

GS Reset

MasterVolume **127**

Master Pitch

438 439 440 441 442 443 444 445

Reverb (91)

Room 1 (0) Hall 2 (4)  
Room 2 (1) Plate (5)  
Room 3 (2) Delay (6)  
Hall 1 (3) PDelay (7)

Chorus (93)

Chorus 1 (0) Fb Chorus (4)  
Chorus 2 (1) Flanger (5)  
Chorus 3 (2) S-Delay (6)  
Chorus 4 (3) S-Delay Fb (7)

Delay (94)

Delay 1 (0) PDelay 1 (4)  
Delay 2 (1) PDelay 2 (5)  
Delay 3 (2) PDelay 3 (6)  
Delay 4 (3) PDelay 4 (7)

Dly to Rev (8)

Pan Repeat (9)

D.Pre-LPF (00) 0

D.Time Center (97) 97

D.TimeRatio Left (04) 4

D.TimeRatioRight (04) 4

D.Level Center (127) 127

D.Level Left (00) 24

D.Level Right (00) 28

D.Level (64) 127

D.F Back (80) 80

D.Send Rev (00) 0

R.Character (04) 4

R.Pre-LPF (00) 0

R.Level (64) 127

R.Time (64) 108

R.Delay FBack (00) 0

R.Send Cho 0

R.PredelayTime (00) 0

C.Pre-LPF (00) 0

C.Level (64) 64

C.F Back (08) 8

C.Delay (80) 80

C.Rate (03) 3

C.Depth (19) 19

C.Send Rev (00) 0

C.Send Delay (00) 0

EQUALIZER

200Hz (0) 3kHz (0)

400Hz (1) 6kHz (1)

Gain (64) 52 Gain (64) 76

----- Dr. Inst EDIT (10ch) -----

まずInst Noを入力!

Dr. Inst No. 98 - **38** - +

Pitch / 99-24 6 - **64** - +

Level / 99-26 6 - **64** - +

Pan / 99-28 6 - **64** - +

Rev. / 99-29 6 - **38** - +

Cho. / 99-30 6 - **0** - +

Delay / 99-31 6 - **0** - +

-Null-  
101-127 100-127

MSB LSB

----- Part -----

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

Reverb (91) 0 80 80 80 80 80 80 80 80 1 80 80 80 80 80

Chorus (93) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

Delay (94) 91 0 0 0 0 0 0 0 0 0 0 0 0 0 0

Attack (73) 64 64 64 64 64 64 64 64 64 107 64 64 64 64 64

Release (72) 64 64 64 64 64 64 64 64 64 71 64 64 64 64 64

Decay 64 64 64 64 64 64 64 64 64 64 64 64 64 64 64

V.Rate 64 64 64 64 64 64 64 64 64 64 64 64 64 64 64

V.Depth 64 64 64 64 64 64 64 64 64 64 64 64 64 64 64

V.Delay 64 64 64 64 64 64 64 64 64 64 64 64 58 64 64

Ctf Off (74) 64 64 64 64 64 64 64 64 64 64 64 64 64 64 64

Resonance (71) 83 64 64 64 64 64 64 64 64 83 64 64 64 64 64

Pan

EQ

Mute

Exp

Vol.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

Prg 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

ba.00 0 0 0 0 0 0 0 0 0 0 0 0 0 0

ba.32 0 0 0 0 0 0 0 0 0 0 0 0 0 0

EFX EFX EFX EFX EFX EFX EFX EFX EFX EFX EFX EFX EFX EFX EFX

OUT 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

Shift 64 64 64 64 64 64 64 64 64 64 64 64 64 64 64

Part Mode 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0

Reverb (91)

Chorus (93)

Delay (94)

Attack (73)

Release (72)

Decay

V.Rate

V.Depth

V.Delay

Ctf Off (74)

Resonance (71)

1 2 3 4 5 6 7 8

-----LSB-----

Fine Tuning 100-01 100-01 100-01 100-01 100-01 100-01 100-01 100-01

Bend Range 100-00 100-00 100-00 100-00 100-00 100-00 100-00 100-00

-----MSB-----

101-00 101-00 101-00 101-00 101-00 101-00 101-00 101-00

-----Value-----

6 - 64 64 64 64 64 64 64 64

100-127 LSB LSB LSB LSB LSB LSB LSB LSB

Null 101-127 MSB MSB MSB MSB MSB MSB MSB MSB

9 10 11 12 13 14 15 16

-----LSB-----

Fine Tuning 100-01 100-01 100-01 100-01 100-01 100-01 100-01 100-01

Bend Range 100-00 100-00 100-00 100-00 100-00 100-00 100-00 100-00

-----MSB-----

101-00 101-00 101-00 101-00 101-00 101-00 101-00 101-00

-----Value-----

6 - 64 64 64 64 64 64 64 63

100-127 LSB LSB LSB LSB LSB LSB LSB LSB

Null 101-127 MSB MSB MSB MSB MSB MSB MSB MSB

0 = 01 1 = 02  
2 = 02 L 3 = 02 R

0 = Norm  
1 = Dr1 2 = Dr2

MASTER