPad	0	121	90	Regular
	LitePad	0	122	90	Regular
	PopPad	0	112	91	Regular
	GloriousPhase	0	114	91	Regular
	AnalogSwell	0	119	96	Regular
	Skydiver	0	112	102	Regular
	HipaStrings	0	114	96	Regular
	BrightSawPad	0	113	91	Regular
	BigOctavePad	0	115	91	Regular
	GoldenAge	0	115	89	Regular
	Solaris	0	114	95	Regular
	Insomnia	0	113	95	Regular
	Mediterrain	0	114	100	Regular
	OberSweep	0	115	96	Regular
	TimeTravel	0	116	89	Regular
	Bubblespace	0	113	102	Regular
MagicBell	8	32	121	S.Art!	
MellowPad	0	117	96	Regular	
NeoWarmPad	0	115	90	Regular	
CyberPad	0	113	100	Regular	
BrightOber	0	113	96	Regular	
DarkPad	0	118	96	Regular	
Synth	ClubLead	104	3	63	Regular
	HandsUp!	104	21	91	Regular
	Gemini	104	20	91	Regular
	PunchyChordz	104	24	91	Regular
	Skyline	0	115	85	Regular
	Oxygen	0	122	82	Regular
	Matrix	0	123	82	Regular
	WireLead	0	120	82	Regular
	SoftR&B	0	119	81	Regular
	EarlyLead	0	118	82	Regular
	LektroCodes	104	2	85	Regular
	SoftSquare	104	5	81	Regular
	WildPWM	104	4	81	Regular
	DetunedVintage	104	1	85	Regular
PWMLead	104	1	82	Regular	
SimpleComp	104	12	82	Regular	
BalladComp	104	6	89	Regular	
HeavenBell	104	0	101	Regular	

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Category	Voice Name	Program Change			Voice Type	
		MSB	LSB	PC# (1-128)		
Synth	BrightPadBell	104	7	89	Regular	
	ResonanceComp	104	4	63	Regular	
	HPFDance	104	0	91	Regular	
	DetunedSawOctave	104	8	82	Regular	
	DancyHook	104	9	82	Regular	
	TrancePerc	104	5	82	Regular	
	Chordmaster	104	13	82	Regular	
	DigitalSequence	104	2	88	Regular	
	AnalogSeq	104	3	88	Regular	
	TranceSeq1	104	4	88	Regular	
	TranceSeq2	104	5	88	Regular	
	TranceSeq3	104	1	91	Regular	
	FaatComp	104	4	52	Regular	
	FatSawHook	104	7	52	Regular	
	DanceChords	104	5	52	Regular	
	DanceHook	0	112	87	Regular	
	OctaveHook	0	113	87	Regular	
	PunchyHook	0	127	82	Regular	
	HipaLead	0	118	85	Regular	
	CryingLead	0	114	88	Regular	
	MouthLead	104	0	82	Regular	
	PunchLead	104	7	82	Regular	
	PercSeqFS	104	6	88	Regular	
	PercSeqFM1	104	7	88	Regular	
	PercSeqFM2	104	8	88	Regular	
	PercSeqSaw	104	11	82	Regular	
	PercSeqHipa	104	9	88	Regular	
	SynthSticks	104	0	107	Regular	
	SazFeeze	104	0	98	Regular	
	EasternAir	104	1	98	Regular	
	Xtune	104	1	88	Regular	
	PitchFall	104	0	104	Regular	
	RSSawLead1	0	104	82	Regular	
	RSSawLead2	0	106	82	Regular	
	RS TechSaw	0	108	82	Regular	
	RSDualSaw	0	109	82	Regular	
	RSWarmPad	0	113	92	Regular	
	RSRampLead	0	107	82	Regular	
	RSDistortionLead	0	114	84	Regular	
	RSQuackLead	0	119	85	Regular	
	RSSynthPad	0	123	90	Regular	
	RSNoisePad	0	124	90	Regular	
	RSAnalogPad	0	126	90	Regular	
	RSDualSquare	0	127	81	Regular	
	RSTeknoMan	0	125	90	Regular	
	RSShortResonance	0	116	91	Regular	
	RSSync1	0	105	82	Regular	
	RSSync2	0	119	88	Regular	
	BriteDecay	104	5	85	Regular	
	PWMPercussion	104	6	82	Regular	
	VinalogSaw	104	3	82	Regular	
	Noise	0	120	123	Regular	
	Percussion	Vibraphone	0	112	12	Regular
		JazzVibes	0	113	12	Regular
		Vibes&Flutes	0	114	12	Regular
		Marimba	0	112	13	Regular
		Xylophone	0	112	14	Regular
		Vibes&JazzGuitar	8	33	12	S.Art!
		Celesta	0	112	9	Regular
		Glockenspiel	0	112	10	Regular
		SteelDrums	0	112	115	Regular
		TubularBells	0	112	15	Regular
		Kalimba	0	112	109	Regular
		Dulcimer	0	112	16	Regular
		Timpani	0	112	48	Regular
		StackBell	104	8	89	Regular
		NiceBell	104	9	89	Regular
	MusicBox	0	112	11	Regular	
	DrumKit	RealDrums	127	0	92	Live!Drums
		HouseKit	127	0	61	Drums
AcousticKit		127	0	90	Live!Drums	
RockKit		127	0	91	Live!Drums	
SymphonyKit		127	0	49	Live!Drums	
BassDrumKit	126	0	21	SFX		

Category	Voice Name	Program Change			Voice Type
		MSB	LSB	PC# (1-128)	
DrumKit	ReverseBDKit	126	0	22	SFX
	PowerKit1	127	0	88	Live!Drums
	PowerKit2	127	0	89	Live!Drums
	BrushKit	127	0	41	Live!Drums
	AnalogT8Kit	127	0	59	Drums
	AnalogT9Kit	127	0	60	Drums
	BreakKit	127	0	58	Drums
	HipHopKit	127	0	57	Drums
	DanceKit	127	0	28	Drums
	StudioKit	127	0	87	Live!Drums
	HitKit	127	0	5	Drums
	JazzKit	127	0	33	Drums
	PopLatinKit	126	0	44	Live!SFX
	RoomKit	127	0	9	Drums
	ElectroKit	127	0	25	Drums
	AnalogKit	127	0	26	Drums
	CubanKit	126	0	41	Live!SFX
	TurkishKit	126	0	68	Live!SFX
	ArabicKit1	126	0	37	SFX
	ArabicMixKit	126	0	65	SFX
IndianKit	126	0	115	SFX	
ChineseKit	126	0	125	SFX	
ChineseMixKit	127	0	128	SFX	
SFX Kit1	126	0	1	SFX	
SFX Kit2	126	0	2	SFX	
NoisesKit	126	0	9	SFX	
OrganFlutes	OrganFlutes	10	0	9	OrganFlutes
	USD Smile	10	1	9	OrganFlutes
	ReggaeBars	10	2	9	OrganFlutes
	WarmTheatre	10	3	9	OrganFlutes
	OrganPops	10	4	9	OrganFlutes
	RockOrgan	10	5	9	OrganFlutes
	SoulPercussion	10	6	9	OrganFlutes
	GospelTruth	10	7	9	OrganFlutes
	PadOrgan	10	8	9	OrganFlutes
	FullOrgan	10	9	9	OrganFlutes
	StringBars	10	0	10	OrganFlutes
	LatinSpin	10	1	10	OrganFlutes
	ShadyBars	10	2	10	OrganFlutes
	FunkOrgan	10	3	10	OrganFlutes
	BalladOrgan	10	4	10	OrganFlutes
RichBars	10	5	10	OrganFlutes	
TrumpetBars	10	6	10	OrganFlutes	
SoulBars	10	7	10	OrganFlutes	
ClariBars	10	8	10	OrganFlutes	
JazzSquabble	10	9	10	OrganFlutes	

PSR-S770 (Category: Legacy)

Sub Category	Voice Name	Program Change			Voice Type
		MSB	LSB	PC# (1-128)	
Piano	MIDIGrand	0	112	3	Regular
	BalladStack	0	114	3	Regular
	Harpsichord	0	112	7	Live!
E.Piano	ChorusBell	0	120	6	Regular
	FunkEP	0	112	5	Regular
	HyperTines	0	113	6	Regular
	JazzChorus	0	118	6	Regular
	ModernEP	0	115	6	Regular
	NewTines	0	116	6	Regular
	PhaseEP	0	120	5	Regular
	DXModern	0	112	6	Regular
	PolarisEP	0	115	5	Regular
	SuperDX	0	117	6	Regular
	VenusEP	0	114	6	Regular
	StereoClavi	0	114	8	Regular
Organ	Kinura8'	0	123	17	Regular
	ReedOrgan	0	112	21	Regular
	Tibia16'&4'Acmp	0	114	17	Regular
	Tibia8'Acmp	0	122	18	Regular
	Tibia8'&4'Acmp	0	122	17	Regular
	TibiaFullAcmp	0	114	18	Regular
	Trumpet16'&8'	0	124	18	Regular
	Trumpet8'	0	124	17	Regular
	Vox8'Acmp	0	123	18	Regular
	Vox&TibiaAcmp	0	125	17	Regular
	BrightDrawbar	0	116	17	Regular
	ClickOrgan	0	112	18	Regular
	DanceOrgan	0	113	18	Regular
	DrawbarOrgan1	0	120	18	Regular
	DrawbarOrgan2	0	115	17	Regular
	ElectricOrgan	0	118	18	Regular
	FullRocker2	104	3	19	Cool!
	GospelOrgan	0	119	17	Regular
	JazzOrgan1	0	112	17	Regular
	JazzOrgan2	0	113	17	Regular
	JazzOrgan3	0	120	17	Regular
	PercOrgan	0	119	18	Regular
	PurpleOrgan	0	114	19	Regular
	RockOrgan1	0	112	19	Regular
	RockOrgan2	0	119	19	Regular
	RockOrgan3	0	113	19	Regular
	RotaryDrive	0	116	19	Regular
	RotarySwitch	0	110	18	Cool!
	60sOrgan	0	116	18	Regular
ClassicJazz	0	126	17	OrganFlutes	
Guitar	DynamicNylon	0	116	25	Live!
	SlideNylon	0	117	25	Live!
	DynamicSteel	0	116	26	Live!
	SlideSteel	0	118	26	Live!
	18StringGuitar	0	119	26	Regular
	CampfireGuitar	0	115	26	Regular
	FolkGuitar	0	112	26	Regular
	JazzGuitar	0	115	27	Cool!
	JazzSoloGuitar	0	116	27	Cool!
	DXJazzGuitar	0	117	27	Regular
	OctaveGuitar	0	113	27	Regular
	70sSolidGuitar	8	38	4	S.Art!
	CleanElectric	8	35	4	S.Art!
	WarmElectric	8	32	4	S.Art!
	70sSolidGuitar	104	1	28	Cool!
	BalladSolid	0	109	28	Cool!
	ChorusSolid	0	107	28	Cool!
	CleanGuitar	0	112	28	Cool!
	CleanSolid	104	3	28	Cool!
	ElectricGuitar	0	114	29	Cool!
	FunkGuitar	0	116	29	Cool!
	SlapSolid	0	108	28	Cool!
	SlideClean	0	117	29	Cool!
	SlideSolid	0	110	28	Cool!
	TremoloSolid	0	111	28	Cool!
	WarmSolid	104	2	28	Cool!
	60sCleanGuitar	0	117	28	Regular
BrightClean	0	116	28	Regular	
ChorusGuitar	0	124	28	Regular	

Sub Category	Voice Name	Program Change			Voice Type	
		MSB	LSB	PC# (1-128)		
Guitar	DeepChorus	0	114	28	Regular	
	Electric12String	0	119	28	Regular	
	FunkGuitar	0	113	29	Regular	
	MutedGuitar	0	112	29	Regular	
	SolidChord	0	121	28	Regular	
	SolidGuitar	0	118	28	Regular	
	TremoloGuitar	0	113	28	Regular	
	VintageMuteEcho	0	115	29	Regular	
	VintageOpen	0	123	28	Regular	
	VintageStrum	0	126	28	Regular	
	VintageTrem	0	120	28	Regular	
	WahGuitar	0	122	28	Regular	
	BluesGuitar	0	117	30	Cool!	
	CrunchGuitar	0	113	31	Regular	
	DistortionGuitar	0	112	31	Regular	
	Feedbacker	8	33	5	S.Art!	
	FeedbackGuitar	0	113	30	Regular	
	GuitarHero	104	0	31	Cool!	
	HeavyRock	8	32	5	S.Art!	
	HeavyRock	104	1	31	Cool!	
	HeavyStack	0	114	31	Regular	
	MetalMaster	0	120	31	Regular	
	PowerChord	0	117	31	Regular	
	PowerLead	0	115	31	Cool!	
	VoodooLead	0	116	31	Regular	
	HalfDrive	104	0	30	Cool!	
	LeadGuitar	0	114	30	Regular	
	OverdriveGuitar	0	112	30	Regular	
	RockGuitar	0	116	30	Regular	
	SmoothLead	0	119	27	Regular	
VintageAmp	0	115	30	Regular		
VintageLead	0	125	28	Cool!		
PedalSteel	0	115	28	Regular		
Bass	80sSynthBass	0	115	40	Regular	
	AnalogBass	0	112	40	Regular	
	ClickBass	0	115	39	Regular	
	DrySynthBass	0	116	40	Regular	
	DXFunkBass	0	113	38	Regular	
	HiQBass	0	113	39	Regular	
PunchyBass	PunchyBass	0	117	39	Regular	
	Accordion	Accordion	0	116	22	Regular
		BallroomAcc	0	112	24	Regular
		MusetteAccordion	0	112	22	Regular
		SmallAccordion	0	115	22	Regular
		SoftAccordion	0	114	22	Regular
TuttiAccordion		0	113	22	Regular	
Strings	BowStrings	0	116	49	Regular	
	ConcertoStrings	0	115	49	Regular	
	Marcato	0	115	50	Regular	
	Orchestra	0	116	50	Live!	
	OrchStrings	0	113	49	Regular	
	Pizzicato	0	112	46	Regular	
	SlowStrings	0	113	50	Regular	
	StringFalls	0	121	49	Live!	
	StringQuartet	0	114	50	Regular	
	Strings	0	112	49	Regular	
	Symphonic	0	114	49	Regular	
	TremoloStrings	0	112	45	Regular	
	Orchestra&Flute	0	119	50	Regular	
	Orchestra&Horns	0	118	50	Regular	
	Orchestra&Oboe	0	121	50	Regular	
	Harp	0	112	47	Regular	
Sitar2	0	112	105	Regular		
AnalogStrings	0	112	52	Regular		
Brass	JazzTrumpet	0	116	57	Regular	
	SoloTrumpet	0	112	57	Regular	
	MutedTrumpet	0	112	60	Regular	
	FlugelHorn	0	113	57	Regular	
	MellowTrombone	0	114	58	Regular	
	SmoothTrombone	0	118	58	Regular	
	SoftTrombone	0	115	58	Regular	
	SoloTrombone	0	112	58	Regular	
	Trombone	0	116	58	Regular	
	Tuba2	0	112	59	Regular	

PSR-S770 (Category: Legacy)

Sub Category	Voice Name	Program Change			Voice Type	
		MSB	LSB	PC# (1-128)		
Brass	BigBandBrass	0	113	62	Regular	
	BigBrass	0	121	62	Regular	
	BrassCombo	0	115	67	Regular	
	BrassHit	0	126	62	Regular	
	BrassSection	0	112	62	Regular	
	BreathBrass	0	116	61	Regular	
	BrightBrass	0	120	62	Regular	
	FullHorns	0	114	62	Regular	
	HighBrass	0	115	62	Regular	
	MellowBrass	0	116	62	Regular	
	NaturalBrass	0	124	62	Regular	
	Sforzando	0	125	62	Regular	
	SmallBrass	0	117	62	Regular	
	SoftBrass	0	123	62	Regular	
	TrumpetEns	0	122	62	Regular	
	MellowHorns	0	119	62	Regular	
	TromboneSection	0	113	58	Regular	
	HybridComp	0	119	63	Regular	
	Hybrihorn	0	113	61	Regular	
	Hybripad	0	114	61	Regular	
	PopBrass	0	118	62	Regular	
	SynthBrass	0	112	63	Regular	
	Woodwind	SopranoSax	0	112	65	Regular
		AltoSax	0	112	66	Regular
		GrowlSax	0	118	67	Regular
		Saxophone	104	0	67	Sweet!
TenorSax		0	112	67	Regular	
SaxStack		0	124	67	Regular	
SaxyMood		0	120	67	Regular	
Flute		0	112	74	Regular	
Oboe		0	112	69	Regular	
Clarinet		0	112	72	Regular	
Bassoon		0	112	71	Regular	
WoodwindsEns		0	113	67	Regular	
ChiffPanFlute		0	113	74	Regular	
EthnicFlute		0	112	76	Regular	
Choir&Pad		AirChoir	0	112	55	Regular
	Choir	0	112	53	Regular	
	UuhChoir	0	115	53	Regular	
	Voices	0	113	55	Regular	
	VoxHumana	0	112	54	Regular	
	AngelVibes	0	114	99	Regular	
	Area51	0	112	90	Regular	
	Atmosphere	0	112	100	Regular	
	DarkMoon	0	113	90	Regular	
	DigitalPad	0	115	94	Regular	
	Disclosure	0	116	90	Regular	
	Dunes	0	114	90	Regular	
	DXPad	0	112	93	Regular	
	Equinox	0	112	95	Regular	
	EveningStars	0	117	102	Regular	
	Fantasia	0	112	89	Regular	
	FarEast	0	112	98	Regular	
	GlassPad	0	114	94	Regular	
	HahPad	0	116	95	Regular	
	Ionosphere	0	115	95	Regular	
	Messenger	0	116	96	Regular	
	Millennium	0	117	89	Regular	
	Mystery	0	113	98	Regular	
	PsychoPad	0	118	102	Regular	
	S&HGroove	0	115	102	Regular	
	Sirius	0	114	102	Regular	
	Stargate	0	114	89	Regular	
	Sunbeam	0	123	89	Regular	
	Symbiont	0	113	89	Regular	
	VelocityAshrami	0	116	102	Regular	
	Wave2001	0	112	96	Regular	
	XenonPad	0	112	92	Regular	
	Synth	Adrenaline	0	113	85	Regular
		AeroLead	0	112	84	Regular
		Analogon	0	115	82	Regular
		Attack	104	4	82	Regular
AttackSaw		0	126	82	Regular	
BigLead		0	113	82	Regular	

Sub Category	Voice Name	Program Change			Voice Type
		MSB	LSB	PC# (1-128)	
Synth	BigTune	0	118	90	Regular
	Blaster	0	114	82	Regular
	BleepLead	104	0	85	Regular
	BrassHit	0	113	56	Regular
	BrassyLead	104	5	63	Regular
	BrightMini	0	125	81	Regular
	ChorusSawLead	104	10	82	Regular
	CrystalEyes	0	125	89	Regular
	Fargo	0	119	82	Regular
	FireWire	0	116	82	Regular
	FlangeFilter	104	2	82	Regular
	FunkyLead	0	121	82	Regular
	FusionLead	104	15	82	Regular
	HiBias	0	116	81	Regular
	HipLead	0	113	81	Regular
	HopLead	0	117	81	Regular
	Impact	0	113	88	Regular
	LFOPad	0	104	102	Regular
	LFOSync1	0	108	102	Regular
	LFOSync2	0	107	102	Regular
	LFOSync3	0	109	102	Regular
	LFOSync4	0	106	102	Regular
	LFOSync5	0	105	102	Regular
	MelodyMaker	0	117	90	Regular
	MiniLead	0	114	81	Regular
	Nomad	104	1	105	Regular
	OrbitSine	0	126	81	Regular
	Padbells	0	126	89	Regular
	PanLead	0	122	81	Regular
	Paraglide	0	114	85	Regular
	PercSquare	0	123	81	Regular
	PopLead	0	120	81	Regular
	Portatone	0	112	85	Regular
	ProLead	0	113	84	Regular
	ResonantClavi	104	2	91	Regular
	Robolead	0	124	82	Regular
	SawLead	0	112	82	Regular
	SoftMini	0	124	81	Regular
	SoftSaw	104	16	82	Regular
	SquareLead	0	112	81	Regular
	Stardust	0	112	99	Regular
	StringBells	0	124	89	Regular
SubLead	104	0	81	Regular	
SunBell	0	113	99	Regular	
TalkModLead	104	0	88	Regular	
TechGlide	104	14	82	Regular	
TechLead	0	117	85	Regular	
Tekkline	0	116	85	Regular	
TinyLead	0	118	81	Regular	
TranceLead	0	121	81	Regular	
TrumpetSaw	0	125	82	Regular	
UnderHeim	0	112	88	Regular	
VinylLead	0	115	81	Regular	
Warp	0	117	82	Regular	
DrumKit	StandardKit1	127	0	1	Live!Drums
	StandardKit2	127	0	2	Live!Drums
	RockKit	127	0	17	Drums
	ArabicKit2	126	0	36	SFX

PSR-S770 (Category: MegaVoices)

Sub Category	Voice Name	Program Change			Voice Type
		MSB	LSB	PC# (1-128)	
Guitar	NylonGuitar	8	0	1	MegaVoice
	12StringGuitar	8	1	3	MegaVoice
	HiStringGuitar	8	0	3	MegaVoice
	SteelGuitar	8	0	2	MegaVoice
	CleanGuitar	8	0	4	MegaVoice
	SingleCoilGuitar	8	3	4	MegaVoice
	SolidGuitar1	8	1	4	MegaVoice
	SolidGuitar2	8	2	4	MegaVoice
	JazzGuitar	8	0	7	MegaVoice
	DistortionGuitar	8	0	6	MegaVoice
OverdriveGuitar	8	0	5	MegaVoice	
Bass	AcousticBass	8	0	17	MegaVoice
	ElectricBass	8	0	18	MegaVoice
	PickBass	8	0	19	MegaVoice
	VintageFlat	8	2	18	MegaVoice
	VintagePick	8	1	19	MegaVoice
	VintageRound	8	1	18	MegaVoice
	FretlessBass	8	0	20	MegaVoice
Strings	LargeStrings	8	0	50	MegaVoice
	SmallStrings	8	0	49	MegaVoice
Brass	Trumpet	8	0	65	MegaVoice
	Brass	8	0	57	MegaVoice
Woodwind	TenorSax	8	0	83	MegaVoice

PSR-S970/S770 (Category: GM&XG)

Sub Category	Voice Name	Program Change			Voice Type	
		MSB	LSB	PC# (1-128)		
Piano	GrandPiano	0	0	1	Regular	
	GrandPiano KSP	0	1	1	Regular	
	MellowGrandPiano	0	18	1	Regular	
	PianoStrings	0	40	1	Regular	
	Dream	0	41	1	Regular	
	BrightPiano	0	0	2	Regular	
	BrightPiano KSP	0	1	2	Regular	
	EI.GrandPiano	0	0	3	Regular	
	EI.GrandPiano KSP	0	1	3	Regular	
	DetunedCP80	0	32	3	Regular	
	LayeredCP1	0	40	3	Regular	
	LayeredCP2	0	41	3	Regular	
	Honkytonk	0	0	4	Regular	
	Honkytonk KSP	0	1	4	Regular	
	ElectricPiano1	0	0	5	Regular	
	ElectricPiano1 KSP	0	1	5	Regular	
	MellowElectricPiano	0	18	5	Regular	
	ChorusEP1	0	32	5	Regular	
	HardElectricPiano	0	40	5	Regular	
	VXfadeEI.Piano1	0	45	5	Regular	
	60sElectricPiano1	0	64	5	Regular	
	ElectricPiano2	0	0	6	Regular	
	ElectricPiano2 KSP	0	1	6	Regular	
	ChorusEP2	0	32	6	Regular	
	DXEPHard	0	33	6	Regular	
	DXLegend	0	34	6	Regular	
	DXPhaseEP	0	40	6	Regular	
	DX+AnalogEP	0	41	6	Regular	
	DXKotoEP	0	42	6	Regular	
	VXfadeEI.Piano2	0	45	6	Regular	
	Harpsichord	0	0	7	Regular	
	Harpsichord KSP	0	1	7	Regular	
	Harpsichord2	0	25	7	Regular	
	Harpsichord3	0	35	7	Regular	
	Clavi	0	0	8	Regular	
	Clavi KSP	0	1	8	Regular	
	ClaviWah	0	27	8	Regular	
	PulseClavi	0	64	8	Regular	
	PierceClavi	0	65	8	Regular	
	ChromaticPerc	Celesta	0	0	9	Regular
		Glockenspiel	0	0	10	Regular
		MusicBox	0	0	11	Regular
		MusicBox2	0	64	11	Regular
		Vibraphone	0	0	12	Regular
		Vibraphone KSP	0	1	12	Regular
		HardVibes	0	45	12	Regular
		Marimba	0	0	13	Regular
		Marimba KSP	0	1	13	Regular
		SineMarimba	0	64	13	Regular
		Balimba	0	97	13	Regular
		LogDrums	0	98	13	Regular
		Xylophone	0	0	14	Regular
		TubularBells	0	0	15	Regular
		ChurchBells	0	96	15	Regular
		Carillon	0	97	15	Regular
Dulcimer		0	0	16	Regular	
Dulcimer2	0	35	16	Regular		
Cimbalom	0	96	16	Regular		
Santur	0	97	16	Regular		
Organ	DrawbarOrgan	0	0	17	Regular	
	DetunedDrawOrgan	0	32	17	Regular	
	60sDrawbarOrgan1	0	33	17	Regular	
	60sDrawbarOrgan2	0	34	17	Regular	
	70sDrawbarOrgan1	0	35	17	Regular	
	DrawbarOrgan2	0	36	17	Regular	
	60sDrawbarOrgan3	0	37	17	Regular	
	EvenBarOrgan	0	38	17	Regular	
	16+2'2_3Organ	0	40	17	Regular	
	OrganBass	0	64	17	Regular	
	70sDrawbarOrgan2	0	65	17	Regular	
	CheezyOrgan	0	66	17	Regular	
	DrawbarOrgan3	0	67	17	Regular	
	PercussiveOrgan1	0	0	18	Regular	
	70sPercussiveOrgan1	0	24	18	Regular	

PSR-S970/S770 (Category: GM&XG)

Sub Category	Voice Name	Program Change			Voice Type
		MSB	LSB	PC# (1-128)	
Organ	DetunedPercOrgan	0	32	18	Regular
	LightOrgan	0	33	18	Regular
	PercussiveOrgan2	0	37	18	Regular
	RockOrgan	0	0	19	Regular
	RotaryOrgan	0	64	19	Regular
	SlowRotary	0	65	19	Regular
	FastRotary	0	66	19	Regular
	ChurchOrgan	0	0	20	Regular
	ChurchOrgan3	0	32	20	Regular
	ChurchOrgan2	0	35	20	Regular
	NotreDame	0	40	20	Regular
	OrganFlute	0	64	20	Regular
	TremoloOrganFlute	0	65	20	Regular
	ReedOrgan	0	0	21	Regular
	PuffOrgan	0	40	21	Regular
	Accordion	0	0	22	Regular
	Accordion Italian	0	32	22	Regular
	Harmonica	0	0	23	Regular
	Harmonica2	0	32	23	Regular
	TangoAccordion	0	0	24	Regular
TangoAccordion2	0	64	24	Regular	
Guitar	NylonGuitar	0	0	25	Regular
	NylonGuitar2	0	16	25	Regular
	NylonGuitar3	0	25	25	Regular
	VelocityGtHarmo	0	43	25	Regular
	Ukulele	0	96	25	Regular
	SteelGuitar	0	0	26	Regular
	SteelGuitar2	0	16	26	Regular
	12StrGuitar	0	35	26	Regular
	Nylon&Steel	0	40	26	Regular
	Steel&Body	0	41	26	Regular
	Mandolin	0	96	26	Regular
	JazzGuitar	0	0	27	Regular
	MellowGuitar	0	18	27	Regular
	JazzAmp	0	32	27	Regular
	CleanGuitar	0	0	28	Regular
	ChorusGuitar	0	32	28	Regular
	MutedGuitar	0	0	29	Regular
	FunkGuitar1	0	40	29	Regular
	MuteSteelGuitar	0	41	29	Regular
	FunkGuitar2	0	43	29	Regular
	JazzMan	0	45	29	Regular
	Overdriven	0	0	30	Regular
	GuitarPinch	0	43	30	Regular
	DistortionGuitar	0	0	31	Regular
	FeedbackGuitar	0	40	31	Regular
	FeedbackGuitar2	0	41	31	Regular
	GuitarHarmonics	0	0	32	Regular
	GuitarFeedback	0	65	32	Regular
GuitarHarmonics2	0	66	32	Regular	
Bass	AcousticBass	0	0	33	Regular
	JazzRhythm	0	40	33	Regular
	VXUprghtBass	0	45	33	Regular
	FingerBass	0	0	34	Regular
	FingerBassDark	0	18	34	Regular
	FlangeBass	0	27	34	Regular
	Bass&DistortionEG	0	40	34	Regular
	FingerSlapBass	0	43	34	Regular
	FingerBass2	0	45	34	Regular
	ModulatedBass	0	65	34	Regular
	PickBass	0	0	35	Regular
	MutePickBass	0	28	35	Regular
	FretlessBass	0	0	36	Regular
	FretlessBass2	0	32	36	Regular
	FretlessBass3	0	33	36	Regular
	FretlessBass4	0	34	36	Regular
	SynthFretless	0	96	36	Regular
	SmthFretless	0	97	36	Regular
	SlapBass1	0	0	37	Regular
	ResonantSlap	0	27	37	Regular
	PunchThumb	0	32	37	Regular
	SlapBass2	0	0	38	Regular
	VelocitySwitchSlap	0	43	38	Regular
	SynthBass1	0	0	39	Regular

Sub Category	Voice Name	Program Change			Voice Type	
		MSB	LSB	PC# (1-128)		
Bass	SynthBass1 Dark	0	18	39	Regular	
	FastResonantBass	0	20	39	Regular	
	AcidBass	0	24	39	Regular	
	ClaviBass	0	35	39	Regular	
	TechnoBass	0	40	39	Regular	
	Orbiter	0	64	39	Regular	
	SquareBass	0	65	39	Regular	
	RubberBass	0	66	39	Regular	
	Hammer	0	96	39	Regular	
	SynthBass2	0	0	40	Regular	
	MellowSynthBass	0	6	40	Regular	
	SequenceBass	0	12	40	Regular	
	ClickSynthBass	0	18	40	Regular	
	SynthBass2 Dark	0	19	40	Regular	
	SmoothSynthBass	0	32	40	Regular	
	ModulrSynthBass	0	40	40	Regular	
	DXBass	0	41	40	Regular	
	XWireBass	0	64	40	Regular	
	Strings	Violin	0	0	41	Regular
		SlowAttackViolin	0	8	41	Regular
Viola		0	0	42	Regular	
Cello		0	0	43	Regular	
Contrabass		0	0	44	Regular	
TremoloStrings		0	0	45	Regular	
SlwAtkTremStrings		0	8	45	Regular	
SuspenseStrings		0	40	45	Regular	
PizzicatoStrings		0	0	46	Regular	
OrchestralHarp		0	0	47	Regular	
YangQin	0	40	47	Regular		
Timpani	0	0	48	Regular		
Ensemble	Strings1	0	0	49	Regular	
	StereoStrings	0	3	49	Regular	
	SlwAttackStrings	0	8	49	Regular	
	ArcoStrings	0	24	49	Regular	
	60sStrings	0	35	49	Regular	
	Orchestra	0	40	49	Regular	
	Orchestra2	0	41	49	Regular	
	TremoloOrchestra	0	42	49	Regular	
	VelocityStrings	0	45	49	Regular	
	Strings2	0	0	50	Regular	
	StereoSlowStrings	0	3	50	Regular	
	LegatoStrings	0	8	50	Regular	
	WarmStrings	0	40	50	Regular	
	Kingdom	0	41	50	Regular	
	70sStrings	0	64	50	Regular	
	Strings3	0	65	50	Regular	
	SynthStrings1	0	0	51	Regular	
	ResonantStrings	0	27	51	Regular	
	SynthStrings4	0	64	51	Regular	
	SynthStrings5	0	65	51	Regular	
SynthStrings2	0	0	52	Regular		
ChoirAahs	0	0	53	Regular		
StereoChoir	0	3	53	Regular		
ChoirAahs2	0	16	53	Regular		
MellowChoir	0	32	53	Regular		
ChoirStrings	0	40	53	Regular		
VoiceOohs	0	0	54	Regular		
SynthVoice	0	0	55	Regular		
SynthVoice2	0	40	55	Regular		
Choral	0	41	55	Regular		
AnalogVoice	0	64	55	Regular		
OrchestralHit	0	0	56	Regular		
OrchestralHit2	0	35	56	Regular		
Impact	0	64	56	Regular		
Brass	Trumpet	0	0	57	Regular	
	Trumpet2	0	16	57	Regular	
	BrightTrumpet	0	17	57	Regular	
	WarmTrumpet	0	32	57	Regular	
	Trombone	0	0	58	Regular	
	Trombone2	0	18	58	Regular	
	Tuba	0	0	59	Regular	
	Tuba2	0	16	59	Regular	
	MutedTrumpet	0	0	60	Regular	
	FrenchHorn	0	0	61	Regular	

PSR-S970/S770 (Category: GM&XG)

Sub Category	Voice Name	Program Change			Voice Type
		MSB	LSB	PC# (1-128)	
Brass	FrenchHornSolo	0	6	61	Regular
	FrenchHorn2	0	32	61	Regular
	HornOrchestra	0	37	61	Regular
	BrassSection	0	0	62	Regular
	Tp&TbSection	0	35	62	Regular
	BrassSection2	0	40	62	Regular
	HighBrass	0	41	62	Regular
	MellowBrass	0	42	62	Regular
	SynthBrass1	0	0	63	Regular
	QuackBrass	0	12	63	Regular
	ResoSynthBrass	0	20	63	Regular
	PolyBrass	0	24	63	Regular
	SynthBrass3	0	27	63	Regular
	JumpBrass	0	32	63	Regular
	AnalogVeloBrass1	0	45	63	Regular
	AnalogBrass1	0	64	63	Regular
	SynthBrass2	0	0	64	Regular
	SoftBrass	0	18	64	Regular
	SynthBrass4	0	40	64	Regular
	ChoirBrass	0	41	64	Regular
AnalogVeloBrass2	0	45	64	Regular	
AnalogBrass2	0	64	64	Regular	
Reed	SopranoSax	0	0	65	Regular
	AltoSax	0	0	66	Regular
	SaxSection	0	40	66	Regular
	HyperAltoSax	0	43	66	Regular
	TenorSax	0	0	67	Regular
	BreathyTenor	0	40	67	Regular
	SoftTenorSax	0	41	67	Regular
	TenorSax2	0	64	67	Regular
	BaritoneSax	0	0	68	Regular
	Oboe	0	0	69	Regular
	EnglishHorn	0	0	70	Regular
	Bassoon	0	0	71	Regular
	Clarinet	0	0	72	Regular
Pipe	Piccolo	0	0	73	Regular
	Flute	0	0	74	Regular
	Recorder	0	0	75	Regular
	PanFlute	0	0	76	Regular
	BlownBottle	0	0	77	Regular
	Shakuhachi	0	0	78	Regular
	Whistle	0	0	79	Regular
	Ocarina	0	0	80	Regular
Synth.Lead	SquareLead	0	0	81	Regular
	SquareLead2	0	6	81	Regular
	LMSquare	0	8	81	Regular
	Hollow	0	18	81	Regular
	Shroud	0	19	81	Regular
	Mellow	0	64	81	Regular
	SoloSine	0	65	81	Regular
	SineLead	0	66	81	Regular
	SawtoothLead	0	0	82	Regular
	SawtoothLead2	0	6	82	Regular
	ThickSaw	0	8	82	Regular
	DynamicSaw	0	18	82	Regular
	DigitalSaw	0	19	82	Regular
	BigLead	0	20	82	Regular
	HeavySynth	0	24	82	Regular
	WaspySynth	0	25	82	Regular
	PulseSaw	0	40	82	Regular
	Dr.Lead	0	41	82	Regular
	VelocityLead	0	45	82	Regular
	SequencedAnalog	0	96	82	Regular
	CalliopeLead	0	0	83	Regular
	PureLead	0	65	83	Regular
	ChiffLead	0	0	84	Regular
	Rubby	0	64	84	Regular
	CharangLead	0	0	85	Regular
	DistortedLead	0	64	85	Regular
	WireLead	0	65	85	Regular
	VoiceLead	0	0	86	Regular
	SynthAahs	0	24	86	Regular
	VoxLead	0	64	86	Regular
	FifthsLead	0	0	87	Regular

Sub Category	Voice Name	Program Change			Voice Type
		MSB	LSB	PC# (1-128)	
Synth.Lead	BigFive	0	35	87	Regular
	Bass&Lead	0	0	88	Regular
	Big&Low	0	16	88	Regular
	Fat&Perky	0	64	88	Regular
	SoftWhirl	0	65	88	Regular
Synth.Pad	NewAgePad	0	0	89	Regular
	Fantasy	0	64	89	Regular
	WarmPad	0	0	90	Regular
	ThickPad	0	16	90	Regular
	SoftPad	0	17	90	Regular
	SinePad	0	18	90	Regular
	HornPad	0	64	90	Regular
	RotaryStrings	0	65	90	Regular
	PolySynthPad	0	0	91	Regular
	PolyPad80	0	64	91	Regular
	ClickPad	0	65	91	Regular
	AnalogPad	0	66	91	Regular
	SquarePad	0	67	91	Regular
	ChoirPad	0	0	92	Regular
	Heaven	0	64	92	Regular
	Itopia	0	66	92	Regular
	CCPad	0	67	92	Regular
	BowedPad	0	0	93	Regular
	Glacier	0	64	93	Regular
	GlassPad	0	65	93	Regular
	MetallicPad	0	0	94	Regular
	TinePad	0	64	94	Regular
	PanPad	0	65	94	Regular
	HaloPad	0	0	95	Regular
	SweepPad	0	0	96	Regular
	Shwimmer	0	20	96	Regular
	Converge	0	27	96	Regular
PolarPad	0	64	96	Regular	
Celestial	0	66	96	Regular	
Rain	0	0	97	Regular	
Synth.Effect	ClaviPad	0	45	97	Regular
	HarmoRain	0	64	97	Regular
	AfricanWind	0	65	97	Regular
	Carib	0	66	97	Regular
	SoundTrack	0	0	98	Regular
	Prologue	0	27	98	Regular
	Ancestral	0	64	98	Regular
	Crystal	0	0	99	Regular
	SynthDrumComp	0	12	99	Regular
	Popcorn	0	14	99	Regular
	TinyBells	0	18	99	Regular
	RoundGlocken	0	35	99	Regular
	GlockenChime	0	40	99	Regular
	ClearBells	0	41	99	Regular
	ChorusBells	0	42	99	Regular
	SynthMallet	0	64	99	Regular
	SoftCrystal	0	65	99	Regular
	LoudGlocken	0	66	99	Regular
	ChristmasBells	0	67	99	Regular
	VibraphoneBells	0	68	99	Regular
	DigitalBells	0	69	99	Regular
	AirBells	0	70	99	Regular
	BellHarp	0	71	99	Regular
	Gamelimba	0	72	99	Regular
	Atmosphere	0	0	100	Regular
	WarmAtmosphere	0	18	100	Regular
	HollwRelease	0	19	100	Regular
	NylonElectricPiano	0	40	100	Regular
	NylonHarp	0	64	100	Regular
	HarpVox	0	65	100	Regular
	AtmospherePad	0	66	100	Regular
	Planet	0	67	100	Regular
	Brightness	0	0	101	Regular
FantasyBells	0	64	101	Regular	
Smokey	0	96	101	Regular	
Goblins	0	0	102	Regular	
GoblinsSynth	0	64	102	Regular	
Creeper	0	65	102	Regular	
RingPad	0	66	102	Regular	

PSR-S970/S770 (Category: GM&XG)

Sub Category	Voice Name	Program Change			Voice Type
		MSB	LSB	PC# (1-128)	
Synth.Effect	Ritual	0	67	102	Regular
	ToHeaven	0	68	102	Regular
	Night	0	70	102	Regular
	Glisten	0	71	102	Regular
	BellChoir	0	96	102	Regular
	Echoes	0	0	103	Regular
	Echoes2	0	8	103	Regular
	EchoPan	0	14	103	Regular
	EchoBells	0	64	103	Regular
	BigPan	0	65	103	Regular
	SynthPiano	0	66	103	Regular
	Creation	0	67	103	Regular
	Stardust	0	68	103	Regular
	Resonant&Panning	0	69	103	Regular
	ScienceFiction	0	0	104	Regular
	Starz	0	64	104	Regular
Ethnic	Sitar	0	0	105	Regular
	DetunedSitar	0	32	105	Regular
	Sitar2	0	35	105	Regular
	Tambra	0	96	105	Regular
	Tamboura	0	97	105	Regular
	Banjo	0	0	106	Regular
	MutedBanjo	0	28	106	Regular
	Rabab	0	96	106	Regular
	Gopichant	0	97	106	Regular
	Oud	0	98	106	Regular
	Shamisen	0	0	107	Regular
	Koto	0	0	108	Regular
	Taisho-kin	0	96	108	Regular
	Kanoon	0	97	108	Regular
	Kalimba	0	0	109	Regular
	Bagpipe	0	0	110	Regular
	Fiddle	0	0	111	Regular
	Shanai	0	0	112	Regular
	Shanai2	0	64	112	Regular
	Pungi	0	96	112	Regular
Hichiriki	0	97	112	Regular	
Percussive	TinkleBell	0	0	113	Regular
	Bonang	0	96	113	Regular
	Altair	0	97	113	Regular
	GamelanGongs	0	98	113	Regular
	StereoGamlan	0	99	113	Regular
	RamaCymbal	0	100	113	Regular
	AsianBells	0	101	113	Regular
	Agogo	0	0	114	Regular
	SteelDrums	0	0	115	Regular
	GlassPercussion	0	97	115	Regular
	ThaiBells	0	98	115	Regular
	Woodblock	0	0	116	Regular
	Castanets	0	96	116	Regular
	TaikoDrum	0	0	117	Regular
	GranCassa	0	96	117	Regular
	MelodicTom	0	0	118	Regular
	MelodicTom2	0	64	118	Regular
	RealTom	0	65	118	Regular
	RockTom	0	66	118	Regular
	SynthDrum	0	0	119	Regular
	AnalogTom	0	64	119	Regular
	ElectroPercussion	0	65	119	Regular
	ReverseCymbal	0	0	120	Regular
SoundEffect	GuitarFretNoise	0	0	121	Regular
	BreathNoise	0	0	122	Regular
	Seashore	0	0	123	Regular
	BirdTweet	0	0	124	Regular
	TelephoneRing	0	0	125	Regular
	Helicopter	0	0	126	Regular
	Applause	0	0	127	Regular
	Gunshot	0	0	128	Regular
	CuttingNoise	64	0	1	Regular
	CuttingNoise2	64	0	2	Regular
	StringSlap	64	0	4	Regular
	FluteKeyClick	64	0	17	Regular
	Shower	64	0	33	Regular
Thunder	64	0	34	Regular	

Sub Category	Voice Name	Program Change			Voice Type
		MSB	LSB	PC# (1-128)	
SoundEffect	Wind	64	0	35	Regular
	Stream	64	0	36	Regular
	Bubble	64	0	37	Regular
	Feed	64	0	38	Regular
	Dog	64	0	49	Regular
	Horse	64	0	50	Regular
	BirdTweet2	64	0	51	Regular
	Ghost	64	0	55	Regular
	Maou	64	0	56	Regular
	PhoneCall	64	0	65	Regular
	DoorSqueak	64	0	66	Regular
	DoorSlam	64	0	67	Regular
	ScratchCut	64	0	68	Regular
	ScratchSplit	64	0	69	Regular
	WindChime	64	0	70	Regular
	TelephoneRing2	64	0	71	Regular
	CarEngineIgn	64	0	81	Regular
	CarTiresSql	64	0	82	Regular
	CarPassing	64	0	83	Regular
	CarCrash	64	0	84	Regular
	Siren	64	0	85	Regular
	Train	64	0	86	Regular
	JetPlane	64	0	87	Regular
	Starship	64	0	88	Regular
	Burst	64	0	89	Regular
	RollerCoaster	64	0	90	Regular
	Submarine	64	0	91	Regular
	Laugh	64	0	97	Regular
	Scream	64	0	98	Regular
	Punch	64	0	99	Regular
	Heartbeat	64	0	100	Regular
	FootSteps	64	0	101	Regular
MachineGun	64	0	113	Regular	
LaserGun	64	0	114	Regular	
Explosion	64	0	115	Regular	
Firework	64	0	116	Regular	

PSR-S970/S770 (Category: GM2)

Sub Category	Voice Name	Program Change			Voice Type	
		MSB	LSB	PC# (1-128)		
Piano	GrandPiano	121	0	1	Regular	
	GrandPiano Wide	121	1	1	Regular	
	GrandPiano Dark	121	2	1	Regular	
	BrightPiano	121	0	2	Regular	
	BrightPiano Wide	121	1	2	Regular	
	El.GrandPiano	121	0	3	Regular	
	El.GrandPiano Wide	121	1	3	Regular	
	Honkytonk	121	0	4	Regular	
	Honkytonk Wide	121	1	4	Regular	
	ElectricPiano1	121	0	5	Regular	
	DetunedEP1	121	1	5	Regular	
	EP1 VelocityMix	121	2	5	Regular	
	60sElectricPiano	121	3	5	Regular	
	ElectricPiano2	121	0	6	Regular	
	DetunedEP2	121	1	6	Regular	
	EP2 VelocityMix	121	2	6	Regular	
	EPLegend	121	3	6	Regular	
	EPPhase	121	4	6	Regular	
	Harpsichord	121	0	7	Regular	
	Harpsi OctaveMix	121	1	7	Regular	
	Harpsichord Wide	121	2	7	Regular	
	Harpsi KeyOff	121	3	7	Regular	
	Clavi	121	0	8	Regular	
	PulseClavi	121	1	8	Regular	
	ChromaticPerc	Celesta	121	0	9	Regular
		Glockenspiel	121	0	10	Regular
		MusicBox	121	0	11	Regular
		Vibraphone	121	0	12	Regular
Vibraphone Wide		121	1	12	Regular	
Marimba		121	0	13	Regular	
Marimba Wide		121	1	13	Regular	
Xylophone		121	0	14	Regular	
TubularBells		121	0	15	Regular	
ChurchBells		121	1	15	Regular	
Carillon		121	2	15	Regular	
Dulcimer		121	0	16	Regular	
Organ		DrawbarOrgan	121	0	17	Regular
		DetunedDrawOrgan	121	1	17	Regular
	Italian60sOrgan	121	2	17	Regular	
	DrawbarOrgan2	121	3	17	Regular	
	PercussiveOrgan1	121	0	18	Regular	
	DetunedPercOrgan	121	1	18	Regular	
	PercussiveOrgan2	121	2	18	Regular	
	RockOrgan	121	0	19	Regular	
	ChurchOrgan	121	0	20	Regular	
	ChurchOrgan Octave	121	1	20	Regular	
	DetunedChurchOrgan	121	2	20	Regular	
	ReedOrgan	121	0	21	Regular	
	PuffOrgan	121	1	21	Regular	
	Accordion	121	0	22	Regular	
	Accordion2	121	1	22	Regular	
	Harmonica	121	0	23	Regular	
	TangoAccordion	121	0	24	Regular	
Guitar	NylonGuitar	121	0	25	Regular	
	Ukulele	121	1	25	Regular	
	NylonGuitar KeyOff	121	2	25	Regular	
	NylonGuitar2	121	3	25	Regular	
	SteelGuitar	121	0	26	Regular	
	12StrGuitar	121	1	26	Regular	
	Mandolin	121	2	26	Regular	
	Steel&Body	121	3	26	Regular	
	JazzGuitar	121	0	27	Regular	
	PedalSteelGuitar	121	1	27	Regular	
	CleanGuitar	121	0	28	Regular	
	DetunedCleanGuitar	121	1	28	Regular	
	MidToneGuitar	121	2	28	Regular	
	MutedGuitar	121	0	29	Regular	
	FunkGuitar	121	1	29	Regular	
	MutedVeloSwGuitar	121	2	29	Regular	
	JazzMan	121	3	29	Regular	
	Overdriven	121	0	30	Regular	
	GuitarPinch	121	1	30	Regular	
	Distortion	121	0	31	Regular	
	FeedbackGuitar	121	1	31	Regular	

Sub Category	Voice Name	Program Change			Voice Type
		MSB	LSB	PC# (1-128)	
Guitar	DistortionRhythmGt	121	2	31	Regular
	GuitarHarmonics	121	0	32	Regular
	GuitarFeedback	121	1	32	Regular
Bass	AcousticBass	121	0	33	Regular
	FingerBass	121	0	34	Regular
	FingerSlapBass	121	1	34	Regular
	PickBass	121	0	35	Regular
	FretlessBass	121	0	36	Regular
	SlapBass1	121	0	37	Regular
	SlapBass2	121	0	38	Regular
	SynthBass1	121	0	39	Regular
	WarmSyBass	121	1	39	Regular
	ResoSynthBass	121	2	39	Regular
	ClaviBass	121	3	39	Regular
	Hammer	121	4	39	Regular
	SynthBass2	121	0	40	Regular
	AttackBass	121	1	40	Regular
	RubberBass	121	2	40	Regular
AttackPulse	121	3	40	Regular	
Strings	Violin	121	0	41	Regular
	SlowAttackViolin	121	1	41	Regular
	Viola	121	0	42	Regular
	Cello	121	0	43	Regular
	Contrabass	121	0	44	Regular
	TremoloStrings	121	0	45	Regular
	PizzicatoStrings	121	0	46	Regular
	OrchestralHarp	121	0	47	Regular
	YangQin	121	1	47	Regular
	Timpani	121	0	48	Regular
Ensemble	Strings1	121	0	49	Regular
	StringsBrass	121	1	49	Regular
	60sStrings	121	2	49	Regular
	Strings2	121	0	50	Regular
	SynthStrings1	121	0	51	Regular
	SynthStrings3	121	1	51	Regular
	SynthStrings2	121	0	52	Regular
	ChoirAahs	121	0	53	Regular
	ChoirAahs2	121	1	53	Regular
	VoiceOohs	121	0	54	Regular
	Humming	121	1	54	Regular
	SynthVoice	121	0	55	Regular
	AnalogVoice	121	1	55	Regular
	OrchestralHit	121	0	56	Regular
BassHitPlus	121	1	56	Regular	
6thHit	121	2	56	Regular	
EuroHit	121	3	56	Regular	
Brass	Trumpet	121	0	57	Regular
	DarkTrumpetSoft	121	1	57	Regular
	Trombone	121	0	58	Regular
	Trombone2	121	1	58	Regular
	BrightTrombone	121	2	58	Regular
	Tuba	121	0	59	Regular
	MutedTrumpet	121	0	60	Regular
	MutedTrumpet2	121	1	60	Regular
	FrenchHorn	121	0	61	Regular
	FrenchHorn2	121	1	61	Regular
	BrassSection	121	0	62	Regular
	BrassSection2	121	1	62	Regular
	SynthBrass1	121	0	63	Regular
	SynthBrass3	121	1	63	Regular
AnalogSynBrass1	121	2	63	Regular	
JumpBrass	121	3	63	Regular	
SynthBrass2	121	0	64	Regular	
SynthBrass4	121	1	64	Regular	
AnalogSynBrass2	121	2	64	Regular	
Reed	SopranoSax	121	0	65	Regular
	AltoSax	121	0	66	Regular
	TenorSax	121	0	67	Regular
	BaritoneSax	121	0	68	Regular
	Oboe	121	0	69	Regular
	EnglishHorn	121	0	70	Regular
	Bassoon	121	0	71	Regular
	Clarinet	121	0	72	Regular

PSR-S970/S770 (Category: GM2)

Sub Category	Voice Name	Program Change			Voice Type
		MSB	LSB	PC# (1-128)	
Pipe	Piccolo	121	0	73	Regular
	Flute	121	0	74	Regular
	Recorder	121	0	75	Regular
	PanFlute	121	0	76	Regular
	BlownBottle	121	0	77	Regular
	Shakuhachi	121	0	78	Regular
	Whistle	121	0	79	Regular
	Ocarina	121	0	80	Regular
Synth.Lead	SquareLead	121	0	81	Regular
	SquareLead2	121	1	81	Regular
	SineLead	121	2	81	Regular
	SawtoothLead	121	0	82	Regular
	SawtoothLead2	121	1	82	Regular
	SawPulseLead	121	2	82	Regular
	DoubleSawLead	121	3	82	Regular
	SequencedAnalog	121	4	82	Regular
	CalliopeLead	121	0	83	Regular
	ChiffLead	121	0	84	Regular
	CharangLead	121	0	85	Regular
	WireLead	121	1	85	Regular
	VoiceLead	121	0	86	Regular
	FifthsLead	121	0	87	Regular
	Bass&Lead	121	0	88	Regular
	SoftWhirl	121	1	88	Regular
Synth.Pad	NewAgePad	121	0	89	Regular
	WarmPad	121	0	90	Regular
	SinePad	121	1	90	Regular
	PolySynthPad	121	0	91	Regular
	ChoirPad	121	0	92	Regular
	ItopiaPad	121	1	92	Regular
	BowedPad	121	0	93	Regular
	MetallicPad	121	0	94	Regular
	HaloPad	121	0	95	Regular
	SweepPad	121	0	96	Regular
Synth.Effect	Rain	121	0	97	Regular
	SoundTrack	121	0	98	Regular
	Crystal	121	0	99	Regular
	SynthMallet	121	1	99	Regular
	Atmosphere	121	0	100	Regular
	Brightness	121	0	101	Regular
	Goblins	121	0	102	Regular
	Echoes	121	0	103	Regular
	EchoBell	121	1	103	Regular
	EchoPan	121	2	103	Regular
ScienceFiction	121	0	104	Regular	
Ethnic	Sitar	121	0	105	Regular
	Sitar2	121	1	105	Regular
	Banjo	121	0	106	Regular
	Shamisen	121	0	107	Regular
	Koto	121	0	108	Regular
	TaishoKoto	121	1	108	Regular
	Kalimba	121	0	109	Regular
	Bagpipe	121	0	110	Regular
	Fiddle	121	0	111	Regular
Shanai	121	0	112	Regular	
Percussive	TinkleBell	121	0	113	Regular
	Agogo	121	0	114	Regular
	SteelDrums	121	0	115	Regular
	Woodblock	121	0	116	Regular
	Castanets	121	1	116	Regular
	TaikoDrum	121	0	117	Regular
	ConcertBassDrum	121	1	117	Regular
	MelodicTom	121	0	118	Regular
	MelodicTom2	121	1	118	Regular
	SynthDrum	121	0	119	Regular
	RhythmBoxTom	121	1	119	Regular
	ElectricDrum	121	2	119	Regular
	ReverseCymbal	121	0	120	Regular
SoundEffect	GuitarFretNoise	121	0	121	Regular
	GuitarCutNoise	121	1	121	Regular
	StringSlap	121	2	121	Regular
	BreathNoise	121	0	122	Regular
	FluteKeyClick	121	1	122	Regular
	Seashore	121	0	123	Regular

Sub Category	Voice Name	Program Change			Voice Type
		MSB	LSB	PC# (1-128)	
SoundEffect	Rain	121	1	123	Regular
	Thunder	121	2	123	Regular
	Wind	121	3	123	Regular
	Stream	121	4	123	Regular
	Bubble	121	5	123	Regular
	BirdTweet	121	0	124	Regular
	Dog	121	1	124	Regular
	HorseGallop	121	2	124	Regular
	BirdTweet2	121	3	124	Regular
	TelephoneRing	121	0	125	Regular
	TelephoneRing2	121	1	125	Regular
	DoorCreaking	121	2	125	Regular
	Door	121	3	125	Regular
	Scratch	121	4	125	Regular
	WindChime	121	5	125	Regular
	Helicopter	121	0	126	Regular
	CarEngine	121	1	126	Regular
	CarStop	121	2	126	Regular
	CarPass	121	3	126	Regular
	CarCrash	121	4	126	Regular
	Siren	121	5	126	Regular
	Train	121	6	126	Regular
	JetPlane	121	7	126	Regular
	Starship	121	8	126	Regular
	BurstNoise	121	9	126	Regular
	Applause	121	0	127	Regular
	Laughing	121	1	127	Regular
	Screaming	121	2	127	Regular
	Punch	121	3	127	Regular
	Heartbeat	121	4	127	Regular
Footsteps	121	5	127	Regular	
Gunshot	121	0	128	Regular	
MachineGun	121	1	128	Regular	
LaserGun	121	2	128	Regular	
Explosion	121	3	128	Regular	
Drum	StandardSet	120	0	1	Drums
	RoomSet	120	0	9	Drums
	PowerSet	120	0	17	Drums
	ElectroSet	120	0	25	Drums
	AnalogSet	120	0	26	Drums
	JazzSet	120	0	33	Drums
	BrushSet	120	0	41	Drums
	OrchestraSet	120	0	49	Drums
SFXSet	120	0	57	SFX	

Mega Voice Map / Sound-Zuordnungen der Mega Voices / Carte des voix Mega / Mapa de Mega Voice

PSR-S970	PSR-S770	MSB	PC# (1-128)	Voice Name	Velocity Switch Points (under B5)												above C6	above C8
O	O	8	0	Mega NylonGuitar	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	121-127	1-127	1-127	1-127		
					open soft	open med	open hard	dead	mute	hammer	slide	harmonics	strum noise	strum noise	strum noise	fret noise		
O	O	8	0	Mega SteelGuitar	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	121-127	1-127	1-127	1-127		
					open soft	open med	open hard	dead	mute	hammer	slide	harmonics	strum noise	strum noise	strum noise	fret noise		
O	O	8	0	Mega HiStringGtr	1-89	90-127	90-127	90-127	90-127	90-127	90-127	90-127	90-127	1-127	1-127	1-127		
					soft	soft	soft	soft	soft	soft	soft	soft	soft	strum noise	strum noise	fret noise		
O	O	8	1	Mega 12StringGtr Element1(Steel)	1-71	72-115	116-127	116-127	116-127	116-127	116-127	116-127	116-127	1-127	1-127	1-127		
					soft	med	hard	hard	hard	hard	hard	hard	hard	strum noise	strum noise	fret noise		
O	O	8	0	Mega CleanGuitar	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	121-127	1-127	1-127	1-127		
					open soft	open hard	slap	dead	mute	hammer	slide	pick harmonics	strum noise	strum noise	strum noise	fret noise		
O	O	8	1	Mega SolidGuitar1	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	121-127	1-127	1-127	1-127		
					open soft	open hard	slap	dead	mute	hammer	slide	pick harmonics	strum noise	strum noise	strum noise	fret noise		
O	O	8	2	Mega SolidGuitar2	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	121-127	1-127	1-127	1-127		
					open soft	open med	open hard	dead	mute	hammer	slide	pick harmonics	strum noise	strum noise	strum noise	fret noise		
O	O	8	3	Mega SingleCoil	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	121-127	1-127	1-127	1-127		
					open soft	open med	open hard	dead	mute	hammer	slide	pick harmonics	strum noise	strum noise	strum noise	fret noise		
O	-	8	4	Mega FingerGtr	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	121-127	1-127	1-127	1-127		
					open soft	open med	open hard	dead	mute	hammer	slide	pick harmonics	strum noise	strum noise	strum noise	fret noise		
O	-	8	5	Mega FingerSlapGtr	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	121-127	1-127	1-127	1-127		
					open soft	open med	open hard	dead	mute	hammer	slide	pick harmonics	strum noise	strum noise	strum noise	fret noise		
O	-	8	6	Mega VintagePickGtr	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	121-127	1-127	1-127	1-127		
					open soft	open med	open hard	dead	mute	hammer	slide	pick harmonics	strum noise	strum noise	strum noise	fret noise		
O	-	8	7	Mega VintageSlapGtr	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127	121-127	1-127	1-127	1-127		
					open soft	open med	open hard	dead	mute	hammer	slide	pick harmonics	strum noise	strum noise	strum noise	fret noise		
O	-	8	8	Mega SlapAmpGtr	1-20	21-30	31-40	41-50	51-60	61-67	68-75	76-82	83-90	91-105	106-120	121-127		
					open soft	open med	open hard	open slap amp	open slap line	dead mp	dead mf	mute mp	mute mf	hammer	slide	pick harmonics		
					open soft	open med	open hard	open slap amp	open slap line	dead mp	dead mf	mute mp	mute mf	hammer	slide	pick harmonics		

PSR-S970	PSR-S770	MSB	PC# (1-128)	Voice Name	Velocity Switch Points (under B5)												above C6	above C8	
0	0	8	0	Mega OverdriveGtr	1-55	56-120					121-127	1-127						1-127	
0	0	8	0	Mega DistortionGtr	1-55	56-120					121-127	1-127						1-127	
0	0	8	0	Mega JazzGuitar	1-20	21-40	41-60	61-75	76-90	91-105	106-120	121-127			1-127	1-127			
0	0	8	0	Mega AcousticBass	1-60	61-80					81-120	1-127						1-127	
0	0	8	0	Mega ElectricBass	1-60	61-80					81-120	1-127						1-127	
0	0	8	1	Mega VintageRound	1-60	61-80					81-120	1-127						1-127	
0	0	8	2	Mega VintageFlat	1-60	61-80					81-120	1-127						1-127	
0	0	8	0	Mega PickBass	1-40	41-80					81-120	1-127						1-127	
0	0	8	1	Mega VintagePick	1-40	41-80					81-120	1-127						1-127	
0	0	8	0	Mega FretlessBass	1-80	open					81-120	1-127						1-127	
0	0	8	0	Mega SmallStrings	1-20	21-40	41-60	61-80	81-95	96-110	111-120	121-127			1-127	1-127			
0	-	8	1	Mega ClassicalStrings	1-20	21-40	41-60	61-80	81-95	96-110	111-120	121-127			1-127	1-127			
0	0	8	0	Mega LargeStrings	1-20	21-40	41-60	61-80	81-95	96-110	111-120	121-127			1-127	1-127			
0	-	8	1	Mega RealStrings	1-20	21-40	41-60	61-80	81-95	96-110	111-120	121-127			1-127	1-127			
0	0	8	0	Mega Brass	1-20	21-40	41-60	61-80	81-90	91-100	101-110	111-120	121-127			1-127	1-127		

: No Sound

PSR-S970	PSR-S770	MSB	LSB	PC# (1-128)	Voice Name	Velocity Switch Points (under B5)										above C6	above C8
○	○	8	0	65	Mega Trumpet	1-20	21-40	41-60	61-80	81-100	101-110	111-120	121-127	1-127	1-127		
						mf	f	ff	legato	straight	shake	falls	glissando up	valve noise	breath noise		
						1-20	21-40	41-60	61-80	81-100	101-127			1-127	1-127		
						mp	mf	f	legato	growl		falls		valve noise (C6-B6 key on noise C7-B7 key off noise)	breath noise		

Drum/SFX Kit List / Drum/SFX-Kit-Liste / Liste des kits de batterie/SFX / Lista de conjuntos de percusión/efectos especiales

PSR-S970	○	○	○	○
PSR-S770	○	○	○	○

Kit Name			StandardKit1 (Legacy)			StandardKit2 (Legacy)			HitKit			RoomKit		
MSB-LSB-PC# (1-128)			127-0-1			127-0-2			127-0-5			127-0-9		
MIDI	Keyboard	Full Name	Key Off (*1)	Alt Group (*2)	Full Name	Key Off (*1)	Alt Group (*2)	Full Name	Key Off (*1)	Alt Group (*2)	Full Name	Key Off (*1)	Alt Group (*2)	
Note#	Note	Note												
13	C#-1	C#0	Surdo Mute		3	Surdo Mute		3	Surdo Mute		3	Surdo Mute		3
14	D-1	D0	Surdo Open		3	Surdo Open		3	Surdo Open		3	Surdo Open		3
15	D#-1	D#0	Hi Q			Hi Q			Hi Q			Hi Q		
16	E-1	E0	Whip Slap			Whip Slap			Whip Slap			Whip Slap		
17	F-1	F0	Scratch H		4	Scratch H		4	Scratch H		4	Scratch H		4
18	F#-1	F#0	Scratch L		4	Scratch L		4	Scratch L		4	Scratch L		4
19	G-1	G0	Finger Snap			Finger Snap			Finger Snap			Finger Snap		
20	G#-1	G#0	Click Noise			Click Noise			Click Noise			Click Noise		
21	A-1	A0	Metronome Click			Metronome Click			Metronome Click			Metronome Click		
22	A#-1	A#0	Metronome Bell			Metronome Bell			Metronome Bell			Metronome Bell		
23	B-1	B0	Seq Click L			Seq Click L			Seq Click L			Seq Click L		
24	C0	C1	Seq Click H			Seq Click H			Seq Click H			Seq Click H		
25	C#0	C#1	Brush Tap			Brush Tap			Brush Tap			Brush Tap		
26	D0	D1	Brush Swirl	●		Brush Swirl	●		Brush Swirl	●		Brush Swirl	●	
27	D#0	D#1	Brush Slap			Brush Slap			Brush Slap			Brush Slap		
28	E0	E1	Brush Tap Swirl	●		Brush Tap Swirl	●		Brush Tap Swirl	●		Brush Tap Swirl	●	
29	F0	F1	Snare Roll	●		Snare Roll	●		Snare Roll	●		Snare Roll	●	
30	F#0	F#1	Castanet			Castanet			Castanet			Castanet		
31	G0	G1	Snare Soft			Snare Soft 2			Snare Electro			Snare Soft		
32	G#0	G#1	Sticks			Sticks			Sticks			Sticks		
33	A0	A1	Kick Soft			Kick Soft			Kick Tight L			Kick Soft		
34	A#0	A#1	Open Rim Shot			Open Rim Shot H Short			Snare Pitched			Open Rim Shot		
35	B0	B1	Kick Tight			Kick Tight			Kick Wet			Kick Tight		
36	C1	C2	Kick			Kick Short			Kick Tight H			Kick		
37	C#1	C#2	Side Stick			Side Stick Light			Stick Ambient			Side Stick		
38	D1	D2	Snare			Snare Short			Snare Ambient			Snare Snappy		
39	D#1	D#2	Hand Clap			Hand Clap			Hand Clap			Hand Clap		
40	E1	E2	Snare Tight			Snare Tight H			Snare Tight 2			Snare Tight Snappy		
41	F1	F2	Floor Tom L			Floor Tom L			Hybrid Tom 1			Tom Room 1		
42	F#1	F#2	Hi-Hat Closed		1	Hi-Hat Closed		1	Hi-Hat Closed 2		1	Hi-Hat Closed		1
43	G1	G2	Floor Tom H			Floor Tom H			Hybrid Tom 2			Tom Room 2		
44	G#1	G#2	Hi-Hat Pedal		1	Hi-Hat Pedal		1	Hi-Hat Pedal 2		1	Hi-Hat Pedal		1
45	A1	A2	Low Tom			Low Tom			Hybrid Tom 3			Tom Room 3		
46	A#1	A#2	Hi-Hat Open		1	Hi-Hat Open		1	Hi-Hat Open 2		1	Hi-Hat Open		1
47	B1	B2	Mid Tom L			Mid Tom L			Hybrid Tom 4			Tom Room 4		
48	C2	C3	Mid Tom H			Mid Tom H			Hybrid Tom 5			Tom Room 5		
49	C#2	C#3	Crash Cymbal 1			Crash Cymbal 1			Crash Cymbal 1			Crash Cymbal 1		
50	D2	D3	High Tom			High Tom			Hybrid Tom 6			Tom Room 6		
51	D#2	D#3	Ride Cymbal 1			Ride Cymbal 1			Ride Cymbal 1			Ride Cymbal 1		
52	E2	E3	Chinese Cymbal			Chinese Cymbal			Chinese Cymbal			Chinese Cymbal		
53	F2	F3	Ride Cymbal Cup			Ride Cymbal Cup			Ride Cymbal Cup			Ride Cymbal Cup		
54	F#2	F#3	Tambourine			Tambourine			Tambourine Light			Tambourine		
55	G2	G3	Splash Cymbal			Splash Cymbal			Splash Cymbal			Splash Cymbal		
56	G#2	G#3	Cowbell			Cowbell			Cowbell			Cowbell		
57	A2	A3	Crash Cymbal 2			Crash Cymbal 2			Crash Cymbal 2			Crash Cymbal 2		
58	A#2	A#3	Vibraslap			Vibraslap			Vibraslap			Vibraslap		
59	B2	B3	Ride Cymbal 2			Ride Cymbal 2			Ride Cymbal 2			Ride Cymbal 2		
60	C3	C4	Bongo H			Bongo H			Bongo H			Bongo H		
61	C#3	C#4	Bongo L			Bongo L			Bongo L			Bongo L		
62	D3	D4	Conga H Mute			Conga H Mute			Conga H Mute			Conga H Mute		
63	D#3	D#4	Conga H Open			Conga H Open			Conga H Open			Conga H Open		
64	E3	E4	Conga L			Conga L			Conga L			Conga L		
65	F3	F4	Timbale H			Timbale H			Timbale H			Timbale H		
66	F#3	F#4	Timbale L			Timbale L			Timbale L			Timbale L		
67	G3	G4	Agogo H			Agogo H			Agogo H			Agogo H		
68	G#3	G#4	Agogo L			Agogo L			Agogo L			Agogo L		
69	A3	A4	Cabasa			Cabasa			Cabasa			Cabasa		
70	A#3	A#4	Maracas			Maracas			Maracas			Maracas		
71	B3	B4	Samba Whistle H	●		Samba Whistle H	●		Samba Whistle H	●		Samba Whistle H	●	
72	C4	C5	Samba Whistle L	●		Samba Whistle L	●		Samba Whistle L	●		Samba Whistle L	●	
73	C#4	C#5	Guiro Short			Guiro Short			Guiro Short			Guiro Short		
74	D4	D5	Guiro Long	●		Guiro Long	●		Guiro Long	●		Guiro Long	●	
75	D#4	D#5	Claves			Claves			Claves			Claves		
76	E4	E5	Wood Block H			Wood Block H			Wood Block H			Wood Block H		
77	F4	F5	Wood Block L			Wood Block L			Wood Block L			Wood Block L		
78	F#4	F#5	Cuica Mute			Cuica Mute			Cuica Mute			Cuica Mute		
79	G4	G5	Cuica Open			Cuica Open			Cuica Open			Cuica Open		
80	G#4	G#5	Triangle Mute		2	Triangle Mute		2	Triangle Mute		2	Triangle Mute		2
81	A4	A5	Triangle Open		2	Triangle Open		2	Triangle Open		2	Triangle Open		2
82	A#4	A#5	Shaker			Shaker			Shaker			Shaker		
83	B4	B5	Jingle Bells			Jingle Bells			Jingle Bells			Jingle Bells		
84	C5	C6	Bell Tree			Bell Tree			Bell Tree			Bell Tree		
85	C#5	C#6												
86	D5	D6												
87	D#5	D#6												
88	E5	E6												
89	F5	F6												
90	F#5	F#6												
91	G5	G6												

*1 Key Off: Keys marked "●" stop sounding the instant they are released.

*2 Alternate Group: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

Same as StandardKit1 No Sound

Drum/SFX Kit List / Drum/SFX-Kit-Liste / Liste des kits de batterie/SFX / Lista de conjuntos de percusión/efectos especiales

PSR-S970	O	O	O	O
PSR-S770	O	O	O	O

Kit Name			RockKit (Legacy)			ElectroKit			AnalogKit			DanceKit		
MSB-LSB-PC# (1-128)			127-0-17			127-0-25			127-0-26			127-0-28		
MIDI	Keyboard	Full Name	Key Off (*1)	Alt Group (*2)	Full Name	Key Off (*1)	Alt Group (*2)	Full Name	Key Off (*1)	Alt Group (*2)	Full Name	Key Off (*1)	Alt Group (*2)	
Note#	Note													
13	C#-1	C#0	Surdo Mute		3	Surdo Mute		3	Surdo Mute		3	Kick Dance 1		
14	D-1	D0	Surdo Open		3	Surdo Open		3	Surdo Open		3	Kick Dance 2		
15	D#-1	D#0	Hi Q			Hi Q			Hi Q			Hi Q		
16	E-1	E0	Whip Slap			Whip Slap			Whip Slap			Whip Slap		
17	F-1	F0	Scratch H		4	Scratch H		4	Scratch H		4	Scratch Dance 1		
18	F#-1	F#0	Scratch L		4	Scratch L		4	Scratch L		4	Scratch Dance 2		
19	G-1	G0	Finger Snap			Finger Snap			Finger Snap			Finger Snap		
20	G#-1	G#0	Click Noise			Click Noise			Click Noise			Click Noise		
21	A-1	A0	Metronome Click			Metronome Click			Metronome Click			Dance Perc 1		
22	A#-1	A#0	Metronome Bell			Metronome Bell			Metronome Bell			Reverse Dance 1		
23	B-1	B0	Seq Click L			Seq Click L			Seq Click L			Dance Perc 2		
24	C0	C1	Seq Click H			Seq Click H			Seq Click H			Hi Q Dance 1		
25	C#0	C#1	Brush Tap			Brush Tap			Brush Tap			Snare Analog 3		
26	D0	D1	Brush Swirl	●		Brush Swirl	●		Brush Swirl	●		Vinyl Noise	●	
27	D#0	D#1	Brush Slap			Brush Slap			Brush Slap			Snare Analog 4		
28	E0	E1	Brush Tap Swirl	●		Reverse Cymbal	●		Reverse Cymbal	●		Reverse Cymbal	●	
29	F0	F1	Snare Roll	●		Snare Roll	●		Snare Roll	●		Reverse Dance 2	●	
30	F#0	F#1	Castanet			Hi Q 2			Hi Q 2			Hi Q 2		
31	G0	G1	Snare Noisy			Snare Snappy Electro			Snare Noisy 4			Snare Techno		
32	G#0	G#1	Sticks			Sticks			Sticks			Snare Dance 1		
33	A0	A1	Kick Soft			Kick 3			Kick 3			Kick Techno Q		
34	A#0	A#1	Open Rim Shot			Open Rim Shot			Open Rim Shot			Rim Gate		
35	B0	B1	Kick 2			Kick Gate			Kick Analog Short			Kick Techno L		
36	C1	C2	Kick Gate			Kick Gate Heavy			Kick Analog			Kick Techno		
37	C#1	C#2	Side Stick			Side Stick			Side Stick Analog			Side Stick Analog		
38	D1	D2	Snare Rock			Snare Noisy 2			Snare Analog			Snare Clap		
39	D#1	D#2	Hand Clap			Hand Clap			Hand Clap			Dance Clap		
40	E1	E2	Snare Rock Tight			Snare Noisy 3			Snare Analog 2			Snare Dry		
41	F1	F2	Tom Rock 1			Tom Electro 1			Tom Analog 1			Tom Dance 1		
42	F#1	F#2	Hi-Hat Closed		1	Hi-Hat Closed		1	Hi-Hat Closed Analog		1	Hi-Hat Closed 3	1	
43	G1	G2	Tom Rock 2			Tom Electro 2			Tom Analog 2			Tom Dance 2		
44	G#1	G#2	Hi-Hat Pedal		1	Hi-Hat Pedal		1	Hi-Hat Closed Analog 2		1	Hi-Hat Closed Analog 3	1	
45	A1	A2	Tom Rock 3			Tom Electro 3			Tom Analog 3			Tom Dance 3		
46	A#1	A#2	Hi-Hat Open		1	Hi-Hat Open		1	Hi-Hat Open Analog		1	Hi-Hat Open 3	1	
47	B1	B2	Tom Rock 4			Tom Electro 4			Tom Analog 4			Tom Dance 4		
48	C2	C3	Tom Rock 5			Tom Electro 5			Tom Analog 5			Tom Dance 5		
49	C#2	C#3	Crash Cymbal 1			Crash Cymbal 1			Crash Analog			Crash Analog		
50	D2	D3	Tom Rock 6			Tom Electro 6			Tom Analog 6			Tom Dance 6		
51	D#2	D#3	Ride Cymbal 1			Ride Cymbal 1			Ride Cymbal 1			Ride Cymbal 1		
52	E2	E3	Chinese Cymbal			Chinese Cymbal			Chinese Cymbal			Chinese Cymbal		
53	F2	F3	Ride Cymbal Cup			Ride Cymbal Cup			Ride Cymbal Cup			Ride Cymbal Cup		
54	F#2	F#3	Tambourine			Tambourine			Tambourine			Tambourine Analog		
55	G2	G3	Splash Cymbal			Splash Cymbal			Splash Cymbal			Splash Cymbal		
56	G#2	G#3	Cowbell			Cowbell			Cowbell Analog			Cowbell Dance		
57	A2	A3	Crash Cymbal 2			Crash Cymbal 2			Crash Cymbal 2			Crash Cymbal 2		
58	A#2	A#3	Vibraslap			Vibraslap			Vibraslap			Vibraslap Analog		
59	B2	B3	Ride Cymbal 2			Ride Cymbal 2			Ride Cymbal 2			Ride Cymbal 2		
60	C3	C4	Bongo H			Bongo H			Bongo H			Bongo Analog H		
61	C#3	C#4	Bongo L			Bongo L			Bongo L			Bongo Analog L		
62	D3	D4	Conga H Mute			Conga H Mute			Conga Analog H			Conga Analog H		
63	D#3	D#4	Conga H Open			Conga H Open			Conga Analog M			Conga Analog M		
64	E3	E4	Conga L			Conga L			Conga Analog L			Conga Analog L		
65	F3	F4	Timbale H			Timbale H			Timbale H			Timbale H		
66	F#3	F#4	Timbale L			Timbale L			Timbale L			Timbale L		
67	G3	G4	Agogo H			Agogo H			Agogo H			Agogo H		
68	G#3	G#4	Agogo L			Agogo L			Agogo L			Agogo L		
69	A3	A4	Cabasa			Cabasa			Cabasa			Cabasa		
70	A#3	A#4	Maracas			Maracas			Maracas 2			Maracas 2		
71	B3	B4	Samba Whistle H	●		Samba Whistle H	●		Samba Whistle H	●		Samba Whistle H	●	
72	C4	C5	Samba Whistle L	●		Samba Whistle L	●		Samba Whistle L	●		Samba Whistle L	●	
73	C#4	C#5	Guiro Short			Guiro Short			Guiro Short			Guiro Short		
74	D4	D5	Guiro Long	●		Guiro Long	●		Guiro Long	●		Guiro Long	●	
75	D#4	D#5	Claves			Claves			Claves 2			Claves 2		
76	E4	E5	Wood Block H			Wood Block H			Wood Block H			Dance Perc 3		
77	F4	F5	Wood Block L			Wood Block L			Wood Block L			Dance Perc 4	●	
78	F#4	F#5	Cuica Mute			Scratch H 2			Scratch H 2			Dance Breath 1		
79	G4	G5	Cuica Open			Scratch L 2			Scratch L 2			Dance Breath 2	●	
80	G#4	G#5	Triangle Mute		2	Triangle Mute		2	Triangle Mute		2	Triangle Mute	2	
81	A4	A5	Triangle Open		2	Triangle Open		2	Triangle Open		2	Triangle Open	2	
82	A#4	A#5	Shaker			Shaker			Shaker			Shaker		
83	B4	B5	Jingle Bells			Jingle Bells			Jingle Bells			Jingle Bells		
84	C5	C6	Bell Tree			Bell Tree			Bell Tree			Bell Tree		
85	C#5	C#6												
86	D5	D6												
87	D#5	D#6												
88	E5	E6												
89	F5	F6												
90	F#5	F#6												
91	G5	G6												

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Same as StandardKit1 No Sound

Drum/SFX Kit List / Drum/SFX-Kit-Liste / Liste des kits de batterie/SFX / Lista de conjuntos de percusión/efectos especiales

PSR-S970	O	O	O
PSR-S770	O	O	O

Kit Name			JazzKit			BrushKit			RealBrushes			SymphonyKit		
MSB-LSB-PC# (1-128)			127-0-33			127-0-41			127-0-42			127-0-49		
MIDI	Keyboard	Full Name	Key Off (*1)	Alt Group (*2)	Full Name	Key Off (*1)	Alt Group (*2)	Full Name	Key Off (*1)	Alt Group (*2)	Full Name	Key Off (*1)	Alt Group (*2)	
Note#	Note													
13	C#-1	C#0	Surdo Mute		3	Surdo Mute	3	Surdo Mute		3	Surdo Mute		3	
14	D-1	D0	Surdo Open		3	Surdo Open	3	Surdo Open		3	Surdo Open		3	
15	D#-1	D#0	Hi Q			Hi Q		Hi Q			Hi Q			
16	E-1	E0	Whip Slap			Whip Slap		Whip Slap			Whip Slap			
17	F-1	F0	Scratch H		4	Scratch H	4	Scratch H		4	Scratch H		4	
18	F#-1	F#0	Scratch L		4	Scratch L	4	Scratch L		4	Scratch L		4	
19	G-1	G0	Finger Snap			Finger Snap		Finger Snap			Finger Snap			
20	G#-1	G#0	Click Noise			Click Noise		Click Noise			Click Noise			
21	A-1	A0	Metronome Click			Metronome Click		Metronome Click			Metronome Click			
22	A#-1	A#0	Metronome Bell			Metronome Bell		Metronome Bell			Metronome Bell			
23	B-1	B0	Seq Click L			Seq Click L		Vintage Tip			Seq Click L			
24	C0	C1	Seq Click H			Seq Click H		Vintage Swirl 1	●		Seq Click H			
25	C#0	C#1	Brush Tap			Brush Tap		Vintage Slap 1			Brush Tap			
26	D0	D1	Brush Swirl	●		Brush Swirl	●	Vintage Swirl 2	●		Brush Swirl	●		
27	D#0	D#1	Brush Slap			Brush Slap		Vintage Slap 2			Brush Slap			
28	E0	E1	Brush Tap Swirl	●		Brush Tap Swirl	●	Vintage Tap Swirl	●		Brush Tap Swirl	●		
29	F0	F1	Snare Roll	●		Snare Roll	●	Vintage Slap Swirl	●		Snare Roll	●		
30	F#0	F#1	Castanet			Castanet		Vintage Swirl 3	●		Castanet			
31	G0	G1	Snare Jazz H			Brush Slap 2		Vintage Slap 3			Snare Soft			
32	G#0	G#1	Sticks			Sticks		Sticks			Sticks			
33	A0	A1	Kick Soft			Kick Soft		Kick Soft L			Kick Soft 2			
34	A#0	A#1	Open Rim Shot			Open Rim Shot		Open Rim Shot Real Brushes			Open Rim Shot			
35	B0	B1	Kick Tight			Kick Tight		Kick Soft H			Gran Cassa			
36	C1	C2	Kick Jazz			Kick Jazz		Kick Jazz Ambience			Gran Cassa Mute			
37	C#1	C#2	Side Stick Light			Side Stick Light		Side Stick Real Brushes			Side Stick			
38	D1	D2	Snare Jazz L			Brush Slap 3		Vintage Slap 4			Band Snare			
39	D#1	D#2	Hand Clap			Hand Clap		Clap Power			Hand Clap			
40	E1	E2	Snare Jazz M			Brush Tap 2		Vintage Slap 5			Band Snare 2			
41	F1	F2	Floor Tom L			Tom Brush 1		Tom Real Brushes 1			Floor Tom L			
42	F#1	F#2	Hi-Hat Closed	1		Hi-Hat Closed	1	Hi-Hat Closed Real Brushes	1		Hi-Hat Closed	1		
43	G1	G2	Floor Tom H			Tom Brush 2		Tom Real Brushes 2			Floor Tom H			
44	G#1	G#2	Hi-Hat Pedal	1		Hi-Hat Pedal	1	Hi-Hat Pedal Real Brushes	1		Hi-Hat Pedal	1		
45	A1	A2	Low Tom			Tom Brush 3		Tom Real Brushes 3			Low Tom			
46	A#1	A#2	Hi-Hat Open	1		Hi-Hat Open	1	Hi-Hat Open Real Brushes	1		Hi-Hat Open	1		
47	B1	B2	Mid Tom L			Tom Brush 4		Tom Real Brushes 4			Mid Tom L			
48	C2	C3	Mid Tom H			Tom Brush 5		Tom Real Brushes 5			Mid Tom H			
49	C#2	C#3	Crash Cymbal 1			Crash Cymbal 1		Crash Cymbal Real Brushes 1			Hand Cymbal			
50	D2	D3	High Tom			Tom Brush 6		Tom Real Brushes 6			High Tom			
51	D#2	D#3	Ride Cymbal 1			Ride Cymbal 1		Ride Cymbal Real Brushes			Hand Cymbal Short			
52	E2	E3	Chinese Cymbal			Chinese Cymbal		China Cymbal Real Brushes			Chinese Cymbal			
53	F2	F3	Ride Cymbal Cup			Ride Cymbal Cup		Ride Cup Real Brushes 1			Ride Cymbal Cup			
54	F#2	F#3	Tambourine			Tambourine		Tambourine			Tambourine			
55	G2	G3	Splash Cymbal			Splash Cymbal		Splash Cymbal Real Brushes			Splash Cymbal			
56	G#2	G#3	Cowbell			Cowbell		Cowbell			Cowbell			
57	A2	A3	Crash Cymbal 2			Crash Cymbal 2		Crash Cymbal Real Brushes 2			Hand Cymbal 2			
58	A#2	A#3	Vibraslap			Vibraslap		Vibraslap			Vibraslap			
59	B2	B3	Ride Cymbal 2			Ride Cymbal 2		Ride Cup Real Brushes 2			Hand Cymbal Short 2			
60	C3	C4	Bongo H			Bongo H		Bongo H			Bongo H			
61	C#3	C#4	Bongo L			Bongo L		Bongo L			Bongo L			
62	D3	D4	Conga H Mute			Conga H Mute		Conga H Mute			Conga H Mute			
63	D#3	D#4	Conga H Open			Conga H Open		Conga H Open			Conga H Open			
64	E3	E4	Conga L			Conga L		Conga L			Conga L			
65	F3	F4	Timbale H			Timbale H		Timbale H			Timbale H			
66	F#3	F#4	Timbale L			Timbale L		Timbale L			Timbale L			
67	G3	G4	Agogo H			Agogo H		Agogo H			Agogo H			
68	G#3	G#4	Agogo L			Agogo L		Agogo L			Agogo L			
69	A3	A4	Cabasa			Cabasa		Cabasa			Cabasa			
70	A#3	A#4	Maracas			Maracas		Maracas			Maracas			
71	B3	B4	Samba Whistle H	●		Samba Whistle H	●	Samba Whistle H	●		Samba Whistle H	●		
72	C4	C5	Samba Whistle L	●		Samba Whistle L	●	Samba Whistle L	●		Samba Whistle L	●		
73	C#4	C#5	Guiro Short			Guiro Short		Guiro Short			Guiro Short			
74	D4	D5	Guiro Long	●		Guiro Long	●	Guiro Long	●		Guiro Long	●		
75	D#4	D#5	Claves			Claves		Claves			Claves			
76	E4	E5	Wood Block H			Wood Block H		Wood Block H			Wood Block H			
77	F4	F5	Wood Block L			Wood Block L		Wood Block L			Wood Block L			
78	F#4	F#5	Cuica Mute			Cuica Mute		Cuica Mute			Cuica Mute			
79	G4	G5	Cuica Open			Cuica Open		Cuica Open			Cuica Open			
80	G#4	G#5	Triangle Mute	2		Triangle Mute	2	Triangle Mute	2		Triangle Mute	2		
81	A4	A5	Triangle Open	2		Triangle Open	2	Triangle Open	2		Triangle Open	2		
82	A#4	A#5	Shaker			Shaker		Shaker			Shaker			
83	B4	B5	Jingle Bells			Jingle Bells		Jingle Bells			Jingle Bells			
84	C5	C6	Bell Tree			Bell Tree		Wind Chime			Bell Tree			
85	C#5	C#6												
86	D5	D6												
87	D#5	D#6												
88	E5	E6												
89	F5	F6												
90	F#5	F#6												
91	G5	G6												

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Same as StandardKit1 No Sound

Drum/SFX Kit List / Drum/SFX-Kit-Liste / Liste des kits de batterie/SFX / Lista de conjuntos de percusión/efectos especiales

PSR-S970	O	O	O
PSR-S770	O	-	O

Kit Name			HouseKit			DrumMachine			StudioKit			PowerKit1		
MSB-LSB-PC# (1-128)			127-0-61			127-0-62			127-0-87			127-0-88		
MIDI	Keyboard	Full Name	Key Off (*1)	Alt Group (*2)	Full Name	Key Off (*1)	Alt Group (*2)	Full Name	Key Off (*1)	Alt Group (*2)	Full Name	Key Off (*1)	Alt Group (*2)	
Note#	Note	Note												
13	C#-1	C#0	W Kick	●		Surdo Mute	3	Surdo Mute		3	Surdo Mute		3	
14	D-1	D0	Disco Fx	●		Surdo Open	3	Surdo Open		3	Surdo Open		3	
15	D#-1	D#0	White Noise Down 1	●		Hi Q		Hi Q			Hi Q			
16	E-1	E0	Pink Noise Down 1	●		Whip Slap		Whip Slap			Whip Slap			
17	F-1	F0	White Noise Down 2	●	4	Scratch H	4	Scratch H		4	Scratch H		4	
18	F#-1	F#0	Pink Noise Down 2	●	4	Scratch L	4	Scratch L		4	Scratch L		4	
19	G-1	G0	White Noise Up 2	●		Snare Drum&Bass 1		Finger Snap			Finger Snap			
20	G#-1	G#0	White Noise Up 1	●		Kick Break 2		Click Noise			Click Noise			
21	A-1	A0	Pink Noise Up	●		Snare Distortion		Metronome Click			Metronome Click			
22	A#-1	A#0	White Noise Up Release	●		Kick Tek Power		Metronome Bell			Metronome Bell			
23	B-1	B0	Pink Noise Up Release	●		Kick Distortion RM		Seq Click L			Seq Click L			
24	C0	C1	Kick T9 4			Bass Drum Hard Long		Seq Click H			Seq Click H			
25	C#0	C#1	Snare T8 Rim			Snare T8 Rim		Brush Tap			Brush Tap			
26	D0	D1	Snare T8 5			Bass Drum Distortion 5		Brush Swirl	●		Brush Swirl	●		
27	D#0	D#1	Hand Clap			Bass Drum Distortion 3		Brush Slap			Brush Slap			
28	E0	E1	Snare Garg L			Bass Drum Distortion 1	●	Brush Tap Swirl	●		Brush Tap Swirl	●		
29	F0	F1	Snare Roll	●		Bass Drum Drum&Bass 1		Snare Roll	●		Snare Roll	●		
30	F#0	F#1	Snare T9 3			Snare T9 3		Castanet			Castanet			
31	G0	G1	Snare T8 1			Bass Drum Analog Sm		Snare Studio 2			Snare Soft Power 1			
32	G#0	G#1	Snare T9 5			Kick T8 2		Sticks			Sticks			
33	A0	A1	Kick T9 1			Kick T8 3		Kick Ambience H			Kick Ambient+			
34	A#0	A#1	Snare T9 Gate			Kick T9 HD 3		Open Rim Shot			Open Rim Power 1			
35	B0	B1	Kick T9 2			Kick T9 2		Kick Ambience L			Kick Power Open			
36	C1	C2	Kick T9 5			Kick T9 4		Kick Studio			Kick Power Mute			
37	C#1	C#2	Snare T9 Rim			Snare T9 Rim		Side Stick			Side Stick Power			
38	D1	D2	Snare T9 1			Snare T9 1		Snare Studio M			Snare Power 1			
39	D#1	D#2	Clap T9			Clap T9		Hand Clap			Hand Clap Power			
40	E1	E2	Snare T9 2			Snare T9 4		Snare Studio L			Snare Rough			
41	F1	F2	Tom T9 1			Tom T9 1		Floor Tom L			Tom Power 1			
42	F#1	F#2	Hi-Hat Closed T8	1		Hi-Hat Closed T9	1	Hi-Hat Closed	1		Hi-Hat Closed Power	1		
43	G1	G2	Tom T9 2			Tom T9 2		Floor Tom H			Tom Power 2			
44	G#1	G#2	Hi-Hat Pedal T9	1		Hi-Hat Pedal T9	1	Hi-Hat Pedal	1		Hi-Hat Pedal Power	1		
45	A1	A2	Tom T9 3			Tom T9 3		Low Tom			Tom Power 3			
46	A#1	A#2	Hi-Hat Open T9	1		Hi-Hat Open T9	1	Hi-Hat Open	1		Hi-Hat Open Power	1		
47	B1	B2	Tom T9 4			Tom T9 4		Mid Tom L			Tom Power 4			
48	C2	C3	Tom T9 5			Tom T9 5		Mid Tom H			Tom Power 5			
49	C#2	C#3	Crash Cymbal T9			Crash Cymbal T9		Crash Cymbal 1			Crash Cymbal Acoustic 1			
50	D2	D3	Tom T9 6			Conga T8 1		High Tom			Tom Power 6			
51	D#2	D#3	Ride Cymbal T9			Ride Cymbal T9		Ride Cymbal 1			Ride Cymbal Acoustic 1			
52	E2	E3	Crash Cymbal 4			Conga T8 2		Chinese Cymbal			China Cymbal Acoustic			
53	F2	F3	Ride Cymbal Cup 2			Analog Click		Ride Cymbal Cup			Ride Cymbal Cup Acoustic			
54	F#2	F#3	Tambourine Hit			Claves T8 1		Tambourine			Tambourine			
55	G2	G3	Splash Cymbal 2			Maracas T8		Splash Cymbal			Splash Cymbal Acoustic			
56	G#2	G#3	Cowbell 1			Tambourine Analog CR		Cowbell			Cowbell			
57	A2	A3	Crash Cymbal 2			Analog Shaker		Crash Cymbal 2			Crash Cymbal Acoustic 2			
58	A#2	A#3	Cowbell T8			Cowbell T8		Vibraslap			Vibraslap			
59	B2	B3	Ride Cymbal 3			Cowbell Analog CR		Ride Cymbal 2			Ride Cymbal Acoustic 2			
60	C3	C4	Bongo H Open One Finger			Snare T8 1		Bongo H			Bongo H			
61	C#3	C#4	Bongo L Open Three Finger			Snare T8 2		Bongo L			Bongo L			
62	D3	D4	Conga H Tip			Snare T8 3		Conga H Mute			Conga H Mute			
63	D#3	D#4	Conga H Slap Open			Snare Analog CR		Conga H Open			Conga H Open			
64	E3	E4	Conga H Open 2			Snare Jungle 1		Conga L			Conga L			
65	F3	F4	Timbale H			Snare Drum&Bass 2		Timbale H			Timbale H			
66	F#3	F#4	Timbale L			Snare Hip 1		Timbale L			Timbale L			
67	G3	G4	Agogo H			Snare R&B 1		Agogo H			Agogo H			
68	G#3	G#4	Agogo L			Snare R&B 2		Agogo L			Agogo L			
69	A3	A4	Cabasa			Snare Hip 1		Cabasa			Cabasa			
70	A#3	A#4	Maracas Slur 2			Snare Wood		Maracas			Maracas			
71	B3	B4	Vox Drum L			Snare Timbre		Samba Whistle H	●		Samba Whistle H	●		
72	C4	C5	Vox Drum H			Hi-Hat Closed T8 1	5	Samba Whistle L	●		Samba Whistle L	●		
73	C#4	C#5	Guiro Short			Hi-Hat Open T8 1	5	Guiro Short			Guiro Short			
74	D4	D5	Guiro Long	●		Hi-Hat Closed T8 2	6	Guiro Long	●		Guiro Long	●		
75	D#4	D#5	Claves			Hi-Hat Open T8 2	6	Claves			Claves			
76	E4	E5	Wood Block H			Hi-Hat Pedal Acoustic	7	Wood Block H			Wood Block H			
77	F4	F5	Wood Block L			Hi-Hat Closed Acoustic	7	Wood Block L			Wood Block L			
78	F#4	F#5	Cuica H			Hi-Hat Open Acoustic	7	Cuica Mute			Cuica Mute			
79	G4	G5	Cuica L			Hi-Hat Closed Lo-Fi	2	Cuica Open			Cuica Open			
80	G#4	G#5	Triangle Mute		2	Hi-Hat Open Lo-Fi	2	Triangle Mute		2	Triangle Mute		2	
81	A4	A5	Triangle Open		2	Hi-Hat Closed Syn	8	Triangle Open		2	Triangle Open		2	
82	A#4	A#5	Analog Shaker			Hi-Hat Open Syn	8	Shaker			Shaker			
83	B4	B5	Jingle Bells			Analog Shaker 2		Jingle Bells			Jingle Bells			
84	C5	C6	Wind Chime			Tambourine RX5 2		Bell Tree			Wind Chime			
85	C#5	C#6	Snare Break Roll			Tambourine 1 Hit								
86	D5	D6	Noise Burst			Electric Cowbell								
87	D#5	D#6	Vox Bell			Conga T8 3								
88	E5	E6	Snare R&B 1			ElectricTriangle								
89	F5	F6	Vox Alk			Claves T8 2								
90	F#5	F#6	Udu High			Analog Shaker 3								
91	G5	G6	Filter Kick			Electric Clap 1								

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*2 Alternate Group: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

Same as StandardKit1 No Sound

Drum/SFX Kit List / Drum/SFX-Kit-Liste / Liste des kits de batterie/SFX / Lista de conjuntos de percusión/efectos especiales

PSR-S970	○	○	○	○
PSR-S770	○	○	○	-

Kit Name			ChineseMixKit			SFXKit1			SFXKit2			NewSFXKit1		
MSB-LSB-PC# (1-128)			127-0-128			126-0-1			126-0-2			126-0-3		
MIDI	Keyboard	Full Name	Key Off (*1)	Alt Group (*2)	Full Name	Key Off (*1)	Alt Group (*2)	Full Name	Key Off (*1)	Alt Group (*2)	Full Name	Key Off (*1)	Alt Group (*2)	
Note#	Note	Note												
13	C#-1	C#0	Surdo Mute		3									
14	D-1	D0	Surdo Open		3									
15	D#-1	D#0	Hi Q											
16	E-1	E0	Whip Slap											
17	F-1	F0	Scratch H		4									
18	F#-1	F#0	Scratch L		4									
19	G-1	G0	Finger Snap											
20	G#-1	G#0	Click Noise											
21	A-1	A0	Metronome Click											
22	A#-1	A#0	Metronome Bell											
23	B-1	B0	Seq Click L											
24	C0	C1	Seq Click H											
25	C#0	C#1	Brush Tap											
26	D0	D1	Brush Swirl	●										
27	D#0	D#1	Brush Slap											
28	E0	E1	Brush Tap Swirl	●										
29	F0	F1	Snare Roll	●										
30	F#0	F#1	Castanet											
31	G0	G1	Snare Soft											
32	G#0	G#1	Sticks											
33	A0	A1	Kick Soft											
34	A#0	A#1	Open Rim Shot											
35	B0	B1	Kick Tight											
36	C1	C2	Kick			Cutting Noise 1	●	Phone Call	●		Cutting Noise 1	●		
37	C#1	C#2	Side Stick			Cutting Noise 2	●	Door Squeak	●		Cutting Noise 2	●		
38	D1	D2	Snare					Door Slam	●					
39	D#1	D#2	Hand Clap			String Slap	●	Scratch Cut	●		String Slap	●		
40	E1	E2	Snare Tight					Scratch Split	●					
41	F1	F2	Floor Tom L					Wind Chime	●					
42	F#1	F#2	Hi-Hat Closed		1			Telephone Ring	●					
43	G1	G2	Floor Tom H											
44	G#1	G#2	Hi-Hat Pedal		1									
45	A1	A2	Low Tom											
46	A#1	A#2	Hi-Hat Open		1									
47	B1	B2	Mid Tom L											
48	C2	C3	Mid Tom H											
49	C#2	C#3	Crash Cymbal 1											
50	D2	D3	High Tom											
51	D#2	D#3	Ride Cymbal 1											
52	E2	E3	China Cymbal			Flute Key Click	●	Car Engine Ignition	●		Flute Key Click	●		
53	F2	F3	Ride Cymbal Cup					Car Tires Squeal	●					
54	F#2	F#3	Tambourine					Car Passing	●					
55	G2	G3	Splash Cymbal					Car Crash	●					
56	G#2	G#3	Cowbell					Siren	●					
57	A2	A3	Crash Cymbal 2					Train	●					
58	A#2	A#3	Vibraslap					Jet Plane	●					
59	B2	B3	Ride Cymbal 2					Starship	●					
60	C3	C4	Bongo H					Burst	●					
61	C#3	C#4	Bongo L					Roller Coaster	●					
62	D3	D4	Conga H Mute					Submarine	●					
63	D#3	D#4	Conga H Open											
64	E3	E4	Conga L											
65	F3	F4	Timbale H											
66	F#3	F#4	Timbale L											
67	G3	G4	Dagu Mute		4									
68	G#3	G#4	Zhongcha Mute		5	Shower	●	Laugh	●		Shower 2	●		
69	A3	A4	Dagu Heavy		4	Thunder	●	Scream	●		Thunder 2	●		
70	A#3	A#4	Zhongcha Open		5		●	Punch	●		Wind 2	●		
71	B3	B4	Paigu Middle	●		Stream	●	Heart Beat	●		Stream 2	●		
72	C4	C5	Paigu Low	●		Bubble	●	Foot Steps	●		Bubble 2	●		
73	C#4	C#5	Xiaocha Mute		6	Feed	●				Feed	●		
74	D4	D5	Bangu	●										
75	D#4	D#5	Xiaocha Open		6									
76	E4	E5	Bangzi											
77	F4	F5	Muyu Low											
78	F#4	F#5	Zhongluo Mute		7									
79	G4	G5	Muyu Mid-Low											
80	G#4	G#5	Zhongluo Open		7									
81	A4	A5	Muyu Middle											
82	A#4	A#5	Xiaoluo Open											
83	B4	B5	Muyu Mid-High											
84	C5	C6	Muyu High			Dog	●	Machine Gun	●		Dog	●		
85	C#5	C#6				Horse	●	Laser Gun	●		Horse	●		
86	D5	D6				Bird Tweet	●	Explosion	●		Bird Tweet	●		
87	D#5	D#6						Firework	●					
88	E5	E6												
89	F5	F6												
90	F#5	F#6				Ghost	●				Ghost	●		
91	G5	G6				Maou	●				Maou	●		

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Same as StandardKit1 No Sound

Drum/SFX Kit List / Drum/SFX-Kit-Liste / Liste des kits de batterie/SFX / Lista de conjuntos de percusión/efectos especiales

PSR-S970	○	○	○	○
PSR-S770	-	○	○	○

Kit Name			NewSFXKit2			NoisesKit			BassDrumKit			ReverseBassDrumKit		
MSB-LSB-PC# (1-128)			126-0-4			126-0-9			126-0-21			126-0-22		
MIDI	Keyboard		Full Name	Key Off (*1)	Alt Group (*2)	Full Name	Key Off (*1)	Alt Group (*2)	Full Name	Key Off (*1)	Alt Group (*2)	Full Name	Key Off (*1)	Alt Group (*2)
Note#	Note	Note												
13	C#-1	C#0							BD Electro			Reverse BD Electro		
14	D-1	D0							BD FX Gate			Reverse BD Fx Gate		
15	D#-1	D#0							BD Hammer			Reverse BD Hammer		
16	E-1	E0							BD Analog Power			Reverse BD Analog Power		
17	F-1	F0							BD Analog Distortion 5					
18	F#-1	F#0							BD Analog Distortion 6			Reverse BD Analog Distortion 6		
19	G-1	G0							BD Analog Distortion 4					
20	G#-1	G#0							BD Analog Distortion 3			Reverse BD Analog Distortion 3		
21	A-1	A0							BD Analog Distortion 2			Reverse BD Analog Distortion 2		
22	A#-1	A#0							BD Analog Tight			Reverse BD Analog Tight		
23	B-1	B0							BD Analog 94			Reverse BD Analog 94		
24	C0	C1							BD Analog Blip 2			Reverse BD Analog Blip 2		
25	C#0	C#1							BD Analog Rubber 2			Reverse BD Analog Rubber 2		
26	D0	D1							BD Analog 93			Reverse BD Analog 93		
27	D#0	D#1							BD Analog 90			Reverse BD Analog 90		
28	E0	E1							BD Analog 83			Reverse BD Analog 83		
29	F0	F1							BD Analog 82			Reverse BD Analog 82		
30	F#0	F#1							BD Analog 92					
31	G0	G1							BD Analog 91			Reverse BD Analog 91		
32	G#0	G#1							BD Analog Deep			Reverse BD Analog Deep		
33	A0	A1							BD Analog Hard 2					
34	A#0	A#1							BD Analog Hard 1			Reverse BD Analog Hard 1		
35	B0	B1							BD Analog Blip 1			Reverse BD Analog Blip 1		
36	C1	C2	Phone Call 2	●		White Noise	●		BD Analog Rubber 1			Reverse BD Analog Rubber 1		
37	C#1	C#2	Door Squeak 2	●		Pink Noise	●		BD Analog Loose			Reverse BD Analog Loose		
38	D1	D2	Door Slam 2	●		White Noise Down 1	●		BD Synth 1			Reverse BD Synth 1		
39	D#1	D#2	Scratch Cut	●		Pink Noise Down 1	●		BD Synth 2			Reverse BD Synth 2		
40	E1	E2	Scratch Split	●		White Noise Down 2	●		BD Analog Distortion 1			Reverse BD Analog Distortion 1		
41	F1	F2	Wind Chime	●		Pink Noise Down 2	●		Ripper			Reverse Ripper		
42	F#1	F#2	Telephone Ring 2	●		White Noise Up 2	●		BD Analog 70 L					
43	G1	G2				White Noise Up 1	●		BD Analog 70			Reverse BD Analog 70		
44	G#1	G#2				Pink Noise Up	●		BD Analog 80			Reverse BD Analog 81		
45	A1	A2				White Noise Up Release	●		BD Analog 80 Long					
46	A#1	A#2				Pink Noise Up Release	●		BD Dry			Reverse BD Dry		
47	B1	B2				White Noise Up LFO	●		BD Dry Hard					
48	C2	C3				Pink Noise Up LFO	●		BD Room 1					
49	C#2	C#3							BD Soft			Reverse BD Soft		
50	D2	D3							BD Room 2			Reverse BD Room 2		
51	D#2	D#3							BD Break Lo-fi 2			Reverse BD Break Lo-fi 2		
52	E2	E3	Car Engine Ignition	●					BD Break Lo-fi 1			Reverse BD Break Lo-fi 1		
53	F2	F3	Car Tires Squeal	●					BD & Hi-Hat Open			Reverse BD & Hi-Hat Open		
54	F#2	F#3	Car Passing	●					BD Jungle 2					
55	G2	G3	Car Crash	●					BD Jungle 1					
56	G#2	G#3	Siren 2	●					BD Jungle 3			Reverse BD Jungle 3		
57	A2	A3	Train 2	●					BD D&B 1			Reverse BD D&B 1		
58	A#2	A#3	Jet Plane 2	●					BD D&B 2			Reverse BD D&B 2		
59	B2	B3	Starship	●					BD RX5 1			Reverse BD RX5 1		
60	C3	C4	Burst	●					BD RX5 2			Reverse BD RX5 2		
61	C#3	C#4	Roller Coaster	●					BD Room 3			Reverse BD Room 3		
62	D3	D4	Submarine	●					BD Power Gate			Reverse BD Power Gate		
63	D#3	D#4							BD R&B 1			Reverse BD R&B 1		
64	E3	E4							BD R&B 2			Reverse BD R&B 2		
65	F3	F4							BD Lo-fi			Reverse BD Lo-fi		
66	F#3	F#4							BD Hip Deep					
67	G3	G4							BD Break Deep			Reverse BD Break Deep		
68	G#3	G#4	Laugh	●					BD Break Heavy			Reverse BD Break Heavy		
69	A3	A4	Scream 2	●					BD Break Hard			Reverse BD Break Hard		
70	A#3	A#4	Punch 2	●					Big Drum			Reverse Big Drum		
71	B3	B4	Heart Beat	●					Taiko Drum			Reverse Taiko Drum		
72	C4	C5	Foot Steps 2	●					Surdo Open			Reverse Surdo Open		
73	C#4	C#5							Feet 2			Reverse Feet 2		
74	D4	D5							BD Industrial			Reverse Tom Industrial		
75	D#4	D#5							Door Slam			Reverse Door Slam		
76	E4	E5							Punch			Reverse Punch		
77	F4	F5							Heart					
78	F#4	F#5							Feet 1			Reverse Feet 1		
79	G4	G5							BD Human			Reverse BD Human		
80	G#4	G#5							BD Human Deep			Reverse BD Human Deep		
81	A4	A5							Vox Buh!			Reverse Vox Buh!		
82	A#4	A#5							Vox Muh!			Reverse Vox Muh!		
83	B4	B5												
84	C5	C6	Machine Gun 2	●										
85	C#5	C#6	Laser Gun	●										
86	D5	D6	Explosion 2	●										
87	D#5	D#6	Firework	●										
88	E5	E6												
89	F5	F6												
90	F#5	F#6												
91	G5	G6												

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*2 Alternate Group: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

Same as StandardKit1 No Sound

PSR-S970	○
PSR-S770	○

Kit Name			ChineseKit		
MSB-LSB-PC# (1-128)			126-0-125		
MIDI		Keyboard Note	Full Name	Key Off (*1)	Alt Group (*2)
Note#	Note				
13	C#-1	C#0			
14	D-1	D0			
15	D#-1	D#0			
16	E-1	E0			
17	F-1	F0			
18	F#-1	F#0			
19	G-1	G0			
20	G#-1	G#0			
21	A-1	A0			
22	A#-1	A#0			
23	B-1	B0	Da Cha 2	●	
24	C0	C1	Da Gu mp	●	2
25	C#0	C#1	Da Gu Rim	●	
26	D0	D1	Da Gu f	●	2
27	D#0	D#1	Da Gu Hand	●	2
28	E0	E1	Da Gu Roll	●	2
29	F0	F1	Pai Gu 4	●	
30	F#0	F#1	Pai Gu 4 High	●	
31	G0	G1	Pai Gu 3	●	
32	G#0	G#1	Pai Gu 3 High	●	
33	A0	A1	Pai Gu 2	●	
34	A#0	A#1	Pai Gu 2 High	●	
35	B0	B1	Pai Gu 1	●	
36	C1	C2	Luo High 1	●	
37	C#1	C#2	Gong Batter	●	
38	D1	D2	Jin Luo	●	
39	D#1	D#2	Luo High 2	●	
40	E1	E2	Luo Mid-Low	●	5
41	F1	F2	Luo	●	
42	F#1	F#2	Jin Luo Low	●	5
43	G1	G2	Da Cha 1	●	5
44	G#1	G#2	Da Cha Effect	●	5
45	A1	A2	Zhong Cha	●	
46	A#1	A#2	Xiao Cha Effect	●	1
47	B1	B2	Xiao Cha	●	1
48	C2	C3	Mang Luo Low	●	
49	C#2	C#3	Mang Luo Mid	●	
50	D2	D3	Qing	●	
51	D#2	D#3	Finger Bell	●	
52	E2	E3	Luo Big	●	
53	F2	F3	Mu Yu Low	●	
54	F#2	F#3	Mu Yu Mid-Low	●	
55	G2	G3	Mu Yu Mid	●	
56	G#2	G#3	Mu Yu High	●	
57	A2	A3	Nan Bang Zi Roll	●	3
58	A#2	A#3	Nan Bang Zi	●	3
59	B2	B3	Ban Gu	●	4
60	C3	C4	Ban	●	4
61	C#3	C#4	Ban Gu Roll	●	4
62	D3	D4	Chinese Opera Voice 1	●	
63	D#3	D#4	Chinese Opera Voice 2	●	
64	E3	E4	Chinese Opera Voice 3	●	
65	F3	F4	Yun Luo F4	●	
66	F#3	F#4	Yun Luo F#4	●	
67	G3	G4	Yun Luo G4	●	
68	G#3	G#4	Yun Luo G#4	●	
69	A3	A4	Yun Luo A4	●	
70	A#3	A#4	Yun Luo A#4	●	
71	B3	B4	Yun Luo B4	●	
72	C4	C5	Yun Luo C5	●	
73	C#4	C#5	Yun Luo C#5	●	
74	D4	D5	Yun Luo D5	●	
75	D#4	D#5	Yun Luo D#5	●	
76	E4	E5	Yun Luo E5	●	
77	F4	F5	Yun Luo F5	●	
78	F#4	F#5	Yun Luo F#5	●	
79	G4	G5	Yun Luo G5	●	
80	G#4	G#5	Yun Luo G#5	●	
81	A4	A5	Yun Luo A5	●	
82	A#4	A#5	Yun Luo A#5	●	
83	B4	B5	Yun Luo B5	●	
84	C5	C6	Yun Luo C6	●	
85	C#5	C#6			
86	D5	D6			
87	D#5	D#6			
88	E5	E6			
89	F5	F6			
90	F#5	F#6			
91	G5	G6			

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*2 Alternate Group: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

Same as StandardKit1 No Sound

PSR-S970	○
PSR-S770	○

Kit Name			SFXSet		
MSB-LSB-PC# (1-128)			120-0-57		
MIDI		Keyboard Note	Full Name	Key Off (*1)	Alt Group (*2)
Note#	Note				
13	C#-1	C#0			
14	D-1	D0			
15	D#-1	D#0			
16	E-1	E0			
17	F-1	F0			
18	F#-1	F#0			
19	G-1	G0			
20	G#-1	G#0			
21	A-1	A0			
22	A#-1	A#0			
23	B-1	B0			
24	C0	C1			
25	C#0	C#1			
26	D0	D1			
27	D#0	D#1			
28	E0	E1			
29	F0	F1			
30	F#0	F#1			
31	G0	G1			
32	G#0	G#1			
33	A0	A1			
34	A#0	A#1			
35	B0	B1			
36	C1	C2			
37	C#1	C#2			
38	D1	D2			
39	D#1	D#2	High Q		
40	E1	E2	Slap		
41	F1	F2	Scratch Push		7
42	F#1	F#2	Scratch Pull		7
43	G1	G2	Sticks		
44	G#1	G#2	Square Click		
45	A1	A2	Metronome Click		
46	A#1	A#2	Metronome Bell		
47	B1	B2	Guitar Fret	●	
48	C2	C3	Guitar Cutting Noise Up	●	
49	C#2	C#3	Guitar Cutting Noise Down	●	
50	D2	D3	String Slap of Double Bass	●	
51	D#2	D#3	Fl.Key Click	●	
52	E2	E3	Laughing	●	
53	F2	F3	Scream	●	
54	F#2	F#3	Punch	●	
55	G2	G3	Heart Beat	●	
56	G#2	G#3	Footsteps 1	●	
57	A2	A3	Footsteps 2	●	
58	A#2	A#3	Applause	●	
59	B2	B3	Door Creaking	●	
60	C3	C4	Door	●	
61	C#3	C#4	Scratch	●	
62	D3	D4	Wind Chimes	●	
63	D#3	D#4	Car-Engine	●	
64	E3	E4	Car-Stop	●	
65	F3	F4	Car-Pass	●	
66	F#3	F#4	Car-Crash	●	
67	G3	G4	Siren	●	
68	G#3	G#4	Train	●	
69	A3	A4	Jetplane	●	
70	A#3	A#4	Helicopter	●	
71	B3	B4	Starship	●	
72	C4	C5	Gun Shot	●	
73	C#4	C#5	Machine Gun	●	
74	D4	D5	Lasergun	●	
75	D#4	D#5	Explosion	●	
76	E4	E5	Dog	●	
77	F4	F5	Horse-Gallop	●	
78	F#4	F#5	Birds	●	
79	G4	G5	Rain	●	
80	G#4	G#5	Thunder	●	
81	A4	A5	Wind	●	
82	A#4	A#5	Seashore	●	
83	B4	B5	Stream	●	
84	C5	C6	Bubble	●	
85	C#5	C#6			
86	D5	D6			
87	D#5	D#6			
88	E5	E6			
89	F5	F6			
90	F#5	F#6			
91	G5	G6			

*1 Key Off: Keys marked "●" stop sounding the instant they are released.

*2 Alternate Group: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

Same as StandardSet No Sound

Style List / Liste der Styles / Liste des styles / Lista de estilos

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Category	Style Name	
Pop&Rock	CanadianRock	
	60sSuperGroup	
	60sBigHit	
	60sGuitarPop	
	RetroSoul	
	16BeatRock	
	RockShuffleFast	
	70sRockShuffle	
	6-8Rock	
	OrchRockBallad	
	60sRisingPop	
	80sPowerRock	
	80sPopRock	
	80sGuitarPop	
	80sSynthRock	
	BritRockPop	
	BritPop	
	BritPopSwing	
	60sVintagePop	
	60sPianoPop	
	Cool8Beat	
	Classic8Beat	
	Uptempo8Beat	
	Live8Beat	
	8BeatModern	
	60s8Beat	
	70s8Beat	
	80sPop	
	90sGuitarPop	
	90sRockBallad	
	HardRock	
	StandardRock	
	AcousticRock	
	FunkPopRock	
	ContempRock	
	PowerRock	
	ChartRockShfl	
	ChartPianoShfl	
	ContempRockBld	
	RockShuffle	
	60sPopRock	
	VintageGtrPop	
	Unplugged	
	ChartGuitarPop	
	BubblegumPop	
	WestCoastPop	
	JazzPop	
	KoolShuffle	
	ScandPopShuffle	
	Ballad	Easy8Beat
		ContempGtrPop
		R&BSlowBallad
		6-8BalladRock
		IndustrialChill
		Acoustic8BtBld
		70sGlamPiano
		80sAnalogBallad
		80sSmoothBallad
		90sCoolBallad
		ChillPerformer
CoudyBay		
NightWalk		
Play4Sofa		
AngelSun		
Chillout1		
Chillout2		
ChilloutCafe		
8BeatBallad1		
8BeatBallad2		
SoulR&B		
R&BSoulBallad		
70sChartBallad		
80sEPBallad		
80sBoyBand		
ModernPopBld		
Modern16BtBld		

Category	Style Name	
Ballad	16BeatBallad	
	ContempPopBld	
	NewR&BBallad	
	EasyBallad	
	EPBallad	
	EpicBallad	
	PowerBallad	
	OrganBallad	
	PopGtrBallad	
	AnalogBallad	
	PianoBallad	
	12-8Ballad	
	LoveSong	
	6-8SlowRock	
	6-8Orchestral	
	6-8Modern	
	GuitarSerenade	
	PopWaltz	
	Dance	BigRoom
		ClubMixDJ
FrenchDJ		
ReggaetonDJ		
MinimalElectro		
PercussiveTrance		
NatureHipHop		
ElecCity		
R&BElectro		
Dubstep		
ClubDJHouse		
MiamiHouse		
ElectricHouse		
GangsterHouse		
GrimeHouse		
PianoHouse		
ElectroStep		
EuroDance		
ProgressiveHouse		
FrenchClubHouse		
FunkDisco		
70sDisco1		
70sDisco2		
70sDiscoFunk		
DiscoPhilly		
80sDisco		
90sDisco		
DiscoTeens		
DiscoHouse		
80sSynthDisco		
Electronica		
GlobalDJ's		
Ibiza2010		
Clubdance1		
Clubdance2		
DreamDance		
FunkyHouse		
ClubBeat		
TrancePop		
RetroClub		
TripHop1		
TripHop2		
HardStep		
Dancehall		
Garage		
Dancefloor		
USHipHop		
ClassicHipHop		
MellowHipHop		
ModernHipHop		
SynthPop		
ChartPop1		
ChartPop2		
USChartHit		
ModChartPop		
NewHipHop		
ChartR&B		
NewR&B		

Category	Style Name	
Dance	PopR&B	
	Groundbeat	
	EuroTrance	
	RetroPop	
	ClubHouse	
	6-8Trance	
	Swing&Jazz	BigBandSwing
		FastJazz
		CoolSwing
		CoolJazzWaltz
		CoolPianoJazz
		ModernBigBand
		ModBigBandBld
		ModBigBandShfl
		ClassicBigBand
AfroCuban		
AcousticJazz		
JazzGuitarClub		
CoolJazzBallad		
InstrumentalJazz		
ModernJazzBld		
DreamyBallad		
EasyListening		
MidnightSwing		
MORSwing		
Five-Four		
OrchBigBand1		
OrchBigBand2		
BigBandFast1		
BigBandFast2		
JumpJive		
OrchestraSwing1		
OrchestraSwing2		
JazzClub		
OrganGroove		
Bebop		
Ragtime		
Charleston		
Dixieland		
FrenchJazz		
MoonlightBallad		
JazzWaltzMed		
JazzWaltzFast		
R&B	FunkPop	
	FunkyShuffle	
	DetroitBeat	
	ModernShuffle	
	LiveSoulBand	
	70sChartSoul	
	SoulBrothers	
	FranklySoul	
	6-8Soul	
	BluesRock	
	ShuffleBlues	
	SlowBlues	
	BlueberryBlues	
	KoolFunk	
	JazzFunk	
	Rock&Roll1	
	Rock&Roll2	
	Rock&RollShfl	
	60sRock&Roll	
	OldiesR&R	
	DetroitPop1	
	DetroitPop2	
	MotorCity	
	Soul	
	Twist	
WorshipSlow		
WorshipMed		
WorshipFast		
Worship6-8		
PianoBoogie		
SouthernGospel		
GospelBrothers		
GospelSisters		

Category	Style Name
R&B	GospelSwing
	LovelyShuffle
	Skiffle
Country	CountryBeat
	CountryBlues
	ModernPickin'
	70sChartCntry
	70sCountryPop
	Bluegrass
	ModBluegrass
	Hoedown
	ModCountryBld1
	ModCountryBld2
	CountryPop
	Country2-4
	CountryHits
	CntrySing-along
	CountryWaltz
	CountryTwoStep
	CountryBallad
	Country8Beat
	CountryShuffle
	CountrySwing
	CountryRock
	CountryBrothers
	CountryStrum
	CountryRockBld
	ModernCntryPop
NewCountry	
EasyCountry	
FolkPop	
FingerPickin'	
Latin	BrazilianBossa
	CoolBossa
	RumbaFlamenco
	TangoFlamenco
	SalsaGranCiclon
	CubanChaCha
	Batucada
	Axe
	SambaReggae
	LatinPartyPop
	Cumbia
	Merengue
	Bachata
	Guajira
	CubanSon
	Danzon
	Bomba
	Parranda
	Forro
	Joropo
	SheriffReggae
	HappyReggae
	Calypso
	Salsa
	Beguine
BossaNova	
SlowBossa	
PopBossa	
OrchestralBossa	
BoleroLento	
BrazilianSamba	
RumbaFlamencos	
Reggaeton	
LatinDisco	
PopLatin	
PopLatinBallad	
RockChaCha	
Rumbalsland	
GuitarRumba	
OrganBossa	
Ballroom	VienneseWaltz
	EnglishWaltz
	Slowfox
	Foxtrot

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Category	Style Name	
Ballroom	Quickstep	
	Tango	
	Pasodoble	
	Samba	
	Rumba	
	ChaChaCha	
	Jive	
	Swingfox	
	OrganSwing	
	OrganSamba	
	OrganRumba	
	OrganChaCha	
	OrganQuickstep	
	9-8Waltz	
	Movie&Show	TapDanceSwing
		EtherealMovie
		EtherealVoices
OnBroadway		
MovieSoundtrack		
AnimationBallad		
AniFantasy		
Blockbuster		
Sci-fiMarch		
SecretService		
RomanticBallet		
GreenFantasia		
BaroqueAir		
OrchestralMarch		
OrchestralBolero		
BroadwayBallad		
WildWest		
ClassicPianoBld		
Moonlight6-8		
Showtune		
MovieSwing1		
MovieSwing2		
MovieBallad		
MovieDisco		
MoviePanther		
70sTVTheme		
SaturdayNight		
PopClassics		
French50s		
ChristmasWaltz		
ChristmasSwing		
ChristmasShuffle		
Entertainer	BreathlessHit	
	ChartFox	
	SwissCharts	
	StandardPop	
	Evergreen	
	YoungFox	
	YoungBallad	
	HelloShuffle	
	PartyRock	
	ModernSchlager	
	DiscoFoxRock	
	DiscoFox	
	SchlagerPalace	
	ApresSkiHit	
	SoftSchlager	
	PartyArena	
	MallorcaParty	
	MallorcaDisco	
	AlpenSchlager	
	SchlagerFever	
	GermanRock	
	SchlagerFox	
	AlpBallad1	
	AlpBallad2	
	SchlagerWaltz	
	SchlagerItalia	
	SchlagerShuffle	
	SchlagerSamba	
	SchlagerPolka	
	SchlagerRumba	

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Category	Style Name
Entertainer	SchlagerPop
	SchlagerBeat
	SchlagerAlp
	SchlagerRock
	Schlager6-8
	ScandBugg
	ScandSlowRock
	ScandCountry1
	ScandCountry2
	ScandShuffle
World	70sFrenchHit
	EuroPopOrgan
	PolkaPop
	PubPiano
	PartyPolka
	Tijuana
	8BeatAdria
	DiscoHands
	USMarchingBand
	ModCeltic4-4
World	ModCeltic6-8
	SaeidyPop
	MalfufFunk
	ZitherPolka
	BohemianWaltz
	IrishHymn1
	IrishHymn2
	IrishDance
	TurkishEuro1
	TurkishEuro2
	Saeidy
	WehdaSaghira
	Laff
	ArabicEuro
	Keroncong
	Duranguense
	Grupera
	Bhangra
	Bhajan
	Jing Ju Jie Zou
	Xi Qing Luo Gu
	ModernDangdut1
	ModernDangdut2
	Zouk
	Norteno
	Sirtaki
	Hawaiian
	FrenchMusette
	HighlandWaltz
	GermanWaltz
	FrenchWaltz
	ItalianWaltz
	ScandWaltz
MariachiWaltz	
ItalianMazurka	
ItalianPolka	
OberPolka	
OberWalzer	
Jig	
Reel	
ScottishPolka	
Flamenco	
PopFlamenco	
SpanishPaso	
OrientalPop	
USMarch	
GermanMarch	
6-8March	
Tarantella	
HullyGully	

Category	Style Name
Pop&Rock	80sPowerRock
	80sPopRock
	80sGuitarPop
	90sRockBallad
	BritRockPop
	Cool8Beat
	Live8Beat
	Classic8Beat
	Uptempo8Beat
	80sPop
	FunkPopRock
	StandardRock
	ContempRock
	AcousticRock
	HardRock
	PowerRock
	ChartPianoShfl
	ChartRockShfl
	ChartGuitarPop
	RockShuffle
Ballad	60sVintagePop
	60sGuitarPop
	60sPopRock
	60sVintageRock
	60s8Beat
	70s8Beat
	BubblegumPop
	BritPop
	BritPopSwing
	VintageGtrPop
	90sGuitarPop
	8BeatModern
	WestCoastPop
	KoolShuffle
	JazzPop
Unplugged	
Ballad	ModernPopBld
	SoulR&B
	R&BSoulBallad
	8BeatBallad1
	8BeatBallad2
	70sGlamPiano
	80sSmoothBallad
	90sCoolBallad
	Chillout1
	Chillout2
	EasyBallad
	EPBallad
	EpicBallad
	PowerBallad
	OrganBallad
PianoBallad	
Dance	80sEPBallad
	Modern16BtBld
	16BeatBallad
	ContempPopBld
	6-8SlowRock
	6-8Orchestral
	6-8Modern
	12-8Ballad
	LoveSong
	NewR&BBallad
	80sBoyBand
	PopWaltz
	GuitarSerenade
	ClubDJHouse
	MiamiHouse
ElectricHouse	
GangsterHouse	
GrimeHouse	
PianoHouse	
ElectroStep	
EuroDance	
ProgressiveHouse	
FrenchClubHouse	
Electronica	

Category	Style Name
Dance	FunkyHouse
	Dancehall
	Garage
	Dubstep
	ModernHipHop
	MellowHipHop
	NewHipHop
	ClassicHipHop
	USHipHop
	FunkDisco
	70sDisco1
	70sDisco2
	70sDiscoFunk
	DiscoPhilly
	80sSynthDisco
	80sDisco
	90sDisco
	DiscoTeens
	DiscoHouse
	GlobalDJ's
	Ibiza2010
	ClubHouse
	Clubdance1
	Clubdance2
	SynthPop
TrancePop	
RetroPop	
ChartPop	
ModChartPop	
EuroTrance	
DreamDance	
ClubBeat	
Groundbeat	
6-8Trance	
NewR&B	
PopR&B	
ChartR&B	
Swing&Jazz	ModernBigBand
	ModBigBandShfl
	ModBigBandBld
	ClassicBigBand
	AfroCuban
	AcousticJazz
	JazzGuitarClub
	CoolJazzBallad
	InstrumentalJazz
	ModernJazzBld
	OrchBigBand1
	OrchBigBand2
	OrchestraSwing1
	OrchestraSwing2
	DreamyBallad
EasyListening	
MidnightSwing	
MORSwing	
JazzWaltzMed	
JazzWaltzFast	
BigBandFast1	
BigBandFast2	
JumpJive	
OrganGroove	
FrenchJazz	
Five-Four	
Ragtime	
Charleston	
Dixieland	
MoonlightBallad	
R&B	ModernShuffle
	70sChartSoul
	SoulBrothers
	ShuffleBlues
	SlowBlues
	BluesRock
	LiveSoulBand
FranklySoul	
MotorCity	

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Category	Style Name	
R&B	OldiesR&R	
	Rock&Roll1	
	Rock&Roll2	
	Rock&RollShfl	
	60sRock&Roll	
	Skiffle	
	6-8Soul	
	GospelSisters	
	GospelBrothers	
	GospelSwing	
	SouthernGospel	
	WorshipSlow	
	WorshipMed	
	WorshipFast	
	Worship6-8	
	PianoBoogie	
	JazzFunk	
	KoolFunk	
	DetroitPop1	
	DetroitPop2	
	Soul	
	LovelyShuffle	
	Twist	
	BlueberryBlues	
	Country	70sCountryPop
		70sChartCntry
		EasyCountry
		CountryStrum
		NewCountry
		Bluegrass
		ModBluegrass
Hoedown		
ModCountryBld1		
ModCountryBld2		
CountryPop		
Country2-4		
CountryHits		
CntrySing-along		
CountryWaltz		
CountryTwoStep		
CountryBallad		
Country8Beat		
CountryShuffle		
CountrySwing		
CountryRock		
CountryBrothers		
CountryRockBld		
ModernCntryPop		
FolkPop		
FingerPickin'		
Latin		BrazilianSamba
		BossaNova
		FastBossa
		SlowBossa
		OrchestralBossa
	SheriffReggae	
	HappyReggae	
	Axe	
	SambaReggae	
	LatinPartyPop	
	Cumbia	
	Merengue	
	Bachata	
	Guajira	
	CubanSon	
	Danzon	
	Bomba	
	Parranda	
	Forro	
	Joropo	
	PopLatin	
	LatinDisco	
	PopBossa	
	RockChaCha	
	PopLatinBallad	
	Beguine	

Category	Style Name	
Latin	Salsa	
	RumbaFlamencos	
	Calypso	
	BoleroLento	
	Reggaeton	
	Rumbalsland	
	GuitarRumba	
	OrganBossa	
	Ballroom	VienneseWaltz
		EnglishWaltz
		Slowfox
		Foxtrot
		Quickstep
		Tango
		Pasodoble
		Samba
		Rumba
		ChaChaCha
Jive		
Swingfox		
OrganSwing		
OrganSamba		
OrganRumba		
OrganChaCha		
OrganQuickstep		
9-8Waltz		
Movie&Show	MovieSoundtrack	
	EtherealMovie	
	Blockbuster	
	Sci-fiMarch	
	WildWest	
	AnimationBallad	
	AniFantasy	
	SecretService	
	TapDanceSwing	
	PopClassics	
	GreenFantasia	
	Moonlight6-8	
	ClassicPianoBld	
	OrchestralMarch	
	OrchestralBolero	
	BaroqueAir	
	BroadwayBallad	
	MovieBallad	
	MovieSwing	
	Showtune	
	70sTVTheme	
SaturdayNight		
MovieDisco		
French50s		
ChristmasWaltz		
ChristmasSwing		
ChristmasShuffle		
Entertainer	BreathlessHit	
	DiscoFoxRock	
	DiscoFox	
	StandardPop	
	PartyRock	
	MallorcaParty	
	GermanRock	
	SchlagerFox	
	SchlagerWaltz	
	SchlagerItalia	
	AlpBallad1	
	AlpBallad2	
	SchlagerShuffle	
	SchlagerSamba	
	SchlagerPolka	
	Schlager6-8	
	SchlagerRumba	
	SchlagerPop	
	SchlagerBeat	
	SchlagerAlp	
	ScandBugg	
	ScandSlowRock	
	ScandCountry1	

Category	Style Name
Entertainer	ScandCountry2
	ScandShuffle
	SchlagerRock
	70sFrenchHit
	EuroPopOrgan
	PartyPolka
	PolkaPop
	Tijuana
	PubPiano
	8BeatAdria
	DiscoHands
World	ZitherPolka
	BohemianWaltz
	Saeidy
	WehdaSaghira
	Laff
	IrishHymn
	IrishDance
	Flamenco
	PopFlamenco
	Sirtaki
	TurkishEuro1
	TurkishEuro2
	Bhangra
	Bhajan
	ArabicEuro
	ModernDangdut1
	ModernDangdut2
	Jing Ju Jie Zou
	Xi Qing Luo Gu
	Keroncong
	HighlandWaltz
	GermanWaltz
	FrenchWaltz
	ItalianWaltz
	ScandWaltz
	MariachiWaltz
	ItalianMazurka
	ItalianPolka
	OberPolka
	OberWalzer
	Zouk
Norteno	
FrenchMusette	
Duranguense	
Grupera	
Jig	
Reel	
ScottishPolka	
SpanishPaso	
OrientalPop	
USMarch	
GermanMarch	
6-8March	
Tarantella	
HullyGully	

Multi Pad Bank List / Multi-Pad-Bank-Liste / Liste des banques multi-pads / Lista de bancos de Multi Pad

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Category	Bank Name
KeyboardPhrase	PianoArp8Beat
	PianoArp16Beat
	PianoGlissando
	LatinKeys
	BoogieLoops
	OrganBlues
	HeavenArpeggio
	TwinkleArpeggio
GuitarPhrase	E.Gtr16BtCut1
	E.Gtr16BtCut2
	E.Gtr16BtCut3
	FunkyGtr16Bt1
	FunkyGtr16Bt2
	FunkyGtr16Bt3
	DiscoGuitar
	E.Gtr16BtShfl1
	E.Gtr16BtShfl2
	E.Gtr16BtPick
	E.Gtr8BtShfl
	E.Guitar6-8
	E.Gtr8BtStrm1
	E.Gtr8BtStrm2
	E.GtrRock1
	E.GtrRock2
	Steel8BtStrum1
	Steel8BtStrum2
	SteelBsChdSlow
	SteelBsChdFast
	SteelTriplet1
	SteelTriplet2
	SteelGuitar6-8
	SteelGtrPick1
	SteelGtrPick2
	SteelGtrPick3
	SteelGtrPick4
	NylonGtrPick
	NylonAccomp
	NylonBossa1
	NylonBossa2
	FlamencoGtr
	A.GtrAccomp
	JazzGtrSwing
StringsPhrase	StringsArpeggio
	StringsBallad
	StringsLegato
	BaroqueStrings
	StringsRun&Fall
	Classical
	OrchestraHit
	Harpeggio1
	Harpeggio2
	BrassPhrase
BigBandSwing2	
BigBandSwing3	
BrassSwing	
TrumpetSwing	
Brass8Beat	
BrassChords1	
BrassChords2	
BrassChords3	
Falls	
SynthBrassSlide	
AttentionDuo	
Fanfare	
SynthPhrase	
	TranceSeq2
	TechnoSeq1
	TechnoSeq2
	TechnoSeq3
	Garage
	EuroDance
	DanceSynth
PercussionLoop	LatinPerc1
	LatinPerc2
	LatinPerc3
	LatinPerc4

Category	Bank Name	
PercussionLoop	LatinPerc5	
	Conga&Bongo1	
	CarnivalDeRio	
	LatinPop	
	Rumba&Soca	
	SambaPerc	
	Cajon1	
	Cajon2	
	Shaker&Tamb	
	Timbales&Tom	
	EthnicPerc	
	Oriental1	
	Oriental2	
	Oriental3	
	Oriental4	
	Oriental5	
	Oriental6	
	Oriental7	
	Oriental8	
	TurkishPerc1	
	TurkishPerc2	
	PercussionOneshot	Gong&Chime
		BigBells
		MagicBells
		ArabicPerc1
		ArabicPerc2
		LatinKit1
		LatinKit2
		LatinKit3
		Conga&Bongo2
		ChineseKit2
	DrumLoop	House1
House2		
House3		
ElectroStep		
BigRoom		
Tribal		
BreakBeatz		
HipHop1		
HipHop2		
HeavyShuffle		
NewR&B		
SnarePlay1		
SnarePlay2		
DrumOneshot	PowerToms	
	PowerSnares	
	CrashCymbals	
	PowerKit1	
	PowerKit2	
	DrumEndings	
	DanceKit	
	DJ-BasicSet	
	DJ-SFX	
	ScratchBank	
DJ Phrase	ClubDJHouse A	
	ClubDJHouse B	
	ClubDJHouse C	
	ClubDJHouse D	
	MiamiHouse A	
	MiamiHouse B	
	MiamiHouse C	
	MiamiHouse D	
	ElectricHouse A	
	ElectricHouse B	
	ElectricHouse C	
	ElectricHouse D	
	GangsterHouse A	
	GangsterHouse B	
	GangsterHouse C	
	GangsterHouse D	
GrimeHouse A		
GrimeHouse B		
GrimeHouse C		
GrimeHouse D		
PianoHouse A		
PianoHouse B		

Category	Bank Name
DJ Phrase	PianoHouse C
	PianoHouse D
	ElectroStep A
	ElectroStep B
	ElectroStep C
	ElectroStep D
	EuroDance A
	EuroDance B
	EuroDance C
	EuroDance D
SFX	ProgressiveHouse A
	ProgressiveHouse B
	ProgressiveHouse C
	ProgressiveHouse D
	FrenchClubHouse A
	FrenchClubHouse B
	FrenchClubHouse C
	FrenchClubHouse D
	Wooshes1
	Wooshes2
Combination	Breathing
	Car SE
	Day SE
	Horror SE
	Night SE
	Water SE
	EDM Kit1
	EDM Kit2
	DanceMix1
	DanceMix2
DanceMix3	
ReggaeAccomp	
Comedy	
XmasLoops	
IndianKit	
ChineseKit1	

Harmony/Arpeggio Type List / Liste der Harmony-/Arpeggiotypen / Liste des types d'harmonie/arpège / Lista de tipos de armonía/arpeggio

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Category	Type	
Harmony	Standard Duet	
	Standard Trio	
	Full Chord	
	Rock Duet	
	Country Duet	
	Country Trio	
	Block	
	4-Way Close1	
	4-Way Close2	
	4-Way Open	
	1+5	
	Octave	
	Strum	
	Multi Assign	
	Echo	Echo4
		Echo6
		Echo8
Echo12		
Tremolo8		
Tremolo12		
Tremolo16		
Tremolo32		
Trill12		
Trill16		
Trill24		
Trill32		
Arp/Up&Down	Up Octave 1	
	Up Octave 2	
	Up Octave 3	
	Up Octave 4	
	Down Octave 1	
	Down Octave 2	
	Down Octave 3	
	Down Octave 4	
	Up&Down A Octave 1	
	Up&Down A Octave 2	
	Up&Down A Octave 3	
	Up&Down A Octave 4	
	Up&Down B Octave 1	
	Up&Down B Octave 2	
	Up&Down B Octave 3	
	Up&Down B Octave 4	
	2 Octave Up	
	4 Octave Up	
	Up&Down 1	
	Up&Down 2	
	Up&Down 3	
	Up&Down 4	
	Up&Random 1	
	Up&Random 2	
	Up&Random 3	
	Up&Random 4	
	Arp/Synth Sequence	Synth Sequence 1
Synth Sequence 2		
Synth Sequence 3		
Synth Sequence 4		
Synth Sequence 5		
Synth Sequence 6		
Synth Sequence 7		
Synth Sequence 8		
Synth Sequence 9		
Synth Sequence 10		
Synth Sequence 11		
Synth Sequence 12		
Synth Sequence 13		
Synth Sequence 14		
Synth Sequence 15		
Synth Sequence 16		
Synth Sequence 17		
Octave Sequence 1		
Octave Sequence 2		
Octave Sequence 3		
Octave Sequence 4		
Octave Sequence 5		
Octave Sequence 6		
Octave Sequence 7		

Category	Type
Arp/Synth Sequence	Octave Sequence 8
	Mute Arpeggio 1
	Mute Arpeggio 2
	Mute Arpeggio 3
	Sequence S&H1
	Sequence S&H2
	Poly Arpeggio 1
	Poly Arpeggio 2
	Syncopation 1
	Syncopation 2
	X-Sweep 1
	X-Sweep 2
	X-Sweep 3
	Random Octave 1
	Random Octave 2
	Random Octave 3
	Random Octave 4
Arp/Chord Sequence	Synth Chord 1
	Synth Chord 2
	Synth Chord 3
	Synth Chord 4
	Synth Chord 5
	Synth Chord 6
	Synth Chord 7
	Synth Chord 8
	Synth Chord 9
	Synth Chord 10
	Synth Chord 11
	Synth Chord 12
	Synth Chord 13
	Synth Chord 14
	Synth Chord 15
	Synth Chord 16
	Synth Chord 17
Arp/Electro	Trance 1
	Trance 2
	Trance 3
	Trance 4
	Trance 5
	Trance 6
	Trance 7
	Trance 8
	Trance 9
	Trance 10
	Trance 11
	Trance 12
	Dream Dance 1
	Dream Dance 2
	Techno
	Acid 1
	Acid 2
	Acid 3
	Electro 1
	Electro 2
Electro 3	
Electro 4	
Electro 5	
Electro 6	
Electro 7	
Electro 8	
Electro 9	
Electro 10	
Electro 11	
Electro 12	
Electro 13	
Arp/Keyboard	Piano Arpeggio 1
	Piano Arpeggio 2
	Piano Arpeggio 3
	Piano Arpeggio 4
	Piano Arpeggio 5
	Piano Arpeggio 6
	Piano Arpeggio 7
	Piano Arpeggio 8
	Piano Arpeggio 9
	Piano Arpeggio 10
	Piano Arpeggio 11

Category	Type
Arp/Keyboard	Piano Arpeggio 12
	Piano Arpeggio 13
	Piano Arpeggio 14
	Piano Arpeggio 15
	Piano Club 1
	Piano Club 2
	Slow Feel 1
	Slow Feel 2
	Analog Pop 1
	Analog Pop 2
	Analog Pop 3
	New Gospel 1
	New Gospel 2
	Clavi 1
	Clavi 2
Clavi 3	
House Organ 1	
House Organ 2	
House Organ 3	
Arp/Guitar	Overdrive Guitar
	Pop Guitar
	Rock Guitar
	Funk Guitar
	Spanish Guitar
Cutting Guitar	
Arp/Strings	Strings 1
	Strings 2
	Strings 3
	Strings 4
	Strings 5
	Strings 6
	Strings 7
	Strings 8
	Strings 9
	Strings 10
	Strings 11
	Strings 12
	Strings 13
Pizzicato	

Effect Type List / Liste der Effekttypen / Liste des types d'effet / Lista de tipos de efecto

Reverb Block

PSR-S970	PSR-S770	Category	Type	Description	MSB	LSB	Parameter List	
0	0	Reverb	Real Large Hall	Real reverb simulating the acoustics of a large sized hall.	1	32	REAL REVERB	
0	0		Real Medium Hall	Real reverb simulating the acoustics of a medium sized hall.	1	33	REAL REVERB	
0	0		Real Bright Hall	Real reverb simulating the acoustics of a bright sounding hall.	1	34	REAL REVERB	
0	0		Basic Hall	Reverb simulating the acoustics of a hall. Standard setting.	1	21	REVERB1	
0	0		Light Hall	Reverb simulating the acoustics of a hall. Light setting.	1	22	REVERB1	
0	0		Ballad Hall	Reverb simulating the acoustics of a hall. For ballad type music.	1	19	REVERB2	
0	0		Piano Hall	Reverb simulating the acoustics of a hall. For piano sound.	1	20	REVERB2	
0	0		Hall 1	Reverb simulating the acoustics of a hall.	1	0	REVERB1	
0	0		Hall 2		1	16	REVERB1	
0	0		Hall 3		1	17	REVERB1	
0	0		Hall 4		1	18	REVERB1	
0	0		Hall 5		1	1	REVERB1	
0	0		Vocal Hall 1	Reverb suitable for vocals.	1	27	REVERB1	
0	0		Vocal Hall 2		1	28	REVERB1	
0	0		Real Room	Real reverb simulating the acoustics of a room.	2	32	REAL REVERB	
0	0		Real Power Room	Real reverb simulating the acoustics of a room with powerful room reflections.	2	33	REAL REVERB	
0	0		Acoustic Room	Reverb simulating the acoustics of a room. Standard setting.	2	20	REVERB1	
0	0		Drums Room	Reverb simulating the acoustics of a room. For drum sounds.	2	21	REVERB1	
0	0		Stage	Reverb suitable for a solo instrument.	3	16	REVERB1	
0	0		Real Large Plate	Real reverb simulating a large plate reverb unit.	4	32	REAL REVERB	
0	0		Real Medium Plate	Real reverb simulating a medium sized plate reverb unit.	4	33	REAL REVERB	
0	0		Real Rattle Plate	Real reverb simulating a plate reverb unit with spring rattle.	4	34	REAL REVERB	
0	0		Plate	Reverb simulating a plate reverb unit.	4	16	REVERB1	
0	0		Legacy	Hall M	Reverb simulating the acoustics of a hall.	1	6	REVERB1
0	0			Hall L		1	7	REVERB1
0	0			Atmosphere Hall	A unique long reverb with atmosphere.	1	23	REVERB1
0	0			Large Hall	Reverb simulating the acoustics of a hall.	1	2	REVERB2
0	0			Medium Hall		1	3	REVERB2
0	0			Percussion Room	Reverb simulating the acoustics of a room. For percussion sounds.	2	22	REVERB1
0	0			Room 1	Reverb simulating the acoustics of a room.	2	16	REVERB1
0	0	Room 2		2		17	REVERB1	
0	0	Room 3		2		18	REVERB1	
0	0	Room 4		2		19	REVERB1	
0	0	Room 5		2		0	REVERB1	
0	0	Room 6		2		1	REVERB1	
0	0	Room 7		2		2	REVERB1	
0	0	Room S		2		5	REVERB1	
0	0	Room M		2		6	REVERB1	
0	0	Room L		2		7	REVERB1	
0	0	Warm Room		Reverb simulating the acoustics of a warm room.	2	3	REVERB2	
0	0	White Room		A unique short reverb with a bit of initial delay.	16	0	REVERB3	
0	0	Woody Room		Reverb simulating the acoustics of a wood-built room.	2	4	REVERB2	
0	0	Stage 2		Reverb suitable for a solo instrument.	3	17	REVERB1	
0	0	Stage 3			3	0	REVERB1	
0	0	Stage 4			3	1	REVERB1	
0	0	Plate 2		Reverb simulating a plate reverb unit.	4	17	REVERB1	
0	0	Plate 3			4	0	REVERB1	
0	0	GM Plate			4	7	REVERB1	
0	0	Rich Plate			4	1	REVERB2	
0	0	Tunnel		Simulates a cylindrical space expanding to left and right.	17	0	REVERB3	
0	0	Canyon		A hypothetical acoustic space which extends without limit.	18	0	REVERB3	
0	0	Basement		A bit of initial delay followed by reverb with a unique resonance.	19	0	REVERB3	
0	0	---		No Effect	No effect.	0	0	NO EFFECT

Chorus Block

PSR-S970	PSR-S770	Category	Type	Description	MSB	LSB	Parameter List	
0	0	Reverb	Hall 1	Reverb simulating the acoustics of a hall.	1	0	REVERB1	
0	0		Hall 2		1	16	REVERB1	
0	0		Hall 3		1	17	REVERB1	
0	0		Hall 4		1	18	REVERB1	
0	0		Hall 5		1	1	REVERB1	
0	0		Acoustic Room	Reverb simulating the acoustics of a room. Standard setting.	2	20	REVERB1	
0	0		Drums Room	Reverb simulating the acoustics of a room. For drum sounds.	2	21	REVERB1	
0	0		Stage	Reverb suitable for a solo instrument.	3	16	REVERB1	
0	0		Plate	Reverb simulating a plate reverb unit.	4	16	REVERB1	
0	0		Delay	Tempo Delay 1	Tempo-synchronized delay.	21	0	TEMPO DELAY
0	0	Tempo Delay 2		21		16	TEMPO DELAY	
0	0	Tempo Echo		Tempo-synchronized echo.	21	8	TEMPO DELAY	
0	0	Tempo Cross 1		Tempo-synchronized cross delay.	22	0	TEMPO CROSS DELAY	
0	0	Tempo Cross 2			22	16	TEMPO CROSS DELAY	
0	0	Tempo Cross 3			22	17	TEMPO CROSS DELAY	
0	0	Tempo Cross 4			22	18	TEMPO CROSS DELAY	
0	0	Modulation		Chorus 1	Conventional chorus program with rich, warm chorusing.	66	17	CHORUS
0	0		Chorus 2	66		8	CHORUS	
0	0		Symphonic	Adds more stages to the modulation of Celeste.	68	16	SYMPHONIC	
0	0		Flanger	Creates a sound similar to that of a jet airplane.	67	8	FLANGER	
0	0		Tempo Flanger	Tempo-synchronized flanger.	107	0	TEMPO FLANGER	
0	0		Phaser	Cyclically modulates the phase to add modulation to the sound.	72	0	PHASER1	
0	0		Tempo Phaser	Tempo-synchronized phaser.	108	0	TEMPO PHASER	
0	0		E-Piano Phaser	Cyclically modulates the phase to add modulation to the sound. For electric piano.	72	17	PHASER1	
0	0		Dual Rotary Speaker Bright	Simulates a rotary speaker.	99	16	ROTARY SPEAKER1	
0	0		Dual Rotary Speaker Warm		99	17	ROTARY SPEAKER1	
0	0		Rotary Speaker		69	16	ROTARY SPEAKER2	
0	0		Tremolo	Rich Tremolo effect with both volume and pitch modulation.	70	16	TREMOLO	
0	0		E-Piano Tremolo		70	18	TREMOLO	
0	0		Tempo Tremolo	Tempo-synchronized rich Tremolo effect with both volume and pitch modulation.	120	0	TEMPO TREMOLO	
0	0		Auto Pan	Several panning effects that automatically shift the sound position (left, right, front, back).	71	16	AUTO PAN1	
0	0		Tempo Auto Pan	Tempo-synchronized auto pan.	121	0	TEMPO AUTO PAN1	
0	0		Legacy	Hall M	Reverb simulating the acoustics of a hall.	1	6	REVERB1
0	0			Hall L		1	7	REVERB1
0	0	Atmosphere Hall		A unique long reverb with atmosphere.		1	23	REVERB1
0	0	Percussion Room		Reverb simulating the acoustics of a room. For percussion sounds.		2	22	REVERB1
0	0	Room 1		Reverb simulating the acoustics of a room.		2	16	REVERB1
0	0	Room 2				2	17	REVERB1
0	0	Room 3				2	18	REVERB1
0	0	Room 4				2	19	REVERB1
0	0	Room 5				2	0	REVERB1
0	0	Room 6				2	1	REVERB1
0	0	Room 7				2	2	REVERB1
0	0	Room S		2		5	REVERB1	
0	0	Room M		2		6	REVERB1	
0	0	Room L		2	7	REVERB1		
0	0	Stage 2		Reverb suitable for a solo instrument.	3	17	REVERB1	
0	0	Stage 3			3	0	REVERB1	
0	0	Stage 4			3	1	REVERB1	
0	0	Plate 2		Reverb simulating a plate reverb unit.	4	17	REVERB1	
0	0	Plate 3			4	0	REVERB1	
0	0	GM Plate			4	7	REVERB1	
0	0	Karaoke 1		Echo for karaoke.	20	0	KARAOKE	
0	0	Karaoke 2			20	1	KARAOKE	
0	0	Karaoke 3			20	2	KARAOKE	
0	0	Early Reflection 1		This effect isolates only the early reflection components of the reverb.	9	0	EARLY REFLECTION	
0	0	Early Reflection 2			9	1	EARLY REFLECTION	
0	0	Chorus 3		Conventional chorus program with rich, warm chorusing.	66	16	CHORUS	
0	0	Chorus 4			66	1	CHORUS	
0	0	Chorus 5			65	2	CHORUS	
0	0	Chorus 6			65	0	CHORUS	
0	0	Chorus 7			65	1	CHORUS	
0	0	Chorus 8			65	8	CHORUS	
0	0	Chorus Fast			65	16	CHORUS	
0	0	Chorus Lite			65	17	CHORUS	
0	0	GM Chorus 1			65	3	CHORUS	
0	0	GM Chorus 2			65	4	CHORUS	
0	0	GM Chorus 3			65	5	CHORUS	
0	0	GM Chorus 4			65	6	CHORUS	
0	0	Feedback Chorus			65	7	CHORUS	
0	0	Celeste 1			A 3-phase LFO adds modulation and spaciousness to the sound.	66	0	CHORUS
0	0	Celeste 2		66		2	CHORUS	
0	0	Symphonic 2		Adds more stages to the modulation of Celeste.	68	0	SYMPHONIC	

Effect Type List / Liste der Effektypen / Liste des types d'effet / Lista de tipos de efecto

PSR-S970	PSR-S770	Category	Type	Description	MSB	LSB	Parameter List	
0	0	Legacy	Ensemble Detune 1	Chorus effect without modulation, created by adding a slightly pitch-shifted sound.	87	0	ENSEMBLE DETUNE	
0	0		Ensemble Detune 2		87	16	ENSEMBLE DETUNE	
0	0		Flanger 2	Creates a sound similar to that of a jet airplane.	67	16	FLANGER	
0	0		Flanger 3		67	17	FLANGER	
0	0		Flanger 4		67	1	FLANGER	
0	0		Flanger 5		67	0	FLANGER	
0	0		GM Flanger		67	7	FLANGER	
0	0		Phaser 2	Cyclically modulates the phase to add modulation to the sound.	72	8	PHASER2	
0	0		Phaser 3		72	19	PHASER2	
0	0		Tempo Phaser 2	Tempo-synchronized phaser.	108	16	TEMPO PHASER	
0	0		E-Piano Phaser 2	Cyclically modulates the phase to add modulation to the sound. For electric piano.	72	18	PHASER1	
0	0		E-Piano Phaser 3		72	16	PHASER1	
0	0		Dual Rotary Speaker 1	Simulates a rotary speaker.	99	0	ROTARY SPEAKER1	
0	0		Dual Rotary Speaker 2		99	1	ROTARY SPEAKER1	
0	0		Rotary Speaker 2		71	17	AUTO PAN1	
0	0		Rotary Speaker 3		71	18	AUTO PAN1	
0	0		Rotary Speaker 4		70	17	TREMOLO	
0	0		Rotary Speaker 5		66	18	CHORUS	
0	0		Rotary Speaker 6		69	0	ROTARY SPEAKER2	
0	0		Rotary Speaker 7		71	22	AUTO PAN1	
0	0		2way Rotary Speaker		86	0	2WAY ROTARY SPEAKER	
0	0		Tremolo 2		Rich Tremolo effect with both volume and pitch modulation.	71	19	AUTO PAN1
0	0		Tremolo 3			70	0	TREMOLO
0	0		Guitar Tremolo 1			71	20	AUTO PAN1
0	0		Guitar Tremolo 2			70	19	TREMOLO
0	0		Vibraphone Rotor		Vibraphone effect.	119	0	VIBE VIBRATE
0	0		Auto Pan 2	Several panning effects that automatically shift the sound position (left, right, front, back).	71	0	AUTO PAN1	
0	0		Auto Pan 3		71	1	AUTO PAN2	
0	0		E-Piano Auto Pan		71	21	AUTO PAN1	
0	0		Tempo Auto Pan 2	Tempo-synchronized auto pan.	121	1	TEMPO AUTO PAN2	
0	0		Pitch Change 1	Changes the pitch of the input signal.	80	16	PITCH CHANGE1	
0	0		Pitch Change 2		80	0	PITCH CHANGE1	
0	0		Pitch Change 3		80	1	PITCH CHANGE2	
0	0		---	No Effect	No effect.	0	0	NO EFFECT

DSP1-4 Block

LCD Block Name	XG Block Name
DSP1	XG Variation Block
DSP2	XG Insertion1 Block
DSP3	XG Insertion2 Block
DSP4	XG Insertion3 Block

PSR-S970	PSR-S770	Category	Type	Description	MSB	LSB	Parameter List
<input type="radio"/>	<input type="radio"/>	Reverb	Hall 1	Reverb simulating the acoustics of a hall.	1	0	REVERB1
<input type="radio"/>	<input type="radio"/>		Hall 2		1	16	REVERB1
<input type="radio"/>	<input type="radio"/>		Hall 3		1	17	REVERB1
<input type="radio"/>	<input type="radio"/>		Hall 4		1	18	REVERB1
<input type="radio"/>	<input type="radio"/>		Hall 5		1	19	REVERB1
<input type="radio"/>	<input type="radio"/>		Acoustic Room	Reverb simulating the acoustics of a room. Standard setting.	2	20	REVERB1
<input type="radio"/>	<input type="radio"/>		Drums Room	Reverb simulating the acoustics of a room. For drum sounds.	2	21	REVERB1
<input type="radio"/>	<input type="radio"/>		Stage	Reverb suitable for a solo instrument.	3	16	REVERB1
<input type="radio"/>	<input type="radio"/>		Plate	Reverb simulating a plate reverb unit.	4	16	REVERB1
<input type="radio"/>	<input type="radio"/>		Delay	Delay LCR 1	Produces three delayed sounds: L, R and C (center).	5	0
<input type="radio"/>	<input type="radio"/>	Delay LCR 2		5		0	DELAY LCR
<input type="radio"/>	<input type="radio"/>	Delay LR		Produces two delayed sounds: L and R. Two feedback delays are provided.	6	0	DELAY LR
<input type="radio"/>	<input type="radio"/>	Echo		Two delayed sounds (L and R), and independent feedback delays for L and R.	7	0	ECHO
<input type="radio"/>	<input type="radio"/>	Cross Delay 1		The feedback of the two delayed sounds is crossed.	8	0	CROSS DELAY
<input type="radio"/>	<input type="radio"/>	Cross Delay 2			8	16	CROSS DELAY
<input type="radio"/>	<input type="radio"/>	Tempo Delay 1		Tempo-synchronized delay.	21	0	TEMPO DELAY
<input type="radio"/>	<input type="radio"/>	Tempo Delay 2			21	16	TEMPO DELAY
<input type="radio"/>	<input type="radio"/>	Tempo Echo		Tempo-synchronized echo.	21	8	TEMPO DELAY
<input type="radio"/>	<input type="radio"/>	Tempo Cross 1		Tempo-synchronized cross delay.	22	0	TEMPO CROSS DELAY
<input type="radio"/>	<input type="radio"/>	Tempo Cross 2			22	16	TEMPO CROSS DELAY
<input type="radio"/>	<input type="radio"/>	Tempo Cross 3			22	17	TEMPO CROSS DELAY
<input type="radio"/>	<input type="radio"/>	Tempo Cross 4			22	18	TEMPO CROSS DELAY
<input type="radio"/>	<input type="radio"/>	Distortion		US Combo Twin	American combo amp simulator. Setting for typical sound.	99	32
<input type="radio"/>	<input type="radio"/>		US Combo Rich Clean	American combo amp simulator. Setting for rich clean sound.	99	33	US COMBO
<input type="radio"/>	<input type="radio"/>		US Combo Thin Clean	American combo amp simulator. Setting for thin clean sound.	99	34	US COMBO
<input type="radio"/>	<input type="radio"/>		US Combo Crunch	American combo amp simulator. Setting for crunch sound.	99	35	US COMBO
<input type="radio"/>	<input type="radio"/>		Jazz Combo Basic	Jazz combo amp simulator. Setting for basic sound.	100	32	JAZZ COMBO
<input type="radio"/>	<input type="radio"/>		Jazz Combo Warm Chorus	Jazz combo amp simulator. Setting for warm chorus sound.	100	33	JAZZ COMBO
<input type="radio"/>	<input type="radio"/>		US High Gain Dirty	American high gain amp simulator. Setting for dirty sound.	101	32	US HIGH GAIN
<input type="radio"/>	<input type="radio"/>		US High Gain Riff	American high gain amp simulator. Setting for guitar riffs.	101	33	US HIGH GAIN
<input type="radio"/>	<input type="radio"/>		US High Gain Burn	American high gain amp simulator. Setting for burn sound.	101	34	US HIGH GAIN
<input type="radio"/>	<input type="radio"/>		US High Gain Solo	American high gain amp simulator. Setting for guitar solos.	101	35	US HIGH GAIN
<input type="radio"/>	<input type="radio"/>		British Lead Dirty	British stack amp simulator. Setting for dirty sound.	102	32	BRITISH LEAD
<input type="radio"/>	<input type="radio"/>		British Lead Drive	British stack amp simulator. Setting for overdrive sound.	102	33	BRITISH LEAD
<input type="radio"/>	<input type="radio"/>		British Lead Gainer	British stack amp simulator. Setting for gainer sound.	102	34	BRITISH LEAD
<input type="radio"/>	<input type="radio"/>		British Lead Hard	British stack amp simulator. Setting for hard sound.	102	35	BRITISH LEAD
<input type="radio"/>	<input type="radio"/>		Multi FX Distortion Solo	Multi effector for guitar. Setting for guitar solo.	95	32	MULTI FX
<input type="radio"/>	<input type="radio"/>		Multi FX Distortion Basic	Multi effector for guitar. Setting for basic distortion.	95	33	MULTI FX
<input type="radio"/>	<input type="radio"/>		Multi FX Overdrive Chorus	Multi effector for guitar. Setting for overdrive & chorus.	95	34	MULTI FX
<input type="radio"/>	<input type="radio"/>		Multi FX Crunch Wah	Multi effector for guitar. Setting for crunch & wah.	95	35	MULTI FX
<input type="radio"/>	<input type="radio"/>		Multi FX Oldies Delay	Multi effector for guitar. Setting for vintage delay.	95	36	MULTI FX
<input type="radio"/>	<input type="radio"/>		Multi FX Vintage Echo	Multi effector for guitar. Setting for vintage echo.	95	37	MULTI FX
<input type="radio"/>	<input type="radio"/>		Small Stereo Distortion	Stereo distortion for guitar. Setting for distortion sound.	96	32	SMALL STEREO DIST
<input type="radio"/>	<input type="radio"/>		Small Stereo Overdrive	Stereo distortion for guitar. Setting for overdrive sound.	96	33	SMALL STEREO DIST
<input type="radio"/>	<input type="radio"/>		Small Stereo Vintage Amp	Stereo distortion for guitar. Setting for vintage sound.	96	34	SMALL STEREO DIST
<input type="radio"/>	<input type="radio"/>		Small Stereo Heavy Dist	Stereo distortion for guitar. Setting for heavy sound.	96	35	SMALL STEREO DIST
<input type="radio"/>	<input type="radio"/>		British Combo Classic	British combo amp simulator. Setting for classic sound.	97	32	BRITISH COMBO
<input type="radio"/>	<input type="radio"/>		British Combo Top Boost	British combo amp simulator. Setting for "TOP BOOST" sound.	97	33	BRITISH COMBO
<input type="radio"/>	<input type="radio"/>		British Combo Custom	British combo amp simulator. Setting for custom sound.	97	34	BRITISH COMBO
<input type="radio"/>	<input type="radio"/>		British Combo Heavy	British combo amp simulator. Setting for heavy sound.	97	35	BRITISH COMBO
<input type="radio"/>	<input type="radio"/>		British Legend Blues	British stack amp simulator. Setting for blues sound.	98	32	BRITISH LEGEND
<input type="radio"/>	<input type="radio"/>		British Legend Heavy1	British stack amp simulator. Setting for heavy sound 1.	98	33	BRITISH LEGEND
<input type="radio"/>	<input type="radio"/>		British Legend Heavy2	British stack amp simulator. Setting for heavy sound 2.	98	34	BRITISH LEGEND
<input type="radio"/>	<input type="radio"/>		British Legend Clean	British stack amp simulator. Setting for clean sound.	98	35	BRITISH LEGEND
<input type="radio"/>	<input type="radio"/>		British Legend Dirty Clean	British stack amp simulator. Setting for crunch sound.	98	36	BRITISH LEGEND
<input type="radio"/>	<input type="radio"/>		V Distortion Crunch	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	18	V DISTORTION
<input type="radio"/>	<input type="radio"/>		V Distortion Blues		98	21	V DISTORTION
<input type="radio"/>	<input type="radio"/>		Stereo Amp Sim Solid	Stereo amp simulator.	75	29	STEREO AMP SIMULATOR
<input type="radio"/>	<input type="radio"/>		Stereo Amp Sim Crunch		75	30	STEREO AMP SIMULATOR
<input type="radio"/>	<input type="radio"/>		Stereo Amp Sim Blues		75	28	STEREO AMP SIMULATOR
<input type="radio"/>	<input type="radio"/>		V Distortion Hard + Delay	V Distortion Hard and Delay are connected in series.	98	1	V DISTORTION DELAY
<input type="radio"/>	<input type="radio"/>		EQ & Comp	VCM Compressor	This simulates an analog compressor, giving a vintage flavor to the sound.	124	4
<input type="radio"/>	<input type="radio"/>	Compressor Medium		Compressor with medium setting.	83	16	COMPRESSOR
<input type="radio"/>	<input type="radio"/>	Compressor Heavy		Compressor with heavy setting.	83	17	COMPRESSOR
<input type="radio"/>	<input type="radio"/>	Compressor Melody		Compressor for the Melody part.	105	16	MULTI BAND COMP
<input type="radio"/>	<input type="radio"/>	Compressor Bass		Compressor for the Bass part.	105	17	MULTI BAND COMP

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PSR-S970	PSR-S770	Category	Type	Description	MSB	LSB	Parameter List	
0	0	EQ & Comp	EQ Telephone	Equalizer effect that cuts both high and low frequencies, to simulate the sound heard through a telephone receiver.	76	17	3BAND EQ	
0	0		3Band EQ	A mono EQ with adjustable LOW, MID, and HIGH equalization.	76	0	3BAND EQ	
0	0		Loop FX 1	Degrades the audio quality of the input signal.	94	16	LO FI	
0	0		Loop FX 2		94	17	LO FI	
0	0		Lo-Fi Drum 1	Degrades the audio quality of the input signal. Ideal for drum sounds.	94	18	LO FI	
0	0		Lo-Fi Drum 2		94	19	LO FI	
0	0		Lo-Fi Drum 3		76	19	3BAND EQ	
0	0		Lo-Fi Drum 4		76	20	3BAND EQ	
0	0	Modulation	Chorus 1	Conventional chorus program with rich, warm chorusing.	66	17	CHORUS	
0	0		Chorus 2		66	8	CHORUS	
0	0		Symphonic	Adds more stages to the modulation of Celeste.	68	16	SYMPHONIC	
0	-		VCM Flanger	This simulates an analog flanger, giving a strong vintage flavor to the sound.	124	1	VCM FLANGER	
0	0		Flanger	Creates a sound similar to that of a jet airplane.	67	8	FLANGER	
0	0		V Flanger	A simulation of an analog flanger effect. The LFO has a random setting.	104	0	V FLANGER	
0	0		Tempo Flanger	Tempo-synchronized flanger.	107	0	TEMPO FLANGER	
0	-		VCM Phaser	This simulates an analog phaser, giving a strong vintage flavor to the sound. It is effective in mono.	124	2	VCM PHASER MONO	
0	-		VCM Phaser Stereo	This simulates an analog phaser, giving a strong vintage flavor to the sound. It is effective in stereo.	124	3	VCM PHASER STEREO	
0	0		Phaser	Cyclically modulates the phase to add modulation to the sound.	72	0	PHASER1	
0	0		Tempo Phaser	Tempo-synchronized phaser.	108	0	TEMPO PHASER	
0	0		E-Piano Phaser	Cyclically modulates the phase to add modulation to the sound. For electric piano.	72	17	PHASER1	
0	-		VCM Auto Wah	This simulates an analog wah pedal effect, giving a strong vintage flavor to the sound. It cyclically changes the central frequency of the wah filter.	124	5	VCM AUTO WAH	
0	0		Auto Wah	Cyclically modulates the center frequency of a wah filter.	78	16	AUTO WAH	
0	0		Auto Wah + Distortion	Distortion can be applied to the output of Auto Wah.	78	17	AUTO WAH DISTORTION	
0	0		Tempo Auto Wah	Tempo-synchronized Auto Wah.	79	0	TEMPO AUTO WAH1	
0	-		VCM Touch Wah	This simulates an analog wah pedal effect, giving a strong vintage flavor to the sound. It changes the central frequency of the wah filter according to the input level.	125	2	VCM TOUCH WAH	
0	0		Touch Wah	Changes the center frequency of a wah filter according to the input level.	82	0	TOUCH WAH1	
0	0		Touch Wah + Distortion	Distortion can be applied to the output of Touch Wah.	82	16	TOUCH WAH1	
0	-		VCM Pedal Wah Basic	Vintage Wah which can be controlled by "Pedal Control" parameter. (See Effect Parameter List.)	125	1	VCM PEDAL WAH	
0	-	VCM Pedal Wah Disco	125		16	VCM PEDAL WAH		
0	0	Pedal Wah	Changes the center frequency of a wah filter according to "Pedal Control" parameter. (See Effect Parameter List.)	122	0	PEDAL WAH1		
0	0	Pedal Wah + Distortion	Distortion can be applied to the output of Pedal Wah.	122	1	PEDAL WAH2		
0	0	Dual Rotary Speaker Bright	Simulates a rotary speaker.	99	16	ROTARY SPEAKER1		
0	0	Dual Rotary Speaker Warm		99	17	ROTARY SPEAKER1		
0	0	Rotary Speaker		69	16	ROTARY SPEAKER2		
0	0	Tremolo	Rich Tremolo effect with both volume and pitch modulation.	70	16	TREMOLO		
0	0	E-Piano Tremolo		70	18	TREMOLO		
0	0	Tempo Tremolo	Tempo-synchronized rich Tremolo effect with both volume and pitch modulation.	120	0	TEMPO TREMOLO		
0	0	Auto Pan	Several panning effects that automatically shift the sound position (left, right, front, back).	71	16	AUTO PAN1		
0	0	Tempo Auto Pan	Tempo-synchronized auto pan.	121	0	TEMPO AUTO PAN1		
0	0	Legacy	Hall M	Reverb simulating the acoustics of a hall.	1	6	REVERB1	
0	0		Hall L		1	7	REVERB1	
0	0		Atmosphere Hall	A unique long reverb with atmosphere.	1	23	REVERB1	
0	0		Percussion Room	Reverb simulating the acoustics of a room. For percussion sounds.	2	22	REVERB1	
0	0		Room 1	Reverb simulating the acoustics of a room.	2	16	REVERB1	
0	0		Room 2		2	17	REVERB1	
0	0		Room 3		2	18	REVERB1	
0	0		Room 4		2	19	REVERB1	
0	0		Room 5		2	0	REVERB1	
0	0		Room 6		2	1	REVERB1	
0	0		Room 7		2	2	REVERB1	
0	0		Room S		2	5	REVERB1	
0	0		Room M		2	6	REVERB1	
0	0		Room L		2	7	REVERB1	
0	0		White Room		A unique short reverb with a bit of initial delay.	16	0	REVERB3
0	0		Stage 2		Reverb suitable for a solo instrument.	3	17	REVERB1
0	0		Stage 3			3	0	REVERB1
0	0		Stage 4			3	1	REVERB1
0	0		Plate 2	Reverb simulating a plate reverb unit.		4	17	REVERB1
0	0		Plate 3		4	0	REVERB1	
0	0		GM Plate		4	7	REVERB1	
0	0		Tunnel		Simulates a cylindrical space expanding to left and right.	17	0	REVERB3
0	0		Canyon	A hypothetical acoustic space which extends without limit.	18	0	REVERB3	
0	0		Basement	A bit of initial delay followed by reverb with a unique resonance.	19	0	REVERB3	
0	0		Karaoke 1	Echo for karaoke.	20	0	KARAOKE	
0	0		Karaoke 2		20	1	KARAOKE	
0	0		Karaoke 3		20	2	KARAOKE	

PSR-S970	PSR-S770	Category	Type	Description	MSB	LSB	Parameter List
0	0	Legacy	Early Reflection 1	This effect isolates only the early reflection components of the reverb.	9	0	EARLY REFLECTION
0	0		Early Reflection 2		9	1	EARLY REFLECTION
0	0		Gate Reverb 1	Simulation of gated reverb.	10	0	GATE REVERB
0	0		Gate Reverb 2	10	16	GATE REVERB	
0	0		Reverse Gate	Simulation of gated reverb played back in reverse.	11	0	GATE REVERB
0	0		V Distortion Warm	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	22	V DISTORTION
0	0		V Distortion Classic Hard		98	23	V DISTORTION
0	0		V Distortion Classic Soft		98	20	V DISTORTION
0	0		V Distortion Metal		98	24	V DISTORTION
0	0		V Distortion Edgy		98	19	V DISTORTION
0	0		V Distortion Solid		98	25	V DISTORTION
0	0		V Distortion Clean 1		98	17	V DISTORTION
0	0		V Distortion Clean 2		98	26	V DISTORTION
0	0		V Distortion Twin		98	16	V DISTORTION
0	0		V Distortion Rockabilly		103	18	V DIST TEMPO DELAY
0	0		V Distortion Jazz Clean		98	27	V DISTORTION
0	0		V Distortion Fusion		103	19	V DIST TEMPO DELAY
0	0		V Distortion Hard		98	0	V DISTORTION
0	0		V Distortion Soft		98	2	V DISTORTION
0	0		Stereo Amp Sim Clean	Stereo amp simulator.	75	27	STEREO AMP SIMULATOR
0	0		Stereo Amp Sim BluesHarp		75	31	STEREO AMP SIMULATOR
0	0		Distortion Hard 1	Hard-edge distortion.	75	16	AMP SIMULATOR1
0	0		Distortion Hard 2		75	22	AMP SIMULATOR1
0	0		Distortion Soft 1	Soft, warm distortion.	75	17	AMP SIMULATOR1
0	0		Distortion Soft 2	75	23	AMP SIMULATOR1	
0	0		Distortion Heavy	Heavy distortion.	73	0	DISTORTION
0	0		Overdrive	Adds mild distortion to the sound.	74	0	DISTORTION
0	0		Stereo Distortion	Stereo distortion.	73	8	STEREO DISTORTION
0	0		Stereo Overdrive	Stereo overdrive.	74	8	STEREO DISTORTION
0	0		Stereo Distortion Hard	Hard-edge stereo distortion.	75	18	STEREO AMP SIMULATOR
0	0		Stereo Distortion Soft	Soft, warm soft distortion.	75	19	STEREO AMP SIMULATOR
0	0		Amp Simulator 1	A simulation of a guitar amp.	75	0	AMP SIMULATOR1
0	0		Amp Simulator 2		75	1	AMP SIMULATOR2
0	0		Stereo Amp Simulator 1	Stereo amp simulator.	75	20	STEREO AMP SIMULATOR
0	0		Stereo Amp Simulator 2		75	21	STEREO AMP SIMULATOR
0	0		Stereo Amp Simulator 3		75	8	STEREO AMP SIMULATOR
0	0		Stereo Amp Simulator 4		75	24	STEREO AMP SIMULATOR
0	0		Stereo Amp Simulator 5		75	25	STEREO AMP SIMULATOR
0	0		Stereo Amp Simulator 6		75	26	STEREO AMP SIMULATOR
0	0		Distortion + Delay 1	Distortion and Delay are connected in series.	95	16	DISTORTION DELAY
0	0		Distortion + Delay 2		95	0	DISTORTION DELAY
0	0		Overdrive + Delay 1	Overdrive and Delay are connected in series.	95	17	DISTORTION DELAY
0	0		Overdrive + Delay 2		95	1	DISTORTION DELAY
0	0		Comp + Dist + Delay 1	Compressor, Distortion and Delay are connected in series.	96	16	COMP DIST DELAY
0	0		Comp + Dist + Delay 2		96	0	COMP DIST DELAY
0	0		Comp + OD + Delay 1		96	17	COMP DIST DELAY
0	0		Comp + OD + Delay 2		96	1	COMP DIST DELAY
0	0		V Distortion Soft + Delay	V Distortion Soft and Delay are connected in series.	98	3	V DISTORTION DELAY
0	0		V Dist Hard + Tmp Delay 1	V Distortion Hard and Tempo Delay are connected in series.	103	0	V DIST TEMPO DELAY
0	0		V Dist Hard + Tmp Delay 2		103	17	V DIST TEMPO DELAY
0	0		V Dist Soft + Tmp Delay 1	V Distortion Soft and Tempo Delay are connected in series.	103	1	V DIST TEMPO DELAY
0	0		V Dist Soft + Tmp Delay 2		103	16	V DIST TEMPO DELAY
0	0	Distortion + Tempo Delay	Distortion and Tempo Delay are connected in series.	100	0	DIST TEMPO DELAY	
0	0	Overdrive + Tempo Delay	Overdrive and Tempo Delay are connected in series.	100	1	DIST TEMPO DELAY	
0	0	Comp + Distortion 1	Since a Compressor is included in the first stage, steady distortion can be produced regardless of changes in input level.	73	16	COMP DISTORTION	
0	0	Comp + Distortion 2		73	1	COMP DISTORTION	
0	0	Comp + Dist + Tmp Delay	Compressor, Distortion and Tempo Delay are connected in series.	101	0	COMP DIST TEMPO DELAY	
0	0	Comp + OD + Tmp Delay 1	Compressor, Overdrive and Tempo Delay are connected in series.	101	1	COMP DIST TEMPO DELAY	
0	0	Comp + OD + Tmp Delay 2		101	16	COMP DIST TEMPO DELAY	
0	0	Comp + OD + Tmp Delay 3		101	17	COMP DIST TEMPO DELAY	
0	0	Comp + OD + Tmp Delay 4		101	18	COMP DIST TEMPO DELAY	
0	0	Comp + OD + Tmp Delay 5		101	19	COMP DIST TEMPO DELAY	
0	0	Comp + OD + Tmp Delay 6		101	20	COMP DIST TEMPO DELAY	
0	0	Multiband Compressor	Multi-band compressor that allows you to adjust the compression effect for individual frequency bands.	105	0	MULTI BAND COMP	
0	0	Compressor	Holds down the output level when a specified input level is exceeded. A sense of attack can also be added to the sound.	83	0	COMPRESSOR	
0	0	Noise Gate	Gates the input when the input signal falls below a specified level.	84	0	NOISE GATE	
0	0	EQ Disco	Equalizer effect that boosts both high and low frequencies, as is typical in most disco music.	76	16	3BAND EQ	
0	0	2Band EQ	A stereo EQ with adjustable LOW and HIGH. Ideal for drum Parts.	77	0	2BAND EQ	
0	0	Stereo 3Band EQ	A stereo EQ with adjustable LOW, MID, and HIGH equalization.	76	18	3BAND EQ	
0	0	Harmonic Enhancer 1	Adds new harmonics to the input signal to make the sound stand out.	81	16	HARMONIC ENHANCER	
0	0	Harmonic Enhancer 2		81	0	HARMONIC ENHANCER	
0	0	Isolator	Controls the level of a specified frequency band of the input signal.	115	0	ISOLATOR	

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PSR-S970	PSR-S770	Category	Type	Description	MSB	LSB	Parameter List
0	0	Legacy	Chorus 3	Conventional chorus program with rich, warm chorusing.	66	16	CHORUS
0	0		Chorus 4		66	1	CHORUS
0	0		Chorus 5		65	2	CHORUS
0	0		Chorus 6		65	0	CHORUS
0	0		Chorus 7		65	1	CHORUS
0	0		Chorus 8		65	8	CHORUS
0	0		Chorus Fast		65	16	CHORUS
0	0		Chorus Lite		65	17	CHORUS
0	0		GM Chorus 1		65	3	CHORUS
0	0		GM Chorus 2		65	4	CHORUS
0	0		GM Chorus 3		65	5	CHORUS
0	0		GM Chorus 4		65	6	CHORUS
0	0		Feedback Chorus		65	7	CHORUS
0	0		Celeste 1	A 3-phase LFO adds modulation and spaciousness to the sound.	66	0	CHORUS
0	0		Celeste 2		66	2	CHORUS
0	0		Symphonic 2	Adds more stages to the modulation of Celeste.	68	0	SYMPHONIC
0	0		Ensemble Detune 1	Chorus effect without modulation, created by adding a slightly pitch-shifted sound.	87	0	ENSEMBLE DETUNE
0	0		Ensemble Detune 2		87	16	ENSEMBLE DETUNE
0	0		Ambience Chorus	Chorus which added early reflection sound.	65	9	AMBIENCE CHORUS
0	0		Ambience Celeste	Celeste which added early reflection sound.	66	9	AMBIENCE CHORUS
0	0		Ambience Symphonic	Symphonic which added early reflection sound.	68	9	AMBIENCE SYMPHONIC
0	-		VCM Flanger 2	This simulates an analog flanger, giving a strong vintage flavor to the sound.	124	16	VCM FLANGER
0	0		Flanger 2	Creates a sound similar to that of a jet airplane.	67	16	FLANGER
0	0		Flanger 3		67	17	FLANGER
0	0		Flanger 4		67	1	FLANGER
0	0		Flanger 5		67	0	FLANGER
0	0		GM Flanger		67	7	FLANGER
0	0		Dynamic Flanger		Dynamically controlled flanger.	110	0
0	0		Ambience Flanger	Flanger which added early reflection sound.	67	9	AMBIENCE FLANGER
0	-	VCM Phaser 2	This simulates an analog phaser, giving a strong vintage flavor to the sound. It is effective in mono.	124	17	VCM PHASER MONO	
0	-	VCM Phaser Stereo 2	This simulates an analog phaser, giving a strong vintage flavor to the sound. It is effective in stereo.	124	18	VCM PHASER STEREO	
0	-	VCM Phaser Stereo 3		124	19	VCM PHASER STEREO	
0	-	VCM Phaser Stereo 4		124	20	VCM PHASER STEREO	
0	0	Phaser 2	Cyclically modulates the phase to add modulation to the sound.	72	8	PHASER2	
0	0	Phaser 3		72	19	PHASER2	
0	0	Tempo Phaser 2	Tempo-synchronized phaser.	108	16	TEMPO PHASER	
0	0	E-Piano Phaser 2	Cyclically modulates the phase to add modulation to the sound. For electric piano.	72	18	PHASER1	
0	0	E-Piano Phaser 3		72	16	PHASER1	
0	0	Dynamic Phaser	Dynamically controlled phaser.	111	0	DYNAMIC PHASER	
0	0	Auto Wah 2	Cyclically modulates the center frequency of a wah filter.	78	0	AUTO WAH	
0	0	Auto Wah + Distortion 2	Distortion can be applied to the output of Auto Wah.	78	1	AUTO WAH DISTORTION	
0	0	Auto Wah + Dist Hard		78	21	AUTO WAH DISTORTION	
0	0	Auto Wah + Dist Heavy		78	23	AUTO WAH DISTORTION	
0	0	Auto Wah + Dist Lite		78	25	AUTO WAH DISTORTION	
0	0	Auto Wah + Overdrive 1	Overdrive distortion can be applied to the output of Auto Wah.	78	18	AUTO WAH DISTORTION	
0	0	Auto Wah + Overdrive 2		78	2	AUTO WAH DISTORTION	
0	0	Auto Wah + OD Hard		78	22	AUTO WAH DISTORTION	
0	0	Auto Wah + OD Heavy		78	24	AUTO WAH DISTORTION	
0	0	Auto Wah + OD Lite		78	26	AUTO WAH DISTORTION	
0	0	Tmp AutoWah + Dist		Tempo-synchronized Auto Wah. Distortion can be applied to the output.	79	1	TEMPO AUTO WAH2
0	0	Tmp AutoWah + Dist Hard	79		21	TEMPO AUTO WAH2	
0	0	Tmp AutoWah + Dist Heavy	79		23	TEMPO AUTO WAH2	
0	0	Tmp AutoWah + Dist Lite	79		25	TEMPO AUTO WAH2	
0	0	Tmp AutoWah + OD	Tempo-synchronized Auto Wah. Overdrive distortion can be applied to the output.		79	2	TEMPO AUTO WAH2
0	0	Tmp AutoWah + OD Hard			79	22	TEMPO AUTO WAH2
0	0	Tmp AutoWah + OD Heavy			79	24	TEMPO AUTO WAH2
0	0	Tmp AutoWah + OD Lite			79	26	TEMPO AUTO WAH2
0	0	Touch Wah 2	Changes the center frequency of a wah filter according to the input level.	82	8	TOUCH WAH2	
0	0	Touch Wah 3		82	20	TOUCH WAH2	
0	0	Touch Wah + Distortion 2	Distortion can be applied to the output of Touch Wah.	82	1	TOUCH WAH1	
0	0	Touch Wah + Dist Hard		82	21	TOUCH WAH2	
0	0	Touch Wah + Dist Heavy		82	23	TOUCH WAH2	
0	0	Touch Wah + Dist Lite		82	25	TOUCH WAH2	
0	0	Touch Wah + Overdrive 1	Overdrive distortion can be applied to the output of Touch Wah.	82	17	TOUCH WAH2	
0	0	Touch Wah + Overdrive 2		82	2	TOUCH WAH2	
0	0	Touch Wah + OD Hard		82	22	TOUCH WAH2	
0	0	Touch Wah + OD Heavy		82	24	TOUCH WAH2	
0	0	Touch Wah + OD Lite		82	26	TOUCH WAH2	
0	0	Wah + Dist + Delay 1		Wah, Distortion and Delay are connected in series.	97	16	WAH DISTORTION DELAY
0	0	Wah + Dist + Delay 2	97		0	WAH DISTORTION DELAY	
0	0	Wah + Dist + Tmp Delay	Wah, Distortion and Tempo Delay are connected in series.	102	0	WAH DIST TEMPO DELAY	
0	0	Wah + Overdrive + Delay 1	Wah, Overdrive and Delay are connected in series.	97	17	WAH DISTORTION DELAY	
0	0	Wah + Overdrive + Delay 2		97	1	WAH DISTORTION DELAY	
0	0	Wah + OD + Tmp Delay 1	Wah, Overdrive and Tempo Delay are connected in series.	102	1	WAH DIST TEMPO DELAY	
0	0	Wah + OD + Tmp Delay 2		102	16	WAH DIST TEMPO DELAY	

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<input type="checkbox"/>	<input type="checkbox"/>	Legacy	Clavi Touch Wah	Clavinet Touch Wah	82	18	TOUCH WAH2	
<input type="checkbox"/>	<input type="checkbox"/>		EP Touch Wah	EP Touch Wah	82	19	TOUCH WAH2	
<input type="checkbox"/>	<input type="checkbox"/>		Pedal Wah + Dist Hard	Distortion can be applied to the output of Pedal Wah.	122	21	PEDAL WAH2	
<input type="checkbox"/>	<input type="checkbox"/>		Pedal Wah + Dist Heavy		122	23	PEDAL WAH2	
<input type="checkbox"/>	<input type="checkbox"/>		Pedal Wah + Dist Lite	Overdrive distortion can be applied to the output of Pedal Wah.	122	25	PEDAL WAH2	
<input type="checkbox"/>	<input type="checkbox"/>		Pedal Wah + Overdrive		122	2	PEDAL WAH2	
<input type="checkbox"/>	<input type="checkbox"/>		Pedal Wah + OD Hard		122	22	PEDAL WAH2	
<input type="checkbox"/>	<input type="checkbox"/>		Pedal Wah + OD Heavy		122	24	PEDAL WAH2	
<input type="checkbox"/>	<input type="checkbox"/>		Pedal Wah + OD Lite		122	26	PEDAL WAH2	
<input type="checkbox"/>	<input type="checkbox"/>		Dual Rotary Speaker 1	Simulates a rotary speaker.	99	0	ROTARY SPEAKER1	
<input type="checkbox"/>	<input type="checkbox"/>		Dual Rotary Speaker 2		99	1	ROTARY SPEAKER1	
<input type="checkbox"/>	<input type="checkbox"/>		Rotary Speaker 2		71	17	AUTO PAN1	
<input type="checkbox"/>	<input type="checkbox"/>		Rotary Speaker 3		71	18	AUTO PAN1	
<input type="checkbox"/>	<input type="checkbox"/>		Rotary Speaker 4		70	17	TREMOLO	
<input type="checkbox"/>	<input type="checkbox"/>		Rotary Speaker 5		66	18	CHORUS	
<input type="checkbox"/>	<input type="checkbox"/>		Rotary Speaker 6		69	0	ROTARY SPEAKER2	
<input type="checkbox"/>	<input type="checkbox"/>		Rotary Speaker 7		71	22	AUTO PAN1	
<input type="checkbox"/>	<input type="checkbox"/>		2way Rotary Speaker		86	0	2WAY ROTARY SPEAKER	
<input type="checkbox"/>	<input type="checkbox"/>		Dist + Rotary SP		Distortion and rotary speaker connected in series.	69	1	DIST ROTARY SPEAKER
<input type="checkbox"/>	<input type="checkbox"/>		Dist + 2way Rotary SP		Distortion and 2-way rotary speaker connected in series.	86	1	DIST 2WAY ROTARY SP
<input type="checkbox"/>	<input type="checkbox"/>		OD + Rotary SP		Overdrive and rotary speaker connected in series.	69	2	DIST ROTARY SPEAKER
<input type="checkbox"/>	<input type="checkbox"/>		OD + 2way Rotary SP		Overdrive and 2-way rotary speaker connected in series.	86	2	DIST 2WAY ROTARY SP
<input type="checkbox"/>	<input type="checkbox"/>		Amp Sim + Rotary SP	Amp simulator and rotary speaker connected in series.	69	3	AMP ROTARY SPEAKER	
<input type="checkbox"/>	<input type="checkbox"/>		Amp Sim + 2way Rotary SP	Amp simulator and 2-way rotary speaker connected in series.	86	3	AMP 2WAY ROTARY SP	
<input type="checkbox"/>	<input type="checkbox"/>		Tremolo 2	Rich Tremolo effect with both volume and pitch modulation.	71	19	AUTO PAN1	
<input type="checkbox"/>	<input type="checkbox"/>		Tremolo 3		70	0	TREMOLO	
<input type="checkbox"/>	<input type="checkbox"/>		Guitar Tremolo 1		71	20	AUTO PAN1	
<input type="checkbox"/>	<input type="checkbox"/>		Guitar Tremolo 2		70	19	TREMOLO	
<input type="checkbox"/>	<input type="checkbox"/>		Vibraphone Rotor		Vibraphone effect.	119	0	VIBE VIBRATE
<input type="checkbox"/>	<input type="checkbox"/>		Auto Pan 2	Several panning effects that automatically shift the sound position (left, right, front, back).	71	0	AUTO PAN1	
<input type="checkbox"/>	<input type="checkbox"/>		Auto Pan 3		71	1	AUTO PAN2	
<input type="checkbox"/>	<input type="checkbox"/>		E-Piano Auto Pan		71	21	AUTO PAN1	
<input type="checkbox"/>	<input type="checkbox"/>		Tempo Auto Pan 2	Tempo-synchronized auto pan.	121	1	TEMPO AUTO PAN2	
<input type="checkbox"/>	<input type="checkbox"/>	Pitch Change 1	Changes the pitch of the input signal.	80	16	PITCH CHANGE1		
<input type="checkbox"/>	<input type="checkbox"/>	Pitch Change 2		80	0	PITCH CHANGE1		
<input type="checkbox"/>	<input type="checkbox"/>	Pitch Change 3		80	1	PITCH CHANGE2		
<input type="checkbox"/>	<input type="checkbox"/>	Voice Cancel	Attenuates the vocal part of a CD or other source.	85	0	VOICE CANCELAR		
<input type="checkbox"/>	<input type="checkbox"/>	Ambience	Blurs the stereo positioning of the sound to add spatial width.	88	0	AMBIENCE		
<input type="checkbox"/>	<input type="checkbox"/>	Talking Modulation	Adds a vowel sound to the input signal.	93	0	TALKING MODULATION		
<input type="checkbox"/>	<input type="checkbox"/>	Lo-Fi	Degrades the audio quality of the input signal.	94	0	LO FI		
<input type="checkbox"/>	<input type="checkbox"/>	Dynamic Filter	Dynamically controlled filter.	109	0	DYNAMIC FILTER		
<input type="checkbox"/>	<input type="checkbox"/>	Dynamic Ring Modulator	Dynamically controlled Ring Modulator.	112	0	DYNAMIC RING MOD		
<input type="checkbox"/>	<input type="checkbox"/>	Ring Modulator	An effect that modifies the pitch by applying amplitude modulation to the frequency of the input.	113	0	RING MODULATOR		
<input type="checkbox"/>	<input type="checkbox"/>	---	No Effect	No effect.	0	0	NO EFFECT	
<input type="checkbox"/>	<input type="checkbox"/>	---	Through	Bypass without applying an effect.	64	0	THRU	

Effect Parameter List / Liste der Effektparameter / Liste des paramètres d'effets / Lista de parámetros de efectos

- Parameters marked with a ● in the "Control" column can be controlled from an AC1 (assignable controller 1) etc. However, these only affect insertion type effects.
- Parameter 10 Dry/Wet only affects insertion type effects.

(*1) Reverb Block

(*2) Chorus Block, DSP1(Variation) Block and DSP2-4(Insertion) Block

REVERB

REAL REVERB

Block : Reverb

No.	Parameter	Display	Min	Max	Table	Control
1	Reverb Time	0.3s – 30.0s	0	69	Table#1	●
2						
3	Initial Delay	0.1ms – 200.0ms	0	127	Table#2	
4	High Damp Frequency	1.0kHz – 18kHz, Thru	34	60	Table#3	
5						
6	High Ratio	0.0 – 1.0	0	10		
7						
8						
9						
10						
11						
12						
13	EQ Low Frequency	22Hz – 1.0kHz	1	34	Table#3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 18.0kHz	28	59	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

REVERB1

Block : Reverb, Chorus, DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Reverb Time	0.3s – 30.0s	0	69	Table#1	
2	Diffusion	0 – 10	0	10		
3	Initial Delay	0.1ms – 200.0ms (*1) 0.1ms – 99.3ms (*2)	0	127 63	Table#2	
4	HPF Cutoff	Thru, 22Hz – 8.0kHz	0	52	Table#3	
5	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Reverb Delay	0.1ms – 200.0ms (*1) 0.1ms – 99.3ms (*2)	0	127 63	Table#2	
12	Density	0 – 4	0	4		
13	ER/Reverb Balance	E63>R – E=R – E<R63	1	127		
14	High Damp	0.1 – 1.0	1	10		
15	Feedback Level	-63 – 0 – +63	1	127		
16						

REVERB2

Block : Reverb

No.	Parameter	Display	Min	Max	Table	Control
1	Reverb Time	0.3s – 30.0s	0	69	Table#1	●
2	Diffusion	0 – 10	0	10		
3	Initial Delay	0.1ms – 200.0ms	0	127	Table#2	
4	HPF Cutoff	Thru, 22Hz – 8.0kHz	0	52	Table#3	
5	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
6						
7						
8						
9						
10						
11						
12						
13						
14	High Damp	0.1 – 1.0	1	10		
15						
16						

REVERB3

Block : Reverb, DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Reverb Time	0.3s – 30.0s	0	69	Table#1	
2	Diffusion	0 – 10	0	10		
3	Initial Delay	0.1ms – 200.0ms (*1) 0.1ms – 99.3ms (*2)	0	127 63	Table#2	
4	HPF Cutoff	Thru, 22Hz – 8.0kHz	0	52	Table#3	
5	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
6	Width	0.5m – 30.2m (*1) 0.5m – 10.2m (*2)	0	104 37	Table#4	
7	Height	0.5m – 30.2m (*1) 0.5m – 20.2m (*2)	0	104 73	Table#4	
8	Depth	0.5m – 30.2m	0	104	Table#4	
9	Wall Vary	0 – 30	0	30		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Reverb Delay	0.1ms – 200.0ms (*1) 0.1ms – 99.3ms (*2)	0	127 63	Table#2	
12	Density	0 – 4	0	4		
13	ER/Reverb Balance	E63>R – E=R – E<R63	1	127		
14	High Damp	0.1 – 1.0	1	10		
15	Feedback Level	-63 – 0 – +63	1	127		
16						

DELAY

DELAY LCR

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Lch Delay	0.1ms – 1638.3ms	1	16383		
2	Rch Delay	0.1ms – 1638.3ms	1	16383		
3	Cch Delay	0.1ms – 1638.3ms	1	16383		
4	Feedback Delay	0.1ms – 1638.3ms	1	16383		
5	Feedback Level	-63 – 0 – +63	1	127		
6	Cch Level	0 – 127	0	127		
7	High Damp	0.1 – 1.0	1	10		
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

DELAY LR

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Lch Delay	0.1ms – 1638.3ms	1	16383		
2	Rch Delay	0.1ms – 1638.3ms	1	16383		
3	Feedback Delay 1	0.1ms – 1638.3ms	1	16383		
4	Feedback Delay 2	0.1ms – 1638.3ms	1	16383		
5	Feedback Level	-63 – 0 – +63	1	127		
6	High Damp	0.1 – 1.0	1	10		
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

ECHO

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Lch Delay1	0.1ms – 1486.0ms	1	14860		
2	Lch Feedback Level	-63 – 0 – +63	1	127		
3	Rch Delay1	0.1ms – 1486.0ms	1	14860		
4	Rch Feedback Level	-63 – 0 – +63	1	127		
5	High Damp	0.1 – 1.0	1	10		
6	Lch Delay2	0.1ms – 1486.0ms	1	14860		
7	Rch Delay2	0.1ms – 1486.0ms	1	14860		
8	Delay2 Level	0 – 127	0	127		
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

CROSS DELAY

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	L->R Delay	0.1ms – 1486.0ms	1	14860		
2	R->L Delay	0.1ms – 1486.0ms	1	14860		
3	Feedback Level	-63 – 0 – +63	1	127		
4	Input Select	L, R, L&R	0	2		
5	High Damp	0.1 – 1.0	1	10		
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

TEMPO DELAY

Block : Chorus, DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	32nd/3 – 4thx6	0	19	Table#5	
2	Feedback Level	-63 – 0 – +63	1	127		
3	Feedback High Dump	0.1 – 1.0	1	10		
4	L/R Diffusion	-63ms – 0ms – 63ms	1	127		
5	Lag	-63ms – 0ms – 63ms	1	127		
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40		
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58		
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

TEMPO CROSS DELAY

Block : Chorus, DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time L>R	32nd/3 – 4thx6	0	19	Table#5	
2	Delay Time R>L	32nd/3 – 4thx6	0	19	Table#5	
3	Feedback Level	-63 – 0 – +63	1	127		
4	Input Select	L, R, L&R	0	2		
5	Feedback High Dump	0.1 – 1.0	1	10		
6	Lag	-63ms – 0ms – 63ms	1	127		
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40		
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58		
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

ER/KARAOKE

KARAOKE

Block : Chorus, DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	0.1ms – 400.0ms	0	127	Table#6	
2	Feedback Level	-63 – 0 – +63	1	127		
3	HPF Cutoff	Thru, 22Hz – 8.0kHz	0	52	Table#3	
4	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
5						
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Density	0 – 3	0	3		
12						
13						
14						
15						
16						

EARLY REFLECTION

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Type	S-H, L-H, Rdm, Rvs, Plt, Spr	0	5		
2	Room Size	0.1 – 20.0	0	127	Table#7	
3	Diffusion	0 – 10	0	10		
4	Initial Delay	0.1ms – 200.0ms	0	127	Table#2	
5	Feedback Level	-63 – 0 – +63	1	127		
6	HPF Cutoff	Thru, 22Hz – 8.0kHz	0	52	Table#3	
7	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Liveness	0 – 10	0	10		
12	Density	0 – 3	0	3		
13	High Damp	0.1 – 1.0	1	10		
14						
15						
16						

GATE REVERB

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Type	TypeA, TypeB	0	1		
2	Room Size	0.1 – 20.0	0	127	Table#7	
3	Diffusion	0 – 10	0	10		
4	Initial Delay	0.1ms – 200.0ms	0	127	Table#2	
5	Feedback Level	-63 – 0 – +63	1	127		
6	HPF Cutoff	Thru, 22Hz – 8.0kHz	0	52	Table#3	
7	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Liveness	0 – 10	0	10		
12	Density	0 – 3	0	3		
13	High Damp	0.1 – 1.0	1	10		
14						
15						
16						

TEMPO FLANGER

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	16th – 4thx16	5	29	Table#5	
2	LFO Depth	0 – 127	0	127		
3	Feedback Level	-63 – 0 – +63	1	127		
4	Delay Offset	0.0ms – 50ms	0	127	Table#9	
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14	LFO Phase Difference	-180deg – 0deg – +180deg	4	124		
15						
16						

DYNAMIC FLANGER

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Sensitivity	0 – 127	0	127		●
2	Delay Time Offset	0 – 127	0	127		
3	Feedback Level	-63 – 0 – +63	1	127		
4	Attack Time	0.3ms – 227ms	0	127	Table#13	
5	Release Time	2.6ms – 2171.4ms	0	127	Table#14	
6	Release Curve	0 – 127	0	127		
7	Direction	Up, Down	0	1		
8	Dyna Threshold Level	0 – 127	0	127		
9	Dyna Level Offset	0 – 127	0	127		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

AMBIENCE FLANGER

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	
2	LFO Depth	0 – 127	0	127		
3	Feedback Level	-63 – 0 – +63	1	127		
4	Delay Offset	0.0ms – 50ms	0	127	Table#9	
5						
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13						
14	LFO Phase Difference	-180deg – 0deg – +180deg(resolution=3deg.)	4	124		
15	Ambience	0 – 127	0	127		
16	Connect Mode	Amb->Flg, Flg->Amb	0	1		

PHASER

PHASER1

Block : Chorus, DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	
2	LFO Depth	0 – 127	0	127		
3	Phase Shift Offset	0 – 127	0	127		
4	Feedback Level	-63 – 0 – +63	1	127		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Stage	4 – 22	4	22		
12	Diffusion	Mono, Stereo	0	1		
13						
14						
15						
16						

PHASER2

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	
2	LFO Depth	0 – 127	0	127		
3	Phase Shift Offset	0 – 127	0	127		
4	Feedback Level	-63 – 0 – +63	1	127		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Stage	3 – 11	3	11		
12						
13	LFO Phase Difference	-180deg – 0deg – +180deg(resolution=3deg.)	4	124		
14						
15						
16						

VCM PHASER MONO

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Speed	0.100Hz – 10.00Hz	0	252	Table#15	●
2	Manual	0 – 127	0	127		
3	Depth	0 – 127	0	127		
4	Feedback	0 – 127	0	127		
5	Stage	4, 6, 8, 10, 12, 16	0	5		
6	Mode	1, 2, 3	0	2		
7	Color (*)	0 – 127	0	127		
8						
9						
10						
11						
12						
13						
14						
15						
16						

(*) In the case of the following settings, Color is not effective. When Stage is set to 4, 6 or 8 at Mode = 1, and 4 or 10 at Mode = 2.

VCM PHASER STEREO
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Speed	0.100Hz – 10.00Hz	0	252	Table#15	●
2	Manual	0 – 127	0	127		
3	Depth	0 – 127	0	127		
4	Feedback	0 – 127	0	127		
5	Stage	4, 6, 8, 10	0	3		
6	Mode	1, 2	0	1		
7	Color (*)	0 – 127	0	127		
8	Spread	0 – 127	0	127		
9						
10						
11						
12						
13						
14						
15						
16						

(*) In the case of the following settings, Color is not effective. When Stage is set to 4, 6 or 8 at Mode = 1, and 4 or 10 at Mode = 2.

TEMPO PHASER
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	16th – 4thx16	5	29	Table#5	
2	LFO Depth	0 – 127	0	127		
3	Phase Shift Offset	0 – 127	0	127		
4	Feedback Level	-63 – 0 – +63	1	127		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Stage	3 – 11	3	11		
12						
13	LFO Phase Difference	-180deg – 0deg – +180deg	4	124		
14						
15						
16						

DYNAMIC PHASER
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Sensitivity	0 – 127	0	127		●
2	Dyna Level Offset	0 – 127	0	127		
3	Feedback Level	-63 – 0 – +63	1	127		
4	Attack Time	0.3ms – 227ms	0	127	Table#13	
5	Release Time	2.6ms – 2171.4ms	0	127	Table#14	
6	Release Curve	0 – 127	0	127		
7	Direction	Up, Down	0	1		
8	Dyna Threshold Level	0 – 127	0	127		
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Stage	4, 5, 6	4	6		
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

DISTORTION/AMP SIMULATOR

V DISTORTION
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Overdrive	0% – 100%	0	100		
2	Device	Transistor, Vintage Tube, Dist1, Dist2, Fuzz	0	4		
3	Speaker Type	Flat, Stack, Combo, Twin, Radio, Megaphone	0	5		
4	Presence	0 – 20	0	20		
5	Output Level	0% – 100%	0	100		
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13						
14						
15						
16						

V DIST TEMPO DELAY
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Overdrive	0% – 100%	0	100		
2	Device	Transistor, Vintage Tube, Dist1, Dist2, Fuzz	0	4		
3	Speaker Type	Flat, Stack, Combo, Twin, Radio, Megaphone	0	5		
4	Presence	0 – 20	0	20		
5	Output Level	0% – 100%	0	100		
6	Delay Time	32nd/3 – 4thx6	0	19	Table#5	
7	Delay Feedback Level	-63 – 0 – +63	1	127		
8	L/R Diffusion	-63ms – 0ms – 63ms	1	127		
9	Lag	-63ms – 0ms – 63ms	1	127		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Delay Mix	0 – 127	0	127		
12	Feedback High Dump	0.1 – 1.0	1	10		
13						
14						
15						
16						

STEREO AMP SIMULATOR
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Drive	0 – 127	0	127		●
2	AMP Type	Off, Stack, Combo, Tube	0	3		
3	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
4	Output Level	0 – 127	0	127		
5						
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Edge(Clip Curve)	0 – 127(mild – sharp)	0	127		
12						
13						
14						
15						
16						

COMP DISTORTION
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Drive	0 – 127	0	127		●
2	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
3	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
4	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
5	Output Level	0 – 127	0	127		
6						
7	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3	
8	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
9	EQ Mid Width	0.1 – 12.0	1	120		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Edge(Clip Curve)	0 – 127(mild – sharp)	0	127		
12	Attack	1ms – 40ms	0	19	Table#16	
13	Release	10ms – 680ms	0	15	Table#17	
14	Threshold	-48dB – -6dB	79	121		
15	Ratio	1.0 – 20.0	0	7	Table#18	
16						

COMP DIST TEMPO DELAY
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	32nd/3 – 4thx6	0	19	Table#5	
2	Delay Feedback Level	-63 – 0 – +63	1	127		
3	Delay Mix	0 – 127	0	127		
4	Dist Drive	0 – 127	0	127		
5	Dist Output Level	0 – 127	0	127		
6	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
7	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
8	L/R Diffusion	-63ms – 0ms – 63ms	1	127		
9	Lag	-63ms – 0ms – 63ms	1	127		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Comp. Attack	1ms – 40ms	0	19	Table#16	
12	Comp. Release	10ms – 680ms	0	15	Table#17	
13	Comp. Threshold	-48dB – -6dB	79	121		
14	Comp. Ratio	1.0 – 20.0	0	7	Table#18	
15						
16						

MULTI FX
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Comp. Sustain	Off, 0.1 – 10.0	0	100		
2	Wah SW	Off, Wah Pedal, Auto+ Full, Auto+ Mid, Auto+ Light, Auto- Full, Auto- Mid, Auto-Light	0	7		
3	Wah Pedal	0 – 127	0	127		●
4	Dist SW	Off, Overdrive, Distortion1, Distortion2, Clean, Crunch, Hi-Gain, Modern	0	7		
5	Dist Drive	0.0 – 10.0	0	100		
6	Dist EQ	High Boost, Mid Boost, Mid Cut 1, Mid Cut 2, Mid Cut 3, Low Cut 1, Low Cut 2, High Cut, High/Low	0	8		
7	Dist Tone	0.0 – 10.0	0	100		
8	Dist Presence	0.0 – 10.0	0	100		
9	Output	0 – 127	0	127		
10						
11	Speaker Type	Off, Stack, Twin, Tweed, Oldies, Modern, Mean, Soft, Small, Dip1, Dip2, Metal, Light	0	12		
12	LFO Speed	0.1Hz – 9.925Hz	0	127	Table#19	
13	Phaser SW	Off, Standard, Wide, Vibe, Tremolo	0	4		
14	Delay SW	Off, Delay M, Echo1 M, Echo2 M, Chorus M, DI Chorus M, Flanger1 M, Flanger2 M, Flanger3 M, Delay St, Echo1 St, Echo2 St, Chorus St, DI Chorus St, Flanger1 St, Flanger2 St, Flanger3 St	0	16		
15	Delay Ctrl	0 – 127	0	127		
16	Delay Time	0 – 127	0	127		

SMALL STEREO DIST
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Comp. SW	Off, On	0	1		
2	Comp. Sustain	0.0 – 10.0	0	100		
3	Comp. Level	0.0 – 10.0	0	100		
4	Dist Type	Overdrive, Distortion1, Distortion2, Clean, Crunch, Hi-Gain, Modern	1	7		
5	Dist Drive	0.0 – 10.0	0	100		
6	Dist EQ	High Boost, Mid Boost, Mid Cut 1, Mid Cut 2, Mid Cut 3, Low Cut 1, Low Cut 2, High Cut, High/Low	0	8		
7	Dist Tone	0.0 – 10.0	0	100		
8	Dist Presence	0.0 – 10.0	0	100		
9	Output	0 – 127	0	127		
10						
11	Speaker Type	Off, Stack, Twin, Tweed, Oldies, Modern, Mean, Soft, Small, Dip1, Dip2, Metal, Light	0	12		●
12						
13						
14						
15						
16						

BRITISH COMBO
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Mode	Bright, Top Boost	0	1		
2	Normal	0.0 – 10.0	0	100		
3	Brilliant	0.0 – 10.0	0	100		
4	Bass	0.0 – 10.0	0	100		
5						
6	Treble	0.0 – 10.0	0	100		
7	Cut	0.0 – 10.0	0	100		
8						
9	Output	0 – 127	0	127		
10						
11	Speaker Type	Off, BS 4x12, AC 2x12, AC 1x12, AC 4x10, BC 2x12, AM 4x12, YC 4x12, JC 2x12, OC 2x12, OC 1x8	0	10		●
12	Speaker Air	0 – 2	0	2		
13	Mic Position	Center, Edge	0	1		
14						
15						
16						

BRITISH LEGEND
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Sensitivity	High, Low	0	1		
2	Preamp	0.0 – 10.0	0	100		
3						
4	Bass	0.0 – 10.0	0	100		
5	Middle	0.0 – 10.0	0	100		
6	Treble	0.0 – 10.0	0	100		
7	Presence	0.0 – 10.0	0	100		
8	Master Volume	0.0 – 10.0	0	100		
9	Output	0 – 127	0	127		
10						
11	Speaker Type	Off, BS 4x12, AC 2x12, AC 1x12, AC 4x10, BC 2x12, AM 4x12, YC 4x12, JC 2x12, OC 2x12, OC 1x8	0	10		●
12	Speaker Air	0 – 2	0	2		
13	Mic Position	Center, Edge	0	1		
14						
15						
16						

US COMBO

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Gain Boost	Low, High	0	1		
2	Volume	0.0 – 10.0	0	100		●
3	Low Cut	0.0 – 10.0	0	100		
4	Mid Cut	0.0 – 10.0	0	100		
5	Mid Width	0.0 – 10.0	0	100		
6	Mid Sweep	0.0 – 10.0	0	100		
7	High Cut	0.0 – 10.0	0	100		
8	Balance	0.0 – 10.0	0	100		
9	Output	0 – 127	0	127		
10						
11	Speaker Type	Off, BS 4x12, AC 2x12, AC 1x12, AC 4x10, BC 2x12, AM 4x12, YC 4x12, JC 2x12, OC 2x12, OC 1x8	0	10		
12	Speaker Air	0 – 2	0	2		
13	Mic Position	Center, Edge	0	1		
14	Presence	0.0 – 10.0	0	100		
15						
16						

BRITISH LEAD

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Type	Crunch, Hi-Gain, Lead	0	2		
2	Preamp	0.0 – 10.0	0	100		
3	Tone Shift	Normal, Loose, Tight	0	2		
4	Bass	0.0 – 10.0	0	100		
5	Middle	0.0 – 10.0	0	100		
6	Treble	0.0 – 10.0	0	100		
7	Presence	0.0 – 10.0	0	100		
8	Master Volume	0.0 – 10.0	0	100		●
9	Output	0 – 127	0	127		
10						
11	Speaker Type	Off, BS 4x12, AC 2x12, AC 1x12, AC 4x10, BC 2x12, AM 4x12, YC 4x12, JC 2x12, OC 2x12, OC 1x8	0	10		
12	Speaker Air	0 – 2	0	2		
13	Mic Position	Center, Edge	0	1		
14						
15						
16						

JAZZ COMBO

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Panning	0.0 – 10.0	0	100		●
2	Volume	0.0 – 10.0	0	100		
3	Distortion	Off, 0.1 – 10.0	0	100		
4	Bass	0.0 – 10.0	0	100		
5	Middle	0.0 – 10.0	0	100		
6	Treble	0.0 – 10.0	0	100		
7	High Treble	0.0 – 10.0	0	100		
8						
9	Output	0 – 127	0	127		
10						
11	Speaker Type	Off, BS 4x12, AC 2x12, AC 1x12, AC 4x10, BC 2x12, AM 4x12, YC 4x12, JC 2x12, OC 2x12, OC 1x8	0	10		
12	Speaker Air	0 – 2	0	2		
13	Mic Position	Center, Edge	0	1		
14	Chorus	Off, Chorus, Vib	0	2		
15	Vib Speed	0.0 – 10.0	0	100		
16	Depth	0.0 – 10.0	0	100		

PITCH CHANGE

PITCH CHANGE1

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Pitch	-24 – 0 – +24	40	88		
2	Initial Delay	0.1ms – 400.0ms	0	127	Table#6	
3	Fine 1	-50 – 0 – +50	14	114		
4	Fine 2	-50 – 0 – +50	14	114		
5	Feedback Level	-63 – 0 – +63	1	127		
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Pan 1	L63 – C – R63	1	127		
12	Output Level 1	0 – 127	0	127		
13	Pan 2	L63 – C – R63	1	127		
14	Output Level 2	0 – 127	0	127		
15						
16						

US HIGH GAIN

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Type	Raw1, Vintage1, Modern1, Raw2, Vintage2, Modern2	0	5		
2	Gain	0.0 – 10.0	0	100		
3						
4	Bass	0.0 – 10.0	0	100		
5	Middle	0.0 – 10.0	0	100		
6	Treble	0.0 – 10.0	0	100		
7	Presence	0.0 – 10.0	0	100		
8	Master Volume	0.0 – 10.0	0	100		●
9	Output	0 – 127	0	127		
10						
11	Speaker Type	Off, BS 4x12, AC 2x12, AC 1x12, AC 4x10, BC 2x12, AM 4x12, YC 4x12, JC 2x12, OC 2x12, OC 1x8	0	10		
12	Speaker Air	0 – 2	0	2		
13	Mic Position	Center, Edge	0	1		
14						
15						
16						

PITCH CHANGE2

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Pitch	-24 – 0 – +24	40	88		
2	Initial Delay	0.1ms – 400.0ms	0	127	Table#6	
3	Fine 1	-50cent – 0cent – +50cent	14	114		
4	Fine 2	-50cent – 0cent – +50cent	14	114		
5	Feedback Level	-63 – 0 – +63	1	127		
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Pan 1	L63 – C – R63	1	127		
12	Output Level 1	0 – 127	0	127		
13	Pan 2	L63 – C – R63	1	127		
14	Output Level 2	0 – 127	0	127		
15						
16						

WAH DISTORTION DELAY
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	0.1ms – 1638.3ms	1	16383		
2	Delay Feedback Level	-63 – 0 – +63	1	127		
3	Delay Mix	0 – 127	0	127		
4	Dist Drive	0 – 127	0	127		
5	Dist Output Level	0 – 127	0	127		
6	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
7	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Wah Sensitivity	0 – 127	0	127		
12	Wah Cutoff Frequency Offset	0 – 127	0	127		
13	Wah Resonance	1.0 – 12.0	10	120		
14	Wah Release	10ms – 680ms	52	67	Table#21	
15						
16						

PEDAL WAH2
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Pedal Control	0 – 127	0	127		●
2	Depth	0 – 127	0	127		
3	Cutoff Frequency Offset	0 – 127	0	127		
4	Resonance	1.0 – 12.0	10	120		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
13	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
14	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
15	Output Level	0 – 127	0	127		
16						

WAH DIST TEMPO DELAY
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	32nd/3 – 4thx6	0	19	Table#5	
2	Delay Feedback Level	-63 – 0 – +63	1	127		
3	Delay Mix	0 – 127	0	127		
4	Dist Drive	0 – 127	0	127		
5	Dist Output Level	0 – 127	0	127		
6	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
7	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
8	L/R Diffusion	-63ms – 0ms – 63ms	1	127		
9	Lag	-63ms – 0ms – 63ms	1	127		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Wah Sensitivity	0 – 127	0	127		
12	Wah Cutoff Frequency Offset	0 – 127	0	127		
13	Wah Resonance	1.0 – 12.0	10	120		
14	Wah Release	10ms – 680ms	52	67	Table#21	
15						
16						

COMPRESSOR/NOISE GATE

COMPRESSOR
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Attack	1ms – 40ms	0	19	Table#16	
2	Release	10ms – 680ms	0	15	Table#17	
3	Threshold	-48dB – -6dB	79	121		
4	Ratio	1.0 – 20.0	0	7	Table#18	
5	Output Level	0 – 127	0	127		
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

VCM PEDAL WAH
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Pedal Control	0 – 127	0	127		●
2	Bottom	0 – 127	0	127		
3	Top	0 – 127	0	127		
4	Resonance Offset	-12.0 – 0.0 – +12.0	40	88		
5	Direction	Up, Down	0	1		
6	Type	High, Mid, Low, Bass	0	3		
7	Overdrive	0.0dB – +40.0dB	0	80		
8	Output	-20.0dB – 0.0dB – +10.0dB	24	84		
9						
10						
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

MULTI BAND COMP
Block : DSP1(Variation), DSP2-4(Insertion), Master (96step)

No.	Parameter	Display	Min	Max	Table	Control
1	Type	Normal, Low, Mid, High, Low/High, Low/Mid, Mid/High, Full Bit, Wild, Attacky, Low End, Hard, Basic	0	12		
2	Threshold Offset	-32 – +32	32	96		●
3	Low Gain Offset	-63 – 0 – +63	1	127		
4	Mid Gain Offset	-63 – 0 – +63	1	127		
5	High Gain Offset	-63 – 0 – +63	1	127		
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

PEDAL WAH1
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Pedal Control	0 – 127	0	127		●
2	Depth	0 – 127	0	127		
3	Cutoff Frequency Offset	0 – 127	0	127		
4	Resonance	1.0 – 12.0	10	120		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12						
13						
14						
15						
16						

VCM COMPRESSOR
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Input Level	-∞ – 0.00dB	0	200	Table#22	
2	Output Level	-∞ – 0.00dB	0	200	Table#22	
3	Ratio	2, 4, 8, 12, 20	0	4		
4	Attack	0.022ms – 50.40ms	0	200	Table#23	
5	Release	10.88ms – 544.22ms	0	200	Table#24	
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

EQ/ENHANCER

3BAND EQ
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
2	EQ Mid Frequency	100Hz – 16.0kHz	14	58	Table#3	
3	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
4	EQ Mid Width	0.1 – 12.0	1	120		
5	EQ High Gain	-12dB – 0dB – +12dB	52	76		
6	EQ Low Frequency	50Hz – 2.0kHz	8	40	Table#3	
7	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
8						
9						
10						
11						
12						
13						
14						
15	Input Mode	Mono, Stereo	0	1		
16						

2BAND EQ
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
2	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
3	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
4	EQ High Gain	-12dB – 0dB – +12dB	52	76		
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

HARMONIC ENHANCER
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	HPF Cutoff	500Hz – 16.0kHz	28	58		
2	Drive	0 – 127	0	127		
3	Mix Level	0 – 127	0	127		
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

MISC

VOICE CANCELAR
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11	Low Adjust	0 – 26	0	26		
12	High Adjust	0 – 26	0	26		
13						
14						
15						
16						

AMBIENCE
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	0.0ms – 50ms	0	127	Table#9	
2	Output Phase	Normal, Inverse	0	1		
3						
4						
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13						
14						
15						
16						

TALKING MODULATION
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Vowel	a, i, u, e, o	0	4		●
2	Move Speed	1 – 62	1	62		
3	Drive	0 – 127	0	127		
4	Output Level	0 – 127	0	127		
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

LO FI
Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Sampling Frequency Control	44.1kHz – 345Hz	0	127	Table#25	●
2	Word Length	1 – 127	1	127		
3	Output Gain	-6dB – +36dB	0	42		
4	LPF Cutoff	63Hz – 18kHz, Thru	10	60	Table#3	
5	Filter Type	Thru, PowerBass, Radio, Tel, Clean, Low	0	5		
6	LPF Resonance	1.0 – 12.0	10	120		
7	Bit Assign	0 – 6	0	6		
8	Emphasis	Off, On	0	1		
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11						
12						
13						
14						
15	Input Mode	Mono, Stereo	0	1		
16						

DYNAMIC FILTER

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Filter Type	LPF(12dB), LPF(18dB), LPF(24dB), HPF, BPF, BEF	0	5		
2	Sensitivity	0 – 127	0	127		●
3	Dyna Level Offset	0 – 127	0	127		
4	Resonance	-16 – +111	0	127		
5	Attack Time	0.3ms – 227ms	0	127	Table#13	
6	Release Time	2.6ms – 2171.4ms	0	127	Table#14	
7	Release Curve	0 – 127	0	127		
8	Direction	Up, Down	0	1		
9	Dyna Threshold Level	0 – 127	0	127		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

NO EFFECT

Block : Reverb, Chorus, DSP1(Variation)

No.	Parameter	Display	Min	Max	Table	Control
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

DYNAMIC RING MOD

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Sensitivity	0 – 127	0	127		●
2	HPF Cutoff Frequency	Thru, 22Hz – 8.0kHz	0	52	Table#3	
3	LPF Cutoff Frequency	1.0kHz – 18kHz, Thru	34	60	Table#3	
4	Attack Time	0.3ms – 227ms	0	127	Table#13	
5	Release Time	2.6ms – 2171.4ms	0	127	Table#14	
6	Release Curve	0 – 127	0	127		
7	Direction	Up, Down	0	1		
8	Dyna Threshold Level	0 – 127	0	127		
9	Dyna Level Offset	0 – 127	0	127		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

THRU

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

RING MODULATOR

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	OSC Frequency Coarse	0.7Hz – 5002.6kHz	0	127	Table#26	●
2	OSC Frequency Fine	0 – 127	0	127		
3	LFO Wave	Triangle, Sine	0	1		
4	LFO Depth	0 – 127	0	127		
5	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	
6	HPF Cutoff Frequency	Thru, 22Hz – 8.0kHz	0	52	Table#3	
7	LPF Cutoff Frequency	1.0kHz – 18kHz, Thru	34	60	Table#3	
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

ISOLATOR

Block : DSP1(Variation), DSP2-4(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	On/Off SW	Off, On	0	1		●
2	Low Level	0 – 127	0	127		
3	Mid Level	0 – 127	0	127		
4	High Level	0 – 127	0	127		
5	Low Mute	Off, On	0	1		
6	Mid Mute	Off, On	0	1		
7	High Mute	Off, On	0	1		
8						
9						
10						
11						
12						
13						
14						
15						
16						

Vocal Harmony Parameter List (PSR-S970) / Liste der Vokalharmonie-Parameter (PSR-S970) / Liste des paramètres liés à l'harmonie vocale (PSR-S970) / Lista de parámetros de armonía vocal (PSR-S970)

Vocal Harmony Type List

Category	Type Name	Description	MSB	LSB	Default Setting of Vocal Harmony On/Off	Default Setting of Vocal Effect On/Off
Vocal Harmony	StandardDuet	Standard setting for lead vocal plus 1 harmony part. Useful for many music genres.	12	0	On	Off
	StandardTrio	Standard setting for lead vocal plus 2 harmony parts. Useful for many music genres.	12	1	On	Off
	StandardQuartet	Standard setting for lead vocal plus 3 harmony parts. Useful for many music genres.	12	2	On	Off
	StudioVocals	Good for studio productions with suitable EQ setting and less Reverb.	12	33	On	On
	JazzyQuartet	Good for Bass, Tenor and Alto singers; for Jazz repertoire. You will hear additional 6th notes.	12	3	On	Off
	SchlagerTrio	Good for standard Schlager repertoire with simple harmony chords.	12	4	On	On
	Destiny'sPop	Good for female singers with lead vocal plus 2 harmony parts above; for female Pop and R&B repertoire.	12	5	On	On
	VocalDoubler	Use this preset to overdub your singing in real time. Turn the [VOCAL HARMONY] button on to add harmony parts with Vocal Doubler effect.	12	34	Off	On
	VocoderVH	Standard vocoder setting; ideal for controlling with "UPPER" part.	12	6	On	Off
	VocoderMONO	Standard vocoder setting; ideal for controlling with "UPPER" part. You can play mono (single-note) melodies.	12	7	On	Off
	Rock&Roll	Good for songs from the 50's and 60's with typical delay sound. Turn the [VOCAL HARMONY] button on to add harmony parts with Blues chords.	12	35	Off	On
	TempoCross	Tempo Cross Delay on lead vocal. Turn the [VOCAL HARMONY] button on to add harmony parts; good for Pop songs or special show effects.	12	36	Off	On
	HeavyVoice	Good for Rock and Pop with overdriven vocal. Turn the [VOCAL HARMONY] button on to add Harm.1 with 1 octave down.	12	37	Off	On
	TelephoneChoir	Typical Lo-fi vocal ensemble; use as old fashioned ensemble sound or exciting effect in Rock, Pop and Jazz.	12	38	On	On
	LikeThe80s	Good for 80's Pop with typical reverb image.	12	39	On	On
	Gramophone	Typical 30's vocal ensemble; use as old fashioned gramophone sound.	12	40	On	On
	PokerPhaser	Good for modern Pop songs using phaser effect for lead vocal.	12	41	On	On
	DetuneVoice	Lead vocal plus two additional detuned harmony parts for exciting detuned sound.	12	8	On	Off
	PerfectFourth	Quartet singing only perfect fourths; parallel movement of all parts.	12	9	On	On
	SingCMajorScale	Sing C major scale and the harmony parts will create suitable chord notes based on the C major scale. You can edit the key root and type by "Harmony Assign" setting.	12	10	On	Off
	BalladChoir	Good for Ballad backing vocals with long reverb.	12	11	On	On
	ChurchChoir	Good for standard church songs and Christmas songs with long reverb; recommended for Bass, Tenor and Alto voice.	12	12	On	On
	GregorianChoir	Good for rubato Gregorian-chant-type monophonic songs with large reverb; parallel movement of all parts.	12	13	On	On
	GospelChoir	Good for Gospel songs with long reverb on harmony parts and minor 7th feel.	12	14	On	On
	CosmicChoir	Extreme phasing vocals; useful for exciting effects in Dance and Modern Music.	12	42	On	On
	AlpenGirls	Good for male singer with 2 female harmony parts above lead vocal.	12	15	On	On
	CountryRock	Typical Country Rock quartet; recommended range is tenor/alto.	12	16	On	On
	R&BDiva	Good for female alto singer for R&B repertoire; also useable with Tenor lead vocal.	12	17	On	On
	ClosedPopChicks	Good for female singers with two harmony parts below. Change volume of Harm.3 for an additional (3rd) part below.	12	18	On	On
	QueenOfPop	Good for Pop and R&B songs using Tempo Delay. Turn the [VOCAL HARMONY] button on to add 2nd Voice.	12	43	Off	On
	Bob->Mary	Male singer can sound like Female voice with long romantic reverb. Use "BALANCE" on the VOCAL HARMONY EDIT display to add a male duet partner.	12	19	On	On
	Mary->Bob	Female singer can sound like Male voice with short reverb. Use "BALANCE" on the VOCAL HARMONY EDIT display to add a female duet partner.	12	20	On	Off
	FlangingVocals	Useful for modern Pop, Rock and Dance music.	12	44	Off	On
	JazzySisters	Good for Bass and Tenor Singers. Harmony parts add 3 female Jazz singers.	12	21	On	On
	QuartetOnStage	Good for Rock and Pop Music. Harmony parts make up a quartet.	12	22	On	On
	DelayedHarmony	Useful in several genres with a tempo-synced delay choir as background.	12	45	On	On
	KidsChoir	Want to be a child again? Use this preset type and sing with your friends...	12	23	On	Off
	ChorusChoir	The chorus effect adds a rich and exciting characteristics to your voice and the harmony parts.	12	46	On	On
	BohemianVocode	Tempo flanging Vocoder Type; good for Rock or Pop songs and Intros.	12	47	On	On
	RobotVoice	Do you want to sound like a robot? This is the setting. Use Harm.3 for variation.	12	48	On	On
ChordalXG	CHORDAL type setting of previous Vocal Harmony system.	90	0	On	Off	
DetuneXG	DETUNE type setting of previous Vocal Harmony system.	91	0	On	Off	
ChromaticXG	CHROMATIC type setting of previous Vocal Harmony system.	92	0	On	Off	
VocoderXG	VOCODER type setting of previous Vocal Harmony system.	89	0	On	Off	
Synth Vocoder	FatSaw	Fat synth vocoder sound with fat saw tooth wave sound.	13	1	On	On
	SimpleSaw	Simple synth vocoder sound with simple saw tooth wave sound.	13	0	On	On
	SyncSaw	Sync sound image. You can feel the phaser sound as well.	13	2	On	On
	StrongDetune	Strong detuned image.	13	3	On	On
	VPPad	Pad oriented synth vocoder sound by VP Pad.	13	4	On	On

Category	Type Name	Description	MSB	LSB	Default Setting of Vocal Harmony On/Off	Default Setting of Vocal Effect On/Off
Synth Vocoder	ChoirWithYou	Choir oriented synth vocoder. You can hear your own voice as well.	13	5	On	On
	Organ	oriented synth vocoder sound.	13	6	On	On
	Sweeping	Produces a sweeping sound image.	13	7	On	On
	Atmosphere	Pad oriented synth vocoder sound with soft pad sound.	13	8	On	On
	AmbientFX	Richly textured sound.	13	9	On	On
	Thru	Bypass without any harmonies and effects.	64	0	Off	Off

Chordal Type List

Type Name	Description
2Abv&1Blw.Simple	Harmony based on 3-tone chord, 2 above and 1 below; suitable for backing chorus parts. Basically it generates harmonies within an octave.
1Abv&2Blw.Simple	Harmony based on 3-tone chord, 1 above and 2 below; suitable for backing chorus parts. Basically it generates harmonies within an octave.
1Abv&2Blw.Open	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. Basically it generates open harmonies of an octave or more.
1Abv&2Blw.OpenPara	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. Basically it generates open harmonies of an octave or more. It includes the effect of creating parallel motion of a half tone in certain conditions.
1Abv&2Blw.OpenBlues	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. Basically it generates open harmonies of an octave or more. Since it adds a major second as a scale tone to harmony during 7th chords, it provides a passing tone during 7th chords. Suitable for 3-tone chord blues or for country rock in major keys. There are cases where it is not suitable during 7th chord in minor keys.
1Abv&1Blw+UnsD.Simple	Harmony suitable for a trio based on 2-tone chord, 1 above and 1 below (+ Oct. below the input pitch); it is suitable for backing chorus parts.
3Blw.Closed	Harmony based on 3 total tones from chords and scales, 3 below; it can produce a feeling of movement. Basically it generates harmonies within an octave. It is unsuitable for low input pitch, because the harmonies are low.
3Blw.ClosedPara	Harmony based on 3 total tones from chords and scales, 3 below; it can produce a feeling of movement. Basically it generates harmonies within an octave. It is unsuitable for low input pitch, because the harmonies are low. It includes the effect of creating parallel motion of a half tone in certain conditions.
3Blw.ClosedBlues	Harmony based on 3 total tones from chords and scales, 3 below; it can produce a feeling of movement. Basically it generates harmonies within an octave. It is unsuitable for low input pitch, because the harmonies are low. Because it adds the major second as the scale tone to harmony during 7th chord, it provides a passing tone during 7th chords. Suitable for 3-tone chord blues in major keys or for country rock. There are cases where it is not suitable during 7th chord in minor keys.
2Blw+Bass.Chordal	Harmony based on 3-tone chord, 2 below and a chord root; it is suited for backing chorus parts.
2Blw+UnsD.Modal	Harmony suitable for a trio based on 2 total tones from chords and scales, 2 below (+ Oct. below the input pitch); it can produce a feeling of movement.
2Blw+UnsD.ModalBlues	Harmony suitable for a trio based on 2 total tones from chords and scales, 2 below (+ Oct. below the input pitch); it can produce a feeling of movement. Because it adds a major second as a scale tone to harmony during 7th chords, it provides a passing tone during 7th chords. Suitable for 3-tone chord blues or for country rock in major keys. There are cases where it is not suitable during 7th chord in minor keys.
1Blw+UnsD+Bass	Harmony suitable for a duet based on 1 total tone from chord and scale, the nearby 1 below (+ Oct. below the input pitch and chord root); it can produce a feeling of movement.
1Blw.Far+UnsD+Bass	Harmony suitable for a duet based on 1-tone chord, 1 below, (priority on character) (+ Oct. below the input pitch and chord root). This setting skillfully expresses the chord character.
3Abv.Jazz	Harmony based on 3 total tones from chords and scales, 3 above; it can produce a feeling of movement. Basically it generates harmonies within an octave. It is suitable for low pitched vocals.
3Abv.Chordal	Harmony based on 3-tone chord, 3 above; it is suitable for backing chorus parts. It is also good for low pitched vocals.
3Abv.JazzPara	Harmony based on 3 total tones from chords and scales, 3 above; it handles a major triad as add 6th chord. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. Basically it generates harmonies within an octave. It includes the effect of creating parallel motion of a half tone in certain conditions. It is suitable for low pitched vocals.
3Abv.JazzBluesPara	Harmony based on 3 total tones from chords and scales, 3 above; it handles a major triad as add 6th chord. Since it handles the major second as a scale tone in major triads, it can also provide passing tones. Because it adds a major second as a scale tone to harmony during 7th chords, it provides a passing tone during 7th chords. Suitable for 3-tone chord blues or for country rock in major keys. Basically it generates harmonies within an octave. It includes the effect of creating parallel motion of a half tone in certain conditions. There are cases where it is not suitable during 7th chord in minor keys. It is suitable for low pitched vocals.
2Abv&1Blw.WideH	Harmony based on 3 total tones from chords and scales, 2 above and 1 below; it can produce a feeling of movement. Basically it generates open harmonies of an octave or more. It is suitable for low pitched vocals.
2Abv&1Blw.forDuo	Harmony based on 3 total tones from chords and scales, 2 above and 1 below; it can produce a feeling of movement. Because it combines elements suited for duets. HARM. 1, 2 and 3 can be independently selected for use for duets. It can also be used for octave transposing. Basically, the highest tone (HARM.1) is an octave above the lowest tone (HARM.3), and this tone (HARM.1 or HARM.3) handles the major second as the scale tone in major triads. (You should be careful, however, depending on the song.) It is suited for low pitched vocals in situations where all harmonies are used for a quartet.
2Abv&1Blw.Jazz	Harmony based on 3 total tones from chords and scales, 2 above and 1 below; it handles a major triad as add 6th chord. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. Basically, the highest tone (HARM.1) is an octave above the lowest tone (HARM.3). Each of its tones is treated as an element, so it can be used for duets or trios. It is suitable for low pitched vocals.
2Abv&1Blw.WideL	Harmony based on 3 total tones from chords and scales, 2 above and 1 below; it can produce a feeling of movement. Its harmony range tends to be lower than that of 2Abv&1Blw.WideH. Basically it generates open harmonies of an octave or more. It is suitable for low pitched vocals.
2Abv+UnsD.Modal6th	Harmony suitable for a trio based on 2 total tones from chords and scales, 2 above (+ Oct. below the input pitch); it handles a major triad as add 6th chord. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. It is suitable for low pitched vocals.
2Abv+Bass.Modal6th	Harmony suitable for a trio based on 2 total tones from chords and scales, 2 above (+ chord root); it handles a major triad as add 6th chord. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. It is suitable for low pitched vocals.
UnsU+1Abv+Bass.Open	Harmony suitable for a duet based on 1 total tone from chord and scale, the nearby 1 above (+ Oct. below the input pitch and chord root); it can produce a feeling of movement.
1Abv&2Blw.Jazz	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. Basically it is a closed harmony within an octave.
1Abv&2Blw.80s	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. Because it handles the major second as a scale tone in major triads, it can also provide passing tone. With priority on the chord's character, it is good for broadening the sound in which Maj7 and m7 chords are often used. Basically it generates closed harmonies within an octave.
1Abv&2Blw.Blues	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. Since it handles the major second as a scale tone in major triads, it can also provide passing tones. Because it adds the major second as a scale tone to harmony during 7th chords, it provides a passing tone during 7th chords. Suitable for 3-tone chord blues in major keys or for country rock. Basically it generates closed harmonies within an octave.
1Abv&2Blw.ChordalBlues	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. Because it adds the major second as a scale tone to harmony during 7th chords, it provides a passing tone during 7th chords. Suitable for 3-tone chord blues in major keys or for country rock. With priority on the chord's character, it is good for broadening the sound in which Maj7 and m7 chords are often used. Basically it generates closed harmonies within an octave.
1Abv&2Blw.Chordal	Harmony based on tone chords and scale tones used as duet, 1 above and 2 below; it can produce a feeling of movement. HARM.1 is a tone above and nearest the input pitch. HARM.2, tone which is below the input pitch and nearest the input pitch, handles a major triad as add 6th chord. HARM.3 is harmony with priority on the chord character of the lower notes. Because it handles the major second as a scale tone in major triads, it can also provide passing tones.
1Abv&2Blw.Wide	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. It handles a major triad as add 6th chord. Since it handles the major second as a scale tone, it can also provide passing tones. Basically it generates open harmonies of an octave or more.
1Abv&2Blw.WideBlues	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. Since it handles a major triad as add 6th chord, and handles the major second as a scale tone, it can also provide passing tones. Because it adds the major second as a scale tone to harmony during 7th chords, it provides a passing tone during 7th chords. Suitable for 3-tone chord in major keys or for country rock. Basically it generates open harmonies of an octave or more.

Vocal Harmony Parameter List (PSR-S970) / Liste der Vokalharmonie-Parameter (PSR-S970) / Liste des paramètres liés à l'harmonie vocale (PSR-S970) / Lista de parámetros de armonía vocal (PSR-S970)

Type Name	Description
1Abv&1Blw+Bass	Harmony based on tone chords and scale tones used as duet, 1 above and 1 below; (+ chord root); it can produce a feeling of movement. HARM.1 is a tone above and nearest the input pitch. HARM.2, tone which is below the input pitch and nearest the input pitch, handles a major triad as add 6th chord, and since it handles the major second as a scale tone in major triads, it can provide passing tones.
1Abv&1Blw+UnsD.Modal6th	Harmony suitable for a trio based on 2 total tones from chords and scales, a above and below (+ Oct. below the input pitch); it can produce a feeling of movement. Because it handles a major triad as add 6th chord, and handles the major second as a scale tone, it can provide passing tones.
1Abv&1Blw+Bass.Modal6th	Harmony based on tone chords and scale tones used as duet, 1 above and 1 below (+ chord root); it can produce a feeling of movement. HARM.1 is harmony of above tone with priority on the chord character. HARM.2, harmony near the below side, handles a major triad as add 6th chord, and since it handles the major second as a scale tone in major triads, it can provide passing tones.
3Blw.Jazz	Harmony based on 3 total tones from chords and scales, 3 below; it handles a major triad as add 6th chord. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. Basically it generates harmonies within an octave. It is suitable for high pitched vocals.
3Blw.JazzBlues	Harmony based on 3 total tones from chords and scales, 3 below; it handles a major triad as add 6th chord. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. Because it adds the major second as a scale tone to harmony during 7th chords, it provides a passing tone during 7th chords. Suitable for 3-tone chord blues or for country rock in major keys. Basically it generates harmonies within an octave. It is suitable for high pitched vocals.
2Blw+UnsD.Modal6th	Harmony suitable for a trio based on 2 total tones from chords and scales, 2 below (+ Oct. below input pitch); it handles a major triad as add 6th chord. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. Basically it generates harmonies within an octave. It is suitable for high pitched vocals.
2Blw+Bass.Modal6th	Harmony suitable for a trio based on 2 total tones from chords and scales, 2 below (+ chord root); it handles a major triad as add 6th chord. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. Basically it generates harmonies within an octave. It is suitable for high pitched vocals.
ScaleDiatonic	This generates harmonies based on the scale specified by the KEY ROOT/TYPE value and the degree specified by the DEGREE value. The harmonies are not dependent on a chord. If there are many notes, the chord feeling intensifies, so it is suitable for use as duets, fixed at a third above. This setting is good for modal church music or modal jazz.
Parallel	This can reproduce harmonies for which semitone pitches are fixed 4th build or diminished sounds, for example. This setting is good, for example, in modal jazz scales (when you want to eliminate chordal feeling) or in progressive music.

Vocal Effect Type List

Type Name	Description	MSB	LSB
Romantic Rev (Romantic Reverb)	Long reverb for vocal part. Romantic image.	1	0
80s Pop Rev (80s'Pop Reverb)	Long reverb for vocal part. 80's pop image.	1	16
Room	Reverb simulating the acoustics of a room.	2	0
Stage (Concert Stage)	Reverb simulating the concert stage.	3	0
Plate	Reverb simulating a plate reverb unit.	4	0
VocalDoubler	Immediate delay with center focused feeling.	5	16
StereoSpread	Immediate delay with spread feeling.	5	17
Delay	Produces simple delayed sounds: L,R, and C (center).	5	0
Short Delay	Produces short delayed sound with narrow image.	5	1
R&R Delay (Rock&Roll Delay)	Produces slap back echo sound. Good for Rock&Roll music.	5	18
Cross Delay	The feedback of the two delayed sounds is crossed.	8	0
Tempo Delay	Tempo-synchronized delay.	21	0
Tempo Cross (Tempo Cross Delay)	Tempo-synchronized cross delay.	22	0
Chorus	Conventional chorus program with rich, warm chorusing.	66	0
EQ Hi-Fi	Equalizer effect that boosts both high and low frequencies.	76	16
EQ Tel	Equalizer effect that cuts both high and low frequencies.	76	0
Gramophone	Produces Lo-Fi sound with gramophone image.	94	0
Robot	Produces Lo-Fi sound with robotic image.	94	16
Overdriven	Produces overdriven sound. Good for rock and dance music.	98	0
Scream&Shout	Produces heavy distorted sound.	98	16
TempoFlanger	Tempo-synchronized flanger.	107	0
TempoPhaser	Tempo-synchronized phaser.	108	0
TempoAutoPan	Tempo-synchronized auto pan.	121	0
NO EFFECT	No effect.	0	0

Harmony Assign Parameters

Parameter	Value	Description
TRANS.MODE * These are effective only when Vocoder or Vocoder-Mono is selected in Mode.	0	Assigns the harmony to the octave range centered around the pitch of the played note.
	Auto	Assigns the harmony to the same octave range as the vocal (microphone) input.
	-3	Assigns the harmony to a range roughly 3 octaves below the pitch of the played note.
	-2	Assigns the harmony to a range roughly 2 octaves below the pitch of the played note.
	-1	Assigns the harmony to a range roughly 1 octave below the pitch of the played note.
	1	Assigns the harmony to a range roughly 1 octave above the pitch of the played note.
	2	Assigns the harmony to a range roughly 2 octaves above the pitch of the played note.
	3	Assigns the harmony to a range roughly 3 octaves above the pitch of the played note.
SESSION TABLE * These are effective only when a Chordal Type other than Scale Diatonic or Parallel is selected.	Normal	The chord designation is used as shown. This is for general use in conventional music genres.
	Simple	Tends to add a simpler harmony. Use this when you need simple accompaniment.
	R&R	Tends to add harmony with a strong major 6th in both major and minor triads. This is good with rock 'n' roll music.
	UrbanA	Tends to add harmony with a strong major 6th to the major triad and a minor 7th to the minor triad. This is good for a sophisticated, urban feel.
	UrbanB	Tends to add harmony with a strong major 7th to the major triad and a minor 7th to the minor triad. This is good for a sophisticated, urban feel.
	Blues7	Tends to add harmony with a strong minor 7th. This is good for blues music.
UrbanC	Tends to add harmony with a strong major 9th to both the major and minor triads. This is good for a sophisticated, urban feel.	
KEY ROOT * These are effective only When the Chordal Type parameter is set to Scale Diatonic.		Determines the root key for the transposition. Refer to the Reference Manual.
KEY TYPE * These are effective only When the Chordal Type parameter is set to Scale Diatonic.		Determines the scale type for the transposition. Refer to the Reference Manual.

Vocal Effect Parameter List

Romantic Rev, 80s Pop Rev, Room, Stage, Plate

No.	Parameter	Display	Min	Max	Table
1	Reverb Time	0.3s – 30.0s	0	69	Table#1
2	Diffusion	0 – 10	0	10	
3	Initial Delay	0.1ms – 99.3ms	0	63	Table#2
4	HPF Cutoff	Thru, 22Hz – 8.0kHz	0	52	Table#3
5	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3
6					
7					
8					
9					
10					
11	Reverb Delay	0.1ms – 99.3ms	0	63	Table#2
12	Density	0 – 4	0	4	
13	ER/Reverb Balance	E63>R – E=R – E<R63	1	127	
14	High Damp	0.1 – 1.0	1	10	
15	Feedback Level	-63 – 0 – +63	1	127	
16					

VocalDoubler, StereoSpread, Delay, Short Delay, R&R Delay

No.	Parameter	Display	Min	Max	Table
1	L ch Delay	0.1ms – 1486.0ms	1	14860	
2	R ch Delay	0.1ms – 1486.0ms	1	14860	
3	C ch Delay	0.1ms – 1486.0ms	1	14860	
4	Feedback Delay	0.1ms – 1486.0ms	1	14860	
5	Feedback Level	-63 – 0 – +63	1	127	
6	C ch Level	0 – 127	0	127	
7	High Damp	0.1 – 1.0	1	10	
8					
9					
10					
11					
12					
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76	
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3
16	EQ High Gain	-12dB – 0dB – +12dB	52	76	

Cross Delay

No.	Parameter	Display	Min	Max	Table
1	L->R Delay	0.1ms – 743.0ms	1	7430	
2	R->L Delay	0.1ms – 743.0ms	1	7430	
3	Feedback Level	-63 – 0 – +63	1	127	
4	Input Select	L, R, L&R	0	2	
5	High Damp	0.1 – 1.0	1	10	
6					
7					
8					
9					
10					
11					
12					
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76	
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3
16	EQ High Gain	-12dB – 0dB – +12dB	52	76	

Tempo Delay

No.	Parameter	Display	Min	Max	Table
1	Delay Time	64th/3 – 4thx6	0	19	Table#5
2	Feedback Level	-63 – 0 – +63	1	127	
3	Feedback High Dump	0.1 – 1.0	1	10	
4	L/R Diffusion	-63ms – 0ms – 63ms	1	127	
5	Lag	-63ms – 0ms – 63ms	1	127	
6					
7					
8					
9					
10					
11					
12					
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76	
15	EQ High Frequency	500Hz – 16.0kHz	28	58	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76	

Tempo Cross

No.	Parameter	Display	Min	Max	Table
1	Delay Time L>R	64th/3 – 4thx6	0	19	Table#5
2	Delay Time R>L	64th/3 – 4thx6	0	19	Table#5
3	Feedback Level	-63 – 0 – +63	1	127	
4	Input Select	L, R, L&R	0	2	
5	Feedback High Dump	0.1 – 1.0	1	10	
6	Lag	-63ms – 0ms – 63ms	1	127	
7					
8					
9					
10					
11					
12					
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76	
15	EQ High Frequency	500Hz – 16.0kHz	28	58	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76	

Chorus

No.	Parameter	Display	Min	Max	Table
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8
2	LFO Depth	0 – 127	0	127	
3	Feedback Level	-63 – 0 – +63	1	127	
4	Delay Offset	0.0ms – 50ms	0	127	Table#9
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76	
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3
9	EQ High Gain	-12dB – 0dB – +12dB	52	76	
10					
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76	
13	EQ Mid Width	0.1 – 12.0	1	120	
14					
15	Input Mode	Mono, Stereo	0	1	
16					

EQ Hi-Fi, EQ Tel

No.	Parameter	Display	Min	Max	Table
1	EQ Low Gain	-12dB – 0dB – +12dB	52	76	
2	EQ Mid Frequency	100Hz – 16.0kHz	14	58	Table#3
3	EQ Mid Gain	-12dB – 0dB – +12dB	52	76	
4	EQ Mid Width	0.1 – 12.0	1	120	
5	EQ High Gain	-12dB – 0dB – +12dB	52	76	
6	EQ Low Frequency	50Hz – 2.0kHz	8	40	Table#3
7	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3
8					
9					
10					
11					
12					
13					
14					
15	Input Mode	Mono, Stereo	0	1	
16					

Gramophone, Robot

No.	Parameter	Display	Min	Max	Table
1	Sampling Freq Control	44.1kHz – 345Hz	0	127	Table#25
2	Word Length	1 – 127	1	127	
3	Output Gain	-6dB – +36dB	0	42	
4	LPF Cutoff	63Hz – 18kHz, Thru	10	60	Table#3
5	Filter Type	Thru, PowerBass, Radio, Tel, Clean, Low	0	5	
6	LPF Resonance	1.0 – 12.0	10	120	
7	Bit Assign	0 – 6	0	6	
8	Emphasis	Off, On	0	1	
9					
10					
11					
12					
13					
14					
15	Input Mode	Mono, Stereo	0	1	
16					

Overdriven, Scream&Shout

No.	Parameter	Display	Min	Max	Table
1	Overdrive	0% – 100%	0	100	
2	Device	Transistor, VintageTube, Dist1, Dist2, Fuzz	0	4	
3	Speaker	Flat, Stack, Combo, Twin, Radio, Megaphone	0	5	
4	Presence	0 – 20	0	20	
5	Output Level	0% – 100%	0	100	
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

NO EFFECT

No.	Parameter	Display	Min	Max	Table
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

TempoFlanger

No.	Parameter	Display	Min	Max	Table
1	LFO Frequency	16th – 4thx16	5	29	Table#5
2	LFO Depth	0 – 127	0	127	
3	Feedback Level	-63 – 0 – +63	1	127	
4	Delay Offset	0.0ms – 50ms	0	127	Table#9
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76	
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3
9	EQ High Gain	-12dB – 0dB – +12dB	52	76	
10					
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76	
13	EQ Mid Width	0.1 – 12.0	1	120	
14	LFO Phase Difference	-180deg – 0deg – +180deg	4	124	
15					
16					

TempoPhaser

No.	Parameter	Display	Min	Max	Table
1	LFO Frequency	16th – 4thx16	5	29	Table#5
2	LFO Depth	0 – 127	0	127	
3	Phase Shift Offset	0 – 127	0	127	
4	Feedback Level	-63 – 0 – +63	1	127	
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76	
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3
9	EQ High Gain	-12dB – 0dB – +12dB	52	76	
10					
11	Stage	3 – 11	3	11	
12					
13	LFO Phase Difference	-180deg – 0deg – +180deg	4	124	
14					
15					
16					

TempoAutoPan

No.	Parameter	Display	Min	Max	Table
1	LFO Frequency	16th – 4thx16	5	29	Table#5
2	L/R Depth	0 – 127	0	127	
3	F/R Depth	0 – 127	0	127	
4	PAN Direction	L<->R, L->R, L<-R, Lturn, Rturn, L/R	0	5	
5	LFO Wave	0 – 28	0	28	
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76	
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3
9	EQ High Gain	-12dB – 0dB – +12dB	52	76	
10					
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76	
13	EQ Mid Width	0.1 – 12.0	1	120	
14					
15	Input Mode	Mono, Stereo	0	1	
16					

Pitch Correct Parameters

Parameter	Description
OFF	The input sound is not pitch corrected. Since the harmony has a more natural sound, this setting is good for duets, etc.
SOFT1	The input sound is almost without pitch correction. Since the pitches of the harmony are more accurate, this setting is good for backing chorus parts, etc.
SOFT2	The input sound is slightly pitch corrected. Since the harmony has a more natural sound, this setting is good for duets, etc.
HARD	The input sound is pitch corrected. Since the pitches of the harmony are more accurate, this setting is good for backing chorus parts, etc.

Vocal Harmony Edit (Detail) Parameters

Parameter	Value	Description
HUMANIZE	OFF	The harmony will not be humanized.
	1	The harmony will be humanized so as to feel more natural. An authentic-sounding widening effect will be applied, giving the impression of more people playing.
	2	The harmony will be humanized so as to have a more distinct groove. Even faster passages will retain their rhythmic essence.
	3	The harmony will reflect the way in which vocalist and back chorus interact, with the lead vocal out front. In addition, the timing will be slightly relaxed.
LEAD PITCH DETECT SPEED/ HARMONY PITCH DETECT SPEED	15(Fast)	This setting responds even more quickly to pitch changes, and even if the vocal is slightly off pitch, the harmony easily follows; however, sensitivity is high.
	14	This setting responds even more quickly to pitch changes, and sensitivity of pitch detection is slightly high.
	13	This setting responds quickly to pitch changes, and sensitivity of pitch detection is slightly high.
	12	This setting responds a little quickly to pitch changes, and sensitivity of pitch detection is slightly high.
	11	This setting responds a little quickly to pitch changes, and sensitivity of pitch detection is slightly low.
	10	This setting responds a little quickly to pitch changes, and pitch detection is moderately precise.
	9	This setting responds fairly quickly to pitch changes, and even if the vocal is slightly off pitch, the harmony easily follows.
	8	This setting responds a little quickly to pitch changes, and sensitivity of pitch detection is slightly high.
	7	This setting responds a little quickly to pitch changes, and sensitivity of pitch detection is slightly low.
	6	This setting responds a little quickly to pitch changes, and pitch detection is moderately precise.
	5	This setting responds a little quickly to pitch changes, and even if the vocal is slightly off pitch, the harmony easily follows.
	4(Normal)	This setting responds relatively quickly to pitch changes, and pitch detection is moderately precise.
	3	This setting responds relatively quickly to pitch changes, and even if the vocal is slightly off pitch, the harmony easily follows.
	2	This setting responds relatively slowly to pitch changes, and even if the vocal is slightly off pitch, the harmony easily follows.
1(Slow)	This setting responds most slowly to pitch changes, and even if the vocal is slightly off pitch, the harmony easily follows.	
	as Mic Setting	This setting gives priority to the speed which is set on the VOCAL page of the MIC SETTING display.
HARMONY EFFECT	Cmp&EQ Solid	This compresses strong peaks and consonant sounds, etc.
	Cmp&EQ Wide	This is a well-balanced EQ setting covering a wide range. It also compress strong peaks for a narrower dynamic range.
	Cmp&EQ Mid	An EQ setting which emphasizes the mid range, it also compresses strong peaks for a narrower dynamic range.
	Cmp&EQ Lite	This EQ setting has a light feel, while emphasizing the bass range. It also compresses strong peaks for a narrower dynamic range.
	Cmp&EQ Heavy	This EQ setting has a heavy feel. It also uses compresses strong peaks for a narrower dynamic range.
	Cmp&EQ HiLo	This EQ setting emphasizes the treble and bass ranges. It also compresses strong peaks for a narrower dynamic range.
	Cmp&EQ Hi	This EQ setting emphasizes the treble range. It also compresses strong peaks for a narrower dynamic range.
	Cmp	This compresses strong peaks for a narrower dynamic range.
	EQ Wide	This is a well-balanced EQ setting which covers a wide spectrum range.
	EQ Mid	This EQ setting emphasizes the mid range.
	EQ Lite	This EQ setting has a light feeling, while emphasizing the bass range.
	EQ Heavy	This EQ setting has a heavy feeling.
	EQ HiLo	This EQ setting emphasizes the treble and bass ranges.
	EQ Hi	This EQ setting emphasizes the treble range.
	Female Lite	This setting is suited for female vocalists. It attenuates the bass range and provides a light image.
	Female	This setting is suited for female vocalists.
	Lite	This setting is suited for male vocalists. It attenuates the bass range and provides a light image.
	Basic	This setting is suited for male vocalists.
Thru	This is a bypass setting. It has no harmony effect.	
HARMONY STABILITY	Stable	This has a relatively stable sound with little harmony motion.
	Dynamic	This tends to add harmony with motion according to the input sound.
LEAD VIBRATO DEPTH	0 – 127	This specifies the vibrato depth of the lead sound.
HARMONY VIBRATO DEPTH	0 – 127	This specifies the vibrato depth of the harmony sound.
VIBRATO SPEED	0 – 127	It specifies the vibrato speed of both the lead and harmony sounds.
VIBRATO DELAY	0 – 127	It specifies the vibrato delay of both the lead and harmony sounds.

Parameter	PSR-S970	PSR-S770	System				VoiceSet	Voice Set Group	Song		Style			Registration		Parameter Lock Group	Note
			Setup	MIDI Setup	User Effect	Music Finder			Song	Song Setup Group	Style Data	OTS	Multi Pad	Regist	Freeze Group		
Organ Flutes Attack Length(Right1)	0	0	X	X	X	X	0	-	0	KEYBOARD VOICE	X	0	X	0	VOICE	-	
Organ Flutes Attack Length(Right2)	0	0	X	X	X	X	0	-	0	KEYBOARD VOICE	X	0	X	0	VOICE	-	
Organ Flutes Attack Length(Left)	0	0	X	X	X	X	0	-	0	KEYBOARD VOICE	X	0	X	0	STYLE	-	
Organ Flutes Response(Right1)	0	0	X	X	X	X	0	-	0	KEYBOARD VOICE	X	0	X	0	VOICE	-	
Organ Flutes Response(Right2)	0	0	X	X	X	X	0	-	0	KEYBOARD VOICE	X	0	X	0	VOICE	-	
Organ Flutes Response(Left)	0	0	X	X	X	X	0	-	0	KEYBOARD VOICE	X	0	X	0	STYLE	-	
Organ Flutes Volume(Right1)	0	0	X	X	X	X	0	-	0	KEYBOARD VOICE	X	0	X	0	VOICE	-	
Organ Flutes Volume(Right2)	0	0	X	X	X	X	0	-	0	KEYBOARD VOICE	X	0	X	0	VOICE	-	
Organ Flutes Volume(Left)	0	0	X	X	X	X	0	-	0	KEYBOARD VOICE	X	0	X	0	STYLE	-	
Mic																	
Vocal Harmony On/Off	0	-	X	X	X	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Mic Effect On/Off	0	-	X	X	X	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Mic Effect On/Off	-	0	X	X	X	X	X	-	0	MIC SETTING	X	X	X	0	MIC SETTING	MIC SETTING	
Vocal Harmony Type	0	-	X	X	X	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Vocal Harmony Parameters	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Main>Mic Setting																	
User Memory	0	0	0	X	0	X	X	-	X	-	X	X	X	X	-	-	
Mic Setting>Vocal																	
EQ Low Freq.	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
EQ Low Gain	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
EQ Mid Freq.	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
EQ Mid Gain	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
EQ High Freq.	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
EQ High Gain	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
Noise Gate On/Off	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
Noise Gate Threshold	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
Compressor On/Off	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
Compressor Threshold	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
Compressor RAT	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
Compressor OUT	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
Pitch Detect Vocal Type	0	-	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
Pitch Detect Back Ground Noise Cut	0	-	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
Pitch Detect Speed	0	-	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
Mic Setting>Talk																	
Talk Setting Volume	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
Talk Setting Pan	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
Talk Setting Reverb Depth	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
Talk Setting Chorus Depth	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
Talk Setting Reduction Level	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
EQ Low Freq.	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
EQ Low Gain	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
EQ Mid Freq.	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
EQ Mid Gain	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
EQ High Freq.	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
EQ High Gain	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
Noise Gate On/Off	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
Noise Gate Threshold	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
Compressor On/Off	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
Compressor Threshold	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
Compressor RAT	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
Compressor OUT	0	0	X	X	0	X	X	-	X	-	X	X	X	X	-	-	
Main>Vocal Harmony Setting																	
Vocal Harmony >Setup																	
Vocal Harmony Song Channel Mute	0	-	X	X	X	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Vocal Harmony Song Channel	0	-	X	X	X	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Vocal Harmony Keyboard	0	-	X	X	X	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Vocal Harmony Chord Detect	0	-	X	X	X	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Vocal Harmony >Overview																	
Harmony Mode	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Chordal Type	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Balance	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Vocal Effect Type	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Vocal Effect Depth(Lead)	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Vocal Effect Depth(Harmony)	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	

Parameter	PSR-S970	PSR-S770	System					VoiceSet	Voice Set Group	Song		Style			Registration		Parameter Lock Group	Note
			Setup	MIDI Setup	User Effect	Music Finder	Song			Song Setup Group	Style Data	OTS	Multi Pad	Regist	Freeze Group			
Reverb Depth	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Chorus Depth	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Vocal Harmony >Overview > Harmony Assign Popup																		
Transpose Mode	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Session Table	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Key Root	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Key Type	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Vocal Harmony >Part																		
Pitch Correct	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Lead Transpose	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Lead Detune	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Lead Formant Shift	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Lead Volume	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Lead Pan	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Lead Octave	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Harmony1 Transpose	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Harmony1 Detune	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Harmony1 Formant Shift	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Harmony1 Volume	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Harmony1 Pan	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Harmony1 Degree	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Harmony2 Transpose	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Harmony2 Detune	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Harmony2 Formant Shift	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Harmony2 Volume	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Harmony2 Pan	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Harmony2 Degree	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Harmony3 Transpose	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Harmony3 Detune	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Harmony3 Formant Shift	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Harmony3 Volume	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Harmony3 Pan	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Harmony3 Degree	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Vocal Harmony >Detail																		
Lead Pitch Detect Speed	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Harmony Pitch Detect Speed	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Lead Vibrato Depth	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Harmony Vibrato Depth	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Vibrato Speed	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Vibrato Delay	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Harmony Effect	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Harmony Stability	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Synth Vocoder> Overview																		
CARRIER	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Vocoder Attack	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		
Vocoder Release	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY		

Parameter	PSR-S970		System				VoiceSet	Voice Set Group	Song		Style			Registration		Parameter Lock Group	Note
	PSR-S970	PSR-S770	Setup	MIDI Setup	User Effect	Music Finder			Song	Song Setup Group	Style Data	OTS	Multi Pad	Regist	Freeze Group		
HPF Freq	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
HPF Output Level	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Formant Shift	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Formant Offset	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
CARRIER Volume	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
CARRIER Octave	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
CARRIER Noise	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Vocal Effect Type	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Vocal Effect Depth	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Reverb Depth	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Chorus Depth	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Synth Vocoder> Detail																	
BPF1 Gain	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
BPF2 Gain	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
BPF3 Gain	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
BPF4 Gain	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
BPF5 Gain	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
BPF6 Gain	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
BPF7 Gain	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
BPF8 Gain	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
BPF9 Gain	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
BPF10 Gain	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Vocal Effect Parameter																	
Effect Parameter(#1-#16)	0	-	X	X	0	X	X	-	X	-	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Main>Mixing Console>Vol/Voice																	
Volume																	
Offset Volume Song	0	0	X	X	X	X	X	-	X	-	X	X	X	0	SONG	-	
Offset Volume Style	0	0	X	X	X	X	X	-	X	-	X	X	X	0	STYLE	-	
Volume Multi Pad	0	0	X	X	X	X	X	-	0	KEYBOARD VOICE	X	0	X	0	MULTI PAD	-	
Volume Mic	0	-	X	X	X	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Volume Mic	-	0	X	X	X	X	X	-	0	MIC SETTING	X	X	X	0	MIC SETTING	MIC SETTING	
Volume Left	0	0	X	X	X	X	X	-	0	KEYBOARD VOICE	X	0	X	0	STYLE	-	
Volume Right1	0	0	X	X	X	X	X	-	0	KEYBOARD VOICE	X	0	X	0	VOICE	-	
Volume Right2	0	0	X	X	X	X	X	-	0	KEYBOARD VOICE	X	0	X	0	VOICE	-	
Part Volume Song	0	0	X	X	X	X	X	-	0	VOLUME	X	X	X	X	-	-	
Part Volume Style	0	0	X	X	X	X	X	-	X	-	0	X	X	0	STYLE	-	
Keyboard Volume	0	0	X	X	X	X	X	-	X	-	X	X	X	0	VOICE	-	
WLAN Volume	0	0	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Audio Volume	0	0	0	X	X	X	X	-	X	-	X	X	X	0	AUDIO	-	
AUX In Volume	0	0	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
PanPot																	
Offset Pan Style	0	0	X	X	X	X	X	-	X	-	X	X	X	0	STYLE	-	
Pan Multi Pad	0	0	X	X	X	X	X	-	X	-	X	X	X	0	MULTI PAD	-	
Pan Mic	0	-	X	X	X	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Pan Mic	-	0	X	X	X	X	X	-	0	MIC SETTING	X	X	X	0	MIC SETTING	MIC SETTING	
Pan Left	0	0	X	X	X	X	X	-	0	KEYBOARD VOICE	X	0	X	0	STYLE	-	
Pan Right1	0	0	X	X	X	X	X	-	0	KEYBOARD VOICE	X	0	X	0	VOICE	-	
Pan Right2	0	0	X	X	X	X	X	-	0	KEYBOARD VOICE	X	0	X	0	VOICE	-	
Part Pan Song	0	0	X	X	X	X	X	-	0	PAN	X	X	X	X	-	-	
Part Pan Style	0	0	X	X	X	X	X	-	X	-	0	X	X	0	STYLE	-	
Voice																	
Voice(Right1)	0	0	X	X	X	X	0	-	0	KEYBOARD VOICE	X	0	X	0	VOICE	-	
Voice(Right2)	0	0	X	X	X	X	0	-	0	KEYBOARD VOICE	X	0	X	0	VOICE	-	
Voice(Left)	0	0	X	X	X	X	0	-	0	KEYBOARD VOICE	X	0	X	0	STYLE	-	
Voice(Style Part)	0	0	X	X	X	X	X	-	X	-	0	X	X	0	STYLE	-	
Voice(Song Part)	0	0	X	X	X	X	X	-	0	VOICE	X	X	X	X	-	-	

Parameter	PSR-S970		System				VoiceSet	Voice Set Group	Song		Style			Registration		Parameter Lock Group	Note
	PSR-S970	PSR-S770	Setup	MIDI Setup	User Effect	Music Finder			Song	Song Setup Group	Style Data	OTS	Multi Pad	Regist	Freeze Group		
Main>Mixing Console>Filter																	
Brightness																	
Brightness Song Part	O	O	X	X	X	X	X	-	O	FILTER	X	X	X	X	-	-	
Brightness Style Part	O	O	X	X	X	X	X	-	X	-	O	X	X	O	STYLE	-	
Brightness Right1	O	O	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Brightness Right2	O	O	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Brightness Left	O	O	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Harmonic Content																	
Harmonic Content Song Part	O	O	X	X	X	X	X	-	O	FILTER	X	X	X	X	-	-	
Harmonic Content Style Part	O	O	X	X	X	X	X	-	X	-	O	X	X	O	STYLE	-	
Harmonic Content Right1	O	O	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Harmonic Content Right2	O	O	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Harmonic Content Left	O	O	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Main>Mixing Console>Tune																	
Octave																	
Octave Right1	O	O	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Octave Right2	O	O	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Octave Left	O	O	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Tuning																	
Tune Right1	O	O	X	X	X	X	X	-	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Tune Right2	O	O	X	X	X	X	X	-	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Tune Left	O	O	X	X	X	X	X	-	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Portamento Time																	
Portamento Time Right1	O	O	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Portamento Time Right2	O	O	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Portamento Time Left	O	O	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Pitch Bend Range																	
Pitch Bend Range Right1	O	O	X	X	X	X	X	-	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Pitch Bend Range Right2	O	O	X	X	X	X	X	-	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
Pitch Bend Range Left	O	O	X	X	X	X	X	-	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
Transpose																	
Master Transpose	O	O	X	X	X	X	X	-	X	-	X	X	X	O	TRANPOSE	-	
Song Transpose	O	O	X	X	X	X	X	-	X	-	X	X	X	O	TRANPOSE	-	
Keyboard Transpose	O	O	X	X	X	X	X	-	X	-	X	X	X	O	TRANPOSE	-	
Main>Mixing Console>Master Compressor																	
Master Compressor Type	O	O	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Master Compressor Threshold Offset	O	O	X	X	O	X	X	-	X	-	X	X	X	X	-	-	
Master Compressor Ratio Offset	O	O	X	X	O	X	X	-	X	-	X	X	X	X	-	-	
Master Compressor Output Gain Offset	O	O	X	X	O	X	X	-	X	-	X	X	X	X	-	-	
Master Compressor On/Off	O	O	O	X	X	X	X	-	X	-	X	X	X	X	-	-	
Main>Mixing Console>MEQ																	
Master EQ Type	O	O	O	X	X	X	X	-	X	-	X	X	X	X	-	MASTER EQ	
Master EQ Parameter	O	O	X	X	O	X	X	-	X	-	X	X	X	X	-	MASTER EQ	
Main>Mixing Console>EQ																	
EQ Low Gain																	
EQ Low Gain Style Part	O	O	X	X	X	X	X	-	X	-	O	X	X	O	STYLE	-	
EQ Low Gain Song Part	O	O	X	X	X	X	X	-	O	EQ	X	X	X	X	-	-	
EQ Low Gain Multi Pad	O	O	X	X	X	X	X	-	X	-	X	X	X	O	MULTI PAD	-	
EQ Low Gain Right1	O	O	X	X	X	X	O	EQ	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
EQ Low Gain Right2	O	O	X	X	X	X	O	EQ	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
EQ Low Gain Left	O	O	X	X	X	X	O	EQ	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
EQ Low Gain Style(Offset)	O	O	X	X	X	X	X	-	X	-	X	X	X	O	STYLE	-	
EQ High Gain																	
EQ High Gain Style Part	O	O	X	X	X	X	X	-	X	-	O	X	X	O	STYLE	-	
EQ High Gain Song Part	O	O	X	X	X	X	X	-	O	EQ	X	X	X	X	-	-	
EQ High Gain Multi Pad	O	O	X	X	X	X	X	-	X	-	X	X	X	O	MULTI PAD	-	
EQ High Gain Right1	O	O	X	X	X	X	O	EQ	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
EQ High Gain Right2	O	O	X	X	X	X	O	EQ	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	
EQ High Gain Left	O	O	X	X	X	X	O	EQ	O	KEYBOARD VOICE	X	O	X	O	STYLE	-	
EQ High Gain Style(Offset)	O	O	X	X	X	X	X	-	X	-	X	X	X	O	STYLE	-	
Main>Mixing Console>Effect																	
Reverb Type																	
Reverb Type	O	O	X	X	X	X	X	-	O	EFFECT	O	X	X	O	STYLE/SONG	REVERB TYPE	
Reverb Return Level	O	O	X	X	X	X	X	-	O	EFFECT	O	X	X	O	STYLE/SONG	REVERB RETURN LEVEL	
Reverb Depth																	
Reverb Depth Style Part	O	O	X	X	X	X	X	-	X	-	O	X	X	O	STYLE	-	
Reverb Depth Song Part	O	O	X	X	X	X	X	-	O	EFFECT	X	X	X	X	-	-	
Reverb Depth Multi Pad	O	O	X	X	X	X	X	-	X	-	X	X	X	O	MULTI PAD	-	
Reverb Depth Mic	O	-	X	X	X	X	X	-	O	MIC/VOCAL HARMONY	X	X	X	O	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Reverb Depth Mic	-	O	X	X	X	X	X	-	O	MIC SETTING	X	X	X	O	MIC SETTING	MIC SETTING	
Reverb Depth Right1	O	O	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	-	

Parameter	PSR-S970		System				VoiceSet	Voice Set Group	Song		Style			Registration		Parameter Lock Group	Note
	PSR-S970	PSR-S770	Setup	MIDI Setup	User Effect	Music Finder			Song	Song Setup Group	Style Data	OTS	Multi Pad	Regist	Freeze Group		
Reverb Depth Right2	0	0	X	X	X	X	0	Effect	0	KEYBOARD VOICE	X	0	X	0	VOICE	-	
Reverb Depth Left	0	0	X	X	X	X	0	Effect	0	KEYBOARD VOICE	X	0	X	0	STYLE	-	
Reverb Depth Style(Offset)	0	0	X	X	X	X	X	-	X	-	X	X	X	0	STYLE	-	
Chorus Type																	
Chorus Type	0	0	X	X	X	X	X	-	0	EFFECT	0	X	X	0	STYLE/SONG	-	
Chorus Return Level	0	0	X	X	X	X	X	-	0	EFFECT	0	X	X	0	STYLE/SONG	CHORUS RETURN LEVEL	
Chorus Depth																	
Chorus Depth Style Part	0	0	X	X	X	X	X	-	X	-	0	X	X	0	STYLE	-	
Chorus Depth Song Part	0	0	X	X	X	X	X	-	0	EFFECT	X	X	X	X	-	-	
Chorus Depth Multi Pad	0	0	X	X	X	X	X	-	X	-	X	X	X	0	MULTI PAD	-	
Chorus Depth Mic	0	-	X	X	X	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Chorus Depth Mic	-	0	X	X	X	X	X	-	0	MIC SETTING	X	X	X	0	MIC SETTING	MIC SETTING	
Chorus Depth Right1	0	0	X	X	X	X	0	Effect	0	KEYBOARD VOICE	X	0	X	0	VOICE	-	
Chorus Depth Right2	0	0	X	X	X	X	0	Effect	0	KEYBOARD VOICE	X	0	X	0	VOICE	-	
Chorus Depth Left	0	0	X	X	X	X	0	Effect	0	KEYBOARD VOICE	X	0	X	0	STYLE	-	
Chorus Depth Style(Offset)	0	0	X	X	X	X	X	-	X	-	X	X	X	0	STYLE	-	
DSP Type																	
DSP1(Variation) Type	0	0	X	X	X	X	X	-	0	EFFECT	0	X	X	0	STYLE/SONG	-	
DSP1(Variation) Return Level	0	0	X	X	X	X	X	-	0	EFFECT	0	X	X	0	STYLE/SONG	DSP RETURN LEVEL	
DSP2Type	0	0	X	X	X	X	X	-	0	EFFECT	X	X	X	0	VOICE/STYLE/SONG	-	
DSP3Type	0	0	X	X	X	X	X	-	0	EFFECT	X	X	X	0	VOICE/STYLE/SONG	-	
DSP4Type	0	-	X	X	X	X	X	-	0	EFFECT/MIC/VOCAL HARMONY	X	X	X	0	VOICE/STYLE/SONG/MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
DSP4Type	-	0	X	X	X	X	X	-	0	EFFECT/MIC SETTING	X	X	X	0	VOICE/STYLE/SONG/MIC	-	
DSP Depth																	
DSP Depth Style Part	0	0	X	X	X	X	X	-	X	-	0	X	X	0	STYLE	-	
DSP Depth Song Part	0	0	X	X	X	X	X	-	0	EFFECT	X	X	X	X	-	-	
DSP Depth Right1	0	0	X	X	X	X	0	Effect	0	KEYBOARD VOICE	X	0	X	0	VOICE	-	
DSP Depth Right2	0	0	X	X	X	X	0	Effect	0	KEYBOARD VOICE	X	0	X	0	VOICE	-	
DSP Depth Left	0	0	X	X	X	X	0	Effect	0	KEYBOARD VOICE	X	0	X	0	STYLE	-	
DSP Depth Mic	0	-	X	X	X	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
DSP Depth Mic	-	0	X	X	X	X	X	-	0	MIC SETTING	X	X	X	0	MIC SETTING	MIC SETTING	
Insertion Type(Right1)	0	0	X	X	X	X	0	Effect	0	KEYBOARD VOICE	X	0	X	0	VOICE	-	
Insertion Type(Right2)	0	0	X	X	X	X	0	Effect	0	KEYBOARD VOICE	X	0	X	0	VOICE	-	
Insertion Type(Left)	0	0	X	X	X	X	0	Effect	0	KEYBOARD VOICE	X	0	X	0	STYLE	-	
Insertion Type(Song)	0	0	X	X	X	X	X	-	0	EFFECT	X	X	X	X	-	-	
Insertion Type(Mic)	0	-	X	X	X	X	X	-	0	EFFECT/MIC/VOCAL HARMONY	X	X	X	0	MIC/VOCAL HARMONY	MIC/VOCAL HARMONY	
Insertion Type(Mic)	-	0	X	X	X	X	X	-	0	EFFECT/MIC SETTING	X	X	X	0	MIC SETTING	MIC SETTING	
Effect Parameter(Reverb/Chorus/DSP1)	0	0	X	X	0	X	X	-	0	EFFECT	X	X	X	X	-	-	
Effect Parameter(Reverb/Chorus/DSP2-4)	0	0	X	X	0	X	X	-	0	EFFECT	X	0	X	0	VOICE/STYLE	-	
Effect Parameter(Reverb/Chorus/DSP2-3)	0	-	X	X	0	X	X	-	0	EFFECT	X	0	X	0	VOICE/STYLE	-	
Effect Parameter(DSP4)	0	-	X	X	0	X	X	-	0	MIC/VOCAL HARMONY	X	X	X	X	-	MIC/VOCAL HARMONY	
Main>Channel>Channel On/Off Popup																	
Channel On/Off(Song)	0	0	X	X	X	X	X	-	X	-	X	X	X	0	SONG	-	
Channel On/Off(Style)	0	0	X	X	X	X	X	-	X	-	0	X	X	0	STYLE	-	
Function Menu>MIDI																	
MIDI Template																	
Template No.	0	0	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Preset Template Name	0	0	X	0	X	X	X	-	X	-	X	X	X	X	-	-	
Function Menu>MIDI>EDIT																	
System																	
Local Control	0	0	X	0	X	X	X	-	X	-	X	X	X	X	-	-	
Clock	0	0	X	0	X	X	X	-	X	-	X	X	X	X	-	-	
Transmit Clock	0	0	X	0	X	X	X	-	X	-	X	X	X	X	-	-	
Receive Transpose	0	0	X	0	X	X	X	-	X	-	X	X	X	X	-	-	
Receive Start/Stop	0	0	X	0	X	X	X	-	X	-	X	X	X	X	-	-	
SysEx Transmit	0	0	X	0	X	X	X	-	X	-	X	X	X	X	-	-	
SysEx Receive	0	0	X	0	X	X	X	-	X	-	X	X	X	X	-	-	
Chord SysEx Transmit	0	0	X	0	X	X	X	-	X	-	X	X	X	X	-	-	
Chord SysEx Receive	0	0	X	0	X	X	X	-	X	-	X	X	X	X	-	-	
Transmit																	
Part Select	0	0	X	0	X	X	X	-	X	-	X	X	X	X	-	-	
Ch Select	0	0	X	0	X	X	X	-	X	-	X	X	X	X	-	-	

Parameter	PSR-S970	PSR-S770	System				VoiceSet	Voice Set Group	Song		Style			Registration		Parameter Lock Group	Note
			Setup	MIDI Setup	User Effect	Music Finder			Song	Song Setup Group	Style Data	OTS	Multi Pad	Regist	Freeze Group		
Function Menu>Utility																	
Configuration1																	
Fade In Time	0	0	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Fade Out Time	0	0	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Fade Out Hold Time	0	0	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Metronome Volume	0	0	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Metronome Sound	0	0	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Time Signature	0	0	X	X	X	X	X	-	0	-	0	X	X	X	-	-	
Tap Count Percussion	0	0	X	X	X	X	X	-	0	KEYBOARD VOICE	X	0	X	0	STYLE	-	
Tap Count Velocity	0	0	X	X	X	X	X	-	0	KEYBOARD VOICE	X	0	X	0	STYLE	-	
Auto Power Off	0	0	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Configuration2																	
Speaker	0	0	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Display Out	0	-	0	X	X	X	X	-	X	-	X	X	X	X	-	-	Cannot be reset with Factory Reset.
Display Style Tempo	0	0	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Display Voice Number	0	0	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Display Time Stamp	0	0	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Voice Category Button Options	0	0	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
PopUp Display Time	0	0	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Arpeggio Quantize	0	0	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Arpeggio Hold Sw	0	0	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Parameter Lock																	
Parameter Lock	0	0	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
USB																	
Song Auto Open	0	0	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Owner																	
Language	0	0	0	X	X	X	X	-	X	-	X	X	X	X	-	-	Cannot be reset with Factory Reset.
Owner Name	0	0	0	X	X	X	X	-	X	-	X	X	X	X	-	-	Cannot be reset with Factory Reset.
Main Picture	0	0	0	X	X	X	X	-	X	-	X	X	X	X	-	-	Cannot be reset with Factory Reset.
Factory Reset Setting	0	0	X	X	X	X	X	-	X	-	X	X	X	X	-	-	Language, Owner Name, Main Picture BackGround, Lyric Picture BackGround, and Display Out related parameters are not reset.
Registration																	
Regist Memory Contents	0	0	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Regist Contents Name	0	0	X	X	X	X	X	-	X	-	X	X	X	0	-	-	
Transpose																	
Transpose	0	0	X	X	X	X	X	-	X	-	X	X	X	0	TRANSPOSE	-	
Upper Octave																	
Upper Octave	0	0	X	X	X	X	X	-	X	-	X	X	X	0	VOICE	-	
USB Audio Player																	
Audio Volume	0	0	0	X	X	X	X	-	X	-	X	X	X	0	AUDIO	-	
Audio Player Repeat Mode	0	0	0	X	X	X	X	-	X	-	X	X	X	X	-	-	
Audio Player File	0	0	X	X	X	X	X	-	X	-	X	X	X	0	AUDIO	-	
Vocal Cancel	0	0	X	X	X	X	X	-	X	-	X	X	X	0	AUDIO	-	
Time Stretch	0	0	X	X	X	X	X	-	X	-	X	X	X	0	AUDIO	-	
Pitch Shift	0	0	X	X	X	X	X	-	X	-	X	X	X	0	AUDIO	-	

MIDI Data Format / MIDI-Datenformat / Format des données MIDI / Formato de datos MIDI

Many MIDI messages listed in the MIDI Data Format are expressed in decimal numbers, binary numbers and hexadecimal numbers. Hexa-decimal numbers may include the letter "H" as a suffix. Also, "n" can freely be defined as any whole number. To enter data/values, refer to the table below.

Decimal	Hexadecimal	Binary
0	00	0000 0000
1	01	0000 0001
2	02	0000 0010
3	03	0000 0011
4	04	0000 0100
5	05	0000 0101
6	06	0000 0110
7	07	0000 0111
8	08	0000 1000
9	09	0000 1001
10	0A	0000 1010
11	0B	0000 1011
12	0C	0000 1100
13	0D	0000 1101
14	0E	0000 1110
15	0F	0000 1111
16	10	0001 0000
17	11	0001 0001
18	12	0001 0010
19	13	0001 0011
20	14	0001 0100
21	15	0001 0101
22	16	0001 0110
23	17	0001 0111
24	18	0001 1000
25	19	0001 1001
26	1A	0001 1010
27	1B	0001 1011
28	1C	0001 1100
29	1D	0001 1101
30	1E	0001 1110
31	1F	0001 1111

Decimal	Hexadecimal	Binary
32	20	0010 0000
33	21	0010 0001
34	22	0010 0010
35	23	0010 0011
36	24	0010 0100
37	25	0010 0101
38	26	0010 0110
39	27	0010 0111
40	28	0010 1000
41	29	0010 1001
42	2A	0010 1010
43	2B	0010 1011
44	2C	0010 1100
45	2D	0010 1101
46	2E	0010 1110
47	2F	0010 1111
48	30	0011 0000
49	31	0011 0001
50	32	0011 0010
51	33	0011 0011
52	34	0011 0100
53	35	0011 0101
54	36	0011 0110
55	37	0011 0111
56	38	0011 1000
57	39	0011 1001
58	3A	0011 1010
59	3B	0011 1011
60	3C	0011 1100
61	3D	0011 1101
62	3E	0011 1110
63	3F	0011 1111

Decimal	Hexadecimal	Binary
64	40	0100 0000
65	41	0100 0001
66	42	0100 0010
67	43	0100 0011
68	44	0100 0100
69	45	0100 0101
70	46	0100 0110
71	47	0100 0111
72	48	0100 1000
73	49	0100 1001
74	4A	0100 1010
75	4B	0100 1011
76	4C	0100 1100
77	4D	0100 1101
78	4E	0100 1110
79	4F	0100 1111
80	50	0101 0000
81	51	0101 0001
82	52	0101 0010
83	53	0101 0011
84	54	0101 0100
85	55	0101 0101
86	56	0101 0110
87	57	0101 0111
88	58	0101 1000
89	59	0101 1001
90	5A	0101 1010
91	5B	0101 1011
92	5C	0101 1100
93	5D	0101 1101
94	5E	0101 1110
95	5F	0101 1111

Decimal	Hexadecimal	Binary
96	60	0110 0000
97	61	0110 0001
98	62	0110 0010
99	63	0110 0011
100	64	0110 0100
101	65	0110 0101
102	66	0110 0110
103	67	0110 0111
104	68	0110 1000
105	69	0110 1001
106	6A	0110 1010
107	6B	0110 1011
108	6C	0110 1100
109	6D	0110 1101
110	6E	0110 1110
111	6F	0110 1111
112	70	0111 0000
113	71	0111 0001
114	72	0111 0010
115	73	0111 0011
116	74	0111 0100
117	75	0111 0101
118	76	0111 0110
119	77	0111 0111
120	78	0111 1000
121	79	0111 1001
122	7A	0111 1010
123	7B	0111 1011
124	7C	0111 1100
125	7D	0111 1101
126	7E	0111 1110
127	7F	0111 1111

- Except the table above, for example 144–159 (decimal)/9nH/10010000–1001 1111 (binary) denotes the Note On Message for each channel (1–16). 176–191/BnH/1011 0000–1011 1111 denotes the Control Change Message for each channel (1–16). 192–207/CnH/1100 0000–1100 1111 denotes the Program Change Message for each channel (1–16). 240/F0H/1111 0000 denotes the start of a System Exclusive Message. 247/F7H/1111 0111 denotes the end of a System Exclusive Message.
- aaH (hexadecimal)/0aaaaaaa (binary) denotes the data address. The address contains High, Mid, and Low.
- bbH/0bbbbbbb denotes the byte count.
- ccH/0ccccccc denotes the check sum.
- ddH/0ddddddd denotes the data/value.

MIDI CHANNEL MESSAGE (1)

[GM1]...GM Required Parameter

[GM2]...GM Level2 Required Parameter

MIDI Events	Status byte		1st Data byte		2nd Data byte			Voice		MIDI Reception					MIDI Transmission					[Internal sequencer]		
	Status	Data (HEX)	Parameter	Data (HEX)	Parameter	Regular/Drum/Natural/Organ Voice	Mic/Vocal Harmony	Song	Right/Right2/Left	Keyboard	Style	Extra	Right/Right2/Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/Right2/Left)		
																					8nH	(n:Channel Number)
Key Off [GM1][GM2][GS]	8nH	(n:Channel Number)	kk	Key no. (0-127)	vv	Velocity(0-127)	O	O (Harmony Channel)	O	O	O	O	O	X	X	X	O	X	O	X		
Key On [GM1][GM2][GS]	9nH	(n:Channel Number)	kk	Key no. (0-127)	vv	Key On :vv=1-127 Key Off :vv=0	O	O (Harmony Channel)	O	O	O	O	O	●	O	O	O	●	O	X	O	
Control Change [GM2][GS]	BnH		0 (00H)	Bank Select MSB [GM2][GS]	0 (00H)	Normal SA Voice	O	X	O	O	O	O	●	O	●	●	X	O	O	O		
			1 (01H)	Modulation [GM1][GM2][GS]	0-127 (00H...7FH)	Data	O	X	O	O	O	O	●	O	O	O	●	O	O	O		
			5 (05H)	Portamento Time [GM2][GS]	0-127 (00H...7FH)	Data	O (Except SA and Organ Flutes)	X	O	O	O	O	●	O	X	O	X	O	O	O		
			6 (06H)	Data Entry MSB [GM2][GS]	0-127 (00H...7FH)	Data	O	O (Harmony Channel)	O	O	O	O	●	O	O	O	X	O	X	O		
			7 (07H)	Main Volume [GM1][GM2][GS]	0-127 (00H...7FH)	Data	O	O (A/D Part Receive Channel)	O	O	O	O	●	●	●	●	X	O	O	O		
			10 (0AH)	Panpot [GM1][GM2][GS]	0-127 (00H...7FH)	L64...C...R63	O	O (A/D Part Receive Channel)	O	O	O	O	●	●	●	●	X	O	O	O		
			11 (0BH)	Expression [GM1][GM2][GS]	0-127 (00H...7FH)	Data	O	X	O	O	O	O	●	●	●	●	●	O	O	O		
			16 (10H)	General Purpose Controller	0-127 (00H...7FH)	Data	O	X	O	O	O	X	O	X	O	X	O	O	X			
			32 (20H)	Bank Select LSB [GM2][GS]	0-127 (00H...7FH)	Data	O	X	O	O	O	O	●	O	●	●	X	O	O	O		
			38 (26H)	Data Entry LSB [GM2][GS]	0-127 (00H...7FH)	Data	O	X	O	O	O	O	●	O	X	O	X	O	X	O		
			64 (40H)	Sustain (Damper) [GM1][GM2][GS]	0-127 (00H...7FH)	Data	O	O (Harmony Channel)	O	O	O	X	O	●	O	X	O	●	O	O		
			65 (41H)	Portamento [GM2][GS]	0-127 (00H...7FH)	0...63, 64...127 (OFF, ON)	O (Except SA and Organ Flutes)	X	O	O	O	X	O	●	O	X	O	●	O	O		
			66 (42H)	Sostenuto [GM2][GS]	0-127 (00H...7FH)	0...63, 64...127 (OFF, ON)	O	X	O	O	O	X	O	●	O	X	O	●	O	O		
			67 (43H)	Soft Pedal [GM2][GS]	0-127 (00H...7FH)	0...63, 64...127 (OFF, ON)	O	X	O	O	O	X	O	●	O	X	O	●	O	O		
			71 (47H)	Harmonic Content [GM2]	0-127 (00H...7FH)	-64...0...+63	O	X	O	O	O	O	●	O	●	●	X	O	O	O		
			72 (48H)	Release Time [GM2]	0-127 (00H...7FH)	-64...0...+63	O	X	O	O	O	O	●	O	O	O	X	O	O	O		
			73 (49H)	Attack Time [GM2]	0-127 (00H...7FH)	-64...0...+63	O	X	O	O	O	O	●	O	O	O	X	O	O	O		
			74 (4AH)	Brightness [GM2]	0-127 (00H...7FH)	-64...0...+63	O	X	O	O	O	O	●	O	●	●	X	O	O	O		
			75 (4BH)	Decay Time [GM2]	0-127 (00H...7FH)	-64...0...+63	O	X	O	O	O	O	X	X	X	O	X	O	O	X		
			76 (4CH)	Vibrato Rate [GM2]	0-127 (00H...7FH)	-64...0...+63	O	X	O	O	O	O	X	X	X	O	X	O	O	X		
			77 (4DH)	Vibrato Depth [GM2]	0-127 (00H...7FH)	-64...0...+63	O	X	O	O	O	O	X	X	X	O	X	O	O	X		
			78 (4EH)	Vibrato Delay [GM2]	0-127 (00H...7FH)	-64...0...+63	O	X	O	O	O	O	X	X	X	O	X	O	O	X		
			80 (50H)	General Purpose Controller (Articulation 1)	0-127 (00H...7FH)	0: OFF 127: ON	O (SA Voice only)	X	O	X	X	X	X	X	O	O	X	O	O	O		

MIDI Events	[MIDI]		[Internal sequencer]																				
	Status byte	1st Data byte		2nd Data byte		Voice		MIDI Reception					MIDI Transmission					PLAY	REC				
	Status	Data (HEX)	Parameter	Data (HEX)	Parameter	Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right/ Right2/ Left	Keyboard	Style	Extra	Right/ Right2/ Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Left)			
Control Change [GM2][GS]	BnH		81 (51H)	General Purpose Controller (Articuration 2)	0-127	(00H...7FH)	0: OFF 127:ON	X	X	O	X	X	X	X	X	O	O	X	O	O	O		
			84 (54H)	Portamento Control	0-127	(00H...7FH)	Key no. (0-127)	O	X	O	O	X	O	O	O	O	●	O	X	O	X	O	
			91 (5BH)	Effect1 Depth (Reverb Send Level) [GM2][GS]	0-127	(00H...7FH)	Data	O	O	(A/D Part Receive Channel)	O	O	O	O	●	●	●	●	X	O	O	O	
			93 (5DH)	Effect3 Depth (Chorus Send Level) [GM2][GS]	0-127	(00H...7FH)	Data	O	O	(A/D Part Receive Channel)	O	O	O	O	●	●	●	●	X	O	O	O	
			94 (5EH)	Effect4 Depth (Variation Send Level)	0-127	(00H...7FH)	Data	O	X	O	O	O	O	O	O	O	●	●	X	O	O	X	
			96 (60H)	RPN Increment	-	-	The data byte is ignored.	O	O	(Harmony Channel)	O	O	X	O	O	X	O	X	O	X	O	X	X
			97 (61H)	RPN Decrement	-	-	The data byte is ignored.	O	O	(Harmony Channel)	O	O	X	O	O	X	O	X	O	X	O	X	X
			98 (62H)	NRPN LSB [GS]	0-127	(00H...7FH)	Data	O	X	O	O	X	O	O	●	O	O	O	X	O	O	O	
			99 (63H)	NRPN MSB [GS]	0-127	(00H...7FH)	Data	O	X	O	O	X	O	O	●	O	O	O	X	O	O	O	
			100 (64H)	RPN LSB [GM2][GS]	0-127	(00H...7FH)	Data	O	O	(Harmony Channel)	O	O	O	O	●	O	O	O	X	O	O	O	
101 (65H)	RPN MSB [GM2][GS]	0-127	(00H...7FH)	Data	O	O	(Harmony Channel)	O	O	O	O	●	O	O	O	X	O	O	O				
Mode Message	BnH	(n:Channel Number)	120 (78H)	All Sound Off [GM2][GS]	0	(00H)	Data	O	X	O	O	O	O	X	O	X	O	X	O	X	X		
			121 (79H)	Reset All Controllers [GM1][GM2][GS]	0	(00H)	Data	O	X	O	X	X	X	X	O	X	O	X	O	X	X		
			122 (7AH)	Local Control	0 127	(00H) (7FH)	OFF ON	-	-	O	X	X	X	X	X	X	X	X	X	X	X		
			123 (7BH)	All Note Off [GM1][GM2][GS]	0	(00H)	Data	O	O	(Harmony Channel)	O	O	O	O	X	O	X	O	X	O	X	X	
			124 (7CH)	Omn Off [GM2][GS]	0	(00H)	Data	O	X	O	X	X	X	X	X	O	X	O	X	O	X	X	
			125 (7DH)	Omn On [GM2][GS]	0	(00H)	Data	O	X	O	X	X	X	X	X	O	X	O	X	O	X	X	
			126 (7EH)	Mono [GM2][GS]	0-16	(00H...10H)	Data	O	X	O	X	X	X	X	X	O	X	O	X	O	X	X	
127 (7FH)	Poly [GM2][GS]	0	(00H)	Data	O	X	O	X	X	X	X	X	O	X	O	X	O	X	X				
Program Change [GM1][GM2][GS]	CnH	(n:Channel Number)	pp (00H...7FH)	Voice Number (0-127)	-	-	-	O	X	O	O	O	(Right1)	O	O	●	●	●	X	O	O	O	
Channel After Touch [GM1][GM2][GS]	DnH	(n:Channel Number)	vv (00H...7FH)	Data	-	-	-	O	X	O	O	O	(All Keyboard parts)	X	O	X	O	X	O	X	O		
Polyphonic After Touch [GS]	AnH	(n:Channel Number)	kk (00H...7FH)	Key no. (0-127)	vv	(00H...7FH)	Data	O	X	O	X	X	X	X	X	X	O	X	O	X	O		
Pitch Bend Change [GM1][GM2][GS]	EnH	(n:Channel Number)	cc (00H...7FH)	LSB	dd	(00H...7FH)	MSB	O	O	(Harmony Channel)	O	O	(All Keyboard parts)	●	O	O	O	●	O	O	O		
Realtime Message	F8H	MIDI Clock	-	-	-	-	-	-	-	-	-	-	-	O	O	O	O	O	-	-	-		
	FAH	Start	-	-	-	-	-	-	-	-	-	-	-	O	O	O	O	O	-	-	-		
	FBH	Continue	-	-	-	-	-	-	-	-	-	-	-	X	X	X	X	X	-	-	-		
	FCH	Stop	-	-	-	-	-	-	-	-	-	-	-	O	O	O	O	O	-	-	-		
	FEH	Active Sense [GM2]	-	-	-	-	-	-	-	-	-	-	-	O	O	O	O	O	-	-	-		
	FFH	System Reset	-	-	-	-	-	-	-	-	-	-	-	X	X	X	X	X	-	-	-		

● : Transmitted via panel operations and keyboard/controller performances. O : Available
 About Mic/Vocal Harmony column:
 (Harmony Channel): The relevant parameters are received by the song part designated by the Effect's Harmony Channel Parameter.
 (A/D Part Receive Channel): The relevant parameters are received by the song part designated by the XG's AD Part Receive Ch.
 *PSR-S770: No Vocal Harmony
 *1: Same operation as when receiving All Note Off.
 *2: Same operation as when receiving All Note Off. OMNI ON is not enabled.

MIDI CHANNEL MESSAGE (2)

[GM1]...GM Required Parameter

[GM2]...GM Level2 Required Parameter

NRPN (Non Registered Parameter Number)				[MIDI]										[Internal sequencer]						
MSB	LSB	Data Entry		Parameter	Data Range	Voice		MIDI Reception				MIDI Transmission				PLAY			REC	
		MSB	LSB			Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1/ Right2/ Left	Keyboard	Style	Extra	Right1/ Right2/ Left	M.Pad	Style	Song	Upper Lower	PLAY		REW
01H	08H	mmH	--	Vibrato Rate [GS]	mm : 00H-40H-7FH (-64...0...+63)	0	X	0	0	X	0	0	●	0	0	0	X	0	0	0
01H	09H	mmH	--	Vibrato Depth [GS]	mm : 00H-40H-7FH (-64...0...+63)	0	X	0	0	X	0	0	●	0	0	0	X	0	0	0
01H	0AH	mmH	--	Vibrato Delay [GS]	mm : 00H-40H-7FH (-64...0...+63)	0	X	0	0	X	0	0	●	0	0	0	X	0	0	0
01H	20H	mmH	--	Low Pass Filter Cutoff Frequency [GS]	mm : 00H-40H-7FH (-64...0...+63)	0	X	0	X	X	0	X	X	0	X	0	X	0	0	X
01H	21H	mmH	--	Low Pass Filter Resonance [GS]	mm : 00H-40H-7FH (-64...0...+63)	0	X	0	X	X	0	X	X	0	X	0	X	0	0	X
01H	30H	mmH	--	EQ Bass Gain	mm : 00H-40H-7FH (-64...0...+63)	0	X	0	X	X	0	X	X	X	0	X	0	0	X	
01H	31H	mmH	--	EQ Treble Gain	mm : 00H-40H-7FH (-64...0...+63)	0	X	0	X	X	0	X	X	X	0	X	0	0	X	
01H	34H	mmH	--	EQ Bass Frequency	mm : 04H-28H (32..2.0k[Hz])	0	X	0	X	X	X	X	X	0	X	0	X	0	X	
01H	35H	mmH	--	EQ Treble Frequency	mm : 1CH-3AH (500...16.0k[Hz])	0	X	0	X	X	X	X	X	0	X	0	X	0	X	
01H	63H	mmH	--	EG Attack Time [GS]	mm : 00H-40H-7FH (-64...0...+63)	0	X	0	X	X	0	X	X	0	X	0	X	0	0	X
01H	64H	mmH	--	EG Decay Time [GS]	mm : 00H-40H-7FH (-64...0...+63)	0	X	0	0	X	0	0	●	0	0	0	X	0	0	0
01H	66H	mmH	--	EG Release [GS]	mm : 00H-40H-7FH (-64...0...+63)	0	X	0	X	X	0	X	X	0	X	0	X	0	0	X
14H	rrH	mmH	--	Drum Low Pass Filter Cutoff Frequency	rr : drum instrument note number mm : 00H-40H-7FH (-64...0...+63)	0 (Drum Only)	X	0	X	X	X	X	X	X	0	0	X	0	X	X
15H	rrH	mmH	--	Drum Low Pass Filter Resonance	rr : drum instrument note number mm : 00H-40H-7FH (-64...0...+63)	0 (Drum Only)	X	0	X	X	X	X	X	X	0	0	X	0	X	X
16H	rrH	mmH	--	Drum EG Attack Rate	rr : drum instrument note number mm : 00H-40H-7FH (-64...0...+63)	0 (Drum Only)	X	0	X	X	X	X	X	X	0	0	X	0	X	X
17H	rrH	mmH	--	Drum EG Decay Rate	rr : drum instrument note number mm : 00H-40H-7FH (-64...0...+63)	0 (Drum Only)	X	0	X	X	X	X	X	X	0	0	X	0	X	X
18H	rrH	mmH	--	Drum Pitch Coarse [GS]	rr : drum instrument note number mm : 00H-40H-7FH (-64...0...+63)	0 (Drum Only)	X	0	X	X	X	X	X	0	0	X	0	X	X	
19H	rrH	mmH	--	Drum Pitch Fine	rr : drum instrument note number mm : 00H-40H-7FH (-64...0...+63)	0 (Drum Only)	X	0	X	X	X	X	X	0	0	X	0	X	X	
1AH	rrH	mmH	--	Drum Level [GS]	rr : drum instrument note number mm : 00H-7FH (0...127)	0 (Drum Only)	X	0	X	X	X	X	X	0	0	X	0	X	X	
1CH	rrH	mmH	--	Drum Pan [GS]	rr : drum instrument note number mm : 00H, 01H-40H-7FH (RND, L63..C..R63)	0 (Drum Only)	X	0	X	X	X	X	X	0	0	X	0	X	X	
1DH	rrH	mmH	--	Drum Reverb Send Level [GS]	rr : drum instrument note number mm : 00H-7FH (0...127)	0 (Drum Only)	X	0	X	X	X	X	X	0	0	X	0	X	X	
1EH	rrH	mmH	--	Drum Chorus Send Level [GS]	rr : drum instrument note number mm : 00H-7FH (0...127)	0 (Drum Only)	X	0	X	X	X	X	X	0	0	X	0	X	X	
1FH	rrH	mmH	--	Drum Variation Send Level	rr : drum instrument note number mm : 00H-7FH (0...127) (Variation Connection = SYSTEM) mm : 00H, 01H-7FH (OFF, ON) (Variation Connection = INSERTION)	0 (Drum Only)	X	0	X	X	X	X	X	0	0	X	0	X	X	
30H	rrH	mmH	--	Drum EQ Bass Gain	rr : drum instrument note number mm : 00H-7FH (0...127)	X	X	X	X	X	X	X	X	X	0	X	X	X	X	
31H	rrH	mmH	--	Drum EQ Treble Gain	rr : drum instrument note number mm : 00H-7FH (0...127)	X	X	X	X	X	X	X	X	X	0	X	X	X	X	
34H	rrH	mmH	--	Drum EQ Bass Frequency	rr : drum instrument note number mm : 04H-28H (32..2.0k[Hz])	X	X	X	X	X	X	X	X	X	0	X	X	X	X	
35H	rrH	mmH	--	Drum EQ Treble Frequency	rr : drum instrument note number mm : 1CH-3AH (500...16.0k[Hz])	X	X	X	X	X	X	X	X	X	0	X	X	X	X	

● : Transmitted via panel operations and keyboard/controller performances. ○ : Available

NRPN MSB: 14H-35H (for drums) message is accepted as long as the channel is set with a drum voice.
Data Entry LSB: Ignored.

RPN (Registered Parameter Number)				[MIDI]										[Internal sequencer]							
MSB	LSB	Data Entry		Parameter	Data Range	Voice		MIDI Reception				MIDI Transmission				PLAY			REC		
		MSB	LSB			Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1/ Right2/ Left	Keyboard	Style	Extra	Right1/ Right2/ Left	M.Pad	Style	Song	Upper Lower	PLAY		REW	From panel (Right1/ Right2/ Left)
00H	00H	mmH	--	Pitch Bend Sensitivity [GM1][GM2][GS]	mm : 00H-18H (0...+24[semitones])	0	X	0	0	0	0	0	0	●	0	0	0	X	0	0	0
00H	01H	mmH	llH	Fine Tune [GM1][GM2][GS]	mm ll : 00H 00H -100[cent] : 40H 00H 0[cent] : 7FH 7FH 100[cent]	0	X	0	0	0	0	0	0	●	0	0	0	X	0	0	0
00H	02H	mmH	--	Coarse Tune [GM1][GM2][GS]	mm : 28H-40H-58H (-24...+24[semitones])	0	X	0	0	0	0	0	0	X	0	0	0	X	0	0	X
00H	05H	mmH	llH	Modulation Sensitivity [GM2]	mm : Specified in semitone steps ll : Specified in 100/128 cent steps	0	X	0	X	X	X	X	X	X	X	0	X	0	X	X	X
7FH	7FH	--	--	Null [GM2][GS]	-	0	0	0	0	0	0	0	0	X	0	0	0	X	0	X	X

● : Transmitted via panel operations and keyboard/controller performances. ○ : Available

About Mic/Vocal Harmony column:

The relevant parameters are received by the song part designated by the Effect's Harmony Channel Parameter or Melody Channel Parameter.

*PSR-S770: No Vocal Harmony

XG PARAMETER CHANGE TABLE

* Not received when Receive System Exclusive Message Parameters is set to off.
 * Not transmitted when Transmit System Exclusive Message Parameters is set to off.

MIDI Parameter Change table (XG SYSTEM)

										[MIDI]					[Internal sequencer]					
Address (H)	Size (H)	Data (H)	Parameter	Description	XG Default (H)	Voice		MIDI Reception					MIDI Transmission				PLAY		REC	
						Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1/ Right2/ Left	Keyboard	Style	Extra	Right1/ Right2/ Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Left)
00	00	00 01 02 03	4 00-0F	MASTER TUNE	-102.4...0...+102.3[cent]	* Panel setting value	○	○	○					●				○	X	X
		04	1 00-7F	MASTER VOLUME	0...127	7F	○	X	○ (Available for extra parts and Song)					○				○	○	X
		05	1 00-7F	MASTER ATTENUATOR	0...127	00	X	X	X					○				X	X	X
		06	1 28-58	TRANSPOSE	-24...0...+24[semitones]	40	○	○	○ (Available for extra parts and Song)					○				○	○	X
		7D	1 N	DRUM SETUP RESET	N:Drum setup number	-	○ (Drum Only)	X	○ (Available for extra parts and Song)					○				○	X	X
		7E	1 00	XG SYSTEM ON	00=XG system ON	-	○	X	○ (Available for extra parts and Song)					○				○	X	○
		7F	1 00	ALL PARAMETER RESET	00=ON	-	○	X	○ (Available for extra parts and Song)					○				○	X	X

TOTAL SIZE 07

● : Transmitted via panel operations ○ : Available

MIDI Parameter Change table (SYSTEM INFORMATION)

										[MIDI]					[Internal sequencer]				
Address (H)	Size (H)	Data (H)	Parameter	Description	XG Default (H)	Voice		MIDI Reception					MIDI Transmission				PLAY		REC
						Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1/ Right2/ Left	Keyboard	Style	Extra	Right1/ Right2/ Left	M.Pad	Style	Song	Upper Lower	PLAY	REW
01	00	00 : 0D 0E 0F	E 20-7F	Model Name 1 : Model Name 14 NOT USED NOT USED	32...127(ASCII CHARACTER)	-	-	-					○ (Available only when receiving requests via MIDI)				-	-	-

TOTAL SIZE 10

Transmitted in response to Dump Request. Not received.

MIDI Parameter Change table (EFFECT1)

										[MIDI]					[Internal sequencer]					
Address (H)	Size (H)	Data (H)	Parameter	Description	XG Default (H)	Voice		MIDI Reception					MIDI Transmission				PLAY		REC	
						Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1/ Right2/ Left	Keyboard	Style	Extra	Right1/ Right2/ Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Left)
02	01	00	2 00-7F	REVERB TYPE MSB	01(=HALL1)	○	○	○					●				○	○	○	
		02	1 00-7F	REVERB TYPE LSB	Refer to Effect Parameter List	Depends on Reverb Type	○	○	○					●				○	○	○
		03	1 00-7F	REVERB PARAMETER 1	Refer to Effect Parameter List	Depends on Reverb Type	○	○	○					●				○	○	○
		04	1 00-7F	REVERB PARAMETER 2	Refer to Effect Parameter List	Depends on Reverb Type	○	○	○					●				○	○	○
		05	1 00-7F	REVERB PARAMETER 3	Refer to Effect Parameter List	Depends on Reverb Type	○	○	○					●				○	○	○
		06	1 00-7F	REVERB PARAMETER 4	Refer to Effect Parameter List	Depends on Reverb Type	○	○	○					●				○	○	○
		07	1 00-7F	REVERB PARAMETER 5	Refer to Effect Parameter List	Depends on Reverb Type	○	○	○					●				○	○	○
		08	1 00-7F	REVERB PARAMETER 6	Refer to Effect Parameter List	Depends on Reverb Type	○	○	○					●				○	○	○
		09	1 00-7F	REVERB PARAMETER 7	Refer to Effect Parameter List	Depends on Reverb Type	○	○	○					●				○	○	○
		0A	1 00-7F	REVERB PARAMETER 8	Refer to Effect Parameter List	Depends on Reverb Type	○	○	○					●				○	○	○
		0B	1 00-7F	REVERB PARAMETER 9	Refer to Effect Parameter List	Depends on Reverb Type	○	○	○					●				○	○	○
		0C	1 00-7F	REVERB PARAMETER 10	Refer to Effect Parameter List	Depends on Reverb Type	○	○	○					●				○	○	○
		0D	1 01-7F	REVERB RETURN	-->dB...0dB...+6dB(0...64...127)	40	○	○	○					●				○	○	○
		0E	1 01-7F	REVERB PAN	L63...C...R63	40	○	○	○					○				○	○	X

TOTAL SIZE 0E

02	01	10	1 00-7F	REVERB PARAMETER 11	Refer to Effect Parameter List	Depends on Reverb Type	○	○	○					●				○	○	○
		11	1 00-7F	REVERB PARAMETER 12	Refer to Effect Parameter List	Depends on Reverb Type	○	○	○					●				○	○	○
		12	1 00-7F	REVERB PARAMETER 13	Refer to Effect Parameter List	Depends on Reverb Type	○	○	○					●				○	○	○
		13	1 00-7F	REVERB PARAMETER 14	Refer to Effect Parameter List	Depends on Reverb Type	○	○	○					●				○	○	○
		14	1 00-7F	REVERB PARAMETER 15	Refer to Effect Parameter List	Depends on Reverb Type	○	○	○					●				○	○	○
		15	1 00-7F	REVERB PARAMETER 16	Refer to Effect Parameter List	Depends on Reverb Type	○	○	○					●				○	○	○

TOTAL SIZE 06

● : Transmitted via panel operations ○ : Available

Address (H)	Size (H)	Data (H)	Parameter	Description * The EFFECT2 Parameter cannot be reset to its factory setting with XG SYSTEM ON.	[MIDI]										[Internal sequencer]				
					Voice		MIDI Reception					MIDI Transmission					PLAY		REC
					Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right/ Right2/ Left	Keyboard	Style	Extra	Right/ Right2/ Left	M. Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Left)
	07	1	00-7F	INSERTION EFFECT PARAMETER 6	Refer to Effect Parameter List	○	○		○					●			○	○	○
	08	1	00-7F	INSERTION EFFECT PARAMETER 7	Refer to Effect Parameter List	○	○		○					●			○	○	○
	09	1	00-7F	INSERTION EFFECT PARAMETER 8	Refer to Effect Parameter List	○	○		○					●			○	○	○
	0A	1	00-7F	INSERTION EFFECT PARAMETER 9	Refer to Effect Parameter List	○	○		○					●			○	○	○
	0B	1	00-7F	INSERTION EFFECT PARAMETER 10	Refer to Effect Parameter List	○	○		○					●			○	○	○
	0C	1	00-7F	INSERTION EFFECT PART NUMBER	Reception: Part1...16(0...15) Transmission: Part1...16(0...15) AD(64) OFF(127)	○	○		○					●			○	○	○
	0D	1	00-7F	MW INSERTION CONTROL DEPTH	-64...0...+63	○	○		○					○			○	○	X
	0E	1	00-7F	BEND INSERTION CONTROL DEPTH	-64...0...+63	○	○		○					○			○	○	X
	0F	1	00-7F	CAT INSERTION CONTROL DEPTH	-64...0...+63	○	○		○					○			○	○	X
	10	1	00-7F	AC1 INSERTION CONTROL DEPTH	-64...0...+63	○	○		○					○			○	○	X
	11	1	00-7F	AC2 INSERTION CONTROL DEPTH	-64...0...+63	○	○		○					○			○	○	○

TOTAL SIZE 12

	20	1	00-7F	INSERTION EFFECT PARAMETER 11	Refer to Effect Parameter List	○	○		○					●			○	○	○
	21	1	00-7F	INSERTION EFFECT PARAMETER 12	Refer to Effect Parameter List	○	○		○					●			○	○	○
	22	1	00-7F	INSERTION EFFECT PARAMETER 13	Refer to Effect Parameter List	○	○		○					●			○	○	○
	23	1	00-7F	INSERTION EFFECT PARAMETER 14	Refer to Effect Parameter List	○	○		○					●			○	○	○
	24	1	00-7F	INSERTION EFFECT PARAMETER 15	Refer to Effect Parameter List	○	○		○					●			○	○	○
	25	1	00-7F	INSERTION EFFECT PARAMETER 16	Refer to Effect Parameter List	○	○		○					●			○	○	○

TOTAL SIZE 6

	30	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 1 MSB INSERTION EFFECT PARAMETER 1 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	○	○		○					●			○	○	○
	32	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 2 MSB INSERTION EFFECT PARAMETER 2 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	○	○		○					●			○	○	○
	34	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 3 MSB INSERTION EFFECT PARAMETER 3 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	○	○		○					●			○	○	○
	36	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 4 MSB INSERTION EFFECT PARAMETER 4 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	○	○		○					●			○	○	○
	38	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 5 MSB INSERTION EFFECT PARAMETER 5 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	○	○		○					●			○	○	○
	3A	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 6 MSB INSERTION EFFECT PARAMETER 6 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	○	○		○					●			○	○	○
	3C	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 7 MSB INSERTION EFFECT PARAMETER 7 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	○	○		○					●			○	○	○
	3E	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 8 MSB INSERTION EFFECT PARAMETER 8 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	○	○		○					●			○	○	○
	40	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 9 MSB INSERTION EFFECT PARAMETER 9 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	○	○		○					●			○	○	○
	42	2	00-7F 00-7F	INSERTION EFFECT PARAMETER 10 MSB INSERTION EFFECT PARAMETER 10 LSB	Refer to Effect Parameter List Refer to Effect Parameter List	○	○		○					●			○	○	○

TOTAL SIZE 14

● : Transmitted via panel operations ○ : Available

The second byte of the address is considered as an Insertion effect number.

n : insertion effect number (n = 0-2)

For effect types that do not require MSB, the Parameters for Address 02-0B will be received and the Parameters for Address 30-42 will not be received.

For effect types that require MSB, the Parameters for Address 30-42 will be received and the Parameters for Address 02-0B will not be received.

Type MSB of the effect types that require Parameter MSB are: 5, 6, 7, 8, 95, 96, 97, 98, 104.

When Bulk Dumps that include Effect Type data are transmitted, the Parameters for Address 02-0B will always be transmitted. But, effects that require MSB, when the bulk dump is received the Parameters for Address 02-0B will not be received.

04	00	60	2	00-7F 00-7F	VOCAL EFFECT TYPE MSB VOCAL EFFECT TYPE LSB		X	○	○	●	○	○	X
		62	2	00-7F 00-7F	VOCAL EFFECT PARAMETER 1 MSB VOCAL EFFECT PARAMETER 1 LSB		X	○	○	●	○	○	X
		64	2	00-7F 00-7F	VOCAL EFFECT PARAMETER 2 MSB VOCAL EFFECT PARAMETER 2 LSB		X	○	○	●	○	○	X
		66	2	00-7F 00-7F	VOCAL EFFECT PARAMETER 3 MSB VOCAL EFFECT PARAMETER 3 LSB		X	○	○	●	○	○	X
		68	2	00-7F 00-7F	VOCAL EFFECT PARAMETER 4 MSB VOCAL EFFECT PARAMETER 4 LSB		X	○	○	●	○	○	X
		6A	2	00-7F 00-7F	VOCAL EFFECT PARAMETER 5 MSB VOCAL EFFECT PARAMETER 5 LSB		X	○	○	●	○	○	X
		6C	2	00-7F 00-7F	VOCAL EFFECT PARAMETER 6 MSB VOCAL EFFECT PARAMETER 6 LSB		X	○	○	●	○	○	X
		6E	2	00-7F 00-7F	VOCAL EFFECT PARAMETER 7 MSB VOCAL EFFECT PARAMETER 7 LSB		X	○	○	●	○	○	X
		70	2	00-7F 00-7F	VOCAL EFFECT PARAMETER 8 MSB VOCAL EFFECT PARAMETER 8 LSB		X	○	○	●	○	○	X
		72	2	00-7F 00-7F	VOCAL EFFECT PARAMETER 9 MSB VOCAL EFFECT PARAMETER 9 LSB		X	○	○	●	○	○	X
		74	2	00-7F 00-7F	VOCAL EFFECT PARAMETER 10 MSB VOCAL EFFECT PARAMETER 10 LSB		X	○	○	○	○	○	X
		76	1	00-7F	VOCAL EFFECT SWITCH	ON (1-127), OFF (0)	X	○	○	●	○	○	○
		77	1	00-7F	VOCAL EFFECT OUTPUT LEVEL		X	○	○	○	○	○	X
TOTAL SIZE		18											

04	00	7A	1	00-7F	VOCAL EFFECT PARAMETER 11		X	○	○	●	○	○	X
		7B	1	00-7F	VOCAL EFFECT PARAMETER 12		X	○	○	●	○	○	X
		7C	1	00-7F	VOCAL EFFECT PARAMETER 13		X	○	○	●	○	○	X
		7D	1	00-7F	VOCAL EFFECT PARAMETER 14		X	○	○	○	○	○	X
		7E	1	00-7F	VOCAL EFFECT PARAMETER 15		X	○	○	●	○	○	X
		7F	1	00-7F	VOCAL EFFECT PARAMETER 16		X	○	○	●	○	○	X
TOTAL SIZE		6											

● : Transmitted via panel operations ○ : Available

When the Vocal Harmony 1 is selected, the Parameters for Address 00-25 will be effective.

- MW INSERTION CONTROL DEPTH
- BEND INSERTION CONTROL DEPTH
- CAT INSERTION CONTROL DEPTH
- AC1 INSERTION CONTROL DEPTH
- AC2 INSERTION CONTROL DEPTH
- MELODY CHANNEL

PSR-S770	X
PSR-S970	○

- Lead Output Level
- Harmony Output Level
- Lead Vocal Effect Dry Level
- Lead Vocal Effect Send Level
- Harmony Vocal Effect Send Level
- VocalEffect

PSR-S770	X
PSR-S970	○

MIDI Data Format / MIDI-Datenformat / Format des données MIDI / Formato de datos MIDI

[MIDI]										[Internal sequencer]									
Address (H)	Size (H)	Data (H)	Parameter	Description * The A/D PART parameter cannot be reset to its factory setting with XG SYSTEM ON.	Voice		MIDI Reception					MIDI Transmission					PLAY		REC
					Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1/ Right2/ Left	Keyboard	Style	Extra	Right1/ Right2/ Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Left)
	5E	1		NOT USED	-	-													
	5F	1		NOT USED	-	-													
	60	1	00-5F	AC2 CONTROLLER NUMBER	0...95	X	X		X				X				X	X	X

TOTAL SIZE 31

n : A/D Part Number (0)

MIDI Parameter Change table (DRUM SETUP)

[MIDI]										[Internal sequencer]											
Address (H)	Size (H)	Data (H)	Parameter	Description	XG Default (H)	Voice		MIDI Reception					MIDI Transmission					PLAY		REC	
						Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1/ Right2/ Left	Keyboard	Style	Extra	Right1/ Right2/ Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Left)	
3n	rr	00	1	00-7F	PITCH COARSE	-64...0...+63	40	0	X												
		01	1	00-7F	PITCH FINE	-64...0...+63[cent]	40	0	X												
		02	1	00-7F	LEVEL	0...127	Depends on the note	0	X												
		03	1	00-7F	ALTERNATE GROUP	OFF, 1...127	Depends on the note	0	X												
		04	1	00-7F	PAN	RND, L63...C...R63	Depends on the note	0	X												
		05	1	00-7F	REVERB SEND	0...127	Depends on the note	0	X												
		06	1	00-7F	CHORUS SEND	0...127	Depends on the note	0	X												
		07	1	00-7F	VARIATION SEND	0...127	7F	0	X												
		08	1	00-01	KEY ASSIGN	SINGLE, MULTI	00	0	X												
		09	1	00-01	Rcv NOTE OFF	OFF, ON	Depends on the note	0	X												
		0A	1	00-01	Rcv NOTE ON	OFF, ON	01	0	X												
		0B	1	00-7F	LOW PASS FILTER CUTOFF FREQUENCY	-64...0...+63	40	0	X												
		0C	1	00-7F	LOW PASS FILTER RESONANCE	-64...0...+63	40	0	X												
		0D	1	00-7F	EG ATTACK RATE	-64...0...+63	40	0	X												
		0E	1	00-7F	EG DECAY1 RATE	-64...0...+63	40	0	X												
		0F	1	00-7F	EG DECAY2 RATE	-64...0...+63	40	0	X												

TOTAL SIZE 10

		20	1	00-7F	EQ BASS GAIN	-12...+12[dB]	40	X	X		X							X	X	X
		21	1	00-7F	EQ TREBLE GAIN	-12...+12[dB]	40	X	X		X							X	X	X
		22	1		NOT USED		-	-	-		-							-	-	-
		23	1		NOT USED		-	-	-		-							-	-	-
		24	1	04-2B	EQ BASS FREQUENCY	32...2.0k[Hz]	0C	X	X		X							X	X	X
		25	1	1C-3A	EQ TREBLE FREQUENCY	500...16.0k[Hz]	36	X	X		X							X	X	X
		26	1		NOT USED		-	-	-		-							-	-	-
		27	1		NOT USED		-	-	-		-							-	-	-
		28	1		NOT USED		-	-	-		-							-	-	-
		29	1		NOT USED		-	-	-		-							-	-	-
		2A	1		NOT USED		-	-	-		-							-	-	-
		2B	1		NOT USED		-	-	-		-							-	-	-
		2C	1		NOT USED		-	-	-		-							-	-	-
		2D	1		NOT USED		-	-	-		-							-	-	-

TOTAL SIZE 0E

		70	4	00-7F	SOURCE DRUM KIT (Bank Select MSB)	0...127	Depends on the note	0	X												
				00-7F	SOURCE DRUM KIT (Bank Select LSB)	0...127	Depends on the note	0	X												
				00-7F	SOURCE DRUM KIT (Program Number)	0...127	Depends on the note	0	X												
				0D-5B	SOURCE DRUM KIT (Note Number)	C-1...G5	Depends on the note	0	X												

TOTAL SIZE 04

n: Drum Setup Number (0-1)

rr: note number(0D-5B)

In the following cases, the instrument will initialize all Drum Setups.

- XG SYSTEM ON received
- GM SYSTEM ON received
- GM LEVEL2 SYSTEM ON received
- GS RESET received
- DRUM SETUP RESET received (only when in XG mode)

[Note]

When a part to which a Drum Setup is assigned receives a program change, the assigned Drum Setup will be initialized.

If the same Drum Setup is assigned to two or more parts, changes in Drum Setup parameters (including program changes) will apply to all parts to which it is assigned.

System Exclusive Messages (1)

[GM1]...GM Required Parameter
 [GM2]...GM Level2 Required Parameter

- Not received when Receive System Exclusive Message Parameters is set to off.
- Not transmitted when Transmit System Exclusive Message Parameters is set to off.

System Exclusive Messages (Universal Real Time Messages)

MIDI Event	Data Format	[MIDI]										[Internal sequencer]																					
		Voice		MIDI Reception				MIDI Transmission				PLAY		REC																			
		Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1/ Right2/ Left	Keyboard	Style	Extra	Right1/ Right2/ Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Left)																	
Master Volume [GM2]	F0 7F XN 04 01 SS TT F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxxnnn XN = When N is received N=0-F,whichever is received. X=ignored 00000100 04 = Sub-ID #1=Device Control Message 00000001 01 = Sub-ID #2=Master Volume 0sssssss SS = Volume LSB 0ttttttt TT = Volume MSB 11110111 F7 = End of Exclusive	0	X										0	0	X																		
Master Fine Tuning [GM2]	F0 7F XN 04 03 SS TT F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxxnnn XN = When N is received N=0-F,whichever is received. X=ignored 00000100 04 = Sub-ID #1=Device Control Message 00000011 03 = Sub-ID #2=Master Fine Tuning 0sssssss SS = Fine Tuning LSB 0ttttttt TT = Fine Tuning MSB 11110111 F7 = End of Exclusive	0	X										0	X	X																		
Master Coarse Tuning [GM2]	F0 7F XN 04 04 00 TT F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxxnnn XN = When N is received N=0-F,whichever is received. X=ignored 00000100 04 = Sub-ID #1=Device Control Message 00000100 04 = Sub-ID #2=Master Coarse Tuning 00000000 00 0ttttttt TT = Coarse Tuning MSB 11110111 F7 = End of Exclusive	0	X										0	X	X																		
Reverb Parameter [GM2]	F0 7F XN 04 05 01 01 01 01 PP VV ... F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxxnnn XN = When N is received N=0-F,whichever is received. X=ignored 00000100 04 = Sub-ID #1=Device Control Message 00000101 05 = Sub-ID #2=Global Parameter Control 00000001 01 = Slot path length = 1 00000001 01 = Parameter ID width = 1 00000001 01 = Value width = 1 00000001 01 = Slot path MSB = 1 00000001 01 = Slot path LSB = 1 (Reverb) 0ppppppp PP = Parameter to be controlled. 0vvvvvvv VV = Value for the Parameter. : : 11110111 F7 = End of Exclusive <table border="0"> <tr> <td>Parameter(pp)</td> <td>Value(vv)</td> <td>Display</td> </tr> <tr> <td>pp=0 Reverb</td> <td>Type0..8</td> <td>0:RoomS 1:RoomM 2:RoomL 3:HallM 4:HallL(default) 8:GM Plate</td> </tr> <tr> <td>pp=1 Reverb</td> <td>Time0..127</td> <td>0..11.0s</td> </tr> </table>	Parameter(pp)	Value(vv)	Display	pp=0 Reverb	Type0..8	0:RoomS 1:RoomM 2:RoomL 3:HallM 4:HallL(default) 8:GM Plate	pp=1 Reverb	Time0..127	0..11.0s	0	0									0	0	X										
Parameter(pp)	Value(vv)	Display																															
pp=0 Reverb	Type0..8	0:RoomS 1:RoomM 2:RoomL 3:HallM 4:HallL(default) 8:GM Plate																															
pp=1 Reverb	Time0..127	0..11.0s																															
Chorus Parameter [GM2]	F0 7F XN 04 05 01 01 01 02 PP VV ... F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxxnnn XN = When N is received N=0-F,whichever is received. X=ignored 00000100 04 = Sub-ID #1=Device Control Message 00000101 05 = Sub-ID #2=Global Parameter Control 00000001 01 = Slot path length = 1 00000001 01 = Parameter ID width = 1 00000001 01 = Value width = 1 00000001 01 = Slot path MSB = 1 00000010 02 = Slot path LSB = 2 (Chorus) 0ppppppp PP = Parameter to be controlled. 0vvvvvvv VV = Value for the Parameter. : : 11110111 F7 = End of Exclusive <table border="0"> <tr> <td>Parameter(pp)</td> <td>Value(vv)</td> <td>Display</td> </tr> <tr> <td>pp=0 Chorus</td> <td>Type0..5</td> <td>0:GM Chorus1 1:GM Chorus2 2:GM Chorus3(default) 3:GM Chorus4 4:FB Chorus 5:GM Flanger</td> </tr> <tr> <td>pp=1 Mod Rate</td> <td>0..127</td> <td>0..15.5Hz</td> </tr> <tr> <td>pp=2 Mod Depth</td> <td>0..127</td> <td></td> </tr> <tr> <td>pp=3 Feedback</td> <td>0..127</td> <td></td> </tr> <tr> <td>pp=4 Send to Reverb</td> <td>0..127</td> <td></td> </tr> </table>	Parameter(pp)	Value(vv)	Display	pp=0 Chorus	Type0..5	0:GM Chorus1 1:GM Chorus2 2:GM Chorus3(default) 3:GM Chorus4 4:FB Chorus 5:GM Flanger	pp=1 Mod Rate	0..127	0..15.5Hz	pp=2 Mod Depth	0..127		pp=3 Feedback	0..127		pp=4 Send to Reverb	0..127		0	0										0	0	X
Parameter(pp)	Value(vv)	Display																															
pp=0 Chorus	Type0..5	0:GM Chorus1 1:GM Chorus2 2:GM Chorus3(default) 3:GM Chorus4 4:FB Chorus 5:GM Flanger																															
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MIDI Event	Data Format	[MIDI]											[Internal sequencer]																															
		Voice		MIDI Reception				MIDI Transmission					PLAY		REC																													
		Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1/ Right2/ Left	Keyboard	Style	Extra	Right1/ Right2/ Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Left)																												
Channel Pressure (Aftertouch) [GM2]	<p>F0 7F XN 09 01 0M PP RR ... F7</p> <p>11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxxnnn XN = When N is received N=0-F, whichever is received. X=ignored 00001001 09 = Sub-ID #1=Controller Destination Setting 00000001 01 = Sub-ID #2=Controller Type:01(Channel Pressure) 0000mmmm OM = MIDI Channel (00-0F) 0pppppppp PP = Controlled Parameter 0rrrrrrr RR = Data : : 11110111 F7 = End of Exclusive</p> <p>Make sure to set both the controlled parameter and the range. Parameters not set will be restored to their default values.</p> <table border="1"> <thead> <tr> <th>Control Parameter(pp)</th> <th>Data(RR)</th> <th>Description</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>pp=00 Pitch Control</td> <td>28H-58H</td> <td>-24...0...+24semitones</td> <td>40H</td> </tr> <tr> <td>pp=01 Filter Cutoff Control</td> <td>00H-7FH</td> <td>-9600...0...+9450cents</td> <td>40H</td> </tr> <tr> <td>pp=02 Amplitude Control</td> <td>00H-7FH</td> <td>-100...0...+100%</td> <td>40H</td> </tr> <tr> <td>pp=03 LFO Pitch Depth</td> <td>00H-7FH</td> <td>0...127</td> <td>00H</td> </tr> <tr> <td>pp=04 LFO Filter Depth</td> <td>00H-7FH</td> <td>0...127</td> <td>00H</td> </tr> <tr> <td>pp=05 LFO Amplitude Depth</td> <td>00H-7FH</td> <td>0...127</td> <td>00H</td> </tr> </tbody> </table>	Control Parameter(pp)	Data(RR)	Description	Default Value	pp=00 Pitch Control	28H-58H	-24...0...+24semitones	40H	pp=01 Filter Cutoff Control	00H-7FH	-9600...0...+9450cents	40H	pp=02 Amplitude Control	00H-7FH	-100...0...+100%	40H	pp=03 LFO Pitch Depth	00H-7FH	0...127	00H	pp=04 LFO Filter Depth	00H-7FH	0...127	00H	pp=05 LFO Amplitude Depth	00H-7FH	0...127	00H	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
Control Parameter(pp)	Data(RR)	Description	Default Value																																									
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pp=04 LFO Filter Depth	00H-7FH	0...127	00H																																									
pp=05 LFO Amplitude Depth	00H-7FH	0...127	00H																																									
Controller (Control Change) [GM2]	<p>F0 7F XN 09 03 0M CC PP RR ... F7</p> <p>11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxxnnn XN = When N is received N=0-F, whichever is received. X=ignored 00001001 09 = Sub-ID #1=Controller Destination Setting 00000011 03 = Sub-ID #2=Controller Type:03(Control Change) 0000mmmm OM = MIDI Channel (00-0F) 0ccccccc CC = Controller Number (01H-1FH, 40H-5FH) 0pppppppp PP = Controlled Parameter 0rrrrrrr RR = Range : : 11110111 F7 = End of Exclusive</p> <p>Make sure to set both the controlled parameter and the range. Parameters not set will be restored to their default values.</p> <table border="1"> <thead> <tr> <th>Control Parameter(pp)</th> <th>Data(RR)</th> <th>Description</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>pp=00 Pitch Control</td> <td>28H-58H</td> <td>-24...0...+24semitones</td> <td>40H</td> </tr> <tr> <td>pp=01 Filter Cutoff Control</td> <td>00H-7FH</td> <td>-9600...0...+9450cents</td> <td>40H</td> </tr> <tr> <td>pp=02 Amplitude Control</td> <td>00H-7FH</td> <td>-100...0...+100%</td> <td>40H</td> </tr> <tr> <td>pp=03 LFO Pitch Depth</td> <td>00H-7FH</td> <td>0...127</td> <td>00H</td> </tr> <tr> <td>pp=04 LFO Filter Depth</td> <td>00H-7FH</td> <td>0...127</td> <td>00H</td> </tr> <tr> <td>pp=05 LFO Amplitude Depth</td> <td>00H-7FH</td> <td>0...127</td> <td>00H</td> </tr> </tbody> </table>	Control Parameter(pp)	Data(RR)	Description	Default Value	pp=00 Pitch Control	28H-58H	-24...0...+24semitones	40H	pp=01 Filter Cutoff Control	00H-7FH	-9600...0...+9450cents	40H	pp=02 Amplitude Control	00H-7FH	-100...0...+100%	40H	pp=03 LFO Pitch Depth	00H-7FH	0...127	00H	pp=04 LFO Filter Depth	00H-7FH	0...127	00H	pp=05 LFO Amplitude Depth	00H-7FH	0...127	00H	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
Control Parameter(pp)	Data(RR)	Description	Default Value																																									
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pp=05 LFO Amplitude Depth	00H-7FH	0...127	00H																																									
Key-Based Instrument Control [GM2]	<p>F0 7F XN 0A 01 0M KK CC VV ... F7</p> <p>11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxxnnn XN = When N is received N=0-F, whichever is received. X=ignored 00001010 0A = Sub-ID #1=Key-Based Instrument Control 00000001 01 = Sub-ID #2=Controller 0000mmmm OM = MIDI Channel (00-0F) 0kkkkkkk KK = Key Number 0ccccccc CC = Controller Number 0vvvvvvv VV = Value : : 11110111 F7 = End of Exclusive</p> <p>Make sure to set both the controlled number and the value.</p> <table border="1"> <thead> <tr> <th>Control Number(CC)</th> <th>Value(VV)</th> <th>Description</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>CC=07H Volume</td> <td>00H-7FH</td> <td>-100...0...+100%</td> <td>40H</td> </tr> <tr> <td>CC=0AH Pan</td> <td>00H-7FH</td> <td>L63...C...R63 (absolute)</td> <td>(Preset value)</td> </tr> <tr> <td>CC=5BH Reverb Send Level</td> <td>00H-7FH</td> <td>0...Max (absolute)</td> <td>(Preset value)</td> </tr> <tr> <td>CC=5DH Chorus Send Level</td> <td>00H-7FH</td> <td>0...Max (absolute)</td> <td>(Preset value)</td> </tr> </tbody> </table>	Control Number(CC)	Value(VV)	Description	Default Value	CC=07H Volume	00H-7FH	-100...0...+100%	40H	CC=0AH Pan	00H-7FH	L63...C...R63 (absolute)	(Preset value)	CC=5BH Reverb Send Level	00H-7FH	0...Max (absolute)	(Preset value)	CC=5DH Chorus Send Level	00H-7FH	0...Max (absolute)	(Preset value)	O (Drum Only)	X	O	X	X	X	X	X	X	X	O	X	O	X	X								
Control Number(CC)	Value(VV)	Description	Default Value																																									
CC=07H Volume	00H-7FH	-100...0...+100%	40H																																									
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CC=5BH Reverb Send Level	00H-7FH	0...Max (absolute)	(Preset value)																																									
CC=5DH Chorus Send Level	00H-7FH	0...Max (absolute)	(Preset value)																																									

System Exclusive Messages (Universal Non-Real Time Messages)

MIDI Event	Data Format	[MIDI]										[Internal sequencer]				
		Voice		MIDI Reception				MIDI Transmission				PLAY		REC		
		Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1/ Right2/ Left	Keyboard	Style	Extra	Right1/ Right2/ Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Left)
GM1 System On [GM1][GM2]	F0 7E XN 09 01 F7 11110000 F0 = Exclusive status 01111110 7E = Universal Non-Real Time 0xxxxnnn XN = When N is received N=0-F,whichever is received. X=ignored 00001001 09 = Sub-ID #1=General MIDI Message 00000001 01 = Sub-ID #2=General MIDI On 11110111 F7 = End of Exclusive	0	-													
GM2 System On [GM2]	F0 7E XN 09 03 F7 11110000 F0 = Exclusive status 01111110 7E = Universal Non-Real Time 0xxxxnnn XN = When N is received N=0-F,whichever is received. X=ignored 00001001 09 = Sub-ID #1=General MIDI Message 00000011 03 = Sub-ID #2=General MIDI2 On 11110111 F7 = End of Exclusive	0	-											X		X
General MIDI System Off [GM1][GM2]	F0 7E XN 09 02 F7 11110000 F0 = Exclusive status 01111110 7E = Universal Non-Real Time 0xxxxnnn XN = When N is received N=0-F,whichever is received. X=ignored 00001001 09 = Sub-ID #1=General MIDI Message 00000010 02 = Sub-ID #2=General MIDI Off 11110111 F7 = End of Exclusive	0	-											X		X
Scale/Octave Tuning [GM2]	F0 7E XN 08 08 JJ GG MM SS ... F7 11110000 F0 = Exclusive status 01111110 7E = Universal Non-Real Time 0xxxxnnn XN = When N is received N=0-F,whichever is received. X=ignored 00001000 08 = Sub-ID #1=MIDI Tuning Standard 00001000 08 = Sub-ID #2=scale/octave tuning 1byte form 0jjjjjjj JJ = Channel/option byte1 bits 0 to 1 = channel 15 to 16 bits 2 to 6 = reserved 0ggggggg GG = Channel byte2 - bits0 to 6 = channel 8 to 14 0mmmmmmmm MM = Channel byte2 - bits0 to 6 = channel 1 to 7 0sssssss SS = 12byte tuning offset of 12 semitones from C to B 00H means -64cent 40H means 0cent 7FH means +63cent : : 11110111 F7 = End of Exclusive	0	X											X		X

System Exclusive Messages (2)

- Not received when Receive System Exclusive Message Parameters is set to off.
- Not transmitted when Transmit System Exclusive Message Parameters is set to off.

System Exclusive Messages (Style)

MIDI Event	Data Format	[MIDI]											
		Voice		MIDI Reception					MIDI Transmission				
		Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right/ Right2/ Left	Keyboard	Style	Extra	Right/ Right2/ Left	M.Pad	Style	Song	Upper Lower
Section Control	<p>F0 43 7E 00 ss dd F7</p> <p>11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01111110 7E = Style 00000000 00 = 0sssssss ss = Switch No.</p> <p>00H INTRO 1 01H INTRO 2 02H INTRO 3 03H INTRO 4 08H MAIN A 09H MAIN B 0AH MAIN C 0BH MAIN D 10H FILL IN AA 11H FILL IN BB 12H FILL IN CC 13H FILL IN DD 18H BREAK FILL 20H ENDING 1 21H ENDING 2 22H ENDING 3 23H ENDING 4</p> <p>0ddddd dd = Switch On/Off 00H(Off) 7FH(On)</p> <p>11110111 F7 = End of Exclusive</p>	-	-										•
Tempo Control	<p>F0 43 7E 01 t4 t3 t2 t1 F7</p> <p>11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01111110 7E = Style 00000001 01 = 0ttttttt t4 = tempo4 0ttttttt t3 = tempo3 0ttttttt t2 = tempo2 0ttttttt t1 = tempo1</p> <p>11110111</p>	-	-										•
Chord Control	<p>F0 43 7E tt d1 d2 d3 d4 F7</p> <p>Type1 (tt=02)</p> <p>11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01111110 7E = Style 00000010 02 = type 1 0ddddd d1 = chord root(cr) 0ddddd d2 = chord type(ct) 0ddddd d3 = bass note(bn) 0ddddd d4 = bass type(bt) 11110111 F7 = End of Exclusive</p> <p>cr : Chord Root 0fffnnnn ff: b or #, nnnn: note(root) 000nnnn 0n bbb 0fff0000 x0 reserved 0001nnnn 1n bb 0fff0001 x1 C 0010nnnn 2n b 0fff0010 x2 D 0011nnnn 3n natural 0fff0011 x3 E 0100nnnn 4n # 0fff0100 x4 F 0101nnnn 5n ## 0fff0101 x5 G 0110nnnn 6n ### 0fff0110 x6 A 0fff0111 x7 B</p> <p>ct : Chord Type 0 - 34,127 0000000 00 0 Maj 00010010 12 18 dim7 0000001 01 1 Maj6 00010011 13 19 7th 0000010 02 2 Maj7 00010100 14 20 7sus4 0000011 03 3 Maj7(#11) 00010101 15 21 7b5 0000100 04 4 Maj(9) 00010110 16 22 7(9) 0000101 05 5 Maj7(9) 00010111 17 23 7(#11) 0000110 06 6 Maj6(9) 00011000 18 24 7(13) 0000111 07 7 aug 00011001 19 25 7(b9) 0001000 08 8 min 00011010 1A 26 7(b13) 0001001 09 9 min6 00011011 1B 27 7(#9) 0001010 0A 10 min7 00011100 1C 28 Maj7aug 0001011 0B 11 min7b5 00011101 1D 29 7aug 0001100 0C 12 min(9) 00011110 1E 30 1+8 0001101 0D 13 min7(9) 00011111 1F 31 1+5 0001110 0E 14 min7(11) 00100000 20 32 sus4 0001111 0F 15 minMaj7 00100001 21 33 1+2+5 00010000 10 16 minMaj7(9) 00100010 22 34 cc 00010001 11 17 dim</p> <p>bn : On Bass Note Same as Chord root 127.No bass chord bt : Bass Chord Same as Chord type 127.No bass chord</p> <p>* Not received when Receive Chord System Exclusive Message Parameters is set to off. * Not transmitted when Transmit Chord System Exclusive Message Parameters is set to off.</p>	-	-										•
	<p>Type2 (tt=03)</p> <p>11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01111110 7E = Style 00000011 03 = type 2 0ddddd dd = note1 0ddddd dd = note2 0ddddd dd = note3 : : 0ddddd dd = note10 11110111 F7 = End of Exclusive</p>	-	-										X

• : Transmitted via panel operations ○ : Available

System Exclusive Messages (XG)

MIDI Event	Data Format	[MIDI]										
		Voice		MIDI Reception					MIDI Transmission			
		Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1/ Right2/ Left	Keyboard	Style	Extra	Right1/ Right2/ Left	M.Pad	Style	Song
XG Parameter Changes	F0 43 1n 4C hh mm ll dd ... F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 0001nnnn 1n = Device Number n=always 0(when transmit), n=0-F(when receive) 01001100 4C = Model ID 0hhhhhhh hh = Address High 0mmmmmmm mm = Address Mid 01111111 ll = Address Low 0ddddddd dd = Data : : 11110111 F7 = End of Exclusive	*										
XG Bulk Dump	F0 43 0n 4C aa bb hh mm ll dd ... dd cc F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 0000nnnn 0n = Device Number n=always 0(when transmit), n=0-F(when receive) 01001100 4C = Model ID 0aaaaaaaa aa = Byte Count MSB 0bbbbbbb bb = Byte Count LSB 0hhhhhhh hh = Address High 0mmmmmmm mm = Address Mid 01111111 ll = Address Low 0ddddddd dd = Data : : 0ddddddd dd = Data 0ccccccc cc = Checksum 11110111 F7 = End of Exclusive	*										
XG Parameter Request	F0 43 3n 4C hh mm ll F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 0011nnnn 3n = Device Number n=always 0(when transmit), n=0-F(when receive) 01001100 4C = Model ID 0hhhhhhh hh = Address High 0mmmmmmm mm = Address Mid 01111111 ll = Address Low 11110111 F7 = End of Exclusive	-	-									
XG Dump Request	F0 43 2n 4C hh mm ll F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 0010nnnn 2n = Device Number n=always 0(when transmit), n=0-F(when receive) 01001100 4C = Model ID 0hhhhhhh hh = Address High 0mmmmmmm mm = Address Mid 01111111 ll = Address Low 11110111 F7 = End of Exclusive	-	-									

System Exclusive Messages Special Operators (Vocal Harmony Additional Parameters)

Vocal Harmony	
PSR-S770	X
PSR-S970	O

MIDI Event	Data Format	[MIDI]											
		Voice		MIDI Reception					MIDI Transmission				
		Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1/ Right2/ Left	Keyboard	Style	Extra	Right1/ Right2/ Left	M.Pad	Style	Song	Upper Lower
Vocal Harmony Vocoder Part (Harmony Part(Panel))	F0 43 73 01 11 0n 50 10 dd F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01110011 73 = Clavinova ID 00000001 01 = Model ID (Clavinova common ID) 00010001 11 = Special Operators 0000nnnn 0n = Channel No. (Always 00) 01010000 50 = Vocal Harmony Additional Parameter Control No. 00010000 10 = Vocoder Part Parameter No. 0ddddddd dd = data 00H : Off 01H : Upper 02H : Lower 11110111 F7 = End of Exclusive	X	O										●

● : Transmitted via panel operations and keyboard/controller performances. O : Available

System Exclusive Messages (Others)

11110000	F0 = Exclusive status
01000011	43 = YAMAHA ID
01110011	73 = Clavinova ID
:	:
11110111	F7 = End of Exclusive

[MIDI]

MIDI Event	Data Format	Voice											
		Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right/ Right2/ Left	Keyboard	Style	Extra	Right1/ Right2/ Left	M.Pad	Style	Song	Upper Lower
Internal Clock (Clavinova compliance)	F0 43 73 01 02 F7 00000001 01 = Model ID (Clavinova common ID) 00000010 02 = Internal Clock Substatus	-	-					O					X
External Clock (Clavinova compliance)	F0 43 73 01 03 F7 00000001 01 = Model ID (Clavinova common ID) 00000011 03 = External Clock Substatus	-	-				O						X
Organ Flutes data Bulk Dump (Clavinova compliance)	F0 43 73 01 06 0B 00 00 01 06 0n [Bulk Data] sum F7 01H Model ID (Clavinova common ID) 06H Bulk ID 0BH Bulk No. (Organ Flutes data Bulk Dump) 00H,00H,01H,06H Data Length :16bytes 1st Channel No. 0nH 2nd Footage [1] 00 - 08H 3rd [1 1/3] 00 - 08H 4th [1 3/5] 00 - 08H 5th [2] 00 - 08H 6th [2 2/3] 00 - 08H 7th [4] 00 - 08H 8th [5 1/3] 00 - 08H 9th [8] 00 - 08H 10th [16] 00 - 08H 11th [Attack 2] 00 - 08H 12th [Attack 2 2/3] 00 - 08H 13th [Attack 4] 00 - 08H 14th Settings [Attack Length] 00 - 08H 15th [Response] 00 - 08H 16th [Attack Mode] 00 - 01H 00H: Each, 01H: First 17th [Wave Variation] 00 - 02H 00H: Sine, 01H: Vintage, 02H Euro 18th [Volume] 01 - 09H 19th [aux] 00H 20th [aux] 00H 21th [aux] 00H 22th [aux] 00H sum Check Sum = 0-sum(BULK DATA) Wave Variation: Euro	O (Organ Flute)	X	O	O	X	X	O	●	X	X	O	X
Display open/close (Clavinova compliance)	F0 43 73 01 51 00 00 02 05 A1 A2 A3 A4 dd F7 00000001 01 = Model ID (Clavinova common ID) 01010001 51 = PK/CL common variable length data 00000000 00 = 00000000 00 = Panel 00000001 02 = Display open/close 00000011 05 = Size A1 = Display address1 A2 = Display address2 A3 = Display address3 A4 = Display address4 dd = 00 → Display is opened at the time of starting and closed at the time of stopping. * This message is effective only for playback from an internal sequencer. Display address Score display Lyrics display A1 00H 00H A2 00H 00H A3 00H 01H A4 00H 00H	X	X			X							X
MIDI Master Tuning	F0 43 1n 27 30 00 00 0m 0l cc F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 0001nnnn 1n n= always 0(when transmit), n=0-F(when receive) 00100111 27 = Model ID of TG100 00110000 30 = Address High 00000000 00 = Address Mid 00000000 00 = Address Low 0000mmmm 0m = Master Tune MSB 00001111 0l = Master Tune LSB 0ccccccc cc = don't care 11110111 F7 = End of Exclusive	O	O				O						X
Guide ON	F0 43 73 01 1F 00 cc dd F7 00000001 01 = Model ID (Clavinova common ID) 00011111 1F = Guide On Substatus 00000000 00 = 0ccccccc cc = Part Select Number (1/Right, 2/Left) cc 1/Right 2/Left 00 On On 01 Off On 02 On Off 03 Off Off 0ddddd dd = Mode 00:Off, 01:Follow Lights, 02:Any Key, 03:Karao Key, 04:Vocal Cue Time 06=YourTempo 11110111 F7 = End of Exclusive	-	-				O						X

● : Transmitted via panel operations O : Available

Song System Exclusive Message List / Liste der System-Exclusive-Meldungen der Songs / Liste des messages exclusifs au système de morceaux / Lista de mensajes exclusivos del sistema de canciones

Data Format	Parameter	Description	Note
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Guide

FO 43 73 01 1F 00 cc dd F7	Guide Mode	ccH = Part Select No 00H (TRACK1=ON, TRACK2=ON) 01H (TRACK1=OFF, TRACK2=ON) 02H (TRACK1=ON, TRACK2=OFF) 03H (TRACK1=OFF, TRACK2=OFF) ddH = Mode 00H=Guide OFF 01H=Follow Lights 02H=Any Key 03H=Karao-Key 06=Your Tempo	Entered to the song from the [SONG CREATOR] → SETUP display.
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Score

FO 43 73 01 50 12 00 00 dd F7	Left Part indication On/Off	00H: OFF, 7FH:ON	Entered to the song from the [SONG CREATOR] → SETUP display.
FO 43 73 01 50 12 00 01 dd F7	Right Part indication On/Off	00H: OFF, 7FH:ON	
FO 43 73 01 50 12 00 02 dd F7	Lyrics indication On/Off	00H: OFF, 7FH:ON	
FO 43 73 01 50 12 00 03 dd F7	Chord indication On/Off	00H: OFF, 7FH:ON	
FO 43 73 01 50 12 00 04 dd F7	N.Name indication On/Off	00H: OFF, 7FH:ON	
FO 43 73 01 50 12 00 05 dd F7	Size designation	00H: SMALL, 01H:MIDDLE, 02H:LARGE, 03H:X-LARGE	
FO 43 73 01 50 12 00 06 dd F7	Left Ch	00H – 0FH=CH, 7EH=OFF, 7FH=AUTO	
FO 43 73 01 50 12 00 07 dd F7	Right Ch	00H – 0FH=CH, 7EH=OFF, 7FH=AUTO	
FO 43 73 01 50 12 00 08 dd F7	Quantize triplet On/Off	(00H:TripletOFF, 7FH:TripletON)	
FO 43 73 01 50 12 00 09 dd F7	Quantize	00H: quarter, 01H: eighth, 02H: sixteenth, 03H: thirty-second	
FO 43 73 01 50 12 00 0A dd F7	NoteName	00H:ABC, 01H:FixedDo, 02H:MovableDo	
FO 43 73 01 50 12 00 0B dd F7	Color Note	00H: OFF, 7FH:ON	

Style

FO 43 73 01 51 00 00 03 10 00 dd F7	STYLE SPLIT POINT	dd=STYLE SPLIT POINT (Note Number)	Entered to the song from the [SONG CREATOR] → SETUP display.
FO 43 73 01 51 05 00 03 04 00 00 dd dd F7	Style No.	dd dd = Style No.	Entered when recording.
FO 43 7E 00 ss dd F7	Section Control	Refer to the MIDI Data Format.	Entered when recording.

Song Meta Event List / Liste der Meta-Events der Songs / Liste des métaévénements des morceaux / Lista de meta-eventos de canciones

Data Format	Parameter	Description	Note
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FF 05 len [Data]	Lyrics	len=Data length, [Data]=Lyrics Data	-
FF 51 03 t1 t2 t3	Set Tempo	t1 t2 t3 =Tempo value B7 1B 00 – 01 D4 C0 (Tempo 5 – 500)	Entered when recording.
FF 58 04 nn dd cc bb	Beat	nn=Numerator, dd=Denominator (2n) cc=MIDI clock per metronome click, bb=Number of thirty-second notes in MIDI quarter note	Entered when recording.
FF 59 02 sf mi	Key Signature	sf=7 – 7 mi=0: Major key, 1: minor key	Entered from the [Score] → SETUP display.

YAMAHA META EVENT

FF 7F 06 43 73 0A 00 07 dd	Score Start Bar	ddH: Start from this measure dd= -100 – 1, 1 – 100	Same as ScBar entered from the [SONG CREATOR] → SYS/EX. Display
FF 7F len 43 73 0D 01 [Data]	Keyboard Voice	Voice settings for the RIGHT1 – 3 and LEFT	Entered to the song from the [SONG CREATOR] → SETUP display.

YAMAHA XF META EVENT

FF 7F 07 43 7B 01 cr ct bn bt	Chord Name	Refer to "Chord Control" in the MIDI Data Format (System Exclusive Messages)	Entered when recording.
FF 7F 05 43 7B 03 20 08	Phrase Mark	Used as a marker for each phrase when executing Phrase Mark repeat playback.	Used when performing the Phrase Mark repeat playback.
FF 7F 04 43 7B 04 dd	Phrase Max	Maximum Phrase Number	Used when performing the Phrase Mark repeat playback.
FF 7F 05 43 7B 0C rr ll	Guide Track Flag	Sets the TRACK1 and TRACK2 parameters on the [FUNCTION] → [SONG SETTING] display. rr = RIGHT CH (0: OFF, 1 – 16CH) ll = LEFT CH (0: OFF, 1 – 16CH)	Entered when recording.
FF 7F len 43 7B 21 00 pp [Data]	Lyrics Bitmap	Specifies the background picture of the Lyrics display. pp=Display type (0: Center, 1: Tile) [Data]=File Path	Entered to the song from the [SONG CREATOR] → SETUP display.

MIDI Implementation Chart / MIDI-Implementierungstabelle / Tableau d'implémentation MIDI / Gráfico de implementación MIDI

Yamaha [Digital Keyboard]

Date:25-Feb-2015

Model PSR-S970/PSR-S770

MIDI Implementation Chart

Version : 1.0

Function...	Transmitted	Recognized	Remarks
Basic Default Channel Changed	1 - 16 1 - 16	1 - 16 1 - 16	
Mode Default Messages Altered	3 x *****	3 x x	
Note Number : True voice	0 - 127 *****	0 - 127 0 - 127	
Velocity Note ON Note OFF	o 9nH,v=1-127 x 9nH,v=0	o 9nH,v=1-127 x	
After Key's Touch Ch's	x x	o o	
Pitch Bend	o	o 0 - 24 semi	
Control Change	0,32 o 1,5,7,10,11 o 16 x 6,38 o 64,65,66,67 o 71,72,73,74 o 80,81 o 84 o 91,93,94 o 96,97 x 98,99 o 100,101 o	o o o o o o o o o o o o	Bank Select General Purpose Controller Data Entry Sound Controller Portamento Cntrl Effect Depth RPN Inc,Dec NRPN LSB,MSB RPN LSB,MSB
Prog Change : True #	o 0 - 127 *****	o 0 - 127	
System Exclusive	o	o	
Common : Song Pos. : Song Sel. : Tune	x x x	x x x	
System : Clock Real Time: Commands	o o	o o	
Aux :All Sound Off :Reset All Cntrls :Local ON/OFF Mes- :All Notes Off sages:Active Sense :Reset	x x x x o x	o (120,126,127) o (121) o (122) o (123 - 125) o x	
Notes:			

Mode 1 : OMNI ON , POLY
Mode 3 : OMNI OFF, POLY

Mode 2 : OMNI ON , MONO
Mode 4 : OMNI OFF, MONO

o : Yes
x : No