



# Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for ROLAND TD-6V. You'll find the answers to all your questions on the ROLAND TD-6V in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

## User manual ROLAND TD-6V User guide ROLAND TD-6V Operating instructions ROLAND TD-6V Instructions for use ROLAND TD-6V Instruction manual ROLAND TD-6V

### MIDI Implementation

Model TD-6V Version 1.00 Oct 24, 2003

#### Normal mode

#### Section 1. Receive data

#### Channel Voice Messages

Following Channel Voice Messages can be recorded in SETUP/MIX PART/Part CL.

##### Note Off

Status	Byte 1	Byte 2	Byte 3
Note Off	9H	velocity	pitch
0H	0H	0H	0H

n = MIDI channel number: 0H - F0H (ch. 1 - ch. 16)  
 k = note number: 0H1 - 7FH0 (0 - 127)  
 v = note off velocity: 0H1 - 7FH0 (0 - 127)

- \* Only the channel assigned to the backing part can be received.
- \* The Velocity Value of Note Off message are ignored.
- \* When recording, this is recorded in the sequencer data file.

##### Note On

Status	Byte 1	Byte 2	Byte 3
Note On	9H	velocity	pitch
0H	0H	0H	0H

n = MIDI channel number: 0H - F0H (ch. 1 - ch. 16)  
 k = note number: 0H1 - 7FH0 (0 - 127)  
 v = note on velocity: 0H1 - 7FH0 (0 - 127)

- \* A channel which is assigned to the drum kit part will receive only the note numbers which are specified by the drum kit.
- \* A channel which is assigned to the percussion part will receive only the note numbers which are specified by the percussion set.
- \* When recording, this is recorded in the sequencer data file.

##### Polyphonic Key Pressure

Status	Byte 1	Byte 2	Byte 3
Aftertouch	80H	velocity	pitch
0H	0H	0H	0H

n = MIDI channel number: 0H - F0H (ch. 1 - ch. 16)  
 k = note number: 0H1 - 7FH0 (0 - 127)  
 v = Value: 0H1 - 7FH0 (0 - 127)

- \* A channel which is assigned to the drum kit part will receive only the note numbers which are specified by the drum kit.
- \* If the value is greater than 0H1 (0), the decay of the note sounded by the received note number will be shortened.
- \* Not recorded in the sequencer.

##### Control Change

##### Bank Select (Controller number 0, 32)

Status	Byte 1	Byte 2	Byte 3
Bank Select	0B	bank	bank
0H	0H	0H	0H

n = MIDI channel number: 0H - F0H (ch. 1 - ch. 16)  
 ms = Bank number MSB: 0H1 - 7FH0 (bank 1 - bank 128)  
 ls = Bank number LSB: 0H1 - 7FH0 (bank 1 - bank 128)

- \* Not recorded when SETUP/MIX.COMB.2N/3n PC is set to "OFF". (Initial Value is ON)
- \* Bank select processing will be suspended until a program change message is received.
- \* Only the channel assigned to the backing part can be received.
- \* Not recorded in the sequencer.

##### Foot Control (Controller number 4)

Status	Byte 1	Byte 2	Byte 3
Foot Control	4H	value	value
0H	0H	0H	0H

n = MIDI channel number: 0H - F0H (ch. 1 - ch. 16)  
 vv = Control value: 0H1 - 7FH0 (0 - 127)

- \* Only the channel assigned to the drum kit part can be received.
- \* When recording, this will be recorded as PEDAL\_CC data in the sequencer data file.

##### Data Entry (Controller number 6)

Status	Byte 1	Byte 2	Byte 3
Data Entry	6H	data	data
0H	0H	0H	0H

n = MIDI channel number: 0H - F0H (ch. 1 - ch. 16)  
 ms = The value of the parameter specified by RPN.

- \* Only the channel assigned to the backing part can be received.
- \* Not recorded in the sequencer.

On the normal mode of TD-6V, RPN can be used to modify the following parameters.

RPN	Data entry	Explanation
MSB15B	MSB15B	Pitch Bend Sensitivity
0H10H1	msb1 ---	msb1 (0 - 24 as octaves) LSB ignored (pitch bend as 0H14) specify up to 2 octaves in semitone steps. RPN null
7FH17H1	---	set condition when RPN is completed. The data entry messages after set RPN null will be ignored. (No data entry messages are required after RPN null). Settings already made will not change. MSB15B of data entry ignored.

##### Volume (Controller number 7)

Status	Byte 1	Byte 2	Byte 3
Volume	7H	value	value
0H	0H	0H	0H

n = MIDI channel number: 0H - F0H (ch. 1 - ch. 16)  
 vv = Volume: 0H1 - 7FH0 (0 - 127)

- \* Volume messages are used to adjust the volume balance of each part.
- \* Only the channel assigned to the percussion part and the backing part can be received.
- \* Not recorded in the sequencer.

##### Pan (Controller number 10)

Status	Byte 1	Byte 2	Byte 3
Pan	0AH	pan	pan
0H	0H	0H	0H

n = MIDI channel number: 0H - F0H (ch. 1 - ch. 16)  
 vv = Pan: 0H1 - 0H7 - 7FH0 (Left - Center - Right)

- \* Only the channel assigned to the backing part can be received.
- \* Not recorded in the sequencer.

##### Mold 1 (Controller number 64)

Status	Byte 1	Byte 2	Byte 3
Mold 1	40H	value	value
0H	0H	0H	0H

n = MIDI channel number: 0H - F0H (ch. 1 - ch. 16)  
 vv = Control value: 0H1 - 7FH0 (0 - 127) (0 - 63) + 0H7, 0H127 - 0H128

- \* Only the channel assigned to the backing part can be received.
- \* When recording, this is recorded in the sequencer data file.

Copyright ©2004 ROLAND CORPORATION  
 No part of this publication may be reproduced in any form without the written permission of ROLAND CORPORATION.



You're reading an excerpt. [Click here to read official ROLAND TD-6V user guide](http://yourpdfguides.com/dref/3693035)

**Manual abstract:**

00 Oct. @@@@\* \* Only the channel assigned to the backing part can be received. @@The Velocity Values of Note Off message are ignored. When recording, this is recorded in the sequencer data itself. On the normal mode of TD-6V, RPN can be used to modify the following parameters. RPN MSB LSB 00H 00H Data entry MSB LSB mmH --- Note On Status 9nH 2nd byte kkH 3rd byte vvH 0H - FH (ch.1 - ch.16) 00H - 7FH (0 - 127) 00H - 7FH (0 - 127) n = MIDI channel number: kk = note number: vv = note on velocity: \* \* \* 7FH 7FH --- --- A channel which is assigned to the drum kit part will receive only the note numbers which are specified by the drum kit. A channel which is assigned to the percussion part will receive only the note numbers which are specified by the percussion set. When recording, this is recorded in the sequencer data itself.

Explanation Pitch Bend Sensitivity mm:00H - 18H (0 - 24 semitones) LSB:ignored (processed as 00H) specify up to 2 octaves in semitone steps RPN null set condition where RPN is unspecified. @@Settings already made will not change. MSB,LSB of data entry:ignored Volume (Controller number 7) Status BnH 2nd byte 07H 3rd byte vvH 0H - FH (ch.1 - ch.16) 00H - 7FH (0 - 127) Polyphonic Key Pressure Status AnH 2nd byte kkH 3rd byte vvH 0H - FH (ch. 1 - ch.16) 00H - 7FH (0 - 127) 00H - 7FH (0 - 127) n = MIDI channel number: kk = note number: vv = Value: \* \* \* n = MIDI channel number: vv = Volume: \* \* \* A channel which is assigned to the drum kit part will receive only the note numbers which are specified by the drum kit. If the value is greater than 40H (64), the decay of the note sounded by the received note number will be shortened. Not recorded in the sequencer. Volume messages are used to adjust the volume balance of each part.

Only the channel assigned to the percussion part and the backing part can be received. Not recorded in the sequencer. Pan (Controller number 10) Status BnH 2nd byte 0AH 3rd byte vvH 0H - FH (ch.1 - ch.16) 00H - 40H - 7FH (Left - Center - Right) Control Change Bank Select (Controller number 0, 32) Status BnH BnH 2nd byte 00H 20H 3rd byte mmH llH 0H - FH (ch.1 - ch.16) 00H - 7FH (bank.1 - bank.128) processed as 00H n = MIDI channel number: vv = Pan: \* \* Only the channel assigned to the backing part can be received. Not recorded in the sequencer.

Hold 1 (Controller number 64) Status BnH 2nd byte 40H 3rd byte vvH 0H - FH (ch.1 - ch.16) 00H - 7FH (0 - 127) 0-63 = OFF, 64-127 = ON n = MIDI channel number: mm = Bank number MSB: ll = Bank number LSB: \* \* \* \* Not Received when SETUP/MIDI COMMON/Rx PC Sw is set to "OFF". (Initial Value is ON) Bank select processing will be suspended until a program change message is received. Only the channel assigned to the backing part can be received. Not recorded in the sequencer. n = MIDI channel number: vv = Control value: \* \* Only the channel assigned to the backing part can be received. When recording, this is recorded in the sequencer data itself. Copyright © 2004 ROLAND CORPORATION No part of this publication may be reproduced in any form without the written permission of ROLAND CORPORATION. 1 MIDI Implementation Effect 1(Reverb Send Level) (Controller number 91) Status BnH 2nd byte 5BH 3rd byte vvH 0H - FH (ch.

1 - ch.16) 00H - 7FH (0 - 127) Channel Mode Messages All Sounds Off (Controller number 120) Status BnH 2nd byte 78H 3rd byte 00H 0H - FH (ch.1 - ch.16) n = MIDI channel number: vv = Reverb send level: \* \* Only the channel assigned to the backing part can be received. Not recorded in the sequencer. n = MIDI channel number: \* RPN MSB/LSB (Controller number 101, 100) Status BnH BnH 2nd byte 65H 64H 3rd byte mmH llH \* When this message is received, all currently-sounding notes on the corresponding channel will be silenced. However, the status of channel messages will not change. @@@@To use these messages, you must first use RPN (controller number 100 and 110, their order does not matter) to specify the parameter to be controlled, and then use Data Entry messages (controller number 6, 38) to specify the value of the specified parameter. Once an RPN parameter has been specified, all data entry messages received on that channel will modify the value of that parameter. To prevent accidents, it is recommended that you set RPN null (RPN number = 7FH 7FH) when you have finished setting the value of the desired parameter.

Refer to "Examples of actual MIDI message" (p. 12). On the normal mode of TD-6V, RPN can be used to modify the following parameters. Regarding the value of each parameter, refer to Data Entry (Controller number 6). RPN mm 00H 7FH Controller Pitch Bend Change Polyphonic Key Pressure Foot Control Hold 1 RPN All Notes Off (Controller number 123) Status BnH 2nd byte 7BH 3rd byte 00H 0H - FH (ch.1 - ch.16) n = MIDI channel number: \* ll 00H 7FH Parameter Pitch Bend Sensitivity RPN null \* When All Notes Off is received, all notes on the corresponding channel will be turned off. However if Hold 1 is ON, the sound will be continued until these are turned off. In the recording mode, Note OFF message will be created for corresponding Note ON message, and will be recorded. Program Change Status CnH 2nd byte ppH OMNI OFF (Controller number 124) Status BnH 2nd byte 7CH 3rd byte 00H H - FH (ch.

1 - ch.16) n = MIDI channel number:0H - FH (ch.1 - ch.16) pp = Program number:00H - 7FH (prog.1 - prog.128) \* \* Not Received when SETUP/MIDI COMMON/Rx PC Sw is set to "OFF". (Initial Value is ON) The sound will change beginning with the next note-on after the program change is received. Voices which were already sounding before the program change was received will not be affected. Not recorded in the sequencer. n = MIDI channel number:0 \* The same processing will be carried out as when All Notes Off is received.

OMNI ON (Controller number 125) Status BnH 2nd byte 7DH 3rd byte 00H 0H - FH (ch.1 - ch.16) n = MIDI channel number: \* \* The same processing will be carried out as when All Notes Off is received. Pitch Bend Change Status EnH 2nd byte llH 3rd byte mmH 0H - FH (ch.1 - ch. 16) 00 00H - 40 00H - 7F 7FH (-8192 - 0 - +8191) MONO (Controller number 126) Status BnH 2nd byte 7EH 3rd byte mmH 0H - FH (ch.1 - ch.16) 00H - 10H (0 - 16) n = MIDI channel number: mm,ll = Pitch Bend value: \* \* n = MIDI channel number: mm = mono number: \* Only the channel assigned to the backing part can be received. When recording, this is recorded in the sequencer data itself. The same processing will be carried out as when All Sound Off or All Notes Off is received.

2 MIDI Implementation POLY (Controller number 127) Status BnH 2nd byte 7FH 3rd byte 00H 0H - FH (ch.1 - ch.16) System Exclusive Message Turn General MIDI System On This is a command message that resets the internal settings of the unit to the General MIDI initial state (General MIDI System - Level 1). After receiving this message, this unit will automatically be set to the proper condition for correctly playing a General MIDI score.



[You're reading an excerpt. Click here to read official ROLAND](#)

[TD-6V user guide](#)

<http://yourpdfguides.com/dref/3693035>



Data Transmission Data set 1 DT1 (12H) \* Regarding the DT1 refer to page 4. Global Parameter Control Channel Pressure Status F0H Byte F0H 7FH dev 09H 01H 0nH ppH rrH F7H pp=0 rr=28H-58H pp=1 rr=00H-7FH pp=2 rr=00H-7FH pp=3 Data byte 7FH, dev, 09H, 01H, 0nH, ppH, rrH Status F7H

Explanation Exclusive status ID number (Universal Realtime Message) Device ID (dev: 00H - 1FH Initial value is 10H (17)) Sub ID#1 (Controller Destination Setting) Sub ID#2 (Channel Pressure) MIDI channel (00H - 0FH) parameter range EOX (End Of Exclusive) Pitch Control -24 +24 semitones Filter Cutoff Control -9600 +9450 cents Amplitude Control 0 - 200 % LFO Pitch Depth 8 MIDI Implementation Parameter address map (Model ID = 00H 3FH) This map indicates address, size, Data (range), Parameter, and Description of parameters which can be transferred using "Data set 1 (DT1)". All the numbers of address, size, Data, and Default Value are indicated in 7-bit Hexadecimal-form. Addresses marked at "#" cannot be used as starting addresses.

Parameter Address Block TD-6V (Model ID = 00H 3FH)

Start	address	Description
00 00 00 00		SETUP (Individual)
01 00 00 00		DRUM KIT 1
01 62 00 00		DRUM KIT 99 (Individual)
04 00 00 00		dummy (ignored)
10 00 00 00		USER SONG (Bulk)
40 00 00 00		SETUP (Bulk)
41 00 00 00		DRUM KIT 1
41 62 00 00		DRUM KIT 99 (Bulk)
44 00 00 00		dummy (ignored)
		I-1 SETUP
Offset	address	Description
00 00 00		TRIGGER *I--I--I
01 00 00		dummy (ignored)
05 00 00		MIDI
07 00 00		PROGRAM
08 00 00		CHANGE SW *I--I--3I
09 00 00		dummy (ignored)
0A 00 00		CONTROL *I--I--4I
0B 00 00		MASTER TUNE *I--I--5I
		dummy (ignored)
		I-1 TRIGGER
Offset	address	Description
00 00		Pad parameters
01 00		dummy (ignored)
02 00		Pad parameters (2/SNARE)
03 00		Pad parameters (4/TOM1)
04 00		Pad parameters (5/TOM2)
05 00		Pad parameters (7/TOM3)
06 00		Pad parameters (3/HI--HAT)
07 00		Pad parameters (9/CRASH1)
08 00		Pad parameters (10/CRASH2)
09 00		Pad parameters (11/RIDE)
0A 00		Pad parameters (6/AUX)
0B 00		Pad parameters (8/TOM4)
		I-1-I-1 TRIGGER (Pad parameters)
Offset	address	Description
00	0000 aaaa	
01	0000 aaaa	Rim Sensitivity 0 -- 15
		(OFF, I -- 15) (2/SNARE only)
02	0000 0000	dummy (ignored)
03	0000 aaaa	Sensitivity 0 -- 15
		(I -- 16) (04   0000 aaaa   Threshold 0 -- 15   05   0000 0aaa   Trigger Curve 0--7) (LINEAR, EXP1, EXP2, LOG1, LOG2, SPLINE, LOUD1, LOUD2)
06	00aa aaaa	
		Scan Time 0 -- 40



You're reading an excerpt. [Click here to read official ROLAND TD-6V user guide](http://yourpdfguides.com/dref/3693035)









| DRUM KIT 99 | : : +-----+ : : 10 00 00 00 +-----+....

.....  
.....

..... | USER SONG | +-----+ | : : 40 00 00 00 +-----+ | | SETUP | Bulk area +-----+ | : : 41 00 00 00 +-----+ | |  
DRUM KIT | v +-----+.....

.....  
.....

..... Supplementary material Decimal and Hexadecimal table In MIDI documentation, data values and addresses/sizes of exclusive messages etc.

are expressed as hexadecimal values for each 7 bits. The following table shows how these correspond to decimal numbers.

	Dec.	Hex.	Dec.	Hex.	Dec.	Hex.	Dec.	Hex.																																																																																																																																																																																																																																																							
0	00H	32	20H	64	40H	96	60H	11	01H	33	21H	65	41H	97	61H	12	02H	34	22H	66	42H	98	62H	13	03H	35	23H	67	43H	99	63H	14	04H	36	24H	68	44H	100	64H	15	05H	37	25H	69	45H	101	65H	16	06H	38	26H	70	46H	102	66H	17	07H	39	27H	71	47H	103	67H	18	08H	40	28H	72	48H	104	68H	19	09H	41	29H	73	49H	105	69H	10	0AH	42	2AH	74	4AH	106	6AH	11	0BH	43	2BH	75	4BH	107	6BH	12	0CH	44	2CH	76	4CH	108	6CH	13	0DH	45	2DH	77	4DH	109	6DH	14	0EH	46	2EH	78	4EH	110	6EH	15	0FH	47	2FH	79	4FH	111	6FH	16	10H	48	30H	80	50H	112	70H	17	11H	49	31H	81	51H	113	71H	18	12H	50	32H	82	52H	114	72H	19	13H	51	33H	83	53H	115	73H	20	14H	52	34H	84	54H	116	74H	21	15H	53	35H	85	55H	117	75H	22	16H	54	36H	86	56H	118	76H	23	17H	55	37H	87	57H	119	77H	24	18H	56	38H	88	58H	120	78H	25	19H	57	39H	89	59H	121	79H	26	1AH	58	3AH	90	5AH	122	7AH	27	1BH	59	3BH	91	5BH	123	7BH	28	1CH	60	3CH	92	5CH	124	7CH	29	1DH	61	3DH	93	5DH	125	7DH	30	1EH	62	3EH	94	5EH	126	7EH	31	1FH	63	3FH	95	5FH	127	7FH

such as MIDI channel, bank select, and program change are listed as one(1) greater than the values given in the above table.



[You're reading an excerpt. Click here to read official ROLAND TD-6V user guide](#)  
<http://yourpdfguides.com/dref/3693035>



A 7-bit byte can express data in the range of 128 steps. @@@@ Since 9H = 9 and 20H = 32, this is a Program Change message with MIDI CH = 10, program number 33 (Drum Kit No.33). How to calculate the checksum (hexadecimal numbers are indicated by "H")

The checksum is a value derived by adding the address, size and checksum itself and inverting the lower 7 bits.

Here's an example of how the checksum is calculated. We will assume that in the exclusive message we are transmitting, the address is aa bb cc ddH and the data or size is ee ff gg hhH. aa + bb + cc + dd + ee + ff + gg + hh = sum sum / 128 = quotient ...

remainder 128 - remainder = checksum (However, the checksum will be 0 if the remainder is 0.) <Example3> E3 00 28 EnH is the Pitch Bend Change status, and n is the MIDI channel number. The 2nd byte (00H=0) is the LSB and the 3rd byte (28H=40) is the MSB, but Pitch Bend Value is a signed number in which 40 00H (= 64 x 128 + 0 = 8192) is 0, so this Pitch Bend Value is 28 00H - 40 00H = 40 x 128 + 0 - (64 x 128 + 0) = 5120 - 8192 = -3072

<Example4> B3 64 00 65 00 06 0C 26 00 64 7F 65 7F BnH is the Control Change status, and n is the MIDI channel number. For Control Changes, the 2nd byte is the control number, and the 3rd byte is the value. In a case in which two or more messages consecutive messages have the same status, MIDI has a provision called "running status" which allows the status byte of the second and following messages to be omitted. Thus, the above messages have the following meaning. B3 64 00 (B3) 65 00 (B3) 06 0C (B3) 26 00 (B3) 64 7F (B3) 65 7F MIDI ch.4, lower byte of RPN parameter number: (MIDI ch.4) upper byte of RPN parameter number: (MIDI ch.4) upper byte of parameter value: (MIDI ch.

4) lower byte of parameter value: (MIDI ch.4) lower byte of RPN parameter number: (MIDI ch.4) upper byte of RPN parameter number: 00H 00H 0CH 00H 7FH 7FH <Example1> Setting pan of snare drum (Trigger 2) in drum kit 1 to "ALTERNATE". According to the "Parameter address map", the drum kit No.1 has an address of 01 00 00 00H, drum kit pad parameter of Trigger 2 has a offset address of 03 00H and pan has a offset address of 26H.

@@@@@ This is the reason for the (B3) 64 7F (B3) 65 7F at the end. It is not desirable for performance data (such as Standard MIDI File data) to contain many events with running status as given in. This is because if playback is halted during the song and then rewound or fast-forwarded, the sequencer may not be able to transmit the correct status, and the sound source will then misinterpret the data. Take care to give each event its own status. It is also necessary that the RPN or NRPN parameter number setting and the value setting be done in the proper order.

On some sequencers, events occurring in the same (or consecutive) clock may be transmitted in an order different than the order in which they were received. For this reason it is a good idea to slightly skew the time of each event (about 1 tick for TPQN =96, and about 5 ticks for TPQN =480). \* TPQN: Ticks Per Quarter Note (1) Exclusive status (2) ID number (Roland) (3) Device ID (17) (4) Model ID (TD-6V) (5) Command ID (DT1) (6) EOX Next we calculate the checksum. 01H + 00H + 03H + 26H + 20H = 1 + 0 + 3 + 38 + 32 = 74 (sum) 74 (sum)/ 128 = 0 (quotient) ..

. @@@@ @23 (remainder) checksum = 128 - 23 (remainder) = 105 = 69H This means that F0 41 10 00 3F 11 01 00 00 15 00 00 00 01 69 F7 is the message we transmit. 12 MIDI Implementation About tuning \* Tuning by sending RPN#1 is only possible in GM mode. In MIDI, individual Parts are tuned by sending RPN #1 (Channel Fine Tuning) to the appropriate MIDI channel. In MIDI, an entire device is tuned by either sending RPN #1 to all MIDI channels being used, or by sending a System Exclusive MASTER TUNE (address 00 0A 00 00H).

RPN #1 allows tuning to be specified in steps of approximately 0.012 cents (to be precise, 100/8192 cent). One cent is 1/100th of a semitone. System Exclusive MASTER TUNE allows tuning in steps of 0.1 Hz. The values of RPN #1 (Channel Fine Tuning) and System Exclusive master tune are added together to determine the actual pitch sounded by each Part. Frequently used tuning values are given in the following table for your reference. Values are in hexadecimal (decimal in parentheses). +-----+-----+-----+-----+ |Hz in A4| cent | RPN #1 | Sys.Ex.

00 0A 00 00 | +-----+-----+-----+-----+ | 445.0 | +19.56 | 4C 43 (+1603)| 00 01 02 09 (+50) | | 444.0 | +15.67 | 4A 03 (+1283)| 00 01 01 0F (+40) | | 443.0 | +11.76 | 47 44 (+ 964)| 00 01 01 05 (+30) | | 442.0 | + 7.85 | 45 03 (+ 643)| 00 01 00 0B (+20) | | 441.0 | + 3.

93 | 42 42 (+ 322)| 00 01 00 01 (+10) | | 440.0 | 0.00 | 40 00 ( 0)| 00 00 0F 07 ( 0) | | 439.0 | -- 3.94 | 3D 3D (-- 323)| 00 00 0E 0D (--10) | | 438. 0 | -- 7.89 | 3A 7A (-- 646)| 00 00 0E 03 (--20) | +-----+-----+-----+-----+ <Example> In GM mode, set the tuning of MIDI channel 3 to A4 = 442.0 Hz. Send RPN#1 to MIDI channel 3. From the above table, the value is 45 03H. B2 (B2) (B2) (B2) (B2) (B2) 64 00 65 01 06 45 26 03 64 7F 65 7F MIDI ch.

3, lower byte of RPN parameter number (MIDI ch.3) upper byte of RPN parameter number (MIDI ch.3) upper byte of parameter value (MIDI ch.3) lower byte of parameter value (MIDI ch.3) lower byte of RPN parameter number (MIDI ch.3) upper byte of RPN parameter number : 00H : 01H : 45H : 03H : 7FH : 7FH 13 .



[You're reading an excerpt. Click here to read official ROLAND TD-6V user guide](http://yourpdfguides.com/dref/3693035)  
<http://yourpdfguides.com/dref/3693035>