

Manual abstract:

@@Start Point * It is not possible to specify the Tick. @@* It is not possible to specify the Tick. 001 002 003 004 005 006 007 008 009 010 011 012 013 014 015 016 017 018 019 020 021 022 023 024 025 026 027 028 029 030 031 032 033 034 035 036 037 038 039 040 041 042 Explanation Dance (small dynamics) Dance (large dynamics) Dance (light swing) Dance (heavy swing) Dance (dragging beats, small dynamics) Dance (dragging beats, large dynamics) Dance (dragging beats, light swing) Dance (dragging beats, heavy swing) Dance (pushing beats, small dynamics) Dance (pushing beats, large dynamics) Dance (pushing beats, light swing) Dance (pushing beats, heavy swing) Fusion (small dynamics) Fusion (large dynamics) Fusion (light swing) Fusion (heavy swing) Fusion (dragging beats, small dynamics) Fusion (dragging beats, large dynamics) Fusion (dragging beats, light swing) Fusion (dragging beats, heavy swing) Fusion (pushing beats, small dynamics) Fusion (pushing beats, large dynamics) Fusion (pushing beats, light swing) Fusion (pushing beats, heavy swing) Reggae (small dynamics) Reggae (large dynamics) Reggae (light swing) Reggae (heavy swing) Reggae (dragging beats, small dynamics) Reggae (dragging beats, large dynamics) Reggae (dragging beats, light swing) Reggae (dragging beats, heavy swing) Reggae (pushing beats, small dynamics) Reggae (pushing beats, large dynamics) Reggae (pushing beats, light swing) Reggae (pushing beats, heavy swing) Pops (small dynamics) Pops (large dynamics) Pops (light swing) Pops (heavy swing) Pops (dragging beats, small dynamics) Pops (dragging beats, large dynamics) Range Min Range Max 0 (C-) -127 (G9) 5. @@@@ For example, ABH in hexadecimal notation will be divided to 0AH and 0BH, and is sent/received in this order. @@1 JUNO-G (ModelID = 00H 00H 15H) +

Table with columns: Offset, Address, Description. Rows include: System, Temporary Patch/Rhythm, Performance, System Common, System Mastering, System External Input, System Controller, Temporary Patch/Rhythm, Performance, Temporary Patch, Temporary Rhythm, Performance Common, Performance Common MFX1, Performance Common Chorus, Performance Common Reverb, Performance Common MFX2, Performance Common MFX3, Performance MIDI (Channel 1), Performance MIDI (Channel 2), Performance MIDI (Channel 16), Performance Part (Part 1), Performance Part (Part 2), Performance Part (Part 16), Performance Zone (Channel 1), Performance Zone (Channel 2), Performance Zone (Channel 16), Performance Controller, Arpeggio Common, Arpeggio Pattern (Note 1), Arpeggio Pattern (Note 2), Arpeggio Pattern (Note 16), Chord, Sound Mode (0-5), PATCH, PERFORM, GM1, GM2, GS, PIANO, Performance Bank Select MSB (CC#0) (0-127), Performance Bank Select LSB (CC#32) (0-127), Kbd Patch Program Number (PC) (0-127), Kbd Patch Bank Select MSB (CC#0) (0-127), Kbd Patch Bank Select LSB (CC#32) (0-127), Rhy Patch Program Number (PC) (0-127), Rhy Patch Bank Select MSB (CC#0) (0-127), Rhy Patch Bank Select LSB (CC#32) (0-127), MFX1 Switch (0-1), BYPASS, ON, MFX2 Switch (0-1), BYPASS, ON, MFX3 Switch (0-1), BYPASS, ON, Chorus Switch (0-1), OFF, ON, Reverb Switch (0-1), OFF, ON, Input Effect Switch (0-1), OFF, ON, Transpose Value (59-70), Octave Shift (61-67), D Beam Select (0-3), OFF, (reserv), SOLO-SYN, ASGN, Arp/Ptm Duration (0-9), Arpeggio Switch (0-1), OFF, ON, Arpeggio Bank (0-1), USER, PRESET, Arpeggio Style (0-127), I-128, Arpeggio Motif (0-11), UP/L, UP/H, UP/, dn/L, dn/H, dn/, Ud/L, Ud/H, Ud/, rn/L, rn/, PHRASE, Arpeggio Octave Range (61-67), -3, +3, Arpeggio Hold (0-1), OFF, ON, Arpeggio Accent Rate (0-100), Arpeggio Velocity (0-127), REAL, Rhythm Pattern Bank (0-1), USER, PRESET, #0023, 0000aaaa, 0000bbbb.

